

VAULTS OF PANDIUS

MYSTARA

THE KNOWN WORLD



A DUNGEONS & DRAGONS® CAMPAIGN SETTING



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THE OFFICIAL MYSTARA HOMEPAGE

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The KNOWN WORLD

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Introduction

Sprawling across the boundaries of the Known World, like a great, serpentine dragon, lies the bustling, ever-startling world of Mystara™, a land where the only constant is change.

Mystara has managed to survive through three disasters of cataclysmic proportions. The first such disaster, the Great Rain of Fire, came about some four millennia ago. It was then that the ancient Blackmoors, master of magic and technology, loosed their powerful weapons on the land in an Armageddon that forever changed the face of the world.

Although the people of BLACKMOOR™ failed to survive this self-inflicted calamity, they were nevertheless players in the second major disaster some thirteen hundred years later, when unsuspecting elves unwittingly detonated a powerful artifact left behind by the men of BLACKMOOR. The resulting explosion not only wiped out whole races but also brought about a change in climate that spawned a new ice age.

In more modern times, vengeful gods and goddesses brought about a series of cataclysmic events known as the Wrath of the Immortals. A great meteorite struck the land, an entire continent sank beneath the ocean, and a deadly plague began to spread.

Mystara is a world of constant surprises. Where else would you expect to find a flying city, a magical mountain, a floating continent, and invisible moon complete with inhabitants, and entire region of the world with its population held under the sinister, body-altering influence of a mysterious magical substance? What other land possesses and entire separate world inside its hollow core, with neither the world's population aware of the existence of the other?

In Mystara, you'll discover brave adventurers, powerful mages, evil villains, majestic dragons, lurking monsters. An entire civilization that has survived underground for hundreds of years, a nation of halflings, an island kingdom of pirates. Immortals who dabble in the affairs of mere mortals for their own amusement. An entire race that has migrated to Mystara from another world.

Fire and air magic...

A blighted, magically enchanted forest...

A sunken continent...

It's all here, and much, much more, when you dare to visit the magical world of Mystara!



Introduction

About MYSTARA

So you're new to the MYSTARA campaign settings... or at least you think you are. If you've come to D&D[®] fairly recently, perhaps with the release of the 3rd Edition rules or maybe even during the 1990's, MYSTARA quite probably is a whole new realm for you and your gaming buddies to explore. However, if you're an old-time D&D player but don't think you've ever encountered MYSTARA before; you may be surprised by some of the information that follows.

Here you'll find a brief overview of the origin of MYSTARA and a discussion of the things that really define the campaign and give it the flavor and atmosphere we love and hope you'll enjoy too.

Long time gamers may already recognize MYSTARA by a different name: the Known World. This was the campaign setting created and developed by TSR, Inc. for its original DUNGEONS & DRAGONS[®] line, variously referred to as BD&D (for "Basic"), OD&D (for "original," or "old"), 0e D&D (for "zero edition"), or more recently as CD&D (for "classic"). Developed to an incredible level of detail through TSR's publication of 20+ regional campaign accessories, Mystara would eventually include three complete campaign settings, all located on the same planet yet having certain elements that made each distinct in its own right. These three settings are known as the Known World, RED STEEL[™]/SAVAGE COAST[™], and the HOLLOW WORLD[™].

Collectively, and in the humble opinion of the fans, Mystara consists simply of the most well developed, world-spanning fantasy campaign settings that TSR ever produced. The MYSTARA line enjoyed a brief existence as an AD&D[®], 2nd Ed. Setting, but production was canceled in the mid 1990's. Despite no longer being actively produced, MYSTARA has always maintained a strong presence in the online community. Many fans have spent copious amounts of spare time dedicated to

continuing the development of completely new material as well as deliberate expansions on original source material. As a result, MYSTARA has remained alive and well to this day.

If you are interested in investigating this great wealth of fan developed material, the place to go is the [VAULTS OF PANDIUS](#), which has the stamp of approval as the "Official Mystara Website" from Wizards of the Coast[®].

Defining Mystara

Mystara is a high-magic, high-fantasy, high-adventure world; not unlike Wizards of the Coast's other settings. So, one might ask, why bother with MYSTARA when these other, settings are available? Well, while MYSTARA may have its roots in fantastic magical adventure, it portrays this theme in its own exciting and unique ways.

A good campaign setting, as every role-player worth his or her salt knows, has a unique style and theme to it. Pause a moment and think about a few different campaign settings. Each setting has an aura or "flavor" to it, which is what makes it stand out, worthy in its own right.

So what makes Mystara different from other "high magic, high fantasy, high adventure worlds", and what sort of adventure can you expect to find there?

Diverse Culture

Mystara comprises a richly detailed tapestry of cultures that exist side-by-side. Want to play a traditional knight in shining armor in a feudal pseudo-European setting? Fancy trying your hand at a Viking berserker or a Roman gladiator? Perhaps you'd prefer to be a renaissance swashbuckler, a horse-warrior Mongol from the arid steppes, or a Native American shaman? Or perhaps you're fond of the culture of China, or India, or Egypt?

In Mystara, there's somewhere with something for everyone, no matter what their tastes are.

Don't, however, think that this means Mystara is just a world of copycat non-originality with incompatible settings forced to exist together. Magic has a way of changing things, making the unlikely perfectly plausible and giving what may seem familiar on the surface enough twists to keep even the most jaded players on their toes. The interaction between these cultures is both natural and often fraught with tension and conflict.

Order vs. Anarchy

Unlike most other settings, in Mystara "Order" and "Anarchy" are far more often at odds with each other than "Good" and "Evil" necessarily are—though that's not to say that Good and Evil never clash.

MYSTARA focuses on the clash between Order and Anarchy rather than Good and Evil, though few wish evil to befall the entire world.

Order in MYSTARA is found in the many diverse societies and cultures of Mystara: the Plutocratic Republic of Darokin, the feudal society of Karameikos, the Mercantile Guilds of Minrothad, and the Principalities of Glantri. Usually lawful (and often good—at least from their own point of view) governing bodies try to keep community and economy strong and stable. But the forces of order are not always good—such as the Heldannic Knights and their subjugation of the indigenous people of the Heldannic Freeholds—and may not even be "Lawful".

Anarchy, on the other hand, is often found in the form of monster hordes: the Broken Lands, the Orclands in Darokin, the wilds of Karameikos, the Great Crater, the Desert Nomads... outside forces preying upon civilization, usually chaotic (and often

evil) in nature. It is also seen in certain elements within society: the factions of Glantri, the treachery in Thyatis, the civil unrest in Karameikos. The forces of anarchy are not always evil, and not even always "Chaotic" (in the 3e sense of the alignment)—such as the Alfheim refugees who flood the surrounding countries after their homeland was magically laid to waste—but they are always there.

Good guys vs... Good guys?

In most major Mystaran conflicts, it's hard to separate the good from the bad—there is rarely one side that is unequivocally "Right" and another that is unequivocally "Wrong". Sometimes one side is clearly better, but that's more by accident than design: in a world in conflict, it is bound to happen sooner or later. There are a few classic "bad guy" scenarios, and even in those that do exist it's not so much "Good" attacking "Evil" out of principle, it's more like "Evil" attacks a "Neutral victim" (Neutral because they didn't do anything to stop evil until they were personally attacked by it) and then "Good" responds.

But in Mystara—well, the fact is, though we gave it some serious thought, we have not been able to think of even a single example of a Good crusader who attacks Evil out of nothing save sheer principle.

Additionally, most plots and conflicts in Mystara tend to arise from the personal goals and ambitions of all the various parties. At first glance this may not seem any different than other settings; after all, it's the Evil villain's plans that put everything in motion. But the difference in Mystara is that it's everyone who has grand ambitions, not just the Evil villains, and these plans don't always please others. The





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conflict between Stefan Karameikos and Baron Ludwig von Hendriks is probably the closest thing to a classic Good vs. Evil plot in Mystara, but even Stefan made decisions that lead to actions that resulted in significant misery for others. First, he was granted autonomous rule of Traladara—a subject-nation that hadn't exactly been happy about being under Thyatian control to begin with—and immediately invited his fellow Thyatians to help him colonize the country. The Thyatians came in droves and their subsequent land-grabbing actions and contempt for the native Traladarans caused widespread misery and suffering. He also allowed his cousin, Baron von Hendriks, to get away with terrible persecution and tyranny for years simply because he was too naive to believe the reports was hearing which, to him, could only be outrageous exaggerations. He would even abandon his Thyatian allies in their hour of need—breaking a mutual defense treaty that he had signed with his former homeland when he felt that his young country's survival could only be guaranteed by forging a deal with Alphatia, Thyatis' enemy. Stephen is certainly good in comparison to Ludwig but, objectively speaking, he's a far cry from being good 100% of the time, yet he remains one of the shining examples of enlightened goodness in Mystara.

All the above is focused on the Known World, the original campaign setting of Mystara. Adding even more spice and variety to an already flavorful role-playing meal are the two other campaign settings, RED STEEL/SAVAGE COAST and the HOLLOW WORLD.

The Savage Coast is found to the far west, a long way from where the countries of the Known World are nestled in their small corner on the south eastern tip of the continent of Brun. Few merchants and explorers of the Known World who travel so far venture past the port of Slagovitch and into the regions beyond and those few that do rarely, if ever, return to their homes. Rumors abound about the region, ranging from stories that claim most people from the region have superhuman abilities that seem like arcane magic but are something else, to the existence of a strange metal, that cannot be mined anywhere else, that is as strong as steel but

much lighter and has certain innate magical properties. It is a region full of swashbuckling heroes and strange lands that may just as easily be run by civilized societies of monstrous humanoids, such as the feline Rakasta or the canine Lupin, as by humans or demi-humans. It is a place unlike any other you've ever seen—assuming you're brave enough (or foolhardy enough) to actually go and see it.

The Hollow World, in its turn, is something else again. There are very few people on the surface world who are aware of the fact that the planet of Mystara is a hollow sphere, and even fewer still who suspect that beneath their very feet rests a whole other world full of nations and cultures that were once found on the surface but have not been seen for centuries and even millennia. Although many of those who hear this tale wave it off as pure nonsense, they would be wrong for, unlike most celestial bodies, the planet of Mystara is a hollow sphere. Instead of a hot core of magma, there is open space, and it holds another world on the interior surface of the sphere and upon "floating continents" and "islands" that circle a small red-colored sun located at the exact center of the planet. This world is a museum; a store house of lost cultures from the surface world, placed on the inside of the planet by the Immortals, ostensibly to save them from extinction and preserve their ways forever. And, as with any museum, there are checks and balances to preserve and protect what is kept there, and so characters from the surface world who somehow manage to stumble into the Hollow World will be in for lots of surprises beyond the most obvious ones.

In conclusion, Mystara is a whole world of many diverse cultures with a distant, mythic origin that is based on a techno-magical disaster. It is also a world of peers where a lowly gladiator can rise to be Emperor and where those with the diligence and the courage can even ascend to immortality, transcending the barriers of life itself.

Sounds like just the sort of setting you've been looking for? Then feel free to stay awhile and check it out.

Why MYSTARA Third Edition?

MYSTARA is being converted to the Third Edition of the D&D rules system primarily for two reasons.

The first reason is that, as a truly open-ended system—an ideal window through which to look upon a world where all kinds of adventure are possible and an adventurer may one day do more than just dream of becoming an Immortal.

The second reason is the far more prosaic one of pragmatism; Since the 3.5 revision is the a more recent edition of the D&D rules, it is also the one to which most people will have access, and so it only seemed logical to convert the setting.

It is the hope of the MYSTARA 3E Project team that this conversion will pique the curiosity of DMs and players who are unfamiliar with the settings that make up Mystara and the wealth of both official and unofficial information available for it, ultimately encouraging them to try their hand at a MYSTARA campaign of their own.

It is also our hope that existing fans of the MYSTARA setting will be inclined to use this conversion effort as their baseline for doing future Mystara development and conversions of their own. By starting from this conversion as a baseline for the majority of MYSTARA 3E campaigns, it should reduce the amount of work a fan has to do to convert from classic D&D to D&D v.3.5 and can, instead, concentrate on the new and creative aspects of her work. One need only reference this manual, and provide details where exceptions to this conversion are assumed and all future developments for Mystara become easier, both for the developer and for the DM who wishes to add them to a campaign.



Chapter 6: A Brief History of Time

"He who fails to remember the past is doomed never to repeat it, for he shall be dead!"

—Moglai Khan, the Golden Khan of Ethengar

ORIGINS

Mystara is one of the oldest enigmas of the Multiverse. Its creation is a mystery that may never be solved; it is thought to have taken place before the birth of any being still in existence. (If any Immortal being was around at the place and time of the forming of Mystara, he's not admitting it.)

Creation of the World

No living being knows how Mystara was created. Every nation and every race has its own belief; almost every culture believes that the Immortal most beloved of that race created the world, but naturally each race prefers a different Immortal and credits him or her with the making of the world. The Immortals themselves, though, know they did not shape the world

When the world was formed, it was not created in the shape most people believe it takes. Most humans believe it to be a vast, mostly-flat plane, over which the sun and moon cross daily; but they are wrong. Scholars and astronomers lean to the theory that the world is a solid sphere hanging suspended in space; and though they hit closer to the truth, they also are partially wrong.

The world was formed as a *hollow* sphere, a balloon with a rocky skin about a thousand miles thick. The whole thing didn't have enough mass sufficient to generate a gravity which would hold an atmosphere in place, so a thin layer of magical material was inserted at the center of the planet's skin; this layer might be called the *gravity belt* by scholars if they knew of its existence. The Immortals do know of it; they call it the *World-Shield*.

Life and the Immortals

Once the world was shaped, life was created upon its (outer) surface over thousands or even millions of millennia. Some species and races

evolved naturally; others were created by ancient, elemental Immortals and by unknown forces.

As some of these races learned to manipulate magic, they too began creating entirely new species. And as they probed ever deeper into the workings of magic, some of them learned of the path they could take to Immortality. A few of the ones who learned of the path actually set out on it. A *very* few of the ones who set out on the path actually achieved Immortality.



Mystara and History

Not long ago (by Immortal calculations), the history of the human and humanoid races entered a very active phase. Cultures rose quickly and fell violently. Great wars were fought. Heroes lived who later were to become legends. Incredible calamities shaped the course of history in the outer world.

And, as all these events were taking place, the Immortals were reacting to them.

In Earliest Times

Before the dawn of recorded history (about 7,000 years ago, or BC 6,000) all the sentient races were in their infancy: they were very primitive, very simple peoples.

Humans were divided into three great races:

Neathar were light-skinned humans. A very prolific race, they multiplied quickly and spread all over their area of the world. Before the dawn of history, the Neathar tribes were all hunter-gatherers; most followed great herds of beasts through open plains territories. The Neathar were the ancestors of the Blackmoor race, which nearly destroyed the world; most of the light-skinned later races are their descendants (including the Thyatians, with all their descendants, the Hinterlanders of the southern continent, and the men of the Northern Reaches).

Oltecs were copper-skinned humans. They were great explorers, seafarers, and travelers; Oltec-descended cultures are found all over the Known World. The original Oltecs preferred deep jungle and forest terrains, though their descendants have adapted to almost every clime. Descendants of the Oltecs include the Atruaghin and the Jennites.

Tangaroo were black-skinned humans. Like the Neathar, they had a great warlike tradition and followed herd-beasts to support their tribes. However, they were not as prolific as the Neathar and consequently did not spread all over the globe the way Neathar-descended peoples did. Descendants of the Tangaroo include the folk of Tangor, on the continent east of Alphatia, and the Pearl Islanders.

In addition, many later races resulted from interbreeding between the races. The Ylari, Atruaghin, Ethengar and Nithians were descended from Neathar/Oltec crosses; the Traldar were further descended from Neathar/Nithia crosses.

Dwarves lived chiefly in hilly, rough territory of the northern continent, making their livelihoods as goatherds. These dwarves were not like the modern Rockhome dwarves: They liked rugged outdoor terrain as much as they liked glittering caves, and were a merrier, more open race of demihumans.

Elves lived in a literal paradise. Their deep-forested nation, in the temperate regions of the southern continent, was a land which did not know

bad weather, illness, or hunger; the elves were nurtured by the nature-loving Immortal Ordana who created them, and wanted for nothing.

Gnomes did not yet exist as a race; their creation took place many centuries later.

Halflings lived in the rolling hills and forests of the southern continent, some distance from the elves, whom they respect greatly.

There *were* no monstrous humanoids in the world at this time—the orcs, goblins, trolls, ogres, gnolls and giants which were to later plague the world did not yet exist. Lizard men were largely relegated to hidden swamps, secluded valleys, and the most desolate of deserts, far away from the other sentient races.

The timeline below describes the history of Mystara from the dawn of the modern sentient races to the modern era.

Timeline of History

Following is a timeline of events on the outer surface of Mystara, which we know as the Known World.

The timeline is given with Years BC (Before Crowning) and AC (After Crowning), referring to the crowning of the First Emperor of Thyatis, which took place in a year that modern historians call “AC 0.”

BC 6,000-BC 5,001

The Dawn of the Sentient Races

BC 6,000: There is no true civilization on the Outer World. Humans are tribal hunter-gatherers, living mostly in plains and light forests. Dwarves are barbaric mountain and foothill dwellers, mostly goatherds. Elves are sheltered, protected and nurtured by the forest spirits they worship; they do not need to work or suffer. There are no monstrous humanoids on the world to threaten the demihumans.

BC 5,000-BC 4,001

The First Civilizations

BC 5,000: The childhood of the elves is over; the forest spirits stop sheltering them, forcing them to leave paradise and to seek their own futures.

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(HW) The first great elf civilisation rises on the southern continent.

BC 4,500:
Beastmen—reincarnated souls of evil beings—appear in the Borean Valley, a frozen land north of Blackmoor. These Beastmen are wild, chaotic creatures which do not breed true; whelps may have some or none of the traits of their parents, may be of different size and appearance. This is all brought about by the magic of Hel, an

Immortal of the Sphere of Entropy, who wants to introduce more confusion, dismay and death into the world.

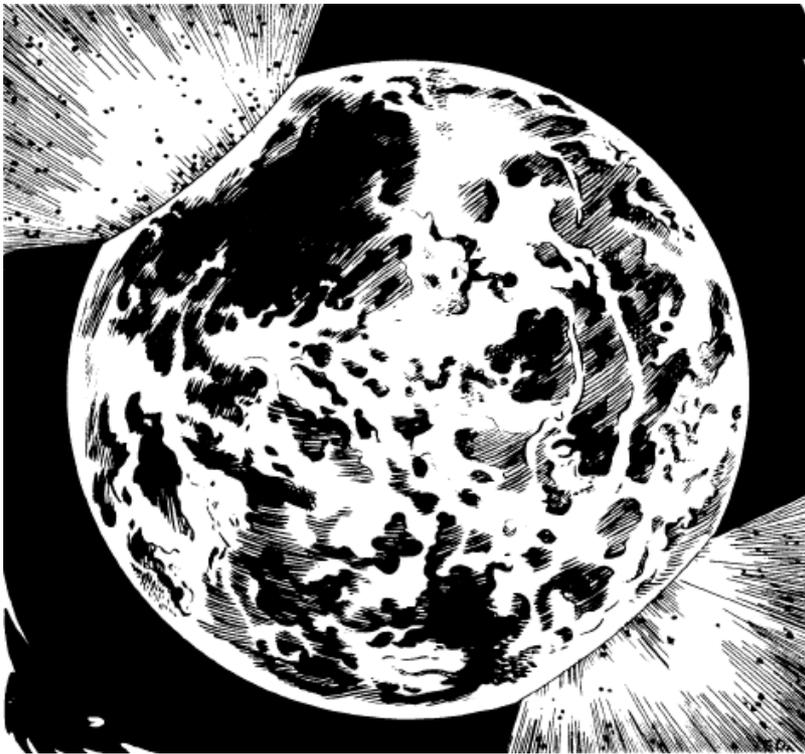
BC 4,000-BC3,001

The Era of Blackmoor

BC 4,000: The human Blackmoor civilization begins a meteoric rise due to its great success in developing powerful sciences and technologies. It conquers and assimilates all surrounding human tribes and quickly grows very powerful.

Another human civilization, the Oltecs, begin a more stately rise toward civilisation in lands far to the south of Blackmoor. Protected by deep forests and sheltering hills, they do not have any communication with Blackmoor.

BC 3,500: The Blackmoor civilization is flourishing. It conducts trade and intermittent war with the southern elves, at the other end of the world. Four clans of elves colonize in the region near Blackmoor. Both the southern and colonial elves embrace Blackmoor's technology. Blackmoor's priests demand the extermination of the "unnatural"



beastmen in the Borean Valley, and promote holy wars to hunt down and destroy those creatures.

A rift occurs in the Oltec civilization; the more aggressive Azcan cities declare their independence and begin to wage war on the Oltecs.

The widespread Neathar race is beginning to undergo development; the language in different areas changes rapidly into very different dialects and the independent Neathar

tribes no longer recognize a kinship or a common origin among themselves.

BC 3,200: The Blackmoor crusades drive the Beastmen farther north, into the land called Hyborea; they adapt to the colder climate and survive.

BC 3,000-BC 2,001

The Great Rain of Fire

BC 3,000: Some Blackmoor devices explode, shifting the axis of the planet in an event later called the Great Rain of Fire. Blackmoor becomes the north pole and its civilisation disappears. The elven civilization becomes the south pole; the elves are able to migrate to the area called Grunland (which now begins centuries of volcanic upheaval which led to its being renamed Vulcania). These southern-continent elves, though suffering hardship, are not in immediate danger of extinction, and so none are taken to the Hollow World.

Survivors of the elven colony near Blackmoor flee to the Broken Lands; they burrow deep into the ground to survive the after-effects of the Great Rain

of Fire. These are the ancestors of the Shadow Elves.

One of the most dangerous Blackmoor devices is left untouched in the Broken Lands.

BC 3,000-2,500: Formerly arctic areas of Mystara, including most of the lands of the Known World, slowly become habitable as the ice recedes from former polar regions.

BC 2,900: The Immortal named Garal Glitterlode creates the gnomish race, planting colonies of them in the land which would later become Rockhome and the mountains of the northern continent.

BC 2,800: A separatist branch of southern elves, led by Ilsundal the Wise, decides to abandon Blackmoor technology and return to the nature-oriented magic of their ancestors. They begin a long migration northward in the hope of finding the lost colony of elves which had settled near Blackmoor.

The Outer World Oltecs have become extinct. A hardy branch of Azcans survive in the deep caves of the huge plateau in what would later become Atruaghin Clan lands.

BC 2,500: Gnomes and dwarves enter the Northern Reaches region and settle in its hills and mountains as the continental ice sheets recede.

In Vulcania, the elven civilization is losing its battle with the elements; it has long forgotten most of its magic and its Blackmoor technology is failing. A second separatist group of southern elves begins the long march northward.

BC 2,400: The land that was Hyborea is now warming up; the Beastmen migrate to the area that was once Blackmoor, which is now the northern pole, and thrive there. They are beginning to breed true, in recognizable species.

A great volcanic explosion occurs in Vulcania, destroying the remnants of the southern elvish civilisation.

A human culture, the Antalian tribes (descendants of the Neathar) are flourishing in the area later to be called Norwold. They are a blond, warlike culture with bronze weapons and armor.

BC 2,200: Some elves break off from Ilsundal's migration and eventually find their way to the frozen valleys of Glantri, where they settle. A few

survivors from the second migration from Vulcania also reach Glantri and settle among their cousins.

BC 2,100: Meditor and Verdier elf clans leave Ilsundal's northward migrations and settle in southern Traldar lands (Karameikos).

The main force of Ilsundal's migration reaches the Sylvan Realm, far to the west of lands such as Karameikos and Thyatis.

BC 2,000-BC 1,001

The Rise of Nithia

BC 2,000-1,750: An agricultural settlement flourishes along the River Nithia. It swiftly becomes the seat of a fast-growing culture.

Tribal humans, swarthy descendants of Oltec and Neathar tribes, also settle in the coastal and island lowlands of the Northern Reaches, in the Ethengar Steppes.

The Beastmen have now evolved into the modern species of orcs, goblins, ogres, giants and trolls.

Antalian colonists migrate southward into the lands later to be called the Northern Reaches.

BC 1,900: On the great continent to the east of Alphatia and Bellissaria, a nomadic, cavalry-based race of warriors grows strong. These are the Jennites, copper-skinned descendants of an Oltec expedition party; their language and customs have evolved far away from their Oltec origins.

BC 1,800: The dwarven race on the Known World is slowly, inevitably dying out. The Immortal called Kagyar the Artisan takes all remaining dwarves in the Known World. Half he transplants to the Hollow World, and half he reshapes into a new dwarven race. Now there are no remnants of the original dwarven race on the outer world. Some of the "new dwarves" are returned to the Northern Reaches, where the largest dwarf colonies had been, and eventually become the Modriswerg clans; others are planted in the Rockhome region. Both groups are given false memories and believe that the Modriswerg dwarves also originally lived in the Rockhome lands.

In the Sylvan Realm, Ilsundal creates the first elven *tree of life* and becomes an Immortal.

BC 1,750-1,500: The human tribes along the River Nithia progress from Bronze Age to Iron Age

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metals technology. A jackal-headed creature named Pflarr achieves Immortality.

Elsewhere, a series of great volcanic eruptions and earthquakes split several large land masses away from what is now the Five Shires and Atruaghin Clans area; aboriginal (Neathar-descended) peoples called the Makai and lizard men called Malpheggi are stranded on the new islands.

King Loark raises a Great Horde of humanoids who migrate south-eastward, ravaging as they go; great waves of hill goblins, trolls, and giants especially began moving southward into areas now occupied by human settlers.

Meditor elves are stranded on the newly-formed Minrothad Isles. Soon after, seagoing Verdier elves join them there.

BC 1,722: The Great Horde of King Loark ravages Norwold, sending the Antalian culture there into a dark age; the Immortals Odin and Thor send intact communities of Antalians into the Hollow World. (The descendants of the outer-world Antalians eventually become the men of the Heldann Freeholds.)

BC 1,710: The Great Horde of King Loark invades the Ethengar Steppes and enslaves the Ethengars.

BC 1,709: King Loark's Great Horde, after squabbling with another humanoid horde in Ethengar, reaches the Broken Lands and settles there.

BC 1,700: The elves of Glantri discover, in the Broken Lands, a strange artifact from the Blackmoor civilization. They tinker with it, and the artifact explodes cataclysmically, sending impenetrable clouds into the sky (which last for years), and spreading a strange rotting plague among the surviving elves—those who were far enough away to survive. The elves shelter themselves in the deepest caves of Glantri. They find an incredible series of caverns there and begin a years-long migration. The traveling tribes are separated from one other. Some emerge, years later, hundreds of miles south, past the Broken Lands. Some reach the Hollow World. Some perish.

Elsewhere, the catastrophe forms the Land of the Black Sand in the Ethengar Steppes.

BC 1,600: Tensions erupt between the two largest Jennite hordes: One horde, the more traditional of the two, has women warriors, while the other has virtually enslaved its women. The Immortal Tarastia enjoins the more traditional horde to conquer the other, but the resulting holy war all but destroys Jennite civilisation. (By the time the Alpathians reach Mystara, six centuries later, the outer world Jennites have regressed to stone-age barbarism, their previous glory all but forgotten.)

BC 1,500: The Nithian culture begins its climb to greatness. One colonial expedition led by the Nithian Traldar clan travels to the lands now known as Karameikos and Darokin.

The Immortal Pflarr, creates a jackal-headed servitor-race he calls the Hutaaka. He uses many of them as agents, heralds, and servants throughout the world; he plants a large colony of them in mountains south of the Nithians.

BC 1,420: Outer-world Shadow Elves called the Schattentalfen, following the guidance of the Immortal Atzanteotl, complete the construction of their underground city of Aengmor.

BC 1,400: Within a few generations, the Traldar settlers have suffered enormous population losses (through bad winters, animal attacks, and disease), have lost most of the materials and time necessary to forge metals (and consequently have forgotten how), and have reverted to a pre-agrarian lifestyle. They now fall under the domination of the Hutaaka humanoid people from the northern mountainous region.

Denwarf, golem-like leader of the Known World's dwarves, settles his people in the great cavern called Dengar and disappears into the lower caverns.

BC 1,300: The halflings from the southern continent, long-abandoned by their friends the elves, and increasingly endangered by the ever-growing human population, make a mass naval migration to the northern continent. They settle in the area later called the Five Shires. They become friends with a declining, pacifistic clan of elves called the Gentle Folk.

BC 1,290: The outer-world Shadow Elf city of Aengmor is "destroyed" (actually, merely

surrounded with lava and made uninhabitable) during a volcanic eruption; many Schattentalen escape, burrowing deeper into the crust of the earth. Actually, this is part of a grand scheme of Atzanteotl, their patron.

BC 1,190: Descendants of the Great Horde resurface in the Broken Lands and discover the city of Oenkmarr and a knife they mistake for one of their legendary artefacts.

BC 1,104: Underground elves discover the Refuge of Stone and take the name of Shadow Elves unto themselves. Building work begins on the City of Stars.

BC 1,100: Nithians led by Minroth colonize the islands later to be called the Minrothad islands, and found Harbortown.

Nithians under Prince Ramenhotep establish the colony of Thothia on the Isle of Dawn. This is the eastern extent of Nithian colonization.

BC 1,050: Great wizards of the Nithians, inspired by the Immortal Pflarr's servant-race (the Hutaaka), create the gnoll race by magically blending trolls and gnomes. But they've been deluded that the results might be an equivalent servant-race for the Nithians; instead, the gnolls turn out to be savage, strong, warlike, and prolific.

BC 1,000-BC 1

The Age of Rebuilding

BC 1,000: The Broken Lands are overpopulated. Broken Lands orcs, ogres, trolls, gnolls and ogres migrate outward, especially southward, displacing other humanoid tribes before them.

Gnolls invade Traldar lands. The Hutaakans retreat to their valley while the Traldar and gnolls practically annihilate one another. Many seafaring Traldar, led by a lesser king named Milen, flee south across the Sea of Dread, and reach the southern continent to the east of what would later be called the Hinterlands. They travel upriver, and establish a new kingdom there.

Elsewhere, nonhuman tribal movements pit tribes of orcs and goblins against the dwarves.

Elsewhere, Alpathians quietly arrive from their world and settle on the great continent they name Alpathia. They proceed to build a mighty empire based on magic.

The Nithian Empire is at its peak; it features monumental architecture, large urban complexes in the delta region of the River Nithia, conquest of neighbouring states, establishment of more remote colonies, and the development of sophisticated arts and culture. Colonies are planted in the Makai islands (south of the Five Shires area). The humans of the Northern Reaches areas are conquered and enslaved by the Nithian Empire. The Nithians, made curious about the southern continent by the Traldar flight in that direction, transport many Northern Reaches slaves to Harbortown and thence to the southern continent, to colonize there. This is the southern limit of Nithian expansion, and isn't very successful: The Northern Reaches slaves soon rebel and slay their Nithian overlords. These tribes carve out their own territory in the southern continent, and are the forefathers of the Thyatian, Kerendan, and Hattian tribes who later found the empire of Thyatis.

Black explorers from Tangor find and colonize the Pearl Islands.

BC 1,000-BC 610: Orcs, part of the migration from the Broken Lands, invade the Five Shires region and enslave the Halflings. The Gentle Folk elves of the Five Shires region disappear or are destroyed by the orcs. Over a period of four hundred years, the Halflings are conquered and reconquered by orcs, dwarves, and bandits of different races; eventually they reclaim their land and establish a strong kingdom.

BC 800: The Ice finally recedes to the north of Glantri.

Elves led by Mealiden Starwatcher leave the Sylvan Realm via the magical rainbow; they carry nine seedlings of the *tree of life* with them. They land in the forested reaches of that would later be called Thyatis, but are driven out by warlike humans there, and flee northward. The Callarii clan settles in Traladara territory; most of the rest settle in a windy steppes area. Elvish wizards begin to alter those steppes with their magic, changing the land nearly overnight into terrain where a mighty forest could flourish.

One of the elf-clans, the Shiye, listens to the guidance of the elf-immortal Eiryndul and make a dangerous crossing to the continent of Alpathia,

Chapter 6

where they set up their own kingdom in the deep central forests of that continent.

Deep in the southern continent, the Milenians, descendants of the Traldar, are flourishing, conquering the surrounding tribes, and establishing a strong empire.

BC 700: Thanatos, Immortal of the Sphere of Entropy, helped by the Immortal Ranivorus, corrupts the pharaoh of the Nithians. The pharaoh turns the Nithian empire towards the worship of Entropy.

The Nithian colonists in Thothia turn away from the Entropic faith of their homeland and increasingly turn to a new form of mysticism.

BC 600: Three warrior-tribes from the southern continent (the Thyatians, Kerendans, and Hattians), hard-pressed by the Milenians to the south, migrate to the northern continent.

BC 500: The Traldar are in the midst of their Dark Age. Communication between communities is infrequent. Local dialects begin to differ widely. The people now call themselves Traladara.

Elsewhere, the Nithian Empire, having incurred Immortal dislike, abruptly ends; the Immortals alter the climate, divert the headwaters of the River Nithia, promote social unrest, deny magical powers to their clerics, and take other actions which cause the Empire to collapse catastrophically. The Immortals use magic to ensure that almost all trace of the Empire is wiped from the face of Mystara. The colonies are systematically destroyed—except for Thothia, which has already turned away from the Entropic faith which led to the destruction of Nithia.

In the Ierendi islands, the Malpheggi lizard men, doomed to extinction by a parasitic plague brought by the Nithian colonists, wipe out the Nithians before dying themselves. This is part of the Immortal plan to destroy the Nithian empire.

By now, the steppes where Mealiden's elves settled have become the mighty Canolbarth forest.

By now, the Thyatians, Kerendans and Hattians have conquered and assimilated the human tribes who opposed them; they are now in control of the region that will one day be called Thyatis.

BC 493-BC 492: Queen Udbala of the Broken Lands raises a new Great Horde to march on Rockhome.

At the battle of Sardal Pass the next year, they are routed, the orcs wiped out.

BC 192: The Alphatians, annoyed by the piratical activities of the Thyatian tribes, launch a campaign to conquer Thyatis.

BC 190: The Alphatians complete their conquest of Thyatis; Thyatis is now part of the Alphatian empire.

BC 150: The Shadow Elves contact the humanoid tribes of the Broken Lands, spreading their hatred of the above-ground elves and persuading the humanoids to attack Alfheim.

BC 100: The Milenian civilization has grown soft and decadent. It enslaves surrounding tribes and nations; most soldiers in the Milenian army are conscripts from conquered tribes. The Immortals decide to preserve the Empire in its earlier, more heroic form; they transplant to the Hollow World all Milenians who adhere to the earlier Milenian goals and desires. Depriving the Milenians of their few remaining true warriors and uncorrupted government leaders sends the empire to its doom even more swiftly.

BC 50: The decadent Milenian civilization collapses utterly under the attacks of surrounding tribes.

BC 2: Lucinius Trenzantenbium, a Thyatian-born, Alphatian-trained wizard, kills the Alphatian wizards in Thyatis and declares himself King of Thyatis; war breaks out between Thyatis and Alphatia.

AC 0-AC1,000

The Modern Era

AC 0: The economies of both Thyatis and Alphatia have been wrecked by the war; the two powers conduct a peace treaty in the city of Edairo, the capital of Thothia (on the Isle of Dawn). Later, in Thyatis, General Zendrolion Tatriokanitas assassinates King Lucinius and several other kings gathered there, and crowns himself Emperor of Thyatis, Ochalea, and the Pearl Islands.

A Brief History of Time

Peaceable Highforce gnomes settle in Traladara territories; warlike demihumans (goblins, hobgoblins, orcs) do as well, in lesser numbers.

AC 150: Thyatians begin colonizing into the southeastern parts of Ylaruam, enslaving and scattering the indigenous population.

AC 200: Rockhome dwarves begin colonizing into outside lands; they are usually welcome into human communities.

AC 250: The Alphatians begin colonizing into the northeast and central parts of Ylaruam, enslaving and scattering the indigenous population. Some of the Ylari driven out by Alphatian and Thyatian aggression migrate to Darokin.

AC 395: The Flaems, an offshoot of the Alphatians from the original Alphatian homeworld, settle the Glantri area.

AC 400: The Flaems discover that other, enemy Alphatians are in possession of the mighty Alphatian empire to the east.

Rogue Alphatian wizards attempting to develop a hardier, more powerful Alphatian race create fast-spreading magical strains of the curses of vampirism and lycanthropy.

AC 410: Minroth traders unwittingly help spread the new vampirism and lycanthropy throughout the seafaring world.

AC 500: Thyatian and Alphatian colonies in Ylaruam begin what will become three centuries of warfare.

Traders bearing the curses of vampirism and lycanthropy settle in Traladara's deep woods and flourish there.

AC 571: Thyatis establishes prisons on five Ierendi islands currently inhabited by shipbuilding halflings.

AC 586: The Thyatians, in need of funds and resources, conquer the Ierendi islands and seize the shipbuilding facilities there. The Halflings retaliate with piratical raids on Thyatian shipping.

AC 600: On Ierendi, native Halflings and Thyatian prisoners drive out the Thyatians.

The Sylvan Lands are conquered by humans; the surviving elves of the Sylvan Lands make the dangerous passage to Alfheim.

AC 700: Warfare intensifies between Alphatian and Thyatian colonies in Ylaruam.

AC 728: The Alphatian colonies in Ylaruam destroy the Thyatian colonies there; Thyatian colonists flee.

AC 730: Settlers come to Glantri, including fair elves (descendants of the elves who fled the area in BC 1,700) and humans from Traladara and Thyatian colonies in Ylaruam.

AC 786: An Alphatian wizard named Halzunthram arrives in Flaemish lands and helps the humans and elves there against the Flaems.

AC 788: Once the Flaems are conquered, Halzunthram declares this land to be a protectorate of Alphatia; war breaks out again.

AC 800: Birth of Suleiman al-Kalim, a great philosopher and warlord of the desert nomads of Ylaruam. In the broken lands, the orcs begin a new series of wars against surrounding nations.

AC 802: A gold rush in Glantri brings many Rockhome dwarves into that nation. A plague sent by the orcish Immortal Yagrai spreads into Glantri, and the Glantrians are convinced that the dwarves are responsible, resulting in a vicious war on the dwarves by the people of Glantri.

AC 827: Forces of Suleiman al-Kalim drive the Alphatians out of Ylaruam.

AC 828: Lord Alexander Glantri, of Thyatian descent, captures Halzunthram and confirms the land's independence from Alphatia. The population names the land Glantri in his honor.

The last dwarves are expelled from Glantri.

AC 855: Suleiman al-Kalim composes the *Nahmeb*, an important work of Ylari religious thought.

AC 900: The Empire of Thyatis conquers Traladara and several areas of the Isle of Dawn, and build and settle the city of Oceansend in Norwold.

AC 959: Alphatia begins another direct war upon Thyatis.

AC 960: The Alphatian assault forces reach Thyatis City and kill the Thyatian emperor, but are repelled by a counterattack led by Thincol the Brave, a famous gladiator.

AC 970: Duke Stefan Karameikos III trades his ancestral lands (Duchy of Machelos) to Emperor Thincol for independent rulership of Traladara, which is renamed the Grand Duchy of Karameikos.



AC 1,000: Today. The Empire of Thyatis celebrates its first millennium. This is the starting year for most campaigns.

The Future

AC 1,001-AC1,009

Wrath of the Immortals

AC 1,004: Unbeknownst to any mortal, the *Council of Mystara*—the governing body of all Immortals, order Rad to cease his study of the artefact called the Radance, declaring it to be too dangerous. Rad refuses, believing his work to be vitally important. A rift is formed amongst the ranks of the Immortals as battle lines are drawn.

The Immortals Vanya and Valerias, on opposing sides and unaware of each other, have taken on mortal forms in the Empire of Thyatis. Vanya becomes Emperor Thincol's lover and advisor. Valerias turns her identity's estate into the social centre of the Empire and seduces the empire's leading families, setting them at each other's throats.

The Thyatian and Alphatian Empires both start to show signs of patriotism of the highest degree,

especially the military, who exhibit a "my Empire is best" opinion, and show off about it.

AC 1,005: The Known World is at war. The Alphatian wizards declare war on the Glantrian wizards, and Thyatis allies with Glantri against Alphatia. The Desert Nomads invade Darokin.

AC 1,006: Karameikos declares independence from Thyatis. Alheim is corrupted and conquered by the Shadow Elves. A meteorite strikes the Glantri/Darokin border.

AC 1,007: Refugees from Alheim (now called Aengmor) settle in Karameikos.

AC 1,008: Plague year in the lands north of Karameikos. Karameikos remains relatively unharmed.

AC 1,009: The war between Thyatis and Alphatia concludes with the invasion and near-destruction of Thyatis and the sinking of Alphatia's main island. For an entire week, magic fails to function.

A Brief History of Time

AC 1,010 and Beyond

The future of Mystara is yours to mould. Before TSR, Inc. dropped the MYSTARA line of products, it moved the timeline of the campaign forward to the year AC 1014 and beyond, through the world-changing campaign adventure, *Wrath of the Immortals*, three *Poor Wizard's Almanacs*, and later *Josbuan's Almanac*. Fans of the setting around the world have also created different timelines for the future, some incorporating the "official" timeline developed by TSR, some not.

The [VAULTS of PANDIUS](#) can be scoured for

dozens of ideas and adventure paths to develop the future for your own campaign. Fan created timelines of particular interest which can be found therein include *Wrath of the Immortals II*, the *MYSTARA Net Almanacs*, and the *World in Flames* Adventure Path. Further supplements and accessories in this line will assume the standard timeline as depicted in *Wrath*, but yours may end up drastically different. In such an event, we will do our best to ensure that further development in the MYSTARA Third Edition line of products will be as useful to alternate futures as to the canon future.



Chapter 9: Critters, Creatures & Monsters

"She was a great beast, with a head tha' loom'd out o'er the water like a magnificent demon comin' t' get us! 'Twas beautiful I tell ye!"

—Grimmik Ironsides, dwarven merchant, describing the fabled Lake Klintest monster

A wide variety of creatures can be found throughout the wild lands of Mystara, from the deathly fantastic to the oddly comical. Most of the creatures described in the *Monster Manual* can be usually be located in the MYSTARA game setting—but all of them can be used. Additionally, *Of Beast & Men: a Monstrous Compendium* describes even more unique to Mystara. In this chapter, a handful of the most commonplace or iconic creatures of the Known World campaign setting are described.

Acteon

Large fey

Hit Dice: 12d6+72 (114 hp).

Initiative: +7.

Speed: 40'.

Armor Class: 17 (+3 Dex, +5 Natural, -1 Size), Touch 12, Flat-footed 14.

Base Attack/Grapple: +6/+16.

Attack: Large spear +12 melee (2d6+9,20/x3) or Gore +11 melee (2d6+9).

Full Attack: Large spear +12/+7 melee (2d6+9,20/x3) and Gore +6 melee (2d6+9).

Space/Reach: 5'/10' (15' with large spear).

Special Attacks: Breath weapon, summon natural allies.

Special Qualities: Fey traits, forest stealth.

Saves: Fort +10, Ref +11, Will +14.

Abilities: Str 22, Dex 16, Con 22, Int 12, Wis 18, Cha 16.

Skills: Move Silently +18, Spot +21, Survival (forest) +21, Knowledge (nature) +16, Hide +18, Handle Animal +18.

Feats: Weapon Focus (Spear), Alertness, Improved Initiative, Track, Self-sufficient, Scent (bonus).

Environment: Any non-tropical forest.

Organization: Solitary, Pair.

Challenge Rating: 10

Alignment: Often true neutral.

Advancement: By class.

Level Adjustment: +2.

An animalistic warrior stands before you, proud and powerful. Wisdom shines through his animal eyes, but he stands ready to defend himself, brandishing a huge spear.



The Acteon is a legendary fey warrior, protector of the forests and servant of immortals. The fey looks like a large, very muscular warrior, with the legs and head of an elk. Their majestic antlers are huge and dangerous. Acteons typically wear simple loincloths, and carry large spears made of bone or wood.

They are the heroes of fey culture, and often they are met while on a quest to further fey causes within the forest.

COMBAT

The acteon's breath weapon is extremely powerful, capable of bringing down much more powerful creatures. As a result, acteons are feared and respected by the enemies of the fey. Usually the acteon breathes first, unless he

thinks his opponents are already much weaker than himself.

When stalking enemies of the forest, the acteon will breathe while hiding, gaining surprise.

After breathing, the acteon usually summons allies and charges fearlessly into the melee.

All special effects treat the acteon as a 12th-level caster.

Breath Weapon (Su): Once per day, the acteon can breathe a cloud of green vapor. The cloud fills a

10'x10'x10' area that is adjacent to the acteon. Any being within it is affected by a strong baleful polymorph. The save DC is 22, but even a successful save means a duration of 24 hours. The acteon may breathe again the next day to dispel his own breath. Save DC is Con based.

Summon Nature's Allies (Sp): Once per day, as a spell-like ability, the acteon may cast *Summon Nature's Ally VI*.

Forest Stealth (Ex): Within the forest, the acteon moves with uncanny agility and stealth. He receives a circumstance bonus of +10 to Hide checks made within the forest.

ACTEON CHARACTERS

Apart from their powers, the acteons are also masters of fey and forest lore. Some of them advance as druids and rangers. Other character classes are unknown among them.

Archer Bush

Small Plant

Hit Dice: 2d8+2 (11 hp).

Initiative: +2 (+2 Dex).

Speed: 15 ft. (3 squares).

Armor Class: 14 (+1 Size, +2 Dex, +1 Natural),
Touch 13, Flat-footed 12.

Base Attack/Grapple: +1/-5.

Attack: Thornspray +4 ranged (1d4).

Full Attack: Thornspray +4 ranged (1d4).

Space/Reach: 5 ft./5 ft.

Special Attacks: Infection.

Special Qualities: Low-light vision, plant traits,
tremor-sense.

Saves: Fort +4, Ref +2, Will -4.

Abilities: Str 7, Dex 15, Con 13, Int -, Wis 2, Cha 1.

Skills: —.

Feats: —.

Environment: Temperate plains and forests.

Organization: Solitary, Pair, Colony (5-20), or
Field (60+).

Challenge Rating: 1/2.

Treasure: None.

Alignment: Always neutral.

Advancement: 3-4 HD (Small); 5-6 HD (Medium).

Level Adjustment: —.



Archer bushes have sickly green and brown leaves, stunted trunks, and thorny brown branches. They resemble common wild bramble bushes. Archer bushes are commonly found in woodlands, scrub areas, and occasionally in mountains.

The archer bush can uproot itself and move toward stricken prey. The trunk of an archer bush appears to be buried within a 3 ft high pile of leaves and twigs. This debris actually conceals a huge mouth filled with hard thorns that are used to devour disabled prey. The mouth is never used in combat.

Archer bushes sense targets by ground vibrations; thus, they can fire at invisible or otherwise camouflaged victims. Only creatures that approach in flight are spared an attack. For this reason, druids occasionally grow archer bushes and train them to guard holy sites.

COMBAT

Archer bushes are carnivorous. They attack by shooting a spray of small thorns at a victim, inflicting 1d4 hit points of damage per spray. The range of the spray is 20 feet. Each bush can fire up to three such sprays per day.

Clumps of archer bushes commonly fire in concert, as if cooperating in a primitive way, but this cooperation is based on instinct alone.

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Encountering a single archer bush is rarely a great threat, but large groups of archer bushes, however, can be deadly.

Infection (Ex): Any creature that is not wearing armor or who has a natural armor enhancement of +2 or less must make a fortitude save DC 15 (Con based, +3 racial bonus) or have the thorn damage become infected. Infected creatures suffer a -2 circumstance penalty to all attack rolls and skill checks due to swelling and itching. In addition, any character attempting to cast a spell while infected must succeed on a DC 15 Concentration check or the spell fails. The effects of multiple infections are cumulative.

The infection can be cured by a cure disease spell or similar ability. Any damage from an archer bush that becomes infected does not heal naturally—healing magic must be used to restore those hit points.

Tremor-sense (Ex): An archer bush is sensitive to vibrations in the ground and can automatically pinpoint the location of anything that is in contact with the ground.

Plant Traits: A plant creature possesses the following traits (unless otherwise noted in a creature's entry): Immunity to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects); Immunity to poison, sleep effects, paralysis, polymorph, and stunning; Not subject to critical hits; Plants breathe and eat, but do not sleep.



Chevall

Large Fey (Shapechanger)

Horse Form

Hit Dice: 7d6+14 (38 hp).

Initiative: +2.

Speed: 60 ft. (12 squares).

Armor Class: 18 (-1 Size, +2 Dex, +7 Natural),
Touch 11, Flat-footed 16.

Base Attack/Grapple: +3/+10.

Attack: Hoof +5 melee (1d6+3).

Full Attack: 2 hooves +5 melee (1d6+3) and bite +0
melee (1d8+1).

Space/Reach: 10 ft/5 ft.

Special Attacks: Summon equines.

Special Qualities: Change shape, damage reduction
10/magic or cold iron, equine empathy, low-light
vision.

Saves: Fort +4, Ref +7, Will +6.

Abilities: Str 16, Dex 15, Con 15, Int 12, Wis 13, Cha
15.

Skills: Disguise +7, Handle Animal +12, Jump +15,
Knowledge (nature) +10, Listen +13, Move
Silently +10, Search +11, Spot +13, Survival +11
(+13 following tracks, +13 aboveground).

Feats: Alertness, Point Blank Shot, Run, Track.

Environment: Temperate and warm plains, forest,
and mountains.

Organization: Solitary or family (2-3).

Challenge Rating: 5.

Treasure: Standard.

Alignment: Usually neutral good.

Advancement: By character class.

Level Adjustment: +2.

This horse is clearly different from most animals, though it is hard to say exactly why. There appears to be a faint sparkle of intelligence in its eyes.

The chevall is a magical equine creature that has the ability to assume the form of a centaur. These beings roam about in horse form, checking on the welfare of horses in the service of humans, to make sure the beasts are treated well. If a chevall finds such an animal that has been neglected or suffered maltreatment, it will do everything in its power to free the animal.

Centaur Form

Hit Dice: 7d6+14 (38 hp).

Initiative: +2.

Speed: 50 ft (10 squares).

Armor Class: 15 (-1 Size, +2 Dex, +4 Natural),
Touch 11, Flat-footed 13.

Base Attack/Grapple: +3/+10.

Attack: Hoof +5 melee (1d6+3) or short bow +4
ranged (1d8/x3).

Full Attack: 2 hooves +5 melee (1d6+3) and club +0
melee (1d8+1) or short bow +4 ranged (1d8/x3).

Space/Reach: 10 ft/5 ft.

Special Attacks: Summon equines.

Special Qualities: Change shape, equine empathy,
damage reduction 10/magic or cold iron, low-light
vision

Saves: Fort +4 Ref +7 Will +6.

Abilities: Str 16, Dex 15, Con 15, Int 12, Wis 13, Cha
15.

Skills: Disguise +7, Handle Animal +12, Jump +11,
Knowledge (nature) +10, Listen +13, Move
Silently +10, Search +11, Spot +13, Survival +11
(+13 following tracks, +13 aboveground).

Feats: Alertness, Point Blank Shot, Run, Track.

Environment: Temperate and warm plains, forest,
and mountains.

Organization: Solitary or family (2-3).

Challenge Rating: 5.

Treasure: Standard.

Alignment: Usually neutral good.

Advancement: By character class.

Level Adjustment: +2.

The chevall race was created by an Immortal being named Zirchev, of the Known World of MYSTARA. He created the chevall to be the protector of horses in the land of Traladar, and thus they are concerned with the welfare of all equines. They were originally native to the plains, but now appear anywhere that wild or captive horses can be found.

Dogs are wary of the scent of a chevall in horse form, but horses never fear a chevall. They hate wolves, and are the instinctive blood enemies of werewolves.

Chapter 9

Chevalls forage as they travel, and favor vegetables and grains. They also have a bit of a sweet tooth, and like fruits (particularly apples), sweet pastries, and the like. They are not vegetarians by nature, but prefer not to eat meat by choice. Chevalls will trade any treasure they acquire for food or other goods, and will bargain with centaurs, fey, elves, and other friendly creatures.

A chevall can speak Common and Sylvan while in centaur form. In either form, a chevall can speak to and understand horses, in a language that sounds nothing more than neighs and whinnies to a humanoid.

COMBAT

A chevall in centaur form is usually armed with a wooden club and short bow. While in horse form, it resorts to kicking and biting. A chevall is not aggressive, but will defend itself and any horses, and may resort to violence against a foe of its charges where there is no other recourse.

Summon Equines (Su): Once per day a chevall can summon 1d3 light warhorses or 1 heavy warhorse as a standard action. The horses arrive in 1d4 rounds. This ability is the equivalent of a 3rd-level spell.

Change Shape (Su): A chevall's natural form is that of a horse. In this form, a chevall may be of any color (though each individual cannot change its color), and is about the size of a light warhorse.

A chevall also assume the form of a centaur; a chevall in its centaur form always assumes the same appearance and traits, much like a lycanthrope would. A chevall's centaur form has the upper torso of a human, as with normal centaurs, and its lower body is the same as in its horse form, though somewhat smaller than the average centaur's. The centaur form's ears are pointed like an elf's.

A chevall remains in one form until it chooses to assume a new one. A change in form cannot be dispelled, nor does the chevall revert to its natural form when killed. A true seeing spell, however, reveals its natural form if it is in centaur form.

Equine Empathy (Ex): In either form, a chevall can communicate and empathize with normal horses. This gives a chevall a +4 racial bonus on checks when influencing the animal's

attitude and allows the communication of simple concepts and (if the animal is friendly) commands, such as "friend," "foe," "flee," and "attack." This ability cannot affect a paladin's mount, or any other equine creatures with an Intelligence of 10 or higher.

Skills: When using its change shape ability, a chevall gets an additional +10 circumstance bonus on Disguise checks.

Carrying Capacity: A light load for a chevall is up to 230 pounds; a medium load, 231-460 pounds; and a heavy load, 461-690 pounds. A chevall can drag 3,450 pounds.

Hypnosnake

Large Magical Beast

Hit Dice: 8d10+16 (60 hp).

Initiative: +2 (+2 Dex).

Speed: 30 ft. (6 squares), burrow 5 ft. (1 square), climb 20 ft. (4 squares).

Armor Class: 15 (-1 size, +2 Dex, +4 natural), touch 11, flat-footed 13.

Base Attack/Grapple: +8/+15.

Attack: Bite +10 melee (1d8 +3).

Full Attack: Bite +10 melee (1d8 +3) and tail +5 melee (1d10 +1).

Space/Reach: 10 ft. /5 ft.

Special Attacks: Gaze.

Special Qualities: Darkvision 60ft., low-light vision, scent.

Saves: Fort +8, Ref +8, Will +3.

Abilities: Str 16, Dex 15, Con 15, Int 3, Wis 12, Cha 14.

Skills: Balance +11, Climb +12, Hide +5, Listen +10, Spot +10.

Feats: Alertness, Combat Reflexes, Dodge.

Environment: Temperate and Warm deserts, plains, forests, hills, mountains, marshes.

Organization: Solitary.

Challenge Rating: 4.

Treasure: Standard.

Alignment: Always chaotic neutral.

Advancement: 9-16 HD (Large); 17-24 HD (Huge).

Level Adjustment: —.

Nosferatu

The hypnosnake is a semi-intelligent reptile that attempts to hypnotize its prey before devouring it. This hideous serpent is a red and green striped reptile that may grow up to 20ft in length. Its eyes are a whirling blend of all the colors of the rainbow.

COMBAT

Hypnosnakes are aggressive, unpredictable, and always looking for a meal. They will always attempt to hypnotize their prey at first. When engaged at melee distance, they resort to their razor-sharp bite and wicked barbed tail.

Gaze (Su): Any creature within 30ft that looks directly at a hypnosnake must make a Will save vs DC 16 or fall asleep for 2d6 rounds. This save must be made every round the creature looks at the hypnosnake.

Opponents can avoid the need to make the saving throw by not looking at the creature, in one of two ways: Averting Eyes (Each round, the opponent has a 50% chance to not need to make a saving throw against the gaze attack. The hypnosnake, however, gains concealment against that opponent) or Wearing a Blindfold (The opponent cannot see the hypnosnake at all. The hypnosnake gains total concealment against the opponent.)

A hypnosnake can actively gaze as an attack action by choosing a target within range. That opponent must attempt a saving throw but can try to avoid this as described above. Thus, it is possible for an opponent to save against a hypnosnake's gaze twice during the same round, once before the opponent's action and once during the hypnosnake's turn.

Scent (Ex): This special quality allows a hypnosnake to detect approaching enemies, sniff out hidden foes, and track by sense of smell.

Skills: Hypnosnakes receive a +4 racial bonus to Hide, Listen, and Spot checks and a +8 racial bonus to Balance and Climb checks. A hypnosnake can always choose to take 10 on a Climb check, even if rushed or threatened. They can use either their Strength or Dexterity modifier for Climb checks, whichever is higher.

Nosferatu is a powerful and fearsome undead creature strongly resembling the vampire. Contrary to its dark cousin, Nosferatu neither drains levels nor fears sunlight. Common people often fear Nosferatu, although some of its kin aren't evil. Nosferatu is the victim of a dark fate, torn between pain, thirst, and disgust. Just like its cousin, Nosferatu hungers for blood, but it does occasionally show compassion.

One must be very observant to recognize Nosferatu for what it truly is. It can easily pass among mortals since it does not show any obvious clues to its true nature. It appears monstrous only when it attacks. Like its cousin, Nosferatu fails to cast either a shadow or a reflection in a mirror. Nosferatu can dwell anywhere. Most often, it is a character of some importance in the region (a dashing nobleman, a reclusive wizard, the laird of a domain, etc). Nosferatu doesn't necessarily feel the morbid need of its vampire kin to dwell in cemeteries and other sinister places of death. Nosferatu seeks the living whose blood it thirsts.

Being somewhat closer to the world of the living compared to level-draining undead, nosferatu feel at ease with unsuspecting mortals. Nosferatu also tends to think less and act more compared to the vampire ("think less" is said here in relative terms). Where a vampire would spend a century brooding and scheming, Nosferatu might spend "only" a decade.

Nosferatu often needs to change identities, as the living pass on and Nosferatu maintains its activity among the new comers. Clever disguises to modify Nosferatu's apparent age or to impersonate progeny remain common tactics. If everything fails, disappearing for a decade also remains a valid option.

Nosferatu enjoy the company of others of its kind, but most often will mingle with the living. Evil or neutral Nosferatu and its lesser followers enjoy playing games with the living even more. The rare Nosferatu of good alignment, however, will remain aloof, only occasionally interfering with the affairs of the living as may be necessary to preserve its existence or to save loved ones.

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Nosferatu has made itself a secret place among the living. It stands as a transitory form of the vampire, between to totally twisted undead and the living. Evil Nosferatu acts more like the vampire kin, while the good-aligned Nosferatu exists more as an unfortunate victim. Good-aligned Nosferatu will only allow another to rise if the victim consents (i.e. a loved one), in which case, the victim's original alignment is preserved. Evil Nosferatu often choose to twist a victim's alignment to reflect Nosferatu's own, but not always. Evil Nosferatu could decide to preserve a victim's alignment as a way to torment the victim. Invariably, a good-aligned victim seeks to destroy itself or cause the doom of its evil master. The living always fears a nosferatu, regardless of its alignment.

Nosferatu speak any languages they knew in life. They are most likely to be found in Glantri or Karameikos.

Creating a Nosferatu

“Nosferatu” is an acquired template that can be added to any humanoid or monstrous humanoid creature (referred to hereafter as the base creature).

A nosferatu uses all the base creature's statistics and special abilities except as noted here.

Size and Type: The creature's type changes to undead (augmented humanoid or monstrous humanoid). Do not recalculate base attack bonus, saves, or skill points. Size is unchanged.

Hit Dice: Increase all current and future Hit Dice to d12s.

Speed: Same as the base creature.

Armor Class: The base creature's natural armor bonus improves by +6.

Attack: A nosferatu retains all the attacks of the base creature and also gains a slam attack if it didn't already have one. If the base creature can use weapons, the nosferatu retains this ability. A creature with natural weapons retains those natural weapons. A nosferatu fighting without weapons uses either its slam attack or its primary natural weapon (if it has any). A nosferatu armed with a weapon uses its slam or a weapon, as it desires.

Full Attack: A nosferatu fighting without weapons uses either its slam attack (see above) or its natural weapons (if it has any). If armed with a

weapon, it usually uses the weapon as its primary attack along with a slam or other natural weapon as a natural secondary attack.

Damage: Nosferatu have slam attacks. If the base creature does not have this attack form, use the appropriate damage value from the table below according to the nosferatu's size. Creatures that have other kinds of natural weapons retain their old damage values or use the appropriate value from the table below, whichever is better.

Size	Damage
Fine	1 hp
Diminutive	1d2
Tiny	1d3
Small	1d4
Medium	1d6
Large	1d8
Huge	2d6
Gargantuan	2d8
Colossal	4d6

Special Attacks: A nosferatu retains all the special attacks of the base creature and gains those described below. Saves have a DC of 10 + 1/2 nosferatu's HD + nosferatu's Cha modifier unless noted otherwise.

Blood Drain (Ex): A nosferatu can suck blood from a living victim with its fangs by making a successful grapple check. If it pins the foe, it drains blood, dealing 1d4 points of Constitution drain each round the pin is maintained. On each such successful attack, the nosferatu gains 5 temporary hit points.

Children of the Night (Su): Nosferatu command the lesser creatures of the world and once per day can call forth 1d6+1 rat swarms, 1d4+1 bat swarms, or a pack of 3d6 wolves as a standard action. (If the base creature is not terrestrial, this power might summon other creatures of similar power.) These creatures arrive in 2d6 rounds and serve the nosferatu for up to 1 hour.

Dominate (Su): A nosferatu can charm an opponent just by looking onto his or her eyes. This is similar to a gaze attack, except that the nosferatu must use a standard action, and those merely looking at it are not affected. Anyone the nosferatu targets must succeed on a Will save or fall instantly

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under the nosferatu's influence as though by a dominate person spell (caster level 12th). The ability has a range of 30 feet.

Create Spawn (Su): A human or humanoid monstrous humanoid slain by a nosferatu's Blood Drain rises as a nosferatu only if the nosferatu wishes it. If so, the victim rises from the dead three days later, unless its body was burned or totally destroyed. The victim remains under its killer's control. If the latter is killed, all the victims become self-willed.

At any given time a nosferatu may have enslaved creatures totaling no more than twice its own Hit Dice; any spawn it creates that would exceed this limit are created as free-willed nosferatu. A nosferatu that is enslaved may create and enslave spawn of its own, so a master nosferatu can control a number of lesser nosferatu in this fashion. A nosferatu may voluntarily free an enslaved spawn in order to enslave a new spawn, but once freed, a nosferatu cannot be enslaved again.

Special Qualities: A nosferatu retains all the special qualities of the base creature and gains those described below.

Alternate Form (Su): A nosferatu can assume the shape of a large bat during the night or a large raven during the day as a standard action. This ability is similar to a polymorph spell cast by a 12th-level character, except that the nosferatu does not regain hit points for changing form and must choose from among the forms mentioned here. While in its alternate form, the nosferatu loses its natural slam attack and dominate ability, but it gains the natural weapons and extraordinary special attacks of its new form. It can remain in that form until it assumes another or until the next sunrise. (If the base creature is not terrestrial, this power might allow other forms.)

Damage Reduction (Su): A nosferatu has damage reduction 10/silver and magic. A nosferatu's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Fast Healing (Ex): A nosferatu heals 5 points of damage each round so long as it has at least 1 hit point. If reduced to 0 hit points in combat, it automatically assumes its gaseous form and

attempts to escape. It must reach its coffin home within 2 hours or be utterly destroyed. (It can travel up to nine miles in 2 hours.) Any additional damage dealt to a nosferatu forced into gaseous form has no effect. Once at rest in its coffin, a nosferatu is helpless. It regains 1 hit point after 1 hour, then is no longer helpless and resumes healing at the rate of 5 hit points per round.

Gaseous Form (Su): As a standard action, a nosferatu can assume gaseous form at will as the spell (caster level 5th), but it can remain gaseous indefinitely and has a fly speed of 20 feet with perfect maneuverability.

Resistances (Ex): A nosferatu has resistance to cold 10 and electricity 10.

Spider Climb (Ex): A nosferatu can climb sheer surfaces as though with a spider climb spell.

Turn Resistance (Ex): A nosferatu has +15 turn resistance. Clerics of opposite alignments reduce this bonus to +10.

Abilities: Increase from the base creature as follows: Str +4, Dex +4, Int +4, Wis +2, and Cha +6. As an undead creature, a nosferatu has no Constitution score.

Skills: Nosferatu have a +8 racial bonus on Bluff, Hide, Listen, Move Silently, Search, Sense Motive, and Spot checks. It receives a +4 racial bonus to disguise checks. Otherwise, skills are the same as the base creature.

Feats: Nosferatu gain Alertness, Combat Reflexes, Dodge, Improved Initiative, and Lightning Reflexes, assuming the base creature meets the prerequisites and doesn't already have these feats.

Environment: Any

Organization: Solitary

Challenge Rating: Same as the base creature +2.

Treasure: Double standard.

Alignment: Any.

Advancement: By character class.

Level Adjustment: Same as the base creature +7.

Nosferatu Weaknesses

For all their power, nosferatu have a number of weaknesses, although they are less restricted than a vampire.

Blood Thirst: Nosferatu craves the blood of the living. It can go no more than a week without

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blood before pain begins to twist its body. The pain causes all of nosferatu's ability scores (ignore constitution) to drop 1 point per day after the first week of fasting, down to a minimum of 9. Nosferatu requires enough blood for 9 points of damage per week to avoid the pain. To recover each lost point of ability score due to the pain, Nosferatu requires another 1-4 Con points-worth of fresh blood. Non-human or non-humanoid blood only serves to numb the pain for a day. It cannot restore lessened ability scores.

Repelling a Nosferatu: Nosferatu cannot tolerate the strong odor of garlic and will not enter an area laced with it. Similarly, they recoil from a mirror or bright sources of light. These things don't harm the nosferatu—they are merely things to be avoided if at all possible. Unlike a vampire, a nosferatu has no fear of a holy symbol, in fact some nosferatu are quite fond of holy symbols. Nosferatu are also unable to cross running water, although they can be carried over it while resting in their coffins or aboard a ship.

They are utterly unable to enter a home or other building unless invited in by someone with the authority to do so. They may freely enter public places, since these are by definition open to all.

Slaying a Nosferatu: Reducing a nosferatu's hit points to 0 or lower incapacitates it but doesn't always destroy it (see the note on fast healing). However, certain attacks can slay nosferatu. Unlike a vampire, exposing any nosferatu to direct sunlight does not harm it in any way. But like a vampire, immersing it in running water robs it of one-third of its hit points each round until it is destroyed at the end of the third round of immersion. Driving a wooden stake through a nosferatu's heart instantly slays the monster. However, it returns to life if the stake is removed, unless the body is destroyed. If staked, a nosferatu may be permanently killed by behead the undead and stuff its mouth with dirt taken from hallowed burial grounds. The definition of "hallowed burial grounds" varies with Nosferatu's own alignment. Burial grounds must be for a kind of people or creature whose alignment is as far removed from Nosferatu's as possible. For a neutral undead, any non-neutral alignment will do.

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Nosferatu of certain classes take penalties.

Clerics: Nosferatu clerics lose their ability to turn undead but gain the ability to rebuke undead, even if their alignment is good. This ability does not affect the nosferatu's controller or any other nosferatu that a master controls. A nosferatu cleric has access to any two domains he could access while living, except of those dealing with life, healing, or good. It may choose to change its domains if desired when transformed into a nosferatu.

Sorcerers and Wizards: Nosferatu sorcerers and wizards retain their class abilities, but if a character has a familiar that is not a rat or bat, the link between them is broken, and the familiar shuns its former companion. The character can summon another familiar, but it must be a rat or bat.

Panther

Medium Animal

Hit Dice: 4d8+12 (30 hp).

Initiative: +3 (+3 Dex).

Speed: 45 ft. (9 squares), climb 20 ft. (4 squares).

Armor Class: 15 (+3 Dex, +2 Natural), Touch 13, Flat-footed 12.

Base Attack/Grapple: +3/+7.

Attack: Bite +7 melee (1d8 +4).

Full Attack: Bite +7 melee (1d8 +4) and 2 claws +2 melee (1d4 +2).

Space/Reach: 5 ft. /5 ft.

Special Attacks: Improved grab, pounce, rake.

Special Qualities: Low-light vision, scent, sprint.

Saves: Fort +7, Ref +7, Will +2.

Abilities: Str 18, Dex 17, Con 16, Int 2, Wis 12, Cha 6.

Skills: Balance +11, Climb +12, Hide +9*, Jump +12, Listen +6, Move Silently +9, Spot +7.

Feats: Alertness, Stealthy.

Environment: Warm plains, forests.

Organization: Solitary, Pair, or Family (2-5).

Challenge Rating: 3.

Treasure: None.

Alignment: Always neutral.

Advancement: 5-8 HD (Medium).

Level Adjustment: —.

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Panthers are found in the plains, forests, jungles and open shrub-lands. They are extremely quick (although not quite as much as a cheetah) and can outrun most prey over short distances. Panthers are usually black-furred.

COMBAT

Panthers like to stalk their prey. In forested areas, they like to jump down on their prey or quickly pounce from the underbrush. In more open areas, they will follow at a great distance, and suddenly sprint towards their prey, pouncing on them quickly.

Improved Grab (Ex): To use this ability, a panther must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can rake.

Pounce (Ex): When a panther makes a charge, it can follow with a full attack, including rake attacks.

Rake (Ex): A panther that gets a hold can make two rake attacks (+7 melee) with its hind legs for 1d4+2 damage each. If the panther pounces on an opponent, it can also rake.

Scent (Ex): This special quality allows a panther to detect approaching enemies, sniff out hidden foes, and track by sense of smell.

Sprint (Ex): Once every six hours, a panther can move ten times its normal speed (450 feet) when it makes a charge.

Skills: Panthers have a +8 racial bonus on Jump checks and a +4 racial bonus on Hide and Move Silently checks. Panthers have a +8 racial bonus on Balance and Climb checks. A panther can always choose to take 10 on a Climb check, even if rushed or threatened. *In areas of tall grass or heavy undergrowth, the Hide bonus improves to +8.

Sirenflower

Large Plant

Hit Dice: 5d8+25 (47 hp).

Initiative: -5 (-5 Dex).

Speed: 0 ft. (0 squares).

Armor Class: 10 (-1 size, -5 Dex, +6 natural), touch 4, flat-footed 10.

Base Attack/Grapple: +3/+14.

Attack: Petal crush (See Below).

Full Attack: Petal crush (See Below).

Space/Reach: 10 ft. /5 ft. (May only attack creatures occupying the same squares as it).

Special Attacks: Petal crush.

Special Qualities: Low-light vision, persistent weed, plant traits.

Saves: Fort +9, Ref -4, Will +1.

Abilities: Str 24, Dex 0, Con 20, Int -, Wis 10, Cha 9.

Skills: —.

Feats: —.

Environment: Any plains, forests, marshes.

Organization: Solitary, Pair, or Bunch (2-5).

Challenge Rating: 2.

Treasure: Standard.

Alignment: Always neutral.

Advancement: 6-10 HD (Large); 11-15 HD (Huge).

Level Adjustment: —.

The sirenflower is a large, carnivorous fungus that has developed the disguise of looking like a normal plant. It captures prey by luring the prey toward its center, using scent and lights. The scents are similar to those near the plant, particularly fragrant flowers or rotting meats. The light is a pale glow, no brighter than a candle at best. The treasure of previous victims often lures the unwary and greedy into the trap as well.

COMBAT

Sirenflower does not actively attack, but waits until a creature ventures into it. Once a creature reaches the center of the plant, a web of branching arms and petals closes in, trapping the creature and slowly crushing it.

Sirenflowers are truly difficult to recognize from large-scale normal plants. A character who is unfamiliar with a sirenflower will notice something odd about the plant with a DC 20 Spot check. Characters familiar with sirenflowers only need to make a DC15 Spot check.

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Petal Crush (Ex): If a target enters the same square as a sirenflower, the sirenflower may attempt to start a grapple as a free action without provoking an attack of opportunity. If the grapple succeeds, the sirenflower has used its petals to hold the victim and may inflict 1d4+10 crushing damage each round the victim is held. In addition to crushing damage, the petals release an enzyme that digests the flesh of the victim, causing 1 point of acid damage every two rounds the victim is held.

If more than one victim is within the sirenflower when it closes, petal crush resolves normally, but the sirenflower takes a -2 penalty to its grapple checks for each victim beyond the first. The victim can escape the sirenflower by winning a grapple check, succeeding on a DC 19 (Str based) Escape Artist check, or reducing the sirenflower to 0 hitpoints.

Persistent Weed (Ex): A sirenflower may only be permanently killed by inflicting 30 fire damage to its root. Otherwise, it will regrow in one to two weeks.

Plant Traits: A plant creature possesses the following traits (unless otherwise noted in a creature's entry): Immunity to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects); Immunity to poison, sleep effects, paralysis, polymorph, and stunning; Not subject to critical hits; Plants breathe and eat, but do not sleep.

