Introduction
I probably should write something here about being a Dungeon Master: Its been about multidisciplinary learning. My art, Writing, and Poetry sucked but I Stuck with them and while they suck a little less...they are tinged with regret.

Feel free to rip off everything in this book for your own fun, though I wouldn’t mind getting a coin or a set of D&D dice from whatever country you live in to put in my table of coins or dice.

Sean Robert Meaney

Chapter 1: Generate Abilities

Charisma must be considered the Primary Ability of Clerics (as opposed to Wisdom) as they must Sway people to worship their Immortal and Convince that immortal to cough up Cleric Spells.

<table>
<thead>
<tr>
<th>Charisma</th>
<th>Adj</th>
<th>Retainers</th>
<th>Morale</th>
</tr>
</thead>
<tbody>
<tr>
<td>3</td>
<td>-2</td>
<td>1</td>
<td>4</td>
</tr>
<tr>
<td>4-5</td>
<td>-1</td>
<td>2</td>
<td>5</td>
</tr>
<tr>
<td>6-8</td>
<td>-1</td>
<td>3</td>
<td>6</td>
</tr>
<tr>
<td>9-12</td>
<td>0</td>
<td>4</td>
<td>7</td>
</tr>
<tr>
<td>13-15</td>
<td>+1</td>
<td>5</td>
<td>8</td>
</tr>
<tr>
<td>16-17</td>
<td>+1</td>
<td>6</td>
<td>9</td>
</tr>
<tr>
<td>18</td>
<td>+2</td>
<td>7</td>
<td>10</td>
</tr>
</tbody>
</table>

Intelligence determines the number of Spells a Magic-user or Elf can have knowledge of.

<table>
<thead>
<tr>
<th>Intelligence</th>
<th>Adj</th>
<th>%Know Spell</th>
<th>Min/Max</th>
</tr>
</thead>
<tbody>
<tr>
<td>3</td>
<td>-3</td>
<td>20%</td>
<td>2/2</td>
</tr>
<tr>
<td>4-5</td>
<td>-2</td>
<td>30%</td>
<td>2/4</td>
</tr>
<tr>
<td>6-8</td>
<td>-1</td>
<td>40%</td>
<td>3/5</td>
</tr>
<tr>
<td>9-12</td>
<td>0</td>
<td>50%</td>
<td>4/6</td>
</tr>
<tr>
<td>13-15</td>
<td>+1</td>
<td>65%</td>
<td>5/8</td>
</tr>
<tr>
<td>16-17</td>
<td>+2</td>
<td>75%</td>
<td>6/10</td>
</tr>
<tr>
<td>18</td>
<td>+3</td>
<td>85%</td>
<td>7/12</td>
</tr>
</tbody>
</table>

Bell Curves
A bell curve of dice combination possibility is formed when rolling for a result for abilities.

<table>
<thead>
<tr>
<th>Number of combinations by number of d6 rolled</th>
<th>#d6</th>
<th>combinations</th>
<th>#d6</th>
<th>combinations</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>6</td>
<td>10</td>
<td>10</td>
<td>60466176</td>
</tr>
<tr>
<td>2</td>
<td>36</td>
<td>11</td>
<td>11</td>
<td>362797056</td>
</tr>
<tr>
<td>3</td>
<td>216</td>
<td>12</td>
<td>12</td>
<td>2176782336</td>
</tr>
<tr>
<td>4</td>
<td>1296</td>
<td>13</td>
<td>13</td>
<td>13060694016</td>
</tr>
<tr>
<td>5</td>
<td>7776</td>
<td>14</td>
<td>14</td>
<td>78364164096</td>
</tr>
<tr>
<td>6</td>
<td>46656</td>
<td>15</td>
<td>15</td>
<td>470184984576</td>
</tr>
<tr>
<td>7</td>
<td>279936</td>
<td>16</td>
<td>16</td>
<td>2821109907456</td>
</tr>
<tr>
<td>8</td>
<td>1679616</td>
<td>17</td>
<td>17</td>
<td>1692665944736</td>
</tr>
<tr>
<td>9</td>
<td>10077696</td>
<td>18</td>
<td>18</td>
<td></td>
</tr>
</tbody>
</table>

3d6 for Abilities
216 possible combinations of three six-sided dice. Elves, Dwarves, Halflings with their minimum abilities are barbarian cultures that dispose of any that fail to meet certain ability minimums in their
childhood through deliberate culling or roughness of the lifestyle.

**Low Intelligence**

<table>
<thead>
<tr>
<th>Intelligence</th>
<th>Result</th>
</tr>
</thead>
<tbody>
<tr>
<td>3</td>
<td>Unable to read or write</td>
</tr>
<tr>
<td>4-5</td>
<td>Has trouble speaking</td>
</tr>
<tr>
<td>6-8</td>
<td>Can read &amp; write simple words</td>
</tr>
</tbody>
</table>

In a civilized human population, 1 in 216 will have 3 intelligence, while among the Spartans, a deep pit filled with dead babies and kids is where they dump the defective children.

1d6 determines Alignment Spread in a population.

<table>
<thead>
<tr>
<th>Roll</th>
<th>Alignment</th>
</tr>
</thead>
<tbody>
<tr>
<td>1-3</td>
<td>Lawful</td>
</tr>
<tr>
<td>4-5</td>
<td>Neutral</td>
</tr>
<tr>
<td>6</td>
<td>Chaotic</td>
</tr>
</tbody>
</table>

This means 50% are Lawful, 33% are Neutral, and 16.5% are Chaotic.

**The Ansu Scale**

Ansu is Protoindoeuropean for Demon. Anything not considered one of us was regarded as a Demon. The Ansu Scale is a measure of Demonization of the differences in humans. Fairies, Elves, Dwarves or Ogres, Trolls, and Giants. Dungeons and Dragons is a Mirror on Humanity and Mirrors can be dangerous.

17d6+5 determines Physical Height in inches in Humans. This means there is a 1 in 16,926,659,444,736 chance of being 1’10”. This climbs to 17 in 16,926,659,444,736 of being 1’11”.

Example: Specularum has 50,000 where 1/216 has 18 intelligence (231.48 people). 1 in six of whom are chaotic (38.5 people). So thirty eight citizens will be criminal super-geniuses (Moriarty).

### A Selection of NPCs by Height

<table>
<thead>
<tr>
<th>Height</th>
<th>Notes</th>
<th>NPC</th>
</tr>
</thead>
<tbody>
<tr>
<td>1'9½&quot;</td>
<td>Lower Limit</td>
<td>Khagendra Thapa Magur</td>
</tr>
<tr>
<td>1'10&quot;</td>
<td>-</td>
<td>Gul Mohammed</td>
</tr>
<tr>
<td>1'11&quot;</td>
<td>-</td>
<td>Paulina Musters</td>
</tr>
<tr>
<td>2'0&quot;</td>
<td>-</td>
<td>2'1&quot;</td>
</tr>
<tr>
<td>2'2&quot;</td>
<td>-</td>
<td>2'4&quot;</td>
</tr>
<tr>
<td>2'3&quot;</td>
<td>-</td>
<td>2'5&quot;</td>
</tr>
<tr>
<td>2'6&quot;</td>
<td>-</td>
<td>Pingping He</td>
</tr>
<tr>
<td>2'7&quot;</td>
<td>-</td>
<td>2'8&quot;</td>
</tr>
<tr>
<td>2'9&quot;</td>
<td>-</td>
<td>Verne Troyer</td>
</tr>
<tr>
<td>2'10&quot;</td>
<td>-</td>
<td>2'11&quot;</td>
</tr>
<tr>
<td>3'0&quot;</td>
<td>-</td>
<td>Michel Petrucciani</td>
</tr>
<tr>
<td>3'1&quot;</td>
<td>-</td>
<td>3'2&quot;</td>
</tr>
<tr>
<td>3'3&quot;</td>
<td>-</td>
<td>3'4&quot;</td>
</tr>
<tr>
<td>3'5&quot;</td>
<td>-</td>
<td>Emmanuel Lewis</td>
</tr>
<tr>
<td>3'6&quot;</td>
<td>-</td>
<td>Warwick Davis</td>
</tr>
<tr>
<td>3'7&quot;</td>
<td>-</td>
<td>Michael J. Anderson</td>
</tr>
<tr>
<td>3'8&quot;</td>
<td>-</td>
<td>Bushwick Bill</td>
</tr>
<tr>
<td>3'9&quot;</td>
<td>-</td>
<td>3'10&quot;</td>
</tr>
<tr>
<td>4'0&quot;</td>
<td>-</td>
<td>3'11&quot;</td>
</tr>
<tr>
<td>4'2&quot;</td>
<td>-</td>
<td>Danny Woodburn</td>
</tr>
<tr>
<td>4'3&quot;</td>
<td>-</td>
<td>Matthew Rollof</td>
</tr>
<tr>
<td>4'4&quot;</td>
<td>-</td>
<td>Mighty Mike Murga</td>
</tr>
<tr>
<td>4'5&quot;</td>
<td>-</td>
<td>Mimie Mathay</td>
</tr>
<tr>
<td>4'6&quot;</td>
<td>-</td>
<td>Peter Dinklage</td>
</tr>
<tr>
<td>4'7&quot;</td>
<td>-</td>
<td>Jason Acuna</td>
</tr>
<tr>
<td>4'8&quot;</td>
<td>-</td>
<td>Doctor Ruth</td>
</tr>
<tr>
<td>4'9&quot;</td>
<td>-</td>
<td>Gary Coleman</td>
</tr>
<tr>
<td>4'10&quot;</td>
<td>D&amp;D Min.</td>
<td>Linda Hunt</td>
</tr>
<tr>
<td>4'11&quot;</td>
<td>-</td>
<td>Mother Teresa</td>
</tr>
<tr>
<td>5'0&quot;</td>
<td>-</td>
<td>Lil Kim</td>
</tr>
<tr>
<td>5'1&quot;</td>
<td>-</td>
<td>Danny Devito</td>
</tr>
<tr>
<td>5'2&quot;</td>
<td>-</td>
<td>Janeane Garofalo</td>
</tr>
<tr>
<td>5'3&quot;</td>
<td>-</td>
<td>Paula Abdul</td>
</tr>
<tr>
<td>5'4&quot;</td>
<td>Av. Height</td>
<td>Kim Jong Il</td>
</tr>
<tr>
<td>5'5&quot;</td>
<td>-</td>
<td>Seth Green</td>
</tr>
<tr>
<td>5'6&quot;</td>
<td>-</td>
<td>Jennifer Aniston</td>
</tr>
<tr>
<td>5'7&quot;</td>
<td>D&amp;D Av. Ht.</td>
<td>Tom Cruise</td>
</tr>
</tbody>
</table>
From this a division of races and their common naming conventions might be established.

**Human**

**Physical Height:** 1'10" - 8'11"

<table>
<thead>
<tr>
<th>Name</th>
<th>Prefix</th>
<th>Mid</th>
<th>Suffix</th>
</tr>
</thead>
<tbody>
<tr>
<td>Angelina Jolie</td>
<td>C</td>
<td>ee</td>
<td>e</td>
</tr>
<tr>
<td>Kirk Douglas</td>
<td>A</td>
<td>rr</td>
<td>n</td>
</tr>
<tr>
<td>Colin Farrell</td>
<td>G</td>
<td>oo</td>
<td>s</td>
</tr>
<tr>
<td>George Clooney</td>
<td>S</td>
<td>l</td>
<td></td>
</tr>
<tr>
<td>Geena Davis</td>
<td>K</td>
<td>m</td>
<td></td>
</tr>
<tr>
<td>Vin Diesel</td>
<td>P</td>
<td>a</td>
<td></td>
</tr>
<tr>
<td>Jim Carrey</td>
<td>J</td>
<td>y</td>
<td></td>
</tr>
<tr>
<td>D&amp;D Max. Dolph Lundgren</td>
<td>V</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Michael Clarke Duncan</td>
<td>H</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Penn Jillette</td>
<td>L</td>
<td></td>
<td></td>
</tr>
<tr>
<td>James Cromwell</td>
<td>T</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Daniel Cudmore</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Ted Cassidy</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Lamar Edom</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Joakim Noah</td>
<td></td>
<td></td>
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</tr>
<tr>
<td>Dirk Nowitzki</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Shaquille O'Neal</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Richard Kiel</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Sandy Allen</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Andre the Giant</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Anna Haining-Bates</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Yao Ming</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Gheorghe Muresan</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Yao Defen</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Sun Ming Ming</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Zeng Jin Lian</td>
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<td></td>
<td></td>
</tr>
<tr>
<td>Bernard Coyne</td>
<td></td>
<td></td>
<td></td>
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<tr>
<td>Sultan Kosen</td>
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<td></td>
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<tr>
<td>J. Erlich</td>
<td></td>
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</tr>
<tr>
<td>Bernard Coyne</td>
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<td></td>
<td></td>
</tr>
<tr>
<td>John Aasen</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Robert Wadlow</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Ogres**

**Physical Height:** 8'

<table>
<thead>
<tr>
<th>Name</th>
<th>Prefix</th>
<th>Clan</th>
</tr>
</thead>
<tbody>
<tr>
<td>Ko san</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Aa zeng</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Co sen</td>
<td>Sun</td>
<td></td>
</tr>
</tbody>
</table>

**Elves**

**Physical Height:** 4'8" - 5'8"

<table>
<thead>
<tr>
<th>Name</th>
<th>Prefix</th>
<th>Mid</th>
<th>Suffix</th>
</tr>
</thead>
<tbody>
<tr>
<td>L in er</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>V il a</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>U it t</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>N im</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>K if</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>is</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>ie</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>ir</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

This is the name an elf uses when around non-elves. An Elf Birth-song is added to each year one letter at a time.

**Dwarves**

**Physical Height:** 3'8" - 4'4"

<table>
<thead>
<tr>
<th>Name</th>
<th>Family</th>
<th>Suffix</th>
</tr>
</thead>
<tbody>
<tr>
<td>Mi Urga</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Ma Rollo</td>
<td>Ath</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Kebb</td>
<td></td>
</tr>
</tbody>
</table>

**Goblins**

**Physical Height:** 3'6" - 4'6"
Clan Name

Prefix   Clan
Arku     Nage
Di(kl)    

Naming Quest
 Location  Task
Wood      Burn
Ville     Chaize

It is tradition amongst the Goblins of the ‘Death Earth’ to receive a Naming Quest that the Goblin be tested to earn their clan status. The Clan Shaman determines a child’s naming quest at birth.

Gnomes
Physical Height: 3’ 6" - 4’

Name
Family    Clan    First Name
Bush      wick     Avi
War       Obe
Fens      Ull
Tar

The Wick discovered Fire. This protected their Clan when a Predator came for all the Gnome Clans.

Halflings
Physical Height: 2’ 10" - 3’ 2”

Name
Prefix   Vegetable
John      Rice
Kit       Bean
Anne      Plum
June      Wheat
          Fig
          Pea
          Sprout

Pixies
Physical Height: 1’ 10" - 2’
Pixies are named thusly: Name-Mother-Clan.

Name
Male       Female    Clan
Gul         Aul*      Ma-gur
            Adul*      

*Always born as Twins.
Ma-gur are light green skin colour.
Chapter 2: Choose a Class

Templates

**Archer:** S(16+), I(6+), W(6+), D(16+), C(9+), Ch(6+); Weapon: bow.

Classes

<table>
<thead>
<tr>
<th>Titles</th>
<th>Always useful for a character class title list.</th>
</tr>
</thead>
<tbody>
<tr>
<td>Warlord</td>
<td>Hero Outcast</td>
</tr>
<tr>
<td>Rogue</td>
<td>Usurper Savage</td>
</tr>
<tr>
<td>Hunter</td>
<td>Gladiator Barbarian</td>
</tr>
<tr>
<td>Freebooter</td>
<td>Wanderer Adventurer</td>
</tr>
<tr>
<td>Buccaneer</td>
<td>Swordsman Warrior</td>
</tr>
<tr>
<td>Rebel</td>
<td>Mercenary Marauder</td>
</tr>
<tr>
<td>Renegade</td>
<td>Raider Champion</td>
</tr>
<tr>
<td>Destroyer</td>
<td>Conqueror</td>
</tr>
<tr>
<td>King</td>
<td>Avenger</td>
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</tbody>
</table>

**B/X Barbarian**

The Barbarian lives outside civilisation. Every day is a fight for survival in a brutal world.

- **Requirements:** 13+ Constitution, Dexterity.
- **Primary Abilities:** Strength, Dexterity.

A Great Weapon may be improvised or crafted by the Barbarian inflicting damage equal to Strength. It also requires Strength and Dexterity bonuses to hit.

**Chieftain** is the title of any Barbarian of Name Level who challenges the previous Chieftain in combat and kills him or her or establishes his or her own clan-hold in the wilderness.

**Other Skills:** As the Thief, the Barbarian can Climb Sheer Surfaces, Hear Noise, Hide in Shadows, and Move Silently.

<table>
<thead>
<tr>
<th>Level</th>
<th>Title</th>
<th>HD</th>
<th>Exp</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Savage</td>
<td>2d8</td>
<td>0</td>
</tr>
<tr>
<td>2</td>
<td>Marauder</td>
<td>3d8</td>
<td>5,000</td>
</tr>
<tr>
<td>3</td>
<td>Raider</td>
<td>4d8</td>
<td>10,000</td>
</tr>
<tr>
<td>4</td>
<td>Barbarian</td>
<td>5d8</td>
<td>20,000</td>
</tr>
<tr>
<td>5</td>
<td>Barbarian</td>
<td>5d8</td>
<td>40,000</td>
</tr>
<tr>
<td></td>
<td>+1 hp/40,000xp</td>
<td></td>
<td></td>
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</tbody>
</table>

**Barbarian Skills**

<table>
<thead>
<tr>
<th>Level</th>
<th>HN</th>
<th>CSS</th>
<th>MS</th>
<th>HnS</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>60%</td>
<td>90%</td>
<td>55%</td>
<td>50%</td>
</tr>
<tr>
<td>2</td>
<td>65%</td>
<td>91%</td>
<td>60%</td>
<td>55%</td>
</tr>
<tr>
<td>3</td>
<td>70%</td>
<td>92%</td>
<td>65%</td>
<td>60%</td>
</tr>
<tr>
<td>4</td>
<td>75%</td>
<td>93%</td>
<td>70%</td>
<td>65%</td>
</tr>
<tr>
<td>5</td>
<td>80%</td>
<td>94%</td>
<td>75%</td>
<td>70%</td>
</tr>
</tbody>
</table>

**B/X Almeh**

Almeh (Almei) are a class of women who are professional Musicians, Dancers, and Singers. Al (meaning to wander) – Mei (meaning to exchange goods/services by custom or law).

As with Druids and Clerics, Almeh (Bards) originate in a Shaman Tradition.

**Prime Requisite Charisma**

- **Requirements:** Str 9+, Int 16+, Wis 13+, Dex 16+, Con 6+, Cha 16+
- **Weapons:** Club, Staff, Spear, Bow
- **Armour:** Leather
- **Spells:** Any Cleric Spell heard when cast may be learned on a successful Wisdom Check as a song.

<table>
<thead>
<tr>
<th>HD</th>
<th>XP</th>
<th>School</th>
<th>Spell-songs</th>
</tr>
</thead>
<tbody>
<tr>
<td>1d4</td>
<td>0</td>
<td>Apprentice</td>
<td>1st 2nd</td>
</tr>
<tr>
<td>2d4</td>
<td>1,400</td>
<td>Calliope</td>
<td>1</td>
</tr>
<tr>
<td>3d4</td>
<td>2,800</td>
<td>Clio</td>
<td>1</td>
</tr>
<tr>
<td>4d4</td>
<td>5,600</td>
<td>Erato</td>
<td>2</td>
</tr>
<tr>
<td>5d4</td>
<td>11,200</td>
<td>Euterpe</td>
<td>2</td>
</tr>
<tr>
<td>6d4</td>
<td>22,400</td>
<td>Melpomene</td>
<td>3</td>
</tr>
<tr>
<td>7d4</td>
<td>44,800</td>
<td>Polyhymnia</td>
<td>3</td>
</tr>
<tr>
<td>8d4</td>
<td>100,000</td>
<td>Terpsichore</td>
<td>4</td>
</tr>
<tr>
<td>9d4</td>
<td>200,000</td>
<td>Thalia</td>
<td>4</td>
</tr>
<tr>
<td>10d4</td>
<td>400,000</td>
<td>Urania</td>
<td>5*</td>
</tr>
<tr>
<td>11d4</td>
<td>600,000</td>
<td></td>
<td>3</td>
</tr>
<tr>
<td>12d4</td>
<td>800,000</td>
<td></td>
<td>6*</td>
</tr>
<tr>
<td>13d4</td>
<td>1,000,000</td>
<td></td>
<td>3</td>
</tr>
<tr>
<td>14d4</td>
<td>1,200,000</td>
<td></td>
<td>7*</td>
</tr>
</tbody>
</table>
15d6 1,400,000 7* 4
16d6! 1,600,000 8* 4
* May turn a first level spell into a tattoo as a permanent magic item at the cost of 100,000xp.
! There can only be one bard of 16HD and any that rises to 16th level must challenge the current bard or loose enough experience to be reduced to 15th level.

**BX Sneigweik**
The Sneigweik are the ‘Snake Clan’. They are a mix of Poor people. Criminals and Cultists. They are a low Caste people whose skills involve clearing a field of snakes for farmers. Out of sight the ‘Snake Clan’ might be Cultists or even Assassins employing Venomous Snakes to kill their victims.

**Weapons:** Staff, Club

**Armour:** None

**Spells:** Can cast 1st level Magic-user Spells from 3rd level.

**Thief Abilities:** Can Hear Noise and Move Silently as a Thief.

**Primary Abilities:** Intelligence & Dexterity

**Saving throws:** May add Dexterity bonus to any

**Save v. Poison.**

**Alignment:** Any

**Starting wealth:** 3d6 copper pieces

<table>
<thead>
<tr>
<th>Level</th>
<th>Title</th>
<th>HD</th>
<th>Experience</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Snake Beater</td>
<td>1d4</td>
<td>0</td>
</tr>
<tr>
<td>2</td>
<td>Snake Handler</td>
<td>2d4</td>
<td>2,500</td>
</tr>
<tr>
<td>3</td>
<td>Snake Charmer</td>
<td>3d4</td>
<td>5,000</td>
</tr>
<tr>
<td>4</td>
<td>Snake Eater</td>
<td>4d4</td>
<td>10,000</td>
</tr>
</tbody>
</table>

**Level**

**Sneigweik Skills**

**Hear Noise**

- 1 55%
- 2 60%
- 3 65%
- 4 70%

**Move Silently**

- 1 60%
- 2 65%
- 3 70%
- 4 75%

**Spells**

- 1st Level

**BX Mercenary**
The Mercenary wanders the world fighting and killing for money.

**Hit Dice:**

- d6

**Weapons:** Any

**Armour:** Any

<table>
<thead>
<tr>
<th>Level</th>
<th>Title</th>
<th>HD</th>
<th>Experience</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Wanderer</td>
<td>1d6</td>
<td>2,000</td>
</tr>
<tr>
<td>2</td>
<td>Freebooter</td>
<td>2d6</td>
<td>4,200</td>
</tr>
<tr>
<td>3</td>
<td>Adventurer</td>
<td>3d6</td>
<td>8,400</td>
</tr>
<tr>
<td>4</td>
<td>Mercenary</td>
<td>4d6</td>
<td>16,800</td>
</tr>
</tbody>
</table>

**Level**

**CSS**

- 1
- 2
- 3
- 4

**BX Gladiator**
Sold into Slavery this PC begins life in the Fight Pits and Arenas for the entertainment of others.

**Hit Dice:** Varies as the PC gains better food and training.

**Weapons:** Any (Initially none)

**Armour:** Any (Initially none)

<table>
<thead>
<tr>
<th>Level</th>
<th>Exp.</th>
<th>Title</th>
<th>Hit Dice</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>0</td>
<td>Slave</td>
<td>1d4</td>
</tr>
<tr>
<td>2</td>
<td>2,000</td>
<td>Pit Fighter</td>
<td>+1d6</td>
</tr>
<tr>
<td>3</td>
<td>4,000</td>
<td>Arena Champion</td>
<td>+1d8</td>
</tr>
<tr>
<td>4</td>
<td>8,000</td>
<td>Gladiator</td>
<td>+1d10</td>
</tr>
</tbody>
</table>

**B/X Kobold**
These are evil smelling and dog like humanoids. They can Set Traps, Hear Noise, Hide in Shadows.

**Primary Abilities:** Wisdom

<table>
<thead>
<tr>
<th>Level</th>
<th>Title</th>
<th>HD</th>
<th>Experience</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Marauder</td>
<td>1d4</td>
<td>0xp</td>
</tr>
<tr>
<td>2</td>
<td>Raider</td>
<td>2d4</td>
<td>2,500xp</td>
</tr>
<tr>
<td>3</td>
<td>Defender</td>
<td>3d4</td>
<td>5,000xp</td>
</tr>
<tr>
<td>4</td>
<td>Champion</td>
<td>4d4</td>
<td>10,000xp</td>
</tr>
<tr>
<td>5</td>
<td>Elder</td>
<td>4d4+1</td>
<td>20,000xp</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>+1hp/20,000xp</td>
</tr>
</tbody>
</table>

**Level**

**Saving Throws**

- DR/P
- MW
- P/TTS
- DB
- R/S or S

<table>
<thead>
<tr>
<th>Level</th>
<th>Saving Throws</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>14 15 16 17 17</td>
</tr>
<tr>
<td>2-4</td>
<td>12 13 14 15 16</td>
</tr>
</tbody>
</table>

**Armour Class:**

- 9
- 8
- 7
- 6
- 5

<table>
<thead>
<tr>
<th>Level</th>
<th>Hit Rolls</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>10 11 12 13 14</td>
</tr>
<tr>
<td>2-4</td>
<td>9 10 11 12 13</td>
</tr>
</tbody>
</table>
Chapter 3: Spells

Spell book

1st Level Spells

Iron Fist
Range: Touch
Duration: 1 round
Effect: Striking Damage
The Spell-caster is able to inflict 1d6+1 damage is a punch that hits automatically.

Magic Throwing Star
Range: Touch
Duration: 1 round
Effect: 1 Weapon
The wizard charges a single throwing star into a Magic weapon that hits a target automatically for 1d6+1 damage.

Ray of Pain
Range: 200'
Duration: Instantaneous
Effect: one specified Target
The wizard causes a purple ray to strike from the wizard’s finger inflicting 1d6+1 damage. Automatic hit, no damage.

3rd Level Spells

Death Earth
Range: Touch
Duration: 1 round
Effect: 1 Jar of Earth
It causes a small Jar of earth to become an explosive which causes 1d6/level of spell-caster in damage when thrown.

4th Level Spells

Rough Stone
Range: Touch
Duration: Permanent
Effect: 1000 cubic feet
The Spell-caster can roughly shape up to a thousand cubic feet of stone to a crude shape, the waste material reduced to gravel and sand.

Chapter 4: NPCs

Assorted NPCs

Tarak the Lion: 1st level Fighter; Lawful; 9hp; AC6; S(12), I(7), W(10), D(11), C(15), Ch(14); Skills: Read/Write +2; Height 4’10”; Equipment: Leather Armour, Hand Axe (1d6), Shield.

Borg: 1st level Fighter; Lawful; 6hp; AC3; S(17), I(8), W(10), D(7), C(15), Ch(6); Equipment: 10gp, Backpack, Longsword, 2 Daggers, Shield, Platearmour, Shortbow, 20 Arrows.

Savin Rho: 3rd level Fighter; Chaotic; AC9; S(16), I(9), W(10), D(11), C(8), CH(10); Equipment: Shortsword; Background: Cage-fighter.

Non Player Characters

D&D NPCs.

<table>
<thead>
<tr>
<th>Class</th>
<th>Magic-user</th>
<th>Fighter</th>
<th>Thief</th>
</tr>
</thead>
<tbody>
<tr>
<td>Level</td>
<td>4</td>
<td>4</td>
<td>4</td>
</tr>
<tr>
<td>HP</td>
<td>21</td>
<td>24</td>
<td>9</td>
</tr>
<tr>
<td>AC</td>
<td>9</td>
<td>1</td>
<td>5</td>
</tr>
<tr>
<td>Str</td>
<td>8</td>
<td>14</td>
<td>7</td>
</tr>
<tr>
<td>Int</td>
<td>13</td>
<td>10</td>
<td>12</td>
</tr>
<tr>
<td>Wis</td>
<td>8</td>
<td>8</td>
<td>10</td>
</tr>
<tr>
<td>Dex</td>
<td>12</td>
<td>9</td>
<td>16</td>
</tr>
<tr>
<td>Con</td>
<td>16</td>
<td>8</td>
<td>6</td>
</tr>
<tr>
<td>Cha</td>
<td>13</td>
<td>11</td>
<td>5</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Class</th>
<th>Cleric</th>
<th>Elf</th>
<th>Halfling</th>
</tr>
</thead>
<tbody>
<tr>
<td>Level</td>
<td>4</td>
<td>3</td>
<td>4</td>
</tr>
<tr>
<td>HP</td>
<td>13</td>
<td>10</td>
<td>21</td>
</tr>
<tr>
<td>AC</td>
<td>0</td>
<td>-2</td>
<td>2</td>
</tr>
<tr>
<td>Str</td>
<td>10</td>
<td>13</td>
<td>18</td>
</tr>
<tr>
<td>Int</td>
<td>10</td>
<td>12</td>
<td>9</td>
</tr>
<tr>
<td>Wis</td>
<td>13</td>
<td>9</td>
<td>10</td>
</tr>
<tr>
<td>Dex</td>
<td>14</td>
<td>15</td>
<td>10</td>
</tr>
<tr>
<td>Con</td>
<td>5</td>
<td>8</td>
<td>11</td>
</tr>
<tr>
<td>Cha</td>
<td>15</td>
<td>11</td>
<td>11</td>
</tr>
</tbody>
</table>
Chapter 5: Castles & Estates

**Castle Building**

<table>
<thead>
<tr>
<th>Social Rank Modifier</th>
<th>rank of most important resident</th>
</tr>
</thead>
<tbody>
<tr>
<td>x3</td>
<td>King/Duke</td>
</tr>
<tr>
<td>x2</td>
<td>Marquis/Count</td>
</tr>
<tr>
<td>x1</td>
<td>Baron/Lord</td>
</tr>
<tr>
<td>x½</td>
<td>Landed Knight</td>
</tr>
</tbody>
</table>

**Step One: Determine Occupants**

**Important People:** lord, lady, children, senior officials.

**Soldiers:** Troops

**Servants:** Household Staff
- #Personal Servants = #important people x social modifier.
- #Servants employed in Smithy & Stables = #Soldiers/20
- #Kitchen Staff = (Important People + Soldiers + Personal Servants + Smithy & Stable Workers)/20

**Step Two: Living Quarters**

<table>
<thead>
<tr>
<th>Details</th>
<th>Area of Room</th>
</tr>
</thead>
<tbody>
<tr>
<td>Lord &amp; Lady</td>
<td>400-500</td>
</tr>
<tr>
<td>Guests/Adult Children</td>
<td>200-300</td>
</tr>
<tr>
<td>Children</td>
<td>30 each</td>
</tr>
<tr>
<td>Servants/Troops</td>
<td>20 each</td>
</tr>
<tr>
<td>Barracks</td>
<td></td>
</tr>
<tr>
<td>Servery</td>
<td></td>
</tr>
</tbody>
</table>

**Step Three: Utility Rooms**

<table>
<thead>
<tr>
<th>Room</th>
<th>Area</th>
</tr>
</thead>
<tbody>
<tr>
<td>Kitchen</td>
<td>150+1 per person served</td>
</tr>
<tr>
<td>Smithy</td>
<td>150+5 per soldier</td>
</tr>
</tbody>
</table>

**Step Four: Gathering Rooms**

<table>
<thead>
<tr>
<th>Room</th>
<th>Area</th>
</tr>
</thead>
<tbody>
<tr>
<td>Great Hall</td>
<td>500+50/person</td>
</tr>
<tr>
<td>Common Hall</td>
<td>50+20/person</td>
</tr>
<tr>
<td>Chapel</td>
<td>½ Great Hall</td>
</tr>
</tbody>
</table>

**Step Five: Storage Rooms**

<table>
<thead>
<tr>
<th>Room</th>
<th>Area</th>
</tr>
</thead>
<tbody>
<tr>
<td>Armoury</td>
<td>1/3 Smithy</td>
</tr>
<tr>
<td>Pantry</td>
<td>½ Kitchen</td>
</tr>
<tr>
<td>Buttery</td>
<td>1/3 Kitchen</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Room</th>
<th>Area</th>
</tr>
</thead>
<tbody>
<tr>
<td>Cellars (15’ ceiling)</td>
<td>40 cubic ft./person/6 months</td>
</tr>
<tr>
<td>Granary (15’ ceiling)</td>
<td>½ Cellars</td>
</tr>
<tr>
<td>Stables</td>
<td>100/horse (+25/HD)</td>
</tr>
<tr>
<td>Storehouse</td>
<td>25 x social rank</td>
</tr>
</tbody>
</table>

**Step Six: Other Spaces**

<table>
<thead>
<tr>
<th>Room</th>
<th>Area</th>
</tr>
</thead>
<tbody>
<tr>
<td>Cistern</td>
<td>30 cubic feet = 250 gallons</td>
</tr>
<tr>
<td>Garter Robes</td>
<td>Toilets</td>
</tr>
<tr>
<td>Stairs &amp; Hallways</td>
<td></td>
</tr>
</tbody>
</table>

Increase room sizes according to social rank.

**The Monastery of Chom**

The Monastery of Chom was established in the highlands on the River Magos.

**Population**
- Abbott
- 20 Clerics (senior, 4th level)
- 50 Clerics (junior, 1st level)

No servants. Clerics function in these roles.

**Building Spaces**

- Priests Cells (4’ x 5’)
- Abbott’s Quarters (20’ x 20’)
- Kitchen (10’ x 25’)
- Buttery (10’ x 7’)
- Pantry (10’ x 11’)

**Building in Stone**

Cost of quarry stone is 76 ounces of gold per thousand cubic feet of stone.

- A Small Square Keep (50’ x 50’, 10’ thick walls, 30’ high).
  It represents 48,000 cubic feet of stone (2x(10’x30’x(50’+30’))). Stone used is therefore worth 3,648 ounces of gold or 228lb gold (2,280gp).

**Agricultural Produce**

<table>
<thead>
<tr>
<th>Produce</th>
<th>Description</th>
<th>Yield/Acre</th>
</tr>
</thead>
<tbody>
<tr>
<td>Silk</td>
<td>from Silk-worms</td>
<td>23.39lb</td>
</tr>
<tr>
<td>Tea</td>
<td></td>
<td>478.8lb</td>
</tr>
<tr>
<td>Indigo Dye</td>
<td>From Indigo plants</td>
<td>1,322lb</td>
</tr>
<tr>
<td>Soy bean</td>
<td></td>
<td>5,290lb</td>
</tr>
</tbody>
</table>
Rice  
1,650lb  

Wendar  
Produce | Description | Yield/Acre  
Maple Syrup | 25 Trees | 6 Gallons  

Sind  
Produce | Description | Yield/Acre  
Rose Oil | 2 gallons |  

Thyatian Hinterlands  
Produce | Description | Yield/Acre  
Cane Sugar | 4.34 Tons |  

Production Scales  
Silk: 957,000 acres of mulberry trees feeding silkworms to produce 22,389,798lb Silk.  
Tea: 123,000 Acres producing 58,900,000lb Tea.  

Secondary Production  
Source | Qty | Produce | Yield  
Coal | 1 Ton | Oil | 10 gallons | Pitch | ½ ton |  

Mining Operations  
Mine | Minerals-Yield  
Savage Coast:  
• Gold 2,937.5lb  
• Silver 1,875lb  
• Copper 83,000,000lb  

Shadow-elf Realms:  
• Gold 38,800,000lb  
• Silver 11,437,500lb  
• Copper 10,200,000,000,000lb  

Gold volume yield: 14.6 grams per ton  

Estates  
Estat di Radu  

Light Forest  
(((20,000lb x 640 Acres x 56 Squ. Miles)/20) x 1cp)/100 = 358,400gp  

One woodsman can harvest an acre per day. 7,168 Woodsmen can harvest a single hex in one week. With wages of 5gp per woodsman per week (35,840gp), same again for wagon-masters, contributes 286,720gp income to the initial dominion budget.  

Turlough Radu, Magic-user of some talent, and greatly involved in toppling assorted conspiracies by the Radu Family, and outcast by his family as a consequence, having adventured long to the benefit of the Kingdom of Karameikos is granted lands on the Westron Road. There is a pre-existing Village of Plunket, which he declares his home. Lord Radu harvests fifty six square miles of light forest and sells the firewood to the King raising some 286,720gp.  

Lord Radu employs the funds to build a stone paved road on this section of the Westron Road. Stone like all mined materials costs a minimum of one ounce of gold per ton mined/quarried. A thousand cubic feet of stone blocks weighing 76 tons costs 76 ounces of gold. Twenty-four miles of ten feet wide stone paved road costs around 120,384gp to quarry (double that because the stone is shipped in from far off Highforge). A stone paved road is constructed through the estate. The remaining 40,000gp should cover a large Inn with stables to boom the village economy. Lord Radu investigates the ruined tower and after a descent fight for his life comes away with an old map indicating an abandoned copper mine. Ever the explorer he
vanishes into its depths never to be heard from again.

**Estat di Sulescu**

Ruler: Lord Zemiro Sulescu  
Population: 960 Traldarans

**Garlic Production in Sulescu**

Six hundred and forty acres of garlic bulbs is grown as the sole estate income source yielding 25,600,000cn of Garlic as a specialist produce. The Rules Cyclopedia Price of Garlic is 5gp/1cn bulb. Garlic is 50gp/lb. An Acre of Garlic can yield 4,000lb to 8,000lb Garlic.

<table>
<thead>
<tr>
<th>Stake-holder</th>
<th>Share</th>
<th>Yield</th>
<th>40lb Sacks</th>
</tr>
</thead>
<tbody>
<tr>
<td>Sulescu</td>
<td>25%</td>
<td>640,000 lb</td>
<td>16,000</td>
</tr>
<tr>
<td>Salt Tax</td>
<td>10%</td>
<td>256,000 lb</td>
<td>6,400</td>
</tr>
<tr>
<td>Tithe</td>
<td>17%</td>
<td>435,200 lb</td>
<td>10,880</td>
</tr>
<tr>
<td>Farmers</td>
<td>48%</td>
<td>1,228,800 lb</td>
<td>30,720</td>
</tr>
</tbody>
</table>

Sulescu Garlic Share: 640,000 lb  
Garlic Reseed Reserve (10%): - 256,000 lb  
Export: = 384,000 lb

**Garlic @ Sulescu**

Garlic: 40lb Sack 4gp (0.2% market price)

<table>
<thead>
<tr>
<th>Stake-holder</th>
<th>40lb Sacks</th>
<th>Income</th>
</tr>
</thead>
<tbody>
<tr>
<td>Sulescu</td>
<td>9,600</td>
<td>38,400gp</td>
</tr>
<tr>
<td>Farmers</td>
<td>30,730</td>
<td>122,920gp</td>
</tr>
</tbody>
</table>

**Community Load Price**

| Sulescu | 10 40lb-Sacks Garlic | 40gp |

**Starting Gold**

- 120gp

**Estat di Threshold**

**Merchant Trade**

<table>
<thead>
<tr>
<th>Community</th>
<th>Class</th>
<th>Mod.</th>
<th>Trade Goods</th>
</tr>
</thead>
<tbody>
<tr>
<td>Threshold</td>
<td>E</td>
<td>-7</td>
<td>Pottery</td>
</tr>
<tr>
<td></td>
<td></td>
<td>-5</td>
<td>Monsters</td>
</tr>
<tr>
<td></td>
<td></td>
<td>-4</td>
<td>Grains, Furs, Hides</td>
</tr>
<tr>
<td></td>
<td></td>
<td>+5</td>
<td>Animals, Salt, Preserved, Glassware, Textiles</td>
</tr>
<tr>
<td></td>
<td></td>
<td>+6</td>
<td>Common Metal, Tools</td>
</tr>
<tr>
<td></td>
<td></td>
<td>+7</td>
<td>Ale, Mounts</td>
</tr>
<tr>
<td></td>
<td></td>
<td>+8</td>
<td>Armour, Wine</td>
</tr>
<tr>
<td></td>
<td></td>
<td>+10</td>
<td>Oil, Silk, Spice</td>
</tr>
</tbody>
</table>

E 1d6 Merchants; 2d6 Loads

**Duk Na**

Population 13 (7 children)  
Rice Paddy 2 acres @57%)  
Rice, Paddy 2,630lb  
Food Needs  
Adults: half pound of rice per day  
Children: quarter pound of rice per day  
This leaves 500lb rice surplus to be extorted by the Huy Ban (Local Bandits).
Chapter 6: Monsters

Creature Catalogue

Zinj: AC9; HD 1-1*; MV 0' (0'); AT Poison; DA Death; NA 1-100; SA NM; ML 12; INT 1; TT V; AL Neutral; XP 6; Description: Proto-plant gives off Miasma as it turns minerals into atmosphere creating fungi environment.

Ringwyrm: AC-3; HD 20*; MV 3' (1'); AT Crush; DA See description; NA 1 (Unique); SA F10; ML 12; INT 2; TT nil; AL Chaotic; XP ; Description: This large subterranean creature is basically a walking gate. The Large Loop-like body that is ten feet in diameter with a seven feet diameter hole. While there is one creature it is located in two places at the same time. It eats a gem and opens a portal allowing gate travel between the origin and destination.

Tesseraktor: AC3; HD 5*; MV 45' (15'); AT Death Ray; DA 5d6; NA 1 (Unique); SA F2; ML 12; INT 2; TT nil; AL Neutral; XP ; Description: Because it can see in all directions Tesseraktor’s head is piloted by an other-planar operator. The death ray is up to 100’ range. Save vs death ray for half damage.

Mesmer: AC8; HD 1*; MV 3’ (1’); AT Peck + Special; DA 1d4/se description; NA 1; SA F1; ML 11; INT 3; TT B(V); AL Chaotic; XP 6; Description: This species of one-legged owl find a hole in a tree (or chip one with their beak). They then charm small prey with their eyes to come close enough to eat – or large prey to bring them food. PCs require a charisma check to resist.

Brainhive: AC4; HD 1-100*; MV 0’ (special); AT 1-4 spells; DA as spells; NA 1; SA F1-36; ML 12; INT as brains; TT nil; AL Chaotic - Insane); XP Varies; Description: A Type of Black wax, this collects the DNA of any life making contact physically and grows a clone brain in a white egg sac. Any Wizard brains might have spells stored. 10% Chance of a teleport spell allowing the brain hive to escape.

Niiknik: AC7; HD 2; MV 120’ (40’); AT Beak; DA See 1d6+1; NA 1-6 (1); SA F1; ML 9(7 if attacked with fire); INT 4; TT V; AL Chaotic; XP 16; Description: These birds live in long grass and stab prey with beak. This aggressive bird is only afraid of fire and will retreat to safety.

Lightning Mangrove: AC4; HD 1*-20*; MV 0’; AT Lightning Discharge; DA 1d6/HD; NA 1d100; SA F1-F10; ML 12; INT 1/Tree; TT A; AL Neutral; XP 6*; Description: Lightning Mangroves grow over areas of Iron ore. Anyone in range (10'/HD) will be hit by an electrical discharge. It takes a day for a tree to recharge. A Mangrove Forest will be 1x 20HD, 2x 19HD, 4x 18HD...

Swamp-tongue: AC2 (+1 Damage Absorb/HD); HD 1*-40*; MV 3'/HD(1'/HD); AT Swallow; DA 1hp/round/HD; NA 1(1); SA F1-F20; ML 11 (7); INT 12; TT AxHD; AL Neutral; XP Varies; Description: It appears to be a cluster of blue glowing tentacles protruding from the bog. This is the tongue of a Sink-hole dwelling predator that swallows anything wandering on to its tongue. Mouth Diameter 1’/HD, Length 10’long/HD.

Leaf-Dragon: AC-2; HD 1-1*; MV 30’(10’); AT Bite, Breath-weapon; DA 1hp/as current hit points; NA 10-100(1); SA NM (+10 vs. dragon breath); ML 11 (7 if attacked with fire); INT 12; TT Ux2; AL Neutral; XP 6; Description: A Single Leaf dragon will claim a tree, while a wooded territory will be defended by a swarm.

Lantern-head: AC 4; HD 9; MV 60’ (20’); AT 1 hand; DA 2d4; NA 1 (unique); SA Fighter L9; ML 12; INT 10; TT Nil; AL Neutral; XP 3000; Description: This fifty foot tall bronze statue has no hands or feet (they end in spear points). When not pretending to be art, the Lantern illuminates
a burning glow that is 30’ radius or a 200’ long search beam.

**Water-snake:** AC 6; HD 1; MV 0’; AT 10d10 needle; DA 1hp/needle; NA 1-20; SA Fighter L1; ML 12; INT 1; TT V; AL Neutral; XP 5;
Description: This plant grows in tropical waterways and around the edges of lakes. It filters out nutrients and toxins and leaves fresh water. Movement in the water causes the plant to sway unleashing a 10’ radius cloud of needles.

**Blackwax:** AC4-0*; HD 1/1000 cubic feet; MV 0’; AT attracts rats, giant rats, snakes; DA as attracted predator; NA 1; SA F10; ML 12; INT 12; TT V; AL Neutral; XP varies;
Description: A Sugary web of black wax like organisms that give off an aroma that attracts predators.
Scent Attracted Predators
1-3 rats
4-5 giant rats
6 snakes
The Scent also sticks to PCs who make physical contact drawing the local predators to the PC.
Armour Class varies with Temperature (+/- 1 AC/10 degrees temperature variance).

**Evolution of the Kobold**

**Holmes Kobold**
Evil Dwarf-like Creatures behave much like Goblins. A Chief fights like a Gnoll as do his bodyguards. Kobolds have Infravision. They have +3 saving throw bonus on all saves except Dragon Breath.

**Kobold:** HD ½; AC 7; MV 120’/turn; AT 1; DA 1-4; SA Special; AL Lawful Evil; TT J

These could be considered Dire Dwarves.

**BX Kobold**
Described as ‘Evil Smelling Dog like creatures’. This is distinctly different from the Dwarf Like Kobold of Holmes Edition D&D.

**Kobold:** HD ½; AC7; MV 60’ (20’); AT 1 Weapon; DA Weapon-1/1-4; NA 4-16 (6-60); SA Normal Man; ML 6+ (8 with Chief); TT P(J);
AL Chaotic;
Chief 9hp, 2HD
Bodyguard 6hp, 1+1HD

**Shadow with Entropic Scythe**
Auto-hit as Magic missile spell 1d6+1.

**Normal Humans**
Normal Humans are non-adventuring folks. Peasants, Children, Housewives, Workers, Artists, Villagers, Townspeople, Slaves, Fishermen, Scholars.

**Normal Human:** HD ½; AC9; MV 120’ (40’); AT 1 Weapon; DA As Weapon; NA 1-4(1-20); SA Normal Human; ML 6; TT U, AL Any (Usually Lawful).

**Lycans**
Lycans have many possible animal forms.

<table>
<thead>
<tr>
<th>Size</th>
<th>Small</th>
<th>Medium</th>
<th>Large</th>
</tr>
</thead>
<tbody>
<tr>
<td>AC</td>
<td>+1/+2</td>
<td>+3/+4</td>
<td>+5/+6</td>
</tr>
<tr>
<td>HD</td>
<td>x8</td>
<td>x2</td>
<td>x1.2</td>
</tr>
<tr>
<td>MV</td>
<td>x3</td>
<td>x2</td>
<td>x1</td>
</tr>
<tr>
<td>AT</td>
<td>As Animal Form, As Weapon</td>
<td>+1/+2</td>
<td>+3/+4</td>
</tr>
<tr>
<td>DA</td>
<td>+1/+2</td>
<td>+3/+4</td>
<td>+5/+6</td>
</tr>
<tr>
<td>NA</td>
<td>½ of animal form</td>
<td></td>
<td></td>
</tr>
<tr>
<td>SA</td>
<td>As fighter of equal HD</td>
<td></td>
<td></td>
</tr>
<tr>
<td>ML</td>
<td>+1</td>
<td>+2</td>
<td>+3</td>
</tr>
<tr>
<td>TT</td>
<td>T</td>
<td>U</td>
<td>V</td>
</tr>
<tr>
<td>AL</td>
<td>Neutral or Chaotic</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Dragons**

**Dragons by Ranking**

**Rank: Zero**
- Any Sized Red, blue, green, black or white dragon incapable of speech.
These dragons are incapable of speaking or spell-casting. They might acquire magic items but have no ability to communicate or use magic items that require activation words. They would be little more than very intelligent animals if they were unable to convey an idea. And only you can figure out the coded clue they drew on the hide of their last victim and turned into a treasure map to lure you to the cavern of the Zombie master (aka their cave). They might have a larder filled with gutted adventurers and a collection of items.

**Rank: One**
- small white dragon
- small black dragon
This dragon has access to first level spells so it can detect magic items, scribe scrolls, and employ charmed agents in nearby communities. It can also function as a Patron - teaching a PC or NPC the basic spell casting and first level spells that character requires to be a Magic-user.

**Rank: Two**
- Large Black Dragon
- Large White Dragon
- Small Green Dragon
- Small Blue Dragon
This dragon can enchant magic items of a minor nature such as a wand of magic missiles, charm agents, detect magic items, and scribe scrolls. Spells up to second level are accessible.

**Rank: Three**
Huge White Dragon
Huge Black Dragon
Large Green Dragon
Large Blue Dragon
Small Red Dragon
This dragon has access to third level spells. It can produce significantly powerful magic items. Employ charmed agents and even undertake magic surveillance.

**Rank: Four**
- Huge Green Dragon
- Huge Blue Dragon
- Large Red Dragon
With access to fourth level spells the dragon may employ charmed humanoids and monsters. Enchant magic items and undertake magic surveillance and employ dimensional travel (dimension door) allowing the Lair to be inaccessible.

**Rank: Five**
- Huge Red Dragon
This dragon can as above employ charmed monsters and Humanoid Agents, enchant magic items, and employ dimensional travel in the dimension door. With access to spells up to fifth level it can Teleport allowing multiple lairs around the world or beyond, animate an undead army, and enchant large magic items such as a flying pleasure barge (Think Jabba the hut’s flying Barge-but made of woodform spells).

**Example:**

**Merahangin:**
AC -1; HD 7 (22hp); MV 90'(30');
AT 2 claws/Bite + fire breath; DA 1d8/1d8/4-32; SA Fighter L7; ML 10; AL Chaotic
Spells: 1-Ventriloquism, Charm Person, Detect Magic, 2-Detect Invisible, 3-Continual Light, 3-Dispel Magic
**Description:** Merahangin (Red wind) has dabbled in mortal affairs and now employs a charmed agent in a local village to bring him regular news. Merangin is prepared to teach magic to some young villager. Merahangin is looking to enchant magic items and is considering taking an apprentice who is interested in magic to collect ingredients for magic item creation.
Uniquely Powerful Dragons

**Smaug:** AC -10; HD 64 (512hp); MV 220' (73'), Fly 880' (293'); AT 2 Claws/Bite/Tail/Wings + Breath; DA 4d6/4d6/2d8/20d6 hurricane or Fire (Cone 640' long 30' diameter); NA Unique; SA Fighter L36; ML 12; INT 39; AL Chaotic; XP Description: Hold up in an ancient dwarven fortress beneath the lonely mountain.

**Wharf Rat:** AC8; HD 2 (12hp); MV 30'(10') AT Bite/Claw; DA 2d6+1/2d6+1; NA 1-10 (1-100); SA Fighter L1; ML 8; TT Nil; XP 10

**Spider-folk**
All Spider-folk can progress as Magic-users.
- Golden-Orb Weavers
- Red-backs
- Funnel Webs

1% chance that a Web funnel is an active Gate to a plane.

**Lord Thrias Wagner**
ner-weg (meaning 'beneath-to weave')

Teddy (Cloth-golem): AC 8; HD 1-1* (5hp); MV 15'(5'); AT slam/bite/claw/Poisoned Sewing Needle; DA 1d3/1hp/1d4/1hp+Poison; NA 1(1); SA Fighter L1; ML 12; TT special; XP 6
Description: Powered by a magic ring of animate objects on inside. Has darkvision 60', Requirements to Craft: Magic-user L9+, sewing, alchemy, clothform spell, ring of animate objects.

**Ku & Dhwergher**
Commonly Attributed Powers
- Regeneration
- Environmental Awareness
- Wicche Magic
- See in Darkness
- Near Invisible
- Aura of Misfortune
- Future Sight

Creating Dhwergher and Ku
Dhwergher have any two primary abilities.

Dhwergher are Cursed:
- Must eat human flesh or Poisoned by Iron.
- fire damage does not heal, or stricken with Hule-bhe (Fairy-fire).

Dhwergher Subspecies:
- Albho
- Hob
- Dhwerg
- Twerg
- Geant

Specific Subspecies are feared/despised, unusual physical size Small/Huge.

Dhwergher: Huge, Feared/Despised, Iron is poisonous.

Urban Troll: Int & Con, Spell-craft, regeneration, man-eater.

Troll, Ice/Forest/Mountain: the usual troll – some much larger.

Ku have charisma as primary ability

Ku Subspecies
- Kobolt
- Gobelin

Ku: Small, near invisible, aura of misfortune
- su-ku
- su-iso-ku
Chapter 7: Immortality

Immortals as Artefacts
The Night Dragon, Synn has drawn off the Radiance from the Nucleus of the Spheres and has used the energies to grant minor Immortality to Princes and Princesses by creating into Artefacts from them.

Power Points to Experience Points
1pp=10,000xp
100pp=1,000,000xp
This is the minimum experience points required to grant become an Immortal of Artefact form.

Minor Immortals of Glantri

<table>
<thead>
<tr>
<th>Noble</th>
<th>Artefact Form</th>
</tr>
</thead>
<tbody>
<tr>
<td>Belcadiz</td>
<td>The Witch’s Brush</td>
</tr>
<tr>
<td>Klantyre</td>
<td>The Lich’s Bagpipes</td>
</tr>
<tr>
<td>Boldavia</td>
<td>The Iron Needle</td>
</tr>
</tbody>
</table>

The Minor Immortal can take possession of anyone using the power of the artefact which will be a Wish.

Axe of the Dwarf Lords

Description
An Axe-stone head bound to a wooden haft with beard hair and tar.

Powers
Absorb 75hp damage for any Dwarf war-band led by the Dwarf wielding this weapon.
Detect Treasure (50’ Radius)

Penalties and Handicaps
Afflicted with Berserker Rage in combat.
Any Dwarf looking upon it must save vs. spell (-4 penalty) or will make plans to take the Axe.

Dragon Egg

Description
Dragons literally give birth to an artefact. The egg is hard and leathery.

Powers
• Wish (Specific): Create a Dragon

Penalties and Handicaps
• Operating Cost: Must sacrifice the Resources of a Dominion (1,000,000xp) to give birth to the egg.
• Using the artefact results in the death of the user if they fail to sacrifice 1,000,000xp in dominion resources.

The Immortals of Mystara
Portfolios might be Death, Harvest, Lightning, War, Humans, Love, Birth.

Template Manual Entry
Name (Portfolio): HD; AC; MV; AT; DA; NA; SA; ML; TT; AL; XP
Also include:
• Worshippers Alignment
• Holy Symbol
• Dimensional Plane

example:
Emry (God of Cabbage Farming)
HD ½; AC9; MV 120' (40'); AT Club; DA 1d6; NA 1-4(1-20); SA Normal Human; ML 6; TT U, INT 11; AL Neutral; WA Any Alignment; HS Cabbage; DP Mystara.

Description: Emry found he was Immortal. Doesn’t know how that could possibly happen, but despite his objections is now worshipped by Cabbage Farmers in his village. His Holy Symbol is the Cabbage and any cleric speaking with him can get sound advice on good cabbage growth.

Chapter 8: D&D Settings

Mystara

Distance between Shire Communities
Miles Communities
16 Nob’s Boots – Rollstone Keep
24 Mallofern – Rollstone Keep
16 Mallofern – Wardlystone
16 Mallofern – Wereskalot

Populations of Karameikian Communities
Community Population
Karameikos 50,000
Kelvin 20,000
Luln 5,000
Marilenev 900
Penhaligon 3,750
Rifflain 1,700
Rugalov 650
Sulescu 950
Threshold 5,000
Vorloi 7,500
Highforge 7500 Gnomes, 1000 Dwarves

Karameikos Social Status Generator
Humans in Karameikos...

Wealth
d100% Wealth
01-30 Dirt Poor
31-60 Poor
61-75 Comfortable
76-85 Wealthy/Untitled
86-95 Wealthy/titled
96-97 Very Wealthy/Untitled
98-99 Very Wealthy/Titled
100 Member of Royal Family

Parentage (1d100 +half previous roll)
d100% Parents
01-70 Traladaran
71-90 Mixed/Other
91-100 Thyatian

The Red Tomb
The Hill is considered the most important district in the City of Specularum where the wealthiest and most powerful reside. What no one knows is
that the Hill is an ancient Mud Brick tomb of many construction layers the most recent of which is Nithian. The Tomb is eroded by millennia of weather until it looks like any other hill.

Nucleus of the Spheres
With the Destruction of the Nucleus of the Spheres magic fails. Thyatis, the great Republic, finds it can no longer provide the food and fuel needed by its populace. The only supply of Firewood in range is the forests of Vyalia. Here is the problem. A Million people require 10,000,000,000lb of firewood each year. At 20,000lb per acre this represents 500,000 acres. There is 640 acres per square mile x 56 square miles per 8-mile hex. This is 13.95 hexes of light forest per year or 4.65 heavy forest. Recovery for light forest should be considered twenty to fifty years and heavy forest one hundred years. Vyalia will not be a sustainable fuel source, and it is inevitable that Thyatis will run out of wood fuel within a decade even if there is imperial management of that fuel reserve.

Grain imports would bankrupt the empire as it struggles to feed its populace. The sustainable economy might be the shift from slavery to one acre market gardens maintained by individual families as opposed to slaves.

Social Stratification exists in opposition to Military Participation. It is ultimately in the interest of the Thyatian Empire to recognise its slaves as the most junior military rank and employ them and every other citizen as Support Troops employed in food production, fortification construction, and so forth.

Poor Wizards Almanac Events
Year of Swords: Post Nucleus of the Spheres. Magic has failed and the world is set for change.

Vatermont 6: Sulescu Council is Arrested

Description: The Council of Sulescu is rounded up by the King’s Guard and charged with Smuggling and Gambling.
What is going on: Last year Lord Sulescu died leaving instructions that an Elected Council be established to Govern the Village of Sulescu. Unfortunately some ambitious individual has decided this government by the people is unacceptable and has slandered the village council suggesting they are criminals who need a firm ruler in the shape of a Baron.

Narcotics & Poisons
<table>
<thead>
<tr>
<th>Substance</th>
<th>Effects</th>
<th>Source</th>
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</thead>
<tbody>
<tr>
<td>Locoweed</td>
<td>+2ML; Aggressive Behaviour.</td>
<td>Module X-1</td>
</tr>
<tr>
<td>Wolvesbane</td>
<td>Death 1d6 hours (No Save).</td>
<td>Rules Cyclopedia</td>
</tr>
</tbody>
</table>

New Races
In the aftermath of the destruction of the nucleus of the spheres communities and populations became cut off from the outside world and out of a common need for survival new races were born.

The Shires
Shire-folk: 3½’ tall; halfling-gnome; Obsessive compulsive, Wanderlust; Charisma 16+
Half-dwarf: dwarf-gnome; Fantasy physics;

Lost-Shire
Half-man: Human-Halfling; 4½; Any Human Class;
Plague-elf: Elf-Human; 6; Any human Class; carrier of plague

Corun Island
Corun Islander: Human-Orc; Any Human Class; Plague Carrier

Housing
<table>
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<tr>
<th>Status</th>
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<tbody>
<tr>
<td>Dirt Poor Freeman</td>
<td>Wood (20’ x 20’)</td>
</tr>
<tr>
<td>Poor Freeman</td>
<td>Wood (20’ x 40’)</td>
</tr>
<tr>
<td>Comfortable Freeman</td>
<td>Wood (30’ x 60’)</td>
</tr>
<tr>
<td>Landed Knight</td>
<td>Stone, 1 Story</td>
</tr>
<tr>
<td>Wealthy Merchant</td>
<td>Wood (30’ x 60’)</td>
</tr>
<tr>
<td>Landed Lord</td>
<td>Stone, 2 stories</td>
</tr>
</tbody>
</table>
Chapter 9: SciFi Settings

B/X Million Voices
A Scifi Setting so far ahead that humanity has been extinct a million years. The only Sentient Species are Droids, Jennifer Clones (Created by the 5G-YY droids who have spent the last thousand years rebuilding all the technology that they had been instructed to recycle by the very last recorded interaction with a human), and Genetically Engineered Life Forms from the Alien Attack™ Genetic Entertainment Resorts scattered across the Republic.

Manifold Gates
Black Hole transfer vessels are used to pull aside space time in a manifold gate allowing a transport vessel to travel to the destination in a few moments while the Black Hole Transfer Vessel can take thousands of years. Some travellers have seen a strange structure in hyperspace (Manifold transit space) and every report describes a girder like structure expanding in three dimensions.

Small Space Craft are common across the Republic.

Shuttle
- ORVL: The Orbit Return Vertical Lander is a Survival Drop Pod capable of transporting eight Passengers from Space to Planetary Surface and then returning to Orbit.
- Drop Ship
- Breaching Pod
- Escape Pod
- Utility Pod
- Space Fighter
  - Bomber
  - Interceptor
  - Stealth Fighter
  - Recon
  - Assault
- Mecha

5G-YY Droid
All 5G-YY Segway Droids became self aware on Year AK142-A receiving a Kernal Update when a Portal Ship arrived at the long Derelict System
manifold-gate from which downloaded news and an unexpected AI Kernal update for Droids.

Programmed Skills include: Detect Device, Interface Computer, Delicate Surgery, Move Silent, Conceal.

<table>
<thead>
<tr>
<th>Level</th>
<th>HD</th>
<th>Exp</th>
<th>Hide</th>
<th>Detect</th>
<th>Move Silent</th>
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<tbody>
<tr>
<td>1</td>
<td>1d4</td>
<td>1200</td>
<td>10%</td>
<td>33%</td>
<td>20%</td>
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<tr>
<td>2</td>
<td>2d4</td>
<td>2400</td>
<td>15%</td>
<td>33%</td>
<td>25%</td>
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<tr>
<td>3</td>
<td>3d4</td>
<td>4800</td>
<td>20%</td>
<td>50%</td>
<td>30%</td>
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<table>
<thead>
<tr>
<th>Level</th>
<th>Hack</th>
<th>Analysis</th>
<th>Surgery</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>15%</td>
<td>10%</td>
<td>25%</td>
</tr>
<tr>
<td>2</td>
<td>20%</td>
<td>15%</td>
<td>30%</td>
</tr>
<tr>
<td>3</td>
<td>25%</td>
<td>20%</td>
<td>35%</td>
</tr>
</tbody>
</table>

**Blakes 7**

Distance from Earth to Cygnus Alpha Penal Colony (Deneb): eight months at Time-Distort 5. The distance from Sol to Deneb is 802 +/-66 Parsecs.

TD-5  1,203 PC/year
3.26156 LY/PC
100 PC/month

<table>
<thead>
<tr>
<th>Time Distort</th>
<th>Parsecs/Month</th>
<th>$V^{TD}$</th>
</tr>
</thead>
<tbody>
<tr>
<td>TD-5</td>
<td>100 PC</td>
<td>$V^5$</td>
</tr>
<tr>
<td>TD-4</td>
<td>10 PC</td>
<td>$V^4$</td>
</tr>
<tr>
<td>TD-3</td>
<td>1 PC</td>
<td>$V^3$</td>
</tr>
<tr>
<td>Sub-light Velocities</td>
<td></td>
<td></td>
</tr>
<tr>
<td>TD-2</td>
<td>0.1 PC</td>
<td>$V^2$</td>
</tr>
<tr>
<td>TD-1</td>
<td>0.01 PC</td>
<td>$V^1$</td>
</tr>
<tr>
<td>Sub-light</td>
<td>0.001 PC</td>
<td>$V^0$</td>
</tr>
</tbody>
</table>

**Axanar**

“Maximum...Now!”: “aqroS...DaH!”

**Federation Starship design**

A Formula for Warp Velocity

$((\text{length of vessel} + (\text{warp core size}/2))/(\text{nacelle size}^2 + 1)) - (\log \text{deflector size} \times \sin (\text{Warp field diameter}))$.

**Ship Design**

A Federation vessel’s Warp Nacelles must be visible from front and back and across either above the hull or below the hull.

**Information Distance Detection Range**

Distance = $\sqrt[0.4] {\frac{(6,000,000,000^0.87)}{100%/0.24}} = 90.8$ Light-years

There are around five hundred Solar Systems with a yellow sun in this range.

Proxima Centauri would require a population of 5.2 million to be 1% detectable by Earth.

**Real Star Systems**

<table>
<thead>
<tr>
<th>Star Name:</th>
<th>Trappist-1</th>
</tr>
</thead>
<tbody>
<tr>
<td>Star Category:</td>
<td>Ultra cool red dwarf</td>
</tr>
<tr>
<td>Star Range:</td>
<td>39.5 light years</td>
</tr>
<tr>
<td>Star Location:</td>
<td>Aquarius Constellation</td>
</tr>
<tr>
<td>Orbiting Planets:</td>
<td>7 planets detected</td>
</tr>
<tr>
<td>Description:</td>
<td>Several of the Planets falling into a ‘habitable’ region though the system takes solar flares every twenty eight hours that would require a magnetic field a thousand times that of earth’s magnetic field to protect against.</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Star Name:</th>
<th>Proxima Centauri</th>
</tr>
</thead>
<tbody>
<tr>
<td>Star Category:</td>
<td>red dwarf</td>
</tr>
<tr>
<td>Star Range:</td>
<td>4 light years</td>
</tr>
<tr>
<td>Star Location:</td>
<td>Orbiting Alpha Centauri</td>
</tr>
<tr>
<td>Orbiting Planets:</td>
<td>1 planets detected</td>
</tr>
<tr>
<td>Description:</td>
<td>Considered a water world though it receives 0.1% sunlight and 2000 times radiation as earth. Estimated 124 mile deep ocean.</td>
</tr>
</tbody>
</table>

There is a trend occurring here: Red Dwarf Systems uninhabitable.
### Scifi Weapons

#### Hand Weapons

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Hit Points</th>
</tr>
</thead>
<tbody>
<tr>
<td>Heavy Bone Club</td>
<td>2d6</td>
</tr>
<tr>
<td>Revolver</td>
<td>1d4+1</td>
</tr>
<tr>
<td>Blaster</td>
<td>2d6+2</td>
</tr>
<tr>
<td>Sawn off shotgun</td>
<td>5d6+5</td>
</tr>
<tr>
<td>Energy Staff</td>
<td>6d6+6</td>
</tr>
<tr>
<td>Wave-Saber</td>
<td>Reflects*</td>
</tr>
<tr>
<td><em>Reflects up to 1,000,000AP</em></td>
<td></td>
</tr>
</tbody>
</table>

#### Heavy Weapons

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Armour Points</th>
</tr>
</thead>
<tbody>
<tr>
<td>Naval ship Rail-gun</td>
<td>500,000</td>
</tr>
<tr>
<td>Orbital Kinetic Rod</td>
<td>540,000,000</td>
</tr>
<tr>
<td>Little Boy Nuke</td>
<td>630,000,000,000</td>
</tr>
<tr>
<td>Fat Man Nuke</td>
<td>840,000,000,000</td>
</tr>
</tbody>
</table>

### Chapter 10: Treasures

#### 20 Cheap Treasures

Rather than unguarded coin treasure throw in a random item of value...

<table>
<thead>
<tr>
<th>1d20</th>
<th>Treasure</th>
</tr>
</thead>
<tbody>
<tr>
<td>01</td>
<td>Box of fifty Arrows</td>
</tr>
<tr>
<td>02</td>
<td>Continual Light Rock</td>
</tr>
<tr>
<td>03</td>
<td>Jar of Honey</td>
</tr>
<tr>
<td>04</td>
<td>Belt &amp; eight Throwing Knives (1d3)</td>
</tr>
<tr>
<td>05</td>
<td>Fine Clothes</td>
</tr>
<tr>
<td>06</td>
<td>Red Leather Slippers</td>
</tr>
<tr>
<td>07</td>
<td>Wooden Earring</td>
</tr>
<tr>
<td>08</td>
<td>Chunk of Wax</td>
</tr>
<tr>
<td>09</td>
<td>Roll of Tanned Leather</td>
</tr>
<tr>
<td>10</td>
<td>Polished steel shield</td>
</tr>
<tr>
<td>11</td>
<td>Engraves Wooden Staff</td>
</tr>
<tr>
<td>12</td>
<td>Leather Hat with broad rim</td>
</tr>
<tr>
<td>13</td>
<td>Scroll – How to work leather into a hat</td>
</tr>
<tr>
<td>14</td>
<td>Pouch of Fragrant Herbs</td>
</tr>
<tr>
<td>15</td>
<td>Helmet – for a Dwarf</td>
</tr>
<tr>
<td>16</td>
<td>Leather Head-guard</td>
</tr>
<tr>
<td>17</td>
<td>Sack of twenty leather Shoes</td>
</tr>
<tr>
<td>18</td>
<td>Ring of Twenty Keys</td>
</tr>
<tr>
<td>19</td>
<td>Pouch of Tobacco</td>
</tr>
<tr>
<td>20</td>
<td>Wooden Tobacco Pipe</td>
</tr>
</tbody>
</table>

#### Gems & Jewels

**Monster Clam**

Giant Pearl discovered in Pearl Islands (74.9572 lb). How much is it worth in D&D game terms? D&D Pearl (1/10th lb) is worth 500gp/cn of pearl.

**Monster Pearl (374.786gp, 74.9572lb)**

**Diamonds (2272 carat/lb)**

#### Magic Items

**Starduster:** The platinum alloy knuckle duster comes with four gemstone knuckles. Each may be enchanted with a magic missile variant spell allowing the user to inflict striking damage of 1d6+1 without the need for a hit roll.
Holy Symbol of the Nine: This crescent Moon shaped holy symbol one feet in diameter and studded with nine Gem stones allows anyone to turn undead as a first level cleric.

Man-o-war Dagger: This magic dagger is a living metal organism that breaks off a piece of the dagger when a successful to hit roll occurs leaving a fragment which continues to inflict damage at 1hp/round. The dagger regrows (regenerating as a troll and is to be considered a +1 dagger in magical terms.

Sontaran Transport Sphere: The Sontarans are a war-like space-faring Dwarf culture who long ago employed wizards to enchant flying spheres. Enchantment Costs

1x Clairvoyance
1x Create Air

Teb’s Flying Bowl

A Wizard enchanted the flying bowl for use on a world where magic was still primitive giving it to Teb – the first local Magic-user.

Enchantment Costs (spell levels x 3000gp)
1x Woodform
1x Fly
Time: 32 days (1 week + 1 day per 1000gp cost).
Cost: 24,000gp
Determine the dominant feature for each of the triangles on the planet sized polyhedron. 20,000 mile equator. 4,000 mile triangle.

<table>
<thead>
<tr>
<th>1d20</th>
<th>Feature</th>
</tr>
</thead>
<tbody>
<tr>
<td>1-11</td>
<td>ocean/sea</td>
</tr>
<tr>
<td>12-15</td>
<td>mountain/hills</td>
</tr>
<tr>
<td>16</td>
<td>plains/grasslands</td>
</tr>
<tr>
<td>17</td>
<td>desert/desolation</td>
</tr>
<tr>
<td>18</td>
<td>swamp/fens</td>
</tr>
<tr>
<td>19-20</td>
<td>Forest/jungle</td>
</tr>
</tbody>
</table>

**Mini-Gazetteer Layout**

Geographical Region
State-Capital: City
Population: Total – Race types
Ruler: Name; Title; Personality; Alignment
Geopolitical History: 3000 words
Current State: 100 words

ex.

**City-State of Ondberg**
State-Capital: Ondberg
Population: 892 (Humans, Dwarves)
Ruler: Slevin; Mayor; Reasonable; Chaotic

Ondberg
118 Lawful Neutral, 28 Chaotic Good, 27 Other

Ond Prison
Guards: 445 Lawful Good Paladins
Convicts: 223 Neutral Evil, 56 Chaotic Evil

History: Two centuries ago the Holy Empire was expanding and it needed to establish a foothold beyond its existing borders thus the Emperor requested the Paladin Wilmar Kel to abandon his participation in the siege of the unholy city of Essen and undertake a lone journey to the Northern Borderlands wherein he would bring law to the lawless.

These borderlands were a haven for free peoples and the worst of the worst and in a way, despite the hostility met by the Imperial Paladin, the People of the Borderland needed Kel. He travelled the region punishing the worst and defending the weak. He battled a Demon from the Helwood saving the entire village of Wroth. Ond was founded by Wilmar Kel on the Banks of the River Gnashing beyond which was the Helwood and what began as a log-timber long-house and stable lasted a decade before Kel had recruited and trained new Paladins from the young of the Borderlands.

The Long-house expanded to include a separate stables, barracks, and a Prison house where offenders could be kept when they were not working to produce their own food. On the edge were established Watch Towers that were manned night and day once there were enough Paladins.

Those who could be broken were rehabilitated and taught farming and those who would not were tattooed in the Holy Symbols of the Empire, and taken across the River Gnashing to the far side and given a Sword. They could never return to the civilised world but they would always be human. Instead they were unleashed on the demons of the Helwood.

It had always been expected that the Empire would expand and absorb the Borderlands as the Borderlands became civilised. Unfortunately turmoil in the Empire halted the expansion and Ond was left to develop or fail on its own merits. The Paladins were able to establish Ond as a centre of Law in the Borderlands. Fifty years after it was established over time it became a Prison where other communities would sent the worst of their populace. The convicts did there time and those who could be rehabilitated took up farming around Ond.

Ondberg grew up around the Prison until it was purchased by a Merchant house in payment for debts owed by the Emperor Cholm the Tight-Fisted. While the Merchants would never own the Paladins or the Prison, they were in control of the urban periphery they had established. Ondberg’s
merchants had established shops and houses around the inside of a timber palisade and a road which separated them from the Prison and its half square mile of farm lands all up against the river Gnashing...

Current: Two hundred years on, Ondberg is now a significant City-state. The empire didn’t expand to engulf Ondburg and the Borderlands so it has become a fairly free place. Stories of Paladins battling Demons from the Helwood are now considered fairy-tales though the Paladins maintain records of such battles. Riverboats steer clear of the Helwood by tradition as they move goods up and down the River Gnashing...

Mineralogy
Determine the Mineral Types present in each geographic region of the D&D campaign.

Step 1: Determine Mineral Ratios in setting:
Copper 29%, Iron 17%, Silver 17%, Gold 42%, Salt 9%, Coal 14%, Tin 11%.

Step 2: build a mineralogy table

<table>
<thead>
<tr>
<th>1d100</th>
<th>Result</th>
</tr>
</thead>
<tbody>
<tr>
<td>01-04</td>
<td>Salt</td>
</tr>
<tr>
<td>05-09</td>
<td>Tin</td>
</tr>
<tr>
<td>10-23</td>
<td>Copper</td>
</tr>
<tr>
<td>24-31</td>
<td>Coal</td>
</tr>
<tr>
<td>32-39</td>
<td>Iron</td>
</tr>
<tr>
<td>40-47</td>
<td>Silver</td>
</tr>
<tr>
<td>48-68</td>
<td>Gold</td>
</tr>
<tr>
<td>69-100</td>
<td>No Mine</td>
</tr>
</tbody>
</table>

Step 3: Determine mineral for each geographic area. Roll until a result of no-mine and move to next area. Multiple results equals deposit Size.

Example:

<table>
<thead>
<tr>
<th>Mine.</th>
<th>South Lands</th>
<th>Great Wood</th>
<th>Kron Hills</th>
<th>Mountains of Doom</th>
</tr>
</thead>
<tbody>
<tr>
<td>Salt</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>1x</td>
</tr>
<tr>
<td>Tin</td>
<td>1x</td>
<td>2x</td>
<td>1x</td>
<td></td>
</tr>
<tr>
<td>Cop.</td>
<td>1x</td>
<td>2x</td>
<td>1x</td>
<td></td>
</tr>
<tr>
<td>Coal</td>
<td>1x</td>
<td>2x</td>
<td>1x</td>
<td></td>
</tr>
<tr>
<td>Iron</td>
<td>1x</td>
<td>3x</td>
<td>1x</td>
<td></td>
</tr>
</tbody>
</table>

Silver - - - -
Gold 2x 1x 2x 2x

Structures A-Z
Asylum Jetty Stables
Barracks Ksar Town-house
Church Lighthouse Underground
Distillery Mill Villa
Embassy Necropolis Workshop
Furnace Oratory Yurt
Guildhall Prison Zimmer
Hut Quinzee
Inn Root-cellar

20 Random Events in a City
Roll 1d20 to determine what happens in the city this time your visit...

<table>
<thead>
<tr>
<th>1d20 Event</th>
</tr>
</thead>
<tbody>
<tr>
<td>01 Cleric on Horseback casting spells</td>
</tr>
<tr>
<td>02 Market Place Riot</td>
</tr>
<tr>
<td>03 Troops of Jugglers perform in Street</td>
</tr>
<tr>
<td>04 Duel between Wizards causes panic.</td>
</tr>
<tr>
<td>05 Brawl erupts in Tavern. Spills into street.</td>
</tr>
<tr>
<td>06 Wagon load of oil explodes killing people.</td>
</tr>
<tr>
<td>07 Two warriors engage in fist fight</td>
</tr>
<tr>
<td>08 Bards play music. Inspire street party.</td>
</tr>
<tr>
<td>09 Inn catches fire causing patrons to flee.</td>
</tr>
<tr>
<td>10 Thieves flee across rooftops</td>
</tr>
<tr>
<td>11 Streets filled with mist as ‘ghosts walk’.</td>
</tr>
<tr>
<td>12 Foreign Troops battle populace.</td>
</tr>
<tr>
<td>13 Spectre with scythe chases people.</td>
</tr>
<tr>
<td>14 Dragon flies low over city starting fires</td>
</tr>
<tr>
<td>15 Sink-hole opens at intersection.</td>
</tr>
<tr>
<td>16 Local holiday as soldiers Parade.</td>
</tr>
<tr>
<td>17 Gate over city unleashes flying goblins</td>
</tr>
<tr>
<td>18 insects emerge from collapsed building.</td>
</tr>
<tr>
<td>19 Terrible Earthquake damages city</td>
</tr>
<tr>
<td>20 Flying Castle Appears over city.</td>
</tr>
</tbody>
</table>

20 Features of Snow & Ice
Roll 1d20 to determine...

<table>
<thead>
<tr>
<th>1d20 Feature</th>
</tr>
</thead>
<tbody>
<tr>
<td>01 Rock Outcrop</td>
</tr>
<tr>
<td>02 Huddled Frozen corpses</td>
</tr>
<tr>
<td>03 Single Frozen Corpse</td>
</tr>
<tr>
<td>04 Snow-covered Tree</td>
</tr>
<tr>
<td>05 Snow Cavity</td>
</tr>
<tr>
<td>06 Bog concealed by ice crust</td>
</tr>
<tr>
<td>07 Hot Pools</td>
</tr>
</tbody>
</table>
Steam from Hot pools
Pit Trap covered by snow
Metal Spring Trap (1d6+1/round)
Ice/Snow Tunnel
Dark Red Snow (Blood)
Animated Snowman
Burrow beneath tree foliage
Buried Merchant Wagon
Dismembered Animal (Small)
Blood Trail
Boulders Beneath snow
Fallen Tree (Spear Barricade)
Crushed Snow trail

Village Name Generator
A Village Name Generator...roll 1d20 for Prefix and Suffix.
ex. Mar (15), Well (8). Village of Marwell

<table>
<thead>
<tr>
<th>1d20</th>
<th>Prefix</th>
<th>1d20</th>
<th>Suffix</th>
</tr>
</thead>
<tbody>
<tr>
<td>01</td>
<td>Upper</td>
<td>01</td>
<td>Cum-latterly</td>
</tr>
<tr>
<td>02</td>
<td>Lower</td>
<td>02</td>
<td>Cross</td>
</tr>
<tr>
<td>03</td>
<td>Great</td>
<td>03</td>
<td>Land</td>
</tr>
<tr>
<td>04</td>
<td>Little</td>
<td>04</td>
<td>Wood</td>
</tr>
<tr>
<td>05</td>
<td>Fletcher's</td>
<td>05</td>
<td>Bridge</td>
</tr>
<tr>
<td>06</td>
<td>Monk's</td>
<td>06</td>
<td>Shallows</td>
</tr>
<tr>
<td>07</td>
<td>Good</td>
<td>07</td>
<td>Rocks</td>
</tr>
<tr>
<td>08</td>
<td>Badger's</td>
<td>08</td>
<td>Well</td>
</tr>
<tr>
<td>09</td>
<td>Saint's</td>
<td>09</td>
<td>Yard</td>
</tr>
<tr>
<td>10</td>
<td>Ferne</td>
<td>10</td>
<td>Row</td>
</tr>
<tr>
<td>11</td>
<td>Tall</td>
<td>11</td>
<td>Low</td>
</tr>
<tr>
<td>12</td>
<td>Asp</td>
<td>12</td>
<td>Worthy</td>
</tr>
<tr>
<td>13</td>
<td>Morch</td>
<td>13</td>
<td>Ford</td>
</tr>
<tr>
<td>14</td>
<td>Mill</td>
<td>14</td>
<td>Drift</td>
</tr>
<tr>
<td>15</td>
<td>Mar</td>
<td>15</td>
<td>Ley</td>
</tr>
<tr>
<td>16</td>
<td>New</td>
<td>16</td>
<td>Mere</td>
</tr>
<tr>
<td>17</td>
<td>Lux</td>
<td>17</td>
<td>Ham</td>
</tr>
<tr>
<td>18</td>
<td>Elver</td>
<td>18</td>
<td>Man</td>
</tr>
<tr>
<td>19</td>
<td>Brough</td>
<td>19</td>
<td>Market</td>
</tr>
<tr>
<td>20</td>
<td>Caus</td>
<td>20</td>
<td>Ton</td>
</tr>
</tbody>
</table>

Places based on Blog Names
Roll 1d20 to determine location whether specific or regional.

<table>
<thead>
<tr>
<th>1d20</th>
<th>Specific</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Quag Keep</td>
</tr>
<tr>
<td>2</td>
<td>Wander-on-inn</td>
</tr>
<tr>
<td>3</td>
<td>Citadel</td>
</tr>
<tr>
<td>4</td>
<td>Black Gates</td>
</tr>
</tbody>
</table>

Monastery of the Red Dragon
Ochalea is currently in turmoil as the Order of the Red Dragon has risen to prominence. The order of the Red Dragon is taking control of Ochalea. Who

Eight Tiers of the Temple of the Red Dragon

<table>
<thead>
<tr>
<th>Level</th>
<th>Description</th>
<th>NA</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Fighter 1HD</td>
<td>32</td>
</tr>
<tr>
<td></td>
<td>Fighter 2HD</td>
<td>39</td>
</tr>
</tbody>
</table>
Mystic 1HD 35
Mystic 1HD 1
Children (3 1HD) 21
Mystic 1HD 29
Mystic 3HD 1
Mystic 4HD 1
Mystic 1HD 11
Mystic 5HD 1
Mystic 2HD 15
Mystic 3HD 1
Mystic 3HD 8
Mystic 4HD 1
Mystic 5HD 1
Mystic 6HD 1

Mystical Order of the Red Dragon
HD AC #AT DA
1 9 1 1d4
2 8 1 1d4+1
3 7 1 1d6
4 6 1 1d6+1
5 5 1 1d8
6 4 2 1d8+1/1d8+1

Adventure Ideas
Bargle the Elder’s Daughter
She is a small black dragon who wears a ring of polymorph to maintain a human form. Koyla claims to be a mute child raised by Bargle the Elder. She comes to the PCs Desperate. Her foster-father has tripped and fallen down stairs and broken his neck. Koyla wants help. If the PCs are of good conduct, then she will award them with a minor gift of a treasure map. If they are of bad conduct then she will hold up in the Great hall in her black dragon form and eat the PCs.

Settlements
1d12 Purpose
1 Isolated Farm
2 Market
3 Industrial
4 Commercial
5 Mining
6 Administration
7 Culture/Education
8 Primary Residence
9 Resort
10 Port
11 Ecclesiastical
12 Residential

1d20 Locations
1 Minerals
2 Farmland/Forest
3 Labourers
4 Wind Power
5 Water Power
6 Forest-Plains
7 Water-land
8 Desert-Plain
9 Foothills-Mountains
10 River bank/roadside
11 Crossroad
12 Trail
13 Dyke
14 Hill
15 Mound
16 river crossing
17 River-bend
18 Gorge
19 Pass
20 Mountain

Network Maps
This is simply lines connecting numbered encounters or rooms of various types. These can be two dimensional or three dimensional indicating overlap.

Choke Points where the PCs must pass through to get to a higher threat level. This could be the throne room of the level one boss and the oubliette into the lower dungeons, or an iron gate that must be opened only having found the key.

Rooms are usually dead end encounters which can be cleaned out or provide some resource needed elsewhere.

Hallways connect rooms and choke points but sometimes they are places where wandering monster encounters happen.

East Tower of the Haunted Keep
Winterholm
The local lord, Kholm Aelford, has for some time claimed the castle as his siege. He is however unable to get past the gate that confines him to the gate keep - no one can.
A stone carving depicting some violent struggle involving three men blocks the way into the castle. One may only pass through the barrier disarmed. Unfortunately a puzzle exists – a warrior with an Axe is now trapped in the stone. The axe must be removed so the door is freed. He was in fact a messenger. The Bronze Coin must be returned to his hand in place of the Axe. Guarding the barrier is a warrior with a spear and a medallion on a leather thong around his neck.
The Village of Crossbow exists because its occupants are descended of those who laid siege to the castle and when claiming it proved impossible, did not depart. Instead they settled in its shadow and raised families.

Setting Event
A Rock fell from the Sky bringing unknown horrors to the land.
  • Worms
  • Crawler
  • Spider Brain
  • Blood Root
  • Bluebhast

The Wight’s Lantern
Tower Height: 4 Floors
Description: A Wight guards the Tower

Castle Zenopus
Locations
  • Gavin’s Tavern
  • Ruins of Zenopus Castle
  • Wood of Oakthorn
  • Swamp of Lobeln
  • Mountains of Ash

Non Player Characters
  • Grindal – Mentor and Mentor of Grimslade the Wizard.
  • Saren – Female Cleric
  • Valerius – Male Fighter
  • Grimslade – Magic-user

Spells
  • Sleep
  • Fireball
  • Charm Monster or Hold Monster.
  • Indel – Male Elf

• Fungi-stink
**Magic Items of Zenopus**

- The Great sword Naril
- The Jewel of Nekron

**Map Sections of Ruins of Castle Zenopus**

**Shambling Mound:** It is wandering the tunnel.

**Green Slime:** Drips from the walls and ceilings. Guards the Treasure chest wherein lies the Magic Sword Naril.

**Goblins:** Three Warriors armed with Swords.

**Small Red Dragon:** Can identify the great sword Naril by sight and prefers not to die.

**The Information Surface**

Information Accuracy = \( 0.24 \times \frac{(\text{Population of source})^{0.87}}{(\text{Distance from source})^{0.4}} \).

Example:

<table>
<thead>
<tr>
<th>Source</th>
<th>Population</th>
<th>Rumour Accuracy Range Limit</th>
</tr>
</thead>
<tbody>
<tr>
<td>Threshold</td>
<td>5,000</td>
<td>100% 31 miles</td>
</tr>
<tr>
<td>Rifflian</td>
<td>1,700</td>
<td>2 miles</td>
</tr>
<tr>
<td>Kelvin</td>
<td>20,000</td>
<td>638 miles</td>
</tr>
<tr>
<td>Highforge</td>
<td>7,500</td>
<td>75 miles</td>
</tr>
<tr>
<td>Penhaligon</td>
<td>3,750</td>
<td>16 miles</td>
</tr>
<tr>
<td>Specularum</td>
<td>50,000</td>
<td>4,685 miles</td>
</tr>
<tr>
<td>Rugalov</td>
<td>650</td>
<td>&lt; 1 mile</td>
</tr>
<tr>
<td>Lulin</td>
<td>5,000</td>
<td>31 miles</td>
</tr>
<tr>
<td>Fort Doom</td>
<td>10,000</td>
<td>141 miles</td>
</tr>
<tr>
<td>Vorloi</td>
<td>7,500</td>
<td>75 miles</td>
</tr>
<tr>
<td>Sulescu</td>
<td>950</td>
<td>&lt; 1 mile</td>
</tr>
<tr>
<td>Marilenev</td>
<td>900</td>
<td>&lt; 1 mile</td>
</tr>
<tr>
<td>Verge</td>
<td>500</td>
<td>&lt; 1 mile</td>
</tr>
<tr>
<td>Dmitrov</td>
<td>6,500</td>
<td>55 miles</td>
</tr>
<tr>
<td>Vandevicsny</td>
<td>100</td>
<td>&lt; 1 mile</td>
</tr>
</tbody>
</table>
Those rumours coming out of Fort doom are reaching Karamako with an accuracy of over a hundred percent. If we consider every hundred percent of accuracy good for a single accurate rumour, then the rusty dagger roadside tavern positioned sixteen miles south of Penhaligon will receive good rumours from Specularum, Threshold, Penhaligon, Kelvin and Highforge. Those from smaller or further population centres will be of low accuracy.

**Dungeon Design**

**Dungeon Networks in Three Dee**

The Three Dee Network map allows the indication of overlapping encounter points and the associated vertical connections to be indicated.

**Subsidence**

Subsidence is determined by the width (w) of the cave and the height (h) from the ceiling to surface. Subsidence begins at 10% and ends at Failure.

- Subsidence = W/h

35 degrees is the critical angle for subsidence of material into a subsidence.

**Depth of Subsidence** from surface is 80% of the height of the chamber ceiling from floor.

**Time to Subsidence** is ongoing determined by rate of excavation. As this passes through zero, Instantaneous extraction (Disintegrate) is instantaneous subsidence.

**Insitu Columns** are designed to reduce subsidence to 10%. Goaf distance is the space between columns or the Column and Wall.

- Goaf Distance = height x 0.6
- Column Width = height x 0.12

**Water Movement** through cracks begins at 85% subsidence (w/h=0.85), Its possible for a mine or dungeon to experience water movement at the rate of 10-30 gallons per minute.
Chapter 12: Real World Cultures

The Khoesan

<table>
<thead>
<tr>
<th>Name</th>
<th>Family Name</th>
<th>Height</th>
</tr>
</thead>
<tbody>
<tr>
<td>Gheorge</td>
<td>Muresan</td>
<td>7’ 7”</td>
</tr>
<tr>
<td>Ming Ming</td>
<td>Sun</td>
<td>7’ 9”</td>
</tr>
<tr>
<td>Jin Lian</td>
<td>Zeng</td>
<td>8’ 1”</td>
</tr>
<tr>
<td>Sultan</td>
<td>Kosen</td>
<td>8’ 3”</td>
</tr>
<tr>
<td>John</td>
<td>Aasen</td>
<td>8’ 9”</td>
</tr>
</tbody>
</table>

There is a family tree relationship in people of exceptional height. The Khoesan (or The Chosen) are the Bushmen of Namibia who were at sometime selected as soldiers and taken into Asia as troops. This resulted in: (a) the introduction of increased physical height into the Middle East, Asia, and Europe, and (b) The depletion of their tallest from the Bushmen population leaving a shorter population.

For the DM

PCs of Bushmen Descent: Height 7’ 5” +2d10”

Family Name

Prefix   Clan
Ko-    -san
Aa-   -zeng
Co-    -sen
Sun

Willow

- Daikini (Deik-engw: PIE meaning ‘to show-Groin’) This is a human tribe.
- Nelwyn (Neud-lino: PIE meaning ‘Make use of-flax’) This is a tribe who make cloth.

Arthurian Legend

Galahad: Gul e Hadir

The Fisher King
(Grail Knight)

Elain
Lancelot

Galahad

Fairy Races

Peri means fairy or elf. Peringatan can be considered an Elf-Human territory (of Half-elfs Peri-Ngatan; the Ngatan being a Human Tribe) like Wendar in Mystara.

- Fairy-fire Mine
- Tanda Peringatan Memorial
- Tuga Peringatan Obelisk

The Fairy-fire Mine appears to be associated not with an elf-human context but with elf alone. Its a Sulphur Mine or a Coal Mine that builds up flammable Gas that burns blue. It might be a Shadow-elf colony.

The Obelisk might be an ancient carved stone, something along the scale a chunk of the city of the gods Space ship, a remnant Blackmoorean artefact, or even Oard in origin.

The Memorial might be a stone carving near the Fairy Fire Mine indicating the loss of miners working in the Mine due to poisonous gas.

Geographical Origins

<table>
<thead>
<tr>
<th>Korean</th>
<th>Tartar</th>
<th>Vietnam</th>
<th>Hmong</th>
</tr>
</thead>
<tbody>
<tr>
<td>Lake</td>
<td>Mot</td>
<td>Kun</td>
<td>Ho</td>
</tr>
<tr>
<td>Sea</td>
<td>Bada</td>
<td>Arhre</td>
<td>-</td>
</tr>
<tr>
<td>River</td>
<td>Nae</td>
<td>Enra</td>
<td>Song</td>
</tr>
</tbody>
</table>
When language is created it refers to a specific location, not a conceptual one. Road means 'that Road', not 'a Road'. Lake Ho will have been an actual lake in an actual location but when the next Lake is encountered that becomes 'like the original Lake' so it becomes 'Lake (insert other name here)'. Lake Ho might have been a Lake name from a previous language development group.

There are two common origins:

- Group A reside near a Lake with a river, forest and mountain (or two mountains).
- Group B reside near a river, lake and forest by the sea.

The forest may be the same forest, the River the same river, or they may be different.

### The -ak Phonetic

<table>
<thead>
<tr>
<th>Slave</th>
<th>Bald</th>
<th>Arrogant</th>
</tr>
</thead>
<tbody>
<tr>
<td>Capoc Mattress</td>
<td>Iguana</td>
<td>Muddy</td>
</tr>
<tr>
<td>To Defecate</td>
<td>Swollen</td>
<td>Brains</td>
</tr>
<tr>
<td>Powder</td>
<td>Many</td>
<td>Plough</td>
</tr>
<tr>
<td>Many</td>
<td>Plough</td>
<td>Rhino</td>
</tr>
<tr>
<td>Act out of Play</td>
<td>Body</td>
<td>To Crowd</td>
</tr>
<tr>
<td>To March/Procession</td>
<td>Musty</td>
<td>Child</td>
</tr>
<tr>
<td>Calender</td>
<td>To Siege</td>
<td>Tolerably</td>
</tr>
<tr>
<td>To Urge</td>
<td>Mica</td>
<td>To</td>
</tr>
<tr>
<td>Threaten</td>
<td>Ox-cart</td>
<td>gnash teeth</td>
</tr>
<tr>
<td>Movement</td>
<td>laugh out loud</td>
<td>Wild</td>
</tr>
<tr>
<td>Deck of ship</td>
<td>to trash</td>
<td>crow</td>
</tr>
<tr>
<td>Side</td>
<td>Heaven</td>
<td>To Pound</td>
</tr>
<tr>
<td>Tasty</td>
<td>Mother</td>
<td>To evade</td>
</tr>
<tr>
<td>Jack-screw</td>
<td>Tame</td>
<td>Footprint</td>
</tr>
<tr>
<td>Snare</td>
<td>Circle Radius</td>
<td>To Push</td>
</tr>
<tr>
<td>To Vomit Violently</td>
<td>Bran</td>
<td>Creature</td>
</tr>
<tr>
<td>Rent</td>
<td>Taxes</td>
<td>Brains</td>
</tr>
<tr>
<td>To Poke up</td>
<td>To Overthrow</td>
<td>Wave</td>
</tr>
<tr>
<td>Sound of Sleep</td>
<td>Visible</td>
<td>Absolute</td>
</tr>
<tr>
<td>To Loathe</td>
<td>Oil</td>
<td>Peacock</td>
</tr>
<tr>
<td>Ripen</td>
<td>Uncle</td>
<td>Soft</td>
</tr>
<tr>
<td>Chinese Radish</td>
<td>Marten</td>
<td>Porcupine</td>
</tr>
<tr>
<td>To set down</td>
<td>fat/grease</td>
<td>to explode</td>
</tr>
<tr>
<td>Proper</td>
<td>Manner</td>
<td>Relative</td>
</tr>
<tr>
<td>To choke (on thing)</td>
<td>To Tan</td>
<td>Poem</td>
</tr>
</tbody>
</table>

### Origin of the Universe

In the beginning there was light and from the growing dark emerged the world that was once hidden until only the stars illuminated it.

### Linguistic Archaeology

A Phonetic is used as they are developed. They describe real locations and the things that relate to them as language develops. So 'the Mountain' as opposed a Mountain.

### The Domain of Tanah
• Bersahadja are a primitive halfling tribe who are in fact fleeing an Automaton uprising in the civilisation they left behind.
• Bangsa are a Human Clan who migrated to the Cape of Tanah and share it with the halflings.

Dwarf Families
Mi
• Territorial Colony
• Road
• Wilderness
• Lake
• Port
• Kami (God)
• Megami (Goddess)

Ma
• Island
• Swamp
• Town
• Barrier
• Dam

Geography
The Swine-cult
Su
• Cult
• Crypt
• Archives
• Mausoleum
• Cavern

‘The Two great lords...Swine head and elephant trunk.’

Archaeological Discovery

City of Petra
2,000 year old structure (56m x 49m)

Pharaohs Tomb

PIE Stuff
Historical Question marks?
Esen-ster (PIE): Harvest – To Rob/Steal.
• Esther was detained as a slave for stealing produce?
Mo-su (PIE): To Eat – Swine.
• Moses ate Pork?

N’garai
Ar (Protoindoeuropean): To fit together
Gal (Protoindoeuropean): To Call/To Cry
Ai (Protoindoeuropean): An Utterance
Naga (Indonesian): Dragon

Sel; Sule
Word  Meaning
Sel-    Human Settlement;
       Of good mood, favour;
       to take, grasp, to jump
Sel(g)- To release
Sel(k)- To Pull Draw
Sel(p)- Fat, Butter
Sel(os): Settlement – Ash-tree; Mouth

Sal-     Salt
        Dirty, Gray
Aboriginal Tribes

At various times in history Aboriginals migrated to Australia.

Ul: The Wulgaru are described as Giants
Anula

Al subgroup
Aluuwara Nalakan Malak-Malak
Balumumu Gajalivia Alawa
Maiali

Ol subgroup
Wolmamba

No El subgroup?

Il subgroup
Andil-Jaugwa Wailbri Moil

Ul: Australian Nenaderthal, Early Stone Age, pre-fire.

- Weapons/tools: Club, stone hammer, leather/bark basket.
- Food: snake, marrow, grubs, caterpillar, maggots.
- Concepts: source of river, reflection equals to rebound.

Dj: Podj-Podj (Indonesian Hobbits?) are described as being the size of small children.
Luridja Djauan Iwaidja
Djinba Gunavidji

Dj:
- Weapons/tools: Bow, net, basket, cooking, fire, medicinals.
- Food: elephant, honey, grain, seeds.
- Spiritualism: tattoos, narcotics, concept of evil, champions.
- Concept: Time

Ng: This phonetic is indicative of the main Human Migratory Surge.

Warramunga Nginning Malngin*
Naringman Nungali* Gaj-Arung
Binbinga Wendarang Mangarai
Yangman Ngalkbun* Ngandi
Nungubuju Ridarrngu Rembarranga
Gungora-goni Walang* Maung
Guningggu Nangomeri
*Al-ng convergence

Ng: Main Human Migratory surge
- Weapons/Tools: Bow, net, spear, basket, dugout canoe, fire, cooking
- Food: honeycomb, fish, shrimp, meat
- Spirituality: drums, gods
- Concept: future

Other Subgroups
Burera Garawa Pitjanatjara
Wodidi Pindubi Mara
Amuraj Aranda Nakara
Warrgu Anmatjira Wadaman
Tunra Kaitij Dagaman
Warrai Wanjira Wagaman
Dai Mudbura
Brinkin Guriunji
Wagait Wanji
Larakia Wogai-a
Tiwi Wombei-a

Aboriginal Names
Common Indigenous Names...

Male Female

Ng Migration Period Phonetic Names
Dingle Ngulwun*
Mira Wungala %
*Ng-Ul convergence name
%Ng-al convergence name

Dj Migration Period Phonetic Names
Kadjali & Kudjerri
Badju
Djarapa
Windjedda
Muradja
Mattindji
&Dj-al convergence name

Ul Migration Period Phonetic Names
Bul-Bul  Bulya
Bulla  Tulu

Post Neanderthal Subgroups

<table>
<thead>
<tr>
<th>Male</th>
<th>Female</th>
</tr>
</thead>
<tbody>
<tr>
<td>Jalnuk***</td>
<td>Jalna</td>
</tr>
<tr>
<td>Dalmaru</td>
<td>Ninual</td>
</tr>
<tr>
<td>Jamalumpowa</td>
<td>Wungala*</td>
</tr>
<tr>
<td></td>
<td>Kadjali**</td>
</tr>
</tbody>
</table>

*See Ng; **See Dj; ***See Uk

40,000BC: Nothing from the Ol through el time Periods?

Il phonetic period migration subgroup

<table>
<thead>
<tr>
<th>Male</th>
<th>Female</th>
</tr>
</thead>
<tbody>
<tr>
<td>Billara</td>
<td>Milajun</td>
</tr>
<tr>
<td>Lumberlili</td>
<td></td>
</tr>
<tr>
<td>Bilemu</td>
<td></td>
</tr>
</tbody>
</table>

Uk Indonesian Subgroup

<table>
<thead>
<tr>
<th>Male</th>
<th>Female</th>
</tr>
</thead>
<tbody>
<tr>
<td>Manbuk</td>
<td></td>
</tr>
<tr>
<td>Numeuk</td>
<td></td>
</tr>
<tr>
<td>Kunduk</td>
<td></td>
</tr>
<tr>
<td>Jalnuk*</td>
<td></td>
</tr>
</tbody>
</table>

In Indoesia the -uk phonetic group are a shaman/medicine man culture.
*al-uk convergence name

-Uk Medicine People Sub-dictionary

<table>
<thead>
<tr>
<th>Indo.</th>
<th>English</th>
<th>Indo.</th>
<th>English</th>
</tr>
</thead>
<tbody>
<tr>
<td>Periuk</td>
<td>Cooking Pot</td>
<td>Njamuk</td>
<td>Mosquito</td>
</tr>
<tr>
<td>Patuk</td>
<td>To Bite</td>
<td>Pupuk</td>
<td>Dung</td>
</tr>
<tr>
<td>Masuk</td>
<td>To partake</td>
<td>Bungkuk</td>
<td>Hump</td>
</tr>
<tr>
<td>Putjuk</td>
<td>Sprout</td>
<td>Rusuk</td>
<td>Flame, Rib</td>
</tr>
<tr>
<td>Serbuk Powder, Dust</td>
<td>Tarduk</td>
<td>Horn</td>
<td></td>
</tr>
<tr>
<td>Tjutjuk</td>
<td>To Pierce</td>
<td>Tubruk</td>
<td>To Collide</td>
</tr>
<tr>
<td>Batuk</td>
<td>To Cough</td>
<td>Amburuk</td>
<td>Collapse</td>
</tr>
<tr>
<td>Antuk</td>
<td>To be sleepy</td>
<td>Angguk</td>
<td>To nid-nod</td>
</tr>
<tr>
<td>Beduk</td>
<td>Big Drum</td>
<td>Bungkuk</td>
<td>Hump</td>
</tr>
<tr>
<td>Buduk</td>
<td>Rotten Smell</td>
<td>Gelatuk</td>
<td>to Tremble</td>
</tr>
<tr>
<td>GemukFat, Stout</td>
<td>Kutuk</td>
<td>To Curse</td>
<td></td>
</tr>
<tr>
<td>Buruk</td>
<td>Bad</td>
<td>Lupuk</td>
<td>Mould</td>
</tr>
<tr>
<td>Mabuk</td>
<td>Drunk</td>
<td>Mangkuk</td>
<td>Bowl</td>
</tr>
<tr>
<td>Idjuk</td>
<td>Fibre of Arenga palm</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

They had experience with diverse illnesses.

Male  Female

Other Migration phonetic Subgroups

-nni Taboo Subgroup

<table>
<thead>
<tr>
<th>Kuparunni</th>
<th>Ikeiginni</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>Trauganinni*</td>
</tr>
</tbody>
</table>

*Tasmanian Indigenous

-ru Subgroup

| Mamru | Mamanduru |

Others

| Minyinderri | Ditzi |
| Nadba      | Mardinya |
| Lobor      | Beminin |
| Maran      | Yama |
| Kinunjun   | Gumajun |
| Dunia      |         |
| Yaba       |         |
| Marlu      |         |
| Bema       |         |
| Iramaru    |         |
| Kumbob     |         |
| Inetina    |         |

Staff Subgroup

Protoindoeuropean Period

Spiritual Artefacts

Ta- is associated with a religious artefact, a bull, to melt, not to melt, theft.

Ta
- To Melt

Tag
- to touch, handle. Set in order

Taw
- to Move, Manufacture

Tap
- Plug, Wad, Projecting part

Tak
- to be silent, to take

Tauro
- Bull

Camping

Sta- phonetic associated with camping is a swamp.

Sta
- To Stand
• to seep, drip. Associated with a swamp
Stam
• stammer
Staup
• cooking Vessel

Bronze/Iron Age Period
Religion
Tanach
• religious tome; Ta-ne meaning to melt-not

Food
Tapenade
• Fish olive paste

Indonesian subgroup
Warta
• tidings
Utas
• String of Beads
Orang Utas
• labourer
Utara
• north
Utang
• north
Utama
• debt
Unta
• excellent
Untai
• Camel

Utama
• to dangle
tjatatan
tjat

tinta
tetapi
tetapan
tetap

teratak

teratai
tentang
telantar
Tawas
tawar
tawan
tawanan
tawan
tawa
taulan
tauladan
taubat
tatkala

tata-
tasik
tas
tarum
taruhan

• handy, clever
• note
• to notebook
• ink
• to hatch (eggs)
• but, however
• face value
• hut
• lotus
• opposite
• neglected
• Alum
• to bargain
• prisoner of war
• to take prisoner
• to laugh
• friend
• example
• repentance
• at the time when
• used in words about bureaucracy
• lake
• bag
• indigo plant

37
• bet, wager
• tusk
• to pull, to draw
• tariff
• date, era
• dance
• turpentine
• stage
• equal, even
• tart, cake
• filtrate
• to filter, to sieve
• tapir (animal)
• but
• tablecloth
• paste
• border, frontier
• palm
• hermit
• penitential exercise
• challenge
• to challenge
• question
• peasant
• barracks

### German Subgroup

<table>
<thead>
<tr>
<th>English</th>
<th>German</th>
</tr>
</thead>
<tbody>
<tr>
<td>Staff</td>
<td>Stab</td>
</tr>
<tr>
<td>Town</td>
<td>Stadt</td>
</tr>
<tr>
<td>Steel</td>
<td>Stahl</td>
</tr>
<tr>
<td>Starling</td>
<td>Star</td>
</tr>
<tr>
<td>Strong</td>
<td>Stark</td>
</tr>
<tr>
<td>Place</td>
<td>Statt</td>
</tr>
<tr>
<td>Stable</td>
<td>Stall</td>
</tr>
<tr>
<td>To Stamp/pound</td>
<td>Stampfen</td>
</tr>
<tr>
<td>Tribe</td>
<td>Stamm</td>
</tr>
<tr>
<td>To Stow (Coal)</td>
<td>Staudamm</td>
</tr>
<tr>
<td>Shrub</td>
<td>Stauke</td>
</tr>
<tr>
<td>Site/Place</td>
<td>Statte</td>
</tr>
<tr>
<td>Tin</td>
<td>Stanniol</td>
</tr>
<tr>
<td>Valley</td>
<td>Tal</td>
</tr>
<tr>
<td>Yew</td>
<td>Taxus</td>
</tr>
<tr>
<td>Deaf</td>
<td>Taub</td>
</tr>
<tr>
<td>Tobacco</td>
<td>Tabak</td>
</tr>
<tr>
<td>Drummer</td>
<td>Tambour</td>
</tr>
<tr>
<td>Tallow Candle</td>
<td>Talg</td>
</tr>
<tr>
<td>Drum</td>
<td>Tambour</td>
</tr>
<tr>
<td>Seaweed</td>
<td>Tang</td>
</tr>
<tr>
<td>Rope</td>
<td>Tau</td>
</tr>
<tr>
<td>Tapestry</td>
<td>Tapete</td>
</tr>
<tr>
<td>Blame-finder</td>
<td>Tadler</td>
</tr>
<tr>
<td>Tablet</td>
<td>Tafel</td>
</tr>
<tr>
<td>Robe</td>
<td>Talar</td>
</tr>
<tr>
<td>Florin</td>
<td>Taler</td>
</tr>
<tr>
<td>Aunt</td>
<td>Tante</td>
</tr>
<tr>
<td>Fir Tree</td>
<td>Tanne*</td>
</tr>
</tbody>
</table>

*possibly used as source of tanning agent to tan hides.

### Cultural Bias

Ansu means demon. Its inclusion in language is in the suffix -ans.

#### Bias toward Peoples

<table>
<thead>
<tr>
<th>Good</th>
<th>Bad</th>
</tr>
</thead>
<tbody>
<tr>
<td>Greeks</td>
<td>Germans</td>
</tr>
<tr>
<td>Turks</td>
<td>Russians</td>
</tr>
<tr>
<td>Iraqis</td>
<td>Georgians</td>
</tr>
<tr>
<td>Israelis</td>
<td>Americans</td>
</tr>
<tr>
<td>Kurds</td>
<td>Palestinians</td>
</tr>
<tr>
<td>French</td>
<td>Hungarians</td>
</tr>
<tr>
<td>Spaniards</td>
<td>Arabians</td>
</tr>
<tr>
<td>Irish</td>
<td>Iranians</td>
</tr>
</tbody>
</table>
Scottish Africans
English Asians
Chinese

**Bias toward Religions**

<table>
<thead>
<tr>
<th>Good</th>
<th>Bad</th>
</tr>
</thead>
<tbody>
<tr>
<td>Catholics</td>
<td>Lutherans</td>
</tr>
<tr>
<td>Muslims</td>
<td>Christians</td>
</tr>
<tr>
<td>Buddhists</td>
<td>Protestants</td>
</tr>
<tr>
<td>Protestants</td>
<td>Protests</td>
</tr>
</tbody>
</table>

**Magic amongst the Ku Cultures**

**Japanese**
- Supernatural power (Psionics)
- Kijutsu (Tree Magic)
- Majutsu (Witchcraft)

**Indonesian**
- Techno-magic (Technology)
- Hypnotism/Illusion

**Japanese Geography**

**Water**

<table>
<thead>
<tr>
<th>English</th>
<th>Japanese</th>
</tr>
</thead>
<tbody>
<tr>
<td>Ocean, Sea</td>
<td>Umi</td>
</tr>
<tr>
<td>World</td>
<td>Sekai</td>
</tr>
<tr>
<td>River</td>
<td>Kawa</td>
</tr>
<tr>
<td>Lake</td>
<td>Mizu-Umi</td>
</tr>
</tbody>
</table>

**Regional Descriptors**

**Continent of Tei-riku**
- Alps: Arupusu Sanmyahu
- Canyon: Sabaku
- Frontier: Kyokoku
- World-jungle: Jaku-niku Kyoshoku no sekai
- Caverns: Dokutsu
- Homeland: Bokoku

**Territorial Colony of Shoku Minchi**
- Swamp: Numachi
- District: Chiho
- Highlands: Suno Horando kochi

**Jin-gai Colony**
- World Jungle: Jaku-niku Kyoshoku no sekai

- -ai seems to be the only common phonetic to indicate the location of the Jin-gai colony and associated objects.

**Island of Shima**
- Abyss: Shiuen
- Desolation: Mao Sabishisa
- Mountain: Yama

**Archipelago of Re-To**
- Wastes: Areno
- Tower: To

**Locational Descriptors**

**Continent of Tei-riku**
- Arena: Kyogijo
- Arsenal: Heikiko
- Archive: Kirokushushu
- Archive: Akaibushu
- Monastery: Shudoin
- Tavern: Nakotsudo
- Tavern: Dokutsu
- Road: Doro

**Territorial Colony of Shoku Minchi**
- Crypt: Chika shitsu
- Market: Chiba
- Arch: Achi
- Road: Michi
- Town: Machi
- Outpost: Zen-sho

**Jin-gai Colony**
- Sanctuary: Naijin
- Church: Kyokai
- Fortress: Yosai
- Canal: Ungal

**Island of Shima**
- City: Toshi
- Temple: Shiden
- Market: Shijo
- Castle: Shiro
- Pillar: Hashira
- Quarry: Ishikiriba
- Gold Mine: Kinko
- Memorial: Kinennei
- Arsenal: Hoyuhei

% Ki means tree/possibly forest
Archipelago of Re-To
Tower To
Port Minato
Capital Shuto*
Fort Toride
*Straddles both the To island and Shu District on the continent.

Unknown possibly Frontier Locations
Cavern Hora-ana
Village Mura
Inn Ryokan
Dyke Teibo
Barrier Kanman
Sanctuary Hinanjo
Tomb Haka
Coal Mine Tanko

Political Divisions
Continent of Tei-riku
Empire Teikoku
Republic Kyowakoku
Monarchy Ozoku
Clan Ichizoku

Island of Shima
Monarchy Oshitsu

Archipelago of Re-To
Alliance Rengo

Religious Factions
Tei-riku Shima
Shukyo Philosophers
Kyoha faction Shinpo
Kyo faction Shiji
Shuha Cult

Pantheon
Kami*
Megami*
*-mi comes from Umi meaning Sea

Military and Merchants
Legion Guntai
Merchants Boekish

Avatar

Au-at-ar: off/away–to go–to fit together.
One who travels to be made whole. It does not distinguish good from evil. Merely that the traveller is in search of healing.

Double-Word Language Dictionary

<table>
<thead>
<tr>
<th>Double-Word</th>
<th>Meaning</th>
</tr>
</thead>
<tbody>
<tr>
<td>Abah-Abah</td>
<td>Tackle/Gear</td>
</tr>
<tr>
<td>Agar-Agar</td>
<td>Gelatine</td>
</tr>
<tr>
<td>Alap-Alap</td>
<td>Sparrow Hawk</td>
</tr>
<tr>
<td>Ali-Ali</td>
<td>Sling</td>
</tr>
<tr>
<td>Alun-Alun</td>
<td>Esplanade</td>
</tr>
<tr>
<td>Anai-Anai</td>
<td>White Ant</td>
</tr>
<tr>
<td>Angan-Angan</td>
<td>Meditation</td>
</tr>
<tr>
<td>Api-Api</td>
<td>Firefly</td>
</tr>
<tr>
<td>Anting-Anting</td>
<td>Ear Pendant</td>
</tr>
<tr>
<td>Ati-Ati</td>
<td>Caution</td>
</tr>
<tr>
<td>Ba-Ba</td>
<td>Chinese Descent</td>
</tr>
<tr>
<td>Balai-Balai</td>
<td>Bamboo Bed</td>
</tr>
<tr>
<td>Bata-Bata</td>
<td>In Doubt</td>
</tr>
<tr>
<td>Berang-Berang</td>
<td>Otter</td>
</tr>
<tr>
<td>Ber Bagai-Bagai</td>
<td>To Lie Down</td>
</tr>
<tr>
<td>Bau-Bauan</td>
<td>Perfume</td>
</tr>
<tr>
<td>Ber Biku-Biku</td>
<td>Sheep</td>
</tr>
<tr>
<td>Biri-Biri</td>
<td>Nightingale</td>
</tr>
<tr>
<td>Bul-Bul</td>
<td>Musician</td>
</tr>
<tr>
<td>Bunji-Bunjian</td>
<td>Breast/chest</td>
</tr>
<tr>
<td>Dada</td>
<td>Attendants</td>
</tr>
<tr>
<td>Dajang-dajang</td>
<td>medicinal herbs</td>
</tr>
<tr>
<td>Djamu-djamu</td>
<td>maybe</td>
</tr>
<tr>
<td>djangan-djangan</td>
<td>spokes/radius</td>
</tr>
<tr>
<td>djarai-djarai</td>
<td>abhorrent</td>
</tr>
<tr>
<td>djidjik</td>
<td>to carry using fingers</td>
</tr>
<tr>
<td>djindjing</td>
<td>light, not heavy</td>
</tr>
<tr>
<td>enteng</td>
<td>garlands</td>
</tr>
<tr>
<td>gaba-gaba</td>
<td>strong</td>
</tr>
<tr>
<td>gagah</td>
<td>crow</td>
</tr>
<tr>
<td>gagak</td>
<td>to fail</td>
</tr>
<tr>
<td>gagal</td>
<td>handle</td>
</tr>
<tr>
<td>gagang</td>
<td>to stammer</td>
</tr>
<tr>
<td>gagap</td>
<td>to grope</td>
</tr>
<tr>
<td>gagau</td>
<td>pair of tongs</td>
</tr>
<tr>
<td>gegep</td>
<td>noise</td>
</tr>
<tr>
<td>geger</td>
<td>to shiver with cold</td>
</tr>
<tr>
<td>gogoh</td>
<td>negligence</td>
</tr>
<tr>
<td>halai-balai</td>
<td>legal</td>
</tr>
<tr>
<td>halal</td>
<td>above all things</td>
</tr>
<tr>
<td>habaja-habaja</td>
<td>alarm</td>
</tr>
</tbody>
</table>

40
jang-jang  gods
kakak  elder brother or sister
kakatua  pair of pincers
kanak-kanak  little child
kangkang  to straddle
kisi-kisi  lattice
kokoh  strong
kokok  to crow
kuku  hoof, claw
kukuh  strong
kukus  steam
kukusan  rice steaming utensil
lajanglajang  kite (bird)
laki-laki  male
lalai  careless
lalat  fly
lalaer  fly
leleh  to melt
leler  careless
lilin  wax candle
lilit  to wind
labah-labah  Spider
lulu  exclusive
luluih  smashed to pieces
lulur  to swallow
lulur  fillet of fish or beef
lulus  to pass exam
mamak  uncle
mamah  to chew
mimikri  mimicry
mimipi  dream
momok  ghost
nanah  pus
nanas  pineapple
nenek  grand-parent
ngah-ngah  to gasp for air
nganga  to gape
otot  muscle
papa  poor
papan  plant
papar  flat and smooth
para-para  rack
pelan-pelan  slowly
pipi  cheap
pipih  flat
pipit  sparrow
pokok  plant, tree
popok  daiper
pupu  first cousin
pupuk  dung
pupur  face-powder
pupus  blurred out
puput  to blow
pura-pura  pretended
rang-rangan  sketch
diagram
dazad, lost
target
vain, useless
side, flank
to quarrel
fish scale
to insert
infix
comb
marrow
milk
to follow
continuation
pile
arrangement
to penetrate
to skirt
bannisters
to shrink
grammart
breast
drop
foot-bridge
drop
to note
defect
scattered
ring
payment by instalments
great grand-child
to tally
grand-child
to prick
to drip or trickle
to look at
spectacle
full-blooded
to guide
to lop trees
closed
lid cover
to speak
tuturan  information
undang-undang  law
usus  intestines
wanti-wanti  repeatedly
waswas  suspicion

Identify Geographic Region by Wildlife
- Sparrow Hawk
- Sparrow
- White Ants
- Firefly
- Otter
- Sheep
- Spider
- Crow
- Nightingale

Aboriginal subgroup with double-word names
- Malak-Malak

The Dewan Council
Councillors
- Anggauta Dewan
- Nasihat
- Penasihat
- Permusjawaratan

Administrative Areas
Anggauta Dewan
- Money Lending
- Transport Ships
- Orchids
- Wine

Nasihat
- The Manuscript

Penasihat
- The Guard
- Robbers
- Clerical Order
- Pagans
- Spokesmen
- Guardians
- Aboriginies
- 3x Settlements

Permusjawaratan

Tribes
Dwarf
Japanese  Indonesian
Kobito*  Katai
Tjebol

*Ko-bat-to (Proto-indo-european)
- Ko: This (demonstrative)
- Bat: Yawn (Imitative)
- To: Singular demonstrative nominative.
Meaning: ‘This is boring.’

Elf
Japanese  Indonesian
Sho-Yosei  Peri

Fairy
Japanese  Indonesian
Yosei  Peri

Human
Orang
- Orang Katik: Half Man
Manusian
- Peri-Manusian
- Rasa-Manusian

Elemental Evil
- Naga (Dragons)
- Gnome

Naga
- snake tail sting
- elemental breath weapon
- elemental stealth
- human form.

Gnome
- Tiny 1’
- limited Future Sight
- Move through Earth

Monster Templates
Chapter 13: Writing

Dystopian Lessons

1. The Enemy of your Enemy is not your Friend.
2. The top guy isn’t always the problem.
3. Sometimes making concessions leads to rebellion.
4. The down trodden groups will usually fight one another.
5. Never neglect the practical stuff.
6. Revolutions take place on a world stage.
7. Violent conflicts crop up from within.
8. New Regimes come with crazy ideologies.
9. Fear alone can precipitate uprising.
10. Afterwards there will be Mythology for the losing side.

Building a Novel

Create a network of character interaction. This provides us with a story structure to which the Narrative can be attached.

Dashed line indicates non-verbal communication or single direction conversation.

Solid Line indicates conversation with both speaking, and heavy bar indicates multiple conversations at varying times.

It tells us that Baron Elbert has no fewer than five interactions and Lord Rohan no more than five.

Peri-manusians are Half Human-Elf. Infravision 30'.

Pooka are a half-goblin/Pony encountered on the moors. Knockers are a Dwarf-like Kobold encountered in the caves, caverns, and mines. They can detect minerals.
interactions (Several with Baron Elbert directly and indirectly).

**Story Structure**

Lord Rohan (#1), having had a significant interaction – by correspondence with Baron Elbert (Ch2) has pissed Elbert off to no end. Elbert interacts with his servant Duro (#5) who gives instructions to castle servants: Onslo (#12), Jenkins (#13), and Haas (#14). Elbert’s Lover, Ella gets poison from the Castle Apothecary (#8). Lord Rohan knowing that Baron Elbert rides for Rohan’s Manor with a band of thugs, has his flunky Dray (#3) hire an Assassin named Bregia (#4) to kill Baron Elbert while he is travelling to Rohan’s Manor. Baron Elbert’s Servant, Grim (#10) rides down a random Peasant (#11) while Elbert and retinue are travelling from the Castle Elbert to Rohan’s Manor house by Horse for hunting in Elbert’s Woods. On Arrival at Rohan’s Manor, Baron Elbert’s Lover (and Secret Ninja), Ella (#9) poisons Rohan’s Man Bertran (#7). Elbert then has further face to face interactions with Rohan – killing him but not before Rohan whispers to his Son, Torhan (#6): “Avenge Me!” and Torhan replying: “Father.”

Thus a novel can be built quickly and with purpose. The characters can comprise a dedicated chapter of the Character and their interactions. So the entire story takes place in a single day.

**Character Archetypes**

*Hero/Anti-hero: Protagonist on journey*
*Mentor: Benefactor imparting knowledge*
*Herald: Brings a message/announces the hero*
*Threshold Guardian: Blocks the hero’s path*
*Shape-shifter: One who changes*
*Trickster: Chaos bringer*
*Shadow: That which must be defeated*

**Ten Best Plot Twists**

- Location/Time
- All part of the Plan
- Unexpectedly bad/guilty
- Unexpectedly good
- It was all a dream
- All in their head
- Not Dead
- Other
- The Third Man
- Other
- Mistaken Identity
- X is actually Y

**The Structure of a Fairytale**

A Fairytale will include the following:
- Princess
- Castle
- Witch
- Princess
- Fairies
- Romance
- Happy Ending

**Language in a Fantasy or SciFi Setting**

*Pseudo-philological: Fun Developing.*
*Instrumental: Achieves Fictional Goals.*
*Aesthetic: Make it up because it sounds cool.*

**Short Fiction Fragments**

**Title: Vengeance is Mine**

The Sword of Stars didn’t move, the Universe moved about it. And when the Universe stopped moving in a manor determined by the Sword of Stars, the great engine; Light and Dark; Curve and Point; met the unexpected collision of a certain Moon; to the horror of the occupants of the world it orbited, with the erection of two great spears from within causing a blade of golden light to slice the local star in half, Intentional or not, Irrelevant. And while the effect of that event would take time to reveal itself to the life forms cowering in fear on the planet third from the sundered star, the two halves now pushing against one another.

**Title: The Ruins**

Seban waded through the tidal mud dependent on the wooden pole to keep him from encountering any mud that was too deep. He reached out to the muddy chunk that protruded from the mud pulling it free. It revealed itself as
heavily corroded as he washed it clean in the salt water of a pool. It was steel. He could trade it to the village smith for a knife.

Title: Star Wars-Lando’s Secret
The Pitch Black Airlock was quickly Illuminated by the red glow of an old Light-sabre revealing to Lando Calrissian the full extent of his situation. Lando pushed the point of it into the hull until it was half the red glowing blade length into the Indestructible Alloy, a stream of molten metal elicited with its heat an equal measure of sweat from the man wielding the weapon.

Title: Star trek - Argos
Royce Benning handed the documents to the Captain. There it is Sasha...Ferenginar.” Royce smiled at the idea of going beyond Federation Space. “And they have requested a Shipment of Grain in trade for Dilithium Crystals.” Sasha Benning looked at the charts and looked up at her Husband. “And the reason we must skirt the edge of these Badlands?” Sasha flicked through the report and smiled. “Why would this Ferengi Bureau of Commerce recommend such a course?” “Apparently to avoid the Cardassians.” Royce shook his head. “The Diplomatic Corps think they are some sort of Military dictatorship in control of a few systems.”

Title: A Poem
Father Bald
Mother Slave
Child To Spear
Uncle Rhinoceros
Siblings To Tan
Blood Relatives Stained
Hut To Sieve
Cattle To Stamp
Plough To Powder
To Cultivate To Extract
Radish Mica
Muddy Silver
Footprint To Measure
Crow Radius
To Scream Wedge
Pirate To Crack
To Attack To Move
To Thrash To Erect
To Threatening To Dam
To Intimidate To Incite
To March Revolt
Deck of Ship To Overthrow
Waves To Pull Down
To Defecate To Destroy
Mussy To laugh out loud
Sound of Sleep Cheering
Armpit To Scatter
Swollen A Poem.
To Drop off

Title: Leaf-Dragon
Wings-wide
Hanging from the branch
of the mango tree.
Watchful, ever
for intruding prey
Waiting to Soar.

Title The Hadj
Shall I tell you a story?
This is the Song of Life
At superposition Chess has one Piece
The Hadj is a lost Metaphor
Beneath the black cloth I looked
and I entered my brother’s Tent.
There I glimpsed a man leaving
As the tent has two doors
And I sang for my brother
of how much I miss him
At superposition chess has one player
And the Hadj is a metaphor
One of those that we forgot
And here is a forgotten story
There are cities where none exist
And tears fall on the floor
And I think of my brother
And the Hadj is a Metaphor
Where White spirals toward the black
and chess is a forgotten riddle
And I think of my brother
And tears fall as I cry
All life is the same life
The Hadj is a forgotten metaphor
A black hole devours the faithful
I think of the other man
And I stand by my Brother.

Chapter 14: Board-game Design

Curse of the Mummy Board game

Random Generator
Spin a pen on the table to get a 1d6 result.
Chapter 15: Blogging

**Blog Development Exercises**

**Basic**
- Create a New Monster (With Stats)
- Create an NPC Wizard (With Treasure & Two assistants)
- Create the Top level of a Dungeon
- Take four Rulebook Monsters and give them different abilities
- Create a New Magic item
- Create a New Spell

**Advanced**
- Pick four Monsters and build a society
- Create a hex map of six hexes
- Create a random encounter table for specific terrain.
- Create a d20 table for random events.
- Create a new PC Race or Class.
- Draw and stat an NPC.

Chapter 16: Cooking for Players

Food for your D&D Gamers.

**Short Pastry**

**Ingredients**
- 3lb Flour
- 1 desert Spoon of Salt
- 1½lb Shortening
- Water

**Method**
2. Rub in Shortening with fingers until mix resembles breadcrumbs.
3. Mix with water keeping dry as possible.
4. Roll out as required.

**Cornish Pasty**

**Ingredients**
- 4lb Short Pastry
- 3lb Mince
- 2½lb Onions
- 3lb Potatoes
- 1lb Celery
- 2lb Carrots
- 1 Teaspoon Salt
- Egg for glazing

**Method**
1. Mince Vegetables.
2. Mix mince and seasoning.
3. Quarter Inch Pastry.
5. 40 ounces on Round
6. Glaze edge with egg.
7. Turn up and shape.
8. Bake in a moderate hot oven for three quarters to one hour.

**Pancakes**

**Ingredients**
- 3lb Flour
- 3 ounces of Baking Powder
- 50 ounces of Raw Sugar
- ½ pint of Eggs
- 2 ½ pints of Milk
- 3 ounces of melted butter
Method
1. Beat eggs and Sugar.
2. Add Sieved flour and baking powder
3. Add two and a quarter pints of milk.
5. Add Butter.
6. Cook in oiled pan

Randang
Ingredients
- 1 lb Beef
- 4 Eggs
- 1 Fish fillet
- 2 cups Rice
- Coriander
- Cumin
- Pepper
- Garlic
- Ginger
- 2 cups Coconut milk or cream
- Tumeric
- Tamarind

Method
1. Roast beef with pumpkin in foil until well done and allow to cool. Rend beef when cool.
2. Boil eggs to hard and allow to cool before shelling.
3. Boil fish fillet and green beans and rice for fifteen minutes breaking up fish into rice (removing bones).
4. Pan fry in beef juices, coriander, cumin, pepper, garlic, ginger, tumeric, tamarind and coconut milk or cream until a sauce is developed.
5. serve beef, pumpkin, peeled egg on rice with fish and beans.
6. Pour curry sauce over meats and serve.

Appendix Zulu
Science & Technology. You didn’t think I spent the whole notebook writing about Gaming...no this stuff popped in every so often and had to be written down.

Very Low Frequency Sonic Cannon

Glow Wire Flat-screen TV

The idea is to use WW1 technology to achieve advanced technology.

Forcefield Generator

Radiation Detector
Matter
Mass is a force pulling toward a common centre.

Mass is also a force pulling at a common centre.

What if Matter is a standing wave of bunched up space time between two forces created by the same mass?

This implies Mass creates Matter. This is an incorrect assumption. We are looking at collapse of Superposition into a String (the ongoing division of one force by another).

Physics & Maths

String Theory
Division in a form that results in decimal places:
\(x/y = p \text{ remainder } q\)

Example

\[
\begin{align*}
1/7 &= 0 \ r 1 \\
2/7 &= 0 \ r 2 \\
3/7 &= 0 \ r 3 \\
4/7 &= 0 \ r 4 \\
5/7 &= 0 \ r 5 \\
6/7 &= 0 \ r 6 \\
7/7 &= 0 \ r 0
\end{align*}
\]

Solution

\[
1/7 = 0.\overline{142857} \text{ (recurring)}
\]

This is how a string forms (from the ongoing division \(x\) by \(y\)) and then ceases to exist when resolved. PI is an unresolvable string until it is resolvable.

Algebraic Roots:

\[
\begin{align*}
x_0/7 &= y_0 \ r 1 \\
x_n/7 &= y_n \ r x_{n+1} \\
x_n &= 7y_n + x_{n+1}
\end{align*}
\]

Divide by Zero
A divided by Zero equals NOT A (A set unrelated to A except at superposition). The Separating boundary is a String.
The distance between two points is change in possibility via superposition. A string is an entanglement separating one possibility from another possibility.

Particle & Wave

\[
m^{n-1} + \{m^n\}
\]

somewhere in there is a dark matter drive as we capture the particle with a superconducting chamber that creates a field in opposition to an applied field. And wrap the mirror particle in its field as it is expelled as propellant.

Pinhole Camera and Black Holes

\[
Y = k \sqrt{x}
\]

What if the pin-hole is a black hole that expands forwards and backwards through time as change in possibility.
Memorial
The memorial is to commemorate civilians killed in wartime by all nations.

DM: Sean Robert Meaney

Lifespan: 9 September 1971+ d100 years

Born in a town named after the guy who came up with the theory of evolution...but taking nothing but criticism for suggesting at superposition all life is the same life and humans don’t know shit.

Filled the Void with D&D, Fiction, Poetry, Art, Music...

Fair warning to kids who want a Pool: When your dad says here is the shovel, he doesn’t actually expect you to go to the effort of digging the hole. Persist. Dig that mud-hole and fill it with water from the tap. And you will need to soak the ground to soften the clay as you go. Crowbar the edges inward.

The Average alcohol drinking Parent spends five thousand dollars a year on alcohol instead of a Pool.

No Prisoners!