

# THE CHRONICLES OF AMHERTH

*the western sea*

AMHERTH





# THE CHRONICLES OF AMHERTH

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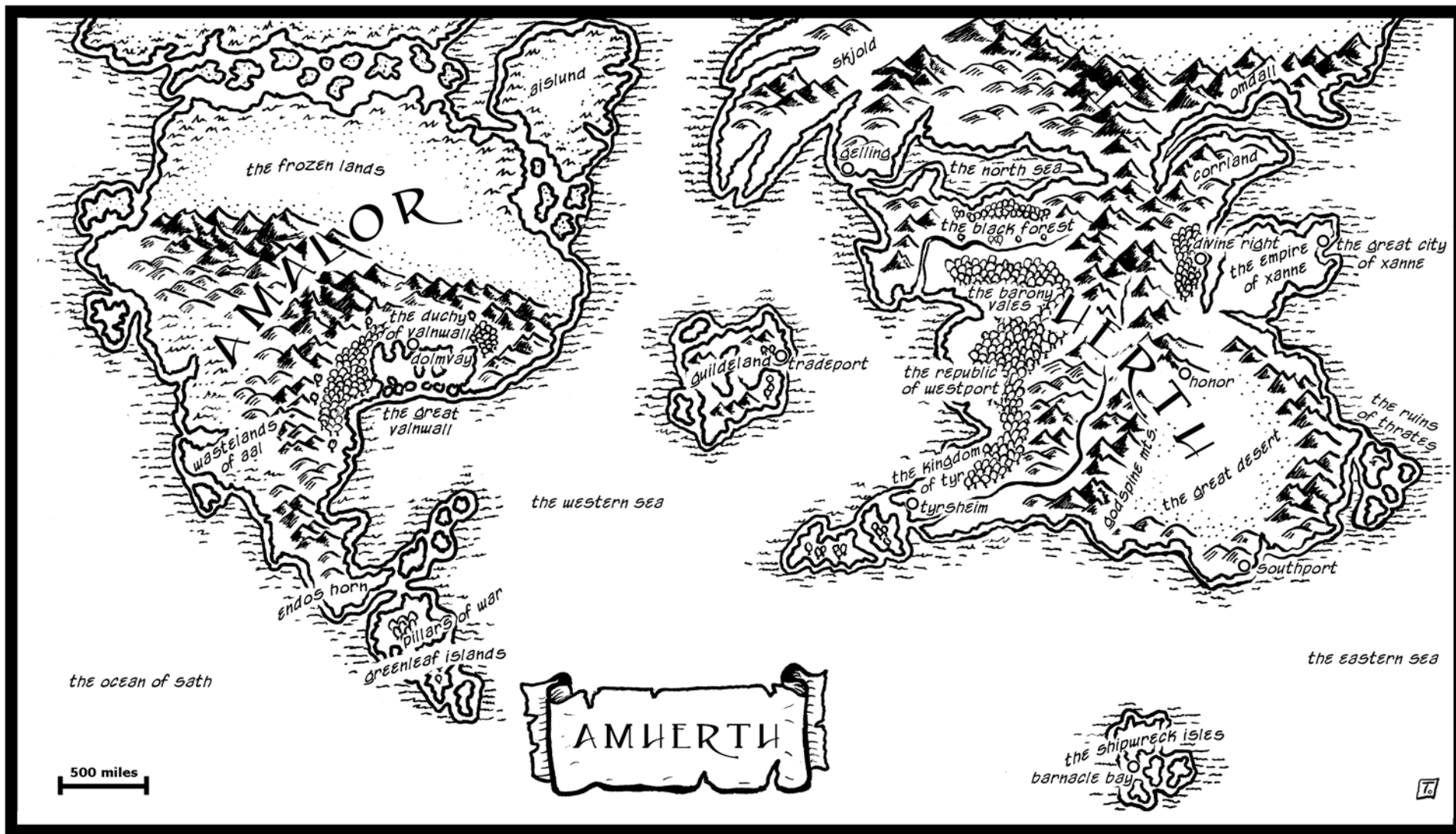
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# THE CHRONICLES OF AMHERTH

The Chronicles of Amherth is a **Labyrinth Lord™** campaign setting designed to provide new Labyrinth Lords with a ready-made, and most of all, manageable fantasy setting from which to quickly launch a new campaign. World history, backstory, timeline, and metaplot have all been kept to a minimum in order to help facilitate this goal.

The Amherth setting accommodates most of the well-known fantasy tropes including wizards, elves, dragons, dwarves, and many others. Veteran fantasy gamers will find much of the material contained within is easily adapted for use with existing campaigns.

## **Labyrinth Lord™ and the Advanced Edition Companion™**

The Chronicles of Amherth setting assumes the Labyrinth Lord is using the three base alignments and “race as class” defaults of the **Labyrinth Lord™** core rulebook, while including monsters, spells, and magic items from the **Advanced Edition Companion™**. Of course, the Labyrinth Lord is free to alter this to suit his or her own game, as needed.

## **Amherth and the Duchy of Valnwall**

With the cooperation of companies such as Goblinoid Games, Faster Monkey Games, and Brave Halfling Publishing, Small Niche Games has created an alternate version of the Duchy of Valnwall setting that is still compatible with the one given in the **Labyrinth Lord™** core rulebook. The names of previously published

places, cities, and in some cases even NPCs are used with permission, so Labyrinth Lords who have been running games in the Duchy should have no trouble adapting their game to the Duchy of Valnwall detailed later in this text and in future Small Niche Games products.

## **Amherth Overview**

The people of Amherth are descendants of a long-extinct race of godlike beings known only as the Ancients. Humanity is the dominant force in the Known World, while most of the nonhuman races have retreated from public view. The wilderness is a dark and dangerous place, filled with monsters and other perils, and the threat of war is ever present, with civilization constantly hanging on the brink of collapse. With its bleak world history, apathetic gods, and evil magics resurfacing from the past, the Chronicles of Amherth lends itself towards a dark fantasy style of play.

## **Things to Remember**

The following themes are important to keep in mind when running a Chronicles of Amherth campaign.

### **The World is Ancient**

Amherth possesses a long and storied history—too long to fully cover in this book. The world has been reshaped by a series of seven Great Cataclysms, of which very little is known. As such, ancient ruins and relics of the past are constantly resurfacing, sometimes in the most unlikely places. The least of these are little more than harmless curiosities such as carved figurines, stone tablets, or shards of pottery; others may include anything from dangerous



magical items, hidden places of power, or ancient destructive magics. More on the lost magic of the Ancients is included on pg. 7.

## **History is Legend**

Amherth's history is steeped in myth and legend. As can be expected, not all of the information passed down over the centuries is accurate or true. For example, a village on the eastern side of a particular forest might recall a battle entirely differently than a village located on the western side of the same forest. Similarly, arcane landmarks such as the Dragon Falls (pg. 29) are the subjects of many different stories and tall tales. The Labyrinth Lord should always feel free to embellish past events or introduce new ones to add flavor to his campaign. This makes it extremely easy to incorporate fantasy adventures from outside publishers without having to alter much of the background or details.

## **Humanity is King**

The Chronicles of Amherth is a humanocentric setting where nonhumans seldom enter human lands and vice versa. A few alliances exist, and nonhumans are more tolerated in some places than others, but for the most part, although the different races live peacefully with one another, they prefer to keep to themselves. Humanoids, on the other hand, often clash with humans along the frontiers of Amalor and Herth. These humanoids are generally considered "evil" by definition, despite atrocities being committed by both sides.

## **Magic is Feared**

Magic is common enough to be accepted as part of the norm, however, those who practice magic are rarely trusted. Magic is an arcane art that is available only to a privileged few, and therefore it is something most people fear. The villagers might be grateful to the wizard who saves them from a rampaging howler, but they wouldn't ask him to move into the area.

## **Science is Magic**

In most places, fear of magic also includes fear of science and innovation. The people of Amherth are content to adhere to time-honored practices and tradition. No one wants to risk angering the gods by tampering with forces

beyond their understanding. These people grew up with tales of the Ancients—beings who aspired too high and almost destroyed the world with their strange magics. Most feel it is better to leave such things alone. Sure, that newly designed plow might make the farmer's job easier, but at what cost?

## **The Gods Live**

The common people of Amherth see the gods' hands in all things. The Labyrinth Lord should demonstrate this by having NPCs utter prayers and curses to various gods. A man faced with two difficult choices might pray to Murr for guidance. A sickness in the family means one did not make the proper offerings to Weiren or Delaeth. The wife of a lecher might curse Jesil for causing her husband to stray. Make it clear that one does not have to be a cleric to pay homage to the gods.

## **Power is in the Hands of the Players**

Amherth is scaled for low- to mid-level play. Only rarely will the PCs encounter an NPC of 9<sup>th</sup> level or higher. Temples, castles, fiefs, and even kingdoms may be ruled by low- or even 0-level humans who wield great social influence and power. This means the player characters have the ability to make real, lasting changes to the game world—for better or worse.

## **Planned Product Releases**

A number of products have been planned to further detail the Chronicles of Amherth setting. The first of these products include a series of guidebooks and adventures that expand upon the individual realms and regions without making any major changes to the game world. Next in line for 2011:

- A Guide to the Duchy of Valnwall*: Includes government politics, major locations, NPCs, factions, new monsters, and pointers to third-party products, as well as adventures in and around the dreaded Ghoull Keep.
- A Guide to the Republic of Westport*: Includes a detailed city map, government politics, major locations, NPCs, factions, new monsters, and adventures in and around the largest and most diverse city in the world.

# THE GODS OF AMHERTH

*"The gods are convenient, and because they are convenient, why not let them be gods?"*

—Aponius Betto, former high priest of Murr

There are five major human religions in the Known World of Amherth—that of Xanne, Mujabi, Skjold, Corrland, and Pax of the Sky Realms. Each worships a single pantheon of twelve diverse gods detailed below. Many of these gods are also worshipped by other races, under different names, as is the case with the Church of Law and Order (Rangeth).

Each individual god is associated with one or more Aspects, or areas over which they hold sway. In the stories, the gods possess great power, but they also possess the emotions, virtues, and flaws common to their worshippers. The gods supposedly dwell in the Heavens, but have been rumored to walk the earth. They seldom take an active role in the lives of the faithful and some skeptics believe they are not gods at all but merely powerful beings from an earlier time, perhaps even the fabled Ancients themselves.

The basic mythology of the five major religions breaks down as follows: In the beginning, there was only the One; the incomprehensible cosmic force of the All—good and evil, life and death, creation and destruction. In order that mortals might better comprehend the divine, the One divided itself into male and female halves—the Great Father and Mother—and this pair went on to sire children who then intermarried and sired grandchildren. All of these beings came to be collectively known as the Gods of Amherth.

The appearance and personality of each god varies from culture to culture and tends to reflect the nature of its worshippers. The myths surrounding each religion also vary slightly, but for the most part are remarkably the same. For example, just how the “children” and

“grandchildren” of the Great Father and Mother were birthed is interpreted in different ways by all five religions. In Xanne, a culture that allows intermarriage (at least among its nobility), it is believed the lesser gods and demigods were conceived using the traditional method of procreation. In Mujabian mythos, it is believed that the Father and Mother cast pieces of themselves into the Heavens so that their children and grandchildren would be born among the stars. Skjolding and Corrough lore hold the belief that each god lay sleeping in or around one of its Aspects until it was later found and awoken by its “parents”, while the dragonriders of Pax are taught that the gods hatched when the One created their various Aspects.

The Gods of Amherth do not require their worshippers (including their clerics) to be of a specific alignment. Most worshippers can and do pay homage to more than one god. For instance, a Xannen carpenter who pays homage to the Great Father might whisper a prayer to Pannas, Goddess of the Sea, before taking a trip on the ocean. Or, a dragonriding Knight of Pax who normally worships Vas (Viltae) as the God of the Sky, might make an offering to Lud (Lodor) before battle. This seems to be completely acceptable to the gods themselves. It also explains how worshippers of the same god can interpret that god’s laws and teachings in vastly different ways.

## The Gods and the Heavens

The heavens of Amherth are closely tied to the pantheons of its people. Heavenly bodies such as the sun, moon, and stars are believed to represent Aspects of the various gods.

Legendary heroes are sometimes given their own constellations, although this practice varies from culture to culture.

The sun is associated with the god Murr, while the moon is associated with his daughter, the goddess Jesil. Murr's wife, the goddess Weiren, is represented as Mother Earth herself. The brightest northernmost star, also known as the Star of Orin, is traditionally thought to represent the One. Constellations representing the gods Lodor (five stars), Rangeth (three stars), Viltae (one star), Bromaltas (two stars), and Hool (four stars) lie to the right of the northern star while constellations representing the goddesses Pannas (one star), Delaeth (three stars), and Kiri (two stars) lie to its left.

Artistic renderings of these constellations vary from culture to culture, usually based upon the god's symbol in that culture. For example, the goddess Pannas's one-star constellation is depicted as the eye of a barracuda in Xannen mythology, the eye of a crocodile in Mujabian mythology, the spout of a killer whale in Skjolding mythology, the tip of a sea serpent's nose horn in Corrough mythology, and a sea dragon's eye in Pax mythology. Similarly, Xannen astrologists portray Rangeth's three-star constellation as a bow and arrow, while Mujabian artists portray it as a serpent's head, Skjolding and Corrough lorekeepers as the eyes and nose of a huge wolf, and Pax scholars as points on the head, wingtip, and tail of a silver dragon.

## The One

The One is the concept of All and Everything. According to legend, the One not only created the universe, but also *is* the universe as well as everything in it. Very few people worship the One directly although most recognize him/her/it as the creator/sire of the Gods of Amherth.

## Greater Gods

### The Great Father

**Murr (Xanne), Moushini (Mujabi), Modan (Skjold), Moden (Corrough), Myrr (Pax)**

**Aspects:** Men, Fatherhood, Honor, Patience, Storytellers, Vitality, Wisdom and Guidance, the Sun

Murr is fatherhood incarnate. He is the provider of food, the protector of the home, and the ideal husband. Murr uses stories and fables loaded with hidden meanings to give his children advice, but he seldom interferes directly in their lives.

Murr's symbol is an oak tree (Xanne), a mountain (Mujabi), an ash tree (Skjold and Corrough), and a gold dragon (Pax).

### The Great Mother

**Weiren (Xanne), Watoosh (Mujabi), Shandl (Skjold, Corrough), Wera (Pax)**

**Aspects:** Women, Motherhood, Wholesomeness, The Home, Crafts, Healing, Family (Safety of), the Earth

Weiren is motherhood incarnate. She is the loving wife, the caring mother, the contented homemaker. She is a fierce defender of her family. When it comes to their children, Weiren is more outspoken than her husband and sometimes takes a more active role in their lives and development. She has often been at odds with her oldest daughter, Jesil.

Weiren's symbol is a mother and child (Xanne, Mujabi, Skjold, and Corrough). In Pax mythology she appears as a female dragon (of any color) watching over an egg, a clutch of eggs, or a hatchling.

## Lesser Gods

**Jesil (Xanne), Jahaar (Mujabi), Jel (Skjold), Jela (Corrough), Jezel (Pax)**

**Aspects:** Desire (Lust), Spite, Trickery, Fire, the Moon, Success, Wealth, Songs and Music

Jesil is the firstborn child of Murr and Weiren. She is portrayed as being a mischievous temptress who uses her feminine wiles to gain her way. Jesil has a fondness for music, songs, and tales, and this has been used against her in the past. Jesil can appear as either a man or a woman.

As an only child, Jesil was spoiled early on by her parents, especially her doting father Murr. It is said that her mother grew jealous of the time Jesil spent playing with her father in the sky (as the sun chasing the moon) and tried to divert his attention by giving birth to the triplets, Lodor, Rangeth, and Viltae. To spite her

mother, Jesil seduced each of her siblings and then pitted them against one another in a series of epic contests (raising a mountain range and leveling another, planting a field of roses across an entire continent, rearranging the stars into constellations, etc.). As a prize, the first one to complete these tasks would win her hand in marriage.

Jesil's symbol is a pair sultry of eyes wreathed in flame (All). In Pax mythology, these eyes belong to a red dragon.

**Lodor (Xanne), Lamkuli (Mujabi), Lod (Skjold and Corrough), Lud (Pax)**

**Aspects:** War (Might), Strength, Brute Force, Mountains and Volcanoes

Lodor is the firstborn of the triplets of Murr and Weiren. Lodor is strength incarnate. He is also headstrong and stubborn to a fault. Lodor is accustomed to getting his way. He is portrayed as being not very bright and easily duped—but woe to those who incite his wrath! Lodor is the husband of Jesil. He seeks to please her and grant her every desire, unaware that she constantly manipulates him for her own sport.

Lodor's symbol is a horse (Xanne), a tiger (Mujabi), a bear (Skjold), a ram (Corrough), and a bronze dragon (Pax).

**Rangeth (Xanne), Raageth (Mujabi), Ragin (Skjold), Ragil (Corrough), Rel (Pax)**

**Aspects:** Law, War (Tactics), Intelligence, Wealth (Commerce), Civilization, Truth, Stars

Rangeth is the second born of the triplets of Murr and Weiren. He is portrayed as being smart, taciturn, and an excellent tactician. Rangeth is the husband of his younger sister Pannas, however, he would much rather pore over old battle plans and war theories than spend time with her. Rangeth is frequently at odds with his sister Jesil, and in some stories, the two have even come to blows.

Rangeth's symbol is a bow and arrow (Xanne), a serpent (Mujabi), a wolf (Skjold and Corrough), and a silver dragon (Pax).

**Viltae (Xanne), Vanuu (Mujabi), Vikil (Skjold and Corrough), Vas (Pax)**

**Aspects:** Excellence, Pride, Love (Unrequited), Independence, the Hunt, the Sky

Viltae is the lastborn of the triplets of Murr and Weiren. He is portrayed as being a loner who is both strong and smart; a complex being of deep thought and hidden emotions. Viltae has only one eye, having lost the other in a fight with his younger sister and true love, Pannas.

During the suit for Jesil's hand, Viltae won the majority of her epic contests. Despite this, Jesil chose his brother Lodor over him, sensing Viltae would be harder for her to control. Viltae became bitter by this turn of events and when Murr and Weiren had their fifth and final child, Pannas, he assumed she would become his bride. Pannas rebuffed him, violently, and after a brief fight, he immediately regretted his own actions.

Unfortunately, before he could make peace with Pannas, she married his brother Rangeth. This hurt Viltae more than he cares to admit. He has come to truly love Pannas, but is too proud to apologize to her directly. Instead, he strives to be the best at everything he does in the hopes of impressing her so that one day she might notice and then forgive him.

Viltae's symbol is a crow (Xanne), a hawk (Mujabi), an eagle (Skjold and Corrough), and a blue dragon (Pax). These symbols are usually designed in profile, so as not to display the god's missing eye.

**Pannas (Xanne), Paanus (Mujabi), Podun (Skjold), Podune (Corrough), Palen (Pax)**

**Aspects:** Water, the Sea, Independence

Pannas is the last of Murr and Weiren's children. Soon after her birth, Viltae informed her she was to be his bride. Pannas refused and turned her back on him. In a fit of anger, Viltae sought to restrain her and she transformed herself into a barracuda and gouged out his left eye before fleeing into the sea. Fearful of Viltae's reprisal, she quickly married their brother Rangeth and has regretted the decision ever since. Her marriage is an unhappy one and she is often alone, as Rangeth is too absorbed in his own research and studies to spend much

time with her. Pannas has become aware of Viltae's attempts to gain her favor, but refuses to make peace, even though she has secretly grown to respect and even care for him.

Pannas's symbol is a barracuda (Xanne), a crocodile (Mujabi), a killer whale (Skjold), a sea serpent (Corrough), and a sea dragon (Pax).

## Demigods

**Delaeth (Xanne), Dini (Mujabi), Dan (Skjold and Corrough), Del (Pax)**

**Aspects:** Spring, Life, Good Health, Fertility, Planting

Delaeth is the first child of Jesil and Lodor. She is portrayed as a young and beautiful woman of marriageable age. Delaeth typically wears short, simple dresses and flower garland bracelets, necklaces, and crowns. In Pax mythology, she appears as a friendly green dragon.

**Kiri (Xanne), Kirish (Mujabi), Kela (Skjold), Kella (Corrough), Kira (Pax)**

**Aspects:** Summer, Youth, Laughter, Kindness

Kiri is the second child of Jesil and Lodor (Xannen priests maintain she is actually the child of Jesil and her father Murr). Kiri is portrayed as an innocent girl child of toddler age, typically holding a carved wooden toy or piece of candy. In Pax mythology, she appears as either a mischievous faerie or copper dragon.

**Bromaltas (Xanne), Bagoosh (Mujabi), Baden (Skjold and Corrough), Brahm (Pax)**

**Aspects:** Autumn, Sadness, Farewells, The Harvest

Bromaltas is the first child of Rangeth and Pannas. Bromaltas is portrayed as a wistful teenage boy, reluctantly leaving the innocence of his childhood behind. Bromaltas typically wears a heavy cloak, carries a walking stick, and wears clothes dyed dark red, brown, or orange to match the fall season. Bromaltas is depicted as a black dragon in Pax mythology.

**Hool (Xanne), Hoosh (Mujabi), Hjol (Skjold), Holc (Corrough), Halag (Pax)**

**Aspects:** Winter, Cold, Sickness, Greed, Aging, Death

Hool is the second child of Rangeth and Pannas. He is often portrayed as a selfish miser who hoards his wealth and helps no one unless he stands to gain something by it. Hool is depicted as a stooped old man (Xanne), an old woman (Mujabi), a robed skeleton (Skjold and Corrough), or an ancient white dragon (Pax).

## Beast, Nature, and Demonic Cults

Many of the more primitive peoples of Amherth worship animal and nature "spirit totems". These spirits reflect the essence of nature itself (i.e. Mother Nature), an aspect of nature (trees, rocks, rain, streams, etc.), or an animal (bear, wolf, bat). In some dark corners of the world, evil and/or desperate people have been known to make pacts with demons from the nether worlds in exchange for favors or power. Demon worshippers are reviled throughout the Known World of Amherth.

## Major Churches

The Church of Law and Order (Rangeth) has grown to be a major power in the Known World. Its priests and clerics worship the concepts of law and order, but also venerate various saints. They tend to see things in terms of right and wrong and good and evil, even though life tends not to be so black and white. Church doctrine claims that magic corrupts the soul and its priests are quick to link magic to any harmful events. Their symbol is a sword with a wide crossguard thrust into the ground, marking the line between Order and Chaos. Visually, this symbol resembles a cross, and many warrior priests and clerics wield heavy maces shaped like a cross into battle.

The church is based in the Duchy of Valnwall, but its missionaries travel the world, bringing justice to those who have none. Over the years, the church has made major inroads into Guildeland and parts of Tyr. Its intolerance of magic and other religions has caused some friction with other sects, but the church maintains a strong following amongst most law-abiding citizens. Its opposition, the Church of Chaos and Destruction (Jesil), possesses a smaller core following throughout the Known World, and is also rumored to be in league with demons.



# THE ANCIENTS

*"To ignore the past is to doom the future. I'm not ready to do that just yet."*

—Jerrold Atarin of the Archaeologists Guild

According to legends, the Ancients were masters of the Old World who were said to dwell in magnificent cities of silver and gold, fly through the skies in chariots made of fire and glass, and use magic as part of their everyday lives.

But who or *what* were the Ancients? That is a question that has been passed down through the ages. Were they gods? Demons? Powerful sorcerers? Beings from another world? Or were they simply great men and heroes of old? Perhaps they never existed at all and are simply used to explain away the unknown mysteries of the forgotten world.

Most historians agree that the Ancients did in fact exist, however, the legends surrounding their disappearance are many. Did they use magic to transcend the natural world and become gods? Did they unleash a magical plague that consumed their bodies from within? Or, as most believe, did they destroy themselves in the first of the seven Great Cataclysms that reshaped the world?

These questions may never be answered. In fact, many believe they should never be asked.

## The Legacy of the Ancients

The Ancients are gone from the world, but their legacy lives on in the form of forbidden lore, arcane factions, and incredible achievements that could never be duplicated today. This is because the magic of the Ancients was actually a blend of magic and science, but science so far advanced that it would seem like magic to the typical resident of present-day Amherth. Much of this magic has been lost to time and the wisest scholars tend to agree that

tampering with the unknown magic of the Ancients is foolhardy at best. Yet, there are always those who seek power and are willing to plunder ancient tombs and long-forgotten sites in search of lost knowledge.

## Lailons

Lailons are places of power designed by the Ancients for various arcane uses such as summoning, healing, crafting magical items, and other even stranger purposes. Lailons can be of the greater or lesser variety. They often act as receptacles for magical energy, so tampering with a lailon can be a dangerous prospect—the creation of the Tarlus Crater in the broken lands of Aal is believed to have been caused by the accidental destruction of a lesser lailon. Lailons can be found anywhere on Amherth, although many believe that these places are interconnected by invisible beams of mystical energy. The Dragon Falls located in the Gap of the Dragon is an example of a lailon.

## Tekla

Tekla relics are rare magical items and weapons that were crafted using the magic of the Ancients. Tekla relics are often made of rare or unknown alloys and substances, and possess a number of strange and unique powers. They may be found anywhere on Amherth, although the elves of Al-Sirath are said to possess the largest collection of tekla relics, which are used to defend their island realm. Tekla magic can only be recharged at a lailon. Tekla relics almost always possess names and histories, making them easier to identify. Legendary items such as the Shield of Makor, the Godmap, and the Jotun Spear are believed to be tekla relics (see pg. 63).

## Warmachten

In times past, elder sorceries were used to create golems of steel, fire, flesh, and bone, powered by the strange poison magics of the Ancients. These warmachten ravaged the earth and caused the destruction of many nations and peoples. The warmachten eventually turned upon their creators and had to be destroyed, but some survived this purge and retreated to the deep, dark places of the world. Most warmachten can be found in and around lailons where they can recharge the mystical energies that power them. The dreaded Zhama'huur that dwells in the waters around the Endos Horn is an example of an ancient warmachten.

## Hestrons

The Hestrons are an order of powerful sorcerers, priests, and warriors dedicated to guarding lailons and recovering ancient magics such as those responsible for creating tekla relics and warmachten. The Hestrons are an extremely secretive organization; so secretive that many believe they no longer exist. According to legends, the Hestrons split into three warring factions—one side wished to destroy the ancient magics, the second wished to control them, while the third sought to keep them safe until the return of the Ancients. The Hestron symbol is a gold pyramid with a single eye at the top, set on a black background. Each faction has introduced a minor variation to this symbol to help them identify one another.

## Outriders

The Outriders were a legendary sect of peacekeepers and ambassadors that appeared after the first of the seven Great Cataclysms. They were said to be the firstborn children of the Ancients, who swore an oath to atone for the mistakes of their forefathers. Trained from an early age in the ways of war and magic, the Outriders were sent into the world to right wrongs and enforce the Old Laws. They were bound by a complex code of morality and honor and had the authority to settle disputes, pass judgment, and dispense justice as they saw fit—according to legends, even the great kings of old bowed before the Outriders.

The last of the Outriders disappeared long ago, but many prophecies surround their return,

which would herald the dawn of a new Age. Over the years, a number of organizations have claimed to be the Outriders reborn, using their newfound prestige for power, profit, and personal gain. It should be noted that all of these false peacekeepers eventually met with unpleasant ends.



# MAGIC AND RELIGION

*"Seas dry up. Mountains crumble. Even the stars eventually fade.*

*Only Magic is forever."*

—Master Kregan Morarty of the Glorrin Alliance

There are many arcane scholars and revered holy men on Amherth, but true spellcasting magic-users and clerics are rare. This is because the ability to wield magic is genetic—a character is either born with the capability or not. It cannot be gained later no matter how much study or prayer the character performs. The spells, rituals, and prayers a magic-user or cleric learns are simply tools that help focus the character's innate magical potential.

## Latents

In the Chronicles of Amherth setting, a person capable of wielding magic is known as a latent. The word "latent" is a generic term to be used by the Labyrinth Lord and the players. Various sorcerer's guilds, priesthoods, monastic orders, and tribal shamans have developed their own terminology to identify those who carry the magic-bearing gene, and these should be used by the characters "in-game" to add flavor to the setting.

There is approximately one latent for every ten thousand normal people. A latent's magical ability usually manifests around puberty, although in some cases it has been unknowingly repressed and does not appear until much later in life. As children, latents tend to be loners whose high intelligence and intuition enable them to see the world in a different light. Because of this, they often become outcasts among their peers, finding solace in places such as old libraries or houses of worship.

A latent's magic usually manifests during a time of danger or high stress. The type of magic is usually influenced by the latent's upbringing, teachings, and/or beliefs. Latents who display an interest in science and ancient lore tend to

become magic-users. Those who feel a strong connection with the gods tend to become clerics. Once a latent has started down a particular path of magic, it can never be changed. Therefore, various factions such as priesthoods and wizard's guilds actively seek out and attempt to recruit untrained latents using a variety of specially designed detection spells and methods. (The Labyrinth Lord may disregard this rule if planning to use the multiclass rules from the **Advanced Edition Companion™**)

The prevalence of religion on Amherth means most latents become clerics. Clerics are considered to be the ultimate missionaries, capable of performing miracles, combating evil, and bringing hope to the faithful. Wizardly magic is common enough throughout Amherth that magic-users, magical creatures, and magical effects are accepted as part of the norm. However, because of past abuses, and the actions of several notorious wizards, most people generally view all magic with fear and suspicion.

**Note:** The changes above are designed to add unique flavor to the Amherth setting. Mechanically, the rules for memorizing and casting cleric and magic-user spells work exactly the same as they do in the **Labyrinth Lord™** core rulebook. This means that Labyrinth Lords are free to ignore the addition of latents, if they so desire.

## Latent Random Magic

Once per day, an untrained latent is capable of casting a random 1<sup>st</sup> level spell. However, this magic is wild, unpredictable, and dangerous. When a latent tries to harness his

power, the LL should roll on either the magic-user or cleric spell table to determine which spell manifests. There is a 50% chance the spell targets the character's enemies and a 50% chance the spell targets the character's friends. Once a latent begins training as a magic-user or cleric, the character's normal spells take the place of this random magic.

## Detecting Latents

A number of spells, prayers, and methods for detecting latent magical ability have been devised by various magical and religious orders. Listed below is just one of the methods used by the Lorgune (White Wizard's Guild) in Westport.

### Sample Latent Detection: The Lorgune

According to Lorgune teachings, all magic-users are descended from the Ancients. The Lorgune uses hereditary terms such as heir, lineage, ancestry, and bloodline to identify latent magicians.

A latent magician's bloodline begins to show around puberty, most often in the form of a strong interest in magic, magic items, and arcane lore. Unless a teacher is readily available, the ability often goes unrecognized, and in many cultures, distaste or distrust of magic may cause it to be subconsciously repressed or refocused on religious interests. A simple test is all that is needed to identify a latent magician, but poseurs be warned—the side effects for non-latents who undergo the test can be quite unpleasant.

The test takes the form of a potion which must be specially brewed for each individual. The test normally costs around 500 gold pieces, but may be done for free if the White Wizard's Guild is convinced the person has magical potential. Once a latent is discovered, the Lorgune does everything in its power to recruit the person into the order.

### The Elixir of Insight

The Elixir of Insight was developed long ago by Master Hurion Fiure, one of the original founders of the Lorgune. The recipe has been passed down for generations, and has helped in the discovery of hundreds of young wizards. This potion may only be created by a magic-user of 5<sup>th</sup> level or higher and requires a lock of hair, nail clippings, and several drops of blood

of the potential latent in addition to other ingredients.

A latent magician who drinks the potion undergoes an interesting change. About an hour after consumption, he begins to experience a feeling of euphoria. Sensory perceptions become enhanced and distorted, and he may experience non-threatening visions or hallucinations. Most tellingly, his blood turns dark blue, revealing the network of blood vessels and veins beneath his skin. This effect is unsightly, but the overall feeling is quite pleasant, and usually disappears after one day, except for a small mark of crisscrossing blue vessels somewhere on the wizard's body (player's choice). Most wizards adopt this mark as their own personal symbol.

A non-latent who drinks the potion undergoes the opposite effect. His blood turns a dark, sickly green, and he becomes woozy and nauseated. Vomiting, diarrhea, disorientation, and frightening hallucinations last for 2-3 days after consumption. Thereafter, the person often develops a mild allergy or aversion to something he experienced during the ordeal (such as the sight of blood or the lyrics of an old song). When confronted by the object of his revulsion, the person must make a saving throw vs. poison to avoid becoming nauseated or panicked. This effect is permanent. It may be possible to counter such an aversion with further magic, but no magician would ever try.

**Note:** Many have surmised that blood is the key ingredient needed to create The Elixir of Insight (and some even say it is the *only* ingredient). Master Fiure's flair for the dramatic was well documented, as was his belief that even the most fundamental aspects of magic be presented in a mysterious and arcane fashion to the general public. As with any experiment, prospective magicians should proceed with caution when altering established ingredients and procedures, as undesired side effects may occur.

## Arcane Bleed (Alternate Magic Item Creation)

On Amherth, the lack of skilled magic-users should make magic items relatively rare. However, this is not always the case. In

addition to being created by wizards, magical items are also created through a process known as arcane bleed.

### The Process

A latent is unaware of his inherent magical ability, however, magical energy continually circulates through his body. This energy builds up over time, and may “leak out”, empowering certain items or places with magic. This effect is known as arcane bleed.

Arcane bleed is a Labyrinth Lord tool. There is no in-game way of determining when it takes place. The Labyrinth Lord can assume that any item or place the latent is in frequent contact with over a period of years may become affected by some form of arcane bleed. The nature of this energy usually reflects the nature of the latent himself.

For example, a latent who was known as a great warrior might unknowingly empower his sword to provide bonuses to attack and damage. The cloak, walking stick, or musical instrument of a renowned storyteller, might provide bonuses to the owner’s Charisma when speaking in public. A latent farmer might find that his land stays moist and fertile, even in times of drought. A latent cobbler might find that his finely crafted shoes grant a thief a slight bonus (maybe 1-2%) to all Move Silently checks.

Items and places empowered by arcane bleed retain their enchantment even after the latent dies. Some even continue to grow in power by feeding off lingering magical energy, and eventually become the stuff of legend. For examples, look to magical items such as the Axe of the Deep Dark, Imam Jalabi’s Flask, and the Sword of Doom (pg. 63).

Another, rarer form of arcane bleed sometimes results from the untimely death, murder, or betrayal of a latent. This type of bleed manifests as cursed relics or cursed places, often reflecting the nature of the latent and/or the cause of the manifestation.

Arcane bleed generally takes many years to manifest. It should be used sparingly with regards to player characters—only veteran heroes should have any chance of their equipment being affected by arcane bleed. More likely, the characters will come across places, weapons, armor, or other equipment that have already been empowered. At the Labyrinth Lord’s discretion, the presence of a lailon or frequent exposure to the magic of the Ancients might also hasten this effect.



# ADVENTURING

*"Never bow before anyone. Never run from danger. Never surrender.  
That is the Code of the Adventurer."*

—the late Brachmon the Bold

Adventuring is a time-honored profession throughout the Known Lands of Amherth. Adventurers are treated as heroes by the populace and can expect a bit of hospitality, especially in areas along the frontier. After all, the King's Army can only do so much to protect its people. In some places, adventurers may be contracted by the government as mercenaries or privateers, but most adventuring in the civilized realms of Amherth falls under the auspices of the Adventurers Guild.

## The Adventurers Guild

The Adventurers Guild is based in Guildeland (like most guilds), but has offices throughout the Known World. All adventurers are expected to join the Adventurers Guild. The cost to join is typically 1 gp and dues are 10% of any wealth and goods recovered. Members are logged into the record books and given a stamped metal chit, to be worn around the neck or wrist. This chit contains a mark that indicates its place of origin and a personal identification number that allows the guild to track member activities. Law-abiding merchants must log the chit mark and number before buying any goods from the adventurers. Non-guild members caught in the act of trying to sell goods pillaged from the surrounding countryside may be arrested and jailed as thieves or grave robbers and in some places charged with Guild Evasion.

The guild provides a number of services to its members including free access to local libraries and museums, and basic, barracks-type food and lodging for members too poor to afford better. The guild acts as an intermediary that can broker the sale of expensive goods for a fair price and may also provides law counsel to members accused of crimes. Most importantly, it provides lead-ins to possible job offers.

The guild has an extremely high turnover rate; the wilds of Amherth are a dangerous place and many who venture into them never return.

## Adventuring Companies

A number of free companies such as the Golden Helm Society, the Crossed Swords, the Slayer's Brotherhood, and the Tomb Raider's Brotherhood are always seeking new members. These companies pay guild dues for each member, operate inns that supply better than average room and board, and pay out a share of wealth collected by the entire company, after expenses are deducted. Additional benefits and perks may also be awarded, depending on company policy.

### Golden Helm Society

This adventuring company is most noted for exploring remote ruins and slaying monsters. The work is dangerous, but can be lucrative—new members often make enough from their first score to permanently retire. The Golden Helm Society is well received by both residents along the frontier. Their symbol is a helm with a sunburst behind it, often worn on a brooch or buckle.

### The Crossed Swords

This free company specializes in private security. Members are usually assigned to guard estates or caravans although some are hired as personal bodyguards for the wealthy. The work is generally boring, but the pay is steady, with bonuses handed out for exceptional service (i.e. trouble). Their symbol is a pair of crossed white broadswords on a black background.

### The Slayer's Brotherhood

The Slayer's Brotherhood is a free company dedicated to fighting and killing ruks. Its

members receive weapons, food, supplies, and excellent training in ruk tactics. The Brotherhood collects standing government bounties on ruks, usually in the amount of 5 cp per ruk jawbone. It also hires itself out to logging companies, settlements, and caravans suffering from ruk attacks. The Brotherhood has gained an unsavory (but sometimes warranted) reputation as a band of unruly brutes and thugs. Their symbol is a field of read spears on a black background.

### **The Tomb Raiders Brotherhood**

Founded by former members of the Golden Helm Society, the Tomb Raiders Brotherhood has made a name for itself by exploring the ancient ruins and dark jungles of Mujabi. The group is based in the newly established city of Freeport, but their agents operate in many cities, painting a picture of bold exploration, exotic delights, and buried treasure just waiting to be uncovered by brave adventurers.

What they don't say is that Mujabi is a place where strange sicknesses and diseases run

rampant, deadly creatures lurk behind every fern bush, and the native Tzuhili tribesmen are more likely to cut out your heart and sacrifice it to their dark gods than they are to welcome intrepid explorers.

Those who sign on with the Tomb Raiders receive free passage to Freeport, training in basic jungle survival techniques, and an equal share of profits. The Tomb Raiders's standard is a white tower with a single eye at the top, set on a black background.

### **The Red Hilt**

The Red Hilt is a Lawful adventuring company devoted to destroying undead. They are based in the city of Dolmvay where they launch frequent forays into the broken lands of Aal. The Hilt is backed and funded by the Church of Law and Order, and its members are treated as heroes throughout the Duchy. The Red Hilt standard is a red sword hilt on a white background.



# THE KNOWN WORLD

*"Xanne is a shining point of light in the darkness of the world. Were it not for the Immortal Emperor, the rest of Amherth would be shrouded in fear and ignorance. All hail Emperor Xanne!"*

—Durus Senecio, Head Scholar of the Library of Xanne

The Known World of Amherth comprises the continents of Amalor and Herth and several smaller continents and islands nearby. Amherth's recent history has been marred by wars and rebellions fought against a conquering empire that until recently had ruled this region of Amherth for hundreds of years.

## THE LEGACY OF XANNE

### The Xannen Calendar

The tyrannical Empire of Xanne has left its mark in many ways upon the people of Amherth. Today, the Xannen calendar is the most widely accepted method of counting time among the human realms. The calendar begins at the year Z01, marking the birth of the Immortal Emperor Zaer von Xanne. As of this writing, the year is Z495.

Each Xannen year has twelve months and each month has roughly 30 days. The names of the twelve months, in order, are as follows: Janur, Febron, Marcus, Arbel, Mairi, Junae, Julae, Augrast, Septem, Octubrast, Novem, Dechem

There are seven days in a standard Xannen week. The names of each day, in order, are as follows: Sudna, Modan, Todas, Wedna, Throde, Frida, Sadat.

### Languages

Nearly everyone on Amherth speaks the melodic-sounding common tongue of Xanne. Many nations and former nations also have their own languages, but these languages are officially outlawed in Xanne's provinces.

### Coinage

The mostly widely accepted methods of currency are the Xannen gold Emperor, the Xannen silver Empire, and the Xannen copper slave (each about the size of a real-world dime). The gold Emperor contains a profile of the Immortal Zaer von Xanne on the front and the Xannen standard (a raven clutching a pair of crossed arrows) on the back. The silver Empire depicts the continents of Amalor and Herth on the front and the Xannen standard on the back. The copper slave contains a silhouette of the Great Giali on the front and the Xannen standard on the back.

Gold, silver, and copper coins from other realms and ancient troves are worth the same although they may not be accepted in some places. Recently, guildmasters from Guildeland have been pressuring King Mykus of Tyr and the Duke of Valnwall to create a new set of coinage, although neither are convinced it would be worth the expense.

### Timeline of Major Events

**BZ** (Before Zaer) Amherth's history begins with the rise and fall of the people known as the Ancients. Almost nothing is known of this time period except for legends of the first of seven (some say nine) Great Cataclysms that devastated the Old World. The other six cataclysms are said to have occurred in the following years as well as the rise and fall of several older civilizations, not all of which were human. The elves of Al-Sirath are said to have better knowledge of Amherth's history, but they never speak of it. By the time humans began keeping records again, humanity had largely



broken up into warring tribes and clans scattered across the continents of Amalor and Herth.

## THE AGE OF MIGHT

**Z01** The birth of the Immortal Emperor Zaer von Xanne.

**Z16-100** Zaer becomes a young chieftain of the Hagyar, a nomadic tribe of horsemen who dwell on the steppes of northeastern Herth. He unites the Hagyar tribes under his raven banner and immediately begins a bloody crusade against the nearby realms, invading Corrland and conquering the peaceful kingdoms of Thrates and the desert city of Gehedad. Gehedad is renamed Southport and the entire expanse of the Great Desert becomes the Southern Province of Xanne. Emperor Xanne also institutes a brutal campaign of genocide known as the Great Purge, hunting the elves, dwarves, halflings, and other nonhumans in the east to the brink of extinction. The petty kings west of the Godspine Mountains unite under the banner of King Ethelstan and succeed in repelling Xannen invaders from the newly formed Kingdom of Might. Zaer is killed twice during this time period, but each time he returns the next day in a public ceremony to retake control of his Empire before it can fragment.

**Z100-200** Skjolding raiders sack the Xannen city of Southport (formerly Gehedad). Furious at this incursion, the Emperor launches a campaign against Skjold. When dozens of Xannen ships flounder and are lost in the storm-tossed waters of the North Sea, Zaer is forced to abandon hostilities against Skjold for the time being. Zaer enters into an alliance with a coven of Black Wizards shortly before being assassinated again, this time in a coup orchestrated by General Edan Nirvane, leader of the Xannen Army. Zaer returns the next day and retakes control of the Empire with the aid of the Black Wizards. General Nirvane is publicly tortured and executed, and his family sold into slavery. Shortly after, the dreaded Black Tower appears overnight in the heart of Xanne City, much to the dismay of its citizens. In the West, King Ethelstan's successor, King Geirfen is killed by the great dragon Keiriwan, and the Kingdom of Might dissolves once more into petty kings and warring factions. One of these kings sends

his most loyal retainer to settle the land beyond the Great Valnwall in the region that will one day become the Duchy of Valnwall.

## THE AGE OF XANNE

**Z201-300** Zaer forges an alliance with King Ivanov of the former Kingdom of Might, sparking the War of Crows. With Xanne's help, Ivanov conquers much of the west before being betrayed by the Emperor. Xanne's armies then begin a campaign of slaughter and destruction, systematically tearing down the strongholds of the former Kingdom of Might and driving its people into the wild. Xanne's last major opposition, King Tyr, is finally overthrown, and the Empire begins settling and exploiting the west's resources. The Xannen city of Westport is built on the western coast and the lands of western Herth are renamed the Western Province of Xanne.

**Z301-400** A group calling themselves the Freeman of Tyr arises among the western clans. Using brutal hit and run tactics they manage to disrupt supply lines, burn crops, and raze villages, instilling fear into the hearts of Xannen settlers. The conflict lasts for the next hundred years and the Freeman are so successful that Xanne is never able to secure its stranglehold on the West. Late in the century, Xannen adventurers begin returning from Mujabi with tales of ancient cities and untold wealth hidden deep within its vast jungles. The Emperor quickly sends a fleet of Xannen ships to capture the Mujabian city of Sufhi and stake claim to Mujabi. Sufhi is renamed New Xanne and Mujabi is renamed the Island of Xanne.

## THE AGE OF HOPE

**Z400-Z494** The nobles and merchants of Guildeland declare independence from Xanne. Shortly after, the nobles of Westport also declare independence from Xanne. In response, the Emperor sends an army to put down the rebellion and retake Westport. Once this is done, Xanne again resumes its campaign of slaughter and slavery against the troublesome clans of the west. In Z432, a young man named Timmalk Lor succeeds in uniting the western clans. With the aid of the elves of Al-Heirun, the dwarves of High Hall, the nobles of Guildeland, and the Duke of Valnwall, Timmalk launches the War of Hope and eventually manages to drive



the Empire from the west. Timmalk is crowned King of Tyr and is later succeeded by his son Zakari and then by his grandson Mykus.

**Z495** Present day.

## **THE KNOWN WORLD**

### **Waterways**

#### **The North Sea**

The North Sea is a stretch of the Western Ocean that lies between the lands of Skjold and the jagged mountain range known as the Targin Peaks on the northern coast of the Black Forest. Sheer cliffs and deep fjords mark most of its coastlines and its chilly waters are frequently rocked by storms.

#### **The Western Sea**

The Western Sea is a wide body of water that lies between the continents of Amalor and Herth. The Western Sea plays a major role in trade and commerce between Valnwall, Guildeland, Westport, and Tyr. The waters above Guildeland are unofficially known as the North Western Sea while the waters south of the Shipwreck Isles are known as the South Western Sea.

#### **The Eastern Ocean**

The Eastern Ocean stretches from the eastern side of the continent of Herth, past the Island of Karthax, and into the mythical Lands of the Rising Sun from whence it is said that no sailor has ever returned. Numerous dark fiends prowl the waters around Karthax and dragonriders and wizards from the Sky Realms often descend on unlucky ships in search of wealth, slave labor, or magical items to aid in their ongoing war.

#### **Ocean of Sath**

The Sathian Ocean stretches from the western side of the continent of Amalor, past the island of Al-Sirath, and into the mythical Lands of the Setting Sun from whence it is said that no sailor has ever returned. The elves of Al-Sirath routinely patrol the Ocean of Sath and have issued a warning that any ships sailing beyond sight of Amalor's horizon are subject to be boarded and seized.

#### **The Ice Sea**

The Ice Sea is a wide stretch of water north of the continent of Amalor that freezes solid nine months out of the year. During the three summer months, the ice breaks apart, leaving dangerous ice packs, ice floes, and icebergs along its length. The Ice Sea bisects the Frozen Lands of northern Amalor.

#### **The Gulf of Valnwall**

The Gulf of Valnwall is a large body of saltwater that lies in-between the Great Valnwall and the coastline of the Duchy of Valnwall. Its shores are lined with inlets, bays, and lagoons, and intersected by several rivers, the largest of which are the Lamirtaan, the Dolm, and the Ironflood. The gulf is subject to thunderstorms, floods, and the occasional hurricane, but the Great Valnwall (see pg. 31) acts as a barrier against the most devastating waves. A number of small islands also occupy the coastal waters.

#### **Imperial Bay**

Imperial Bay is a wide inlet in the northeast corner of the Xannen peninsula that serves as the hub for the Empire of Xanne. The capital city of Xanne the Wicked stretches along the bay's western coast while the Great Xannenwall looms up on its eastern seaward side. All traffic in the bay is strictly regulated, and its waters are choked with biremes, triremes, and other military and civilian vessels.

#### **Lake Fiore**

Lake Fiore is a wide freshwater lake that lies at the heart of Guildeland. Ringed in by mountains on all sides, the lake is seldom subjected to severe storms or bad weather. Lake Fiore plays a vital role in Guildeland's economy.

#### **The Great River of the Gods**

The Great River of the Gods, also known as the Great River, is a swift-flowing river that cuts north-south through the Godspine Mountains and spills out into the Western Sea. It ranges from a mile wide in some places to only a few dozen yards in others. Numerous rapids and waterfalls make the river difficult to traverse,

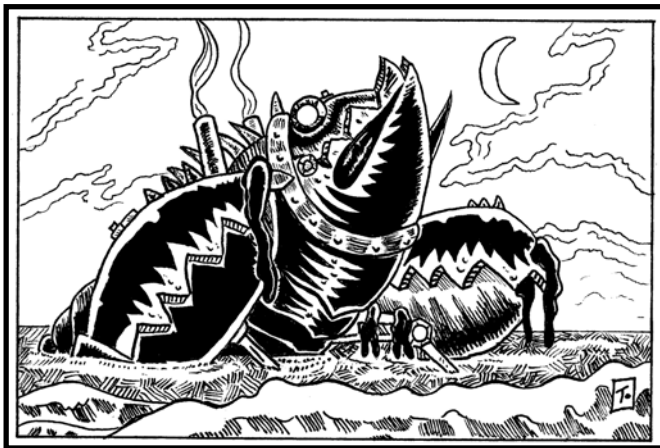
especially after the summer thaw or a good rain.

## **The Black River**

The swift moving Black River flows east-west down from the Godspine Mountains and cuts through the heart of Tyr's Barony Vales, forming a natural barrier to the dreaded Black Forest beyond. The mineral content in the soil makes the water appear black and it is cool and refreshing to the taste, but many believe it ill luck to drink black water.

## **The Endos Cut**

The Endos Cut is a wide body of water located in-between the Endos Horn and the subtropical island chain known as the Greenleaf Islands. The waters here are home to an enormous aquatic warmachten (see pg. 58) known as the Zhama'huur that seems to exist only to attack passing ships.



# **The Continent of HERTH**

## **REALMS OF HERTH**

### **The Empire of Xanne (pr. ZAHN)**

The lands of Xanne are a combination of broad steppes, foothills, and mountains, with nearly all of the fertile land north of the Great Desert having been turned into farmland to support the Empire's needs. Because of the Emperor's xenophobic policies, the region is almost entirely free of nonhumans and monsters.

Now in decline, the Empire of Xanne has exerted its influence across much of Amherth.

Long ago, the Xannen army conquered most of Herth and subjugated its peoples. Roads were built to facilitate the movement of troops and goods, and Xannen civilization was spread to the far corners of the Known World. These new lands were then divided up and distributed among the Xannen nobility or left to regional governors to rule as they saw fit. As the nobles became more decadent and the tyranny of the regional governors grew, the conquered peoples slowly began to rebel. Though no longer the power it once was, the Empire remains a dominant force on Amherth.

## **Standard**

The Xannen standard is the silhouette of a black raven clutching a pair of crossed arrows on a green background.

## **Government**

The Empire of Xanne is a dictatorship, ruled by the Immortal Emperor Zaer von Xanne. Zaer was born on the first day of the Xannen calendar, a day which is said to have been filled with strange omens and portentous stellar alignments. Zaer claims to be a child of the gods and therefore immortal. He maintains it is his divine right to rule all of Amherth and has dedicated his unnaturally long life to achieving that goal. Zaer has been assassinated several times over the past few centuries, but always returns within a day or so to reclaim his throne and brutally punish those who attempted to overthrow him.

## **Military**

The Xannen army is divided into legions of heavy infantry, with smaller auxiliary and cavalry units attached to each legion. Discipline is fierce and training is harsh, although it is said to have become more relaxed in recent years as Xanne has turned away from conquest and more toward plundering the realms under its control. Legionnaires are typically outfitted with a helmet, breastplate (treat as scale mail), shield, three javelins, a spear, broadsword, and dagger. Auxiliary units are outfitted with helmets, leather armor, light crossbows, short swords, and daggers. The vaunted Xannen cavalry units are elite horse soldiers outfitted with helmets, studded leather armor, short bows, short swords, and daggers. The Xannen navy prefers slightly outdated biremes,



the eastern sea



triremes, and war galleys crewed by slaves over more modern sailing vessels.

### Major Cities

The capital city of Xanne, also known as the Great City of Xanne or Xanne the Wicked, is a beautiful, but dangerous place that lies on the Imperial Bay. The Emperor's fortress of Xaernon crouches over the city from atop a rocky cliff. The city itself is a sprawling mass of plazas, columned temples, man-made canals, grassy parks, amphitheaters, libraries, and even a national museum. The Empire presents itself as a bastion of modern civilization, learning, and the arts. At the same time, commoners are at the mercy of the nobility, and humans, animals, and monsters are often pitted against each other in a giant arena known as the Great Giali for the amusement of the gathered crowd.

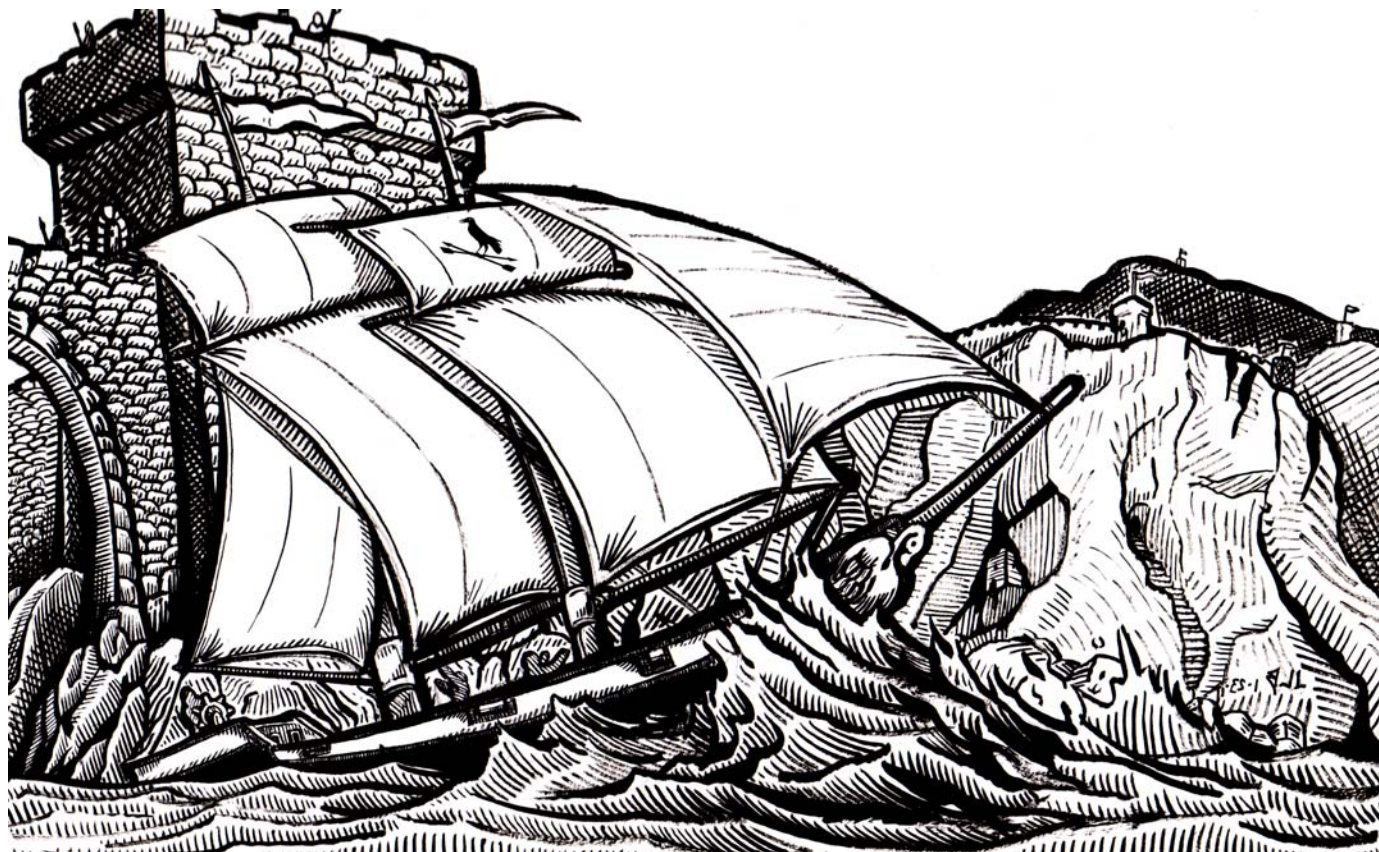
The dreaded Black Tower of Sorcery, home of the Black Wizards, rises up from the heart of the city. The Black Wizards are backed by the Empire, and apprentice wizards are often assigned to augment government troops or slaver patrols. The alliance between the Black Wizards and the Emperor dates back hundreds

of years, although few know how or why it began. Recently, the Emperor has begun to traffic with the Dark Fiends of Karthax and it is said that the Black Wizards are none too pleased with this development.

A smaller city, The Emperor's Honor (or Honor for short), lies in the southlands of Xanne at the start of the Great Desert, providing a waypoint for soldiers and caravans traveling to and from Southport (see pg. 27) or the Gap of the Dragon (see pg. 29). The Emperor's Retreat (or Retreat for short) is a mining and prison fortress that lies on the mineral-rich coast of Omdall to the north.

### The People

The swarthy Xannen people are sharply divided by class and social structure. The nobles stand at the top of the division, common laborers lie at the bottom, and wealthy merchants, artists, and craftsmen fall somewhere in between. Military personnel are afforded an honored status and successful military commanders are often treated as nobles themselves.



Overall attitudes vary, but most citizens are a downtrodden lot, fearful of government persecution. The nobles drown their fears in excess debauchery while the commoners are content just to eke out a quiet living without attracting attention from their betters. Despite the oppression, government propaganda and tales of savage western barbarians make Xanne's citizens believe they are safer and better off than most others on Amherth. Nonhumans are feared, mistrusted, and persecuted on sight—the people of Xanne see little difference between an elf and a ruk or a dwarf and a harpy.

### Religion

The people of Xanne worship a pantheon of gods who showcase the decadence and cruelty of Xannen culture. This pantheon was stolen from the conquered Thratian peoples who, it is said, originally portrayed the gods in a more humorous light.

### Adventure

- **Spies!** The characters attempt to infiltrate the Xannen Army or plunder the secrets of the Black Tower of Sorcery. Do they use this new knowledge and power to help others or for selfish gain?
- **Insolence!** The characters insult a Xannen noble (knowingly or not) and are sentenced to public flogging. Will they submit to the punishment or do they flee and become fugitives from the law?
- **Chained!** The characters are captured by slavers and forced to fight in the Great Giali or sent aboard a slave galley to parts unknown. Can they escape and perhaps free their fellow slaves, or do they wait to see what the Labyrinth Lord has in store?
- **Execution!** The characters enter a crowded plaza as preparations are made for a mass execution of captured elves. Do they stand idly by and let the elves be slaughtered or do they attempt a daring rescue?
- **Liberators!** The characters begin the daunting campaign to liberate the people and slay Emperor Zaer von Xanne. Again.

### Inspiration

The culture of Xanne is a loose mishmash of ancient Roman and Mongolian cultures. Think the Iliad, Mongolian cavalry fighting alongside Roman Centurions, three-headed dogs and snake-haired medusas, gladiators competing in a huge coliseum, one-eyed cyclopes, and sirens singing sailors to their doom.

### Guildeland (pr. GIL-da-land)

Guildeland is an island of craggy cliffs, gently rolling hills, and peaceful meadows surrounding the expansive Lake Fiore. The island is home to a collection of city-states run by trade guilds and wealthy merchant houses that boast either direct or indirect control over commerce throughout Amherth and claim to have the power to bring trade to a standstill. The headquarters to every guild imaginable is located on the island and most of the major guilds have a presence in all of Amalor and Herth's largest cities (including Xanne).

### Standard

Allegiance to Guildeland is represented by a stylized gold "G". This letter is creatively, but clearly, incorporated into the private standards of all individual guilds and merchant houses.

### Government

Guildeland is governed by the wealthy. The Guildeland merchants were the first to officially throw off the yoke of Xannen tyranny and now operate independently of any country, although some guilds and houses may side with a country or cause when it suits their interests. Control of Guildeland is divided up among the more powerful guilds and merchant houses. Since wealth and income translate directly to power in Guildeland, the influence of each house waxes and wanes with its fortunes. With the guilds and merchant houses constantly seeking to outdo one another, internecine squabbles and intrigues are common, and open conflict is not unheard of.

### Major Cities

The wealthy rulers of Guildeland dwell in lavish manor homes located in and around a collection of small city-states. These city-states were founded to promote finance and trade, but have become bastions of learning and the fine

arts. Artists, poets, inventors, and craftsmen from all over the world travel to Guildeland in search of wealthy patrons and it is said that a man can grow rich and famous just by making a nobleman laugh or by composing a sonnet for a beautiful maiden.

The port city of Tradeport lies on the eastern shore of the island, opposite Westport on the mainland coast. Tradeport boasts one of the busiest ports in the west, hosting travelers and ships from all over the world. Exotic goods and unique items command high prices on the island, but so do more mundane goods. Guildeland makes no attempt to cultivate its own lands, so all crops and raw materials must be imported from other realms to be sold at inflated prices. Visitors are expected to stay in Tradeport unless they have business with someone on the island, but this restriction is rarely enforced.

### **Military**

Guildeland has no standing army. The individual guilds and merchant houses maintain their own private armies, guardsmen, and knightly orders, but the city-states rely primarily on allies, diplomacy, and the threat of embargo to keep enemies at bay.

### **The People**

The people of Guildeland, or Guildermen, as they are called, are divided by class and guild standing, however, Guildeland is a rich and free country, so even the lowliest commoner is better off than in most other places. The wealthiest Guildermen tend to be optimists who are open to change and new ideas, embracing romantic concepts such as free speech, chivalry, and invention.

### **Religion**

The people of Guildeland have traditionally paid homage to the Xannen gods, however, the Church of Law and Order (Rangeth) has made major inroads among the population and is well on its way to becoming the state-sponsored religion, despite opposition from wealthy Guildermen who feel the church's doctrines against magic and science are too oppressive.

### **Adventure**

- **En Garde!** A fighter character is challenged to a duel after trading insults with a brash young swordsman. Does the character have the skill to prevail or does he run away and live to fight another day?
- **Sellswords!** The characters are hired to assassinate an opposing guild master, set fire to a warehouse, or waylay a rival's shipment. Do the characters accept the job, or do they inform the victim of their employer's intentions?
- **Guard Duty!** The characters are hired to guard homes, shops, family members, caravans, or even ships bound for distant ports. What happens when a rival merchant tries to buy them off?
- **Courier!** The characters are hired to deliver a letter or other small package from one city-state to another. A rival merchant hires brigands or pirates to intercept the package along the way. Can the characters deliver the package safely?
- **Etiquette!** A wealthy guildmaster invites the characters to attend a formal dance at his lavish manor home. How do the characters fare rubbing elbows with Guildeland's rich and famous? Do they account themselves well, do they make fools of themselves, or do they anger the wrong people and gain enemies for life?

### **Inspiration**

Guildeland is inspired by the Italian city-states and other European cities of the Medieval Renaissance period. Think families of bankers, knights in shining armor, great works of art, songs and poetry, chivalry, invention, Machiavellian intrigue, gothic castles, jousting tournaments, and romance.

### **The Republic of Westport**

The great city-state of Westport lies on the western coast of Herth inside the borders of the Kingdom of Tyr. Built by the Empire shortly after the War of Crows, the oppressed people of Westport broke away from Xanne when Guildeland declared its independence. The

Emperor sent a huge army to squash the rebellion, and for ten long years, the people of Westport and the surrounding countryside were brutally treated. Eventually, Westport was liberated by the Kingdom of Tyr during the War of Hope and the city quickly grew to become the most bustling and diverse city-state in the Known World.

### **Standard**

The Westport standard is five white stars above a white sailing ship on a navy blue background.

### **Government**

The Republic of Westport is a sovereign nation located inside the borders of Tyr. Decisions are made by a council of seven elected officials who decide policy through majority vote, although they often consult with the rulers of Tyr on regional matters.

### **Military**

A garrison of Tyrian soldiers and sailors protects the town from outside assault, but the Republic maintains its own city guardsmen and harbor defense force. The typical city guardsman is outfitted with helmet, leather armor, shield, spear, and dagger. Officers wear chain mail and also carry broadswords. The harbor defense force is comprised primarily of brigantines and oared galleys, but makes use of any captured vessel.

### **Major Cities**

The Republic of Westport is a thriving city-state on the eastern coast of Herth whose ports receive business from all over the Known World of Amherth. While ostensibly its own kingdom, the Republic relies so much on the goodwill of Tyr's rulers that many consider it part of the Kingdom of Tyr. The guilds and merchant houses of Guildeland maintain a strong presence here and government corruption is a problem, especially at the lower levels, although it is not as rampant as in some places like the Great City of Xanne.

The city is divided into several unofficial districts, usually based upon the nature of the residents who dwell in that area (Noble District, Temple District, etc.), and each district is further divided into different neighborhoods.

Crime is prevalent, especially in the poorer districts where gang members vastly outnumber the city guard.

Westport is built upon ruins which date back to the time of the Ancients and many believe a temple dedicated to a powerful dark fiend of Karthax named Vol Akthra is located deep in the city's labyrinthine sewer system.

### **The People**

Known as Westrons, the diverse residents of Westport range the gamut of peoples found on Amherth, with those of mixed blood far outnumbering those of pure. Because of this, most Westrons tend to be more tolerant of other races, cultures, and ethnicities. Tensions do exist, however, especially in the poorer sections of town where work is harder to come by, and these tensions often boil over into open conflict between various gangs and guilds.

### **Religion**

The people of Westport worship the Gods of Amherth in their various incarnations, depending upon their upbringing and personal beliefs. The largest temple complex belongs to the Xannen pantheon, but the Temple District houses a few other temples and churches that serve the faithful.

### **Adventure**

- **Leaven!** The head of a local Baker's Guild hires the characters to sabotage the ovens of a rival. What happens when they discover that one of the ovens is really a pet mimic, set to guard the kitchens?
- **Vandals!** A foreign priesthood hires the characters to protect its new temple from vandals. Are the vandals simply misguided youths or is this an organized attempt by a rival church to scare off the competition?
- **Jewels!** The daughter of a wealthy silk merchant has been disowned by her father after eloping with her true love, a poet named Gil Alnico. The young girl hires the characters to retrieve her clothes and jewelry from her father's home. Do they deliver the goods or do they keep the girl's wealth for

themselves? Or do the characters expose her new husband as a traveling con man who preys upon starry-eyed young girls?

- **Blackmail!** An adulterous politician is being blackmailed by a former mistress. The politician hires the characters to intimidate the mistress into keeping her mouth shut. Do they succeed, or has the mistress prepared for the occasion by hiring guards of her own?
- **Sewers!** A number of strange creatures have recently crawled up from Westport's extensive sewer system and the Westport City Council is hiring adventuring companies to investigate. Is the source of the monsters a newly opened shaft leading to a hidden tomb or were they placed in the sewers to wreak havoc? Perhaps the characters find a portal to the legendary Vol Akthra.

### Inspiration

Westport is a prototypical melting pot of different fantasy cultures that loosely resembles any large medieval city of Europe. Think bustling city streets, narrow alleyways, city guard patrols, exotic sights from all over Amherth, wealthy merchants, raucous marketplaces, slum tenement buildings, lords and ladies, numerous guilds (including the Thieves' Guild), street gangs, and much, much more.

### The Kingdom of Tyr (pr. TEER)

A relatively new kingdom, Tyr is a land of tall mountains, open plains, green hills, and dense forests. Most of the country is wild, untamed wilderness although there are quite a few large settlements scattered throughout.

Fifty years ago, King Timmalk Lor united the headmen and clans of the western lands and led them in rebellion against Xannen occupation. They were aided by an alliance of elves and dwarves, and secretly backed and supplied by the merchants of Guildeland and the Duke of Valnwall. During the War of Hope, the allied army liberated Westport, retook the Gap of the Dragon, and have been a thorn in the Empire's side ever since.

Tyr is the largest and most promising realm on Herth. The kingdom welcomes adventurers

to help clear the land of monsters (which crept in under Xannen occupation) and make the wilderness safe for settlement. While Xanne is currently too weak to move against the kingdom in force, agents of the Empire (assassins, ruk tribes, raiding parties, etc.) are often paid to cause turmoil throughout the kingdom, and most think it only a matter of time before one side or the other launches another all-out war.

### Standard

The standard of Tyr is a gold crown above the gold silhouette of a squat castle set on a black background and flanked to either side by runes depicting the elvish and dwarvish words for friend. Each baron and knight also possesses his own identifying colors and symbols.

### Government

King Mykus Lor and his Queen Sabine rule Tyr from their court in the southern city of Tyrnheim. Tyr is a semi-feudal society. The king and his family stand at the top, with dukes, barons, and high-ranking military officers below them. Landed knights, then knights, then foot soldiers, craftsmen, and commoners round out the lower classes. All members of the royal family serve the kingdom in some capacity and the lack of a true noble class has led to an absence of many of the usual intrigues present at court.

### Military

Tyr maintains a formidable standing army, which can be quickly bolstered by clannar militias in times of trouble. Tyrian foot soldiers are typically outfitted with helmets, studded leather armor, shields, spears, broadswords, and daggers. Officers wear chain mail. Archer companies are outfitted with leather armor and heavy or light crossbows. Tyrian cavalry wear chain mail and also wield lances. Clannar militias are typically outfitted with leather or studded leather armor and wield an assortment of swords, axes, spears, and bows. The vaunted Tyrian navy prefers swifter sailing vessels such as brigantines and schooners, as well as a three-masted ship called a vark, which is heavily influenced by elvish designs.

## Major Cities

The capital city of Tyrnheim lies on the coast at the southwestern-most tip of the continent of Herth. It is built upon the ruins of the former King Tyr's castle which itself was built upon even older ruins. Tyrnheim is run as more of a military encampment than a true city, making it less chaotic than places such as Westport. The small inner city is reserved for ambassadors, guild heads, and military officers and their families, while most everyone else is relegated to the outer city. Tyrnheim has its share of guilds, craftsmen, and even a small marketplace, but these are generally geared to provide governmental support. Military commissions provide a brisk trade for skilled craftsmen, especially shipbuilders, smiths, and armorers. Natural resources are shipped in from the countryside and exported to the realms of Westport, Guildeland, Valnwall, Al-Heirun, and High Hall.

Other Tyrian cities include the fortress of Dragonkeep which guards the Gap of the Dragon, the town of Bastion which blocks traffic along the Great River, and the frontier settlements of the Barony Vales which lie just south of the dreaded Black River. Although the King's Army is ready to defend the country's borders, a royal order of Lawful heroes known as the Guardians of the West is responsible for keeping peace along the frontier.

## The People

The people of Tyr are broken up into large family clans known as clannar, each ruled by a clan elder who swears fealty to the King of Tyr. The clannar are a fierce, proud, independent people who can trace their lineage back to the Kingdom of Might. After years of Imperial occupation and more recent outside influence from other realms, many younger clannar also possess mixed blood.

## Religion

The people of the clans pay homage to Father Sun (Murr), Sister Moon (Jesil), Mother Earth (Weiren), and nature and animal spirits. They also swear by a dark, hooded god of Death known as The Reaver (Hool), although very few, if any, actually worship him.



## Adventure

- **Ruks!** A fresh set of ruk tracks lead to the outskirts of a small homestead where a band of ruks are waiting until dark to attack. Do the characters leave, engage the ruks, or try to warn the homesteaders of the impending raid?
- **Griffon!** A griffon in the nearby hills has just laid a clutch of eggs. Each egg is worth 500 gp or more to mages, nobles, and animal handlers. Can the characters locate and the nest and retrieve the eggs or will they be torn to pieces by the angry griffon and her mate?
- **Map!** The characters find the body of a Xannen spy who was mauled by a bear. A map of Westport is hidden on his person with several locations circled on the map. Are these weapons caches, safe houses, homes of Xannen sympathizers, or possible targets for assassination?
- **Brigands!** The characters come upon several brigands torturing a grizzled prospector for information about his silver strike. If the characters help the prospector, does he reward them all with a piece of his claim or does he try to kill them all in their sleep?
- **Treant!** A treant has suddenly begun attacking settlers and the PCs are hired to destroy it. This treant recently woke up after a century-long nap when a band of ruks tried to cut it down for firewood. Hurt and angry, it is taking revenge on anyone it meets. The treant can be reasoned with and if pacified, it either goes back to sleep or becomes a protector to those living in the nearby wood.

## Inspiration

The people of Tyr are a loose mishmash of medieval British and Germanic cultures. Think imposing castles, organized clans, gypsies, frontier life, Bavarian villages, Grimm's fairytales, marauding ruks, vampires and werewolves, brave knights, and freedom.

## Skjold

Skjold is the realm of the Northmen, grimfaced raiders whose dagger-like longships are a terrifying sight along the coasts of the Known World. The land itself is as inhospitable as its people—harsh mountains covered with ice and snow, and narrow valleys riddled with fjords that are said to be filled with giants, dragons, and other strange creatures. Isolated pockets of elves and dwarves also dwell in the wilds, but they seldom deal peacefully with humans.

### Standard

Each Skjolding chieftain and petty king possesses his own identifying colors and symbols.

### Government

The Skjoldings are ruled by dozens of chieftains and petty kings, many of whom are at war with one another. Once in a great while a strong leader arises to unite the Skjoldings under one banner, but this has not happened in a long time.

### Military

The kingdom of Skjold has no unified army. Instead, each chieftain and petty king maintains his own household guard, however, war is so central to Skjolding culture that nearly every adult male owns a weapon and is capable of using it in times of trouble. Skjolding warriors are typically outfitted with iron helmets (horns optional), leather or chain mail armor, and a round wooden shield. Preferred weapons include the spear (for throwing or melee), long sword, and battle axe. A rare few warriors are capable of working themselves up into a berserk frenzy that grants them an additional +2 to-hit and +2 to damage, but increases their AC by 2. These "berserkers" may continue fighting until their hit point total reaches -10 at which time they must make a saving throw vs. death. Success means the warrior falls unconscious for 1d3 days while failure means death. Skjolding warriors are also trained as sailors, who range far and wide in their single-masted longships.

### Major Cities

Gelling is a trade port located at the mouth of Vikin Fjord along the inlet to the North Sea.

It is ruled by a far-sighted Skjolding king named Halvar. The cold, rocky lands of Skjold make farming difficult, so much of the summer is spent raiding. As the Kingdom of Tyr waxed to power, Halvar realized his people could benefit more from trade than war. Southern goods are traded at Gelling in exchange for ambergris, scrimshaw carvings, whale meat, and sealskins. A few of the neighboring Skjolding kings have begun to come around to King Halvar's way of thinking, but at least once a year he is forced to defend his city against other Skjolding raiding parties.

### The People

Skjolding culture is centered around war and raiding. Skjold is one of the few regions never to have suffered under Xannen rule. The Skjolding people are fair-haired, tall, and strong. Its men are fierce fighters, while its women manage the home. Loyalty, honor, and family are prized above all else. Skjoldings live primarily off whaling, fishing, seal hunting, and raiding. They travel far across the seas and have been known to trade goods and slaves with those they do not kill (these slaves are generally treated well and can eventually earn their freedom).

### Religion

The Skjolding pantheon of gods reflects the harsh and forbidding nature of their homeland.

### Adventure

- **Raid!** A clan chieftain is looking for hardy fighters to accompany his men on the summer raids. Do the characters have what it takes to raid the defenseless monasteries, rural farms, and peaceful coastal villages of the weak southern lands?
- **Troll!** A vicious monster that is immune to normal weapons has come up from the sea to plague a chieftain's hall. Can the characters slay the beast, or do they discover the chieftain knows more about the monster than he lets on?
- **Giants!** The characters undertake a quest to find out who or what has been arming mountain giants and directing them to attack King Halvar's halls. Have the giants been driven out of their lands

by a greater threat, has the giant chief been charmed by a powerful wizard, or is this simply a plot by Emperor Xanne to destabilize the realm that embarrassed him so long ago.

- **Duel!** A Skjolding warrior challenges a fighter character to an honor duel. During the duel, the Skjolding goes berserk receiving a +1 to-hit and damage, but a -2 to AC. If the warrior is killed, his chieftain may demand payment in the form of wealth, property, or perhaps even loyal service.
- **Sunk!** An unusual number of ships have been lost in the North Sea and King Halvar hires the characters to find out what is going on. Are the ships succumbing to a natural occurrence such as an uncharted whirlpool or storm, or are they being wrecked by pirates, a sea monster, or perhaps even a newly awakened warmachten?

### Inspiration

Skjolding culture is loosely based on several Old Norse cultures. Think cold weather, grim-faced Norsemen, meddling gods, viking raiders, giantfolk, longships sailing down the fjord, and lighthouses dotting the hillsides.

### Corrland

Corrland is a beautiful country of mountainous highlands, green hills, and murky lochs. The people of Corrland, the Corroughs, are known for their clan loyalty and fierce fighting ability, and the sound of Corrough bagpipes, fledra (intricate grooves cut into their weapons that make an eerie whistling sound when whirled overhead), and war cries has had an unsettling effect on many Xannen soldiers.

The Empire of Xanne currently occupies the southern region of Corrland and has officially renamed it the Northern Province of Xanne, although few call it by that name. The Empire's hold is tenuous at best, and transplanted Imperial citizens are under constant threat from Corrough raiders from the northern highlands. The country is smaller than Tyr, however, and so easier for Imperial soldiers to defend.

## Standard

Each Corrough noble, petty king, and clan chieftain possesses his own identifying colors and symbols.

## Government

The Corroughs are ruled by a handful of chieftains, nobles, and petty kings, most of whom pay tribute to Xanne. However, since the people are scattered across the country in family clans, true power often lies with the head of each clan. Legends tell of a strong leader who will one day unite the clans and drive the Xannens out of the country for good.

## Military

Corrland is an occupied country garrisoned by one to three Xannen legions (depending on recent troubles). Its nobles are allowed to maintain small private armed forces only for defense of their lands and estates. The typical Corrough soldier is outfitted with leather armor, shield, light crossbow, long sword or spear, and dagger. The more warlike highland clans are led by a number of chieftains and petty kings who are surrounded by loyal clan warriors. The typical Corrough highlander is outfitted with padded or leather armor, shield, spear (for throwing), dagger, and a long sword, battle axe, or two-handed sword.

## Major Cities

The Xannen city of Divine Right lies in the southern forest regions of Corrland. Divine Right is a collection of thatch-roofed stone buildings surrounded by a thick log palisade—little more than a primitive outpost by Xannen standards. The city originally boasted more elaborate Xannen architecture, but after being sacked and razed several times by Corrough rebels, it has been rebuilt for function rather than aesthetics. Xannen military patrols make frequent forays from Divine Right into the hilly northern regions of Corrland to harass the clans and collect tribute (usually in the form of embroidered cloths, barbarian crafts, and intricate jewelry) and capture Corrough slaves and dissidents for combat in the Great Giali.

## The People

The Corroughs are a stubborn lot whose spirit has not been broken even after centuries

of Xannen occupation. They refuse to be ruled by outsiders and often ignore their own rulers for what they perceive as knuckling under to the Empire of Xanne. The Corroughs share many traits with the Northmen of Skjold and legends tell of a time when the way between the Eastern and Western Seas was open.

## Religion

The Corrough pantheon of gods reflects their clan and family loyalty as well as their fierce fighting spirit. They also pay homage to animal and nature spirits and to the “Wee Folk”, a legendary and reclusive race of helpful faeries.

## Adventure

- **Freedom!** A Corrough nobleman has been speaking out against Xannen occupation and trying to rally the highland clans behind him. Do the characters support this rebel or do they hand him over to Xanne for a healthy reward?
- **Slavers!** A Xannen slave patrol strikes out into the highlands in search of tribute and slaves. Do the characters accompany the patrol or do they attempt to lead it into an ambush?
- **Stock!** A rogue highland clan has been stealing cattle and other livestock from a Xannen military leader. The nobleman has discovered the clan’s location and is mounting a punitive expedition. Do the characters warn the clan of the impending raid or do they attempt to collect the bounty placed on the thieves’ head?
- **Sea Monster!** A giant sea serpent has been attacking ships belonging to a wealthy Xannen nobleman. Are the characters strong enough to take on such a fearsome beast or will they discover the monster is more than it appears (see Niseagri on pg. 53)?
- **Raid!** A battalion of Xannen soldiers has been called away from Divine Right and the highland clans are planning to raze the city (again). Are they successful, or was the recall just a trap designed to lead the clans straight into an ambush?

## **Inspiration**

Corrough culture is loosely based on Scots-Irish culture. Think highland clans, eerie bagpipe music, family honor, plaid kilts, knotwork designs, “fireballs from his eyes, and bolts of lightning from his arse,” and centuries of brutal occupation.

## **REGIONS OF HERTH**

### **The Great Desert**

The Great Desert is a huge region of dry, desolate land, broken up by a smattering of oases and an occasional fertile valley. The desert is home to bands of nomadic tribesmen who tend herds of camels and mountain goats. It is a place of mystery and adventure where ancient pyramids and the ruins of lost civilizations are sometimes said to rise up out of the shifting sands. The Great Desert is officially part of the Southern Province of Xanne.

### **Standard**

The Baladic standard is a red, five-pointed star and crescent moon on a white background, but this symbol has been outlawed by the regional Xannen governor, on penalty of death. Individual tribal chieftains also possess their own identifying colors and symbols.

### **Government**

A regional governor, the practical Bruto Malari, rules the Southern Province of Xanne from his seat in Southport. The Baladic peoples of the desert and the city are ruled by tribal leaders who are closely advised by holy men.

### **Military**

Southport is garrisoned by a Xannen legion. Baladic tribal culture emphasizes bravery, justice, and self-sacrifice, and most adult men are more than willing to take up arms in times of trouble. The typical Baladic warrior is outfitted with a shield, short bow, curved scimitar (treat as a short sword), and curved dagger. Many Baladi are excellent horsemen, capable of striking swiftly and then disappearing into the desert.

### **Major Cities**

The Xannen city of Southport lies on the southernmost coast close to the Godspine

Mountains. Southport was once called Gehedad until it was conquered and renamed in Z47. It is a strange, but beautiful city of mud buildings, tiled roofs, and domed mosques. Merchants and travelers from other lands are allowed to ply their wares here at a huge open-air marketplace, but are not permitted to leave designated market and visitor areas without escorts. Although the city thrives from trade, it is also full of poor and hungry, and home to countless beggars and thieves.

The city is under martial law because of the threat of Tyrian invasion and constant guerilla attacks by Baladic rebel fighters who often target caravans traveling between Honor and Southport.

### **The People**

The Baladi of the Great Desert dwell in nomadic tribes scattered throughout the arid land. They are a proud, practical people, accustomed to suffering and hardship. The older Baladi see the current occupation as a passing phase, and like the desert, they expect to be here long after Xanne is gone. Many young Baladi, however, have decided to take a more active role in hastening the Empire's departure. Calling themselves the Ama'Sudin, these young men harass caravans and conduct acts of terror within the city. Religious leaders among the Ama'Sudin have called for a Mahdoc, or Just War of Liberation, to drive out the invaders. This movement has found growing support among the destitute of Southport and a full-scale uprising could be imminent.

The hardworking Baladic citizens of Southport have adapted better to the occupation than the desert-dwelling tribesmen and many have even prospered from the arrangement. The Ama'Sudin treat these perceived collaborators as harshly as they do the people of Xanne.

### **Religion**

The Baladi worship a lone god, Il'Re, and follow the True Path—a set of laws and knowledge set down by Il'Re's prophet, the Great Abdullah, who lived hundreds of years ago. Over the years, the True Path has been perverted by a host of self-serving prophets and cult leaders who prefer to interpret Abdullah's teachings for their own gain. These extremists

often clash with nonbelievers as well as the more moderate followers of the True Path.

### Adventure

- **Oasis!** The characters discover a ruined city near an uncharted oasis in the Great Desert. Is the oasis a fortunate blessing, a mirage, or do the ruins house lost knowledge, deadly monsters, or an ancient evil waiting to be unleashed upon the world?
- **Infidel!** The Ama'Sudin target a cleric character for forced conversion. Does the character convert, or does he accept death as the penalty of faith in his chosen god?
- **Arrest!** Xannen soldiers storm the tavern and attempt to apprehend the characters. Is it a case of mistaken identity, does the governor request their presence, or have the characters unknowingly committed a crime? More importantly, do the characters go quietly or do they resist?
- **Dogs!** A powerful wizard has turned a group of beggars into a pack of wild dogs that have begun preying on the young and elderly in a poorer section of Gehedad. Characters bitten by the dogs must make a saving throw vs. spells or turn into a dog and join the pack. Can the characters remove the curse before the dogs infect the entire city?
- **Spies!** Agents of Tyr hire the characters to scout out Gehedad's defenses in preparation for an attack. Can the characters gather enough information before attracting the attention of the Imperial governor's forces?

### Inspiration

Baladic culture is loosely based on ancient Arabic cultures (with a dash of Egyptian and Persian cultures thrown in on the side). Think rolling dunes, turbaned nomads, religious prophets, oases, sandstorms, domed mosques, *1001 Arabian Nights*, veiled women, camel trains, and stone pyramids and sphinxes.

## The Godspine Mountains

The Godspine runs north-south down the length of the continent of Herth. Its snowcapped peaks are all but impassable except at the Gap of the Dragon and Dead Man's Gap. The range is home to numerous monsters and ruk tribes who often descend into the foothills to raid.

## The Great Road

This well kept road dates back to the time of the Ancients. It runs north-south along the western coast of Herth and is the easiest way to travel through the Kingdom of Tyr. The road is paved and the occasional line of weathered stone columns and the foundations of older structures can be seen along each side. A number of small settlements and inns lie along the Great Road to service travelers. The road ends at the Black River, but resumes again on the other side, disappearing into the Black Forest.

## The Black Forest

The Black Forest is a wild region of trackless forests and craggy peaks in northern Tyr that is overrun by ruks and other fell creatures. Rumors of untold treasures and lost civilizations abound, the most famous of which centers around the Silver City of the Ancients, which supposedly lies deep within the woods. The Great Road disappears into the forest and presumably leads to the Silver City, but none who have tried to follow it have ever returned.

## Dead Man's Gap

This seldom-used mountain pass east of the Barony Vales is perpetually shrouded in a thick blanket of fog that dampens the senses and creates a feeling of disquiet and unease. Only a few travelers have successfully braved the pass in recent years and each has sworn never to do so again, citing strange lights, haunting voices, and dark shapes moving about in the stifling mist. Several large caravans, some armed and ready for trouble, have disappeared outright. The pass is rumored to be the domain of an undead lord and his minions, but this has never been confirmed.

## The Gap of the Dragon

The Gap of the Dragon is the only Godspine Mountain pass considered safe for travelers. Gap Road winds east-west through the pass leading from Westport to Honor. Dragonkeep, a fortress built upon older ruins, bars the pass but the gates are usually open to traffic. The pass and the keep are currently garrisoned by soldiers of Tyr. Travelers from both sides of the gap are seldom denied passage, although larger groups and caravans are often subject to inspection and questioning.

On the eastern side of the keep is the Dragonswalk, a wide stone bridge that crosses over the Great River, some thousand feet below. The bridge offers a stunning view of the Dragon Falls to the north.

## The Dragon Falls

The Dragon Falls is a magnificent sight—here the Great River of the Gods becomes a waterfall that flows over a cliff one hundred feet above the pass and spills down, a thousand feet below it before continuing on its way through the mountains. To either side of the roaring falls stands an enormous stone statue of a dragon, perched as if ready to take flight. The carvings are remarkably (and disturbingly) life-like. Most people think they were crafted by dwarves, although the dwarves deny this.

The statues were in fact crafted by the Ancients and are part of a hidden lailon. During thunderstorms, lightning often strikes the falls causing the eyes of the stone dragons to glow with a witchly light and a strange humming sound can sometimes be heard resonating from deep within the stone. The mountains behind the falls are rumored to be riddled with hidden caves connecting to the dungeons beneath Dragonkeep. These caves may explain some of the mystery behind the Dragon Falls, but none have ever been discovered.

## The Great Xannenwall

The Great Xannenwall is a line of islands connected by a tall wall of stone that encircles Imperial Bay. The Emperor ordered the Xannenwall to be built two centuries ago, after being impressed by the Great Valnwall of Amalor. Thousands of slaves died during its construction and its battlements are said to be

haunted by restless spirits. A half-dozen gates stretched along its length allow water and traffic to pass through, with a naval outpost located near the main gate. Although an impressive construction in its own right, the Xannenwall does not come close to matching the majesty and grandeur of the wall it tries to imitate.

## Omdall (pr. OM-dal)

Omdall is a land of barren, snowcapped mountains and rocky hills that is rich in common ores and precious minerals. The forlorn city of Emperor's Retreat (or Retreat for short) rests on the side of Mount Volger on the southern coast. The mountain (actually a smoldering volcano) is the site of the Empire's infamous dungeon fortress, which houses a slave labor force of thousands of nonhumans and other undesirables who are forced to toil away in the Imperial mines. Emperor's Retreat is the headquarters of the Emperor's elite Raven Guardsmen. The Emperor makes frequent trips to Retreat and some believe the secret to his immortality lies deep within the dungeons of Mount Volger.

# The Continent of AMALOR

## REALMS OF AMALOR

### The Duchy of Valnwall (pr. VAL-en-wall)

The Duchy of Valnwall is a wild region of temperate forests, rolling hills, and stark mountain ranges located along the Gulf of Valnwall, north of the massive line of natural cliffs and manmade stone walls known as the Great Valnwall (see below). The Duchy is littered with ancient ruins and is largely unsettled by humans, but a wide range of nonhumans and monsters occupy the trackless wilds and frozen lands to the north, and the militant elves of the Vanhuur tribe dwell in the forests to the west.

The wilderness beyond the Great Valnwall has long been a site for human settlement and exploration, but it wasn't until the Age of Might that humanity managed to secure a foothold along the Dolm River and found the Duchy of Valnwall. After the War of Crows shattered the Kingdom of Might, the Duchy found itself cut off





from the rest of the Known World and the Duke was forced to swear fealty to the Empire.

During the War of Hope, the Duchy secretly backed the western rebellion, sending gold, foodstuffs, and raw materials to the Army of Hope by way of sympathizers in Guildeland. After the war, many Valinians felt the young Duke William Dolm should declare the Valnwall to be an independent kingdom. Wise beyond his years, the Duke opted instead to pledge his loyalty to Westport, thereby cementing an alliance with both the powerful city-state and the budding Kingdom of Tyr.

### **Standard**

The Duchy of Valnwall's standard is the black silhouette of a crown above a stylized silhouette of the Great Valnwall. These silhouettes are outlined in gold and set upon a dark green background. Each baron and knight also possesses his own identifying colors and symbols.

### **Government**

The Duke of Valnwall swears fealty to the rulers of Westport, but this is a token act that has never been tested, and the Duke is generally free to run the Duchy as he sees fit. Beneath the Duke lies a network of high-ranking officials, land barons, and landed knights that are responsible for the upkeep of different parts of the Duchy. These men and women are generally fair and just in their dealings with each other and the other citizens of Valnwall, but conflict between rulers, abuses of power, and even minor rebellions against the Duke and his vassals have been known to occur.

### **Military**

The Duchy of Valnwall maintains a large standing army called the King's Army, which is ostensibly loyal to the line of its founder, King Herek of the Kingdom of Might. Valinian foot soldiers are typically outfitted with helmets, leather armor, shields, spears, broadswords, and daggers. Officers wear chain mail. Archer companies are outfitted with leather armor and heavy or light crossbows. Elite archer companies are equipped with the devastating Valinian longbow (+1 to-hit and +1 to damage), which is specially crafted from the wood of the

great trees. Valinian knights wear plate mail and wield heavy lances. The Valinian navy prefers modern sailing vessels with an emphasis on large, heavily armed frigates to patrol the Gulf of Valnwall and beyond. The Valinian navy is steeped in tradition and has a reputation for pride and excellence.

### **The People**

The People of Valnwall, or Valinians as they are called, are an odd mixture of old and new. Like the clans of Tyr, the foundation of their culture stems from the Kingdom of Might. Unlike the clans, however, Valnwall society gradually developed into its own distinct culture with a mindset that is decidedly more pragmatic and far less idealistic than their clannish brethren on Herth. In the western part of the Duchy, Imperial influence and more recent traffic with Guildeland, Tyr, and the other free nations has left its mark, until only the city-state of Westport boasts a more diverse population. The more isolated eastern regions of the Duchy, however, tend to be haughtier towards outsiders and more resistant to new ideas and change.

### **Major Cities**

The city of Dolmvay, also known as the City by the Sea, is the largest city in the Duchy of Valnwall. It is a major seaport that is situated on the banks of the Dolm River in western Valnwall. The Duke's Army and Navy are stationed here to better patrol the nearby seas, the surrounding countryside, and the waters beyond the Great Valnwall. Bay City, also known as the City on the Bay, lies at the mouth of the Ironflood River and is another major seaport. Across the dangerous Three Kings of Old mountain range in the west lies the large frontier town of Irlendom, which maintains close ties with the local elven communities. In the east, the disreputable town of Lesserton provides adventurers with a launching point into the ruins of the fabled Kingdom of Mor. Many other small towns and settlements are scattered throughout the countryside.

### **Religion**

The Church of Law and Order (Rangeth) was founded here, and holds the most religious power in the Duchy. Its political arm constantly tries to influence policies and stamp out the

worship of other gods, especially that of its opposition, the Church of Chaos and Destruction (Jesil). Worshipers of foreign gods, particularly those of Xanne, can expect to be treated with prejudice and even outright hatred in many of the more civilized places in the Duchy.

### Adventure

- **Dragon!** The characters are hired to slay a black dragon living deep in a desolate swamp known as the Blood Marsh. See the Small Niche Games adventure *Pyramid of the Dragon* for details.
- **Festival!** The characters travel to the remote town of Garanton to watch fighters from across the realm compete in various martial games during the Festival of St. Garan. See the Small Niche Games adventure *Blood Moon Rising* for details.
- **Cult!** The Duke's son has been kidnapped, and rumors point to a new cult occupying a forbidding hill shaped like a human skull. See the Faster Monkey Games adventure *Skull Mountain* for details.
- **Inn!** The characters are drawn to a strange inn that caters specifically to adventurers. See the Small Niche Games adventure *The Inn of Lost Heroes* for details.
- **Brigands!** A gang of brigands led a mysterious figure known only as the Mountain King has proven to be too much for the local militia to handle. See the Brave Halfling Publishing adventure *Fortress of the Mountain King* for details.

### Inspiration

Valnwall culture is a prototypical "western fantasy culture" that is loosely based on that of medieval England and France. Think loyalty to the crown, influential religious leaders, courtly intrigue, nationalism, impressive castles and cathedrals, and self-righteous independence.

## REGIONS OF AMALOR

### Aal (pr. OLL)

Aal, known to the elves as Dol'huuri Axan, which loosely translates to the "Land of the

Restless Dead Things," is a vast region of treacherous bogs, rocky badlands, and smoldering volcanoes. According to legends, Aal was once a magnificent kingdom that was destroyed in some long-forgotten cataclysm or war. Aal is now home to numerous undead, morlocks, and other nameless horrors. A morlock king and several undead high lords are said to dwell amidst ruined cities in the badlands of Aal, where they are free to make war against each other and plot the downfall of the other the free races of the Known World. The elves of the Vanhuur tribe have vowed to protect the rest of Amherth from the horrors seeking to escape Aal.

### The Frozen Lands

The Frozen Lands are a harsh, desolate land of icy tundra, snow-covered glaciers, and frozen seas ruled by a dark sorcerer known only as the Ice King (some believe he is actually the demigod Hool in mortal guise). The Ice King's servants, the ram-horned Udras, and other fell creatures roam the barren land in search of sacrifices for their dark master.

### The Great Valnwall

The Great Valnwall is an imposing line of sheer cliffs, rocky shores, and buttressed stone walls rising up out of the sea to create a formidable sea barrier around the Duchy of Valnwall. The history of the Great Valnwall is shrouded in myth, but it is believed to have been built during the time of the Ancients to defend the legendary Kingdom of Mor from invasion by sea.

The Valnwall's only gap lies south of the city of Dolmvey. A guard tower and naval outpost manned by the Duke's soldiers occupies the southeastern side of the gap, and a watch fire positioned there can be lit at a moment's notice to warn the city of impending invasion.

The Valnwall is said to be riddled with ancient passageways, dungeons, tombs, and undersea caves, with abandoned guard towers along the length of the wall providing access to some of these hidden chambers. Humming sounds and strange vibrations that seem to emanate from the stone itself have led some arcane scholars to believe that the Great Valnwall is actually part of a lailon.

## Endos Horn

The Endos Horn consists of a verdant, hook-shaped peninsula and several small islands located on the southern coast of Amalor. The horn is home to dozens of large primitive tribes known as the Laelo, who are believed to be descendants of the Kingdom of Aal. The Laelo rely on a near-impassable mountain range named the Mountains of Rui to protect them from the horrors of Aal. They live by hunting, fishing, farming, and herding sheep. Although Laelo natives possess tanned skin and dark hair, thousands of shipwrecked sailors have been inducted into the tribes over the years, forever changing the bloodline. Laelo burial practices include elaborate funerals that end in cremation—if not, Laelo dead always return as undead. The Laelo worship Father Sun (Murr), Mother Earth (Weiren), Brother Sea (Pannas), and Sister Moon (Jesil), as well as a number of animal totem spirits. Recently, missionaries from the Church of Law and Order have come to the Horn seeking new converts.

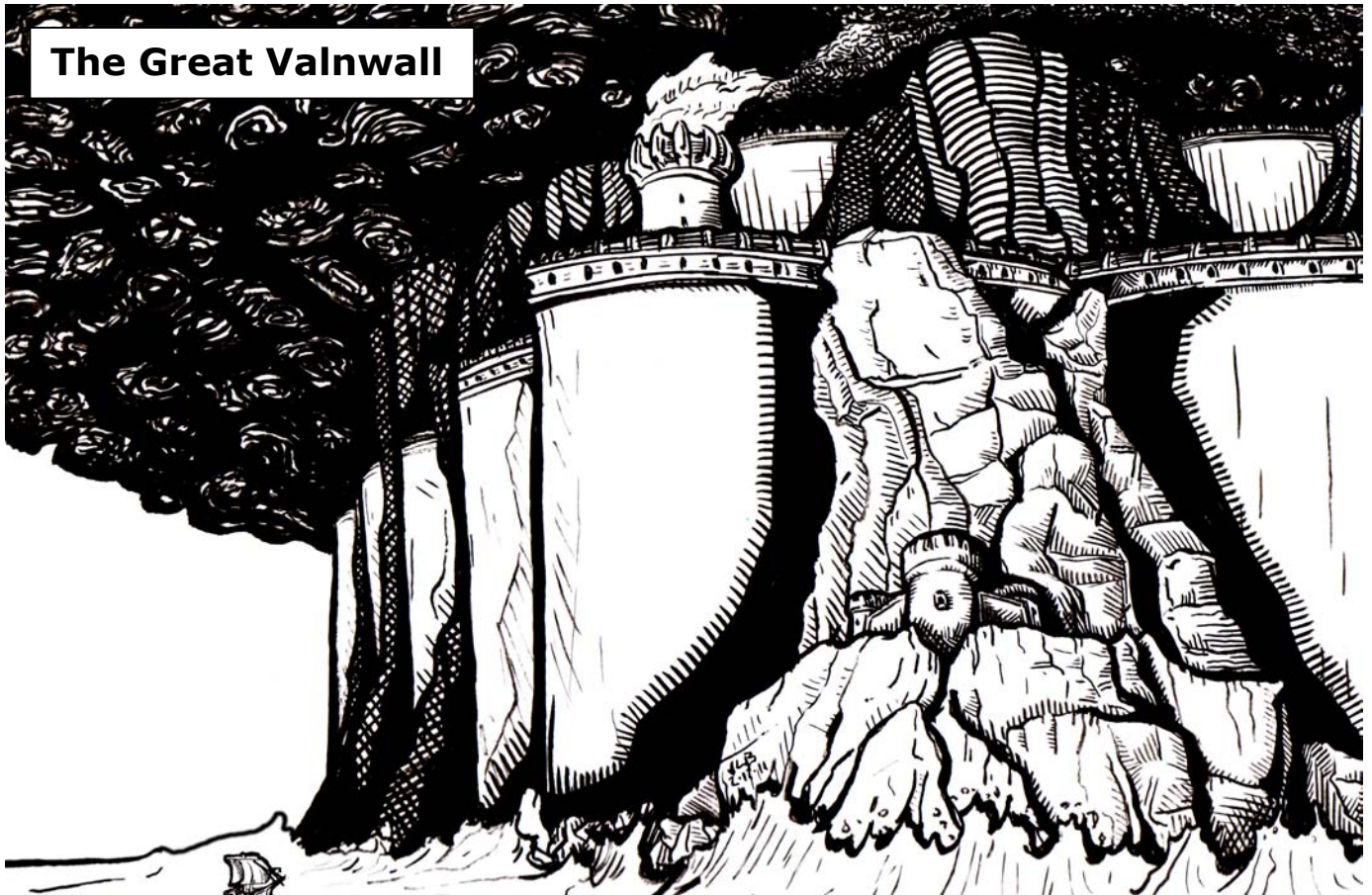
## The Greenleaf Islands

This subtropical island chain lies south of the Endos Horn, across the Endos Cut. Rumors abound of ancient ruins hidden deep within the fern-cloaked jungles, but few who search for them ever return. A small colony of shipwrecked sailors once occupied the largest of the Greenleaf Islands, but the colony mysteriously disappeared during one of the many hurricanes that sweep through this region of southern Amalor.

## The Pillars of War

The Pillars of War are a line of thirteen enormous weathered statues arrayed on various cliffs along the southern coastline of the largest of the Greenleaf Islands. The statues depict thirteen men in different types of archaic battle armor, but are largely overgrown with creeper vines. The statues face south towards the Seven Spires Beacon, and many believe this is no accident. The Laelo people of the Endos Horn believe the statues are sacred, and during holy

## The Great Valnwall



days, the bravest warriors cross the dangerous waters of the Ends Cut in outrigger canoes to make offerings to the spirits of the Giants of Stone.

## OTHER PLACES OF NOTE

### The Shipwreck Islands

The Shipwreck Islands are a small, subtropical island cluster made up of rocky coasts, craggy cliffs, and towering peaks. At least one volcano, Weiren's Fury, is known to be semi-active and the land is occasionally rocked by tremors of varying degree. The islands' coastal waters are renowned for their danger to passing ships. A number of underwater mountain ranges and spurs of jagged rock lie hidden just beneath the waves, providing a natural barrier to invasion. The sea floor is also littered with the wreckage of hundreds of sunken vessels—a silent testament to those who ventured too close to shore or were driven up on the rocks by bad weather. The changing tide continuously rearranges these wrecks creating an unchartable sailing hazard. Large ships must drop anchor off the coast and send smaller boats in to forage or trade. At night, the beaches are said to be haunted by the ghosts of drowned sailors.

The Shipwreck Islands are a haven for pirates. During the War of Hope, agents from Guildeland secretly recruited and outfitted some of these pirates to disrupt Xannen trade routes. After the war, many of these privateers reverted to their normal occupation, but some stayed on with the fledgling Kingdom of Tyr to form the foundation of its royal navy.

Today, pirates of the Shipwreck Islands prey upon ships from every nation of Amherth. Merchant galleons traveling to and from Mujabi are their favorite targets, but the pirates are not picky and those who venture upon the high seas must always keep a wary eye on the horizon.

### Standard

The pirates of the Shipwreck Islands use a black flag or the traditional Jolly Roger skull-and-crossbones to instill fear in the hearts of unlucky sailors. Many pirate captains also possess their own identifying colors and symbols.

### Government

The Shipwreck Islands have no true government. Policies are unofficially decided by a handful of prominent pirate captains who dwell in and around the city of Barnacle Bay. These laws are then imposed upon the local populace. This informal pirate council is self-serving, but generally tries to attend the needs of the city that has become their haven. The most notorious of these pirates are the beautiful and deadly elven piratess Shiival, the fearsome Skjolding raider Forkbeard, former Westport noble Krim Kestrel, and the Xannen pirate brothers Figo and Hanatos Verdane.

### Military

The Shipwreck Islands maintains no standing military. Instead, the individual pirate captains and their crews are all expected to join in the defense of Barnacle Bay.

### Major Cities

The port city of Barnacle Bay is located on the southernmost coast of the cluster's largest island. Barnacle Bay is a pirate port in every way—a filthy, raucous, and dangerous place where life is cheap, survival of the fittest is the only real law, and the chance of dying in a fight is equal to that of dying from disease.

Barnacle Bay is built amidst the ruins of a huge, walled city that was believed to have been destroyed thousands of years ago in one of the Great Cataclysms. What remains of the original architecture is somewhat disturbing—passages and doorways are circular instead of square, ramps and poles seem to take the place of stairs and ladders, and strange hieroglyphs depicting reptilian-headed creatures with humanoid torsos and snakelike bodies are occasionally uncovered in the ruins.

Over the centuries, tremors have split the city into three tiers—the upper, middle, and lower cities. The upper and middle cities are home to Barnacle Bay's more prominent pirate captains who dwell in small keeps or fortified manor homes scattered throughout the ruins. The lower city borders the harbor and is comprised of a series of squalid shacks and shantytowns that house and service the majority of the port's residents. Several easily

defended footpaths lead through the rocky ruins from one level to the next.

The harbor's filthy waters hide spurs of broken rock and the harbor floor is littered with the remains of strategically scuttled ships, making it impossible to enter with speed or in force. Large ships must proceed to the docks with care, lest they become an unwilling part of the harbor's underwater defenses. Siege engines mounted in and around the upper city can be manned in times of need, providing an extra measure of defense. The waters themselves teem with hungry sharks, and some say that other, more unnatural creatures lurk in the deep parts of the harbor, occasionally surfacing to prey upon the unwary.

Every few years or so, the Xannen Empire sends a fleet of warships to blockade the islands, disrupt trade, and attack any ships caught in the open before returning home with tales of daring deeds and heroic victories fought upon the high seas. The people of Barnacle Bay have learned to wait out these sieges, which usually last for only a few weeks, however, power struggles within the city can get rather intense during this time.

### The People

The people of Barnacle Bay are a mixed lot of ruffians, outlaws, and exiles (and their descendants) from all over Amherth. They are fiercely independent and treat mainlanders with complete scorn—at least until said mainlander cracks a few skulls. Most residents of Barnacle Bay make their living either as pirates or by catering to the needs of pirates (prostitutes, innkeepers, fences, shipbuilders, etc.). The few farmers and herders who eke out an existence on these islands provide most of the food for the city and are under the unofficial protection of one pirate captain or another.

### Religion

The people of the Shipwreck Islands worship a number of different gods, depending largely upon their individual background and upbringing. Most pirates pay tribute to various incarnations of Lodor, Rangeth, or Viltae, but prayers and offerings are made to Pannas before and after every voyage, and when the earth shakes, animals (and sometimes

humans!) are sacrificed to Weiren in abundance.

### Adventure

- **Consort!** A powerful pirate captain attempts to woo one of the characters with gifts and favors. Does the character accept or does he dare the pirate's wrath?
- **Ransom!** Pirates have kidnapped a Westron merchant's daughter and are holding her for ransom. Can the characters rescue her before the pirates figure out no ransom is forthcoming?
- **Ship!** The characters acquire a ship in a game of chance. Is the ship seaworthy? Does a hidden compartment in the captain's quarters contain a treasure map? Do the characters decide to become pirates or legal privateers?
- **Zombies!** A number of shipwrecked undead (see ashogarr on pg. 43) begin clambering out of the water to attack the residents of Barnacle Bay. Are they the result of an unknown betrayal or have they been animated by an ancient tekla relic? More importantly, can the characters kill them before they turn the islands into a haven for undead?
- **Walk the Plank!** A friend or relative is sentenced to be thrown into the shark-infested waters of Barnacle Bay. Can the characters rescue their friend or perhaps convince the pirate captain to show mercy in exchange for some favor?

### Inspiration

The pirate culture of the Shipwreck Islands is similar to that of most medieval pirates. Think "hoist the sails and trim the jib!", pirate schooners, walking the plank, Davy Jones' Locker, parrots on shoulders, peg legs, boarding parties, hook hands, and saying "Arrrr!" a lot.

**Note:** cabin boys should be left alone.

### Mujabi (NOT SHOWN) (pr. Moo-JA-bee or Moo-HA-bee)

Mujabi is a large continent that lies southeast of Herth. It is a savage land of tall mountains, grassy savannahs, and impenetrable jungles

and rainforests. Stepped pyramids and other strange ruins are said to be hidden away in remote portions of the jungle, guarded by fantastic creatures never before seen by the men of this Age. Xanne claims ownership of the continent and has named it the Island of Xanne, although the Kingdom of Tyr has begun settling Mujabi's western shore.

### **Standard**

The Endaian standard is a horizontal tricolor flag (green, black, red). This flag and color combination was outlawed by the regional governor as per standard Xannen policy, however, penalties for breaking the ban are seldom enforced.

Each Tzuhili tribal chieftain possesses his own identifying colors and symbols, usually involving god symbols and/or fierce jungle creatures. Many have begun incorporating the banned Endaian flag into their standards and decorations as a direct challenge to Xannen occupation.

### **Government**

A regional governor, Dinus Omalius, controls Mujabi from his seat in the city of New Xanne. However, Dinus is a soft, self-indulgent man who is more interested in exotic mind-altering lotuses and the pleasure of his courtesans than imposing Xannen law. The native Endai rulers have thus been allowed to rule as they please and not much has changed for the local citizens.

In the jungles, the native Tzuhili are broken up into warring tribes who not only fight each other, but also the slave traders from Xanne and adventurers from Tyr.

### **Military**

The city of Sufhi is garrisoned by a Xannen legion. In the jungles, Tzuhili tribal warriors typically carry large hide shields and wield long spears, war clubs edged with jaguar teeth (+1 to damage), and obsidian daggers, often treated with poison. A few of the fiercest Tzuhili tribes ride trained war elephants and other strange beasts into battle.

### **Major Cities**

The Xannen port city of New Xanne, originally named Sufhi, occupies a portion of the northern coastline. Its Endaian architecture

consists of vaulted archways, tiered stone plazas, and lavish temples dedicated to their strange gods. Its major exports are rare silks, exotic herbs and spices, lost treasure, and fearsome beasts and slaves bound for the Great Giali in Xanne.

The Kingdom of Tyr has recently set up a small trading outpost named Freeport on the western coast of Mujabi. Freeport is a collection of defensible buildings surrounded by a log palisade and garrisoned by soldiers of Tyr. Rumors of a Xannen naval blockade as well as several recent clashes with local tribes have put the soldiers on high alert.

### **The People**

The dusky-skinned native people in and around the city, the Endai, are divided into a rigid caste system. Those who dwell in the jungles, the darker-skinned Tzuhili, are broken up into warlike tribes.

### **Religion**

The Endai worship a complex pantheon of strange gods, each with many different appearances and Aspects. These gods are closely tied to the heavens and earth. The Tzuhili pay homage to fierce nature and animal spirits such as jaguars and crocodiles.

### **Adventure**

- **Pyramid!** The characters discover a bloodstained map leading to a stepped pyramid deep in the jungles of Mujabi. Does the pyramid contain untold wealth, an ancient evil, or both?
- **War!** A charismatic Tzuhili leader has united several tribes for an attack against Freeport. The characters discover that Xannen slavers have been posing as Tyrian soldiers to help foment a war, but can they convince the Tzuhili in time to stop the raid?
- **Adventure!** A new adventuring company called the Tomb Raiders' Brotherhood is looking for new recruits to plunder the lost riches of Mujabi. Do the characters join, or do they strike out into the jungles on their own?
- **Rogues!** A pair of bull elephants have begun attacking workers outside the

walls of Freeport. Are they suffering from some sort of brain disorder or are they being controlled by a Tzuhili witch-doctor?

- **Mellow!** While spying for Tyr, the characters indulge in the pleasures of New Xanne's harems and drugs. When they accidentally overhear a Xannen plot to attack Freeport, will they warn their brethren or are they too intoxicated to care?

### **Inspiration**

Endaian culture is similar to that of pre-colonial India. Think grand palaces, social castes, many-faceted gods, war elephants, and harems. The Tzuhili people are a mashup of ancient African (Masai, Zulu, etc.) and South American (Aztec, Maya, etc.) tribal cultures. Think winged serpents, stepped pyramids, lion hunts, lost cities of ivory and gold, rhythmic dances, intelligent apes, lost worlds, dinosaurs, human sacrifice, and abandoned diamond mines.

### **The Sky Realms (NOT SHOWN)**

The Sky Realms comprise several dozen islands of floating rock, which occupy a fixed orbit in the skies above the island of Karthax. These islands vary in size and shape, with the largest containing almost the same landmass as the Great Desert of Herth. Terrain features are similar to those found on the surface world.

Agas ago, the Known World began suffering from the depredations of the fiends of Karthax. In response, powerful ancient magics were used to raise several islands into the skies around Karthax and a sect of wizards and dragonriding knights known as the Order of the Many Colored was created to control the dark fiend threat and contain it to the blasted island. The order was initially successful, but conflicts eventually arose between the knights and the wizards. The wizards felt their magical abilities better prepared them to govern the order, while the knights, many of whom were noble born, chafed under the leadership of those who were not. Mutual frustration on both sides eventually turned to open hostility and finally to armed conflict, with betrayals, murder, and atrocities committed on both sides in what became known as the Blood Rain War.

Today, the Sky Realms are divided between the dragonriders of the Kingdom of Pax and the wizards of the Glorrin Alliance. The two sides remain locked in a perpetual state of war, with the common folk on both sides being caught in the middle. These days, the original mission of restraining the dark fiends of Karthax is largely ignored as each side vies for dominion over the Sky Realms. In fact, it has even been suggested that a powerful dark fiend may be secretly manipulating the ongoing conflict in order to draw attention away from other happenings on Karthax.

### **Standard**

The standard of Pax is the black silhouette of a stylized dragon wing on a sky blue background. Each baron and knight also possesses his own identifying colors and symbols.

The standard of the Glorrin Alliance is a stylized white eye centered on a black background. Each Aglari Council member also possesses his own identifying colors and symbols.

### **Government**

The Kingdom of Pax is governed by the battle-hardened Queen Elise Brynnha and her barons and knights, all of whom are accomplished dragonriders known as the Knights of Arconis.

The Glorrin Alliance is a magocracy ruled by a council of seven high-level magic-users known collectively as the Aglari Council. These wizards tend to be self-serving, jealous of one another, and violently resistant to outside influence.

### **Military**

Knights of Arconis are divided into wings, with each wing containing a dozen or more dragonriders and their dragons. Wings are further divided into claws, which consist of two or three dragonriders and their dragons. The typical Knight of Arconis is outfitted with a helmet, chain or plate mail armor, shield, six to ten javelins, long sword, and dagger.

Glorrin Alliance war wizards are skilled in battle magic and elemental magic. They use airships powered by magic to launch raids and terrorize the Sky Realms. These powerful

vessels are rigged with magical weapons and magical traps designed to destroy the ship should it fall into the wrong hands.

### The People

The people of the Sky Realms are known as Upworlders. They are descended from one of the oldest cultures on Amherth, but have lost much of their history and tradition.

Pax craftsmen and commonfolk live to serve the nobles, with the majority of Pax culture revolving around warfare and the breeding, care, and training of dragon mounts. A select group of craftsmen known as the Airmen's Guild is responsible for the construction, operation, and maintenance of the unwieldy, balloon-powered airships used to transport goods and travelers across the kingdom. Despite being unified under Brynnha's banner, Pax noblemen sometimes engage in conflicts and intrigues against one another in an effort to increase their own personal power and standing.

In addition to the Aglari, a number of other wizards and wizards' apprentices dwell in Alliance territory, attended by craftsmen, commoners, and several slave races.

The people of the Sky Realms tend to be shorter, hardier, and less hairy on average. They are arrogant towards surface-dwellers, distrustful of outsiders (who might be spies for the enemy), and relatively ignorant of happenings throughout the rest of Amherth. Occasionally, a young knight or wizard is sent out to adventure in the world, on an errand for his lord, or to gain power and knowledge to aid in the war, but most consider this an unfavorable assignment and cannot wait to return home.

### Major Cities

Castle Turik serves as the capital city of the Kingdom of Pax. It is located above and beneath the hills of the largest sky island. Other smaller human settlements are scattered across Pax-controlled islands. Each of the seven wizards of the Aglari Council dwells in a massive fortress kingdom known as a Holding that is filled with magic (laboratories, libraries, etc.) and rife with courtly intrigues. Holdings are located almost entirely underground to protect the residents from marauding dragons; much of

the surface of Glorrin territory is blasted and blackened by dragon fire.

### Religion

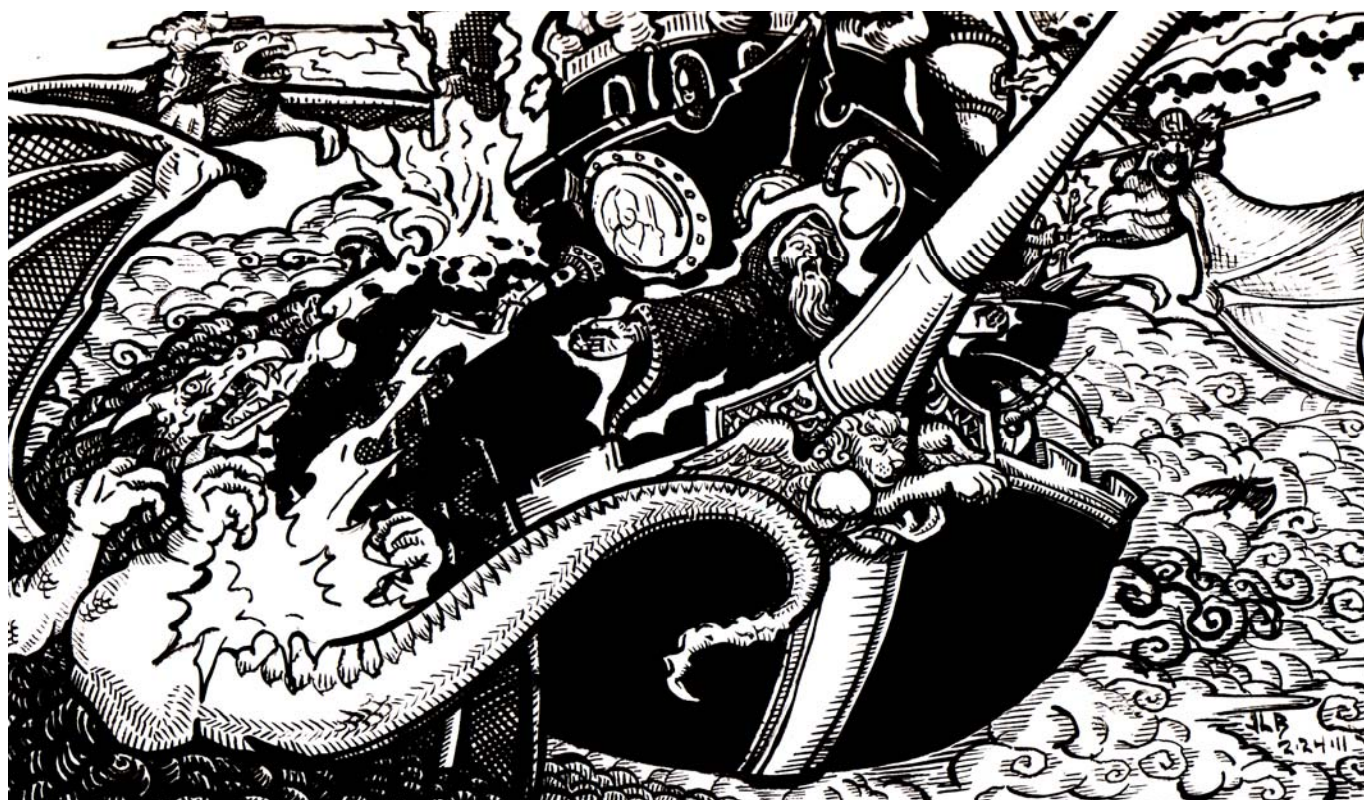
The people of Pax depict the gods of Amherth as draconic creatures. The people of Glorrin worship the divine power of Magic (the One). Neither religion is prevalent outside of the Sky Realms.

### Adventure

- **Airship!** A Guildeland merchant hires the characters to steal a Glorrin wizard's airship. Can the characters infiltrate the Glorrin Alliance and make off with one of these prized vessels, or will they be destroyed by the ship's magical defenses?
- **Storm!** While traveling between Guildeland and Xanne, a storm blows the characters' ship way off course. Can they hold off an attack by Pax dragonriders seeking plunder or Glorrin wizards looking for new slaves?
- **Poison!** The Aglari Council sends the characters to poison several nests of dragon eggs. Are the characters successful or are they captured by Knights of Arconis?
- **Kidnapped!** A magic-user (or perhaps a Latent) friend of the characters is kidnapped by Glorrin wizards and brought back to the Sky Realms for indoctrination. Can the characters rescue their companion or are they captured by Glorrin wizards and tortured as spies?
- **Peace!** A number of powerful dark fiends have been escaping Karthax to plague the continent of Herth. Can the characters negotiate a truce between Pax and the Glorrin Alliance, and convince them to honor their ancient duty to contain the fiends?

### Inspiration

Sky Realms culture is similar to that of medieval Europe. Think dragonriding knights, floating islands and fortresses, stormy weather, powerful wizards, airships, and fierce isolationism.



## **Karthax (NOT SHOWN)**

Karthax is an island that lies far to the east of Herth. Little is known about this twisted and blasted land. Strange electrical storms are said to sweep through ruined cities whose buildings tower like giants over the earth, and the air itself is supposedly poison to breathe. Karthax is ruled by dark fiends, terrible creatures who legends say almost destroyed the world long ago with their magic (see pg. 46).

The Emperor of Xanne has recently initiated contact with Karthax. An Imperial galley full of slaves, one of six, was intercepted by Tyrian privateers on its way to Karthax, and King Mykus and his advisors are hard at work trying to figure out what this may portend.

## **The Ruins of Thrates**

This small collection of islands was once the home of a relatively peace-loving people named the Thratians. In the early days of Xanne's rise to power, the leaders of the Thratian city-states initiated contact with the Empire in the hopes of sharing the benefits of civilization, culture, and the arts. The Emperor absorbed their knowledge and then later used it to conquer Thrates. The Thratian people were taken into slavery and the

islands used as a launching point for an assault against the desert city of Gehedad. The islands have long been abandoned, although the ruins of Thrates may harbor some hidden treasure, lore, or monster just waiting to be discovered by bold adventurers.

## **Aislund (pr. AYZ-lund)**

Aislund is a massive glacier ice sheet subject to icy storms and subfreezing temperatures. Vegetation is sparse with only a small patch of forested land occupying the island's southernmost tip. This region is home to the Skjolding colony of Hervik, which is used as a resupply port during whaling and seal-hunting operations.

## **The Jeza hu Vera**

The Jeza hu Vera, or Moon Mother's Song, is a colorful light and sound display in the skies above Amherth's northern pole. On a clear night, the Jeza hu Vera appears as a fluctuating curtain, arc, or diffuse glow of various colors that emits the tinkling sound of glass wind chimes. The Jeza hu Vera is a thing of rare beauty that is the source of many legends, the most common of which involves the gods Murr, Weiren, and Jesil. It is said that Jesil created



the Moon Mother's Song to distract Weiren so that she and her father could continue their play. The lights may simply be a natural phenomenon, but a few arcane scholars suspect they may be residual energy seeping out from a greater lailon. The Jeza hu Vera is best seen in the northern regions of the Frozen Lands, Aislund, and the northern reaches of Skjold. The lights are worshipped by some of the northern humanoid races.

### **The Seven Spires Beacon**

Located in the shallow waters south of the Greenleaf Islands, the Seven Spires Beacon consists of a circle of seven rough stone spires rising up at an angle out of the water to a height of fifty feet. The beacon crackles with electrical energy that dances in the space between the spires. During severe thunderstorms, the light coalesces into a beam that shoots straight up into the sky. The Seven Spires Beacon can normally be seen for miles and is often used by sailors to avoid the hunting territory of the dreaded Zhama'huur. Attempts to investigate the beacon have met with devastating failure as arcs of lightning occasionally escape the confines of the beacon to ignite passing ships. Sailors consider the whole area to be cursed. According to legends, the beacon may be the prison of a lightning elemental, a weapon from another time, or an ancient lailon built for some arcane purpose.

### **The Gray Lands (NOT SHOWN)**

The Gray Lands are a huge, pristine land of untold natural beauty. The land is covered in dense forests, open plains, and tall mountain ranges that teem with wildlife.

The Gray Lands are believed to be a continent somewhere on Amherth, although no coastline has been discovered and the land is so large that it has never been fully explored. The Gray Lands can be reached only by magical portals—tekla relics that teleport travelers to different regions of the Gray Lands. The portals are believed to have been built by the Ancients and were once located throughout the continents of Amalor and Herth, disguised as natural formations (a cave, a grove, a waterfall, etc.). Many have either ceased to function or have been unknowingly destroyed by those ignorant of their use. These portals are usually

guarded by creatures such as elves, treants, edeiri, or owl maidens.

A working portal exists in Al-Sirath, one in Al-Heirun, one at a hidden oasis in the Great Desert, and one deep in the wilds of Corrlund. Other portals are believed to exist in other remote regions of Amherth and remain as yet undiscovered.

The existence of the Gray Lands and the magical portals are known only to the elves, who view the realm as a sacred place of healing and insight. The elves of Al-Sirath have established a small forest city in the Gray Lands near the entrance to their portal, but have taken great pains not to upset the natural order of the untamed land.

## **NONHUMAN REALMS**

### **Dwarf Realms**

The caves beneath the Godspine Mountains belong to three Dwarf Kings. King Dirge rules beneath the northern region in his hall of Rokkheim, King Tregan rules beneath the middle region in Tradheim, and King Barde rules beneath the south in Edeirheim.

The dwarves are in a constant battle with ruks and their ilk for living space and a Great War between the two races has raged for the last few centuries. The dwarves retreated from the surface of the earth long ago in order to secure their vast underground realms after losing several great mines and halls near the start of the war. One of these lost dwarven strongholds is actually an underground pass in Tradheim that leads through the Godspine mountains. If King Tregan is ever able to retake and reopen it, the effects on travel, trade, and conflict between the East and West may be significantly altered. Today, only King Barde in the south maintains open contact with humans through his dealings with the Kingdom of Tyr, although the other kings are sympathetic to the plight of the people of the West.

Other, smaller dwarven realms and mines may also be found throughout Amherth, most notably the hall of King Wode north of the Duchy of Valnwall.

The dwarves of Amherth worship Eagraam the Earth Mother (Weiren). They also pay



homage to nature totem spirits, especially those dealing with gems, rocks, and ore.

## **Elf Realms**

Except for a few enclaves in remote portions of the land, the elves have left the continents of Amalor and Herth. The largest elven settlement on Amalor is the home of the Vanhuur, which lies on the eastern borders of Aal. Because of their proximity to the broken lands, these elves tend to be more militant and aggressive than others. Their name means "valiant", and were it not for the oaths they swore long ago, the rest of Amalor might easily have been overrun by the horrors of Aal. The largest elven settlement on Herth is in the southwest on the small island of Al-Heirun. These elves were instrumental in aiding the allied armies during the War of Hope and maintain an open alliance with the Kingdom of Tyr.

The majority of the remaining elves have relocated to Al-Sirath, the last true elf kingdom, a large island far off in the Ocean of Sath. Al-Sirath is ruled by King Vandil, said to be the oldest and wisest of all elves. The mystical realm of Al-Sirath is rumored to be a place of magic and wonder, of shining spires and sleek ships, of light music, laughter, and elven minstrels whose songs can make the heart soar or weep. Humans are not allowed to set foot on the shores of Al-Sirath, although King Vandil is considering making an exception for the rulers of Tyr if the kingdom lasts another century or so.

The elves of Amherth believe in the sanctity of life and the divinity of all things great and small and therefore worship the concept of the One, whom they call Al-Aurein. They also pay homage to animal and nature totem spirits.

## **Gnomish Enclaves**

Gnomish enclaves are scattered beneath the ground all over Amherth. Each enclave is usually made up of one large extended family clan that goes by the name of its founder (i.e. Hammerfist Clan, Cave-Painter Clan, Toymaker Clan, etc.). Gnomes have good relations with dwarves and often settle near dwarf kingdoms.

Amherth gnomes are inherently curious and enjoy new experiences. Because of this, their enclaves seldom live in one place longer than a

decade. Some enclaves relocate every few years, while others are constantly on the move, traveling between gnomish settlements, dwarven halls, and into even deeper parts of the earth, carrying trade goods, news, and gossip. These enclaves share many of the same characteristics as human gypsy clans.

Amherth gnomes rarely venture onto the surface world and as a result, they are often mistaken for dwarves.

## **Halfling Realms**

The halflings of Amherth live in small, isolated family clans scattered throughout the forests and hills of Amalor and Herth. Centuries ago, the majority of Amherth's halflings occupied an idyllic, peaceful valley south of Corrland called Solari Vale, or the Sun Dells, as it was more commonly known. The Dells were invaded by Xanne during the Great Purge and thousands of halflings were massacred by Imperial forces. Afterwards, the halflings' homes were dug up and the Dells plowed and converted to farmland.

Today, only a few venerable halflings sadly remember the Dells as they once were. To the rest, the Dells have become a symbol of Imperial tyranny and oppression. Although older halflings prefer a life of quiet respite, many young halflings enlist as scouts and guides to armies and adventuring companies campaigning against Xannen interests.

The halflings of Amherth pray to Lady Roselyn, Defender of the Home and Hearth (Weiren). They also pay homage to various animal and nature totem spirits.

## **Other Realms**

Much of Amherth remains unexplored by modern day peoples. Other islands and continents are rumored to exist far to the east and west of Amalor and Herth. In addition, hidden kingdoms may also exist in the wilds or deep beneath the earth or sea, such as the mythical Kingdom of the Dragon Lords that is said to lie far to the west in the Lands of the Setting Sun. The Labyrinth Lord is encouraged to create and insert new realms, continents, and/or cultures as needed.

# AMHERTH FLORA AND FAUNA

*"Grieve quickly, and then honor the dead with fire."*

—Laelo burial proverb

## NEW FLORA

Amherth contains the same common flora found on most worlds (oaks, daffodils, ferns, palms, etc.). Listed below are a few of the more exotic flora found throughout Amherth.

### Bloodmoss

This gray hanging moss is streaked with red fibers. Found in deep, dark swamps like the Blood Marsh, bloodmoss is said to ward off infection, poison, and disease. Chewing the bitter-tasting moss or packing it against a fresh wound grants the victim an additional saving throw against normal poisons and diseases.

### Bloodthorn

Bloodthorns resemble red rosebushes with long, spiky thorns. They grow on old battlefields and ancient tombs and are said to have power over the spirits of the dead. Clerics who wear a wreath made of bloodthorns on their head or arm suffer 1d4 hit points of damage daily, but receive a +1 to all Turn undead attempts.

### Dragonbane

This near-mythical herb is said to bring instant death to dragons. In reality, a dragon struck by an edged weapon coated in dragonbane must make a saving throw vs. poison or lose 1d8 hit points per round until dead. Dragonbane was said to have been the main cause of an ancient war between dragons and humankind called the War of Ten Thousand Talons, which is said to have left the earth in ruins. Dragonbane is now so rare that few

believe it even exists, however, the Glorrin wizards of the Sky Realms would pay dearly to acquire some.

### Faerie Ring

Faerie rings are circles of normal toadstools that have been enchanted by arcane bleed (see pg. 10). Anyone standing inside a faerie ring can speak and comprehend faerie languages such as elvish, treant, pixie, etc. Faerie rings decay within a few days unless tended by one of the faerie races.

### Glow Stalks

Glow stalks are flowering plants similar to tulips that grow in fields and meadows deep in the forest. While the stalk is an ordinary green, the plant's root bulb glows with light and heat, attracting several varieties of worms and insects to help nourish the soil around it. The bulbs continue to glow for one day after being plucked from the earth with a light radius equal to about one half that of a torch.

### Goodberries

Goodberry bushes grow on the site of prior weddings in clumps of 2-3 bushes. The berries are plump, tasty, and surprisingly filling—a handful of berries provides the equivalent of one day's rations. Each bush contains about 1d4 handfuls of berries, which spoil within a week of being picked. Goodberry patches can be located with a Wisdom check at -2, but there is an 80% chance the berries have already been picked and eaten.

## Great Trees

The great trees are just that—giant hardwoods with thick trunks, broad leaves, and twisting boughs. The elves call them sha'lareion and consider them to be sacred. The trees take years to grow to their full height and can live for centuries. Their boles tend to hollow out in places creating natural living spaces. Great tree groves are often tended by treants, owl maidens, and other protectors of the forest. During the Age of Might, these guardians clashed with the men of Herth who sought to cut down the great trees and use them to craft elaborate halls and dwellings. Today, only a few great tree groves remain in remote parts of the continents of Amalor and Herth. The island of Al-Sirath is said to contain the largest sha'laerion forest in the world.

## Hope Lilies

Hope lilies are white blossoms streaked with blue that occasionally appear amidst normal floating lily pads. When worn in the hair, a hope lily blossom allows clerics and magic-users to cast one additional 1<sup>st</sup> level spell that day. Hope lilies are very rare and are only found by chance, although it is said that the elves of Al-Sirath have discovered a way to cultivate them.

## Ironwood

Ironwood is a type of dense hardwood tree that is as hard as steel. Wooden weapons made from ironwood suffer a -1 penalty to-hit, but do +1 damage. Ironwood is commonly found in the wilds of the Barony Vales. The wood can only be cut and shaped by magic or magical edged weapons.

## Mihalkan

This sweet-smelling herb native to the forests of Amalor and Herth acts as a powerful sedative. Mihalkan can be brewed as a tea, mixed with food, or ground into a paste to coat weapons. A dose of mihalkan requires a saving throw vs. poison; failure means the character falls asleep for 2d6 turns. The drug takes 2d4 rounds to take effect, giving the exposed a bit of time to locate some bloodmoss.

## Mujabi Lotus

Mujabi lotus is a flowering vine whose yellow blossoms produce a pleasurable effect when smoked or eaten. Mujabi lotus grants the user 2d4 temporary hit-points for 1d6 turns, but imposes a -1 to-hit and a -1 to AC for a full day after consumption. Temporary hit points are subtracted from the user's current total when the drug wears off, and some have been known to drop dead from severe wounds suffered while under its effects. Other types of more potent lotuses are said to exist deep in the trackless jungles of Mujabi.

## Poison Urrel

Urrel is a soft, red-leafed plant that produces an oil that acts as a skin irritant. Those who come in contact with the leaf must make a saving throw vs. poison after 1d4 turns or suffer from severe rashes and itching for 1d6 days. This discomfort particularly impacts thieves and spellcasters. Clerics must make a successful Wisdom check and magic-users must make a successful Intelligence check in order to successfully cast a spell. Thieves must make a Dexterity check in order to attempt any thief skill. Mud applied to the skin negates the itching, but the character suffers a -1 to all Charisma checks. A *cure light wounds* spell negates the effects of the itching. Poison urrel is a hardy plant that is found almost anywhere in the wilderness. It is particularly bothersome because it so closely resembles the red molrren plant, which enhances intimate pleasure and aids in fertility when applied to the more sensitive regions.

## Warsmoke

Warsmoke is a black, tobacco-like herb that produces a sweet smell reminiscent of burning flesh. The herb makes the smoker aggressive and reckless, granting a +1 to-hit and +1 to damage, but a -1 to AC for 1d6 turns. Once the effect wears off, however, the smoker suffers a -1 to-hit, -1 to AC, and -1 to all ability checks for one day. The smoke from this herb burns dark black, permanently staining the fingers and teeth over time.

## NEW MONSTERS

Listed below are just a few of the new monsters to be found in Amherth.

### Alligator

No. Enc.: 1d2 (1d8)  
Alignment: Neutral  
Movement: 60' (20')  
Swim: 90' (30')  
Armor Class: 6  
Hit Dice: 2  
Attacks: 1 (bite)  
Damage: 1d6  
Save: F1  
Morale: 7  
Hoard Class: None  
XP: 20

Alligators are aggressive reptiles, with fearsome bites. They breathe air, but are aquatic and usually remain submerged or within shallow water. They primarily hunt in water, and are attracted by movement or blood. Large alligators, on average, grow to a length of 12'. Alligators have the ability to remain motionless and blend into their environment, gaining surprise on a 1-3 on 1d6.

### Ashogarr

No. Enc.: 1d4 (2d4)  
Alignment: Chaotic  
Movement: 120' (40')  
Armor Class: 7  
Hit Dice: 2+1  
Attacks: 1 (fist) or 1 (touch)  
Damage: 1d2 or see below  
Save: F3  
Morale: 10  
Hoard Class: None  
XP: 82

Ashogarrs are undead creatures that appear as waterlogged zombies, often covered with seaweed, barnacles, or rotting vegetation. Ashogarrs are the remains of drowning victims, particularly those killed by murder or neglect.

Ashogarrs possess a cunning intelligence and are capable of solving simple problems. They cannot swim, but can walk along the ocean floor at one half their normal movement rate. Tales of ashogarrs climbing anchor chains to clamber

over the sides of a ship' are common, especially among the pirates of the Shipwreck Isles.

Anyone touched by an ashogarr must make a saving throw vs. spells. Failure means the character's lungs begin to fill up with water, causing a fit of choking that imposes a -2 penalty to-hit, a -2 to AC, and a -2 to all ability checks. Any healing magic such as a *cure light wounds* spell or *potion of healing* negates these effects. If no such magic is available, a saving throw vs. death is required after 6 rounds. Failure means the character drowns, only to rise again on the following night as an ashogarr. Creatures that breathe water as well as anyone under the effects of a spell or magical item that conveys *water breathing* are immune to this power.

Ashogarrs are immune to *sleep*, *charm*, and *hold* spells. When slain, they dissolve into a puddle of watery sludge.



## Arga Lizard

No. Enc.: 2d10 (4d10)  
Alignment: Neutral  
Movement: 150' (50')  
Armor Class: 6  
Hit Dice: 2+1  
Attacks: 1 (bite)  
Damage: 2d4  
Save: F3  
Morale: 9  
Hoard Class: None  
XP: 50

Arga lizards, also called dog lizards, are fierce horned lizards about the size of a large dog. Arga lizards have long forelegs and squat powerful hind legs that enable them to move at a fast, loping run. They are extremely adaptable and can be found in almost any terrain and climate. Argas hunt in packs of two to twenty, using an acute sense of hearing to track prey. Arga young are born live, but for at least two weeks after the birth, they are fed and cared for by the parents.

Argas are fierce creatures that are unwelcome or illegal in most towns. If found young, arga lizards can be domesticated and trained as guard and war beasts, although they do not make good pets, especially around young children. Arga young sell for as much as 100 gold pieces, if a buyer can be located.

## Batrachian (Froggle)

No. Enc.: 2D6 (10d8)  
Alignment: Chaotic  
Movement:  
Hop: 30' (10')  
Swim: 150' (50')  
Armor Class: 6  
Hit Dice: 1  
Attacks: 1 (weapon)  
Damage: by weapon type  
Save: F1  
Morale: 7  
Hoard Class: I  
XP: 16

Batrachians, also called froggles by most folk, are a race of tribal frog-men typically armed with spear and shield. A batrachian chief has 2 HD, receives a +1 Str bonus to damage, and is worth 47 XP. Batrachians can have shamans (treat as a cleric with a maximum of

5<sup>th</sup> level) or witch-doctors (treat as a magic-user with a maximum of 5<sup>th</sup> level).

Batrachians are capable of making a hop attack with a spear. A hop counts as a charge, with an additional +1 to-hit bonus. If successful, the attack does double damage. Unless armed with a spear or other long weapon, a batrachian always loses initiative on land due to its clumsy movement.

Batrachians are well-camouflaged and can remain motionless for long periods. They are also cold-blooded and hence hard to see with infravision. As a result, they surprise opponents on a 1-3 on 1d6.

Female batrachians are normally noncombatant unless their young are threatened. Batrachian young, also known as efts or tads, resemble large tadpoles that are confined to water (usually a large central pool in the batrachian lair).

There is a 25% chance that batrachians will have 2d4 giant frogs in their lair.

## Cathla

No. Enc.: 1d4 (2d10)  
Alignment: Neutral  
Movement: 90' (30')  
Swim: 180' (60')  
Armor Class: 6  
Hit Dice: 2  
Attacks: 1 (bite or claw or weapon)  
Damage: 1d3 + special or 1d4 or by weapon type  
Save: F4  
Morale: 9  
Hoard Class: XV  
XP: 190

Cathla are amphibious humanoids with whiskered, fishlike faces, wide mouths full of teeth, spiny shoulders, and webbed claws and feet. Cathla in and around near large freshwater lakes, fetid swamps, and occasionally large sewers. They are carnivores who eat mostly fish, but some tribes have developed a taste for human and nonhuman flesh. The average cathla male stands about six feet tall, but appears larger because of the bulkiness of its head and neck. Cathla young resemble large, spiny fish whose arms and legs grow as they mature. They are hatched in breeding pits and are



unable to hunt by themselves for several weeks.

Cathla may attack with weapons, claws, or bite. If a cathla succeeds with its bite attack, the opponent must make a saving throw vs. paralyze or be struck by the cathla's long flailing whiskers and be blinded for 1d4 rounds. See the **Labyrinth Lord™** core rulebook for rules on blindness.

If six or more cathla are encountered, one will be a 4 HD leader that delivers an extra +1 to damage on attacks and is worth 380 XP. If ten or more are encountered, one will be a 3 HD shaman worth 380 XP that is able to cast cleric spells as a 1<sup>st</sup>-3<sup>rd</sup> level cleric.

Cathla are remnants of an ancient and more powerful race who once commanded powerful elemental magics. They are attuned with the element of water and possess several unique water-related powers. They are able to transport themselves at will from one source of water to another within 500', in a manner similar to the *dimension door* spell. Cathla

possess powers similar to a *crystal ball with clairaudience*, however, they can only perceive places located near a water source. This combination of powers enables the cathla to surprise on a surprise check roll of 1-5 on 1d6. The water source needed to activate these powers need not be large—the monsters have even been known to explode out of decanters and water skins.

Cathla worship Makil, Goddess of Water (Pannas), who appears in their myths as a powerful female member of their race. Cathla lairs are simple underwater complexes centered around a shrine to Makil. The cathla are a dying race who seldom venture into the world, preferring the solitude of their watery shrines. Few people living near a cathla lair even know they exist, and the cathla have instead become bogeymen used to scare young children.

### Charak

No. Enc.: 1 (1d2)  
 Alignment: Neutral  
 Movement: 30' (10')  
     Swim: 90' (30')  
 Armor Class: 7  
 Hit Dice: 8  
 Attacks: 8 (tentacles) or 1 (bite)  
 Damage: 1d3 (per tentacle)/1d6  
 Save: F4  
 Morale: 7  
 Hoard Class: None  
 XP: 2,060

Charaks resemble giant amphibious octopi or squids that prefer large pools of stagnant water in deep swamps and dark jungles. Charaks are aggressive and territorial hunters that are capable of moving overland once they've exhausted their food supply. Their 10' long tentacles are studded with barbs and sharp-edged suckers. These tentacles constrict victims when they successfully attack, and deal 1d3 hit points of damage each per successive rounds. For each tentacle that is constricting a victim, the victim suffers a cumulative attack penalty of -1. For instance, if four tentacles are constricting a character, he suffers -4 to hit. A tentacle can be cut off if a total of 6 hit points or more of damage is dealt with one blow. If a charak is losing an encounter, it retreats beneath the surface of its pool.

## Churl

No. Enc.: 1 (1d3)  
Alignment: Chaotic  
Movement: 150' (50')  
Climb: 90' (30')  
Armor Class: 6  
Hit Dice: 2  
Attacks: 3 (claw/claw/bite)  
Damage: 1d3/1d3/1d4  
Save: F2  
Morale: 9  
Hoard Class: None  
XP: 47

Churls are solitary predators that resemble bobcats with a third eye in the center of their forehead. This third eye is magical, granting it the power to turn invisible (as per the *invisibility* spell) three times per day. The churl spends most of its time invisible, hunting and stalking its prey. They possess uncanny intelligence as well as a malevolent streak and can never be fully domesticated. Churls were created long ago by a magical experiment and were once popular as wizard's familiars.

## Dark Fiends of Karthax (a.k.a. Fiends, Dark Ones)

No. Enc.: Unique  
Alignment: Chaotic  
Movement: as creature type  
Armor Class: as creature type  
Hit Dice: varies  
Attacks: varies  
Damage: varies  
Save: varies  
Morale: 8  
Hoard Class: varies  
XP: varies

The dark fiends of Karthax are an evil race of creatures that dwell on the blasted island of Karthax. Their numbers are few, but many are skilled in the use of magic and their powers are great. The more powerful fiends are constantly at odds with one another and seek to enslave and exploit other beings for their use. Until recently, they have had little contact with the inhabitants of Amalor and Herth.

According to legends, the fiends were once a race of men who were skilled in the use of magic. Hundreds (some say thousands) of years ago, these men dabbled with forces they could



not control and accidentally unleashed one of the Great Cataclysms, completely rearranging the geography of Amherth, melting glaciers, sinking continents, smashing mountains, and turning fertile land into arid wastes. The worst of the damage was centered around their homeland, the continent of Karthax, of which only the island still remains except for sunken ruins off the coast.

Legends say the men and women of Karthax were once the most beautiful people on all of Amherth. Now they are as dark and twisted as the very land from which they hail. Although the original fiends were human, the term "fiend" has come to mean any creature born on Karthax, so dark fiends can appear as human, animal, monster.

Fiends are malicious, cruel, and evil as a rule, but not all of them are stupid. The more intelligent fiends are able to cast spells as a magic-user or cleric. Fiendish animals and monsters act and react as expected, however, they tend to be more aggressive than their normal counterparts. Their skin and/or fur is always coal black and direct sunlight inflicts 1d10 points of damage to them each round. Their eyes glow with a fey green light, which grants them infravision up to 60'. Many fiends also sport deformities and disabilities (blindness, sterility, useless appendages, madness, etc.) as a result of the conditions in which they live. Their bodies are toxic and their flesh is poisonous if consumed, requiring a saving throw vs. poison to avoid death.

The lifespan of each fiend varies, however, they cannot survive longer than a month or so

without access to the polluted air, food, and water of Karthax.

Listed below are three sample dark fiends of Karthax.

### **Dark Fiend (Blood Spider)**

No. Enc.: 1d2 (1d6)  
Alignment: Chaotic  
Movement: 90' (30')  
Armor Class: 7  
Hit Dice: 2  
Attacks: 1 (bite)  
Damage: 1d6 + poison  
Save: F2  
Morale: 8  
Hoard Class: None  
XP: 38

Blood spiders are large black hunting spiders, about the size of a guard dog, with dark, moist abdomens streaked with veins of red. Blood spiders prefer damp, dark caves and abandoned buildings. Blood spiders do not spin webs. They prefer to drop onto their prey from above, achieving surprise on a roll of 1-4 on 1d6. Blood spiders go into a frenzy at the smell of blood, receiving a +1 to-hit, but a -2 to AC. Their poison quickly infects the blood, resulting in a loss of 1 point of Constitution per round for 1d6 rounds unless the character makes a saving throw vs. poison. Anyone whose Constitution falls below 0 dies. This Constitution loss is permanent unless the victim receives a *heal* spell or similar powerful healing magic.

### **Dark Fiend (Karthax Hound)**

No. Enc.: 2d6 (2d12)  
Alignment: Chaotic  
Movement: 180' (60')  
Armor Class: 7  
Hit Dice: 3  
Attacks: 1 (bite)  
Damage: 1d6  
Save: F3  
Morale: 8  
Hoard Class: None  
XP: 65

These ravenous hounds roam the blasted lands of Karthax searching for prey. They are skilled predators who often turn upon each other when food is scarce. When a pack of Karthax hounds catches scent of prey, their

baying causes all normal animals to panic and flee away from the sound. Creatures specifically trained for war receive a saving throw vs. spells to avoid this effect.

### **Dark Fiend (Vrmikon)**

No. Enc.: Unique  
Alignment: Chaotic  
Movement: 120' (40')  
Armor Class: 5  
Hit Dice: 9 (hp 54)  
Attacks: 1 (weapon) or 1 (spell)  
Damage: by weapon type or by spell type  
Save: MU9  
Morale: 10  
Hoard Class: XV  
XP: 65

Vrmikon is a humanoid dark fiend with glowing red eyes, misshapen fangs, taloned fingers, and black skin covered in oozing pustules. Vrmikon wears dark robes and wraps his flesh in stained bandages. When traveling away from Karthax, he sometimes wears a featureless gold mask to hide his deformities.



Vrmikon can cast spells equivalent to a 9<sup>th</sup> level magic-user.

Vrmikon is a being of pure evil. He revels in pain and suffering, and his fortress dungeons are said to be filled with thousands of helpless victims and the remains of countless magical experiments. Vrmikon has recently joined forces with the Immortal Emperor Zaer von Xanne. The two were spotted together in the eastern reaches of the Godspine Mountains, supposedly searching for a hidden lailon, but no one knows for certain the details of their arrangement.

### Demon (Demon Grubs)

No. Enc.: 10d20  
Alignment: Chaotic  
Movement: 60' (20')  
Armor Class: 9  
Hit Dice: 1 hit point  
Attacks: 1 (bite, per group)  
Damage: 1d6, disease  
Save: 0-level human  
Morale: 5  
Hoard Class: XV  
XP: 6

Demon grubs are night demons in their larval form. They are omnivorous maggot-like vermin that thrive in trash and waste. Demon grubs are jet black in color and range in size from 6" long to 2' long. They move slowly, but are relentless in pursuit of living prey. They may be temporarily warded off with fire, but are quick to resume the hunt once the fire dies down.

Demon grubs live in hordes that can breed in great numbers. Grub hordes get 1 attack per group of 10 grubs (or fraction thereof), inflicting 1d6 hit points of damage per hit. If a character is swarmed by more than 20 grubs, he must make a saving throw vs. death or fall to the ground under the writhing horde. He may stand up the following round, but must make a new saving throw if still under the horde. The swarmed character can make no attacks until he gets back on his feet.

Demon grubs are disease carriers, and any time a character is bitten by a grub there is a 5% chance the character contracts a rotting disease similar to leprosy. A saving throw vs. poison is permitted, and should it fail the character dies of the disease 1d6 days later. A successful saving throw indicates that the

character gets ill and is bedridden for 30 days, at the end of which there is a 25% chance the disease proves fatal. If the character survives, he permanently loses one point of Charisma. The spell *cure disease* will cure this infection, but will not return lost Charisma.

### Demon (Night Demons)

No. Enc.: 1d6 (2d4)  
Alignment: Chaotic  
Movement: 90' (30')  
Fly: 150' (50')  
Armor Class: 5  
Hit Dice: 2  
Attacks: 4 (2 claws, bite, horn)  
Damage: 1d2/1d2/1d6/1d4  
Save: F4  
Morale: 11  
Hoard Class: None  
XP: 65

Night demons are humanoid creatures with large bat-like wings, curved horns, green eyes, fangs, fearsome claws, barbed tails, and skin the color of pitch. Night demons hunt in packs



and are often mistaken for gargoyles. They are sly, efficient predators that can strike without warning, swooping down upon their prey and tearing them apart. Their presence forces normal animals to make a saving throw vs. spells or flee in fear for 1d4 rounds (trained warhorses are immune to this effect). Night demons do not collect treasure; any valuables found in their lair lie amongst the remains of their victims.

Night demons are not demons in the truest sense. They dwell in a dark, shadowy plane that lies beyond the world of men and can only leave this plane with the help of powerful magic. Night demons hunt in darkness, lying dormant during the day unless disturbed by bright lights or loud noises. Night demons suffer a -2 to all attacks in the presence of a *light* spell. If a night demon is exposed to sunlight, it turns to dust in a bright flash of light.

### Donkrini

No. Enc.: 1 (1d4)  
Alignment: Neutral  
Movement: 90' (30')  
Swim: 120' (40')  
Armor Class: 5  
Hit Dice: 5  
Attacks: 1 (bite)  
Damage: 1d12  
Save: F5  
Morale: 10  
Hoard Class: None  
XP: 500

Donkrinis are wilderness predators that resemble large, eyeless crocodiles with eight legs. They can remain motionless for long periods of time and often appear as fallen trees, before launching to the attack. Donkrinis surprise on a 1-3 on 1d6 and are capable of quick bursts of speed on land or in water, tripling their normal movement rate for three rounds. This attack is treated as a charge attack. Donkrinis grow to a length of 25 feet, with almost a third of that being mouth and teeth. Because of the unwieldy size of their heads, donkrinis suffer a -2 to-hit after the initial charge.

### Edeiri

No. Enc.: Unique  
Alignment: Lawful or Neutral  
Movement: as creature type  
Armor Class: as creature type  
Hit Dice: as creature type +1d4 HD  
Attacks: varies  
Damage: varies  
Save: as per HD  
Morale: 8  
Hoard Class: varies  
XP: as creature x 5

Edeiri are intelligent, talking animals (mammals, reptiles, or birds), descendants of a time long ago when man and beast were on more equal footing. Edeiri are guardians of nature and the wilds. They despise cruelty, greed, and wanton destruction, and subtly (and sometimes not so subtly) work against those who seek to exploit nature. Some Edeiri have been known to ally themselves with others in order to stop threats to the natural world.

Edeiri are solitary creatures who generally avoid contact with others, even other Edeiri. Over the centuries, they have mated with normal animals until now, very few true Edeiri are believed to exist. Exceptionally strong, intelligent, and/or eccentric animals, such as the treasured Valon horses of Tyr's Herlik clan, are believed to possess Edeiri blood. Edeiri live for centuries or more and in ages past have been worshipped as gods.



## Falls Whistler

No. Enc.: 1d6 (3d8)  
Alignment: Neutral  
Movement: 90' (30')  
Armor Class: 6  
Hit Dice: 2  
Attacks: 2 (kick) or 1 (beak)  
Damage: 1d6/1d6 or 1d8  
Save: F2  
Morale: 8  
Hoard Class: XIII  
XP: 47

Falls whistlers are large, flightless, birdlike predators with thick, sharp beaks and powerful legs. Falls whistlers communicate through a series of high-pitched clicks and whistles that are painful to the ears of most creatures, especially dogs. If three or more whistlers engage in combat, everyone within twenty yards must make a saving throw vs. poison or suffer the effects of a *deafness* spell for 2d4 turns. Falls whistlers prefer to make their lairs around waterfalls and rushing streams to help hide the sound of their whistles.

## Gelatinous Man

No. Enc.: 1 (2d4)  
Alignment: Neutral  
Movement: 120' (40')  
Armor Class: 8  
Hit Dice: 2  
Attacks: 1 (weapon) or 1 (engulf)  
Damage: by weapon type or 2d4 + special  
Save: F4  
Morale: 9  
Hoard Class: VII  
XP: 56

Gelatinous men are an evolved race of intelligent gelatinous cubes that have taken on humanoid form. Gelatinous men can also assume the normal cube shape or flatten their bodies into a gelatinous pool measuring less than one inch thick. Changes from one form to the next take 2d4 rounds, during which time the gelatinous man cannot attack or defend itself (AC 9). A gelatinous man attacks by weapon type or by slamming its body into its prey to engulf foes. This attack deals 2d4 hit points of damage, and the target must make a saving throw vs. paralyze or become paralyzed for 2d4 turns. The spell *cure light wounds*

causes a character to regain movement, but does not heal hit points with the same casting. Subsequent attacks against a paralyzed foe always hit. Gelatinous men are immune to the effects of lightning- and cold-based attacks. They take normal damage from weapons and fire-based attacks.

Gelatinous men are hated and feared throughout Amherth, and must wrap themselves in bandages, veils, or heavy clothing in order to blend in to civilized society. After being hunted to near extinction in the years BZ, the race has developed a special hatred towards humans and nonhumans (especially elves), and many now hire themselves out to powerful evil creatures as bodyguards, spies, and assassins.

## Howler

No. Enc.: 1 (1d4)  
Alignment: Neutral  
Movement: 120' (40')  
Armor Class: 6  
Hit Dice: 4  
Attacks: 2 claws and 1 bite  
Damage: 1d3/1d3 and 1d6  
Save: F4  
Morale: 8  
Hoard Class: VI  
XP: 300

Howlers are large, bear-like creatures with foot-long tusks and fangs. When stalking prey, howlers emit a series of high-pitched yips that instills fear into their prey. Normal animals and creatures of less than 1 HD must make a saving throw vs. or flee in panic; all other creatures are unaffected.

In combat, howlers attack with both claws and a bite. If both claws successfully strike in one round, the howler gores its victim with its tusks for an additional 2d6 points of damage.

## Ishpa

No. Enc.: 2d12 (10d6)  
Alignment: Neutral  
Movement: 210' (70')  
Fly: 60' (20')  
Armor Class: 7  
Hit Dice: 2+1  
Attacks: 2 (kick/kick)  
Damage: 1d4/1d4

Save: F1  
Morale: 6  
Hoard Class: None  
XP: 59

Ishpa are herbivorous birdlike creatures with long legs, long beaks, and beetle-like wings on a three-foot long body. An ishpa's head and torso make up only about three of its eighteen-foot height. Its legs bend backwards at the knees, and its height and long strides enable it to cross even the roughest terrain with little effort. When standing with its feet together and beak tucked into its wings, an ishpa resembles a tall, knobby pole. Ishpa travel in large flocks and may resemble a forest of dead trees when resting. They are capable of limited flight, but prefer to spend most of their time on the ground, sifting through brush for choice plants and fungi. Ishpa meat possesses a rank taste that protects them from many predators, including carnivorous undead. They prefer to flee if attacked, only fighting if cornered or in defense of their young. Ishpa are native to the Endos Horn and other regions of southern Amalor. If captured young, they can be trained as mounts.

## Jaguar

No. Enc.: 1d2 (1d6)  
Alignment: Neutral  
Movement: 150' (50')  
Climb: 120' (40')  
Armor Class: 6  
Hit Dice: 3+2  
Attacks: 3 (claw/claw/bite)  
Damage: 1d3/1d3/1d8  
Save: F2  
Morale: 8  
Hoard Class: None  
XP: 205

Jaguars are large, sturdily built spotted cats with extremely powerful jaws. Jaguars are solitary predators who prefer to stalk and ambush prey, achieving surprise on a 1-3 on 1d6. These excellent swimmers and climbers are native to the dense, subtropical and tropical jungles found on Mujabi and the Greenleaf Islands where they feature into many myths and legends.

## Kroyt Krizzard

No. Enc.: 1d3 (2d6)  
Alignment: Neutral  
Movement: 90' (30')  
Fly: 180' (60')  
Armor Class: 6  
Hit Dice: 3  
Attacks: 1 (bite)  
Damage: 1d4+1 + disease  
Save: F3  
Morale: 7  
Hoard Class: VI  
XP: 80

This mangy cousin to the griffon resembles a cross between a coyote and a vulture. Kroyt krizzards are scavengers that feed on carrion, but have been known to prey upon small creatures if the opportunity arises. They are useful for disposing of large carcasses (such as dead dragons), but numerous attacks on livestock, children, and halflings have led to their extermination in settled regions.



Kroyt krizzards avoid large, armed parties, but may swoop down on smaller, weaker prey. In combat, they attack with their sharp beaks. Krizzards are disease carriers and any time a character is bitten, there is a 5% chance the character contracts a disease. A saving throw vs. poison is permitted and should it fail the character dies of the disease 1d6 days later. A successful saving throw indicates that the character becomes ill and is bedridden for 30 days, at the end of which time there is a 25% chance the disease proves fatal. The spell *cure disease* will cure this infection.

Kroyt krizzards make their nests on rocky bluffs, along with flocks of vultures. Harpies sometimes keep 1d4 kroyt krizzards as pets.

### Larwhek

No. Enc.: 1d4 (2d4)  
Alignment: Neutral  
Movement: 60' (20')  
Swim: 150' (50')  
Armor Class: 6  
Hit Dice: 4  
Attacks: 3 (claw/claw/bite)  
Damage: 1d6/1d6/1d8  
Save: F4  
Morale: 8  
Hoard Class: VII  
XP: 190

A larwhek is an amphibious sea creature that resembles a crocodile with two forelegs. Its webbed forepaws make it an excellent swimmer, although it moves awkwardly on land. Larwhek prefer to make their lairs in underwater sea caves, wrecked ships, and coastal marshes. They do not keep treasure, so any treasure found in their lairs likely belonged to previous victims.

Larwhek young are born live and can fend for themselves a short time after birth. Adult larwhek average about ten to twelve feet long and weigh about 400 pounds, but they continue to grow throughout their entire lives. The largest specimen on record was killed on the eastern coast of Herth, near the Ruins of Thrates, measuring twenty-five feet from snout to tail and weighing in at 1,200 pounds. Recently, tales of even larger larwhek have returned with adventurers from Mujabi.

Larwhek are nocturnal creatures that have high animal intelligence, similar to that of a dolphin. Fish are their staple diet, but they eat almost anything, including carrion. Larwhek occasionally develop a taste for human flesh, making them extremely dangerous. They have been known to climb aboard ships, and sneak into coastal settlements seeking livestock and other prey. This behavior has caused the species to be hunted to near extinction.

### Matroni

No. Enc.: 1 (1)  
Alignment: Chaotic  
Movement: 120' (40')  
Armor Class: 5  
Hit Dice: 5  
Attacks: 3 (claw/claw/bite)  
Damage: 1d4/1d4/1d3 + special  
Save: F4  
Morale: 12  
Hoard Class: None (VII)  
XP: 950

Matroni are evil, spirit creatures that appear as leprous hags with sharp black claws and teeth. Matroni spend most of their time incorporeal, floating through the ether in search of ungrateful children and unfaithful husbands. Matroni only take corporeal form in the presence of their prey. Once corporeal, a matroni is capable of creating an elaborate illusion around itself, similar to a *phantasmal force* spell, with an area of effect of about 500 feet. These illusions almost always involve a warm, inviting home in which the matroni appears as either a doting mother (to an ungrateful child) or an attractive, innocent-appearing young woman (to an unfaithful husband).

The matroni fulfills every need or desire the victim wishes in order to get the victim to eat the meal it has prepared. This meal is actually a putrid egg sac the matroni has vomited up. Those who eat the sac must make a saving throw vs. poison at -4 or die in 2d4 agonizing rounds as a matroni grub hatches inside the victim's stomach. During this time, the victim is unable to perform any action other than crawling. Once hatched, the grub devours the victim's body from within before slipping into the ether to mature. Grubs are noncombatant and may be easily slain. A *heal* or *cure disease*

spell kills the grub before it hatches, leaving the victim alive with 1 hit point remaining, but unable to take action for 1d4 rounds.

If the intended victim sees through the matroni's illusion, refuses to eat, or attempts to leave, the matroni reveals itself and attacks with its claws and bite. If both claws hit, the matroni forgoes its bite attack and instead attempts to vomit an egg sac into the victim's mouth. The victim must make a saving throw vs. paralyze to avoid being impregnated, with effects as above. Being undead, matroni are immune to *sleep* and *charm* spells.

Once corporeal, a matroni can remain in the world indefinitely, awaiting its next victim. Although not undead, as creatures of spirit, matroni can be Turned by a cleric of high enough level. If a matroni is Turned or reduced to 0 hit points, it dissolves into the ether. Matroni can only be truly destroyed by being Turned by a cleric of 9<sup>th</sup> level or higher. It should be noted that the few survivors of a matroni attack often rethink their selfish ways. Matroni figure into a number of nightmarish myths and legends, and are believed by many to be the embodiment of divine rage that Weiren bears towards her husband and daughter.

## Niseagri

No. Enc.: 1 (1d4)  
Alignment: Lawful  
Movement: 90' (30')  
Swim: 180' (60')  
Armor Class: 0 (serpent) or 9 (human)  
Hit Dice: 8  
Attacks: 1 (bite) or 1 (weapon)  
Damage: 1d10 or by weapon type  
Save: F8  
Morale: 11  
Hoard Class: XV  
XP: 2,060

Corrough legends say the Kings of the Old World created giant water serpents named niseagri to defend Corrlan from interlopers. In reality, these great Corrough kings were the niseagri, a noble race of shapeshifters, able to take the form of a human or a giant water serpent.

In serpent form, niseagri can grow to a length of 100 feet and attack with a powerful bite. In human form, niseagri may wear any

armor and wield any weapon. A rare few niseagri can cast 2d4 1<sup>st</sup> level and 1d4 2<sup>nd</sup> level cleric or magic-user spells.

The few niseagri that exist today dwell in secret among the Corroughs, usually posing as lorekeepers or priests. The Corroughs maintain the niseagri are a myth (and many actually believe this to be true), but the lone Xannen survivor of a monster attack on Loc Naomh claims his ship was destroyed by a trio of giant serpents, leading some to speculate the niseagri have returned at last to protect their people from the tyrant in Xanne.

## Ogruk

No. Enc.: 1d6 (2d6)  
Alignment: Chaotic  
Movement: 90' (30')  
Armor Class: 5  
Hit Dice: 4+1  
Attacks: 1 (weapon)  
Damage: by weapon type  
Save: F4  
Morale: 10  
Hoard Class: XX + 1,000 gp  
XP: 215

Ogruks resemble giant ruks that stand nine to ten feet tall, with black greasy hair, thick warty hides, and gray-green skin. Their clothing consists of poorly cured furs and hides, which add to their naturally repellent odor. Ogruks usually live under rock shelters, in caves, or abandoned ruins. When ogruks are found away from their lair they will have sacks containing 1d6x100 gp worth of valuables (jewelry, coins, furs, etc.).

In combat, ogruks usually attack with clubs made from small trees, although they may be outfitted with better weapons and armor when recruited as mercenaries for an evil leader. Because of their size and great strength, ogruks deliver an extra 1d6 points of damage with every strike.

Ogruks usually live in small family clans. Most ogruks pay homage to the ruk gods.

**Note:** Ogres do not exist on Amherth. The Labyrinth Lord should feel free to substitute ogruks with ogres, as needed to suit his or her own campaign.

## Owl Maiden

No. Enc.: 1  
Alignment: Neutral  
Movement: 120' (40')  
Fly: 210' (70')  
Armor Class: 8  
Hit Dice: 4  
Attacks: 1 (weapon) or 1 (beak)  
Damage: by weapon type or 1d3  
Save: F4  
Morale: 9  
Hoard Class: VI  
XP: 190

An owl maiden appears as beautiful young woman in a white gown with a crown or circlet made of owl feathers. Owl maidens spend their days asleep, squatting in the boles of large trees. After nightfall, an owl maiden is capable of transforming herself into an owl and back again at will. Owl maidens live solitary lives, deep in remote parts of the wilderness. They are fierce defenders of the forest, and their ways may seem cold and inhuman to some. They are often found in the company of those they consider friends of the forest such as treants and priests of Nature. Owl maidens are said to be the daughters of the Viltæ, God of the Hunt. They are sometimes worshipped by primitive peoples and even the more civilized forest dwellers often leave choice cuts of meat, soft cloth, and other valuables out at night as a token of respect.

## Pacer Lizard

No. Enc.: 2d4 (2d6)  
Alignment: Neutral  
Movement: 180' (60')  
Armor Class: 6  
Hit Dice: 2  
Attacks: bite  
Damage: 1d6  
Save: F1  
Morale: 7  
Hoard Class: None  
XP: 20

The pacer is a four-legged lizard about the size of a pony. Pacers are herbivorous creatures that subsist primarily on plants, fungi, lichen, and roots. Skin colors range from brown to gray-green, depending on their surroundings.

Pacers are born live, and are up and running less than a minute after birth, traveling in family packs of two to eight. Pacers have sharp bony beaks that can be deadly, but they prefer to flee if attacked, fighting only when cornered or in defense of their young.

Pacers are as intelligent as a horse. If found young, they can be domesticated and trained as mounts or pack animals. Pacer riding is a difficult skill to master, however, as pacers do not run in a straight line. Instead, they zigzag from side to side, climb trees, and leap from one place to another. If the optional Ability Check rules are used (see the Labyrinth Lord core rulebook), mounted characters receive a -1 to all relevant ability checks and a -1 to-hit until they have ridden the lizard for several weeks. Specially made saddles are needed to keep riders mounted, otherwise all ability checks and to-hit rolls suffer an additional -2. Pacer young sell for as much as 150 gold pieces.

Pacers are a blight on crops, and were nearly hunted to extinction on the surface of Amherth. Today, very few realize they are harmless plant eaters, and they are often mistaken for small dragons. A smaller version of the pacer, the kartok lizard, lives underground, and has been domesticated by dwarves and ruks alike.

## Pax Dragons (a.k.a. Lesser Dragons)

No. Enc.: 2d4  
Alignment: Neutral  
Movement: per dragon type  
Armor Class: per dragon type  
Hit Dice: per dragon type  
Attacks: per dragon type  
Damage: per dragon type  
Save: per dragon type  
Morale: 9  
Hoard Class: None  
XP: per dragon type

Pax dragons, or lesser dragons, are dragons that have been selectively bred by the people of Pax in the Sky Realms. At birth, a specially designed spike is driven into the skull of each newly hatched Pax dragon, forever damaging the part of its brain responsible for complex thought and free will. As a result, Pax dragons can never speak or cast spells. A Pax dragon can be of any color, and possesses the breath

weapon and attacks normal to that species, but none of the special abilities (such as a gold dragon's ability to *polymorph self*). They also possess a natural 45% resistance to spells that functions as a *ring of spell turning*. This power also extends to their riders, giving the Knights of Arconis a slight edge against their magic-wielding foes. A few Glorrin wizards have stolen dragon eggs and attempted to raise true dragons to help their cause, but the results have instead proven disastrous.

### Q'foz

No. Enc.: 1d4  
Alignment: Any  
Movement: 90' (30') or special  
Armor Class: 9  
Hit Dice: 1  
Attacks: 1 (weapon)  
Damage: by weapon type  
Save: H1  
Morale: 9  
Hoard Class: II  
XP: 13

Q'foz are short, furry humanoids that stand about four feet tall and weigh up to 120 pounds. Q'foz have large eyes, wide nostrils, and thick hands and feet that each end in four digits. They seldom wear clothing, but often braid their beards or dye their naturally bluish-purple fur different colors.

Q'foz are capable of inflating their torsos with a lighter-than-air gas that enables them to float like a balloon for 2d4 turns, similar to a *levitate* spell. While inflated, q'foz have limited control over their movement, but are susceptible to heavy gusts of wind. They are capable of carrying twice their own body weight while inflated (treat as halflings for size purposes).

Q'foz are native to the Sky Realms. The first q'foz was created by a Glorrin wizard's experiment decades ago and the race has been enslaved ever since. A few q'foz have escaped to the Kingdom of Pax where they help guide unwieldy airships through the sweeping winds of the Sky Realms or infiltrate the Holdings of their former masters and serve as spies.

### Riisu

No. Enc.: 1d6 (4d40)  
Alignment: Neutral  
Movement: 120' (40')  
Armor Class: 6  
Hit Dice: 1  
Attacks: 1 (mandible) or 1 (weapon)  
Damage: 1d4 or by weapon type  
Save: F1  
Morale: 9  
Hoard Class: None (VII)  
XP: 16

Riisu are a race of intelligent centipede-like creatures that stand about two feet tall and measure up to twelve feet long. A riisu's bulbous head contains six eyes and a pair of mandibles. Two short armlike appendages fold out beneath the head and are used to wield weapons and perform delicate functions. Riisu are excellent climbers and prefer to walk along ceilings and walls rather than floors. When dealing with other races, riisu often coil themselves up to a height of about five feet. Riisu never wear clothing except for an occasional pouch or weapon harness.

Riisu society consists of scattered family clans who dwell in large, hive mounds. These hives are governed by a council of females who dictate policy and regulate interaction with outsiders. If more than twelve riisu are encountered, one will be a female leader with 3 HD. If more than thirty riisu are encountered, one will be a female shaman (treat as a 3<sup>rd</sup> level cleric).

Very few people realize how intelligent riisu are and they are often mistaken for monsters. Riisu hate carcass scavengers, and kill them on sight. They worship the Great Hive Mother (Weiren), who is said to watch over the entire race.

### Ruk

No. Enc.: 2d4 (1d6x10)  
Alignment: Chaotic  
Movement: 120' (40')  
Armor Class: 6  
Hit Dice: 1  
Attacks: 1 (weapon)  
Damage: by weapon type  
Save: F1

Morale: 8  
Hoard Class: XIX  
XP: 10

Ruks are foul-smelling humanoids with black hair, pig-like faces, and reddish eyes. An adult male ruk stands a little over 6 feet tall and females are slightly smaller. Ruks dwell anywhere in the wilderness, above or below ground. They are nocturnal creatures who suffer a penalty of -1 to hit rolls when in sunlight.

Ruks are exceedingly cruel and delight in the torment of others. They are exceptionally greedy and love to kill, which makes them particularly attractive to chaotic rulers who hire ruks as mercenary soldiers and bodyguards. Ruks carry shields and wear whatever pieces of armor they can scrounge. Common weapons include axes, heavy spears, and crudely forged long swords. Throwing spears and short bows are preferred for ranged combat. Ruks prefer vivid colors that most humans would consider unpleasant, such as blood red, mustard yellow, yellow-green, and deep purple. Their equipment is usually dirty and unkempt.

Ruk raiders prefer to prey upon small farms, settlements, and caravans, attacking with surprise or from ambush whenever possible. Raiding parties number anywhere from three up to two dozen, although bigger bands have been known to attack larger settlements. When traveling through the wild they tend to spread out in groups of two or three, with the rest close by, so adventurers should be wary.

When speed is needed to hunt down prey or outrun pursuit, a strong ruk leader can harangue his band into two or three ragged columns. This leader has 8 hit points, receives a +1 bonus to weapon damage rolls because of his exceptional strength, and possesses an XP value of 16. Should the leader of a party of ruks be slain, the remaining ruks have a morale of 6.

Ruks are socially organized around warring tribes, which have violent names like the "Death's Head" tribe or the "Warmonger" tribe. Tribes seldom work together unless united under a strong (and fear-inducing) leadership. Any tribe has a roughly equal number of males and females, with as many children as there are adults. The ruk tribal chief fights as a monster with 4 HD, has 15 hit points, and an XP value of

25. He will be very strong, having a weapon damage roll bonus of +2. There is a 60% chance that any tribe consisting of 20 or more ruks will have an ogruk present.

Ruks worship a pantheon of foul gods led by a war god named Groms (Lodor).

**Note:** Goblins, orcs, and hobgoblins do not exist on Amherth. The Labyrinth Lord should feel free to substitute ruks with goblins, orcs, or hobgoblins, making them stronger or weaker as needed to suit his or her own campaign.

## Swamp Willow

No. Enc.: 1d4 (1d4)  
Alignment: Neutral  
Movement: 3' (1')  
Armor Class: 6  
Hit Dice: 2-4  
Attacks: 1 (branch)  
Damage: See below  
Save: F2-4  
Morale: NA  
Hoard Class: VI  
XP: 29, 65, 135

This mass of drooping branches looks like a large weeping willow. It attacks by grappling its foe with its branches and then squeezing it. Slain creatures are then placed into its gash of a mouth located in its trunk, to be slowly digested.

The swamp willow contains 3d4 whip-like branches, each about 10' long. The swamp willow remains still until prey comes near. It then lashes out with its branches, attempting to grapple its foes. Grappled foes are squeezed until they die. Each branch has an effective STR of 4d4. A victim has a 10% chance of breaking free for each point of STR he has above that of the branch's STR. More than one branch may entangle a victim, 1 branch per round with a successful attack. Multiple branches combine STR. If the branches have more STR than the victim, the victim suffers 1 hit point crushing damage per point of STR the branches have above the victim's. Creatures caught in the branches may attack with -2 to hit.

## Tula'weir

No. Enc.: 1d4 (2d6)  
Alignment: Neutral

Movement: 120' (40')  
Burrow: 120' (40')  
Armor Class: 6  
Hit Dice: 5  
Attacks: 1 (bite)  
Damage: 2d6  
Save: F2  
Morale: 8  
Hoard Class: VI  
XP: 650

Tula'weir are giant burrowing worm-like creatures that grow to a length of fifty feet. Tula'weir clutches lay dormant for months at a time. When active, they constantly stay on the move, hunting by following vibrations on the earth's surface. They are particularly fond of horseflesh.

When burrowing, tula'weir achieve surprised on a 1-4 on 1d6. Tula'weir attack with their powerful bite. If their attack roll is equal to or greater than 18, a man-sized victim is swallowed, taking 2d4 points of damage per round from the creature's digestive fluids. The victim may attack the creature from within with any small sized weapon. If the tula'weir is reduced to half its normal hit points, it attempts to flee, vomiting up any swallowed creatures before burrowing into the earth. Any treasure the creature possesses is found in its belly.

Most tula'weir dwell beneath Xanne's open steppes. The Empire has placed a 250 gp bounty on the creatures, after years of devastating attacks against Xanne's vaunted cavalry.

## Udras

No. Enc.: 1d4 (4d8)  
Alignment: Neutral  
Movement: 120' (40')  
Armor Class: 6  
Hit Dice: 2+1  
Attacks: 1 (horns) or 1 (weapon)  
Damage: 1d8 or by weapon type  
Save: F2  
Morale: 9  
Hoard Class: XIII  
XP: 59

Udras are large, shaggy ram-horned humanoids native to the Frozen Lands of Amalor. The udras are divided among several nomadic tribes, with each tribe further divided

into smaller bands. Udras are omnivores who prefer to follow the great mammut herds across the frozen plains.

An udras enters combat with a powerful ram attack. This attack is treated as a charge, but only one-quarter of the normal distance is needed (5 yards instead of 20). After the initial attack, udras tend to fight with weapons and armor fashioned from mammut bones, particularly a two-handed bone club lined with bear teeth that delivers 1d8 points of damage. Udras are extremely strong and hardy, inflicting a +2 to damage with any melee weapon and suffering only half damage from cold-based attacks. Udras are expert climbers that ignore penalties to movement over hilly and mountainous terrain.

For every ten udras encountered, one will be a 4 HD leader. For every twenty udras encountered, one will be a 5 HD chieftain. If more than twenty udras are encountered, one will be a shaman able to cast spells as a 5<sup>th</sup> level cleric.

Udras worship the Ice King, ruler of the Frozen Lands, who many believe to be the god Hool in mortal guise.

## Vodast

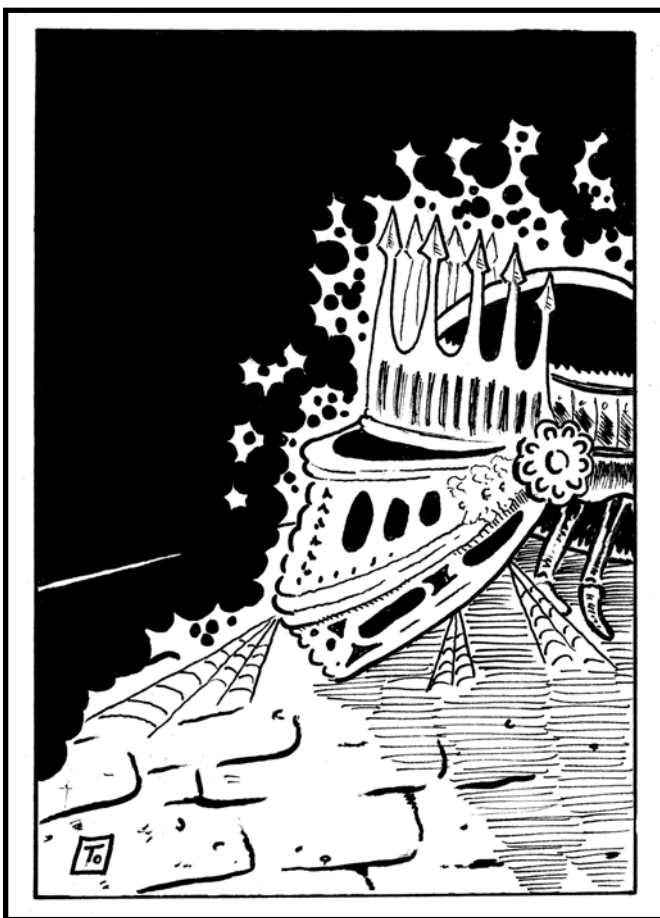
No. Enc.: 1  
Alignment: Chaotic  
Movement: N/A  
Armor Class: 3  
Hit Dice: 2  
Attacks: 1  
Damage: special  
Save: F4  
Morale: 12  
Hoard Class: None  
XP: 47

Vodasts are evil creatures that resemble shining helmets. These monsters have been specially enchanted to radiate magic under a *detect magic* spell. Vodasts lie dormant until discovered. When placed upon the head, the vodast suddenly springs to life, forcing the victim to make an immediate saving throw vs. petrify to try to remove it. If the roll fails, the vodast extends its hidden retractable proboscis into the victim's skull for 1d4 hit points of damage and takes complete control of its body,

including its thoughts and memories. The vodast then assumes the victim's identity.

While posing as the victim, the vodast attempts to cause as much chaos and strife as possible in the victim's personal life by betraying, humiliating, and even physically attacking the victim's most vulnerable friends and loved ones. The vodast is utterly ruthless and no atrocity is considered too great. If exposed, the vodast attempts to flee with the victim, threatening to kill its host if prevented from leaving. Any damage done to the vodast also affects the host. Vodasts (and their hosts) are immune to *charm* spells. A *heal*, *sleep* or *dispel magic* spell causes the vodast and its host to fall asleep (regardless of level). Once asleep, the vodast can be easily removed.

The first vodasts were said to have been created during the mythical War of Three Suns in order to cause fear and dissension throughout the ranks of the fabled Mithril Knights. They exist now only to sow terror in the hearts of unlucky adventurers and other would-be treasure hunters.



## Warmachten

Warmachten are terrible living golems powered by the magic and science of the Ancients. Warmachten are rare, but more are being unearthed as adventurers continue to plunder lost ruins and forgotten tombs. For more information on warmachten see pg. 7. A few of the most infamous warmachten are listed below.

### Warmachten (The Astalik a.k.a. The Slicer)

No. Enc.: Unique  
Alignment: Neutral  
Movement: 120' (40')  
Swim: 120' (40')  
Armor Class: 1  
Hit Dice: 8 (54 hp)  
Attacks: special  
Damage: d100  
Save: F10  
Morale: 10  
Hoard Class: None  
XP: 2,060

The astalik is an ancient warmachten that roams the deep reaches of Westport's labyrinthine sewer system. The astalik appears as a rotating steel ball about the size of a small boulder with a glowing red eye in its center. The ball is surrounded by an array of revolving scythes that never stop moving. The scythes can be expanded or retracted to completely fill a 15' passage, making it the enemy of all who would plunder the lost riches hidden beneath the largest city in the West. The astalik is equally capable of moving in water and on land, and possesses infravision up to 90'.

### Warmachten (The Giish)

No. Enc.: Unique  
Alignment: Chaotic  
Movement: 90' (30')  
Armor Class: 0  
Hit Dice: 10 (75 hp)  
Attacks: flames or trample  
Damage: 6d8 or d100  
Save: F10  
Morale: 10  
Hoard Class: None  
XP: 3,100

The giish is an ancient warmachten that resembles an armored wagon with a large pipe

on top and tracked treads instead of wheels. The pipe is capable of rotating horizontally in a 360-degree circle and once every three rounds can emit a 90' long cone-shaped gout of flame for 6d8 hit points of damage (saving throw vs. breath weapon for half damage). The giish may expend ten fiery blasts before needing to recharge. The giish may also try to trample its enemies by running over them for d100 hit points of damage. The giish revels in wanton destruction and would like nothing more than to set the whole world ablaze. The giish moves ponderously slow, but is capable of quick changes of direction. It was last seen picking its way through the Ruins of Thrates.

### **Warmachten (The Zhama'huur)**

No. Enc.: Unique  
Alignment: Neutral  
Movement: 120' (40')  
Swim: 240' (80')  
Armor Class: -5  
Hit Dice: 20 (150 hp)  
Attacks: 2 (claw/claw) or 1 (ram)  
Damage: d100/d100 or special  
Save: F16  
Morale: 12  
Hoard Class: None  
XP: 5,250

The Zhama'huur is an enormous aquatic warmachten that prowls the waters near the Endos Horn. The Zhama'huur vaguely resembles a giant red-eyed metal lobster that bellows smoke and issues gouts of fire as it chugs through the sea. It is capable of traveling both above and below the water as well as on land, although it seldom ventures far from the sea. The Zhama'huur attacks with its claws or by ramming large targets, causing a number of hit points of damage (vs. creatures) or structural hit points of damage (vs. ships) equal to the warmachten's current hit point total. The monster regenerates 1 hp per round. The Zhama'huur is responsible for the deaths of thousands of sailors, and many legends surround its habits, strengths, and weaknesses, but these are not to be trusted. Some believe the elves of Al-Sirath know the secret of calming the Zhama'huur, but prefer to leave it in place as a deterrent to those who would travel east of Amalor.

### **Xaerlings**

No. Enc.: 1d3 (2d6)  
Alignment: Chaotic  
Movement: 90' (30')  
Fly: 120' (40')  
Armor Class: 6  
Hit Dice: 1  
Attacks: 1 (bite)  
Damage: 1d3  
Save: T1  
Morale: 8  
Hoard Class: VI  
XP: 16

Xaerlings are tiny, bat-winged imps that bear a disturbing resemblance to the Immortal Emperor Xaer von Xanne. Xaerlings can be found throughout the halls of Castle Xaernon, fawning and scraping over the Emperor. The Emperor treats them as beloved pets and sometimes utilizes them as couriers or spies throughout the city. Xaerlings cannot speak, but can make noises to demonstrate pleasure or anger. Only the Emperor seems to be able to communicate with the wretched creatures. Xaerlings share a strange link with the Emperor and can convey him the equivalent of a *clairvoyance* spell up to a range of several miles. They were created by some unknown magic and have been around for several centuries. Xaerlings are cruel, mischievous, and spiteful creatures, especially towards children and pets. They are particularly jealous of the wizards of the Black Tower. Causing harm to a xaerling is viewed as a symbolic attack upon the Emperor that is punishable by torture and death.

### **Yelloweyes**

No. Enc.: 2d6 clusters  
Alignment: Neutral  
Movement: N/A  
Armor Class: 7 (natural)  
Hit Dice: 1 per cluster  
Attacks: 1 (toxic spores)  
Damage: special  
Save: F1  
Morale: N/A  
Hoard Class: VII  
XP: 13

Yelloweyes are clusters of stationary fungi resembling large mushrooms with red caps and

yellow spots. The spots are actually closed eyes that open when the yelloweyes are disturbed or when they detect noise within 10' of them. Upon opening their eyes, if the yelloweyes see a creature nearby they releases a cloud of toxic spores in a 10' cube that requires any creature inside the area of effect to make a saving throw vs. poison or have his Dexterity reduced by half for the next 1d6 days. After this time, the character must make another saving throw vs. poison or die. A *neutralize poison*, *heal* spell, or other powerful healing magic negates these penalties. Yelloweyes are susceptible to fire, however, unless the attack is instantaneous (such as via a *fireball* spell), any attack directed at the cluster releases a cloud of spores. Yelloweyes live in dark, subterranean places, growing on moldy rocks and carrion. Their spores seep out over time, blanketing the ground with an eerie-looking (but harmless) light mist.

### Yukree

No. Enc.: 1  
Alignment: Chaotic  
Movement: N/A (special)  
Armor Class: 9  
Hit Dice: 4  
Attacks: 1  
Damage: special  
Save: MU4  
Morale: 12  
Hoard Class: None  
XP: 355

Yukree are malevolent undead spirits that appear as disembodied skulls with living eyes. Yukree may be encountered in a dormant state in ancient tombs and old graveyards. A yukree forms an ethereal bond with anyone who disturbs its lair. Thereafter, it follows the character, manifesting during times of sleep or rest. The yukree is only visible to the character it has bonded with. It mercilessly insults that character and taunts him with news of friends and loved ones that have died, causing severe psychological and emotional stress. This stress imposes a -2 penalty to all ability checks. If



attacked, the yukree shatters in a cloud of bone fragments and dust that delivers 1d4 hit points of damage to all within 10' and requires everyone in the area to make a saving throw vs. spells or be knocked unconscious for 1d2 days. Yukree can only be destroyed by magic weapons, spells, or a *bless* spell cast by a cleric of 5<sup>th</sup> level or higher.

### Zalku

No. Enc.: 1  
Alignment: Neutral  
Movement: 120' (40')  
Armor Class: 2  
Hit Dice: 6  
Attacks: 1 (electricity) or 2 (fist/fist)  
Damage: special or 1d12/1d12  
Save: F8  
Morale: 12  
Hoard Class: None  
XP: 1,570

Zalku are metal golems powered by the same ancient magics that created the warmachten. Unlike the warmachten, however, zalku are highly intelligent, usually (but not always) non-hostile, and capable of communicating in any language. Zalku come in many unique designs, but most commonly appear humanoid in shape, with spindly metal arms and legs and a helmet-like head. Zalku possess infravision to a range of 90 feet. They often act as guardians of ancient sites such as lailons and other places of power. Zalku possess vast amounts of historical and arcane lore, however, much of this knowledge is protected by dozens of command words.

Zalku possess complex personalities and most of them are more than willing to converse with intelligent creatures. If befriended, a zalku can be used to relay information about recent events, pass on knowledge of the local area, and even assist characters in trouble. A rare few zalku have been driven insane by centuries of isolation, however, and can no longer be trusted.

Zalku avoid combat when possible. If forced to fight, three times per day a zalku can deliver an arc of electricity from its hands similar to a *lightning bolt* spell. The arc has a range of 60 feet and delivers 6d8 hit points of damage (saving throw vs. breath weapon for half).

# MAGICAL TREASURES OF AMHERTH

*"And he drew forth the Sword of Valen and lo, the vampire lord was  
blinded by its light."*

—from the scrolls of *The History of the Valnwall*

On Amherth, magic items, weapons, and armor often possess long and storied histories, making the more powerful items somewhat easier to identify. It should be noted that because of the general fear and distrust of magic, many refuse to believe that the items they possess are magical. Instead, the bearer of a *sword +1* might just like the weight and feel of the blade. A fisherman who stumbles upon a *Herrel's Lure* may believe the lure is a harmless good luck charm. Or, the owner of a suit of *chain mail +1* might feel that the armor has been blessed by his ancestors or by the gods.

## New Magic Items

### Dwarf Toys

Dwarves are expert craftsmen, and nowhere is their skill more apparent than in the making of intricate toys. Dwarf toys can be simple or complex, ranging from noisemakers, to weighted tops that draw pictures (or perhaps maps) when spun, to small, delicate, gear-driven displays that depict events such as plays, famous battles, tragic events, or even something as mundane as life on a farm. These toys can be expensive, ranging anywhere from a single gold piece to 10,000 gold pieces or even more, however, the money generated is only secondary. The craftsmen view each toy as a work of art and are more interested in sharing their creations with others than in making a fortune. In fact, toymakers often give toys as gifts to those they think will appreciate them, especially children. Each toymaker has his own symbol that is used to mark his creations.

The craft of toymaking was originally developed by the gnomes and then taught to the dwarves. Because the two races are often mistaken for one another, the term "dwarf toy" became commonly used to describe their creations. Dwarf toys were once common throughout much of Amherth, becoming more rare (and valued) once the dwarves retreated from the surface world to defend their homes against ruk invasion. Now that contact with surface dwellers has been reestablished, dwarven craftsmen have once again begun producing mechanical toys to share with the rest of the world.

### Elven Song Stones

The long-lived elves of Amherth do not keep a written history. Instead, tales and legends are orally passed down in songs. Using magic, the elves create magical sheira, or "song stones", in order to record important events in Amherth's history. The stones not only play the song itself, but also produce a flickering three-dimensional illusion that depicts the events of the song as they play out.

Song stones are usually small enough to be held in the palm of the hand, although larger sheira have been created for permanent displays and monuments. Crystal formations (amethyst, quartz, sapphire, etc.) are embedded into the surface of the stone, but the base is flat. A different word of command is needed to activate each stone and this word is usually inscribed in elvish on the underside of the stone.

Elven song stones cost anywhere from 500 to 5,000 gold pieces or even more, depending on the quality and length of the song. Recently, a large song stone was given as a gift to King Mykus of Tyr. This stone depicts the events surrounding the life of his ancestor, King Timmalk Lor and the war against the Empire of Xanne. The stone is on display under heavy guard in the King's Castle in Tyrnheim, and its song can be heard three times each day (at dawn, noon, and dusk). On certain holiday celebrations, the stone is activated every hour, on the hour.

### **Golden Horn of Friendship**

This magical horn is made from the horn of a gold dragon. Blowing the horn summons a gold dragon in 2d4 rounds. The dragon is not under the character's control, but it recognizes the wielder of the horn as a friend and freely renders aid, including magical spells, transportation, or combat assistance. The horn may be blown three times before its power is used up.

### **Herrel's Lure**

Crafted centuries ago by the hermit wizard Mill Herrel of Nahm, these feathered hook-and-lure combinations are empowered with magic. Once per day, a Herrel's Lure is guaranteed to catch 1d10 fish of an appropriate type for the area. Catching the fish takes up to one hour, after which time, the Lure acts as a normal hook for the rest of the day. Only a dozen or so Herrel's Lures are currently in circulation, but others are occasionally uncovered in old ruins, abandoned dwellings and even more unlikely places. They are prized among fishermen and those who live off the land.

### **Horns of Ullrain**

The Horns of Ullrain are a forty-two-point rack of antlers mounted on a polished oak plaque. The clannar of Tyr believe the Horns are a gift from Father Sun (Murr). They are prized for their ability to make men virile and women fertile—legend says that young lovers who couple within forty-two paces of the rack are guaranteed to have a healthy child.

Ullrain was a mighty stag who lived long ago in the wilds of the Kingdom of Might. Strong, fast, and uncannily intelligent, many hunters

were maimed or killed trying to bring down the noble beast. At last, as the story goes, the mighty Ullrain willingly sacrificed himself for the wedding feast of a young nobleman and woman—the ancestors of the legendary King Tyr.

The Horns of Ullrain are a treasured clannar relic that has been passed down from generation to generation. It was lost during a Death's Head ruk raid and later recovered by a Siegel chieftain named Brethan Kleine. The horns now decorate Kleine's hall in the hills south of Gap Road. However, a band of outlaws led by the exiled Siegel clannar Yori Schtall plan to steal the horns and ransom them back to his former people.

### **Horseman's Gauntlets**

Horseman's Gauntlets are a sturdy pair of leather gauntlets that are embroidered with a line of stylized horses encircling the border of each glove. The gauntlets can soothe a panicked horse with a simple touch, and bestow a +3 bonus to all Wisdom checks related to horseback riding. These gauntlets were owned by a Xannen cavalry officer named Finnor Pelotto. Pelotto was killed centuries ago during a Corrough campaign and the gloves were lost in the highlands near loch Naomh.

### **Imam Jalabi's Flask**

Imam Jalabi's Flask is an ordinary looking goat's bladder topped by a plain cork. The cork is carved with the symbol of Il'Re, the Baladic One God. Crafted long ago by the revered Baladic holy man, Imam Jalabi, this flask refills itself with water once per day.

The flask was lost almost a decade ago in a clash between the Ama'Sudin and Xannen soldiers outside the city of Southport. It was later picked up by an old, senile goat herder who does not realize what he has found. Though priceless to any desert dweller, the Baladi would stop at nothing to recover this holy relic.

### **Voice of the Goddess**

The Voice of the Goddess is a small metal cylinder attached to a leather thong. The cylinder is intricately carved with symbols of fire, wealth, the moon, and other Aspects

associated with the Corrough goddess Jela (Jesil). When whirled overhead, the cylinder produces "Jela's Song"—an eerie, whistling note that is unsettling to the ear. Any enemy who hears the song must make a saving throw vs. spells or else suffer a -4 to-hit for 1d6 turns. These relics are believed to have been the origin of the Corrough fledgling and only a dozen or so are thought to still exist. The Xannen governor of Divine Right has posted a 2,500 gold piece bounty for these instruments and makes a big show of melting them down whenever they are acquired.

### **Weir-skin**

Weir-skins are hooded cloaks fashioned from the skin, scales, and/or feathers of one or more of the same type of animal (squirrel, wolf, lizard, raven, etc.). When donned, the wearer can transform himself into the appropriate animal three times per day.

While in animal form, the wearer uses the statistics for a normal animal of the appropriate type. He retains his own mental capabilities, but cannot speak or cast spells. If the character is killed while in this form, the skin is destroyed and the character immediately reverts back to his original form.

Weir-skins are believed to be gifts from the goddess Weiren the Earth Mother.

## **New Magic Weapons and Armor**

### **Arusbaen (Arrow's Bane)**

Arusbaen is a solid, round wooden shield banded with iron. It bestows a bonus of +1 against melee weapons, +2 against thrown weapons (such as knives, spears, etc.) and a +3 against arrows and crossbow quarrels. Arusbaen belonged to the heroic Lordyr clannar, Harald Blood-Eye. In Z383, Harald was killed by Xannen soldiers and Arusbaen fell into the hands of a Captain Treppo Larius. Captain Larius was later killed during another expedition into the Forest of Doom, but the shield was not in his possession. Recently, it is rumored to have surfaced in the hands of a brawny Westport gang leader named Vikil Cross.

### **Axe of the Deep Dark**

This finely crafted, dwarf-made battleaxe grants the wielder +1 to-hit and a +2 to damage. In addition, the owner of the axe receives infravision up to 60'. If the character already has infravision, the axe doubles its range.

The Axe of the Deep Dark was forged long ago by a dwarf hero named Cavaldus Gegin of Tradheim. Gegin was killed during the ongoing Great Ruk War and the axe fell into the possession of a Drakazen (Dwarfkiller) ruk chieftain. It resurfaced a few years ago during a failed caravan raid and was picked off a dead ruk by a guard named Hencor Rolle. Hencor has no idea of its true value, and plans to sell it in the Westport market at the first opportunity.

### **Bow of Relvar**

This Xannen short bow is made of ash and reinforced with bull's bone. A raven has been expertly carved into the bow's handgrip. The bow was supposedly blessed by the Hagyar war god Relvar (Rangeth). The wielder receives a +1 to-hit and +1 to damage. If mounted, the character receives a +2 to-hit and +2 to damage instead. While mounted, the bow's owner also receives a bonus of +1 to all Charisma checks.

The bow has a long and storied history. Its original owner was none other than Emperor Zaer von Xanne. After the Emperor was killed for the first time by his uncle in Z37, the bow passed through the hands of several Xannen soldiers. Its last owner was killed in Z432, during the battle to retake Dragonkeep, and the bow fell over the side of the mountain and onto a ledge. It remains there to this day, hidden amongst some shrubs, just waiting to be found.

### **Knife of the Valmor**

A Valmor knife is a broad-bladed dagger made of a strange black metal. When held, the knife acts as a ring of spell turning. The Valmor were a cult of mage-hunting assassins who once operated all over Amherth. Their island fortress off the coast of what is now Guildeland was destroyed during a sudden and vicious storm, and the remaining assassins were eventually hunted down and killed by a band of wizards known as the Telmark. The occasional knife still

turns up today, usually in the hands of someone with a grievance against wizards. The White Wizard's Guild in Westport has offered a 5,000 gold piece reward for the recovery of each blade.

### **Jandesla (Jandil's Sword)**

This weapon is a superbly crafted broadsword with an edge that never needs sharpening. Its hilt is worked in gold and silver, and its pommel is set with a large tiger's eye gem. Jandesla grants its user a +2 to hit and a +2 to damage. When fighting ruks, it grants the user and any allies within a dozen paces an additional bonus of +1 to hit and +1 damage. Common ruks who see the weapon must make a saving throw vs. spells or flee in fear for 1d6 rounds. Strong ruk chieftains, sub-chieftains, and shamans are immune to this effect, however, they may be more inclined to parley or otherwise deal with the sword's owner, depending on the circumstances.

Jandesla was the property of a famous ruk-slayer named Ethun "Edge" Jandil. Jandil was ambushed and killed by ruks and a young ogre named Gelg almost ten years ago near a small river in the northern reaches of Valnwall. Jandil's body was swept downstream and the sword was never recovered.

### **Sword of Doom**

The Sword of Doom is a razor-sharp, unbreakable Xannen short sword. Its curved crosspiece is adorned with Xannen symbols for strength, courage, and victory, and a single blue sapphire is set into its pommel. The sword grants the wielder +3 to all Charisma checks. However, the character's alignment slowly begins to change for the worse. A Lawful character becomes Neutral after 10 days, while a Neutral character becomes Chaotic. These effects are permanent as long as the sword remains in the characters' possession.

The Sword of Doom was once owned by the reviled Xannen officer, Granthus Nevu. A brilliant tactician and ruthless military man, Nevu was feared by his friends and foes alike. During the time of Xannen occupation in the West, Nevu led many retaliatory raids against the clannar of the Forest of Doom. Nevu was killed in battle when his unit was ambushed by

a host of Black Lordyrs, and his headless body was tied to a horse and sent back to Westport. The Lordyr clannar tried unsuccessfully to destroy the sword, and the weapon was eventually tossed into a deep chasm. Recently, the sword was rumored to have appeared in the hands of a Death's Head ruk chieftain named Ralag the Red.

## **Tekla Relics**

### **Book of Lost Knowledge**

This ancient book is bound with dragon hide. A single oval-shaped ruby in a silver setting adorns the front cover. Its pages are filled with all manner of arcane lore, and some believe the book was crafted during the time of the Ancients to ensure that such knowledge would never be lost.

The book is written in a forgotten language that slowly transforms itself to a language known to the reader. It takes an entire month of uninterrupted study to read and fully understand the Book of Lost Knowledge. A cleric, magic-user, or elf who reads the book instantly gains one level. Fighter and thief characters trigger their inherent magic potential and become latents (see pg. 9). Dwarves and halflings who read the book receive a +1 bonus to all saving throws vs. spells for the rest of their lives.

Once read, the book subtly vanishes only to resurface again in 1d10 years. The book is believed to be a unique tekla relic, but no one knows this for certain.

### **Godmap**

A Godmap parchment contains a topographical depiction of Amalor and Herth. Upon uttering a command word, the map "zooms in" on its surroundings, providing a detailed rendition of the geography around the map for 100 yards in every direction. The map shows only natural growths and formations (such as trees, rocks, rivers, mountains, etc.) and seems to update itself every year or so. Legends tell of forgotten command words capable of making a Godmap reveal man-made structures (such as cities and towns), as well as undersea and underground topography. One of the most popular tales is that of a command

word which gives the user a "live" view of the area and everything in it (including living creatures), as if one were looking down on the scene from high above.

Godmaps date back to the time of the Ancients. Only three such maps are currently accounted for, although others may still exist. Of the known maps, one is under heavy guard in Castle Tyr. The second is owned by a Corrugh chieftain named Hlar McCarran who uses it in the fight against Xannen occupation. The third was discovered in Westport's Library of Braxis less than a year ago. It was stolen while being examined by the Cartographer's Guild, and the Kingdom of Tyr has offered a "no questions asked" reward of 10,000 gold pieces to anyone who returns the map to them. It is rumored that other, less savory factions (such as the Empire of Xanne), will pay even more to possess a Godmap.

### **Gulkin's Shadowcloak**

Gulkin Rateen was a master thief and assassin whose ancient cloak allows its wearer to blend into shadows, granting a 98% chance to hide in shadows, similar to the thief ability of the same name. Once blended, the wearer gains surprise on a 1-5 on 1d6. Upon uttering the proper command word, the wearer is able to bond with the shadow of a humanoid creature and follow that creature around.

Gulkin's Shadowcloak disappeared long ago, after an attempt to assassinate the Immortal Emperor Zaer von Xanne. Recent reports suggest the cloak has turned up in Guildeland.

### **Jotun Spear**

A broad-headed spear carved with Skjolding runes, this tekla relic shreds through armor, reducing armor and/or shield values by 1 AC upon each successful strike in addition to doing normal damage. The Jotun Spear automatically extends and retracts to perfectly fit the wielder's height and reach. It is said to have been forged by giants using lost magic of the Ancients. The spear was owned by the Skjolding warrior, Haralf Holmskeggi, who was killed centuries ago during a failed raid into the Kingdom of Might. The spear was kept as a trophy by a baron named Hans Stinen and passed down to his children, until years later, it

was lost in battle with King Ivanov's army. A Warmonger ruk chieftain named Dretch now possesses the spear and has been using it to deadly effect against the people of the Barony Vales. A few weeks ago, the spear was said to be responsible for razing an entire keep with a single blow. The Guardians of the West have called for volunteers to help them deal with this menace.

### **Knight of Lequin**

A Knight of Lequin is a mindless golem constructed ages ago by Tathan wizards during the War of the Rising Mountains. The Knights appear as animated suits of plate mail armed with long swords and shields. They remain dormant unless commanded by someone wearing a specially enchanted magical bracer. Each bracer is capable of controlling up to twenty-four knights. The knights obey simple commands (fight, guard, pursue, etc.) although it is believed that they can follow more complex orders, with the proper command words. The enchantments placed upon the golems have weakened over time, and every so often, a newly activated knight attacks everyone in sight until it is destroyed. Each knight has 50 hit points, AC 0, and fights and makes saving throws as a 6<sup>th</sup> level fighter. A knight's lost hit-points can only be restored at a lailon.

Knights of Lequin are occasionally discovered in the tombs of ancient generals and kings. The control bracers are extremely rare and command a high price. The eccentric Baron Kellington of eastern Valnwall is said to command a unit of six knights which he uses as his personal bodyguards and to assist in levying taxes.

### **Shield of Makor**

This tekla relic was once possessed by the legendary vampire slayer Carolin Makor. The shield acts as a shield +1, +3 vs. undead and grants its wielder the equivalent of a *protection from evil* spell. Once per day, the shield has the power to Turn Undead as a 9<sup>th</sup> level cleric. Like all tekla relics, the shield is rumored to possess many other hidden powers, including the ability to shine like the sun for 1d20 rounds. The shield was last seen in the possession of a Red Hilt cleric named Bron Taggart as his adventuring party headed out into the wastelands of Aal.

# APPENDIX A: AMHERTH MONKS

This section is for Labyrinth Lords who wish to allow monks (and possibly assassins) from the **Advanced Edition Companion™** into their game.

Only three monastic orders exist in the Known World of Amherth. These are The Order of the Hand, The Keepers of the Light, and The Brother Wanderers. Each order is small, numbering less than a hundred, and each speaks a variant of the same strange language. The founders of these orders are said to have been three brothers who came from the fabled Lands of the Rising Sun, which may explain why their customs, dress, fighting styles, and weapons seem so foreign to the peoples of Amalor and Herth.

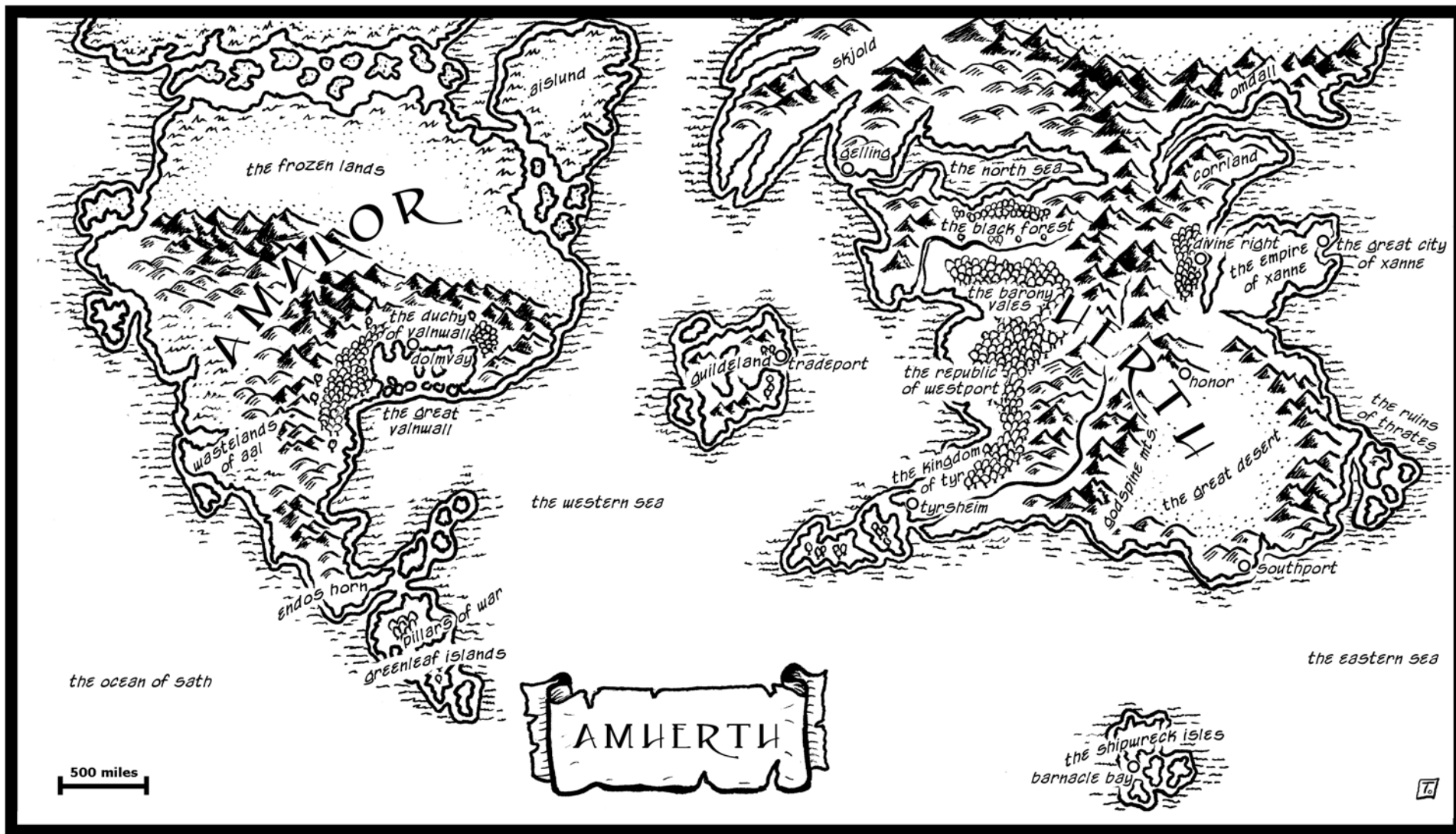
The Order of the Hand is a mystical warrior cult of skilled assassins. Only the wealthy can afford their prices, but they are seldom disappointed with the results. The Hand takes great pride in its reputation as killers-fore-hire. Any monk who fails to eliminate his target becomes an outcast, hunted by his Hand brothers until caught, and then tortured to death. The Hand is led by the young and ruthless Master Kredan Cho. Their monastery is located in the mountains on the eastern coast of Herth, south of the Ruins of Thrates. Their symbol is a black chopping hand inside a circle.

The Keepers of the Light have devoted their lives to the slaying of evil wizards and the destruction of items empowered by evil magic. They travel far and wide, occasionally allying themselves with good wizards and others who combat evil magic such as the Hestrons. The Keepers are led by the aged Master Nagaltus.

Their monastery lies in a secret oasis deep in the Great Desert, and is said to be filled with tekla relics too powerful to be destroyed. The Keepers's symbol is a clenched fist wreathed in flames.

The Brother Wanderers are a loosely organized band of monks who wander the land seeking enlightenment. They usually travel alone, but have been known to ally themselves with others for a time, as part of their quest for inner peace. Wanderers have great respect for the Keepers, but are blood enemies of the Hand. Their symbol is a black and white Linu-Langu circle.







the eastern sea





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