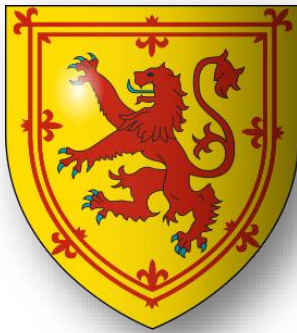


Adventures in Filbar™

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PANGIA COMPENDIUM

ADDENDUM - 3



BY FRANK SCHMIDT

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Levitation Point

The rocky coastline of The Glen is normal in most respects. It has high cliffs that are quite sheer with caves dotting above and below the waterline. When the Gnomes crash landed on Pangia in year 16 of the current epoch they found themselves on a thin strip of land at the northern tip where they settled. The small creatures began to venture inland to explore their new surroundings eventually settling in and making peace with the indigenous Halfling population.

Over the years the industrious people explored their rough surroundings and many lives were lost climbing the steep inclines. During the course of their investigations they located a small cove that held rare, black pearls that were useful in Gnomish experiments. While the inquisitive people found the cove to be of upmost importance it led them to a greater discovery.

Kelbot Wheelweaver was a frequent visitor to the cove and it was he that discovered a natural phenomenon abruptly named Levitation Point. Kelbot, along with some of his associates, found a loose plate in the cove's sediment. Upon moving the stony plate he discovered that a powerful jet of water extended upright and onto a nearby perilous cliff. After trial and error for several days the Gnomes discovered that the occurrence would always repeat itself on a consistent basis.

After telling others in his clan about the discovery the Gnomes quickly adapted the natural geyser into a "lift" to the cliff above. Initially the explorers thought that the discovery was pure entertainment until a group of Kuo-Toa emerged from the waterline. The amphibians chased down several of the Gnomes present and killed them. As the main group of watery humanoids approached Kelbot and his friends his foot dragged against the plate causing the geyser to appear and propel the Gnome and his friends up onto the cliff and out of harm's way.

The Kuo-Toa were unaware of the plate and felt that magic had been used. Despite their best efforts to climb the little explorers were safe on the cliff. After several hours the Kuo-Toa gave up and returned to their watery lair. Upon returning to the community and mourning the loss of their friends the story was relayed to the others.

From that point on the "Levitation Point" was used to get away from additional humanoid incursions. It also made it easier to climb that mountain spur!

An investigation was lodged by members of the geological society as to why/how the plate functions to create the geyser. An armed camp was set up for two weeks to protect the scientists, which survived several assaults by the creatures of the sea. Despite a myriad of experiments done the group was never able to definitively state how the natural wonder came to be. During the course of their observations they did discover that several acrobatic feats could be performed if a subject moved the plate then stood on a piece of driftwood.



The individual would be propelled into the sky at the angle needed to reach the plateau but could use the wood to move in midair. This movement would allow a Gnome to strike the side of the cliff and then slide or hop down the edges and into the water. While several of the younger scientists discovered this innovative mode of transport, several older Gnomes found it painful as they did not possess the agility of the youth of the group. It was summarily ruled that "Limb surfing" was prohibited. Strangely the habit continues by those of the younger sects of the clan.

Levitation Point is current the home to a guard unit that acts as scouts for any incoming ship traffic. They have rope ladders allowing descent from the plateau that are pulled up afterwards. The geyser is used as a natural elevator to reach the fortified position. This area is home to a large number of avian life that have found the crumbs of food to be worth spending time with the strange little people.



Brass Throne

In the years between 1755 and 1771 the Melcore Empire saw a bloody civil war take over its nation. After the failures of the Cullu Wars with Torusak a series of weakened leaders attempted to push Melcore forward but failed miserably. The bloodline of emperors had thinned a great deal and the current emperor, Thabus VIII, was more or less considered an idiot. He ascended the high seat of Melcore but had not been groomed properly for the position. A trio of siblings had preceded him but had all fallen ill and died under suspicious circumstances.

Thabus ruled for one year in which nothing was accomplished and it was clear to even the dimmest of court lackeys that he was in over his head. Some in the Melcore hierarchy argued that a fourth and decisive war should be waged against the southern neighbors while others vehemently opposed the aggression. While Thabus sat and did nothing the separate armies became polarized and it was obvious that the principalities of the empire would have to choose sides.

King Ransik from the north proved to be the strongest warrior and led the uprising. For the next sixteen years the land was ravaged and scarred from the constant fighting. The military units on both sides were so evenly matched that neither could rise up to land a decisive blow. In 1770 King Ransik found an unlikely ally in the form of the Torusak Marines. This group of seafarers had earlier caused problems for Melcore when they came to the aid of The Glen.

The privateers realized that the southern armies would invade their land if they were not stopped and appeared to be making progress. A missive was sent from Torusak to King Ransik proposing an agreement for peace. A meeting was held in the Fifer Peaks between the two sides. While Ransik had no love for the Torusak people, he understood that without them the stalemate of the civil war may continue until long past his lifetime. Under protest by his subordinates, King Ransik put his seal to parchment and the treaty for peace was agreed upon.

The privateers would move on Runswick, the capital, and pull the squabbling military together in one location. Ransik would come in from the rear under the guise of protecting the capital and finish off King Hampner and Queen Sarcosi which were his

main rivals. On the agreed upon date a fleet of Torusak ships entered the Dauphin Coastline and began to lay siege to the war-torn country. In the weeks following the bombardment the Torusak marines did enough damage to the city to make it seem plausible that it was under attack. The civil war was declared "on hold" while the country was protected by most of the warlords.

King Hampner (Shadowheat) and his forces swept in from the east and bolstered the city's weakened port area while Queen Sarcosi came from the north to give aid to the citizens. With his two main adversaries separated, King Ransik swept in taking out Sarcosi's forces first before moving to the port and attacking Hampner's forces from the rear. The Torusak marines, true to their word, ended their assault on Runswick and sailed back to their home port.

Ransik's ploy worked exceedingly well and eliminated his main threats leading him to re-unify the country under his leadership. Ransik was installed as the new emperor and rebuilt the damage to the city. The armor and weapons from the Sarcosi/Hampner forces were taken, melted down, and built into an enormous brass throne. This seat of power was installed in the palace and is where the emperors of Melcore have governed ever since.



The Brass Throne is nearly 10' tall and the molten metal was etched with magical sigils of protection. The base appears to be a large skull and the hand rests are two carved, brass skulls representing the Sarcosi/Hampner alliance. Legend has it that if an emperor needs angelic help they can sometimes stuff their fingers into the eye sockets of the brass skulls and receive information from the gods on the best course of action. Only the emperor is allowed to sit in this place of honor and anyone else caught in it is executed immediately.



Draco Teisa (Tee-sa)

After the Third Paccic War ended in 886 tensions were still extremely high between the three Elvish cultures. The tenuous borders led to minor disputes and continued bloodshed much to the chagrin of the rulers. As the individual fiefdoms appeared to be well on their way to a fourth Paccic War something changed the course of Dri Verdal forever.

The Dwarves of Fifer Peaks had been on a fortification binge and had burrowed deep within the caverns of the mountainous terrain. During the excavation for a new fortress in the northern reaches the Dwarves came upon the lair of one Draco Teisa, an old Black Dragon prone to fits of anger. The tunneling by the Fifer residents came in above the lair of the great Wyrms and gave them advantage to attack the beast. Being a clever Dragon, Teisa opted to flee her lair in order to save her life.

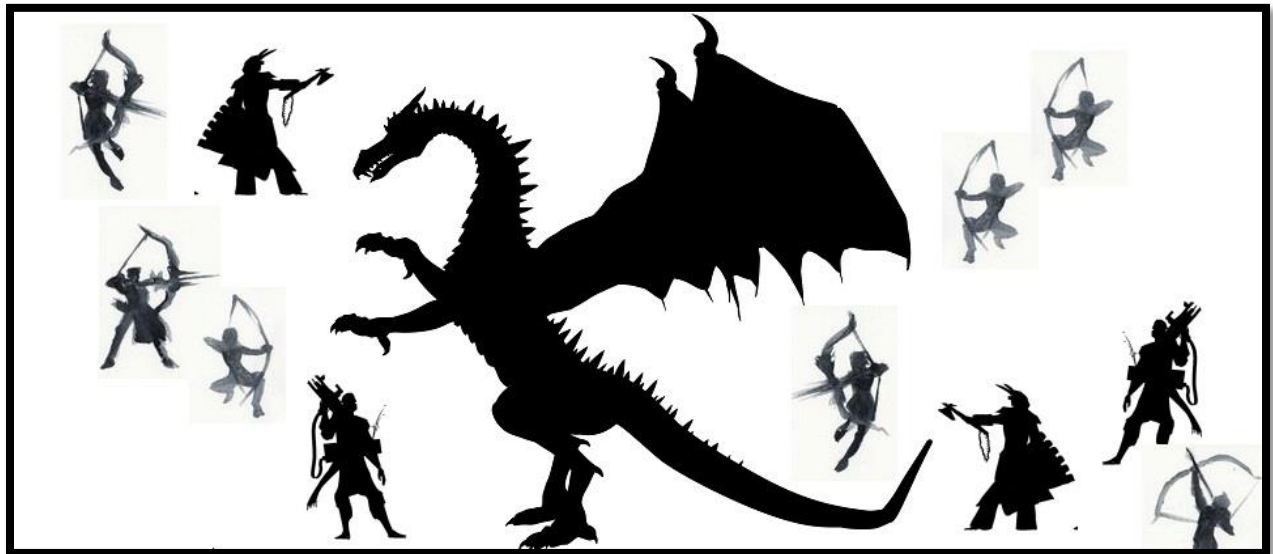
The Dwarves moved in and secured the vast treasure trove of Draco Teisa and then caved in the escape hatch that Teisa had used to evade them. As the Wyrms flew above the rocky peaks she observed her lair entrance disintegrate and realized she would never again possess her riches. The beast slew a large population of Cyclops in the region and took possession of their rudimentary wealth. Her search for a new lair led her to the vast forests of Dri Verdal. She had attempted to move into the forested lower peaks but other Dragons had already claimed that territory.

Teisa located a small swamp in the south-central region of Dri Verdal and made a home in that region. Unfortunately for the Elves, they had not discovered her presence as they were too entangled with their subterfuge against their Elvish cousins. The swamp had been a point of contention as none of the Elves really wanted the territory but also didn't want the other kingdoms to possess it either. As hostilities rose members of the three divisions moved on the swamp to attempt to secure it.

As the three brigades came together they were surprised by the old and camouflaged Teisa who made short work of the "trespassers" with her breath weapon. Of the nearly two hundred combatants only a handful were able to escape the Dragon's wrath. Survivors from each kingdom moved their respective lords to report on the new problem in the swamp.

The separate leaders came to the unified position that a Dragon would prove to be a much larger issue than their petty squabbles and opted to join forces to deal with the scaled creature. An initial force was sent in to scout out the situation as the previous group had been attacked away from her lair. As the silent hunters moved into the swamp the lair with the Cyclops treasure was found to be empty. As the hunters moved out to report their findings they were attacked from the air by the old Dragon that had been on a hunting mission.

One Elf survived the bungled surveillance and was able to report on the location of the lair. A stronger, better armored approach was taken and a two pronged attack initiated deep within the swamp. The indigenous monsters of the fens proved to be a nuisance to the heavily armored fighters but they were able to find the lair and faced off with Draco Teisa.



Despite the loss of multiple Elves that day the Wyrmling was defeated by the combined force. An investigation of the lair showed that eggs may have recently been laid but not in this location. With concern over their futures the three Elven rulers opted to continue to remain allies and thereby peace ensued for the kingdoms of Dri Verdal. The treasure was equally divided among the groups which also bolstered a renewed sense of purpose and unification.

An intensive search of the land was completed but no eggs or Wyrmlings were discovered in the region. A study of the carcass showed that Teisa was too advanced in age to bear eggs and it was most likely a trophy or heirloom that she possessed. Some Elves did not agree and continued an intensive search for any other Dragons in the region.



Legend of Korny Wood

Some 60 leagues north of Torrence, a tale is told in the central eastern lands of Torusak near a sizable forest called Korny Wood. The locals harvest lumber from the thick deciduous gathering but only during daylight hours. Rumor has it that the forest is owned by demons and creatures from the netherworld during the dark hours especially during the summer months when light has longer hours.

Normally stories of "haunted" woods are standard around smaller communities but reports from several reputable adventuring groups have given cause for concern. The general populace around Woufer Thorp and Klondike Village have both given out two similar accounts that the explorers have confirmed. The two communities are situated some twelve miles apart but have experienced the same problem.

Observers that have watched the edge of the so-called Korny Wood have spotted a large creature with rough appendages and a square-ish head. Strange noises have been heard just before the creature was spotted coming from the regular denizens of the forest. On three occasions people have spotted large deer attempting to flee the woods only to be grabbed by this dark, large (12' is the average) creature. A groaning has been heard and shrieks similar to splitting lumber are also said to have been heard with the groans.

Both communities have put out notices for assistance and several adventurers have replied with mixed results. Several parties of lesser experience have confirmed that "something" lives in Korny Wood but report that the creature fled upon their approach. These reports are dubious in that other witnesses stated on the record that the members of those groups came into town out of breath and sweating profusely. If these secondary reports are to be believed, the parties honors may be questionable!

A group of experienced adventurers passing through did take the time to examine the issue but they did not discover anything after returning to Woufer Thorp the following morning. At this time the mystery has not been solved and the two settlements are still seeking an answer. One rumor is that the "monster" may be a mad Treant that is offended by the logging of the forest but perhaps another party can find the real answer...



Battle of Tigo

Nearly two decades ago a cultist uprising in Pardor pulled the military out of their bases on the coastline and exposed these rich areas to pirate raiding for the first time in years. While many people are familiar with Cain and Bartholomew as the leaders of the Pirate Lords, few know the name of Captain Rentchen. This buccaneer was the captain of The Corpus, a notorious vessel whose seamen were feared along the southern coast. As word of the uprising spread it was Rentchen that went rogue and opted to raid the northern coastline of Allatrama.

The word of Rentchen's raids quickly spread and the mere sight of the green sails of The Corpus was enough to make many flee their towns as the pirates came ashore. The men and women under his command were ruthless and tended to kill on whimsy rather than necessity. As the legends of the raids grew so did the arrogance of the pirates which led to their downfall.

The residents of the southeastern Pardor realized that The Corpus was obviously moving north up the coast and would come into their lands in the near future. Nearly all of the coastal military had been called to the interior of the nation to quell the rising cult rebellion but one man, a retired naval captain, had retired from the military and was enjoying life in a cove along the coast. With a pirate raid imminent, the citizens called upon the assistance of Captain Morris Tigo once again.

Despite being in his 60's, the old sea captain was still fit from years of caring for his body and spirit. He was informed of the pending "doom" and asked by several regional Patricians for assistance. With time short Tigo has several demands that would need to be met prior to accepting such a dangerous mission. With no other options the Patricians agreed without hesitation before even hearing his terms. Documents were signed and Tigo went to work.

Morris was aware of a sunken clipper ship near the back of the bay that was a recent loss. A salvage mission was put into place with the farmers and lumberjacks of the region. The ship was rescued from the bottom of the bay and repairs were done day and night for a period of two weeks. Former sailors were suspect as to the commander's plan as clipper ships were smaller and did not hold a great deal of armament. They were also less than enthusiastic that the ship had already been sunk once before.

In the twelve days that followed the ship was brought to the surface and the hull was patched. Ladies along the coast had also arrived and began to make a sturdy set of sails for the vessel which also came in within the allotted time. As the raids came closer to the area Captain Tigo proclaimed that the ship was again seaworthy and he was prepared to face off with his enemy.

The following morning Captain Tigo arrived in his finest attire to meet with his makeshift crew of commoners. He looked over the brass covered masthead of his vessel smacking it loudly. He nodded with approval and had the men board the ship. While their training had been remedial, the men knew the lives of their families depended on executing the captain's commands in a timely manner. Their largest concern was that they had not been trained in ship to ship fighting, only how to steer the vessel quickly.

As the crew kissed their loved ones goodbye they boarded the christened "Seahorse" along with Captain Tigo. A few moments later the familiar green sails of The Corpus entered the gulf and headed for the clipper. Still tied to the dock the crew became incensed that they had not pushed off yet. A few moments later an old man on a donkey arrived at the dock and teetered onboard the ship. The "vagrant" had a horrid aroma about him and the crew was mystified as to why the individual was accompanying them.

Captain Tigo gave the order to head towards The Corpus as fast as possible. Some crewmen later reported that Tigo and the old man seemed to have a plan in place. As the clipper closed on the pirate vessel Tigo had them hold a straight course veering only before striking The Corpus. The pirates peppered the deck of the Seahorse with arrows but injured only a handful of the men. The elderly man was seen making strange gestures at The Corpus antagonizing the pirates further. Several more passes were made with each ending with a near miss. Citizens on the coast noticed that the maneuver was taking the pirate vessel out near the mouth of the bay.

After several passes Captain Tigo again directed his crew to head directly at the side of The Corpus. Once on course the order to "brace for impact" was given. The farmers and lumberjacks were already concerned over the storm of arrows and the order to ram the pirate ship seemed ludicrous. Several members of the crew openly questioned the move but were met by hysterical laughter from the old man.

The Seahorse caught a large gust of wind and was propelled at a high rate of speed towards The Corpus. The larger pirate vessel attempted to turn out of the way but was too big to perform the maneuver successfully. With the commoners grabbing anything solid they could the Seahorse plowed into the larger vessel. Much to the amazement of the pirates and commoners the ship that once graced the bottom of the bay torn right through the pirate vessel splitting her in two! Pirates went into the water and The

Corpus sank within several minutes sending most of the crew to the bottom including Captain Rentchen.



Captain Tigo ordered his ship to turn back around and pick up survivors. While the commoners were not happy with the decision they felt obligated to follow the orders of the man that just saved their livelihood. Less than twenty survivors were brought to the deck of the Seahorse that day and were released when the ship returned to shore. The Patricians were happy beyond belief and questioned Captain Tigo about his strange plan of attack.

The heroic captain then explained to the assembled crowd what had happened. Morris had called on his old friend Benson the Druid for assistance. The initial passes on The Corpus were used to get the spell caster close enough to use his warp wood magic causing stress on the side of the ship. As Tigo recounted the tale it became obvious that each "pass" on the pirate ship was always on the same side. Tigo continued explaining that the warped wood caused too much loss of structural integrity for the vessel to withstand a hit from the brass masthead.

As the rejoicing began Captain Tigo approached the Patricians and requested that they honor their agreement. At this time the nobles became aware of the price they had agreed to. The area was to be named the Gulf of Tigo in honor of the heroic defensive stand. The woods at the mouth of the bay were also declared off limits to logging for one hundred years as payment to Benson. Grudgingly the Patricians accepted the terms and honor them to this day. There was no repercussions from the Pirate Lords as the raids had not been sanctioned by the brothers. Captain Tigo died a few years after the defensive miracle and his tomb was erected in the woods looked after by Benson.



Blood Rite of Wentin

The Uvarno culture has a variety of rituals and customs but few are more important than the "Blood Rite". The plainsmen have a long standing tradition of sending some of its youth to adjacent countries to learn the ways of foreigners in order to broaden their vision and understanding of the "neighbors". This occurs when the children of great promise turn eight years old and continues for two years. Not every Uvarno youth is sent off and it is usually family members of the tribal leader.

When the Uvarno adolescent returns from their hiatus they are given the task to complete the Blood Rite. This test of the young child is done to insure that they have not forgotten the ways of their people as well as a trial of endurance. The challenge lasts one week and pits the youth against the forces of nature with only basic weapons and a mount to survive. The child is expected to venture into the wilderness and find a challenge that will enhance their standing within the tribal structure. This is the story of the great Uvarno leader Wentin.

The year of 1881 brought a disease carried on the back of insects that decimated a large number of the Uvarno people and animals it relied on to survive. One of the victims to this illness was the youngest son of a regional leader named Klenton Fleetfoot. His son Wentin had contracted the strange disease within weeks of being born and the shamans could do little to stop the effects of the sickness. Young Wentin's bones were quite soft and it was feared that he would not survive his adolescence. Prayers to Yazjun were successful and the young man did survive although the illness caused his legs to bend inward making running difficult. The disease did not affect his mind which was quite sharp and he was considered quite intelligent for his age.

When Wentin turned 8 his father decided to allow him to participate in the nation exchange despite his mother's reservations. The Fleetfoot family has always hunted near the Fifer Peaks and Klenton had met some of the Dwarves of the mountains. He made arrangements for his son to be taught by the "half-men" of the rugged peaks. After two years of study, Wentin returned to his tribe and his father. The custom of the Blood Rite was not lost on Wentin who had prepared himself emotionally for the

grueling task. His time with the Dwarves had strengthened his body including his crooked legs and he was eager to show his tribe that he was to be respected.

Wentin opted to head west into the Fifer foothills where the Dwarves had told him a story of a haunted tomb. Alone, the young man ventured to the area described by his teachers and after three days located the secreted entrance to the burial space. The Dwarves had explained that the tomb was guarded by undead creatures which the men of Fifer feared. The legend also explained that a powerful sword was present in the tomb for those able to brave the life draining creatures.

Wentin knew that success would mean praise and glory from the Uvarno and perhaps the chance to lead them some day. With only basic tools at his disposal the young plainsmen went into the tomb. Within the mossy walls of the old burial spot the future leader found skin-less Skeletons that blocked his path along with a ghostly apparition guarding a stone coffin. Wentin had already suffered damage from the skeletal guardians and was drained of strength by the guardian of the tomb.

Wentin began to dodge the apparition as best he could but felt his time on this plane was coming to an end. As he continued to evade the shadowy figure the stone coffin was knocked over and Wentin was touched again by the ethereal spirit and knew he was near death. With his eyes fluttering his torch lay on the ground next to him but he caught the glint of bronze in the coffin. The spirit descended from the ceiling as Wentin reached into the burial box and pulled forth a gleaming sword.



The young plainsmen slashed at the shadowy figure that had targeted him when a bright light emitted from the blade and a flash of light banished the undead creature. With "Griffon Claw" in his possession he crawled out of the tomb and climbed atop his mount. A few days later the young warrior found himself back with his tribe. His account was confirmed when he took his father to the tomb and the contents explored. In 1901 Wentin won the leadership of the Uvarno using his magical blade at The Gate.



The Pecker Uprising

After creating their island "nation" in 1916 the Pirate Lords began to suffer a lumber shortage. This crisis was made worse when the hurricane entered Grona Bay in 1922. Three years later the corsair leadership opted to look to Allatrama for their wood supply. The nation was well known for its tall and straight timbers which made it ideal for ship building.

Bartholomew "Bloodthirsty" Mercy made arrangements with a local leader on the southwestern edge of the remote country offering a substantial amount of treasure for the trade agreement. The Pirate Lords had raided the land before and Bartholomew wasn't certain that the Allatrama locals would take too kindly to an agreement and overpaid the local burgomaster of Coastlook with a considerable sum. Upon agreeing to the terms Captain Mercy left and sent several converted ships over to haul the heavy timbers.

At the time of the agreement the local lumberjacks were known as "woodpeckers" for their ability to bring down the trees in the area. The loose collective of workers had been victimized multiple times in the past by the corsairs and were not happy when they discovered that their hard work would be going to the pirates. A general sentiment of anger began to grow as the pirates loaded the first shipment of wood and left the area.

The "peckers", as they were also known as, grew angrier when they discovered their leader had accepted a generous payoff from the scoundrels of the sea. A vote of no confidence was called for by the lumberjacks and the response was overwhelmingly negative for the town's leader. Unfortunately for the peckers, the burgomaster had already paid his guards handsomely and they were able to quell a minor riot that ensued.

The lumberjacks had staged an attempted coup in a tavern and the guards dealt with the issue in a very heavy handed manner. The townspeople who had also benefited from the agreement with the pirates were not happy with the handling. As discontentment grew the people added their voice to the peckers and within a week the burgomaster had locked himself behind the walls of his fortress. The full blown revolt

incited numerous acts of civil disobedience and several portions of Coastlook were burned to the ground.

The burgomaster's troops were outnumbered and sought refuge behind the fortress walls and quickly realized that they would need assistance. Luck was on the burgomaster's side as another trio of corsair vessels entered the port. Word was sent via pigeon to the captains of those vessels about the uprising. In true pirate form the sailors left their vessels and began to slaughter the underpowered crowds. The people attempted to fight back but the skills of the experienced pirates was too much for them and the Pecker Uprising was quashed.



Once freed from his fortress the burgomaster had his troops round up the leaders of the rebellion and hung them all in the town square. Due to the "issues" brought about by the uprising, the pirates altered their deal and requested twice as much lumber on further trips as payment for their assistance in quelling the uprising. Further exchanges involved a fourth pirate ship that was filled with heavily armed and mostly intoxicated sailors.

The damage to Coastlook was rather extensive from the rioting and subsequent looting by the pirates. While repairs have been made to most buildings the ruins of the once great city overshadow its former beauty.