

*The World of Zanzia*

*An AD&D Campaign World*

*By Joseph A. Mohr*

# ***The World of ZANZIA***

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# CREDITS

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## INTRODUCTION

The land of Zanzia is the mythical kingdom in which most of the adventures that I have written for Dragonsfoot.org, Advanced Adventures and Old School Publishing are set. This land is entirely of my own imagination and more than two dozen published adventures are set in this land with many more to come.

Zanzia is a world setting intended for use with AD&D as well as many other game systems. It is a game world that is neither light or heavy on magical use. Magic in the realm is a well known fact but it is rarely seen by the common folk of the lands. While the common citizens are certainly aware of magic it is not something that they see on a daily basis. Magic items are virtually never seen by the commoners nor are wizards or spell casters of any sort. While tales of such deeds are often heard the commoners live mundane lives of farming, milling, raising animals and other such things and have had little opportunity to experience or observe magic on their own. Magic items are virtually never for sale in cities or towns. Items of such importance and value are rarely parted with in such ways. If one is to part with a magic item it is generally handed down in a will or passed to heirs or by some other manner. Potions and scrolls are similarly not for sale. If one wishes to learn a spell one might be able to learn from one of the universities of wizards in the land such as the one at the capital city of Barrowmar.

Zanzia is but one country on the continent of Dunar. Dunar is a large island like continent entirely surrounded by water. While there may well be other continents in this world they are unknown to the peoples of this one. The seas around this continent

are dangerous and the seafaring abilities of the people are limited.

The world these people live in they call Tera. Tera is a world of magic and mystery. Dragons and mythical beasts are in abundance here. Wizards cast spells and mythical beasts can sometimes talk and even cast spells. The gods often visit Tera and are often involved in the affairs of men. Many of these gods have ambitions of their own involving Tera and the various kingdoms and empires.

Zanzia itself is a kingdom of men. But this kingdom does not exclude the various races of demi-humans from traveling or living in it. The mere fact that a demi-human exist does not preclude it from having the right to live in or travel in Zanzia. This applies to orcs, gnolls, goblins and other such races as long as they are obeying the laws of men. Such creatures often make up invading armies, raiders, bandits and other such groups and as such those demi-humans are fair game to be slain when met. But should one encounter such a creature in a city or town and dispatch them immediately one might find themselves facing the gallows for such an action.

The three neighboring countries of Zanzia are all hostile lands. While these lands are not all currently at war with Zanzia their proximity often leads to incursions by their armies, raids by bandits and other such vermin across the borders and hostile treatment of those crossing their own borders.

Zanzia is intended to be a starting point for adventurers. While it is a kingdom of good men it is still a wild and dangerous land. There are many old castles and ruined

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towers to explore. Forsaken temples, forgotten cities, dangerous woods and other such places abound in this land. And if that is not enough..... the neighboring lands have many more such places to explore.

### **1. THE CONTINENT OF DUNAR**

Dunar is a large island continent. As such it is isolated from other continents on the world known as Tera. While it is known that such lands exist the quality of sailing vessels at this time does not allow safe travel to far away lands. There are four countries on this continent. Zanzia is a kingdom with a stable government and is the land where players in my published adventures generally start. There are places quite suitable for low level adventures as well as a large city to explore. The Jural Empire is just west of Zanzia and is a dangerous land known to be ruled by cruel and evil emperors. Fine pottery and art are known to come from the Jural Empire as well as many other fine commodities such as spices and perfumes. The Jural Empire is known for being an arid and dry land and borders the western desert of Zanzia. To the north of Zanzia are the Barbarian lands. These are a loose collection of warlords and small kingdoms. The land is a frozen wasteland. The land to the east of Zanzia is known as the Horde. The Horde is a barbarous and lawless land. There are no known rulers of that land. It is a collection of bandits, evil humanoid races and small warlords.

### **THE KINGDOM OF ZANZIA**

Zanzia is a kingdom of men primarily. However, demi-humans are welcome in the land. Even humanoids of races that are typically evil in nature are not shunned in Zanzia. Zanzia is a country of laws. The current royal family is good in

nature but being evil is not a crime in Zanzia. Several evil cults are quite popular among the people. Such cults were at one time popular even with some members of the royal family of Zanzia. The capital city of Zanzia is Barrowmar. Barrowmar is centrally located and is along the Blood River. Barrowmar is by far the largest city in the kingdom. It is also the largest city on the continent.

### **THE JURAL EMPIRE**

The Jural Empire is an evil land. The country is hot and mostly consists of desert. It is to the west of the desert which borders both countries. Fine things come from the Jural Empire. Fine pottery, carpets, woven goods, spices and fine perfumes are some of the products of this land. Zanzia has fought border wars with the Jural Empire in the past and is ever on guard for incursions from this land.

In the Jural Empire life is harsh. Crimes are typically punished by public amputations for minor crimes and public beheading for more severe ones. Slavery is common there. And the elite guard of the emperor are feared enforcers of the cruel and unjust laws of the land. Strangers are tolerated but not welcomed in this land.

### **THE BARBARIAN LANDS**

Various kings and warlords claim to lead different parts of this frozen land. The northernmost stretches of this land are nearly arctic conditions during the winters and often extending into most of the year. These warlords and kings often send raiders into Zanzia to loot and sack villages along the border. Most of the tribes of Barbarians are berserkers and are dangerous foes in combat. They hunt in icy lands and are used to harsh

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winter conditions. These conditions have made them a hardy race and dangerous opponents in combat.

### **THE HORDE**

This is a land of danger and mystery. It is populated by many of the evil humanoid races which are often encountered in underground dungeons and lairs. In the horde these creatures are free to practice their evil ways with impunity. There is little law to be found in that land. Most political organizations are on a tribal level. Raids from this land into Zanzia are frequent. Zanzia has a keep on this border which attempts to interdict such raids into the kingdom. Such efforts are not always successful.

### **THE SEA OF MISERY**

The sea of misery is a sea just south east of the continent of Dunar. This sea is frequently plagued by pirates and raiders. The coast land is rocky and dangerous for shipping. Dangerous islands are believed to be south of the continent but are uncharted.

### **THE SOUTH SEA**

The south sea is a dangerous place. Whirlpools and sea monsters are known to be found in this sea. Raiders and pirates seem to be as concerned by this as the merchant sea captains are. None of these travel in this sea often if it can be avoided.

### **THE SEA OF ICE**

Icebergs are a danger in this sea. Whirlpools are found on occasion. Raiders from the Barbarian lands often use this sea on their journeys south and along the coasts.

This sea is cold and brutal. Storms are frequent and dangerous. The water is brutally cold and one unfortunate enough to find themselves in this water will freeze to death quickly in it.

### **BEYOND THE SEAS**

The lands beyond the seas are virtually unknown to the people of the continent of Dunar. Such travel is difficult and dangerous. Some islands are known to be south in the Sea of Misery but other continents are also known to exist even if most have not be visited before by the peoples in this land.

## **2. THE RELIGIONS OF ZANZIA AND IT'S NEIGHBORS**

Many of the deities and demi-gods worshiped by the people of Zanzia overlap with the gods and demi-gods of the other lands on the continent of Dunar. Some religions are more prevalent in one country than in others. Some deities are worshiped exclusively in one of the lands on the continent. Some of these religions are merely cults dedicated to one deity or even one idea.

The demi-humans on the continent worship many of their own deities which have been detailed at length in other texts. Some, however, worship these gods of Zanzia.

Some of the known deities and demi-gods include:

### **SIMARU, God of Chaos, Demi-God, Chaotic Evil**

Simaru is typically depicted as a red clay idol with a demonic look. He generally holds

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a fiery brazier and has a large smile with ivory teeth. Simaru is known as the God of Chaos. His followers worship chaos as much as they worship Simaru himself. They constantly seek to find ways to summon him to the material plane so that he may bring his brand of chaos to the masses.

Cults to this demi-god have existed for hundreds of years. Some of the earliest Zanzian kings worshiped this evil deity. In the early days, before the final battles that resulted in this kingdom coming to power, the land was controlled by various warlords attempting to seize power. Some of these warlords sought an edge over the others. It was believed, by some, that Simaru was a rising power among gods. It was believed that he could give his followers the power necessary to succeed where others had failed.

These cults have continued to exist in Zanzia. Only recently a great temple to chaos was discovered near the keep on the eastern border of Zanzia and ultimately was destroyed by great adventurers that found the followers of Simaru attempting to summon him to this plane. His gate was destroyed before he could arrive. But it is only a matter of time before some other cult to this mad demi-god will try again.

Simaru has never made an appearance on the material plane as of yet. It is not known exactly what form he would use should he appear. It is believed, however, that he would look similar to the demon idol that is often used to represent him.

Priests to Simaru are dedicated to chaos and evil. They generally choose harmful spells over those that would heal or relieve suffering. His clerics prefer to wear black armor, black helmets, black shields and black

robes. Their weapons tend to be painted black as well. Sacrifices in blood are expected in rituals involving this deity. Fresh virgins are the price of favor with Simaru. Simaru's followers crave power not money. They enjoy enslaving the weak and the powerless. And they desire to bring chaos and anarchy to the land.



### **RAAL, God of the Desert Sun, Chaotic Evil**

Raal is a popular deity in the desert lands of western Zanzia and all over the Jural Empire which is nearly entirely desert. Raal is quite popular among the Sand Giants that live in the desert areas. Raal occasionally makes appearances in the hottest parts of the desert. When he does he always appears as an enormous Sand Giant with his head and face covered by a black turban.

Raal's followers worship the sun, the desert and the heat. All of these things are favored by Raal and thus they are favored by his followers. Worshipers are expected to make pilgrimages into the deepest and most

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dangerous parts of the deserts where the giant sand worms outnumber the people.

Raal seeks to make the desert areas take over the greenest parts of the land. His followers are known to poison the trees, plants and grass in order to create more desert. It is believed that the followers of Raal attempted recently to poison the Tree of Life near the western desert of Zanzia.

Priests of Raal tend to choose spells that bring about heat whenever possible. Raal is an evil deity and his followers are expected to be of similar alignment.

Worshippers of Raal are virtually unknown in the colder climates of the Barbarian Lands north of Zanzia or in the eastern regions of the Horde.

### **EBBUS, God Of Purity, Lawful Good**

Ebbus is known as a god of truth and purity. This deity is a popular deity in the land of Zanzia but is virtually unheard of in the Horde or in the Jural Empire. This deity is uncommon in the Barbarian Lands as well but not completely unknown there.

Ebbus is often depicted as a great winged eagle. This deity is not known to make appearances in the material plane. Some of his winged minions do make appearances on this plane on occasion.

Priests of Ebbus are expected to be honest and pure in all things. They are expected to be true to their alignment which must be lawful and good. These priests are expected to choose spells with healing and relief of suffering in mind. These priests are expected to use their powers for good and not evil purposes. All priests of Ebbus are expected

to live modestly and to give their excess wealth to the poor.

### **REMDES, God Of Death, Lawful Evil**

Remdes is a deity popular among the royals of the Jural Empire. It is well known that many of the line of emperors have been worshipers of this evil deity. Jural is a county of strict laws and harsh punishments for transgressors. But it is a cruel land. It is a land where slavery is rampant. It is a land where the harsh conditions of the land tend to dwarf the harsh laws imposed by the government. At one time the Jural Empire was a collection of tribes that wandered the deserts. Over time one leader arose among the many tribes and consolidated power into one empire.

Remdes is sometimes depicted in artwork as a prickly cactus man. He is also sometimes shown as a hooded executioner. Both images are likely to be true in part. Remdes is highly concerned with punishment. And the punishment is usually death. Transgressors in the Jural Empire generally have their heads removed by a sharp blade for an offense. Extremely minor offenses might only bring an amputation or two.

Priests of Remdes generally carry a scimitar. Unlike most clerics these are allowed the use of this one sharp weapon for combat purposes. The priests of remdes are allowed to use healing and pain relieving spells should they choose to do so. But they tend to pick spells that relate to the desert or to punishment.

### **ASTUNE, Goddess Of Harvest, Neutral**

This goddess is generally associated with farming, crops and nature. She is worshiped all over the continent of Dunar but has a

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great following among the rural people of Zanzia. Quite a few Zanzian elves are known to be followers of hers as well.

Astune is often represented as a farmer in paintings and sculptures. She often is shown with a large sickle in her hands for reaping her crops.

There are no clerics that worship Astune. Her priests are all druids. Her druids tend to pick spells relating to plants and to farming over those involving animals.

### **FERIS, Goddess Of Judgement, Lawful Neutral**

Feris is sometimes known as the law bringer or the judge. She is often depicted as a stern looking woman pointing her finger in an accusing manner towards an offender.

Typically the depiction has her pointing her finger at the one looking into the painting or at the sculpture as if to say that everyone is guilty of something.

Feris abhors chaos. Her priests seek to mete out justice and protect the innocent. But she is not interested in the battle between good and evil. She is only concerned with law.

Her priests are similar in motivation and temperament. They choose spells that help them achieve their goals of justice and law.

### **CULANKE, Goddess of Knowledge, Neutral**

Culanke is generally depicted with a book in her hands. She is the goddess of knowledge and is worshiped in Zanzia by librarians, scholars, sages, teachers and professors. She seeks the knowledge of all things and rewards her followers that provide her with knowledge that she does not yet possess. She abhors those with no ambition to learn.

Her priests seek out knowledge in the land. She is neutral and does not particularly care if her new found knowledge comes from evil sources or good ones. Her priests often select spells that give them access to knowledge or help them learn new things.

### **UNIA, God Of The Insane, Chaotic Neutral**

Unia is known as the god of the insane and the feeble minded. He is often depicted as a jester or playing a fool. It is said the jesters and fools often worship this god. According to legend it is this god that is responsible for the creation of the Red Jester. The Red Jester is a strange monster encountered on extremely rare occasions.

Priests of Unia travel the land looking for those blessed with insanity or touched by the god as they often say. These individuals are revered and treated with tenderness and generosity. Unia abhors anyone that mistreats the feeble minded and often sends her emissaries to punish those transgressors.

### **USES, God Of Wisdom, Chaotic Good**

This god is a little known deity among the Juralians but in Zanzia he is well known among those that seek wisdom and knowledge. He is a favorite among bards and clerics alike as both value wisdom and knowledge.

Priests of this god are expected to read and learn anything and everything that they can absorb. Their quest for knowledge is insatiable.

### **UXESIS, God Of Light, Neutral Good**

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This god hates the darkness and loves the light. He is often depicted as holding a lantern or torch so as to bring light to the world around him. Priests of this god often insist on being the bearer of lanterns or torches so that they can be the one to provide the light. Sometimes this deity is depicted as a light house or a lantern himself.

### **IGLOTL, God Of Fortune, Neutral Evil**

This demigod is the patron of gamblers, thieves, cheats and con artists. Those that worship this deity are looking for quick fortunes and sometimes manage to find them. Iglotl is often depicted as a man with a large coin purse.

### **IVNIA, Goddess of Storms, Chaotic Evil**

Ivnia is often depicted as mother nature. She often is shown as a woman with a crown of thorns about her head wearing loose flowing robes in a wind storm around her. She often has a large wooden staff that she holds above her as lightning and rain fall around her. She is a chaotic and unpredictable goddess. Her worshipers rarely get any real comfort from her as she does not often reward those who worship her in any meaningful way.

Her priests often select spells involving the control of weather. She never denies spells of this sort to any of her priests.

### **XUHANA, Goddess of Darkness, Chaotic Evil**

Xuhana loves the darkness and abhors the light. Her priests often select spells that might allow them to bring darkness to the land. Her priests always wear black robes and black armor and carry black weapons.

She is usually Depicted as a multi-armed woman. She is often mistaken for a Type V demon and has been known on occasion to send such a demon to do her bidding or to punish those who annoy her.

### **RANEAS, Goddess of Ice, Lawful Evil**

This icy goddess is often depicted as a barbarian woman hunting with a spear. She is often shown with her snow wolf companions hunting ice worms or mastodons in the frozen wastelands of the north.

Her priests often wear white robes not because they are good in alignment but so that they can blend easily with the snow and the ice. Her priests favor spells that involve ice, snow and cold. They tend to shy away from spells involving heat or fire.

She is a popular goddess with the barbarians that live in the lands north of Zanzia. A large number of her priests are barbarian shamans from those frozen lands.

### **EBORH, Juralian God of Poison and Disease, Chaotic Evil**

The Jural Empire is known to be a land of evil and wicked emperors and royals. Assassins and snake cults across Jural and even in Zanzia often worship this deity. But EBORH is also a god of disease and he is also worshiped by many evil souls that wish to spread this sort of misery among the people.

Priests of Eborh often wear green robes and sometimes are known to create poisons to coat the blades of their allies. Like all priests they are unable to use sharp weapons

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themselves but they have been known to use their poisons directly in other ways.



### **TIAMAT, Queen of the Chromatic Dragons, Lawful Evil**

The legendary five headed dragon queen is worshiped by many within Zanzia and in the surrounding lands. A large cult of her worshipers is known to exist and have temples hidden in plain sight all across the land. These worshipers only wish is to bring their goddess to the prime material plane so that they may realize dreams of conquest and revenge.

It is rumored that she may have built a castle stronghold somewhere within the continent of Dunar.

### **CITOHR, Goddess of Love, Chaotic Neutral**

This goddess is often depicted as a lovely young woman showing off a great deal of herself. She is the goddess of love. Bards sometimes worship her as she loves charming those that she encounters. Those bards that worship her find that their

percentage chance for successfully charming others is often enhanced by their association with her. Each time that such a bard attempts to charm this goddess may intervene and improve the odds of success.

### **PIKMJIR, God of the Sun, Neutral Good**

This god is often depicted as the sun itself. This deity is worshiped by farmers and others that wish that their crops would have the sun to help them grow. Priests of this deity often have dark sun tans.

### **FEMOS, God of the Moon, Neutral Evil**

Femos is often depicted as the moon itself. He is sometimes shown in art as a jealous moon peering over the edge of the world at the gleaming sun god Pikhmjir. Priests of Femos often have tattoos of a crescent moon somewhere on their bodies. Some wear the symbol openly on their armor or shields.

This religion is very popular in the Jural Empire as well as in the Horde.

### **IDES, God of War, Chaotic Evil**

Ides is nearly always depicted in battle. Generally he is shown wielding a great axe in both hands or throwing a javelin through the heart of some enemy. Ides is a hateful deity and his priests generally select harmful spells rather than those that heal. Weapons carried by these priests are often made of black iron and have wicked looking spikes.

Ides is often worshiped by great warriors that live to fight and crush their enemies. This is a popular deity both in the Jural Empire and in the Barbarian Lands.

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### **ATAR, God of Hate, Lawful Evil**

Many of the humanoid races in the Horde worship this hateful and cruel deity. Many of the humans that dwell in that land are also known to worship Atar. All worshipers of this deity are of evil alignment but not all are lawful evil. Many other evil individuals gravitate towards this unkind god. Those that worship Atar are praying for the power to defeat their enemies in battle. Atar loves a good fight. The way to impress this deity is to fight against the odds and win and then punish the enemy with the harshest methods possible. Atar also is known to be very popular with torturers and executioners in many of the lands of Dunar.

### **VOHLDIR Goddess of Peace, Lawful Good**

She is often depicted as a white dove. Her followers desire nothing but peace and tranquility. They oppose war and cruelty. This deity is favored by paladins as well as lawful good clerics and other citizens of Zanzia. It is virtually an unknown deity outside of Zanzia. Priests of this goddess tend to prefer healing spells over combat spells. These priests tend to wear white robes, armor, shields and sometimes carry weapons painted white. While her worshipers favor peace, as does she herself, they will defend the weak and the innocent even if it means using deadly force.

### **HIVION, God of Deceit, Neutral Evil**

Hivion is a popular deity in the Jural Empire and is often worshiped by thieves and tricksters in Zanzia. Some illusionists also favor this deity but do not have to be evil to

worship him. Hivion is often depicted as a sly fox. His followers are known to be cunning and deceitful. They cannot be trusted and will nearly always cheat in any business dealings. They often tell a lie even when the truth would cost them nothing.

### **NILOUS, God of the Underworld, Neutral Evil**

Nilous is the god of the dead. He is often depicted as a grim reaper with dark robes and a large sickle to reap away the souls. He often employs minor deaths as emissaries and to enforce his will. His priests are always evil and tend to wear black robes. His priests often keep minor undead as their servants such as zombies and skeletons.

### **IXALDIR, Goddess of Charity, Lawful Good**

This deity is nearly always depicted as a kind old woman handing a coin to a beggar in need. She is the goddess of the unfortunate. She is the goddess of the beggars and the poor people. She is very popular in the slums of Jural City and the slums of Barrowmar in Zanzia. Her priests tend to be extremely charitable and she is popular among lawful good priests and paladins alike. All paladins worshiping her are quick to give to the poor and protect them from those that might persecute them.

### **CIPHION, Goddess of Music, Neutral**

She is the goddess most popularly worshiped by bards across Zanzia and Jural. She is known to love music and good tales. She is often depicted as having a harp in her hands playing music. Her priests are true neutral in alignment and often carry musical instruments with them even if they have no bardic powers themselves. The priests of

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Ciphion nearly always associate themselves with a bard while adventuring.

### **3. THE HISTORY OF ZANZIA**

Zanzia is not an old kingdom. It is actually only a couple of hundred years old. But it has had a volatile and violent history. And the kingdom is one born of such violence and chaos. While the current royal family are good and treat their subjects fairly this was not always the case. Zanzia was once a land controlled by several warlords fighting for control. Each warlord sought to destroy the others and take control of the land. Finally, one of these warlords succeeded and declared himself king. It was a long and bloody struggle.

The first king of Zanzia was a great warrior by the name of Pom Vamen. He and the other warlords who controlled vast parts of the land now known as the kingdom of Zanzia fought for control of it for many years. Ultimately it came down to a battle between the forces of Pom Vamen and a barbarian by the name of Laben Oesch for control of the land. The battle went down to the last two men, the warlords themselves. After a great sword duel Oesch was felled by a mighty blow that broke his sword and cut deeply into his chest. Pom Vamen was crowned the king of Zanzia soon afterwards. But Pom Vamen was not a good king. He was a follower of Simaru and was thoroughly evil. His reign over Zanzia did not last long. He was assassinated soon afterwards by his son.

For a hundred years or so his family reigned over Zanzia. Later generations of the royal family were not worshipers of Simaru and were not evil. They truly attempted to rule the land with kindness and good intentions. About a hundred and ten years

ago, however, an evil man by the name of Malcon became the Grand Vizier and adviser to the king of Zanzia. This malcon was a powerful wizard. He was not evil at the time he became the vizier but became so over time as he grew to covet the power of the king. He eventually attempted to seize power from the king and when this failed he brought a huge army of humanoids and undead to siege the capital city of Zanzia. At this time the capital was the ancient city of Onm. Malcon's army sacked this city after a lengthy siege that left most of the royal family dead except for one heir who escaped. Eventually this siege was broken by the Zanzian army led by a great paladin and former friend of Malcon by the name of Antovinus. The army of Malcon was driven back to the blood river where it was shattered by a fantastic charge by the Zanzian cavalry led by Antovinus himself. Malcon fled into his hidden lair in the volcano known as the Mountain of Fire deep in the Dragon Teeth Mountain Range. This mountain was sealed by powerful magic provided by some of the most powerful wizards in the land at that time. Malcon was sealed there for nearly one hundred years. During that time he became an extremely powerful lich.

Eventually Malcon was released. Gnomish archeologists accidentally broke the magical seals on the Mountain of Fire while searching for evidence of the ancient Dunars that once ruled this vast continent. All over the land the whispering voice of Malcon could be heard stating that he was free now and that all would pay for his imprisonment.

Twelve years ago adventurers went to the Mountain of Fire and challenged Malcon in his own lair. These powerful adventurers were successful in slaying the

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physical form of Malcon but failed utterly to destroy his soul. They captured his phylactery but failed to realize it's importance. Instead of shattering the vessel they sold it on the market allowing the lich the chance to escape his fate.

Zanzia has fought a few small border wars with the Jural Empire. These wars were mostly unsatisfactory for either side. The borders did not substantially change after any of these skirmishes and both sides lost substantial forces and material with little gain to show for it. Neither country wished to continue fighting for long for fear that the other neighbors might find them weakened badly enough to be invaded by them.

The Barbarian Lands to the north of Zanzia are a loose collection of tribes and small kingdoms. Over the time that Zanzia has existed these warlords have constantly made war upon Zanzia and Jural alike. Mostly these warlords have just made small raids rather than full scale invasion. At times there has been peace but the peace never lasts for long.

The land to the east of Zanzia is known as the Horde. This strange and mysterious land is the home of many evil humanoid races. These humanoids constantly raid Zanzia. On a few occasions in the past a powerful leader has managed to organize enough of these humanoid tribes to make a large invasion or incursion into Zanzia and truly threaten the kingdom. The king placed a powerful keep on this border to prevent such incursions in the future. This keep is constantly vigilant and patrols from this keep watch the border regions carefully.

### **4. THE CITIES AND TOWNS OF ZANZIA**

Zanzia has only a few notable cities and towns. There are numerous small villages and hamlets all over the country but those will not be listed here. Much of Zanzia is uninhabited. Much of the population is concentrated in two cities and a few other locations.

The capital city of Zanzia is a thriving metropolis called Barrowmar. Barrowmar is a walled city located in central Zanzia along the blood river. Virtually any kind of merchant or tradesman or guild may be found there. The palace of the King of Zanzia is located there as is the main garrison for the Zanzian army. The previous capital city of Zanzia was the city of Onm which lies in ruins now near the Dragon Teeth Mountains.

Another city of some size is the coastal city of Freeport. Freeport is a thriving city of sea commerce. It lies near the blood river but is also along the southern coast of Zanzia. It is a town filled with swarthy characters such as pirates, seafaring men, press gangs and drunken rowdies. But it is the place to visit if one wants to make a sea voyage. Much of the material imported into Zanzia comes through the ports at Freeport.

The small town of Dagger Rock is another notable location. It was the birth place of the legendary paladin Antovinus and has been a hot bed of adventure in recent months as the burial crypt of the paladin was invaded by creatures of the night looking to remove the holy sword known to have been buried with him. Fortunately adventurers cleared the tomb and sealed it again to preserve the paladin's tomb from tomb robbers and monsters alike.

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The Borderland Keep is a small castle on the eastern edge of the land. It watches over the border areas close to the land known as the Horde. This keep provides an outpost for the Zanzian army to control incursions from the various humanoid tribes that live in the land known as the Horde into sovereign Zanzian territory. This border land is a wild and dangerous area for citizens of Zanzia.

Outside of Zanzia there are two other cities of note on the continent of Dunar. Jural City, the capital of the Jural Empire, is the home of the palace of the emperor. This city rests in the desert land near the center of the country. Jural is known to be an evil land where slavery is common and public executions take place daily in the streets.

To the north of Zanzia is the land known as the Barbarian Lands. While there is no one king who can claim all of this territory as his own there is one large city located within the borders of this wild and frozen territory. The city of Snowfall is located centrally between the glaciers of this northern land. A single barbarian warlord named Thramdur the slayer rules this city. This city does a brisk commerce in furs and much of the furs on the continent come from this land. The strange and mysterious land to the east of Zanzia is not known for its cities or towns. While it is certain that some exist the Horde is not a place where most humans or good humanoid races choose to visit. While it is known that some humans do live in the Horde it is not known just how welcome humans might be among their cities or towns. Governments in that quarter are not known to be stable and development of large communities is not common there.

### **5. HOLIDAYS AND FESTIVALS**

#### **The Festival of the Harvest**

In many of the small towns and villages of Zanzia farming is the primary industry. The harvest is an extremely important event in the lives of the farmers, millers and others involved in the agricultural industries. Just before the harvest each season the citizens of these communities get together for a feast, dancing, singing and praying to the nature gods that helped in their successful harvest.

#### **The Day of the Dead**

This annual event is a single day dedicated to remembrance of one's ancestors and visiting graves. Part of this remembrance involves checking the graves of recently deceased relatives to make sure that they have not risen from the grave. Often rituals are performed at these graves to ensure that the relatives won't be returning as zombies.

#### **The New Beginning**

At the beginning of each year a celebration is had welcoming the new year and the high expectations for success and wealth accumulation. The old year is ceremonially buried as the new year is born. Zanzians are often seen digging a new grave the morning of this celebration.

#### **The Pilgrimage**

Many citizens of Zanzia that worship nature will make a pilgrimage to the Tree of Life. The Tree of Life is considered to be the oldest living thing on the continent of Dunar. This tree is located in the western desert of Zanzia near the border with the Jural Empire. This pilgrimage is generally made at a specific time of year and is a holy

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quest to visit this important shrine to the worship of nature. Druids, in particular, revere this tree as do many other Zanzian citizens.

### **The Blazing Sands**

Many of the desert dwellers that reside in the western desert of Zanzia travel to the deepest parts of the desert during the hottest days of the summer. They travel to see the blazing sands. It is said that the heat of the western desert is so incredibly hot that even the sand burns in some places. Only these desert dwellers have ever lived to travel to these places. Outsiders generally are eaten by sand worms, slain by sand giants or hunted down by desert marauders.

### **6. THE RULE OF LAW**

Zanzia is a nation of laws. The current king of Zanzia is a just king and wishes only good things for his people. Towards that end he has city watchmen in the cities and his army to help impose order and safety among the people. The army tends to be the only enforcement agency of law outside of the bigger towns and cities of Zanzia. Barrowmar has both a jail to house the criminals and an asylum to house the insane. The king sees the distinction and does not wish to punish those unfortunate enough to be mad.

Some important points about Zanzian law should be mentioned to avoid unfortunate mistakes by those traveling within her borders. It is not illegal to be an orc, goblin, gnoll or other humanoid. Such creatures do occasionally live within the borders of Zanzia and should one be killed outright without good cause.... one might find themselves facing severe punishment for the murder. And along those same

lines.... it is not illegal to be evil in Zanzia. Just because one is not pure of heart does not make them a criminal. Unless one has committed a crime they cannot be attacked or killed merely because of their religious preference. In fact some members of the royal family, in the distant past, were part of the cult of Simaru. Simaru is the god of chaos and evil. Fortunately the current royal family is not so enamored with Simaru or his philosophies. Theft, failure to pay taxes and other crimes are punished according to their severity but with justice and fairness by the king's men.

The laws of the Jural Empire are harsh and unjust. People are snatched off of the streets of Jural City for unknown transgressions. What law these people have broken is never known but these people are rarely seen again. Public beheading is a common punishment in Jural city. The emperor's guard often carries out these quick executions on the spot when a crime is witnessed by them. Such offenses as spitting in public, speaking something insulting or derogatory of a member of the royal family, failing to pay taxes or failing to bow before a member of the royal family draw a quick execution. Minor offenses such as theft might draw a quick amputation of the offending hand. Public floggings for other minor offenses are occasionally encountered. Visitors to this harsh land are recommended to study the laws and the faces of royal family members carefully before visiting.

The laws of the Horde are few and unknown to all but those that enforce them. There are many tribal chieftains and warlords that rule various parts of the Horde. They set and enforce the laws of their subjects accordingly. What those laws might consist of is virtually unknown to those outside those lands.

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The Barbarian Lands are a mixed bag. Some areas of this frozen land are controlled by warlords and kings with their own set of laws. In other parts of the land it is virtually chaotic and lawless. Many of the laws set in these lands are the work of the shamans that lead the faithful among them. Those shamans often are the ones who enforce these laws.

### **7. IMPORTANT LANDMARKS IN ZANZIA AND OTHER PLACES**

#### **THE CITY OF ONM**

The city of Onm was once a prosperous and heavily populated city on the edge of the Dragon Teeth Mountains. During the brutal civil war instigated by the evil Grand Vizier Malcon the Fire Bringer the city was sacked by an army of undead and evil humanoid races. This army was led by Malcon himself and both the King and Queen were killed during the siege. Ultimately the only heir of the royal family was secretly taken out of the city by a Coult that was sympathetic to the plight of the people. She flew the baby from Onm to the castle where the legendary paladin Antovinus was gathering the Zanzian army to break the siege. The baby was hidden there as Antovinus and his troops rode to confront Malcon and destroy his army. This city lies in ruins along the edge of the Dragon Teeth Mountain range and some of it's structure still remain to this day.

It is believed that the great bard Deangelo was lost attempting to explore these ruins with his band of adventurers long ago. This bard was responsible for compiling many of the legends of early Zanzia.

#### **THE BORDERLAND KEEP**

This small castle lies on the border with the land known as the Horde. This small keep protects the small villages and hamlets in that area from the raiding humanoids that occasionally raid from across the border. Recently a system of caves was discovered nearby and adventurers were called upon to clear out an infestation of these humanoids along with some priests of the demi-god Simaru.

#### **THE RIVER OF BLOOD**

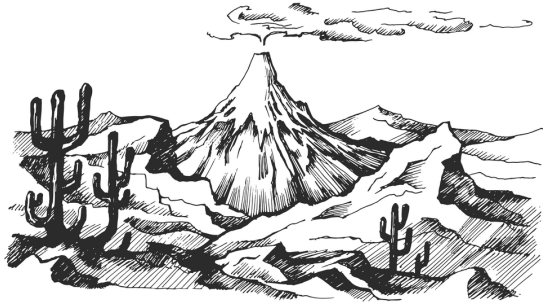
This river crosses from north west to south east across central Zanzia. It begins deep in the Dragon Teeth Mountains and is the result of melting snows from that range. It has a reddish appearance which is the result of the reddish clay that makes up some of the land near the mountains. But according to legend this is not the real reason for it's reddish appearance.

The river was once the site of a major battle during the Zanzian civil war. After the sacking of the City of Onm the army of Malcon retreated back to the river. A massive and bloody battle occurred on the river banks as the army of Antovinus charged into the remnants of the army of Malcon and crushed them once and for all. It is said that the river ran red with blood and has done so every since that day. A large battlefield can be found near an old bridge just south of where the river flows out of the mountain range. It is said that this field is haunted by the souls of the thousands of orcs and goblins slain there.

A number of bridges cross this river at several points on it's trip across Zanzia. Much of the river traffic comes from fishermen and tradesmen that float rafts

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down the river from Barrowmar to Freeport. River pirates are not unknown on this river so travelers should be cautious near the river.



### THE MOUNTAIN OF FIRE

After his defeat at the Blood River Malcon the Fire Bringer returned to his hidden volcanic lair inside of an active volcano within the Dragon Teeth Range. The army of Antovnius pursued him there and ultimately sealed him into the volcano with powerful magic seals that prevented teleportation or any form of exit from the volcano. During the time of his imprisonment Malcon made the transition to a lich. He was accidentally released nearly one hundred years later by gnomish excavators who mistakenly believed the mountain to be the location of important relics from the mysterious race of people known as the Dunars that once populated much of this continent and for which this continent is named. When the seals were broken Malcon was released and wreaked great havoc until he was eventually confronted by powerful adventures who killed his material form only to discover much later that they failed to destroy his phylactery. Malcon still exists but has not been heard from directly in over a decade.

This mountain is still an active volcano and as such is a very dangerous place. It is deep within the mountain range. Dangerous dragons and giants are frequently seen in it's vicinity and travelers are wise to avoid this area entirely.

### THE TEMPLE OF CHAOS

This temple was found recently just south of the Keep near the eastern border. This temple was discovered to be dedicated to the evil demi-god of chaos known as Simaru. It is believe that these cultists attempted to summon this god to the prime material plane but were interrupted by a band of brave adventurers who put these priests to the sword and stopped the rituals before they could be completed.

### THE ORACLE AT GULA

The Temple of Gula has sat atop a tall mountain within the Dragon Teeth for several centuries. Every few years a young girl child is selected by the unseen priests of that temple to become the new oracle. An oracle has been present in that temple for centuries and has provided answers to some of the mysteries that have plagued the kings and warlords of this continent throughout the ages. Where these strange priests and oracles acquired their powers is yet another mystery of this temple.

### THE TEMPLE OF DOMI

This strange ziggurat is the home of an evil priest of great power and age. It is believed that he was personally related to Malcon the Firebringer somehow long ago but whether this is true is unknown. What is known is that this priest must be nearly as old as Malcon. This temple has been there

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for at least a hundred years and perhaps longer. The Priest of Domi has not been seen for much of that time but it is believed that the same man still runs the temple as did when it was built.

### **THE CASTLE OF AANDORAN THE DEFILER**

Deep in the Dark Forest is a lonely castle. Strange organ music can be heard coming from it by those few who have ventured near it and lived to tell the tale. Many undead creatures are known to wander the woods near this castle and travel in those woods is not advisable.

### **THE DRAGON'S TEETH**

This mountain range is the home of several important Zanzian landmarks. The volcanic home of Malcon the Firebringer is known to be there. The Temple of Gula that houses the Oracle is also there. The site of the great battle at the Blood River is also located along its edge. And the ruins of the city of Onm are also nearby.

Many of Zanzias dwarves live there as well. Many of the largest mines in the land are run by the dwarves in these mountains. The mountains are not for the meek or the faint of heart. Powerful creatures claim this place as their home. Dragons are frequently seen there. Giants of all types often have been seen. Rocs, griffins, trolls and other beasts are also regularly seen there.

The mountain range borders Zanzia as well as the Jural Empire and the Barbarian Lands. And all three often claim the mountains as their own. It is not unusual to find soldiers from any of these lands within the mountain range.

### **THE DARK FOREST**

The Dark Forest borders the Horde and the Barbarian Lands but is still mostly located within the land of Zanzia. It is located in the northeastern portion of the country. The castle of Aandoran is known to be located within this forest. Undead are frequently encountered wandering the woods as are evil humanoid races from the Horde and bandits of all stripes often call these woods home.

### **THE WESTERN DESERT**

The western desert of Zanzia borders the Jural Empire. It is a harsh and brutal place with temperatures that often reach over 120 degrees Fahrenheit in the hottest parts. The sands there shift and make travel difficult as it is often hard to see one's own tracks in the sands. Sand giants and enormous sand worms are frequently seen in these desert lands and they are extremely dangerous and always hostile. Desert marauders often raid caravans of merchants that attempt to travel between the two countries.

### **THE TREE OF LIFE**

This is believed to be the oldest living thing on the continent or Dunar and perhaps on the entire world of Tera. This tree is revered by druids as well as many of the people of Zanzia that worship nature itself. In recent years the western desert began shifting towards the Tree of Life and began taking over all of the green lands and forests around the Tree. It was discovered by powerful adventurers that the Sand Giants in the vicinity were attempting to poison the living land to create more desert for their evil desert god Raal. These adventurers put a stop to these giants and saved the Tree of

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Life. It is said that the Tree dropped one of her branches so that one of these adventurers, a powerful druid, could make a great artifact from it.

### **THE TOWER OF ARCMA**

Long ago a powerful wizard named Arcma attempted some kind of strange experiments in his tower in the Dark Forest. Neither he nor his tower were ever seen again. Or so it is believed. Strange rumors have been heard about a tower in the forest that seems to appear only on moonless nights and at different locations each time that it appears. Could this be Arcma's Tower?

### **THE VALLEY OF THE DAMNED**

A legendary Dwarven warrior and his band were lost exploring a cave found within the Dragon Teeth about five years ago. This cave was not named but is believed to lead to a hidden valley deep within the range which cannot be reached by other means. Strange creatures have been rumored to exist there that have not been seen in any other part of the continent.

### **THE TEMPLE OF THE SNAKE GODS**

This strange snake cult temple appeared just about overnight. A cave in a mountain in the Dragon Teeth range was the location of this snake cult. It is said that strange snake men were seen inside of this temple and were ultimately slain by great adventurers that explored the cave and destroyed the evil temple.

### **SEA OF MISERY**

The Sea of Misery is located to the south east of Zanzia and is often the source of raiders and pirates that plague the southern coast. It is believed that islands exist south of Zanzia and can be reached from this sea but these waters are dangerous. Whirlpools and below water rocks are all over this coastline.

### **SOUTH SEA**

The South Sea is the source of many sea monsters. A large whirlpool is known to exist off of the western coast of Jural and it is the location of many ship wrecks.

### **SEA OF ICE**

This northern sea borders the Barbarian Lands. Icebergs are frequent in these waters and are a hazard to all shipping there. Barbarian raiders often travel these waters on their travels southward to raid the other lands on the continent. A large and dangerous whirlpool is a hazard along the coast line and just north of the Horde. Many raider ships have been lost in this dangerous swirling menace.

## **8. IMPORTANT NON PLAYER CHARACTERS OF ZANZIA**

### **ANTOVINIUS**

Antovinius was a powerful knight in the service of the king of Zanzia during the dark days of the civil war instigated by Malcon the Fire Bringer. Antovinius was a devout paladin who led the Zanzian army to break the siege at the capital city of Onm. Onm was sacked by the undead and humanoid hordes of Malcon but the Zanzian army ultimately broke the siege and chased Malcon and the remnants of his army to the blood river. At the blood river Malcon was

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ultimately defeated again and his army destroyed. Antovinius and his troops, along with several powerful wizards, chased Malcon back into his volcanic lair inside the mountain of fire deep in the Dragon Teeth Mountains. There he was sealed in by powerful magics to prevent his escape.



Although the king and queen died during the siege of Onm the child heir to the throne of Zanzia was spirited away to the safety and protection of Antovinius. The great paladin is revered as a hero of Zanzia and statues of him are to be found all over the land.

Prior to the betrayal of the king, Malcon and Antovinius, had been close friends. They had even adventured together. But over time the friendship grew apart as Malcon turned to the darkness.

Antovinius was buried years later in his childhood home at the village of Dagger Rock. There the villagers maintain a large crypt to his honor.



### ARCMA THE WIZARD

Arcma was a powerful wizard who built a large tower in the dark woods northeast of Barrowmar. He was known to conduct fantastic experiments in his tower until one day the tower disappeared never to be seen again. Coincidentally the dark woods are considered to be haunted. Occasionally there are reports of a dark and mysterious tower appearing out of the mist on moonless nights at random places in the forest. No one knows who or what this tower represents. Perhaps it is even the tower of Arcma.

### MALCON THE FIREBRINGER

Malcon was once the Grand Vizier of Zanzia. He was the highest adviser and

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consultant to the king. But the proximity to such power was too much to resist. He eventually turned on the king and attempted to seize the throne for himself. This led to the civil war that nearly tore the kingdom apart.



Malcon led his army of undead and humanoids to the capital city of Onm and lay siege to it. Ultimately his troops broke through the walls of the city and even killed the king and the queen. At that very moment the army of Zanzia led by the great paladin Antovinius arrived and broke the siege in a mighty battle.

Malcon and his army were chased to the blood river where they were again confronted by the Zanzian army in a great battle. Malcon was defeated and his army was destroyed. Malcon himself was chased back into his volcanic lair inside the mountain of fire. To this day the river where this final battle took place is called the blood

river by the people of Zanzia. It is said that the river turned red from the blood of all of Zanzia's enemies that died on the battlefield there.

Malcon's lair is an active volcano deep within the Dragon Teeth Mountains. The civil war has been over more than one hundred years now but Malcon still thrives within his mountain lair. It is believed that he turned into a lich during his time within the volcano. He is said to possess great powers and is especially proficient in matters of fire. Thus he is referred to as the firebringer as he is known to favor the heat of the volcano and creatures that inhabit such places.

About ten years ago gnomish excavators accidentally broke the magical seals that kept Malcon locked up in his volcano. The gnomes were archeologists looking for signs of the old Dunars that originally settled this continent. When the seals were broken the voice of Malcon was heard all over Zanzia gleefully proclaiming his freedom and his intent to wreak his revenge on Zanzia. Shortly afterwards some powerful adventurers entered the Mountain of Fire and confronted the lich. They killed his physical body during the battle but failed to do the one thing that would have permanently destroyed the lich. They found his phylactery but did not realize what it was until too late. Instead of destroying it they sold it at market. And the lich got his revenge upon them by hiring assassins long after their mistake.

Even now Malcon is free to seek his revenge. No one knows what his current plans might be or whether he is even still in the volcano. He may be even more powerful now than he was when last confronted. What is known as that he is a dangerous enemy to

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the throne of Zanzia and to the people of the land.

### **THE HIGH PRIEST OF THE TEMPLE OF CHAOS**

Walamor was the high priest of chaos responsible for the abomination known as the Temple of Chaos near the borderlands. This evil priest performed dark rituals and committed unspeakable deeds in his quest to bring the demigod Simaru to the material plane. Fortunately for all Zanzians this fiend was defeated by great adventurers in his own evil temple.

### **THE HIGH PRIEST OF THE TEMPLE OF DOMI**

Ephraim Defries was the brother of Malcon the Firebringer. During the great civil war that nearly destroyed the kingdom Defries was the high priest of a temple built deep within the Dark Forest. The temple still exists and is thriving with evil activity.

Like his brother, Malcon, Ephraim turned to darkness. He became the leader of a cult movement dedicated to the god of Chaos. The demigod Simaru has been the subject of cults across Zanzia for hundreds of years. He is known as the god of chaos and is often depicted by large red stone idols with evil grins filled with sharp ivory teeth. The idol often has ivory horns making the god look demonic. Generally large gems serve for the eyes of this god statue and it generally is depicted holding large bowls of fire.

The servants of this god seek to bring him to the material plane so that he can impose his own form of chaos upon Zanzia. This has been attempted a few times but has

been interrupted by heros bent upon saving the land from such evil deeds.

Also like his brother Ephraim has turned into a lich. Unlike most of this type of creature Ephraim has no arcane magical abilities. He was only a high level priest in life and in death he knows only those spells of his priesthood and faith. He still exists to this day performing his dark rites and ruling the Temple of Domi.

### **THE HIGHWAYMAN**

Rumors of a powerful bandit that patrols the roads bringing terror and stealing loot from travelers have become rampant in the cities and towns of Zanzia. The name of this masked bandit is unknown but there is already a bounty upon his head for anyone who can kill this villain or bring him to justice.

### **THE BLACK KNIGHT**

Bror Ironreaper is from a noble family that has long served Zanzia well. But during the great civil war that nearly destroyed the land his family turned to darkness. Kamron Ironreaper was a great paladin that served with the legendary Antovinus in the civil war and did many great and heroic deeds. But unlike Antovinus none of the accolades or rewards were bestowed upon Kamron. Instead, he was ignored while Antovinus was made into a legendary hero across the land.

All across Zanzia there are statues of Antovinus to be found. There are few such statues of the paladin Kamron Ironreaper.

So he turned to darkness. And he taught his only son the arts of battle. Bror Ironreaper became a new kind of knight. A

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shadow knight. He is the anti-paladin. He is intensely evil and is bent upon seeking revenge against the land for the slights to his family.

### **DEANGELO THE BARD**

Deangelo was a legendary bard and adventurer. His songs are still sung in the taverns across Zanzia. His stories and accomplishments are the stuff of heroes and legends. He disappeared many years ago while seeking a powerful bardic artifact under the ruins of the city of Onm. He has not been heard from since. Nor have any of the other adventurers in his former band.

### **HORDRAM THORRAK**

This dwarven hero came from a tribe in the Dragon Teeth Mountains. He and his hearty band of powerful adventurers disappeared many years ago seeking an ancient Zanzian artifact near a system of caves in the Dragon Teeth. Neither he nor his friends have ever returned. It is rumored that his cave led to a hidden valley somewhere in those treacherous mountains where prehistoric creatures rule.

### **THE SEER OF THE SANDS AND THE HIGH PRIEST OF RAAL**

These villains were responsible for a plot to destroy the One Tree. The One Tree is also known as the Tree of Life. It is considered to be the oldest living thing on the continent of Dunar. It is a tall and ancient oak tree still full of life despite the efforts of these evil men. They attempted to poison the land and extend the great western desert that separates Zanzia from the Jural Empire. This new desert would surround the Tree of Life and surely destroy it. Nearly all

trees and plants near the Tree of Life were destroyed during this attack upon it.

Fortunately some great adventurers were sent by the Great Druid of Zanzia to investigate the extension of the desert eastward. When they uncovered the plot against the Tree of Life they put an end to these villains risking the anger of the god Raal in the process.



### **THE ROYAL FAMILY OF ZANZIA**

Andrew Mahorn ascended to the throne of Zanzia after the natural death of his father. He ruled his kingdom with kindness the people of Zanzia loved him. With the aid of his trusted friends Malcon and Antovinus he had a peaceful rule to his kingdom. But he was betrayed by Malcon his Grand Vizeer and most knowledgeable adviser. Malcon attempted to seize the throne for himself and ultimately murdered the king and queen. Their heir, however, managed to be rescued during the siege of Onm and now his son sits upon the throne of

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Zanzia. King Jerome Mahorn is the current ruler of Zanzia along with his wife Amelia and young son Kilian.

### **THE ROYAL COURT OF ZANZIA**

The king has several trusted advisers and members of his court. He relies heavily upon their advice and counsel. All of them have proven trustworthy over the years. Hiriam Olven is the high adviser and seer to the king. He is an elderly man who has weathered many of the events of importance in recent Zanzian history. He is said to be a powerful wizard but as pure and good as the great paladin Antovinus was so many years ago. The captain of the royal guard is a paladin by the name of Iunom and he is said to be a powerful warrior who has defeated many champions and villains over the years. Alkam is the court jester. This fool has the innate ability to find humor in the darkest hours.

### **THE EMPEROR OF JURAL**

The current emperor of this wicked and depraved desert land is Razeen al-Abdallah. He is one of a long line of emperors of these enslaved peoples. He lives in a lavish palace inside of the capital of the empire. Jural City is the most populated city in this evil land. Razeen al-Abdallah keeps a tight leash upon his people. The laws of the land are harsh. Penalties for first offenders of any crime typically involve an amputation at the minimum. Minor offenses, however, often bring the ultimate punishment of beheading.

Many great works of art come from this land despite the harsh rule of it. Wonderful pottery, the finest silks, excellent spices, valuable perfumes and incredible carpets come from this land. Such treasures

are often exported to other parts of the continent.

The emperor is always looking to expand the empire. Border wars with Zanzia and with the many kings of the Barbarian lands have led to much bloodshed over the years.

### **THE HIGH SEER OF JURAL**

Mamoon el-Abed is said to be the High Seer of the Emperor. Little is known of him to outsiders to the empire. It is known, however, that he once led the army of Jural in a battle with Zanzian troops in the western desert. It is believed that much of this desert was laid waste by powerful magic from this wizard.

### **PRUTHGULL WORMHUNTER**

This barbarian king rules the barbarian city of Snowfall. This city-state is located centrally within the Barbarian Lands north of Zanzia. He is reputed to be a powerful barbarian warrior with immense strength. It is believed that leaders in that society are chosen not by their wisdom but by their skill in battle. If this is true then Pruthgull Wormhunter must be a powerful warrior indeed.

The barbarians of this tribe feed upon the great ice worms that live in the arctic lands around the city-state. These worms are hunted for their meat as well as for the skins and teeth which are used in many ways by these people.

Snowfall is but one of the kingdoms in this barbarous land. These kingdoms fight among themselves as much as they fight with outsiders.

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### **THE HIGH SHAMAN OF SNOWFALL**

Grerbordinn is known to be the shaman of that city in the arctic wastelands known as the Barbarian Lands. It is said that during the winters of this arctic lands that sometimes the sun never rises over parts of the lands. This high priest and shaman is the spiritual leader of these barbarians. What kinds of witchcraft or dark magic that he employs is unknown to the people of Zanzia who have never directly encountered him.

### **VARIOUS WARLORDS AND CHIEFTAINS FROM THE HORDE**

#### **KROTHU SKULLSMASHER**

This is the chief of the Broken Skull tribe of orcs that live in the Horde. This is the largest and most powerful tribe of orcs in that land. Raiders from this tribe sometimes travel deep into Zanzia to conduct their terror and to seize treasure. The Broken Skull tribe was once one of the many tribes of humanoid that once supported the evil wizard Malcon in his quest to conquer Zanzia. The Broken Skulls have been relatively quiet in recent years. Little has been heard from them since the civil war.

#### **ZRIGOT SHARPTOOTH**

Zrigot is the chieftain of the bloody dagger tribe of goblins. These goblins

inhabit the woods just east of the border between Zanzia and the Horde. These goblins once supported the evil wizard Malcon in his quest to seize the throne of Zanzia from the king. These goblins raid the woods near the Zanzian border and often raid into eastern Zanzia at night looking for food and sources of treasure.

#### **URRUZ OOZEYE**

This one eyed gnoll is believed to be the current king of the gnolls that live beyond the Zanzian border. It is said that this powerful beast killed his predecessor in single combat but lost his eye during that confrontation. No one is known to have challenged his leadership since that day. Unlike many of the other tribes in the Horde the gnolls did not support Malcon during the Zanzian civil war. They instead chose to raid the villages of the other tribes whose warriors were off fighting for Malcon. Needless to say this did not make them popular with the other tribes. And the fighting between the tribes has never ceased since that war ended.

#### **KAAKOUC SNORECLASH**

This large and ugly bugbear known to lead a tribe known as the spiked clubs. The tribe

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is well known for their use of crude morningstars in combat. Little is known about this leader himself other than he is rumored to snore loudly in his cavernous lair.

This tribe of bugbears did not support Malcon in his bid for conquest nor did they raid the lairs of their neighbors. They were engaged in a bloody war with the gnolls that also stayed home during that conflict.

### **GRUK BONETONGUE**

Gruk Bonetongue is a small fellow but a giant among his kind. He is the king of the kobolds that live in the lands east of Zanzia. This fellow is said to be a vicious little humanoid with propensities for great evil and violence against humans in particular. It is said that he personally likes to chew upon the bones of the victims of his raids. His clan of kobolds is clever and is known for setting booby traps in their lairs.

This tribe of kobolds did support Malcon in his attempt to seize the throne of Zanzia. They fought with him at the very end even at the battle of Blood River. While many of these humanoids were killed there many more survived to rebuild this tribe to what it represents now. They are

among the most powerful humanoids in the Horde.

### **UKARD SHARPKNIFE**

Ukurd is the king of the hobgoblins that live in the lands east of Zanzia. His people led the siege of the city of Onm on behalf of the evil wizard Malcon during the civil war that tore that land apart. These evil humanoids were major participants in that conflict and paid dearly for this later at the Battle of Blood River. A great majority of their warriors were slain during this battle and the tribe has never fully recovered from this bloodletting. They are among the weakest tribes in the Horde and the other tribes often raid them and bully them.

Ukard is believed to be a powerful warrior among their people and has not been challenged for many years by any other aspiring kings to be. He is said to wield a powerful magical weapon which keeps him in power. Whether this is true or not is not known.

### **GREAT DRUID OF ZANZIA**

Gwaun Powles is the current great druid of Zanzia. He rules a grove just outside of, Barrowmar, the capital city of Zanzia. The king keeps the druid close by in case of crisis. Many of the citizens of this

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land worship nature and Gwaun Powles is the spiritual leader of these people.

### **GRANDFATHER OF ASSASSINS**

Solomon Lowe is the current Grandfather of Assassins in Zanzia. His current location is unknown. It is rumored that he obtained this position by plunging a dagger deep into the heart of the previous leader during a fine dinner in the guild hall. He keeps his current whereabouts a mystery so that he can avoid a similar fate himself.

### **GRAND MASTER OF FLOWERS (VARIOUS ALIGNMENTS)**

The three monastic orders of Zanzia have monasteries in remote locations in Zanzia that are not well known. These orders prefer to keep their dealings with their own kind and keep outsiders at a distance. The names of the current Grand Masters of these orders is not well known among those not of these orders. It is said that one of these orders has a great temple hidden in the Dragon Teeth Mountains.

## **9. FACTIONS AND ORGANIZATIONS IN ZANZIA**

Certain groups are known to have influenced the history of Zanzia and continue to do so today. Some of these groups are evil and have twisted and demonic plans. Others are formed of concerned and law abiding citizens who only have beneficial goals for the people of the land.

### **CULT OF TIAMAT**

Tiamat cults are not only found in Zanzia but in the other lands of the continent as well. While these cults often appear they

never seem to last long. The Dragon Queen has never been known to concern herself much with the land of Zanzia in the past. It is doubtful that should would ever do so.

Strangely, though, a mysterious castle on a mountain not far from the city of Barrowmar appeared overnight. The castle was protected by a moat of lava and it is said that dragons are seen flying over it guarding it day and night.

### **CULT OF CHAOS**

Cults worshipping the evil demigod Simaru have been popular in Zanzia since even the early days before the civil war. Even some of the earliest Zanzian kings were believed to have worshiped this fiend. This is not that surprising, though, as this land was born in violence and bloodshed. Originally it was ruled by several powerful warlords. Each sought to declare themselves the one true king. Ultimately one defeated the rest in battle and seized power in the land. Pom Maven was the first king of the land. His burial site has never been located.

### **FOLLOWERS OF THE FLAMEBRINGER**

Ever since the great civil war that nearly destroyed the kingdom there have been followers of the evil wizard Malcon lurking in the shadows. It is believed that Malcon is now a powerful lich still living in his volcano known as the Mountain of Fire. This volcano is located deep within the Dragon Teeth Mountains.

What these evil minions might currently be up to is unknown.

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### **SOCIETY OF BAHAMUT**

According to legends the great Platinum Dragon is believed to often visit Zanzia. It is said that he has a beautiful garden that he tends there when he travels to the material plane. These followers are believed to be worshipers and bodyguards of this god like dragon.

### **THE LIVING FLAME**

This dark and mysterious society has some unknown purpose that has not been openly revealed. Whether their goals are benign or sinister is unknown outside of their ranks.

### **DEATHBRINGERS**

These villains are always clad in black armor and black robes with black shields and weapons. Their true goals are unknown but what is known about them is that they are evil and do horrible deeds. They are often seen leading bandits and other raiders in Zanzia. They have a secret hand signal and language and are only truly known to themselves.

### **LAW GIVERS**

This mysterious yet powerful group of wizards keeps mostly to themselves. What is known about them, however, is that they were the ones responsible for creating the powerful magical seals that kept Malcon the Firebringer locked in his volcanic prison. Since that time they have retreated back into the shadows and have not been known to have been active.

## **10. ADVENTURES IN ZANZIA**

All of the published adventures that have been written by me have been set within the land of Zanzia or in one of the adjacent lands. Many of these adventures are published on [www.dragonsfoot.org](http://www.dragonsfoot.org) these adventures include:

The Temple of Chaos  
Flayers of the Mind  
The Tomb of Kings  
The Garden of Evil  
The Treasure Vaults of Tiamat

Many more of my adventures which are also set in Zanzia or on the continent of Dunar are to be found on [www.drivethrurpg.com](http://www.drivethrurpg.com) and include:

The Dragon's Breath  
The Castle in the Clouds  
The Black Knight Rides  
The Black Knight's Revenge  
An Invitation to Dinner  
The Prince of the Sea  
It's Good to be Bad  
Only the Good Die Young  
Dead Men Tell No Tales  
Call of the Werewolf  
Dance of the Medusa  
And the Sea Shall Give Up Her Dead  
The Riddles of the Sphynx  
Valley of the Damned  
The Crypt of Tabor  
Wail of the Banshee  
The Oracle at Gula  
The Temple of Domi  
Castle of Aandoran the Defiler  
The Mountain of Fire

A few more of my adventures have been published in some form by Expeditious Retreat Publishing in the form of Advanced Adventures.

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AA#37 Under Ruined Onm (originally written as The Last Song of Deangelo)

AA#38 White Dragon Run II (includes two adventures: one was originally written as Temple of the Snake God and the other was originally written as the Dark Tower of Arcma).

Other material written by me may be published later by Expeditious Retreat in further installments of Advanced Adventures. There will, of course, be many more adventures written by me and set within this land. I plan to release many more on [www.dragonsfoot.org](http://www.dragonsfoot.org) as well as on [www.drivethrurpg.com](http://www.drivethrurpg.com) in the coming months.

### **11. THE ANCIENT DUNARS**

It is believed that this continent was originally settled by an ancient race of humanoids known as the Dunars. The continent now bears their name. These ancients have mysteriously disappeared and have not been seen for centuries.

Little is known about them except that they were a powerful and very advanced race of beings. According to legend these Dunars had powers of the mind as well as many magical abilities. They were far more powerful than all of the other humanoids who came to this continent to settle. And then suddenly....they were gone.

It is said that these beings had the power to level mountains and destroy entire lands with one wave of their hand. It is also said that they could move things with their minds and even make the strongest men crumble to their knees with only a look.

### **12. RANDOM ENCOUNTERS IN VARIOUS PARTS OF ZANZIA**

While Zanzia is far more civilized than most of the neighboring lands it can still be quite a dangerous place. Travel between towns and cities has dangers. Traveling off of the major roads brings even more danger. And travel in the wildest places of the land carries extreme danger.

Random encounters along roads in Zanzia should be rolled twice per day. A roll of 1 out of 6 will generally indicate an encounter has taken place. Random encounters in the wilder places of Zanzia, such as within the Dragon Teeth Mountains or the Dark Woods should be rolled every six hours and a roll of 1-3 out of 12 indicates an encounter has taken place.

#### **Northern Zanzia Near the Border with the Barbarian Lands**

1. Barbarian Raiders from the North
2. Griffons
3. Mastodons
4. Yeti
5. Zanzian Patrol
6. Patrol from one of the Barbarian Kingdoms

#### **Southern Zanzia and the Southern Coast Line**

1. Raiders from the Sea
2. Pirates
3. Zanzian Patrol
4. Pirates
5. Sahuagin Raiders
6. Smugglers

#### **The Dragon Teeth Mountains**

1. Patrol from Jural

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2. Zanzian Patrol
3. Patrol from one of the Barbarian Kingdoms
4. Griffins
5. White Dragon
6. Wyverns
7. Frost Giants
8. Dwarves (patrol)
9. Dwarves (miners)
10. Lamia
11. Manticores
12. Roc

### **The Western Desert**

1. Sand Giants
2. Sand Worms
3. Nomads
4. Desert Raiders
5. Sand Storms
6. Zanzian Patrol
7. Patrol from the Jural Empire
8. Desert Raiders

### **The Dark Forest**

1. The Dark Tower of Arcma
2. Owl Bears
3. Bandits
4. Orc Raiders from the Horde
5. Goblin Raiders from the Horde
6. Harpies
7. Centaurs
8. Satyrs
9. Elves
10. Wolves

### **Zanzian Roads and Trails**

1. The Highwayman
2. Bandits
3. Merchants
4. Pilgrims
5. Zanzian Patrol
6. Travelers

### **Along the Blood River**

1. River Merchants
2. River Pirates
3. Farmers along the River
4. Giant Gar
5. River Barge
6. Banshee
7. Dragon Turtle
8. Fishermen

### **Central Zanzia**

1. Zanzian Patrol
2. Anhkheg
3. Owlbears
4. Elves
5. Hill Giants
6. Zanzian Patrol

### **The Borderlands with the Horde**

1. Zanzian Patrol
2. Gnoll Raiders
3. Goblin Raiders
4. Orc Raiders
5. Dark Priests of Chaos
6. Zanzian Patrol

### **The Southern Swamp Lands**

1. Yuan Ti
2. Catoblepas
3. Basilisks
4. Pirates
5. Hydra
6. Leucrotta
7. Lizard Men
8. Shambling Mound

### **The Horde**

1. Kobolds
2. Gnolls

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3. Hobgoblins
4. Orcs
5. Bugbears
6. Bandits

### The Jural Empire

1. Patrol from the Jural Empire
2. Imperial Guards
3. Tribesmen
4. Merchants
5. Pilgrims
6. Travelers
7. Sand Giants
8. Camels, Wild

### The Barbarian Lands

1. Patrol from one of the Barbarian Kingdoms
2. Ice Worm
3. Mastodons
4. Yeti
5. Remorhaz
6. Polar Bears

### Anhkegs

Typically this encounter will be with a single creature which is digging tunnels and foraging for food. It is not innately hostile but if it encounters someone it may attack if it feels threatened.

**Anhkeg (1):** AC 2/4; MV 12/6; HD 5; HP 25; # AT 1; Dmg 3-18 + 1-4; SA squirt acid; AL N.

### Bandits

Bandits operate all over Zanzia and in some of the neighboring areas as well. These bands typically involve a group of men at arms and a single fighter leader that is more powerful than the others and rules by force.

**Bandit Leader (1):** F3; AC 2; HP 24; carries a long sword and wears plate mail and a shield; rides a light war horse; AL N.

**Bandits (10):** F0; AC 7; HD 1-6 hp; HP 3 each; wear leather armor and carry shields; each has a short sword, a light crossbow, 20 bolts and rides a light warhorse; AL N.

### Barbarian Raiders

These raiders are berserkers and they come from the lands north of Zanzia. They frequently raid into the neighboring lands looking for easy spoils. These wild men generally are clothed in animal skins and furs and wield weapons in each hand. They disdain shields and those who use them. They favor long beards and the few who wear helmets typically have the variety that have horns and only cover the top of the head.

**Berserker Leader (1):** F3; AC 7; MV 12; HP 23; # AT 2; Dmg 1-8/1-8; carries two long swords; AL N.

**Berserkers (10):** AC7; MV 12; HD 2-7 hp; HP 4 each; # AT 2; Dmg by weapon (generally they wield long swords and battle axes or some combination); AL N.

### Basilisks

These lizard like creatures are sometimes found in the swamps of south Zanzia. They are dangerous and are yet another reason not to visit these places alone.

**Basilisks (3):** AC 4; MV 6; HD 6+1; HP 25 each; # AT 1; Dmg 1-10; SA gaze turns to stone; AL N.

### Bugbears

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These beasts raid into Zanzia occasionally looking to rape and pillage. A typical group might include:

**Bugbears (10):** AC 5; MV 9; HD 3+1; HP 15 each; # AT 1; Dmg 2-8; SA surprise on a 1-3; AL CE.

### Camels, Wild

Camels wander the desert along the border between Zanzia and the Jural Empire. The nomads and raiders of the desert often gather them and use them as mounts. A typical group might include:

**Camels (6):** AC 7; MV 21; HD 3; HP 10 each; # AT 1; Dmg 1-4; AL N.

### Catoblepas

The Swamp Lands of southern Zanzia can be a very dangerous place. These horrible creatures are known to occasionally live in these areas. It is wise to give these creatures a wide berth.

**Catoblepas (1):** AC 7; MV 6; HD 6+2; HP 25; # AT 1; Dmg 1-6 + stun; tail does 1-6 damage and stuns the victim 75% of the time for 1-10 rounds; SA gaze causes death (if victim is surprised); AL N.

### Centaurs

This band typically hunts in the forest and does so together for mutual safety. They are not typically hostile to human kind but they have encountered enough of the evil humanoids to be hostile to them. A typical hunting party might look like this:

**Centaurs (9):** AC 5; MV 18; HD 4; HP 20 each; # AT 2; Dmg 1-6/1-6 or be weapon (all have long bows and 12 arrows); AL CG.

### Dark Priests of Chaos

Since the day that their dark temple was destroyed by adventurers the followers of Simaru have been seeking revenge upon the land. These evil priests are followers of the god of Chaos. They are thoroughly evil and wear dark robes over their armor. One should be wary if they are visiting the border regions of Zanzia.

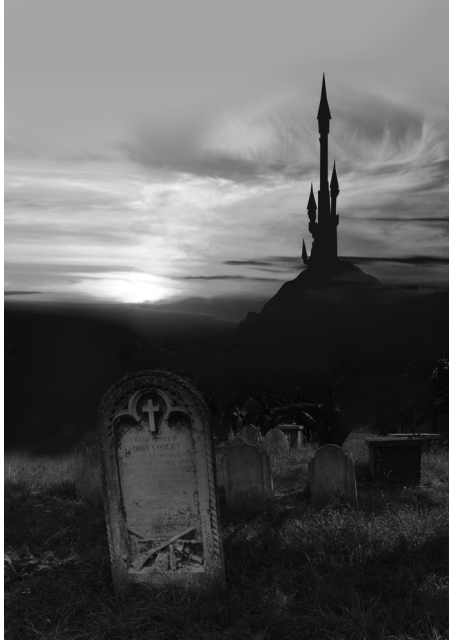
**Dark Curate (1):** C5; AC 2; HP 25; wears dark robes over plate mail and carries a shield and a flail; AL CE; Spells Known: **curse, protection from good, cause fear, silence 15' radius, hold person, chant, dispel magic.**

**Dark Adepts (8):** C2; AC 4; HP 10 each; wear dark robes over their chain mail and carry shields and maces; AL CE; Spells Known: **command, curse.**

### Dark Tower of Arcma

The wizard Arcma disappeared long ago and has not been seen in many years. He once had a dark tower deep in the Dark Woods in northeast Zanzia. The tower disappeared with him. Occasionally the tower is seen on moonless nights in random places within the forest.

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### Desert Raiders

These raiders are typically wearing dark colored robes and carry scimitars. Each is mounted on a camel or a light warhorse. A typical group of these bandits might look like this:

**Desert Raiders (15):** F0; AC 8; HD 1-6 hp; HP 3 each; armed with scimitars and short bows; wear dark robes and turbans; AL CE.

### Dragon, White, Adult

This dragon recently moved into a cave atop a high peak in the Dragon Teeth Mountain Range. She hunts the hills and valleys around the range looking for caravans to attack and treasures to seize. She is a greedy and evil dragon and will attack anyone that she sees as an easy victim to kill or steal from.

**White Dragon Adult:** AC 3; MV 12/30; HD 7; HP 35; # AT 3; Dmg 1-4/1-4/2-16;

SA frost breath weapon (35 damage); AL CE.

### Dwarven Patrol

The dwarves that live in the Dragon Teeth Mountains have many tribes and kings. Most of these tribes have valuable mines in the mountains and go to great lengths to protect them. They send out patrols regularly to protect their interests. These patrols are not mounted. A typical patrol might be as follows:

**Dwarven Leader (1):** F4; AC 2; MV 6; HP 28; # AT 1; Dmg (by weapon); wears plate mail (dwarf sized) and carries a shield; carries a **battleaxe +1/+2 vs giant classed creatures**; AL LG.

**Priest (1):** C3; AC 2; MV 6; HP 15; # AT 1; Dmg (by weapon); wears plate mail (dwarf sized) and carries a shield; carries a **mace +1/+2 vs orcs**; AL LG; Spells Memorized: **bles, cure light wounds, hold person.**

**Soldiers (10):** AC 4; MV 6; HD 1; HP 4 each; each carries a battle axe and a heavy crossbow with 20 bolts; AL LG.

### Dwarven Miners

The dwarf clans of the Dragon Teeth Mountains operate many mines in the area. Miners from these facilities may be encountered on occasion. While they are not usually hostile they do tend to be distrustful as dwarves often are. They are suspicious of all outsiders and any suggestion that strangers might be there to find their mines is likely to provoke violence from them.

**Dwarves (8):** AC 4; MV 6; HD 1; HP 4 each; # AT 1; Dmg by weapon (hammers); AL LG.

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### Elves

Many types of elves inhabit Zanzia and the lands beyond. These groups are typically not hostile but may be encountered hunting raiders, orcs, bandits or goblins. These groups are always armed and ready to defend themselves.

**Elf Wizard (1):** MU4; AC 10; MV 12; HP 9; # AT 1; Dmg 1-4 (dagger or staff); AL CG; spells memorized: **sleep, magic missile, shocking grasp, mirror image, invisibility.**

**Wood Elves (10):** AC 5; MV 12; HD 1+1; HP 5 each; # AT 1; Dmg 1-10 or by long sword or long bow; SA +1 to hit with bow or sword; SD 90% resistant to charm or sleep; AL CG.

### Fishermen

These hard working individuals are found all along the coast of Zanzia in small boats and netting from the shore. They are also often found fishing in the rivers, lakes and ponds of Zanzia. They are generally "0 level" npcs and unarmed.

### Frost Giants

These giants frequently are encountered in the Dragon Teeth Mountain Range. They are known to have several towers and small castles there as well as lairs in some of the larger caverns in the mountains. Typically when encountered they are out scavenging or raiding. A typical party of them might look like:

**Frost Giants (5):** AC 4; MV 12; HD 10+2; HP 45 each; # AT 1; Dmg 4-24; SA hurling

rocks for 2-20 damage; SD immune to cold; AL CE. Each carries a gigantic axe.

### Goblin Raiders

Goblins are often encountered near the Dark Forest as well as along the border with the Horde. These raiders are often looking for easy victims to intimidate or slay.

**Goblins (12):** AC 6; MV 6; HD 1-7 hp; HP 4 each; # AT 1; Dmg 1-6; AL LE.

### Gnoll Raiders

These gnolls are from the Horde and often raid into Zanzia looking for plunder and mayhem. A typical group might look like this:

**Gnolls (8):** AC 5; MV 9; HD 2; HP 10 each; # AT 1; Dmg by weapon (half with halberds and the other half with battle axes); AL CE.

### Griffons

These bird like creatures fly all over Zanzia. They are particularly fond of the Dragon Teeth Mountains. They hunt all over Zanzia and bring home their prey. Below is a typical hunting flight.

**Griffons (5):** AC 3; MV 12/30; HD 7; HP 28 each; # AT 3; Dmg 1-4/1-4/2-16; AL N.

### Harpies

These ladies prefer desolate places such as the Dark Forest. But any wooded area will do. These ladies sing and perch on branches waiting for their prey to find them and join the party. A typical harpy group is listed below.

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**Harpies (4):** AC 7; MV 6/15; HD 3; HP 9 each; # AT 3; Dmg 1-3/1-3/1-6; SA charm and singing; AL CE.

### Highwayman, The

This elusive masked bandit has a high price on his head from the Zanzian authorities. He is responsible for many robberies along the roads leading to the city of Barrowmar. One should always be on the lookout for dangerous people on the roads in Zanzia.

**Roger Harwood, The Highwayman:** A10; AC 2; HP 45; wears the robes of a noble but underneath is a suit of **elven chain mail +3**; carries a **long sword of sharpness**; AL CE. This man was once noble born but since has turned to a life of crime and depravity. He travels the highways and seeks to join other travelers on their journeys for mutual protection. Along the way he will backstab them and take their money. He is ruthless and evil. He will hide in disguise whenever danger presents itself. And he will attack in the most cowardly way possible when the time seems right to him to do so safely.



### Hill Giants

These evil but stupid giants live among the hills in Zanzia but are often encountered in other places scavenging for food. A typical gang might include:

**Hill Giants (5):** AC 4; MV 12; HD 8+1; HP 34 each; # AT 1; Dmg 2-16; SA hurl rocks for 2-16; AL CE.

### Hydra

The swamps are dangerous places along the southern coast of Zanzia. These strange and dangerous creatures are part of that danger.

**Hydra (1):** AC 5; MV 9; HD 9; HP 40; # AT 9; Dmg 1-8 (x9); AL N. This hydra will not regrow heads when destroyed.

### Ice Worms

In the dangerous arctic wilderness of the Barbarian Lands these worms are sometimes encountered. They are similar to their cousins the Giant Purple Worms but they do not have a poison stinger and they are impervious to the cold.

**Ice Worm (1):** AC 6; MV 9; HD 15; HP 95; # AT 1; Dmg 2-24; SA swallow whole on a roll of 4 or more higher than the needed score to hit); AL N.

### Imperial Guardsmen

These are the elite warriors of the Jural Empire and they are much to be feared. For they are often the enforcers of the law in the land. They will only be encountered within the borders of the empire. They have absolute authority to enforce law at any time including capital punishment. Many of their scimitars have been blooded on the necks of

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those found guilty of crimes in the Jural Empire. These powerful and dangerous warriors wear black robes and armor and carry black shields with the insignia of the Jural Empire on them. They wield scimitars in combat. When they are seen coming citizens of the empire scatter and hide. They ride light war horses. A typical patrol:

**Guard Captain (1):** F5; AC 6; HP 35; # AT 1; Dmg 2-8 (+1); carries a **scimitar +1**; wears studded leather armor and carries a shield; wears black robes; AL NE.

**Imperial Guardsmen (15):** F2; AC 7; HP 10 each; # AT 1; Dmg 2-8 (scimitar); wear leather armor, black robes and carry shields; wield scimitars in combat; AL NE.

### Juralian Patrol

The Jural Empire borders both Zanzia and the Barbarian Lands and lays claim to portions of each land which are disputed by those respective countries. It is not unusual to find patrols from the empire on the Zanzian side of the border. Clashes between these patrols and Zanzian troops are not uncommon.

These troops will not automatically attack anyone that they encounter. But they may stop and question adventurers and other travelers. They may demand to see travel papers. They might demand to inspect all the goods and treasures carried by travelers as well as weapons. And sometimes they are known to follow parallel to or behind travelers in an attempt to intimidate them or just to show their suspicions. These patrols are always mounted on light war horses. A typical patrol might consist of:

**Leader (1):** F5; AC 6; HP 37; he wears black studded leather armor and carries a black shield; armed with a scimitar; AL NE.

**Light Horsemen (15):** F1; AC 7; HP 5 each; each wears black leather armor and carries a black shield; each is armed with a scimitar and a short bow with 12 arrows; AL NE.

Sometimes these patrols are accompanied by a Seer such as:

**Seer (1):** MU 4; AC 10; HP 10; wears black robes and carries a staff and a dagger; AL NE; spells memorized: **magic missile, shield, charm person, shatter, scare.**

### Kobolds

These vicious fiends often raid into Zanzia looking for easy pickings from the villagers and townspeople in the border regions.

**Kobolds (20):** AC 7; MV 6; HD 1-4 hp; HP 2 each; # AT 1; Dmg 1-4; AL LE.

### Lamia

This wicked and cunning Lamia lives in a ruined tower on the edge of the Dragon Tooth Mountain Range. Occasionally she ventures out of her lair to look for travelers to kill.

**Lamia (1):** AC 3; MV 24; HD 9; HP 48; # AT 1; Dmg 1-4; SA once per day she can use the following spells: **charm person, mirror image, suggestion, illusion**; SA the touch of the lamia drains 1 point of wisdom from the victim (when wisdom hits 3 the

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victim will willingly do whatever she asks);  
AL CE.

### Leucrotta

These wicked creatures use their powers of voice mimicry to draw victims to their deaths. They inhabit the wildest places in Zanzia and travel in a pack.

**Leucrotta (3):** AC 4; MV 18; HD 6+1; HP 25 each; # AT 1; Dmg 3-18; SA voice mimicry; SD kick in retreat for 1-6 damage; AL CE.

### Lizard Men

These creatures are often found in swampy areas in Zanzia and in the Horde. These lizard men follow a king and have their own agenda. While they are not evil they can still be quite dangerous to others. A typical group might include:

**Lizard Men (10):** AC 4; MV 6/12; HD 2+1; HP 10 each; # AT 1; Dmg 2-8 (broadsword); SA these lizard men are advanced and use shields and wield broad swords in combat; AL N.

### Manticores

This mated pair has a cave in the Dragon Teeth Mountains and often hunts along the edges of the range looking for food.

**Manticores (2):** AC 4; MV 12/18; HD 6+3; HP 39 and 33; # AT 3; Dmg 1-3/1-3;1-8; SA can launch a volley of six tail spikes four times a day for 1D6 damage each; AL LE.



### Mastadons

These woolly mammoths roam the arctic regions north of Zanzia but often cross the northern border into the kingdom during winter. These animals are herbivores and merely seek to find edible grass or plants. If left alone they are harmless. If they are riled...they can be very dangerous. A typical herd of these beasts might be as follows:

**Mastodons (7):** AC 6; MV 15; HD 12; HP 48 each; # AT 5; 2-16/2-16/2-12/2-12/2-12; AL N. The tusks of these creatures range in value from 100 gold pieces to 600 gold pieces per tusk.

### Merchants

Merchant caravans are a frequent sight on the roads of Zanzia. These merchants travel to bring their wares and trade them for valuables. They even travel to and from the Jural Empire despite the obvious dangers of visiting that evil place. A typical caravan might include:

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Three Wagons filled with: 20 barrels of fine wine worth 100 gold pieces each, 10 barrels of dried meat worth 50 gold pieces each, 100 beaver pelts worth 2 gold piece each, 50 sable pelts worth 5 gold pieces each and 20 bolts of fine Juralian Silk worth 100 gold pieces each.

**The Merchants (5):** F0; AC 10; HP 3 each; armed with short swords; AL N. Mounted on light horses.

**Mercenary Captain (1):** F5; AC 2; HP 31; wearing plate mail and carrying a shield; carries a long sword +2 and a heavy lance; rides a heavy war horse; AL N.

**Mercenaries (20):** F1; AC 4; HP 5 each; wearing chain mail and carrying shields; carrying long swords and heavy crossbows; riding light war horses; AL N.

### Nomads

These desert nomads typically wander from oasis to oasis. They live in tents and ride camels. They are armed with scimitars but they are not openly hostile. In fact when encountered in an oasis they are often friendly and will offer food and shelter to strangers. A typical wandering tribe might look like this:

**Tribal Chief (1):** F4; AC 8; MV 12/24; HP 31; wears leather armor and carries a **scimitar +1**; AL N.

**Nomads (20):** F0; AC 8; MV 12/24; HD 1-6 hp; HP 3 each; armed with scimitars and wear leather armor; AL N.

### Orcs

Orcs from the broken skull tribe are often encountered on the Zanzian side of the

border raiding and pillaging. A typical group might look like:

**Orcs (15):** AC 6; MV 9; HD 1; HP 5 each; # AT 1; Dmg by weapon (5 will have spears, 5 armed with battle axes and 5 have halberds); AL LE.



### Owlbear

This mother is looking for food for her pups which are in a cave nearby. She is out foraging for food and will settle for whatever she can find.

**Owlbear (1):** AC 5; MV 12; HD 5+2; HP 27; # AT 3; Dmg 1-6/1-6/2-12; SA hug an opponent if either paw hits with more than an 18; SA hugs for 2-16 per round thereafter; AL N.

### Patrol From one of the Barbarian Kingdoms

The various Barbarian tribes, warlords and kingdoms all send out patrols to secure their territory from invaders and to discourage invaders. These patrols are rarely mounted.

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Typically these patrols consist of the usual berserkers that fill up the ranks of most of their towns and villages.

**Patrol Leader (1):** F4; AC 7; MV 12; HP 33; # AT 2; Dmg 1-8/1-8; carries two long swords; AL N.

**Berserkers (15):** AC7; MV 12; HD 2-7 hp; HP 4 each; # AT 2; Dmg by weapon (generally they wield long swords and battle axes or some combination); AL N.

### Pilgrims

Religious travelers are not uncommon sights along the roads of Zanzia. Those of the druidic faith often travel on a pilgrimage to see the Tree of Life. The Tree of Life (or One Tree as it is sometimes called) is considered to be the oldest living thing on the continent of Dunar. It is revered as a holy tree by many of this faith. These pilgrims are rarely mounted.

**Gilbert Forbor, Druid (1):** D6; AC 5; HP 24; carries a wooden staff and a wooden shield; wears **leather armor +2**; Spells Known: **animal friendship, purify water, shillelagh; entangle; create water, cure light wounds, charm person or mammal, hold animal, call lightning; call woodland beings.**; AL N.

**Jamys Wodde, Monk of the Gray Order;** M7; AC 5; HP 20; # AT 3/2; Dmg 2-8 (open hand); carries a wooden staff and wears no armor but a set of gray flowing robes; AL LN.

**Pilgrims (15):** F0; AC 10; carry wooden staves and wear flowing robes; AL N.

### Pirates

Pirates are a constant threat both on the sea and on land along the southern coast of Zanzia. Raiding incursions on shore are frequent. Small towns and villages as well as travelers on the road may be the targets of these evil men. A typical raiding party might include:

**First Mate (1):** F3; AC 4; HP 17; wears chain mail and carries a shield; armed with a battle axe; AL CE.

**Pirates (8):** F0; AC 8; HP 3 each; wear leather armor and armed with short swords (cutlasses); AL CE.

### Polar Bears

The colder regions of the continent have an indigenous form of bear that is all white and all mean. While they are not evil they are quite aggressive.

**Polar Bear (2):** AC 6; MV 12; HD 8+8; # AT 3; Dmg 1-10/1-10; 2-16; SA hugs for 2-20 damage; SA on a paw hit of 18 or over it indicates that the creature has hugged the victim; SD this creature fights on after being reduced to 0 hit points until it has reached -8; SA immune to cold; AL N.

### Raiders From the Sea

These raiding parties are viking like marauders that come from the lands north of Zanzia but sail around the continent to raid along the coast where pickings seem easier. A typical party might include:

**Raider Captain (1):** F3; AC 7; MV 12; HP 25; # AT 2; Dmg 1-8/1-8; carries two long swords; AL N.

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**Berserkers (10):** AC7; MV 12; HD 2-7 hp; HP 4 each; # AT 2; Dmg by weapon (generally they wield long swords and battle axes or some combination); AL N.

### Remorhaz

These polar worms are encountered sometimes in the glaciers of the Barbarian Lands.

**Remorhaz (1):** AC 0/2/4 (overall/head/underside); MV 12; HD 12; HP 58; # AT 1; Dmg 6-36; SA anyone swallowed whole by the creature is instantly killed by the intense heat; SA a natural 20 indicates a swallow whole; SD touching the back of the creature causes 10-100 damage to the person doing so; SD normal weapons striking the back of the creature are destroyed from the intense heat; AL N.

### River Pirates

Even the rivers are not totally safe. Pirates have been known to float up river and raid the towns in the interior. A typical party might include:

**Officer (1):** F3: AC 4; HP 15; wears chain mail and carries a shield; armed with a battle axe; AL CE.

**Pirates (6):** F0; AC 8; HP 3 each; wear leather armor and armed with short swords (cutlasses); AL CE.

### River Fishermen

See fishermen above.

### Roc

These gigantic birds hunt along the edges of the Dragon Teeth Mountain Range. They

nest in high perches and ledges on the tall peaks of that range. Typically only one of these birds will be encountered out hunting while the mate stays in the nest with the young or the eggs.

**Roc (1):** AC 4; MV 3/30; HD 18; HP 105; # AT 2 or 1; Dmg 3-18/3-18 or 4-24; SA tries to carry off victims but sometimes will impale with beak for 4-24; AL N.

### Sahuagin Raiders

The sea devils have long plagued the southern coast of Zanzia. These evil beings raid the shoreline and kidnap and torture victims. One was bold enough recently to seize the daughter of an important Zanzian Baron. Fortunately brave adventurers chased them back to their underwater temple and took her back from them. A typical raid party might include:

**Raid Leader (1):** AC5; MV 12/24; HD 4+4; HP 25; # AT 1; Dmg by weapon; carries a **trident +1**; AL LE.

**Sahuagin (10):** AC 5; MV 12/24; HD 2+2; HP 10 each; # AT 1; Dmg by weapon (half will have tridents, nets and daggers the other half will have spears); AL LE.

### Sand Giants

These evil giants live in the western desert between Zanzia and the Jural Empire. These giants have dark skins and wear sand colored flowing robes and turbans. They often hide in the sand and ambush travelers in the deep desert away from prying eyes. These evil giants worship the god Raal. A typical party might include:

**Sand Giants (6):** AC 4; MV 12; HD 10+2; HP 45 each; # AT 1; Dmg 3-36; SA these

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creatures are adept at hiding in sand and can surprise opponents in the desert on a 1-4 out of 6; SA immune to heat related damage; SA immune to the damage from sand storms; AL CE.

### **Sand Storms**

These storms can be vicious in the desert sands of western Zanzia. The storms kick up quickly and often will become dangerously violent within a round of being first noticed. One must find shelter during these storms or suffer 1-10 damage per round from the sand being moved at incredibly high speeds by winds. Animals such as camels instinctively know to bury themselves in the sands but others are not always so wise.

### **Sand Worms**

These gigantic worms are distant cousins of the giant purple worm. Unlike their cousins they have no poison stinger. But they do swallow victims whole and sometimes they hunt together in packs of more than 3. A typical group encountered might look like this:

**Sand Worms (2):** AC 6; MV 9; HD 15; HP 95 and 87; # AT 1; Dmg 2-24; SA swallow whole on a roll that is 20% more than the required score; AL N.

### **Satvrs**

This band of faun are enjoying themselves in the Dark Woods playing their music and chasing after nymphs. They merely wish to be left alone. If they are not bothered then they will not be aggressive. But if they are challenged then they will defend themselves.

**Satvrs (5):** AC 5; MV 18; HD 5; HP 25 each; # AT 1; Dmg 2-8; SA one of them

plays a set of pipes that allows him the following abilities: sleep, charm, cause fear to al within a 6" radius; SD only surprised on a 1; SD can hide themselves in foliage with 90% effectiveness; AL N.

### **Shambling Mound**

These horrors are found in swampy places all over the continent. They are a danger and should be avoided when possible.

**Shambling Mound (1):** AC 0; MV 6; HD 11; HP 45; # AT 2; Dmg 2-16/2-16; SA suffocation; SD immune to fire; SD lightning causes it to grow by one hit dice; SD cold does half or no damage; SD weapons do only one half damage; SD spells which affect plants also affect these creatures including: **charm plant, plant control**; AL N.

### **Smugglers**

Occasionally these swarthy men are encountered along the southern coast of Zanzia. Generally these men are avoiding the authorities and are not openly hostile to others but occasionally they will attack if they feel the necessity to avoid being caught in their trade. These men are bringing illegal goods (without paying the proper import taxes to the kingdom) and generally want to avoid being seen. A typical group might look like this:

**Smugglers (8):** F0; AC 8; HP 3 each; each wears leather armor and carries a short sword; AL NE.

### **Travelers**

Many people travel the roads of Zanzia between cities and towns. It takes a brave soul to do so alone. Spies, wizards, bandits

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and tax collectors make up some of these individuals.

**Henry Clarell, Tax Collector:** F0; AC 10; HP 2; unarmed. He generally travels with two men at arms from the Zanzian army. He never carries large sums of tax money without a large military escort.

**Richard Wilson, Juralian Spy:** A7; AC 2 ; HP 31; wears **leather armor +2** and carries a **short sword +2/+3 versus fire breathing or dwelling creatures** and carries a shield; has a dexterity of 17; AL CE. He has been sent from the Jural Empire to spy upon Zanzia and report on military activity and readiness.

**Oliver Aylmer, Wizard:** MU 8; AC 3; HP 26; carries a wooden staff and wears a **robe of of the arch magi (white)** and a **ring of protection +2**; Spells memorized (and in his travel spell book): **magic missile, sleep, shield, friends, mirror image, invisibility, web, lightning bolt, fireball, phantasmal force, dimension door, confusion**; AL LG. This good wizard travels the land seeking out justice and helping out the weak and the unfortunate.

**Roger Harwood, The Highwayman:** A10; AC 2; HP 45; wears the robes of a noble but underneath is a suit of **elven chain mail +3**; carries a **long sword of sharpness**; AL CE. This man was once noble born but since has turned to a life of crime and depravity. He travels the highways and seeks to join other travelers on their journeys for mutual protection. Along the way he will backstab them and take their money. He is ruthless and evil. He will hide in disguise whenever danger presents itself. And he will attack in the most cowardly way possible when the time seems right to him to do so safely.

### Tribesmen

In the desert lands of the Jural Empire the empire rules the land but the tribal leaders rule every day life for most of the citizens of the land. Many of these tribes wander the desert lands rather than taking up roots in one place. When encountered they are likely to be in a small traveling group with camels and tents. They are not openly hostile to strangers and are wary of anyone who might be an imperial authority.

**Tribesmen (25):** F0; AC 10; HD 1-6 hit points; HP 2 each; wear light colored robes and carry scimitars; ride camels; AL N.

### Wolves

These dire wolves are an evil pack that hunts in the Dark Woods and other places looking for easy kills. They often torture their prey before going in for the final kill because they enjoy the sense of fear.

**Wolves, Dire (7):** AC 6; MV 18; HD 3+3; HP 18 each;# AT 1; Dmg 2-8; AL NE.

### Wyverns

These creatures often hunt in packs in the Dragon Teeth Mountains and neighboring areas. Often only one will be seen at first flying high above. Then a loud screeching noise will be heard as it calls it's mates to come feed. A pack might consist of:

**Wyverns (4):** AC 3; MV 6/24; HD 7+7; HP 35 each; # AT 2; Dmg 2-16;1-6; SA poison stinger in tail; AL NE.

### Yuan Ti

Recently a temple devoted to an evil snake god was found and destroyed in the southern

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swamps of Zanzia. Since that day Yuan Ti in various forms have been sighted in the vicinity of these ruins. Presumably they are picking up the pieces and relocating their evil temple.

**Yuan Ti Abominations (2):** AC 0; MV 9; HD 9; HP 35 each; # AT 2; Dmg 1-10 (snake head bite); 1-4 (tail); Magic Resistance: 20%; AL CE. These creatures are almost entirely snake like but have human hands.

**Yuan Ti Purebloods (1):** AC 4; MV 12; HD 6; HP 20 each; # AT 2; they wield dual scimitars in combat; SA spell abilities usable once per day: **cause fear, darkness 15' radius, snake charm, stick to snakes, neutralize poison, suggestion and polymorph other**; Magic Resistance 20%; AL CE. These pure bloods look almost human but have snake scales along their necks.

**Yuan Ti Half Breeds (2):** AC 4; MV 12; HD 7; HP 25; # AT 2; wields dual scimitars; SA spell abilities usable once per day: **cause fear, darkness 15' radius, snake charm, stick to snakes, neutralize poison, suggestion and polymorph other**; Magic Resistance 20%; AL CE. These Yuan Ti are half human and half snake. Each has normal legs and a human head but snake like arms.

### Yeti

These beasts are rarely encountered by anyone who lives to tell the tale. They are excellent at conducting ambushes in the snowy regions north of Zanzia. They love the snow and their natural fur color blends well with the white snow. A typical party of these beasts might include:

**Yeti (4):** AC 6; MV 15; HD 4+4; HP 20 each; # AT 2; Dmg 1-6/1-6; SD impervious

to cold; SA on a natural 20 it has grabbed and hugged the victim for an additional 2-16 cold damage; SA victims that are surprised by the yeti must save versus paralyzation to avoid looking into the creatures eyes and being rigid with fright for 3 melee rounds (during which the creature will always hit and hug successfully); SA nearly invisible in the snow (5% chance per level over 1<sup>st</sup> to spot them in snow at normal distance); SD very susceptible to fire (50% greater damage from fire); AL N.

### Zanzian Patrol

The kingdom is serious about it's defense from those outside the country and within. Patrols are vigilant and can be encountered virtually anywhere within the land. These patrols are not hostile to law abiding citizens but they will immediately attack raiders, known criminals and anyone who appears to be invading Zanzian sovereignty. These patrols are always mounted on heavy war horses wearing plate barding. A typical patrol might include:

**Lieutenant (1):** P4; AC 2; HP 30; wearing shiny plate mail and carrying a shiny shield; armed with a heavy lance and a **flail +1**; AL LG.

**Sergeant (1):** F2; AC 2; HP 15; wears plate mail with the Zanzian army insignia upon it and a shield with the same insignia; carries a bastard sword and a heavy crossbow with 20 bolts; AL NG.

**Men at Arms (10):** F0; AC 4; HP 3 each; each of the men wear chain mail and carry a shield; all are armed with long swords and heavy crossbows with 20 bolts; AL NG.

## 13. TIME LINE OF IMPORTANT ZANZIAN EVENTS

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Zanzian Year			Their only son is rescued and taken to safety.
1	Pom Maven defeats the other warlords to seize control of Zanzia. He declares himself King.	385	Malcon the Firebringer attempts to seize power from the rightful king of Zanzia
15	Pom Maven is assassinated by his son Jun Maven who takes the throne. A series of assassinations and murders leads to a series of new kings over a period of forty years before things finally settle down.	386	Malcon's army sacks the city of Onm and kills the king and queen. An heir escapes and is later crowned king. Malcon's army is routed by the Zanzian army led by the legendary paladin Antovinus. The army is chased to the blood river and in a massive battle the army of Malcon is destroyed. Malcon retreats into his volcanic lair and is sealed in there by powerful wizards supporting the army of Zanzia.
57	The first border war with the Jural Empire takes place. Both sides ultimately realize that the conflict is futile after both sides take heavy casualties.		
155	The Second border war with the Jural Empire takes place. Again neither side gains a clear advantage and a peace treaty is signed.	489	Gnomish archeologists excavating near the Mountain of Fire accidentally break the magical seals that imprisoned Malcon in his volcanic lair. All over Zanzia the voice of Malcon is heard whispering "I am Free! And now I shall have my revenge!"
228	The third and final border war with the Jural Empire is fought. This skirmish lasts only ten days. Both sides retreated back to the original borders and an uneasy truce has existed ever since.	493	Powerful adventurers confront Malcon in his volcanic lair and defeat him. But they fail to destroy his phylactery. They mistakenly sold it on market not realizing it's true nature.
378	Andrew Mahorn takes the throne of Zanzia after the natural death of his father. He and his wife are killed by the army of Malcon during the siege of the city of Onm.	501	The Temple of Chaos is destroyed by another band of adventurers disrupting the

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plans of the Dark Priests of Chaos and the Cult of Simaru

503 The Tomb of Kings is found and explored by adventurers from Zanzia. The Garden of Evil is visited by adventurers on behalf of the Great Druid of Zanzia.

504 Present Day

### **14. THE DEMI-HUMAN RACES OF THE CONTINENT OF DUNAR**

Demi-humans live in various parts of the continent. Most live in the land known as the horde. Orcs, Goblins, Hobgoblins, Kobolds, Gnolls, Bugbears and evil humans are the majority of that land but elves and gnomes live there as well.

But most of the good aligned creatures have chosen the kingdom of Zanzia to live in. The elves for the most part live in the Dark Woods and in the valleys of the Dragons Teeth. The dwarves are partial to the mountains of the Dragons Teeth and own several mines there. A small gnomish presence is also in these mountains. The wooded hills south west of Barrowmar are the shires in which the halflings live. Virtually all of the demi-human races avoid the Jural Empire and the Barbarian Lands.

While many of these demi-humans live within the borders of Zanzia few participate in the government of the country. Humans dominate the land. But on occasion these demi-humans support the country in times of war or need. All of these groups have their own kings and their own territories in which they govern. And the king of Zanzia does not interfere with the rulership of their own peoples.

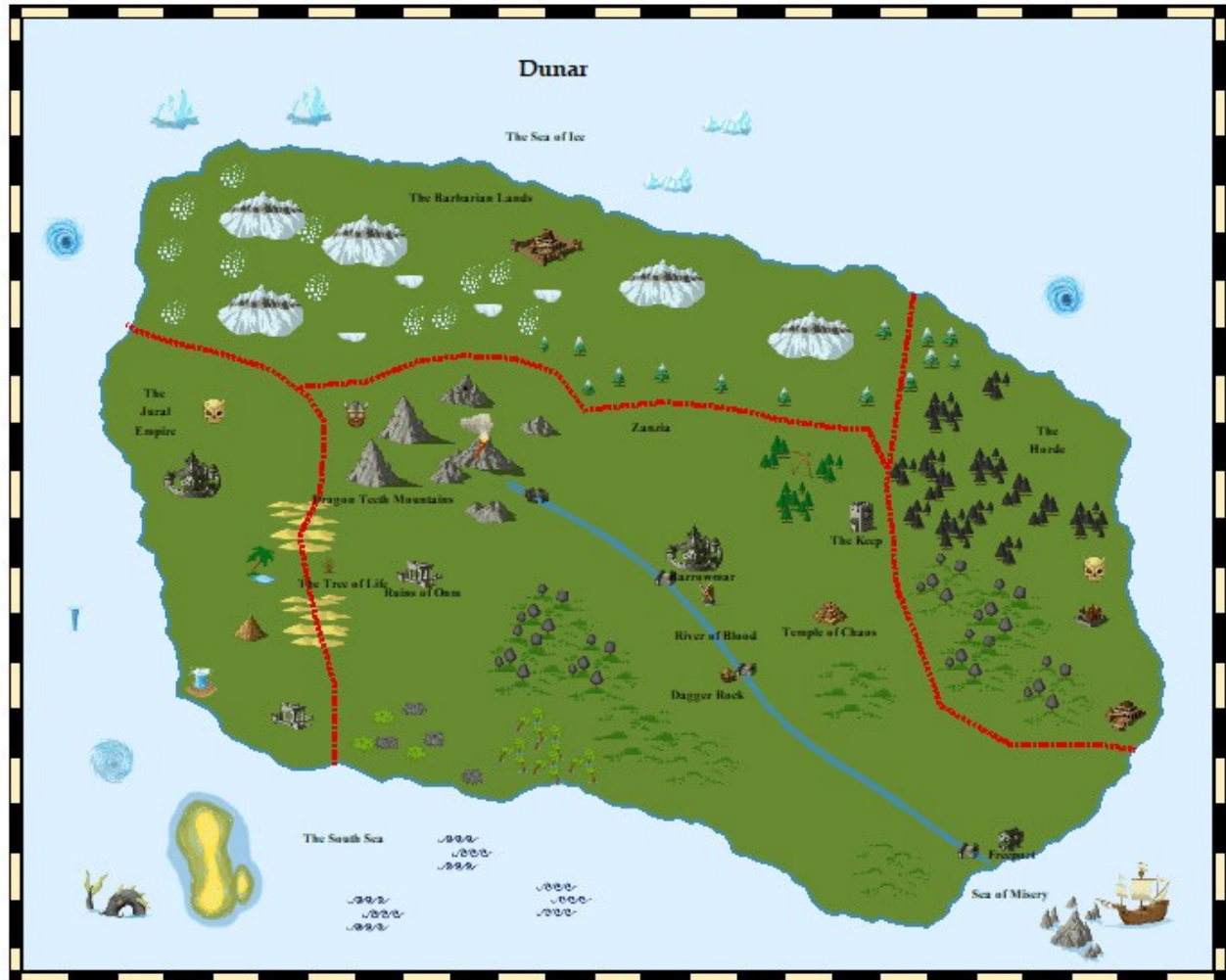
### **CONCLUSION**

The land of Zanzia and the continent of Dunar provide the dungeon master with an open game world in which he or she can make whatever changes are needed to make the world fit their own perception of what the game should represent. I have provided maps, government structures, military information and the dynamics between the lands and inhabitants. The rest is up to you. I have written a couple of dozen or more published adventures which are set within this land and given you ample seeds for more possible adventures that could be designed for play within these borders.

While this production might not be as long winded as some of the other published game worlds it has the benefit of being much less complicated. It is a land designed for high fantasy. There are bright lines between good and evil. Adventurers within the land are generally good aligned but two of the published adventures of mine involve evil adventurer parties. It is possible for evil parties to play within the borders of Zanzia. Being evil is not a crime.

There are ample villains to hunt down and confront in this land as well as in the neighboring lands. Many opportunities for heroes to make names for themselves exist in this game world. And only one continent has been provided here. Which allows you, the dungeon master, the opportunity to draft others for this world. The world in which Dunar exists is called Tera. It is known that islands exist far to the south of the southern coast of Dunar. Other continents on this world have not yet been discovered.

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