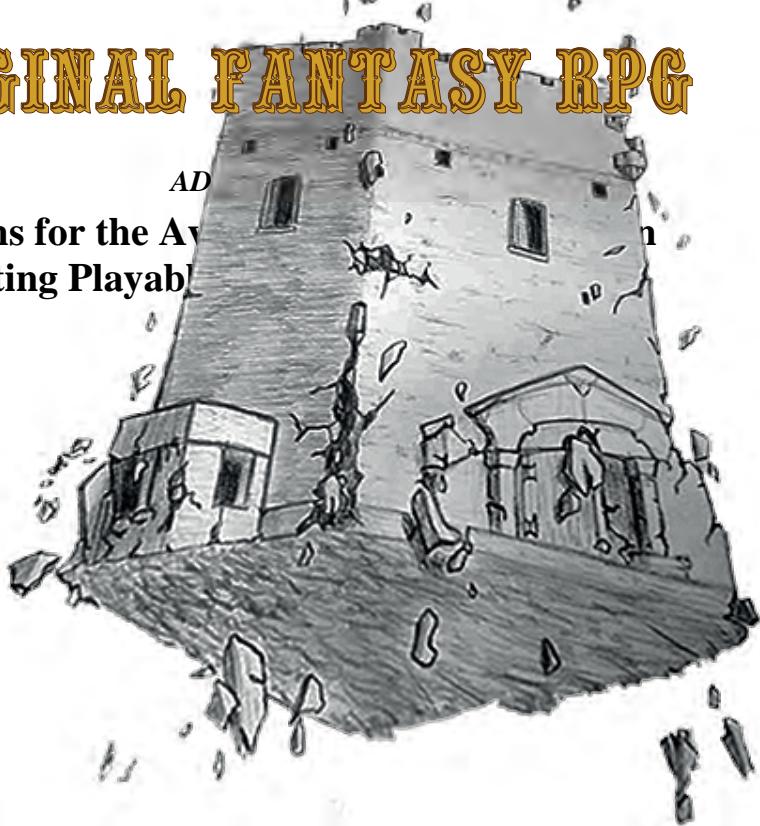


ORIGINAL FANTASY RPG

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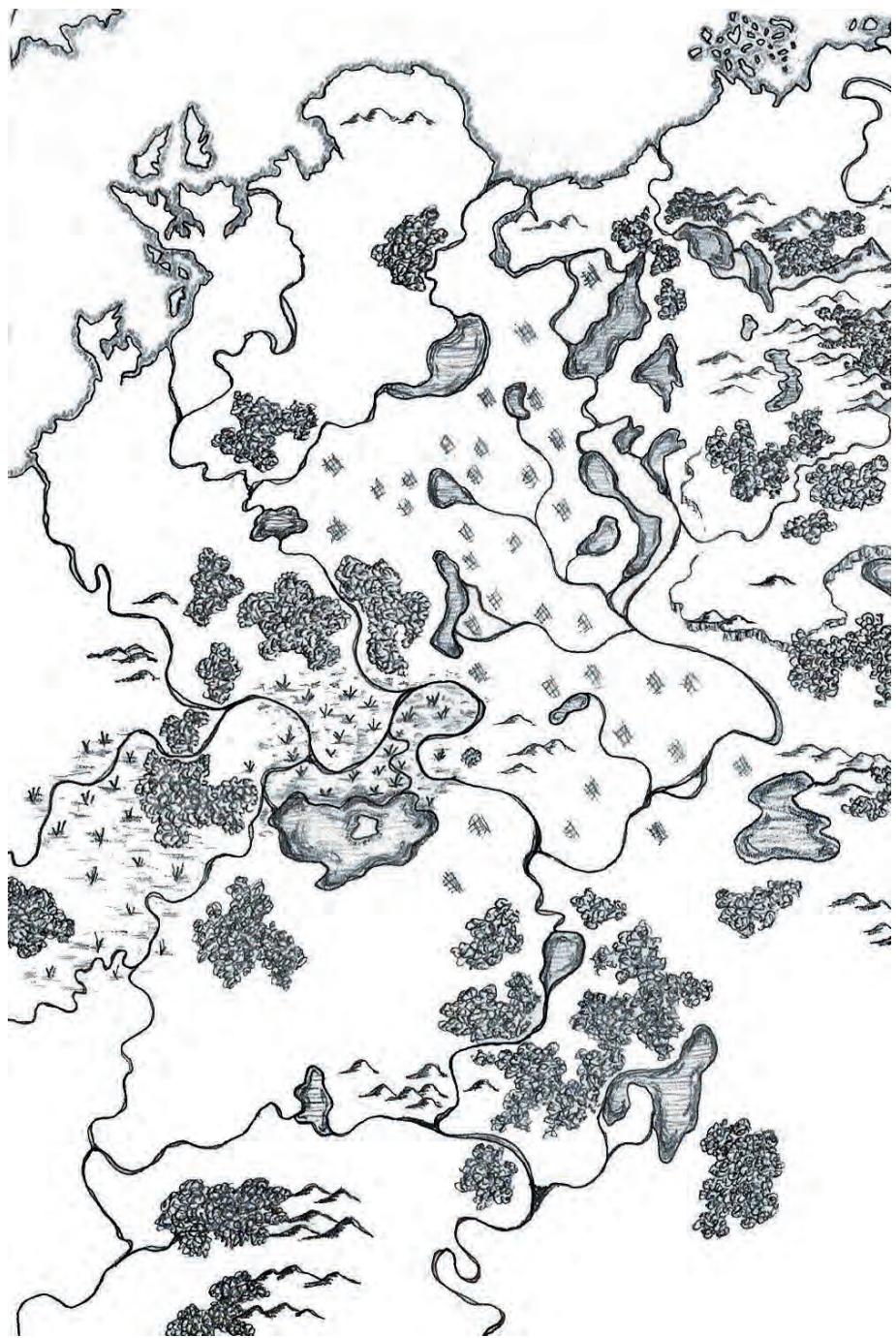
Supplement I

DAVID A. HILL



PUBLISHED BY
MOTHSHADE CONCEPTS





A portion of northwest Dhavon — specifically, the County of Brising.

ORIGINAL FANTASY RPG

Avremier Supplement I

DHAVON

BY
DAVID A. HILL

With deepest gratitude to Gary Gygax and Dave Arneson.

Dedicated to those who believed enough to not only have an interest in this nostalgic vanity project, but to support its publication and continuation. Because of you, Avremier lives and breathes like never before.

COVER AND ILLUSTRATIONS BY DAVID A. HILL

SPECIAL THANKS TO THE ALCOHOLICH AND LeROY W. BYRD
FOR DESIGN ASSISTANCE WITH THE ROOT KRAKEN
AND AVREMIER BUlettes, RESPECTIVELY.

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DIGITAL EDITION

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Foreword

When approaching this final(?) incarnation of the setting, now titled Avremier, one concept helped shape the direction of my efforts above nearly all the others. The concept was that humanity arrived in Avremier as explorers and settlers — much as the early Europeans when they came to the New World. This element informed and inspired many of the details and decisions that followed.

Early Dhavon was essentially a fantasy-themed Colonial America. An environment that seemed to me refreshingly different from what I saw as the stereotypical Medieval Europe of other settings of the time. Different, yet familiar. Not so much exotic, as unusual. For exotic, we will visit Mauvolg in the next supplement.

For gaming purposes, Dhavon is where the quiet hometown and the archetypical tavern may be found. Where allies and secure bases of operation wait. Where items from the standard equipment lists may be bought and sold at something near the listed prices. But don't assume Dhavon is dull. Dangers and rewards can be found within these borders to threaten and satisfy adventurers for many levels to come. Bizarre and alien monsters may be less common within Dhavon, but cruel hags, rampaging owlbears, and electrically-charged "lightning bugs" can still knock the average adventurer down a peg or two.

No matter where the campaign took the heroes, they would almost always return to Dhavon to regroup and recoup. Some made homes there. Others became celebrities or minor rulers. A few have quiet graves within Dhavonish soil. One or two have risen from less-quiet graves to plague their former comrades. To my mind, the history of the entire Avremier campaign setting originates in Dhavon. It is the beating heart of every game I have run.

Welcome to Dhavon. We can no longer offer you the renowned delicacy that was once Eomenclar Kettle Shrimp, but this season's apple butter is particularly fine.

David A. Hill

Mothshade Concepts Editor

06 June 2016

SCOPE:

This second volume of Avremier setting supplements is not meant to stand alone. The **AVREMIER** booklet, as well as the original fantasy RPG rule set of *Men & Magic, Monsters & Treasure*, and *The Underworld & Wilderness Adventures* will be essential to your use and enjoyment of this guide. That, or a rule set of a comparable sort.

Supplement 0 of the Avremier setting presented rules and options that originated mostly in Dhavon, and this volume provides wider, more-detailed coverage. Avremier is the house setting for my personal game and Dhavon is the closest to a "default normal region" as one is likely to find. Just about every adventure has begun in Dhavon, and all that is considered "typical human" will be found here. While Mauvolg is the "other human realm," it is considered atypical, even by its natives.

SETTING:

Dhavon is the first human realm within Avremier, a confederation of counties organized around a central government in the city of Iruhaven. Near the place of the original landing upon these shores, it is the region granted for settlement under the Winterbind Compact. Clearings hacked out of the ever-present wilderness contain the villages and towns humankind calls home.

Player and Non-Player Characters find security and community in Dhavon, but the typical human citizen is wary of strangers or non-humans. Most try to be accepting and welcoming, but prejudice is more common than some would want. Dhavon is not nearly as cosmopolitan as Mauvolg, and has never claimed to be.

Adventuring is a chancy proposition outside of Dhavon, as humans are often out of their element in other Avremier regions. Some of the most successful adventuring groups welcome other races into their complement. While those of other races sometimes seek adventure, Humanity began and perfected the pursuit. It is common for a human to be the leader, or at least the voice, of an adventuring group. If there is an armiger in the party, those odds increase. Regardless of tradition, any character can be the declared head of a group, if such a figure is needed. Just don't be surprised if an official or patron looks to one of the humans of the party as a point of contact. The Ministry of Embarkation, and licensed Guildhouses, guide and regulate most adventuring activities or expeditions, for the benefit and protection of Dhavonish society.

Men & Magic

CHARACTERS: (Additions and Changes)

There are two additional sub-classes of characters:

Wildwalker, setting-specific variant of the Ranger sub-class of Fighter.

Guttersnipe, a sub-class of Thief that leads a more rough-and-tumble existence than the average burglar or pickpocket.

FIGHTERS (RANGERS): With the civilization of Dhavon surrounded and somewhat confined by the elemental and fae aspects of nature, not to mention the physical verdant wilderness, the role of ranger has become an important one of explorer, guide, warden, and ambassador. More specifically, the wildwalker becomes familiar with the unseen paths, the otherworldly places, and the aspects of the wild beyond the mundane.

A wildwalker has the same ability score requirements as a standard ranger, but no alignment restriction beyond a non-evil ethos. An evil wildwalker loses status to become no more than a fighter. Advancement and performance are the same as for a ranger, with any differences and additions noted below.

Against elemental or fae creatures, the wildwalker gains the following advantages, starting at 1st level:

1. Ability to hit those immune to non-magical weapons as if wielding a +1 weapon. Increases to +2 at 5th level, +3 at 10th level, and +4 at 15th level.
2. +1 bonus to damage dice per level.
3. Add four levels to saving throws against charm or other mind-influencing effects.
4. Increase the ranger's usual 1 in 6 chance to be surprised to 1 in 8.
5. +10% to all tracking attempts.

Except as mentioned above, the wildwalker has the same outdoor tracking abilities as a standard ranger. In a dungeon environment, the wildwalker must have observed a creature being tracked within the last four turns.

Goods and treasure beyond what the wildwalker can carry will be donated to a worthy cause or individual. Followers or men-at-arms (see below) will not be gained or retained until 9th level (Wildwalker).

A 3rd level wildwalker can employ any intact tree leaves (alive or dead) as shurikens (throwing stars) in combat. Once thrown, a leaf is as hard and heavy as if made of metal, but otherwise is treated as a wooden object. At the end of the round, the leaf returns to normal, usually falling to harmless pieces. See the **EQUIPMENT AND COSTS** section for details regarding the shuriken.

At 8th level, the wildwalker gains the ability to cast a limited number of spells from a select list. The levels and number of spells per day, as well as the spells available to the character, are detailed below.

Wildwalker	Spells & Level		
	1	2	3
Ranger-Knight	1	-	-
Wildwalker*	2	-	-
Wildwalker, 10th	3	1	-
Wildwalker, 11th	4	2	-
Wildwalker, 12th	5	3	1
Wildwalker, 13th	6	4	2

SPELLS TABLES (Addition)

Wildwalkers (Arcane & Divine)

1st Level	2nd Level	3rd Level
1. Det. Magic (D)	Cure Light Wnds (D)	Cure Disease (D)
2. Det. Snares & Pits (D)	Create Water (D)	Firewash (M)
3. Faerie Fire (D)	Detect Invisible (M)	Neutralize Poison (D)
4. Projectile (M)	Faerie Missile (M)	Prot. From Fire (D)
5. Prot. From Evil (C)	Produce Flame (D)	Prot./ Norm. Miss. (M)
6. Pur. Food & Water (C)	Silence 15' (C)	Water Breathing (D)

(C)leric, (D)ruid, (M)agic-User, *New Spell from Avremier Supplement 0*

Each spell functions exactly as listed for the given caster type.

*At 9th level, a member of this class is known officially as a Wildwalker, with all level titles (if used) up to that point being the same as those for a ranger. Followers are determined with the charts below.

The wildwalker gains 2-8 followers of a type determined by percentile (d100) die rolls on the following charts. Lost followers cannot be replaced.

d100	Follower Type	d100	Class (Human)
01-60	Human (roll for class)	01-50	Fighter
61-75	Cyr (roll for multi-class) or Mur	51-75	Cleric
76-90	Highdelper	75-95	Magic-User
91-99	2 Bucca	95-00	Thief
00	Extraordinary (see below)		

Roll for class level on the second chart below.

d100	Multi-Class (Elves)	d100	Class Level
01-50	Fighter	01-50	2nd Level
51-75	Fighter/Magic-User	51-65	3rd Level
76-90	Magic-User	66-80	4th Level
91-00	Fighter/Magic-User/Thief	81-90	5th Level
		91-99	6th Level
		00	7th Level

d100	Extraordinary Follower(s)
01-20	Ranger, 3rd-7th level
21-40	Wereowlbear, non-evil
41-55	Arochan (2)
56-70	Pegasus
71-80	Giant, Herle-Kin
81-90	Giant, Rampart
91-95	Drake, any one
96-99	Dragon, Equinox/Solstice
00	Roll twice, ignoring 00 results

At 10th level, the wildwalker gains the ability to use *Plant Door*, as the 4th level druid spell, once per day. An additional usage is gained every three levels thereafter.

At 12th level, the wildwalker gains the ability to use *Pass Plant*, as the 5th level druid spell, once per day. An additional usage is gained every three levels thereafter.

At 14th level, the wildwalker gains the ability to use *Transport Via Plants*, as the 6th level druid spell, once per day. An additional usage is gained every three levels thereafter.

THIEVES: As an adventuring class, the thief in Avremier is a distinctly human pursuit. There are non-human thieves, but the "reallocative arts" were pioneered and championed by human practitioners. These human thieves were the first into the dungeons and the first to emerge with their ill-gotten gains. Only humans form guilds of thieves, though others are welcome. Only humans produce the sub-class of guttersnipe, a scrappy opportunist skilled in survival and in making something useful out of very little. The guttersnipe is not as adept in all the same areas as a standard thief, but excels in others.

Dexterity remains the prime requisite, but constitution also benefits. A PC gains a +1 hit dice bonus from constitution, added to that listed on the *Bonuses and Penalties to Advancement due to Abilities* table. This adjusted bonus applies to saves vs. poison, disease, magical sleep, or charm effects.

While guttersnipes are often non-lawful, as a standard thief, it is not required and they lose no abilities or status if they choose Law. Advancement is the same as a thief, with differences and additions noted below.

Any one-handed magical weapon not specifically enchanted for another class can be used by a guttersnipe, as they are adept at scrounging for items and materials to improvise in their own defense. This talent extends to found objects employed as makeshift weapons, allowing the guttersnipe to wield such one-handed objects as equivalent weapons for 1-4 or 1-6 damage, depending upon size and structure.

For example, a broken piece of hard wood about the size of a dagger could be used to stab exactly as a dagger in the hand of a guttersnipe. If reasonably straight, it could also be thrown with some accuracy.

A weapon or object up to about the size and heft of a short sword can be thrown, if it is solid and not utterly without balance. Maximum range will be 60 feet for any such object, using existing thrown weapon ranges as reference. Guttersnipes are known for hurling arrows or bolts into combat, almost as darts, and for about the same amount of damage (1-4/1-3).

When throwing non-improvised weapons, the guttersnipe adds her dexterity score (in feet) to the maximum range thrown. See page 23 of the **AVREMIER** supplement for examples of thrown weapon ranges.

In close combat, a guttersnipe with dexterity of 15 or more can dodge and parry as a fighter, with a penalty of 1 per point of dexterity over 14 to an opponent's chances to hit. The guttersnipe is adept at the infighting technique of melee combat. See **ALTERNATE COMBAT SYSTEM** on page 23 for details.

The guttersnipe retains the thief ability to strike silently from behind, but with a +3 bonus (15%), instead of +4.

While the guttersnipe retains the basic abilities of the thief, they are not all practiced equally. Adjustments are listed on the table below.

Bonuses and Penalties to Guttersnipes as Thieves:

<i>Open Locks</i>	<i>Remove Traps</i>	<i>Pick-Pocket</i>	<i>Move Silently</i>	<i>Hide in Shadows</i>	<i>Hear Noise</i>
-5%	+10%	-10%	—	+10%	—

Additionally, a guttersnipe does not learn to read languages, maps, or magical writings. Their education comes from experience on the streets, in the alleys, on the fringes of the wild, and within the dungeon. This experience is useful in coming up with bits of rumor, gossip, song, or history regarding a site such as a castle, village, city, or dungeon. The base chance for recalling a handy detail or two is 7% per level, modified up or down as the Referee determines, based upon likely familiarity or obscurity of the information.

CLERICS (and religion): With the first human settlers to the shores of Avremier came the deminities — shadows and fragments of Humanity's true deities. These "demi-divinities" are so devoted to the human race that each one inhabits the physical world with their worshippers, or nearby pocket dimensions that are just a prayer away. About thirty of these entities form loose pantheons, with others occasionally appearing without warning. These groups are known collectively as the Areshani Pantheon. Human clerics devoted to the Manifestations of Nature are druids.

<i>Deminity</i>	<i>Titles</i>
Briar King	Lord of Briardown, The Thorned God
Jeni Pumpkinseed	Wile o' Wisp, Laughing Reaper, Jeni of the Lanterns
Patchwork Man	The Ragged God, Lord of Scraps
Candlewick	The Welcoming Flame, Hearthlight
Cindersnatch	The Forge Tender, King Coal, Firefingers
Hearthwarder	The Honored Guest, Guardian of the Threshold, Holder of Keys
Lorekeeper	Librarian, The Pageturner, Keeper of the Quills
Mistress Filigree	Illuminator, Lady Grace
Threadspinner	Brightweaver, Gatherer of Joys
Wishsinger	The Wise Man, Storyteller

Cider Jak	Apple Jak, Seedspreader, Brewmaster
Fiddler Green	Uncle Longlegs, The Traveling Minstrel
Mossyboots	Rootwalker, Uncle Stomper, Shame of Giants
Whimsywing	Brightflutter, Gossamer Laughter
Crow Woman	Grand Dame of Secrets, Little Meddler, Lady Raven
Eyes of Tanglewood	The Gatherer, The Fidgeting God, Manypaws
Spiralshell	The Wending Stillness, Lord or Lady Glimmerlake
Tumblebridge Hag	Granny Frost, Stonesplitter, Bonegnawer
Weaving Woman	Lifeknitter, The Yarn Mother
Falling Leaf	Autumn's Daughter, Treemaiden
Grandfather Oak	The Great Tree, Forest Lord, The Gnarled God
Kitecrafter	Flightgifter, The Cloud Rider
Longstrider	Journeyman, Worldwalker
Morninglight	Firstborn, She Who Rises
Stoneskipper	Ripplerider, The Wendfarer
Thistledown	Seedspreader, Sower of the Green
Valedancer	Daydreamer, The Bonny Blossom
Little Thunder	Cloud Chaser, Rumbler, Stormkicker
Stormcaller	Mother Thunder, The Sheltering Hand
Stormqueller	Father Raincloud, The Gentling Hand

Each pantheon-like group is called by a different name among humankind. The first is the Strangers, deminities that do not relate well to mortals and rarely seem to have their best interests at heart. Fortunately, one of the largest (and next listed) groups is formed of those deminities that support and guide human civilization — the Illuminators. Some know them as the Founders. It was these entities that intervened most to support the human race at the end of the Harrowing. The group that follows is known as the Revelers, exuberant deminities celebrating the joys of life. Then, the Keepers — deminities of mystery and revelation, and guardians of history and truth. The largest group is formed of those deminities that inhabit the fringes of human civilization and serve as a sort of buffer between Humanity and the Green — the Preservers. Finally, there is the small family group of three weather deminities, known as the Providers.

The ethos and areas of interest for these deminities can be found in **The Underworld & Wilderness Adventures** section of the **AVREMIER** supplement.

Clerics and Deminities: Inhabiting the same world as their patrons comes with advantages and disadvantages for adventuring clerics. Most deminities can be, for want of a better term, "meddlesome." This can be of great benefit to the cleric that receives aid at just the right time from a deminity that happens to be in the vicinity, but can also be troublesome when that deminity isn't the one the cleric wanted. Also, each deminity is most puissant in their own region or pocket dimension. More information on those regions and pocket dimensions will be given in the **DEITIES, DEMINITIES & PERSONALITIES** supplement. The Referee can decide how involved the deminities will be in the lives of the player characters. There is nothing wrong with a hands-off approach to divine interaction or intervention. The further one ventures from the regions of Dhavon or Mauvolg, the less likely a deminity will make an appearance. Their influence wanes somewhat beyond human lands. Even granting 6th or 7th level clerical spells may become a bit unreliable in distant corners of Undomni or the Mara Imperium, for example. Having a consecrated holy symbol close at hand becomes a vital component of clerical "magic." Druids do not suffer this inequity.

Holy Symbols and Turning: A properly consecrated holy symbol, given by the church, is vital to the adventuring cleric. Such minor relics cannot be purchased at market and the holy symbols listed on the **Basic Equipment and Costs** table are not properly consecrated items. A lost holy symbol cannot be replaced, except by a ranking NPC priest (of at least 8th level — Patriarch) of the cleric's faith. Relying upon a mundane holy symbol effectively reduces a cleric's turning and casting levels by two (to a minimum of 1st level). Theft or destruction of a consecrated holy symbol is a high crime in Dhavonish law.

Not all clerics are dedicated to turning undead. Each pantheon of deminities bestows a different category of turning ability. The Strangers allow turning attempts vs. non-evil Axial creatures (beings from the upper or lower planes). The Illuminators abhor undead, as with standard clerics. The Revelers allow turning vs. constructs and artificial foes. The Keepers bestow turning vs. Umbral creatures (those from the lower Axial planes). The Preservers grant turning vs. elementals and genies. The Providers grant turning vs. Luminals (those from the upper Axial planes).

A turning attempt may be used (if the Referee allows) against unwanted or dangerous influences from a creature. Examples include disease, parasitic infestation, poison, or possession. Such turning attempts can only be made within the first day of effect.

All turning attempts use the standard **Clerics vs. Undead Monsters** table, from the original *Men & Magic* booklet. Treat the Skeleton row as $\frac{1}{2}$ HD monsters, Zombie as 1 HD, and one additional HD for each row from there-on-down, to 7 HD at Vampire.

Clerical Privilege: A cleric in good standing can expect a measure of deference and consideration nearly on par with the treatment of an armiger. Accordingly, the cleric is expected to do his or her best to grant reasonable requests or needs in the form of spells, religious services, counsel, or aid.

CLERICS (DRUIDS):

Druidic magic comes from the Manifestations of Nature, whose clergy are druids. Human clerics that worship nature deminities are clerics, not druids.

In addition to the special Druidic language exclusive to members of that class, other languages available for the druid include Anfae, Ilfae, Urfae, Karga, Misha, Ivucora (used by many hive-minded insects), and Eshuen (common to cetaceans: marine mammals such as whales and dolphins — and some intelligent aquatic races).

Avremier druids employ weapons developed from agricultural and hunting implements: axes (hand only), bows (not crossbows), daggers, flails (and nunchaku), scythes, sickles, slings, spears, and staves (including sectional). They may wear non-metal armor and use non-metal small or medium shields.

The druidic holy symbol is a tree with glass leaves, within a circle of glass. When exposed to the sun during daily devotions, the glass turns a specific color, depending upon the season. When used against undead, the druid can attempt to turn (never dispel or destroy) such monsters, with varying effect throughout the seasonal cycle (see table below). This ability is gained upon attaining the 4th level (3rd Circle), effective as a cleric of 1st level (Acolyte).

Season — holy symbol color	Level Equivalent
Waking (Spring) — pale green	+1
Warming (Summer) — pale gold	+2
Gilding (Autumn) — deep amber	-1
Glooming (Winter) — pale blue	-2

The **MAUVOLG** supplement will detail the two druidic sects devoted to the Horned Lord and the Waiting Woman.

CLERICS (MONKS): In Avremier, the monk is an ascetic priest that follows a Path, instead of a deity. Instead of spells, the monk practices Disciplines — similar in manner to psionics. Monastic paths have their origins in early Sanct culture, and in the teachings of the oni (ogre magi) or the “akashic genies” known as Rakshasa and Yaksha. Much like druids, they favor weapons that originated as useful tools. The Avremier version of the monk will be detailed and expanded in the **MAUVOLG** supplement.

MAGIC-USERS: Human magic-users practice spellcasting through interaction the elemental force of the arcanaflow. While classified as an elemental force in human philosophy, the core elemental realms deny any kinship. The arcanaflow and arcane magic will be detailed in **ELDRITCH AVREMIER**. Along with daggers, wizards of Avremier may wield staves for both fighting and magic — except sectioned staves. If the Referee allows, magic-users may employ darts or sling in combat to support the melee fighters at range.

ARMIGERS: (additional)

The **AVREMIER** supplement introduced and detailed the armiger as a player character class option. In this volume, the armiger is explored in greater depth and presented in its proper place within the setting.

A human of an armigerial bloodline is an armiger in name, but it takes dedication and training (character levels) to become an armiger in truth. Eight Armigerial Courts exist as playable options. The standard Avremier setting does not offer other choices for player characters, but the Referee may do so. See the **Non-Player Characters** section of this guide for more information.

According to some recorded histories, the first armigers were made, not born. Humans of Avremier are known for the practice of advanced alchemy and what might be called, “super-science.” While these resources are not widely available, or even commonly known, they do exist and are at the disposal of the Armigerial Courts. Some believe the Courts are quietly and deliberately fashioning selected sub-races of “new humanity.” Toward what end(s), who can say? What follows are some whispers and pieces that are known.

To start, there were three Courts:

Chimera (first), **Basilisk** (second), **Gryphon** (third).

By arranged marriage and selective breeding, three new Courts emerged:

Unicorn (close to the Gryphon in blood)

Wyvern (close to the Basilisk in blood)

Manticore (some dispute whether of the Second or Third Generation)

In time, there were two more Courts:

Bulette (solid and trustworthy, this Court has gained a healthy measure of respect in a short time)

Dragonne (said to be merely a corrupt offshoot of the Gryphon and Wyvern Courts and not as respected as the rest)

In recent years, there has been some debate over the rise of a Fourth Generation of Courts, but they have yet to be fully established.

Members of an Armigerial Court share a number of physical and psychological traits. Of course, not every individual will look or act the same, but there are common prevailing qualities that define a member of the Court.

Basilisk: Dark, olive-toned skin. Glossy, black hair. Eyes of striking green and/or gold that seem to seldom blink. Physically, they are most often lean and tall. Tend to be rather quiet not usually demonstrative in their movements, words, or reactions. Those who are ignorant of their nature sometimes see members of the Basilisk Court as apathetic, or even lethargic.

Bulette: Tan or brown skin. Brown, black, or gray hair — even at a young age. Eye colors in dark tints of brown or gray, sometimes of blue-gray. Not usually tall, but solid and sturdy. Have a powerful physical presence, but in a quiet and subdued manner. Can be boisterous and dominating in the blink of an eye. Tend to be intimidating and off-putting without meaning to.

Chimera: Ruddy or yellowish skin tones. Sometimes have hair of more than one color, with lighter patches or streaks. Typical hair colors include brown, black, red, dirty blond, or auburn. Eyes may be of nearly any tint, and having different-colored eyes (heterochromia) is not as rare as most. Often of an athletic build, a Chimera tends toward tall, and not too thin. They can seem distracted or impulsive, but have a habit of taking in everything, and not missing details. May get bored easily, craving challenge or action.

Dragonne: Bronzed skin. Hair in shades of blond, golden brown, dark brown, or white (regardless of age). Eyes of brown, amber, green, or hazel. Tend to be rangy and graceful, with a clear and powerful voice. Possibly due to their unenviable position among the Courts, these armigers have a tendency to overcompensate and affect an exaggerated air of nobility. Grand gestures and flowery speech are characteristics of the Dragonne Court.

Gryphon: Pale or tanned skin. Hair of gold, blond, light brown, white, or silver. Bright eyes of golden brown, amber, blue, or blue-green. Of athletic build and possessed of an easy grace. Strong, even features. Have a commanding presence and a palpable charm. Gryphons are loyal friends and implacable foes. Their confidence can be infectious, or overwhelming. Of seemingly limitless energy and reserves of courage.

Manticore: Skin in darker tones, reddish or brown. Thick, glossy hair of dark brown, auburn, or black. Piercing eyes of pale brown, sea-green, amber, or green-gold. Athletic and muscular, with quick reflexes and a long stride. Typically eager and engaging, which can come off as aggressive or domineering. Can be direct, and more than a little impatient.

Unicorn: Pale or light-golden skin. Hair of white, pale blond, ash-blond, violet-silver, or silver. Large eyes of almost any jewel color, with blue, green, and violet being most common. Slender, and willowy or rangy in build. Quick to act, and to react. May be mistaken for nervous or twitchy. Possess great patience and tact, able to be quiet and still for extended periods.

Wyvern: Deep olive or brown skin, so dark as to seem almost black. Hair of almost any dark hue, but also very rarely in a shade of silver or light gray. Brilliant green, blue, or crimson eyes. Tend to be tall and powerfully-built, with broad shoulders and runner's legs. Often quiet and watchful, alert and thoughtful. Not prone to act on impulse, or without a plan. When a Wyvern does act, it is with decisiveness and precision.

NON-HUMANS: (Region Specifics)

While Dhavon is the first human homeland, other races do live and trade within its borders. While not nearly as cosmopolitan as Mauvolg, the land of Dhavon is no longer hostile to all outsiders.

Dwarves (Highdelvers): While few dwarves actually inhabit Dhavon, members of this race are welcome about as much as bucca (halflings), and are respected for their knowledge and trade goods. To many Dhavonish, the most endearing trait of highdelvers is their display of respect for humans in general. For reasons not entirely clear, highdelvers show great deference to humans as a species and it was this dwarvish race that came first to the aid of Humanity during the Harrowing.

Iruhaven hosts a large highdelvish embassy and surrounding neighborhood. Dwarves also inhabit some of the nearby mountains around the capital. Highdelvish mastercrafters teach many of their skills in established academies.

Dwarves (Lowdelvers): Very few lowdelvers are found at liberty within Dhavon. The atrocities committed by these creatures against Humanity during the Harrowing are not soon forgiven, and members of this race are predominantly evil. They have established a number of hidden underground enclaves within the borders of Dhavon, organizing and leading raids against surface settlements.

Within Dhavon, it is essentially a crime to be lowdelvish. The Dhavonish term for lowdelvers is Dour. Highdelvers take it as a grave insult for a lowdelver to be referred to as a dwarf. Lowdelvers feels much the same way.

Elves (Cyr): The cyrannyn are generally viewed with suspicion by humans and the elves tend to avoid civilized Dhavon. Common folk barely distinguish the cyr from the fae. Most contact between the Dhavonish and the cyr takes place within Parateva, where they meet and trade among the settlements of their mutual friends, the marsh-gnomes (banor).

While there is an elvish embassy within Iruhaven, there are no cyr in attendance, except during specific times of the year, or at need. The Dhavonish term for a member of this race is Elf. They call themselves Cyr.

Elves (Mûr): These elves have adapted to life beyond the borders of their homeland and tend to get along fairly well with humans in general. Members of this race look much more human than the cyr, but still show some traces of their elvish heritage. The Dhavonish term for a member of this race is Ælf. They call themselves Mur. A mur PC may advance as a single-class cleric of a human deity, able to reach the 11th level of experience (can cast spells of up to 5th level).

Halflings (Bücca): This smallest of PC races has gained widespread acceptance in Dhavon and most bucca are full citizens. The average Dhavoner (a general slang term) makes a habit of treating these people as they would children or youngsters, sometimes mistaking them for such. Most bucca enjoy such treatment, with the less scrupulous individuals using the situation to their advantage.

Hobgoblins (Yalkhoi): The yalkhoi are considered honorable and civilized, which leaves them mostly welcome by Dhavonish culture. For their part, the yalkhoi have little interest in the settlements and government of Dhavon. Still, there is frequent contact and good will between the two. Some are even employed as scouts and guides for the military. Yalkhoi is the accepted term among both Dhavonish and hobgoblins.

Region Alignment, Dhavon-Specific:

As a civilization, Dhavon is predominantly Lawful. In reality, this is true largely where the law holds sway, and becomes less so with distance from Iruhaven or other government centers. Dhavonish culture promotes a sense of community and cooperation in the aftermath of the Harrowing. There is still an imperative to rise above the threat of extinction and to thrive in a fairly hostile world. The Lawful environment of Dhavon is partly the result of strong governance and partly a sense of racial unity.

LANGUAGES: (Region-Specific)

Though both Dhavonish (Havenish) and Volgate are spoken in Dhavon, the language of Mauvolg is far from common outside of trade and diplomacy.

Hearth is a dialect of the once-neglected language known as *Urfae*, spoken by the majority of faeries adapted to the environs of Dhavon and chosen to venture into its society. Urfae is the language of fae that identify neither as "good" (anfae) nor "bad" (ilfae). The majority of urfae found in Dhavonish society tend to be of the type known as Brownies. While the bucca claim no racial tongue, many do speak Hearth in some fashion. Hearth mixes Urfae and Dhavonish in an odd pidgin of slang terms and mixed meanings. Recent cultural trends have seen Hearth increase in popular usage within the Parateva region and along the shared western border of Dhavon.

PROFESSIONAL ADVENTURERS:

Adventuring as a citizen of Dhavon, or within that nation's borders, is regulated by the Ministry of Embarkation. Is every group or individual that delves into the dungeon, or raids the dragon's lair, a chartered expedition? Of course not. As with any dangerous and profitable industry, there are those that operate outside of the law. Many of these outlaws avoid the major human settlements and keep one eye out for the more intrepid members of law enforcement — like Roadwardens or Justiciars.

The annual Charter Tourney, hosted by the Ministry, draws adventuring hopefuls from far and wide. It is an event that attracts eager spectators and vendors from all corners of the realm, creating a fair-like atmosphere during the entire week. The popularity and profitability of the Charter Tourney has inspired other, smaller events in neighboring counties. As an industry, professional adventuring has recently experienced a bit of a boom. In fact, there is yet another sanctioned guild house to consider.

Questinghouse: Where the Ventureguild (see the **AVREMIER** supplement) was but recently the newest sanctioned adventuring organization, that group has already splintered into another faction. The younger of these two rival guilds, Questinghouse is known for its clear hierarchy of leadership and organization, as well as beneficial relationships with a number of governments and powers beyond the borders of Dhavon.

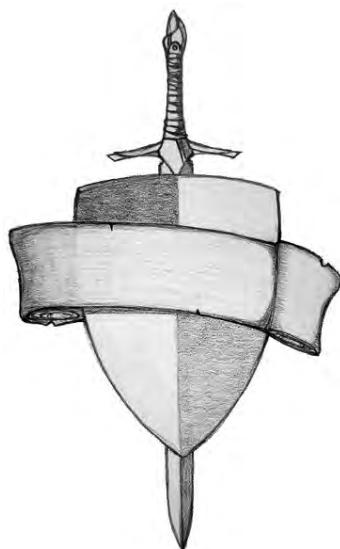
Some claim that professional adventuring is a pursuit that has fallen victim to over-regulation. That may be, but by conducting themselves as one would typically expect from a heroic fantasy game or campaign, an adventurer in the Avremier setting could be guilty of committing any number of the following offenses.

- **Act of war:** Imagine your party venturing into the neighboring realm to explore a lost ruin, only to be ambushed on the road by a group of rough-looking men in armor, bearing a variety of killing implements. Before the one that looks suspiciously like a wizard has a chance to complete his gestures and incantations, your bold heroes open up a swift and terrible “cask of whuparse” all over the threatening strangers. When the smoke clears and the bodies are counted, you find yourself standing over the smoldering corpses of a local magistrate and his cadre of personal bodyguards. Well...it *looked* like an ambush. The two groups might’ve just surprised each other in the dark. The robed magistrate *could* have been casting a spell...or he might have been gesturing for you to halt and be identified. It isn’t your fault you didn’t speak his language and his words sounded like some arcane gibberish in the heat of pre-battle. Yep. Explain it to the local militia.
- **Criminal trespass:** Even while questing into foreign lands, an adventurer may be violating treaty or border agreements. Breaking into a villain’s lair, an apparently abandoned wizard’s tower, or the average dungeon complex invites legal retaliation from the occupants or owners, and could even lead to an international incident.
- **Destruction of property:** Kicking in someone’s door and dumping a fireball into their living quarters is likely to be construed in this fashion. Don’t count on dodging this one in court.
- **Desecration:** Ever notice how many adventures occur in ruined temples, ancient crypts and tombs, or dark and dreaded fanes? A lot. Ever notice how many religions frown upon profaning their holy places? A lot.

- Looting: After combat, the acquisition of treasure is probably at the top of every adventurer's 'to do' list. According to the law, taking something that does not belong to you is stealing. Taking treasure from an average dungeon environment is often seen as looting or grave-robbing — depending on the circumstances.
- Murder: Let's face it, the average adventure tends to involve a bit of combat, and the occasional death. Whether inhuman monster, demonic outsider, or very human bad person — killing is generally frowned upon outside of warfare or self-defense...and self-defense is hard to prove after you kick someone's door in with sword drawn and torch blazing.
- Tax evasion: How often does an adventurer declare the treasure acquired during a quest or expedition to the proper authorities? About as often as they consider the local economy when they stroll into town to spend all the antique gold and lost jewels? Doubt not, the government will want a cut of the profits, and will also be very interested in the properties and provenance of magic items or relics.

Remember, you can be right while still on the wrong side of the law. Good intentions and noble causes will not always hold up in the face of the heinous acts perpetrated by the average adventurer during a typical adventure or quest. A group of heroes bearing a sanctioned adventuring charter is in a better position than a ragtag group of armed thugs committing murder and mayhem for gold and glory. Don't be those other guys.

Ministry of Embarkation-issued crest of the chartered adventuring group or member. A group's name usually appears upon the scroll. The shield can also be personalized. Worn as a badge or brooch. Also found as a stamp or signet.



While the player characters are seeking fame and fortune, others are out there doing much the same. Some of these NPC adventuring groups have made names for themselves, for good or ill.

Blade of Light: When you have ascended to the greatest heights, you have the farthest to fall. Led by the armigerial paladin, Roen Curientine, this heroic group rose beyond the legacy of any adventurers that came before. Some say that hubris brought disaster to their cause, while others claim madness. Whatever the reason may be, it was the Blade of Light that brought about the Planewrack.

Bloodguard: Adventuring group recognized for their combat ability and a tendency to leave a trail of bodies and wreckage in their wake. Few human members. Belong to the Ventureguild.

Darkwalkers: Most often found in the deepest dungeons, this group has gone unseen for months at a time, only to emerge with the strangest tales and the rarest treasures. Part of the Fellowship of Investigative Antiquarians.

Fell Warning: Extremely competent adventuring group, known for avenging wrongdoings. Take their name and reputation very seriously. Affiliated with SAGA.

Golden Hand, The: Group of adventurers where each member wears an identical golden ring on their right hand. A pair of female, white-haired bucca twins leads the group. Belong to the Fellowship of Investigative Antiquarians.

Grim, The: Those who have been wronged by the undead or have become undead themselves. Dedicated to destroying such monsters and putting the innocent victims to rest. Members of the Tempestward.

Hellions: Group of rather young and aggressive adventurers seeking to make a reputation at any cost. Recent additions to the Ventureguild.

Muckwakers: Takes on the dirtiest and vilest challenges — often those that others might decline. They seem to know no fear and are certainly not at all squeamish. Particularly experienced with monsters of an alien and horrific nature. Belong to SAGA.

Raven's Fortune: Diverse bunch of adventurers who rose from obscurity to defend the world from staggering threats beyond our sphere. Rumored to have met the Creator of All and shared his dreams. Then, they were gone.

Stargazers: A group of cyr adventurers wearing identical dark blue outfits, emblazoned with a single eye of pale silver with a star for the pupil. Members of the Fellowship of Investigative Antiquarians.

Wolf Brigade: Possibly the oldest established adventuring group. It is a great and rare honor to be invited to join. Produced a number of heroic and legendary adventurers. Founding members of SAGA.

RENNOW AND INFAMY:

In Avremier, the fall from grace can result from an unfortunate stumble, or a deliberate plunge. Supplement 0 dealt with Renown. Now, to explore the depths of Infamy.

Infamy: An individual's reputation for untrustworthiness, base behavior, or outright evil. A character with a negative renown score may be beneath notice, or known as more of a villain in the eyes of society as a whole. Characters of infamy may be ridiculed, shunned, reviled, or even feared — depending upon their reputation and power.

Infamy is measured by a score that ranges from -1 to -20 for most PCs. Few villains are as loathed or dreaded as those who were once great heroes.

Ordinarily, at each character experience rank (4th, 8th, 12th, 16th, and 20th levels), the PC gains a point of renown. Once renown drops below 0, this is no longer the case. Balance must be restored, the renown/infamy score brought back to 0, before more can be gained. Only sincere and formal repentance can begin this process. Such means as appropriate restitution, serving punishment under the law, religious penance, and legal or divine pardon may put the PC back on the path to renown. Otherwise, when the Referee chooses, the former player character either becomes an NPC, or is removed from the game entirely.

Infamy Levels: As a character falls below 0 points of renown, certain reactions and changes can be expected.

Negative 1-2 points: Character is an unwelcome presence in a local area or settlement. Shown himself to be less-than-heroic, and even flawed in some significant fashion. Could have exhibited cowardice, cruelty, dishonesty, or another base trait. Something undesirable, but possibly not worthy of arrest.

Negative 3-5 points: Character is probably wanted for a crime and may have a criminal record. Her crimes or lapses may not warrant violent action or long-term incarceration — but they might. The character is guilty of more than one act that is unworthy of a hero, and a number of people know it. She is likely to be recognized in town, and reported to local law enforcement.

Negative 6-8 points: Character is almost certainly guilty (or accused) of a serious crime and the subject of warrants and wanted posters. He may be taken into custody "by any means necessary," though preferably alive. Local and regional authorities will have the character's description, crimes, and possibly details of his known associates.

Negative 9-10 points: Character is definitely a "bad guy," and the target of posses or other organized manhunts. A Justiciar is likely assigned to the case. Brief details of the Justiciar can be found in **The Underworld & Wilderness Adventures** section of this booklet. The character is quite probably wanted "dead or alive" at this point. As are her close associates. Such characters are unlikely to remain PCs for long.

Negative 11-13 points: Character is known far and wide as a villain and serious threat to society. Likely to be recognized in any town or city, and the target of a lynch mob, or the cause of a general panic. No honest person recognizing the character is likely to aid or abet her in any way (except out of fear), and will do whatever they can to see to her apprehension. Actual heroic adventurers are probably on the move against her.

Negative 14-16 points: Character is a force of evil to be reckoned with. Parties of heroic adventurers seek him out, hoping to find his lair or base of operations. Armed forces are arrayed against him. Justiciars have made him a priority. Unless disguised, it is impossible for the character to pass among society unrecognized. His associates and any minions are also recognized on sight. Typical reactions to the character's presence are deadly assault or terrified flight.

Negative 17+ points: Character is among the greatest evils of the land. Disparate forces and races are likely to ally against this common foe. Even other villains are inclined to oppose her, lest they fall along with everyone else. The character must be destroyed, for the good of all. Her very name is a curse upon the lips of all good and free folk. Lesser evils will probably flock to her banner. One or more dark cults may have declared their devotion.

OATHS & SOLEMN OATHS:

Enforced by higher powers, a Solemn Oath is made knowingly and with free will, anywhere the gods may grant boons (spells). Oathbreakers punished with curse, smite, or visitation. Traditional Oath format: "I, *<name>*, solemnly swear to *<circumstances/specifc>*, so hear me, *<entity>*, lest, *<he/she>* *<punishment>*. Actual punishment determined by the Referee and may not necessarily match that specified by the Oath.

At least one participant must be human. No participant may swear an Oath under duress or mental control/coercion. Falsehood may invalidate an Oath as it is made. There is no limit to the number of Oaths sworn by an individual. The more specific an Oath, the more likely it takes effect. Renown and infamy also affect the validity of Oaths. Common belief states Oaths are enforced by the deminities.

NON-PLAYER CHARACTERS: (Addition)

Presented as a player character class, the armiger may belong to one of eight distinct Courts. Other Armigerial Courts do exist in the setting, but are traditionally reserved for use by the Referee as NPCs. None of the Courts mentioned below have a current seat on the governing council.

Court	Ethos	Colors
Arochan	Law	Silver and white
Enfield	Neutrality	Russet and gold
Hellhound	Chaos	Copper and black
Hippogryph	Law	Gray and white
Peryton	Chaos	Violet and black
Phoenix	Law	Gold and scarlet
Salamander	Neutrality	Orange and black
Valravn	Chaos	Black, gray, and red

The Courts listed above are fairly recent, rather obscure, or both. This volume offers little in the way of details or specifics, but some rumors and hints will be shared in future supplements.

ALTERNATIVE COMBAT SYSTEM: (infighting option)

Some smaller humanoids adopt close-fighting tactics against adventurers and other foes. Infighting has also been embraced by some adventurers.

Infighting is the practice of attaining position within an opponent's effective arc of attack, or "behind arm's-length." Within these rules, infighting is generally effective only for a smaller combatant against a larger foe. To instigate infighting, the smaller combatant moves into the opponent's space, sacrificing any dexterity bonuses to dodge or parry for that round. The infighter must be fighting unarmed, or with one-handed melee weapons that deal damage by short stabs or cuts, such as a dagger or short sword. The opponent must be similarly armed to fight back effectively, but suffers a -1 to hit and to damage. If the opponent is wielding a two-handed, reach, or ranged weapon, they cannot hit the infighter with a standard attack.

To maintain the infighting advantage (+1 to-hit), the smaller combatant must remain with the opponent at all times. If the opponent manages to move away, and the infighter cannot keep up, they have disengaged.

Infighting is not grappling or wrestling. It is still melee.

EQUIPMENT AND COSTS: (Setting-Specific Additions)

The listings below include some few arms and resources, as found in the Avremier setting. Costs are in gold pieces.

<u>Weapon</u>	<u>Cost</u>	<u>Transport</u>	<u>Cost</u>
Nunchaku	½	Wasp, Riding	850
Scythe	10		
Shuriken (Throwing Star)	¼		
Sickle	½	Alchemical Neutralizer (acid)	15
Staff, Sectional	1	Alchemical Neutralizer (ooze)	20
Sword, Short	8	Amber Honey, vial	5
		Amber Rations, 1 day	2
<u>Armor</u>	<u>Cost</u>	Amber Wax Candle	¼
Plate Mail, Ceramic	500*		

Weapons

Nunchaku: Two, even sections of wood connected by a short chain or cord. A modified farming tool used by druids or monks.

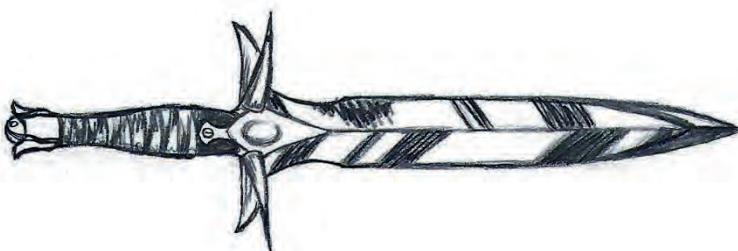
Scythe: Essentially the reaping tool used in the fields, this makes a cumbersome and dangerous two-handed weapon. Much like a pole arm, the scythe is not convenient in close quarters. Only druids are normally trained in their use for combat.

Shuriken: The standard throwing star is a small ranged weapon used mainly by humans and bucca. It comes in a variety of shapes, but tends to have two or more points and to weigh not much more than a large coin. A shuriken is easily concealed.

Sickle: Another farming tool adapted to combat by druids, the sickle is also used to harvest holly, mistletoe, and other plants important to their practices. The kama is a similar weapon, but with a straighter blade.

Staff, Sectional: Also known as the three-piece rod, this weapon is individual sections of wood connected by short chains. It is difficult to wield and requires as much space to use as a staff. Only druids or monks are normally trained in their use.

Sword, Short: This is a one-handed sword about two feet long.



Armor

Ceramic Plate Mail: The alchemical arts are strangely inconsistent in Dhavonish culture, and alchemical ceramics exemplify this point perfectly. Few have the knowledge of this rediscovered art, and larger pieces of alchemical ceramic are still difficult to fashion. A few pieces or suits of ceramic plate have been recovered from the uncertain past. While a modern suit may sell for 500 gp, this is a low price, and antique ceramic armor would fetch a much greater sum.

Modern ceramic plate is lighter than metal armor, and not subject to heating, magnetism, or rusting.

<i>Armor Type</i>	<i>Armor Class</i>	<i>Encumbrance</i>
Ceramic Plate Mail	4	500 gp

Transport

Riding Wasp: These creatures are rare, and notoriously difficult to train or domesticate. Riding wasps can fly, but not with a rider or load of more than 200 pounds. They can negotiate sheer surfaces, such as walls, bearing a rider or load. All domesticated riding wasps are black with gold markings.

Items

Alchemical Neutralizer: Though it may seem magical, this powder is a creation of alchemical science. Essentially an engineered enzyme designed to attack a specific hazard, the listed prices are for a single-use vial. When applied to a target (up to about ogre-size) or surface (up to about 10' sq.), the neutralizer will inflict 2d6 damage to the substance it is designed to attack. For acid, the neutralizer reduces the damage dice by 2d6 per round, for up to five rounds (or until the acid is neutralized). For jellies, puddings, oozes, and slimes (any such lifeform that targets living flesh — not molds or other fungi), the neutralizer destroys 2d6 hit points worth of the lifeform per round, up to five rounds (or until the ooze is destroyed). The neutralizers damage only the substance for which they are designed, leaving the rest unharmed.

Amber Honey: The honey of amber bees is prized chiefly for its curative properties. One vial of raw amber honey will give the consumer a +3 bonus to saves vs. disease and poison for 12 hours, and cure one hit point of damage — effective for an individual but once per day.

Amber Rations: Amber honey is used in the creation of “amber iron rations.” Amber rations lack the curative properties of the raw honey, but allow the same nutritional food value to be served at half the weight of standard iron rations. Most creatures of animal (or almost as low) intelligence are particularly attracted to the aroma and taste of amber honey and amber rations.

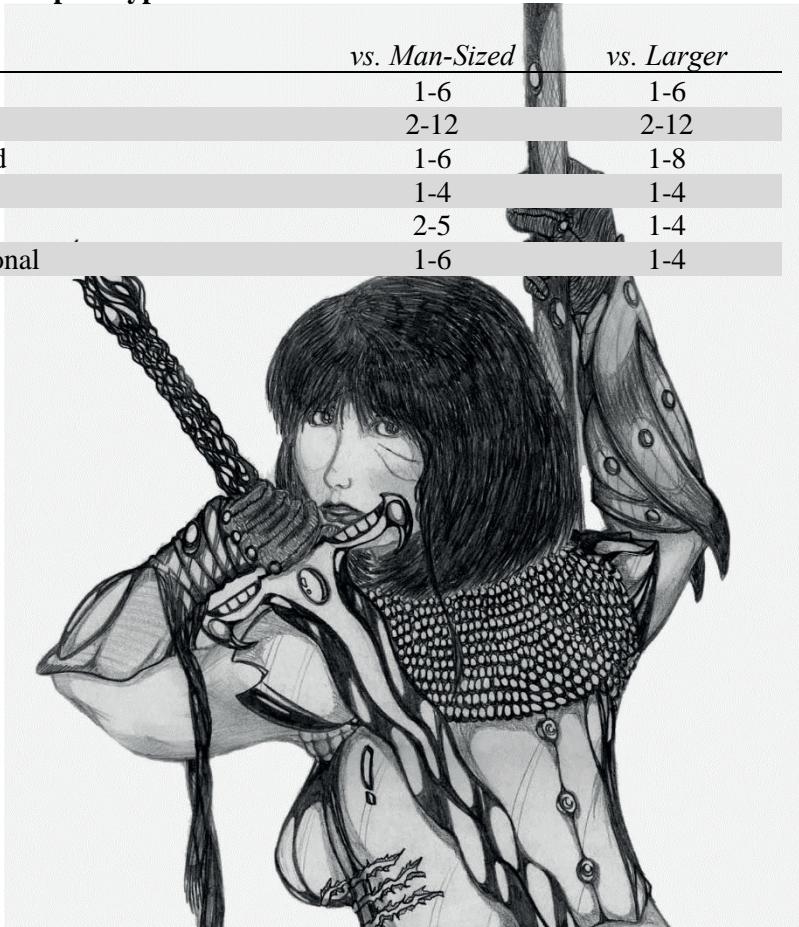
Amber Wax: Used in waterproofing, and to make candles that burn for exceptionally long periods of time (four hours), with a pleasant aroma like tangy honey.

Maximum Throw/Missile Weapon Ranges in Feet

Shuriken 20

Damage By Weapon Type

<i>Weapon</i>	<i>vs. Man-Sized</i>		<i>vs. Larger</i>
Nunchaku	1-6	0	1-6
Scythe	2-12		2-12
Short Sword	1-6		1-8
Shuriken	1-4		1-4
Sickle	2-5		1-4
Staff, Sectional	1-6		1-4



Monsters & Treasure

CREATURES OF AVREMIER (Additions and Setting Specifics):

Again, this section starts with mention and discussion of setting-specific details for known monster types. Creatures treated differently from traditional sources. It can be dangerous to presume otherwise.

ANIMALS: Within the Avremier setting, those creatures that have no truly magical abilities, of about animal intelligence, and possess the traits of ordinary beasts (of whatever configuration) are considered no more than animals. Examples include the Bandit Bear, Barbed Serpent, Flying Cat, Wasp Rat, Voraile (wasp-cat), and Zheshek (mantis-bear).

In Avremier, an owlbear is an animal that displays useful owlish traits, along with its ursine prowess. A feather-and-fur pelt helps to camouflage the beast in wilderness surroundings. The creature's hearing is about 10x more acute than human. Its eyes can focus on objects at great distance in very dim light. Its head can rotate up to 270°. Thus, the owlbear is difficult to spot, surprise, or evade.

CONSTRUCTS: Artificial and mechanical creatures or automatons can be a touchy subject in human society. Many older specimens (from before the Harrowing) are poorly understood by modern wizards, golemsmiths, or engineers. This lack of familiarity makes such creatures a source of apprehension or uncertainty. In short, they are mistrusted or feared. Modern golems and constructs are fashioned mostly in Nekari, by human and delvish crafters. Of comforting appearance and dependable habits, these creatures enjoy wider acceptance among forward-thinking Dhavonish citizens.

COURT BEASTS: Also known as Heraldic Beasts, the creatures for which the Armigerial Courts are named enjoy special status in Dhavon. These include the various types and variants of basilisk, bulette, chimera, dragonne, gryphon, unicorn, and wyvern. Some are protected under Armigerial law.

DRAGONS: An unspoken agreement among dragons leaves the lands of Dhavon to human civilization. Any dragons in Dhavon are far from any settlement and keep to themselves. Any True Dragon encountered within those borders is likely to be disguised as something else. Two notable exceptions are included in the listing that follows.

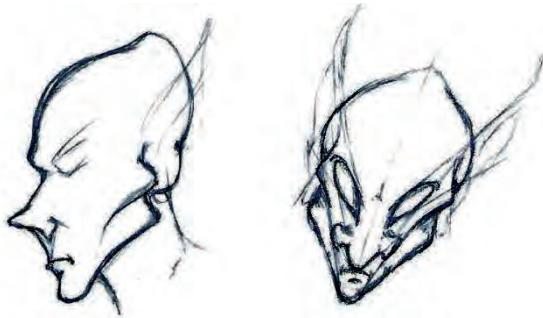
ELEMENTALS: Though Dhavon belongs to Humanity, many elementals are accepted within its borders. Some have even retired to quiet lives after the Harrowing, content to co-exist, and sometimes manipulate the local environment to benefit their neighbors. Some villages or towns are fortunate enough to have a resident "wellemental" inhabiting the local water table to keep water clean and flowing to wells. In return, they are gifted with special salts, selected potions, and songs of thanksgiving.

FAE: For whatever reason(s), some fae choose to dwell with the humans of Dhavon. Some are even "house fae" that help with chores and protect their adopted homes. These fae are under no obligation to serve, receiving courtesy and consideration (and gifts) from the homeowners. Still, there are humans that claim the so-called "house fae" are nothing but spies and infiltrators in advance of the next war against Humanity.



GIANTS: Dhavon and Undomni share a stretch of wilderness border, where some smaller, more civilized giants make their homes. Most notably, the herle-kin and rampart giants — found in their own entries, below.

GOBLINS: In their adopted homeland of Chongoku, these dark fae form tribal groups that mock the majesty of high faerie courts, boasting petty tyrants and tacky trappings of opulence. An oppressed minority in Undomni, goblins are bullied and enslaved by larger races. These pitiful wretches dream of fleeing to a neighboring realm in search of freedom, which leads some to Dhavon. Lurking at the fringes of human society to scavenge and steal, they gather together and turn to banditry and murder, as is their nature.



GRYPHONS (GRIFFONS): The first spelling is preferred among the Armigerial Courts. An Avremier gryphon is part-cat and part-bird, in the configuration of a bird's head, forelegs, and wings, with the body and hindquarters of a cat. Varieties include the smaller "black gryphon," that is part-raven and part-housecat, or the more traditional "golden gryphon," which is part-leopard and part-golden eagle. The rare and elusive "white gryphon" is part-snow leopard and part-snowy owl.

HAGS: All hags of Dhavon share the following traits and abilities.

- Strength at least equal to ogre. Possibly equal to a hill or stone giant.
- Half damage (at most) from non-magical weapons, unless specified otherwise in the individual description.
- Immune to *Charm*, *Fear*, and *Hold* effects.
- *Feeblemind* effect against those trying to read the hag's thoughts.
- *Speak with Animals and Plants*.
- Immune to one or more element-based attack forms, such as cold, electricity, or fire.
- Immune to aging effects, and the hag no longer ages normally.

HOBGOBLINS: While the yalkhoi are generally accepted by Dhavonish society, their savage yarcha cousins are considered dangerous monsters. Hobgoblin raiders and slavers are an ever-present threat.

LICHES: Much like "hagging," the process of "liching" is a personalized ritual that tends to produce entirely unique individuals. These terrors are rare in the extreme and each will display distinct traits that set it apart from others. The process of creating a lich is unreliable and poorly understood. Some claim that "hagging" and "liching" are two sides of the same dark coin. Most liches and hags disagree.

SHAPESHIFTERS (DOLEGANE): Other than weres, which are simultaneously a source of pity and of terror, the humanoid infiltrators and spies known as dolegane command the most attention among the inhabitants of Dhavon. What are the dolegane? The term is a corruption of “doppelganger.” While this one detail may seem inadequate, it hints at a deeper story. A story of elaborate deception and systematic extermination. A tale formed of equal parts history, fable, and half-truth. One found elsewhere.

UNDEAD: Most traditional undead are human in origin, and seem to thrive best in human lands. In fact, before humankind arrived upon the shores of Avremier, necromancy was virtually unknown. One more point of contention in the debate over the presence and advancement of the human race as a whole.

Whispered, fearsome rumors tell of a secret and carefully-guarded cabal of powerful undead whose membership includes at least one each of vampire, lich, spectre, and mummy. Less-reliable sources claim the inclusion of such monsters as cloakers, death knights, and crypt lords – whatever the latter may be. Their organized and manipulative nature makes this society a grave threat to the living.

WASPS: Intelligent wasps of enhanced size and purpose mentioned in colonist lore from the earliest days, these creatures were largely unknown to other cultures. Today, there are three varieties. One is the squirrel-sized “helper wasp,” said to be extremely intelligent and reclusive. The “wasp-cat” (detailed in the **AVREMIER** supplement) is the fierce mid-size version. Finally, the “riding wasp” (detailed below) is massive enough to bear a human-size rider — but not in flight.

WITCHES: It is said all hags are witches, but not all witches are hags. It is also said there are three kinds of witch: evil, not-evil, and false. Most evil witches are hags, or seeking hagdom. Non-evil witches are a specialized subclass of druid. Neither is a devout follower of human gods, a problem that proliferates the third type of witch — the falsely-accused. With Dhavon currently suffering dangerous “witch hunt fever,” awareness of the nature of witchcraft has grown. Those accused of foul witchcraft attempt to flee to Mauvolg or Parateva. A rare few are taken in by true “wicked witches” for their own purposes. The rest tend to suffer unfortunate fates.

MONSTER REFERENCE TABLE, HOSTILE & BENIGN CREATURES: (REGION-SPECIFIC)

Monster	# App.	AC	Move "	Hit Dice	% Lair	Treasure
Amber Bee	6-36	7	3/15	1-2 hp	20%	Honey, wax
Blast Spirit	1	7	12/24	5	Nil	E***
Bulette, Bristlecone	1-3	0	12/6	7	15%	Nil
Cage Crow	3-36	5	1/36	2+2	30%	I
Cat, Flying	1-8	7	6/18	1	Nil	Nil
Cat, Moonlight	V	A	R	I	E	S
Chimera, Black	1-2	3	15/18	7+2	30%	F
Dolegane	2-8	6	9	3	20%	D
Dragonet, Shimmerwing	2-5	4/0	6/36	2-4	10%	D
Dragon, Equinox	1-3	2	9/30	9-11	25%	G
Dragon, Solstice	1-3	0	9/30	10-12	20%	G
Dust Monster	1-2	4	18	4	15%	Nil
Effervescent Jelly	1	5	6/9	3+3	Nil	Nil
Elemental, Animental	1	2	9 or 12	8+3	Nil	Nil
Erushae	1-4	3	18/24	4	10%	Nil
Fae, Gimme	2-12	5	18	½	15%	G
Falcon, Blue	1-2	6	1/36	1+1	20%	Nil
Giant, Herle-Kin	1-10	4	15/18	10+1-3	35%	E
Giant, Rampart	1-6	-2	12	13+1-6	25%	D
Goblin, Gutter	3-18	6	6	1	35%	Partial
Hag, Irontooth	1-2	4	12	8	25%	F
Hobgoblin, Yarcha	2-24	5	9	1+1	20%	B
Kraken, Root	1	1	9/6	12	30%	Nil
Lightning Bug	1-20	4	3/12	¼	5%	Nil
Mudhen	1-4	5	9	1-1	35%	D
Negator	1-2	0+	6	15++	Nil	Nil
Ogre/Ogress	1-8	5/4	9/12	4+1/5+1	20%	C/E
Rat, Wasp	3-30	6	15	1	15%	Nil
Scathe	1	-1	6	10	70%	I
Skeletons	V	A	R	I	E	S
Storm Eagle	1-2	5	1/32	3+3	10%	Nil
Tanglewood Squirrel	4-40	2	15	½	25%	G (no gold)
Trail Guardian	1-6	5	10	4+4	90%	Nil
Unicorn, Reverie	1-2	1	18/21	5	10%	I
Wasp, Riding	2-9	5	18	3+3	Nil	Nil
Weremanticore	1	0	12/18	7	20%	D
Wight, Pack	3-18	3	12	4	30%	B

+annihilation on contact

++reducing to 0 hp causes creature to go inert

Attacks and Damage by Monster Type:

Monster	# of Attacks	Damage/Att.
Amber Bee	1 sting	1-3
Blast Spirit	2 claws or 1 burst	xd6
Bulette, Bristlecone	2 claws/1 bite	2-16/2-16/4-40
Cage Crow	2 claws or 1 beak	1-2/1-2/1-4
Cat, Flying	1 claw or rake	1 or 1-3
Cat, Moonlight	1 claw or bite	1 or 1-4
Chimera, Black	2 claws/3 heads	1-3/1-3/2-8/2-7/2-12*
Dolegane	1	1-6 or by weapon type
Dragonet, Shimmerwing	1 bite	2-5*
Dragon, Equinox	2 claws/1 bite	1-4/1-4/3-24*
Dragon, Solstice	2 claws/1 bite	1-4/1-4/3-30*
Dust Monster	2 antennae	Special
Effervescent Jelly	Up to 6	2-8
Elemental, Animalent	1	Varies
Erushae	2 hooves/1 horn or bite	1-6/1-6/3-12 or 2-9**
Fae, Gimme	1	2-5
Falcon, Blue	2 claws/1 beak	1-2/1-2/2-3
Giant, Herle-Kin	1 weapon/1 horn	By weapon type/2-12
Giant, Rampart	1 or 2	3-24
Goblin, Gutter	1 weapon	By weapon type
Hag, Irontooth	2 claws/1 bite	1-6/1-6/2-12
Hobgoblin, Yarcha	1 weapon	By weapon type
Kraken, Root	4 tentacles	2-7 each
Lightning Bug	1	2-9
Mudhen	1	1-4 (deliquescence)
Negator	1-4	Special
Ogre/Ogress	1	5-10/2-8
Rat, Wasp	1 bite/1 sting	1-2/1-4 (plus special)
Scathe	2 claws	1-4/1-4
Skeletons	1	Varies
Storm Eagle	2 claws	2-12/2-12 (plus special)
Tanglewood Squirrel	1 bite	2-3
Trail Guardian	2	2-12/2-12
Unicorn, Reverie	2 hooves/1 bite	2-5/2-5/2-9
Wasp, Riding	1 bite/1 sting	1-8/2-5
Weremanticore	2 claws/1 bite or spikes	1-4/1-4/2-8 or special
Wight, Pack	1	1-6 (plus energy drain)

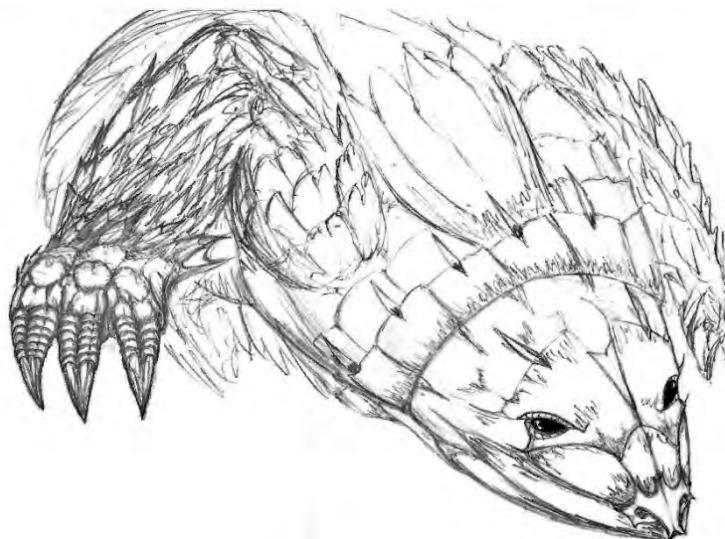
*Also, breath weapon

**plus poison

AMBER BEE: These fist-sized insects produce two valuable materials: amber honey and amber wax. See **EQUIPMENT AND COSTS** for specifics. Amber beehives are marvels of engineering, and sturdier than might be expected. The bees themselves, other than their great size, are not unusually threatening. But, they are notably stubborn and fearless.

BLAST SPIRIT: Violent and hateful ghosts of victims of deadly explosions, they drift about as vague and barely cohesive clouds (size depending upon damage dealt) wearing a terrified or agonized visage. The blast spirit may reproduce the devastating effect that claimed its life, moving to engulf one or more targets before exploding in deadly fury (d6 of damage determined by Referee, according to type of explosion). Anyone slain in this fashion retains no physical body, and may become a blast spirit themselves.

BULETTE, BRISTLECONE: Found in arid, inhospitable regions, this variant of the original beast is a little smaller, but just as tough. Like its namesake, the creature is partially covered with heavy scales (of the same hues as a bristlecone) that each bear a dangerous spine. These scales can be kept pressed close to the bulette's body (for armor class -4), but this reduces the creature's move rate to 9". If the bulette is feeling less cautious, it can "bristle" these scales outward in an aggressive, spiny display (for armor class 2). Any creature in melee combat (not with reach weapons) has a 7 in 20 chance of being hit by one or more of these spines during their attack, and the bulette's attack, for 2-5 damage each time. Bristlecone bulettes live for up to 500 years, and are immune to non-magical diseases and poisons. Druids, and some giants, are known to fashion lamellar armor from bristlecone scales.



CAGE CROW: Undead birds serving a follower of dark gods, cage crows often function in ragged flocks (murders). Their master may see through their eyes and speak with their voice. Carry a magical disease similar to mummy rot. A slain victim rises as a dark-stained skeleton controlled by their master. Adept with devices and fastenings, able to disable traps and pick pockets as a 6th level thief. Distain direct combat, serving mostly as messengers and spies.

CAT, FLYING: Among the smaller wild cats, built much like a flying squirrel and able to glide for short distances. A natural creature that may be found at the fringes of small towns. Some have been domesticated.

CAT, MOONLIGHT: Varies in appearance and ability by the “phase” of the moon (see **THE PALLID MOON** in section three for details). Seen only at night, the cat is insubstantial and nigh-invisible when the moon is dark, but bright and fierce under the fuller moon. At all times, the cat can see in any form of darkness, perceive and attack those invisible or out-of-phase, and is silent.

During the New Moon (less than $\frac{1}{4}$ visibility):

# App.	AC	Move "	Hit	% Lair	Treasure
			Dice		
1-4	-2	48	2	Nil	Gemstones

Naturally invisible and weightless, the cat has a black coat and green eyes to those that can see such creatures, or when it appears. Moves as if affected by a *Wind Walk* spell. Unaffected by weapons of less than +3 enchantment, or spell effects under 3rd level. Its attacks are made at +3 to hit. If slain, the cat disappears, leaving two matching 500 gp emeralds behind.

During the Half Moon (between $\frac{1}{4}$ and full):

# App.	AC	Move "	Hit	% Lair	Treasure
			Dice		
1-3	-1	24	3	Nil	Gemstones

Faint and immaterial, this gray cat with blue eyes is difficult to see and all attacks are at -3 to hit. Almost weightless, able to walk on water. Only affected by weapons of at least +2 enchantment, or by magic of at least 2nd level. Its attacks are made at +2 to hit and damage. If slain, a pair of matching 1000 gp sapphires are left behind.

During the Full Moon (more than $\frac{3}{4}$ visible):

# App.	AC	Move "	Hit	% Lair	Treasure
			Dice		
1-2	0	18	4	Nil	Gemstones

Luminous and flickering white cat with yellow eyes. Uncomfortable to look at, all attacks have a 50% chance of missing as the cat is not always where it appears to be. Can move by *Dimension Door* once every other round. Affected only by magic or magic weapons. Its attacks are at +1 to hit and +3 damage. If slain, it leaves behind a pair of matching 1500 gp topazes.

CHIMERA, BLACK: A creature combining the light-bending properties and extra legs of a “decepticat,” the armored hide and petrifying breath of a khalkotaur, and the petrifying gaze and acidic breath of a dracolisk. The coloring of the monster is black, while each head has lambent green eyes. Both the khalkotaur and dracolisk heads may use their breath weapons twice per day, with a 6' and 6" range, respectively. The gaze of the dracolisk head petrifies up to 20'. The monster always appears to be up to 3" from its actual position, making it 10% more difficult to hit or to target with spells (+2 to relevant saving throws).

DOLEGANE: *Dolegane* is a heavily corrupted form of the word, doppelganger. Can change form to that of a specific humanoid individual from 4' to 8' tall, including clothing and equipment. While dolegane have the *ESP* ability, their practice of sucking spinal fluid from a victim enhances their mimicry from 90% to 98% accuracy — down to non-divine class abilities and currently memorized arcane spells. Memorized spells can be cast, once each, then they are gone. They do not always kill the target in the draining process. After three consecutive rounds of observing or fighting an individual, the dolegane can start to anticipate their actions. This gives the dolegane a +3 on all rolls to hit, damage, and save with regard to that individual. They gain the same bonuses against any individual they have duplicated. Dolegane are unaffected by *Sleep*, *Charm*, or *Polymorph* spells. They are immune to lycanthropy or possession of any kind. They cannot be *Cloned*.

DRAGONS, SEASONAL: The equinox and solstice dragons are, in truth, the same creature at different times of the seasonal cycle. No seasonal dragon younger than Adult will be encountered, all being able to speak and cast druid spells. All seasonal dragons are of Neutral alignment. If slain in Avremier, the creature disappears in a burst of elemental energy, only to reform during the next equinox or solstice.

Breath Weapons: Each incarnation has the ability to replace two uses of their usual breath weapon with one use of a 10" x 4" cone of undulating and clashing energies similar in appearance to an aurora. Those failing to save vs. dragon breath (at -3 during Waking, -2 during Warming, and -1 during Gilding) are aged 20 years + 20 years per saving throw penalty (0-3). Those who die of old age are then *Reincarnated*, as the druid spell.

Type	Breath Weapon	Range/Shape	Druid Spells
Equinox	Charm Gas/Rot Gas	5" x 4" cloud	5/3/3/2/1
Solstice	Blinding Wind/Cold Darkness	9" x 3" cone	5/4/4/4/3/2/1

DRAGON, EQUINOX: A creature of transitions, the equinox dragon embodies the energies of Waking and Gilding — rebirth and harvest, life and death. These striking individuals display the myriad colors of flowers in bloom, or of turning leaves — depending on the season. During the season of Waking, the creature's usual breath weapon is a cloud of hallucinogenic charm gas that affects those who fail to save as both *Spectral Forces* and *Charm Monster*. During Gilding, its breath weapon is a cloud of entropic, rotting gas that withers and decomposes. Living creatures are desiccated and weakened ($\frac{1}{2}$ strength), while non-living organic materials such as leather, cloth, or wood will crumble to pieces. Metals are subject to a rusting effect.

DRAGON, SOLSTICE: A creature of extremes, the solstice dragon represents the elemental qualities of Warming and Glooming — light and dark, warmth and cold. Different by day (gold with indigo) or night (indigo with gold). During the season of Warming, the dragon's breath weapon is a blast of hot wind strong enough to snuff unprotected flames up to about the size of a campfire, and causes even such protected flames to flicker, with a 30% chance of being extinguished. Larger fires can be fanned outward up to 10' and light objects blown over. Small flying creatures are forced back up to 10", medium-size flying creatures struggle to stay in place, and larger flying creatures are slowed by half. Living creatures save vs. dragon breath or be blinded and reduced to $\frac{1}{2}$ strength for 6 (+ dragon's hit dice) turns. During the season of Glooming, the dragon's breath weapon is a blast of freezing darkness that blinds and *Holds* those who fail to save vs. dragon breath, for 6 turns + the dragon's hit dice. Those who make the save are *Slowed* an equal length of time. Within the cone of cold darkness, the area is affected as if within magical darkness for the purpose of vision.

DRAGONET, SHIMMERWING: Intelligent and gifted with magical ability, this creature resembles a miniature iridescent green-gold dragon, about 18" long, with dragonfly wings and segmented tail. Of the many dragonet types, only the shimmerwing will be detailed in this supplement. The shimmerwing can hover and dart like a dragonfly, gaining a "blurring" effect while in motion that causes physical attacks to be at -4 on the first attack and -2 for following attacks (as the attacker adjusts to the effect). The flying shimmerwing gains a +1 on saves vs. direct magical attacks. Its breath weapon is a 5' cloud of glittering gold particles, and those within the area of effect must save vs. dragon breath or be blinded for 1d6+3 rounds. Even if the save is made, those in the cloud are covered in sparkling dust that reveals even invisible creatures for the same amount of time. Casts spells equal to a magic-user and illusionist of the same levels as its hit dice.

DUST MONSTER: Variant of the rust monster that dissolves non-living, organic materials such as wood, textiles and leathers. Resembles a rust monster, but a bit smaller and colored in shades of brown. Sometimes domesticated in civilized areas as a house pet and rubbish disposal.

EFFERVESCENT JELLY: A mass of near-transparent gel that fizzes and bubbles with a tangy citrus aroma, reflecting and refracting a rainbow sheen of colors from available light. Can flow along walls, floors, and ceilings. May also become a congeries of bubbles, big and small, to drift through the air. Once the jelly coalesces, it requires a full round to effervesce into flight again. Upon contact, one or more larger bubbles burst to spatter a creature with acid for 2-7 damage each turn for a number of turns equal to the damage rolled. It is damaged by normal weapons and fire. Cold forces it into solid form, unable to fly for a number of turns equal to dice of damage.

ELEMENTAL, ANIMENTAL:

Elementals that possess and animate the bodies of those they slay. Often mistaken for undead, these hateful creatures spread horror and woe for as long as their borrowed bodies hold out. Air animentals drift a few inches from the ground, pale and ruffled by a constant breeze reeking of a newly-opened tomb. Earth animentals are caked with grave mold and filth that trails along behind them. Fire animentals appear as charred skeletal forms that smolder and smoke. Water animentals drip with foul, black liquid ripe with decay. Affected and turned as elementals (not undead). Unaffected by non-magical weapons.



Type	Move "	Damage/Att.	Special/hit
Air	15	1-6	Drain breath each round for suffocation*
Earth	9	1-8	Drain 1 strength point
Fire	12	1-8	Burn away 1 energy level
Water	9	1-6	Drain fluids and 1 constitution point

*For each round an air animental strikes, that creature cannot breathe. A creature suffocated to death (or drained to 0 strength, levels, or constitution) is possessed by the animental in favor of the former body.

ERUSHAE: This indigo-and-black, bat-winged stag enjoys hunting innocent prey. Minor illusion abilities allow the erushae to appear as another beast of similar size and shape — such as an ordinary stag, an atufaun, or a unicorn. Leaves tracks only if it wishes and has no scent except that of the nightshade plant. Has a venomous bite, causing a victim to save vs. poison or die. Its antlers are as hard as iron and the erushae enjoys impaling smaller creatures to carry them aloft — inflicting damage every round. Hides in shadows as well as a Master Thief (75%) and able to *Dimension Door* from one area of gloom or shadow to another. Supernaturally “slippery” and unimpeded by magical effects such as *Web*, *Hold*, *Slow*, or *Growth of Plants*. The erushae’s antlers are prized by hunters and are a sign of prestige among many hobgoblin tribes, often adorning a chieftain’s helm or battle standard.

FAE, GIMME: Covetous little blighters, akin to brownies. Can spot a good thing a mile away, and possess the subtle skills to acquire it. A gimme has the abilities of an 8th level thief (Master Pilferer), except for striking from behind. Against creatures of human-size or larger, a gimme gains bonuses as an elf to its thief abilities. Able to *Haste* itself up to 3x per day. May use *Wizard Eye*, at will, with no duration limit — remaining still while doing so. The gimme is known for its annoying cry of “Gimme! Gimme!” Those hearing this cry must save against *Suggestion* (spell) or be compelled to give (without intent to injure) the little bandit anything in-hand, or some item the gimme indicates. The suggestion effect lasts only for that round, imposing no other compulsion. If the save is successful, the creature is unaffected by the cries of that particular gimme for an entire week. A gimme can magically reduce any held object (non-living), up to about 300 gp weight, down to the size of a coin (1 gp weight). Such objects can be restored just as easily.

FALCON, BLUE: Slightly larger and more intelligent than an average bird. Do not speak, but understand speech. Heraldic symbol of Iruhaven and illegal to hunt or harm. Able to double their flying speed for short bursts of 1-4 rounds, once per hour. A blue falcon is incredibly maneuverable in flight, even flying against powerful winds. With a love of high-altitude flight, the creature is able to do with barely any air for up to an hour. Extremely sensitive to the slightest changes in air currents, the blue falcon can detect even invisible creatures within 30’ and is surprised only on a 1 in 8.

GIANT, HERLE-KIN: About the size and build of a hill giant, with prominent antlers, shaggy manes of hair, and powerful blunt teeth. These giants can track outdoors as well as a ranger (base 90% minus 10% per day of the

trail's age), with adjustments for difficult terrain, precipitation, and the like. A herle-kin's sense of smell is so acute that hidden or invisible creatures can be detected 70% of the time, within 30'. These giants can move at a rate of 18" on all fours. They also move through undergrowth and brambles unimpeded, exactly as a druid. A semi-mythic giant lord called Herla is said to have created the herle-kin as servitors and huntsmen.

GIANT, RAMPART: Resembling a stone giant, but exceptionally stout where others are lean, this creature is notoriously tough, and difficult to move. Blunt weapons deal half damage and natural or unarmed attacks (unless equal to steel) by creatures with fewer hit dice than the giant will deal 1-2 damage to the attacker, unless the attacker can damage creatures affected by magical weapons. For the purpose of attacks against vulnerable points, such as a backstab, the giant has no such weak spots and does not take extra damage. Unless caught off-guard, the rampart giant cannot be moved against its will, except by a force able to shift double the creature's mass or weight. Once it sets its feet upon the ground, the giant is there to stay.

GOBLIN, GUTTER: This goblin (sometimes called a Stabber) is exceptionally proficient with piercing and cutting weapons. Their favored weapons are sharp daggers and big, cleaving swords. With the dagger (or short sword), this goblin is adept at finding weak spots in armor and anatomy, striking stealthily from behind as a 1st level thief (+4 to hit for double damage). Though comical in appearance, the gutter goblin is known for lurching and whirling into combat, wielding a sword at least as tall as itself. In the first round of such combat, they are at -2 to hit and -1 damage. The next round, they are -1 to hit. If they survive to a third round of combat, their melee attacks are at +1 to hit, then +2 to hit and +1 damage the next round (the highest such bonuses they will have). At this point, the gutter goblin is a frenzied whirl of precariously-balanced steel and barely-controlled momentum. Typically, the gutter goblin favors sneak attacks with smaller blades and is adept at infighting (detailed in the **ALTERNATIVE COMBAT SYSTEM** of the Men & Magic section of this book). Gutters often find employment as scouts or assassins.

HAG, IRONTOOTH: One of the more aggressive and murderous hags, this sinewy crone possesses tough skin and inhuman strength. Irontooth hags enjoy biting, and chewing, and devouring — not being terribly picky about what they consume, whether intelligent or even still living. They can bite through non-magical metal as thick as plate armor with little effort, severing an appendage or limb on a 19 or 20 attack roll. When truly angered or excited,

the hag's teeth gnash for a shower of sparks up to a maximum of 5' in a 180° arc for 8 points of electrical damage to anyone struck. Materials that are easily ignited (dry wood, paper, cloth, etc.) may catch on fire as well. The hag may cast spells as a druid of 8th level (Initiate of the 7th Circle).

HOBGOBLIN, YARCHA: Savage race of warlike humanoids, known as raiders and slavers. Though descended from the same stock as yalkhoi, these hobgoblins are little more than cruel monsters. Having abandoned the oni path of enlightenment, the yarcha particularly hate their yalkhoi cousins, as well as genies of all kinds. Elite yarcha slavers seek genies to bind into bottles, lamps, and rings. Yarcha slavers fight as gnolls. The elite slave hunters are equal to ogres. A few powerful yarcha warlords are said to be as deadly as minotaurs in combat. More details on yarcha slavers will be found in a later supplement.

KRAKEN, ROOT: Also known as a Tree Squid or Forest Leviathan, this is actually a type of plant monster. Attacks with four flexible, root-like "tentacles," each of which oozes a sticky sap that helps grasp victims. Unless a save vs. petrification is made, the sap causes *lignification* – turning the victim to wood. Instead of a cloud of ink to aid in combat or escape, the root kraken creates a blinding 10 x 10 cloud of pollen that also acts as Dust of Sneezing & Choking. The creature can hurl boulders and logs as well as a giant. When still, the root kraken looks exactly like a dead or fallen tree. Able to cause a 6" x 6" *Earthquake* (as 7th level cleric spell — can do nothing else that turn). Able to sense any creature moving on the ground in a 30' radius, even if moving silently, or invisible. The monster is vulnerable to fire, taking +2 damage per die.

LIGHTNING BUG: A blue-white firefly, about 18" long. Inflicts an electrical shock for 1-8+1 damage on contact, or 1-6 damage up to 5' away. Two bugs can arc their electrical discharge up to 10' between them, to affect any creatures along the path for 1-8+2 damage each. Are not unusually aggressive, but may feel threatened by larger creatures within their range of attack. Some individuals and towns set out bowls of sweet nectar or water at night to attract lightning bugs as light sources. With care, lightning bugs can be carried about on such bowls hung from long poles to serve as rather odd lanterns. The luminescence from the bug's abdomen will continue to glow for 1-3 hours after death, and will discharge on contact once for 1-4 electrical damage as long as it is glowing — but will cease to glow immediately after.

MUDHEN: If the cockatrice is hated by adventurers, the mudhen is outright despised by those who fall prey to the ugly little monster's deliquescent attack. Where one turns victims to stone, the other renders an unfortunate target into mud. A petrified comrade may be restored by relatively simple magic, but one that has turned to mud, fallen apart, and seeped into the ground is near-impossible to recover. While a cockatrice is male, the mudhen is female.

NEGATOR: Only one of these presumed doomsday weapons is known to exist, and is rumored to be sealed away in a hidden vault, silent and inert. It is included in this listing to represent the extreme end of the monster range within Dhavon. A spooky campfire story told by powerful adventurers, and what follows has never been confirmed.

The negator is essentially a featureless, voiceless obsidian Sphere of Annihilation with an array of "eyestalks" that project dark energy beams to eliminate or remove obstacles. 1-4 of the "eyes" can function at a time, with one or more of the following rays that take effect at the point of contact.

<i>Eye Number</i>	<i>Function (all effects at 15th level of magical/caster ability)</i>
1	<i>Disintegrate</i> , as magic-user spell
2	<i>Winter Night</i> , as cleric spell in AVREMIER supplement
3	<i>Cancellation</i> , as <i>Rod</i>
4	<i>Time Stop</i> , as magic-user spell
5	<i>Finger of Death</i> , as reversed cleric spell
6	<i>Banishment</i> , returns summoned creature to origin point/plane
7	<i>Repulsion</i> , as magic-user spell
8	<i>Withering</i> , as <i>Staff</i>
9	<i>Touch of Erebus</i> , as cleric spell in AVREMIER supplement
10	<i>Anti-Magic Shell</i> , as magic-user spell — turned inward, so spells cannot be cast through from within

Unaffected by mental, emotional, or sensory effects (visual, audial, etc.) and illusions, cold or fire, magic that affects living creatures, shape-changing magic, energy or ability drain. It has no front or back and no anatomy (thus no weak spots). The spherical body functions exactly as a *Sphere of Annihilation*, but the eyestalks do not (ac 2 for attack and 30 hp each).

OGRE: Said to be the faerie embodiment of hunger and gluttony, ogres are cannibalistic giants (8' to 9' in height) with a powerful bite. Some older individuals even have boar-like tusks. For the damage given for an ogre's

attack, add +3 to the die roll if it is a bite. Known for devouring just about anything organic, alive or dead, an ogre (or ogress) is immune to disease and all forms of stench-based effects (such as those of ghosts and troglodytes). An ogre (or ogress) also gains a +3 bonus to saves vs. poison, *Sleep* effects, and electrical attacks — never taking more than half damage from the latter. An ogre's keen senses generally allow for surprise on a 2 in 8 chance, enabling the creature to track as well as a ranger. Upon reaching 0 hp, an ogre will continue to fight for d4-1 rounds until it finally drops. If in the presence of another living adult ogre, the monster will never flee or surrender in battle.

OGRESS: Female ogres (ogresses) are almost another species entirely, often more intelligent than their male counterparts and usually found in positions of leadership. Encountered far less than males as they are not in the habit of hunting or seeking combat. Also born with less frequency than males, tending to be cherished and protected. It is thought that the bloodlines of female ogres contain more fae qualities than those of the males. Charisma-based influence over ogre males. Wounds inflicted by the nails or teeth of an ogress do not heal through natural means, recovery only being possible through magical aid. A creature slain by such attacks can be contacted by the ogress responsible, as if through *Speak With Dead* — but only within one day of death. Often have levels of druid, but with patron deities including Jeni Pumpkinseed, the Crow Woman, and (more rarely) the Briar King. The majority of hags were once ogresses.

RAT, WASP: Pale-brown giant rats with dark stripes and a nasty sting at the end of their tails. Some have six legs and can climb walls like an insect. Those stung must save vs. poison or be paralyzed for d4-1 rounds. Their long, flexible tails can sting around corners or small objects. Wasp rats are very aggressive and not inclined to flee or back down.

SCATHE: Rare form of powerful, mummy-like undead, created from a cleric killed either by blood sacrifice (bleeding scathe) or by fire (burning scathe) — now forced to serve a rival deity after death. A bleeding scathe is surrounded by a *Blade Barrier* in a 10' radius, that inflicts damage to anyone within the area of effect exactly as the 6th level cleric spell, and is constantly present, unless the scathe chooses to dismiss it temporarily. A burning scathe is typically surrounded by a column of roaring crimson-and-black flame (5' diameter by 10' height) that inflicts 6d8 damage on contact (save vs. spell for half). Half the damage is fire and the other half is “unholy” damage — so, those immune to fire are still affected by the rest. The flames do not ignite

anything they contact, and the scathe can temporarily dispel the effect at will. It's physical attack inflicts a curse along with damage. The bleeding scathe inflicts a "curse of loss" where each failed die roll of the victim imposes a -1 penalty to their next die roll — the results can be cumulative until a roll succeeds to "reset the loss," or the curse is removed. The burning scathe inflicts a "curse of pain" which inflicts constant discomfort with frequent pangs of agony, imposing a -1 penalty to all die rolls (and a -3 penalty to some at random times — a 1 in 6 chance), and denying restful sleep to the victim. Lack of restful sleep renders the victim unable to recover lost hit points or spells through rest. Further penalties will eventually be imposed through fatigue. A scathe can only be turned by a cleric of its original deity (or pantheon — at the Referee's discretion), and then as a mummy.

SKELETONS: Animated skeletons are not all the same from one region or culture to another. Some specific examples found in Dhavon are as follows.

Skeleton, Articulated: Bones fastened with toughened sinews, wires, and specially-crafted pins. Resulting skeleton is swift (9" move) and agile, gaining a +1 to initiative and to rolls based upon dexterity or evasion. Extended melee reach of 2' to 4'.

Skeleton, Gilded: Bones sheathed in metal, mostly gold or iron, in a funeral ritual usually reserved for great rulers or honored heroes. Armor class equal to chain mail or better. +3 hit dice and +2 melee damage.

Skeleton, Lacquered: Painstakingly painted with ritual pigments and colors in dedication to dark gods. Armor class improved by +1. +3 hit points. Treated as zombie for turning attempts. Take -1 per die of fire damage.

STORM EAGLE: Giant eagles that typically lair atop stormy mountains. Very intelligent but not capable of speech. Able to fly capably in the worst weather conditions. Immune to electrical effects. Their cry can *Call Lightning*. Talons inflict listed damage, plus 1d8+4 electrical damage. Some have agreed to serve as aerial cavalry mounts in Iruhaven's famed Stormeagle Legion.

TANGLEWOOD SQUIRREL: These black rodents with green eyes are maddeningly clever and disturbingly adept at getting what they want. Though natives of Tanglewood, they have been encountered in other woodland settings, and even in urban environments. They comprehend any spoken language, but speak only their own chittering, squirrelly tongue. Possess thieving skills of a level equal to $\frac{1}{4}$ of the total squirrels present — minimum of 1st level.

So, if 16 squirrels are encountered, each has skills equal to a 4th level thief. Non-magical missiles are at -3 to hit and inflict -1 damage per die. Once per day, each squirrel can use *Mirror Image*, exactly as the spell. Tanglewood squirrels are very curious about magic and can often intuitively utilize items they come across. Consult the table below for chances of success, modified by the Referee for difficulty due to size, complexity, and other factors influenced by the limited size and physical capabilities of the squirrel. Rings and potions, for example, present no such difficulties. If an item is usable by more than one class, the squirrel takes the better applicable percentage.

<i>Item usable by</i>	<i>Base chance of success</i>
Any	90%
Fighter	70%
Magic-User	55%
Cleric	30%
Thief	80%

No matter where one may be, once per day, a squirrel can *Teleport* back to Tanglewood with no chance of error.

TRAIL GUARDIAN: A golem-like construct that normally appears as a large stone obelisk at a crossroads, inscribed with directional information. Can be roused into a blocky humanoid of stone to defend victims of attack on the road, or to punish vandals and other despoilers. Not damaged by non-magical weapons. Able to answer questions regarding the route it defends and the destinations indicated on its surface. Able to *Dimension Door* at will along a roadway, and up to 360" beyond. *Detect Invisible* within a 5" radius at all times. *Locate Object* (including a creature or plant), if described, up to a five mile range. Can summon other guardians within five miles, enabling them to use their *Dimension Door* ability at 4x normal range for the summons. Able to cause *Confusion* as a 12th level caster. Also known as a roadwarder.

UNICORN, REVERIE: Dark grey unicorn with impressive moth wings. Also known as a *malicorn* because of its cruel nature. Pretends to be a true unicorn to deceive others, folding its wings flat to meld with the coat, appearing as faint patterns to the eye. The fine dust of these wings taints the air in a 10' radius around the malicorn, causing hallucinations and nightmares in those affected (unless they save vs. poison). The effect lasts for three days (with a chance to save again once per day) and the victim is mired in delusion

and delirium as if by *Phantasmal Forces*, *Slow*, and *Confusion* spells — all at once. If asleep, they cannot awaken unless vigorously roused, and suffer nightmares that create a *Fear* effect (fleeing the one that roused them, or the nearest creature) for them the moment their eyes open. Sound is deadened within 5' of the creature, and it makes none itself. May hide in shadows with a base 85% chance of success. If abiding in one place for over an hour, the local environment is warped to outside perceptions as if by *Hallucinatory Terrain*. The effect lasts as long as the malicorn remains, with appearance determined by the Referee — though such an area tends to be darker and more disturbing in general.

WASP, RIDING: Related to the voraille (see the **AVREMIER** supplement), this huge insect is one of the engineered lifeforms attributed to human civilization. Adapted to employment as mounts, but prefer human riders. Cannot fly while bearing more than 200 pounds of weight.

WEREMANTICORE: In monster form, the creature is a manticore and may speak normally. Only harmed by silver or magic. In human form, it is a savage-looking individual with a wild mane of hair and rows of pointed teeth. May be attacked normally in this form. An "in-between form," combining features of both man and manticore, retaining wings and spiked tail, able to stand upright and utilize its front paws as well as hands. In this form, the monster is often mistaken for a devil. Unlike traditional weres, the monster does not infect others by injury, the curse bestowed by the wrath of a dark, primal deity. Prefers to attack from ambush and may be found leading lesser evil humanoids, such as goblins. Attempts to launch tail spikes from a flying position before engaging in melee. The tail has 24 spikes and up to 6 may be shot each round. Range of 180'. 1-6 damage each. 2 spikes are regrown per day. Often found in forested mountain areas, usually near the hidden shrine of an evil chaos or beast god. Even in human form, the weremanticore craves human flesh.

WIGHT, PACK: Classified among the "feral dead," this wight bears superficial similarity to the werewolf, but always in "transitional form." The pack wight has the appearance of a gaunt, pale "wolf-man." Those killed by the pack wight's energy drain may later rise as an ordinary wight. Those gravely injured by the pack wight's physical attack may become a werewolf.

MAGIC DETERMINATION TABLE: (Additions)

Few magic items are found for sale in a shop. Minor items can sometimes be purchased in larger towns, but magic item creation is not an industry. Such items do exist, but are more likely to be acquired as treasure, than as a casual purchase. Museums, private collectors, and retired adventurers are all promising sources for these items. There are no “magic shops.”

SWORDS: These paired, single-edged swords are said to be equal parts of a greater whole. It is also said the blades despise one another and will never cooperate. They are never randomly found together.

01-51	Dawnblade	52-00	Duskblade
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MISCELLANEOUS WEAPONS:

01-30	Arrow, Keening	66-77	Puppeteer
31-65	Bolt, Turning	78-00	Wyrdblade
17-22	Boneball		

ARMOR:

01-32	Armor Boss, Scarab
33-65	Brightmail
66-00	Resounding Shield

POTIONS AND OILS: Preceding the potion descriptions, there are notes on various special properties and qualities of potions in the Avremier setting.

01-17	Basilisk Court Elixir	30-60	Extrication
18-29	Elemental Coffee	61-00	Healing Oil

RINGS:

01-26	Blade Turning	45-71	Guillaine
27-44	Bone	72-00	Thunderclap

WANDS, STAVES, AND RODS: Magical rods in the form of fashionable walking sticks, umbrellas, or even sword canes are popular among the arcanic elite. The Arcane Duelist (see the **ELDRITCH AVREMIE** supplement) is a class that specializes in the use of a rapier as both a sword and a wand.

01-25	Fire Suppression (All)	60-88	Spell Bar (All)
26-38	Plumed Rod (C, M)	89-00	Staff Key (M)
39-59	Rod of Seven Hues (M)		

MISCELLANEOUS MAGIC:

01-04	Banshee Mask (All but D)	46-50	Pinwheel of Clash. Colors
05-08	Battle Banner (F)	51-56	Plaguebearer Cloak (All)
09-12	Carulee's Bonny Bear (All)	57-59	Plasm (All)
13-17	Chimera Helms (F, C)	60-64	Portable Well (All)
18-21	Cleansing Salts (C)	65-69	Quoem's Effective Eyes
22-25	Collar, Blink	70-75	Schamrin's Sen. Spyglass
26-31	Collar, Hellhound (F, T)	76-81	Sheath of Honing (All)
32-35	Frog Mantle (All)	82-86	Sheath of Rusting (All)
36-39	Horn of Routing (All)	87-91	Spider Hook (All)
40	Irundoth's Wint. Cottage (All)	92-95	Trapspringer's Coin (T)
41-45	Juju Leaves (All)	96-00	Woven Friend (All)

EXPLANATIONS OF MAGIC ITEMS: (Additions)

SWORDS:

Dawnblade: A heavy bastard sword of rose-gold steel, this weapon has the following traits.

<u>Align.</u>	<u>Int.</u>	<u>Communicates</u>	<u>Ego</u>	<u>Purpose</u>
Neutral	10	Speech (2 languages)	3	Slay undead & constructs

Dawnblade is a +2 sword, +3 vs. undead and constructs. Its primary powers are Detect Undead and Detect Constructs. Its extraordinary ability is Teleportation. Dawnblade sheds light, as a torch, unless commanded not to. Three times per day, the sword can blaze forth with light equal to full sunlight at double the radius of torchlight. This light acts as a turn undead attempt (as a 6th level cleric (Bishop)) and will awaken any sleeper in the area of effect, even those under magical influence. For each day the sword goes without being

exposed to the light of the dawning sun, it loses one use of the blazing light ability. The wielder of Dawnblade is unaffected by normal or magical cold, always comfortably warm under such conditions.

Duskblade: A heavy bastard sword of blue-black steel. Possesses the following traits.

<u>Align.</u>	<u>Int.</u>	<u>Communicates</u>	<u>Ego</u>	<u>Purpose</u>
Neutral	12	Telepathy	6	Slay fae & elementals

Duskblade is a +2 sword, +3 vs. fae and elementals. Its primary powers are Detect Fae and Detect Elementals. Its extraordinary ability is Invisibility. Duskblade sheds a subdued blue *Wyrdlight* in a 20" radius (see page 25 of the **AVREMIER** supplement). Three times per day, the sword can release a burst of darkness in a 50' radius that extinguishes all light sources, even magical ones. For each day without being exposed to the light of the setting sun, it loses one use of the darkness burst ability. The wielder of Duskblade is immune to energy-draining or level-loss effects while the sword is being held.

MISCELLANEOUS WEAPONS:

Arrow, Keening: This pale-green +1 arrow emits a horrible wailing sound when fired. Those within 3" of the target must save vs. magic or be affected as by a *Fear* spell. On a successful hit, the (living) target must save vs. magic or die. Even if the save is successful, the target is affected by *Fear*.

Bolt, Turning: Upon a successful hit, this +1 crossbow bolt affects the target as a turning attempt of a cleric, level equal to the amount of damage inflicted.

Boneball: A gnarled, ivory-hued boulder or ball designed to be launched from a catapult or cannon. Upon impact, it bursts into one or more animated skeletons that rush to attack the nearest living creature(s). Some giants have been known to hurl these in combat.

Puppeteer: Magic weapon quality that allows the wielder to attempt to command the target (as *Charm Monster*) as long as the weapon remains in contact. Generally found on chains, whips, ropes, nets, and the like.

Wyrdblade: Bluish-green, +1 crystalline dagger that sheds *Wyrdlight* (see **AVREMIER Supplement 0**) for the wielder. Becomes a *Magic Missile* when thrown, with the same range (15") and for 6-21 (3d6+3) damage.

ARMOR: Including enchanted accoutrements and accessories.

Armor Boss, Scarab: Small, elaborate construct designed as an attachment for a breastplate. May animate as a flightless metal beetle for attack (2-5 damage bite) or exploration (owner can see through the beetle's eyes up to 24" away). A rare few are built to repair armor and/or the wearer.

Brightmail: Fine +1 chainmail suit of gleaming, silvery links, and a single gold link over the heart. If damaged or destroyed, as long as the gold link is retained, the entire suit will restore itself, link by link, over a period of up to one month. The resulting armor is sized for whomever last held the gold link. Without this link, any armor remnants are non-magical.

Resounding Shield: When struck with a metal object (like a weapon), this +2 shield rings a bell-like tone and the striking item shivers to pieces, unless a score equal to or less than the object's weight (in pounds) is rolled on a d20. For example, a battle axe (weighing 100 gp) is destroyed on a roll of 11 or higher. Magical weapons receive a bonus equal to their "plusses" (minimum of +1) to their target number.

POTIONS AND OILS: Along with potions that function when swallowed, or upon contact, there are a number of other methods of application or transmission.

Aromatherapy: Magical liquids that evaporate when exposed to air, rising in a fume to impart their qualities. Some must be inhaled and others must simply be absorbed by proximity.

Atomizer: Similar to those for perfumes and fragrances, a potion atomizer holds the equivalent of one to three full potions. One spray has a range of 5' and equals one dose, which must function on contact or inhalation.

Brew: Magical teabags that can be brewed into a potion infusion. Most function when added to boiling water, but a few can be used with cold water (taking longer to steep). One bag creates one to three doses of potion.

Burst: Unstable to the point of exploding if disturbed, showering victims with splintered shards and possibly passing on the effect of the corrupted potion itself. The Referee could provide warning in the form of agitated bubbles or even tiny wisps of vapor.

Compound: Safely and reliably impart two different effects at once. See the Potion of Extrication, below. No other potions may be safely used for 8 hours following the use of a compound potion.

Pastille: Also, the "potion pill." An exceptionally rare, concentrated dose that must be swallowed to take effect. Then, it takes time to dissolve.

Powder: Mixed with water, magical powders produce one dose of potion per measure. Some powders are enhancements that, added to an existing potion, may increase potency and/or duration.

Suspension: Formulated with suspended particles that eventually settle. If shaken, the full properties of the potion are available.

Basilisk Court Elixir: Developed by members of this armigerial court, this potion renders the user immune to the petrifying gaze of any type of basilisk, or related creature. Grants +4 alchemical bonus to saves vs. petrification from other sources. Duration is 1d4 days, or 2d4+1 days for one of Basilisk Court blood.

Elemental Coffee: This uncommon brew, made from beans grown in elemental earth and roasted with elemental fire, bestows upon the drinker the ability to speak and understand both elemental languages of Karga and Misha, and also grants a +3 bonus to all saves vs. effects based upon air, earth, fire, or water — including elemental attacks. Duration is one full day, but only if a full cup is consumed. Rumors speak of elemental tea.

Potion of Extrication: Safely combines *Cure Critical* and *Gaseous Form* potions. Created by the OGAS.

Healing oils: Function as a typical *Cure* potion when rubbed into the skin, but also soothes burn damage (double *Cure* ability), frostbite damage (double *Cure* ability), neutralizes acid on the skin, eliminates green slime and similar hazards, Cures contact poisons and diseases transmitted by contact (if applied in time). Some healing oils are known to return the recipient(s) to their natural shape, awaken those affected by magical sleep, and/or release *Charmed* and *Held* victims.

SCROLLS AND SCRAPS: Similar to scrolls, *spell scraps* are brief notes jotted on bits of specially-prepared vellum. The scrap is consumed in casting (with a snap of the fingers, much like flash paper). Not all spells can be jotted as spell scraps, and none higher than 3rd level. Anyone can use a spell scrap.

RINGS: Some exceptionally rare magical rings display different powers according to which finger they adorn. Many clueless owners are unaware of this trait after the initial wearing. Some rings are designed to work in concert with other rings in a set.

Ring of Blade Turning: Prevent 4-16 edged melee weapon attacks from harming the wearer by “bouncing” the attacks back on the wielder. The effect is active as long as the ring is worn, and cannot be commanded or selected.

Ring of Bone: Creature of 5 hit dice or less slain by the wearer of the ring rises as an undead skeleton to serve — assuming it has a skeleton. Only the last creature slain in this way is animated by the ring.

Ring of Guillaine: A mundane weapon held in the hand wearing this ring becomes magical as if +2. Unarmed strikes with the hand are affected the same way. Magical weapons are unaffected.

Rings, Thunderclap: Made, and only usable, in pairs, these matching rings are worn one on each hand and produce a peal of thunder when clapped together, deafening anyone else within 30' unless they save vs. spells. Up to 3x/day a lightning bolt (as a wand of lightning) can be made to flash away from the user instead.

WANDS, STAVES, AND RODS:

Wand of Fire Suppression: Typically hangs within easy reach on a wall, with a simple command word clearly displayed. Anyone can wield it to create a cone of cool mist 6" long and 3" at the base to suppress all fire (even that created by magic) within its area of effect. A magical fire extinguisher.

Staff Key: Long ago, some staves were crafted to also serve as keys to secret vaults of knowledge or power. One, or both, ends of the staff would be capped with metal, engraved or etched to create an ornate key. One end might be fitted with a grip to turn the "key" within the lock more easily. As a bit of arcane history, this practice is uncommon knowledge. The embellishments may be mistaken for pointless decoration. The "key" component can be added to any existing staff, at the Referee's discretion.

Plumed Rod: A gaudy, golden-hued rod, adorned with a fan of magnificent peacock feathers. A strike with the rod negates gravity for the target (rendering them weightless) and creates a powerful blast of wind to blow the affected creature up to 24" away.

Rod of Seven Hues: Creates a *Prismatic Sphere* (see *Prismatic Wall* spell) of one color around a target with each use, which removes that color from the rod. Also, *Prismatic Rod*.

Spell Bar: A small glass rod, about the size of a pencil. Contains a single magic-user spell up to 3rd level, that is centered upon the rod when broken and activated. The spell can be seen inside as swirling colors, tumbling glitter, or whatever effect the Referee desires.

MISCELLANEOUS MAGIC:

Banshee Mask: This item seems to be made from unglazed white ceramic, somewhat rough to the touch. The eyeholes and gaping mouth are cut shallowly into the surface, not penetrating enough to see through. All three are deep black within, far more so than from simple paint or ink. Though there are no eyeholes, the wearer can see in any form of darkness, magical or mundane. But, in full daylight, the wearer's vision is equal to that in torchlight. The wearer is unaffected by *Charm*, *Hold*, or *Sleep* effects. Wearer causes *Fear* (as spell) in those who do not know her identity. The wearer may also wail like a banshee to cause those within 3" (who do not know her identity) to save vs. magic or die. Using the wail ability causes the mask to lose all magic for an entire day. The wearer of the mask is affected by clerical turning effects as a spectre. On a result of D, the mask is destroyed (not the wearer).



Battle Banner (sashimono): This is a small flag, designed to hang from a short pole on a warrior's armor. Those of knightly, armigerial, or heroic status display them proudly. Some of the known magical banners are:

Black Border: Cause *Fear* in those who would attack the wearer in melee. Wearer is immune to fear of all types.

Gold Border: Wearer gains +2 to all saving throws in combat, and to the loyalty base of hirelings and retainers.

Red Border: Wearer gains +2 to hit and damage rolls, while allies within 20' gain +1 to both.

Carulee's Bonny Bear: A soft, black, plush bear with eyes of dark sapphire. Has a calming effect (save vs. paralyzation) on anyone who touches it, even suppressing a berserk rage. If held while sleeping, the sleeper gains double the normal amount of hit points when recovering from wounds, and cannot be affected by mind- or dream-altering magic while sleeping. The sleeper always feels well rested regardless of the conditions of his/her "bed." Once per day, if held and rocked for one round, while humming or singing a lullaby, the bear creates a "zone of sanctuary" for the user. Any creature wishing to harm the user must save vs. spell or ignore them in favor of others. If the user makes an offensive action, the effect is lost. This effect lasts for up to eight rounds, as long as the user sings.

Chimera Helms: Matching set of three magical helms with dragon, goat, and lion crests and visors. Each helm provides +1 armor protection when worn, and a breath weapon or sound attack form usable three times per day. The

dragon grants a fiery breath weapon in a 6" x 3" cone for 6d6 damage. The goat grants a petrifying gas breath weapon in a 6' cloud. The lion helm grants a powerful roar attack that causes those within 12" to save vs. paralyzation or be weakened to 50% strength for 2-12 rounds. Also, those within 3" are deafened and disoriented (cannot hear, and -1 to attack rolls).

Cleansing Salts: Leftover weapons from the Harrowing, a handful of this fine salt can be thrown (1" radius) to repel water elementals or burned as incense to repel air elementals (effect as a 10th level cleric's turning attempt vs. undead of equal hit dice to the elemental). If a handful comes into contact with either kind of elemental, the creature takes 5-20 damage. Living elementals can sense the stuff at 50' range and will bear immediate animosity toward the user. Also, a pinch can purify up to a gallon of liquid.

Collar, Blink: Any dog wearing this collar gains the ability to *Teleport* as a blink dog. The collar will not function for any other type of creature.

Collar, Hellhound: Made for larger dogs, allows the animal to breathe fire as a hellhound (d6 damage dice equal to hit dice), and gain fire immunity. The collar makes many dogs more aggressive and difficult to control. As a point of interest, the collar is large enough for humans.

Frog Mantle: This hooded, leathery cape is always slick with a thin sheen of moisture. The hood sports big, false goggle eyes that serve no purpose beyond amusing decoration. The wearer is immune to normal fire and takes half damage from magical fire (or none on a successful save). With the hood up, the wearer can breathe water or air with equal efficiency, and may swim at a 9" move rate. The wearer may also leap up to 20" and speak with frogs of all types. Finally, the wearer can change into a giant frog 1x/day, or into a normal frog up to 3x/day — but not both.

Horn of Routing: A blast from this horn creates a cone of sound, extending 10" and ending in a 2" base, that inflicts *Fear* (as the spell) upon enemies. The blast will also turn (not destroy) undead as a 7th level cleric (lama).

Irundoth's Wintry Cottage: Musical snow globe with tiny cottage inside. Turning the key as far as it will go plays a song for one minute, then the globe expands to encompass a full-size cottage within a perpetual snowfall. A cobblestone path untouched by snow leads from a little wooden gate to the cottage porch. The gate is the only access to/from the extradimensional space containing the cottage. Snow falls at a rate of one inch per hour. After twelve hours of use, a tone like a great wind chime will sound twelve times, and the cottage becomes a snow globe again — trapping anyone that remains. The cottage also reverts to snow globe form if the user leaves through the gate.

Juju Leaves: The juju bush is a squat plant with tough, pale-green leaves resembling those of a cabbage. The smallest and youngest leaves may acquire a rich, golden hue before they fall. If harvested from the bush, these leaves can

be cured in a way that bestows magical abilities when chewed. The user may chew one leaf at a time, then spit a gob of “juju juice” up to 10’ away, with a -1 to hit after every 3’. A to-hit roll is made as a ranged weapon. The magical effect of a juju leaf is random, with those listed below being the most common. The Referee may choose, or leave the result to a d6 roll.

1. **Acid:** Target takes 2d4 acid damage upon contact.
2. **Grease:** Gob splatters to cover a target up to man-size, or a 5’ puddle. A creature contacting the juice saves vs. petrification or slips uncontrollably. Such a creature covered by the juice drops whatever he is holding.
3. **Hold:** One target affected exactly as if by a *Hold Person* spell. Effect lasts for 1d4+1 turns.
4. **Knock:** Upon striking an object or surface, the juice has the same effect as a *Knock* spell.
5. **Mud:** Upon contact with a surface of earth or stone, the glob transforms up to 10’ into mud (as *Transmute Rock to Mud* spell). A creature of earth or stone gains a saving throw vs. petrification to resist.
6. **Ooze:** Upon contact with a creature or surface, the glob becomes a full-size living ooze. Choose, or roll d4: 1 = black pudding, 2 = gray ooze, 3 = green slime, 4 = ochre jelly. The ooze is under no one’s control and behaves as normal.

Pinwheel of Clashing Colors: When held and blown, the pinwheel emits a fan-shaped array (½” x 2” x 2”) of bright and riotous colors. Any creature struck by the display is affected as follows, according to their hit dice.

HD	Effect
2 or less	Struck unconscious
3-5	Blinded 1-4 rounds
6+	Stunned 2-8 combat turns — also entitled to save vs. magic

The pinwheel might be activated at random if caught in a breeze of magical or elemental origin. If so, the owner has no control over the appearance or direction of the effect.

Plaguebearer Cloak: The wearer of this stained and tattered gray cloak is immune to disease and lycanthropy. Cloak may envelop and contain up to 50 normal rats (5 at a time), or 10 giant rats (1 at a time), all under the control of the wearer, to be released on command. Lost or slain rats are not replaced, but other rats enveloped by the cloak become a part of it.

Plasm: Rare alchemical substance rendered from the undead to form a cold gel that affects the living (even ethereal creatures) in a fashion similar to the undead of origin, unless a save vs. poison is made. For example, ghast plasm exudes a hideous stench (10’ radius) and causes paralysis on contact. Ghoul plasm only causes paralysis. Ghost plasm ages a target 10-40 years. Most are contained in flasks to be thrown in combat.

Portable Well: Similar to a *Portable Hole*, but with 3' of clean water at the end. The water stays in place unless physically removed by the item's user — with a bucket, for example.

Quoem's Effective Eyes: The wearer of these lenses may see normally in non-magical darkness and cannot be affected by visual dangers such as petrification, hypnosis, or blinding glare. This protection extends to visual illusions in the form of a +3 bonus to saving throws.

Schamrin's Sensational Spyglass: A jeweler's loupe of fine quality. When pressed against a solid surface, can be used to see through as a *Ring of X-Ray Vision*. Turning the inner ring magnifies the user's vision up to 100x at distances of more than 1'. When the outer ring is turned, the item magnifies the viewer's vision up to 100x at a distance of 1' or less. Finally, a third setting allows the user to see magical auras as if using *Detect Magic*.

Sheath of Honing: A non-magical sword drawn from this battered sheath acquires the properties of a *Sword of Sharpness* for 2-5 melee turns. This is not a *Holy Sword* effect.

Sheath of Rusting: Ornate sheath for a sword or dagger of any kind, as chosen by the Referee. Rusting effect on any blade placed within — as if by a rust monster. The effect can take place immediately, or be delayed for as long as the Referee desires. The effect can also be immediate, or progressive and slow.

Spider Hook: An exceptionally fine, four-pronged metal grappling hook. This metal item can be commanded to animate so the prongs split into eight articulated legs that allow the hook to function as a large, metal spider. In this form, the hook may climb, jump, cling, and spin its own rope line — much as a living spider. The item can spin up to 200' of strong climbing line per day, but the lines become dry and brittle after 8 hours.



Trapspringer's Coin: Thick silver disc with an open hand embossed on one side, and a smiling mask on the other. Twice per day, when flipped into the air, the coin falls to land either mask-up (2 in 6) or hand-up (4 in 6). Mask-up, the coin bursts into silvery flame that inflicts 1-20 damage to every living thing in a 30' radius and incinerates any non-magical trap therein. Hand-up, the coin simply sets off every trap in a 50' radius at the same time. Both results are utterly silent in execution, within the area of effect.

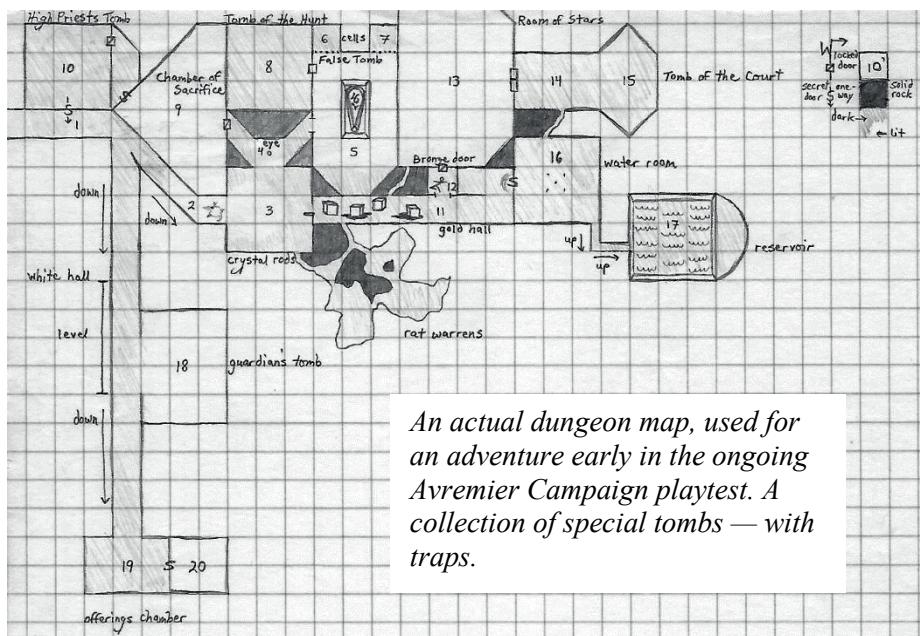
Woven Friend: 50' silk rope that can double (1 use) or triple (2 uses) its original length, upon command, 3x/day. May be commanded to become invisible 1x/day. Otherwise similar to a *Rope of Climbing*.

The Underworld & Wilderness Adventures

THE UNDERWORLD (STONEBOUND DARK)

This supplement will focus more on presenting a brief gazetteer of the Dhavon region than detailing the dungeon environments therein.

Dungeoneering and archaeology have become closely entwined in the era of professional adventuring, and the dungeons themselves are often troves of historical knowledge, alien cultures, and formerly lost resources.



By whatever names it may be known, the underworld of Avremier is a deep and treacherous place. Dhavonish adventurers have explored some of the nearer depths (the uppermost known generally as Pendoth), but few have reached the truly distant realms of the Stonebound Dark.

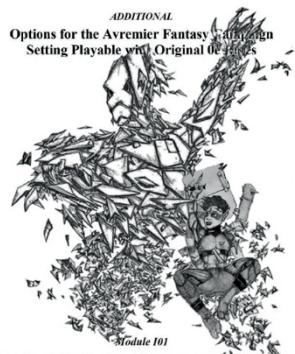
Knowledgeable travelers who wish to follow the easiest and most direct path through the underworld know to use the Chimeric River as a guide. This waterway begins on the surface, plunging and winding its route through the entirety of Undermier. The river gets its name from the varying qualities it displays on its course through the underworld, never seeming to be the same water twice. Between whatever lies at the heart of the world and the surface of our land can be found a many-tiered realm of subterranean mystery. The first of these dark realms is Pendoth, closest to the surface and most accommodating to explorers or visitors. It is said that hidden portals link Pendoth with many of the settlements Above. This is a realm of plotting and intrigue, in a covert war with the surface, home to many races that retreated underground due to conflicts of extinction, or merely to survive great disasters. Also, a haven for all manner of people and creatures seeking a lair safe from prying eyes. Being so near the surface, Pendoth enjoys many luxuries denied the lower realms. There are places touched by sunlight, blessed by wind, and graced by water. Tenuous trade with, and brief raids against, the surface replace the fierce warfare that wracks the deeper regions. Dwellers of Pendoth deal with the surface world while repelling excursions from Below. The Chimeric River plunges through Pendoth in an icy torrent, achieving a vertical drop of nearly a mile. During the river's brief stay in Pendoth it emits icy vapors that choke some of the smaller caves in a frozen haze. By the time the current reaches the deeper holdings, the water has warmed to a natural chill and cascades down a series of terraces to the fungus forests of Tyrabanthe Below.

Illthrix, the Mad Trapster: No treatment of the dungeon environs of Dhavon would be complete without at least some mention of the villain known as Illthrix. This brilliant, evil engineer and alchemist is responsible for the creation or augmentation of many known dungeon environments within the Nine Counties. His traps and devices were once the bane of professional adventurers throughout Dhavon, and even some neighboring regions. Though the Mad Trapster passed away a number of years ago, his deadly legacy remains.

More can be discovered in the **HOUSE OF ILLTHRIX** adventure supplement.

ORIGINAL FANTASY RPG

ADDITIONAL
Options for the Avremier Fantasy Campaign
Setting Playable with Original D&D® Rules



DAVID A. HILL



PUBLISHED BY
MOTHSHADE CONCEPTS

Through the years, and by the exploits of various adventurers, certain warrens, ruins, sites, labyrinths, caves, tombs, and vaults have gained reputations both fell and enticing. Some of these storied locales include the following:

- Bleak Sentinels, The: Rising from the sea, off the Brising coast, a curved row of gigantic humanoid figures. Unrecognizable and pale from countless years of weathering, each figure has one smooth face staring out across the water and another gazing inward toward land. The pall of silence around the structures is ominous, but the chambers within continue to tempt adventurers.
- Carrion Vaults of Wythinggate: Subterranean lair of the Ghoulwurm and its undead troglodyte servitors, where the air is thick with rot and even the stones are tainted with sickness.
- Chateau Mothshade: The chimerical, ruined splendor of it all.
- Dweomerdelve: Where dark dwarves pick the bones of a lost civilization for dangerous relics of another world.
- Hall of False Shadows: Illuminated by living spheres of otherworldly energy, so much is not as it seems.
- Hungering Pit, The: Even veteran adventurers hesitate to speak of “the dungeon that lives.” Surely the truth is something else entirely.
- Mournwater: A deadly, black lake and the surrounding caves of salt.
- Stoneroot Manse: Former totem gnome enclave, overwhelmed by xorns during the Harrowing and now held as a stronghold of gigantic, interconnected, petrified trees.
- Sunderstone: A cliff split in several places by *Earthquake* spells, exposing portions of the dungeon within and creating the threat of collapse at any time.

THE PALLID MOON

As mentioned in the **AVREMIER** supplement, this singular satellite dominates the night sky above. Also known as the Charnel Moon or Leprous Moon, this body looms large and has no predictable phases. The Pallid Moon does change in appearance from night to night due to the varying patches of darkness against the pale surface. Typically, the amount of white showing around the black spots determines the relative phase of the moon. Hence, the moon is never completely “full,” but it is sometimes practically “new” with dark coverage. Having no observable pattern or reason for these changes, the “phase” of the moon can be determined by the Referee at any given time.

THE WILDERNESS (ISLANDS AMONG THE GREEN)

While Dhavon is recently a sovereign realm under provision of the Winterbind Compact, free to pursue its own destiny, Dhavonish civilization is still being established and expanded. From the great capital of Iruhaven, governance and law extend to the Nine Counties of Dhavon in uneven measure. The provision (known as the Dhavon Accord), in essence, declares:

"The established borders of the human realm of Dhavon enclose a sovereign nation, whose resources and area shall be at the disposition of the legal ruling body or bodies, and its people, the capital of which lies at Iruhaven. The delta region of Parateva becomes a protectorate of Dhavon, with a governing Delta Counsel formed two-fourths of native Banor, one-fourth Iruhaven advisors, and one-fourth Indrunel observers."

THE SETTING: Presenting a number of details and specifics regarding the geography, sociology, government, population, and habitats of Dhavon. The realm is divided into nine counties, and the ruling seat of Iruhaven.

I RUHAVEN,

THE PALATINE SEAT

High (Palatine) Council of armigers, archons, and chancellors.

Population: 1,800

Hearthstone: pop. 3000

Demi-humans: Some, not all permanent residents

Humanoids: None

Resources: silver, platinum, gems

Area: 10,000 sq. mi.

Situated upon the lower slope of Mt. Scion, the capital of Iruhaven stands as a shining citadel above the city of Hearthstone, which fans out among the foothills of the Arlinshae Mountains. Iruhaven itself circles around a spur of the mountain, arranged in three ascending rings. The highest and smallest ring (the Crown) houses the ruling council, and is where the deminities of the Mythocracy come to sit in state. The population of Iruhaven is mostly government officials, their retinues, and households.

The Mythocracy is a representative body of deminities, one from each pantheon, that meets as stipulated in the Winterbind Compact. The Manifestations of Nature recognize no single human authority. Otherwise, the deminities avoid interference in government. In practice, the Mythocracy sits about every five years in Iruhaven's High Council Chamber.

Fallen Colossus of Hulon: A conjunction of broken alpine ridges is actually the lifeless form of a gigantic earth elemental, fallen during the Harrowing. Now, a monument to the loss and tragedy of those first ill-conceived conflicts. A small shrine stands near the outstretched hand of the colossus, a protected memorial park supported by all the lands of Dhavon.

Counties of Dhavon

With Iruhaven as the main seat of government within Dhavon, the nine counties define the remainder of the realm. Each is ruled by a Count, and, more recently, one Archcount. Local government is often under the lesser authority of Banner Lords, Lord-Mayors, and/or Councils.

“This is a pastoral region of extensive farms and charming villages, with a sense of unique history in every town, as generations of families have made each place their own. You can tell someone’s origins by the way they dress, speak, wear their hair, or by their greeting. These traditions and displays of regional culture help define who we are and where we come from. We are proud of our art, accents, patterns, distinctions, and local rituals. Though united in spirit, our diversity manifests in how we choose to live our lives.”

B RISING, COUNTY OF

His Abundant Lordship, Squire Auin Windcharmer, the Count of Brising

Capital: Ciderhome (pop. 5,100)

Population: 18,000

Demi-humans: Banor, Bucca, Hoka, Mur

Humanoids: Few

Resources: foodstuffs, wine and liquor, woodcrafts

Area: 30,000 sq. mi.

Emerging largely unscathed from the wars of the Harrowing, Brising is the proud home of the best-known cider mills and wineries of Dhavon. Extensive tracts of arable land are also devoted to more conventional crops. Brisingers have long disputed certain water rights with residents of the Parateva delta, sometimes resulting in mutual acts of river piracy/privateering. In recent years, some of the coastal villages have suffered raids from strange, dark-skinned humanoids that attack right out of the sea. Due to the otherwise peaceful nature of the region, a number of elementals have sought a quiet rest in some of the out-of-the-way areas. Elementals and fae are warmly welcomed in Brising, as long as they cause no trouble.

Another retiree in the region is the former adventurer, Auin Windcharmer, an accomplished magic-user with a particular talent for spells of air and water. He is also the Count of Brising. While the capital is Ciderhome, Squire Windcharmer makes his home in the hamlet of Mill Hollow, where he was village head before gaining the position of Count. Very tall, and energetic for an older gentleman, Auin carries a pale-gray crook staff hung with ribbons of all colors that sometimes move, as if in a breeze — even when the air is still. The buildings of Mill Hollow are old, but in excellent repair, laid out in a loose crescent shape that follows the natural curve of the hollow itself. As may be expected, mills are prevalent and the sounds of the wheels turning can be very pleasant. The main line of hills to the north is known as Nightshade Ridge, because of, well...all the nightshade. Cider Run Stream flows through the village on the way to Ciderhome, where it widens into a full river.

Distinctive physical features of Brising include berry bogs, covered bridges, waterwheels, dams, paddleboats, riverboats, orchards, rocky hills, and waterfalls.

Other significant settlements include Cabrin Falls, Darogan, Marinal, Mulberry Downs, and Spiretop. Also of note is the roaming “village” of Bargetown. This close-knit collection of boats plies the waterways of Brising and Parateva, made up of numerous families and kinsworn (mostly human) from a variety of regions. Those who would offend or assault any part of Bargetown are shown the error of their ways by a number of attendant “rivermuck shamblers” that rise, dripping, to the community’s defense.

What sort of adventures could be had in a region such as Brising? Murder at a winetasting? Funny you should ask...

“It is the evening of the summer solstice and the sun is beginning its long descent below the horizon. The tiny chorusing frogs of the reedy banks of the Reverie Stream seem to have awakened the unseen crickets, and their mingled

song serves to conjure up the first silver and gold fireflies of the evening. The atmosphere is festive as the elite and the privileged gather for The Gilded Swan's summer wine tasting.

In the Grand Salon of The Gilded Swan Inn, you are about to sample your first taste of a delightfully aromatic golden-pear-and-honeysuckle dessert wine. From the corner of your eye, a seemingly out-of-place motion captures your attention for a brief moment. A slender man in rich black and violet clothing that seems too heavy for the sultry evening takes a quick and surreptitious sip from a small pewter flask. Not a liquor flask (and who would bring his own to a wine tasting?), but the kind of beaker flask you would find in an alchemist's laboratory or wizard's workroom. As the man covers his mouth and nose with a monogrammed black handkerchief, you are struck with a sense of impending disaster.

Strange, harsh words are shouted from the great bay window at the opposite end of the room, where a cloaked figure in black and gold stands with one gloved hand raised. The figure's face is concealed by a leafy mask resembling a traditional Green Man, but in darker shades, and with berries and flowers. The upraised hand holds a pale object reminiscent of a large egg, but with metallic fixtures at either end. This object is hurled into the room and the figure departs through the window, slamming the panes shut behind.

After a brief *crack* and a prolonged *hiss*...the salon starts to fill with vapor. You hear a door slam, then sounds of people coughing and choking."

— *Nightshade & Cream*

CORABAEL,

COUNTY OF

His Munificent Lordship, Merit Wayfare, the Count of Corabael;
Administrator of the Confluence

Capital: Weaver Hall (pop. 13,800)

Population: 88,000

Demi-humans: Bucca, Delver, Mur

Humanoids: Some pirates

Resources: cloth, foodstuffs, pearls, shipping

Area: 19,000 sq. mi.

Bordering the Rivenwater at the edge of Mauvolg, this county dictates much of the “international” trade and commerce within Dhavon. Some of the territory of Corabael includes the western portion of the great inland sea. This proximity to the mightiest waterway of the continent gives Corabael’s capital a measure of prestige and, much like its Volgate sister-city of Cochale, Weaver Hall is a melting pot of races and ideas from all across the continent, known for its trade guilds, shipping fleets, tall buildings, wide streets, bodyguards for important figures, moneychangers, embassies, colleges, and banks. A source of frustration for Corabael’s government is a group of islands located in regional waters, known in recent years only as the Freehold — a loose confederation of freebooters, disaffected lordlings, and former privateers. Beyond occasional attacks on ships, coastal raids, and naval skirmishes, the relationship between Weaver Hall and Freehold falls short of open warfare — for now.

Count Merit Wayfare, among the most influential of the powerful and extensive Wayfare family, displays a particular genius for finance and strategy. He delights in the administration of government and the intricacies of modern commerce. Though his appearance may imply soft living and sumptuous dining, Count Wayfare is eminently capable with a sword and moves with a grace that belies his ample frame.

Other significant settlements include Bresa, Eastbridge, Flax, Lakeside, Shrinekeeping, and Whiteoak.

ARUNSKARN, ARCHCOUNTY OF

His True and Honorable Lordship, Archcount Ruchlau Darunskarn; Lord Castellan of Moorwall

Capital: Banneret (pop. 9,500)

Population: 88,000

Demi-humans: Banor, Bucca, Delver, Hoka, Mur

Humanoids: Some

Resources: copper, furs, medicines, oil shale, rare woods, timber, stone

Area: 45,000 sq. mi.

Ruchlau has risen above his troubled family legacy to become the first Archcount of Dhavon. Regarded as a just and benevolent ruler, his official residence is the fortified stone mansion of his family, overlooking the town of Banneret. Governed in the past by various knight-bannerets, and by Sir Avrun Lonascue today, Banneret is a town of fine timber and quarried granite, decorated with nature-themed carvings. A statue in the town square honors Lord Regnir Wyrmbane in full armor, astride a rearing steed amid the scaly coils of a small, expiring drake. At the edge of town, a squat tower is all that remains of Wyrmbane Manse, serving as a museum to commemorate local heroes and deeds, and as home for the enchanted broadsword, Wyrmbane. Lord Regnir was famed for his battle prowess, and not his imagination.

Darunskarn has long been a draw for fledgling heroes and intrepid adventurers due to a troubled history and numerous ancient ruins scattered sparsely across the landscape, many said to hold forgotten lore and ancient treasures still unplundered by modern explorers. The most famous ruin by far is Fenwall. This broken, miles-long structure currently defines the easternmost edge of the fairly new marshes that emerged without warning about ten years ago to engulf the lonely grassland between the infamous Crowfells to the west, and the Fenwall — where it finally ceased to spread. The marsh has since been named the Crowfens.

Spend enough time in the area of Darunskarn (and Nolfast), and you could hear any number of wild rumors — some of which may even be true.

1. Black swans are the trained spies of the Countess of Nolfast.
2. The oldest tombs are found at the crest of Necropolitan Hill.
3. Circles of bluebells are sure protection against the restless dead.
4. Silver is best against the dead riders.
5. The Fenwall holds the swamp back from taking over the county.
6. An ancient hero lies sleeping behind a frozen waterfall high in the mountains and will awaken when the water flows again, to help the land in the hour of its greatest need.
7. Nolfast has its eye on Darunskarn — mark my words.
8. Ogres have been seen in the foothills.
9. A woman known as the Dark Priestess can cure any ailment, but curses those who displease her.
10. Trolls have been seen near Fenwall. Not just trolls, but black trolls!
11. Boar hunting has fallen out of fashion because the beasts enjoy the protection of the old gods.
12. The roaming spirits of the marsh fear the Darunskarn crest.
13. The Archcount fears the ghosts of the past.

14. The Fenwall is actually the exposed spine of a long-buried dragon from ancient times.
15. Those dying within the Crowfens are doomed to rise as restless dead.
16. Some bandits wear the sign of the Horned Wolf, the same emblem found on the walls of an old ruined church near Hushhollow.
17. Necropolitan Hill is riddled with hidden chambers and passages.
18. The "witch of the fens" calls up parts of the swamp to deal with trespassers.
19. A black troll will leave you be if you offer up a bogberry pie.
20. They calls it a stonedrake 'cause it turns ya to stone!

The land around the broad valley is comprised mostly of wooded, rocky hills, building up to mountains in the northeast. South of the mountains can be found the lake lands. The southern region of the farming valley widens into a full river valley and small delta that empties into the inland sea.

Other significant settlements include Andaire, Dimmenvale, Halfbridge, Hushhollow, Jessen, and Pembrooke.

DORAIGNE, COUNTY OF

Her Most Learned Ladyship, Professor Iliandra Savrignae, the Countess of Doraigne

Capital: Lorekeeping (pop. 8,700)

Population: 79,000

Demi-humans: Bucca, Delver, Hoka

Humanoids: Some

Resources: foodstuffs, gems, iron, silver, wool

Area: 18,000 sq. mi.

Nestled between Liegh and Brising, the region of Doraigne shares much of the same coast as its western neighbor and many of the game-laden forests of its neighbor to the east. The rocky hills of Doraigne supply much of the mutton and wool for the realm, while the earth below holds deposits of emeralds, topazes (including the striking blue topaz), and other colored gemstones. The bulk of these stones are sent to Iruhaven to be cut, but many are set into jewelry

in the capital of Lorekeeping. A land of gentleman farmers, traveling fairs/markets, rolling fields, windmills, house wagons, and hooded crows. A region with numerous points of access to more than one faerie realm, but mostly the fearsome twilit domain of Nightmoor — especially in the vicinity of Doraigne's peat bogs. The most famous such "border area" may be Blacktooth Forest, named for the circles of tall black stones, curved and pointed like blunt fang teeth. Will-o'-wisps abound in this area and are eager to guide visitors into the fragrant clutches of Nightmoor.

Other significant settlements include Ashedale, Cathet, Dahmni, Evensong, Otter Bend, and Whispering Shade.

FALUSHAI, COUNTY OF

His Watchful Lordship, Iskar Whence, the Count of Falushai

Capital: Mosswater (pop. 3,200)

Population: 20,000

Demi-humans: Hoka, Mur

Humanoids: Goblins

Resources: foodstuffs, cloth, medicines, rare woods

Area: 8,000 sq. mi.

Falushai: South of Iruhaven, bordering on Chongoku, this small region has seen the worst casualties in the intermittent wars with the fae of the south. The capital of Mosswater is considered a gateway to the lands of the fae and overlooks the river of the same name. Only the dark and malicious ilfae still truly terrorize this region and Falushai natives work in cooperation with the anfae and urfae to eliminate this threat for good. Descriptions of the region include such words and phrases as swampy, witchy, humans "gone native," boat people, changelings, treehouses, eels, hot mud springs, elves, fortunetellers, charms, sunken treasure, crypt islands, bonded dead, 'wisps, sunken cities, treehouses, housebarges, eels, and ghosts or haunts.

Other significant settlements include Borial, Briardown, Coventree, Foxgrove, Heartsong, Ivybridge, and Morningmist. Then, there is the tragedy of Greenbriar, a village founded by settlers eager to settle a newly granted land. Fae from Chongoku had released a portion of the forest to a Dhavonish family

in return for an unspecified service. Greenbriar was cleared and built according to a detailed agreement. The town thrived for nearly twenty years, until a young aristocrat and his family came to the area and began making plans for a manse near the edge of town. Before the new home was finished, everyone in the town had disappeared, along with the aristocrat and his entourage. Greenbriar remains deserted to this day.

ISARTE,

COUNTY OF

His Indomitable Lordship, Sir Magnes Grastenov, the Iron Count of Isarte; Founder of the Wolf Brigade

Capital: Avengard (pop. 4000)

Population: 10,000

Demi-humans: Delver, Hoka

Humanoids: Doubtful

Resources: Copper, Electrum, Gems, Iron

Area: 11,000 sq. mi.

Once known as the Last Battlefield, Isarte is a broken land of ruins and wreckage that struggles today to heal from the horrors of the Harrowing. A silent and ruined land where only soldiers and soldiers-to-be make their homes — found behind fortified walls and/or earthworks. Military discipline is maintained by the few settlements that remain, and every man, woman, or child receives at least rudimentary martial training. Isarte is a realm always preparing for war, no matter when it may come, or from where. It is also, quite literally, a haunted land where death saturates the very soil so that little may grow, and those who fell in the wars refuse to lie still. The southern border of Isarte is the Barrowmarch, a sort of no-mans-land with the faerie realm of Chongoku on the other side. It is where most of the dead were buried, leading to the modern practice of cremation for the deceased, followed by interment within aboveground crypts or tombs. The living of Isarte are plagued by the fallen of Isarte.

One of the deminities of the setting is Jeni Pumpkinseed, a macabre madwoman with an unhealthy interest in the dead. Her realm lies partially within Barrowmarch. Her followers employ some of the lesser undead as animated scarecrow legions. A dark relic known as the Scarecrow allows

control over large numbers of undead scarecrows. The Scarecrow's wearer becomes the default ruler of Barrowmarch, and one of the more influential necromancers around. Another shadow upon Bloodchill Barrow.

The region boasts no animate plant creatures. Monster encounters tend to be with dark fae, marauding humanoids, ravenous undead, rampaging constructs, insane elementals, or things unspeakable and nameless. The ancient, mound-based settlements of former civilizations, lying silent and empty, seem to produce the nameless monstrosities. Even the soil is said to be an enemy of the living as very little grows in a true or wholesome fashion. Other counties support the Isartian defenders with food and other necessities.

Other significant settlements include Castlebough, Dolmengarde, Fort Menatur, Highcairn, and Stonefield Redoubt.

LIEGH, COUNTY OF

His Radiant Lordship, Sir Henot Barentun, the Count of Liegh; Knight of the Gryphon

Capital: Candlewatch (pop. 14,900)

Population: 96,000

Demi-humans: Bucca, Delver, Hoka, Mur

Humanoids: Some

Resources: cloth, foodstuffs, gems, wool

Area: 38,000 sq. mi.

The northeastern region of Dhavon, blessed with the most farming acreage. Liegh is the source of most principal crops in the west and enjoys some of the best soil and weather on the mainland. Citizens have always coexisted peacefully with the local fae, and the two races interact regularly to their mutual benefit. Along with one or two sleepy villages in Brising, Liegh is where the most successful adventurers go to retire from their deadly pursuits in favor of large estates, old money, magical conveniences/luxuries, sculpted topiary, elaborate fountains, award-winning gardens, and exotic menageries.

Other significant settlements include Breezy Hollow, Chapelgate, Contentment, Ghaile, Whitsborough, and Willow Bridge.

EDRAE, COUNTY OF

Her Inspiring Ladyship, Dame Yysaanda Ayentyr, the Countess of Nedrae;
Mistress of Colors

Capital: Filigree's Rest (pop. 12,000)

Population: 87,000

Demi-humans: Banor, Bucca, Cyr, Delver, Mur

Humanoids: Doubtful

Resources: cloth, crafts, gold, rare woods

Area: 21,000 sq. mi.

Nedrae: This region lies on Dhavon's eastern border, between Liegh to the north, and Corabael to the south. Nedrae borders Mauvolg to the east, high above smoldering Blackmantle Peak. Filigree's Rest is a center for artisans and crafters from across the land. Beauty and creativity are a way of life that has supported Nedrae's populace for centuries. Capital of Nedrae, this older city is the haven and product of talented artisans and artistic geniuses from across the realm. A riotous mosaic of styles and disciplines, the place is a flawed jewel cut into dazzling shape. The base structure of Filigree's Rest is the "art enclave," individual communities devoted to specific creative pursuits. Many such enclaves support broad categories such as Music, Painting, Theatre, Sculpture, or Dance. Even within these communities, there are passionate and driven "art gangs" led by influential (and sometimes dangerous) bosses known as "maestros." Rival gangs come into conflict over public performance rights on their turf, prevailing artistic movements, styles of graffiti or street art, and much more. It is just as likely to see two gangs fighting with staves or knives in the alleys as organizing a "dance challenge" in the streets. Sometimes, they may come into conflict with the powerful craft guilds.

The rest of the county produces many of the raw materials that support the artistic industries. Even the less well-to-do live in snug cottages and wear excellent clothing in the current fashion.

Other significant settlements include Dancing Vale, Eisen, Evensong, Festival Green, Ryellyn, and Windblessing.

NOLFAST, COUNTY OF

The Black Swan, Countess Erythine of Nolfast

Capital: Darkhessa (pop. 8,900)

Population: 43,000

Demi-humans: Banor, Delver, Hoka, Mur

Humanoids: Many

Resources: foodstuffs, furs, gems, silver, timber

Area: 30,000 sq. mi.

Nolfast: The Realm of the Black Swan is an older domain with a checkered past. The current ruler is Erythine, daughter of the lost Count and Countess — carried away by an avalanche while traveling through the northern mountains. As their only child, Erythine inherited the title after a number of years as an errant swordswoman, during which her grandmother governed. The general opinion is that she has never really settled into the business of ruling, and spends more time riding the countryside seeking adventure and pursuing the hunt than is good for the county. In recent years, the persistent problem of bandits has only grown, no matter how the Countess and her entourage pursue the villains.

Erythine is the Black Swan, for her black heraldic armor as much as her symbolic role as the spirit of the domain. She protects and cultivates the rare black swans that enjoy free reign over the lakes and waterways of Nolfast. To harm or interfere with these majestic birds is a serious offense, and one which the countess insists on punishing by her own hand. The symbol of the county is a black swan over two crossed swords on a field of pale blue. Nolfast maintains a long-standing rivalry with neighboring Darunskarn, and Erythine has vowed to add those lands to hers before she dies.

The eastern reaches of the barony are dotted with picturesque lakes and ponds. Giants are often seen in the outer hills or mountains, but rarely stray far into the county itself. If the rumors are true, Nolfast has become something of a haven for evil humanoids and slavers. Of all the Nine Counties of Dhavon, Nolfast is the most lawless.

Other significant settlements include Coum, Daggerfell, Grim Redoubt, Locus, Nythaire, and Shadow's Rest.

Other Nobility

The earliest recognized rulers were the Marque Lords, and they gained their lands and titles by dispensation of the first Archons. The “letters of marque” that detailed their rights and obligations became the source of their power and influence. The seals that formalized these letters were incorporated into each Lord’s house insignia or coat-of-marque.

Today, the Marque Lord is a largely honorary title that grants a portion of land and a somewhat elevated position in society. The Marque Lords have become a class of wealthy landowners who work almost as hard as their tenant farmers, often acting as liaisons between commoners and nobility. A Marque Lord is essentially a landowning knight with little real authority beyond the borders of his or her lands. Some few can claim an armigerial lineage, but most are nobility only on parchment. Sometimes, the title has been corrupted to “March Lord” or “Marcher Lord” when the ruler’s land is in dispute, or located firmly upon a frontier border.

Armed Forces and Law Enforcement

Mostly, the Counties of Dhavon concentrate on protecting their own borders and the populations within. Land is currently a resource too precious to risk in the chaos of open warfare. Still, there are raids and skirmishes aplenty fought for all manner of reasons.

Dhavonish Military

The armed forces are mostly regional in nature and often under county authority. Organization and deployment take priority over masses of troops. Traditionally, leadership of military troops falls to members of the Armigerial Courts, with many ranking officers claiming some measure of lineage.

Bladesworn

Those who are not on active military duty, but can be called into service when the need arises, are known as bladesworn. Pledged to the defense of their land with the weapon(s) they keep for this purpose. Each individual is charged with maintaining a weapon and to be trained in its use. When the call to arms is raised, each bladesworn must report to a designated post for assignment and deployment. Bladesworn is a rather archaic term and not every participant owns an actual bladed weapon. These individuals are also known as bloodsworn (from the drop of blood required to take the oath).

Outguard, The

Common name for the border patrol or “outlying guard.” Nearly every professional soldier, even one of armigerial rank, performs at least one tour in the Outguard. These units protect the borders of Dhavon as the first line of defense against outside threats. They are often skirmishers and scouts who rely on a superior knowledge of the land and the ability to react quickly to danger. A position in the Outguard is considered an honor, but one performed on the way to a more attractive assignment. Those who remain are normally individuals who prefer the wilds to civilization.

Saddle Swords

Spawned from a traditional joke among the company’s founders, the Saddle Swords were once known as the Saddle-Sore. Elite mercenaries famed for their mounted combat abilities, and for the speed with which they cross the realms. Where there was once but one company of Saddle Swords, at least four active chapters now exist within Dhavon. Despite many offers, these cavalry specialists politely refuse to accept a permanent commission with any military organization and choose the mercenary life. Truly exceptional yalkhoi (not yarcha) riders occupy many command positions, and their charter bears quite a few similarities to traditional hobgoblin clan law.

Dhavonish Legal Enforcement and Punishment

The forces of justice most often fall under the auspices of the Counts, or the Mythocratic representatives of Iruhaven — approved by the deminities to represent human interests

Hearthwarden

Those who guard the settlements and maintain order within are known as hearthwardens, or just wardens. They typically answer to the local reeve. This is the perennial town guard and the stalwart gatekeeper.

Justiciar

Highest-ranking secular legal official outside of the courts and ministries. Answering directly to one or more chancellors, this agent is commonly the absolute legal authority beyond the confines of civilization. Often tasked with locating fugitives to return for trial, or even executing sentence. Also capable of mediating legal disputes and deciding issues of justice throughout the Nine Counties. Their word is essentially law and officially trumps many local authorities. The efficiency and expertise of the justiciar is almost legendary.

Magistrate

The larger towns and major cities will employ one or more magistrates to hear legal cases and to pass judgment. It is common for a new magistrate to travel the land to administer justice before taking office, as well as for retiring magistrates to do the same before officially ending their tenure beneath the lamp.

Marshal

A somewhat lesser version of the justiciar, often dispatched to retrieve fugitives, or to stalk particularly difficult criminals. Have the authority to take necessary measures in the wilderness, but answer to local officials within the bounds of civilization. Many were once Ranger Knights and most aspire to the position of justiciar.

Reeve

Local authority responsible for maintaining law and order within a village or town. This official commands the town guard and enforces local ordinance. Most small town legal affairs are the jurisdiction of a reeve.

Roadwarden

In a land where the boundless wilderness encroaches from all sides, the road is a vital haven for all travelers. Few resources are as precious to the continued welfare of human civilization as these maintained routes crisscrossing the realms. To defend and support these roads and those who travel them, there is the roadwarden. These exceptional individuals patrol the roads and maintain peace upon them as needed. They act as guardians, guides, and peacekeepers wherever the roads and trails take them. A few rare roadwardens are semi-retired justiciars that simply cannot give up the life of protector.

Vestibulary

The Vigilant Establishment is granted absolute authority in investigating and punishing crimes committed against the Mythocratic government or the Shared Faith. Once an Archon or other clerical authority has made a declaration of guilt, one or more vestibularies will be dispatched to bring the wrongdoer(s) to justice. When not committed to investigative duty, members of the vestibulary function as the primary guardians and wardens of the religious sanctuaries within the Shared Faith.

Jails are considered a waste of valuable resources and there are few of them. Criminals are typically punished in one of a number of ways.

1. Excruciation: A licensed torturer performs one or more excruciations, as specified in the criminal's sentence.
2. Execution: As a last resort, convicted criminals are killed swiftly and mercifully. Beheading is the typical method of execution. These are not public displays and only victims of the crime, local authorities, high officials, and other convicted criminals are permitted to witness.
3. Exile: Branded, forced into the wilderness, and told not to return on pain of death. Such criminals seen within the borders of any settlement are often slain on sight.
4. Forced labor: Usually serving the community and/or the victim(s) of the crime.
5. Maiming: Eye for an eye, loss of fingers or hand (sometimes only the breaking of fingers or hand), hamstringing, and similar punishments. Once again, this varies depending upon the severity of the crime. Convicted criminals are spared maiming as much as possible in the hope of retaining their usefulness to the community.
6. Public confinement: Stocks, crow cage, crucifix, and the like, depending upon the severity of the crime.
7. Quest: The criminal must perform some assigned task and return with proof of completion.

Ministries

Much of the government of human-dominated lands falls to the various Ministries.

- Ministry of Allocation: Finances and funds for the realm. Also regulates trade and shipping. Standardizes and produces coinage.
- Ministry of Artifice: Supports the advancement of technology and the presence of human civilization. Interest in findings of lost technologies not yet duplicated in modern times.
- Ministry of Censure: Highest order of peacekeeping and law enforcement. Authorized to investigate and combat criminal activity on a level far above standard legal officials.
- Ministry of Cosmology: Investigates planar activity. Defends against Outside incursion. Catalogs and regulates planar portals. Monitors and maintains planar travel or interaction.

- Ministry of Embarkation: Regulates archaeological or adventuring expeditions. Hosts annual Charter Tourney for aspiring adventurers to compete for tentative charter. Tracks discoveries and recoveries, also the taxes or dangers involved. Maintains roads and maps.
- Ministry of Munitions: Controls and regulates the use and creation of firearms, cannon and explosives of all types.
- Ministry of Ordinance: Lawmaking branch of the Havenish government.
- Ministry of Peerage: Heraldry and genealogy. Grants authority, offices, and titles. Catalogs seals, crests, symbols, and coats of arms. Keeps the Registry of Houses and Courts. Formerly the Ministry of Investiture.
- Ministry of Preservation: Maintains the security and lifestyle of civilized society. In charge of the military and many local peacekeeping forces.
- Ministry of Records: Collects and preserves, or restores, documents and records — past and present. Since the Ministry of Sanction is not actually an archival branch, it is the Ministry of Records that picks up the slack in that area.
- Ministry of Sanction: Ostensibly, the ministry that takes an interest in contracts and agreements.

Officers

- Actuator: In charge of organizing and assigning missions or activities.
- Annunciator: A teal-armored guard of Ministry offices and officers. Also, receive and announce visitors.
- Auditor: Investigator and accountant at a high level.
- Implementor: Field agent and public face of the Ministry. When people speak of a Minister, this is usually what they mean.
- Mandator: Among the highest administrative officials in any Ministry. Often belong to the Ministry of Censure, regardless of stated affiliation.

Setting Color and Flavor

Regional Color and Traditions

Some small points and details a native of Dhavon should probably know.

- Acts of extreme violence in some wilder areas may cause plant life to grow spontaneously and overwhelmingly in retaliation.
- Bridges are often elaborate works of art and defacing one is a great crime. Treated with much the same reverence as roadways. Many bridges are restored ruins from ages past.
- Children conceived or born on a holy day are said to be closer to the gods, especially deities of plenty or life. Some have even become priests, or saints. Garments or items (such as colorful bracelets or necklaces) woven from one's own swaddling clothes or baby blanket are said to bring luck or longevity when worn as an adult.
- Colors have significance in the campaign setting, especially among humankind.

Black: Represents logic and practicality. Color of scholars, monks, businessmen, or educators. The color of someone whose words are worth considering. Ink spatters do not show on black, which is a dramatic hue without being bold. Austere and classical.

Blue: For those pursuing an education or trade. Lighter shades are the province of crafting apprentices and journeymen, while darker hues can be found in the garb of students and scholar's assistants.

Brown: The darker browns are worn by those who work the land, such as farmers and other agrarian workers. Many laborers and craftspeople adopt the lighter browns for their garments and symbols.

Green: Color of healing, ministration, and medicine. Doctors and healers have almost always worn green.

Orange: A frivolous color common to children, entertainers, and free spirits. A welcoming hue for smiles or laughter.

Purple: A color full of importance, as most people cannot be bothered with the expense or the effort to achieve and maintain. May indicate rank, wealth, or age. Elders favor purple, as do civil leaders.

Red: Color of war and of strength, red may be incorporated into martial dress and symbolism. Bright red indicates a bold presence and intentional lack of concealment or underhandedness. The rusty red-brown of dried blood is the color of death and of decay. Old blood and rust symbolize the demise of all things.

White: Symbol of nobility, but not always of rule. Symbolic of purity and light, ranking Areshani clergy favor white vestments. Those who perform no manual labor may wear white to boast this status. A fae color in nature, white has other meanings in human society.

Yellow (Gold): A noble color, much the same as white, but may be viewed as ostentatious, and rarely worn in large quantity. Bold yellow goes in and out of fashion with wild irregularity.

- Eating within sight of the dead invites the corpse to rise later to seek nourishment itself. Legendary source of ghouls and “hungry dead.”
- Gardens are treated almost as holy ground and most homes will have one, no matter how small. May also serve as private graveyards, or the location of a shrine. A point of pride and of social standing.
- Gates and doorways may have sayings or slogans displayed above.
- Longer hair is common to scholars or wizards. Sometimes an indication of intellect, or a life free from battle and labor. Short hair is appropriate for action and youth. Many traditional priests and monks shave their heads. Some monks tattoo their scalps. Yalkhoi shave their heads, except for a long queue. Other mounted warriors often emulate the style, sometimes braiding the queue with one knot for each significant victory.
- Some towns boast a garrison supported by visitors during times of emergency. Anyone bearing a weapon in town limits is accepting garrison law, requiring such individuals to report in the event of a general alarm, armed for battle. They will be remanded to the command of a local officer for the duration of the emergency.
- Wells are vital resources and are considered inviolate. The traditional punishment for intentionally defiling a well is death by drowning.

Places to Be

Where adventurers and NPCs alike come to congregate and do business.

Pub: Basically a bar that will also offer snacks and appetizers, but no full meals or rooms. These are the places to find arm wrestling and mumblety-peg. Bare-knuckle boxing matches sometimes spring up when two patrons have a serious disagreement, for the amusement and gambling enjoyment of others.

Sometimes one rowdy individual will be forced to fight the bouncer. Patrons may find diversions such as darts, dice, cards, checkers/draughts, chess, and/or billiards. There may be a musician performing, but not usually. Perhaps a two-bit conjurer or juggler doing tricks for food and drink. Pubs can be reputable and clean or they can be seedy dives. Examples include:

- Brass Ring, The: Just a pub with many regulars and a friendly atmosphere. Lots of talk and local knowledge. Walls and ceiling hung with trophies from past adventurers, donated by generations of heroic patrons. One of these trophies could be the catalyst for future adventure.
- Grey Rose, The: Popular watering hole of spellcasters and scholars. The game of mage marbles may have started within these walls. Small spells scurry and drift about the establishment.
- Madame Inviolatia's Teahouse: Known for exquisite teas and cakes, fine conversation, charming music, and an eclectic magical inventory available to discerning clientele. Not a pub, but such establishments offer a relaxed, civilized atmosphere for those of a sober disposition.

Tavern: The staple of adventuring accommodations. Usually the closest to an inn for the smaller towns. Taverns offer everything found in a pub, and maybe a few rooms and small stable. Most rent pallets and floor space in the "common room" at night. Possible entertainment such as a local musician/singer, minor plays or satires, small troupe of acrobats, or a talented conjuror/illusionist. Some are also small wineries or breweries, offering their own labels. A few will have a seamstress/laundress. Examples:

- Barrelstave Tavern: Fairly typical tavern with quality food and drink. Nothing fancy, but clean and fair. Brews fine ales and beers.
- Grinning Gargoyle, The: Gothic tavern boasting a few rooms. A welcoming environment for all races, no matter how monstrous. Known to offer a wide range of food and beverages for any palate.
- Silver Grape, The: Tavern and winery. Offers its own fine vintages, along with many others. Known to gather information regarding adventuring groups and sites. Frequent hangout of professional adventurers.
- Standing Bear, The: Named for the enormous stuffed bear standing in the common room. A rough-and-tumble establishment, famed for brawls and contests of strength.
- Wormwood Tavern: Infamous dive known as a place for privacy, discretion, and a variety of exotic poisons or antidotes. Many patrons are curious visitors looking to validate the whispered tales.

Inn: Often the best facilities available to a traveler or visitor. All the amenities of the tavern, but well equipped for guests wishing a comfortable stay. No "common room" for sleeping. Rooms may range from shared sleeping quarters

to full suites. Doors have a lock and key. Finer inns might offer full meals, laundry service, seamstress/tailor for repairs/alterations, stables for mounts and other animals, or a small smithy. Many larger inns are licensed for money changing and private security. Entertainment can include almost any game or performance by fellow travelers, or hired professionals. A few examples:

- Breezewater, The: A beautiful, three-story establishment on the shore of Breezewater Lake. Once the manor house of a local gentleman farmer, redesigned and expanded over the years as the inn's success grows. The lake provides water and fishing for the surrounding area, but a dangerous creature dwells within. Over the years, only the management of the inn seems to have influence over the monster, a relationship giving the Breezewater full stewardship of the lake. Guests of the inn may enjoy boating, fishing, swimming, and all the other amenities that beautiful Breezewater Lake has to offer.
- Green Apple Inn: One of three similar establishments, the other two being the Golden Apple Inn and the Red Apple Inn. The Green Apple Inn was the first and still said to be the finest. All three inns are inexpensive and cozy. The rooms are not large, but they are comfortable and secure. The cuisine of these inns is said to be quite exceptional.
- Leaffall Inn: Nestled among a group of tall trees, connecting the trunks and branches with an enormous treehouse. Built in cooperation with local fae, this is a popular rest stop for rangers, druids, and other wanderers in the wild.
- Stone Song Inn: Owned and managed by a pale dwarven matron named Iskelda, the Stone Song is a large, solid establishment catering to many races, and a favorite of adventurers. A former adventurer herself, Iskelda is ready with valuable advice or small bits of useful magic. Iskelda performs one song per night in the common room, just before closing. Guests and visitors crowd in to hear her sing, accompanied on the hammered dulcimer. At least one or two of her adventurer sons can be found helping or guesting at the inn.
- Thornflower Inn: An establishment with considerable style and class. Known for extensive ornamental gardens that decorate the surrounding grounds. Somewhat expensive, but never wants for business. The inn also has attached medical facilities and grows an extensive range of medicinal herbs and other useful plants.

Local Dialect

As mentioned above, the regions of Dhavon have their own mannerisms and expressions. By way of example, here is a partial glossary.

Ash: Cruelty. Meanness. “That rascal is just full of ash.”

Behap(s): For luck. “Going to take your special green hat, behaps?”

Bite the Wax: Be impulsive. Not peeling wax from a cheese before eating.

Bogberry: Setting-specific name for cranberry.

Bramble (verb): To enter an otherwise ordinary situation and make it worse. “Brambled it up good.”

Brambleberry: A blackberry or raspberry.

Bumble(r): Toddler. A small child still learning to walk.

Buzzer: Extremely active, and usually talkative, child.

By Crow: Acquired or otherwise gained by mysterious or clandestine means.

Carver (noun): Refers to either a sword or a sword fighter.

Chongoku Steel: Metaphor for something that doesn’t exist, or is forbidden.

Couldn’t be trusted to cast a shadow in daylight: Expression of distrust.

Dazzle: Human term for fae glamer.

Dry Shoe in Parateva, A: Unlikely. “As much chance as a dry shoe in Parateva.”

Gasping: Overextending. Sometimes, speaking beyond one’s knowledge. “Gasping for brains.”

Gathering Nuts In Winter: Something that is a lot of work for little or no benefit. “Talking to her is like gathering nuts in winter.”

Hag’s Breath: Freezing wind, particularly at night.

Hag’s Teeth: Icicles. Sometimes known vulgarly as, “Hag’s teats.”

Last Pickle, The: Euphemism for, “Bottom of the barrel.”

Left the Road: Knowingly done a wrong or foolish thing.

Moon-Blessed: Crazy. Sometimes, dangerously crazy.

Pokeish (adj): Confrontational. Prone to cause mischief through excessive curiosity. From the phrase, *Poke a beehive to see what’s buzzing*.

Sap: Derogatory term for fae blood. Also an inference to cowardice or inhumanity. “Sap for blood.”

Skelly: Down to the bone. To the point.

Tap (verb): To pry with a question, or commit to a risky action. From the phrase, *Don’t tap the keg unless you’re ready to drink*. “I checked the door for traps, you ready to tap it?”

Thread: Luck. “All we need now is a straight bit of thread.”

Trollforged: Not pretty, but strong or sturdy. “That Ambrus boy is big enough to be trollforged.”

INSPIRATIONAL AND EDUCATIONAL READING THAT SHAPED THE AVREMIER CAMPAIGN SETTING:

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Barrie, J. M. PETER PAN.

Bauer, Steven. SATYRDAY.

Burne, Charlotte Sophia. THE HANDBOOK
OF FOLKLORE.

Cook, Glen. "The Black Company" Series;
"Dread Empire" Series; et al.

Cooper, Louise. "The Time Master" Trilogy.

Dexter, Susan. "The Winter King's War" series.

de Lint, Charles. THE HARP OF THE GREY
ROSE; THE RIDDLE OF THE WREN;
YARROW; et al.

Farmer, Philip José. "The Dungeon" series.

Gantz, Jeffrey. THE MABINOGION (trans.).

Garner, Alan. ELIDOR; THE WEIRDSTONE
OF BRISINGAMEN; et al.

Gentle, Mary. RATS AND GARGOYLES; THE
ARCHITECTURE OF DESIRE.

Hamilton, Edith. MYTHOLOGY.

Herbert, Frank. "Dune" Series.

Holdstock, Robert. "Mythago Wood" series; et
al.

Hyde, Lewis. TRICKSTER MAKES THIS
WORLD.

Kay, Guy Gavriel. "The Fionavar Tapestry"
Series.

Keyes, J. Gregory. "The Age of Unreason"
Series.

LeGuin, Ursula. "Earthsea" series; et al.

Leiber, Fritz. "Fafhrd and the Gray Mouser"
Series; et al.

Lovecraft, H. P. esp. the "Dream Cycle" Stories.

McKillip, Patricia A. "The Riddle-Master of
Hed" Trilogy; THE FORGOTTEN BEASTS
OF ELD; et al.

Mills, Matt (writer) & Bisley, Simon (illustrator).
SLAINE: THE HORNED GOD.

Moorcock, Michael. "Corum" Series; "Elric" Series; "Hawkmoon" Series; GLORIANA; et al.

Offutt, Andrew J. "War of the Gods on Earth" Trilogy.

Pini, Richard and Wendy. ELFQUEST; et al.

Saberhagen, Fred. "The Books of Swords" Series; et al.

Tepper, Sheri S. "True Game" Series; et al.

Tolkien, J. R. R. THE HOBBIT.; "The Lord of the Rings" Trilogy, THE SILMARILLION; et al.

Van Lustbader, Eric. "The Sunset Warrior" Trilogy.

Wagner, Karl Edward. BLOODSTONE, DARK CRUSADE, DEATH ANGEL'S SHADOW; et al.

Wolfe, Gene. "The Book of the New Sun" Series.

Zelazny, Roger. A NIGHT IN THE LONESOME OCTOBER; LORD DEMON; LORD OF LIGHT; "Amber" series; et al.

Avremier started as a traditional High Fantasy setting, but veered from that path early on. Science fiction affected the world in small and subtle ways, but always in the background. There were few hints at the underlying nature of things — like when reading the Shannara novels of Terry Brooks for the first time, not getting references to machines and technology until years later. Still, instances of "alien super-science" sometimes peeked through the curtain, only to go unnoticed. That was fun for me.

Early influences honored non-European myth, legend, civilization, and fantasy. Color and detail from Pharaonic Egypt, Arabian Nights, and the Feudal Orient — but not entirely. Not exotic for the sake of being exotic. Every bit was woven into the tapestry of the world I had intended. Still, my goal always seemed to be, "Not another fantasy Eurasia." Many published settings or supplements existed to cover that much better than I ever could.

You don't have to read or know any of these books to appreciate the Avremier setting. This list isn't truly a source of direct reference or inspiration. Pieces of the final puzzle, perhaps — but not the game itself.

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To the east of Brising — an extent of the County of Douraine.

THE NINE COUNTIES OF DHAVON

This is the first Avremier supplement; part of a “core set” of 0e rules and details for the setting. A volume that spotlights the first human homeland.

In an effort to foster Player and Referee familiarity with the campaign setting, the Dhavon supplement includes as much region-specific color, flavor, data, and adventure as will fit within these eighty pages.

Supplement I offers:

The Wildwalker. A setting-specific Ranger variant.

The Guttersnipe. A setting-specific Thief sub-class.

Region-specific notes for the core player character races.

Added details for playing a Cleric, Druid, or Armiger in Avremier.

NPC adventuring groups — in brief.

New equipment and alchemical items.

Over 50 new and variant monsters.

About 50 new magical weapons and items.

Stats and details of the Nine Counties of Dhavon.

Information on government and military organizations.

A developmental list of Inspirational Reading.

Even in your own back yard, you never know where adventure may strike.

