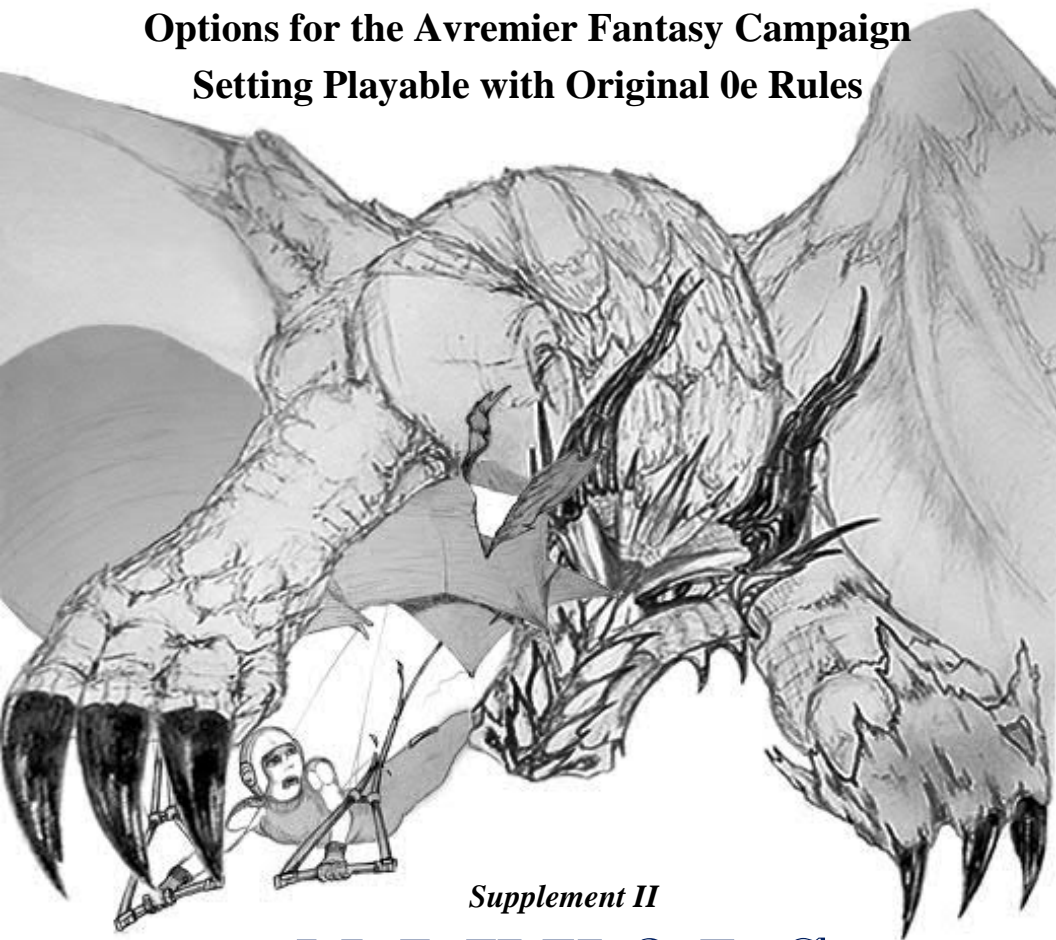


ORIGINAL FANTASY RPG

ADDITIONAL

**Options for the Avremier Fantasy Campaign
Setting Playable with Original 0e Rules**



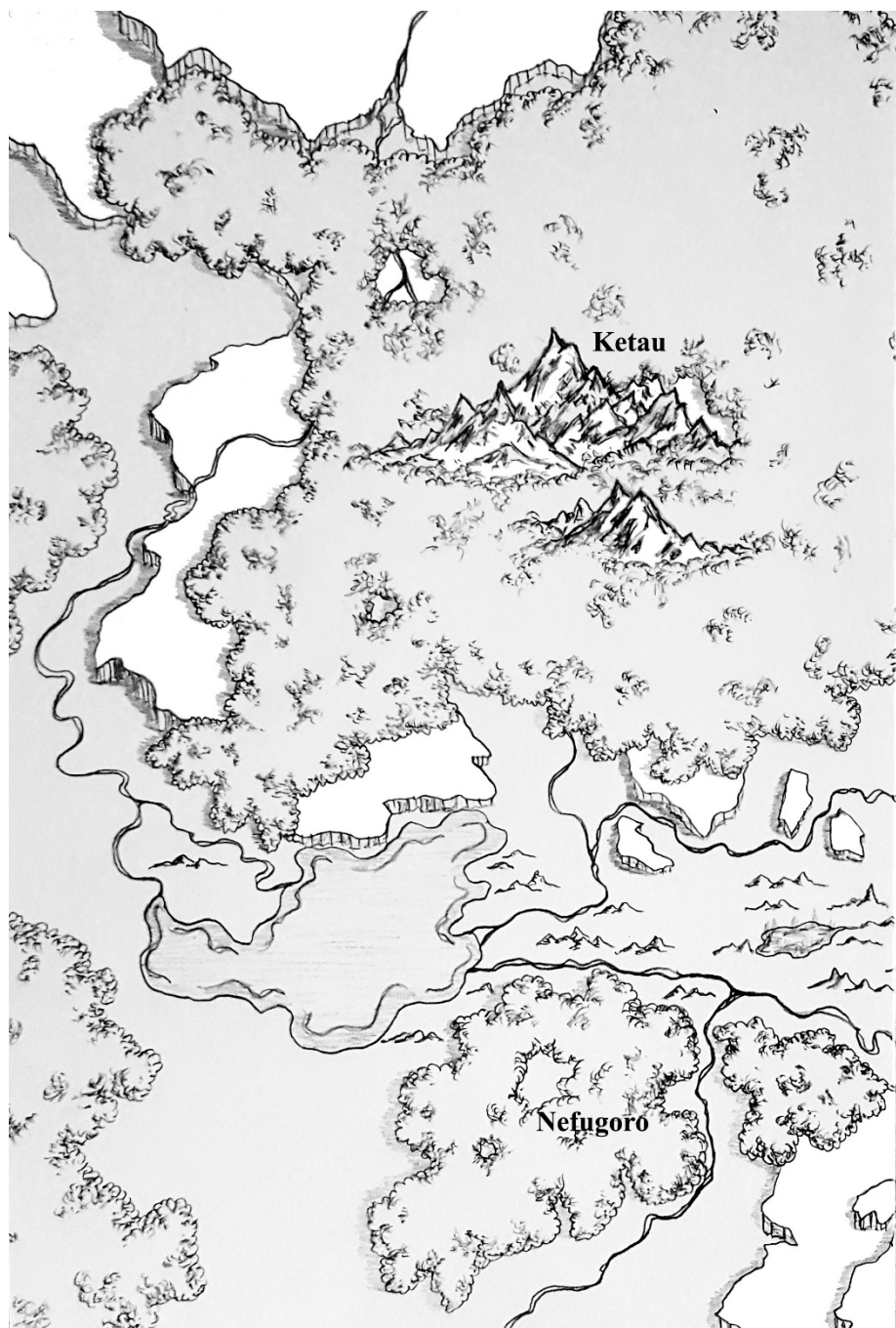
Supplement II

MAUVOLG

DAVID A. HILL



**PUBLISHED BY
MOTHSHADE CONCEPTS**



Western portion of Mauvolg's Great Forest Basin.

ORIGINAL FANTASY RPG

Avremier Supplement II

MAUVOLG

BY
DAVID A. HILL

With deepest gratitude to Gary Gygax and Dave Arneson.

In honor of those willing to push the edges of the map with me during those awkward and painful early years of development. For trusting me to take you to new lands, and sharing in the dubious wonders of the untested adventures therein.

COVER AND ILLUSTRATIONS BY DAVID A. HILL

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DIGITAL EDITION

AVREMIER AND *MAUVOLG* ARE TRADEMARKS OF
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Foreword

Presenting...more Avremier.

An Avremier that was never really meant to be. Certainly, never to be set down and shared with those outside of my own gaming groups. In this volume, we give you the realm of Mauvolg. Though it wasn't always named such. This place has probably undergone more changes and revisions than any other in the setting. Mauvolg was a proving ground, of sorts. A place in my early games where I tried out the more outlandish and bizarre ideas that popped into my head from books, films, television, music, art, or anything else that caught my fancy.

In fact, Mauvolg started out (under another name) as the archetypal Evil Empire. That was back before I decided that Law and Chaos were going to dominate the cultural landscape of the setting. Not that monolithic Evil doesn't rise up now and then to cause trouble, but Mauvolg isn't really the place for it in today's Avremier. You can go to the neighboring Mara Imperium for that.

As Mauvolg evolved through the years, the fate of that land was often in doubt. In fact, for a while, you couldn't find it on a map. But, as with many other creations, this one finally seemed to settle into a comfortable place and even started to thrive. Still, many of the quirky details that came and went during the years of development remain as personal Easter eggs for my own amusement. Little things a player probably won't think twice about, or even really notice. Minor oddities that fade into the background, but affect the world in subtle and unexpected ways.

Mauvolg really is a land of mystery in the Avremier setting. Not mystery for the sake of mystery, but a complex mosaic that no one person could possibly take in at once. Mostly because a number of pieces are missing, and a few others simply never existed. Sometimes it is okay to leave stuff out.

David A. Hill

Mothshade Concepts Editor

06 June 2016

SCOPE:

This compilation is not meant to stand alone and is the second volume of the Avremier setting supplements. The *Avremier (Supplement 0)* 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 focused largely upon the Dhavon region, and the next volume expanded upon that framework to provide wider coverage and a more detailed look.

Mauvolg is a different sort of place entirely. A land decidedly less "Western" than what has come before, but not blatantly embracing another specific culture. Mauvolg, in many ways, is defined by the lands which it borders. Having fallen almost a mile into the ground, it is an isolated realm cast always, at least partly, in shadow. But, in Mauvolg, not all shadows are cast from physical objects.

SETTING:

Mauvolg is the second human realm of Avremier, settled in no small part by supporters and followers of the spiritual leader known as Roji of the Winding Path. Once his people seemed secure, Roji departed for ways and vistas known only to himself. Before he left, Roji negotiated a supplemental accord to the Winterbind Compact — apart from the bindings of the Mythocracy. Mauvolg is now a human state under the Compact, but independent in the eyes of the Manifestations.

Adventuring is less of an industry in Mauvolg. Not to say there is no adventure in the offing, but that fewer government resources are devoted to the pursuit of the dungeoneering arts. Being less settled than Dhavon, Mauvolg is a place where adventure is even more likely to come to you. Beyond the quaint villages and the tiny provinces, myths walk and the land sometimes takes an interest in those who walk it. For those willing to take risks and travel abroad, there are opportunities as envoys to the genie courts of Ophriquir, or spies to the Mara Imperium. Trade delegations to Undomni could take you to the central mountains of eternal winter, or the volcanic eastern isles. Mauvolg also serves as a jumping-off point to a broader canvas of adventuring potential.

PREPARATIONS FOR THE CAMPAIGN:

The Book of Settlement tells of the long and wondrous journey that led our ancestors to these shores many generations ago. In those pages the writer speaks of a voyage across a placid sea, where the night seemed never to end, and the far shore remained elusive. Strange stars passed overhead and were reflected in the water beneath the vessels. Finally, as the sun rose on the horizon far behind them, the vessels carrying the first <redacted> to step upon these shores put to land at last.

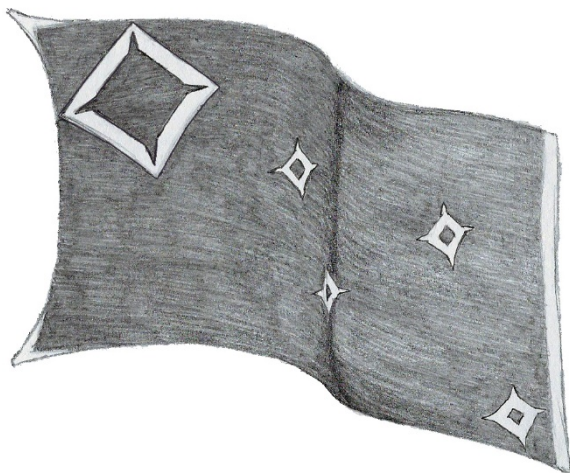
Roji of the Winding Path. A name from the founding of Mauvolg. The little, white-haired man with the broad grin and oversized sandals who led so many out of the crucible of war and sorrow. Roji implied there were other ways beyond those of Mythocratic edict and Armigerial dictum. As many ways as there were raindrops in a deluge.

Mauvolg is about seeking those ways. Exploring options. Testing boundaries. Chasing dreams. He said that gods were not greater than us — just grander. Roji liked to talk, and to walk while he talked. Eventually, he walked away. No one really knows where. Today, he is known as the Founder of Mauvolg — his beatific features found on coins, sculptures, and jewelry. Some call him Saint Roji.

Daisovan of the Shining Way. Brother to Saint Roji. Self-made divinity and self-proclaimed Savior of Humanity. Once and future god-king. This glorious figure from the misty pre-dawn of history is also nowhere to be found in Avremier today. Still, there are some within Mauvolg who guard against his promised return.

Mauvolg is an alternative to the harsh and unforgiving light. Literally and figuratively a realm of shadows and contrasts.

*Flag of Mauvolg.
Silver-on-blue.*



Men & Magic

CHARACTERS: (Additions and Changes)

There are two setting-specific character sub-class variants:

Druid — Horned and Waiting, male and female human devotees of the Manifestations of Nature.

Monk — Kanjin, the teachings of the human monastic orders originate with the philosophies of the oni (kamujin) and the yaksha.

Both of these subclasses are examples of humans that explore philosophies and disciplines outside of the established orders within Dhavon. The region of Mauvolg tends to be more welcoming of those who seek enlightenment beyond the bounds of Dhavonish teachings.

From "Musings Upon the Winding Path" - the Book of Roji. Observations of the Teloen Core - the center of all things:

Like a campfire in the wilderness on a cold, bleak night. The fire rises from the wood, light and heat, drawing some closer while keeping others away. Ash and char settle at the bottom – spent and unwanted. Smoke rises to drift with the wind. The fire burns as long as there is fuel. Some ask, “From whence does the fuel come?”

DRUIDS (HORNED AND WAITING): Some humans turn from worship of traditional deities and the tenets of established religions. Outsiders at best, and traitors to some, druids alter their physical and mental states in a deep, abiding harmony with the natural and elemental forces of their homeland.

Male druids are known as *Horned Druids*, after the male Manifestation of Nature called the Horned Lord. Female druids are named *Waiting Druids*, after the female Manifestation of Nature called the Waiting Woman. Both are very distinct branches of druidic teaching, with traits and abilities both shared and exclusive. Druidic powers often vary, depending upon the season. According to druidic teaching, the seasons pass in this manner:

The Horned Lord manifests as a specific horned or antlered beast each season and calls or leads the Waiting Woman through the natural seasonal cycle each year. Neither can move the seasons without the other.

Waking: The Horned Lord as a silver-horned unicorn awakens the young girl aspect of Nature from her sleep in an icy winter cave with his warm breath. The girl grows quickly into the wild and willful aspect of Warming, but the opening of the season may be unpredictable until she matures.

Warming: Young woman running through the countryside, swift and temperamental. The Horned Lord as a great, crimson boar with tusks of bronze appears out of Warming's last sunset and drives her to a chosen tree. The maiden of Warming merges like a dryad into the tree near the end of the season, awaiting the Horned Lord to call her forth again. Sometimes she is reluctant to end her frolics and the land experiences an "indian summer."

Gilding: The Horned Lord as a great stag splits the tree trunk with antlers or hooves of copper to release the aspect of Gilding as a wise, gentle woman of middle years. The Brown Mother seeks to undo some of the damage of her younger aspect and prepare for the harsh bleakness of Gloaming. This healing begins with the tree from which she has emerged, dampening the sometimes-dry landscape and clearing some of the clutter from fierce thundershowers.

Gloaming: The Horned Lord as a black ram with horns of dark iron emerges from the last moonrise of Gilding to guide the Brown Mother to a hidden pool where she removes her worn garments to wash. She dresses in still-dripping clothing to wander the land as a stooped hag, known as the Gray Granny. She later tires of terrorizing travelers, finding a deep cave to sleep out the rest of the season, regressing to childhood as she slumbers. The Horned Lord comes to awaken her into Warming.



When the Waiting Woman manifests in a horned form, the natural cycle is under threat.

Horned and Waiting Druids advance as a standard druid, with equal hit dice and spell levels. Holy symbols, languages, and weapons/armor are as detailed on page 12 of the **DHAVON** supplement. Abilities listed by level:

Lvl	Horned Druid Ability
1+	Spellcasting: cast from all available druid spells, modified by season.
1	Druidic language.
1	+2 to saves vs. fire- and earth-based effects, including petrification.
2	Identify plants, animals, and pure water.
2	Pass through “overgrowth,” without leaving a trace.
5+	Bonus language at each level, starting at 5th. Karga gained at 5 th .
6	Shape Change into “sacred animal” form 3x/day, or others 1x/day.
6	Immune to glamor of wood, earth, and fire fae. +2 to saves vs. others.
Lvl	Waiting Druid Ability
1+	Spellcasting: cast from all available druid spells, modified by season.
1	Druidic language.
1	+2 to saves vs. air-, water-, and electricity-based effects.
2	Identify plants, animals, and pure water.
2	Pass through “overgrowth,” without trace or sound.
5+	Bonus language at each level, starting at 5th. Misha gained at 5 th .
6	Shape Change into “sacred animal” form 3x/day, or others 1x/day.
6	Immune to glamor of wood, air, and water fae. +2 to saves vs. others.

Spellcasting: Both druidic sects employ one holy symbol in spellcasting. Mistletoe and holly are vital in druidic practices. Depending upon the season, a druid may gain added spells and cast at a higher level of ability. For this observance, druid spells are divided loosely into eight types.

Spell Type	Sacred Season	Encompassing
Animal	Waking/Gilding	Includes animals and insects
Cure	All	All “cure” spells, and neutralize poison
Earth	Gilding	Includes earth, rock, and mud – not metal
Fire	Warming	Includes fire and heat, not faerie fire
Plant/Wood	Waking	Includes plants, wood, and trees
Water	Gloaming	All “water” spells
Weather	All	And lightning, fog/mist, temperature, winds
Other	None	Everything else

The Horned Druid finds his spellcasting in ascendance during Warming and Gilding, while Gloaming and Waking are most sacred to the Waiting Druid.

During their respective seasons, each type of druid casts “sacred spells” (listed above) as one level higher. Also, the druid may gain bonus spells, depending upon wisdom score.

Wisdom	Bonus spells during sacred season
15	1 1 st level
16	1 1 st level, 1 2 nd level
17	2 1 st level, 2 2 nd level
18	3 1 st level, 2 2 nd level, 1 3 rd level

Druidic Language: Known alternately as Druidic, or Manifest, this is a secret, ritual form of speech not shared outside of druidic circles.

+2 to Saves: Horned and Waiting Druids receive this bonus vs. different elemental effects.

Identify Plants, Animals, and Pure Water: As the standard druid.

Pass Through “Overgrowth”: Druids negotiate such terrain without being impeded, and without trace. The Waiting Druid also passes in silence.

Bonus Languages: As an Initiate of the 4th Circle (5th level), the druid starts to acquire facility with the languages of nature and the woodlands (determined by the Referee). The Horned Druid gains Karga, to start — unless he speaks it already. The Waiting Druid gains Misha, to start — unless she speaks it already. Additional languages are as chosen.

Shape Change: Druids of the 5th Circle may assume animal form, with limitations of type and size as the original druid sub-class. For the Horned Druid, horned and/or hooved animals like the stag, boar, bull, and ram are most sacred. He may assume their shape as desired (up to 3x/day). Predatory animals such as the wolf, bear (and owlbear), leopard, and fox are sacred to the Waiting Druid. She may take their forms as desired (up to 3x/day). 10% to 60% of sustained damage is healed with each transformation.

As an Initiate of the 9th Circle, either druid may choose a more fantastic creature as one of their daily shape change forms, within their individual spheres. Fantastic shapes for the Horned Druid include the unicorn, hippogriff, centaur, minotaur, and khalkotaur. For the Waiting Druid, fantastic shapes include the gryphon, gynosphinx, manticore, winter wolf, and hellhound. While such beasts as the hippogriff and gryphon are

considered non-magical in the Avremier setting, for the purposes of shape changing, their cross-species features make them more of a challenge.

Immune to Glamer: In the Avremier setting, the fae are known for their deceptive and chimerical traits, known collectively as *glamer* (detailed more in the **Monsters & Treasure** section of this supplement). In brief, glamer includes illusion, charm, and disguise abilities common to the fae as a whole. The druid is not deceived or influenced by the glamer of the listed fae types.

MONKS (KANJIN): Traditionally, characters in the Avremier setting never gain or employ psionics. According to the original sourcebooks, monks cannot be psionic in any case. Prepare to break both of these rules.

Monastic orders of Mauvolg follow and build upon the teachings of “lesser jinn,” such as the oni and the yaksha. Through mastery of these teachings, the human monk taps into specific disciplines of what the games call *psionic potential*. At the time of this writing, only monks may gain psionic abilities among the player character races.

Only humans and yalkhoi may become monks. While the Referee may choose to allow the standard monk sub-class for PCs or NPCs, what follows are the specifics and abilities for the *Kanjin Monk* in the Avremier setting.

Due to the quasi-psionic nature of progression and enlightenment for a Kanjin Monk, the character must have a wisdom score of at least 15. Exceptional strength and dexterity are also beneficial, as with the standard monk sub-class. While the monk is listed as a sub-class of cleric, their “religion” is more of a philosophy, and their “divine magic” is a discipline almost entirely psionic in origin.

It is important to note that the word, “psionic” has never been used in the traditional Avremier setting. Instead, the term, “akashic” is employed. The listed terms for psionic modes or abilities are also avoided when describing akashic disciplines. Only those disciplines available to the Kanjin Monk will be found in this supplement.

The special abilities of the Kanjin Monk, as given in the Avremier setting, and as they differ from the standard monk sub-class, are detailed below.

Akashic Discipline: Small sects of humans and yalkhoi have embraced the teachings of ogre magi (oni) that walk an enlightened path. The practices inherent in those teachings serve to awaken specific akashic disciplines in the monk, which are practiced and honed to serve in traditional ways. Mastery

level is determined by the Kanjin Monk level where the discipline or ability is gained, to the Kanjin Monk's current level. Thus, a 9th level monk practices akashic sustenance (gained at 3rd level) at a 7th level of mastery.

Followers and Hirelings: Though the standard monk may gain followers starting at 6th level, the Kanjin Monk never does. Hirelings may be retained for a single job, or for brief periods.

Saving Throws: Made as for clerics, with the following exceptions. May dodge missile attacks with a successful save vs. Death Ray or Poison. Magical missiles may be dodged with a successful save vs. staves and spells. Any other attack allowing a save has no effect if the save is successful. At 8th level, even a failed save results in half damage.

Magic Use: May use magical weapons, rings, or miscellaneous magic allowed to thieves. Potions are not used. Protection scrolls are permitted.

Movement and Attacks: The Kanjin Monk has the same increased move rates as the standard monk, as well as number of attacks per melee round.

Unarmed Combat: The rigorous and rigid disciplines of akashic martial arts preclude the use of armor. Base armor class by level is exactly as that given for a standard monk in the original rules. When attacking with open hands, the monk gains the standard chances (25% above to-hit roll needed) to stun (for 3-12 turns) or kill an opponent (25%), as well as bonuses to hit and damage as if using weapons — according to the table below. Based upon the Body Weaponry ability.

Monk Lvl	Damage	As Weapon*
1 st	1-4	Dagger
2 nd	2-5	Hand Axe
3 rd	1-6	Mace
4 th	1-8	Battle Axe
5 th	1-10	Sword
6 th	1-12	Sword +1
7 th	2-16	Sword +2
8 th	3-18	Sword +3
9 th	2-20	Sword +4
10 th	2-24	Sword +5

*Use most favorable weapon equivalent vs. the armor type involved, with damage as indicated under the middle column. Speed factor (if used) is one below that of a dagger. Weapon equivalents with “plusses” apply bonuses to both hit and damage. Also treated as the equivalent magical weapon against those that cannot be hit with mundane attacks. +5 is the highest bonus possible. For damage beyond 10th level, refer to the standard monk table.

Armed Combat: The Kanjin Monk may use any weapon, adding a damage bonus of ½ hit point per level, up to a maximum of 8 points.

Surprise: As with the standard monk, the Kanjin Monk is surprised on a 1 in 6 at 3rd level, a 1 in 8 at 5th level, and a 1 in 10 at 7th level.

Thief-Like Abilities: A Kanjin Monk does not gain skill with Opening Locks or Removing Traps. The monk does gain Listening and Climbing as a thief of equal level, and Moving Silently and Hiding in Shadows as a halfling thief of equal level (+10% each).

Ghost Step: Eliminate falling damage if able to use a wall or similar surface to slow or break the fall. A 5th level monk may fall safely up to 20’ if 2’ from a wall. An 8th level monk may fall safely up to 40’ if 4’ from a wall. An 11th level monk may safely fall any distance if 6’ from a wall. Also at 11th level, the monk may walk (not run) upon surfaces such as water or quicksand for up to one hour/day. Based upon the Body Equilibrium ability.

Other Disciplines:

Speak With Nature: Starting at 2nd level, the Kanjin Monk may mentally communicate with animals. Starting with mammals, each added mastery level includes a new animal type, in order: birds, reptiles/amphibians, fish/ aquatics, insects, and “monstrous” animals. At 8th level, communication with plants is possible. Based upon the Animal Telepathy ability.

Akashic Sustenance: At 3rd level, the Kanjin Monk may suppress or supplement basic bodily needs (food, water, sleep) through akashic discipline, for two days/level of mastery. May only be used again after an equal time spent to rest and recover. Based upon the Mind Over Body ability.

Deep Sleep: At 5th level, the Kanjin Monk is able to enter a death-like trance, reducing body temperature and seeming to stop the heart. Duration is up to

one day/level of mastery, during which the monk cannot be awakened. For each full week spent in this state, one day must be spent in normal activity before another attempt is made. Based upon the Suspend Animation ability.

Mental Rampart: Starting at 6th level, a Kanjin Monk's mind is hardened against certain forms of intrusion or manipulation. At the first level of mastery, ESP has a 10% chance of success, reduced by 1% at each additional level. At the third level of mastery, suggestion and hypnosis have no effect. Based upon the Mind Bar ability.

Heal Self: Starting at 7th level, the Kanjin Monk may heal 2-7 damage to himself once/day. At each added level of mastery, another 2 points of healing are gained. At 14th level, the monk can expend his daily use of this ability to cure himself of a minor disease. Based upon the Cell Adjustment ability.

Acclimatize: Starting at 9th level, the Kanjin Monk may adapt his physical body to extreme or hostile environments (such as fire, underwater, hazardous gasses, acid, etc.) and endure the equivalent of one die of damage per (ten-minute) turn. For each level of mastery, the monk could increase the time by one turn. This is an added discipline based upon the Body Control ability.

Quivering Palm: The 13th level Kanjin Monk gains the feared Quivering Palm attack, usable once per week upon a living creature of hit dice not exceeding the monk's. Once the vibrations are attuned to that of another creature, and the monk's bare palm applied, the execution may be withheld for up to one day per level of the monk, beyond at which point the effort is wasted. Otherwise, the opponent is slain. Based upon the Molecular Agitation ability, but no heat is produced.

CLERICS (in and of Mauvolg): Both new sub-classes are originally intended as sub-classes of the cleric, though neither follows the traditional divine path of the clergy. Clerics of the deminities are welcome in Mauvolg and, for game purposes, their divine magic and abilities function (mostly) as usual within Mauvolg. Clerical spells affecting the landscape or weather in Mauvolg may be opposed by the resident elemental forces. In game terms, the region gets a saving throw. Druid (Manifestation) spells are unaffected.

While Volgate clerics may be representatives of the deminities, the prevailing tradition is the veneration of ancestral spirits.

The tradition of the “honored dead” involves ritual burial within a sacred urn, or “seedpod,” that promotes the growth of a living tree from the interred remains. Ideally, the new tree is inhabited by the spirit of the departed—which is the guardian of the tree as the tree is the guardian of the spirit. That spirit may roam away from the tree in limited fashion and is most puissant within sight of the tree. Spirit and tree both watch over the place and family where they are enshrined, tended and honored by the living in turn. Newer tradition cremates the body, with the ashes kept in a devotional urn carved to represent the departed in stylized form. This urn is enshrined to create a locus point for the manifestation of the ancestral spirit.

From "Musings Upon the Winding Path" - the Book of Roji. Observations of the Teloen Core - the center of all things:

The gods, the true gods, may be worthy of our devotion in life, but not always the gift of our departed soul. That may be treasured by those we leave behind — or choose instead to remain with.

NON-HUMANS: (Region Specifics)

Player character and law-abiding races are accepted as equals in Mauvolg. For this supplement, only halflings (bucca) will be detailed, building upon information introduced on pgs. 11-12 of the **AVREMIER** supplement. The singular and possessive of bucca is buccan. A youngster is a buc.

Halflings (Bücca): Once, they might have been brownies of the faerie realm, but they have willingly adapted to human civilization to become what is known to many humans as a halfling. If the bucca have a homeland, it is Mauvolg.

Physically, bucca are the same size and build as halflings — tending toward slimmer than some. Skin tones range across the spectrum, from pale to dark. Eyes and hair will be of just about any hue or shade found in a garden. From the browns of wood, earth, and stone to the wide range of flowers, fruits, and vegetables. This is where their fae heritage shines through. Butter-yellow hair and lavender eyes. Leaf-green hair and cornflower-blue eyes. Chestnut-brown hair and copper-leaf eyes. All are possible. Being of fae descent, bucca typically live for at least 300 years.

Bucca also have a lot of energy and curiosity. They love to learn, to find, to discover. They want to be first into a new place or situation. They tend to be bold, but not entirely foolhardy. The vast majority of bucca dwell

in Mauvolg, mostly in cliffside communities or the wondrous drifttowns. They prefer to be high off the ground. Some, though, have taken to the water where they can enjoy ever-changing vistas upon cozy houseboats. Still, most other races seem most fascinated by halfling drifttowns.

Drifttowns, as far as they are known, are inhabited exclusively by bucca. There are, maybe, 6-8 of these small settlements, and they drift through the air at about the height of ordinary clouds. The structure of a drifttown is made from *cloudwood* — a naturally buoyant material harvested from trees that grow upon clouds. Cloudwood trees and groves are claimed by the bucca, but individual pieces of cloudwood are found rarely on the open market, at exorbitant prices, and it is not technically illegal to own. As cloudwood trees grow in twisty and stunted shapes, large, straight pieces of the wood are rare. Because of this, the buildings of a drifttown are constructed much like giant jigsaw puzzles.

A drifttown is about one-half to three-quarters of a square mile in area and supports a population of around 350-500. The base is a mass of cloud made cohesive by the living roots of cloudwood trees. This grove surrounds and supports platforms of cloudwood, upon which are constructed buildings of cloudwood. Buildings nearest the edge are one-story, those in the mid-region are (at most) two-story, with a few three-story buildings at the center. It is important not to obscure line-of-sight. From below, a drifttown appears to be a cloud with the occasional tree root sticking out of the side or bottom. At the center of each town is a particularly large cloudwood tree.

Sovereign nations under Volgate protection, drifttowns are each governed by a Mayor that sits on a small elected town council. One member of the council is a Captain that is responsible for guiding and maintaining travel for the town itself. On duty at all times are (at least) four *helmhands* that steer the town. They do their best not to cast a shadow upon settlements on the ground, as this is considered impolite.

Some claim to have seen very, very small cloudwood properties drifting by. Said to be single mansions sitting upon modest cloud acreage, they are called driftmanors, or driftmanses. There may even be one cloudwood school of magic known as the *Driftiversity*. Tales are even less clear on this subject.

Windwatch: Of the famed halfling drifttowns that float in the sky above Mauvolg, Windwatch is perhaps the most notable. Few, non-bucca ever set foot within these airborne settlements, but Windwatch welcomes trade and guests from many races.



COMMUNITY OF

Most Honorable, Chadduk Trifle, the Mayor of Cliffside

Population: 1200 bucca

Resources: cloth, fishing, foodstuffs, wool

Area: 25 sq. mi.

In the eastern wall of Mauvolg is a community built into the sheer rock face. This settlement lies between Tumblewater and Opalmist Falls, and is inhabited by a number of bucca families. Gliders and large kites are popular in Cliffside, as are domesticated goats and llamas for livestock.

The residents have made friends of a species of giant hawk, which inhabits a nearby region of the wall. These Whitereach Hawks often serve as mounts, messengers, lookouts, guardians, and carriers. They are able to understand Volgate and Misha, even if they cannot speak it themselves.

The waterwheels of Cliffside are a marvel to behold. These elaborate constructions are often fashioned into fanciful shapes and some of the more famous designs include a serpent biting its own tail, an enormous sunflower, a wreath of ivy, and a stylized sunburst face. Great nets gather fish and other things brought by the falls from the world above. A few careless boaters have been saved from certain doom by the Cliffside nets.

Region Alignment, Mauvolg-Specific:

In gentle contrast to the lawful nature of Dhavon, the region of Mauvolg would be considered chaotic-good. Freedom and individuality are valued over conformity and regulation. Laws tend to take the form of traditions, but are still subject to enforcement — according to tradition.

LANGUAGES: (Region-Specific)

The language of Mauvolg is Volgate. It is not uncommon for the average native to also have a passing fluency with Dhavonish (Common).

One other language that is not uncommon to the region is Mikajin, the common dialect of the genie races. It is more sophisticated than either of the elemental languages and easier to speak for those of a humanoid physiology.

PROFESSIONAL ADVENTURERS:

As long as an adventurer pays taxes and dues on treasure acquired during the course of adventuring, he can usually go about his business. A known adventure can sometimes be expected to endure an occasional inconvenience. Some examples include the following:

Appropriation: For a shining good reason (which may or may not be divulged), an item in your possession must be donated to the cause — without your presence or participation. It may or may not be returned to you.

Conscription: You have considerable talents and resources that are desperately needed for a specific circumstance or time period. You have been drafted.

Hearing: You are accused of wrongdoing. Alternately, you may be called to bear witness or testimony. Present yourself to the Magistrate at the dictated time and place or face arrest.

Inspection: Is any of your treasure stolen or illegal? Are any of your magical items dangerous or forbidden? Should any of it be archived for historic purposes? Should the rightful owners be found? The Magistrate will surely know.

Summons: You have considerable talents and resources that should be put to use for the good of the realm. Please consider this request very carefully.

NON-PLAYER CHARACTERS: (Addition)

Mauvolg has no Armigerial Courts, but Heraldic Houses do exist. While the Courts have no official authority in Mauvolg, armigers are recognized as titled individuals worthy of respect. The Houses of Mauvolg have less to do with bloodline and more with land or business holdings bringing influence and prestige. One duty a Heraldic House is to maintain a standing army for defense of their province, or of Mauvolg as a whole. This supplement does not cover heraldic player characters in any official capacity, but they do exist. The ten major Heraldic Houses are Fox, Hare, Mantis, Monitor, Octopus, Raven, Salamander, Shrike, Turtle, and Wasp. There are a number of Ancestral Houses, established families and clans known more for their history than their station. Some of these Houses include Black Pine, Dragonfly Shadow, Persimmon Branch, Water Lotus, and Wraith Blossom.

EQUIPMENT AND COSTS: (Setting-Specific Additions)

These listings encompass 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>
Fan, Iron	4	Gowak	175
Nekode (pair)	1.5	Paddle Barge	300
Nunchaku	.5		
Whip	1		

<u>Armor</u>	<u>Cost</u>	<u>Item</u>	<u>Cost</u>
Argent Lace	350	Argent Lace	10*
Banded Mail	40	Cloudwood	---

*Cost for argent lace is per sq. ft.

Weapons

Iron Fan: An item for defense, signaling, and status, this articulated metal fan can be used much as a small shield, as well as a minor weapon. When folded tight, it can be thrown as a dagger.

Nekode: Spikes fitted into the palm of a glove or rigging, as a climbing tool used by some types of thief or assassin. Nekode can increase the success chance of a climbing effort. As a weapon, the nekode is barely adequate.

Nunchaku: A pair of wooden or metal rods connected by a short length of chain or cord. Used to parry or strike.

Whip: A braided strap (up to 20’ or 30’ long), usually of leather, attached to a handle. Used to lash or entangle. An ordinary whip is not as effective against an opponent with heavier armor or very thick hide, except to entangle. If used to entangle, the target must make a save vs. death ray to evade or win free. If entangled, they cannot move or act freely.

Armor

Argent Lace: The material is mentioned under **Items**, below. This entry deals with the role of argent lace as a protective garment or layer of clothing. As properly-crafted armor, argent lace weighs about one-third of chain mail.

So, a suit of the material would weigh 175 cn and cost about 350 gm. A tunic would weigh closer to 75 cn and cost about 125 gm.

Banded Mail: Leather armor reinforced with horizontal strips of metal.

<i>Armor Type</i>	<i>Armor Class</i>	<i>Encumbrance</i>
Argent Lace	6	175 cn
Banded Mail	4	600 cn

Transport

Gowak: A large, fierce flightless bird domesticated as a temperamental mount. Full stats and details in the **Monsters & Treasure** section of this volume.

Paddle Barge: Used mostly to ply the rivers of Mauvolg, this boat has a flat bottom and a clockwork mechanism to motivate paddle wheels for propulsion. Not fast, but extremely reliable.



Items

Argent Lace: Intricately crafted from silvery threads of *argentium*, to resemble lace. Used as light armor or an edged weapon of wealthy nobles, as large sleeve cuffs, or decorative fans.

Cloudwood: This rare wood provides timber for buccan drifttowns. Thick, gnarled trees rooted in small clouds, sometimes in a grove. Rarely reach twenty feet high, with twisted branches. The tree is usually broader than it is tall, with wood the color of cloud. Instead of leaves, the tree is topped either with clusters of off-white leathery puffballs, or bunches of what look like pale-gray reindeer moss. Cloudwood floats in air. Larger pieces float higher and support more weight. Most cloudwood supplies go to the buccan community, per a regional government agreement. It is not illegal for others to own cloudwood, just rare. Cloudwood has no set market value. If found for sale, be prepared to pay a small fortune.

*Maximum Thrown/Missile Weapon
Ranges in Feet*

Iron Fan

20

Damage By Weapon Type

<i>Weapon</i>	<i>vs. Man-Sized</i>	<i>vs. Larger</i>
Cuff, Argent Lace	1-2	1
Iron Fan	1-3	1-2
Nekode	1-3	1-2
Nunchaku	1-6	1-6
Whip	1-2	1

VOLGATE COINAGE

Money in Mauvolg is similar in size to that of Dhavon, but often thicker — with holes in the center. The least coin, made from a cupronickel alloy (white copper), is the Link. The standard silver coin is the Scale. The standard gold coin is the Measure. A rarer platinum coin is the Gild. Center holes are of various shapes and those of fewer sides are of lesser value.

The standard currency of the Mauvolg region is as follows.

<u>Abbr.</u>	<u>Name of Coin</u>	<u>GP Value</u>
CL	Copper Link	1/100
SS	Silver Scale	1/20
GM	Gold Measure	1
PG	Platinum Gild	5

“Rumor says one or more Dhavonish Counts have started supplying funds and arms to the upstart Cult of Aminhu in the Mara Imperium.”

“Might not be a bad thing. Aminhu was once a noble deity, for a dragon, and maybe could be again. Doesn't hate humans or want us all dead like that Naga thing. Shares some of our values.”

“Hoping for an uprising against the Imperial Court, I guess. Then they'll install the Cult — sorry, the Church of Aminhu as the state religion.”

“Could open up peace and trade.”

“Maybe. Dragons are better than snakes any day.”

“You said it.”

Monsters & Treasure

CREATURES OF AVREMIER (Additions and Setting Specifics):

Again, this section starts with mention and discussion of some setting-specific details for known monster types. Avremier treats many creatures differently from traditional sources and it can be dangerous to presume otherwise.

ANIMALS: beetle crab, gowak, monkey bat, scavenger worm, shieldbeak, and swallowtail bee. One example of a distinctively Volgate animal found in the Rivenwater region is the beetle crab.

<i>Beetle Crab</i>	<i># App.</i>	<i>AC</i>	<i>Move “</i>	<i>Hit Dice</i>	<i>% Lair</i>	<i>Treasure</i>
	2-12	3	6/12	1	20%	A
	<i># of Attacks</i>			<i>Damage/Attack</i>		
	2 pinchers/1 bite			1/pincher, 1-2/bite		

BEETLE CRAB: Essentially a large crab with vicious mandibles and an upper shell that splits in two to reveal insect wings below — like a beetle. It is a flying crab found along shorelines and in belowground watery areas.

DRAGONS: The region of Mauvolg is a welcoming place for non-evil dragons, especially among the eastern Pearl Principalities. It is said that the dragons of the region spend almost equal time in human form for interaction with the populace.

ELEMENTALS: In maintaining their friendly proximity to the realm of Ophriqur, the rulers of Mauvolg take the laws against the enslavement or mistreatment of elementals and jinn very seriously. The Winterbind Compact lays the foundation for elemental citizenship, but the Volgate legal system takes the idea even more to heart. To bind or banish an elemental that has broken no law is a serious crime. It should come as no surprise that elementals and jinn are more prevalent in Mauvolg than in many other realms.

F AE: Mauvolg overlaps more than a little with the faerie realm. In general, fae are known for their powers of deception, illusion, transformation, and allure (glamer). During the Harrowing, many fae adapted their qualities of glamer to the specific perceptions and physiology of humans. For those who pay homage to the Manifestations of Nature, the lure of faerie glamer is often lessened, or even eliminated. In Mauvolg, the fae are generally more respectful of their human neighbors — this gives Volgate humans (not Dhavonish humans) a +1 to saves vs. fae glamer within the general boundaries of Mauvolg. Druids are, of course, immune to specific types of faerie glamer if in good standing with their order. Otherwise, if of Volgate origin, they retain the save bonus listed above — in or out of Mauvolg.

In general, all fae of the Avremier setting share the following characteristics.

- See clearly in nighttime or low-light conditions.
- Unaffected by *Charm*, *Hold*, or similar effects that affect only “persons” or humanoid targets.
- Have no detectable or discernable alignment. Not affected by magic that targets Law, Chaos, Good, or Evil.
- Take half damage from “save for half” element-based (air, earth, fire, or water) attacks or effects, on a failed save. Take no damage on a successful save.



FISH: Mauvolg boasts enormous freshwater fish. The “national fish” is the giant barb, an ornamental carp known to reach 10-12 feet in length and weigh almost 1000 pounds. A “prehistoric” specimen of coelacanth can grow even larger. Then, there is the “dragon carp.” Not a part of the draconic life cycle, but a gigantic carp with an elongated, eel-like body. Friendly and playful, this creature’s scales form scintillating patterns as it moves. Some tales speak of an uncanny ability to sense danger just before it becomes a threat, putting itself out of harm’s way time and again.

FOO: Said to have come to Avremier with humans as guardians of their interests. Repositories of wisdom and caretakers of truth, foo lions and foo dogs are only the most common and visible of the species.

GHOSTS: In Mauvolg culture, there are spirits and there are haunts. Both are “ghosts,” and both are typically associated with a specific place or object. The significant difference between the two is the measure of welcome each receives. A spirit is a benign and often-beloved presence, while a haunt tends to be a dangerous or malevolent intruder upon the provenance of the living. In using the word, “ghost,” one usually refers to a haunt.

GNOLLS: Some areas are home to a type of gnoll with traits of the binturong, or “bear-cat.” Shorter, broader, and less murderous than most gnolls, these are the *gnoru*. They discovered the secret of blackblood, which was stolen by khabar gnolls. Naturally-occurring (or supernaturally-occurring) pools of black mineral oil with tarry masses floating within. Dried bone that is soaked in the suspension, then heated at the proper temperature for the proper time, is mineralized (some erroneously say fossilized) and darkened about like iron. Blackblooded bone weapons and items are no heavier than bone and not subject to rusting or magical heat/chill metal effects. They are also only very mildly magnetic.

JINN: Term for all genie-kind. From those listed under the **KAMUJIN** entry (below), to the true genies — djinn, efreet, marids, and others. A denizen of the Elemental Planes, adapted to the Core (see **ELDRITCH AVREMIER** for more details). The wars of the Harrowing saw savage conflict between Humanity and Jinn, and some animosity remains among both. Certain elements among humankind see jinn as mere servants, and the jinn have vowed never to serve again. Trends and fashions among Volgate society are often influenced by genie-kind. From clothing and hairstyles or hair coloring, to makeup, nail art, piercings, tattoos, and jewelry.

KAMUJIN: Known to some as “lesser jinn,” or “outcast jinn.” Those found most among humankind and other mortal races. Confined mainly to the Core, with little real connection to the Elemental Planes (see the **ELDRITCH AVREMIER** supplement) Briefly, they may include ogre magi, rakshasa, yaksha, kumiho, foo, and khumsa — though many (in ignorance) just call them demons. Out of preference, kamujin in Mauvolg dwell in small, isolated communities, with few found in human settlements. Jinn in general find humans dull, pitiable, and lifeless, with crude and short-lived spans. The polite ones try not to show it.

MUMMIES: To mummify a corpse is to prepare the remains for a purpose beyond death — most often to preserve the physical form for an important role, either symbolic or active. Among the rarest mummies are those of living men or women who willingly undergo the demanding and fatal process of ritual mellification to become a near-mythic cure-all.

ONI: While ogre magi are of the kamujin caste of jinn, they may be the only ones that are also oni. An oni is a cruder form of jinn that is devoted to Law, but not always to Good. The monastic traditions were founded by the oni, who maintain schools and temples to this day. Such creatures travel a winding path of enlightenment and karma that may take them to coveted heights of true jinn status, or leave them to wallow in misery as little more than mundane ogres or hobgoblins.

PREHISTORICS: Mauvolg is one of the few regions of Avremier known to have dinosaurs and ice age (or near-ice age) animals of any kind. Most were brought and domesticated especially for Volgate society, typically for work, transport, or companionship. Examples include the gowak, shieldbeak, and tawun. Also, such animals as the Irish deer and titanotheres.

SPHINXES: Found often as diplomats or envoys from Nekari or Ophriquir. On average, they seem to enjoy assignments that take them to Mauvolg. Sages speculate possible relationships between sphinxes and foo creatures.

WYVERNS: The wyverns of Mauvolg often occupy the pinnacle of their food chain and a number of older specimens are nearly of an order with traditional dragons. The bucca and the wyverns are often rivals for living space among the more hospitable cliff regions.

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

Monster	# App.	AC	Move "	Hit Dice	% Lair	Treasure
Animal Thieves	1-4	V	A	R	I	E S
Basilisk Lord	1-2	6	9	3	30%	F
Beetle, Deathmask	1-20	7	6/12	1	80%	Nil
Cheklu	1-2	7	9	1	20%	Stone
Dirge	1	4	9	9	30%	A
Dracocouatl	1-4	4	6/18	9	10%	F, I
Dragon, Saffron	1-3	0	9/24	10-12	40%	H
Dragon, Violet	1-2	2	12/30	7-9	50%	G, I
Foo	V	A	R	I	E	S
Gowak	2-40	6	15	4+1	Nil	Nil
Gryphon, Firemane	1-4	3	15/36	7+3	10%	E
Hag, Scorn	1-3	4	12	6+2	40%	G
Irao	1-12	7/5	3/12	2/4	35%	A
Lich, Crystal	1	3/-3	9/6	8/11+	90%	A
Monkey Bat	3-36	7	9/24	1-1	20%	Shiny
Mummy, Mellified	1	V	A R I	E S	40%	Nil
Mummy, Web	1-4	6	6	3	35%	B
Nhembu	2-8	3	9/12	8+2	30%	Nil
Ogre Khan	1-2	2	9/18	7	45%	E
Ogre Mage (Oni)	1-4	4	9/15	5+2	45%	E
Phoenatrice	1-4	5	9/24	6	40%	D
Raptor Hound	4-16	4	15	5	20%	C
Salamander	1-2	7	6/15	6	45%	C
Scavenger Worm	1-4	3/7	12	3+1	60%	B
Shieldbeak	2-12	3/6	9	5	Nil	Nil
Silk Crawler	1-4	5	9	3	65%	Nil
Skeletons	V	A	R	I	E	S
Steglodyte	4-40	4	9	5	25%	B
Storm Centipede	1-2	4	15/18	8	10%	D
Swallowtail Bee	5-50	8	18	½	60%	Nil
Tawun	2-8	1	6	8	Nil	Nil
Tyrant Rat	1	2	12/18	10	65%	H*
Wefein	4-16	4	6	2	20%	I
Whiskered Toad	1	6	6	5	70%	Nil
Wyvern	2-8	3	6/24	7	50%	E
Xornhound	1-4	0	12	5+2	25%	Shiny
Yarcha, Slaver	20-80	5	9	2	25%	D

*See creature description for suggested treasure content.

Attacks and Damage by Monster Type:

<i>Monster</i>	<i># of Attacks</i>	<i>Damage/Att.</i>
Animal Thieves	AS ORIGINAL	ANIMAL TYPE
Basilisk Lord	2	By weapon and turn to stone
Beetle, Deathmask	1 bite	2-7
Cheklu	1 bite	1-2
Dirge	1	1-8
Dracocouatl	2 claws/1 bite*	1-4/claw, 2-20/bite**
Dragon, Saffron	2 claws/1 bite	1-4/claw, 3-24/bite
Dragon, Violet	2 claws/1 bite	1-4/claw, 3-18/bite
Foo	3	Varies
Gowak	1 kick/1 beak	1-3/kick, 2-8/beak
Gryphon, Firemane	2 claws/1 bite	2-5/claw, 2-16/bite plus fire
Hag, Scorn	1 claw	1-4/claw
Irao	1-6 tentacles/1 weapon	1-4/tentacle***
Lich, Crystal	1	2-8 plus special
Monkey Bat	1 bite	1-3
Mummy, Mellified	1	Variable plus special
Mummy, Web	1 strike	1-6/strike plus poison or web
Nhembu	1 punch or weapon	2-20/punch, by weapon type
Ogre Khan	1	2-16
Ogre Mage (Kamujin)	1	1-12
Phoenatrice	1 beak	1-4/beak plus special
Raptor Hound	1 beak	3-12/bite
Salamander	1 bite or 1 ignition	2-5/bite, 3-18/fire
Scavenger Worm	8 tentacles	1-2/tentacle plus special
Shieldbeak	1 beak	2-6/beak
Silk Crawler	1 bite/1 line	3-6/bite/special
Skeletons	VARIABLES	VARIABLES
Stegodyte	2 claws or 1 weapon/tail	1-4/claw, 2-8/tail, by weapon type
Storm Centipede	2-8 claws or 1 bite	1-4/claw or 2-12 plus poison
Swallowtail Bee	1 or 2 sting(s)	1-4/sting
Tawun	1 bite or 1 tail	2-8/bite, 3-12/tail
Tyrant Rat	2 claws/1 bite or 1 tail	1-4/claw, 3-18/bite or 2-8/tail
Wefein	1 claw or careen	1-3/claw or special
Whiskered Toad	1 bite	1-6/bite
Wyvern	1 bite/1 sting	2-16/bite, 1-6/sting plus poison
Xornhound	3 claws/1 bite	2-7/claw, 6-36/bite
Yarcha, Slaver	1	By weapon

*If both claw attacks hit, constrict for 2-8 damage each round until release.

**Bite plus freezing venom.

***If two tentacles hit same target, then constriction for 2-6 damage/round

ANIMAL THIEVES: Some animals are known for cleverness and an uncanny ability in retrieving what they want, despite the efforts of civilized beings to keep them out. Even among these exceptional beasts, there are individuals that stand out. Through supernatural means, they have acquired true thieving skills, and even a bit of magical ability. Among the types known and speculated are the squirrel, cat, raccoon, red panda, monkey, crow, raven, and large spider. The creature will bear a superficial resemblance to others of its kind, but closer examination may reveal hints like knowing eyes, a sly grin, or well-developed manipulative appendages.

An animal thief gains a rudimentary intelligence, with a knack for problem-solving, acquisition, and fine tool use. AC and HD improve by 1 from the base animal type. Move rate(s) may increase by 3", but not always. Functions as a thief of a level equal to HD + 2D4 (maximum of 10) with regard to saving throws, opening locks, disarming traps, and picking pockets. Base chance to move silently/hide in shadows is 100%/100%. They hear noise as well as a standard animal of their type. Ordinarily, an animal thief climbs just as a giant spider, with no chance of falling if at a standard move rate and lightly encumbered. The animal thief may strike from behind as a thief of equal level. They never gain the ability to read writings or maps of any sort, but they can use magical items as a thief — within reason. May use *Locate Object* as a magic-user of level equal to its thief level and *Knock*, both 3x/day. Animal thieves able to vocalize have the *Ventriloquism* ability, at will. Any treasure they may have will be small and incidental, or of a magical and useful nature. A modest cache may be found in their lair or hidey-hole, of type A — in quantities of 10's or 100's instead of 1000's.

Some cultures admire and revere animal thieves, sometimes known as animal tricksters. Some end up serving humans or others, but rarely for long. Animal thieves are not usually larger than the animal types listed above.

BASILISK LORD: Lizard men of greater intelligence and ability, resembling humanoid basilisks with four arms and a noble bearing. Their arms are all fully functional, granting two effective attacks/round. Have the same petrifying gaze as a basilisk, but with a nictitating membrane that keeps them from being affected by their own reflected gaze on a 4 in 6. Regular lizard men defer to a basilisk lord, and these rare individuals can sometimes be found ruling a tribe of their lesser cousins. Known as *sanukhai*, they are calm, rational, and patient creatures that do not reproduce easily with lizardfolk, or their own kind. Sanukhai are also not particularly aquatic, as a rule, so will only be found with lizard men that favor dry land or marshy environs. They are greatly admired by the Armigerial Court of the Basilisk.

BEETLE, DEATHMASK: About 1' in length, with symmetrical patchy markings on its dull carapace (think Rorschach blots), this creature can imitate the facial features of a person by illusion on its surface — like a living mask. Folklore insists the creature is drawn to the dead and dying, able to absorb the most recent thoughts of a person (including a corpse's last impressions) by attaching itself to their face. Scholars cannot explain how or why the beetle does this, but claims that these thoughts can be passed on to another living being have led to a bizarre subculture of those who seek the beetle, hoping to discover crucial information or details from the departed. Often found lying on the face of a corpse, attacking with surprise any who disturb it. The effect can be very unnerving to onlookers, causing them to save vs. wand or be affected by *Fear*. The deathmask beetle is not very aggressive and attacks only when startled or threatened.

CHEKLU: A lizard, about 4' long, with a pearl-like sphere embedded in its skull, just between and behind the eyes. A cheklu resembles a tiny Oriental dragon, with fringes and barbels around its large head. The cheklu has all-around sight and is able to see invisible and out-of-phase creatures or objects, as normal. Impossible to surprise. The creature re-rolls a failed saving throw once and takes the better result. Those who hit the cheklu with an attack must re-roll the to-hit die and take the worse result. Additionally, the creature can use *Wizard Eye* at will. The cheklu's "third eye" pearl can be consumed to gain the divination effects of a Crystal Ball, for up to three attempts. The pearl can also be used to create a magic item that functions as a *Wizard Eye*.

DIRGE: The creature appears as a minstrel or poet that is wasting away from a lack of nourishment, or an excess of substance abuse. Pale, waxy skin stretched across prominent bones. Eyes so sunken and dark, they appear to be empty sockets. A listless demeanor and pronounced lassitude. Here is someone that has suffered deeply for their art. How such a creature came to be is anyone's guess, but the dirge is a rare undead monster of terrible power.

An oppressive air of melancholy permeates the area within 20' of the dirge. Those who fail to save vs. paralyzation are overwhelmed with despair and gloom, unable to take action against the dirge, or do more than defend themselves if attacked. If subjected to the effect for three consecutive rounds, the character does nothing but sit or lie on the spot and weep openly. The effect lasts for one full round after the character leaves the area of melancholy. The touch of the dirge renders victims mute for a full day, unless a save vs.

paralyzation is made. A mute character cannot speak, sing, or (usually) cast spells. The dirge is known for its bewitching voice and powerful songs. Anyone hearing the song must save vs. spells or succumb to its effect. Examples of possible songs are listed below.

Song	Effect
Death	As <i>Power Word – Kill</i> . Those over 50 HP as <i>Power Word – Stun</i> .
Epic	Inspire an immediate adventure, as the <i>Quest</i> spell.
Longing	Instill a powerful desire for a person or thing, as <i>Suggestion</i> spell.
Slumber	As the <i>Symbol of Sleep</i> spell.

The dirge is turned (not destroyed) as an undead monster of 9 HD. Each dirge can only be truly destroyed in a specific manner, often discovered in song or divinatory magic such as *Legend Lore*. The dirge, in turn can employ its own Legend Lore ability to determine strategic advantages over a player character merely by a round or two of observation. The chance of learning an exploitable weakness or crucial trait is equal to 55% +/- the PC's Renown score. The result of such advantage is determined by the Referee. Examples include bonuses to hit and/or damage, bonuses to saving throws, ability to sneak attack as thief of equal level, or penalties to the PC's saving throws.

DRACOCOATL: Serpentine dragon with colorful scale-feathers of blue-green and gold (like some turquoise) and two front limbs. The dracocouatl embodies elemental qualities of air, water, and storm. A temperamental force of nature within Mauvolg and southeastern reaches. Its bite transmits an icy venom that freezes the victim solid (killing them) from the inside-out unless a save vs. poison is made. Breath weapon of lightning (10" x 1/2" line) or hail (as Ice Storm in a 8" x 3" cone). Casts magic-user and cleric spells of up to 3rd level, having three of each level. Immune to electricity and cold. Flying ability unhindered by wind of any kind.

DRAGON, SAFFRON: Resembling a serpentine gold dragon, the saffron dragon is of a softer yellow hue, with reddish barbels tipped in gold around the face and head. The dragon's crest is of the same colors. The dragon is most often encountered in human form, hairless but for a long reddish queue tipped with gold. This form approximates the appearance of a monk, and saffron dragons have all the powers and abilities of a monk (or kanjin monk) equal to their hit dice (10-12). All saffron dragons are of Lawful alignment, with 60% of Good ethos, 30% Neutral, and 10% Evil. Unlike most dragons, these creatures tend to be ascetics and disdain worldly

goods or treasures. A saffron dragon may have works of art or repositories of knowledge donated by admirers or given for safekeeping. In the same way, the dragon may be the guardian of religious relics or ancient artifacts. Simple gold and jewels are not a large part of the saffron dragon’s “hoard.”

Type	Breath Weapon	Range & Shape	Hit Dice	Talk/Sleep/Spell
Saffron	Burning Acid or Gas	(as applicable)	10-12	100%/15%/90%

The burning acid breath weapon is a 6” x ½” stream that inflicts the usual acid damage, but then bursts into flame on the next round for added fire damage. The gas breath weapon is a 5” x 4” cloud that induces euphoria so that those affected view the dragon and everyone nearby as a friend. They will defend themselves from attack, but will not initiate combat otherwise. As a side effect, everyone within the cloud (even those who save) are stained a deep golden-yellow that cannot be removed by non-magical means for 1-4 days. The simple exhalation (not breath weapon) of the saffron dragon affects those within 5’ as *Cure Serious Wounds*.

DRAGON, VIOLET: Slender and swift, these formal and ritualistic creatures of the deep, empty desert confront travelers with riddles and puzzles. Those that fail the challenge are often devoured. Not necessarily evil, but often adhere to a strict and twisted form of honor.

Type	Breath Weapon	Range & Shape	Hit Dice	Talk/Sleep/Spell
Violet	Heat Lightning	10” x ½” line	7-9	80%/25%/20%

Heat lightning breath weapon does half-electrical and half-fire damage, and ignites combustibles. Violet dragons prefer cooked meals.

FOO: Beyond Mauvolg, the known foo types are the dog and the lion, known vulgarly as the dragonhound and dragoncat, respectively. Foo share no ancestry with dragons, but may have commonality with sphinxes. While foo dogs and foo lions display superficial traits of their mundane namesakes, none would mistake one for the other. Like the statues that represent them, the foo often appear in matched pairs. Males are known to defend a dwelling, site, or property. Females watch over living creatures or specific individuals.

Dog	# App.	AC	Move “	HD	In Lair	Damage/Attack
	2-6	2	12	7+1	20%	2-5/claw, 2-8/bite
Lion	# App.	AC	Move “	HD	In Lair	Damage/Attack
	2-4	0	18	10+1	20%	2-8/claw, 2-12/bite

Unknown before humans came to Avremier, foo hail from the lower Luminial Planes, and hate evil Umbrals. Foo dogs are big as mundane lions, while foo lions are even larger. Appearance is similar to traditional statuary, while coloration varies. White is reserved for the enigmatic Snow Lion foo.

Both types are imbued with a constant *Protection from Evil*, *Detect Invisible* (as caster of level equal to the foo's hit dice), and *Detect Evil*. Both see in normal and magical darkness. Against Umbral foes, both types fight as if affected by *Bless*. If petrified, the foo may still act normally, with a +2 bonus to armor class, hit dice, and damage. The effect ends in 1-4 hours. A foo lion is under a permanent *Mind Blank*. A foo dog's natural attacks are treated as magical, while a foo lion's act as +2 weapons. A foo dog's bark causes *Fear*, and also as a *Repulsion* spell for evil creatures. A foo lion's roar acts as *Power Word – Stun*, and as *Power Word – Blind* for evil creatures.

Many foo can assume humanoid form, during which time they can (rarely) produce offspring with humans. These half-breeds are known as *khumsa*, and are always left to be raised by their human parent.



GOWAK: Riding bird similar to prehistoric, flightless “axebeaks” (Phorusrhacidae) or “terror birds.” Named for its distinctive call. May use undersized wings to slow a fall or descent, if at medium encumbrance. Capable of prodigious leaps and devastating kicks. Extremely thick skull and powerful beak. While easily startled, a gowak tends toward fight over flight. Tales speak of gowaks felling small trees to reach an antagonist.

GRYPHON, FIREMANE: A golden-and-red griffon with the head, wings, and tail of a phoenix. Tiny flames flicker through the feathers and crest of its head, but not enough to cause damage. May burst into flames at will, causing 2-8 damage to all within 5'. In death, the gryphon expires in a larger fiery burst affecting all within 30' for 3-24 damage. Save vs. dragon breath for half damage. Unlike the phoenix, the firemane gryphon does not rise again from its ashes.

HAG, SCORN: This female creature is of normal human size, with a visage of perpetual disapproval. Her tight mouth and flinty eyes convey an utter disregard for everything and everyone. This hag is rarely encountered because she prefers quiet and isolation, avoided by even other hags. Those who intrude upon her self-imposed solitude receive precious little mercy.

Disdaining physical combat, the scorn hag wounds with words and a glance. She has mastery of *Power Words*, able to pronounce *Stun* 3x/day, *Blind* 2x/day, and *Kill* 1x/day. When she turns her scornful gaze (evil eye) upon a living creature that has earned her disapproval, it acts as a reversed *Cure Light Wounds* for a single target within 30'. With a dismissive gesture, she can affect a creature with *Repulsion* that lasts for only that round. A claw attack is employed as a last resort. Has the same chance to move silently and hide in shadows as a Master Thief (85%/75%). If surprising an opponent, she can "spook" the character as with a *Fear* spell lasting one round.

IRAO: Hairless and disturbing merfolk with the tentacled lower torso of an octopus. Rarely seen on land, but able to make short excursions out of water. Unaffected by *Charm* or *Hold* magic targeting humans or humanoids, and gain two saves vs. mental effects. Immune to all types of *Fear*. The octopoid half has its own brain and can function independently – but not apart. An irao gains dual actions, but one move per turn. Separate AC and HD for upper/lower body. To fully kill or incapacitate an irao, both halves must be dealt with. A wide array of specialized senses allows the creature to detect illusions and invisibility with a 40% chance within 30', a 50% chance within 20', and a 60% chance within 10'. There is a fierce enmity between irao and darkwater elves (see pg. 44 of the **AVREMIER** supplement for details of the kalau race).

LICH, CRYSTAL: Possibly a recent evolution of undead magic-user (of at least 18th level), there may be one or two crystal lichs in the world today. This monster appears as a skeleton with the top of the skull exposed to a translucent crystal brain. The body (AC 3, HD 8) is merely a vessel to house the crystalline brain. The Referee determines which attacks damage the body (most physical attacks) and which could damage the brain (AC -3, HD 11). If the body is destroyed, the lich may feign defeat, or the crystalline brain can leave the skull to act independently. Such action can take place by magical flight, or by rudimentary limbs magically produced from the structure of the brain itself. Whether within the body or not, the brain is always protected by *Mind Blank* and may blast the mind of an intelligent creature within 30', causing loss of sight, hearing, and smell for 2-8 turns, unless a save vs. death

ray is made. The sensory blast can affect three targets per round, much as a *Magic Missile* — inflicting 2-7 damage to each. A spell targeting the lich-brain has a chance equal to 100% minus 10x the spell level of refracting through the crystal structure. A spell of a type and level the lich can cast may be retained if the lich has an empty spell slot of the same level. If not retained, the spell is refracted outward in a random direction. The new direction, and potential target (if any), will be determined by the Referee. Once per day, the lich-brain can transfer itself physically to the astral plane (Glitterdark), leaving the undead body behind. As with the standard lich, the sight of the crystal lich sends creatures below 5th level fleeing in fear. The crystal lich lacks the paralyzing touch of the standard lich.

MONKEY BAT: Large bats with chittering monkeylike faces, prehensile feet, and long tails. Where there is one, more are sure to follow. Known for carrying off items up to the size and weight of a dagger, using their feet or tails. These are monkey-featured bats, not winged monkeys.

MUMMY, MELLIFIED: To create the most potent curative known to humankind, a healthy person willingly agrees to a slow death by the consumption and inundation of nothing but honey, until they expire. The mellified corpse is sealed away for a century, until it is rendered into a type of confection with miraculous healing and curative properties. The process is fraught with difficulties and dangers, but has been successful — in rare instances. This entry deals with those other cases.

The mellified mummy is a decaying, golden figure coated in what looks like amber, with a pleasant or cloying fragrance (depending upon age). For this monstrosity to walk among the living, the mellification ritual must be interrupted during the century of rendering, or the container seal be somehow imperfect. Whatever the case, this undead horror now plagues the world.

Starting with 3 hit dice, the mummy gains another for each decade within the sealed container — up to 8 additional HD. After the 8th decade, the creature is no longer a mummy. At each stage of rendering, until complete, the mummy becomes potentially more powerful. The base attack damage is from a physical strike, used if the creature is threatened. Each such blow carries the potential for an additional effect, as detailed below.

Hit Dice	AC	Move”	Dam/Att
4-5	4	9	1-4
6-7	4	9	1-6
8-9	3	6	1-8
10-11	3	6	1-10

At 4-5 hit dice, the mummy is a well-preserved figure dripping with honey that bears a pleasant fragrance. Drawn to the sick and injured, it seeks to aid them though still lacks the power. Objects or creatures contacting the mummy will adhere to its surface, with weapon attacks dealing only half damage. Liquid such as wine or vinegar (about a skinful) can be applied to free one stuck item or individual. Water will not suffice. If the mummy is able to grasp a character for a full round, they begin to suffocate at the start of the next round. The suffocation is not intentional and the mummy itself is not evil. The mummy takes half damage from fire of any kind.

At 6-7 hit dice, the mummy is becoming shriveled and no longer drips. The honey has gelled and still retains a sweet aroma. In fact, upon approaching within 30' of the mummy, each character must save vs. poison or be compelled to approach the creature with only the intent to enjoy the fragrance and the taste of the honey (as the *Charm Person* spell). The mummy will not attack *Charmed* individuals, but is still compelled to try to cure them (even if only of natural aging). This will lead to adhesion and suffocation, as detailed above. At this stage, the touch of the mummy can *Cure Light Wounds* or *Cure Disease*, if any are present. If not, the mummy's touch may act as *Potion of Longevity*. The mummy is unaffected by non-magical weapons and takes half damage from fire of any kind.

At 8-9 hit dice, the mummy shows obvious signs of decay and has barely-discernable facial features. The honey is now as a second skin, without any stickiness beyond the ordinary. The aroma is still pleasant, but not compelling. The mummy is starting to lose all sense of humanity and sense of choice. There is still the compulsion to cure, but it is not subject to the creature's decaying will. With each contact, the mummy may cure or harm, as determined by the Referee, or by random roll. So, with a touch, it can *Cure* or *Cause Serious Wounds*, *Cure* or *Cause Disease*, or bestow a *Bless* or *Curse*. The mummy is unaffected by non-magical weapons, takes half damage from magical weapons of less than +2 enchantment, no damage from non-magical fire, and half damage from all other fire.

At 10-11 hit dice, the mummy is a shriveled caricature of humanity, without recognizable features, and often incomplete anatomy. The honey is a near-crystalline coating with a cloying fragrance that sickens all within 30' who fail a save vs. poison, causing retching and nausea with a -2 on all to-hit rolls. While compelled to heal, the now-mindless mummy can now only inflict unintentional harm to the living. At a touch, the creature inflicts *Serious Wounds*, *Disease*, or reversed *Restoration*. The mummy is unaffected by non-magical weapons, takes half damage from weapons of less than +3 enchantment, and no damage from fire of any kind.

It is possible for a mellified mummy of this stage to become a source of terrible plagues, spreading disease simply by proximity and infecting the living as it staggers out into the world in search of sufferers to aid. Other reversed cleric spells have also been attributed to a mummy of this age, such as *Putrify/Taint Food and Water*, *Continual Darkness*, and reversed *Raise Dead*.

MUMMY, WEB: Not a mummy, but a man-shaped construct of web and bits of refuse, inhabited and motivated by swarms of tiny red spiders. Acting in coordination, the swarm provides the mummy with a lurching gait and swiping melee attack. A successful hit allows the spiders to bite (save vs. poison or die), or to apply fresh webbing to a victim. If a strike is used to apply *Webs*, the resulting mass covers one man-sized creature, or a 5' x 5' area. The mummy itself can negotiate any surface, as a spider, and these monsters are often found hanging from the ceiling in silent ambush. Physical damage to the mummy does not usually affect the spiders within. Fire or magical damage will injure both. If the mummy is "killed," the swarm within is released to continue the battle, or to flee. As a mass, the spider swarm has 2 HD and when these hit points are exhausted, the swarm will break up into individual spiders — generally to scatter in all directions to escape. Non-magical weapon attacks have no discernable effect upon the swarm. The spider swarm delivers 2-8 poisonous bites that otherwise inflict no damage — gaining automatic hits to any creature in the same 5' space. If even half of the swarm survives an encounter, it will eventually form another mummy.

NHEMBU: Massive humanoids resembling upright hippos, serving mostly as sentinels and bodyguards. Stand about 11 or 12 feet tall, with very thick hides and an unflappable, placid demeanor. A nhembu practically radiates peace and calm. Those within 10' of the creature are immune to (or freed from) the effects of fear, panic, despair, or confusion — including the magical varieties (as is the nhembu itself). But, when roused, the nhembu can unleash a powerful bellow that affects all within a 7" x 2" cone as a *Power Word – Stun*. Any creature caught within the effect that is native to a plane beyond the Core (as defined in the **ELDRITCH AVREMIER** supplement) must save vs. spells or be sent back to their plane of origin. A nhembu's punch affects structures as well as creatures and, on a to-hit roll of 19 or 20, causes a clap of thunder that affects the target as a cleric's *Holy Word*. Any weapon wielded is oversized and will inflict two dice of damage (as a giant). The nhembu's keen senses allow the detection of evil, invisible, astral/ethereal, or out-of-phase creatures and objects within 30'. Those trying to sneak (move silently) will suffer a -25%

(1 in 4) penalty within 50' of the nhembu. A nhembu does not require sleep and is immune to all *Sleep* effects. Nhembu are excellent swimmers and may hold their breath for at least five minutes at a time, sealing their passages against even inhaled gasses or vapors during this time. A nhembu is solidly Neutral in alignment.

OGRE KHAN (ONI): An ogre mage that has advanced far along the path to enlightenment may reclaim a measure of lost earth or fire jinn heritage as an ogre khan. Physically resembling other kamujin, the ogre khan will acquire a crimson or brassy hue to its skin. The creature retains the abilities of the ogre mage, except that its use of an 8-dice *Cold* spell becomes an 8-dice *Fire* spell. The ogre khan gains the following additional abilities: 1) assume gaseous form; 2) Produce Flame and use the flame for Pyrotechnics, if desired; 3) create *Phantasmal Forces* once per day; 4) employ *Passwall* once per day; 5) enlarge self for 10 turns to the size of a cloud giant (20' tall). An ogre khan is immune to non-magical fire and takes half damage from more intense flames (or none, on a successful save). Lesser oni or kamujin will defer to and obey an ogre khan under reasonable circumstances, and from 1-4 ogre magi may be in service to an ogre khan at any time. A cruel or tyrannical ogre khan risks a total loss of status, returning to the rank of kamujin. Otherwise, an ogre khan is considered an oni — no longer kamujin.

OGRE MAGE (ONI, KAMUJIN): Known as ogre magi in Dhavon, the oni race of jinn also has its outcasts — the kamujin. Tending toward isolation and contemplation, ogre magi can be found in hidden caves or distant monasteries. Aside from the size and strength of an ogre, the kamujin can become *invisible*, *fly* (as the spell), create *darkness* in a 1" radius, *polymorph* into a human or humanoid form, *regenerate* 1 HP/melee round, use *Charm Person* and *Sleep* spells once per day, and cast an 8-dice *Cold* spell once per day. Those who have advanced along the path of enlightenment and redemption often have levels of monk. Those found in a monastery will always have monk levels. Those who have founded a monastery will be at least a Master (5th level monk).

PHOENATRICE: A fiery cockatrice whose feeble physical attack immolates the target for 2-12 fire damage and turns it to volcanic stone (save vs. petrification). If slain, the creature bursts into flame (2-12 damage to anyone within 10') and rises anew from its own smoldering remains within 2-8 turns.

RAPTOR HOUND: Large, lean hound with talons and head of a hawk. Found mostly in dry, flat areas of Mauvolg and originally bred for the desert. Keen tracker with a piercing gaze and fierce cry. Thought by some to be a kind of wingless gryphon, or *gryph*.

SALAMANDER: An amphibious creature superficially resembling a basilisk, the salamander of the Avremier setting is dark crimson in hue, with pale star-like markings and eyes of solid black. When calm, the creature can extinguish fires in a 10' radius by its mere presence. When agitated, the salamander secretes a milky venom that burns in contact with air, also in a 10' radius around the creature. Its blood confers immunity to fire when used to coat objects or creatures like an oil. Once or twice a year, the salamander sheds its smooth skin. The resulting material is fully fireproof — sometimes fashioned into protective garments. Some exceptionally rare specimens may transport themselves into a fire of a size at least that of a small campfire, up to 36" distant, as if by *Dimension Door*. There are even elder salamanders that can cause a living creature to burst into flames by gaze alone (exactly as a basilisk petrifies a victim), unless that creature saves vs. death ray.

SCAVENGER WORM: This large, greenish caterpillar can grow up to 10' long and is found mostly in dark, dank environments. It moves quickly across most surfaces, often attacking from the vantage of a wall or ceiling. Surrounding the mouth are 8 tentacles (2' long) that can paralyze a creature struck by just one (save vs. paralyzation). Scavenger worms are prone to mutation, known to display one or more of the following traits.

1. Rotting tentacles: Instead of paralysis, a creature hit must save vs. poison or be affected as if by a mummy's rotting touch.
2. Stinging tail: Made in place of tentacle attacks, any creature stung must save vs. paralyzation or suffer a terrible form or paralysis that stops even breathing.
3. Chitin armor: With a move rate of 9", this variant is unlikely to be found on ceilings. Its armor class(es) improve by 2.
4. Chameleon skin: If still, the worm is treated as if invisible. If moving at half rate (6"), the creature is 75% unlikely to be seen.
5. Mesmerizing pattern: Those seeing the rippling, shifting colors on the worm's skin save vs. paralyzation or stand entranced while the display is visible. If attacked, an entranced victim rolls a new save at +3. Creatures of more than 7 hit dice are unaffected.
6. Wings: A rare few have great moth-like wings that allow them to fly somewhat clumsily at a rate of 9".

SHIELDBEAK: A domesticated ceratops, with rudimentary horns or none at all. Bred for companionship and work, the smallest are about 10' long, while the largest can reach 25' in length. Placid, dependable, and strong, these animals are popular in drier and warmer regions of Mauvolg.

SILK CRAWLER: A pale-yellow caterpillar with dark markings, able to reach about 5' in length. Produces filaments of strong, tough silk to cast as a line (up to 60' long) coated with sticky, paralyzing venom – with accuracy equal to a 6 HD creature. A creature struck by the silk line must save vs. paralyzation or lose mobility for 3 turns, and is also stuck to the line to be pulled in or further entangled (as a *Web*). The crawler can use these lines as trip devices or crude snares. Such lines can barely be seen within a 10' range, detected on a 2 in 6 (as a secret door, so 4 in 6 for an elf). 3x/day, the creature can spray silk in a cone-shape — affecting a 10' area as a *Web*.

SKELETONS: As previously mentioned, the crafting of animated skeletons can produce unusual types that are particular to the region. Those typically found in Mauvolg include the following.

Skeleton, Cobbler: Repairs itself using any bones at-hand. Those of other animated skeletons, those of the dead, or even those of the dying. Its name comes from its ability to “cobble together” a new body. Same stats as a normal skeleton, but able to return from defeat as long as there are intact bones nearby. One type is overly zealous and effectively becomes a kind of “bone titan,” built from thousands of acquired bones.

Skeleton, Conjoined: Formed of a pair of connected skeletons that fight as two creatures at once. Unlikely to be surprised or backstabbed. Two full attacks per round and double the amount of hit points.

Skeleton, Viper-Armed: One arm formed of a skeletal viper with venomous bite. This arm attacks independently, giving the skeleton an extra melee attack per round for 1-4 damage plus poison (save or die). Thought to be remnants of the kuranage presence in early Mauvolg.

STEGLODYTE: A more primitive offshoot of the troglodyte, of near-ogre size, with physical features of the stegosaur — rows of upright back plates and dangerous tail spikes. The steglodyte is famously without fear and very difficult to control or manipulate with magic that affects the mind. This takes the form of immunity to all fear effects and a +5 bonus to all saves vs. mind-influencing effects — such as *Charm*, *Hold*, or *Hypnosis*. Even if the creature fails such a save, it receives an identical roll during the next round.

STORM CENTIPEDE: An arthropod of deep blue and gleaming silver, known to reach more than 30' in length. Bite injects poison 3x/day for 3d6 damage the first round, 2d6 the second, and 1d6 the third (or half that damage with a successful save vs. poison) — plus an equal amount of electrical damage (or half, with a save vs. wands). The electrical damage from the poison interferes with bodily functions each round, causing a *Slow* effect on a successful save, or *Paralysis* on a failed save. If at least 4 claws hit a single target at once, the centipede may surge into a constricting grapple which inflicts the same clawing damage each round the victim is held. Lightning and electricity send the creature into a frenzy and it has the ability to fly during thunderstorms. Any electrical attack that deals damage gives the storm centipede *Haste* for the next turn, but the creature is unharmed.

SWALLOWTAIL BEE: Aggressive insect about 5" to 6" in length. Long, flexible stinger adds another few inches of reach, branching into two. Has a knack for stinging around corners and other obstructions. Chance of being hit by only one stinger is 2 in 6. Otherwise, both stingers hit at once.

TAWUN: A domesticated variety of ankylosaur commonly known as a macetail, these beasts can reach up to 20' in length. Macetails are employed as beasts of burden and to haul heavy wagons or carts. Slow to anger, the creature may bite but is more inclined to bash with its heavy tail. If the tawun is goaded into a charge, it may trample smaller creatures for 4-16 damage.

TYRANT RAT: A gigantic, leprous, plague-ridden rat with mangy gray fur and draconic traits (including wings). It is hoped only one exists. The tyrant rat rules with an iron claw from a hidden lair, surrounded and served by any rat, or even wererat, in the vicinity. No rat, giant rat, or wererat within about five miles of the tyrant rat can be controlled or affected by mental influence (including fear). Like a traditional dragon, the monster gathers a hoard — but consisting more of castoffs and rubbish than valuables and magic. Damage inflicted by claw, bite, or breath weapon may inflict disease — save vs. poison or contract a disease chosen by the Referee. Any disease can be chosen, and a different disease can be passed by a new attack. The tyrant rat is a carrier of illness and plague, but immune to their effects itself. No creature is likely to acquire more than one disease and once a saving throw is failed, the same character will not gain another infection. The tyrant rat's breath weapon is a 7" x 2" gout of acidic, diseased bile that inflicts acid damage (save vs. dragon breath) + filth-based disease (save vs. poison) + nausea (save vs. poison, at -2 if the previous poison save is failed).

WEFEIN: About 2' tall, but tend to stand comfortably crouched, and may look smaller. A wefein has indigo skin, lambent golden eyes, and fine stiff hair in pale hues (similar to cat's whiskers in a full head of hair). They tend to sneak and bound their way through life, finding fascination with new experiences along the way. Their whisker-like hair allows wefein to sense movement or anomalies within their immediate surroundings (about 10'), pinpointing that which is invisible or hidden and even detecting movement through air displacement.



The signature trait of this type of fae is the ability to rebound or bounce. In structure, a wefein is something like a compact rubber ball. Non-magical bludgeoning weapons or attacks only deal damage above the first 15 points. Falls up to 50' deal no damage to the wefein, and the fae can choose to bounce an equal distance upon impact, in whatever direction. The fae is able to make 10' leaps and use its bouncing ability to become a kind of little cannonball that builds up momentum by bouncing against various surfaces. For every 20' of distance traveled through the air, the wefein can inflict 1d6 damage upon impact. If this attack deals more than 15 points of damage, the wefein can make a save vs. petrification to avoid taking damage itself.

WHISKERED TOAD: A mottled 3' amphibian of dark green and dull gold, with prominent barbels, like those of a catfish — lending an unusual air of sophistication. A sedentary creature that values privacy and not being disturbed for trivial matters. Though not aggressive or unfriendly, the toad is very much a hermit, dwelling alone in a swamp where most others give it a wide berth. The creature's superior intelligence marks it as something more than just a big toad, but it adopts a vacant expression to deter the curious.

Disliking combat, the toad has multiple means of escape and is mostly sought for its extensive knowledge. The creature may move through stone or earth (not metal) as if swimming through water, without leaving a tunnel or trail. It will employ its powerful bite as a last resort.

The toad speaks and reads every language, and its mind functions as if under a persistent *Legend Lore* effect that requires a trivial amount of time (minutes instead of days) to gain answers. A subject need not be "legendary"

for the toad to discover details of interest. It may use the following spells 3x/day: *Clairaudience*, *Clairvoyance*, *ESP*, *Locate Object*, *Monster Summoning III*, *Read Magic*, *Remove Curse*, *Speak With Dead*, *Wizard Eye*. May use the following spells 1x/day: *Commune*, *Contact Higher Plane*, *Monster Summoning VI*, *Speak With Plants*. Once per year, the whiskered toad can grant another's *Wish*.

The creature's origins are unknown but some suspect a powerful genie from the elemental plane of earth, cursed into a lowly shape to atone for some crime before being allowed to return.

WYVERN: Favoring the sheer cliffs of Mauvolg's borders, wyverns have gathered in the region in greater numbers than most. Some individuals have survived for many years, sometimes developing unusual traits. Some recorded examples are mentioned below.

1. Breathes poison gas, as a green dragon of equal hit dice.
2. Camouflaged hide allowing wyvern to blend perfectly with stony surroundings.
3. Higher than normal (low) intelligence. Possible speech/spell use, as a green dragon.
4. Launches spines from its tail, like a mantichore. The spines are poisoned, like a wyvern's usual sting.

XORNHOUND: Bestial xorn-like creature, built on horizontal lines. Their six limbs end in massively-clawed paws, suitable for digging and fighting. Their mighty jaws can bite through stone or metal. Where xorn favor precious metals, the xornhound has a taste for gemstones. Taking a melee round to adjust, the creature can move into or through solid earth or stone as normal terrain with no signs of passage. An excellent tracker, able to follow a scent over (or through) solid stone or mud as normal ground. Immune to petrification, fire, cold, and electricity. The resounding, metallic bark of the xornhound can stun (as *Power Word*) elementals, golems, or other creatures of earth or stone within 20' (save vs. paralyzation). The creature can restore *stone to flesh* by licking with its broad, pebbly tongue.

YARCHA, SLAVER: Typical slavers tend to be fighters, with some thieves as scouts or handlers. Some slaver bosses are suspected assassins. Leaders of slaver cults devoted to certain powerful Infernals (detailed further in the **ELDRITCH AVREMIER** supplement) and tend to be fighter-clerics.

For every 25 slavers there will be one fighter of 4th or 5th level. For

every 50 slavers there will be an additional 5th or 6th level fighter and a 50% chance for a 6th or 7th level cleric. For every 100 slavers there will be an additional 7th or 8th level fighter and a cleric of at least 9th level.

While hobgoblins are known as marauders and slavers, an especially sophisticated caste, known as Binders, has perfected tactics and magicks to capture and enslave jinn of all kinds. Those Binders of high rank are usually fighter-magic-users or magic-user-thieves. Clerics are not welcome in the Binder caste and the two do not often associate with one another.

TREASURE TYPES:

Type	100's Brass	100's Silver	100's Gold	Gems/Jewelry	Magic
Shiny	1-8: 50%	1-6: 50%	1-4: 50%	2-12: 60%	30%: any 2

Such monsters typically gather treasure incidentally, or only for appearance. Any valuables or magic found will be superficially eye-catching and generally portable. Trinkets and baubles. Gems and jewelry have a 50% chance each of being badly flawed or even fake. The monster will either not know the intrinsic value of an item, or not care.

MAGIC DETERMINATION TABLE: (Additions)

SWORDS: Each is a unique weapon or set.

01-22	Dawnslayer	51-70	Iron Killer
23-50	Dragonfly Blades	71-00	Nethras

MISCELLANEOUS WEAPONS:

01-08	Cannonball, Prismatic	51-70	Lash of Fangs
09-26	Dart, Pixie	70-83	Stonechaku
27-36	Dart, Verdant	84-00	Winter's Fury
37-50	Humming		

ARMOR:

01-37	Chaosmail	48-63	Luckskin
38-46	Feathermail	64-00	Mailstrom

POTIONS AND OILS:

01-13	Cephriane (M)	49-63	Elemental Tea
14-27	Cloudburst	64-85	Fermented
28-48	“Egglixir”	86-00	Heroic Healing (F)

RINGS:

01-18	Andruna’s	36-69	Indivisibility
19-35	Genie	70-00	Stability

WANDS, STAVES, AND RODS:

01-36	Faewand	50-77	Cinder Rod (C, M)
37-49	Manifest Staff (D)	78-00	Warwick (M)

MISCELLANEOUS MAGIC:

01-03	Bag of Biding (All)	50-54	Juju Leaves (All)
03-06	Bag of Birds (All)	55-58	Khinu (Human-only)
07-09	Birchbox Deck (All)	59-62	Liberty Bell (All)
10-11	Centipede Bracelet (T)	63-65	Mantle of Seasons (D)
12-14	Coral Diver (All)	66-68	Mask: Sun & Moon (C, M)
15-17	Decepticloak (All)	69-73	Metaera’s Spool (C, M, T)
18-23	Dolman (C, F)	74-77	Nether Egg (All)
24-29	Figurine, Wondrous (All)	78-82	Owlbear Mantle (D, F)
30-35	Froghorn (All)	83-85	Pipes: Crematorium (All)
36-38	Hallowgold (C, F)	86-89	Redcap (Human-only)
39-41	Helm of Vigilance (F)	90-93	Rhythm Tyrant (All)
42-46	Iboru (Human-only)	94-97	Tome of Translation (All)
47-49	Jewel of the Third Eye (C,M)	98-00	Tone Orb (All)

EXPLANATIONS OF MAGIC ITEMS: (Additions)

SWORDS:

Dawnslayer: This beautiful greatsword was forged to slay angels. The blade of pure, white ivory (hard as steel) is polished bright and etched with delicate scrollwork displaying an occasional tear-stained cherubic face or half-opened flower. The two-handed weapon’s hardware is of solid silver or gold.

More than one sword of this kind is known to exist, but only *Dawnslayer* is recorded by name. *Dawnslayer* is of Neutral alignment. For a Neutral wielder, the sword is a +3 weapon and may be employed one-handed without penalty. For a good (Lawful) wielder, the sword is a +1 weapon. *Dawnslayer* is +2 for an evil (Chaotic) wielder. Despite its alignment, the sword is not intelligent and has no ego rating. *Dawnslayer* is enchanted against beings of the higher Luminal Planes — typically the orders of “angels” and similar entities. Against these foes, *Dawnslayer* gives the Neutral wielder a +1 to all saving throws and the power of *Flight*.

According to legend, *Dawnslayer* utterly destroys any Luminal or angelic being it slays, leaving nothing whatsoever behind. This reputation is known to most of the angelic orders and the mere sight of the blade invokes dread and rage in equal measure.

Dragonfly Blade: Four of these single-edged swords are known to exist, crafted by fae from the wings of a single giant insect. Two of these blades are bastard swords and two are longswords. Extremely light and fast, these diaphanous blades give the wielder a +1 bonus to personal combat initiative (if appropriate — and if half-encumbered or less), and are said to be so sharp as to cut air. This story possibly originates in the blade’s ability to damage incorporeal and “misty” foes as normal. A wielder with a dexterity score above 15 can add +1 to hit and damage (added to any relevant strength bonuses) for each successive rank: +1 at 16, +2 at 17, and +3 at 18. Affect creatures as if magical and silver, for the purpose of resistances or immunities. These weapons have only a slashing edge, with no stabbing points. A dragonfly longsword weighs 2 pounds, while a dragonfly bastard sword is 3 pounds. A dragonfly blade functions as if metal, but has none in its makeup. Each sword looks like what it is — a giant dragonfly wing.

Iron Killer: Scholars and historians generally agree that this coarse and ugly weapon was probably an accident of nature, since refined only enough to serve in battle. An elongated wedge of dull-gray metal, tapering to a rudimentary hilt, speculation holds that the sword was created by natural volcanic activity as a flow of molten metal that collected and hardened in a small fissure long before recorded history. The weapon is broad and blocky — resembling a cleaver more than a sword. Still, it is of uncanny sharpness and toughness, cutting through non-magical weapons or armor on a natural to-hit roll of 19 or 20. At the Referee’s discretion, the sundered item may receive a save vs. petrification (stone). There is no sheath for the blade and *Iron Killer* is known to eventually ruin any such item created for it. Almost as if it refuses to be contained. Though obviously made from metal, the weapon displays no magnetism, will not rust, nor submit to heating/cooling.

As far as electrical conduction or transmutation magic is concerned (such as *Transmute Metal to Wood*), *Iron Killer* is “non-metallic.” About 32” from end-to-end, this unwieldy brute of a weapon is -1 to hit but +3 to damage. It weighs 8# and has one cutting edge, striking for 1-10 damage. The other side is flat and solid, inflicting damage as a hammer (1-6). The item has no detectable enchantment and the metal is utterly unknown.

Nethras: One description of this sword identifies it as a weapon formed of solid, swirling mist. Though not an evil item, *Nethras* does have a dark and haunted history, part of which includes being found only with the corpse of its last owner, or — within. When a character of non-Lawful alignment claims the sword, it can be “inhaled” or “exhaled” as desired. In an effort taking a full round, the wielder can draw the misty blade into himself, where it remains until breathed out again (taking a full round). While *Nethras* can be kept in a sheath, it has been known to evanesce into nothingness when unattended, only to reform elsewhere at a later time. When wielded, *Nethras* is a +2 longsword with no metallic or reflective properties. Soundless, even when struck, and can hit intangible or out-of-phase creatures as normal. Except when striking or defending during combat, *Nethras* is immaterial to anyone but the wielder. With each attack, the wielder may cause the blade to pass harmlessly through one creature in favor of another. When swung, the blade may trail dark, heavy mists (at the wielder’s discretion) that expand to fill a 5’ area around the wielder per round (+5’ more each successive round — up to 30’) and linger for up to 6 turns. During this time, *Nethras* becomes a +1 longsword. The wielder can see normally within the mists and is able to sense every creature inside the mists, whether hidden or invisible.

Stories speculate that *Nethras* is the restless soul of a fallen warrior-mage, or a bound jinn from the time of the Harrowing. Some have claimed the sword as it wafted forth from the open mouth of an entombed corpse to coalesce in thin air. *Nethras* seems to have an awareness, but there is no ego challenge to any wielder. It never communicates. It has no detectable alignment. For now, *Nethras* is something of a mystery.

MISCELLANEOUS WEAPONS:

Cannonball, Prismatic: Of a size and mass suitable for firing from a cannon or a catapult (with 2x range), each *Prismatic Cannonball* inflicts a different type of damage or magical effect upon impact, and can only be stopped by specific kinds of magical defense.

Color	Effect	Defense
Red	+10 damage	Ice or cold-based magic*
Orange	+20 damage	Air or wind-based magic*
Yellow	+40 damage	Magical darkness*
Green	<i>Passwall</i> (6' wide and 30' deep)	Magical iron/metal*
Blue	<i>Transmute Rock to Mud</i> (30" radius)	Magical fire*
Indigo	<i>Disintegrate</i>	Force effect*
Violet	Planar shift (become ethereal 30")	Cancellation**

Damage bonuses are in addition to normal cannon/catapult damage.

Planar shift forces all objects/creatures into the ethereal plane, then the effect ends — leaving everything affected within the Ether. Creatures may save vs. spell to avoid being stranded, but not to become ethereal for that round.

*Magical defenses imply walls or persistent area effects.

**Cancellation as from a Rod of Cancellation. Good luck.

Pixie Dart: +3 dart, invisible when thrown, allowing no dexterity or shield bonus unless the target detects invisible objects. Has 3x normal range.

Humming Weapon(s): An effect applicable to any melee weapon swung in combat. A typical swing creates a cone of sound (a “hum”) that starts at 5' in width, increasing by 5' at each 5' distance increment — up to 20'. If the weapon hits, the effect is cut short — affecting only that opponent. Each time the humming effect is used, there is a 5% chance the weapon shivers into pieces. Known “humming effects” are listed below. The random die roll is optional for the Referee to determine the type (pitch).

D12	Humming effect
1-3	<i>Sleep</i> : As spell, within area of hum.
4-5	<i>Slow</i> : As spell, within area of hum.
6-7	<i>Shatter</i> : Non-magical glass, crystal, ceramic, etc. up to 100 gp weight. Non-magical metal up to 100 gp weight save vs. spell.
8-9	<i>Fear</i> : As spell, within area of hum.
10-12	<i>Fumble</i> : Creatures thrown off-balance and may fall or drop items. Save vs. spell indicates function at half-efficiency (essentially as a <i>Slow</i> spell). Duration: 12 turns.

Lash of Fangs: When this whip inflicts damage, pale barbs (resembling teeth) spring forth to add 1-4 damage to each subsequent hit and cure 1-4 damage taken by the wielder (if any) with each such hit. If the whip does not inflict damage for one round, the barbs disappear until called forth again.

Stonechaku: Nunchaku of fossilized and enchanted basilisk bone. On a to-hit roll of 20, the target saves vs. petrification or is turned to stone.

Verdant Dart: Wooden +3 dart that causes a living plant to spring forth when the point is buried in fertile ground. Simply throwing the dart into the ground (as on a miss) is enough to activate the magic. Most create a bush or thorny shrub, like holly or mistletoe. Others create a small tree. A rare few produce a shambling mound that may or may not be under the user's control. In the hands of anyone but a druid, or a cleric of the Preservers pantheon (see pg. 10 of the **DHAVON** Supplement), the dart is +1 and there is no possibility of controlling whatever results of the item's growth.

Winter's Fury: Flail with a bone handle and a quartz crystal head. The weapon is +1, +3 vs. fire-based creatures. In the same way as a Sword of Cold, the flail does 3x damage on a to-hit roll of 20. It can destroy a *Wall of Fire* on contact, and guard the wielder as a Ring of Fire Resistance, but only when the head is spinning. Additionally, the head of the flail can be commanded to detach and hurtle toward a target when wielded. It becomes a great hailstone, as from an *Ice Storm* spell, with a range of 12' and 3-30 damage to those within 5' of impact. Save vs. dragon breath for half damage. After three such uses, the flail becomes non-magical for a full day.

ARMOR:

Chaosmail: Chainmail +1, fashioned from various metals, with no two adjacent rings alike. If the wearer does nothing but move or dance in place, the armor creates an undulating array of distracting colors to enthrall up to a total of 24 hit dice of onlookers within 30' (each gains a save vs. spells). The effect lingers for 1-4 rounds after the wearer stops moving in place. Once per day, the armor can be commanded to burst apart in a 10' glittering cloud of rusting dust. The particles cover all within the cloud, sparkling and revealing the presence of even invisible creatures, and cannot be removed until they fade after 4-7 rounds. The dust also acts as the touch of a rust monster, reducing metal objects in the same way. One ring of the armor is always left behind with the wearer, and it must be retained if the armor is to restore itself the next day. Can be commanded to appear as a suit of clothing, but always in an unmatched patchwork of materials and patterns. *True Seeing* can pierce the illusion.

Feathermail: A lost magical or alchemical art allowed ordinary feathers to be transmuted into items as strong as steel, but still uncommonly lightweight and flexible. In ancient times, these feathers were fashioned into beautiful weapons and armor. Feathermail is designed much like scale mail,

providing the same protection (AC 6) for only 35 gp weight. If seriously damaged, there is no known practical way to repair the armor.

Luck Skin: Known also as *luck leather* or *chance armor*. Actually a type of ooze in the form of very fine leather armor with 25 gp of encumbrance and no significant movement penalties. To function at full potential, the luck skin must “like” its wearer from the first wearing. A reaction roll is made as if with a monster being lured into service, with adjustments for charisma. Luck skin cannot be *Charmed*, and has no interest in treasure. If the wearer gives at least 100 of his own experience points to the creature, it automatically remains and functions as leather armor +1. Luck skin is immune to acids, contact poisons, and similar dangerous liquids — passing that protection to the wearer. If the wearer continues to share experience points with the ooze (a minimum of 5%), protection and cooperation improve with every 200 xp, to a maximum of 1000 xp — per the chart below.

200 xp	+10% move silently/hide in shadows. Reduce falling damage by 1 die.
400 xp	+2 leather armor. Re-roll first failed saving throw per day.
600 xp	-1 to be surprised. Immune to paralyzation.
800 xp	+3 leather armor. First successful hit against wearer per day re-rolled.
1000 xp	<i>Raise Dead</i> for slain wearer — armor is destroyed.

Rumors among the adventuring community tell of luck skin growing even more powerful with Renown Points. A few whispers also tell of luck skin that betrays the wearer, consuming him and taking his place.

Mailstrom: When worn, this piecemeal suit of loose, clattering plate can be almost comical to witness. Still, it is *Armor +2* and imposes no penalties upon the wearer due to its appearance or fit. During combat, after the wearer has taken at least one damaging hit, the armor can be commanded to form a chaotic, whirling vortex of metal pieces. This effect can be extended from 5’ to 10’ from the wearer, where it deals 2-20 damage to any creature within the area of the vortex. The “mailstrom” can be maintained for up to two rounds, during which the wearer cannot benefit from dexterity adjustments to armor class, but is still protected as if wearing the armor.

POTIONS AND OILS:

Cephrene: Re-energizes one or more expended arcane spell slots, allowing a magic-user to cast a used spell anew, or possibly an entirely new spell previously unknown. 3d4 spell levels are regained, empty slots being refilled in order from least-to-greatest in level. There is a 30% chance of the

potion granting one spell not already known to the magic-user, determined by the Referee.

Cloudburst: Opened and hurled up into the air. Creates a cloud that rains a potion (determined randomly or by the Referee) for one round upon all within a 20' area, affecting all that fail to save vs. spells as if they had consumed the potion. User may *Call Lightning* (single 8-dice bolt) once before the effect ends, whether the cloud is indoors or out.

Potion Egg: Some magical creatures lay magical eggs. Some magical practitioners, such as hedge wizards or hearth witches, have developed alternate forms of potion preparation using such eggs. The raw yolks of these items may be consumed exactly as a potion and the eggs will radiate magic in much the same way. Some clever folks call these items, "Egglixirs." The type of egg and potion are determined by the Referee. Some examples include:

- **Cheklu:** *Clairvoyance* or *ESP*.
- **Cockatrice:** *Invulnerability* or *Petrification*.
- **Phoenix:** *Fire Resistance* or *Longevity*.
- **Roc:** *Growth* and/or *Flying*.
- **Storm Eagle:** *Gaseous Form* or *Speed*.

Elemental Tea: Brewed from specially-prepared leaves harvested from bushes grown in elemental earth, this liquid gives the drinker the ability to speak the language of Misha, and grants a +5 bonus to saves vs. magical and elemental air or water effects (including cold or ice). The drinker may also breathe freely in both air and water. Consuming one full cup bestows effects for a full day.

Potion, Fermented: Has a strong aroma to indicate its fermented state. Save vs. poison to swallow. If the save fails, make a 1D20 roll against constitution score. A successful roll allows the character to spend one round forcing the potion down. Failure causes the drinker to spend one round vomiting the potion up — with no effect. Such potions are often doubled in effect or duration, but also render the drinker severely intoxicated — the effects of which may include -2 on all die rolls, immunity to fear/pain, and/or gain 2 HD of "phantom hit points" which disappear immediately when the potion wears off. If damage is taken, real hit points are lost before the phantom hit points.

Potion, Dual: Another creation of the OGAS. Safely combines *Heroism* with a *Healing* component taking effect in response to damage for the duration. 20% of the potions bestow *Super-Heroism* and *Extra-Healing*.

RINGS:

Andruna's Ring: Functions as a Ring of Invisibility and Protection +1. If the wearer becomes invisible more than three times in one day, a save vs. Paralysis is required or the wearer assumes gaseous form (as the potion), dropping all items (except the Ring) and existing as a cloud for 1d6+6 turns. The first time this change occurs, the wearer comes away feeling a little lighter and gains permanent water walking ability (as the ring). The effect can be negated by *Remove Curse*. The second time the gaseous change occurs (and the water walking curse has not been removed), the wearer feels somehow "hollow" and gains permanent levitation ability (as potion). Again, this effect can be negated by remove curse. If the wearer remains thus cursed and is changed a third time, she is disincorporated entirely and lost forever, only to be replaced by Andruna herself — wearing the Ring.

Genie Ring: Wearer gains the following powers of a djinni. 5x/day: *Create Food and Drink, Create Soft Goods and Wooden Objects, Create Temporary Metal Items.* 3x/day: *Create Illusions, Become Invisible, Assume Gaseous Form.* Grant another's wish once every 1001 days. Susceptible to command of genie of greater HD. If slain while wearing ring, wearer is taken into the ring — which becomes a Ring of One Wish. If the wish is used, the former wearer's spirit is freed to move on to the afterlife.

Ring of Indivisibility: The wearer is immune to any effect that severs or otherwise removes extremities, such as a *Sword of Sharpness* or *Vorpal Blade*. Damage is still dealt, but nothing will be severed. Also, the wearer cannot be disarmed or divested of a weapon or object in-hand. The ring itself can only be removed by magical means.

Ring of Stability: Gives the wearer 1 HP upon reaching 0 HP, or less. Gives the wearer 1 HP/round, if at or below 0 HP. Once per day, there is a 1 in 6 chance of the ring draining 1 HP from the wearer (at noon or midnight).

WANDS, STAVES, AND RODS: Variant forms of rods among fashionable magic-users include umbrellas and walking sticks.

Faewand: A length of twisted white wood. Produces one of three effects with each use, determined randomly. A fae or elf may choose each effect.

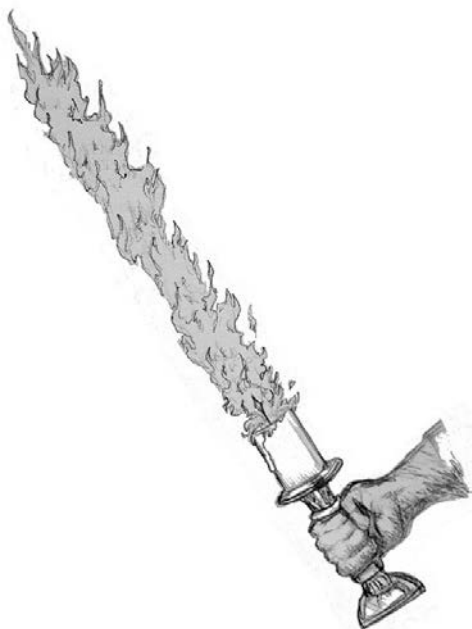
D6 Roll	Effect As
1-2	<i>Wand of Enemy Detection</i>
3-4	<i>Wand of Illusion</i>
5-6	<i>Wand of Polymorph</i>

Manifest Staff: This thick wooden staff is charred in spots by fire burns and lightning strikes, and functions only in the hands of a druid. The staff has a different appearance, depending upon the season. During Waking, the wood sprouts tiny shoots of green and flowers of white or yellow. During Warming, the item displays vibrant green leaves, that tarnish during Gilding and develop patches of lichen. During Gloaming, the staff is bare, except for white lichen in frost patterns.

May be used as a fighting staff, with a +1 bonus during the seasons of Gilding or Gloaming, and a +2 bonus during Waking or Warming. As long as the staff is held, the druid is immune to normal fire, and takes half damage from magical fire (or none, with a successful save). The staff itself cannot be damaged by fire or lightning of any kind. The staff can store any single spell cast upon it by the druid, for up to one day per spell level, until the druid releases it. When one end is stuck into the ground or soil, the staff can be commanded to transform into a treant, without the ability to command trees, that is under the control of the druid. The treant moves at 6" during Waking or Warming, but at 3" during Gilding or Gloaming. Also, during Gilding or Gloaming, the treant goes from 8 HD to 6 HD. If the treant is slain, the staff becomes dormant and effectively non-magical for a number of days equal to its HD (8 or 6). If the treant is actually destroyed, so is the staff.

Cinder Rod: At a glance, this item looks to be a length of badly rusted iron, but is actually ash, cinder, and smoldering embers. Unless activated, the rod sheds no discernable heat. Takes in all fire-based spells as a Rod of Absorption. The user can cause either herself, or the Rod, to burst into flame. Burst into 10' burning cloud (2-25 damage), then re-form in hand. Retributive strike against ground to create volcanic earthquake. Said to be formed from material at the bottom of Naga's pit.

Warwick: This pillar candle comes attached to a stand. Upon command, it produces a blade of



fire exactly as a Flaming Sword, usable without risk for up to three consecutive combat rounds. Any longer, and there is a 10% cumulative chance per round that the candle melts away forever. Can also be used to launch a *Fireball* up to three times per day, with a cumulative 10% chance of melting each time. The first *Fireball* is 5-dice, the second is 6-dice, and the third is 7-dice. If lit as a candle, it will burn steadily (even in a strong wind) as normal, without consumption, for as long as it stays aflame.

MISCELLANEOUS MAGIC:

Bag of Biding: Small sack that will preserve an item in stasis as long as the bag is kept properly sealed. Such items will not deteriorate, rust, rot, etc. If more than one object is placed in the bag, it will not function.

Bag of Birds: Similar to a Bag of Tricks, this item produces a variety of eggs that hatch into fully-grown birds to serve the user. Birds will be ordinary songbirds, gamebirds, or sometimes a crow. May be commanded to carry messages, attack, distract, sing, etc. If preferred, the eggs can simply stay unhatched. The bag will produce 4-16 eggs per day.

Birchbox Deck: 17 slim panels of white wood, painted with images and symbols in violet and black. Contains cards from 2-10, plus 8 major arcana. Numbered cards have the listed effect, regardless of how they are drawn. The major arcana manifest different results by the orientation of the card drawn.

Card	Effect
Two	+2 to random stat (d6) — maximum of 18.
Three	Re-roll next three failed saving throws.
Four	Take no damage from next element-based attack.
Five	+5 to AC for next five hits.
Six	Gain effects of beneficial 6 th level spell. As 12 th lvl caster
Seven	+7 to next to-hit roll.
Eight	+8 to next damage roll.
Nine	Next 8 hits to take PC below 1 HP re-rolled by Referee.
Ten	+10 temporary HP.

Card	Orientation	Effect
Chevalier	Upright	Perform task to gain Renown.
	Inverted	Perform task or lose Renown.
Seer	Upright	Gain beneficial magical book.
	Inverted	Gain random magical book.

Hunter	Upright	Gain surprise on next major foe.
	Inverted	Next major foe gains surprise on you.
Piper	Upright	+3 to saves vs. charm or compulsion.
	Inverted	-3 to saves vs. charm or compulsion.
Standard-bearer	Upright	When next reduced to ½ HP, regain full HP.
	Inverted	When next reduced to ½ HP, drop to 1 HP.
Mourner	Upright	Gain a Wish, usable only for yourself.
	Inverted	Gain a Wish, usable only for another.
Masquer	Upright	+3 to saves vs. gaze attacks/visual effects.
	Inverted	-3 to saves vs. gaze attacks/visual effects.
Juggler	Upright	Gain one experience level if Lawful.
	Inverted	Lose one experience level if not Lawful.

Centipede Bracelet: This bulky item of dark, metal segments resembles a detailed, articulated centipede designed to be worn with mandibles clasping tail.

Worn on the left wrist, the bracelet allows the wearer to climb as a thief, with a base 1% chance of failure — usually checked at a halfway point of the climb. Every 1000 gp of weight adds 1% to the chance of failure. Armor also increases the chance of falling: scale mail by 4%, chain by 7%, banded by 8%, and plate by 10%.

Worn on the right wrist, the bracelet makes the wearer well-regarded by insects and arachnids of all types, even summoned or giant versions. Such creatures will never attack the wearer, even if commanded or under magical control — unless the wearer threatens them first. Wearer may Neutralize Poison 1x/day by touch and is himself immune to non-magical poison.

When unclasped and commanded, the bracelet animates as a centipede construct, with the following traits and powers.

May be disassembled into a set of exceptionally fine thieves tools that grant the user a +15% bonus to both open locks and remove traps attempts. Can reassemble itself on command.

May be used to search for traps, devices, or hidden features 3x/day as if using the owner's Perception score (but the construct's own modifiers). The construct must be within 20' of the user at all times.

May bite 3x/day. The bite does no damage, but does inject the victim with small centipede poison. DC 13, 1d2 Dex/1d2 Dex.

May warn the wearer of intruders or approaching danger as if by an *alarm* spell. It squeezes the wearer's finger and this ability may only be used while the ring is worn on either hand.

Coral Diver: An odd pendant resembling a pudgy goldfish grown over with colorful coral. Confers *Water Breathing* (as Necklace) and swimming (15") abilities to the wearer. Can be commanded to expand to Diver shape — a submersible vessel that functions in water. For each day (or fraction thereof) the item is used as a Diver, it stays as a pendant afterwards for as many full days. Swims at a rate of 12" in any direction and endures depths of nearly 3000', with room for three human-size passengers and up to four hours of air for each (or two for six hours, or one for twelve hours). The Diver is AC 0 (or -2 with its layer of coral) and takes 100 HP (or 150 HP with coral) to breach the hull. Though covered with a layer of multicolored coral, 50 points of damage destroys that growth, taking 1 day/10 HP to regrow, if immersed in water. The coral changes color with the Diver's surroundings, giving a 55% chance to hide if moving at 6" or less, and a 75% hide chance if stationary. The bulbous "eyes" of the Diver allow normal range of vision, even in murky water. The Diver's main defense is the generation of magical bubbles. A single, small bubble can be created, functioning exactly as a *Wizard Eye* for the Diver's controller. Only one such bubble can be maintained at a time. Also, the Diver can create a cone-shaped surge of larger bubbles that acts as a *Repulsion* spell. Either bubble type can be produced per round. In extremis, the Diver can be used to ram for 4-24 damage at full speed (plus 2d6 with coral growth), but the Diver takes 2d4 damage. At half speed, the Diver can ram for half damage, taking none itself.

Decepticloak: A sable cloak with curious purple highlights and what seems to be a pair of long sashes or scarves, attached at the shoulders. When the wearer desires, these attachments animate as barbed tentacles which strike using the wearer's attack bonus for 1d6 damage each. The wearer appears to be up to 3' from her true position, adding +2 to defense and to saving throws where the character is selected as a target (such as by wand).

Dolman: A long, loose coat generally worn by riders, an enchanted dolman may protect the wearer from harm or the elements. Some ornamental dolmans, worn by officers or important personages, are enchanted to enhance the wearer's leadership skills or influence. The dolman is characterized by loose sleeves with tight cuffs and an open, decorated front. Some types of enchantment include the following.

1. +2 bonus to charisma-based stats and die rolls, such as Maximum # Hirelings, Loyalty Base, and NPC Reaction.
2. Keep wearer comfortable and protected in any non-magical climate or weather extreme.
3. Function as banded mail (AC 4), but with the encumbrance of a coat.
4. Bestow riding skills of expert rider.

5. If wearer falls 10' or more, coat will unfurl and lower wearer gently to the ground. Wearer may also *Levitate* (as a 3rd level magic-user) up to a total of 9 turns/day.

Figurine, Wondrous

Malachite Cricket: The size of an ordinary cricket, this carving gives the owner a +1 bonus to all saving throws and to AC, if kept on their person and not otherwise activated. Can be commanded to animate as a cricket of ordinary size, able to chirp for the purpose of distracting a single target within 20', who must save vs. spells or automatically fail their current action. Can be commanded, 1x/day, to animate as a cave cricket of about man-size, able to attack or act as the user wills. This version is AC 2, Move 6"/3" hop, HD 2, 1 jump/kick attack for 1-6 damage. If slain, the cricket returns to statuette form for an entire week.

Pearl Mice: A pair of life-size mice — one black and one white. Each can disappear once per day (for 1-6 rounds) and return with enough food (not water) for a single meal, much like a limited *Create Food* spell. One may be sent forth, acting as a *Wizard Eye* for the user, not straying further than 24" and moving at a 6" rate. One may be used to send a *Message*, spoken by the user (delivered in the user's voice) to be given to the individual named, who can issue a reply upon receipt. Each message can be up to ten seconds long, both delivered by the mouse, traveling by its own means — up to a half-mile. Each mouse is AC 0 and HD 2. If killed, the figurine is destroyed.

Peridot Mantis: A realistic carving of an ordinary praying mantis. Upon command, radiates *Anti-Insect Shell* (including giant insects, but not spiders) similar to *Anti-Animal Shell*, but only from insects. The figurine must be with the owner and not otherwise activated while this power is in effect. May be animated as a mantis of ordinary size, which can create the sudden illusion of a giant mantis (3x/day) to scare those within 20'. Creatures of animal intelligence receive no save and will flee in fear from the apparition. All others may save vs. spells to avoid being affected as if from a *Fear* spell. If not otherwise activated, the figurine can be commanded to become a matching pair of *vorpal* short swords, usable only by the owner. This can be done three times per day, up to a total of 30 minutes.

Froghorn: When blown, sounds a booming croak to summon a "plague of frogs" to the immediate area before the user. This results in 1d10x100 ordinary frogs, plus 1d10 giant frogs. Each use, there is a 2 in 6 chance of creating a thick, greenish fog that causes illness and hearing loss.

Hallowgold: Commonly found in the tombs of holy warriors, saints, and powerful priests, this metal bears a magnificent luster. It is often set as inlay to enhance a holy symbol or vessel, weapon, or suit of plate armor. Set into a consecrated holy symbol, the cleric turns undead as if one level higher, and adds one additional monster to the number turned. A weapon set with hallowgold becomes +2 vs. undead. Plate armor inlaid with hallowgold gives the wearer +1 to saves vs. evil attacks and -1 from the effective hit dice of evil opponents, much like *Protection from Evil*. It is said that hallowgold is gold that has been tarnished by divine glory.

Helm of Vigilance: This visored helm allows the wearer to stay alert and wakeful for up to 8 hours, see normally in non-magical darkness, see invisible creatures/objects, and hear noise as a 13th level Master Thief (1-6). Wearer is immune to *Sleep*, *Charm*, or *Fear*. For every 4 hours the helm is worn, and not removed for at least 1 hour, there is a cumulative 20% chance that the wearer will experience hallucinations and paranoia. The referee should treat the experiences as fleeting illusions without definite form or origin. Movement just at the edge of sight, vague sounds, spatial misjudgments (causing penalties to hit), and other distractions that are impossible to pinpoint or identify.

Iboru: Stylized carvings that originated as symbols of important founding families, iboru are exclusive to Mauvolg through a craft strictly regulated by Volgate law and tradition. Found in a variety of sizes, typically from 1" to 4" in height or diameter, and usually in a spherical shape. There are fifteen Great Iboru (IboruKir) and as many as seven Small Iboru (IboruSao). While Great Iboru must be fashioned from ivory or bone, Small Iboru may be carved from wood, nut, horn, or shell.

Each iboru symbolizes one respected house in Volgate society, revered as an icon of proud tradition and great honor. Only certified artisans may craft iboru, most specializing in a few specific designs. The sigils of each Iboru House are simply stylized representations of their iboru. Some iboru have passed from one family to another as fortunes wax and wane among the influential houses through the ages. Loss of one's iboru is a blow from which it can be difficult to recover.

Iboru translates loosely as "tiny fate," and ancient tradition claims an elusive minor deity as the patron for each. It is from these "oru" that the sculptures take their form and their worship has fallen out of fashion among all but the Iboru Houses themselves.

The known magical types of iboru are listed below.

The fifteen traditional Great Iboru are:

Style	Save Bonus	Style	Save Bonus	Style	Save Bonus
Bat	Stone	Hare	Spells	Shrike	Wands, etc.
Bear	Death/Pois.	Hawk	Breath	Spider	Death/Pois.
Cricket	Spells	Manta	Stone	Tiger	Breath
Dolphin	Breath	Moth	Wands, etc.	Turtle	Stone
Fox	Wands, etc.	Serpent	Death/Pois.	Wasp	Spells

The seven recognized Small Iboru are:

Style	Save Bonus	Style	Save Bonus
Centipede	Death/Pois.	Kraken	Death/Pois.
Firefly	Wands, etc.	Raven	Spells
Kirin	Spells	Salamander	Breath
		Toad	Stone

Magical iboru function only for humans, and fully for Volgate humans of the proper House. For a human user, an iboru confers a bonus to a specific type of saving throw — as shown on the tables above. The bonus is +1 for any human, +2 for a Volgate human, and +3 for a Volgate human of the same House as the iboru. A Volgate human may bestow a single *Cure* or *Neutralize* effect per day, by touch, choosing from *Disease*, *Serious Wounds*, or *Poison*. A Volgate human of the same House as the iboru may cause one die rolled by the player, or against his character, to be re-rolled. This may be done once per game session and the player chooses which die roll is used.

Jewel of the Third Eye: A smooth, oval stone of any color, pressed into the forehead where it will painlessly set itself. User closes eyes to activate. User can see through the jewel without risking the dangers of visual effects such as petrification from the gaze of a basilisk or gorgon, blindness or bedazzlement from bright light, or hypnosis from illusory patterns. During use, all ranged attacks made by the user are at -1 to hit. Only one jewel can be set at a time. A jewel may also have one or more of the following abilities, as determined by the Referee.

1. **See in darkness:** Ordinary and/or magical varieties.
2. **See magic auras:** As the *Detect Magic* spell.
3. **Read magical writings:** As the *Read Magic* spell.
4. **True sight:** See disguised or shapechanged creatures for what they really are.
5. **Eagle sight:** Vision improved by 100x.

6. **Diagnostic vision:** View a living creature and see if its body contains poison, disease, internal injury, parasitic infection, or any other natural damage or pollutant. Does not confer any special knowledge of things seen.

Tales speak of a singular jewel that combines all listed powers, plus a few others. This artifact is the Silver Pearl.

Juju Leaves (additional): In addition to the varieties found on pgs. 53-54 of the **DHAVON** supplement, the Mauvolg region produces a few more types.

1. **Earthquake:** Spitting a chewed-up gob upon the ground creates an *Earthquake* over a 6" x 6" area, centered upon the spit, exactly as the spell.
2. **Monster Summoning:** At the start of the turn following the spit striking the ground, one monster will appear upon the spot. The exact type is determined by a d6 roll, with the result indicating the level of *Monster Summoning* spell that is duplicated (I-VI). In all other ways, this functions as the appropriate spell for the user.
3. **Stone to Flesh:** Reverses the petrification of a single creature, which the gob must be spit upon to take effect. The restoration takes a full turn.
4. **Web:** Whatever surface this gob of goo strikes becomes the first anchor of a *Web*, exactly as the spell (from a Staff of Wizardry).

Khinu: Khinu items are designed to slowly orbit the wearer's ankle, wrist, or head without touching the skin. They float while turning in place, and are made from semiprecious stone. The item will only function if there is no impeding material between it and the wearer's skin.

Khinu Anklet: Must be worn in matching pairs to be effective. Most khinu anklets are designed to grant the wearer an exceptionally light step (as if weight is now half), or increased movement speed. One rare type allows the user to *Levitate* at will.

Khinu Bracelet: These items need not be worn in pairs, and may enhance the wearer's to-hit rolls for either melee or missile by +1. Some increase a spellcaster's accuracy or damage with spells. One rare bracelet increases the healing power of a cleric or paladin to *Cure* wounds.

Khinu Circlet: Floats just above the wearer's temple, a bit like a halo. The circlet will deflect magical or elemental attacks from above, such as lightning strikes, flaming pitch, enchanted arrows, or "bolts from the blue." Some will protect the user from mental attacks or effects, granting a bonus to associated saving throws. One rare circlet allows the user to retain extra memorized spells (if any) per day.

Liberty Bell: Ringing this bronze hand bell once will create a *Knock* effect in a 6" radius. The effect also unfastens ordinary knots, buckles, clasps, and buttons. Ringing the bell three times *Dispels* all *Charm, Hold, Maze, Paralyze, Petrify,* and *Time Stop* effects in a 12" radius. With each ring per day, there is a cumulative 5% chance that the Bell will crack and be rendered useless.

Mantle of Seasons: Thought to be part of a set of "druidic regalia," along with the Manifest Staff and some sort of wreath, the appearance of this garment change with the seasons. Resembling leaves, bark, and moss in a patchwork pattern, the mantle always matches the local foliage of the season. In natural surroundings, the mantle camouflages the wearer to make her effectively invisible if motionless or concealed. If moving at a walking pace, or less, the wearer is 75% likely to go unseen. The wearer is immune to the effects or extreme weather conditions and temperatures, from -30° to 130°. A druid wearing the mantle gains one additional spell slot per day of each level she can currently cast. Once per day, in aboveground/natural surroundings, the wearer can become a treant — with the ability to command trees.

Mask of the Sun and Moon: This impressive item of gold and silver represents a stylized sun on one half and a similar moon on the other. Both halves serve to form a smiling/frowning face, respectively. Worn by day, the mask allows the user to turn or dispel undead as a 10th level cleric. By night, the wearer may *Animate Dead* as a 10th level magic-user. The skeletons and/or zombies fall to pieces come the dawn.

Metaera's Spool: A wooden spool of red, gold, or blue thread with accompanying needle. Upon each base end of the spool can be found one or two symbols. These are patterns to be sewn into a garment to add an enchantment. While a spool can be used for any symbol shown on the base, a garment can only be affected by one symbol at a time. If a second symbol is added, the first is negated. Also, certain symbols will enchant only specific types of garment, as detailed below.

1. Glove (not gauntlet): +1/+5% bonus to non-combat rolls involving manual dexterity or upper body prowess. Examples include picking a lock, playing an instrument, scribing a spell, or forcing a door. Function only as a matching pair.
2. Hat or Hood: Wearer immune to non-magical disease or parasites. Also, inhaled effects such as stench, gas, or spores.
3. Scarf: Successful decapitation attack is re-rolled and the lower of the two taken. Wearer immune to all cold-based conditions or effects. Add to duration or effectiveness of spells with spoken components, such as *Charm, Speak With Dead, Ventriloquism,* or *Word'* spells.

If the attached needle is used to stitch a symbol, the task can be done in one hour — the needle’s only magical property. If another needle is used, the task requires two hours to complete. The thread holds the item’s true magic and there is enough on the spool to create 3-9 symbols.

Nether Egg: Metallic blue-gray egg with red blotches, about 8” from end to end. The insides shift when moved. If broken, the egg releases a freakish and hideous, flightless, four-legged bird creature from the Umbral Planes (an *achaierai*). Known as a nether bird, the thing is 5’ tall when it “hatches,” growing by 5’ each following round. When it reaches 15’ in height, the monster becomes smaller by 5’ per round, until it disappears in a foul cloud of black smoke. Thoroughly Chaotic and evil, the bird eagerly attacks any creature in sight. Combat stats according to its current size.

Size	AC (body/legs)	Mve”	HD	# Att	Dmg/Att (claw/claw/beak)
5’	4/3	9	20 hp	3	1-4/1-4/1-6
10’	6/1	12	30 hp	3	1-6/1-6/1-8
15’	8/-1	18	40 hp	3	1-8/1-8/1-10

With each size change, its hit points are “reset” to the total listed above. Claw attacks made as a 4 HD monster and beak attacks made as a 9 HD monster — regardless of size. Inflicting half the monster’s current HP total to a leg severs that leg. Losing two legs reduces movement to half. When the creature disappears, the black cloud fills a 10’ radius area. Those inside take 2-12 damage and must also save vs. poison or suffer *Feeblemind*.

If thrown or dropped to release the nether bird, there is a 1 in 6 chance the egg fails to break — probably from sheer spite. The hatched nether bird obeys absolutely no one.

Owlbear Mantle: Somewhat mangy and smelly, this heavy garment of fur and feathers improves AC by 2. Owlbears (and other bears) will treat the wearer as an owlbear, not attacking unless threatened first. Wearer may *Polymorph* into an owlbear for a total of 9 turns/day.

Pipes of the Crematorium: When these charred bone pipes are played, corporeal undead (of 2 HD or greater) within 50’ must save vs. spells or be immolated, leaving behind animated skeletons under the control of the piper. These skeletons have the same HD as the original undead, but are otherwise normal. Up to 20 total HD of skeletons can be created and controlled, until they are destroyed or the magic is dispelled.

Redcap: Blood-red hat that makes the wearer quiet and unseen, as if wearing *Elven Boots* and *Elven Cloak*. Wearer gains +1 to hit with all ranged attacks and is immune to faerie glamor. Wearer may also gain *Haste* for a

total of 5 turns per day. At sunset of each day the cap is worn, the user makes a charisma-based reaction check as if the cap were a monster in his service.

Dice Score	Reaction
2-4	Wearer's alignment becomes Chaotic (Evil).
5-7	Cap requires bath of fresh blood to function for the next day.
8-12	Cap functions normally for the next day.

Rhythm Tyrant: Magical metronome whose supernatural tones force others to act in time, as decided by the user. Can be sped up to create a *Haste* effect, as the spell. Can be slowed down to create a *Slow* effect, as the spell. If the device is stopped before another effect has ended, a *Time Stop* effect (as spell) is created. The device will function properly for 9 turns per day. If the random duration of the *Time Stop* effect takes the duration of use past 9 turns, the device may become broken. The chance is equal to the number of turns past 9 (in 6) in a D6 roll. If the device runs 1 turn past, there is a 1-in-6 chance of breakage. If the device runs 2 turns past, there is a 2-in-6 chance of breakage. If the metronome is broken in this fashion, the user ages 3d4 years and the device will not function again for an equal number of months.

Tome of Translation: Book with the title written clearly on the spine. Any letter or word written on one of the fifty blank pages within will be instantly translated into the language of the title on the spine. The translation is as exact as possible and will be utterly literal. One page can translate up to 100 characters/letters. Once every page (front and back) has been used, the magic of the book is lost – though the writing remains.

Tone Orb: Floating metallic or crystalline sphere, about 18” in diameter. Interposes itself between user and attacker, in much the same fashion as a *Shield* spell. When struck by any physical attack, it responds with a sound that targets the attacker, duplicating one of the following effects as chosen by the Referee or a D4 roll.

1. *Dimension Door*, as spell, to the weapon and/or wielder.
2. *Repulsion*, as spell, for 1 full turn.
3. *Slow*, as spell.
4. *Stun*, as *Power Word*.

The orb takes no actual damage from non-magical weapons and can take 100 points of damage before it bursts into a 10’ globe of whirling shards, similar to a spherical *Blade Barrier* spell, but for 4-40 damage to anything (other than the user) caught inside, and lasting for 4 turns. At the end of the duration, the orb re-forms as it was, but cannot be used again for three days.

The Underworld & Wilderness Adventures

"You know, there are places here in the 'volg where sun never shines."

"I know. You're sitting on one. I'm sitting on another."

"Talking about the shadowlays."

"Of course you are. Any fool knows. Why are you going on about it?"

"Folks just don't go there."

"More revelations. Please, speak more sooth to us."

"Except, you've been seen going there. Into the everdark."

"Could be."

"What would drive you to do such a thing?"

"We like the dark."

"We?"

"We."

"What?!"

THE UNDERWORLD (CINDERDARK AND EMBERGLOOM)

Much of the cavern and tunnel system beneath Mauvolg will be volcanic, either actively or slumbering. The Cinderdark is a region of relative safety, with feeble volcanic activity. As for the Embergloom, well...it is wise to watch one's step. Among and just below the Cinderdark region lies the under-realm of Pendoth, mentioned on pg. 57 of the **DHAVON** supplement. Unlike most of the Dhavonish counties, Mauvolg maintains cautious relations with its nearest subterranean neighbors. Along with minimizing raids from below, this relationship allows some Volgate merchants to offer some truly exotic wares for sale or trade.

Nearer the southeastern border of Mauvolg, volcanic activity increases and the region of the Embergloom extends out toward the Mara Imperium. Active volcanoes and simmering calderas can be found among the mountains and hills of the surface above, marking a treacherous no-mans-land between Mauvolg and the Imperium.

"Look, everyone, these new passages..."

"Why are they so round, do you think?"

"Did we stumble into some ancient sewer system?"

"Wait — what did Durok say?"

"He says the stonework is so smooth that he can't tell what kind of tools were used to make it — if any."

"Why can't that dwarf learn to speak Common?"

"Honestly, I think he can, but just refuses to."

"Dwarves."

"I don't recall the scrolls saying anything about giant snakes in these dungeons either."

"Snakes?!"

"Relax, Safflower. There's no snakes."

"H-how do you know?"

"Grujni here would smell them. Wouldn't you, boy?"

"Arf!"

"See?"

"Well, what DID make these impossibly smooth, and perfectly round, tunnels?"

"Hmmmmmm..."

"Zaphan?"

"Hmm?"

"What are you thinking?"

"Well...I was just -"

rrrrruuummmblille

"Was that a quake? I didn't feel anything."

"What in blazes did Durok say this time?"

"He says it wasn't a quake."

"Thunder."

"What did you say, Zaphan?"

"It was thunder."

"Seriously?"

"Sort of."

"What does that mean?"

"It was air rushing back into a void to fill the space."

"Void?"

"A black void of nothingness that devours even the air in passing. A void that leaves perfectly round spaces behind."

"Guys?"

"What is it now, Safflower?"

"Durok says there's a darker darkness in the dark behind us. Something he can't see through. He says it's coming closer."

"Oh dear..."

"Zaphan?"

"We need to run. Fast. Right now."

While Mauvolg boasts its share of dungeon environments, much of what is known takes the form of rumor or hearsay.

- Castle filled with earth after the death of an ancient king. Made into a great burial mound, the earth brought from the king's homeland and hallowed to keep his restless bones inside. Or, so the legends claim. Recent excavations have been made in search of treasure.
- The nightmarish Creeping Crypt, a rare and bizarre “roaming dungeon” that seeks out new occupants.
- Ghosts of fallen adventurers are said to haunt living heroes into completing their failed quests.
- An “intradimensional” dungeon where only the rooms or passages currently occupied by the explorers actually exist at any given time.
- Long-dead and fossilized purple worm forms a winding passage beneath the sands to a buried temple or tomb.
- Mirror panels or doors that can be turned to access previously unseen passages or chambers — in reflection.
- Tower built within a low-lying basin that has since filled with water, leaving only the upper floors accessible.
- Your very first adventure started in this nigh-legendary place — The Purple Wyrn tavern. Now, some years later, someone is trying to close the place down. Ominous threats have given way to mysterious mishaps and the proprietor of this fine drinking and brawling establishment has reached his wit's end. With no one else to turn to, he pleads for your aid in his time of direst need. There is even a chance of the next mishap causing the destruction of your rather hefty bar tabs if you can make it the very last one. Will you stand and fight for this historic piece of adventuring heritage? Will you become one of the Defenders of the Purple Wyrn?

It's late at night — closer to the wee hours of the morning, in fact. Tossing and turning on a lumpy mattress in your private room at some third-rate rural inn, you sit up to read until your eyelids close of their own accord. Flipping idly through a discarded chapbook of mediocre poetry, you decide that a cookie or two would make the purple prose go down more easily. Then, horror strikes! You drop your cookie! It falls somewhere between the mattress and the splintery bed frame. Never hearing it hit the floor, you dive for the fallen morsel. What's this? Not a cookie. Another slim volume of puerile odes to some simpering maid's dubious charms? Nay! Some journal wedged betwixt mattress and frame. A campaign journal in the feverish

scrawl of an intrepid adventurer like yourself. Rosters. Accounts. Personal observations. Maps. Hmm...a rough map a site where a dungeon lies. Also, the beginnings of a plan of the first level - and a bit of the second. Notes for traps and monstrous dangers. Not to mention - yes indeed - treasure. Should you wake the others? Share your lucky find over breakfast? Sneak out alone before dawn to stake your claim alone? Solo adventurers become solo corpses, as the old adage goes. And, old adages are written by old survivors. You can commit this stuff to memory by morning. Maybe breakfast won't be as terrible as tonight's supper. Now, how much gold was there supposed to be in that lower chamber?

Now is no time to lay blame, nor to debate the wisdom of stealing the silvery rat idol from the bloody altar. Shiv, the thief, paid for that trespass in a manner most hideous and cruel. But, since the swarm of giant undead rats turned upon the rest of you, the chase has been harrowing. Daylight seeps around the curve of the passage. D'Clave, the cleric, tripped a snare and was overcome by the swarm. She is doubtless beyond help, but a dire trap has been triggered. The grinding and rumbling sounds from overhead bear the unmistakable portent of doom. Dodging falling rubble, you gather your strength for a final burst of speed out into the clean air and warm sunlight. Out where the monstrous rats cannot follow.

Tailoring monster encounters

Whether planned or random, not all meetings or conflicts with creatures will be perfectly suited to the abilities and resources of player characters. In lieu of a pointless slaughter or devastating early anticlimax to an otherwise successful adventure, there are ways to subtly adjust the danger of an encounter — for better or worse. The list that follows is merely a brief set of examples.

1. Foe has a weakening disease that makes it less of a challenge. But, at the Referee's option, the sickness can be transmitted to a PC or an innocent.
2. The creature has just fought another monster or NPC(s) and has not yet recovered.
3. Monster is starving. It may be weak from hunger, but is far more aggressive than usual.
4. Monster is in an unsuitable environment that makes it awkward or less effective in combat. Like a white dragon in a volcanic cave.
5. Temporarily blinded, deafened, slowed, weakened, or polymorphed.

6. Creature under a debilitating curse, which may be passed onto its killer.
7. Monster is enmired, leashed, webbed, snared, or otherwise restricted.
8. Creature has recently overeaten, leaving it sluggish and less aggressive, or with an upset tummy.
9. Foe has ingested hallucinogens and is experiencing a distorted reality. Alternately, the foe is drunk.
10. Monster is taking great care not to damage surroundings or nearby object(s). Or, avoiding a fall or other clear and present hazard.
11. Creature is too big for its surroundings, suffering limited mobility or access while the PCs move freely.
12. Foe is using what it believes to be powerful magic, relying heavily upon a supposedly enchanted item or weapon — in error.
13. Multiple villains or monsters are fighting over a single prize or goal. The infighting and crossfire can be used to the advantage of the heroes.

THE FALLEN LAND

Mauvolg earned this title about five hundred years ago when Naga, the firstborn of Erebus, roused from an incubating slumber within volcanic caverns and broke free to the surface. During the pyroclastic upheaval, thousands of square miles of surface land tumbled nearly 5000 feet into the ground. Naga departed for the neighboring Mara Imperium, where he is now worshipped as a deity, urging a hostile recovery of these childhood lands.

During the Harrowing you could never tell where an elemental might strike or what plant, animal, or person could be a fae in disguise. Fear and paranoia ran rampant. It was arcane magic that finally turned things around. Elemental and planar magic, bindings, summonings, abjurations. Still, when the Manifestations and the Erlcourt entered the conflict, humanity began to falter and extermination seemed imminent. At that point, the priesthoods implored the gods to intervene. It was the last time the Great Gods were heard from in Avremier.

With the aid of elemental allies and powerful druidic rites, much was restored to begin the process of rebuilding. Today, Mauvolg is a realm in the final stages of recovery, risen above divine cataclysm to truly thrive. It is a rocky land with surprising microclimates representing various extremes. Widespread farming does not exist here as it does in Dhavon and produce from their neighbors is one of Mauvolg's prime imports. Volgate crops tend toward root vegetables, gourds, melons, grapes, beans, and canes. Famed for

game animals, precious metals, and fine fabrics. Mauvolg textiles are known for durability and beautiful colors or patterns. Their rich, enduring dyes are a source of envy to all but the finest Dhavonish weavers. Many of Mauvolg's cliff faces are honeycombed with small mines that yield gold, silver, and precious gems.

ACHROSAI,

REPUBLIC OF

The Circle Elect

Capital: Sulane (pop. 12,700)

Population: 35,000?

Demi-humans: Many

Humanoids: Many

Resources: tropical hardwood, silver, medicines

Area: 38,000 sq. mi.

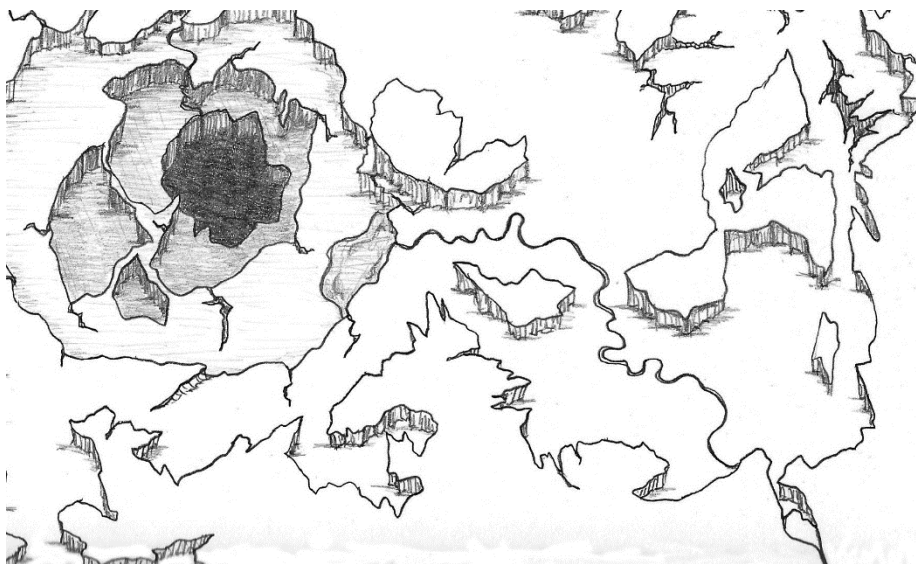
Volcanic highlands and lush river valleys prone to heavy mists. Most civilizations found upon the hilly slopes and higher reaches of the river valleys. Part of southeast Mauvolg, Achrosai shares a frontier border with the Mara Imperium, with some disputed land encroaching upon ancient kuranage holdings. Thunderstorms carry rich volcanic sediment to the lowlands, contributing to the rampant jungle growth characteristic of recent years. Isolated areas of the deeper jungle seem dominated by alien blooms and aggressive carnivorous plants. There are few human settlements, but totem gnomes and more than one type of lizardfolk have thriving civilizations.

ANDALIRE,

FORTRESS-COLLEGE OF

Where once stood the silent ruins of Inthur's nameless capital, the city built above a slumbering deity, there is now a gigantic hole. Center of a lost empire devoted to worship of a god near enough to touch — an empire broken and scattered. A serpentine deity awakening in a fiery rage to lay

waste to usurpers. Today, the fortress-college of Andaire encircles the great breach — the site commonly known as the Snake Pit. Andaire is now known as the greatest institution of history and archaeology in the land, and famed for its intrepid Sword-Scholars.



The Snake Pit — site of the fortress-college of Andaire.

ARDENMOOR,

FASTNESS OF

His Commanding Lordship, Mabroche Evorn, Lord-Constable of Ardenmoor

Capital: Bramorn (pop. 5,260)

Population: 24,000

Demi-humans: Many

Humanoids: Some

Resources: None outstanding

Area: 21,000 sq. mi.

North of Ombru's Mere Downs is a marshy, rocky land that is the source of many of the streams emptying into that lower region. Home to remnants of the terrible kuranage that once dominated much of early Mauvolg. These creatures raid often into neighboring areas, possibly in a campaign of expansion from their damp confines.

BLACKMANTLE PEAK,

ABSOLUTE TYRANNY OF

Towering caldera claimed by the infamous Bronze Giant known as Imbrumin, a devil to some and a teacher to others.. His citadel reaches out toward the middle of the cone itself, suspended high above a lake of bubbling magma. Basalt gargoyles as messengers and servants.

CHANDRUN,

THE THREE PROVINCES OF

Collective name of the central lands of Mauvolg, said to be the most peaceful and productive in the realm. Region of sprawling ranches and colorful farms.

OMBRU PROVINCE

This province is found along Mauvolg's northern wall, to the west, and bordering briefly along the Rivenwater. It is a wild and haunted land of capricious winds and untamed waters. A well-kept trade road and broad, navigable river bring a goodly amount of traffic through the region.

Botan: A timber and farming community, fallen upon hard times. Once a busy trading post by a well-traveled bridge, Botan is now more of a waystation and hideout for those with business of a more unsavory sort.

Fern Breaks: A region dominated by winding shale cliffs and fern-covered paths, all prone to flash floods during the rainy season. One of the first settled areas of Mauvolg and famous for a number of impressive homes and other buildings that demonstrate a wide range of architectural influences.

During the first hours of morning, traffic is heavier on the road, mostly from the direction you are heading. Individuals on foot, carrying heavy-looking loads on their backs. Small groups leading and/or riding carts laden with belongings. A few individuals riding tired-looking mounts or beasts of burden. One quality all seem to share is a miserable sort of resigned weariness. No one speaks or takes more than the briefest notice of you. They yield the road when they must, but seem intent on making the best time possible.

Looking up the trail you can barely discern red ribbons fluttering from grounded wooden stakes. As you get closer, bold black writing becomes apparent on the fluttering surfaces — ancient symbols so old they have become traditional emblems that now convey a meaning beyond mere words.

-PLAGUE-

Except for the occasional and rather pitiful traffic making its way against your path, the road remains more or less your own. The fleeing villagers appear to be making their way to Botan, for the most part. None seem to actually carry any sort of plague — at least, there are no outward signs.

The warning banners are spaced somewhat erratically along the road, but convey a clear message to travelers. By noon, you come to a sign on the road that tells you the village of Kiuro lies a few miles further upslope (there is a cart track) and is the apparent source of the plague. The Cliffside Inn and the town of Nepresh can be found further along your current road.

Kiuro: Nestled in a small vale among sloping cliffs, Kiuro is a place for sheep, terraced farms, and a single functioning mine. The town is laid out in something of a rough star-shaped pattern by necessity of the landscape, and the buildings are mostly of stone with roofs of lacquered bamboo cane. Thick stands of tall bamboo grow at the edges of town, especially by the large pond to the west. A little beyond the bamboo-screened pond can be seen a group of high mounds, overgrown with vegetation but still visible. Some mounds are crowned with groups of tall white stones, fully as high as a man. A neat path set with crushed white stone wends its way through the mounds and out beyond the village.

As you stand above the village, a savage gust of wind blasts up from the vale — carrying the odor of decay laced with the sickly sweet scent of stale incense. One of the larger plague banners tears from its post and drifts over your heads to land in a gorse bush. Skirting Kiuro by elevated routes, you travel by sheep paths around to the far side of the village. All is still below and the sheep on the heights ignore your presence. Moving through a tree-sheltered declivity, you catch a different odor than before. Something burnt...and beneath that — something rancid. Picking through more gorse bushes, you spy a small clearing at the back of the hollow, and a crude stone structure, low and stained. The remains of a black ram atop the flat surface and the dried bloodstains imply an altar...and one of great antiquity. A narrow trough, cut into the stone, channels blood and other fluids into a hidden place on the other side. Whatever ceremony was performed most recently seems to have occurred within the last day-or-so. The body of the ram has plague warnings tied to the curved horns, like festive ribbons.

Mere Downs: At the eastern edge of Silkshroud Wood, extending south, is the region of marshy lakes and sinuous streams named the Mere Downs. Each body of water is named for a legend or predominant quality.

- Deadmere: Silent. Still. Empty. Nothing lives here.
- Heronmere: Home to a race of intelligent great blue herons said to know many of the secrets of the Mere Downs.
- Mistmere: Characterized by heavy fogs and spectral visions. A place of hauntings and unexplained deaths.
- Moonmere: Legends say that, on certain nights, a person can swim to the moon through its reflection upon the water.
- Mossmere: Infamous for its population of sentient plant creatures as well as for rare herbs found almost no place else. Welcoming only to insects and birds.
- Murkmere: Sunken pond surrounded by trees and tall rock where light never reaches. Home of a dark nymph with a gift for prophecy.
- Stonemere: Territory for a tribe of ogres tainted with hag blood, and the hag that rules them.
- Willowmere: A place of lurking trees and the rumored home of a reclusive witch who speaks to the drifting lights found there.

Mossridge: Originally a haven for the wealthy and influential, this elegant community is built upon a scenic river overlook. Now, mostly a convenient place through which to travel on the way to someplace else. A melancholy shadow of former glories.

Nepresh: A river port and crossroads town, Nepresh is a place to gather, trade, equip, refresh, and rest. Clean, secure, and welcoming.

Silkshroud Wood: Silent labyrinth of pale trees and hawthorn that covers and drapes the heights between Blackmantle Peak and the Mere Downs. As much of the forest is draped and choked with strands and masses of spun silk, many believe fear habitation by monstrous spiders. Tales claim the wood is ruled by an elusive entity known as Ispholyn, the Dark Weaver. Still, not a single spider has been reported within the region.

KATURO PROVINCE

Extensive central province named for the capital city of the governing Shuvanate. The person who sits upon the High Seat is known as Shuvan (if male), or Shuvana (if female). The title carries the same essential authority as Prince or Princess and is the highest rank of Volgate culture. Even the High Seat may be answerable to the combined authority of the traditional noble houses. The current ruler is Kephra Shuvana.

Hanging City, The: Known formally as Katuro, the capital city of Mauvolg is built into the sheer walls of a towering stone stack, with the ruling palace at the very top. This “upper city” is closed to most outsiders and restricted mainly to government officials and associated staff. Stories claim that the upper city is built around an open shaft that descends through the entire stack.

SENKAIU PROVINCE

To the south and the east of the capital, the oldest province of Senkaiu is home to few humans and a number of races with animal traits. A type of gnoll known as the gnoru (shorter and stockier gnolls with traits of the ‘bearcat’ and a less evil demeanor overall), totem gnomes adapted to more civilized living, countless varieties of yokai (shapechanging urfae), and others. Senkaiu itself is a picturesque mosaic of colorful little villages, landscaped countryside, and unexpected patches of ancient wilderness. This province is a dichotomy of the cultivated and the untamed.

Offering Bridge: Two gigantic statues reach out across the river to meet at the center with their gifts to each other. The entire sculpture forms a bridge. Also called the Way of Giving.



MUNICIPALITY OF

Matron of the House of Wheelwrights, Brecca Wheelwright

Population: 10,700

Demi-humans: Bucca, Totem Gnome, Delver, Cyr

Humanoids: Some

Resources: banking, foodstuffs, shipping, trade

Area: 1,200 sq. mi.

At the Rivenwater divide, the port of Cochale is a welcoming gateway from Dhavon to Mauvolg. Vessels travel to and from the Lower Rivenwater by means of enormous devices similar to waterwheels, giving the port its nickname: The City of Wheels. Governed by a council of influential Merchant Houses — largely independent from the hierarchy of hereditary Ancestral Houses, Cochale enjoys a contractual arrangement with the Hanging City to gain considerable autonomy. While peace prevails, and taxes are taken regularly, Cochale may direct its own affairs.

The House of Wheelwrights holds considerable power through their ownership of the massive waterwheels that facilitate trade. Operation and maintenance of the wheels is the responsibility of the Wheelwright House, the leaders of which sit upon the Governing Council. A generous annual budget is allotted for keeping the wheels operational at all times. Between this allotment, and the fees gathered from vessels that use the waterwheels, the Wheelwrights prosper. The core of the House of Wheelwrights is a bucca family whose ancestors designed and constructed the great wheels. Brecca Wheelwright is the current House Matron. Ingol Wheelwright is her younger brother, handling the footwork for his sister, and eagerly enforcing her will. The House of Wheelwrights leaves the daily workings of government in the hands of the Merchant Council, but is not shy about wielding its considerable influence behind the scenes.

Because the port serves as a gateway between Mauvolg and the world above, Cochale boasts fine security measures and peacekeeping forces. Cochale's role as an important center of international trade also assures that the city is exceptionally beautiful and well cared-for. Of course, this dictates a higher cost of living than in most other parts of the realm.

KETAU,

AUTARCHY OF

At Mauvolg's southern fringe, this great forest basin rises toward the center in a towering cluster of snow-capped mountain peaks. Within the basin, small dinosaurs roam among herds of gowaks, mastodons, and aurochs, all under the appraising eyes of striped smilodons and scaly-headed rocs. Among the forbidding mountains were founded the first kamujin monasteries of Agrun-Kavra, Kharag-Dro, and Nerus-Ankar. None may reach these distant sanctuaries without passing the sacred snow leopards known as the Teeth of the Storm. Rumors tell of savage final guardians called the Snow Ghosts, or yeti. Tucked away in a hidden pass is the legendary Elephant Graveyard, where mastodons, and even the holy baku, go to their final rest before Uleshna's tusked ivory throne.

"Will you guide us to Winterdark Hall?"

"I'd never make the trip this late in the season."

"We'll pay."

"For my funeral, or for directions?"

"...Directions."

"Follow the river upstream to the mountain. Take the mountain path above the treeline -"

"I remember something about a waterfall. A large waterfall. We should be able to follow the sound."

"- to the goat trail, which winds along the cliff face to the great carving of Lord Winterdark and his frozen waterfall beard."

"You're joking."

"Not if you're paying."

"Frozen?"

"Solid."

"So, we can't follow the sound of falling water?"

"One of you others is going to pay me, right?"

MATRUPAJ,

NECROPOLITY OF THE ASHEN DEAD

The thriving capital of Achrosai before its destruction by volcanic eruption, Matrupaj is now inhabited by thousands of undead covered with ash and hardened lava. Defending the city against all invaders, including recent kuranage encroachment, they have no grudge against the living in general. The “demon cults” of kuranage intruders trespass within Matrupaj to make overtures toward the despot of Nefugoro. In recent months, the ashen dead have sprouted growths of flowering vines and move with renewed purpose. Whispered chants speak of something called the Orchid Gods.

NEFUGORO,

PROVINCE OF

Demonlord of the Temple-Palace, Naochli the Golden Ape God

Population: About 1000

Demi-humans: None known

Humanoids: Many

Resources: foodstuffs, treasure/relics

Area: 900 sq. mi.

This massive sprawl of carven stone, more like a small city than a palace, was built by the kamujin (ogre magi) of the past millennium. What became of the builders and their civilization, no one seems to know.

The current self-proclaimed ruler, a particularly large and powerful bar-igura resembling a huge, evil orangutan with glossy red-gold fur, has been the despotic demi-deity of this region for many years. Summoned long ago for a forgotten purpose, Naochli rules its crumbling domain from a gaudily restored throne room in the great central temple. This crafty old monster gathers followers and worshippers to suit its whims. Monstrous, intelligent apes, and ape-like creatures, infest the region. Ordinary bar-iguras serve as Naochli’s lieutenants. Recently, kuranage envoys and pilgrims have come to treat with the Golden Ape God. So far, their intentions remain unclear.

NERIKE, **PROVINCE OF**

The Restless Flame, Revan'tyra, Chancellor of Nerike Proper

Population: 30,000?

Demi-humans: Mostly bucca

Humanoids: Some

Resources: gold, spices

Area: 37,000 sq. mi.

A great chasm within Mauvolg's southeast wall, a hundred feet above the ground. The Stonesurge River, a tributary of the Wanderwater, churns and crashes through this realm, before emptying into the Placid Deep — a lake with fish and freshwater crustaceans of prodigious size which form staples of the local diet. Giant dragonflies inhabit the lower, marshy banks of the Stonesurge River, their iridescent carapaces used to fashion eye-catching armor and shields. Away from the river and the lake, Nerike is a dry, windswept desert. In places, the walls of the canyon support villages of towers and bridges. A smaller side canyon is home to the Shard Dragon. Most give this region a wide berth, out of respect for the powerful entity. The capricious winds that traverse the length of the chasm serve to motivate a number of the industries found along the cliff walls. It is rumored that the unpredictable shard golem was a creation of Nerike windworkers, and these fractured constructs do protect the province with a notable fervor.

PEARL PRINCIPALITIES

The Pearl Princes and Princesses

Population: 100,000

Demi-humans: Some

Humanoids: Some

Resources: foodstuffs, cloth, copper, gems, glass

Area: 80,000 sq. mi.

Six small, wealthy states, each ruled by a Prince or Princess — titled after the color of a pearl (black, blue, green, red, white, and rose-gold (sunrise)). Not under Shuvanate rule, but found within Mauvolg's surface borders. The Pearl Principalities started as a protectorate, but are now a group of independent domains that remain a nominal part of greater Mauvolg. Today, they deal on near-equal terms with the genie realm of Ophriquir, providing mutually-beneficial diplomatic and trade services for all of Mauvolg.

ROVANUA,

SOVEREIGNTY OF

Her Formidable Highness, Bajithe, The Dragon Dowager

Population: 10,000?

Demi-humans: Few

Humanoids: Few

Resources: Unknown

Area: 13,000 sq. mi.

The Dragon Dowager's palace below southern Rivenwater, under a swirling maelstrom. A passage within the maelstrom opens to the sea floor once every 222 years in honor of the departed Dragon Lord's reign. Distinguished visitors are welcome for six days of celebration and remembrance.

RUKASHRA,

THEOCRATIC MARK OF

The Pearl Princes and Princesses

Capital: Kothan (pop. 9,000+/-)

Population: 100,000

Demi-humans: Some

Humanoids: Some

Resources: foodstuffs, cloth, copper, gems, glass

Area: 80,000 sq. mi.

When the earliest settlers made their way to the eastern frontier of Mauvolg, the nomadic human tribes of the Ruk were already starting to settle into an uneasy shared culture. While willing to be part of the Volgate realm, Rukashra is shaken by internal strife and possibly tainted by open trade with the Mara Imperium.

The capital of Kothan is the only permanent settlement of Ruk civilization, divided into distinct religious quarters. Strife among their gods almost always translates to strife among the worshippers of those gods. Kothan is also the name of the Ruk underworld in all sects of their religion.

The most terrible and subtle battles are fought between the Order of the Scorpion and the Fane of the Cobra. Each is represented by a cult of assassins that have been murderous rivals for centuries. The two cults are each rebuilding and claiming one-half of the ruined Old City to continue an ancient feud known only to them. Poison is a weapon of choice for both cults and few can match their knowledge of toxins.

The Order of the Scorpion is a death cult delving deep into the secrets of alchemical necromancy and biogolemechanical engineering. Their warriors and assassins employ weapons and armor of elaborate insectile design. The elite warriors of the Fane of the Cobra are known as Knights of the Steel Hood. The Fane of the Cobra is a tantric, sensual cult that pursues lost biological sciences and genetic manipulation through magic and alchemy. Their warriors and assassins are often unnatural hybrids of human and serpent, utilizing many small, concealed weapons and any object at hand that can be improvised as a lethal instrument.

"Grandmother!" the word preceded the quick patter of bare feet by mere moments.

"Matriarch, Poppy," corrected the old woman with the barest hint of reprimand.

Hunched over, palms against knees, catching her breath, the skinny girl nodded agreement. Her outlandish auburn hair clung to her face in sweaty strands.

The Matriarch smiled.

"You sent for me," the girl managed, "Matriarch?" She stood at attention.

"I am sending you on a small errand, my dear."

The girl's joy seemed to shine through her skin. It had been too long since she had been given reason to leave the village. Her restlessness had started to show — and to wear.

"You will be going to the wooded heights."

Poppy's amber eyes widened. "To fetch supplies? Deliver medicines?"

"Not this time," replied the Matriarch, settling back into her bamboo bowl chair. It protested only with a soft creak.

"Then-?" the girl began, but stopped and lowered her eyes respectfully at the quick gesture from her grandmother.

"I want you to kill someone."

Poppy stared at the tiled floor, focusing on the crimson and black lacquer of her namesake balanced upon the upturned paw of a grinning fhu bear. "Can I know the name of this unfortunate, that I may pray among the ancestors for their soul?"

Society and Settlement

Volgate society is structured largely by castes and by ancestry. Family and lineage are very important distinctions of an individual or household. Property and possessions are also defining traits of this civilization, where the measure of a host lies mostly in the ability to make a guest comfortable, and to bestow gifts. Volgate society may seem solemn or rigid to outsiders, but the traditions that have endured for centuries give a sense of purpose, and even dignity, to the people. The lowest peasant can often claim a lineage that reaches back for a thousand years and their household takes great pride in treasured heirlooms prominently displayed in the entryway of their home.

Strangers are welcome within the borders of Mauvolg, but there is the concern of outside influences disrupting the harmony of ageless tradition. Visitors may be assigned an escort and a specific place to stay during their time in the region. Non-citizens are treated no better or worse than anyone else, but may be restricted in their freedoms until they have proven trustworthy. Outsiders who have been accepted in Mauvolg society are given special pins, which represent a House sponsoring their privileged status. This great honor carries a certain responsibility to the sponsoring House, since the actions of the individual reflect upon the patron.

In a region bounded by sheer cliffs extending hundreds of feet into the sky, property is understandably limited. The settlements of Mauvolg are carefully planned affairs with many townhouse-style buildings that have shops below and living quarters above. Cellars are also very common as well as flat, open rooftops. Even so, there is rarely a feeling of being crowded or confined. Architecture tends to be open and airy, while surrounding walls are designed to cooperate with the landscape as much as possible.

Even the towering cliffs are utilized for living and farming space. Terraced crops and cliff-side dwellings extend almost to the surface of the world above. Most settlements found upon the inner walls of Mauvolg tend to be inhabited by bucca. And then there are the famous bucca drifttowns, floating serenely above the landscape and riding the capricious breezes.

Ancestral Houses

Volgate culture is driven in part by ancestral pride through the continuance of established Houses, both noble and common. Even the most mundane bloodlines are respected in Volgate culture for their antiquity and adherence to tradition. Some of the oldest Volgate Houses are mentioned below.

Black Pine: Hidden away in their mountain retreats, members of this House are reclusive in the extreme. Their ancestors are known for being among the first to explore and claim the Fallen Land for the Volgate people.

Dragonfly Shadow: Friendly rivals to the Water Lotus house, known for extravagant waterborne parties aboard elaborate houseboats on the Dragonfly River. Their ancestors sailed the ships that brought Humanity to Avremier.

Persimmon Branch: A once-noble House fallen into quiet obscurity, its members are known for poking into the mysteries of the past. Their ancestors were once advisors to the Shuvanate, but the House no longer has a hand in guiding Volgate destiny.

Water Lotus: Typically found along the waterways of Mauvolg, above and below the surface. Their ancestors aided the Black Pine House in their initial exploration of the region and were instrumental in the founding of Cochale.

Wraith Blossom: Named for an elusive flower known for insubstantiality, this House has a legacy as intangible as its namesake. Their ancestors have appeared and disappeared from recorded history throughout the centuries and few can say which have been real and which were legends.

Volgate Military

The armed forces of Mauvolg are mostly private in nature and typically come under Shuvanate authority. True soldiers wear the colors and insignias of their liege lords with pride, and their conduct reflects directly upon those masters. Traditionally, leadership of military troops falls to members of the Shuvanate Court, with commanders assigned to each Household contingent, as necessary. In this way, the throne retains a measure of influence among the armed forces of the land.

Ketaru

Unlikely to achieve officer rank, except by exceptional prowess, Ketaru are the least of Mauvolg's professional soldiers. Often mercenaries seeking honorable service with an influential House. Rarely of noble stock, though ancestry is of no concern to their employers. Each swears fealty to their liege lord, maintaining exemplary conduct to remain with the Household militia.

Yet to Come

Plots are afoot and tales are in the making. Mauvolg borders upon realms beyond the experience of goodwives, farmers, and shopkeepers. Mauvolg itself is rife with adventuring opportunities, both straightforward and exotic.

It began, as I recall, with a "plague of snails." Usual predators wouldn't eat them and the slimy little things were everywhere. According to the local magistrate, a gardener over in Ombru Province found the first trails on a walkway. The glistening slime tracks formed words, clear as truth. Never heard what the words said, but some monks came to look. Claimed they formed part of a prophecy. Other words were cropping up here and there, made by snails. The monks swore they were part of the same prophecy. Now and then, another line is found. Lots of folks wondering what it all means when the lowest of creatures start writing words about the future and all.

When the moon is in the sky, and the obelisk is raised into position, a shadow falls over Istriell's grave like an accusing finger. Her interment forbids the harriidan from leaving her grave, or using her dreadful powers as long as the shadow of the obelisk remains. Should her body be uncovered, she will raise an empty, beckoning hand. Tales disagree as to the proper response, but something must be given, else she will refuse to lower her arm. As the grave is shallow, her hand will show forth even if she is reinterred. If this occurs when the shadow of the obelisk has moved on, Istriell is free to rise and continue a quest for vengeance against her infamous husband.

Gangs of ogres clad in *umbulc* carapace armor have dug into the Xorn Collective. Tired of repelling the brutes, the xorns ask for heroes to deal with the predations of "your fleshy kind." The ogres claim xorns are stealing metal ore from ogre lands — metal the ogres use to craft weapons for raids into neighboring domains. This is a chance to stop ogre incursion and to aid the peaceful xorn settlement on the verge of destruction.

INSPIRATIONAL AND EDUCATIONAL READING THAT HELPED SHAPE THE MAUVOLG CAMPAIGN REGION:

Campbell, Joseph. ORIENTAL MYTHOLOGY.
Cook, Glen. "The Dread Empire" Series.
Davis, Alan. "ClanDestine" Comic Series.
DeMatteis, J.M. (writer) & Muth, Jon J; Williams, Kent; Pratt, George (illustrators). THE COMPLEAT MOONSHADOW
Froud, Brian & Lee, Alan (illustrator). FAERIES.
Gaiman, Neil (writer) & Amano, Yoshitaka (illustrator). THE SANDMAN: THE DREAM HUNTERS.
Gaiman, Neil (writer) & Vess, Charles (illustrator). STARDUST.
Henson, Jim & Llewellyn, J.J (writers) & Froud, Brian (illustrator). THE WORLD OF THE DARK CRYSTAL: THE COLLECTOR'S EDITION.
Howard, Robert E. "Solomon Kane" Stories.
Hughart, Barry. BRIDGE OF BIRDS.
Kay, Guy Gavriel. "The Fionavar Tapestry" Trilogy.
Lainez, Manuel Mujica. THE WANDERING UNICORN.
MacAvoy, R.A. TEA WITH THE BLACK DRAGON.
Rice, Anne. SERVANT OF THE BONES.
Smith, Jeff. "Bone" Comic Series.
Trampier, David A. "Wormy" Comic Series.
Vardeman, Robert E. "The Jade Demons" Series.
Wagner, Matt. "Mage: The Hero Discovered" Comic Series.
Wells, Martha. CITY OF BONES.
Yarbro, Chelsea Quinn. TO THE HIGH REDOUBT.

This ends the treatment of Avremier as a setting for adventure. The lands settled and maintained by humanity have been presented for consideration, but there is much more to cover — in future supplements. The next volume of this set-of-five is Eldritch Avremier, an introduction to the magical forces of the Arcanaflow and a glimpse at the Vastness that forms the endless multiverse beyond the campaign world itself. The final volume-of-five, Deities, Deminities & Personalities, covers the world's divine forces, as well as pivotal NPC figures of the setting. Those who shape the course of history, for good or ill. Heroes and villains. Rulers and tyrants. Warriors and wizards. Saints and abominations.

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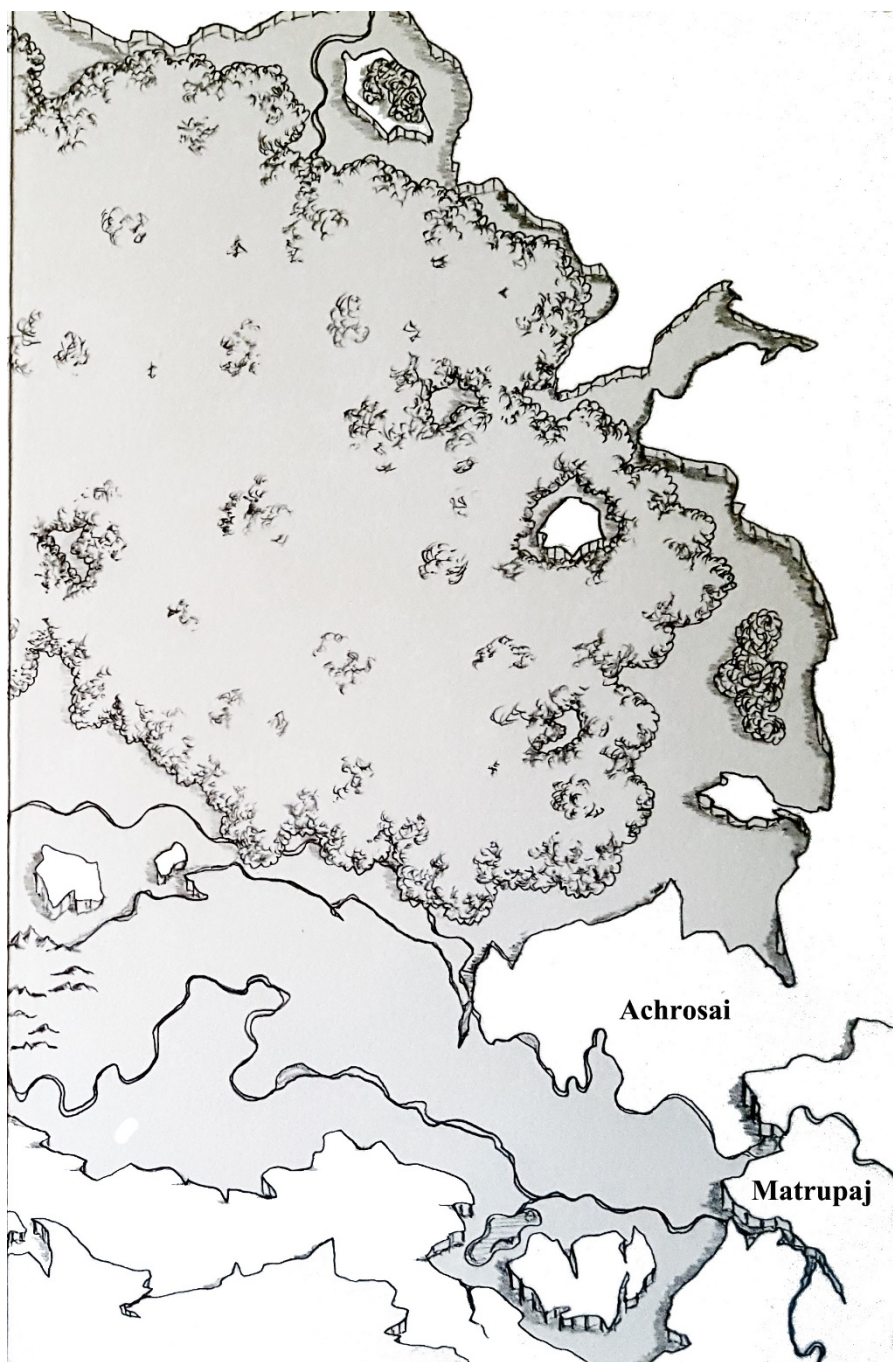
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Eastern portion of Mauvolg's Great Forest Basin

THE FALLEN LANDS OF MAUVOLG

This is where the rest of humankind migrated and settled. Those who heard other calls and followed different paths. Just before the region was broken and collapsed by the emergence of a young and angry deity.

Perspectives from a mile within the ground can be different. Volgate culture is defined by dogged survival and fierce independence. Shadows fall long and deep.

Supplement II offers:

The Kanjin Monk. A region-specific variant sub-class.

The Horned/Waiting Druid. A setting-specific Druid variant.

Details of the native bucca population and their wondrous drifttowns.

Notes for playing a Cleric in a realm devoted to non-human deities.

New weapons, materials, and equipment.

About 50 new and variant monsters, native to the region.

More than 50 new magical weapons and items.

Stats and details of the major divisions and settlements of Mauvolg — above and below.

Notes for the neighboring non-human lands and their relations with Mauvolg.

Clues and hints regarding some of the long-held secrets of the Avremier setting.

*Embrace the shadows within these towering cliff walls,
for the world beyond is no longer yours.*

