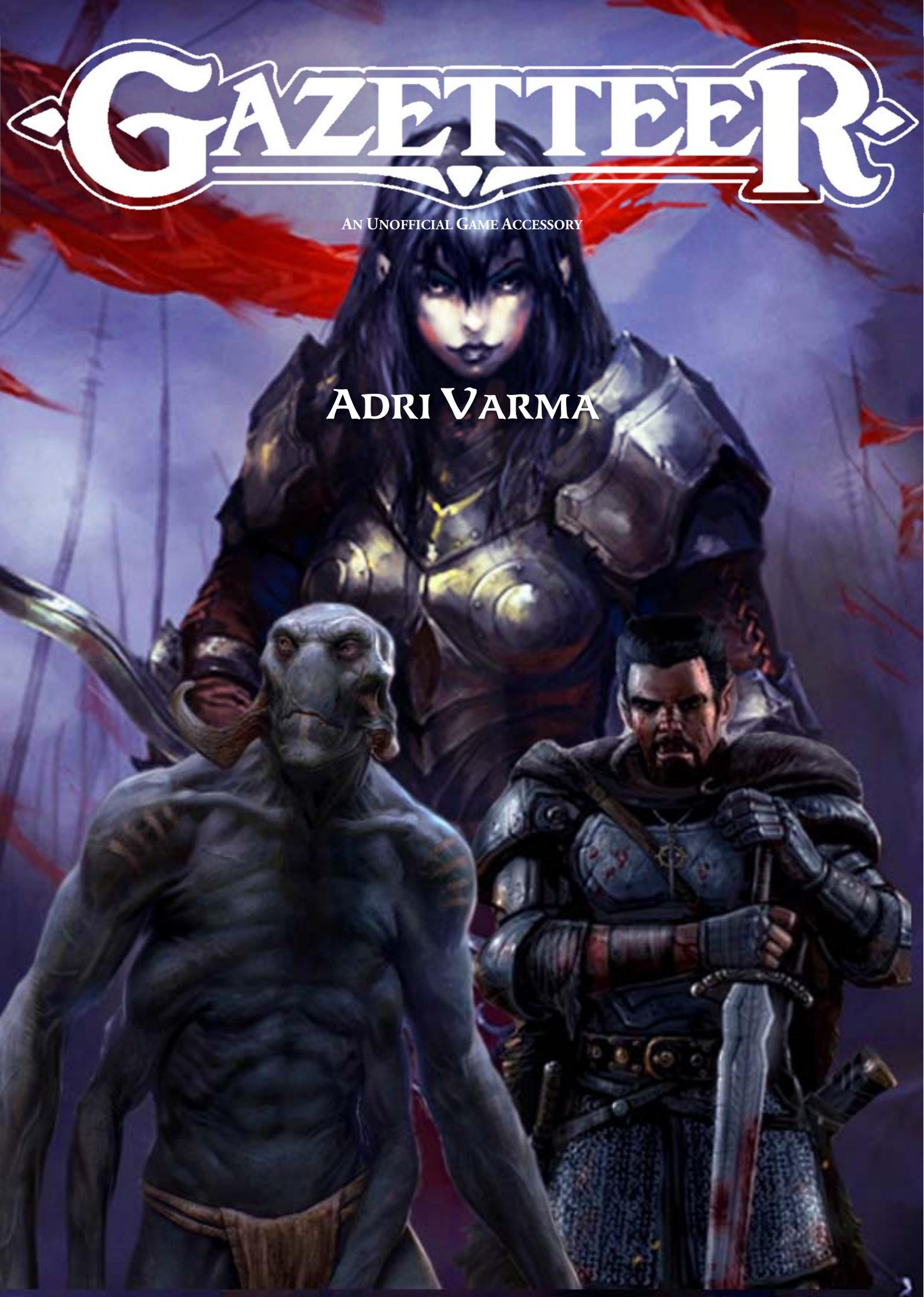


GAZETTEER

AN UNOFFICIAL GAME ACCESSORY

ADRI VARMA



GAZETTEER

An Unofficial Game Accessory

The Adri Varma Plateau

Compiled & Expanded

By

Omnibus

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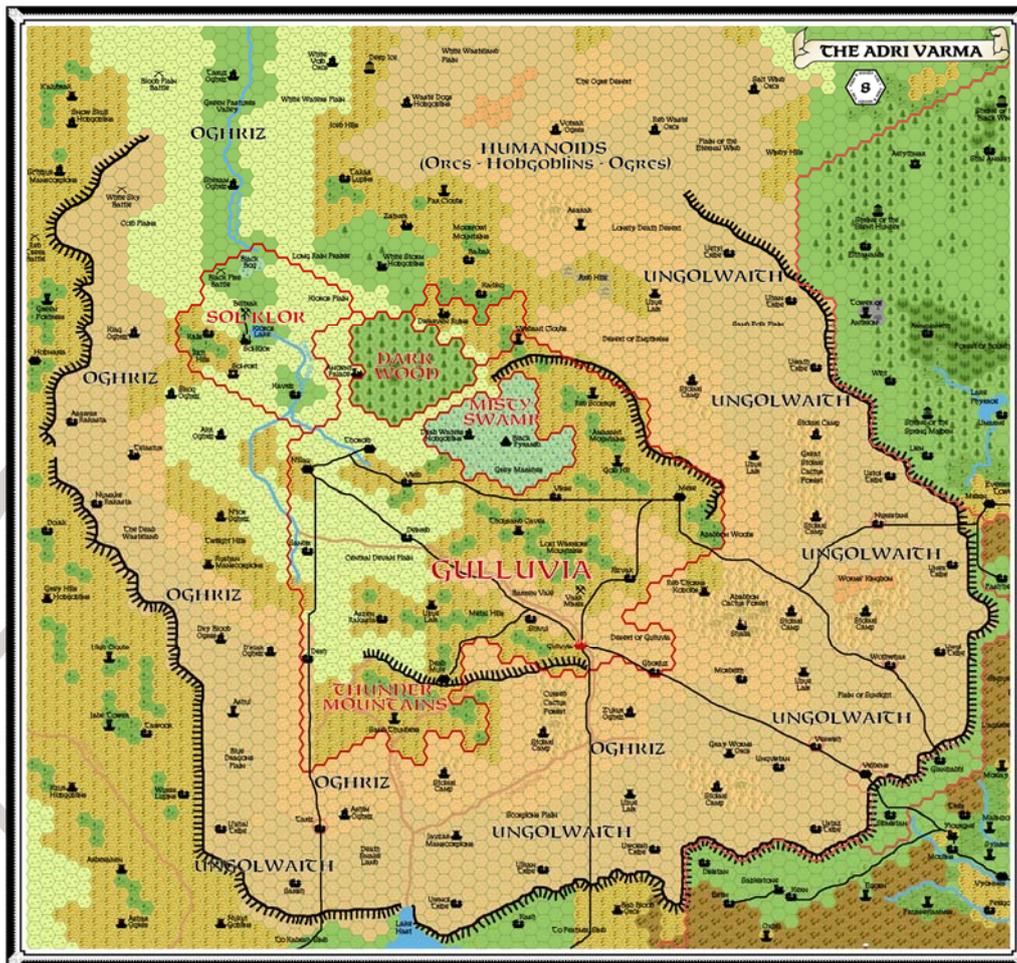
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Introduction

This manual is based on the adventure B3 *Palace of the Silver Princess*, and on other material taken from a website that is now inaccessible, integrating it with material from the Pandius website and that developed by. I would like to thank David Knott, Jim Sahlas, Giulio Caroletti, James Mishler, Patrick Sullivan, Andrew Theisen, Thibault Sarlat, Christopher Cherrington, Gilles Leblanc, Steven B. Wilson, Håvard, Lo Zompatore and others including Thorf. You are invited to visit the Vaults of Pandius site where you will find a lot of material in English (<http://pandius.com/>) and the international community of Mystara Fans – The Piazza where you will find many interesting discussions on their favourite setting. (<http://www.thepiazza.org.uk/bb/index.php>)

You are also invited to visit the Dragon's Lair (Tana del Drago) website, an amateur site where you can find a lot of material in Italian about not just the Mystara setting. <http://www.roberto.roma.it>

I would also like to mention the interactive map project that can be found on the Dragon's Lair website where in the future you will be able to navigate the maps to access the content of the various mini-Gazetteers. <http://www.roberto.roma.it/MAP/MYSTARA.html>

Adri Varma

Geography

Area: 378,500 sq. mi.

Population: About 203,550 creatures of various types.

Location: Brun continent, north of Sind, northwest of Glantri and west of Wendar.

The Adri Varma is a vast and diverse plateau. The plateau rises vertically marking the border of the south and east regions, and is broken in several places because of the millennia of erosion, earthquakes and other geological activity. In various places, rubble from old rockslides and other natural events have made it easy to climb. The rest of the plateau's side is composed of eroded rock filled with many small caves. Reaching a maximum height of about 6,250 feet the lands near the escarpment's side are mostly badlands. Other regions are the desert region, mostly comprised of hills and rocky desert, and, finally, the inner region, which consists of plains, prairies, and hills with some rare forests and swamps. The plateau's inhabitants know the largest and most well known swamp as the Grey Swamp. This swamp is only slightly smaller than the Malpheggi swamps of Darokin. This description of the plateau applies to the southern part of the plateau, which is close to Sind and Glantri. As we move northwards on this vast plateau the climate becomes ever colder until the landscape becomes more like an arctic tundra.

Flora/Fauna: The plateau is home to many different ecosystems. The plateau has represented security and a home for many magical creatures, the results of failed

Glantrian experiments that have been further changed by the corruptive force of the plateau.

Regions

The three main regions are the borderlands, which are close to the border of the plateau's wall. The desert ring is a region that surrounds the borderlands. Finally, there is the central region that represents the plateau's nucleus.

Borderlands: The borderlands are a semi-arid region of badlands, which also encompass the plateau's outer wall. This region is the land of the Ungolwaith, also known as the Sand Folk. They mostly live near the plateau's wall and in the rocky lands that surround it. This region is also home to cactus-like creatures that roam the badlands and desert ring. Throughout the region, it is only possible to find small underground springs or small pools of stagnant water hidden in the shade of the land's crevices. From time to time underground caves opening can be found which leads into warmer caves. At the bottom of these caves, magma pools can often be found that account for the warmer underground temperatures.



Rarely, in some small fissures or precipices, which are rather common in the region, a small volcanic vent can be found spewing hot air and gases. The vents often lead to magma a few hundred feet below. While these vents offer a good source of heat during the night, the fumes has poisoned many travellers. Cacti most often grow near cave mouths or vents. The borderlands are only interrupted in the northwest region where the Borzan River forms a fertile valley that begins in the central region. The northeast area, instead, is home to a tribe of orcs. In the southeast part where the Adri Varma borders Glantri is what remains of the Abaddon Wood, which straddles the two states, which in the past extended as far as the central region.

Climate: This is an arid area where it rarely rains. The few clouds let the sun shine almost permanently. Although the region is hot during the day it is always swept by constant winds that cool the air. During the night, the thin air and high altitude makes for a sudden drop in temperature, which is close to the freezing point. It is known that at night the winds intensify because of the cooling air. These cold winds are strong enough to chill creatures to the bone.

Flora / Fauna: Small cacti patches prosper near to the gas vents and at cave mouths. In the rest of the region, grow hardy bushes, thick tangles of bramble and small patches of short greyish grasses. The region is also the land of the Stolari, cacti-like creatures, of the Ungolwaith, of the condor, some air elementals, surtaki and some athach giant as well as some giant millipedes. This region also houses a number of failed Glantrian experiments. Many sages hold that the surtaki are one

of them. Mages often send these magical creatures here, to study them in this environment due to its proximity to Glantri.

The Desert Ring: The desert ring is an arid region composed mainly of small hills and rocky deserts. These deserts are mostly rock beds littered with rocks of different sizes down to grains of sand. As the rocks aren't in an advanced state of erosion, sand isn't found in most of the region. The rocky desert is the area closest to the borderlands, while the hilly region is closer to the central region. Offering some small protection against sand and winds. This area borders both of its neighbouring regions and it can be seen as a transition area between the two areas. Caves are rarer in this part of the plateau and are mostly found in the hills. Here and there in the desert ring, small, extinct volcanoes can be found. The Thunder Mountains are found in the southwest area of this region, but in fact, they are harsh hills rather than real mountains, which are usually perennially covered by storm clouds that thunder and give them their name. The mineral rich Moorfowl Mountains are found in the north of the region. This region, like the borderlands, is broken in the northwest by the valley of the Borzan River.

Climate: The climate is similar to that of the borderlands, except that the winds



aren't quite as strong. This fact becomes truer as the distance from the plateau's edge increases. The region tends to have less rainfall in the desert areas, while the hills receive about the same amount of rain as the borderlands. As the winds get weaker, the temperature becomes colder until it is about a couple of degrees colder during the day and during the night the temperature is about the same. Because the borderlands have strong cold winds, this temperature difference isn't too noticeable to travellers coming from the borderlands.

Flora / Fauna: This region has small grasses, weeds and bushes on the hills, while the rocky desert has few plants. From time to time, some small cacti or plant can be spotted but these are very rare. The region is also home to some Stolari cacti and Ungolwaith, but these two creatures are rare in this region. Other creatures present include snakes, vultures, bugbears, a few rare trolls and chimera as well as some giant centipedes. Rumours also speak of a single deadly mek that patrols the hills. Some Glantrian experiments can also be found in this region, even if they aren't as common here.

The Central Region: Is a cold area mostly consisting of windy planes and prairies. A tangled forest known as Dark Wood and the Grey Swamp are separated by moderately fertile plains. Small rivers and ponds dot the landscape. The Devaki River is the largest of these, is known in Sind for its black water polluted during the monsoon season. The river is polluted from when it flows from the lands of the Sol-Klor. The central region is the

most habitable region of the Adri Varma.

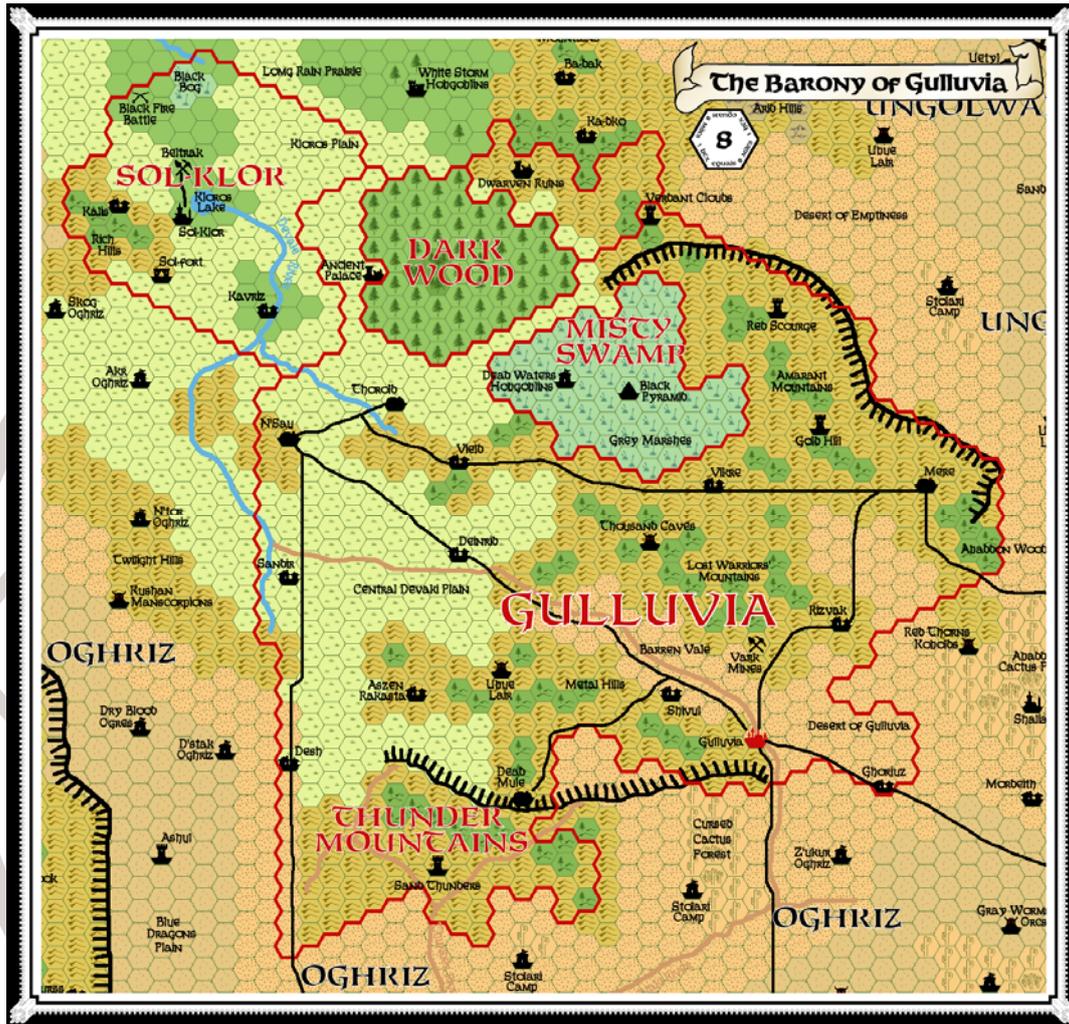
Climate: This region receives more rain than the rest of the plateau because of a microclimate. Strong winds are present, but are much less fierce than on the rest of the plateau. On the hills, the climate is much colder due to the increased humidity and other factors. The winters are extremely cold and the summer months are considered extremely cold by common standards. As one travels northwards, the climate becomes ever colder. Going into taiga and tundra and even further north into a semi-arctic climate. Fortunately, the southern part of the plateau is warmer.

Notable Sites: The Grey Swamp is a huge area of cold wetlands, which consists of interconnected grey murky shallow ponds surrounded by very small muddy islands covered in wet grasses and brown shrubs. The Dark Wood is a large forest close to the Grey Swamp. Named for the deep shade provided by its thick canopy and the many large rocks and caves it contains.

Flora / Fauna: With plains, prairies, forests and swamps this region has many different ecosystems. Notable fauna includes eagles, bears, yak, wild horses and dire wolves.



Barony of Gulluvia



Area: 50,660 sq. mi.
Location: Central part of the Adri Varma.
Population: 49,000.
Government Type: Baroness D'himis.
Capital: Gulluvia.
Industries: Mining, farming, agriculture, trade.



The plateau is ruled by the "Barony" of Gulluvia, in reality a true kingdom, which apparently maintains some type of formal relationship of subjection/descendance with the princes of Glantri. All the current settlements either feel the effects of or are directly ruled from Gulluvia; Thorold and Velders are true satellite cities. N'sau and Mere (the latter is a town mainly inhabited by halflings) suffer a much less tight control,

while Dead Mule has been militarily occupied. Gulluvia is ruled by an unscrupulous woman, as beautiful as she is evil, Lady D'himis, who has established a violently sexist pro-female regime over all her territory. Thorold is famous for its horses, the region of N'S au exports fodder; Velders is essentially a trading station, while



Mere secretly accepts fugitives from the Gulluvia's regime and outfit them to tackle their flight northwards. The Kingdom of Wendar controls the region of the plateau to the north of the escarpment of Mere; therefore, maybe the refugees are heading there.

History: In about the 800 years after the crowning of the first Thyatian Emperor, the conditions were created that brought about the colonisation of the central lands of the Adri Varma. An exchange of territories between the Alphatians situated in the northern part of the highlands (Glantri) and the Hattians who were in the southern part of the highlands, created a flow of people north-westwards which didn't stop within the borders of present day Glantri but were pushed towards the plateau and beyond. Such inflows were also fed explosion of gold fever that involved all the highland regions. Among the Hattians that were pushed onto the plateau there was even a noble family (The line of Gullvius) that had seen its wealth vanish because of the exchange of territory. The head of the family built a small fortress from which he was able to control the main caravan route between the plateau and Glantri; an outpost and trading station, very quickly attracted new settlers who settled around the fortress slowly transforming it into a town. The city of Gulluvia was founded, beginning with the construction of a solid wall and a military force able to defend the region's colonists and miners from the attacks of orcs, oghriz and other creatures. In the meantime, other small urban centres, like Dead Mule and Mere, sprung up in the region. Little by little, the Gullvius family was able to take control of the region and consolidated its power with the development of Velders, which grew from a simple caravan way

station to become a centre of trade, situated close to the frontier with Glantri. In 828 AC, the dwarves of the highlands were expelled from Glantri, as they were held responsible for the spread of a terrible pestilence as they turned out to be immune. Some of the fleeing dwarves arrived on the plateau and sought refuge among the clans of the Moorfowl Mountains. The lord of Gulluvia, whose fortune depended on the dwarves' mining skills, decided not to apply the Glantrian anti-dwarf laws. This marked the start of an era of separation between Glantri and the Plateau and the official birth of the Barony of Gulluvia. The Baron's policies were aimed at developing the mineral resources, reaching an accord with the elves of the Dark Wood and recognising a degree of autonomy to the dwarven clan and the Halfling population which had gathered in the town of Mere, even those fleeing from Glantri. To the west of Gulluvia the plateau is controlled by the S'thrak Oghriz tribe, the tribe represents a threat for the ore caravans while the land it controls, flat and moderately fertile, represents wealth and land to expand the new Barony. The Baron after having told explorers to make contact with the Oghriz decided to use the barbaric customs of the half ogres to his advantage. Summoning the chief of the S'thrak tribe and his advisors with the excuse of agreeing a treaty to guarantee the passage of the caravans, in reality it was just a trap to, literally, decapitate the tribe of all its leaders. As well as inviting the leaders of the nearby Oghriz tribe who according to their customs attacked the S'thrak tribe enslaving the women and children and capturing the men to sacrifice. The Baron waited and then ordered his troops to advance, taking possession of the territory and founding the



city of Thorold and N'Sau. When the Baron of Gulluvia died without leaving a direct heir, several of the Barony's important families vied to take his place, giving rise to a period of unrest. Meanwhile, in 858 AC, in the neighbouring highlands was founded the Principalities of Glantri. A Glantrian noble of Hattian origin, the Princess Aurielle, claimed the dominion of Gulluvia due to her blood ties with the Gullvius family and asked that that Barony be made one of the Principalities. Once settled in the Barony she retook the Gulluvian control over the territory and trade ending the dispute. With the wealth provided by the mines of the Moorfowl Mountains, he built his Golden Palace near the Dark Wood, aggravating the strained relationship with the elves of the wood and renewed the relationship of respect and cooperation with the dwarves of Moorfowl. The Barony of Gulluvia is about to be recognised as one of the principalities of Glantri and therefore about to become the Principality of Gulluvia. In 865 AC, the dwarves made a great discovery, a perfect red gem, a large ruby, extracted from the deepest vein of the Moorfowl mines, and decided to give it to their Princess as a mark of gratitude, to her family, for having spared them the fate that befell the dwarves in other parts of Glantri. They asked the elves to enchant it, linking it magically to Princess Aurielle, and gave it the name "My Lady's Heart". The elves inspired by the qualities of the Princess enchanted the gem so that this enhances the magical power of the Princess drawing power from her "Heart". A few months later, a green dragon attacked the Plateau, leaving the Golden Palace in ruins, nothing is accomplished by the guards' resistance and the help of the elves, even the *in extremis* attempt of Oberon the King of the Fairies,

wasn't able to prevent the Dragon from appropriating the magic gem. The Princess was never found, news of her tragic fate reached Glantri, Gulluvia fell in the confusion, and was considered a depressive province and was no longer seen as an integral part of Glantri. At this point we enter into myth, it is said that a granddaughter of Princess Aurielle, who lived in Glantri, had been persuaded by one of the most important families of Gulluvia into a marriage of convenience in order to be able to claim the title of the Barony. During the journey, the caravan was attacked and all trace of the Princess's granddaughter was lost although the general conviction was that she managed to escape the ambush. The legend says that the girl was welcomed by an old woman and afterwards she became the Witch of the Thunder Mountains. She had two daughters, one of which gave birth to D'hmis. In the meantime, the fight for control of the Barony also weakened its defence capability and exposed the population to external attacks. The orcs of the northeast of the Adri Varma after testing the defence force of the dwarves of Moorfowl with several raids, attacked in force. The city was totally destroyed and sacked; some dwarves were able to escape through subterranean passages. A few others remained in the mines below the ruined town initially to defend the flight and afterwards to maintain a hold on what they consider their land. To this day in the mines under the dwarven city's ruins live a small number of dwarves and among them the recognised chief of the Moorfowl clan. Some years after one of the families who boasts of blood rights managed to gain the upper hand and the Baron Rotrich took power in Gulluvia. In truth, the Baron was of Hulean origin. From years in Gulluvia,



backed by a group of Hulean bandits he was able to gain power and money thanks to illegal activities. The new Baron instigated trade with Hule and began a secret negotiation with the Grand Master to guarantee a lucrative future. In 980 AC, Baron Rotrich died mysteriously after being struck by an unknown illness and was succeeded by his young son. The new Baron falls in love with a mysterious girl called D'hmis, and marries her. Unfortunately, for him, D'hmis revealed herself as an evil necromancer who used her arts to kill him and become the Baroness of Gulluvia. The new Baroness concentrates her attention on the military aspect, surrounded by exclusively female assistants, forcefully took control of the Barony. Baroness D'hmis was very ambitious and began a dangerous double game by passing information both to the agents of the Master of Hule and to Glantri. She made herself available to collaborate with any Hulean forces and at the same time has agreed treaties with Glantri to give the alert if the forces of Hule approach its borders. In exchange, she will be assigned the title of "Princess of Gulluvia" by an act of enfeoffment via a Parliamentary vote.

City of Gulluvia – (capital, population 11,000)

This is the barony's capital. The Baroness D'hmis rules it. Born as the first settlement of colonists in search of fortune, it doesn't have the typical appearance of a city to the south. Built in a spiral around a squat central fortress, over time it has assumed a characteristic form. The main road winds three times around the fortress before reaching the Keep, those that are the outer wall have followed the development of the city coiling around it in a spiral. Princess Aurielle didn't like the dreariness of the

capital so didn't move to the capital; she however built a splendid palace in what today is known as the Dark Wood. The fully stone city defends and hides its inner roads more from the cold winds of the plateau than from hypothetical enemies. With an excellent long distant view and its particular defensive structure, the city has never been attacked. With bridges connecting the spiral wall passing through the high palaces and the myriad of shops and taverns built in what were originally cellars and storehouses below the rooms, Gulluvia is a city on many levels, characterised by crazes and by the cramped conditions. During the last few years, the Lady has begun a work of civil reconstruction embellishing and individualising palaces and public squares with statues and fountains. The city maintains its characteristic appearance due to the harshness of the climate but the depths are constantly illuminated by the oil bought from the Sol-Klor, and its great dynamism of life surprises visitors.

Dead Mule – (city, population 6,700)

A mining city. The soldiers of Gulluvia led by General Drake control it. The city's population is mostly made up of dwarves, which arrived there during the gold rush in addition to those fleeing from Glantri and the survivors of the small colony of Moorfowl. They do not love the Baroness or her laws but avoid openly defying her limiting themselves to supporting the soldiers' presence. Moreover, the military escort for the mining caravans is fundamental to guarantee their trade. General Drake with her hard ways seems to have the right personality to deal with and control the dwarves' stubborn spirit. The General doesn't like to enter into the dwarves' internal disputes and he is more



occupied by the security of the surrounding land than that of the city. The dwarves for their part don't hide their wish for independence and loyalty to the head of the Moorfowl Clan but at the same time deem necessary the protection given by the Lady's troops to the caravans.

Dwarven Ruins – (ruins, population 500 dwarves below ground)

This is an abandoned mining complex, built by the dwarves during the gold rush. By now reduced to ruins, in the past it was a flourishing mining town (Rock of Moorfowl). The dwarves that settled in the mineral rich region used the town as a base for collecting the minerals, market and clearinghouse. Numerous mines situated in the neighbouring Moorfowl Mountains feed the centre's activities. Following the Dragon's attack on the palace of Aurielle and the resulting confusion in the region, the centre was left undefended and subjected to orcish attacks and raids. Due to the lack of a strong political power in the region and the pressing presence of the orcs the area was abandoned. Baroness D'hmis is contemplating taking control of the area. The dwarves would also be disposed to accept semi-independence like Dead Mule in exchange for being able to rebuild their city.

Thorold – (City, population 10,300)

A city that specialises in horse breeding. A distant cousin of D'hmis who seeks to shine and legitimize her power over the town rules it. The laws of the Baroness are rigorously enforced to show Lady Liandria's loyalty. The city is expanding. Lady Liandria likes many of the frequently organised ceremonies in which the court, composed of representatives of the city's wealthy families, shows its respect. Unlike the Baroness, Liandria doesn't like to show a hard hand

and prefers handles her court and the city through sophisticated machinations and intrigues that are carried out during the numerous festivities. A courtly, non-military woman she is known to be a powerful mage and she doesn't hide her preference for people who make use of magic in general, and uses many Glantrian procedures during the ceremonies. Lady Liandria with her friendliness is trying to develop the city and the spartan culture of Thorold by favouring the arts and creating schools.

N'Sau – (Town, population 4,200)

A small farming town untouched by D'hmis's rule. Although part of Gulluvia, it enjoys its own autonomy, more for the lack of interest that the Baroness feels for the town than for a real concession. In fact, the lack of soldiers is only due to the fact of not wishing to create tension with the Oghriz who may view a shift of troops in their direction as a sign of danger. As a mark of its neutrality, the town has by no means been forgotten by the Baroness who is always quick to intervene if exposed to a threat from the north. They are now in talks with the Sol-Klor, that if successfully agreed would see a development of trade relations and of the town itself.

Mere – (Town, population 3,000)

A small town mainly populated by halflings. Fugitives fleeing Glantri sought refuge here and built themselves a new home. Their customs are very different to those of their southern cousins, as they have had to adapt to a rather colder climate. The sheriff recognises the Baroness's authority and in respect of the laws always tries to mediate between the Halfling culture and the wishes of the Capital. A small world apart, the town is partially dug into the rock maintaining a simple and practical style



characteristic of the Halflings, the dwarves find the town's proportions to their liking but taller races have to suffer the dimensions.

Velders – (Town, population 11,500)

This is the main commercial centre for trade Gulluvia and Glantri. It is governed by Lady Phrellia and is under Gulluvia's protection, but suffers heavy raids from the neighbouring humanoids, which really prevents a lot of trade from actually taking place. In effect it is a part of Gulluvia, although it is outside its borders and only accessible through a caravan trail that runs

from the city passing through the cold desert to reach the Capital. Its isolation makes it the target of humanoid raids. Goods from Glantri arrive here and ore from the mines of Gulluvia pass through here. The city has had to give itself strong walls and a mercenary police force to defend itself from the assaults. Lady Phrellia more than Lady Liandria is fond of the Glantrian lifestyle and the use of magic, and supports the presence of Gulluvia's forces but privately claims a more cultural than political independence that doesn't share the harshness exercised by the Baroness.

Personalities of the Adri Varma Plateau

Lady D'hmis (de-MEE) is the Baroness of Gulluvia. She is often seen with her red armour clad baronial guard. She always wears a suit of black full plate when she leaves her palace; this actually a Mithril armour, an ancient gift from the elves to the Princess Aurielle (D'hmis had it recoloured black to disguise it, it is full plate but is treated as medium armour in the rules). She always carries a Flambard sword (a +3 bastard sword with a wavy blade) and her sceptre (which is said to be magical). Beautiful and cold her voice is described as being harsh and emotionless. She is a powerful mage although she shows a certain disgust towards magic. (LE 12th-level Warmage, 5th-level, Havoc Mage *Miniatures Handbook* 3.5 Edition) Born in Adri Varma from a descendent of the Gullvius family, her mother took her to Hattias from distant Hattian parents who had remained in their land of origin. Here she grew up with Liandria who she always viewed as a cousin until the age of ten when the two children

were separated and they took two different paths. Liandria was sent to study magic at the academy of Thyatis while D'hmis was sent to a college for war mages. The child, of a closed nature and hard spirit, decided to distinguish herself in her studies and demonstrated a natural aptitude for the magical arts although she didn't neglect her weapons' training. By twenty years of age, she had become skilled enough that she was able to specialise. Returning to Gulluvia where helped by her mother, the Witch of the Thunder Mountains, she seduced, married and later killed the Baron of Gulluvia. Ascending the throne, she called her old friend Liandria and surrounded herself with military commanders, all female, establishing a sexist policy throughout the Barony.

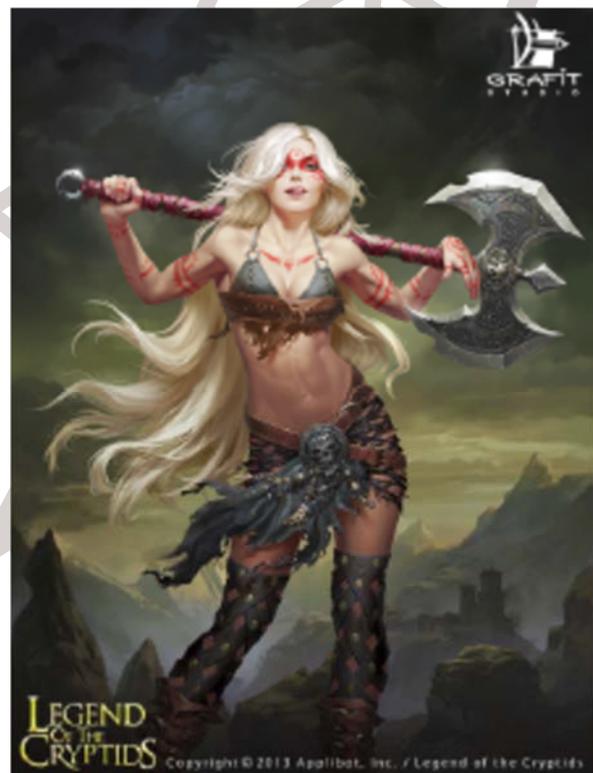




General Avarille (av-R-rill) is the commander of all the forces of Gulluvia. A tall and pale woman, with long raven-black hair, who it is said was once a paladin, even if she no longer shows either piety or compassion. Avarille is intelligent and astute, always quick to use anything to her advantage and disposed to kill anything whenever necessary. (15th level CN) Paladin of Halav; it is believed that she renounced her role so that she could act more freely.

Commander Drake is a mountain of a woman. Coming from the more primitive lands to the north, she is over 6 feet tall and it is said that there are Oghriz traces in her blood but saying so within her hearing could be the last mistake of your life. Drake commands a part of the army of Gulluvia; her forces garrison Dead Mule. She is a brutal woman capable of killing a man with her bare hands, which she has in fact done on more than one occasion. (CN 13th-level Barbarian) Daughter of a human trader who had always lived among the Oghriz, has discovered that her mother, who died giving birth to her, was actually an Oghriz. Her father has always refuted this claim, but the

indomitable spirit and physicality as well as Drake's height always leave those that see her in no doubt. The Baroness impressed by the physical qualities of the girl had made her one of her military commanders winning herself Drake's loyalty and respect.



Lady Liandria (LEE-ann-dree-AH) is the seneschal of Thorold, and has this position thanks only to her alleged family relationship with Lady D'hmis. Liandria is said to be a loyal toady as regards the Baroness, and has gratefully adopted all of the laws of D'hmis. Liandria is trained in the mystical arts, and is considered the most



powerful of all the known magic users within the Barony's borders; no one knows the Lady D'hmis' true magical abilities. Often walking the streets of Thorold escorted by the captain of her military forces, Illa'Uvial. (N 15th-level Wizard)

Born in Hattias, she knew the Baroness from a young age, at the age of ten their paths divided and they were only reunited many years later when the Baroness called her to Gulluvia to help her rule. She studied at the academy of Thyatis and whenever she is in the capital, she attended the circle around the court and she has gained confidence through the amorous and

political intrigues that she thinks help her rule more than weapons. She doesn't like to bother herself with military matters, which she quite happily leaves to her captain of the guard.

Illa'Uvial (ill-a-OO-vial) is a captain of the forces of Thorold, and reports directly to Avarille, not to Liandria. She is a vindictive, bitter, scornful woman. It is well known that Illa'Uvial is a spellcaster, as well as a swordswoman, and never fears dirtying her hands (or blade). (LE 10th-level Warmage) She was called by the Baroness, as they had studied together in the college in Hattias. Her family wasn't noble and were hardly able to pay the fees and when D'hmis offered her command of the Thorold guard she was very happy to accept.



Lady Phrellia (Ph-R-el-AH) is the seneschal of Velders. She comes from the Glantrian branch of the Gullvius family, studied elementalism at the Glantrian School of Magic and prefers the sophisticated lifestyle of Glantri to the strict and spartan style of the Barony. Trade between the Barony and Glantri mainly takes place in Velders. The soldiers of Gulluvia control the caravan route but a town militia composed mostly of mercenaries controls the city's interior. The Baroness supports Lady Phrellia for her close relationship with the Glantrian nobility but she isn't looked upon favourably. (CN 10th-level Fire Domain Wizard — *Unearthed Arcana*).



Milissia (mil-ISS-e-ah) is the only known name of this enigmatic young woman. She is a criminal wanted for a series of crimes; in particular, she is the leader of the resistance against Lady D'hmis and her regime. Rampant throughout the Barony, it seems that she enjoys the support of the elves and the dwarves as well as that of the Halflings and up to now, she has always been able to escape the traps that have been set. It is said that she may be of the same bloodline as the Baroness and that in the future could claim the right to rule. The legend says that she could be the cousin, the daughter of the Baroness's aunt, who is thought to have died mysteriously. She has two objectives, retrieving the gem and free Gulluvia from the tyranny (LG 10th-level Fighter, 5th-level Sorcerer).



Barrid (BAR-rid) is the leader of the Dwarves of Gulluvia. He lives with a small number of clan members in the Moorfowl Mountains, under the old stronghold of their ancestors. His dream is to one day rebuild the Stronghold of Moorfowl and resume control of the area in order to revive the town from its ashes. He doesn't like Lady D'hmis but would be disposed to negotiate with her to realise his dreams. (N 12th-level Fighter).



Brejvold (BRAY-vold) is a halfling and the most famous thief and cutpurse in all of Gulluvia. Once a merchant who was employed in the importation of silk and other textiles, he has now been a hunted criminal for at least five years, and is still able to evade the authorities. It is suspected that his criminal activities also serve to finance the resistance against the Baroness and this makes him very dangerous and the primary target of the Lady's guards. (CN 9th-level Thief).



Dör is thought to have once been a guard of the dead Baron before his mysterious death. He is a hunter, warrior and mercenary. The

weapons he prefers are the sword and longbow. In the search for the assassin of the Baron, he didn't hide his hostility towards Lady D'hmis and her sexist order that have deprived him of his hard won rank. He and a small handful of followers put the caravan routes at risk of attack; he is always where he can strike at the interests of the Baroness. (LE 9th-level Fighter).



Bactria is Thyatian by birth and the head of Lady Phrellia's guard in Velders, paladin of Vanya, first-rate warrior she is respected and followed by her Thyatian mercenaries. Extremely skilled with a sword, she doesn't hesitate to agree terms with the various traders to maintain order in the city. Her greatest preoccupation is the humanoid attacks. (LN 9th-level paladin of Vanya). She knows the Baroness and admires her warrior spirit and she doesn't wish to find herself in the disagreeable condition of having to choose between

D'hmis and Phrellia, as her honour would force her to defend the latter.



Myths and Legends

There are many myths and legends regarding Gulluvia and in one way or another, they are all linked to the tragic disappearance of Princess Aurielle.

The Golden Palace: During the attack of the large Green Dragon, even the *in extremis* intervention of Oberon King of the Faeries, who sought to defend the palace or whatever remained, however the spell required too much time and the time available was insufficient. The Dragon realised his intention and the spell was interrupted. The energy evoked wasn't dispelled but concentrated on the ruins of the palace. Now only the foundations of the palace remain, but on some nights, it is said that the palace reappears for some hours, it is also said that the palace has even been seen in other places.

The Witch of the Thunder Mountains: After the Dragon's attack on the Golden Palace, rumours began to tell of the presence of an evil witch on the Thunder Mountains. One legend tells that Princess Aurielle was cursed and transformed into a witch and that the same curse has been inherited by her descendants up to Lady D'hmis. The witch in fact is the Great-aunt of Lady D'hmis. The witch has had a fundamental role in Lady D'hmis' ascent to the throne. The curse passed from generation to generation to the one chosen to claim the throne of the Barony of Gulluvia. When the curse passed to the mother of D'hmis, her sister left the Thunder Mountains and all trace of her was lost.

The Dragon Lord: One very worrying legend tells that the Green Dragon that

attacked the Golden Palace was ridden by a mysterious spellcaster and that it was thanks to him that Oberon's spell didn't have the desired effect. Some have hypothesised that the mysterious rider was none other than the Master of Hule and that the dragon was Voysava.

My Lady's Heart: A large red ruby, found in a dwarven mine and given to Princess Aurielle to thank her for the protection offered by her family to the dwarves during their Glantrian expulsion. The dwarves asked the elves to make it a gift worthy of a princess and make it enhance the goodness and moral qualities of the princess. The elves created a magical link with the heart of the princess; the gem empowers the magic of the princess as long as the latter maintained her goodness and wisdom and protects the bloodline of the princess recognising its right to rule. Unfortunately, in the dragon's attack, the gem was ruined and the elves' magical spell transformed into a terrible curse, which deprives all her direct descendants of the same qualities that it would have enhanced in Aurielle. Only returning in possession of the magical gem

can eliminate the curse. The gem is ruined but there is no proof that the dragon was able to take possession of it.



Oghriz

Location: northwest, southwest and west areas of the Adri Varma.

Population: About 25,400 nomads and 20,800 in cities (Oghriz half-ogres).

Government Type: Clan chief.

Industries: Hunting, fishing, raiding and trade.

Pre-History

The Oghriz Clan of the Adri Varma plateau are half-ogres, but weren't always as barbaric as they appear today. They are the descendants of a Neathar tribe that was conquered and assimilated into the Oltec civilisation. After the Great Rain of Fire, they have completely lost all knowledge of their legendary conquerors and have returned to Neolithic lifestyle hunter/gatherers. Several human and humanoid migrations have affected their existence, in particular the Carnuilh. The Carnuilh were an Antalian people of a paler complexion, the ancestors of the people who would colonise Robrenn and Eusdria to the west and Dunnland to the east. They introduced spirit worship and the respect for nature. This was a period of peace for the proto-Oghriz, and these people have learnt a great deal about life on the plateau.



Humanoid Invasions

The first humanoid invasion was that of the Great Horde. If the Great Rain of Fire wasn't able to revert these people back, then the enslavement and rape by the orc tribes did. Not much is known about this period, but the evidence of inter-racial breeding is clearly visible today. Other humanoid waves have followed and have kept the proto-Oghriz occupied by fighting for their survival and developing their warrior skills. The most notable wave of humanoid domination occurred when some ogre tribes arrived from Sind and Hule. These ogres pushed many human tribes eastwards towards the Mengul Mountains (these tribes later became the tribes of Den, and later still, Denagoth).

The Birth of the Oghriz

The heavy ogre influence is seen in the Oghriz's appearance. The new bloodline has produced a larger human being, or short ogre, with a height that varies between 6 and 8 feet, with a coppery skin tone, dark hair, dark eyes, and a very heavy bone structure. Obesity is very common, and the more obese one is, the more respect he/she demands. Their average weight is between 330 and 400 lbs., a typical baby at birth can weigh between 15 and 20 lbs., and their children can weigh more than most fully developed humans. None has true humanoid characteristics, except for the large canines, a deep brow, and a strong jaw line. Some can have green or blue eyes, but they are extremely rare. They have no interest in adorning their body with piercing, jewellery or tattoos, but rather cover their skin and hair with a mixture of lye and ash. After many years of using this makeup, the oldest members have an ashen



grey skin tone. Children in their society are worthless; they must demonstrate their courage and strength to all the clan, before being accepted as a member. Sometimes this even means entertaining the oldest members by jumping into a pit filled with wild dogs and fighting their way out. Their spiritual guides require many sacrifices (animal, human or Oghriz) and provide training for the leader of the Clan. They will select a member to be a leader (usually the heaviest member of the clan), then instruct this person for several years in the arts of diplomacy and leadership. At times, a clan doesn't have a leader ready to replace the sudden death of the current leader. This clan will be hunted down, and its children killed, its women taken as wives or as slaves, and the men sacrificed. These people call themselves the Oghriz and speak an ancient form of Sindhi that is not comprehensible to the Sindhi spoken of today. Many Hulean words have entered their language, but only for more recent things introduced to their society, like the word for town or cart (a surprising amount of Thyatian words have been adopted more recently, replacing Hulean words

Spirituality

The Oghriz shaman are really Druids. They worship nature in its entirety, as well as the other spirits. The most dangerous or monstrous spirit is the animal or beast, but it is also that which is the most beneficial as a guide in their faith. This may seem strange, as they have no patron Immortal, but Ordana may be disguising herself as several animal spirits. When an Oghriz is born, he is checked to see if he has blue or green eyes. If he has these colourful eyes, another shaman immediately takes him into apprenticeship for about 30 years. If the baby is born without green or blue eyes, and

without the undesired characteristics, the baby is thrown into the river; if it survives without drowning, it is given a name and kept for now. Every baby born with the undesired characteristics is simply fed to the dogs (note: the disagreeable characteristics are also an 'excuse' for the fathers who question who is the child's real father, or as a birth control' in times of famine). Their spiritual leaders also use ancient words that sound more Antalian than anything else, these words are used describe many of their spiritual elements. Of their spirituality, they believe in appeasing their spirits with ritual sacrifices (mostly prisoners captured from other tribes). These victims are required to find the spirit they seek to placate and ask for its forgiveness or favour (in the afterlife). If no outsider can be found, it is considered a great honour to offer oneself for sacrifice.

Oghriz Customs

The Oghriz can seem very dark and evil, but are actually very social. They tend to greet each other by slapping their knees and running towards each other in a great embrace (usually lifting the other from the ground to show dominance over the other). They enjoy social eating events that last all night with balls and wrestling events. They hold an oral tradition of family history, usually in song. The Oghriz don't use musical instruments for their entertainment, but accompany it with slaps, clapping, and stamping their feet. Some Oghriz can even communicate in this way, and will perform a duel with each other in this manner by either showing their family history, or insulting each other. The winner is the one who gets the strongest applause from the audience. Children are not allowed at these social events, and if any dare to spy on the adults and are caught, they are usually thrown in the fire. When dealing

with barter or trade, it is against their beliefs to discuss such matters in public. In fact, it is illegal to discuss such matters at all. Barter is performed by hiding one's hands under a blanket or cloak, and communication is done by a complicated series finger rubbing and pinches. This can be very complicated when dealing with buyers for the first time, but it is considered an art when one can accomplish such a task. When speaking with a person in normal conversation, it is a custom to embrace arms with each other; if someone wants to interrupt, they rub the arm of one of the individuals. These social customs can be very unnerving to outsiders, especially if one is accustomed to no physical contact with strangers. Some foreigners get the feeling they are being poked and prodded for food quality, and not being dealt with in a normal civilised manner.

Children

The children aren't considered Oghriz. Often the oldest or skinniest members are forced to watch over the children's welfare. This usually means that they will train them in the art of stealth to obtain the things that they need (food, clothing, shelter etc.). The children can walk about during the day in

the open air, but only in gangs and if they don't make a sound, or if there are no strangers present. As stated earlier, if caught they are dealt with harshly, but that is the way of things, so don't be caught. Often the children will only learn by spying on the adults, without being discovered. Usually, if an adult sees a spying child, he/she will say nothing and lets the child escape to try again, but if the child doesn't flee or more than one adult sees the child, punishment is much harsher. If the child is quick enough or is lucky enough to disappear before being captured, then it would be best to stay hidden for a long time. Children often practise what they have learnt from their espionage, but in secret, as if an adult sees their imitation, they would be punished. Even if a child has few to no rights within the tribe, there are certain taboos that are respected or followed when dealing with children. You cannot kill a child other than your own (except in the case where a clan has no leader). A child cannot be sold or bought, or reduced to slavery. The children can never be sacrificed (except when a child has a child). Oghriz children aren't considered children due to their age, but until they complete an act that gains then the tribe's respect. Therefore, there can be



35-year-old children and 14-year-old adults. It is a brutal life, but earns them the respect and admiration of the tribe when they finally become adults. Sometimes a child is considered an adult, if the child has the courage to resist the punishment or react and not be beaten. Another way is to show their bravery in a wrestling bout.

Tribal Nomads and Town Oghriz

The Oghriz that live in towns are more lenient towards children, and therefore their populations are growing quicker than the nomadic Oghriz. They also tend to be less warlike and brutal to others, and even less sociable with each other. They still believe in their spirit worship, but only to listen to advice of the shamans, and do not take part in any actual worship or sacrifices. The nomadic Oghriz see this as a defiance to taboo and as a corruption from outsiders. This has given the nomadic Oghriz the right to wantonly attack and sack each town, but as the settlements are dealing with foreigners, and have larger populations, the nomads' numbers are dwindling in the valleys and are moving further west and north. A few of the strongest tribes have managed to capture an entire town or two. This has gained them superior weapons and augmented their child population via rape, but this is the exception (but if a couple of these nomadic tribes continue this trend, it will surely in the future create a horde that the rest of the Known World will have to deal with). The town Oghriz are learning more of the outside world, but still practice their beliefs, barter or trade, slapping duels, wrestling, and, occasionally, will punish children on the streets at night.

Tribal Populations & Locations

D'stak: About 3,000, south of Sandir.

N'tor: About 2,000, south of the Akr tribe and west of Sandir and N'Sau.

Akr: About 2,500, south of the Skog tribe and west of Kavriz and N'Sau.

Skog: About 3,300, south of the Klag tribe and west of Sol-Klor and Kalis.

Klag: About 2,800, west of Sol-Klor near the region's border.

Sheram: About 3,600 about halfway up the valley of the Borzan River.

Taruz: About 2,200 at the extreme north of the Borzan River valley.

Ashim: About 3,100, northeast of Sarish.

Z'ukur: About 2,900, southeast of Gulluvia.



The position of the tribes as shown are those that they lay claim to but if necessary or if asked to join in an attack on a town or on a leaderless tribe they can also be found in other areas. The nomadic tribes live mainly by hunting and partially by raising animals, as well as what they can gather. The valley is the final goal of the migrations that take herds of large herbivores from the prairies of the Borean valleys southwards to spend a milder winter there and then return north in the summer.

Towns

Kavriz: Population of about 5,000 to the south of Sol-Klor and north of Gulluvia. Because of the threat and the raids of the Oghriz tribes, it is allied with Sol-Klor. It has been affected greatly by the influence of the humans of nearby Gulluvia who are by now a fixed presence within the town.

Kalis: Population of about 4,500 to the west of Sol-Klor, it is also part of the alliance with the town of Kavriz and Sol-Klor.

Ungvistan: Population of about 3,800 to the south of the caravan trail that connects Gulluvia with Velders, not too distant from the border with Glantri. It is enough to secure it from the assaults of the other nomadic Oghriz tribes but it must carefully watch the Stolari. The desert territory is harsh and puts them in competition with the Ungolwaith for any resources.

Mordweith: Population of about 4,000 to the north of the caravan trail that connects Gulluvia with Velders, to the south of the large forest of giant cacti, it must defend itself from the Stolari and from the Oghriz Z'ukur tribe.

Sarish: Population of about 3,500 at the extreme south of the Adri Varma, close to the border with Sind, not too far from the caravan trail.

The towns have developed a primitive form of agriculture and have copied the humans by raising some animals. Other activities have been developed along with trade even if only through a few intermediaries considering the difficulty in the typical dealings of the Oghriz. The towns of Kavriz and Kalis have absorbed much of the Sol-Klor culture and the alliance that has formed represents the first stage of an Oghriz state. The southern towns have instead sprung up near the caravan trail and they have been affected by contact with humans and demihumans; they have developed their own crafts as well as the gathering of minerals in the desert that however puts them in competition with the Ungolwaith. These clashes are becoming more and more frequent, especially when the Oghriz advance too far into the sand folk's nesting areas.

SOL-KLOR

Area: 6,225 sq. mi.

Location: Brun continent, Adri Varma Plateau.

Population: About 13,000 Sol-Klorians (Oghriz half-ogres).

Language: Oghriz; Sol-Klorian dialect. Some rare Sol-Klorians also know Hulean or Thyatian.

Government Type: Sol-Klor is a city-state. The Sol-Klorian is a city-state and is ruled by the Chief of the Sol-Klorian Clan. Lesser rulers subordinate to the clan leader are called clan chiefs.

Capital: City of Sol-Klor.

Industries: Petroleum extraction and refining, petroleum products, coal and ore mining, a little farming and timber.

Description:

On the plateau's northern edge, where the Devaki River has its source in Lake Kloros, there is a series of 12 large pits of oil. Each of these oil-filled pools has a diameter of about 65 feet. Some these pools have oil bubbling on their surface, others have oil hidden deep in their dark holes while another one is constantly burning. Close to Lake Kloros and the oil pools is the city of Sol-Klor on the river of Lake Kloros.

Here is the name and current state of some of the 12 oil pools.

Klaktor: This large pool is 50 feet in diameter and has been the main source of petroleum for the Sol-Klorians for many generations. A large crater surrounds the opening; the oil can be found at a depth of about 30 feet where it slowly bubbles. Because of the subterranean pressure, this depth can vary by up to 15 feet. A large wooden structure is built above the pit and is equipped with a simple metal mechanism

that spins a wheel. On the wheel, an attached rope with a series of buckets draws up the oil. When it is brought up, several workers collect the oil from the buckets.

Klor: This pool is 30 feet in diameter and because of the high subterranean pressure has oil flow right up to the surface. The oil can be easily collected from this pit.

Slarl-Klor: This pool, 25 feet in diameter, is a natural rock tunnel full of oil. Due to extensive mining and a subsequent loss of pressure, the oil is found about 65 feet underground. The pool has been abandoned in favour of other pools. Every now and again, a criminal is thrown in the pool and left to die.

Kral-Kak: This small 15-foot-wide pool has been the source of a moderately strong fire for the last 293 years when a red dragon decided to attack the town. The dragon survived the attack. The fire shows no signs of slowing and the Sol-Klorians' only option, throwing buckets of water on the fire, hasn't worked yet.

Klormak: This site is actually a small swamp containing oily water and the pit of usable oil is found near the centre. The Sol-Klorians don't have the methods or interest to collect the oil in the water or in the ground beneath the swamp. This pool, 45 feet in diameter, is more of a pond on a small island in the swamp.

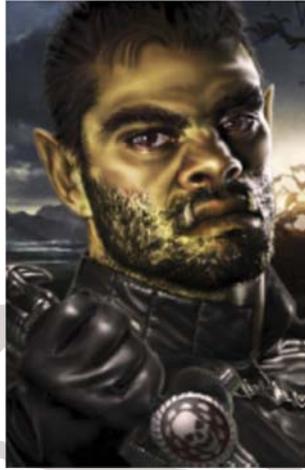
Sol-Klorians

The Sol-Klorians were originally an Oghriz tribe that, having discovered the oil pools, decided to stay near to them and they are in the early stages of building a city.

Quickly seeing the need to protect themselves from jealous neighbours, the leader of that time, Kamok the Basher, created a more structured defences and promoted cooperation within the tribe. His methods were successful. Over three generations, the Sol-Klorians have developed many cultural differences with the other Oghriz of the time. The Sol-Klorians are known for their civilised attitude, their lower aggressiveness and their more sedentary ways. This doesn't mean that the Sol-Klorians are a peaceful and compassionate group. They have even abandoned certain Oghriz traditions, like the dog pits; because of their comfortable lives, most humans consider their society harsh and the majority of them cruel.

City

The city of Sol-Klor seems very strange to new arrivals. Each house has a fireplace in which coal is burnt to produce heat, which is distributed throughout the building by brass pipes. Oil lamps illuminate the buildings and roads. Large furnaces using both coal and oil are used to heat the larger buildings. In winter, heat is also supplied by the sewer grates. This makes travelling in the city a comfortable experience. The buildings are mainly built from stone and tar with a little wood mostly for the roofs. The same buildings are often painted in



dark colours, sometimes with tar and are rarely higher than 3 or 4 floors. The city is patrolled by 10 patrols of 4 guards each in leather armour, and carrying a horned shield, a scimitar and two flasks of flammable oil as well as a lantern. Although the wall that surrounds the city isn't very high, ballistae, catapults and one of the oil belchers are always at the ready. One time a young white dragon from the north attacked the city. The siege weapons were quickly used against it and the three oil belchers were used. The beast was killed and its hide was made into armour for the guard captain, one Trollukik.

Industries: The extracted oil is either used in its crude form or refined in Sol-Klor. There dozens of large warehouses hold many 10 feet high brass alembics. These are heated by conventional fires. Several brass tubes connect to bronze and glass jugs where the vapours are collected. The refining process produces what is known as water-white oil, or kerosene, which has several uses. These warehouses have chimneys belching out smoke and vapours that help form a black cloud that covers the city. Combined with blacksmiths, glass blowers and the many uses of oil, Sol-Klor uses a lot of fire and thus produces a lot of smoke each day. The various refinements of oil are used or turned into several products. A mineral mine supplies material for the smiths who work with iron, brass and bronze to satisfy the common needs of the Sol-Klorians and of the oil refining and extraction industry. A coalmine, called



Bertrak, is worked 20 miles north of the town. Large shipments of coal are regularly sent to Sol-Klor.

The following products/uses are made with the water-white oil: lamp kerosene, solvents, diluents, external and internal medication and military uses.

These are the uses of the crude oil or of the other forms of oil: combustible material, house lamps, external medication and military uses.

These are the uses of bitumen: pavement, asphalt, building reinforcement.

These are the uses of coal: fuel, heating habitations and city terraces and streets.

Military: The military aspect of oil is well exploited by the Sol-Klorians. Over time, they have learnt to make war oil (Greek Fire), which is somewhat sticky and can even burn underwater. It could be extremely useful in sea battles because of these properties, but naturally the Sol-Klorians don't have access to any significant body of water. The Sol-Klorians fill ceramic jars, pits, traps and catapult projectiles with the war oil. The oil can be lit just before it is thrown/used or after it has been thrown/prepared. As war oil is very expensive, normal oil or kerosene can be substituted in some of these contraptions.

The Sol-Klorians have created three large oil belchers. Large iron cannons mounted on large wooden carts, pushed by workers, are able to project a 40-foot long tongue of fire at incoming enemies. These oil belchers have an oil tank (large wooden barrel), which allows for 10 shots.

Each shot is from 30 to 65 feet long depending on the force applied by the operators. The shot is 5 feet wide at its base

and 25 feet at its end. It does 3d6+2 damage with a Reflex saving throw for half damage.

Construction: The petroleum products and derivatives, like bitumen and asphalt, are used in construction in Sol-Klor. The city's streets are paved with asphalt and many walls are reinforced with asphalt. The road between Sol-Klor and the Bertrak coalmine is paved. Because of the frequency of travel on this road, the city's workers repave it annually. Even the mines have paved some of their walls and floors with asphalt. There are plans to pave the communication routes with the other two cities of the Sol-Klor Alliance.

Magic: Oil has also affected Sol-Klorian magic. The Sol-Klorians have developed a version of *magic missile* that fires ovals of burning crude oil, a *grease* spell that coats a surface with white-water oil instead of grease, and a ball of oil that on impact splatters into many globules of burning oil and that acts like a *fireball*. All these spells function in a very similar way to the originals even if the spell's components are often changed to oil. [The DM is invited to modify the existing spells with similar modifications.]

Sol-Klorian Chief of Chiefs:

The current chief of chiefs is Kall-Kor I, is already thinking of leaving an heir to follow him so that his dynasty will endure. He is reinforcing the alliance with the other neighbouring towns and intends to assert a political importance in the region equal to that of Gulluvia. He is in secret talks with the Baroness with the aim of establishing lands of conquest for both states. His principal aim is to obtain a part of the Moorfowl Mountains, rich in minerals indispensable for the expansionist dreams of the Sol-Klorian.



Abaddon Wastelands

Population: About 50,000 ungolwaith, stolari and other races.

(not shown on the map) This region forms the southern and eastern borders of the Plateau, in the past it was dominated by forests. It is now a land inhabited by evil creatures. In this region live the Sand Folk (Ungolwaith) and the Stolari.

Ungolwaith "Sand Folk"

Location: Abaddon Wastelands, south and east of the Adri Varma plateau.

Population: About 33,300 Ungolwaith.

Government Type: the tribe's elders or the Warchief.

Capital: none.

Industries: Salt and handicrafts as well as some minerals.

"Ungolwaith" (the Sand Folk) or Thark, their skin is very pale and slightly greenish. They are silicon-based creatures, don't have hair or external nose, have four arms, both their hands and feet have four digits, of which two are thumbs, they don't eat either animals or vegetables but draw their nutriment from minerals and from sunlight, as they age their skin grows a crystalline crust caused by the secretions of some glands. They are non-nomadic tribes. They tend to be a grumpy people, they are organised in tribes based on ties of blood. They are all warriors and are governed by an iron code of honour based on martial conduct. Their preferred weapon is the greatsword that they buy from the elves of Wendar. They worship the Immortal Ixion. They are ruled by a council of elders that administer justice and choose a head warrior, who remains in office for life. Thark society is ruled by an absolute

monarch. The position of head warrior can be challenged by appeal in the "Right of Accession", in which an individual, only males, challenges the current chief in a fight where the winner will be the new chief, and the other or loser will be dead. All obey the chief. The families function in a seemingly extremely social manner. After the mating season, the eggs of all are taken to a special chamber, built in a secure and guarded place, in the desert and sealed with a transparent structure that allows the rays and heat of the sun to pass and incubate them. Upon hatching, the babies are collected and placed in baskets. Those eggs that don't hatch during the expected collection time are destroyed as dead or weak. On their arrival at the village, the babies are all released into the country at the same time. Then they scatter like lizards and the females fight each other for a baby. The babies are then placed on long tables where they are examined. After this, they are immersed in a cask full of liquid to be cleaned. They are then sprinkled with powder. After this, they are placed in a large chamber to be raised. The only penalty that is inflicted is decapitation, if an act doesn't merit capital punishment it isn't considered criminal. A trial is always held with a confrontation between accusers and accused and at times, the elders can ask for a test of blood, a fight that decides the trial, which is normally concluded with the death of one of the two contenders. The Ungolwaith who know little of their own history, are the descendants of a pre-Blackmoor race, who were nomads that freely traded with the people of Blackmoor to become even technology thieves. Despite managing to survive "Great Rain of Fire" they lost their

technological culture and regressed to the Stone Age. All the surviving Ungolwaith gathered and they roamed the lands devastated by the catastrophe until they encountered the elves living in the high mountain forests. They settled near the elves and modified their customs adapting them for a life in caves and tunnels to protect themselves from the cold temperatures, but haven't forgotten the comfort of the rays of the sun. When the elves went even deeper to defend themselves from the diseases caused by the "Great Rain of Fire" they didn't follow them, although they don't remember why, but they knew that they couldn't relinquish the sun. They withstood the attacks of the orcs coming from the south but their numbers began to diminish, births became ever rarer, a few state that this was due to the same diseases that had struck the elves.

Reunited the tribes began to travel, after much time and wandering they arrived near Wendar and settled in a desolate area, composed partially of sandy desert and partially of rocky desert. The improving birth rate decreased their scarcity; the sun seemed it might have contributed. They live in this large desert area, rear strange animals (strange eight-legged reptiles that live in the desert, with a similar biology), trading (salt and handicrafts). The arrival of the humans has forced them to seek refuge in the more arid areas. They tend to avoid humans except in those few cases in which trade is carried out. They compete for territory with the Stolari, a magical race of sentient Saguaro cacti. They don't love the dwarves who are seen as thieves of their precious minerals in the same way as the Oghriz tribes. Moreover, in the past some dwarves violated

some Ungolwaith tombs in search of the gems that sometimes form within the bodies of the Ungolwaith. The orcs and the humanoids in general are attacked and driven off if spotted in the lands of the Ungolwaith. In the territories to the northeast, a tribe has begun to trade with the Oghriz who are however viewed with mistrust. The Ungolwaith, although divided into clans, view themselves as a single race and if danger threatens a rival clan they all respond, although the caravan trails and the search for some minerals have already provoked some skirmishes.

Tribes

The life of the tribe is fundamentally equal, like their society; proud of their traditions, contact with other races has not caused any significant differences between the tribes.

U'shal: Population of about 3,000

Sarish: Population of about 3,200

Uwnol: Population of about 3,800

Ulkan: Population of about 1,900

Uwoesh: Population of about 2,100

Ustaz: Population of about 2,500

Uwgi: Population of about 2,700

Uner: Population of about 2,000

Ustol: Population of about 3,100

Uwath: Population of about 3,300

Uhan: Population of about 2,500

Uetyl: Population of about 3,200



DM Notes

Mystara is full of peoples that in one way or another appear alien to the rest of the world but there are some who more than others embody the meaning of the term. The Ungolwaith are a people who mysteriously appeared on the continent of Brun before the Great Rain of Fire. All trace of their origins has been lost but there are those that swear that several ancient texts said that these people arrived through a portal from another world. It is said that there are scrolls that exist that give instructions on how to find that portal but the ways to recover them have been lost.

Medium Humanoid

Hit Dice: 6d8+12 (39 hp)

Initiative: +0

Speed: 30 feet (6 squares)

Armour Class: 12 (+2 natural), touch 10, flat-footed 12

Base Attack/Grapple: +4/+7

Attack: Greatsword +7 melee (2d6+4)

Full Attack: 1 Greatsword +3 melee (2d6+4) and 1 Greatsword +3 melee (2d6+4) or 4 slams +7 melee (1d4+3)

Space/Reach: 5 feet / 5 feet

Special Attacks: –

Special Qualities: –

Saving Throws: Fort +4, Ref +2, Will +4

Characteristics: Str 16, Dex 11, Con 15, Int 11, Wis 14, Cha 10

Skills: Bluff +5, Diplomacy +1, Hide +1*, Intimidate +1, Knowledge (local) +3, Listen +4, Move Silently +1, Ride +2, Spot +5*, Survival +5

Feats: Cleave, Multiweapon Fighting, Power Attack

Environment: Temperate, Warm deserts

Organisation: Solitary, Pair, Squad (5-20 + 1 3rd level warchief), or Tribe (60+ and 4 3rd

level warchiefs, 1 5th level warlord, 50% non-combatants)

Challenge Rating: 3

Treasure: Standard

Alignment: usually neutral

Advancement: by character class

Level Adjustment: +2

The sand folk is a silicon-based humanoid species. In youth, their thick, leathery skin is smooth and green, but it darkens to slate grey or black with age. As they age, the sand folk have glandular secretions that cause their hides to become gradually encrusted with hard silicon crystals. This gives a young sand folk a natural AC of +2. This increases to +3 or +4 for middle aged sand folk. Elders may have a bonus of +5, and the oldest sand folk have a +6 natural AC bonus. They are about 7 feet tall and weigh about 225 lbs. All sand folk have four arms but are otherwise similar to other humanoids. The sand folk tend to be desert nomads, living by plunder or acting as caravan guards. They are organised into tribes based on blood ties. All sand folk are alternately male and female – each summer the sand folk's





"JOHN CARTER" TM & Rega Concepts Art by Michael Frazee © Disney JOHN CARTER™ ESB, Inc.

sex changes unless it is a pregnant female. They are all trained as warriors and they are governed by a very severe code of honour that places a premium on martial prowess. Sand folk pride themselves on being good liars, though they are scrupulously honest when dealing with their own tribal members. Outsiders are considered fit prey unless they are under the protection of an elder. Sand folk consider manual labour and commerce demeaning and believe that fighting is the only decent activity for a warrior. They are practical though and they

will trade for what they cannot take by force or cunning.

Combat

They usually use two-handed greatswords, as they prefer to use these weapons, although they are skilled with all simple and martial weapons. Ranged weapons are beneath the dignity of a sand folk warrior, as are shields and armour. War chiefs also carry a highly decorated glaive. There is a 50% chance that any encountered sand folk will be riding a camarilla. Sand folk are excellent ambushers and will use this tactic

frequently. They are also very good at sniffing out ambushes set by others.

Skills: They have a +4 racial bonus to all Bluff checks. *They also have a +8 racial bonus on all Hide and Spot checks made when in desert terrain.

Ungolwaith as PCs

The majority of characters are fighters, rangers or barbarians. Clerics have access to two of the following domains: Fire, Glory, Sand and Water.

Stolari

Location: Abaddon Wastelands, south and east of the Adri Varma plateau.

Population: About 5,000 in small, scattered groups.

Government Type: none.

Stolari (Cactus Creature)

Hit Dice: 5d10+10 (35 hp)

Initiative: +0

Speed: 30 feet (6 squares)

Armour Class: 12 (+2 natural), touch 10, flat-footed 12

Base Attack/Grapple: +4/+7

Attack: limb +4 melee (1d6+4)

Full Attack: 1 limb +4 melee (1d6+4) and 1 limb +3 melee (1d6+4) or spine + drain heat

Space/Reach: 5 feet / 5 feet

Special Attacks: spine

Special Qualities: drain heat

Saving Throws: Fort +4, Ref +2, Will +4

Characteristics: Str 16, Dex 11, Con 15, Int 11, Wis 14, Cha 10

Skills: Hide +5, Intimidate +1, Move Silently +5, Survival +5

Feats: Multiweapon Fighting, Power Attack

Environment: Temperate, Warm deserts

Organisation: Solitary, Pair, Company (5-10 + 1 3rd-level lead fighter)

Challenge Rating: 3

Treasure: Standard

Alignment: usually Chaotic Neutral

Advancement: By character class (Barbarian)

Level Adjustment: +2

The Stolari are a race of sentient, magical Saguaro cacti. Legends say that they were created by a powerful Jadugerya of Sind, who wanted to adapt a cacti species to live in colder climes. He then gave them life, intelligence and the magical ability to drain heat. What is certain is that the Stolari have lived on the plateau for centuries. These creatures are only found on the Adri Varma plateau. Stolari are about 8 feet tall and look like perfectly normal cacti from a distance. Upon closer inspection, one becomes aware that many (1d20) of the cacti's needles are



larger and longer. One will also notice that the trunk of the cactus is actually two smaller trunks, which the Stolari keeps together. The Stolari always three or more “trunks” that point upwards. The central part has a strange yellow fungus sprouting from it, almost like a cactus flower. This detects vibrations and smells and acts as the cactus’ primary sensory organ. The Stolari are also able to hear sound, but communicate with each other through the emission of various barely detectable from their sensory organs. As such, the Stolari stay close together to communicate. The Stolari are also able to detect heat sources from a distance of 120 feet. When young they have a more humanoid appearance but, over time, increase the number of limbs and appendages to more closely resemble a large Saguaro cactus.

Combat: In battle, the Stolari try to remain as inconspicuous as possible in order to launch a surprise attack. Anyone who hasn’t already encountered a Stolari receives a -2 penalty to his Spot check. Those that, however, know the Stolari cannot be surprised by this method and can use the Stolari’s immobility to their own advantage. When it attacks a Stolari first tries to strike its opponent with its spiny limbs. Usually attacking several targets. The Stolari will then fire one of its larger spine at the nearest heat source. These detachable needles can be fired up to ten feet away and stay linked to the cactus by a tendril-like appendage. The cactus can draw back a needle it fired. It can only fire one dart per round, and once it has hit a living target, it doesn’t fire any more until it has finished drawing heat or the needle is cut off. These needles have the same chance to hit as the limbs and do 1 point of damage in the first round. In each successive round the needle drain the

victim’s heat and do a further 1 hp of damage. The tendrils have an AC of 10 and 10 hp each. The Stolari regrow lost needles at the rate of one per week.

Habitat/Society: The Stolari are a semi-nomadic race that live in sunny areas. They travel and hunt during the day in which the heat is greatest and try to conserve as much heat and energy as possible during the night. As the Stolari such an amount of heat to live, each day is a constant battle to stay alive. The Stolari are often found near warm cave entrances and volcanic vents that are found on the Adri Varma plateau. From there they bask in heat. Others are more nomadic and tend to travel in the colder desert, but even the more sedentary Stolari leave their refuge every few months as they are lured away by wanderlust and the hope of finding more heat. During their travels, they usually find shelter from the wind during the night, and sometimes during the day, by hiding near large rocks. Because of their communication difficulties and the fact that they prey on most species, the Stolari haven’t developed links with other species. A few rare Stolari, usually the more nomadic and solitary have learnt to



understand a language, even if they cannot speak it. The Stolari worship the Sun that they call the Heat Giver (Ixion). They worship forces rather than the Immortals. Other worshipped forces are Death (Hel) and Plant Life (Ordana). The few Stolari shamans, that are known to exist, are able to reach level 3. There are no known Stolari wokans.

Ecology: The Stolari are predators that most often feed on wild foxes, rabbits, mice and other small animals on the plateau. If it has the chance, it will feed on larger prey, including travellers and Ungolwaith. Few creatures eat or attack the Stolari on the plateau.

Stolari Shamans

Although it is a rare event, some Stolari are shamans. Stolari believe in supernatural forces of infinite greatness. Although they have no concept of the Immortals as individual beings, their prayers and devotion are no less appreciated by the appropriate Immortals. The greatest force in the Stolari mythos is the precious Heat, which is given by the Heat Giver. The Heat Giver is a force responsible for creating the powerful heat and sending it to the land. As the Stolari possess no sense of vision, their concept of the sun is very limited. The Heat Giver is naturally the Immortal Ixion. The

Stolari also worship the life force of flora. This life force is represented by the Immortal Ordana. Finally, the Stolari also recognise the fact that a great power ends the life force of all living things. The Stolari perceive the power, which the humans, demihumans and humanoids identify as death in a different way. For them, death is a force that removes the life force and heat from an organism imbued with the force of the Heat Giver and of the Life Force of plants. The death of a creature, animal, monster, or humanoid is viewed in a less dramatic manner. The Stolari believe that on a cosmic level there is no difference between the death of an insect, creature or plant. The Stolari shamans worship all three of these Immortals and receive different spells from each.

Spells

Cure light wounds (Ordana) *

Endure cold (Ixion)

Predict weather (Ixion)

Inflict light wounds (Hel) **

Bless (Ixion)

Resist cold (Ixion)

Speak with animals (Ordana)

Hold person (Hel)

* Affects only other Stolari or other plant-like monsters

** Affects any type of creature

Dark Wood Elves

Area: 2,850 sq. mi.

Location: at the centre of the Adri Varma plateau.

Population: 6,000 elves and an unknown number of fey people.

Government Type: Clan Chief and council of wisemen.

Capital: Green Soul.



This clan of elves left Wender at the start of the racial clashes and settled in the Forest of Abaddon, which in that age was much larger and extended over the entire south of the region. Following a climatic change the forest dried out and transformed into a desert, some groups of elves left the region, one group instead decided to settle in the Dark Wood at the centre of the Adri Varma. Closed to the outer world and jealous of their isolationism, they strenuously defend that which they consider their last land. The wood is thick and tangled; the last vestige of the great primordial forest that in antiquity covered this region after the Great Rain of Fire. The wood is dark inside and little light filters downwards. Immense trees reach up to the sky in search of light creating an

intricate roof. The ground is covered by broken or dead trees and branches that feed the mosses and fungi. The undergrowth is scarce due to the poor light. Life has developed on three levels, on the ground, on the intermediary trees and branches and, finally, on the crowns of trees or high branches.

During the short reign of Princess Aurielle, the Clan won over by the personality of the princess chose to reintegrate partially themselves with the outer world, enchanting the gem of the dwarves and reacting positively to the princess's wish to build her palace near the Dark Wood. However, they didn't have enough time to intervene when the dragon attacked the palace and not even the intervention of



Oberon the King of the Fairies managed to save Princess Aurielle. The situation in Gulluvia afterwards convinced the elves to isolate themselves in the Wood. Also present in the wood are many types of fey creatures who like the elves have found shelter there and it is because of this that the Dark Wood is so dear to Oberon. In fact, the elves within the wood have mostly returned to their primeval lifestyle forgetting the splendours of the elven courts of other regions and without any trace of human society. They are so jealous of their way of life that they are extremely dangerous to those fool enough to enter their territory. Formidable archers strike from the shadows without warning, and move through all three levels of the wood. They enjoy the friendship of the fey and mutually protect each other.

The Misty Swamp

Area: 2,950 sq. mi.

Location: central area of the Adri Varma plateau.

Population: 2,750 (150 dwarves, 100 trolls, 2,000 green frogfolk, 500 other races).

Government Type: clan chief, bandleader.

The Misty Swamp is a dangerous place, populated by spectral creatures and monsters, in which magic can give unpredictable results. The casting of a spell can resolve itself normally, have no effect or be enhanced, reflect back on the caster, or cause other exotic effects (transforming the caster or another subject into another type of creature, transform itself into another spell known by the caster, etc.). It is thought that in the swamp lives a dwarven clan that draws from the local plants the fundamental ingredient for their famous Anterian

Brandy. No one knows what is at the centre of this swamp. Some say that the magical fog hides a wizard's high, dark tower. D'hmis stays clear of this swamp so it is unlikely that this mage is allied with her. Within the swamp as well as a small number of trolls and other creatures, there is also a clan of green frogfolk. These creatures, a subspecies of frogfolk, who have a slim figure with a large head, can assume various colours but are usually green, not as tall as other species of frogfolk, and can seem even smaller because they are often squatting. Coming from the neighbouring northern wildlands, this small clan has settled within the swamp where they built their village.



GREEN FROGFOK

Small Humanoid (Aquatic)

Hit Dice: 2d8+4 (12 hp)

Initiative: +3

Speed: 40 feet (8 squares), swim 40 feet, climb 20 feet

Armour Class: 14 (+ 3 Dex, +1 size), touch 14, flat-footed 11

Base Attack/Grapple: +1/-3

Attack: limb +4 melee (1d6+4)

Full Attack: kick +1 melee (1d4); or spear +2 melee (1d6/×3 + poison); or spear +5 ranged (1d6/×3 + poison)

Space/Reach: 5 feet / 5 feet

Special Attacks: jump, frog's tongue, poison

Special Qualities: amphibious, poison

Saving Throws: Fort +5, Ref +8, Will +0

Characteristics: Str 11, Dex 16, Con 14, Int 7, Wis 6, Cha 6

Skills: Balance +7, Climb +11, Escape Artist +13, Hide +11, Jump +20, Listen +2, Move Silently +7, Spot -2, Swim +10

Feats: Weapon Focus (Spear)

Environment: Swamps

Organisation: Group (11-20 + 2 of 3rd-level and 1 chief of 3-6th-level), or Village (30-100 + 1 3rd-level for every 20 adults, 5 of 5th-level and 3 of 7th-level)

Challenge Rating: 2

Treasure: Standard

Alignment: Neutral

Advancement: by character class

Level Adjustment:

Jump: Green frogfolk have a natural slam attack that causes 1d4 damage, ×2 in addition to a normal attack.

Amphibious (Str): They can survive indefinitely both in water and on land.

Coiled Legs (Str): These aren't designed for flight, but for landing. A frogfolk ignores the first 20 feet of falling damage and the height of their jumps is doubled.

Frog's Tongue (Str): A legacy of their ancestry. They can shoot out a sticky appendage up to 20 feet as a ranged touch attack. If it hits it doesn't do any damage, but can start a grapple as a free action (treat it as if it has the Improved Grab ability MM pg. 310). Treat the tongue as if it has the Improved Grapple feat. If successful, it establishes a grapple, pulls the creature into its own space, and inflicts constriction damage (1d 6 plus its Strength modifier). They can only affect creatures of equal size or smaller. The tongue has a hardness of 5 and 30 hp.

Poison Skin: At third level, they begin to produce a toxin in their skin as a natural defence. Any creature that inflicts damage on it with a natural weapon must make a ST or take 1d4/1d4 Dexterity damage. The DC of the ST is 10+ ½ Hit Dice + Con bonus of the frogfolk. As a standard action, a



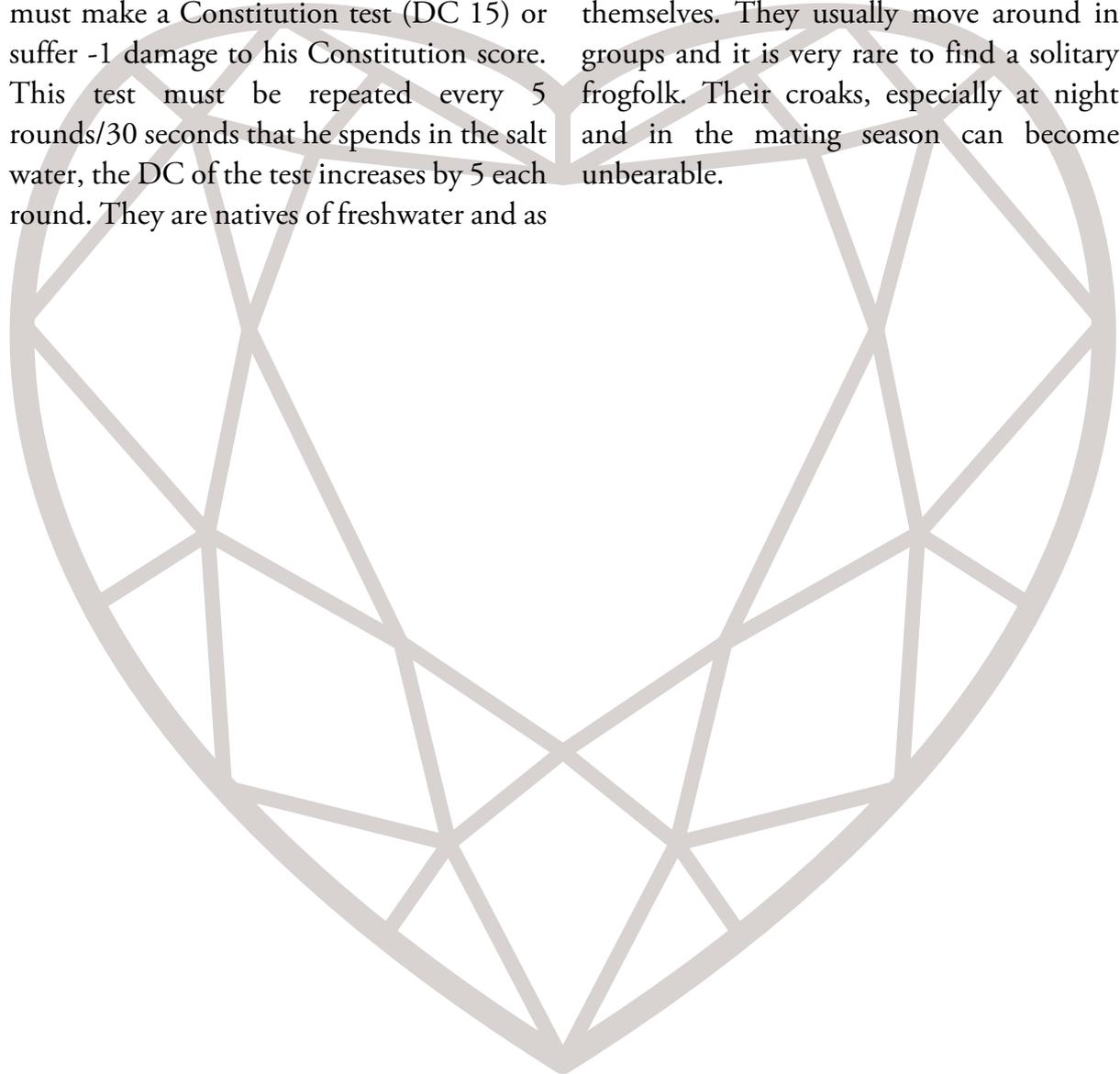


frogfolk can poison a piercing or slashing weapon, by cutting his skin, taking ½ of the unmodified base damage of the weapon in the process. The poison remains potent for 10 rounds, and the frogfolk can handle his own poison without risk.

Freshwater Amphibian: Each time a frogfolk enters salt water (like the sea) he must make a Constitution test (DC 15) or suffer -1 damage to his Constitution score. This test must be repeated every 5 rounds/30 seconds that he spends in the salt water, the DC of the test increases by 5 each round. They are natives of freshwater and as

such are poorly adapted to swim in salt water.

Green frogfolk are of halfling size, with very long legs, pale green skin and large red eyes. These creatures don't like to be seen and tend to remain hidden and avoid encounters. However, if they cannot flee or if they are attacked they will bravely defend themselves. They usually move around in groups and it is very rare to find a solitary frogfolk. Their croaks, especially at night and in the mating season can become unbearable.





Thunder Mountains

Location: Area of the Thunder Mountains, southwest part of the Adri Varma plateau.

Population: The Witch of the Thunder Mountains and a small group of harpies.

These hills are surrounded by stormclouds. A mage presumably lives in these hills and it is believed that he keeps the storms alive. Harpies have been seen in the area and they seem to defend aggressively the area. Thunder and lightning light up and shake the mountains half hidden by the perpetual cloud.

The Harpies of the Thunder Mountains

This small clan of harpies have lived hidden away in the mountains defending their territory and attacking those that incautiously enter it. In the past, they found a young woman, and pounced on her but struck by the cold determination in her eyes decided to take her with them. The young woman in exchange taught them the basics of magic and became the first Witch of the Thunder Mountains. The small clan has no more than 30 members. It is said that these harpies are also able to take human/elven form and that they in some in the service of Baroness D'hmis.



Moorfowl Mountains

Area: 1,400 sq. mi.

Location: Under the ruins of the Rock of Moorfowl, to the north of Gulluvia.

Population: About 500 dwarves.

Government Type: Clan Chief.

Industries: Mining.

The mountains and hills have been affected by mining operations. A local moss is thought to have curative properties. The lands to the north and west of these mountains are the lands of the Oghriz. The Oghriz live near the Oil Pools and call their land Sol-Klor. At one time, a clan of dwarves lived there and founded the town called the Rock of Moorfowl. Beneath it, a small group of dwarves continues the extraction to finance the construction of defences and eventually in the future try to retake the town and the surrounding mountains. Most of the clan's survivors fled to Gulluvia.

Other Races

Manscorpions: in the westernmost part of the plateau, small groups of manscorpions, about 2,000 creatures, strenuously defend small portions of territory from the Oghriz preferring to extend their hunting territories underground and in the numerous warm caves of the plateau.

Hobgoblins: To the north of the Moorfowl Mountains is a vast area controlled by a tribe of, about 12,000, Hobgoblins.

Orcs: in the northeast of the region are found some small tribes of red orcs, with a population of about 16,000 orcs, becoming very dangerous in the rare situations in which they unite, like in the case of the attack on the Rock of Moorfowl.

Ogres: Less numerous than the orcs, about 6,000, they are as dangerous and often act in concert with the orcs. They also live in the northeast area.



Chronology

4000-3000 BC: Blackmoor Era. The Sand Folk go to a colony of Blackmoor in what today is Glantri.

3000 BC: The Great Rain of Fire. The colony of the Sand Folk of Glantri survives the Cataclysm and seek refuge on the great plateau. All their knowledge of technology is lost and they return to a Stone Age culture.

2600 BC: Carnuilh, Neolithic, pale-skinned human beings settle on the Plateau. The humans control the northern part of the Plateau, while the Sand Folk dominate the south.

1721 BC: The forces of Akkila Khan pass through the eastern part of the Plateau during their travel towards Glantri. The humanoids mix their blood with the Carnuilh giving life to the half ogre Oghriz.

1700 BC: Blackmoorian devices explode in Glantri and transform this region into a cold, rocky desert.

890 BC: Gellereth Elves arrive from Wendar fleeing an internal conflict with the humans of that land, and settle in the Forest of Abaddon.

Year 0: Crowning of the first Thyatian Emperor.

300 AC: The Sol-Klor Oghriz tribe settles near Lake Klaros.

312 AC: The Sol-Klor discover and begin to exploit the oily pools.

483 AC: Sol-Klor is becoming a real city and begins a defensive wall. Some nearby Oghriz tribes abandon their nomadic lifestyle to settle there.

531 AC: The nomadic Oghriz tribes begin to the Oghriz towns and sack them; Sol-Klor, Kalis and Kavriz create the first alliance of the Oghriz towns.

700 AC: A Sindhi mage creates the Stolari, a magical race of sentient Saguaro cacti that settle on the Plateau. The process imposes a climatic change in the region that ends up transforming the Forest of Abaddon into a desert where few plants other than cacti can grow.

717 AC: A clan of elves abandon what remains of the Forest of Abaddon and transfer themselves to the plateau in what is now known as Dark Wood.

802 AC: Gold rush in Glantri. Dwarves, halflings and human beings of the Known World migrate to Glantri in search of gold. Some of these adventurers, reaching the Adri Varma Plateau, begin to dig mines in the Moorfowl Mountains. In the same period a migration of humans of Hattian origin following an exchange of territory arrive in the High Lands near the Aalan River in the northwest of current day Glantri and were pushed even further north into present day Adri Varma. Dead Mule, Thorold, Gulluvia, Mere and Velders are founded in this period. The Oghriz natives and the Sand Folk are pushed into the northern parts and outside of the region.



828 AC: The dwarves are expelled from Glantri. Some seek refuge among the clans of the Moorfowl Mountains. The Lord of Gulluvia dependent on the mining abilities of his dwarven servants decides not to respect the Anti-Dwarf laws proclaimed by Glantri. This marks the beginning of an era of separation between Glantri and the Plateau. Birth of the Barony of Gulluvia.

830 AC: The Baron of Gulluvia exercises his control over all of the central part of the Adri Varma and the road that connects it to Glantri.

855 AC: The Baron of Gulluvia dies without leaving any direct heirs; the families with blood ties with the Baron vie with each other to lead the Barony.

858 AC: The founding of the Principalities of Glantri. A Glantrian noble of Hattian origin, Princess Aurielle, claims the dominion of Gulluvia due to her blood ties with the Baron's family. Once settled in the Barony she restores the control of Gulluvia over the territory and trade. With the wealth provided by the mines of the Moorfowl Mountains, she builds her Golden Palace. Gulluvia is on the brink of being recognised as one of the Principalities of Glantri.

865 AC: The dwarves discover a perfect red gem, a large ruby, in the mines and give it to their princess as sign of gratitude, to her family, for having spared them the fate that befell the dwarves in other parts of Glantri. A few months later, a green dragon attacks the Plateau, leaving the Golden Palace in ruins. Gulluvia is considered a depressed province and is no longer considered an integral part of Glantri.

897 AC: In the south another three Oghriz tribes abandon their nomadic lifestyle to settle down, their society is strongly influenced by the humans and dwarves attracted to the region. A town rises not too far from the caravan trails.

930 AC: A descendent of Princess Aurielle wanders among the Thunder Mountains and is welcomed by a wise woman who lived there. She becomes the Witch of the Thunder Mountains. She has two daughters, one of which apparently dies in 942 AC while the other survives and gives birth to D'hmis in 955 AC.

932 AC: The orcs of the northeast of the Adri Varma after having probed the defence forces of the Moorfowl dwarves with several raids, attack in force, the city is totally destroyed and sacked, some dwarves managed to escape via subterranean passages although a few remained behind in the mines below the ruined town.

934 AC: Klarshmal, an Oghriz mage creates the first *rod of oil detection*. Baron Rotrich of the principalities settles in Gulluvia claiming a distant blood tie with Aurielle's family.

955 AC: birth of D'hmis.

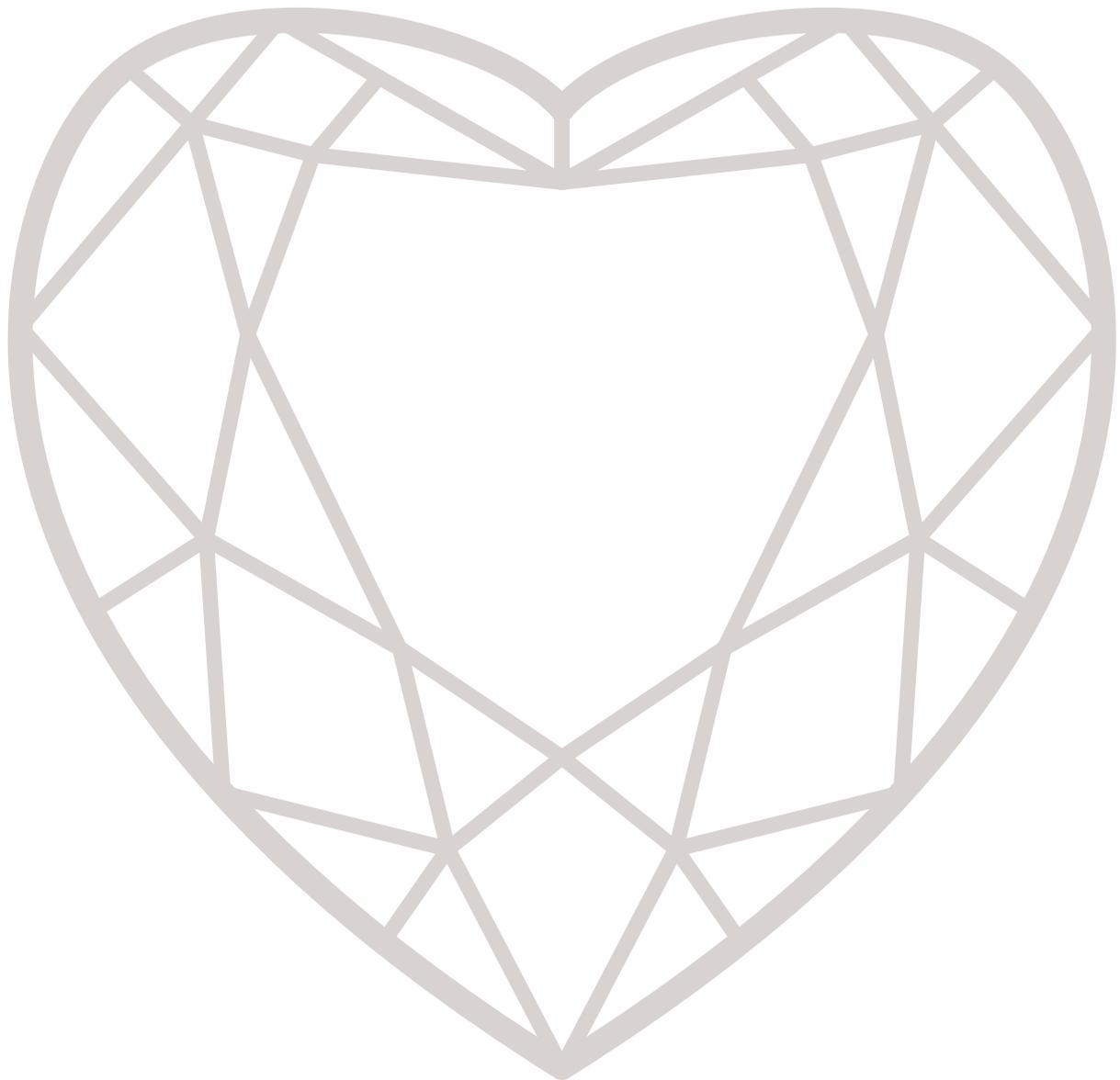
980 AC: Baron Rotrich died and was succeeded by his young son. The new Baron fell in love with D'hmis, and married her. Unfortunately, for him, D'hmis revealed herself to be an evil necromancer who used her arts to kill him and become the Baroness.

998 AC: The Master of Hule's agents reach Gulluvia. Baroness D'hmis begins a dangerous double game by passing information to both agents of the Master and Glantri. She makes



herself available to collaborate with any Hulean forces and at the same time has reached an accord with Glantri to warn it if the forces of Hule approach its border. In exchange, she is given the title of "Baroness of Gulluvia" by an act of enfeoffment via a vote in Parliament.

1000 AC: The time of the Gazetteers. Baroness D'hmis has begun talks with the Sol-Klor alliance to guarantee border security and permit the reconquering of the Moorfowl Mountains.



The Death Worm of the Adri Varma

Allghoi-Khorkhoi (Death Worm)

Magical Beast

Hit Dice: 6d10+6 (55 hp)

Initiative: +3 (+3 Dex)

Speed: 20 feet (4 squares), burrow 20 feet (4 squares)

Armour Class: 17 (+3 Dex, +4 natural), touch 13, flat-footed 14

Base Attack/Grapple: +4/+14

Attack: Bite +10 melee (1d10 + 1d6 electricity)

Full Attack: Bite +10 melee (1d10 + 1d6 electricity)

Space/Reach: 5 feet/10 feet

Special Attacks: breath weapon, deadly explosion

Special Qualities: Darkvision 60 feet, lowlight vision, DR 5 piercing/magic, immune to Constitution damage

Saving Throws: Fort +6, Ref+9, Will +3

Abilities: Str 22, Dex 19, Con 13, Int 2, Wis 12, Cha 10

Skills: Hide +8, Listen +2, Move Silently +6

Feats: Improved Initiative, Power Attack, Track

Environment: Desert

Organisation: Solitary or group (2-6)

Challenge Rating: 2

Treasure: None

Alignment: Neutral

Advancement: 3-4 HD (Small); 4-6 HD (Medium); 7-8 HD (Large); 9-12 HD (Huge)

Level Adjustment: -

In a few moments, the sandy path opens to reveal a creature that is similar to an intestine with teeth.

Of all the desert's strange beasts, none is as repugnant as the death worm. It is equipped with jaws with large teeth, is wet with blood



and mucus and glides under the sand in a constant search of food.

Combat

Allghoi-Khorkhoi prefer to remain hidden, and suddenly strike with its electric breath or electrical bite before returning into the earth to repeat the process until able to use its deadly explosion.

Electric Breath (Ex): The Allghoi-Khorkhoi can strike up to 40 feet with its electric breath, causing 3d8 electrical damage. A creature can make a Reflex Saving Throw (DC 13) for half damage.

Deadly Explosion (Su): once a day, an Allghoi-Khorkhoi can trigger a miasma of energy as an attack action. Every creature within a range of 15 feet must make a Fortitude Saving Throw (DC 13) or be





affected as by a *death knell* cast by an 8th-level mage.

Damage Reduction (Ex): Thanks to its robust carapace, it resists most slashing and bludgeoning weapons.

The Allghoi-Khorkhoi is also known as the Death Worm of the Adri Varma. Death Worms are thick red worms that vary in length from 2 feet to 20 feet. The inhabitants of the plateau of the Adri Varma fear the worm due to the violence of its attack. For the Oghriz it is a taboo to speak of the worm. The Oghriz believe that anyone who talks about the worm will become the victim of extreme bad luck, which can cause injury or death. The truth is that this is just an exaggeration of the worm's already deadly abilities.

Combat: The worm isn't a predator and spends most of its time underground at a depth of 15 feet or less. From time to time, it surfaces, and if it senses something within range, it uses its electric breath, to protect itself from a possible attack. A sort of offensive defence.

Habitat/Society: The worm makes its lair underground, where it feeds in the same manner as most worms. Like other worms, it comes to the surface, mainly when it rains and its fragile tunnels are flooded. The worm is solitary and doesn't encounter others of its kind frequently. When it does, it either ignores it or reproduces.

Ecology: the death worm of the Adri Varma is the source of many legends and generates fear among the peoples of the plateau. They aren't too numerous and don't have a great impact on the ecology. As it sometimes doesn't eat the creatures it kills, the animals of its territory can benefit from the carrion.

GAZETTEER

ADRI VARMA

This module describes the diverse regions of the vast Adri Varma plateau. From deserts, swamps and other desolate areas, the plateau doesn't seem very hospitable to life. Yet life is as tenacious as ever. Orcs, ogres and other savage humanoids are present here as they are in much of the rest of the world. Dwarves, elves, halflings and humans also call this plateau home.

But if the rumours are to be believed, there are stranger creatures here as well. Strangest of all might be the sentient cacti Stolari or the four-armed Sand Folk. Both races make the half-ogre Oghriz seem almost mundane.

Legends abound about the region. It is said that the Palace of the Silver Princess once stood on the Adri Varma in an age when the environmental conditions were much friendlier to life. Other myths tell of the Witch of the Thunder Mountains and the fabled gem commonly known as 'My Lady's Heart'.

All this and more can be discovered for those brave enough to venture on to the Adri Varma Plateau.