



The Basic Goblin

This Issue:
Getting your D&D
Campaign Setting
started...



When the Sky Fell

“In the Summer of the Thyatian Year One Thousand and Six as the armies of the Master of the Hule were in full retreat, a great Meteorite fell from the sky impacting in Southern Glantri near the Principality’s Border with the Republic of Darokin. The subsequent cataclysm killed every living in a six hundred mile radius leaving a lifeless desolation west beyond the Sind, east beyond the Kingdom of Karamaikos, south to the Capital of Ierendi and north to the northern edges of Wendar. The Known World is gone.”

- Captain Gregor Radu, Thaumont 12, AC1007

The Meteorite: Predominantly Iron, a Meteorite, some seventeen thousand feet in diameter, impacted at a velocity of thirty eight thousand and twenty eight miles per hour at an angle of forty five degrees.

The Impact: The initial impact excavates an initial crater almost thirty two miles in diameter and over eleven miles deep as vast volumes of rock are thrown out as ejecta. There is large rock mass displacement out beyond twenty eight miles from centre of impact.

The Fireball: The fireball was fifty nine miles in radius and beginning five seconds after impact generates such radiation lasting nineteen minutes that every living thing within five hundred and fifty miles suffer full body third degree burns. Those between five hundred and seventy and six hundred miles suffer full body second degree burns, and those caught out doors beyond six hundred miles suffer first degree burns beyond which the fireball soon drops below the horizon. Trees and grass ignite out to five hundred and seventy miles radius. Wildlife and Livestock death toll will be total.

The Basic Goblin

Thermal Radiation Burns: The Thermal Radiation Burns from the Fireball lasts 19 minutes meaning damage is taken every round for the full nineteen minutes (114 rounds).

- Third Degree Burns (3d6/round)
- Second Degree Burns (2d6/round)
- First Degree Burns (1d6/round)

The Quake: The impact triggers a shock wave of 9.5 intensity creating total destruction as it travels outward including subsidence of subterranean caverns as the surrounding land mass is physically altered. Land slides on and around nearby mountain ranges.

The Air Blast: A powerful wind blast due to pressure rolls outward blowing everything away in its path. Close to the epicentre, mountain-tops are sheared off.

The Ejecta: The crater material is pulverised and thrown outward at incredible velocity. It can be considered broken land out to thirty six miles radius and boulder strewn out to two hundred miles radius.

A Timeline of Events following Impact

<u>Time</u>	<u>Effects</u>
0s	59 mile radius Fireball
+5.16 sec.	Thermal Radiation for 19 minutes

+20 Miles

	Inside Fireball Inside Crater
	Large Rock Mass Displacement
+6.44 sec.	Quake (Total destruction)
+1.63 min.	Air-blast (16,900mph)

+28 Miles

	Large Rock Mass Displacement
+5.16 sec.	Thermal Radiation 3rd degree burns, ignites trees, wooden structures, grass, paper.
+9 sec.	Quake (Total destruction)

The Basic Goblin

+1.6 min. Ejecta (2,210ft dia. @ 1,050mph)
+2.28 min. Air-blast (11,500mph)

+36 Miles

+5.16 sec. Thermal Radiation 3rd degree burns, ignites trees,
wooden structures, grass, paper.
+11.6 sec. Quake (Total destruction)
+1.82 min. Ejecta (1,040ft dia. @ 1,186mph)
+2.93 min. Air-blast (8,620mph)

+44 Miles

+5.16 sec. Thermal Radiation 3rd degree burns, ignites trees,
wooden structures, grass, paper.
+14.2 sec. Quake (Total destruction)
+2.02 min. Ejecta (569ft dia. @ 1,306mph)
+3.58 min. Air-blast (6,850mph)

+50 Miles

+5.16 sec. Thermal Radiation 3rd degree burns, ignites trees,
wooden structures, grass, paper.
+16.1 sec. Quake (Total destruction)
+3.07 min. Ejecta (288ft dia. @ 1,395mph)
+4.07 min. Air-blast (5,910mph)

+100 Miles

+5.16 sec. Thermal Radiation 3rd degree burns, ignites trees,
wooden structures, grass, paper.
+32.2 sec. Quake (All structures destroyed)
+3.07 min. Ejecta (48.5ft dia. @ 1,954mph)
+8.13 min. Air-blast (2,640mph) 90% Trees blown down

+200 Miles

The Basic Goblin

- +5.16 sec. Thermal Radiation 3rd degree burns, ignites trees, wooden structures, grass, paper.
- +1.07 min. Quake
- +4.4 min. Ejecta (6ft dia. @ 2,727mph)
- +16.3 min. Air-blast (1,130mph) Wooden Buildings blown away 90%
Trees blown down

+300 Miles

- +5.16 sec. Thermal Radiation 3rd degree burns, ignites trees, grass, paper.
- +1.61 min. Quake
- +5.47 min. Ejecta (1.75ft dia. @ 3,290mph)
- +24.4 min. Air-blast (649mph) Wooden Buildings blown away 90%
Trees blown down

+400 Miles

- +5.16 sec. Thermal Radiation 3rd degree burns, ignites trees, wooden structures, grass, paper.
- +2.15 min. Quake
- +6.41 min. Ejecta (9 inch dia. @ 3,744mph)
- +30 min. Air-blast (423mph) 90% Trees blown down
Wooden Buildings blown away

+500 Miles

- +5.16 sec. Thermal Radiation 3rd degree burns, ignites trees, wooden structures, grass, paper.
- +2.68 min. Quake
- +7.27 min. Ejecta (5 inch dia. @ 4,168mph)
- +40.7 min. Air-blast (299mph) Wooden Buildings blown away 90%
Trees blown down

+570 Miles

Thermal Radiation is reduced Second Degree Burns

The Basic Goblin

+600 Miles

- +5.16 sec. Thermal Radiation 1st degree burns
- +3.2 min. All Structures Heavily damaged by Quake
- +8.07 min. Ejecta (3 inch dia. @ 4,460mph)
- +48.8 min. Air-blast (223mph) 90% Trees blown down Wooden Buildings blown away

+700 Miles

- Fireball below Horizon
- +3.76 min. Quake
- +8.85 min. Ejecta (2 inch dia. @ 4,745mph)
- +56.9 min. Air-blast (173mph) 90% Trees blown down Wooden Buildings Collapse

+800 Miles

- Fireball below Horizon
- +4.29 min. Quake
- +9.6 min. Ejecta (1 inch dia. @ 5,000mph)
- +1.08 hrs. Air-blast (140mph) 30% Trees blown down Wooden Buildings Damaged

+900 Miles

- Fireball below Horizon
- +4.83 min. Quake
- +10.3 min. Ejecta (half inch dia. @ 5,242mph)
- +1.23 hrs. Air-blast (116mph) 30% Trees blown down Causes roof damage.

The energy sufficient to create a crater fifty to sixty miles in diameter would result in the destruction of the Mystaran Setting. The choice to include such a destructive event may have been oversight on the part of the game setting creators, or it may have been their intention to end the setting- and reboot a new era.



The Elven Lady

Captain Lhars looked at the soldiers crowded on the deck of his Transport ship. The Elven Lady sailed past Razaks Rock, her sails swallowing the good wind as she made the turn. "So many young faces." He could see in them the same look of destiny he had chosen as a young man. "By the Immortals when will we stop sending children to die on battlefields?"

"Perhaps when the old stop looking for a fight that devours the young." Thomic Ironhammer straightened the tiller. "The Rock is clear."

The forces of the Desert Nomads had pulled out of Darokin and would be pulling back to Akesoli. These young men would land on the docks in old harbour and cut off their retreat.

The Elven Lady had sat, an invisibility spell concealing the vessel, anchored off the northern shore of Lake Amsorak for much of the War in view of fair Bronsdale. Even as the community was sacked and burned by an army of humanoid raiders that had pushed around the north side of the lake raiding deep into Darokin's Agricultural heartland. Lhars hated to keep her out of the war but many ships had been seized or burned to the waterline to stop one side or the other from getting them. Now she was one of the few not in the hands of the Desert Nomads or sunk. Now she could make a difference. Now she could carry these young men to their destinies.

"Next up," Thomic Ironhammer lowered the tiller into its well worn notch in the wood and tied it securely into place. "the Navigation turn at the Island." No need to speak its name now and invite doom.

The Elven Lady slid past the deathly dark and crumbling keep that dominated the island and made the turn taking the vessel away from the

The Basic Goblin

grey and unseen horror that enveloped the ruins in its aura. Thomic Ironhammer roused captain Lhars from his thoughts.

"Copper for um." Lhars struggled to his feet from the old wooden throne he kept lashed to the railing. "Ey? Just thinking of family."

"Ah...yes...family." It had been a while since Thomic had seen his family as well. Thomic thought of something from his past and wiped at his eyes. "aren't we all?"

"How I long to see," Thomic raised his voice.

"a distant Summer meadow." Lhars placed a hand on the old Dwarf's shoulder.

"Where she waits for me," The old Dwarf's voice carried over the soldiers standing at ready. "high up in the Stahl."

"Oh my beautiful flower," Thomic straightened the tiller to end the turn.

"how I long to hold you."

"A memory I will cherish," Lhars tied off the timber tiller. "more than any radiant Jewel."

"Oh my beloved elven lady," Lhars smiled at the dwarf's love of an elf in Rockhome that had enticed him to sign on as crew because of the ship's name. "with your lips of brandywine."

"Know that I dream of you," Lhars looked up as the odd glow growing in the northern sky drew his attention from the dwarf's love song.

"though you will never be mine."

"What in the hel is that thing?" A burning pebble as large as any mountain, dropped behind the Silver Sierras and exploded in a fire ball that consumed the northern sky. The brightness of this new Sun became so painful that Lhars wanted to scream, the heat igniting the timbers and sails of the Elven Lady in a burning torrent that reached down the throats of every soldier stricken with terror as it cooked them in their armour.

Lhars didn't even speak as he dragged Thomic Ironhammer over the railing and into the water that was now boiling around them.

The Basic Goblin

The bodies of young men trapped in a scream sank through the water around them. Lhars could see there was nothing to be done to save them.

The cold and murky darkness of the deep of the lake became instantly bright and began to feel like a distinctly warm bath. Lhars dragged his dying friend further down until they hit mud.

The Ring of water-breathing slipped off Lhars's finger and he slipped it over the smallest of Thomic's substantial sausages and held it on him until he opened his eyes and breathed.

Deep breath and breathe out. Lhars swapped the ring to his own hand and took a deep breath in then out before swapping the ring back to Thomic's hand.

They maintained the tactic for a while and then a large boulder perhaps fifty feet in diameter crashed through the burning ship above them and descended the lake bottom. Lhars looked up as large rocks continued to rain around them striking the water only to sink and both could see there was nowhere they could go.

The wreckage of the elven lady seemed to vanish from overhead in less than a heart beat. Their panic settled back into a rhythm in the shadow of their new boulder. Deep breath in and out. And then the ring would swap fingers.

Thomic broke the rhythm when the water again grew murky and dark and he signalled to surface. Lhars followed the dwarf up the side of the boulder that sat high enough that even Thomic Ironhammer was a half dwarf above the waterline.

Lhars could not even see the stars, the world now plunged into darkness.

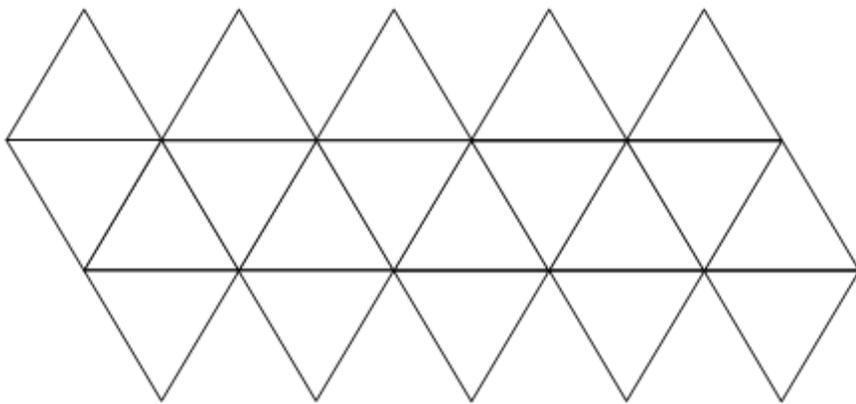
"By the immortals I cannot even see the hand in front of my face."

Lhars felt about for Thomic. "What of you Thomic?"

"I'm so sorry my friend." Lhars felt the Dwarf's calloused hand touch his face. "The fire in the sky has robbed you of your sight."



Mapping the World



Its time you created your own Role-play game setting. Most Dungeon Masters have zero experience with this because you are starting out. So where to begin? As you are the Dungeon Master in your setting you need a big picture view. You can achieve this up front by creating a world map. A flattened-out d20 is your blank map framework.

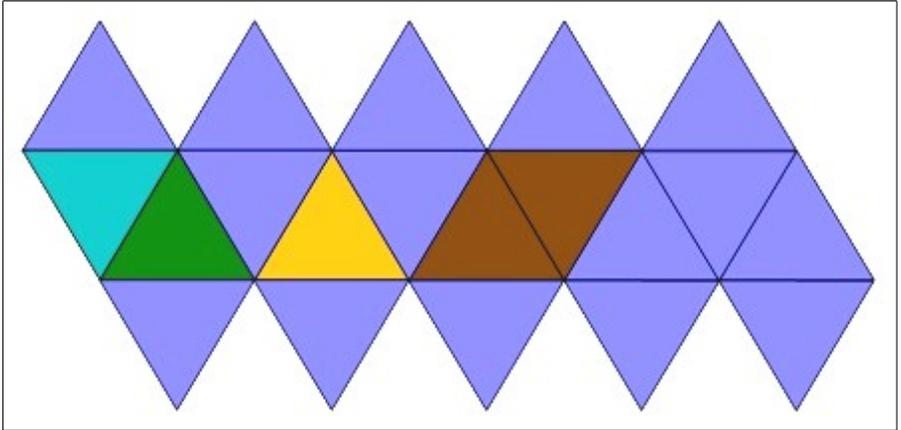
You want geography on the map so first up establish a table of geography types available on your world on page one of your Campaign Development Notebook.

<u>1d20</u>	<u>Geographic Type</u>	<u>1d20</u>	<u>Geographic Type</u>
01-10	Ocean/Sea	15	Swamp/Bog/Fens
11-12	Mountains/Hills	16-18	Forest/Jungle
13	Desert/Plains	19	Broken Lands/Badlands
14	Desolation*	20	Tundra/Grassland/Savannah

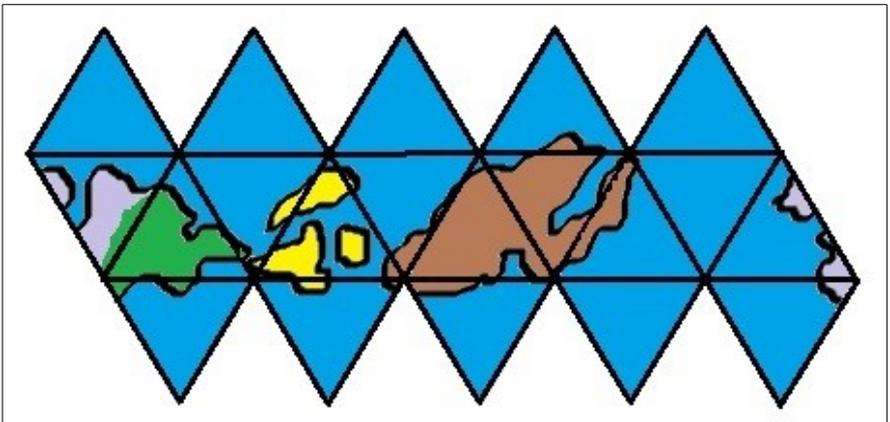
*Special region.

The Basic Goblin

with a random set of geographic potential in mind you roll for each of the twenty triangles on the blank globe establishing the dominant geography for a region – and at this scale the triangles are four thousand miles to a side or two thousand miles across the middle – so its big.



As you can see here we have only five out of twenty regions with significant land mass. The rest will be a vast World-ocean encompassing the Polar Regions and parting continents. The land on the other hand is two large regions and a smaller landmass between them.



The Basic Goblin



Estat di Sulescu

Ruler: Lord Zemiros Sulescu (Nosferatu)

Sibling: Mirsa Sulescu (Nosferatu)

Population: 960 Traldarans

Garlic Production in Sulescu

Six hundred and forty acres of garlic bulbs is grown as the sole estate income source yielding 25,600,000cn of Garlic as a specialist produce. The Rules Cyclopedia Price of Garlic is 5gp/1cn bulb. Garlic is 50gp/lb. An Acre of Garlic can yield 4,000lb to 8,000lb Garlic.

<u>Stake-holder</u>	<u>Share</u>	<u>Yield</u>	<u>40lb Sacks</u>
Sulescu	25%	640,000 lb	16,000
Salt Tax	10%	256,000 lb	6,400
Tithe	17%	435,200 lb	10,880
Farmers	48%	1,228,800 lb	30,720

Sulescu Garlic Share: 640,000 lb

Garlic Reseed Reserve (10%): - 256,000 lb

Export: = 384,000 lb

Garlic @ Sulescu: Garlic, 40lb Sack; 4gp (0.2% market price)

<u>Stake-holder</u>	<u>40lb Sacks</u>	<u>Income</u>
Sulescu	9,600	38,400gp
Farmers	30,730	122,920gp

<u>Community</u>	<u>Load</u>	<u>Base Price</u>
Sulescu	10 40lb-Sacks Garlic	40gp

The Basic Goblin

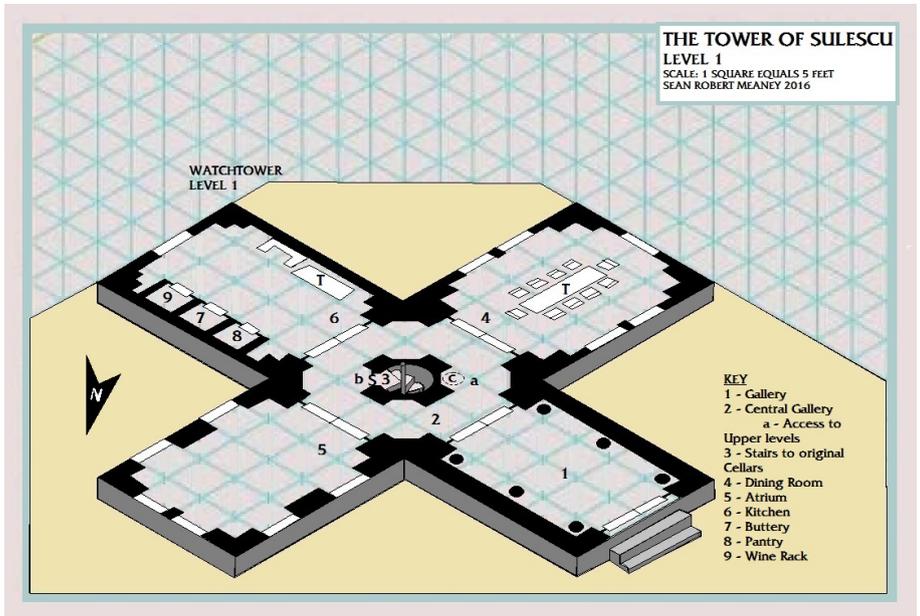
Sulescu PC Kit

<u>Wealth</u>	<u>Traladarans</u>	<u>Starting Gold</u>
Poor	Labourers	3d6 x 10gp
Comfortable	Garlic Farmers	180gp
Wealthy/Untitled	Garlic Merchants	800gp
Wealthy/Titled	Heir of Lord Sulescu*	1200gp

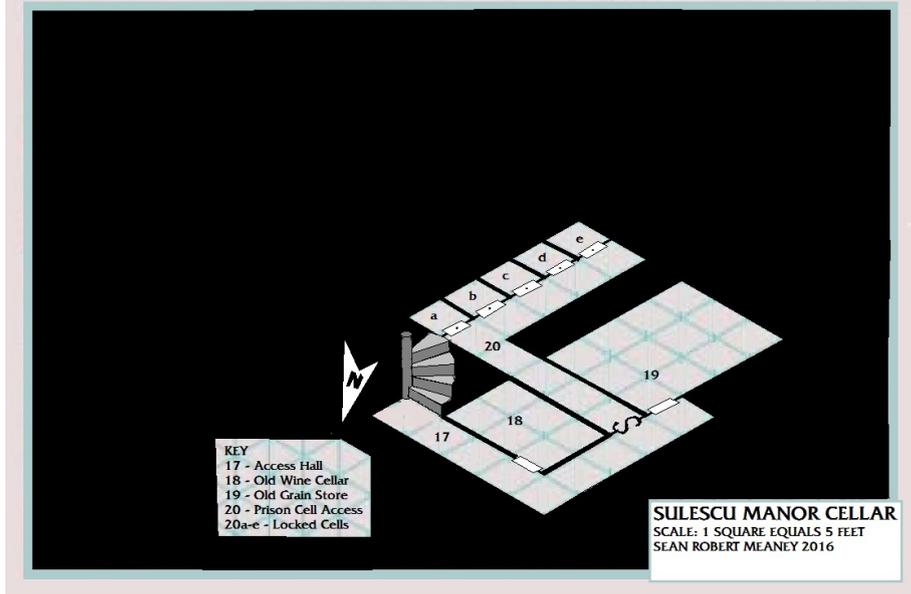
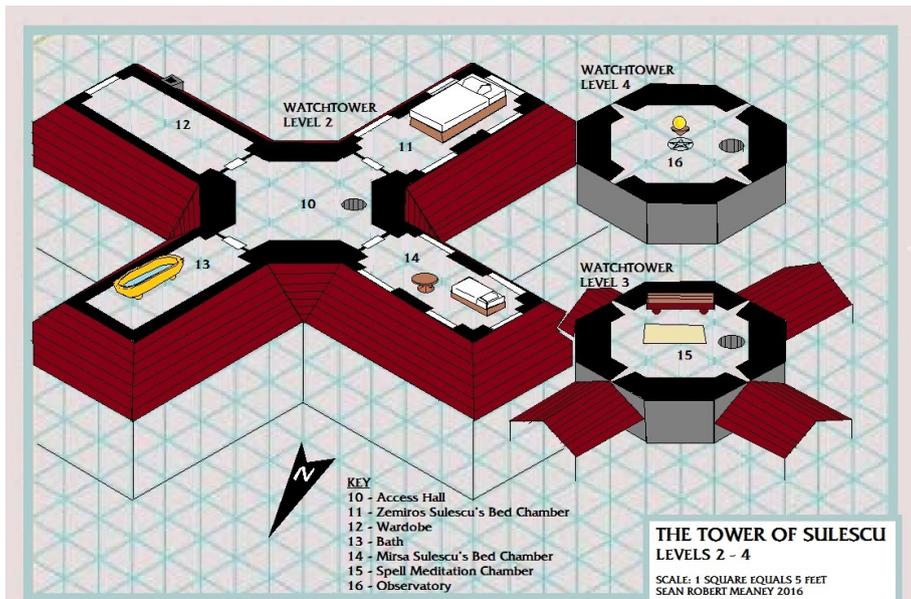
*Adopted Heir.

Map of Sulescu Manor

Constructed two hundred years ago by a clan of Dwarven Nosferatu who owed Lord Zemiros Sulescu a particularly cruel and burdensome debt- they destroyed the previous residence after his Sister Mirsa turned them into Nosferatu at their insistence.



The Basic Goblin





Kit-bashing a History

Minerals & History

Creating a history for your D&D Campaign World can be time consuming. It is possible however to kit-bash a basic concept over any setting: that of the importance of minerals in the development of civilisation. The neolithic, the Bronze, the Iron Age. All required the availability of certain minerals to allow civilisations to flourish. By determining for minerals present in a region you can decide whether there is continuity at the site from Stone Age through Bronze and Iron or whether a population has migrated in or out at a particular time to exploit the local resources or depart in search of new resources.

Chances of a Mineral Occurring

Determine the possibility of minerals occurring and then the minerals present for each geographic region rolling until a No Mine result occurs. Multiple results of the same mineral will increase the mineral availability.

<u>1d20</u>	<u>01</u>	<u>02</u>					<u>03-20</u>
Mine	Iron	Other Mineral					No Mineral
<u>1d20</u>	<u>01</u>	<u>02</u>	<u>03</u>	<u>04</u>	<u>05</u>	<u>06</u>	<u>07-20</u>
Mine	Salt	Coal	Tin	Silver	Gold*	Copper	Stone

*Replace Gold (5) with Platinum (1) where Gold (6+).

ex-	<u>Local Terrain</u>	<u>Hills</u>	<u>Forest</u>	<u>Coast</u>	<u>Mountains</u>
	Minerals	Nil	Nil	Stone (1)	Nil

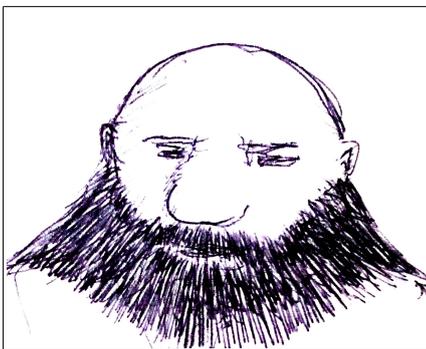
If the Dwarves are going to achieve a Metal Age they must inevitably seek their minerals some place else.

The Basic Goblin

The Stele Dwarves

The Dwarves, unable to find good stone in the Mountains, Hills, or Forest settled on the Coast where a supply of stone was found and they progressed into a civilised existence, fishing and farming. Axes of Axe Stone were crafted. Eventually the good stone ran out and the dwarves were forced to seek New Stone further afield. With the last of the good stone was used to engrave the names of every dwarf in the first act of Dwarven Writing and the Stele hidden beneath a great Logan Stone they departed in search of new stone.

The Stele Dwarf Culture evolved around stone-craft: Dwarven temples hidden by Logan Stones, grain mills, round houses, stone fermentation vats, stone hammers, battle-axes of Axe-stone. Each time the technology of Stone became greater, yet diversifying- some dwarves building entire



subterranean cities whose entrances were concealed beneath Logan stones, others little more than nomads living in easily abandoned round houses.

Dwarves wherever they were had one rule – they would not settle within sight of a Logan stone because it meant that other Dwarves had either claimed it, or the stone had run out and they had moved on.

Stele Dan

Stele Dan was never forgotten even as new Stele were raised wherever new stone might be found. The legend however outgrew the reality- Where Stele Dan had been little more than a primitive settlement on a rock outcropping by the sea, in its telling and retelling it evolved into a great stone Citadel overlooking the Ocean. And so the first Dwarven City of Stele Dan was lost.



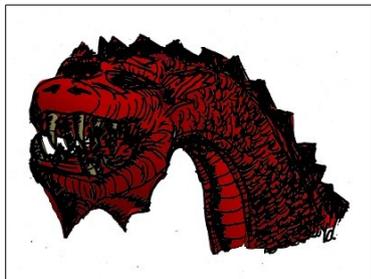
In Service of a Patron

Two Patrons Seeking Discreet Adventurers to undertake tasks that will turn the tide in the newly formed Grand Duchy of Karamaikos.

Merahangin: AC -1; HD 7 (22hp); MV 90'(30'); AT 2 claws/Bite + fire breath; DA 1d8/1d8/4-32; SA Fighter L7; ML 10; AL Chaotic

Spells: 1-Ventriloquism, Charm Person, Detect Magic, 2-Detect Invisible; Continual Light, 3-Dispel Magic

Description: Merahangin (Red wind) employs a charmed agent in a local village to discreetly bring him regular news of the goings on in the surrounding political landscape and is growing concerned in the goings on in his beloved Traladara.



Lady Magda Marilenev: Normal Human; AC8; 3hp; MV 90' (30'); AT nil; DA nil; NA 1 (0); SA Normal Man; ML 12; INT 10; TT 100 x A; Alignment Lawful; 5xp

Description: *Still young though greatly aged by recent events, She has watched her loved ones die in the recently failed uprising that saw her own children murdered as they were being moved to safety. Now she is ruler of the Marilenev Estate, though it has been stripped bare of its able bodied population. She struggles daily to re-emerge from a shattered life and rebuild her Estate and political power.*





Heart of Civilisation

Civilisation is not some oddity where each is alien and unique. There are always a group of concepts that indicate the existence of a civilisation and they are shared by every culture.

<u>Aspects of Civilisation</u>	<u>Description</u>
Multiple Urban Centres:	These are Village or better.
A Writing System:	Simple Pictographs, Marks identifying an individual family, or images describing a larger spoken story.
Specialist Labour:	Certain people become valued for their skills in certain areas. They become Artisans, priests, Leaders, Slaves.
Social Integration:	How do your Slaves get along with the other Specialists? Does your ruler even look on them, or are they kept out of sight?
Trade Networks:	The Development of Trade networks linking communities.
Mass Trade:	How is surplus produce collected and traded?
Religious & Political Art:	What have your artisans created to prop up the religious and political authority of your Civilisation?
Important Structures:	The Palace, the Grainaries, the Temples, Monuments, Mass Irrigation system, Water Supply, Drainage.

The Basic Goblin

Authority Figures:	Priests, Kings, Commander of the King's Guard, Head of the Governing Bureaucracy.
Elite Class:	Families of the Rulers. They have access to material goods and special education.
The Bureaucracy:	They are making use of Mathematics, Geometry and record keeping.
A Legal Code:	The development of writing for the expression of a legal code and a set of rules.

<u>Structures of Authority</u>	<u>Description</u>
Monarchical Absolutism:	The King or independent Chief enjoys absolute power.
Eminent Domain	All Land, Livestock, and Game are the property of the Monarch providing a right to income.
Divine Authority:	The Ruler is a Divine Power or has access to Divine Power.
Ritual Isolation:	The Monarch resides in physical isolation with a few attendants to do the Monarch's bidding. Meetings involve acts of Isolation by curtains, designated speakers.
Insignia of Office:	Royal Status is displayed through symbolic regalia.
Capital Towns:	The Ruler resides in a capital and new rulers establish a new capital or residence.
Royal Courts:	The Monarch maintains a court with assorted specialised staff. Pages, Guards, Chamberlains, etc.

The Basic Goblin

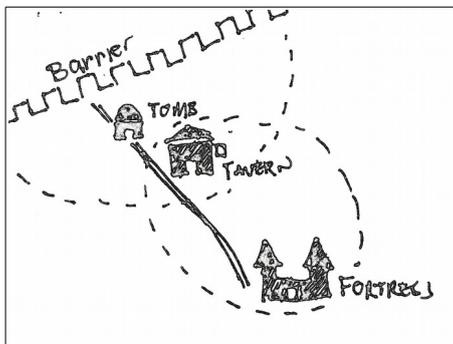
Protocol:	Behaviour in the Monarch's presence almost universally requires conformity to a process of behaviour.
Harem:	The Ruler has a great many wives and/or concubines.
Queens:	At most royal courts a queen mother, a queen consort, a Queen Sister enjoy prestige sometimes outranking the Monarch. They will likely have their own estates, and enjoy some political authority.
Territorial Bureaucracy:	For administrative purposes the state is divided into administrative provinces with their own officials, tasked with taxation and labour management. Such provinces will be subordinate to a central authority.
Ministers:	Located in the Capital they work as assistants to the Monarch in the central bureaucracy.
Duality of Roles:	Ministers function in an assortment of areas of the bureaucracy.
Titles:	Hereditary or Term of Service.
Security:	Rivals for the throne are killed, imprisoned, or deported to maintain stability.
Electoral Succession:	Though the Monarch designates an Heir, the final say is in the hands of Ministers.
Period of Mourning:	After the death of the Monarch, a period of social disorder occurs when candidates vie for power.
<i>Hecatomb:</i>	<i>Funerary Rites for a Monarch include Acts of Sacrifice, sometimes large scale slaughter.</i>



Treasure Maps

Treasure Maps don't always come on a piece of parchment with pictures of the surrounding landscape and an X marking the fabled Treasure Vaults of Rix. Sometimes they are a smattering of insignificant words, that individually might go unnoticed in language, but constitute collectively part of a language development pattern created to describe the history of a people, a culture, or civilisation as it was developed. Where these overlap is more than a dictionary of words, it is a map of the real world at the moment that language was created.

The Secret of Sa-ka's Tavern: In the Japanese language several geographic words share common phonetics – Sa and Ka. These collectively form the word for tavern (Sakaba) yet the Ka-phonetic includes Barrier and Tomb (Haka). Sa- on the other hand appears in the word Fortress. We can in object mapping draw two circles: one for Ka- and one For Sa-.



Where these circles overlap is Saka's Tavern. They share the tavern while being separate from each other. The Tomb is located near a Barrier. Assuming this is the Great Wall of China- the word Barrier is an inclusive word covering a natural structure as opposed to the word Wall which is implicitly a man-made structure. So the Barrier we are looking at is an Earthen section of the Great Wall that likely looks like a natural structure.



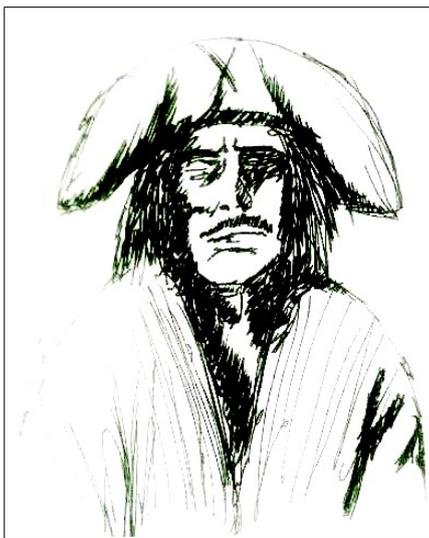
The New Immortal

The Night Dragon, Synn has drawn off the Radiance causing the destruction of the Nucleus of the Spheres. The cataclysm cut Clerics off from their old Immortals, and magic failed outright...

But rejoice, for there is a talk of a farmer in the uplands of Thyatis. He gives ordinary folk hope as those who rally to his philosophies on the merits of good cabbage growth seem to be granted a divine power thought lost.

Emry: Immortal of Cabbage Farming; HD ½ (4hp); AC9; MV 120' (40'); AT Club; DA 1d6; NA 1-4(1-20); SA Normal Human; ML 6; TT U, INT 11; AL Neutral; WA Any Alignment; HS Cabbage; DP Mystara.

Description: Emry found he was Immortal. Doesn't know how that could possibly happen, but despite his objections is now worshipped by Cabbage Farmers in his village. His Holy Symbol is the Cabbage and any cleric speaking with him can get sound advice on good cabbage growth. Emry has 1pp.



Converting to the New Faith: Clerics converting to Emry have access to the plant domain.



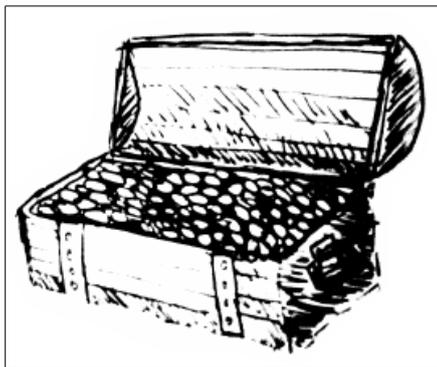
The Bottomless Mines

Gold. Lots of it. Just sitting there in that open chest the party Thief gave his life to open, and Oh. My. God. That's a lot of gold. The Dwarf sizes up the chest and promptly informs you that its two thousand coins of Dwarven Gold. Easy. It should buy a lot of ales and Wenches. Well... a lot of Ales.

"So you were saying, Del sipped his ale and fondled a single remaining gold coin. "Dwarven Gold."

"Aye." The old Dwarf searched his beard for lice – they were in there somewhere. "From the mines of the Old Clan."

"How big..."Del turned to look the Dwarf over. "...is this mine?"



The Mine-ability of Anything

Mining actually costs to mine so the minimum mine-ability of anything is its amount per ton of rock. For gold this is one ounce per ton. Given granite is 76 ton per thousand cubic feet of granite that equates to seventy six ounces of gold per 10ft x 10ft x 10ft volume of rock. Minimum. In game terms that is (at sixteen ounces per pound) 4.75 lb of gold or 47.5gp. So there needs to be a lot of gold just to break even. Likewise other minerals would need to have greater volumes of yield – Silver x10, Copper x100.

For the Chest with two thousand gold pieces alone, the Old Clan Dwarves needed to mine 42.1 of those thousand cubic feet volumes- a tunnel 421 feet long following a seam of gold into the Mountain. A

The Basic Goblin

mine that coughed up a million gold pieces would represent another four hundred and ninety-nine such tunnels (21,050,000 cubic feet).

It also puts a price on Quarried Stone as a basic building material- one thousand cubic feet of stone costs 47.5gp.

Extraction Time: A small group of dwarves could mine their rock at a thousand cubic feet per month. If we suggest a reasonable extraction rate of ten thousand cubic feet per year the contents of the treasure chest represents over four years to extract the necessary rock volume. A Clan of several hundred Dwarves could likewise mine the heart of a mountain for a million gold pieces in just over two hundred and ten years carving out a great hall 21,050,000 cubic feet in volume.

Stone Columns: These Columns exist to reduce the prospects of subsidence to ten percent. They do have rules determining the diameter of a column and the goaf distance (the distance between either the wall and the column or between two columns):

- **Column Width:** $0.12 \times \text{height}^*$
- **Goaf Distance:** $0.6 \times \text{height}^*$

*Height being the thickness of the ceiling to next surface above.

A Dwarven Hall carved from the heart of a Mountain (below 5,280 ft of mountain) requires a column 633.6 ft in width, with 3,168ft spacing. So creating a hall 100 ft high, 100 ft wide, and 2,105 ft long fits 'within' the goaf distance between our pillars meaning the Hall of our Mountain King does not require Columns. If on the other hand the Hall had been 20 ft high x 1000 ft wide x 1052.5 ft long, beneath 1,000 ft of mountain peak we would be faced with a Hall with a ceiling held up by six columns 120 ft wide set 600 ft apart (*which in turn occupy another 28 ft worth of hall length creating a Hall 1,108.5ft long)-exposed to the elements in all directions-
Two very different Dwarven Mines (or Halls) for two very different Dwarf Clans.*



A Nithian Tomb



In the canyon-lands of the south-west Ylaruam an ancient Nithian burial tomb was discovered, and to some extent its copper crafted treasures looted. Though the crafts were exclusively of copper manufacture they were of a particular rarity and quality.

Here (Area 1) behind a stone wheel that can be pulled aside with a strength of 30+ to reveal a staircase cut of the natural rock down into

The Basic Goblin

the dark. The stairs (Area 1a) descend twenty feet halting at a forty-five degree slope and a slide (Area 1b) descends a further twenty feet. At the bottom of the entrance is a gallery (Area 2a) painted with diverse scenes of a Nithian history. The Writings are pictures drawn in an odd profile. Several of them are man-sized images of people and creatures, others are writings that are untranslatable. There is a step down into a chamber (Area 2b) section where a stone sarcophagus whose lid requires 30+ strength to move aside. It is a false sarcophagus.

Walled up behind the plaster of man-sized images of creatures and men are four tombs (Areas 3-6) with a few personal belongings. Each tomb contains the remains of an adventurer from the Nithian Era.

There is in each tomb a Canopic Jar with a head stone carved cut of white jade (300gp each), and the red clay jar. With the mummified remains and its corresponding canopic jar a reincarnate spell may restore the adventurers to life.

Each of the four chambers contains the remains of (Area 3) a Cleric, (Area 4) a Fighter, (Area 5) a Magic-user, and (Area 6) a Thief. The treasures are not of any particular value, but are of personal value to the occupants of the tombs.

A selection of gold foil scrolls (10gp each) detailing adventures of the party, and the locations of other Nithian period tombs across the lands of Ylaruam can be found in the Wizard's tomb (area 5).





The Fort of Tin Hinan

Background

Many miles out into the desert there is a great hill atop which sits a fortress of many large and heavy stones moved to the site by those who built the ancient structure. But they are long gone, and the desert is a wasteland where the fire in the sky cooks the flesh off anyone foolish enough to venture into the desert in daylight, and great predators hunt in the dark, devouring those foolish enough to venture out in the night. Though anything would be better than loitering in this village a minute longer. The Peasants are starved, struggling to grow crops without loosing their food to a foreign warrior such as your self, and worse- they don't waste it on the manufacture of alcohol.



Part One: The Journey to Tin Hinan



The Journey to the Ruins is perilous. There is a predator out there that will emerge from its caves to hunt at night: a great goanna-like dinosaur from an age long past.

Toranasaur: 15HD; AC1; MV 90' (30'); Swim 90' (30'); AT 1 Bite; DA 3-24; NA 1(1); SA Fighter L7; ML9; TT Nil; AL Neutral; 1350xp. Sixty feet long, It lairs in its burrow cave during the day and hunts for prey at night.

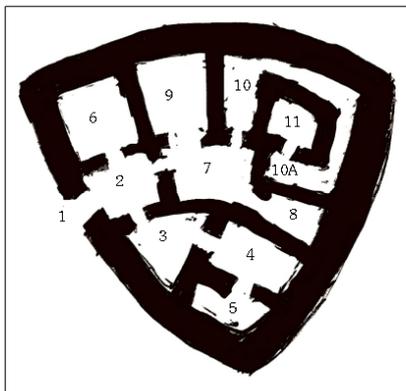
The Basic Goblin

Part Two: Exploring Tin Hinan

If the adventurer reaches the ruins and climbs the hill, the ancient Citadel is itself mostly an unoccupied labyrinth of chambers, though the Tomb (Area 12) is concealed beneath great stone slabs that require a feat of strength beyond mortal men (a combined strength of 20+) to access.

As you breach the tomb, you are confronted by a woman reaching out from the dark of the past: "I knew you would come." She vanishes like disturbed dust. "I waited for your return."

Within the Tomb are the remains of a Woman of great significance- her right fore arm adorned with seven silver bracelets (20sp each), and her left adorned with seven gold bracelets (20sp each). Also within the tomb, a ring of gold (10gp), an intricate Goblet of Glass (made of local sand) and a small Statue of a woman (200gp). The Curse that cooks people alive for simply venturing out into the sunlight vanishes with the ghost of the previous ruler. Allocate a Story experience reward of 2000xp.



Claiming the Throne of Tin Hinan

If the Adventurer wishes to claim the Throne of Tin Hinan he/she may do so. The land of Tin Hinan are good for nothing, though its agricultural prospects will begin to improve. The Villagers, realising the curse is lifted and the predator that hunts at night is dead, will come to the fortress to claim the throne for themselves. If the Adventurer subjugates the villagers and claims the throne add 3000xp.



The Why of Settlement

Settlements have existed since the beginning of civilisation.

The Location and Purpose of Settlements

1d20	Location	2d8	Purpose
	<i>Resource Availability</i>	02	Isolated Farm
01	Labour	03	Local Market
02	Water-power	04	Commercial
03	Wind-power	05	Industrial
04	Forest	06	Mining
05	Farmland	07	Administrative
06	Mineral	08	Cultural
	<i>Transition boundary</i>	09	Education
07	Forest-Tundra	10	Administrative
08	Water-land	11	Ecclesiastical
09	Desert-Plains	12	Primary Residence
10	Foothills-Mountains	13	Residential
	<i>Trade-routes</i>	14	Resort
11	Fork in river/road	15	Port
12	Crossroad/River crossing	16	Military
13	Roadside-trail		
	<i>Fortified position</i>		
14	Dyke		
15	Hill		
16	Mound		
17	Mountain		
18	River-bend		
19	Gorge		
20	Pass		



The Basic Goblin

Settlement Location

Resources: whether a population to carry out work, or wind for wind mills, rivers to turn water wheels, wood to burn in furnaces, land to produce food, or Minerals to Mine.

Transition Boundary: the boundary between two geographic conditions-land and sea, plains and desert, forest and tundra, mountains and foothills.

Trade Routes: Networks of movement of goods, people, and information. Rivers, Roads, Trails, and shipping lanes.

Defensible Position: this is where the community is able to resist assault due to the natural terrain.

Settlement Specialisations

Isolated Settlement: Dispersed holdings with the skills necessary for individual survival. There is little social interaction between these independent farmsteads and plantations. (Homesteads, Cattle Stations).

Local Market: A centralised community focussed on the collection and distribution of local produce. While it functions in some isolation it requires a redistribution network vital for the export of surplus produce. (Market places, Fairs).

Industrial: A community concerned with the processing of raw materials into manufactured goods. It can be mills involved in turning wool into cloth or mined ore into iron. They have access to resources from which goods are manufactured, labour and power that process the materials and a redistribution network vital for the further export of surplus goods. (Smelter, Mill, Furnace, Kiln, Distillery).

Commercial: This community is primarily involved in financial activities such as banking, money lending, and trade. They don't need the traded goods to move through the town and may be sophisticated enough to deal in document-based trade and financial transactions. (Bank, Money Lender, Guild Hall)

The Basic Goblin

Mining: This community is involved in the extraction of Minerals. It will be located where the Minerals are. (Stone Quarry, Mine tunnels, clay diggings, open-cut Pit, obsidian scrounge).

Administrative: This is the seat of government, either the Capital or a local administrative centre. It will sit at the centre of a National or Regional Communications network. (Parliaments, Council Halls).

Cultural: This focussed on the entertainment of the populace as a whole or some social group within the whole. (Zoo, Arena, Theatre).

Educational: This community provide services where higher education or trades and craft skills are passed on to future generations. (University, College, Thieves Guild, Wizard's Guild)

Ecclesiastical: These are Centres of Religion, whether isolated monasteries, or centres drawing pilgrimage. (Religious Schools, Shrines, Temples, Monastery, Graveyard, tomb. Abbey).

Primary Residence: This is the residence of the Ruler, whether the President, the Governor, or King. It will often be isolated from surrounding communities. (Palace, Estate, Town house).

Resort: These are recreational districts. They might blur with the cultural centres. (Casinos, inns and taverns and boarding houses. Baths and Spas).

Port: Located on the Coast, River, or lakeside for the movement of goods and people over the water-land transitional boundary linking shipping routes to roads. (Docks, Harbours, Shipyards).

Residential: These exist to provide urban populations with housing away from corrupted, polluted, or expensive urban centres. There will be a second specialised centre in close proximity. (Ghettos, Suburbs, Estates)

Military: Soldiers and/or military equipment are kept here. (Armoury, Barracks, fortress, naval base).

Multiple Specialisations

Large Cities might have entire districts devoted to individual specialisations with a market street, Royal Palace, Wealthy Suburbs, Port facilities, Factories, Parliament, and so forth.



A Young Apprentice



ARRN OF VERGE

1st Level Magicuser; Lawful; AC8; 2hp; S10, I14, W10, D13, C6, Ch14; Spells: Read Magic, Read Languages; Equipment: Dagger (1d4), Plain Clothes, Shoes, belt, belt pouch (50cnc), Spellbook; 4'7"; Age 14.

Arnn is an apprentice magic-user looking to attach himself to any Magic-user (7th level) who might teach him the secrets of magic.



B/X Barbarian

The Barbarian lives outside civilisation. Every day is a fight for survival in a brutal world.

Requirements: 13+ Constitution, Dexterity.

Primary Abilities: Strength, Dexterity.

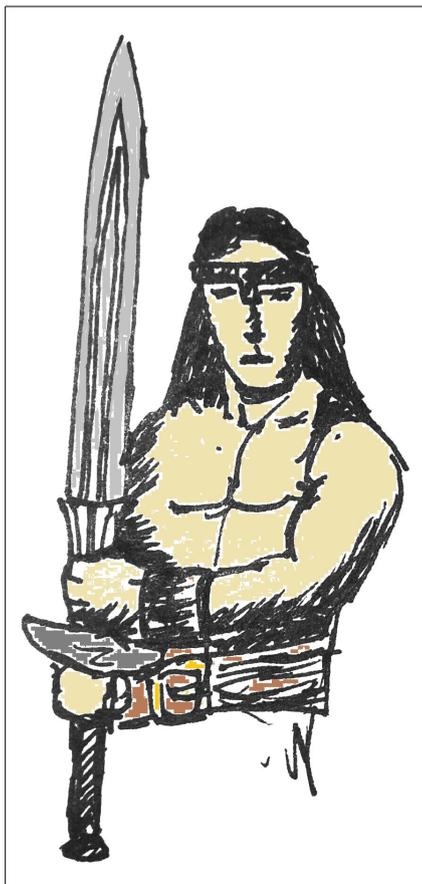
Chieftain is the title of any Barbarian of Name Level who challenges the previous Chieftain in combat and kills him or her or establishes his or her own clan-hold in the wilderness.

Other Skills: As the Thief, the Barbarian can Climb Sheer Surfaces, Hear Noise, Hide in Shadows, and Move Silently.

Magic Items: Barbarians may not use magic items.

Weapons and Armour: A *Great Weapon** may be improvised or crafted by the Barbarian inflicting damage equal to Strength. It also requires Strength and Dexterity bonuses to hit. A Great Weapon is the length of a Two handed Sword.

Barbarians may not wear Armour other than hides and skins (AC 7).



The Basic Goblin

Level	Title	HD	Exp	Barbarian Skills			
				HN	CSS	MS	HiS
1	Hunter	2d8	0	33%	88%	25%	15%
2	Warrior	3d8	5,000	50%	89%	30%	20%
3	Savage	4d8	10,000	50%	90%	35%	25%
4	Marauder	5d8	20,000	50%	91%	40%	30%
5	Raider	6d8	40,000	50%	92%	45%	36%
6	Barbarian	7d8	80,000	66%	93%	55%	45%
7	Barbarian	7d8*	160,000	66%	94%	65%	55%
8	Barbarian	7d8*	240,000	66%	95%	75%	65%
9	Barbarian	7d8*	320,000	66%	96%	85%	75%
10	Barbarian	7d8*	400,000	83%	97%	95%	85%
11	Barbarian	7d8*	480,000	83%	98%	96%	95%
12	Barbarian	7d8*	560,000	83%	99%	98%	99%
13	Barbarian	7d8*	640,000	83%	99%	99%	99%

*Extra Combat Damage: +1 damage to great weapon/level (level 7+).

Saving Throws:	Level	DR/P	MW	P/TtS	DB	S/S/R
	1-2	12	13	14	15	16
	3-5	10	11	12	13	14
	6-8	8	9	10	10	12
	9-11	6	7	8	8	10
	12-13	4	5	6	5	8

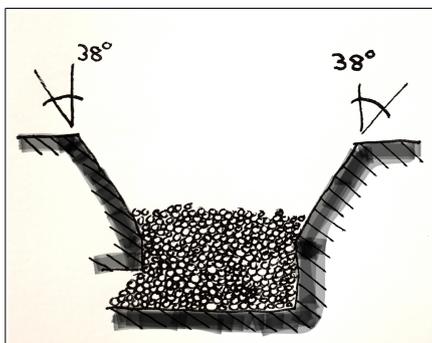
Level	Hit Rolls:									Armour Class								
	9	8	7	6	5	4	3	2	1	9	8	7	6	5	4	3	2	1
1	9	10	11	13	14	15	16	17	18	9	8	7	6	5	4	3	2	1
2	8	9	10	11	13	14	15	16	17	8	7	6	5	4	3	2	1	
3	7	8	9	10	11	13	14	15	16	7	6	5	4	3	2	1		
4	6	7	8	9	10	11	13	14	15	6	5	4	3	2	1			
5	5	6	7	8	9	10	11	13	14	5	4	3	2	1				
6	4	5	6	7	8	9	10	11	13	4	3	2	1					
7	3	4	5	6	7	8	9	10	11	3	2	1						



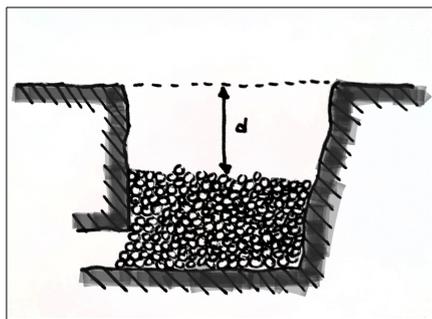
Delving into Dungeons

Subsidence is poorly understood in Dungeons & Dragons. There are several rules of thumb you can follow to improve your dungeon design.

Subsidence Angle: When the ceiling falls in, it is at an angle of 38 degrees out from the cave area meaning the deeper your cave, the larger the footprint above it. Even though a cave below might not be directly under a cave above, the angle of subsidence can still intersect structures at the surface or an overlying cave. This can have odd effects on your average D&D dungeon where chambers have collapsed, and some new chambers are accessible through holes.



Collapse Depth: When subsidence occurs the compressed rock strata breaks apart forming loose debris that now occupies a greater volume. Rather than occupy a hole equal to the subsiding material, it now occupies more- so the subsided surface is 80 percent of the depth of the subsidence. If the rock strata subsided fifty feet, it appears to have only dropped forty feet at the surface.



Rate of Subsidence: Once excavated a mine will continue to subside as the strata weakens. The rate at which this occurs varies with that of

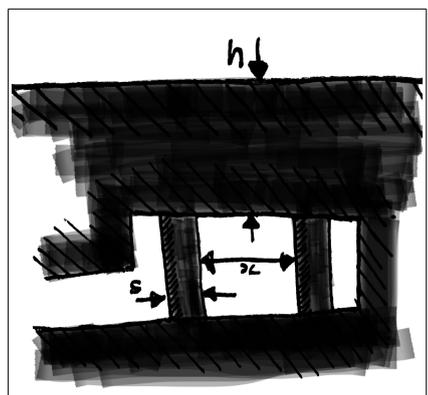
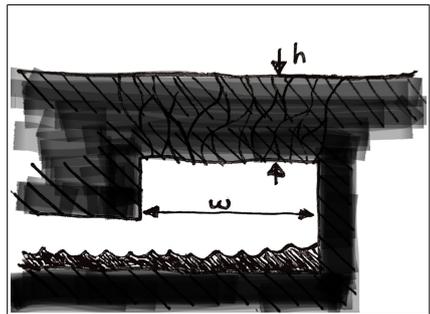
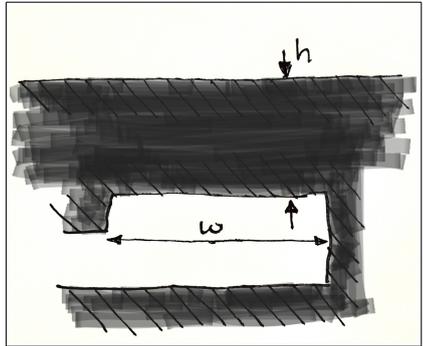
The Basic Goblin

extraction. Instantaneous extraction magic will trigger instantaneous failure.

Subsidence: This is determined by the width of the cave and the thickness of the overlying strata. Subsidence begins at ten percent and ends at one hundred percent. This is a simple division of the width of the cave by the thickness of the overlying strata. Where the width of the cave is equal or greater than the thickness of the overlying strata, the strata subsides.

Water: At 80 percent subsidence the cracks in the overlying strata are large enough that water will flow through the rock. In large mine workings this can be as much as thirty gallons in six turns.

Columns: their purpose is to reduce the subsidence. Artificial columns reduce to thirty eight percent subsidence while natural rock columns exist to reduce subsidence to ten percent. The two things you need to know about columns is their diameter is determined by 0.12 multiplied by the thickness of the overlying strata, and the distance between columns (the goaf distance) which is determined by 0.6 multiplied by the thickness of the overlying strata.



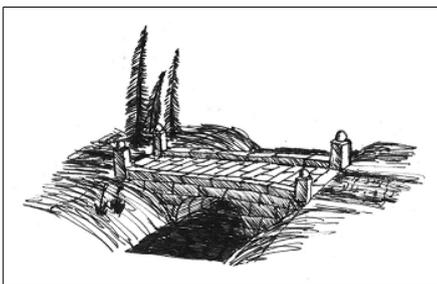


Places to Explore

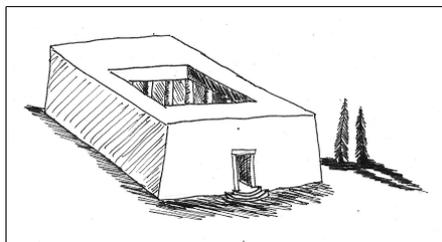
The Imperial Causeways: The Imperial highways radiated outward from the Capital as great raised causeways of stone that cut through forest, swamp, farmland, and hills to the any Mountain at the edge of the Imperial demesne that might be quarried and mined.



The Bridge over the River Shaan: It may not be as glorious as the Imperial Causeway but it is one of the few remaining stone bridges in the ruined empire perhaps because the crafter had the foresight to engrave the stones with first level wizard spells- allowing any passing magic-user down on their luck the ability to memorise any of its spells.



The Tomb of Kalimshan: Out on the borderlands of the northern edge of the Empire are numerous burial mounds, graves, tombs- none more magnificent and intact than the Tomb of the Imperial Navigator Kalimshan which is yet to be successfully looted by tomb-robbers.





Doomsday Book

Agricultural Produce builds and feeds nations, and allows the employment of the populace to the construction of great tasks. Wheat machine farmed in the volcanic soils of New Zealand in the nineteen fifties was at 80 bushels per acre compared to the best medieval French estates with yields of 36 bushels per acre. If we consider this near a hundred percent then the best that a well managed medieval estate could yield is 45 percent of what is agriculturally possible.

Primary Produce

Produce	Description	Yield/Acre
Fuel,		
Firewood	forest timber	20,000 lb
Peat-moss	mined to a depth of 15 feet	1,639,024,391lb
Wool,		
Grazing	3 acres/sheep	2½ lb
Fodder fed	12lb mixed bushel per day	14lb
Milk		
Ewes	180 days per year	1qrt. gallon/day
Dairy,		
Grazing	8 months grazing 19 acres per cow	140 gallons
Fodder fed	50lb mixed bushel per day	20lb milk/day
Pigs,		
32 weeks	fodder fed: 870lb grain meal, 1040lb turnip	200lb live-weight
20 weeks	fodder fed: 500lb grain meal.	100lb live-weight
Hens,		
Free range	@20 per acre	1 egg/2days/hen
Grain fed	1/4lb grain per day/hen	1 egg/day/hen

The Basic Goblin

Grapes	10 row vineyard	2 ½ ton
Honey Bees, Skep Hive	Straw rope hive (Northern Europe)	10lb honey, 1lb wax
Box hive	Wooden box hive (Northern Europe)	30lb honey 10lb wax
	Wooden box hive (Australia)	800lb honey 100lb wax
Fish	9 months/year; 1 cran/day; 4 firkins	37 ½ gallons fish
Hay		5 tons
Turnip		25 tons
Sugar cane		20 tons
Rapeseed		5 tons
Linseed	produced for flax	14 bushels
Tomatoes		600 bushels
Rice		40 bushels
Tea	7 harvests per year	1240lb
Wheat, fallow stubble	fallow ground stubble growth @60% fallow growth	36 bushels 19 bushels
Barley		28 bushels
Oats		24 bushels
Rye	ergot @1/10lb/acre (marshy)	30 bushels
Maize		32 bushels
Millet		30 bushels
Garlic		4,000lb-8,000lb
Maple Syrup	25 Trees per acre	6 Gallons
Rose Oil	per acre of rose-petals	2 gallons
Silk	from Silk-worms fed mulberry	23.39lb
Tea		478.8lb
Indigo Dye	From Indigo plants	1,322lb
Soy bean		5,290lb

The Basic Goblin

Secondary Produce

<u>produce</u>	<u>yield</u>
Salt	36 gallons seawater = 9 lb salt
Mead	honey (lb)/5 = gallons
Wine	85lb-90lb grapes = 5 gallons wine
Ale	strong: 20lb grain/gallon, weak: 12 lb grain/gallon.
Bread	73 loaves per 50lb bushel
Flour	0.72 x grain = flour (lb)
Cheese	milk x 10.31= milk (lb), x (5/43.25) = cheese (lb)
Linen	700lb flax = 448lb linen @64% cottage industry
Salami	50lb meat, 2lb salt
Cane Sugar	4.34 Tons/20 tons of sugar cane

Meat from livestock

<u>livestock</u>	<u>notes</u>	<u>yield</u>
Sheep	50% live weight	77lb
Pig	70% live weight (200lb, 100lb)	140lb, 70lb
Red deer	70% live weight	200lb
Oxen	70% live weight	1000lb

Examples of Medieval Farming

Swinfield's Vineyard

A Bishop's Vineyard located at Ledbury producing seven tuns of white wine.

Assuming a ten row vineyard yielding 2 ½ tons per acre at 83% yield...

Tun (216 gallons); 7x216 gallons equals 1512 gallons

1512/5=302.4

302.4 x 85lb=2570704 lb white wine grape

The Basic Goblin

$(25,704/83) \times 100 = 30,968$ lb
 $30968/2240 \text{lb} = 13.825$ tons
 $13.25/2.5 = 5.53$ acres (6½ acres).

Omersley Tennant Farm

19 ½ acres, mostly wheat, but also Vetch (hay), Oats and Rye divided into three fields of rotation. Also also a small residence with vegetable gardens, twenty geese, a cock and four hens, five pigs, two oxen, a cow, and three cart loads of firewood.

Assuming 55% yield...

Wheat (6 acres)

$36 \times 0.55 \times 6 = 128.7$ bushels
 $128.7 \times 50 \text{lb} = 6435 \text{lb}$ wheat grain,
14,543.1lb chaff -350lb wheat seed
= 6,085lb wheat.

Hay (2 acres)

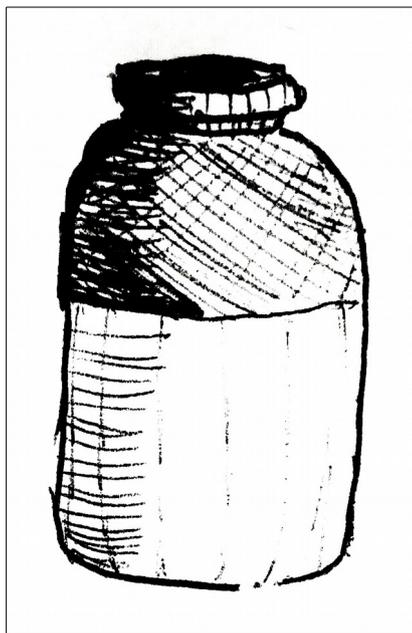
5 tons $\times 0.55 \times 0.6 \times 2$
= 3.3 tons hay

Rye (2 acres)

$30 \times 0.55 \times 0.6 \times 2 = 19.8$ bushels
 $19.8 \times 50 \text{lb} = 990 \text{lb}$ rye-grain,
2237.4lb thatch -350lb seed
= 640lb rye-grain.

Oats (2 acres)

$24 \times 0.55 \times 0.6 \times 2$
= 15.84 bushels
 $15.84 \times 50 \text{lb} = 792$ lb oats,
1,789.9lb chaff -350lb seed = 442lb oats.



The Basic Goblin

Walsgrave Manor

A Knights estate of sixty acres located at Scarsdale consisting of a large wooden house with ten rooms and a thatch roof. Extensive vegetable gardens, barn, stables, the remaining 58 ½ acres devoted to intensive agriculture feeding a Knight, Lady, three children, and six serfs.

Three fields in rotation, each 19 ½ acres.

Wheat, Barley, and Rye

6 ½ acres of Wheat @ 0.55 yield
 $36 \times 0.55 \times 6.5 = 128.7$ bushels
 $128.7 \times 50\text{lb} = 6435\text{lb}$ grain,
14543.1lb wheat chaff.
-350lb seed = 6,065lb wheat grain

6 ½ acres of Barley @ 0.55 yield
 $28 \times 0.55 \times 6.5 = 100.1$ bushels
 $100.1 \times 50\text{lb} = 5,005\text{lb}$ grain,
11,311.3lb barley chaff.
-350lb seed = 4,655lb barley grain

6 ½ acres of Rye @ 0.55 yield
 $30 \times 0.55 \times 6.5 = 107.25$ bushels
 $107.25 \times 50\text{lb} = 5362.5\text{lb}$ grain,
12,119.25lb rye chaff.
-350lb seed = 5,012.5lb rye grain

Oats and Hay

6 ½ acres of Oats @ 0.55 regional
yield x 0.6 stubble yield
 $24 \times 0.55 \times 0.6 \times 6.5 = 51.48$ bushels
 $51.48 \times 50\text{lb} = 2,574\text{lb}$ grain,
5817.24lb straw.
-350lb seed = 2,224lb oat grain

Black & White Bread

White bread
(6,435lb Wheat / 50lb)
 $\times 73 = 9,391$ loaves.

Black bread
(5,012lb Rye / 50lb)
 $\times 73 = 7317$ loaves.

Strong & Weak Ale

Strong Ale
4,000lb / 20lb
= 200 gallons.

Weak Ale
655lb / 12lb
= 54 gallons.

The Basic Goblin

13 acres of hay @ 0.55 yield
 5 tons x 0.55 x 0.6 x 13
 = 21.45 tons hay

Sheep

19 ½ acres of sheep with
 fodder support.
 $19.5/3=6.5$ sheep (5 ewes, 1 ram)
 1 quarter gallon x 5 ewes
 @ 180 days = 225 gallons of ewes
 milk, 14lb wool x 6 = 84lb wool



Old School Villain



Kordog the Maleficent

Class	Cleric	
Level	8 th	
Alignment	Chaotic	
Ability Scores		
Strength	12	
Intelligence	15	
Wisdom	9	
Dexterity	13	
Constitution	8	
Charisma	8	
Movement	90'	
Saving Throws		
P/DR	MW	P/T5
9	10	12
THACO		
Damage		
Cestus	(1d4)	
Great Morning Star	(3d4)	
Armour Class	7	
Hit Points	22	
Equipment		
	Demon Mask	
	Padded Cloth Armour (AC8)	
	Clothes	
	Boots	
	Belt	
	Belt Pouch (50cpc)	
	Great Morning Star	
	Cestus	
	Snake Staff	
	Unholy Symbol	
Languages:	☉ Traladaran, Orc	



Kordog the Maleficent

- ◆ Kordog will offer to resolve the opportunity personal combat with his designated opponent (Merrindan).
 - ◆ Kordog will attempt to establish a church in some isolated location and begin unifying the forces of chaos.
 - ◆ Kordog will throw his snake staff and then attack with his great Gift morning star while his prey is incapacitated.
- Kordog's Story**
 Blond hair and blue eyes, 5'9" tall 120lb. Kordog was born in Sulescu several centuries ago and never went back and due to a curse from an immortal mage was turned into a statue. The only release would be if someone would be so kind as to make physical contact with the statue. Unfortunately his cave network that several centuries before had been used as Kordog's Chapel. Now he has every intention of throwing down the Thyssen occupiers and converting the Traladarans to the faith of chaos.

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 5D Basic Campaign,
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When you need a BBEG to beat the PCs with a Giant Club



Old School Villain



Kordog, Lama of Chaos



Rumours and Accuracy

*"There's three Women!" the words echoed onward to distant ears...
"There is five Women!"...the number climbing enthusiastically upward...
"Fifteen Women!"...as it crossed the mining camp.*

Information Accuracy

Information moves and changes so that when it gets to where it is going, it can have little to do with the original source material. Its accuracy is determined by two things: the population and the distance of the source.

$$\text{Information accuracy}\% = 0.24 \times ((\text{Population}^{0.87})/(\text{Distance}^{0.4}))$$

Likewise the distance at which information deteriorates in accuracy can be determined by this formula:

$$\text{Distance} = 0.4^{\text{root}}((\text{Population}^{0.87})/(\text{Information accuracy}\%/0.24))$$

Community	Population	Accuracy Radius	
		100%	50%
Village	650	< ½ mile	2 miles
Town	4,000	19 miles	109 miles
City	12,000	210 miles	1,189 miles

What is the point? As communities become the source of rumours, they also become the source of misinformation. Rumours of war coming from a village are very unlikely to be accurate unless they have just arrived from a traveller from the Capital.

The Basic Goblin



The Basic Goblin

The Goblin is grey skinned, 3'6" to 4'6" tall. Large eyes and pointed ears. The race is quite intelligent, though cowardice inherent in the race seems an act of survival. They have infravision to 90 feet in the dark. They are restricted to the use of Swords, Shields, and leather armour. They do however have an ability to use two magic item types without limit – though they are restricted to those two types. Some Goblins also train Dire Wolves as mounts, though not all are capable of this ability.

Minimum Ability Scores & Primary Abilities

To play a Goblin, the character must have a 13+ Charisma. Dexterity is the Primary ability of the Goblin.

Level Advancement

Level	HD	Experience	Special Abilities
1	1d6	0	Infravision (90'), Magic Item Use
2	2d6	1,500	Animal Training (Dire wolf Mount)
3	3d6	3,240	
4	4d6	6,480	
5	5d6	12,960	
6	6d6	25,920	
7	7d6	51,840	
8	8d6	101,250	
9+	+1hp/level	+101,250xp/level	



Training a Dire Wolf

The Goblin, from second level onward may attempt to take a dire wolf as mount – though this requires a charisma check and can be

The Basic Goblin

undertaken only once in the Goblin's lifetime. A failed Charisma check means all dire wolves will immune to the Goblin's further attempts to take a dire wolf as a mount.

Restricted Magic Use

First Magic Choice	Second Magic Item Choice						
	W	A	P/R	MM	W/S/R	SS	OS
Weapon	X	X	X	Y	X	X	Y
Armour	X	X	Y	X	Y	X	X
Potion/Ring	X	Y	X	X	X	Y	X
Misc. Magic	Y	X	X	X	X	X	Y
Wand/Staff/Rod	X	Y	X	X	X	Y	X
Spell Scroll	X	X	Y	X	Y	X	X
Other Scroll	Y	X	X	Y	X	X	X

This means a First level Goblin may select the ability to use a Potion, and pick up the ability to use Magic Rings free- but must select either Magic Armour or Spell Scrolls as a second choice and be restricted to those Magic item types.

Hit Rolls:

Level	Armour Class								
	9	8	7	6	5	4	3	2	1
1	10	11	12	13	14	15	16	17	18
2	9	10	11	12	13	14	15	16	17
3	8	9	10	11	12	13	14	15	16
4	7	8	9	10	11	12	13	14	15

Saving Throws:

Level	DR/P	MW	P/TtS	DB	S/S/R
1+	14	15	16	17	17
2-3	12	13	14	15	15



At the Close of the Day

That was The Basic Goblin. Just a few articles to add to your Mystaran Campaign setting.

I could tell you that this is a labour of love, but it is more than that. Its a debt owed to previous and future generations.

And hopefully there will continue to be a future where little girls get to run around with swords.

-Sean Robert Meaney



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Date: 31/12/2017	Contact: reddeerrun@hotmail.com
Art: Sean Robert Meaney	Word-count: 8,383