

DUNGEONS & DRAGONS®

HOLLOWY WORLD



Dungeon Master's Sourcebook

by
Aaron Allston

FRED FIELDS 89.

HOLLOW WORLD

An Official DUNGEONS & DRAGONS® Game Supplement

The Hollow World

by Aaron Allston

Special Thanks To: Bruce Heard, Allen Varney

Book One: The Dungeon Master's Sourcebook

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Important Note: If you're a player in a campaign, rather than its Dungeon Master, you shouldn't read this introduction—or any part of this book—unless the DM specifically asks you to.

With The Hollow World boxed set, you're about to adventure in a D&D® game setting which is different from any you've ever seen in print.

If you've been using the previous *Gazetteers*, you're pretty familiar with the D&D game's Known World setting. You may have started out in forested Karameikos, wandered the burning sands of Ylarum, flitted among the trees with the elves of Alfheim, explored subterranean grottos with the dwarves of Rockhome, and even, perhaps, adventured among the grunting hordes of the orcs of Thar.

If you haven't adventured on the Known World, you've still been adventuring on your own world, another adventuresome planet full of monsters and high magic.

Either way, the Hollow World is probably going to be a change for you.

The planet, you see, is not the solid, spinning spheroid you always thought it was. In fact, it's a bubble—a thick-skinned, rocky bubble, one with a world's worth of nations and adventure on its outer crust . . . and another world's worth on its inner crust.

Yes, inside the planet is another entire world. Magical gravity keeps its citizens on the inner crust, and a small but bright sun, a fiery red sun, hangs in the open center of the world. Inside the Hollow World are land and sea, cities and nations, men and monsters, just like the outer world but things are quite different. Here, you'll find still-flourishing examples of civilizations which vanished long ago on the outer world. Here, you'll see animals long thought extinct on the outer world. Here, the sun shines all the time, never letting night or darkness hold sway; magic sometimes works differently, unpredictably; whole nations may be completely unaware of the civilizations to be found just on the other side of the mountain range.

In short, it's an all-new setting for adventure and exploration. So tell your characters to dust off their adventuring gear, kiss their families good-bye, and saddle up: It's time for them to find the Hollow World.

Why the Hollow World

Now, some of you may be wondering: When we haven't done a *Gazetteer* for each and every area of the outer world, why are we starting in on the Hollow World setting?

The main reason is the rules and feel are different in the Hollow World.

Players who enjoy exploration and discovery will find the Hollow World to their liking, because each valley can be different in its civilization, animal population, history, monsters, and treasures from the valley before.

On the outer world, the level of civilization and society from one nation and the next tends to be pretty constant. The nations of the outer-world setting mostly resemble those of Europe and Asia in the Middle Ages. There's nothing wrong with that, but you don't have to be limited to it.

In the Hollow World, the races and civilizations run the gamut from ancient Stone Age cultures to very contemporary pirates; they're examples of civilizations throughout the history of the Known World, each very different from one another and from the outer world societies.

On the outer world, it's not always an easy thing to insert a large, new nation or civilization into an already-established area of your map. It's possible, but it often takes a lot of conniving. In the Hollow World, though, it's a cinch to drop lots of new cultures, races, and animal species anywhere on the map . . . a boon to the DM who likes to develop his setting.

For all these reasons, and just because we think it will be a lot of fun, we're doing the Hollow World. We're not abandoning the outer world setting, by any means . . . but there will be many future products developing and elaborating the Hollow World, too.

So have fun! That's what the Hollow World is all about.

A Note from the Editor: In this product there is one change in terminology. TSR no longer uses the term "wicca." Humanoid magic-users are now called "wokani." No change has been made aside from the name; they still do all the things they did before. This change is the result of careful thought, and debuts in The Hollow World boxed set. It will carry over into all future D&D game products. What do you think? Please, let us know!

The bronze-clad warrior Radion, exhausted, thought longingly about slumping to the walkway at the top of the wooden wall. But the enemy was gathering itself for another assault, and Radion would be dead soon; it wouldn't do at all for him to meet his death on his back. So he locked his knees and kept his feet . . . as all the other worn-out warriors to his right and his left were doing.

Out there in the forest, a few hundred yards from the village walls, the enemy was regrouping. They were gnolls, hideous dog-faced humanoids, hungry for land and human blood. Radion had never even heard of these beasts before unknown forces moved them to rampage their way into Traldar lands; all he knew was that all over Traldar territories, valiant men and women organized by the brilliant King Halav were fortifying their settlements, beating back the gnollish hordes . . . or succumbing to them.

He suspected—no, he *knew*—that his own village must inevitably yield. Perhaps it would be during this next attack; perhaps it would be the next. He supposed it didn't matter. He hoped that some bard would survive to sing the tale of his village's valiant defense.

Radion glanced back down into the village. At the foot of the wall, other defenders were gathered: The sick, the infirm, the untrained, the too-young and too-old, carrying pitchforks, sharpened sticks, knives and other weapons of opportunity. Like the warriors, they waited for the next assault. Like the warriors, they knew it probably meant death for them. The cracked crossbrace on the wall gates and the mound of trash piled up behind the gate wouldn't hold the gnolls back forever.

Abruptly, Radion heard the signal of attack: An animalistic bellow from a thousand throats rolled out of the forest. Behind it charged the massed force of gnolls. Gnollish spears and arrows began raining onto the top of the wall; bronze-clad Traldar archers began to return fire while the spearmen held their ranks and bided their time.

The gnolls flooded out of the forest, surging to the base of the walls, planting their scaling ladders. Radion saw the man to his right go down with a gnoll's javelin in his throat; the woman to his left was speared through the thigh while pushing a scaling ladder away from the wall. Radion cast his javelin, killing one climbing gnoll, and heaved that ladder back away from the wall, then drew his sword and waited for the inevitable.

But the inevitable never came. The gnolls never quite reached the top of the wall, never quite breached the gates. Instead, blackness, like the sudden onset of nightfall, descended

upon the village and its defenders. Radion could hear the yowl of surprise from the gnolls—but that yowl suddenly muted and became distant as Radion lost sight of his attackers.

A hush fell on the village. All eyes strained against the darkness, but it was not true nightfall: There were no stars to be seen, nor did the moon smile down upon them. The ordinary sounds of night—the howl of the wolf, the cough of the great cat—were completely absent.

And then it was light again . . . a different sort of light. Harsh red sunlight fell upon the confused defenders. Above them hung a sun . . . but it was not the same as before. Where it had been late afternoon, it was now precisely noon. Where the sun had shone a bright yellow, now it glowed a sharp, harsh red. Where it had been a well-defined globe, it now pulsed with flares and shooting energies.

And their surroundings—the villagers stared around them in amazement. The village was no longer surrounded by the endless forests of the Traldar. Forest there was, but not so far away in all directions were virgin mountain slopes. And beyond those mountains, where there should have been open sky . . . well, the villagers could dimly see, through the haze, ever-more distant lands, forests, mountains, seas, rising ever up and away, as though the village were at the bottom of a giant bowl that curved away until its details were lost in atmospheric haze.

The gnolls were gone. Warriors still had the gnolls' blood on their weapons. The dead and dying still bore the wounds of the gnollish invaders. But the gnolls themselves were nowhere to be seen, and no gnollish footprint fouled the undisturbed ground at the base of the wall.

"A miracle," Radion breathed. "The Immortals have changed the very world around us that the Traldar might survive . . ."

Origins

The Hollow World is one of the oldest enigmas of the Known World. Its creation is a mystery that may never be solved; it is thought to have taken place before the birth of any being still in existence. (If any Immortal being was around at the place and time of the forming of the Known World, he's not admitting it.)

Creation of the World

No living being knows how the Known World was created. Every nation and every race has its own belief; almost every culture believes that the Immortal most beloved of that race created the



world, but naturally each race prefers a different Immortal and credits him or her with the making of the world. The Immortals themselves, though, know they did not shape the world.

When the world was formed, it was not created in the shape most people believe it takes. Most humans believe it to be a vast, mostly-flat plane, over which the sun and moon cross daily; but they are wrong. Scholars and astronomers lean to the theory that the world is a solid sphere hanging suspended in space; and though they hit closer to the truth, they also are partially wrong.

The world was formed as a *hollow* sphere, a balloon with a rocky skin about a thousand miles thick. The whole thing didn't have mass sufficient to generate a gravity which would hold an atmosphere in place, so a thin layer of magical material was inserted at the center of the planet's skin; this layer might be called the *gravity belt* by scholars if they knew of its existence. The Immortals do know of it; they call it the *World-Shield*.

Life and the Immortals

Once the world was shaped, life was created upon its (outer) surface over thousands or even millions of millennia. Some species and races evolved naturally; others were created by ancient, elemental Immortals and by unknown forces.

As some of these races learned to manipulate magic, they too began creating entirely new species. And as they probed ever deeper into the workings of magic, some of them learned of the path they could take to Immortality. A few of the ones who learned of the path actually set out on it. A very few of the ones who set out on the path actually achieved Immortality.

Ka the Preserver

One of the oldest of Immortals born as a mortal being is Ka the Preserver, also known as the Amber Serpent and as Kalaktatla.

Ka did not begin life as a human or near-human. In a time so ancient that most modern scholars known nothing of it, the Known World was occupied by great beasts of all sizes and varieties—especially huge reptiles. Ka was one such, a carnivorous reptile 45' from head to tail. But he was no ordinary carnosaur: He was a freak of nature, born with the ability to think and to manipulate magic.

Ka grew to adulthood in a savage environment, his greater intelligence and magical abilities making him long-lived and unbeatable. Over the centuries, he became more than a hungry reptile; he achieved self-awareness and developed a curiosity about himself—why he was different from his savage fellows.

He learned to use his magic to reshape himself, to put himself in the footprints of the other beasts of his environment. He began to systematize and

codify his study of the forces of magic. He never made the great intellectual leap that allowed him to conceive of thoughts as symbols, and so never created a system of writing, but he did invent techniques of managing memory that subsequently helped other Immortals cope with their own immortality.

Nearly a thousand years after his birth, Ka stumbled on the path to Immortality, taking the path of the Polymath, and became an immortal of the Sphere of Matter. As one of the earliest of the world's Immortals, he began exploring the Known World, trying to learn as much of it as possible.

Because of the Path he'd taken (the Polymath must spend years in different forms and with different abilities), Ka developed a keen love and appreciation of all forms of life. He celebrated the discovery or creation of each new species. And when he saw a species on the brink of extinction, he took steps to preserve it, placing it in some inaccessible valley or cavern to give it a chance to thrive. It was this habit that gained him his epithet as the "Preserver."

Discovery of the Hollow World

It was Ka who discovered the fact that the world was hollow. A great meteor, a rock the size of a large island, slammed into the Known World, causing massive environmental changes, and threatening thousands of species with extinction.

After the thousands of years it took to preserve as many species as possible, Ka, exploring the crater of the great meteor, discovered that the impact had created innumerable fissures in the surface of the world. Ka found a series of cracks and gaps that led into the center of the world.

A few hundred miles deep, he found the *World-Shield*, a belt of magical matter several miles thick. The presence of the *World-Shield* explained why he'd never detected the hollowness in the earth before: The shield didn't just provide the pull of gravity for the Known World, it also acted as an anti-magic barrier of incredible power. All the scrying magic in the world could not detect it, much less penetrate it; investigative magic directed at the interior of the world could detect nothing, not even the presence of the *World-Shield*. Why was it there? What had created it? Ka did not know . . . though he badly wanted to find out.

In those days, the hollow at the center of the earth was a dark, empty, lifeless cavern thousands of miles in diameter. Ka's great discovery appeared to be a useless hole in the ground (though it was the greatest hole in the ground there could ever be) . . . but the reptilian Immortal gave his discovery years of thought, and eventually came up with a use for the Hollow World.

Reshaping the Hollow World

The outer world was an ever-changing, chaotic place. One had to wait only for hours for the light to change; one had to wait only minutes or days for the weather to become different. Whole species and races ascended and declined in mere millennia. Great rocks fell from the sky and cracked the world. It was not a peaceful place, and it was certainly dangerous to all life.

So Ka decided to make his Hollow World into a refuge—a place where he could preserve all the races, species and cultures he felt were in danger of extermination. He'd remake the Hollow World so that it could accommodate different species from different ages, preserving them unchanged, keeping them somewhat isolated and "pure."

However, he couldn't do all this reshaping himself. To sustain all sorts of life, the Hollow World needed its own sun, its own source of light and life . . . but an Immortal of the Sphere of Matter is not the best choice to create a sun. He needed the cooperation of an Immortal of the Sphere of Energy for that. And doubtless Immortals of the other Spheres would become hostile to his project if they were excluded; they might conspire to destroy it or wrest it from his hands. So the reshaping of the Hollow World had to be a cooperative effort, with all interested Immortals helping.

It proved to be comparatively easy to persuade other Immortals to help with his project. For his

allies in reshaping the Hollow World, Ka chose *Ixion*, the Energy-Sphere Immortal most closely tied to the magics of sunlight; *Ordana*, the Time-Sphere Immortal with the greatest ties to forest life and plant life; and *Korotiku*, perhaps the most brilliant of the Thought-Sphere Immortals.

Most Immortals, other than the Entropic ones, also liked the idea of having a refuge where they could place and preserve the races and cultures they loved, so they did not oppose Ka's plan.

Changes to the Hollow World

Over subsequent millennia, these four Immortals sculpted and altered the Hollow World, with Ka as its chief architect.

Ixion, the Sun-Prince, opened up a small, permanent Gate to the Sphere of Energy at the exact center of the Hollow World; energies emitted by this gate became the central Sun of the Hollow World.

Ka altered the land, structuring it so that it would more easily act as a zoo or natural preserve. Along the line of the equator, he raised an incredible series of mountains which effectively divided the northern hemisphere from the southern; only the hardiest of flying animals, the bravest of mountain-climbing adventurers, and magical beings could cross that barrier.





The great mountain range did not act as just a barrier; Ka filled it with vast, incredible series of caves and caverns, ones which could house subterranean races and species.

Northward and southward from the equatorial mountains, he created a broad belt of deep, hidden mountains and mountain valleys. He deliberately made it difficult to cross from one valley to the next. That way, each valley could house an entire race or environment and be in little danger of invasion from the valley "next door."

Continuing on toward the poles, he made terrain ranging from deep jungle and forest to wide-open plains and prairies. These would be the lands appropriate to species and races which needed open spaces and which were in less danger of extinction.

The land turned much colder toward the poles. Ka opened great shafts a few miles across from the outer world to the Hollow World. The natural dangers of the arctic reaches made it certain that accidental crossings from the outer world to the Hollow would be rare and unlikely.

Ordana took unto herself several jobs. She created the oceans, lakes and rivers of the Hollow World, and set up the pattern of rains and floods there.

Because the internal sun was constant and unchanging, and the inhabitants of the Hollow World would have no way to measure the passage of time, she set up a series of yearly "calendar events" which would alert the inhabitants of the Hollow World to the passing of time. The greatest of these were the Floating Continents. Around Ixion's sun, she placed a series of large land masses in permanent orbit. Each of them was at a different altitude, traversed a different plane, and took a different amount of time to orbit the central sun; each full cycle of orbits, when the Floating Continents would return to their "original position," took exactly one year.

Elsewhere in the Hollow World, Ordana contrived things so that rainfall would have an annual pattern, being heavier in some parts of the year and lighter in others. For her own entertainment, she experimented with other calendar events. In one area, she made an annual flood. In another, she created a series of geysers that spouted on a daily schedule. Elsewhere, volcanos blasted away on a lunar cycle.

Korotiku of the Sphere of Thought did not do much actual shaping of the Hollow World. Mostly, he thought about it and suggested approaches and changes to the way it was being shaped. Among his contributions was suggesting to Ka that the saurian Immortal set up at least one hidden valley as a repository of knowledge, a great library of learning. That library has changed its form and content over the millennia, and is now called the Lighthouse.

Naturally, the destructive Immortals of the

Sphere of Entropy were not invited to participate in the shaping of the Hollow World. Consequently, they despise the Hollow World as much as they hate the rest of reality.

Populating the Hollow World

Once the Hollow World was created, the Immortals began the long, slow, deliberate process of populating it.

If an Immortal knew of a species that would soon perish on the outer world, and it was a species he particularly liked and admired, he might alter it so that it would be competitive where it was . . . or, if he truly felt its time had come, he would take some examples of the animal to a hidden valley in the Hollow World and let the species die out on the outer world.

This doesn't mean that the Immortal protected or mollycoddled individual examples of the species. He didn't put the species in a valley where it would not be preyed upon by more fierce beasts, for instance; he simply put it in an environment where it would probably not be wiped out by such predators.

Eventually, sentient human and humanoid races were created in the outside world. As more and more of their heroes achieved Immortality, their own Immortals began to outnumber the earlier Immortals who had shaped the Hollow World. Their interests were largely in the preservation of the cultures that had birthed them.

For example, Kagyar, an Immortal who had sprung from a swiftly-vanishing Neanderthal race, gathered up tribes of Neanderthals and put them in their own secluded valley; there they might continue, in much less danger of extinction, preserving the language and the culture their Immortal patron remembered so fondly. In this fashion, several sentient races known as Brute-Men were placed in the Hollow World.

As the millennia passed, more and more races and cultures were preserved in this way, each put in its own place in the Hollow World. Most were dropped into the isolated valleys, though they didn't necessarily stay in their new homes; some were planted in the open forests or plains, for it was believed that their cultures would not be corrupted through contact with other races.

Threats to the Hollow World

Gradually, many of these races came into contact with one another. Some interacted peacefully, just trading and exchanging knowledge. Others warred on one another, sometimes conquering one another (though the Immortals made sure that no culture was actually wiped out during these conflicts).

But as contact and knowledge spread, it eventually became clear to the Immortals that this contact must inevitably change these cultures; they

would gradually be altered until they no longer resembled their original forms. Something had to be done.

At the same time, an Immortal of the Sphere of Entropy created a race of horrible monsters and let them loose in the Hollow World. These creatures, the burrowers, had great mental abilities and rivalled the average Immortal in power and cunning. They were Chaotic creations and took many forms, usually featuring writhing tentacles and squidlike anatomies. They had the power to burrow through the earth and hide far from the eyes of mortals or Immortals. Their task: To corrupt and drive mad all the sentient races in the Hollow World.

They excelled at their task. They burrowed beneath the homelands of the Brute-Men, inciting whole tribes to war against one another, to explore entropic magics, to perform arcane and disgusting rituals in defiance of the Immortals.

Soon, they had twisted many tribes nearly out of recognition and started many powerful Brute-Men mortals on the path to Immortality in the Sphere of Entropy. As Ka's plans and work for the Hollow World began to unravel, he desperately tried to hatch a plan which would stop the corruption.

The Spell of Preservation

Ka and his Immortal allies had to choose one of two plans.

The first was to isolate all the Hollow World's species and cultures completely—to cut them off from one another so thoroughly that they would never again have contact, so thoroughly that the Entropic burrowers could never make contact with those races. This would require creation of impenetrable anti-magical "bubbles" to keep all the races and cultures apart.

The second was a two-stage plan: To meddle with the magic of the Hollow World so that the evil burrowers would be paralyzed or destroyed, nevermore to plague the Hollow World, and so that humans and humanoids were more likely to reject the customs and traditions of other peoples, rather than adopt them. This two-stage attack would keep the burrowers' corruption from spreading and would keep the human cultures from being blurred or significantly altered by normal contact with other races.

The Immortals chose the second course. Ordana, the Immortal of the Sphere of Time, was not so happy with the choice; it ran contrary to the tendencies of the Sphere of Time, which promotes change and development. But, outvoted, she had the choice of coming into conflict with the other three patron Immortals of the Hollow World or acquiescing, and so she reluctantly agreed.

So, about six thousand years ago, the Immortals purged the corrupt elements of the Brute-Men

cultures, leaving behind only unaffected members of that race.

They created what they called their *Spell of Preservation*. This was a massive outpouring of magical energy which was continuously fueled by the energies of the central sun (which itself is just a pinhole-sized gate to the plane of Energy), and it did several important things to the Hollow World:

It Paralyzed the Burrowers

The first and most direct effect of the spell was that it attacked the powerful burrowing creatures and placed them in a state of paralysis, nearly of suspended animation. They were dimly aware, barely conscious, but basically unable to do anything about their state, and efforts by Immortals of the Sphere of Entropy would be unable to free them.

The Immortals believed that the Burrowers' mental powers were completely shut down. Such was not the case; those powers were severely curtailed, limited in range and power, but were not completely eliminated. At a very short range, they were still able to affect mortal minds. So when human communities were built atop their burial places, the burrowers were eventually able, once more, to persuade mortal magic-users to do forbidden researches—but this time they would research ways to free the burrowers and let them resume their evil. So far, the burrowers have not escaped from their imprisonment, but it is only a matter of time until they do.

It Preserved Individual Cultures

Every thinking creature born in the Hollow World now possessed an innate preference for his or her race's own culture. This doesn't mean that he hated or rejected other cultures—just that he preferred his own, and would only teach his own to his descendants.

An adventurer of the Hollow World might wander through several different nations and civilizations, but he'd always wear the clothing and observe the customs of his nation of origin. A skin-clad savage visiting the very civilized Nithian Empire would always prefer to retain his own clothing and weapons.

A whole tribe might be captured and enslaved, but they'd never take on the traits of their captors; they'd teach their own customs and language to their children, even if they had to learn another language to serve their masters.

The *Spell of Preservation* was not an inflexible spell controlling minds. Though individuals were always affected by it, they were not slaves to it.

For example, an adventurer might find a hidden valley whose people were in great danger; he might become their warlord, marry their queen, and eliminate that great danger. But he would



never adopt their customs wholesale; he'd merely learn what they considered mannerly behavior and behave that way when necessary. He wouldn't try to force his people's customs on his queen and she wouldn't try to force hers upon him.

They would make some arrangement concerning their children: Most commonly, all the sons would be brought up with their father's culture, and all the daughters with their mother's. The warlord might be well-loved by the tribe he'd joined, but he'd always be distinctly different from them, like a fly preserved in amber, never blending in with the local population.

And, of course, headstrong individuals of any culture could deny the effects of the *Spell of Preservation*; they would become outcasts from their native cultures, but could individually adopt habits, dress, and other traits not originally part of their culture.

Though it would seem that the *Spell of Preservation* would make races with different cultures into inflexible enemies, and would promote unending wars of culture and religion, quite the opposite was true. Cultures soon learned the futility of trying to convert another culture through proselytization; they learned that capturing and enslaving another race would never eradicate its culture, religion, or language; and they learned that no matter how many times they might try to destroy another culture utterly, members of that culture would always escape and build themselves back up to power. Wars designed to destroy other cultures were ultimately futile. (Naturally, other types of wars were not; wars to take land, to avenge a real or imagined insult, to acquire slaves, and so forth occurred with more or less the same frequency as in the outer world.)

It Made Magical Learning More Difficult

Because the *Spell of Preservation* made use of the anti-magic properties of the *World-Shield*, it made magic-use more difficult. Magic-users and elves had to have a higher Intelligence in the Hollow World than on the outer world if they were to learn magic; clerics had to have a higher degree of Wisdom. (In both cases, a score of 16 is required.) Consequently, races the Hollow World began to feature fewer spell-casters than their counterparts on the outer world.

It Affected Certain Mortal Spells

Also as a by-product of the spell's relationship with the *World-Shield*, the *Spell of Preservation* affected the way that mortals could cast magic in the Hollow World. Spells which allowed quick, long-distance travel, which summoned creatures from other planes, and certain other spells would no longer work for mortals (though Immortals could cast *their* magic normally).

Ka and the others didn't anticipate that result,

but after thinking about it decided that they didn't mind. Magic which offered adventurers the opportunity to travel quickly and efficiently all over the Hollow World had nothing to do with their plans for the preservation of cultures and species, so the Immortals were not dismayed to see those magics limited.

See the Character Creation chapter of the *Players' Guide* for details on which specific spells are affected by the *Spell of Preservation*.

Limits to the Spell of Preservation

Especially because of the influence of the Immortal Ordana, the *Spell of Preservation* is not an unlimited, unbreakable shackle on the world. Here are some of the things that do *not* happen.

Cultures do not become 100% static. Pre-existing elements of the culture (those that were in place at the time it was moved to the Hollow World) can wax and wane in importance to the culture. For example, before the Azcans moved to the Hollow World, some of their individual cities performed ritual sacrifice; it was the exception, rather than the rule, but it was done. Once the Azcans were placed in the Hollow World, ritual sacrifice became a lot more common (because of the machinations of the Immortal Atzantotl). This was a change to the culture, but it was not an introduction of a new cultural element.

So cultures in the Hollow World *can* change their priorities, elevate less-common elements to widespread practices, etc. Eventually, inevitably, these cultural elements will wax and wane with the passage of time.

New cultures can still develop from those already present. For example, many primitive Neathar tribes were planted in the Hollow World. Some adapted to their new environment by exploiting native animals and conditions in ways that the outer-world Neathar never did. These were obviously changes to their Neathar traditions, but since other Neathar tribes adhered to their ancient traditions, the *Spell of Preservation* did not curtail changes in a few tribes. So long as the original, traditional culture still exists, new cultures can develop from it.

Mortals and Immortals can still create new races. Magic-users and Immortals in the Hollow World have, from time to time, created all-new races and species. Some of them have gone on to found whole new cultures. Nothing in the "rules" of the *Spell of Preservation* prevents this process; nothing about this process endangers existing cultures.

Characters can still learn magic, provided they have already begun to do so. Though a Hollow World magic-user has to have a high Intelligence to learn magic in the first place, and a cleric a high Wisdom, an outer-world spell-caster who enters the Hollow World but who does not have those high scores can still continue to earn experience levels in the Hollow World.

HISTORY

The Hollow World and History

Not long (by Immortal calculations) after the casting of the *Spell of Preservation*, the history of the human and humanoid races entered a very active phase. Cultures rose quickly and fell violently. Great wars were fought. Heroes lived who later were to become legends. Incredible calamities shaped the course of history in the outer world.

And, as all these events were taking place, the Immortals were reacting to them, preserving races and cultures right and left as they were threatened with destruction and extinction.

The histories of the outer world and the Hollow World are very much intertwined—after all, almost every culture and species now in the Hollow World first appeared on the outer world—so a great deal of the history below concerns itself with the outer world. However, you can always use the Hollow World setting with a different world than the D&D® game Known World, by eliminating all the outer-world history and substituting history from your own campaign world; we discuss this more fully in the *Campaigning* chapter.

In Earliest Times

Before the dawn of recorded history (about 7,000 years ago, or BC 6,000) all the sentient races were in their infancy: they were very primitive, very simple peoples.

Humans were divided into three great races:

Neathar were light-skinned humans. A very prolific race, they multiplied quickly and spread all over their area of the world. Before the dawn of history, the Neathar tribes were all hunter-gatherers; most followed great herds of beasts through open plains territories. The Neathar were the ancestors of the Blackmoor race, which nearly destroyed the world; most of the light-skinned later races are their descendants (including the Thyatians, with all their descendants, the Hinterlanders of the southern continent, and the men of the Northern Reaches).

Oltecs were copper-skinned humans. They were great explorers, seafarers, and travellers; Oltec-descended cultures are found all over the Known World. The original Oltecs preferred deep jungle and forest terrains, though their descendants have adapted to almost every clime. Descendants of the Oltecs include the Atruaghin and the Jennites.

Tanagoro were black-skinned humans. Like the Neathar, they had a great warlike tradition and followed herd-beasts to support their tribes. However, they were not as prolific as the Neathar and consequently did not spread all over the globe the way Neathar-descended peoples did. Descendants of the Tanagoro include the folk of Tangor, on the continent east of Alphatia, and the Pearl Islanders.

In addition, many later races resulted from interbreeding between the races. The Ylari, Atruaghin, Ethengar and Nithians were descended from Neathar/Oltec crosses; the Traldar were further descended from Neathar/Nithia crosses.

Dwarves lived chiefly in hilly, rough territory of the northern continent, making their livelihoods as goatherds. These dwarves were not like the modern Rockhome dwarves: They liked rugged outdoor terrain as much as they liked glittering caves, and were a merrier, more open race of demihumans.

Elves lived in a literal paradise. Their deep-forested nation, in the temperate regions of the southern continent, was a land which did not know bad weather, illness, or hunger; the elves were nurtured by the nature-loving Immortal Ordana who had created them, and wanted for nothing.

Gnomes did not yet exist as a race; their creation took place many centuries later.

Halflings lived in the rolling hills and forests of the southern continent, some distance from the elves, whom they respected greatly.

There were no monstrous humanoids in the world at this time—the orcs, goblins, trolls, ogres, gnolls and giants which were later to plague the world did not yet exist. Lizard men were largely relegated to hidden swamps, secluded valleys, and the most desolate of deserts, far away from the other sentient races.

The timeline below describes the history of the Known World from the dawn of the modern sentient races to the modern era.

Timeline of History

Following is a timeline of events on the outer world, which we know as the Known World; with it are the events taking place in the Hollow World.

The timeline is given with Years BC (Before Crowning) and AC (After Crowning), referring to the crowning of the First Emperor of Thyatis, which took place in a year that modern historians call "AC 0."

As often as possible, corresponding dates in both worlds are aligned; this makes it easy to see where the "slow spots" fall in either history. The left hand column is always Known World history. The right hand column is always Hollow World history.

Timeline of the Known World (Outer World)

BC 6,000-BC 5,001

Old Stone Age

The Dawn of the Sentient Races

BC 6,000: There is no true civilization in the Outer World. Humans are tribal hunter-gatherers, living mostly in plains and light forests. Dwarves are barbaric mountain and foothill dwellers, mostly goatherds. Elves are sheltered, protected and nurtured by the forest-spirits they worship; they do not need to work or suffer. There are no monstrous humanoids on the world to threaten the demihumans.

BC 5,000-BC 4,001

The First Civilizations

BC 5,000: The childhood of the elves is over; the forest spirits stop sheltering them, forcing them to leave paradise and to seek their own futures. The first great elf civilization rises on the southern continent.

BC 4,500: Beastmen—reincarnated souls of evil beings—appear in the Borean Valley, a frozen land north of Blackmoor. These Beastmen are wild, chaotic creatures which do not breed true; whelps may have some or none of the traits of their parents, may be of different size and appearance. This is all brought about by the magic of Hel, an Immortal of the Sphere of Entropy, who wants to introduce more confusion, dismay and death into the world.

BC 4,000-BC 3,001

The Era of Blackmoor

BC 4,000: The human Blackmoor civilization begins a meteoric rise due to its great success in developing powerful sciences and technologies. It conquers and assimilates all surrounding human tribes and quickly grows very powerful.

Another human civilization, the Oltecs, begins a more stately rise toward civilization in lands far to the south of Blackmoor. Protected by deep forests and sheltering hills, they do not have any communication with Blackmoor.

BC 3,500: The Blackmoor civilization is flourishing. It conducts trade and intermittent war with the southern elves, at the other end of the world. Four clans of elves colonize in the region near Blackmoor. Both the southern and the colonial elves embrace Blackmoor's technology. Blackmoor's priests demand the extermination of the "unnatural" beastmen in the Borean Valley, and promote holy wars to hunt down and destroy those creatures.

A rift occurs within the Oltec civilization; the more aggressive Azcan cities declare their independence and begin to wage war on the Oltecs.

The widespread Neathar race is beginning to undergo development; the language in individual areas changes rapidly into very different dialects, and the independent Neathar tribes no longer recognize a kinship or a common origin among themselves.

Timeline of the Hollow World (Inner World)

BC 6,000-BC 5,001

Old Stone Age

The Dawn of the Sentient Races

BC 6,000: The Hollow World is very sparsely populated. Many regions are inhabited by giant reptiles which are now extinct in the Outer World; the only sentient race in the Hollow World is a species of Neanderthal-like near-human.

BC 5,500: Powerful burrowing monsters created by Thanatos infiltrate the Hollow World and begin to corrupt the Brute-Men culture there.

BC 5,300: The Brute-Men tribes begin to fall upon one another in savage, irrational wars. These wars rage, off and on, for three centuries.

BC 5,000-BC 4,001

The First Civilizations

BC 5,000: The Immortals destroy the corrupt elements of the Brute-Men culture, and then cast their *Spell of Preservation* on the Hollow World; now, sentient races placed within the Hollow World will always retain their distinctive characteristics.

BC 4,000-BC 3,001

The Era of Blackmoor

BC 4,000: With the situation on the outer world relatively stable, the Immortals confine themselves to placing a few human tribes and a few animal species within the Hollow World; this is a time of comparative peace there.

BC 3,500: A large number of Neathar tribes are placed in the Hollow World so that the original Neathar culture will be preserved. They are placed to the north of the great equatorial mountain range, away from the Brute-Men. They swiftly grow in numbers and spread in all directions through the northern hemisphere.

BC 3,300: Ka now implements Korotiku's ideas for a massive center of mortal knowledge in the Hollow World. He instructs certain very wise beings of all sentient races to travel to a very secluded mountain valley; there, they are to interact, to build a great library, to accumulate and exchange knowledge. This secret library, protected by Ka all through its history, is to become the Lighthouse (see the *Atlas* chapter).

BC 3,200: The Blackmoor crusades drive the Beastmen farther north, into the land called Hyborea; they adapt to the colder climate and survive.

BC 3,000-BC 2,001

Return to the Stone Age; Early Bronze Ages Catastrophe and Recovery

BC 3,000: Some Blackmoor devices explode, shifting the axis of the Known World in an event later called the Great Rain of Fire. Blackmoor becomes the north pole and its civilization disappears. The elven civilization becomes the south pole; the elves are able to migrate to the area called Grunland (which now begins centuries of volcanic upheaval which lead to its being renamed Vulcania). These southern-continent elves, though suffering hardship, are not in immediate danger of extinction and so none are taken to the Hollow World.

Survivors of the elven colony near Blackmoor flee to the Broken Lands; they burrow deep into the ground to survive the aftereffects of the Great Rain of Fire. These are the ancestors of the Shadow Elves.

One of the most dangerous Blackmoor devices is left untouched in the Broken Lands (see module X1).

BC 3,000-2,500: Formerly arctic areas of the Known World, including most of the lands covered in the *Gazetteer* series, slowly become habitable as the ice recedes from former polar regions.

BC 2,900: The Immortal named Garal Glitterlode creates the gnomish race, planting colonies of them in the land which would later become Rockhome and the mountains of the northern continent.

BC 2,800: A separatist branch of the southern elves, led by Ilsundal the Wise, decides to abandon Blackmoor technology and return to the nature-oriented magic of their ancestors. They begin a long migration northward in the hope of finding the lost colony of elves which had settled near Blackmoor.

The Outer World Oltecs have become extinct. A hardy branch of the Azcans survive in the deep caves of the huge plateau in what would later become Atruaghin Clan lands.

BC 2,500: Gnomes and dwarves enter the Northern Reaches region and settle in its hills and mountains as the continental ice sheets recede.

In Vulcania, the elvish civilization is losing its battle with the elements; it has forgotten most of its magic and its Blackmoor technology is failing. A second separatist group of southern elves begins the long march northward.

BC 2,400: The land that was Hyborea is now warming up; the Beastmen migrate to the area that was once Blackmoor, which is now the northern pole, and thrive there. They are beginning to breed true, in recognizable species.

A great volcanic explosion occurs in Vulcania, destroying the remnants of the southern elvish civilization.

A human culture, the Antalian tribes (descendants of the Neathar) are flourishing in the area later to be called Norwold. They are a blond, warlike culture with bronze weapons and armor.

BC 3,000-BC 2,001

Return to the Stone Age; Early Bronze Age Catastrophe and Recovery

BC 3,000: The Blackmoor explosion catches the Immortals off-guard; they cannot summon enough power to prevent its most harmful effects. The Blackmoor civilization is eradicated before they can preserve any part of it. The Oltec and Azcan races are threatened with imminent extinction by the changing climate brought about by the Rain of Fire, so large numbers of both tribes are magically whisked to the Hollow World. They are placed in the land to the north of the great equatorial mountain range; the Azcans are located in the forests next to the sea, which they name the Aztlan Ocean. The Oltecs are placed to their southeast, with a great swamp separating them and the Azcans. Both races encounter the numerous Neathar tribes; the Oltecs leave them alone, while the Azcans wage war on the Neathar, always trying to expand their borders.

BC 3,000-2,500: Ka and his ally-Immortals must spend hundreds of years and incalculable magical energy to prevent the sudden change in the planet's axis from destroying whole regions of the Hollow World. The Immortals create new, gigantic, fog-clad openings to the outside world at the location of the new poles, and seal up the former (smaller) polar openings. They also work madly to preserve numerous Known World human tribes from extinction; these include some of the Tanagoro tribes. The Tanagoro are placed in the plains south of the great equatorial mountain range, south and west of the Brute-Men; the Tanagoro think of those races as monsters and keep well away from their hills and mountains.

BC 2,410: It is obvious to the Immortals that the southern elves are doomed, but this leaves them with a quandary. They want to preserve that elvish culture, but not the technologies which nearly destroyed the world. They settle on a compromise: They will magically alter the devices upon which the elves have grown so dependent, so that these devices will operate in only one certain valley in the Hollow World. That way, the dangerous sciences of Blackmoor cannot infect any other part of the Hollow World. Many of the elves of the southern continent are transplanted to the Hollow World. They are placed in a warm, volcanically-heated series of valleys near the southern polar opening, far away from any of the other Hollow World cultures.

BC 2,400: The Immortals are intrigued by the Beastmen. Since they are now beginning to breed in recognizable strains, the original "chaotic" race is threatened with extinction. The Immortals take a few Beastmen tribes, magically restore them to their original chaotic state, and lead them to the Hollow World. They don't magically transport the Beastmen into the Hollow World; they inspire one leader/colonizer to lead followers northward, and those Beastmen eventually wander their way into the Hollow World. They settle in the icy lands near the northern polar opening.

BC 2,200: Some elves break off from Ilsundal's migration and eventually find their way to the frozen valleys of Glantri, where they settle. A few survivors from the second migration from Vulcana also reach Glantri and settle among their cousins.

BC 2,100: Meditor and Verdier elf clans leave Ilsundal's northward migrations and settle in southern Traldar lands (Karameikos).

The main force of Ilsundal's migration reaches the Sylvan Realm, far to the west of lands such as Karameikos and Thyatia (see module CM7).

BC 2,000-BC 1,001

The Rise of Nithia; the Glantrian Catastrophe Middle Bronze to Middle Iron Ages

BC 2,000-1,750: An agricultural settlement flourishes along the River Nithia. It swiftly becomes the seat of a fast-growing culture.

Tribal humans, swarthy descendants of Oltec and Neather tribes, also settle in the coastal and island lowlands of the Northern Reaches, in the Ethengar Steppes.

The Beastmen have now evolved into the modern species of orcs, goblins, ogres, giants, and trolls.

Antalian colonists migrate southward into the lands later to be called the Northern Reaches.

BC 1,900: On the great continent to the east of Alphatia and Bellisaria, a nomadic, cavalry-based race of warriors grows strong. These are the Jennites, copper-skinned descendants of an Oltec expeditionary party; their language and customs have evolved far away from their Oltec origins.

BC 1,800: The dwarfish race on the Known World is slowly, inevitably dying out. The Immortal called Kagyar the Artisan takes all remaining dwarves in the Known World. Half he transplants to the Hollow World, and half he reshapes into a new dwarven race. Now there are no remnants of the original dwarven race on the outer world. Some of the "new dwarves" are returned to the Northern Reaches, where the largest dwarf colonies had been, and eventually become the Modrigswerg clans; others are planted in the Rockhome region. Both groups are given false memories and believe that the Modrigswerg dwarves also originally lived in the Rockhome lands.

In the Sylvan Realm, Ilsundal creates the first elvish *tree of life* and becomes an Immortal.

BC 1,750-1,500: The human tribes along the River Nithia progress from Bronze Age to Iron Age metals technology. A jackal-headed creature named Pflarr achieves Immortality.

Elsewhere, a series of great volcanic eruptions and earthquakes split several large land masses away from what is now the Five Shires and Atruaghin Clans area; aboriginal (Neather-descended) peoples called the Makai and lizard men called Malpheggi are stranded on the new islands.

King Loark raises a Great Horde of humanoids who migrate southeastward, ravaging as they go; great waves of hill goblins, trolls, and giants especially began moving southward into areas now occupied by human settlers.

Meditor elves are stranded on the newly-formed Minrothad Isles. Soon after, seagoing Verdier elves join them there.

BC 2,000-BC 1,001

The Rise of Nithia; the Glantrian Catastrophe Middle Bronze to Middle Iron Ages

BC 1,800: The dwarves transplanted to the Hollow World, who mostly belong to the Kogolor clans, thrive in their new lands. They have been placed in eastern mountains just north of the great equatorial mountain range, fairly distant from other sentient races; they have occasional contact with the Neather tribes to the north and west, but are largely left to their own devices.

BC 1,722: The Great Horde of King Loark ravages Norwold, sending the Antalian culture there into a dark age; the Immortals Odin and Thor send intact communities of Antalians into the Hollow World. (The descendants of the outer-world Antalians eventually become the men of the Heldann Freeholds.)

BC 1,710: The Great Horde of King Loark invades the Ethengar Steppes and enslaves the Ethengars.

BC 1,709: King Loark's Great Horde, after squabbling with another humanoid horde in Ethengar, reaches the Broken Lands and settles there.

BC 1,700: The elves of Glantri discover, in the Broken Lands, a strange artifact from the lost Blackmoor civilization. They tinker with it, and the artifact explodes cataclysmically, sending impenetrable clouds into the sky (which last for years), and spreading a strange rotting plague among the surviving elves—those who were far enough away to survive. The elves shelter themselves in the deepest caves of Glantri. They find an incredible series of caverns there and begin a years-long migration. The travelling tribes are separated from one another. Some emerge, years later, hundreds of miles south, past the Broken lands. Some reach the Hollow World. Some perish.

Elsewhere, the catastrophe forms the Land of the Black Sand in the Ethengar Steppes.

BC 1,600: Tensions erupt between the two largest Jennite hordes: One horde, the more traditional of the two, has women warriors, while the other has virtually enslaved its women. The Immortal Tarastia enjoins the more traditional horde to conquer the other, but the resulting holy war all but destroys Jennite civilization. (By the time the Alphatians reach the Known World, six centuries later, the outer-world Jennites have regressed to stone-age barbarism, their previous glory all but forgotten.)

BC 1,500: Nithian culture begins its climb to greatness. One colonial expedition led by the Nithian Traldar clan travels to the lands now known as Karameikos and Darokin.

The Immortal Pflarr creates a jackal-headed servitor-race he calls the Hutaaka. He uses many of them as agents, heralds, and servants throughout the world; he plants a large colony of them in mountains south of the Nithians.

BC 1,420: Outer-world Shadow Elves called the Schattenalfen, following the guidance of the Immortal Atzanteotl, complete the construction of their underground city of Aengmor.

BC 1,400: Within a few generations, the Traldar settlers have suffered enormous population losses (through bad winters, animal attacks, and disease), have lost most of the materials and time necessary to forge metal (and consequently have forgotten how), and have reverted to a pre-agrarian lifestyle. They now fall under the domination of the Hutaaka humanoid people from the northern mountainous region.

Denwarf, golem-like leader of the Known World's dwarves, settles his people in the great cavern called Dengar and disappears into the lower caverns.

BC 1,722: The Immortals Odin and Thor have sent whole Antalian tribes into the Hollow World, placing them in icy lands south and east of the Beastmen territories. The Antalians thrive in their new home, happily fighting among themselves, with the Beastmen to the north and with the Neathar tribes to the southwest.

BC 1,650: A surviving clan of Glantrian elves from the outer world finds its way to the Hollow World through thousands of miles of subterranean passages. The tribe emerges in lands thickly occupied by hostile Neathar tribes and dinosaurs; they migrate northward, to lands similar to frozen Glantri, and settle in the mountains south of the Beastmen and west of the Antalians. They call their new land Icevale.

Atziann, elf-king and sole survivor of his clan, emerges in the Hollow World near the Azcan capital; fascinated by them, and using his magic to move unseen among them, he stays with the Azcans for several years before embarking on his own path to Immortality.

BC 1,600: The Immortal Tarastia preserves several clans of the self-destructing Jennite culture, choosing to save only the more traditional horde. She transfers them to the Hollow World, placing them in the southern hemisphere, south of the forests and plains occupied by the Tanagoro tribesmen. The Jennites begin a fierce rivalry and occasional warfare with the Tanagoro men.

BC 1,500: The elf-king Atziann, now calling himself Atzanteotl (a name in the Azcan fashion), achieves Immortality in the Sphere of Entropy and begins his plan to corrupt the Shadow Elves and the Azcan race. He begins whispering to selected Shadow Elves and Azcan rulers of the power and glory he can bring them, and lures them away from their faiths. Increasing numbers of Shadow Elves (especially those of the Schattenalfen clan) turn from the worship of Rafiel to that of Atzanteotl; likewise, many Azcans turn away from Otzitiotl and Kalaktatla.

BC 1,400: A colonizing party of Shadow Elves, mostly Schattenalfen followers of Atzanteotl, retraces the path of that earlier, lost expedition and finds the Hollow World. They emerge just north of the great equatorial mountain range, right in the middle of the Kogolor Dwarf territory. They immediately begin a war against the dwarves, whose lands they want. The Immortal Kagyar causes Denwarf, the former leader of the Outer World's dwarves, to help the Kogolots against the Shadow Elves.

BC 1,300: The halflings from the southern continent, long-abandoned by their friends the elves, and increasingly endangered by the ever-growing human population, make a mass naval migration to the northern continent. They settle the area later called the Five Shires. They become friends with a declining, pacifistic clan of elves called the Gentle Folk.

BC 1,290: The outer-world Shadow Elf city of Aengmor is "destroyed" (actually, merely surrounded by lava and made uninhabitable) during a volcanic eruption; many Schattenalfen escape, burrowing deeper into the crust of the earth. Actually, this is part of a grand scheme of Atzanteotl, their patron.

BC 1,190: Descendants of the Great Horde resurface in the Broken Lands and discover the city of Oenkmar and a knife they mistake for one of their legendary artifacts.

BC 1,104: Underground elves discover the Refuge of Stone and take the name of shadow elves unto themselves. Building work begins on the City of Stars.

BC 1,100: Nithians led by Minroth colonize the islands later to be called the Minrothad islands, and found Harbortown.

Nithians under Prince Ramenhotep establish the colony of Thothia on the Isle of Dawn. This is the eastern extent of Nithian colonization.

BC 1,050: Great wizards of the Nithians, inspired by the Immortal Pflarr's servant-race (the Hutaaka), create the gnoll race by magically blending trolls and gnomes. But they've been deluded that the results might be an equivalent servant-race for the Nithians; instead, the gnolls turn out to be savage, strong, warlike, and prolific.

BC 1,000-BC 1

The Dark Ages; The Age of Rebuilding; Alphatia

BC 1,000: The Broken Lands are overpopulated. Broken Lands orcs, ogres, trolls, gnolls, and goblins migrate outward, especially southward, displacing other humanoid tribes before them.

Gnolls invade Traldar lands. The Hutaakans retreat to their valley while the Traldar and gnolls practically annihilate one another. Many seafaring Traldar, led by a lesser king named Milen, flee south across the Sea of Dread, and reach the southern continent to the east of what would later be called the Hinterlands. They travel far upriver, and establish a new kingdom there.

Elsewhere, nonhuman tribal movements pit tribes of orcs and goblins against the dwarves.

Elsewhere, Alphatians quietly arrive from their world and settle on the great continent they name Alphatia (see the *Dawn of the Emperors* boxed Gazetteer for more details). They proceed to build a mighty empire based on magic.

The Nithian Empire is at its peak; it features monumental architecture, large urban complexes in the delta region of the River Nithia, conquest of neighboring states, establishment of more remote colonies, and the development of sophisticated arts and culture. Colonies are planted in the Makai islands (south of the Five Shires area). The humans of the Northern Reaches areas are conquered and enslaved by the Nithian Empire. The Nithians, made curious about the southern continent by the Traldar flight in that direction, transport many Northern Reaches slaves to Harbortown and thence to the southern continent, to colonize there. This is the southern

BC 1,395: The Schattenalfen are badly beaten by the Kogolor dwarves and must break off the war. They continue travelling west, to an area not infested with dwarves, and settle there. But due north of their new lands are the Azcans, whose culture and architecture are disturbingly and insultingly like theirs (a result of Atzanteotl's guidance of the Schattenalf culture, though they don't know this); the Schattenalfen hate these people, whom they see as a mockery of their culture, and begin an ages-long war with the Azcans.

Kagyar places Denwarf in a state of suspended animation, transferring him to a cavern deep beneath the Dengar caverns of Rockhome.

BC 1,000-BC 1

The Dark Ages; The Age of Rebuilding; Alphatia

BC 1,000: In the wake of the humanoid invasions, the Immortals are quite busy selecting endangered cultures for preservation in the Hollow World. The Traldar and many other cultures are preserved in this fashion. The Traldar are placed on the coast of the Aztlan Ocean right where the great equatorial mountains reach the ocean; they call that body of water the Atlass Ocean. They're south of the Schattenalfen and north of virgin territories. They quickly spread out to inhabit all their mountainous seacoast lands. Not cooperative enough among themselves to form an empire, they occupy themselves with pirate raids into Azcan territories.

Many Makai are transplanted to the Hollow World to preserve their culture in the face of Nithian assimilation. Placed in an archipelago south of the equator, they resume their carefree, peaceful existence.

Meanwhile, an expedition of Shadow Elves leaves the City of Stars in an effort to find the path to the surface world. Instead, they find their way to the Hollow World, where they are fatally poisoned by the rays of the eternal sun. Some of them make it back to the City of Stars with news of their voyage, but all soon perish.

limit of Nithian expansion, and isn't very successful: The Northern Reaches slaves soon rebel and slay their Nithian overlords. These tribes carve out their own territory in the southern continent, and are the forefathers of the Thyatian, Kerendan and Hattian tribes who later found the empire of Thyatis.

Black explorers from Tangor find and colonize the Pearl Islands.

BC 1,000-BC 610: Orcs, part of the migration from the Broken Lands, invade the Five Shires region and enslave the halflings. The Gentle Folk elves of the Five Shires region disappear or are destroyed by the orcs. Over a period of four hundred years, the halflings are conquered and reconquered by orcs, dwarves, and bandits of different races; eventually they reclaim their land and establish a strong kingdom.

BC 800: The ice finally recedes to the north of Glantri.

Elves led by Mealiden Starwatcher leave the Sylvan Realm via the magical rainbow; they carry nine seedlings of the tree of life with them. They land in the forested reaches of what would later be called Thyatis, but are driven out by the warlike humans there, and flee northward. The Callarii clan settles in Traladar territory (see GAZ1); most of the rest settle in a windy steppes area. Elvish wizards begin to alter those steppes with their magic, changing the land nearly overnight into terrain where a mighty forest could flourish.

One of the elf-clans, the Shiye, listens to the guidance of the elf-immortal Eiryndul and makes a dangerous crossing to the continent of Alphatia, where they set up their own kingdom in the deep central forests of that continent.

Deep in the southern continent, the Milenians, descendants of the Traldar, are flourishing, conquering the surrounding tribes, and establishing a strong empire.

BC 700: Thanatos, Immortal of the Sphere of Entropy, helped by the Immortal Ranivorus, corrupts the pharaoh of the Nithians. The pharaoh turns the Nithian empire toward worship of Entropy.

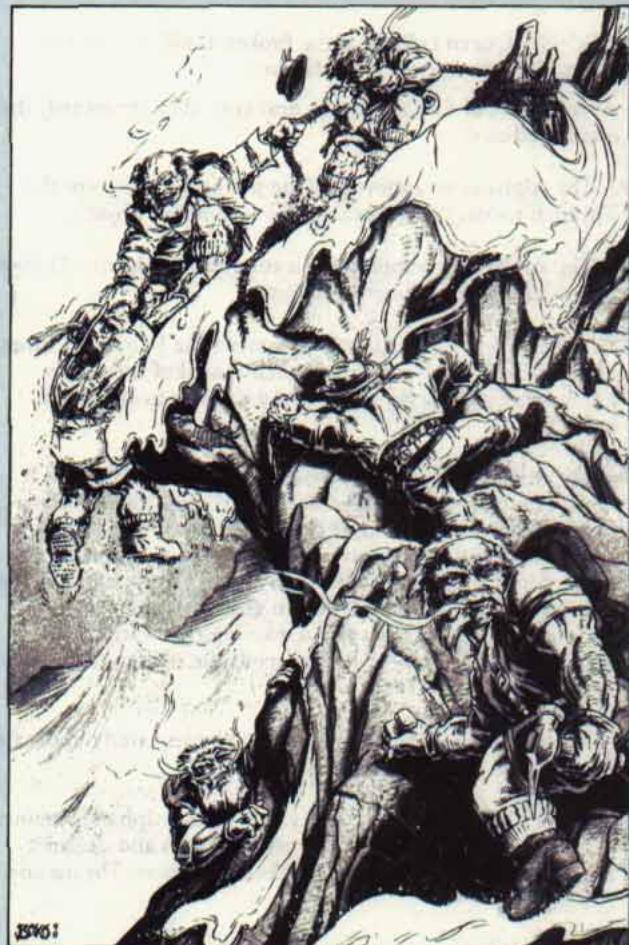
The Nithian colonists in Thothia turn away from the Entropic faith of their homeland and increasingly turn to a new form of mysticism.

BC 600: Three warrior-tribes from the southern continent (the Thyatians, Kerendans, and Hattians), hard-pressed by the Milenians to the south, migrate to the northern continent.

BC 500: The Traldar are in the midst of their Dark Age. Communication between communities is infrequent. Local dialects begin to differ widely. The people now call themselves Traladar.

Elsewhere, the Nithian Empire, having incurred Immortal dislike, abruptly ends; the Immortals alter the climate, divert the headwaters of the River Nithia, promote social unrest, deny magical powers to their clerics, and take other actions which cause the Empire to collapse catastrophically. The Immortals use magic to ensure that almost all trace of the Empire is wiped from the face of the Known World. The colonies are systematically destroyed—except for Thothia, which has already turned away from the Entropic faith which led to the destruction of Nithia.

In the Ierendi islands, the Malpheggi lizard men, doomed to extinction by a parasitic plague brought by the Nithian colonists, wipe out the Nithians before dying themselves. This is part of the Immortal plan to destroy the Nithian empire.



BC 500: The Immortals gather up great numbers of Nithians, those untouched by the evil of Thanatos and Ranivorus, and transport them to the banks of a great river similar to the River Nithia in the Hollow World. They swiftly rebuild their civilization. They are near only to the Tanagoro warriors and Jennite riders to the west; they begin on-again, off-again wars against the Tanagoro and Jennites to seize their fertile plains and acquire slaves.

With the destruction of the Nithians, the Immortal Pflarr, insulted by the Nithians' betrayal, turns his back on the outer world. He turns his attention to the Hollow World Nithians, and sets up a colony of Hutaaka in a sheltered valley of the Hollow World—west of the Brute-Men, north of the Nithians.

The Immortals also cure and transport remnants of the Malpheggi lizard man race to the Hollow World, placing them in the great swamp between the Azcans and the Oltecs. Both the Azcans and the Schattenalfen find mercenary allies among the Malpheggi.

By now, the steppes where Mealden's elves settled have become the mighty Canolbarth forest.

By now, the Thyatians, Kerendans and Hattians have conquered and assimilated the human tribes who opposed them; they are now in full control of the region which will one day be called Thyatis.

BC 493-BC 492: Queen Udbala of the Broken Lands raises a new Great Horde to march on Rockhome.

At the battle of Sardal Pass the next year, they are routed, the orcs wiped out.

BC 192: The Alphatians, annoyed by the piratical activities of the Thyatian tribes, launch a campaign to conquer Thyatis.

BC 190: The Alphatians complete their conquest of Thyatis; Thyatis is now part of the Alphatian empire.

BC 150: The outer-world Shadow Elves contact the humanoid tribes of the Broken Lands, spreading their hatred of the above-ground elves and persuading the humanoids to attack Alfheim.

BC 100: The Milenian civilization has grown soft and decadent. It enslaves surrounding tribes and nations; most soldiers in the Milenian army are conscripts from conquered tribes. The Immortals decide to preserve the Empire in its earlier, more heroic form; they transplant to the Hollow World all Milenians who adhere to the earlier Milenian goals and desires. Depriving the Milenians of their few remaining true warriors and uncorrupted government leaders sends the empire to its doom even more swiftly.

BC 50: The decadent Milenian civilization collapses utterly under the attacks of surrounding tribes.

BC 2: Lucinius Trenzantenbium, a Thyatian-born, Alphatian-trained wizard, kills the Alphatian wizards in Thyatis and declares himself King of Thyatis; war breaks out between Thyatis and Alphatia.

AC 0-AC 1,000

The Modern Era

AC 0: The economies of both Thyatis and Alphatia have been wrecked by the war; the two powers conduct a peace treaty in the city of Edairo, the capital of Thothia (on the Isle of Dawn). Later, in Thyatis, General Zendrolion Tatriokanitas assassinates King Lucinius and several other kings gathered there, and crowns himself Emperor of Thyatis, Ochalea and the Pearl Islands.

Peaceable Highforge gnomes settle in Traladara territories; warlike demihumans (goblins, hobgoblins, orcs) do as well, in lesser numbers.

AC 150: Thyatians begin colonizing into the southeastern parts of Ylarum, enslaving and scattering the indigenous population.

AC 200: Rockhome dwarves begin colonizing into outside lands; they are usually welcomed into human communities.

AC 250: The Alphatians begin colonizing into the northeastern and central parts of Ylarum, enslaving and scattering the indigenous population. Some of the Ylari driven out by the Alphatian and Thyatian aggression migrate to Darokin.

BC 492: The Immortal Karaash takes pity on a band of particularly valiant orc-warriors led by their chieftain, Krugel. Trapped by the dwarves during their assault on Rockhome, surrounded in the Sardal Pass, and in imminent danger of being wiped out, they demonstrate ferocity and gallantry unusual in orc-warriors. Karaash transports them to the Hollow World, to the arid plains north of the Kogolor Dwarves.

BC 450: Krugel, leader of the Hollow World orcs, dies. In his lifetime, he has transformed a couple of hundred followers into a well-trained, well-motivated, well-supplied horde of conquest-minded plains riders, who now take his name to honor him: They will be called the Krugel Horde. They continue to attack and sack communities of the Neathar to the west and the Kogolor dwarves to the south. They do not want to conquer lands; they want loot.

BC 250: The Immortal Korotiku, charmed by the cleverness and ruthlessness of the pirates of Thyatis, transplants several communities of them to the Hollow World, establishing them in equatorial islands not far from the territories settled by the Traldar. He has conceived an interesting experiment for the Hollow World. He's decided that it would be interesting to populate one area of the Hollow World seas with pirates, creating a new culture which is exclusively piratical.

BC 100: The newly-transplanted Milenians begin to reforge their civilization along its original lines. Placed on the virgin sea-coast far south of the Traldar lands, they have the warlike Tanagoro and Jennite races to their east. They build their empire on the coast and in lands seized from the Tanagoro and Jennites, who become their recurring enemies.

AC 0-AC 1,000

The Modern Era

AC 50: An Alphatian wizard, by magical experimentation with wood-imps and pixies, creates a small humanoid race he calls the Kubitts. They average a foot and a half tall; he gives them their name from an old Milenian word for the measurement a foot and a half. He makes them independent and strong, but when he tries to force them to perform deeds against their wishes, they rise up against him and kill him. The Immortal Vanya, smitten by these diminutive warriors, transplants the entire race to a hidden jungle valley in the Hollow World.

AC 395: The Flaems, an offshoot of the Alphatians from the original Alphatian homeworld, settle the Glantri area.

AC 400: The Flaems discover that other, enemy Alphatians are in possession of the mighty Alphatian empire to the east.

Rogue Alphatian wizards attempting to develop a harder, more powerful Alphatian race create fast-spreading magical strains of the curses of vampirism and lycanthropy.

AC 410: Minroth traders unwittingly help spread the new vampirism and lycanthropy throughout the seafaring world.

AC 500: Thyatian and Alphatian colonies in Ylarum begin what will become three centuries of warfare.

Traders bearing the curses of vampirism and lycanthropy settle in Traladara's deep woods and flourish there.

AC 571: Thyatis establishes prisons on five Ierendi islands currently inhabited by shipbuilding halflings.

AC 586: The Thyatians, in need of funds and resources, conquer the Ierendi islands and seize the shipbuilding facilities there. The halflings retaliate with piratical raids on Thyatian shipping.

AC 600: On Ierendi, native halflings and Thyatian prisoners drive out the Thyatians.

The Sylvan Lands are conquered by humans; the surviving elves of the Sylvan Lands make the dangerous passage to Alfheim.

AC 700: Warfare intensifies between Alphatian and Thyatian colonies in Ylarum.

AC 728: The Alphatian colonies in Ylarum destroy the Thyatian colonies there; Thyatian colonists flee.

AC 730: Settlers come to Glantri, including fair elves (descendants of the elves who fled the area in BC 1,700) and humans from Traladara and Thyatian colonies in Ylarum.

AC 786: An Alphatian wizard named Halzunthram arrives in Flaemish lands and helps the humans and elves there against the Flaems.

AC 788: Once the Flaems are conquered, Halzunthram declares this land to be a protectorate of Alphatia; war breaks out again.

AC 800: Birth of Suleiman Al-Kalim, a great philosopher and warlord of the desert nomads of Ylarum. In the Broken Lands, the orcs begin a new series of wars against the surrounding nations.

AC 802: A gold rush in Glantri brings many Rockhome dwarves into that nation. A plague sent by the orcish Immortal Yagrai spreads into Glantri, and the Glantrians are convinced that the dwarves are responsible, resulting in a vicious war on the dwarves by the people of Glantri.

AC 827: Forces of Suleiman al-Kalim drive the Alphatians out of Ylarum.

AC 828: Lord Alexander Glantri, of Thyatian descent, captures Halzunthram and confirms the land's independence from Alphatia. The population names the land Glantri in his honor.

The last dwarves are expelled from Glantri.

AC 500: Korotiku now transfers whole pirate villages of Ostlanders to the Hollow World, placing them among the other pirates. Within a few generations, the Ostlanders merge with the other pirates.

AC 700: The Immortal Korotiku adds *hin* (halfling) and human pirates from the Ierendi islands to the area he calls the Merry Pirate Seas.

AC 855: Suleiman Al-Kalim composes the *Nahmeh*, an important work of Ylari religious thought.

AC 900: The Empire of Thyatis conquers Traladara and several areas of the Isle of Dawn, and build and settle the city of Oceansend in Norwold.

AC 959: Alphatia begins another direct war upon Thyatis.

AC 960: The Alphatian assault forces reach Thyatis City and kill the Thyatian emperor, but are repelled by a counterattack led by Thincol the Brave, a famous gladiator.

AC 970: Duke Stefan Karameikos III trades his ancestral lands (Duchy Machetos) to Emperor Thincol for independent rulership of Traladara, which is renamed the Grand Duchy of Karameikos.

AC 1,000: All D&D® Gazetteers adventures are set at this time.



Navonne was at the front of the party, wielding his sabre against the enemy—the thick underbrush. He groaned at what the branches and thick, gooey sap were doing to the blade of his favorite sword, but he still did his job. Everyone took turns cutting through the oppressive jungle vegetation; else they'd wouldn't travel ten feet through this mess.

And what a jungle it was! Strange, bowed, gnarled trees the likes of which he'd never seen grew from the black, rich, *stinking* soil. Weird mosses hung everywhere. Hanging drapes of vine-leaves blocked their passage at every turn. Weird animal calls hooted off in the distance. Navonne knew they were out there, the wild predators and carnivores of every description . . . including the giant lizards Navonne feared, the ones which were as big as dragons, but different—mindless, primitive, strange.

Navonne's blade slashed through one last curtain of leaves, and the warrior froze where he stood, dumbfounded. The others paused behind him, waiting for him to continue forward.

"Uh. Uh. Thylandrian," Navonne managed to croak.

"Right here."

"Send your uncle up."

Thylandrian's uncle, the aged elf Thysertian, pushed his way forward, frumping as the jungle vegetation clung to his scholarly robes. "I'm coming, I'm coming. I hope you've found a river. I badly need a bath. And not one of those rivers with the sharp-toothed fish, either." He moved up beside Navonne, adjusted the delicate wire-framed spectacles on the end of his nose, and peered down at the vista that had so stunned Navonne.

"Oh, my," breathed the elderly elf. "Look at that! The geometrical precision of the streets. Those buildings there, the big ones—they're called pyramids. Temples, most of them. This looks like a city of the Azcan people. They died out on the outer world oh, thousands of years ago. Don't just stand there with your jaw open, Navonne, say something."

Navonne managed to get his jaw working again. "But what's it mean?"

Thysertian shrugged. "I'm not sure. Obviously, there have been Azcans here more recently than on the outer world. That would seem to be a given. If this is Azcan architecture. I'm not an expert in that field, not yet anyway. There are a couple of significant differences between the outer-world Azcan ruins I've seen and the city before us."

"Such as what?"

Thysertian pointed. "Those symbols. They don't seem to refer to Kalakatla or Otzitiotl, who were the primary Immortals worshipped

by the ancient Azca. In fact . . ." He studied the symbols more closely, squinting. "Unless I miss my guess, which I never do, they represent the Immortal Atzanteotl, who is the chief patron of those ghastly Schattenalfen."

"And there," he pointed, "you'll see something you won't see in any Azcan cities on the outer world. Actual, living Azcans. All those copper-skinned people. You'll notice some of them have elaborate headdresses; you can see the ornate gold-work for which they were so justifiably famous—"

Navonne sighed, exasperated. "That's the first thing I noticed. There are people there. The city is occupied. In good repair."

"Did you notice they seem to have noticed us? Unless my failing eyesight misleads me, rather a large group of those fellows seem to have caught up spears and bows and are moving in this direction. Rather swiftly, too."

Navonne cocked his head, staring in the direction where Thysertian was looking. Son of a gun, the old elf was right. There were fifty, maybe sixty of those warriors running in their direction—

Navonne turned around. "New plan," he announced. "Turn back the way we came—and run!"

This chapter is the Atlas of the Hollow World. Here, we're going to showcase a large section of the Hollow World.

In this chapter, we're describing all the major empires and many of the smaller nations and tribes to be found in one certain stretch of Hollow World territory. You have to remember, though, that there are literally *thousands* of tribes and peoples in any large stretch of Hollow World land.

What does this mean? The most important thing is that there is room for you, as DM, to add any number of tribes and races to the map. Because so many of the Hollow World races are partially or completely isolated from one another, you can run a Hollow World campaign in the areas described in this supplement, with your PCs criss-crossing the mapped territories and learning them like the backs of their hands . . . and then, still, you can introduce new lost valleys and new secret caverns into those areas to house your new additions to the setting.

We talk about this at length in the *Campaigning* chapter. For now, let's talk about the areas of the Hollow World presented on the enclosed maps.

Overview of the Hollow World

Take a look at the planetary map sheets. There, you'll see a map of the entire Hollow World,

showing both polar openings and everything in between.

We'll take an overall look at the Hollow World first, and then examine a long belt of Hollow World territory in greater detail.

Physical Structure of the Hollow World

If you look at the planetary map and the diagram on page 21, you'll get a good idea as to the physical structure of the Hollow World.

As you can see, the main entrances into the Hollow World are two vast openings at the poles. These openings are literally *thousands* of miles across. They're not sharp shafts cut into the poles: Actually, they curve around very, very gradually. A person walking to one of the poles would walk into the polar opening and around the "lip," into the Hollow World, without even realizing that he'd left the outer world and entered the Hollow World.

This is possible because of the gradual curve of the lip, and because both poles are covered in vast fog-banks. These fog-banks are permanent caps on the poles: They never clear up to reveal the true nature of the planet's poles.

In the Hollow World, just inside the poles, the terrain is arctic—wind-blasted and ice-covered land and sea. It's not lifeless: Several races, including the Beastmen (near the northern polar opening) have adapted to these freezing climes.

Farther toward the equator from the poles, the land becomes more temperate. Freezing tundra gives way to plains, forests, and seas. Even farther, the land becomes more tropical, with rain forests, deep jungles, and deserts predominating.

Eventually, the land rises and becomes very mountainous; close to the equator, the Hollow World is thick with mountains and mountain valleys. Many of these mountain valleys are difficult or impossible to reach through normal travel means; hundreds of them contain isolated tribes and nations which have little or no contact with surrounding peoples.

Finally, the equator itself is an impossibly high range of mountains which the Hollow World peoples variously call the Great Wall, the World's Spine, and the Great Barrier. This mammoth mountain chain is characterized by incredible chains of caves and caverns, many of which are occupied by whole nations of Hollow World residents. The World's Spine does cross the oceans at the equator, resulting in huge mountainous islands stretching in a straight line from continent to continent, with small straits of water between.

That's just the land surface of the Hollow World. Its sky has some unusual features, too.

At the center of the Hollow World, halfway between the poles, is the sun. The sun is actually a permanent, magical, pinhole-sized gate to the Elemental Plane of Energy, and the cloud of raw energy which emerges from that hole. It brings

raw light and heat into the Hollow World. It doesn't look much like the sun of the outer world: It's smaller, redder, and more violent. Great flares and spikes of magical energy rip out from it on a regular basis; on any day of sun-watching, a Hollow World astronomer can count dozens of solar flares, averaging three per hour.

The red sun gives the Hollow World a very different look than the outer world. To the first-time visitor, colors seem darker, skin hues seem redder, colors are more vivid and seem somewhat unrealistic.

High up in the sky are the Floating Continents, huge islands which orbit the red sun. These great chunks of land were placed in orbit around the sun by Immortals of the Sphere of Time, in order to give the sentient races of the Hollow World an easy means to calculate the passage of time. Some of them are now populated by human and demi-human races.

Many of these Floating Continents fly high above the breathable limits of the atmosphere. Those which are nevertheless inhabited are protected by magical atmosphere-producing spells, and travellers from those lands know how to use spells to keep them alive during their trips through airless space.

Because the Hollow World curves "up," as if the viewer were standing at the bottom of a bowl, rather than "down" (as the outer world does), the Hollow World has no horizon. Someone in the Hollow World staring off into the distance would see land continuing off into the distance as far as the eye could see, until atmospheric haze blurred his vision and he could see no farther; nowhere would he see a crisp, clear horizon such as one has on the outer world.

There are entrances into the Hollow World other than the great polar openings. There are impossibly complicated series of caverns and tunnels stretching from the Known World to the Hollow World—especially from the Broken Lands of the Outer World, radiating to numerous exits in the Hollow World.

Additionally, various Immortals have created their own physical openings between the worlds. The Immortals themselves don't need these openings, but establish them so that selected mortal servants can more easily cross from one world to the other.

The locations of these openings are not given on the map, because they exist as conveniences for the DM. When you need a connection between the worlds, you can use these factors to justify one, and place it wherever you want.

Climate of the Hollow World

The climate of the Hollow World is roughly similar to that of the outer world. The poles are icy and frozen. Travelling toward the equator, the climate turns more temperate, usually featuring



plains and forests. Getting into the tropical zones, the climate becomes warmer and (usually) more humid; the terrain tends to include rain forests, jungles, swamps and deserts; these then graduate to high hills and then mountains at the verge of the equator.

Then, at the equator, the rules change. The Immortals have set up an impossibly high mountain range at the equator and have magically adjusted the climate so that the equatorial mountain zone is actually cooler and more comfortable than the tropical zones to either side. This was done to make the separation between the northern and southern hemisphere more pronounced; jungle dwellers to either side are more likely to be dissuaded from travelling through this alien cool zone, presuming that there are no jungles on the other side.

The Main Map

On pages 24-25, and on the separate foldout map included in this boxed set, you'll find a map of one great tract of Hollow World land. This is a broad strip of land running from pole to pole directly under the nations covered (or at least mentioned) by previous *Gazetteer* supplements. For example, the Azcan empire of the Hollow World is roughly beneath the lands of the Atruaghin Clans.

This map covers a lot of Hollow World territory, but obviously it details only about one third of the entire Hollow World. We've done this for a couple of reasons: First, to cover the *entire* Hollow World in any sort of detail would result in a supplement you'd need a forklift to carry around; second, to cover the entire Hollow World in this supplement would make it difficult for you, the DM, to introduce huge new empires and peoples into the Hollow World setting.

With the approach we've taken, you can DM a Hollow World campaign in the extensive lands covered in this supplement; then, when you're ready to add whole new lands, peoples, and empires, you have plenty of "blank map space" on which to do it.

The rest of this chapter is devoted to giving you detailed information about the main map of Hollow World territories. The following entries are in alphabetical order.

Here's an important thing to notice about this and all other maps of the Hollow World: East and West are reversed. (This is done so that the map can easily be coordinated with maps of the outer world.) So when North is at the top of the map, East is always to the left, West to the right—a distinct difference from outer-world maps. This difference will be noted on all maps of the Hollow World.

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Using the Projection Maps: To locate a Hollow World area in relation to an outer world one, follow this simple procedure: Find the meridian (0 degrees longitude) and the equator (0 degrees latitude) on both maps. Then, note the position of the Hollow World area in relation to these two lines (for example, two grid blocks to the west, or right, of the meridian and one north of the equator). Next, go that number of grids west (left) on the outer world map, maintaining the same latitude, and you'll know what the corresponding outer world land is.

The mortal inhabitants of the Hollow World have been instructed by the Immortals as to what name to give what direction.

Note

This chapter is not the final word on all the races and cultures described here. You'll also want to read the entries in the *Player's Guide* on each race; there, we talk about some things not discussed here, especially guidelines for character creation (character class and special limitations, naming habits, etc.).

Antalian Wastes

Technology: Iron Age.

Life-Style: Village-dwelling hunters and reavers.

Population: 100,000, scattered among hundreds of villages.

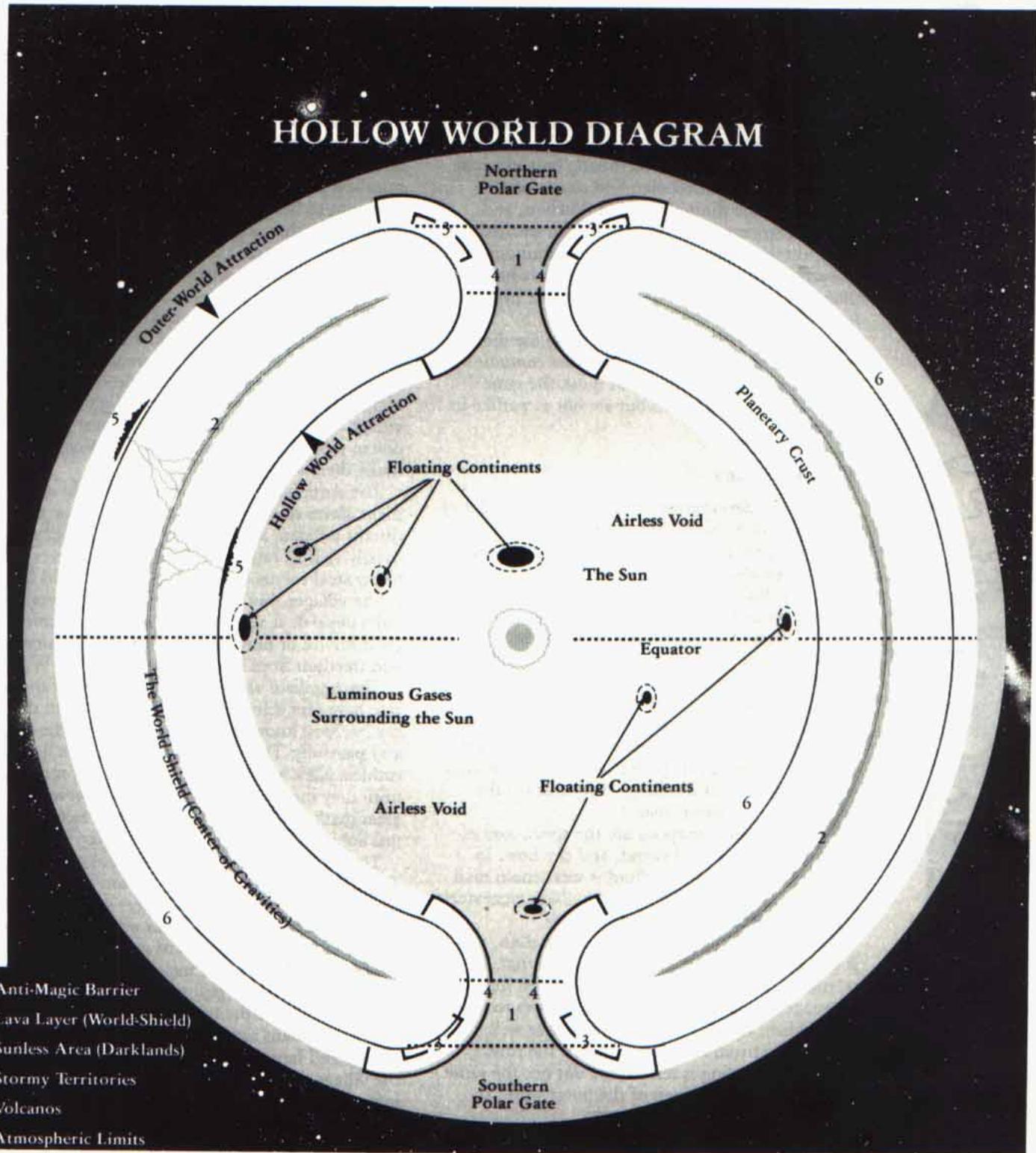
Outer-World Origin: Norwold, 18th century BC.

Description

The Antalian Wastes are hard-frozen mountainous lands in the northern hemisphere. The human inhabitants there, the Antalians, mostly live along the rugged coastline of the ocean they call Ostzee, to the east; some live inland, making their living as trappers and furriers.

Harsh winds whistle down from the polar regions to the north. The Antalians, living among the hills and fjords by the sea, are somewhat sheltered from those whistling winds, but it is still a cold, cold region which can be lethal to those unprepared for it. Though the sun shines all the time, the Antalian lands are close enough to the arctic circle to be perpetually cold, sheltered from the sun by latitude, high mountains, and fjords. They are often swept by fog-banks which last for days or weeks.

Hollow World Diagram (cross section)



ANTALIAN HOMELAND



Hardy evergreen trees grow throughout the Antalian Wastes. Giant reindeer of a race extinct on the outer world thrive in the Antalian evergreen forests . . . as do their chief predators, the wolves. The Antalians domesticate and ride these huge reindeer, though most reindeer live untamed in the wilderness.

It is believed that frost giants haunt the more distant hills of the Antalian Wastes.

Antalians dwell in small villages, each of which features numerous large halls. Each hall is the dwelling of an entire clan, and includes separate quarters for married clan members, barracks-style quarters for unmarried men and unmarried women, a large dining chamber, kitchen, and extensive storage areas. With larger or wealthier clans, these buildings can be quite enormous. They are never built more than one story high, though sometimes they are dug into the hard, frozen soil.

South of the Antalian Wastes, along the shores of the Ostzee, are Antalian-descended communities of farmers and fishermen, who speak the same language as the Antalians but are not as warlike in nature.

The Antalians

The Antalians themselves are a fair-skinned and fair-haired race. Blond hair is most common, though brown and red hair are not unusual. Men and women alike wear their hair long, and usually unbound. Blue eyes are most common, with brown eyes and green eyes also frequent.

They dress in heavy leather (reindeer hide), woolen and linen garments, including a soft hide undertunic, a stiff hide overtunic with a hood that may be drawn tight, supple leather or heavy woolen trousers, heavy outer boots (usually with hide lacings that bind the boots down tight and continue up the legs), gloves, and a heavy woolen cloak. (Inside their dwellings, they cast off the overtunic, gloves and cloak.)

Their preferred weapons are the spear, axes of all varieties, the broad sword, and the bow. In wartime, those who can afford it wear chain mail and carry a round shield. The Antalians wear steel caps, sometimes decorated with horns.

The language of these people is Antalian, which is a language evolved from ancient Neathar. Its relationship to the modern-day Northern Reaches language is similar to that of Old English to modern English. Antalians speak Neathar as well. There is a written form of Antalian; the runes used in the writing is related to, but not the same as, that used by the men of the outer world's Northern Reaches.

Customs

The Antalians are a hard-living, rough race. They eke out difficult lives hunting, fishing, pirating

and fighting; many of them die very young, by the sword or the axe.

They love the sea. The highest aspiration of an Antalian youth is to be the captain of his own ship, sacking cities up and down the coast (usually villages of other Antalians, as a matter of fact), and to die young with his patron Immortal's name on his lips. Some of them live long enough to cast off these romantic notions and teach their own offspring more sensible goals.

They also love to fight. Their greatest legends are of warrior-heroes who slaughtered the enemy and could be defeated only by overwhelming numbers of foes—or by a foe so monstrous it was an honor to be destroyed by it. They fight among themselves, they fight with the Beastmen to the northwest, they fight with the Icevale elves to the west, and they fight any other race they happen to rub up against.

PCs who happen upon an Antalian village will be made to fight a first-blood combat with the best warriors of the tribe. If more members of the PC party win, the PCs will be welcomed as guests. If more members of the Antalian fighters win, the village will descend upon the PCs, bear them down, strip them of their goods and weapons, and make them slaves.

The Antalians do keep slaves. They do not make slaves of other Antalians, even those of distant villages; all of their slaves are foreigners, mostly victims captured in their raids. Slaves wear heavy steel collars and shackles and do hard labor in the villages, but are not tortured or substantially abused. A slave who demonstrates some great service or bravery can often earn admiration and freedom from the Antalians.

The Antalians are quite fatalistic. Few of their race have ever achieved Immortality, even in their myths. Most know that they are going to die young and painfully. They look on the world as a harsh, ruthless place where they must battle for survival until they inevitably lose the fight. However, it is a great mark of courage among them to face death unblinking, never to show fear of its icy hand.

These people are very practical and clever. Though they like fighting, they don't insist that the fight be even. In fact, it's very satisfying to trick an enemy into a situation where the enemy will inevitably lose. Antalians might sneak into an enemy village and plant traps everywhere, or steal all the weapons, just before launching their attack, just to stack the odds in their favor.

The Antalians are a very male-dominated society. By and large, women stay at home and tend the village while the men are out hunting, fighting and reaving. However, certain exceptional women may become warriors (often because they are inspired by the Immortals or receive training from another woman warrior). The Antalian men do not stop them or try to return them to a helpless, subordinate role . . . but they do not feel at

all comfortable among women warriors. So every Antalian village will have one hall, usually a small one, dedicated to the Immortal Fredara, patroness of women warriors, and the village's women warriors will live there. About 75% of them will be fighters, about 20% thieves, and some 5% will be clerics of Fredara.

Because of this isolation, women warriors of the Antalians tend to migrate to other lands or to join parties of wanderers who travel through these lands.

There are few magic-users among the Antalians. It is just as hard to learn magic here as among all the other races of the Hollow World, and the Antalians are very superstitious of non-clerical magic. They will drive out any magic-user not strong enough to resist them. This means that most Antalian magic-users die out in the cold; some few survive to become very powerful. Usually, when they do, they either return to destroy their home village, or return to dominate it; at this point, they are usually too powerful to drive forth. One Antalian village in twenty will have a magic-user as its *arl*, or chief-king.

The Antalians worship a few specific Immortals. The Immortal they most revere is Wotan (known on the outer world as Odin). Equal in popularity among them are Donar (Thor), Fredar (Frey), and Fredara (Freyja). A very few Antalians worship Lokar (Loki), but do not usually advertise the fact; their clan-mates are likely to put them to death.

History on the Outer World

On the outer world, the Antalians developed from a tribe of the ancient Neathar peoples who'd settled in cold, northern lands—the lands now called Norwold. Their language was already removed from classical Neathar, and gradually became more and more developed. Many of them colonized southward, their culture still developing, and became the nations of the Northern Reaches.

A little less than three thousand years ago (BC 1,722), the Great Horde, a huge mass of humanoids, rampaged into the Antalian lands. The Antalians resisted them mightily, but were eventually crushed, their civilization shattered. Before the light of Antalian culture was extinguished, though, the Immortals Odin and Thor (Wotan and Donar, to the Antalians) transported communities of Antalians to an icy range of coastland similar to Norwold.

History in the Hollow World

After dealing with the shock of arrival, the Antalians got back to their life as usual. They began to hunt the giant reindeer of these icy lands, so much larger than the hunting-animals of their original home. They began waging occasional wars with the Beastmen to the northwest and with the Icevale elves due west. (The elves arrived there

after the Antalians, but soon enough after that the Antalians could reasonably assume that they'd been there all the time, and that the Antalians had just never run into them before.)

These were not friendly wars; they equated the Beastmen to the Loark horde which had torn up their people, and those weird elves to the west used magic all the time. But they weren't perpetual wars, either; the Antalians were pragmatic enough not to drain themselves with continual warfare.

They resumed their fishing and pirating lives as well, though the pirating was somewhat sparse on the Ostzee, the cold sea to the east. And they flourished, spread out all over their territory and inland.

Relations With Other Races

The relations of the Antalians to the Beastmen and Icevale elves were just described. Due south, the coastland is thinly occupied by farmer-humans (mostly Antalian outcasts and descendants) dominated by the Krugel Horde, so the pickings are thin; the Antalians sack and pillage these ex-Antalians all the time, and occasionally come into conflict with the Krugel orcs as well. In short, the Antalians' relations with other cultures is stormy: Open warfare at worst, a resting watchfulness at other times.

NPCs

When the PCs first encounter Antalians (either on the open seas or stumbling upon an Antalian village), here are some NPCs for them to meet.

Kjodar Triudar's Son: Captain and Reaver

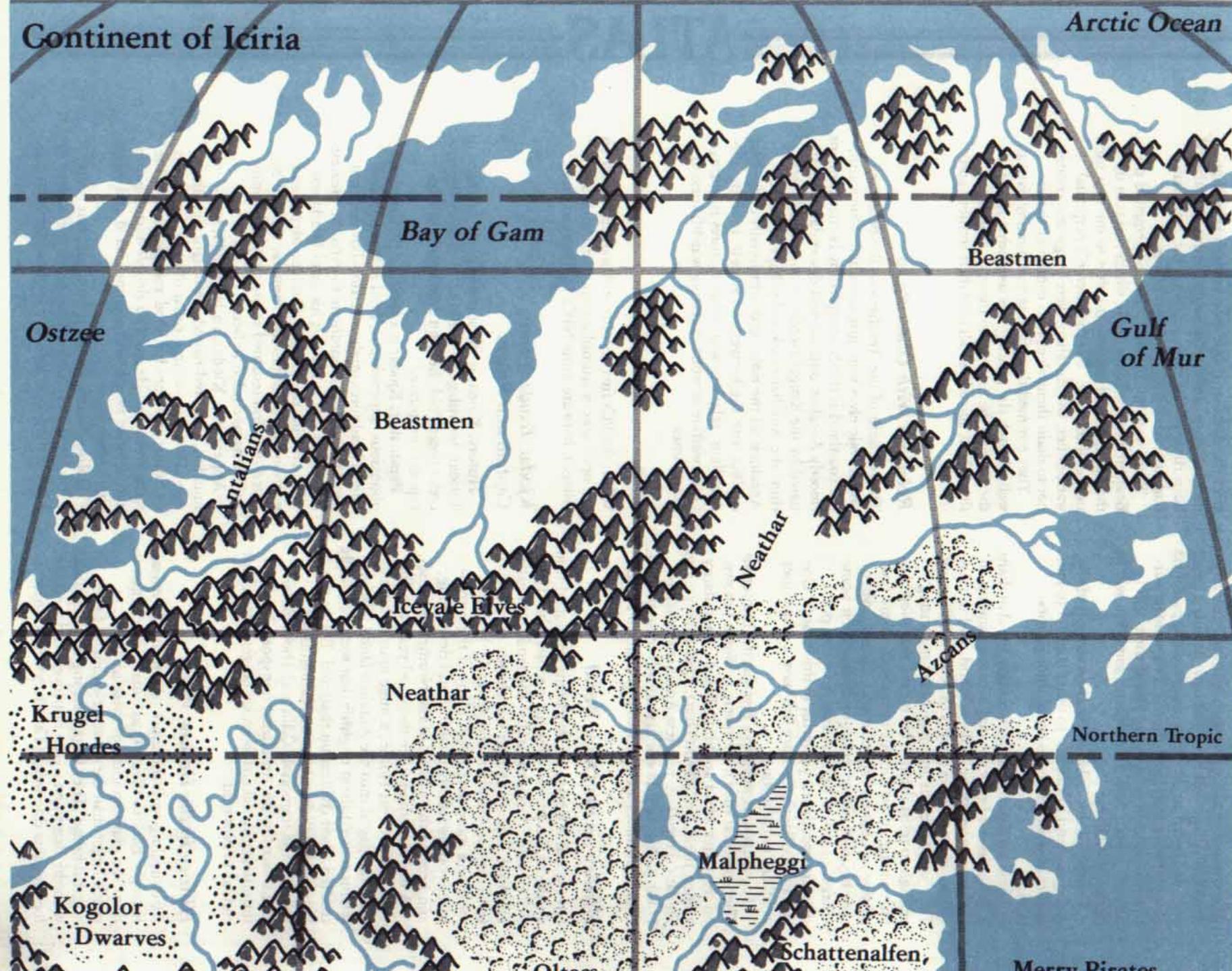
History: Kjodar is the son and likely successor of Triudar, his village's chief-king. A warrior thirty cycles (years) old, he is an accomplished ship-captain and pirate.

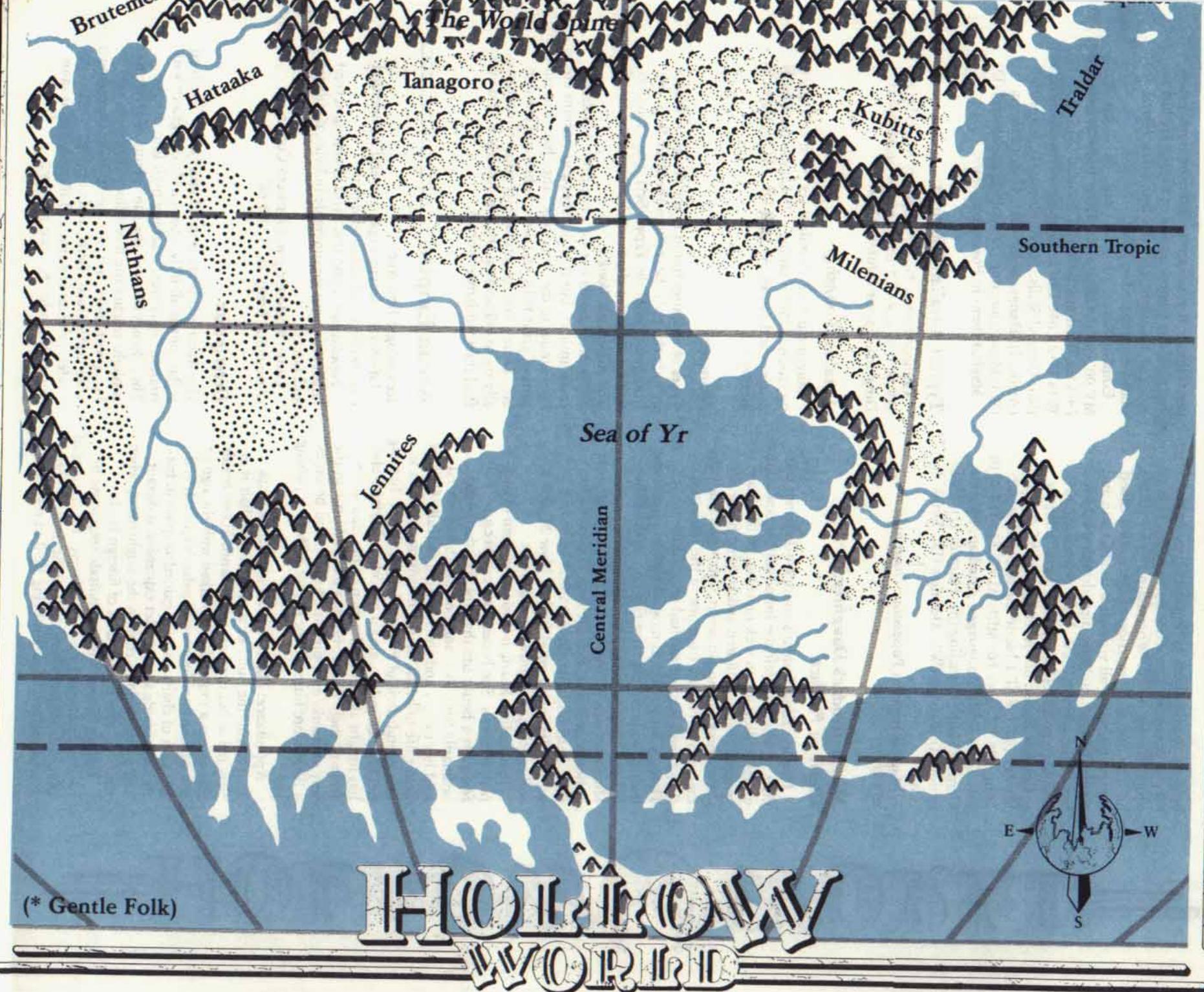
Personality: Kjodar is a typical Antalian: Loud, obnoxious, superstitious, fond of fighting and beer. He admires mighty warriors but does not consider himself subordinate to even the greatest of fighters. He is sad that his sister Miarla was afflicted with the disease of independence and warrior-will; he hopes that someday she will be cured of it and returned to ordinary femininity, and remains cordial to her.

Appearance: Kjodar is a large man, well-muscled. He is red-haired, with light, icy blue eyes. He always wears a collar of arctic fox on his overtunic and lines his hood and gloves with the same costly fur. He carries a double-bitted battle axe, a broad sword, and a round shield and wears chain mail armor.

DMing Notes: Kjodar is no brute, but is no friend of the PCs unless they prove themselves to him. If they meet him in a boat on the open seas,

Continent of Iciria







he'll try to take them as his pirate prey unless they're obviously a superior fighting force, in which case he'll flee. When found in his village, he'll be one of the warriors of the to-first-blood contest forced on all visitors; if the PCs win and Kjodar survives, he'll be their drinking buddy before the night is done. He'll never leave his people to go adventuring with them, however.

Combat Notes: 6th-level fighter; AC 2; hp 37; MV 90' (30'); #AT 1 battle axe or broad sword; Dmg 1d8 + 2; Save F6; ML7; AL N. S15 I13 W10 D12 Co15 Ch14. Languages: Antalian, Neathar. General Skills: Wrestling (S), Hunting (I), Navigation (I), Bravery (W), Alertness (D), Drinking (Co).

Magical Items in Possession: chain mail +1, shield +1.

Miarla Triudar's Daughter: Cleric of Fredara

History: King Triudar's youngest daughter was only 13 when she felt the Immortal Fredara calling to her, telling her to seek more out of life than years of bearing children and keeping house for some drunken lout. In secret, she began studying the faith of Fredara from one of the Immortal's clerics, and learned she had an aptitude for it. Though not warlike as most of the Antalians, she learned to be an effective fighting cleric. When her teachings with the cleric became known, Miarla became an outcast in her own village, just as her teacher was. But she kept faith with Fredara, believing that the Immortal had some greater destiny in mind for her. Now 24, she is still waiting, and growing impatient.

Personality: Miarla is a young woman of ordinary interests. She became a cleric because it offered her a better life than the one she would ordinarily have had, and because the Immortal told her to . . . and she's waiting fretfully for that better life to begin. In the meantime, she acts as the second cleric of Fredara for her village, helping her teacher and training a new cleric initiate. She has fought alongside the men of her clan in defense of their village, but has received little in the way of thanks or appreciation for it, and becomes a little more bitter about her lot with each passing year.

Appearance: Miarla is a tall woman, perhaps 5'10", with the build of an athlete. Her hair is as fiery red as her brother's and is worn in two braids. She carries a round shield marked with the sign of the pegasus, her Immortal Fredara's symbol, and has a set of chain mail she gained as spoils in battle. She wields a mace. Her expression is distant and a little forlorn, though she brightens up when travellers who tell her tales of foreign lands.

DMING Notes: Most Immortals keep some heroes and potential heroes in reserve, for any sort of plot or situation where they might need sudden mortal activity. Miarla is being held in reserve in

this fashion. If you want to insert her into a story line, you can relate it to any of Freyja/Fredara's goals; at a whisper from her Immortal, Miarla would be prepared to leave.

Combat Notes: 5th-level cleric; AC 4; hp 20; MV 90' (30'); #AT 1 mace; Dmg 1d6 + 1; Save C4 (+3 for Wisdom); ML8; AL Neutral. S13 I14 W18 D12 Co10 Ch12. Languages: Antalian, Neathar. General Skills: Fire-Building (I), Survival (Arctic, I), Danger Sense (W), Honor Fredara (W), Mountaineering (D), Riding (Reindeer) (D). **Magical Items in Possession:** None.

Typical Antalian Warriors

Combat Notes: 1st-level fighter; AC 4; hp 8; MV 90' (30'); #AT 1 battle axe or broad sword; Dmg 1d8; Save F1; ML9; AL N.

Antalian Longship

Movement Rate 18 miles/day (90 if sailing), or 90'/round (150' if sailing), 75 Crew—doubles as marines and routes, 60 Hull Pts., AC 7, Capacity 30,000 cn.

Monsters

Types of creatures found in the Antalian Wastes include the polar bear (from the Basic Set), the frost giant (from the Expert Set), giant reindeer, and arctic wolves (from the Monsters chapter of *The Adventure Book*).

The frost giants live far away from Antalian communities, but their villages and customs are very similar to the Antalians'; they have the same sorts of great halls, the same habits and culture, etc. There's one important exception: They usually try to kill and eat the few Antalians who ever find their wilderness homes.

Azcan Empire

Technology: Iron Age.

Life-Style: Heavily organized and regimented city-dwellers and village-dwellers.

Population: 3,000,000 divided among several larger cities and innumerable individual villages and farms.

Outer-World Origin: Northern Continent (Atruaghin Area), ca. 3,000 BC.

Description

The Azcan lands are tropical rain forest. The land is flat, not at all hilly, and thickly overgrown with straight, leafy trees reaching high into the sky. They do not blot out the sun; plenty of reddish sunlight reaches the forest floor. The trees are hung with vines, and the forest floor is overgrown with underbrush, ferns, and creepers.

Here, the air is warm and humid, and it rains regularly—reliably, once per sleep.

The Azcan lands graduate to lighter forest and plains in the north, northeast, and east. Southeast, it turns into dark, forbidding swampland. Due west is the ocean the Azcans call the Aztlan, which others call the Atlass. To the south, the land becomes hilly and very rich with gold. Beyond, farther south, are the hills of the Schattenalfen.

The country is dotted with cities and villages, connected by an elaborate web of rivers, canals, and earthen roads. Travel is by foot on the roads, by canoe or raft on the waterways. We describe one such city below, under Chitlacan.

The land is also heavy with farmlands. Great tracts of forest have been cleared and plowed, and fields of maize, beans, peppers and other crops flourish. They are often surrounded by wooden fences and light stone walls, scarcely a deterrent for the types of dangers that wander the forest.

The land is heavy with the common monsters of the Hollow World, the dinosaurs, which prowl the forests. The herbivores usually content themselves with eating leaves, bark and underbrush, and stomping the occasional human who gets too close. However, they sometimes wander into the cultivated fields of the Azcans, grazing through the farmlands, often heedless of the efforts of the farmers to chase them back out. The carnivores hunt the herbivores and one another, and sometimes wander out of the deep forest and into the outskirts of the human communities, looking for a quick snack.

Other monsters and animals of the Azcan lands include the jungle cats such as jaguars and ocelots, animals with which the Azcans particularly identify, and forest monkeys.

A special danger in the Azcan lands is the *flying viper*, a deadly winged snake which is the symbol of the Immortal Atzanteotl. The forest also abounds with birds of every description and coloration.

The Azcans

The people of this land are the Azcans, an ancient race from the outer world.

The Azcans are small, strong-looking copper-skinned people. Most have brown or black hair and brown eyes; they often have prominent, beak-like noses. The men wear their hair shoulder-length, and women wear theirs to the smalls of their backs or lower; both sexes often wear headbands.

Lower-class Azcan men wear nothing but off-white linen breechclouts; the women wear plain off-white shifts (simple, short tunic-like dresses). Many wear leather thong sandals.

Higher-class Azcan men wear breechclouts and sandals of ocelot fur; higher-class women wear shifts dyed in a variety of colors, especially red or turquoise blue. They also wear a lot of jewelry and ornamentation: Headbands, earrings, decorative

feathers, and armbands especially. These are made of finely-wrought gold for which the Azcans are famous, and are often imbedded with precious and semiprecious stones; they are best known for their blue-green turquoise and brilliant green emeralds. Rounding out their outfits are ornately-embroidered, brightly-colored, feather-lined capes.

The Azcan king wears the clothes of the higher-class Azcan male topped off by a striking headdress of red feathers.

The Azcans carry spears, bows, and daggers as their weapons of choice; in times of war, they don leather armor and carry shields.

Their language is Azcan. (Actually, it's the Oltec tongue, but the Azcans did much more to spread it through the outer world and Hollow World than the Oltecs, so it is remembered as Azcan.) There is a colorful, pictographic written form of the language.

They also speak Neathar, though when dealing with captives they will only speak Azcan, brutally "insisting" that the captives learn their tongue as swiftly as possible.

Customs

The Azcan nation is no loose confederation of clans or tribes. It's an empire, a powerful theocracy whose king is always a cleric of the Immortal Atzanteotl. All princes of the blood must become clerics of Atzanteotl, or nothing—they would otherwise be stripped to the rank of commoner. Since few princes are born with the sort of wisdom necessary to become clerics, Azcan kings have many children on their wives and concubines and later demote most of them to the rank of commoner. Princes are sent out to act as rulers of the lesser cities and larger villages; eventually the king, with the blessing of Atzanteotl, will choose his successor from among them.

Not all nobles are clerics of Atzanteotl, though all those who have a sufficiently high Wisdom score are, and these have more stature than the other nobles. Next in rank are the noble magic-users, and then the noble fighters and normal men.

At the bottom of the ladder, of course, are the commoners. Of the commoners, the warriors serving the king have the most stature and political power. On the other hand, craftsmen and merchants earn better livings than the warriors. Lowest of all are the farmers and servants. Nobles do not marry commoners, but often take them as concubines.

The nation itself has always, in the more than four thousand years of its history, been hard and warlike. They conquered surrounding people and worked them as slaves. They played brutal games where the losing teams were killed.

Now, because of the machinations of Atzanteotl, the Azcans are a terribly cruel race. Most of



the lower class is not truly cruel; they have no interest in anything but easing their lot. But most of the upper class could truly be considered cruel and evil, devoted followers of their dark Immortal patron.

The Azcans practice ceremonial sacrifice. The people they conquer and capture no longer end up as forced labor: They are taken to the tops of the temples to Atzanteotl, where their hearts are cut out of their bodies and then ceremonially burned in porcelain bowls. These ceremonies are necessary (or so the faithful believe) to keep the sun burning.

The commoners of the Azcans have no rights, only duties. They may wear only plain clothes of white. They must work as farmers and servants to the ruling class, who may kill them without fear of punishment. Among the Azcans, just about any offense committed by a commoner is punishable by death by sacrifice.

Among the Azcans, noblewomen wield a lot of influence with the noblemen, but all political power is officially vested in the men. Men may take one wife and numerous concubines.

The chief Immortal patron is Atzanteotl. His worship is compulsory throughout the empire. There are distant Azcan cities where the previous Azcan patrons Kalakatla and Otzitiotl are still worshipped, and where their worship is reluctantly tolerated.

The Azcans do not mint money; all their trade is barter.

They do not use the wheel; they had not discovered its use before being transported to the Hollow World, and they disdain its use now. They have canoes and commoners to transport their goods. Though the Empire reaches the western ocean, they do not build larger boats or sail the seas; they are scared of travelling on the open water.

There are very few thieves among the ruling class, while there are many thieves among the common class.

The Azcans are interested in the astronomy of the Hollow World and carefully measure the passage of time. They believe that the history of the world includes four dates of monumental importance. The first was when the Azcans "conquered" (actually, just separated from) the Oltecs; the second was when the world changed and the Azcans found themselves in this new world; the third was when the Immortal Atzanteotl appeared before them and turned them away from the "heretical" worship of Kalakatla and Otzitiotl; and the fourth will be when the Azcans have conquered all the world and will receive their ultimate reward from the Immortal. The fourth date, of course, has yet to occur.

The Azcans mummify their noble dead and entomb their bodies; commoners are simply buried. They believe that they will be reincarnated, as Azcans of course, and that they will continue to serve Atzanteotl from life to life.

Tlachtli

Azcan commoners are forcibly recruited to play a game called *tlachtli*. It is played in a walled court; a white line painted on the clay court surfaces bisects the playing field. Mounted high on the end walls are stone hoops. They're not horizontal, like basketball hoops; they're vertical.

Into this field go two teams of six players each. The players wear leather gloves, a leather cap, and a leather cuirass: Heavy hide hung from shoulder straps and protecting the torso, stomach and hips. (This counts as AC 7 leather armor.)

The players' goal is to get a heavy rubber ball through the stone hoop at the opposite end of the court from where they start the game. Getting the ball through the hoop is very difficult: Treat it as a missile attack vs. AC 0. One ball through the hoop means the team wins the game.

It's a rough, brutal game where the players are allowed to use any means to keep one another from making the hoop. They slam into one another, knock each other down, exchange blows, strip the ball from one another, bounce that heavy ball off one another (doing 1 point of damage plus strength bonus), and otherwise are very violent in their efforts to win.

Each cycle (year) is a new playing-cycle of the game. In the early part of the season, new players are recruited from their farms and trained in the game (many already know how to play, as it is a popular sport practiced by children). They are organized into teams. Each group of villages has a team, each lesser city has its own team, and larger cities may have several, with each team representing one area of the city.

In the middle of the season, the teams play one another; the nobles put up prizes, often jewelry, which the winning team gets.

Toward the end of the season, things get serious. The prizes and stakes get bigger. The teams are better trained. The competition gets more fierce. And soon enough, the seasonal tournament takes place. The eight leading teams participate in a single-elimination tournament of three rounds: Quarterfinals, semifinals, and finals.

And these finals are *final*. The winning team of each round earns great prizes and treasures. The losing team of each round is executed, sacrificed to Atzanteotl.

If you'd like to have your PCs captured by the Azcans, but don't want them to be sacrificed immediately (the usual fate for captured foreigners), you could have a clever, ambitious Azcan noble decide to put them on a *tlachtli* team instead. They would be stripped of their weapons and very heavily guarded in the early part of the season. Later, they might find the opportunity to escape; or, lured by the possibility of earning riches, they might actually decide to play the season to its conclusion. (Naturally, since they are foreigners, their patron will betray them; once

they've won their last game, he'll try to take their treasures and have them secretly killed.)

Chitlacan

The capital city of the Azcan empire is Chitlacan. It is built on an island near the western shore of Lake Chitlaloc, and onto the shore of the lake.

Chitlacan is a thriving metropolis of 200,000 residents. Of this number, some 10,000 are nobles; the rest are commoners.

The main part of Chitlacan is the central part of the island of Chitlacan. The buildings there are made of heavy blocks of regular dressed stone. These buildings include stepped pyramids and temples dedicated to the Immortal Atzanteotl, and the magnificent dwellings of the noble families. The dwellings are built along a common plan: Square one-story buildings, or composed of connecting squares, with each square containing a courtyard open to the sun in the middle.

Surrounding this central area is a slightly less grand area where lesser nobles and better-off merchants and craftsmen live. Here, the homes are built of adobe brick, either plastered white or washed red with pumice coloring.

The streets here are very broad, paved, and clean-swept. All over the island, in amongst the noble buildings, trees are allowed to grow.

The island is connected to the near shore by a long wooden causeway. On the shore is the main part of the city, where the vast majority of the common folk live.

Here, some of the houses are made of adobe brick, usually unpainted. The vast majority are made with wattle-and-daub walls and have thatched roofs.

The lives of the common Azcans are so regimented that the city, seen from afar, looks like a human ant's nest. Constant streams of white-breechclouted workers carry an unending flow of food into the city, bearing their crops in baskets carried on their backs. Equal streams head back out of the city; they'll be bringing in more crops the next day.

Continual canoe traffic along the river and across the lake does the same, bringing crops from farms upriver.

Warriors are always to be seen marching into or out of the city, headed off toward more distant garrisons or returning with prisoners worthy to be sacrificed on the Pyramid of Atzanteotl.

The map on page 30 shows the island, or noble, quarter of Chitlacan. Some of the features of this area include:

(1) **The Pyramid of Atzanteotl.** The largest, most impressive building in Chitlacan is the pyramid where the sacrifices to Atzanteotl take place. It is a stepped pyramid in the Azcan fashion, built of hundreds of tons of mud-brick and made up of five levels, or steps.

It is 200' tall, 400' long along each edge of the base. At the top is a shrine to Atzanteotl: A small cubical building, outside of which is the sacrificial altar and the sacrificial basin. The shrine has steps leading down to the pyramid's interior, which is made up of worship chambers and treasure-filled rooms dedicated to the Immortal Atzanteotl.

The pyramid overlooks the great boulevard which is the main route of traffic through Chitlacan; at the pyramid's base, the boulevard widens out into the Grand Plaza.

This Pyramid is actually a shell—a layer of stone and brick built over the previous Pyramid of the Sun, a pyramid dedicated to the Immortal Otzitziotl. Rather than destroy the previous pyramid, the ancient cleric-kings of the Azcans used it as a foundation for a greater structure dedicated to Atzanteotl.

Squads of warriors guard the Pyramid of Atzanteotl at all times.

(2) **The High Pyramid.** The second-largest pyramid in the city is called the High Pyramid. It, too, is dedicated to Atzanteotl. But sacrifices only take place here when there are so many sacrificial victims in the city that the king feels like "sharing his wealth." The High Pyramid is only 160' tall and about 300' at the base.

It was, more than two thousand years ago, a secondary pyramid dedicated to Otzitziotl in his aspect as a patron of healing medicine. When Atzanteotl became the dominant Immortal of this race, his clerics killed down the clerics of Otzitziotl and rededicated the pyramid to their Immortal.

Like the bigger pyramid, this pyramid is constantly guarded by squads of warriors.

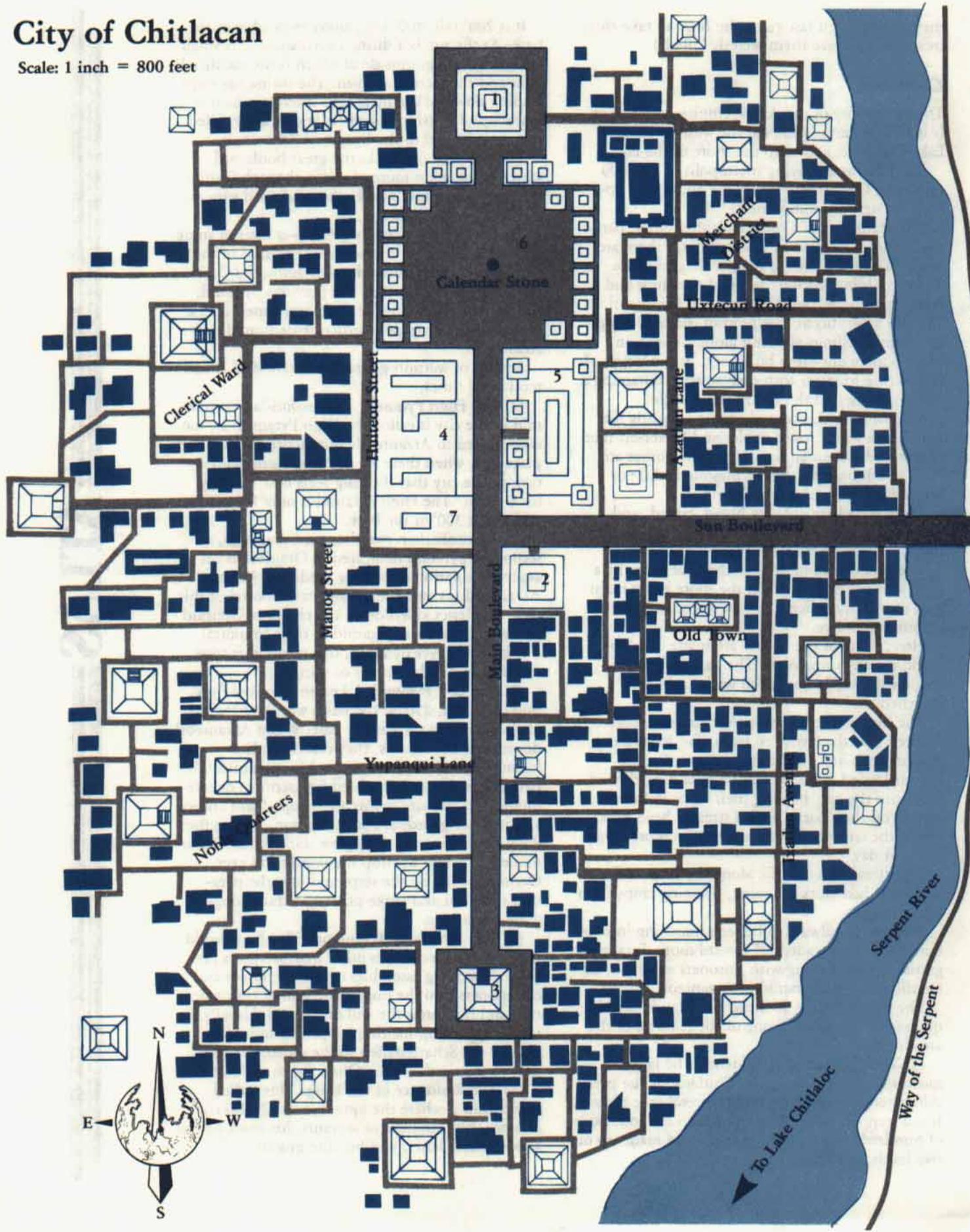
(3) **The Low Pyramid.** Likewise, the Low Pyramid (120' tall, 250' at the base) was the pyramid of Kalaktatla in the distant past. When Atzanteotl dominated the Azcans, they cast down Kalaktatla's clerics and rededicated his pyramid. This pyramid is almost never used for sacrifices or ceremonies; its treasure rooms are stripped and empty, and it is not guarded. For this reason, during the daily rains when the skies grow dark, furtive commoners who still worship Kalaktatla and even Otzitziotl sneak up the steps and into the pyramid's interior and make prayers to those long-gone Immortals.

(4) **The Temple of Atzanteotl.** This huge building is where ceremonies other than sacrifices take place. The King assembles crowds of nobles and commoners into the huge main hall of this structure and interprets the will of the god. Usually, he is calling for war, inciting his people to march against the Schattenalfen to the south, the Neathar to the north, or the Oltecs far to the east.

(5) **The Residence of the King.** This walled compound is where the king, his family, his concubines, his hundreds of servants, his hand-picked subordinate clerics, and his elite guards all live.

City of Chitlacan

Scale: 1 inch = 800 feet



(6) **The Grand Plaza.** This plaza is dominated by the bulk of the Pyramid of Atzanteotl and is surrounded by a series of much smaller, decorative pyramids about 40' high.

At various places around the Plaza are high wooden racks made up of hundreds of cubicles about 1 $\frac{1}{2}$ ' square. Each cubicle, open to the Plaza, contains a decaying human head, the head of one of the Pyramid's sacrificial victims.

The Grand Plaza is a market-place most of the time. Throngs of merchants sell jewelry, herbs, chocolate and vanilla, cooked and uncooked foods, fruits, produce, weapons, and many other items.

In the center of the plaza, placed atop a short obelisk, is *The Calendar Stone*. This is a carved stone disk fifteen feet in diameter, and bearing the image of the calendar used by Azcan astronomers.

The design of the stone is carved in four concentric rings surrounding a central design. That central design is a representation of the face of Atzanteotl. It doesn't look much like the true Atzanteotl, having fuller cheeks, more Azcan lips, and a more prominent nose than the true Immortal, but that's whom it represents. (The original Calendar Stone, carved thousands of years ago, bore the face of Otzitiotl, and was dedicated to him. The Azcans tried to destroy that stone, but couldn't; it was made unbreakable by Otzitiotl. So, they have rolled it away and buried it in the ground at the rear base of the High Pyramid.)

The first ring out from the face is divided into four parts. Three of them bear inscriptions in the Azcan tongue; these inscriptions are the three great dates of Azcan legend which have already come true. The fourth section of the ring is blank, since that date has not come to pass.

The second ring is carved with Azcan pictographs, each representing a precious material such as gold, emerald, and turquoise, and is (to these greedy modern-day Azcans) a prayer for the acquisition of more of the same.

The third ring from the center is carved with more symbols, in this case the actual astronomic information by which they can calculate the positions of the Floating Continents and the date. (The original Calendar Stone had markings which the Hollow World Azcans could not use; they referred to the positions of the sun, moon and stars of the outer world.)

The fourth, outermost ring consists of two flying vipers, their tails twining at the bottom of the stone and their heads meeting at the top.

All in all, it is an incredible piece of sculpture.

(7) **The Tlachli Court.** The King and his court attend the games held here, especially those games ending each tlachli season.

Other Cities

The five largest Azcan cities other than Chitlacan include:

Atacantli. This northeastern city is the main city bordering the lands of the Neather. It is the principal site for the launching of expeditions against those people and bringing back Neather prisoners for sacrifice. *Ruler:* Prince Oaxapotli, second (surviving) son of the King. Oaxapotli is a fat, gross individual who does no real work and makes few decisions. He is not likely to be the next King of the Azcans.

Huitlakima. This beleaguered city is on the western shore. It is a trade city, where ships from the Milenian Empire and more distant lands come to trade goods. It is also charged with the defense of the empire from attacks from the west. However, the city is the frequent target of pirates from the Merry Pirate Seas. Its army can cope with genuine invasions, but hit-and-run piracy baffles and frustrates them. *Ruler:* Prince Tlachtlatlan. The King's third (surviving) son is eager to serve his father but is hopelessly incompetent. He hates and would like to compete with his eldest brother Toziltipac for the throne of the Empire.

Tenpocatliotl. This southern city is the second-largest in the Empire. It is near the hilly border with the Schattenalfen. Here are the garrisons which launch attacks on those elves and which protect the hundreds of mining camps and villages in the hills. These hills are rich with gold, and though most of the gold is sent on to Chitlacan, much of it does stay here; Tenpocatliotl is the second-richest city in the Empire. *Ruler:* Prince Toziltipac. He is the oldest son of the King. Like his father, he is cruel and efficient. Unlike his father, he burns with the rages and hatreds taught by Atzanteotl. It is believed that he will be the next ruler of the Empire.

Titlapoca. This northern city is far away from the tight-fisted dominance of the capital city. It is the northwestern garrison responsible for sending out expeditions against the Neather farther north; the Neather are not particularly strong there and this is an easy border to defend. Here, there are actually temples and small pyramids still dedicated to Kalaktatl and Otzitiotl, and most of the population still worships those two Immortals . . . even though they do perform the obligatory ceremonies to Atzanteotl. *Ruler:* Governor Otziltipac. (The king has only four clerical sons, and so assigned the rulership of this city to a nobleman not of his family.) Otziltipac is not a cleric of Atzanteotl; in fact, he is not in his heart a follower of that Immortal, but must pretend to be in order to maintain his position in the Empire.

Yuzihuapac. This is a dreary Azcan city on the verge of the Malpheggi swamp. It is more humid than other Azcan cities, and fights a constant battle with the encroachments of the vegetation of the swamp. It is the southeastern bastion of the Empire, charged with keeping the Malpheggi lizard men out (and meeting with those of the lizard men who will work for the Azcan) and



launching expeditions against the Oltecs and southwestern Schattenalfen. *Ruler:* Prince Azcotica, youngest (surviving) son of the King. Azcotica is a fervent hunter and often goes out on dinosaur hunts. He received the rulership of this rotten community because he was youngest; he is a good administrator and could shape up into a competitor with Toziltipac for eventual rulership of the Empire. He got along well enough with his eldest brother until they were assigned distant cities to rule; now, with the throne of the Empire at stake, they have become competitors and enemies.

History on the Outer World

Once upon a time on the outer world, more than 5,000 years ago, a copper-skinned race whom the scholars call the Oltec Men slowly developed civilization. Various hill-and mountain-dwelling Oltec Men tribes united, conquered surrounding tribes, built great cities, conquered more distant tribes, and eventually ended up ruling a broad stretch of forest and jungle on the northern continent of the outer world.

Some of the tribes of people who were conquered, assimilated, and educated were the Azcans. Before the Oltec conquest, they'd been very primitive warlike tribes living in forest flatland. After centuries of being part of the Oltec empire, they retained their warlike aggressiveness and had learned many of the Oltec arts.

And they were still resentful at being conquered. Eventually, they were powerful enough that they could declare their independence and launch an army against the Oltecs. The resulting war ended in victory for neither side, but the Azcans stayed independent.

They, like the Oltecs, worshipped the Immortals Oztitiotl and Kalaktatla. But they were unlike the Oltecs in many other ways. Their architecture was different: They built houses around courtyards, designed mighty pyramids, and performed other engineering feats appropriate only to flatland territory. They liked warfare much more than the Oltecs, seeing it not just as a necessary tool but as something that all humans must do. They enslaved prisoners. They sometimes destroyed conquered races, whereas the Oltecs had always just assimilated them. They developed their own empire to rival the Oltecs' and set about on a centuries-long campaign to destroy their hated enemies.

That campaign wasn't resolved in any normal fashion. The explosion of Blackmoor in BC 3,000 and the resulting changes to the world interrupted the war. The sudden changes in the Azcan and Oltec climate forced both races to see to their own needs first and to the war second. But neither race was very successful at dealing with the rapid cooling of their forests and jungles.

At the time, it looked as though both cultures

would be wiped out by the catastrophe. The Immortals Ka and Ixion transported the majority of both races to the Hollow World, placing them in lands similar to their outer-world homelands, and close enough together so that they could interact as they had been doing.

History in the Hollow World

The Azcans renewed their wars with the Oltecs, but found they had many more enemies to deal with. In particular, the Neathar men were more numerous here than in their lands of the outer world, so they had to be dealt with.

An event took place around BC 1,650 which was to dramatically affect the Azcans, though they didn't realize it at the time. Atzian, an elf-king who survived the bad years after the Glantrian explosion of BC 1,700 found his way through the crust of the world and emerged at the city of Chitlacan. He was fascinated by these people, by their ferocity, architecture and culture. Using his magical powers to remain undetected, he studied the Azcans for years before moving on and undertaking his personal quest for Immortality.

Within a century and a half, he'd earned that Immortality in the Sphere of Entropy. He decided now to bend the Azcans (and the Shadow Elves, descendants of his own people, the Glantrian elves) to his will. He seduced and corrupted the Azcan king, promising him power and glory, and was able through promises and demonstrations of power to swing the worship of the hard-hearted Azcans from Oztitiotl and Kalaktatla to Atzanteotl—Atzian's name as an Immortal. He insisted that the Azcans abandon this process of taking slaves and instead sacrifice all outsiders. (This wasn't a custom new to them; certain cities had always sacrificed victims to Oztitiotl. Atzanteotl just insisted that it become a nationwide custom, devoted to him.) And he insisted that the Azcans continue to make war on surrounding races, to further their empire until they controlled the Hollow World.

As time went on, other races arrived in the Hollow World; especially hated were the Schattenalfen, who appeared about 2,400 years ago. The dark, clerical Azcans and the pale, magical Schattenalfen hated one another on sight and began an intermittent war whose ferocity exceeded that of the Azcan-Oltec conflict. Though Atzanteotl also guided the Schattenalfen, he didn't mind them fighting with the Azcans; he'd never let them wipe one another out, and the warfare fueled hatred which he found useful.

Gradually, the Azcans gained the upper hand in the war with the Oltecs. They drove the Oltecs back farther into the hills and put a stop to any dreams of a new Oltec empire. Now, though the Azcans are far from conquering the Oltecs, they have them at a distinct disadvantage in strength and population.

Relations With Other Races

The Azcans hate everybody, but they aren't at war with everybody. Not yet.

They hate the Neathar and Schattenelfen, and are constantly fighting with them.

They hate the Oltecs, but don't bother with them as much as the Schattenelfen.

They hate the Traldar from the south, who have for two thousand years been sending pirate expeditions against them. But the Azcans don't sail and can't send naval expeditions against the Traldar; and the Schattenelfen are between the Azcans and the Traldar by land. So, the Azcans are having no luck at ridding themselves of southern pirates.

They hate the Malpheggi lizard men settled into the southeastern swamps 1,500 years ago. However, they find the lizard men useful. Many of these intelligent reptiles hire their services to the Azcans and act as guides and warriors in expeditions against the Oltecs.

And they hate all humanoid races, but occasionally employ cavalry units of the Krugel Horde for expeditions against the plains Neathar.

NPCs

If the PCs reach the Azcan lands, they will inevitably hear about or even meet the Azcan king, Moctitlapac.

Moctitlapac, the King

History: Born 50 years ago, Moctitlapac was the youngest son of his father—the youngest, that is, who was capable of becoming a cleric. Moctitlapac was also the most ruthless of his father's sons, and arranged for accidents to kill all the other contenders for the throne of the Azcans. One brother fell down the full length of the Pyramid of Atzanteotl and broke his neck; another was crushed when the rope tackle lifting a huge block of dressed stone snapped; and so on. The first murder took place when he was only 14, and by the time he was 18 he was the sole surviving claimant.

Personality: Moctitlapac, though a cleric of Atzanteotl, really does not care about his Immortal. His ambitions are all personal. He wants things for himself: Power, gold, jewels, the right to kill whomever he pleases whenever he pleases, women, more gold (he really likes gold), etc. Atzanteotl knows that Moctitlapac is not devoted to him, but does not care; as long as the king does a good job, he will remain the king and high priest.

Appearance: Moctitlapac is only about five and a half feet tall. He is well-muscled, perhaps could even be called burly. His eyes are hard and small, and his face is pitted with the marks of a childhood scarring disease. He carries a stone-

tipped club which has all the characteristics of a war hammer; it was a gift from his Immortal patron.

DMING Notes: Moctitlapac is pure evil. If the PCs are dragged before him, they are destined to have their hearts cut out on the top of the Pyramid of Atzanteotl, unless something remarkable occurs. Some such remarkable thing might be the intrusion of an Azcan magic-user, perhaps the daughter of the king, who uses magic powers to free the PCs so they can lead a village full of Otztiotl-worshipping Azcans out of the Empire and to comparative safety in some distant land. Naturally, such an escape would make Moctitlapac their enemy for life, but it's better than being dead.

Combat Notes: 18th-level cleric; AC 9; hp 52; MV 120' (40'); #AT 1 war hammer or magic; Dmg 1d6 + 4, or by spell type; Save C18 + 2; ML4; AL C. S13 I11 W17 D9 Co14 Ch10. Languages: Azcan, Neathar. General Skills: Military Tactics (I), Danger Sense (W), Detect Deception (W), Honor Atzanteotl (W), Alertness (D), Hide in Shadows (D), Stealth +1 (City, D + 1).

Spells Carried: 1st level—cause light wounds x3, detect good, detect magic, darkness. 2nd level—blight x2, find traps x2, resist fire x2. 3rd level—continual darkness, cause disease, growth of animal, locate object, striking. 4th level—animate dead, cause serious wounds, poison, sticks to snakes. 5th level—cause critical wounds x4. 6th level—barrier x2, speak with monsters x2. 7th level—earthquake, unholy word.

Magical Items in Possession: war hammer + 3.

Typical Prince

Combat Notes: 9th-level cleric; AC 9; hp 35; MV 120' (40'); #AT 1 by weapon or magic; Dmg 1d6 or by spell; Save C9 + 2; ML8; AL C. Spells: 1st level—cause light wounds, detect magic, darkness. 2nd level—blight, resist fire, speak with animals. 3rd level—continual darkness, cause disease, striking. 4th level—cause serious wounds, dispel magic.

Typical Tlachtli Player

Combat Notes: 3rd-level fighter; AC 6 (leather armor and dexterity bonus); hp 17; MV 120' (40'); #AT 1 barehanded; Dmg 0 + 2; Save F3; ML10; AL N. S16 I10 W10 D13 Co12 Ch11. Languages: Azcan, Neathar. General Skills: Wrestling (S), Profession (Farmer, I), Profession (Tlachtli Player, I), Acrobatics (D).

Typical Azcan Warrior

Combat Notes: 1st-level fighter; AC 6 (leather armor and shield); hp 8; MV 120' (40'); #AT 1 spear; Dmg 1d8; Save F1; ML7; AL N.



Monsters

The monsters which the PCs are most likely to encounter in this region include jungle cats (use the stats for the mountain lion great cat from the *Basic Set*), all forest and jungle-dwelling dinosaurs and the flying viper (see the Monsters chapter of *The Adventure Book*).

Beastmen Wastes

Technology: Iron Age.

Life-Style: Igloo-dwelling polar hunters and fishermen.

Population: 100,000 divided among hundreds of small villages.

Outer-World Origin: North Pole, ca. BC 2,400.

Description

The Beastmen Wastes are the icy lands closest to the North Pole.

These harsh, forbidding lands are permanently ice-crusted seas; dig down far enough and you will inevitably encounter near-freezing sea-water. Though the red sun is visible, because it is not a true sun but rather a gate to the Elemental Plane of Energy, its energies are not directed as strongly at the pole as they are toward the temperate and equatorial zones. In good weather, the air is still and very, very clear; one can view rolling, sharp-edged icy lands as far as the eye can see. In bad weather, the wind shrieks through like howling banshees, bringing clouds and fog-banks to blanket the sky, and freezing skin within minutes. It is not accommodating, comfortable territory.

Though it is a dangerous climate, it is inhabited by polar bears, arctic wolves, walruses and seals, and the ancient humanoid race of Beastmen.

The Beastmen

The Beastmen are descendants of the Beastmen race which appeared in the northern lands of the outer world in the centuries before the Great Rain of Fire.

The original Beastmen were all reincarnations of evil beings. Modern Beastmen are not. They are a cruel and often brutal race, but they are no longer a species suffering for the evils they performed in earlier lives.

The Beastmen are humanoids, meaning that they tend to have two arms, two legs, a torso and a head, and usually walk upright, but that's about the only consistent description one can make of them. The Beastmen don't breed true from generation to generation. A Beastman standing 5', weighing 130 lbs. with green skin, pointed ears, firm yellow teeth, and no hair might mate with a Beastwoman looking very much like him . . . but their spawn will not look like the parents, and will not look much like one another. The first whelp

could grow up to be a 7' gray-skinned ogre-like man-thing, while the second could be a 3' yellow-skinned goblin-like creature, and the third could be nearly human in appearance.

Therefore, heroes encountering a band or a village of Beastmen might not initially realize that they are confronting one people; they'll probably believe that these Beastmen are a loose association of humanoids of different races.

The Beastmen, in their native territory, wear thick, insulated pants, boots, and hooded parkas (jackets) of fur—bear, wolf, walrus and seal hides are used for Beastmen protective clothing.

The Beastmen carry spears, harpoons and short knives, usually made with iron blades gotten in trade from more southerly peoples. The Beastmen trade furs to lands in the south in return for iron implements and occasional slaves and exotic goods.

Beastmen speak their own language. They call themselves and their language Gruuk, but almost all other races refer to their language as the Beastmen tongue. Beastmen also speak Neathar, the most common language of the Hollow World. There is no written form of the Beastmen language.

Customs

As mentioned, the Beastmen were once all reincarnations of evil beings. Since the Beastmen came to the Hollow World, that magical interference with their nature has ceased. Now, they are no more evil or good than any other race, though their harsh environment and ancient traditions have given them a crueler, more practical culture than many races.

The Beastmen are interested in only a few things: (1) Surviving; (2) Making little Beastmen; and (3) Demonstrating great prowess with arms. So when they are not hunting for their food and propagating, they are training with weapons, making raids on surrounding villages and tribes (both Beastmen and non-Beastmen), and going on what they consider glorious quests.

The greatest heroes of the Beastmen are the (very few) great warriors who have killed polar bears in single combat. And while most Beastmen are content to stay in their ancestral lands near the north pole, a few hardy warriors do make epic quests southward. Some go south just to wander and explore for a few years; others go to find themselves an exotic, beastly mate to drag back to the Beastmen Wastes; some few (usually exiles and obsessed Beastmen heroes) leave the Wastes behind them forever and go forth to found their own clans or nations in the warmer lands to the south.

Because the Beastmen are hero-worshippers and revere combat and hunting abilities, village kings are chosen by combat. A Beastman (male or female) who wishes to be the new ruler challenges the current ruler. If the current ruler is ill or injured, he can appoint someone to fight in his place; otherwise he fights the challenger. The

winner is the ruler.

However, adequate Beastmen rulers tend to hold onto their icy thrones for several years at a time. A good ruler won't face many challenges in his lifetime. A bad ruler will face many.

With few entertainments available to them, the Beastmen have become accomplished storytellers; they love a good story, especially tall tales of incredible fights or struggles against nature. However, the teller had best be able to produce some physical proof of his tale (a tooth taken from the bear he slew, or claw-marks left on his hide from the dragon he fought, and so forth) or he's likely to receive mockery and a friendly beating from his audience.

To the Beastmen, prowess as a hunter and a fighter matters more than any other trait. This means a Beastman's rank in society is determined by his reputation as a hunter or fighter (even if he is now too old to sustain that reputation; older Beastmen heroes teach the younger generations their tricks). This means that among the Beastmen, males and females enjoy roughly equal rights—a huge, formidable huntress will have a rank in the clan equal to a huge, formidable hunter, while a small, skinny scholar of either sex will have much less status.

The Beastmen live in igloo-like ice dwellings. They have become very accomplished at digging out and building these dwellings, which are often large enough to accommodate dozens of family members. (They don't build huge single domes; an extended family's igloo dwelling will consist of several ice domes linked by several ice tunnels.)

Player characters coming across a Beastmen village may be surprised at the way they receive the PCs. The Beastmen won't attack them if they don't attack the Beastmen. They will, in fact, welcome the PCs, at least for a while.

The PC traveller will be invited to spend one sleep (equivalent to a day's worth of time) among the Beastmen. He'll be given one hearty meal, probably of fish, seal-meat or even whale-meat. If he speaks any Beastman or Nithian, the PC will understand the boasting stories told by the Beastmen, and will be encouraged to tell his own tall tales. This may result in incredulous Beastmen challenging the storyteller to a friendly contest: A challenge of arms, a contest as to who can kill the polar bear fastest, and so forth.

If the PC is a humanoid (orc, goblin, ogre, etc.) of a high Charisma (13 or higher), or is a human, elf, dwarf, halfling or gnome of particularly low Charisma (a Charisma score of 3-7), he will find himself the subject of much amorous attention from Beastwomen of the tribe; likewise, a high-Charisma humanoid, or low-Charisma human or demihuman female will find herself very attractive to the Beastmen. (This is a situation with a lot of comic potential: Don't let such an opportunity slip away!)

If the PCs were just "passing through," the Beastmen will bid them farewell the next "day." (One or more particularly adventuresome Beastmen may decide to accompany them south.) If the PCs want to stay around for awhile, they'll be expected to hunt alongside the Beastmen—that is, to pay their own way by bringing in food for the tribe.

Naturally, if the PCs are hostile when first they meet the Beastmen, they'll receive hostility in turn.

The Beastmen of the Hollow World are mostly followers of the Immortal Ka, primarily because he is the only Immortal who concerns himself with them, grants powers to their shamans, etc.

History on the Outer World

The Beastmen first appeared on the outer world around BC 4,500—five and a half millennia ago. They didn't evolve naturally: They were created by Hel, an Immortal of the Sphere of Entropy, to house the reincarnated spirits of evil beings. Because of this, they were a savage, brutal, chaotic race interested only in fighting with and destroying more civilized races, such as the human Blackmoor race to the south.

Like today's Hollow World Beastmen, these creatures did not breed true. Whelps did not usually resemble their sires and dams. This was a result of the chaotic magic that had been used to create them.

About a thousand years after the first appearance of the Beastmen, the high priests of the human Blackmoor civilization began a crusade to wipe the Beastmen off the face of the earth. Over a period of three hundred years, the Blackmoor crusades drove the Beastmen farther and farther north, but the Beastmen adapted to the polar climes and thrived there.

A couple of hundred years after that, the Blackmoor humans blew themselves up in the Great Rain of Fire. In Beastmen legend, this was a very happy period—a Golden Age. The humans had been destroyed by the will of the Immortals, leaving the entire world to the Beastmen (or so the Beastmen thought), and the wild changes to the climate and weather brought on by the Great Rain of Fire are fondly remembered as times of "interesting weather."

The explosion which destroyed Blackmoor actually changed the tilt of the planetary axis, rotating the Beastmen territories into what would eventually become temperate zones. Those zones gradually warmed, and the Beastmen decided they actually preferred the colder climes . . . especially as it became obvious to them that humans had returned to the world. So they migrated to the new North Pole. Actually, there was no actual land at the Pole: Instead, there was the fog-wrapped lip to the Hollow World. But the Beastmen did not realize they were settling upon the opening to a great new world, and did not migrate into the Hollow World.



By this time, the Beastmen were beginning to breed out the most chaotic strains of their genetic patterns—in other words, they were starting to breed true. A whelp usually had some traits in common with its parents.

Certain Immortals, including Ka the Preserver, considered the original Beastmen to be an interesting race and decided to preserve it as such.

Ka inspired a charismatic Beastman to lead a colonizing expedition farther north, into the forbidding fogbank that concealed the top of the world. Ka inspired many other Beastmen to follow that leader. And when this Beastmen and his followers began their grand march northward, Ka magically altered them—restored them to their original genetic patterns, and made those patterns permanent. This slightly-modified Beastmen race was now like the original Beastmen, with their chaotic breeding patterns preserved. This race of Beastmen would never breed true: No whelp could ever be expected to have traits similar to its parents.

History in the Hollow World

The colonizing party headed farther and farther north . . . or so it thought. In actuality, it curved around the lip at the top of the world and "descended" into the Hollow World, eventually emerging from the permanent fog bank which shrouded the North Pole.

What they saw amazed them: The sun was now red and night never came; the horizon was gone, never to return.

The Beastmen spread out and settled this virgin, icy wilderness. Only animals lived here; the Antalian humans and Icevale elves had not yet settled into the arctic lands south of the pole. So the Beastmen grew populous and strong as a people and became the dominant force in the lands around the North Pole.

Eventually, other races came, humans and elves. They came from the south and settled in the south. The Beastmen defended their lands from these intruders; their natural warlike abilities and the sheer inhospitality of the Beastmen Wastes have ensured that no other race could conquer these polar lands.

Unlike many races in the Hollow World, the Beastmen do not believe that the world was "changed." They know they came from somewhere else, and have a rough idea of the true shape of the world. However, most other races look on their bizarre beliefs with derision.

Relations With Other Races

The Beastmen trade with and make war against the more southerly races, the Antalian humans and the Icevale elves. They're careful not to wage war against both races at the same time; typically, they'll fight the Antalians while trading with the

elves, and then fight the elves while trading with the Antalians. This warfare is nothing personal: It's the inevitable conflict between two warlike races who constantly have to probe one another for weaknesses.

The Beastmen live in small, separate village communities of a hundred or so members each. There are scores or even hundreds of such villages scattered around the pole, and they aren't always on good terms with one another. Villages often have feuds, or more friendly rivalries, with one another.

Though they live at the "border" to the Outer World, Beastmen almost never travel to that outer world or make contact with sentient races there. A few Beastmen heroes travel to the outer world, to explore and adventure, but they don't talk about the lands they come from; they have no desire to lead outside races to the lands they consider their own.

NPCs

This Beastman should be the first of his kind the PCs encounter.

Okrobok Bearcrusher

History: Okrobok was spawned about 45 years ago and was, from the earliest times, prophesied to be a great Beastman warrior. Nearly 20 pounds at birth, he grew up to be a giant among his kind, and became a great hunter and warrior. As a young Beastman, he managed to kill one of the great white polar bears of the region, a deed now famous among his fellows. Now an adult, he is the chief warrior of his clan, his advice is listened to at Beastmen councils; he has mated and has numerous children and grandchildren.

Personality: Okrobok is past the time when he was always thinking about new challenges; he lets his adventuresome descendants do that. He's content to provide for his family and carve bone into jewelry, including beads, medallions, finger-rings, and statuettes; he will often give such items of his own craftsmanship to visitors who stay in his igloo. He did some adventuring south in his youth, as far as the plains of the Neathar, and will be happy to boast of his achievements to PCs. He is not easily stirred to anger, but will be swift and deadly in defense of his clan.

Appearance: Okrobok is huge: 7'6" in height, weighing in at 850 lbs. He has pasty green skin, a huge halo of spiky, straight black and green-tufted hair standing out in all directions, and black eyes with yellow "whites." His grinning mouth is filled with far too many sharp, sharklike triangular teeth. His parka and other items of clothing are thickly sewn with his bone carvings.

DMing Notes: Okrobok is not ever likely to leave his village. He's here to be an intimidating host or a powerful enemy to PCs reaching his

village (and he'll be in the first Beastman village they encounter). If you want to have someone like him to accompany the PCs on part of their journey, use instead his son Koblak: He has the same approximate dimensions, reddish skin mottled with white patches, and is half the experience level of his sire.

Combat Notes: 8-HD Beastman; AC 7; hp 42; MV 120' (40'); #AT 1 spear; Dmg 1d6+3; Save F8; ML10; AL N. S18 I9 W11 D10 Co17 Ch11. Languages: Beastman, Neathar, Antalian, Icevalle Elvish. General Skills: Wrestling (S), Craftsman (Bone-Carving, I), Hunting +2 (I+2).

Magical Items in Possession: None.

Typical Beastman

Combat Notes: 2-HD Beastman; AC 7; hp 8; MV 120' (40'); #AT 1 spear; Dmg 1d6+1; Save F2; ML8; AL N.

Monsters

The fiercest beasts to be found in the Beastmen Wastes are the arctic wolves (from the Monsters chapter of *The Adventure Book*) and the polar bears (from the *Basic Set*).

Blacklore Elf Valley

Technology: Heavily technological, including robotics, prosthetics, flight devices and materials fabrication.

Life-Style: Indolent, served by automatons.

Population: 10,000, concentrated in one small valley.

Outer-World Origin: Grunland (Vulcania), Southern Continent, ca. BC 2,400.

Description

The Blacklore Elf Valley, near the southern polar opening to the Hollow World, is a deep, sheltered crevasse between huge clifflike walls of black rock. It runs about eight miles from north to south. A wreath of fog hangs over the length of the valley, obscuring it from view. The fog is caused by heat and moisture rising from the valley floor . . . for the valley is not antarctic tundra like the surrounding territory.

The valley, heated by underground volcanoes, is warm, luxuriant. Cut off from the sun by distance, angle and the fog belt, however, it is dimly-lit . . . or would be, if it were not brightened by artificial light. All along the valley, separated by distances of not more than twenty yards, are tall metal poles with huge, glowing glass globes at their tops. These globes give off light enough for plants to grow. The bottom of the valley is covered from end to end in short, carefully-cropped, rich green grass, soft to walk upon. There are occasional stands of trees.

The bottom of the valley is thick with buildings, of types totally unfamiliar to the PCs.

Many of them are huge, long buildings with glass sides and roofs; growing inside these are plants of all types, mostly food-plants. These are greenhouses, and inside them the atmosphere is uncomfortably hot and moist.

Other buildings are obviously dwellings, but stand anywhere from one story to ten stories in height. They seem to be made of metal exterior frames with stone surfacing, and feature incredible numbers of glass windows. Elevated walkways pass between the long lines of buildings.

And if there is a monster to be seen in this place, it is the *automaton*. This is a man-sized mechanical object. It has a roughly human head, articulated arms attached to a body something like a cast-iron stove, and moves on treads. Most of them are shiny, stainless metal; some are painted in various colors not found in nature (hot pastels, artificial orange, etc.).

Some automatons have oversized treads and a flatbed in the rear, suitable for carrying cargo or passengers; often, they are equipped with seats.

The Blacklore Elves

Then there are the people of this setting: The Blacklore Elves.

They look like other elves, though most are a bit thinner and more frail in appearance; their eyes seem a bit larger and sadder. In other ways, they are very *unlike* other elves.

They do not walk upon the grass or among the trees; they keep to the artificial surfaces of the walkways and the buildings.

These elves wear light clothing in bizarre styles. Their tight-fitting hose and boots look normal enough, though their colors often clash, but these elves obviously lavish a lot of thought on their tunics. The tunics often have asymmetrical lower hem and sleeves of different lengths, and are decorated with triangles and bands in clashing colors. Some elves seen relaxing on their rooftops are wearing few or no clothes at all.

These elves wear a variety of hair-styles, all part of their faddish habits. Some wear their hair long, some short, some straight, some curled; sometimes they stiffen and sculpt their hair-styles into a variety of forms and fashions, and just as often they temporarily color their hair with paint-on and spray-on dyes.

Very few of the elves are to be seen wearing any sort of weapon. Some actually are, but the weapon will not look like one to the PCs: It is a disk, with three nubs protruding from the edge on one side, that is worn clipped to the belt. To use it, the elf holds it in the palm of his hand, with the nubs protruding between his four fingers, and activates it by squeezing with his thumb.

This weapon is the *torch*. It is a combination flame-weapon, fire-starter, and means of illumina-



tion. When used as a weapon, it projects a blast of flame up to a range of 30' (short range is to 10', medium to 20', and long to 30'), doing 1d8 damage per blast. It can also be used just to ignite things or, with the flame drastically shortened (adjusting one of the nubs changes the flame length), acts as a *light* spell to illuminate.

These people speak the elvish language, common to all elves of the outer world and Hollow World, with the Blacklore dialect. This dialect is so riddled with technical terminology referring to their technological devices that most elves will be baffled by their speech when they talk on "scientific" topics. The written form of their language is different from the written form of other elvish dialects.

They also speak the Neathar and Jennite tongues.

Customs

The Blacklore elves are descendants of the Evergrun elves who turned from nature-worship to the worship of Blackmoor technology in the ancient past. The name Blacklore derives from Blackmoor; the elves deceive themselves that they still maintain the Blackmoor sciences.

They are now very much separated from nature. They rigidly control the plant life of their valley. (Other than the elves and some pets, especially domesticated cats and tiny dogs, there are practically no animals in the valley; these elves are vegetarian.) They have a carpet of close-cropped grass stretching from one end of the valley to the other because it's pretty, though few like to walk on it; they have a few trees "to keep them in touch with their ancient traditions" (or so they think).

These elves are supported by technology, remnants of the Blackmoor science which nearly destroyed the world. Most of their needs are met by machinery: Automatons build the buildings, dig the mines and collect the ore, run the foundries and quarries, do all the carrying, fabricate the devices, cook and serve the food, transport the elves, and manage the households. The elves concern themselves with other things: Art, or what they think of as art (the current craze is welding steel rods together as a sort of geometric sculpture, and some of the buildings feature art galleries crammed with this art form and admiring crowds), Philosophy (the current great debate concerns whether fantastic dressers are likely to receive more sympathy from the Immortals), and Culture (where there is a mighty struggle raging between the moderns, who leave the top button of their tunics unbuttoned, and the traditionalists, who insist that it be buttoned).

These are some of their devices which will probably startle and amaze the player characters:

Automatons, already described, are able to speak all the languages known to the valley's elves. They are constructed to converse on a variety

of topics, and can be attuned to a particular personality (one may be cloyingly subservient, one may be sarcastic and icy, one may be giggly, etc.) Their voices are metallic but well-modulated.

Dioramas are flat tables which, when activated, generate a somewhat miniaturized, three-dimensional image of some distant place or activity. These broadcast entertainments among the elves (such as coverage of the latest art gallery opening and discussions of the latest fashions) and act as a form of interpersonal communication (elves talk to miniature projections of one another). Tiny disk-shaped dioramas are carried by all elves for communication while traveling.

Flying Disks are large (10' diameter) metal disks upon which the elves can sit. The disks do fly, with the same speed as a *fly* spell but with unlimited duration. Flying disk races are all the rage. Unlike horses, the disks do not take any particular skill to use; they are controlled by the thoughts of the one who sits or stands on the driver's spot, at one edge. A flying disk can carry up to 4,000 cn of weight at full speed, or up to 10,000 cn at half-speed.

Trimmers are automatons which slowly, patiently cruise the grassy fields, keeping the grass short and trimming the trees back.

Globes, seen at the top of the metal poles and inside all the rooms of all the dwellings, shed light on every part of the valley and its buildings, and can be turned on and off.

Replacements are body parts which are surgically implanted (by automaton surgeons) to replace failing body parts . . . or just to provide a bit of novelty to a jaded elf. Some of the elves have artificial organs, eyes, arms, ears; some have miniature torches built into their hands or tiny dioramas implanted in their palms. About one elf in five will have some sort of replacement device.

But there's a catch to all this technological opulence. The devices work *only* inside the Blacklore valley. Take one above the lip of the valley or one foot outside the limits of the valley and it ceases to function. It cannot be made to work by anything other than Immortal magic. The Immortals have subtly changed these devices so they actually are no longer true technology; they are collections of parts which function only when in the presence of magical energy which the Immortals have made unique to this valley.

The Blacklore elves have become so dependent on their automatons that not one of them knows the faintest bit about their pseudo-science; they don't know that it's a deception. Also, and more significantly, not one of them knows a bit of magic; *they've all completely forgotten elvish magic.*

The Blacklore elves know that their devices don't work on the outside. So they know they are, in effect, trapped; few of them, perhaps one in a hundred years, is brave of heart enough to abandon his technological wonders, have thick, protective clothing made, and try to go out into the

real world. Those who leave don't come back (either they perish or they find a better place to live). So they all feel like prisoners in a gilded cage; to make it worse, they know they are prisoners only because of their own weakness.

Among the Blacklore elves, fads and rages are everything. An elf who creates a new clothing style, a new recipe, a new sport, a new *anything* will find himself frantically copied by the other elves.

The elves are hungry for new experiences. Under their bored, shallow fronts, they are desperate for *anything* which will distract them from the futility of their lives.

The elves have only two dangerous pursuits. One is flying disk races, which are eagerly followed and hotly betted upon. (The elves have no currency; they just bet their possessions.) The other is duels; so many elves really have nothing to live for that dueling is a very common activity. Duels can be any sort of dangerous test (jumping back and forth between moving flying disks until one competitor falls to his death is very popular). Torch duels are common; cosmetic surgery here is advanced enough to repair burn-scars.

Among these elves, males and females have identical rights.

These elves do not have an Immortal patron, and really remember very little about the Immortals.

If a party of PCs stumbles across the valley, the elves will welcome them with open, eager arms. The elves will hang on their every word, devouring every story, no matter how stupid or untrue, the adventurers have to tell. The elves will copy the PCs' clothing styles, hair styles, and mannerisms. Personality cults will develop, with groups of elves becoming especially attached to one of the PCs. ("I like Klytius. He's the *quiet* one." "Well, I like Thyserstian. He's the *wise* one. And he's so cute.") PCs will find willing audiences, friends, hosts, lovers, and students among the elves.

This idyllic situation will go on until the PCs try to leave. Then things get ugly. The Blacklore elves won't let them leave. They can't stand to have these new, interesting people abandon them. They'll summon a virtual army of automatons to capture and imprison the PCs, if they can. They don't want to hurt them; they simply want to keep them, watch them, and be fascinated by them.

History on the Outer World

These elves are descended from those of Evergrun, the elvish homeland. Around BC 3,500, the humans of Blackmoor, a highly-developed civilization based on technological growth, began trading with the elves of Evergrun, and fascinated the elves with their remarkable devices; increasingly, the elves turned away from the worship of the nature-Immortals and to exploitation of the Blackmoor devices.

Then, around BC 3,000 came the Great Rain of Fire, when the Blackmoor men succeeded in destroying themselves and nearly blew up the world. The changes to the axial tilt and climate of the world rotated Evergrun to the position of the south pole, making it untenable; the elves moved to a nearby land, Grunland, which was warmed by its volcanoes.

Within about two hundred years, a schism took place among the elves. Many of the elves, called the *returnists*, chose to return to the nature-worship teachings of the Immortal Ordana. Led by Ilsundal the wise, they left Grunland on a long march to the north.

The majority of elves stayed behind, content to let their surviving technological devices sustain them. They became completely dependent on their devices.

Eventually, the Blackmoor devices started to fail. Their massive heaters gradually burned out and the cold crept into their communities. Volcanic eruptions and earthquakes took its toll on the machinery and the elves themselves.

Around 400 years after Ilsundal's departure, it became evident to the Immortals that the southern elves were doomed. The Immortal Ordana did not consider herself a patron of these elves; Ka the Preserver decided they should be preserved as a culture. But this led to a sticky choice: How could he preserve their culture without preserving their machines? And how could he preserve their machines without letting them spread through the Hollow World?

He decided to cheat. Since the elves no longer knew any of the science that had built the machines, Ka magically altered the machines to make them into fakes. He enchanted a distant valley of the Hollow World with a special field of magic, which would power the false technology. Removed from that valley, these devices would not, and could not, ever work.

Then he moved one endangered village of elves to the Hollow World valley . . . and soon after, volcanic eruptions destroyed the last heating machines of the southern elves left on the outer world, and they all perished.

History in the Hollow World

But just because the Blacklore elves have been in the Hollow World for more than 3,400 years doesn't mean that they have a *history* here. In those three millennia, the Blacklore elves have done . . . nothing. As a group, they've never left their valley.

Wanderers have very occasionally found their way to the valley; a party of Neathar settlers, a couple of Jennite explorers. They were not allowed to leave. The Blacklore elves learned their language, their culture, everything they could about these men. But these captives didn't "breed well in captivity" and soon died out.



A Blacklore elf could learn magic, if he had a high enough Intelligence score and found someone to teach him (or if he went to the outer world, regardless of his Intelligence, and found a teacher).

Relations With Other Races

The Blacklore elves have no relations with any other Hollow World race, and are not near any other sentient race.

NPCs

One typical Blacklore elf whom the PCs will encounter is Deithryl Steelheart.

Deithryl Steelheart

History: Deithryl's mother Meidrys had a faulty heart, which was replaced by an artificial one; her nickname was unusual enough that Deithryl took it as her own. Long after Deithryl was an adult, Meidrys went a little mad with boredom and desperation and decided to end it all; she climbed up to where the valley ended and the snow began, and her mechanical heart stopped, just as she knew it would.

Like her mother, Deithryl is a little unusual; she is as close to a scholar as the Blacklore elves have. She's actually aware that the elves have absolutely no understanding of their science. She knows a little about Neathar and Jennite cultures, from ancient writings.

Personality: Like other Blacklore elves, Deithryl is terrified by the idea of leaving her valley and abandoning all the machines that care for her. She's also terrified by the prospect of remaining here in a state of lethal boredom and futility. She's not a very happy elf. Her interests run to "personal decoration"—she is an accomplished face-painter and tattoo artist.

Appearance: Deithryl is of average height and build for an elf-woman. She usually wears white hose, light gray boots, and a light gray tunic decorated with triangles and bands of black and red. Her hair is golden, her eyes green, and she has a tattoo of a gold-and-black butterfly on her left cheek.

DMING Notes: Deithryl is the elf who will ravenously learn whatever the PCs have to offer her and then will sympathize with them when the other elves refuse to let them leave. If the other elves manage to capture the PCs, Deithryl will always accompany the automatons sent to bring them food. She can be persuaded to help them escape . . . but it will be much harder to convince her to accompany the PCs into the outer world, a prospect which scares her.

Combat Notes: 1st-level warrior-elf; AC 9; hp 6; MV 120' (40'); #AT 1 torch; Dmg 1d8; Save E1; ML4; AL L. S9 I17 W11 D12 Co10 Ch13.

Languages: Elvish (Blacklore dialect), Neathar,

Jennite. General Skills: Craftsman +2 (Tattooing and Face-Painting, I+2), Knowledge of Neathar Culture (I), Knowledge of Jennite Culture (I), Singing (Ch).

Magical Items in Possession: Blacklore torch (1d8 damage, 30' range, works only in the Blacklore valley).

Monsters

The closest thing there is to a monster in the Blacklore Elf Valley is the elves' servant-automatons. See the Monsters chapter of *The Adventure Book* for their characteristics.

Brute-Men Territories

Technology: Old Stone Age (flaked-stone weapons, bone weapons, no agriculture whatsoever).

Life-Style: Cave-dwelling hunter-gatherers.

Population: 200,000 scattered in many small tribes.

Outer-World Origin: Northern Continent, ca. BC 10,000.

Description

The Brute-Men Territories are wild, untamed, hilly lands. The hills are stony, the soil is thin, and this is not the sort of territory which most humans and human-like species prefer.

Cool winds roll down out of the equatorial mountains and meet the moist air rising off the tropical lands to the south, resulting in numerous rains, mists and land-fogs.

The Hollow World's dinosaur species proliferate here and in the tropical forests to the south.

There are no dwellings to be seen—no villages, cities, not even a tent. But that doesn't mean there is no sentient race here.

The Brute-Men

A race of near-men lives in this somewhat inhospitable territory. In more enlightened times, these human-like people would be called *Neanderthals*, and recognized as a close relative of humans. But in the Hollow World, they are called Brute-Men.

The Brute-Men have slightly receding foreheads and slightly exaggerated jaws. They tend to be fairly hairy. However, were you to teach one customs of a more advanced culture and dress him in that culture's clothes, he would easily be able to pass himself as a muscular, somewhat homely human.

The Brute-Men wear animal skins sewn with hide lacing; they wear vestlike upper garments, loincloths or loin-wraps, and furs wrapped around their feet and wrapped in thongs in the semblance of a boot or a buskin. They carry bows with stone-tipped arrows, stone-tipped spears, javelins, and hand axes, clubs, and a variety of other weapons.

They speak a language composed of monosyllables and hand-signs; it cannot be effectively spoken without the hand-signs. Their word for their race in their own tongue is "na," merely meaning "us," and their term for their language is "ka-na-to," meaning "the way we speak." They have a harder time speaking other languages which rely only on words, not gestures, but can learn to speak such languages adequately; Brute-Men do speak Neathar.

There is no written form of their language.

Customs

The Brute-Men are a very simple people. They are hunter-gatherers, and do no farming or cultivation of any kind. The men hunt, chiefly herd-animals such as mountain goats and deer, sometimes more dangerous game such as the area's wooly mammoths; the women gather nuts, fruits, and plants.

Brute-Men do have artistic and mystic pursuits. Many of them paint the interiors of caves—sometimes to recount stories of their accomplishments, sometimes to honor the Immortals. They carve wood and bone, sometimes stone, into icons of the Immortals and the spirits of animals.

Brute-Men tribes are largely male-dominated, but females who become shamans or wokani are accorded status equal with the male warriors. Males, too, can become shamans and wokani.

By and large, the Brute-Men are gentle with one another. They are peaceable with other tribes, so long as those tribes do not hunt in their territories or otherwise threaten them; every few cycles (years), all Brute-Men tribes in a specific area will send representatives to a gathering area, where they will exchange stories, try to resolve tribal disputes, and perform rituals honoring the Immortals.

The Brute-Men live in tribes numbering from ten to forty; they live in caves. Occasionally, when an area's animal population ceases being able to support them, an entire tribe must move, find a new cave large enough to house them (sometimes winning it from a cave bear or other menace), and perhaps survive the attacks of another tribe already in the new territory.

The Immortal worshipped by most Beast-Men is Kagyar, who was once a mortal of their people. They call him Ka-gar, and because he is an artist, his worship involves a lot of cave-painting and icon carving. Some few Beast-Men secretly worship the Entropic immortal Thanatos, whom they call Tha-to; his cult has secretly survived among some tribes for thousands of years, since he sent his burrowing monsters to corrupt their race.

History on the Outer World

The Brute-Men appeared on the outer world some time before the first modern-man races (the Neathar, Tanagoro, and Oltec men). The Brute-Men died out as the other races gained in number;

perhaps they were some Immortal's first attempt at creating his ideal race, and, once the Immortal had settled on the races he wanted, he let the Brute-Men languish. Regardless, languish they did, and eventually perished on the outer world.

But one of them, Ka-gar whom the humans and dwarves call Kagyar, had become an Immortal; he moved numerous tribes of Brute-Men to the Hollow World.

History in the Hollow World

Kagyar became the patron of the Brute-Men, granting clerical spells to their shamans and helping their wokani learn magic; once again the Brute-Men flourished. They spread out over this rocky, hilly country, protected from other races by distance and by the undesirability of their terrain.

However, they weren't to be left in peace. The Immortal Thanatos introduced a race of burrowing, madness-inspiring monsters into the Hollow World, and those creatures corrupted many Brute-Men tribes. These tribes eventually launched a war of extermination against one another.

The war raged on inconclusively for centuries. Ultimately, the Immortals' *Spell of Preservation* stopped the evil of the burrowers, and Kagyar purged the followers of Thanatos from all the tribes of the Brute-Men. (Or so he thought; some survived, and Thanatos' cult lives on.)

Since then, the Brute-Men have once again grown populous and dominate their lands.

Relations With Other Races

The Tanagoro men, late arrivals in the forests and plains to the southwest, very occasionally venture into Brute-Men territory . . . but they think the Brute-Men are monsters and are usually easy to chase back out of the hills.

The Brute-Men do not venture into the Valley of the Hutaaka to the west; they instinctively feel that this area is bad, and stay away.

NPCs

The Brute-Man most likely to talk to PCs intruding into Brute-Men territory is Ug-rum.

Ug-rum, The Memory

History: Ug-rum was born with a twisted spine, and would never become a Brute-Man hunter or warrior. However, he was very wise and was taken in by his tribal shaman, and later succeeded him as shaman. Ug-rum has two roles within his tribe: He's the shaman for the Immortal Kagyar, and interprets the immortal's omens for the tribe. He's also the Memory, the tribal historian, who laboriously learns the oral history of his tribe, adds to it, and passes it on to his successors.

Personality: Ug-rum is very protective of his tribe. When it is learned that intruders have come



into the territory—other than known intruders such as other Brute-Men, dinosaurs, etc.—Ug-rum will insist that he confront these intruders alone (just in case they're monsters who might corrupt or murder his clan). He has trained a young Brute-Man who could succeed him if something were to happen to him. Even when he is convinced that intruders mean him no immediate harm, he remains suspicious of them and watches them like a hawk.

Appearance: Ug-rum would be a fairly tall Brute-Man, perhaps 5'8", except for his deformity; his spine keeps him bent over, able to straighten no taller than about 5'2". He wears the normal furry garments of his people, plus hanging strings of beads carved in Ka-gar's honor, and carries a staff from which hangs a bag of powders and substances he uses in his shamanistic rituals.

DMING Notes: Ug-rum is a good first-contact Brute-Man for PCs to meet. He will go to great lengths, short of violence, to keep PCs away from his people unless he's absolutely certain their intent is peaceful.

Combat Notes: 4th-level Brute-Man shaman; AC 8; hp 18; MV 120' (40'); #AT 1 club; Dmg 1d6 + 1; Save C4; ML4; AL L. S13 I13 W17 D10 Co13 Ch10. Languages: Brute-Man, Neathar, one unspent language slot. General Skills: Fire-Building (I), Healing (I), Hiding (I), Danger Sense (W), Honor Ka-gar (W).

Spells Carried: 1st level—*cure light wounds*, *light*. 2nd level—*bless*.

Magical Items in Possession: None.

Typical Brute-Men Warriors

Combat Notes: 2 HD Neanderthal; AC 8; hp 8; MV 120' (40'); #AT 1 spear; Dmg 1d6 + 1; Save F2; ML7; AL L.

Monsters

The Brute-Men territories are menaced by the sabrerooth tiger (see under "Great Cats" in the *Basic Set*), the cave bear (also in the *Basic Set*), the wooly mammoth, and many of the dinosaur creatures common all over the Hollow World (see the Monsters chapter of *The Adventure Book*).

Elflands of the Gentle Folk

Technology: Iron Age, steel forged.

Life-Style: Agricultural village-dwellers.

Population: 10,000 in a long series of villages along one river.

Outer-World Origin: Five Shires area, ca. BC 1,000.

Description

In the forested regions of the northern hemisphere, north of the Malpheggi swamps and in the midst of the Neathar-occupied lands, is a deep

valley where the Neathar humans never go. They don't enter this valley because all along its edge can be found poles bearing the symbol of the Immortals Alphatia and Koryis. A less superstitious race might ignore these warnings from two such pacifistic Immortals . . . but the Neathar, fearful of Immortal displeasure, aren't likely to violate these lands. And the most fearsome of natural animals, such as the dinosaurs, turn back before they reach these signposts, which are touched by the warning magic of the Immortals.

The valley is thickly grown with huge, ancient oaks. The air is clean and sweet; the soil is rich; the forest is thick with animal life.

And yet, an oppressive feeling of sadness hangs over the forest. The oaks seem a little bowed by care. All life here seems to be without joy.

Near the river which runs down the valley's center, there is a cluster of tree-homes, obviously elven of make. Unlike the elven homes of the outer world, such as in Alfheim, these are small and modest, with very little effort made to decorate them.

In them live the Gentle Folk.

The Gentle Folk

The Gentle Folk, or Truedyl Clan, are elves. Like other elves, they are tall, slender, and very fair, with pointed ears and fine features. But unlike other elves in the Hollow World and on the outer world, these Gentle Folk are not robust and active. They move slowly and languidly, peace without real happiness visible in their eyes.

They dress in modest clothes of fine linen, and wear no jewelry or ornamentation. They carry no weapons but staves. They all wear their hair long and straight, and seldom bind or adorn it.

Their language is elvish, the same elvish spoken by all elves in both worlds. Their particular dialect is very fluid and descriptive, spoken slowly, a language of poets. The written form of their language is the same as that of most other elves.

They also speak the Neathar human tongue.

Customs

It should be obvious to even the most casual observers that these elves are not the merriest people. They are great philosophers, pondering the meaning of life and the lessons of history. They are accomplished musicians and poets, capable of writing sweet, sadly evocative verses and lyrics which can leave an audience in tears. When they speak, they speak slowly, rationally, deliberately, with no sudden inspirations, no leaps of illogic or fancy.

They welcome visitors with neither happiness nor irritation. They will politely invite visitors to stay among them, and will supply them with shelter and food. They really do not care when people arrive nor when they leave.

They are vegetarians, eating fruits and nuts and certain vegetables, seldom going to the bother of cooking or otherwise preparing their food. They eat alone or in small groups, not gathering for feasts, though they sometimes gather for a philosophical debate or poetic recital.

And they absolutely, positively do not initiate or resist violence. Threaten to cut down one of the Gentle Folk elves, and he will not resist, nor will any of his fellows. If he is cut down, the others will bury him at the foot of a tree. If they are not permitted to do so, they will not force the issue, nor will they undertake revenge. They are absolute pacifists.

As such, they enjoy the patronage of Alphatia and Koryis, two pacifistic Immortals best known in the Alphatian Empire on the outer world.

Among the Gentle Folk, gender has little meaning. Each elf does almost everything for himself, gathering his own food, either weaving clothing in trade for food or gathering food to trade for clothes. Whereas most cultures have increasingly specialized laborers as they become more advanced, the Gentle Folk are about as un-specialized as a people can be.

The Immortals have to inspire the few Gentle Folks capable of it to learn magic; otherwise that art, too, would die out among them.

The Gentle Folk chew a leaf from a plant they call *somnastis*; this results in days of a sleep-like, dreamless state where the elf can wander about, answer questions, forage for food, and otherwise behave as if awake, but without the bothersome necessity of having to think or feel anything. The somnastis plant has a habit of entrapping and devouring those who harvest its leaves, but elves so far gone as to use the plant don't usually mind that fate.

History on the Outer World

How did the Gentle Folk become this passive, this peaceful, this colorless? It's a long and unfortunate story.

As you know, around BC 1,700, a group of Glantrian elves exploring the Broken Lands found a device—a machine built by the wicked technocrats of Blackmoor. They activated the device. If it hadn't been a bomb when built, it certainly was now; it exploded, sending impenetrable dust-clouds into the sky, causing a horrible rotting disease among the elves of Glantri, and making the land uninhabitable.

The elves hid in deep caverns to survive this pestilence, and found that the caverns led to an incredible series of caves and tunnels. Inspired by Immortals to seek their destinies through those tunnels, they descended into the earth.

The Truedyl Clan of Glantrian elves eventually emerged again. Over a period of years, they traveled hundreds of miles to the south through these cavernous corridors, learning to survive in their

subterranean environment. Tragedy after tragedy struck them, as their beloved leaders died, as the rotting disease claimed their young, as subterranean monsters killed their brave. They knew that they were being punished for the sin of the discovery and activation of that device—so they were told by the cruel Thanatos, eager to hurt them with lies.

By the time they emerged, in seaside forests far to the south of Glantri, any spirit they had was completely crushed. They knew that the responsibility for the disaster was theirs, that they were a useless and vile race, that life was a cruel and unpleasant joke. They emerged into beautiful forests, and returned to their old ways of living in the wood . . . but this time it was without life or animation. They became friends with the animals and sentient races of the forest, but lacking in ambition or hope, their numbers dwindled.

They developed a philosophy which they called "the still way." In it, they found the first shred of hope they'd experienced in decades. The Still Way said that they should perform as little activity as possible, other than that necessary to survive from one day to the next, and use all their energy in thinking about their misdeeds of the past, ways to avoid repeating those mistakes, etc. With so much thinking going on, they must inevitably acquire the wisdom necessary to earn forgiveness of the Immortals. So they adhered to their gentle, quiet, modest, pacifistic ways for centuries.

About four hundred years after the Glantrian explosion, halflings from the Southern Continent came north and colonized lands near the Truedyls' forest. The halflings met and befriended the elves, learned forest lore and magic from them, and revered them.

All this time, the Immortals were basically unaware of the Gentle Folk, who really were a small community of elves who'd dropped off the face of the earth. Eventually, Alphatia, patroness of the race of the same name, noticed them and their peaceable ways. She learned of their strange attitudes toward their history and the Immortals and, after thinking about the situation, she conducted a ceremony where she "forgave" the Gentle Folk in the name of the Immortals. They could now begin the process of coming back to life as a race.

But at the same time, about BC 1,000, hordes of gnolls and orcs rolled into these forests and threatened to wipe out the Gentle Folk. This was a very real danger, as the Gentle Folk never defended themselves. Anxious to keep her charges alive, Alphatia transported them to the Hollow World.

History in the Hollow World

In the Hollow World, the *Spell of Preservation* made their pacifistic, futile culture permanent and immutable. Now there will be no redemption, no climb back into healthy, vigorous, elfhood; the Gentle Folk will forever be an elvish culture in a decline that can never end.



Relations With Other Races

The only sentient races who have ever discovered the Gentle Folk have been Neathar men. Occasionally one, wounded and on the run from a dinosaur, will stumble into the valley, where the giant lizard will not pursue. He will be found and nursed back to health by the eerie, quiet Gentle Folk and released, returning to his people with a tale of the elves who are so strong, so powerful, that they do not feel the need ever to post guards or carry weapons. Consequently, the Neathar think highly of the Gentle Folk and sometimes reverently bring offerings to the border of their valley.

NPCs

A typical Gentle Folk elf is young Drianna, who should give the creeps to any player character she deals with.

Drianna

History: Born 18 years ago, Drianna was briefly the object of gentle curiosity (after all, births are rare among the Gentle Folk) and was mostly ignored thereafter by all but her parents.

Personality: Drianna has been thoroughly schooled in the passive mind-set of the Gentle Folk. If she is anxious about anything, it is her hope that when she is adult all her thinking will result in some answers; so far, they haven't given her anything but more questions. She thinks mostly about trees, admiring their peacefulness and immobility, and has written reams of poetry which looks at the world from the perspective of a tree. It's awful stuff; an example (should any PCs be so foolish as to ask to hear one) goes something like this:

Eyes fixed open
Again, the forest is the same;
How many times have I checked?
There, sensation—
The wind shakes my leaves.
One breaks free.
Ouch.

Then, of course, she will politely inquire as to what the PCs think of her work, and whether it has enlightened them.

Appearance: Drianna is 18, not yet biologically mature by elvish standards; she looks about the same age as a 12-year-old human girl. Her hair is black, her eyes large, brown, and soulful. She wears a faded green tunic belted at the waist.

DMing Notes: Drianna is an encounter designed to teach the PCs just how far gone the Gentle Folk are. She will answer all questions they put to her, slowly and carefully. She will discuss her philosophy of how much better it is to be a

tree than a human, because then you don't even have to work to eat. The heroes can find her wandering in the forest, composing her execrable poetry. If the PCs care at all about these people, it will be especially galling to them to see one so young so firmly committed to this futile life-style; perhaps they will be tempted to kidnap her, cart her around in the Hollow World, and try to inject some life into her meaningless existence.

Combat Notes: 1st-level warrior-elf; AC 9; hp 6; MV 120' (40'); #AT 1 barehand; Dmg 0; Save E1; ML12; AL L. S9 I17 W9 D12 C010 Ch14.

Languages: Elf, Neathar, gnoll, hobgoblin, orc; two unfilled language slots. **General Skills:** Healing (I), Hiding (I), Nature Lore (Forest, I), Treewalking (D), two unfilled slots. Note that she does not have Poetry as a skill.

Magical Items in Possession: None.

Typical Gentle Folk Elves

Combat Notes: 1st-level warrior-elf; AC 9; hp 6; MV 120' (40'); #AT 1 barehanded; Dmg 0; Save E1; ML12; AL L.

Monsters

Because of Immortal interference, there aren't too many monsters in the Gentle Folk forest.

There are a couple of treants here, who have befriended the elves but never become terribly close to them. And if the DM just has to have the PCs run into someone more alive and interesting while in the valley, he can have a group of dryads and fauns move into the valley, admiring its trees and the fact that big predators hardly ever enter.

But if there is a dangerous beast here, it is the somnastis plant. See the Monsters chapter of *The Adventure Book* for its characteristics.

Elflands of Icevale

Technology: Iron Age.

Life-Style: Mountain-dwelling hunters.

Population: 100,000 in numerous communities of 100 to 1,000.

Outer-World Origin: Glantri, ca. BC 1,700.

Description

The Elflands of Icevale are icy hill and mountain regions south of the Beastmen Wastes, and due west of the Antalian Wastes. They're inland areas usually thickly carpeted with snow; hardy pines grow in the deep valleys and on many mountain slopes.

As in the Beastland and Antalian areas, many arctic animals are to be found here, including arctic wolves and reindeer.

Evidence of these inhabitants is rare. Some forested mountainsides are dotted with tough timber cabins set up against slopes and cliffsides;

those cabins are usually nothing but antechambers, admitting rooms leading to warm, decorated caves and caverns.

The Icevale Elves

The people of this setting are elves, the Icevale elves, so-called because of the icy valley they settled initially. Unlike their not-too-distant cousins, the Gentle Folk, they are a vigorous, very much alive race of elvish warriors and settlers.

The typical Icevale elf is tall and robust, physically fit thanks to his very active life on the mountain slopes. Most are blond with blue or green eyes, and very pale of complexion. Males wear their hair short (but often sport light beards and mustaches); females wear their hair long, usually woven into a braid.

Like most inhabitants of the arctic and subarctic areas, they wear garments of fur: Deerskin trousers and tunics, well-fitted hard boots lined with down, and bulky overcoats. They love the look and feel of fur, and sport fur collars, pouches, linings.

Their weapons or weapon heads—long bows, spears, and broad swords mostly—are of good steel, which they forge themselves. They normally don't wear armor, but like the Antalians will don well-lined suits of chain mail during times of warfare.

They travel either on foot or by dogsled, with tamed wolves harnessed to those sleds, not dogs. When on foot, they are often aided by snowshoes and skis; the Icevale elves are expert skiers.

These elves speak normal elvish, a drawling dialect that often sounds wry and sarcastic to listeners, plus Neathar, Antalian, and Beastman. The written form of their language is the same as the written form of most other elvish dialects.

Customs

Unlike the Beastmen and Antalians not so far away, the Icevale elves are not devoted to combat and seeking personal glory. They'll fight to protect their people, but not for the sheer fun of it.

The Icevale elves make their living as hunters and furriers. No vegetarians they, their diet is mostly meat. They still have the elf's inborn love of forest and nature, and don't allow their homeland to be exploited, or to grow diseased.

They are a very sociable people, fond of events, music, and entertainments. The clans which live in the largest cave systems often hold merry dances and feasts, each guest bringing a dish to contribute to the menu.

They are keen competitors; their contests include ski, sled and dogsled races, competitions where longbowmen ski from target to target, and judged competitions on the quality of their leatherworking, cooking, and brewing.

They are likely to play pranks on travellers passing through their country, never exposing themselves to counterfire. Such pranks include driving a herd of reindeer through the travelers' camp, sending the travelers' provisions sliding down a snowy mountainside, etc. If the travelers take the pranks with fairly good grace, the elves may invite them to their community for one of their feasts and dances. If the travelers respond in an inappropriate or lethal manner, the elves may follow up by causing avalanches to crash down upon them; these mountains are dangerous to those unfamiliar with snowy lands.

They are followers of the Immortals Fredar (Frey), Fredara (Freya), Wotan (Odin), and Donar (Thor). Some also revere Ordana and Ilsundal, but those two Immortals are not counted as patrons of this race, while the other four are.

Among the Icevale elves, males and females have distinct but approximately equal duties and rights. Males are ultimately responsible for the rearing of male children beyond the age of weaning, and females of female children. These elves take their young children with them almost everywhere, except on lengthy trips into the wild or on dangerous expeditions; they fabricate elaborate carry-packs for young children.

Males are traditionally expected to excel with the spear, and females with the bow. This tends to make the males more valuable in warfare, and females in hunting.

The Icevale elves have a dark side, one that is directed inward. For reasons given below, they are intolerant of physical imperfection among themselves. A child who is born especially homely, or with some not-too-severe physical limitation, tends to grow up shunned; he may never find a mate among his own people, and usually leaves his people. A child born with a serious deformity is exposed, left on the icy mountainside to die.

History on the Outer World

As recounted above for the Gentle Folk elves, about 2,700 years ago, on the outer world, some elves from the area later called Glantri found a mechanical device in the Broken Lands. The device, an artifact of the lost Blackmoor race, exploded, seriously affecting the region's climate, causing a wave of rotting sickness among the elves, and forcing the elves to seek shelter in deep caves and caverns.

Inspired by the Immortals, these elves began a long sojourn through the remarkable chain of caverns found underground. Some died; some, like the Gentle Folk, survived their voyage to emerge back into the outer world; and the Icevale elves, after a long, long voyage, emerged into the Hollow World.



History in the Hollow World

Disease had taken its toll of them. To keep their race pure and healthy, free from the rotting sickness, they took on the custom of abandoning babies that were weak or non-viable, a harsh measure they felt was necessary for their ultimate survival. But the clan which emerged from their amazing trip was tough, survival-minded, and mostly healthy.

They emerged into grasslands and forests thickly populated by Neathar men and giant dinosaurs. Adapting quickly to the strangeness of the Hollow World, and longing for their previous home in cold Glantri, they headed north, and settled in icy mountains not occupied by sentient races.

In the time since, they have become very numerous, spreading out all over the area now called Icevale. Though clashes with the Beastmen and Antalians are inconvenient, they do not endanger the race as a whole.

Relations With Other Races

The Icevale elves have an on-again, off-again struggle with the Beastmen and Antalians. Rarely do they war against both cultures at once; usually they are at peace with one and trading furs or metal goods to the other, and in rare seasons they are at peace with both.

Many Neathar tribes live to the south. They largely keep away from the Icevale lands, though in lean years they sometimes hunt well up into the elves' territory.

The Krugel orcs to the southeast do not usually venture far enough north to encounter the Icevale elves, but know they are there and hate them with the passion orcs reserve for elves.

The Icevale elves have never found the Gentle Folk elves. They would be appalled if they did, saddened that the events which made the elves of Icevale so strong and alive had quite the opposite effect on their Truedyl cousins.

NPCs

One NPC whom PCs might encounter here is the Elder Thiordanna.

The Elder Thiordanna

History: Thiordanna was born about 400 years ago on the mountain where she still lives. She was one of the rare and lucky elves brilliant enough to learn magic, and became an important elf in her clan because of her magical knowledge. Her mate is the well-known warrior Golithian Ironthew, and their young (80-year-old) daughter is the Younger Thiordanna.

Personality: Thiordanna has a wild nature; raw, unchecked storms and the fury of the elements appeal greatly to her. If elves could be clerics, she'd have wanted to be a cleric of Donar, the

Thunderet. She tends to respond emotionally and instinctively to whatever situation she encounters, seldom thinking things through completely. She's fond of playing pranks on travellers, and has enough magical firepower to back them up—or at least get away—if they go awry. Much like a human mother, she brags about her daughter, also a magic-using elf.

Appearance: Thiordanna, like most of her kind, is slender and blonde; she wears her hair long and loose, not bound in any way. Her eyes are a very icy blue. In person, she is restless; except when studying her magic, she does not tend to concentrate on things for great lengths of time. She carries a longbow decorated with silver inlay.

Dming Notes: Thiordanna is a bad enemy to have among the elves, but that does not necessarily mean she makes a good friend. She carries a lot of weight among the elves, but her counsel is usually poorly thought-out and overly hasty; she can commit her people, and perhaps PC allies, to foolish actions. She's also a danger (or at least nuisance) to any good-looking male elves in the PC party, for her daughter is unwed. Though the Younger Thiordanna is not looking for a mate so soon, her mother is sure that now is the right time.

Combat Notes: 10th-level Elf; AC 7 (in leather clothes) or 4 (in chain and shield); hp 45; MV 120' (40'); #AT 1 longbow or magic; Dmg 1-8; Save E10; ML10; AL C. S10 I18 W6 D12 Co13 Ch12. Languages: Elvish, Neathar, orc, hobgoblin, gnoll. General Skills: Hunting (I), Knowledge of Local Geography (I), Nature Lore (Mountains, I), Survival (Mountains, I), Tracking (I), Ledge Hopping (D), Mountaineering (I), Persuasion (Ch), Storytelling (Ch).

Magical Items in Possession: longbow +2.

Typical Icevale Elves

Combat Notes: 1st-level Elf; AC 7 (normal) or 4 (warfare, chain and shield); hp 6; MV 120' (40'); #AT 1 sword or longbow; Dmg 1-8; Save E1; ML7; AL N.

Monsters

Beasts found in this region are the same as those in the Antalian and Beastmen lands—arctic wolves and giant reindeer (from the Monsters chapter of *The Adventure Book*), and the very occasional frost giant (*Expert Set*) and white dragon (*Basic Set*).

Hutaaka Valley

Technology: Iron Age, steel forged, high level of craftsmanship.

Life-Style: Devoutly clerical city-dwellers, lands heavily farmed and pastured.

Population: 20,000, mostly in and about one large town.

Outer-World Origin: Northern Karameikos, ca. BC 500.

Description

The Valley of the Hutaaka is a deep gorge between two high mountains right on the western edge of Lake Menkor, the spur of the eastern sea that reaches all the way to Nithia. Though not far from Nithia, the Valley of the Hutaaka is avoided by those empire-builders; it lies near the wild Brute-Men territories, and the Nithians do not care to intrude into those lands.

The weather here is hot, sweltering. Cold rivers pour down off the mountains, but the air trapped in the Valley of the Hutaaka is very warm and humid, not at all comfortable to most races.

At the bottom of the valley is Xyqata, the City of the Hutaaka.

Most of its buildings are a single story in height, windowless, made of sturdy but featureless dressed stone blocks. More such buildings are built up on the valley walls.

There are numerous dramatic towers scattered amongst the smaller buildings. These are tall towers, tapering, each story narrower than the one before, each story made obvious by a narrow ledge on the exterior of the building. These towers are the dwellings of the Hutaakan clerics.

Also in evidence is the great temple building. This is a long, narrow building with a two-story-tall dome in the center. The main entrance is centered on the longer side; there are lesser entrances on both ends. Statues on columns flank all three entrances; they are statues of the Immortal Pflarr. The dome is supported by columns in the center of the building.

The city of the Hutaaka takes only a fraction of the valley bottom; the rest is made up of pasture and tillage. Oxen and sheep graze on the pasture; barley, beans, lentils and other crops grow in the tilled fields.

The Hutaakans

The Hutaakans are tall, slender, furred humanoids. They look very manlike except for their jackal-like heads and their narrow, clawed hands and feet. Their eyes reveal their intelligence.

Socially, they are divided into three classes: Priests (shamans of Pflarr), functionaries (the Hutaakans who organize, direct and plan for their race), and workers (farmers, herdsmen, laborers and servants). The priests are the rulers of the Hutaaka; the functionaries are the middle class, and live very comfortably; the workers, the great majority of the Hutaaka, do all the hard labor.

The priests wear elaborate robes: A comfortable, long-sleeved under-robe reaching to the ground, often in a bright color such as yellow, belted at the waist, and a sleeveless unfastened

over-robe which hangs open at the front, usually in a darker color such as red. In times of war they don chain mail armor over the under-robe and put the over-robe on top.

The functionaries wear similar robes, with the color pattern reversed: Darker colors on the under-robe, lighter on the over-robe.

The workers wear bright tunics similar to the under-robe, but reaching only to the knee.

The Hutaaka speak their own language, called Hutaaka, which is a combination of coughs and barking. They also speak Nithian and Neathar. The written form of the language is the same as the written form of the Nithian language; a character who can read Nithian can also read Hutaaka, even if he can't speak Hutaaka, owing to the special pictographic nature of the language.

Customs

The life of the Hutaaka revolves around their worship of Pflarr. The workers, directed by the functionaries, live to support the priests. The priests interpret the will of the Immortal, and are very often transported away from the valley by the Immortal's magic to deliver messages and perform tasks for Pflarr.

They are a haughty people, believing the Hutaaka to be superior to any other sentient race, especially humans. This is reinforced by the fact that, when a Hutaakan priest is taken out of the valley to perform a service, he meets other sentient races as an official representative of the Immortal.

Consequently, when meeting "lesser races," the Hutaaka (even the workers) adopt a snobbish, often rude demeanor. They are not violent or aggressive, but they are not congenial hosts.

Among the Hutaaka, males and females share equal rights and perform identical duties.

The Hutaaka have domesticated a species of lizard called the foot-pad lizard, which they use as riding and draft animals.

History on the Outer World

In the year BC 1,500, as the Nithian Empire was climbing to greatness, the youthful Immortal Pflarr created a race of servitors in his own image. In life, he'd been an artificially-created jackal-headed bodyguard; the race he created was, like him, manlike but with the head and extremities of a jackal.

Pflarr set up the Hutaaka in their own hidden valley, just north of the lands now called Karameikos. Soon after, a colony of Nithians of the Traldar clan arrived in those southern forests.

Weather and hardship took a brutal toll of the Traldar in just a few decades, reducing them from a proud colonizing party to a Stone Age clan of survivors huddling in caves. The Hutaaka took pity on them, as a man might on a dog found shivering in the cold and rain.



The Hutaaka taught the Traldar the arts they'd forgotten. They took many Traldar youths back to their valley to teach them further, and, not coincidentally, to get some hardy physical laborers.

Nithian wizards created the gnolls, dogfaced humanoids, and it's believed (among those who know about the Hutaaka) that they were trying to create their own Hutaaka to be a servant-race. If that was their intent, they failed utterly; the gnolls were savage and independent, and have caused immeasurable chaos in the world.

When the gnolls moved into Traldar lands and tried to exterminate the Traldar, the Hutaaka—not particularly brave warriors at the best of times—retreated to their hidden valley to let the Traldar fend for themselves. They took with them many youths so they would continue to have a supply of workers. The Traldar and the gnolls nearly annihilated one another, and the Traldar remaining in the southern forests were a collapsed society (but not nearly as regressed as they had been after their earlier catastrophe).

The Hutaaka lived in their hidden valley for another 500 years. At that time, though, the Nithian civilization, now turned away from worship of Pflarr and the other Immortals, was destroyed by those selfsame Immortals. Pflarr, disgusted by the civilizations of the outer world, abandoned them and turned his attention to the Nithians of the Hollow World. He abandoned most of the outer-world Hutaakans; and, though they still survive, they do so only as a much reduced race living in the ruins of former glory in their lost valley.

History in the Hollow World

Pflarr took with him a large body of Hutaakans, randomly chosen, and planted them in another deep, sheltered valley. There they have prospered. Pflarr didn't bring them any human servants, so they've returned to their traditional three-caste system, where most Hutaaka are just workers.

In the Hollow World, they have followed their traditions, doing the will of Pflarr, carrying his messages and acting as his heralds and spokesmen.

Relations With Other Races

The Hutaaka have interacted with the Nithians to the south in the capacity of Pflarr's representatives, and have not interacted with the Brute-Men to the north or the Tanagoro to the west at all.

NPCs

A typical representative of the Hutaaka is Basiteq, a senior priest.

Basiteq

History: Basiteq, the whelp of a male functionary and a female priest, showed at an early age that he

had the necessary wisdom to be a priest of Pflarr, and has been trained in that role all his life.

Personality: He is a kindly, sympathetic Hutaaka. That doesn't mean that he will become fast friends with PCs or outsiders he meets; he will treat them like dogs. If they are friendly, stupid and subservient, he will give them food, give them orders, and speak gently to them. If they are belligerent or independent, he will smack them across the nose with a scroll, speak sharply to them, or even toss stones at them (Damage 0) to persuade them to leave. He will not help adventurers on their quest, as he does not take their interests seriously, but will give them food and offer them work in the fields.

Appearance: Basiteq is a smaller-than-average Hutaaka, standing about 5'4", but he has an impressive bearing. His fur is a rich brick-red, his eyes intelligent but distant. He wears white underrobes with a dark blue over-robe.

DMing Notes: Basiteq, like other Hutaaka, will use magic and fight against adventurers if threatened; he won't refuse to take adventurers seriously as the heroes are cutting him down. He is not a great fighter, but will fight ferociously if attacked.

Combat Notes: 4 HD Hutaakan (Shaman); AC 8; hp 14; MV 90' (30'); #AT 1 mace; Dmg 1d6 + 1; Save C4; ML9; AL N. S12 I11 W17 D9 Co11 Ch10. **Languages:** Hutaaka, Nithian, Neathar, orc, gnoll. **General Skills:** Healing (I), Honor Pflarr (W), Riding (Foot-Pad Lizard, D), Leadership (Ch).

Spells Carried: 1st level—cure light wounds, detect magic. 2nd level—bless.

Magical Items in Possession: mace + 1.

Minor Hutaakan Priest

Combat Notes: 2 HD Hutaakan (Shaman); AC 6 (leather armor and shield); hp 9; MV 90' (30'); #AT 1 mace; Dmg 1d6; Save C2; ML8; AL N.

Hutaakan Warrior

Combat Notes: 1 HD Hutaakan; AC 6 (leather and shield); hp 6; MV 90' (30'); #AT 1 sword; Dmg 1d8; Save F1; ML9; AL N.

Typical Hutaakans

Combat Notes: Normal Hutaakan (1 + 1 HD); AC 8; hp 4; MV 90' (30'); #AT 1 club or dagger; Dmg 1d4; Save NM; ML6; AL N.

Monsters

The one type of monster commonly found in the Valley of the Hutaaka is the foot-pad lizard, the Hutaakans' chief beast of burden. See the Monsters chapter of *The Adventure Book* for their characteristics.

Jennite Holdings

Technology: Early Iron Age.

Life-Style: Nomadic cavalrymen following herds of aurochs (ancient breed of oxen).

Population: 250,000 in clans of about 1,000 each.

Outer-World Origin: Eastern continent (beyond the Isle of Dawn), ca. BC 1,600.

Description

The Jennite Holdings are great plains and flatlands in the temperate zone of the southern continent. Harsh, cold winds whip through the land, and for thousands of miles in any direction there are no permanent dwellings to be seen.

That's not to say that there aren't people here—there are. They are nomads, the Jennites.

The Jennites

The Men of Jen (as they call themselves), or Jennites (as others call them), are copper-skinned men and women. Most have dark brown eyes and hair; the women wear their hair long, and the men wear theirs short, often accompanied by short, spiky beards and mustaches.

They are harsh, hard-living humans, nomadic riders, masters of a hard environment. And though they are nomads, having no permanent cities or homes, they have a sophisticated culture and very advanced craftsmanship.

The Men of Jen wear long-sleeved multi-layered tunics (wool on the outside, linen on the inside) reaching to the knees; baggy multi-layered trousers gathered at the ankles; short, hard boots of leather; and heavy woolen cloaks with separate hoods. Both men and women wear this costume. The tunic and trousers are decorated with broad bands composed of equilateral triangles of alternating colors: One might be a base-side down yellow triangle next to a point-side-down blue triangle, then yellow, then blue, etc. These bands are clan markings; one Jennite can look at the tunic of another and know his clan, his specific family, and perhaps even his name.

In warfare, they wear suits of scale armor. This armor is designed just like their clothes: Tunics, baggy trousers, and hoods, but crusted with iron scales a couple of inches high and an inch wide. This armor, though it looks like normal scale mail, acts just like chain mail; it provides the same AC and weighs the same as chain mail. The Jennites do not carry shields.

In peace or war, they wear a heavy weapons-belt. Hanging from the right hip is an oversized quiver which holds the special Jennite bow and a quiver of 24 arrows; on the left hip are sheaths for a broad sword and a dagger.

The Jennite bow is a specially-constructed short bow made up of layers of horn, wood, and sinew,

artfully glued together. Though it is the size of a short bow, and is small enough to be carried in the hip quiver, it has the stats of a long bow.

Normal Jennite arrows do full arrow damage. However, each quiver usually contains two to four special "screaming" arrows. They've been carved so that they seem to whistle and scream when fired. They're not as accurate as normal arrows (-2 to hit) and do less damage (1d4), but a volley of them launched at a foe can be a terrifying, morale-breaking experience for the enemy not prepared for it.

The Jennites speak their own language. They also speak Neathar. Many of them, those who have extra languages due to greater intelligence or skill expenditure, learn Tanagoto, Nithian, or Milenian as well. The Jennites have a written form of their language; the writing-style is not shared with any other language.

The Jennites are extraordinary goldsmiths and jewelers. All the wealth they accumulate is turned into gold and jewels, the better to carry it around. A powerful and experienced Jennite warrior will often be draped in gold, gem-encrusted chains, bracelets, finger-rings, medallions, and brooches.

Customs

The Jennites are nomads who follow herds of cattle through the plains. The cattle they follow are not the small domesticated beast of the outer world: It is an older, bigger, meaner species called the *aurochs*, now extinct on the outer world.

They are horsemen who drive their herds of horses along as they follow the aurochs. Their lives revolve around the horse: With it, they are fearsome cavalrymen; without it, they know they are nothing.

They carry large, family-sized tents of heavy aurochs-hide with them. Many also have huge wagons drawn by teams of aurochs; some of the wagons are homes for those who prefer such a dwelling, while others are used to haul stores, to act as rolling infirmaries, or to transport favored guests or the infirm.

They always prefer riding over walking, and scornfully regard non-cavalry cultures as "earthers."

Gifts and gift-giving are an important part of the Jennite culture. A party of PCs wandering through the Jennite lands had better come up with a gift for the local Jennite chieftain. If they don't, Jennite riders encountering them will attack them as intruders. A party that does have a gift (or comes up with one on the spur of the moment) will be taken as guests to the local chief, and will be treated commensurate to the value or uniqueness of the gift. (A nice gold jewel will result in adequate treatment and a brief audience with the disinterested chief; something very valuable, new or unusual, which the Jennites haven't seen before, will result in the PCs being treated



very well, fed and entertained, and keeping company with the chief.)

The Jennites take prisoners, but not for keeps. They take the prisoners back to their encampment and execute them with their swords.

Among the Jennites, men rule but women are not chattel. Women fight alongside the men, and their counsel is heeded.

There are few thieves among the Jennites. Those few don't make their living as thieves: They fight as warriors. But, in the rare occasions where Jennites need to sneak into enemy cities, the Jennite thief is able to use his skills.

The Jennites worship Tarastia, the patroness of justice and revenge. They have a keen sense of revenge and do not leave any insult or attack unavenged. Consequently, wars between Jennites and other peoples, or between feuding Jennite clans, tend to go on for ages. On the other hand, because of their appreciation for justice, their rulers do not sentence offenders casually or arbitrarily; they have swift but sophisticated trials, with chiefs or advisors acting as formal judges and with the accused given a few days to assemble his case before having to argue it.

(Of course, the usual sentence for any serious offense is death. The Jennites don't believe in rehabilitation.)

History on the Outer World

The Jennites are descended from Oltec men who, before the Great Rain of Fire, set out on a colonizing expedition. There were many such campaigns in those days, which is why descendants of the Oltec men are found in so many places on the outer world.

These proto-Jennites landed on the fertile shores of the continent east of Alphatia. Most of the proto-Jennites established farming communities near the coast. Others became herdsmen of the giant cattle herds inland. Eventually, these two factions of the race became distant in culture and language. Ultimately, the nomads of the interior began to prey on the coastland farmers, and all but wiped them out; the coastline Jennites lived as doormats for the nomads for generations.

The nomads took to the horse and gradually developed to the culture still found in the Hollow World by about 3,000 years ago. But in BC 1,600, a war erupted which nearly destroyed the Jennite culture.

By then, the Jennites had developed into two competing sub-cultures, each composed of many clans. One of these sub-cultures had turned from their traditions to the teachings of the Immortal Rathanos, who believed that women should be kept subservient to their men, and insisted that the rest of the clans follow their lead. Tarastia, the Immortal patron of the other clans, incited her followers to conquer these upstarts. But it wasn't that easy; the resulting war, going on for genera-

tions as Jennite wars usually do, all but wiped out the culture.

Before the culture was irretrievably diminished, Tarastia gathered up many of the clans of her followers (and none of the other sub-culture) and transported them to the Hollow World.

History in the Hollow World

The Jennites appeared in plains similar to their homeland. To their north were the Tanagoro peoples, who had previously been separated from them by distance and mountains; now the shielding mountains were gone. With their usual grace and tolerance, the Jennites began a long series of clashes with the Tanagoro over an ill-defined and constantly-shifting border between their domains.

In later centuries, other powerful races were settled into bordering territories. The Nithians were planted to the far east, beyond the point where the plains turn to desert. To the east, the Milenians were settled. The Jennites have fought wars with both races, fiercely throwing back those empires' intrusions into their lands.

Relations With Other Races

As is obvious from the description above, the relationship of the Jennites to surrounding cultures is stormy at best.

Fortunately, both the Nithians and the Milenians admire the Jennites' gold-crafting abilities and trade extensively with the Jennites in times of peace. In fact, Jennite adventurers often go to live for a time among those cultures, earning good livings as goldcraftsmen. As is usual in the Hollow World, they do not abandon any of their Jennite customs when living in those lands.

There is nothing to soften relations between the Jennites and the Tanagoro, who are their fierce enemies. However, each culture admires the ferocity of the other's warriors.

NPCs

Rulers of one typical Jennite tribe are Tiolathar and Truisa.

King Tiolathar

History: Tiolathar is 40, a cleric of Tarastia. Twenty years ago, he was exiled from his own Jennite clan for killing a fellow warrior. (It was a justifiable killing, which is why he was exiled rather than executed.) Taken in by this clan, he became an important advisor to the king because of his battle-wisdom and common sense, and successfully courted Princess Truisa, the king's oldest child. In the years since, he has been a good king. He trusts his own instincts in the sentencing of evildoers, and relies on the advice of the warriors, especially his wife, on matters of warfare.

Personality: Tiolathar is vain about his looks, overfond of jewelry, and jealous of his prerogatives of kingship—such as receiving gifts from his visitors and respect from everyone in his territory. On the other hand, he is fair. His judgements are famous in the clan. He is true to his wife and close to their children. When he drinks too much, at least he makes sure he has sobered up before making any decisions affecting others.

Appearance: The king is about 6' and lean, not so muscular as many of the Jennite warriors. His features are handsome; his hair, mustache, and beard are black heavily etched with gray, and his eyes are brown. He is darker than his fellows, very swarthy even for a Jennite. His armor, when he wears it, is painted bronze. He carries a large war-hammer.

DMing Notes: Tiolathar is an intimidating encounter for lower-level PCs; they'll be able to see his petty vanities but not his more sterling characteristics when first they meet him, and this could easily worry them.

Combat Notes: 10th-level cleric (of Tarastia); AC 9 (in everyday dress) or 5 (in scale mail); hp 40; MV 120' (40'); #AT 1 war hammer; Dmg 1d6 + 5; Save C10 + 2; ML7; AL L. S18 I10 W17 D12 Co13 Ch16. Languages: Jennite, Neathar. General Skills: Intimidate (S), Wrestling (S), Survival (Plains, I), Animal Trainer (Horse, W), Honor Tarastia (W), Riding (Horse, D).

Spells Carried: 1st—cure light wounds x2, purify food and water, resist cold. 2nd—bless, know alignment, find traps, speak with animal. 3rd—cure blindness, cure disease, remove curse. 4th—dispel magic, neutralize poison. 5th—dispel evil.

Magical Items in Possession: war hammer +2.

Queen Truisa

History: Truisa, now 38, was the daughter of the previous king of this tribe. Though courted by many warriors when she was young, she accepted Tiolathar because he was not threatened by the fact that she was a better warrior than he; all the others shrank from the prospect of wedding a woman who fought better than they. As queen of the clan, she has taken the responsibility for leading the clan in wartime situations; her tactical sense is very good.

Personality: Warfare is not her main interest. She is a jeweler, a fine craftsman of elaborate settings for cut stones. When sitting as a queen, she is much quieter than her more volatile husband; while he talks and holds the attention of the clan and visitors, she scans faces, notes reactions, and watches where Tiolathar can't afford to look.

Appearance: Truisa is about 5'7" and in good shape, as all active Jennite riders must be. Her hair is brown and streaked with gray; her eyes are black. She is beautiful.

DMing Notes: Truisa is the quiet, when-she-speaks-people-listen sort of co-ruler. PCs visiting

the Jennite tribe could easily make the assumption that she does not participate in the ruling of the clan, one that could easily cause them to inadvertently insult her.

Combat Notes: 12th-level fighter; AC 7 (in normal dress) or 1 (in armor); hp 50; MV 120' (40'); #AT 2 broad sword or Jennite bow; Dmg 1d8 + 2 (broad sword) or 1d8 + 1 (bow; bonus is from special Jennite ability); Save F12; ML7; AL N. S13 I13 W11 D17 Co10 Ch15. Languages: Jennite, Neathar, Nithian. General Skills: Hunting (I), Profession/Herdsman (I), Military Tactics (I), Survival (Plains, I), Detect Deception (W), Blind Shooting (D), Riding (D).

Magical Items in Possession: broad sword +1, Jennite mail +2.

Typical Jennite Cavalryman/Archer

Combat Notes: 2nd-level fighter; AC 5; hp 8; MV 90' (30'); #AT 1 broad sword or longbow; Dmg 1d8 sword or 1d8 + 1 longbow; Save F1; ML8; AL N.

Monsters

Many of the Hollow World's dinosaurs walk the plains of the Jennite Holdings, especially to the north, where it is not so cold. The carnivores among them prey on the aurochs, and the Jennites there often have to fight off the attacks of hungry carnivorous lizards. Statistics for those beasts can be found in the Monsters chapter of *The Adventure Book*.

The two animals most important to the Jennites are aurochs (from the same chapter) and horses (from the Expert Set; use the characteristics of the riding horse).

Kogolor Dwarf-Lands

Technology: Iron Age, steel forged.

Life-Style: Mountaineers and brewmeisters.

Population: 500,000; many citadel-communities of 1,000 or more, numerous towns of up to 5,000, innumerable small villages and individual holdings.

Outer-World Origin: Northern continent, ca. BC 1,800.

Description

The lands occupied by the Kogolor Dwarves are tall, beautiful mountains and surrounding foothills. These tall mountains are ice-capped, with thick forests of pine and other evergreens on the lower slopes, fast-moving and cold mountain streams, deer and elk, wolves and bears, a virtual paradise for mountain-loving people—which the Kogolor Dwarves are.



The Kogolor Dwarves

The Kogolor Dwarves are physically similar to outer-world dwarves. Short by human standards, usually about four and a half feet tall, and burly, they are a sturdy people well-suited to their rugged environment.

These dwarves wear brightly-colored tunics, often in red, yellow, or orange, covered by a reversible outer coat. One side of the coat is forest green, the other is slate-gray. The dwarf wears his coat to suit the situation. If he's trying to blend into his surroundings, he wears the green side out when in the forest and the gray side out when on rocky surfaces; when he's trying to be seen, he wears it the other way around.

The dwarves also wear sturdy pants, worn with suspenders, or *lederhosen*. Lederhosen are soft, doeskin shorts worn with suspenders; a dwarf wearing lederhosen will also wear knee-high stockings. With either trousers or lederhosen, the dwarves wear short, stout boots.

Rounding out the outfit is a short hat, usually worn with a feather in the brim, and a walking-cane which can also serve as a weapon (it has the same weapon characteristics as the club).

In wartime, the dwarves wear scale or chain mail, carry shield, and wield a variety of weapons, including swords, bows, spears, and polearms. The less commonly used weapons traditionally associated with the outer-world dwarves (crossbows, axes, hammers) are not very popular among the Kogolor dwarves.

The Kogolor Dwarves speak their own language, which is called Kogolor to differentiate it from the outer-world dwarf language. Kogolor is nothing like the outer-world Rockhome tongue. It has a written form, which is also completely distinct from the outer-world Rockhome alphabet.

The Kogolor dwarves also speak Neathar and Krugel orc.

Customs

Outer-world characters who encounter the Kogolor dwarves are going to be very surprised if they expect them to resemble the dwarves of Rockhome. They don't.

The Kogolor dwarves are an outgoing, cheerful race. Like the Rockhome dwarves, they like caves and caverns, but only one dwarf family in four lives in a cave home. The rest build strong, defensible castle-like dwellings of stone on the mountain slopes.

The Kogolor Dwarves like gold and jewelry, but no more than humans or elves do. Their crafts include smithcraft, woodcraft, and leatherwork, but they are best known for their *brewing*; they are justly famous for the quality of their beers, meads, and liquors.

Unlike the Rockhome dwarves, they are not close-mouthed or suspicious around outsiders;

they are very talkative and gregarious. An outsider visiting the Kogolor mountains with peace on his mind will be warmly welcomed, entertained, feasted, grilled at length about his background and his history, invited to go on hunts or to visit the workshops, etc. This behavior would appall an outer-world dwarf and surprise anyone who knows the outer-world dwarves.

These dwarves have no military orders and no preoccupation with fighting, although all are supposed to know how to use a weapon. Every dwarf knows how to use at least a spear and a polearm.

The Kogolor dwarves make their living as loggers, wood-workers, trappers and furriers, goat-herds, brewers, weaponsmiths and farmers. Farmers have full status among the Kogolor dwarves, whereas they are looked down upon by outer-world dwarves.

Among these people, males rule, but the culture does not actively suppress its women. Females are able to wield as much power as they are smart and capable enough to acquire and hold. Women learn to fight and can own property.

They yodel—the Kogolor dwarves can communicate across vast mountain distances through their yodelling.

Their Immortal patrons include Fredar, Fredara, and Garal Glitterlode.

History on the Outer World

The Kogolor Dwarves are direct (and unmodified) descendants of the original dwarf-race of the outer world. These dwarves ruled numerous mountain ranges in the ancient past, but persistent sicknesses caused by the Great Rain of Fire and the subsequent rise of the human cultures sent them into decline.

At that time, the Immortal named Kagyar the Artisan decided to create a new dwarven race. He thought that something like the dwarves, but more resistant to the diseases caused by Blackmoor devices, more inclined to live in safe below-ground homes, would have a greater chance of survival in case something like the Blackmoor disaster ever threatened the world again.

So Kagyar took up all the dwarves on the world. He took the healthiest of them and modified them into the modern Rockhome dwarven race, establishing them in the Rockhome mountain ranges. The others he unceremoniously dumped in a mountain range in the Hollow World.

History in the Hollow World

The Kogolors were dropped onto a range of mountains just north of the great equatorial range. They were high enough in the mountains that the Neathar men of the mountain foothills, and the forests and plains beyond, mostly left them alone.

The northern Immortals Fredar and Fredara granted spells to their dwarven clerics and helped the dwarves prosper. Garal Glitterlode, an Immortal who had once been a dwarf of the ancient race, later joined the effort to help them grow in numbers and strength.

The Kogolor clan, the most numerous of the Hollow World dwarves, lent their name to the whole race and became its leaders. They managed the construction of strong castles.

About 2,400 years ago, a colonizing expedition of Schattenalfen Shadow Elves from the outer world emerged (perhaps erupted is a better word) right into the middle of Kogolor territory. Hateful beings, they immediately attacked the dwarves, intent on driving them out of this land. And because they were numerous, motivated, and *magical*, they stood a good chance of succeeding.

But Kagyar the Artisan, at the request of the Immortal Garal Glitterlode, sent the dwarf-hero Denwarf to aid the Kogolors. Denwarf was actually a dwarf-shaped golem created to lead the outer-world Rockhome dwarves; placed in suspended animation after his duties there were done, he was "dusted off" and brought back into service to aid the Kogolors. The unstoppable Denwarf led Kogolor counterattacks against the Schattenalfen and turned the fight back against them; eventually the Schattenalfen were forced to flee and settle in the west.

The Kogolors remained secure in their mountains for a millennium. But about BC 400, the Krugel Horde appeared in the plains and deserts to the northeast. The Krugel orcs, nearly annihilated by the Rockhome dwarves on the outer world, were the avowed enemies of all dwarves. As soon as they discovered that there were dwarves in the south, and ever afterwards, they began sending raiding expeditions into the mountains. Though they are not at their best in mountain territory, they have occasionally sacked and destroyed whole dwarven citadels there, driven by an ancient desire for revenge.

Relations With Other Races

The Kogolors, by nature, are amiable with just about everyone. They have nothing against the northwestern Neathar, and trade leather goods and brewing to them in return for furs.

The Krugel orcs and Kogolor dwarves are fierce enemies, but Krugel intrusions into the mountains are rare, as the mountains are difficult going for these orcs.

And the Kogolor dwarves are the bitter enemies of the Schattenalfen to the west. Raiding parties are constantly moving back and forth across the vague borders between their territories.

The Kogolors are unaware that the valley of the Lighthouse is not so far from their territory; it has remained a secret to them.

NPCs

A Kogolor dwarf whom the PCs are likely to meet is Bondur.

Bondur the Clown

History: Bondur is 50, a young and hale dwarf. He gets his nickname not because he is a formal clown, but because he is a prankster and jokester. But he is first and foremost a teacher of the young.

Personality: Bondur has a hard time resisting an opportunity to play a practical joke, tell a ripe pun, or break up a too-serious fellow dwarf. (He knows when to keep his mouth shut during serious business, though.) He'll short-sheet a bed, rig fake spiders to drop into someone's soup, slap a mead label on a vinegar bottle, or sew someone's pants-legs together while the victim sleeps. He loves telling stories of Kogolor history. However, he is no braggart; he's never had any great accomplishment as a warrior, and does not claim to have done so.

Appearance: Bondur is about 4'4" and overweight, some 180 lbs. His hair, mustache and beard are golden-blond, his eyes brown, and his eyebrows are particularly shaggy and point upward in the center. He carries a broad sword he took from a fallen orc, who'd taken it from an Antalian, who'd had it from an Icevale elf; it's enough like Kogolor swords that he's willing to use it, and he's fascinated that something like it could have travelled so far to reach him.

DMING Notes: Bondur would be willing to act as a guide for the PCs through the Kogolor lands, and even to accompany them afterwards; he'd like to participate in some great adventure and kill a foe in single combat, just so that he wouldn't feel backward compared to other dwarf-warriors.

Combat Notes: 2nd level dwarf; AC 9 (or 4, in chain mail and shield); hp 14; MV 120' (40'); #AT 1 broad sword; Dmg 1d8 + 2; Save D2; ML7; AL C. S13 I16 W10 D11 Co17 Ch15. Languages: Kogolor, Neathar, orc, two unfilled language slots. General Skills: Hiding (I), Knowledge of Kogolor History (K), Profession (Teaching, I), Signalling (Yodelling, I), Snares (I), Mountaineering (D).

Magical Items in Possession: elvish broad sword +1.

Typical Dwarven-Warriors

Combat Notes: 1st-level dwarf; AC 4; hp 8; MV 90' (30'); #AT 1 broad sword or bow; Dmg 1d8 + 1; Save D1; ML10; AL N.

Monsters

Animals such as wolves, bears, moose, elk, deer, and other species appropriate to mountain territory are common in the Kogolor mountains.



Krugel Horde

Technology: Iron Age (steel forged).

Life-Style: Cavalry-based mercenaries; wilderness riders.

Population: 300,000 in numerous communities of 2,000 or less, organized in a loose confederacy.

Outer-World Origin: Broken Lands, ca. BC 500.

Description

The Krugel lands are semi-arid plains in the west giving way to dusty scrub country and eventually desert in the east. The plains support sparse herds of bison and ponies, and the occasional saurian predator, but are not rich enough for large beasts. Smaller mammals like hyenas and rodents are more common.

The land's few western stands of trees can hardly be called forests. Farther east, the land becomes rolling and broken, rocky and increasingly infertile. Eventually, it becomes true desert; not flat, barren desert, but land characterized by monumental mesas and rock formations, where pterosaurs and even worse aerial beasts are sometimes seen to fly. The winds in the region are strong and hot, and the land produces many thermals and updrafts good for flying monsters.

This inhospitable land is the home of the Krugel Horde, equally inhospitable orc-warriors.

The Krugel Orcs

The Krugel orcs are much like outer-world orcs in appearance and manner. They average about five and a half feet tall, with yellow-brown skin and heavy supraorbital ridges and eyebrows which give them a suspicious look. Both males and females wear their hair long and unbound.

They have a most distinct style of dress, even for orcs. They wear light tunics and long trousers, high, hard leather boots, and an overtunic garment called a *tabarko*. The tabarko is a circular piece of cloth about six feet in diameter, with a hole in the center; the orc's head goes through the hole, with the material of the tabarko hanging in front and back. The tabarko is light-colored to reflect the sun, loose enough to permit the skin to breathe, and bulky enough to hide a squad's worth of weapons beneath. Their scale or chain mail armor is worn over the tunic and beneath the tabarko.

Add to this outfit a broad-brimmed hat designed to keep the sun off, a sword-belt, spurs and a lance, and you have the typical outfit of the Krugel orc. The Krugel horseman's bow and arrows are held in saddle quivers; they also carry lances, their most fearsome weapon.

The Krugel orcs speak Krugel orcish, their specific dialect of the orcish language group spoken on the outer world. A Krugel orc and a non-Krugel orc can only understand one another's

language when both make 1d20 rolls against their Intelligence scores; if one fails, he cannot understand the other's words.

The Krugel orc dialect is harsh and sparse, with no wasted words. The Krugel orcs also speak Neathar. There is no written form of this language.

Customs

The Krugel orcs are cavalrymen. Like the Jennites (above), they depend on the horses to make them effective warriors. Unlike the Jennites, they don't follow animal herds. They do have permanent communities, dusty clusters of wooden buildings and corrals where bison are kept penned, where horses are broken and trained.

The Krugel orcs are also raiders. They can live off the meat of animals they round up and pen, but that's subsistence-level living; to live well, they must continually launch raiding expeditions into surrounding territories.

The Krugels ride to the eastern coast, smashing farming communities, taking stored foods and what little treasures those people have. They ride into the dwarfish foothills, besieging citadels and occasionally coming away with craft-goods and liquors.

They pillage through the Neathar lands to the west, a more dangerous task because those humans take advantage of their home territory, and raid the Oltecs to the southwest, difficult pickings where golden jewelry is sometimes captured. More rarely, they travel into the cold lands northwest, sacking outlying Antalian communities.

And they don't only raid for themselves. They're sometimes hired by the faraway Azcans and even the Schattenalfen for special missions.

Among the Krugels, she-warriors are common and as fierce as the male warriors.

The only visitors into Krugel lands are Azcans and Shadow Elf ambassadors bearing money. Everyone else is an intruder, and is set upon.

The Krugels' main Immortal patron is Karaash.

History on the Outer World

In the fifth century BC, orc, goblins, ogres and other nonhumans had long been settled in the rough terrain called the Broken Lands. Periodically, they became overpopulated and spread out from the Broken Lands in tribal waves; occasionally, they'd form up huge hordes to overrun and sack their enemies.

Such was the case in BC 493. Queen Udbala, a leader of the Broken Lands, decided to start a genocidal war against the humanoids' hated enemies, the dwarves of Rockhome. She raised an enormous army of nonhumans and made the long, difficult march to the homelands of her enemies.

The next year, at the end of her campaign, she and her horde were routed. The orcish tribes, the

vanguard of the army, were completely wiped out. The campaign was a disastrous failure for the nonhumans, another reason for them to hate their dwarven enemies.

History in the Hollow World

However, as you might have suspected, not all the orcs were wiped out.

An elite orc force, the cavalry unit of Chief Krugel, was certain to be destroyed. They'd fought valiantly in the war, acquitted themselves with great energy and ferocity, but now they, too, were trapped in a narrow defile by armies of dwarves at either end. Surrounded, knowing themselves dead, they prepared for a final charge against the enemy . . . when to their surprise the valley pass was obscured by a dark cloud, and the ground under their feet became tough, dry grassland.

Karaash, an Immortal who had been an orc in life, saved them, seeing in them something strong and wild and worth preserving. He plopped them down in lands which no other sentient race had bothered to occupy and left them to their own devices.

Not surprisingly, given their strength and Chief Krugel's organizational abilities, they thrived, with their superior mobility and raiding techniques making them a force to be reckoned with in the eastern reaches of the northern hemisphere.

Krugel lived on another forty years, and the horsebound horde he left behind him chose to take his name as their own: They became the Krugel Horde.

Relations With Other Races

In the Hollow World, the Krugels found enemies on all sides: Kogolor Dwarves to the south, barbarian Neathar humans to the west, fierce blond Antalian warriors to the north and northwest. The Krugels don't get along with any of them, looking upon all of them as prey.

They get along better with the Azcans and Schattenalfen, who pay them in gold to sack and loot their enemies. But they have no loyalty to those races, and would backstab them in a moment were a better deal to come along.

NPCs

A Krugel warrior the PCs are likely to meet is Squad Leader Ragna Earshot.

Ragna Earshot

History: Ragna, whelped 24 years ago, is a master horsewoman in a culture specializing in equestrian arts. Born with a natural affinity for horses, she befriends them, trains them, rides them, and breeds them. No one remembers for sure how she got her nickname, but it is probably from one of

two sources: Her war-cry is so loud, shrill and trilling that it was said that she was always in earshot; and her archery has been noted for an accidental tendency to hit enemies' ears.

Personality: Ragna is proud of the fact that she has been named a squad leader at her young age, and so is excessively proud and boastful of her squad's accomplishments. Her keen, darting eyes miss no detail of her squad's preparations, and her code is never to leave a fallen ally behind. She's not foolish enough to fight to the death; if the battle goes against her, she'll give the command to turn and run.

Appearance: Ragna is about 5' tall and lean, with tusks slightly protruding from her lower jaw.

DMING Notes: Ragna and her squad are a hit-and-run encounter to let traveling PCs know that they're in unfriendly lands. She and her group will launch a ride-by arrow-flight attack and, assuming the PCs don't immediately blast them out of their boots, will follow up with a close-up lance charge. Their intent is to alternate these tactics until the enemy is all dead, though the PCs will doubtless have a different result in mind.

Combat Notes: 4th-level (3 HD) orc warrior; AC 2 (chain and shield); hp 15; MV 90' (30'); #AT 1; Dmg 1d8 + 1 (broad sword); Save F4; ML6; AL N. S13 I12 W9 D17 Co10 Ch13. Languages: Orc, Neathar. General Skills: Military Tactics (I), Animal Empathy (Horse, W), Animal Trainer (Horse, W), Riding (Horse, D).

Magical Items in Possession: None.

Typical Krugel Orcs

Combat Notes: 1 HD orc; AC 6 (leather and shield); hp 6; MV 120' (40'); #AT 1 weapon; Dmg 1d8; Save F1; ML8; AL N.

Monsters

You can find the statistics for the occasional dinosaur intruder, pterosaur, or bison in the Monsters chapter of *The Adventure Book*.

Two animals commonly found in this region include the Krugel ponies (from the Monsters chapter) and the fearsome chimera (from the Expert Set).

The chimera is very fond of the high mesas and rock formations of the eastern desert. It occasionally swoops out of those lands to hunt the wild bison or pony, or the not-too-difficult Krugel orc.



Kubitt Valley

Technology: Iron Age (steel forged).

Life-Style: Village-dwelling warriors; matriarchal.

Population: 5,000 in one town.

Outer-World Origin: Alphatia; artificially created ca. AC 50.

Description

The Valley of the Kubitts is a hidden valley north of the Milenian Empire. It's a small valley—it doesn't need to be big—where the foothills give way into rain forest. Large, leafy trees grow high both in the valley and in the surrounding hills. The atmosphere is warm and humid, the sun seen only faintly through the high branches and leaves.

In the center of the valley there is a village. Rather like the villages of the woodland elves, it's built up in the trees, 30' above ground. Rope catwalks stretch from tree to tree, allowing easy passage between the dwellings.

But unlike the villages of woodland elves, here dozens of individual buildings are built into a single tree. Most of the buildings are two feet or so in height; a few are four feet, and the huge, three-story central hall of the building is six feet tall.

The catwalks stretching from tree to tree are an average of nine inches wide, built with cord and twigs instead of cables and boards.

The valley has its share of the Hollow World's dinosaurs, but the village itself is built high enough that few carnosaurs can ever reach it.

The Kubitts

The diminutive treehouses are quite ample for their inhabitants, the Kubitts. The Kubitts look just like human men and women, but are only a quarter the height; they average a foot and a half tall.

They are fair-skinned, with hair ranging from red to brown and black; both men and women wear their hair short, and curly hair is considered particularly attractive by the Kubitts.

They wear thigh-length, short-sleeved tunics belted at the waist and supple, high-thonged sandals. Tunics worn only in the sky city are always horizontally striped in alternating colors, such as black and red or blue and yellow; the stripes are about half an inch wide.

But when wandering the surrounding rain forest, they switch to green tunics and trousers decorated with asymmetrical brown splotches; these forest suits allow them to blend in very effectively with the surrounding foliage.

In times of war, they don miniature suits of armor: Leather, scale mail, or chain mail, usually dyed or painted black, accompanied by black shields, black boots, and black helmets. They

carry miniature spears, bows, swords, and other weapons. They paint individual designs on the faces of their shields; any warrior can choose a unique design for his shield.

Their language is Alphatian, the same Alphatian spoken on the outer world, though the dialect is nearly a thousand years old. They also speak Neathar, nixie, and dryad languages, which remain with them as racial memories. They know the Alphatian alphabet and so have a written form of their language.

Customs

The Kubitts are a warrior culture; all Kubitts above the age of adolescence belong to the army, and the queen is the personal commander of that army.

Their racial goal is to dominate their environment in spite of their tiny size. They work hard to tame the wild animals of their setting, using them as beasts of burden and transportation. But, because of their tiny size, it's not easy. They rule their valley with iron hands, but have not been very successful at expanding their holdings beyond the valley.

They're accomplished at setting snares and traps, using blocks and tackles to move great weights, and positioning observers and spies to protect their lands from intruders.

That's not to say that they'll automatically attack any adventurers entering their valley. Those adventurers will get the first hint that this valley is defended when they begin walking by the severed heads of previous intruders dangling from cords in the middle of pathways.

Another deterrent to intruders are the Kubitts' "digging projects." They dig up large sections of land (large to them, anyway) in the shape of giant humanoid footprints. Only a close examination of the prints will reveal that they are excavations, not depressions. Tracking the footprints will reveal that they go on a few paces and then abruptly cease.

Once the intruders have passed these hints, the outlying Kubitt guards will warn off the intruders; keeping under cover so that their disadvantaged size will not be noticed, they'll shout "Begone! Leave the Land of the Gigantites. We need no more slaves or food! Leave now!"

At this point, adventurers have a choice to make: Profess peaceful intent, attack, or leave.

If they take the first choice, the Kubitts will listen to all they have to say, keeping the intruders talking while they bring up troops and an officer or ruler who is authorized to negotiate with the intruders. If they become convinced that the intruders are peaceful but do not need to meet them, the Kubitts will give them directions out of the valley. If they become convinced that it is in their best interest to meet with the intruders, they will reveal themselves.

If the adventurers attack, the Kubitts will counterattack, using their ranged weapons and trying to lead the intruders through their gauntlets of traps and ambushes.

And if the adventurers leave, the situation is resolved.

Among the Kubitts, rulership is matriarchal: The women rule and pass that rule on to their daughters. The kings they choose are important functionaries but not rulers. Men may be military officers, and the military forces are about equally divided between males and females, but only female officers may negotiate with intruders.

The Kubitts are very strong for their size, so their movement speed is the same as full-sized humans. When they're running full-out, each of their steps is a prodigious leap of six feet and more, equivalent to those of a running human.

The Kubitts worship the Immortal Vanya, their patron.

History on the Outer World

About a thousand years ago, an Alphatian wizard named Korubazunth hit on an interesting plan to rid himself of his rivals. He'd create a new race of servant-assassins, devoted to him: Little tiny men and women who could creep through wizardly defenses designed for full-sized intruders, who could fall on and slaughter enemies.

Using captured wood-imps and pixies, Korubazunth bred and mutated himself a breed of diminutive warriors. He called them Kubitts after a Milenian word for a foot-and-a-half measurement.

However, for his little men to be effective killers, they had to be made aggressive. For them to be effective infiltrators, they had to be quick-witted, independent thinkers. He made them so.

And when he told his first generation of Kubitts that he'd made them to be his assassins and servants for all time, they rose up and killed him, a reaction which he in his arrogance had not predicted.

History in the Hollow World

The Immortal Vanya noticed the Kubitts not long after they had slain their master, before that killing had been noticed. She knew that the Alphatians would execute them; magic-users were, after all, nobles in Alphatian society, and murder of a noble automatically brought the death penalty. Too, she admired the Kubitts' warrior spirit.

So she magically transported them to the Hollow World, where they could forge their own nation in the wilderness.

That hasn't been such an easy task. The Hollow World wilderness is a dangerous place. But they have adapted to it and become masters of their own little valley.

Relations With Other Races

No race knows about the Kubitt valley. Oh, the Traldar and Milenians have a legend of a haunted valley where adventurers go in but don't return . . . but stories of the diminutive warriors have not yet emerged from that valley. This means that the PCs have the opportunity to be the first to go in and return with the story . . . if they're smart enough to do so.

The Kubitts are anxious to learn more of the outer world and to exploit their abilities. They'd be willing to hire out as mercenary spies and warriors, working for the PCs or anyone else . . . if the money is good enough. With that money, they'd buy raw materials, weapons, and mechanical parts for traps which are difficult for them to make themselves, and would hire humans to do heavy labor for them.

NPCs

The first negotiator-Kubitt the PCs are likely to talk to is Lieutenant Zoranthis.

Lieutenant Zoranthis

History: Born 22 years ago, Zoranthis is a niece of the current queen and king. Her great strength brought her to the attention of her superiors, which in turn helped her earn rapid advancement through the ranks.

Personality: Zoranthis is bold and ambitious. Whatever she does, she looks out for her own interests. If the PCs befriend the Kubitts, Zoranthis will try to cut a deal with them on the side, such as persuading them to ask for her personally if they hire the Kubitts' services. She's not evil, just very self-serving.

Appearance: Zoranthis is 17" tall, with icy, serious features, light brown hair, and black eyes. She wears red-and-black tunics which go well with her black armor. Her shield-device is a golden eagle between a pair of perpendicular golden spears.

DMING Notes: Though Zoranthis is ambitious, she is not yet ambitious enough to ensure her path to the throne by bumping off her aunt, uncle, and cousins. However, persuasive and unscrupulous characters might be able to persuade her to do so. While still settling her goals, though, she does her job to the best of her abilities.

Combat Notes: 4th-level Kubitt-fighter; AC 9 (4 in chain mail and shield); hp 12; MV 120' (40'); #AT 1 weapon; Dmg 1d2 + 1; Save F4; ML7; AL N. S13 I13 W10 D12 Co9 Ch14. Languages: Alphatian, Neathar, nixie, dryad. General Skills: Intimidate (S), Hiding (I), Riding (Fox, D), Treewalking (D), Deceive (Ch).

Magical Items in Possession: None.



Kubitt Warriors

Combat Notes: 1st-level Kubitt-fighter; AC 4 (chain mail and shield); hp 6; MV 90' (30'); # AT 1 weapon; Dmg 1d2; Save F1; ML8; AL N.

Monsters

The most fearsome predator in the Kubitt Valley is the thumper-lizard. Other creatures found in the valley include small riding animals (domesticated birds, foxes, etc.). See the Monsters chapter of *The Adventure Book* for their characteristics.

The Lighthouse

Technology: Iron Age (steel forged).

Life-Style: City-dwelling scholars, herdsmen and farmers.

Population: 10,000 in the Valley of the Lighthouse, mostly settled near the Lighthouse; another 2,500 wandering the outer world.

Outer-World Origin: None.

Important Note: The players don't have any clue that the Lighthouse exists; it's not in any of the materials which you normally hand out to them.

Description

The area of the Lighthouse is a deep mountain valley whose top is permanently capped by a thin layer of fog. Below the fog, enough sunlight penetrates for plants to grow and people to read, but it is still a bit dimmer and cooler than the lands beyond the fog.

The valley floor is dotted with small buildings: Dozens of dwellings, mostly attached to large stables and warehouse-like storehouses. These buildings are constructed in a variety of styles and with all manner of decorations: Some look like Milenian villas, others are plastered and painted mud-brick in the Nithian tradition, some are complicated dressed-stone dwellings like the Oltecs build, etc. There is no architectural consistency here.

More distant are the farmlands and farmhouses, where rich soil yields up plentiful crops and sustains cattle and sheep.

But all the buildings of the valley are dominated by the Lighthouse itself. It's a tower 400 feet in height, 100 feet in diameter at the base and 50 feet in diameter at the summit, with an extensive series of rooms below-ground. It's shaped like a traditional lighthouse, with a glassed-in top floor where the beacon would shine (if this were actually a lighthouse, if there ever were a nightfall).

Monsters and predatory animals don't enter the valley of the Lighthouse. Magical spells placed by the Immortals at the valley's perimeter turn them back.

The air is still in the valley, usually cool, but despite the presence of the fog-bank above, it is fairly dry; the fog is magical, after all.

The People of the Lighthouse

Unlike any other place in the Hollow World, there is no consistency of culture or dress in the people of the Lighthouse Valley. They come from all over: Some are Nithians, some Antalians, some are Tanagoro warriors, others are Traldar pirates. There are members of practically every Hollow World sentient race here, including the more exotic ones: Brute-Men and Hutaaka among them. They wear their native dress and the streets of the Lighthouse village are a riot of color and differing styles.

Many of the rules of the Hollow World are suspended for the people of the Lighthouse. They often trade styles, mannerisms, even words between their languages. The official language of the Lighthouse is Neather, but it is flavored with loan-words from many other languages. Members of different cultures marry, and their children grow up in households flavored by both cultures. Individuals in the Lighthouse also speak the languages of their native cultures.

The Lighthouse scholars "speak" a special hand-sign language that is composed of recognition signals and a simple vocabulary and grammar. They can communicate thoughts about as sophisticated as a six-year-old child's speech.

Outside the Lighthouse valley, all this changes. Outside, when travelling, the people of the Lighthouse wear featureless gray linen robes which give no hint to their origin . . . but which do not look like the cultural dress of any race that Hollow World residents of the PCs will have seen before. They also wear finger-rings which are featureless on the outside, but which are engraved on the inner surface with the symbol of a lighthouse, its beacon-light glowing. When living among their cultures of origin, they revert to normal dress but continue to wear the special rings.

Inside the Lighthouse valley, residents do not normally carry weapons. Outside, they tend to carry weapons which look innocuous (such as staves) or which can easily be concealed beneath their robes (such as maces and short swords).

Customs

The Lighthouse is a scholar's community created and maintained by the Immortal known as Ka the Preserver. It is a place for knowledge to be accumulated, preserved, and taught to anyone who finds the valley and is willing to serve the cause of knowledge.

There is no warfare here. That's not to say it's a peaceful place: Professional disagreements between scholars often become very heated and personal, resulting (at best) in lengthy debates,

(often) in screaming matches, and (at worst) fist-fights and duels. But the scholars are forbidden to raise weapons against one another within the valley. Anyone who does strike someone else with a weapon here is exiled; he will be dragged out of the valley, and Ka the Preserver will ensure that he can somehow never find the valley again.

The culture of the Lighthouse valley stresses tolerance of different races and cultures. Of course, a few scholars come into the valley with racial biases which they never entirely overcome.

By Ka's decree, males and females have equal rights and privileges in this culture.

While this is a culture of scholars, there are also many farmers and herdsmen in this valley. Most of them are descendants of earlier scholars, descendants who don't have the scholarly bent of the others. They trade the food they raise in return for the knowledge (scientific, but especially magical and clerical) which so many of the scholars have.

History in the Hollow World

Thousands of years ago, the Immortal Ka inspired many scholars and wise men of the Hollow World to make impossible treks from their home territories to this hidden valley. There, he told them to build a great library, to amass knowledge, to travel the world and gather ever more learning, to bring it back and preserve it. They did. Allowed to abandon the cultural bias which dominates most other cultures, they traded knowledge and learning and became a multi-ethnic scholar's community.

Over the centuries, they built up quite a secret organization with members all over the Hollow World. The greatest concentration of Lighthouse scholars live in this valley, but there are many more secret members scattered throughout the Hollow World. They live among their own people, indistinguishable from other scholars of their folk. But their homes always have an inconspicuous lighthouse symbol on the front entrance, which is recognized by associates of the Lighthouse valley.

Their goal is nothing more or less than the accumulation of knowledge. They gather information on history, theology, geography, language, culture, the sciences, the arts, anything they can accumulate. They transcribe it into impressive books usually written in dry-as-dust prose. They teach all those who come here to learn; some are inspired by Ka to find the place, some are inspired by the other Immortals (when they wish a character to learn much in a short time), and some actually find it accidentally.

In the Lighthouse can be found the only maps of large tracts of the Hollow World which are in the hands of mortals.

Relations With Other Races

The Lighthouse people don't just passively acquire knowledge; they're part of the way that the Immortals insure that no race is ever wiped out in the wars and raids which rage between the cultures.

Thus, Lighthouse scholars often volunteer to accompany armies on their marches, to act as specialists and advisors for the officers. They influence conquerors not to slaughter captives, but to enslave them (they will ultimately find freedom), to release them, or to drive them forth; with any of these results, the losers' culture will survive.

NPCs

A typical example of Lighthouse scholars is Trokalikos of Laroun, who can be found at the end of this chapter, under *Itinerant NPCs*.

Monsters

Ka the Preserver does not allow any dangerous monsters to enter the valley of the Lighthouse.

PCs and the Lighthouse

Player characters will ultimately discover the existence of the Lighthouse.

At some time, they'll encounter an enigmatic traveller, such as Trokalikos of Laroun, who may accompany them for part of their travels, offer sage advice, and go on his way. If a PC thief steals his ring, he'll spot the Lighthouse motif. Otherwise, at some other time, the PCs may pass his home in Milenian Laroun and see the lighthouse carved on his lintel.

In some other place, in some other culture, they'll find another dwelling whose owner has carved a lighthouse on the door. The design of the lighthouses is identical; this is not an accidental resemblance. And the owner of this place will also be a wise, learned man or woman interested in his nation's learning and politics. If curiosity drives them to, they may take steps to find out what's going on.

Alternately, if an Immortal wants them to learn something about a specific race or past event so they can do the Immortal's bidding, he may give them clues to lead them to the valley.

Once the PCs have learned of the place, they have a choice to make. The scholars of the Lighthouse won't let them use the great library unless they swear allegiance to the Order. All this means is that they must vow to learn all they can, to record all their learning, to make occasional pilgrimages to the valley and deposit their learning there; and to shelter and aid any fellow Lighthouse scholars who need their help; and to perform occasional services for the Lighthouse, such as influencing the outcomes of military campaigns or expeditions.



They also have to learn the hand-language of the Lighthouse; they must use an unfilled language slot or general skills slot in order to do so.

If they accept, they can enter the Order. It will not turn out to be too onerous a duty. It won't often interfere with their adventuring activities. Occasionally, another Lighthouse scholar will find them and need shelter, perhaps from pursuers or enemies. Just as often, the heroes may find themselves in need of shelter or help and can depend on a fellow Lighthouse scholar.

If they refuse, the PCs will be asked to leave the valley—or forced by magical NPCs, if they refuse. They will not be able to find the valley afterwards, unless they appeal directly to Ka and convince him that their intent is to join the Order. The terrain near the Lighthouse will always look just slightly wrong, and never lead them to the right place—more Immortal magic.

Malpheggi Swamps

Technology: Early Iron Age.

Life-Style: Swamp-dwelling hunters and mercenaries.

Population: 10,000 scattered in small communities (ca. 100 members each) all over the Malpheggi swamps.

Outer-World Origin: Ierendi, ca. BC 500.

Description

The Malpheggi Swamps are classic primordial swamps. The land is criss-crossed with rivers and spotted everywhere with small lakes and ponds; many of the ponds are stagnant, murky, impenetrable to sight. The lakes themselves are not clear-water lakes; they are very shallow, and high grasses grow up out of them. It is still possible to take a boat through these grasses, but the going is slow and adventurers can't see more than a few yards in any direction through the high grass.

Gnarled trees with black trunks grow thick in this territory. Their branches are hung with green moss which often trails down to the ground or into the water. The ground is overgrown with high, heavy, leafy foliage which characters cannot usually just walk through; they must chop through it, slowly and laboriously, with a blade.

The sheer weight of the vegetation makes the swamp look impenetrable and nearly blots out the sunlight in places. All in all, it is a dark, gloomy, and mysterious land.

The air is heavy, humid, very warm, and in many places feels oppressive and dead. It rains here, regularly, once or twice per sleep, which is as close to nightfall as these lands ever see: For an hour or two, the sky turns nearly pitch-dark.

No humans or humanlike races live in these swamps, but there are dwellings here nonetheless. They're usually built on the sides of rivers, lakes and ponds; they're domelike dwellings, not more

than ten feet tall and usually no more than five, made of mud reinforced with grasses. These are the homes of the Malpheggi lizard men.

It's no picnic for adventurers to cross this land. They have to chop their way through the underbrush. They must deal with the innumerable stinging insects common to the swamp; smearing themselves with mud helps, while a character with the Nature Lore (Swamp) skill will probably be able to concoct an insect repellent from local plants. And then, of course, the adventurers may have to deal with the two most powerful inhabitants of the swamps: The crocodiles, and the Malpheggi lizard men.

The Malpheggi Lizard Men

These lizard men are examples of the common lizard man species found on the outer world. These Malpheggi are amphibious reptiles, not like the desert-dwelling species. They are ideally suited to life in the swamp, as they are very stealthy, capable of breathing water and swimming almost indefinitely.

The Malpheggi lizard men stand 6' to 7' tall. They're bipedal, covered in fine scales, with very reptilian heads and strong tails. They have clawed hands and feet, with webbing between the digits.

Most of them are green-scaled, though they come in a variety of greens, from very deep, dark hues to much lighter olive colors. Some of them are black, some yellow. A very few are albino, totally white, with pink eyes which cannot easily stand the sun.

These lizard men do not wear clothing of any sort, but do wear belts and baldrics from which they hang weapon sheathes and pouches (often of virtually watertight hide). Their usual weapons include spears, axes, hammers, and (when they can capture them) swords; their metalworkers are not usually sophisticated enough to forge swords.

Their language is called Malpheggi. It is a very sibilant, hissing language with no written form. The Malpheggi speak the dragon tongue. They can also speak Neathar, though it is very difficult for them to say the words; they understand Neathar much better than they communicate in it.

Customs

The Malpheggi lizard men are suspicious, calculating beings. They do not trust anyone but themselves.

They are very territorial. They consider the swamp *theirs*. Anyone who comes into it is an intruder to be confronted and chased out or killed. That doesn't mean that they blindly stalk and attack people coming into the swamp; they've had a lot of profitable trade with the Schattenfeln and the Azcans, and are more than willing to listen to the offer of a bribe. If adventurers are willing to pay them a fee to lead them through

the swamps, the lizard men can be quite peaceable indeed. They will not, however, lead the adventurers near their secluded homes.

Adventurers often make the mistake of thinking that because the lizard men speak the human languages badly, they must be stupid, but they aren't; the average Malpheggi intelligence is equal to human average.

Among the Malpheggi, females rule. Male and female warriors are equal in stature, but they have a queen who is the tribal ruler of all the Malpheggi Swamp communities of lizard men. Likewise, each tribe has its own queen.

The Malpheggi worship the Immortal Ka.

And for reasons discussed below, the Malpheggi hate Nithians. They haven't seen any Nithians within living memory; the Hollow World Nithian Empire is thousands of miles away and on the other side of the great equatorial mountain range. But they remember how the Nithians look, dress and act from their tribal legends, and if they detect a Nithian they will murder him in a genocidal rage.

History on the Outer World

The Malpheggi are a race of sentient lizard man, a species adapted to watery, swampy environments.

Around BC 1,750, the Malpheggi lived on a series of swamps on the southern coast of the outer world's northern continent. At that time, a series of earthquakes and volcanic eruptions split land masses away from the coast, and some of the homeland of the Malpheggi became an island swamp rather than a continental swamp. (These islands later became the Ierendi chain.)

The Malpheggi were stranded on those islands with a human culture, the Makai, an unusually peaceable race of Neathar tribesmen. The two races kept to their own pursuits; on those rare occasions when they interacted, they did so peacefully.

But about 700 years later, at the turn of the millennium, the Nithian Empire discovered the islands and planted several colonies there.

The Malpheggi lizard men would have been able to cope with that just fine, except that the Nithians brought with them a northern parasite, a tiny ticklike insect. That insect, mostly harmless to humans, carried within it a disease ultimately fatal to the lizard men.

Starting very slowly at first, the parasites spread among the lizard men, who began dying of the disease. First one isolated Malpheggi community perished utterly; the lizard men who eventually found out about it bore the parasites back to their own communities, and the cycle of disease began again. The lizard men thought it was the wrath of an angry Immortal.

By BC 500, the Malpheggi lizard men knew they were doomed. The last community of their kind was now infected. And they now knew why they

were dying: Their shamans and wokani had finally learned the truth of the origin of the disease.

Facing inevitable death and enraged at the extermination of their race, the Malpheggi brewed up a most potent spell, declared that all Nithians must die and went on a war of vengeance, murdering all the Nithians on the Ierendi islands. But within a few weeks, all the lizard men followed them into death.

Or, almost all: Ka the Preserver, having only noticed lately the imminent demise of the Malpheggi race, took up an even dozen Malpheggi, six males and six females, and cured them with his Immortal magics. Then he placed them in Hollow World swamps similar to their homelands.

History in the Hollow World

The Malpheggi lizard men do not breed fast. The small, weak lizard man colony stayed very secretive until their numbers were greater, a couple of hundred years after they were relocated.

They have grown to dominate their swamp, sharing it only with non-sentient races, allowing no humans or humanoids to live within it.

Relations With Other Races

Though the Malpheggi keep others from living in their domain, they do trade with some other races. They usually trade their formidable knowledge of the swamp, and their own fighting ability, to the Azcans and the Schattenalfen. Their most usual sort of commerce is to act as guides for Azcan raiding parties who wish to cross the thickest part of the swamps to fall on the Oltecs from a surprise quarter.

Likewise, they'll lead Schattenalfen through the swamps to attack the Azcans. The Malpheggi keep their bargains, but are mercenary and feel no loyalty to these two evil, warring races.

NPCs

A typical Malpheggi lizard man the PCs might meet is Haarss the Ambusher.

Haarss the Ambusher, Guide and Warrior

History: Haarss was born with a knack for finding his way through the swamp which is not often matched by other lizard men. When still a youthful Malpheggi warrior, he led his first mercenary expedition, taking Azcans against the Oltecs and back again into Azcan territory. But it is not as a guide for which he is most appreciated by his queen: He is a superior scout and ambusher. He has for years been assigned to watch the periphery of the swamp, where humans most often make their intrusions.

Personality: Haarss enjoys terrorizing intruders. He doesn't employ direct confrontation; he's more



clever than that. He drops dinosaur-mutilated animal carcasses in their paths. He overturns their boats and canoes from below. He stampedes carnivores through their camps. Through it all, he stays unseen. Only after intruders are "softened up" in this fashion will he approach, still hidden in the underbrush, and demand that the intruders declare their business or begone. If the intruders are willing to pay to be guided through the swamp, he'll charge extra because he can lead them the "safe" way, where none of these nasty things will happen to them . . . which is the truth, sort of.

Appearance: Haarss is nearly 7' tall with olive-colored scales and black, glittering eyes. He carries a spear, a broad sword, and a knife, all taken in trade from people who have come through his swamp.

DMING Notes: Haarss is not an adventurer and cannot be lured to accompany PCs out of his swamp.

Combat Notes: 4 HD lizard man; AC 5; hp 16; MV 60' (20') on land, or 120' (40') swimming; #AT 1, weapon or claws; Dmg 1d8 + 2 (broad sword), 1d6 + 2 (spear), or 1d4 + 1 (claws); Save F4; ML12; AL N. S16 I16 W13 D12 Co14 Ch13. Languages: Malpheggi, Neathar. General Skills: Hunting (I), Navigation (I), Survival (Swamp, I), Tracking (I), Stealth (Swamp, D).

Magical Items in Possession: None.

Typical Lizard Men

Combat Notes: 2 + 1 HD lizard man; AC 5; hp 10; MV 60' (20') on land, or 120' (40') swimming; #AT 1 weapon or claw, with Strength bonus; Dmg 1d6 + 1 (spear, short sword, or war hammer), or 1d4 + 1 (claws); Save F2; ML12; AL N.

Monsters

The Malpheggi swamps abound with dinosaurs; see the Monsters chapter of *The Adventure Book* for statistics on those.

Smaller but dangerous animal opponents common to these swamps are the crocodiles (from the *Expert Set*).

The Merry Pirate Seas

Technology: Iron Age (steel forged).

Life-Style: Pirates and buccaneers.

Population: 100,000 in numerous cities and large towns.

Outer-World Origin: Varies (see History below).

Description

The Merry Pirate Seas are waterways, a strip of seacoast and numerous islands in the equatorial region of the Atlass Ocean.

This is clear, blue, beautiful ocean thickly dotted with islands, especially right at the equator,

where the great equatorial mountain range enters the water and results in a straight series of large, high, mountainous islands.

The weather here is surprisingly clear and cool, a result of the Immortal magic which maintains the weather at the equatorial mountain range. Due north and due south only a few dozen miles, the climate becomes tropical again.

All through this region, all over the islands, are communities where the chief industry is piracy. These pirates prey on each other to a certain extent, but mostly they concentrate their efforts on attacking ships from the Milenian Empire and sacking coastal villages of both the Milenians and the Azcans.

This isn't a place where one culture at one period in history has been preserved like a fly in amber; instead, the cultural elements common to pirate cultures have been perpetuated here. Here, the traveller will see Traldar pirates of BC 1,000, 3rd-century AC Thyatians, 5th-century AC Northmen (Ostlanders), and 7th-century Ierendians, both humans and halflings. The cities are mostly built to human scale, but there are many dwellings for halflings as well. In the harbors, characters will see high-masted pirate ships and long, low pirate galleys with shields lined up along the rails, all fit for pirate duty. Any one seacoast town will have a mixture of building styles stretching across 1,700 years of history; some buildings will be mud or grass huts, others will be cut log or rough stone cottages with thatched roofs, still others will be well-built buildings of wooden planking, fine brick or dressed stone.

There are not a lot of monsters in these oceans. Travelers see occasional ocean-going dinosaurs such as the *plesiosaur* in the water; sometimes they encounter sea serpents, sharks, whales, dolphins, and other sea-dwellers. But on the whole, the greatest dangers in these waters are the pirates themselves.

The Pirates

As mentioned, the pirates of the Merry Pirate Islands come from a variety of ethnic backgrounds. The original four races included Traldar (fair-skinned, dark-haired warriors from BC 1,000), Thyatians (ruddy warriors with a wide range of hair color, dating from about BC 250), Ostlanders (fair-skinned, blond-and red-haired northland warriors from AC 500), and Ierendians (humans of Thyatian stock, and western halflings, dating from AC 700 or so).

However, these races (excepting the halflings) have blended together over the centuries, and have added others to their ranks. Captured Azcans who are not loyal to their evil empire have joined the ranks of the pirates. So have hard-bitten Milenian mercenaries. And slaves captured from both of those empires have joined the pirates, especially Tanagoro, Nithians, and Neathar.

The Merry Pirates have their own distinctive national uniform, which has evolved over the centuries. Active pirates, men and women alike, wear tight-fitting trousers which come down to the lower calf; these are usually of blue, tan, or some other inconspicuous color. They wear light tunics, short-sleeved or long-sleeved, often v-necked and very loose, which are usually of some bright color or decorated with stripes.

Footwear varies widely: Some pirates wear slippers and no stockings, some wear shoes with knee-high stockings, while still others wear knee-high, soft boots, often with swashbuckler cuffs which turn down from the top of the boot. Most pirates add a colorful waist-sash to the outfit, usually bright and very strikingly (some might even say clashingly) different from that of the tunic.

To these basic elements, they add many decorations. Some, men and women alike, wear earrings. Headgear varies from headbands to simple scarves tied around their heads to fancy, three-corner hats. Pirate officers may wear cloaks, but do so only in colder climates or when they're trying to impress visitors. Pirate kings often wear ruffled shirts and long-tailed jackets in blue or red.

There is no hair-style consistent to the Merry Pirates. Among both male and female pirates, long and short hair-styles are common. Male pirates do tend to wear facial hair, from snappy little mustaches to formidable mustaches and beards.

Because of injuries pirates sustain in their violent lives, many of them wear eye-patches, wooden legs, or hooks in place of hands.

On shipboard, non-officer pirates wear only concealed weapons, usually knives carried in hidden sheathes. Officers often wear weapons-belts at all times.

When preparing for action, all pirates don weapons-belts or baldrics, from which at least one sword hangs; some have two or more swords or a bandolier full of daggers. Merry Pirate wizards have been known to rig belt-sheathes for their more destructive wands.

The Merry Pirates wear leather armor or no armor when sailing; some carry shields. On land, they may don heavier armor.

Non-pirates living in pirate communities wear similar clothing. Women non-pirates usually wear skirts instead of trousers, but have similar preferences for bright, colorful clothes.

The common tongue of the Merry Pirates used to be Thyatian, but has in recent centuries been replaced by Neathar—a hard, rough dialect of Neathar supplemented by piratical loan-words taken from other languages. Other languages commonly found in the islands are Traldar, Ostlander, and *hin* (halfling).

Customs

By ancient tradition, the Merry Pirates are bold, boisterous, noisy, energetic, and *merry*. Naturally,

they don't seem so very merry when swabbing the decks or laboring away at ordinary seamen's duties. But, at other times, their lives are filled with cheerful bluster. Their piratical assaults are whooping, jeering, line-swinging, sword-slashing affairs where each pirate strives to outdo his fellows in style and deed. In their shoretime celebrations, when they fill the taverns of their home ports, they lavishly spend money and treasure, drink an excessive amount of alcohol, and cavort in all sorts of displays of self-gratification. Obviously, they live for the moment.

The Merry Pirate Seas are not a unified nation. Though all the cities share customs and history, though ships from one port can usually find safe harbor in any other port, these cities do not rule one another. From time to time, pirates of one city may sack another they do not care for, but they do not leave a garrison or rulers behind; that's not what pirating is all about.

Oddly, the Merry Pirates all seem to be self-educated lawyers, and agreements of all sorts between the pirates take the form of complicated written or verbal contracts. When pirates join a pirate ship, they sign its *articles*, a formal document that lays out what the responsibilities of the crewmen are, what those of the officers are, how all captured treasure will be divided, and so forth. When one landlubber agrees to perform a task for another, they agree on a price, a deadline, and how to seek damages against one another should one party or the other fail to come through, and establish a verbal contract in the presence of witnesses.

Most of the pirates are men. Descendants of superstitious outer-world seamen, most believe that sailing with a woman on board is bad, bad luck. And since the society revolves around the pirate himself, women tend to be second-class citizens in this land.

However, some women beat the odds. Some few male pirate captains will ship with female crewmen. There are three or four female ship-captains plying the seas, and one of them has an all-woman crew.

Among the Merry Pirates, one can find worshippers for just about every Immortal listed in the *Immortals* chapter. Because of the ethnic backgrounds of the Merry Pirates, the most favorite Immortals include Halav, Petra, Zirchev, Odin, Thor, Frey, Freyja, and Vanya. However, the Merry Pirate Seas were "created" by the Immortal Korotiku the Trickster, and he has as many worshippers as any of those Immortals.

The Merry Pirates use two principal classes of pirate vessels: large sailing ships and war galleys.

Most of the Merry Pirate vessels are war galleys. These vessels are best-suited to attacks on small ships or to landing parties attacking coastal cities.

But there are also many large sailing ships, built on Ierendian designs. Their captains are the nobility of pirate culture, and their exploits become



legends among the pirates.

The pirates are not stupid. A pirate ship will never attack a target that looks stronger than it is. A pirate captain will never sustain an attack when it becomes obvious that the pirates are losing; they'll turn and run, returning later with reinforcements.

The Cities

Among the communities of the Merry Pirates are:

Arana. This is the pirate town with the least number of pirates. This town of 7,500 is the shipbuilding capital of the Merry Pirate seas; here, there are more shipbuilding industries than in any of the other communities, and it is justifiably famous for the quality of its craftsmanship. Arana is the closest the Merry Pirates have to a community of hard workers; few pirate vessels actually ply the seas from this more distant port. But trade through Arana is plentiful, for pirates always need new ships: Gold and treasure move as freely through this town as any other.

Baraga. The "capital city" of the Merry Pirates is Baraga, the name of both the city and the island it is on. Baraga is the largest pirate city, with 30,000 residents. It is the hub of the Merry Pirate culture; more treasure rolls through Baraga than any of the other pirate ports. The inns here are more numerous, the entertainments more lavish and expensive. Its ruler is the retired pirate Necco the Black, and he is a very clever man. He's established new defenses for the harbor: Sharpened, hardened logs planted underwater at such an angle that they will easily shear through the hulls of invading ships. They protect all but a narrow channel of the harbor approach, so only sailors familiar with their placement can enter the harbor. The safe channel is no secret, and not hard to find out, but Necco has another secret for invaders: Underwater, right in the safe channel, he's set up more stakes on waterproof hoists. They lie on racks on the harbor bottom when not in use. But if Baraga ever faces a major invasion, Necco can send down teams of divers to crank up those spikes to defend the harbor all the way around. The safe channel will suddenly become as dangerous as any other approach. The city of Baraga itself is defended by a stone wall with ballistae on the guard-towers.

Floresque. This large town of 5,000, the oldest of the Merry Pirate towns, was originally settled by Traldar colonists; later, the Immortal Korotiku finagled things so that other pirate races also settled there, beginning the process of forming the Merry Pirate culture. It's the closest Merry Pirate community to the Traldar, and its ships and galleys do a certain amount of raiding along the Traldar shore. Floresque's harbor is protected by a high headland upon which many siege engines are placed to repel invaders, and the town itself is further protected by a heavy stone wall.

History on the Outer World

The Merry Pirates do not have any unified history on the outer world. The cultures which make them up do, of course: The Traldar of a BC 1,000, the Thyatians of 750 years later, the Ostlanders of AC 500, the Ierendians of two hundred years after that. Their individual histories may be read in the *History* chapter.

History in the Hollow World

About BC 1,000, as Traldar civilization was collapsing under the weight of the gnollish attacks, elements of the Traldar culture were moved to the Hollow World. They were placed on the western coast at the equator, where the land was mountainous all the way down to the sea and where the weather was temperate. Soon, they spread out across their mountainous lands and had settled up and down the coast and out among the islands. Many of the Traldar took up the lives of piracy they'd enjoyed on the outer world.

Around BC 250, the Immortal Korotiku had an idea which charmed him. He'd been watching the pirates of the Thyatian race and noticing interesting similarities between them and the Hollow World Traldar pirates. Could he, he wondered, create a pirate-based culture blended from all sorts of outer-world pirates?

Though the Thyatians were in no danger of extermination, Korotiku transported several Thyatian pirate villages to the islands west of the Traldar lands. Once the Thyatians had adapted to their new environment, they continued with their life of piracy, beginning a spirited rivalry with the eastern Traldar. They also took and occupied a few towns, including Floresque, which had been Traldar communities, and began the process of creating a pirate culture distinct from its original cultures.

Korotiku introduced individual outer-world pirate ships into the Merry Pirate seas from time to time, and twice more added major cultural "blocks": Ostlander pirates, those blond-headed northmen, in AC 500, and Ierendi pirates (both Thyatian descendants and halflings) in AC 700.

With permission of the other Immortal builders of the Hollow World, Korotiku was able to bend the rules of the Spell of Preservation to allow these cultures to blend and retain only their distinctive pirate characteristics. This also allowed the pirates to assimilate the superior ship-designs of each new culture added to their ranks. Korotiku was able to do this because none of these activities endangered the still-existing Traldar culture.

Relations With Other Races

Across the years, the Merry Pirates have preyed on everyone they could. They've occasionally raided and sacked Traldar communities, but that warrior-race is tough and they often prefer other targets.

The most common targets of the Merry Pirates are seaside Azcan towns, rich with gold, and the seaside towns and shipping of the Milenian Empire to the far south.

Because they're predators, the Merry Pirates have no allies, only enemies. Any nation with cities on the west coast of the Atlass Ocean counts itself as an enemy of the Merry Pirates. One exception is the peaceful Makai natives; the Merry Pirates often put in to the idyllic Makai islands in order to feast and frolic with the locals.

NPCs

Pirates whom the NPCs might encounter, on land or sea, include Handlebar Emilio and Carola the Grappler, both notorious ship-captains.

Handlebar Emilio

History: Emilio, age 35, was born in the town of Floresque and aspired from his earliest years to be the greatest pirate on the seas. He became a pirate-ship cabin boy at age 13 and has been on the sea more than on the land in all the years since.

Personality: Emilio may or may not be the greatest pirate captain there is, but he's certainly the most vain. He's always impeccably groomed and dressed in the richest, most luxuriant pirate fashions. His nickname comes from the elaborate handlebar mustache he cultivates; it is his pride and joy. He is convinced that he is irresistible to women and seeks every opportunity to prove it—female PCs in his company will inevitably suffer his advances.

Appearance: Emilio, is tall, dark, and slender. He has black hair and deep brown eyes. His large, beaklike nose protrudes over his elaborate handlebar mustache. His clothes are rich, his weapons numerous; he carries a cutlass (normal sword) on his belt and a brace of eight throwing knives on a bandolier.

DMing Notes: This pirate is a swaggering, self-assured, wealthy pirate king. He's no more evil or good than any other pirate captain; he's just more insufferable.

Ship: Emilio's ship is the *Black Raven*, a sailing ship.

Combat Notes: 12th-level fighter; AC 5 (leather and dexterity bonus); hp 50; MV 120' (40'); #AT 2 cutlass or dagger; Dmg 1d8 + 3 (cutlass) or 1d4 + 1 (dagger); Save F12; ML7; AL N. S13 I12 W10 D17 Co11 Ch14. Languages: Neathar. General Skills: Knowledge of the Atlass Ocean (I), Mapping (I), Navigation (I), Profession of Sailor (I), Signalling (Pirate Flag Codes, I), Drinking (Co).

Magical Items in Possession: cutlass (normal sword) + 2.

Carola the Grappler

History: Carola's mother was a Milenian woman taken from a captured shipping vessel; her father was a famous pirate, Korto the Brute, who died ten years ago in action against a Traldar town. Carola grew up independent and strong-willed, an urchin in the streets of Baraga, and swiftly realized that she wanted more than anything to ply the seas as her male counterparts did. But no ship would allow her aboard as a crewman; if things continued in that vein, she never would be able to sail under her own flag. So she devoted herself to her other profession, that of thief, and became very successful at it. Her favorite tactic was to wait for the return of ships laden with treasure and rob their crews blind when they hit the taverns and bawdy-houses. Twice, she was able to lead crack teams of fellow-thieves in capers against ships in the harbor. At the age of 20, she'd accumulated enough personal wealth to retire . . . but, instead, she bought herself a sailing ship, overpaid a retired captain to teach her and a crew to sail with her, and began to live out her ambition. Determined to prove herself as a pirate, she has, in the last ten years, become one of the best-known captains and has inspired other women to take up the life.

Personality: Carola is fascinated by the unattainable dream. She might not have become a pirate captain if that profession hadn't been denied to her. If there's a city which no other pirate has been able to sack, it will become her goal; if there's a Milenian ship which no other pirate has been able to catch, it will become her quarry. She is very serious, not given much to amusements. She has been unwilling to marry because her suitors generally insisted that she give up life on the sea, so she remains alone. Emilio is convinced that she is still in love with him, a delusion which greatly annoys her.

Appearance: Carola is of average height and brunette, with striking blue eyes often compared to the color of the sea. She has a beauty mark on her left cheek.

DMing Notes: Carola's nickname derives from her prowess as a wrestler, which she will gladly demonstrate to any character who makes disparaging remarks about her.

Ship: *The Leap of Faith*, a standard sailing ship.

Combat Notes: 14th-level thief; AC 2 (leather armor and dexterity bonus); hp 35; MV 120' (40'); #AT 1 rapier (normal sword); Dmg 1d8 + 1; Save T14; ML10; AL N. S16 I13 W10 D18 Co12 Ch13. Languages: Neathar, Milenian. General Skills: Wrestling (S), Knowledge of Atlass Ocean (I), Military Tactics (I), Profession (Sailor, I), Signalling (Thief Codes, I), Signalling (Pirate Flag Codes, I), Acrobatics (D), Escape Artist (D), Leadership (Ch).



Magical Items in Possession: leather armor +2, ring of x-ray vision.

Typical Pirate Crewmen

Combat Notes: 1st-level fighter; AC 7 (leather); hp 4; MV 120' (40'); #AT 1 short sword or crossbow; Dmg 1d6; Save F1; ML8; AL N.

Pirate Vessels

These are the most common sorts of vessels found in the Merry Pirate Seas.

Merry Pirate War Galley

Movement Rate 12 miles/day (72 if sailing), or 60' round (120' if sailing), 300 Rowers, 30 Sailors, 75 Marines, 150 Hull Pts., AC 7, Capacity 80,000 cn.

One ballista on the bow: AC 4, HP 9, Crew of 4, Range 100/200/300, Damage d10+6, Fire Rate 1 per 2 rounds.

One ram on the bow, below the waterline: AC -4, HP 50, Damage d6+8.

Merry Pirate Sailing Ship

Movement Rate 72 miles/day, or 120'/round, 20 Sailors, 50 Marines, 150 Hull Pts., AC 7, Capacity 300,000 cn.

Two ballistae each on bow and stern: AC 4, HP 9, Crew of 4, Range 100/200/300, Damage d10+6, Fire Rate 1 per 2 rounds.

Six light catapults along each side: AC 4, HP 18, Crew of 6, Range 200/250/300 (Minimum Range 150), Damage d8+8, Fire Rate 1 per 5 rounds.

Monsters

The monsters found in the Merry Pirate Seas are all of the ocean-going monsters mentioned in the Monsters chapter of *The Adventure Book*.

Milenian Empire

Technology: Iron Age.

Life-Style: City-dwelling imperial society; democratic political processes.

Population: 3,000,000 in many cities, innumerable villages and towns.

Outer-World Origin: Southern continent, ca. BC 100.

Description

The Milenian Empire is a far-flung civilization that occupies a long stretch of southern Atlass Ocean coastland and territories inland.

The land of the Empire ranges from tropical forest in the north to temperate forests and open plains in the south; the eastern border of the Empire reaches to a long, narrow mountain range.

So, except for desert, one can find almost any kind of terrain within the borders of the Milenian Empire.

The dinosaurs which plague all human cultures of the Hollow World are uncommon in the Empire; they have largely been driven out by the organized efforts of the Milenian armed forces. However, it has proved impossible to drive them out utterly; and dinosaurs live in the eastern mountains and occasionally cross the eastern frontiers, bordering on the wild Tanagoro and Jennite territories. So dinosaurs are a rare threat, but a threat nonetheless, in these lands.

The land is dotted with cities, towns, and villages of the Milenians. These are all protected by stone walls; none is exposed to the surrounding countryside.

These cities, like all human cities, have large tracts of homes of the poor: Wooden or mud-brick dwellings with shingled or tiled roofs, mostly. But the architecture of the wealthier sections of town is unlike that of any other Hollow World culture.

The Milenians build airy palaces, civic buildings and temples with great colonnades of huge carved stone columns. They pave large plazas to act as public gathering-places. They build enormous statues of marble and ivory and gold, statues unparalleled in grace and realism in all the world. Though their monumental architecture is nothing as large as the Nithians' (see the entry below for the Nithians), they are indeed a race of builders and planners.

The Milenians

The Milenians seldom exceed average height. As a race, they are very keen on proper exercise and good health, from the young to the elderly, and so few Milenians are overweight or appear to be sickly.

Most Milenians have olive complexions and brown hair and eyes. Some are blond or red-headed; blue eyes are rare but do appear. Milenian women wear their hair long but usually wear it up, in hairstyles from simple pony-tails to elaborate coils. Milenian men wear their hair short, often curly; many wear beards and mustaches or beards without mustaches. (The latter style, in the Hollow World, is virtually unique to the Milenians.)

Milenian men wear short-sleeved, thigh-length linen tunics, belted, and sandals. With Milenian slaves, the tunic will be a bland, undecorated tan or white. But with increased wealth comes increased decoration. Lower-class Milenians decorate their tunics with stripes and designs; middle-class and higher-class Milenians have tunics in gaudy colors, decorated with all manner of stripes and patterns or with embroidered pictures of animals or monsters.

Milenian women wear sleeveless, long-skirted gowns, with the same sorts of color schemes repre-

senting their personal wealth.

Woolen cloaks and lined boots are usually worn in colder climates.

The Milenians wear a lot of jewelry, especially bracelets and necklaces; even the lowliest slave will have a necklace of cheap beads.

In wartime, Milenians wear very sturdy leather armor. This is not the sort of leather armor worn by most peoples: It is heavy cowhide boiled in wax to be very hard and shaped to conform to the body of the wearer. This type of armor is thus heavier than normal leather armor and has the same characteristics as scale mail: AC 6, 300 cn encumbrance. This cuirass is accompanied by leather greaves and vambraces. The Milenians also carry a large round shield about 4' in diameter; warriors individualize their shields by painting interesting designs such as monster faces on the shield-fronts.

Milenian warriors carry spears, pole arms (pikes), short swords, and long bows. Milenians can use other weapons, but those are the four principal weapons of the Milenian soldier.

Milenian is the language of these people. Though it is descended from Traldar, it is not the same language. There is a written form of the language, which is not at all similar to the written form of Traldar.

Milenians also speak Neathar, the common tongue.

Customs

The Milenians are a strange people. Their whole culture is a maze of contradictions which other races find maddening.

They have an emperor. (It would scarcely be an empire without an emperor.) But they do not practice hereditary kingship: The Emperor is *elected* from among eligible nobles by the Senate, the other ruling body of the Milenians. The Emperor, once appointed, may not be "voted out of office." On the other hand, an emperor who finds himself opposed by the majority of the senators and the people had best abdicate; else he will inevitably find himself thrown down and executed by a popular revolt.

The Emperor decides on the empire's policies: Whom to hate, whom to help, whom to launch troops against. The Senate decides on the empire's laws: What are crimes, what are citizens' rights. The Emperor may decide where to send the troops, but the Senate controls the budget and determines how many troops there are in the Empire.

As the Senate elects the Emperor, the Citizens elect the Senators. A Citizen of the Milenian Empire is any Milenian-born male who owns land within the empire. A Senator serves a six-year term and may be consecutively reelected all through his life if he can persuade the Citizens of the area he represents that he *should* be.

The Milenians do not believe in any sort of inherited position; all their city rulers and officials are elected, usually for similar six-year terms.

The Milenians have great respect for scholars, philosophers, and artists. In a society of equals, those types of people are a little "more equal" than others.

This, roughly, is the hierarchy of social classes among the Milenians:

Ranks of Milenian Society (Highest to Lowest)

The Emperor
Senators
Citizens
Scholars/Artisans
Officers
Merchants
Commoners
Slaves

The Milenians do keep slaves. Many of them are Milenian. But greater numbers are captured Tanganoro and Jennite warriors; some few are captured pirates, Azcans, Traldar, Makai (a Neathar tribe) and even Nithians. Slaves in the Empire have a few rights: Their owners may not slay or maim them out of hand, and the slaves may own a few items of personal property. Slaves are not all just menial workers; there are scholar-slaves who teach young nobles, for instance.

In the cities, most of the slaves will be native Milenians. Foreign-born slaves are usually kept outside the communities, ganged together with others of their own kind.

It is by force of arms that the Milenians maintain their empire, keeping the more distant and rebellious communities in line. The Milenians have a large, well-supplied army. The most powerful element of that army is the infantry: The phalanxes of the Milenians, advancing on the enemy in straight ranks with shields locked and pikes bristling overhead, are a sight to be feared in the southern hemisphere.

The Milenians also keep cavalry forces, especially on the border with the horse-loving Jennites, and a navy utilizing war-galleys. The navy's goal is to protect shipping against the Merry Pirates (in which they are only partially successful) and to keep the cities of the far-flung empire in line.

For the Milenians are notoriously independent; their empire is not an ant-like bureaucracy like the Azcan nation. Individual cities do elect representatives to the Senate, but are contentious among themselves. Some do not believe they need to be sending their taxes to the Empire, that they can get along better as independent cities and confederacies, that the very Empire itself is top-heavy and inefficient. These are not new ideas; there have been times of such national organization in Milenian history.



Women in the Empire are second-class members of society. They can own personal property but not land; therefore, they cannot be Citizens. They cannot carry weapons larger than daggers. In spite of these restrictions, women often wield a lot of power within the nation: A woman who cannot own land can still own a major shipping firm, leasing land from male landowners, racking up profits, and using their money to put pressure on the Senators and other elected officials.

The Immortal patrons of the Milenians include Halav and Petra, ancient Immortal patrons of the Traldar. The Milenians are disliked by the Immortals Vanya and the Shining One, who often interfere in their national affairs.

Corisa

The capital city of the Milenians is Corisa, on the coast. This is a city of 250,000 residents.

Corisa's streets are paved. Its great buildings are built of white limestone quarried far away and carted into the city. Its columns are taller than those of any other Milenian city; its statues are finer; its philosophers are wiser. Or so its residents think, anyway.

The map on page 70 shows the city of Corisa. Some of the city's more interesting features include:

(1) **The Acropolis.** On this 500', flat-topped hill stands the residence of the Emperor. This is a brilliant white three-story palace whose top floor commands an incredible view of the Atlass Ocean; its western facing is lined with three-story columns. Also on the acropolis are temples to Halav and Petra, and a garrison for the Emperor's personal guard; the entire acropolis is surrounded by a wall 20' tall and 15' wide.

(2) **The Agora.** This is the vast open heart of the city of Corisa. It is an enormous plaza where people congregate to gossip, discuss the news, address the crowds with speeches or philosophical thoughts, and so forth.

(3) **The Senate.** This huge three-story building is the political center of the Empire. An imposing flight of steps leads up from ground level to the second floor, which is the main entrance to the Senate. Within, in the broad Senate Chamber, the empire's two hundred elected officials debate current issues, pass laws, represent their peoples, sometimes scream shrilly at one another or assassinate one another. There is a balcony, an observation gallery, above and around the Senate Chamber, and for certain debates visitors are allowed in to observe. The rest of the building is taken up with individual senators' offices and the offices of minor functionaries.

(4) **The Theatre.** Here, comedies, dramas and tragedies penned by the Milenian playwrights are performed. The theatre, a depression carved directly into the bedrock beneath the city, seats 10,000. It is always filled to capacity during the

opening week of any play, though attendance swiftly drops off for poor-quality productions.

(5) **The Temple.** The city of Corisa is littered with temples. There are temples here to a great number of Immortals, not just Halav and Petra; if any segment of the population worships a certain Immortal, you can be sure of finding a temple to that Immortal somewhere in the city. But only one holy house is called simply "The Temple." This is the great building near the foot of the acropolis: It is the major temple dedicated to both Halav and Petra. Its main hall of worship can seat 5,000 worshippers, and it is manned by a staff of 500 clerics and 1,000 servants and slaves. Its walls are lined with tapestries and treasures devoted to the Immortals, and its main hall is dominated by huge statues of Halav and Petra seated on adjacent thrones and facing the audience. The seated statues stand 40' tall, made of limestone painted in natural hues; Halav's "bronze" scale armor is actually gold-plated, as is Petra's shimmering golden dress.

(6) **The Harbor.** Corisa's huge harbor is part natural, part artificial. The headlands, protected by 20' walls, are artificial, built over the years by ambitious emperors. The one entrance into the harbor is guarded by a chain made of massive bronze links: It is normally lowered deep in the water for ships to pass over, and is raised when the city defends itself from seagoing invaders. The harbor wall features numerous towers, each topped with one heavy catapult and two ballistae.

The Other Cities

Other cities important to the Empire include:

Demtor. This inland city of 75,000 is the grain capital of the empire; the grasslands around Demtor provide roughly 30% of all the grain grown in the land. The governorship of Demtor is a powerful position, and is always accompanied by great wealth.

Dophius. This city of 50,000 polices the broad River Tythus: Dophius' 3,000-man garrison is charged with travelling up and down the river, discouraging river traffic and smuggling of untaxed goods.

Laroun. This southern city of 100,000 is a seaside community which is well-known in the Empire for its libraries and its scholars. The 7,500-man garrison here is the largest this far south in the empire, and is charged with keeping the more distant southern cities in line with the Empire's laws. Laroun is far enough south that it does not have any problems with dinosaur intrusions.

Pelai. This city of 20,000 is a hotbed of intrigue. The largest Milenian city of any size this far south, it is a center of the rebel underground which seeks to destroy the Empire, breaking it down into a collection of individual cities and city-confederacies. The climate here is colder. The main livelihood is fishing.

Tyrnus. This city of 150,000 is the second-largest in the Empire. Lying on the coast surrounded by heavy forest, it is the logging and woodcrafting center of the Empire. Its 5,000-man navy is charged with thwarting the Merry Pirates and pirate raiders from the Traldar, which it has not been very successful at doing across the centuries; consequently, naval garrison commanders are appointed and fired (and sometimes court-martialled) by the Emperor with depressing regularity.

History on the Outer World

A thousand years BC, in the land now called Karameikos, a warlike people called the Traldar thrived. They were a Bronze Age culture of independent kingdoms, and were very fond of warfare and epic struggle.

They got their ultimate epic struggle when a ravenous horde of gnolls invaded their land and began systematically destroying the Traldar nation.

Early in this war, different Traldar cities responded in different ways. Some were quickly obliterated by the invaders. Some, led by King Halav of Luhn, began to band together in a guerrilla defense.

One city responded by fleeing en masse. Marilev, a coastal city on the site of later Specularum, was ruled by one King Milen, who had long thought about colonizing the Southern Continent. When he became—erroneously—convinced that the gnolls would wipe out all humans in the Traldar lands, he led a massive exodus, with almost all the population of Marilev taking to the Sea of Dread in a ragged flotilla of inadequate boats.

After this inauspicious start, however, things improved for the Traldar. The survivors, roughly 70% of those who had set out, reached the Southern Continent and forged far inland, to the deep forests which reminded them of Traldar lands. There, they began to shape a new nation, the nation called Milenia . . . and later the Milenian Empire.

The Milenians slowly, systematically conquered and absorbed surrounding tribes of men—mostly fair-skinned descendants of the Neathar, and some darker-skinned descendants of far-ranging Oltec men. Over the centuries, this resulted in the slight olive skin tone and brown hair which is common to most Milenians today.

Some of the surrounding tribes which resisted conquest were the ancestors of the Thyatians and the Hinterlanders (see the *Dawn of the Emperors* boxed set for more on these races). By BC 600, the Thyatians, Kerendans and Hattians had decided enough was enough: They abandoned their homelands to these better-organized invaders and led a colonizing expedition north. Likewise, other tribes that would not be assimilated were driven forth in all directions as the Milenians solidified their posi-

tion in the southern continent.

Over the centuries, the Milenians' language and culture became gradually different from the Traldars'. They developed iron weapons, though they kept to most of the traditional types of weapons (short swords, spears, etc.) which had made the Traldar great. They switched to cuir-bouilli (leather boiled in wax) armor instead of bronze, but kept the same basic armor configurations as the Traldar: cuirass, helmet, greaves, vambraces . . . So, 800 years after they left the Traldar lands, they were a different culture, but still had many similarities to the Traldar.

By this time, things were not all well in the Empire. One particularly corrupt Emperor had managed to rig regional votes, hand-pick his Senators, oppress the more distant cities and colonies even more viciously than is the Milenian norm, and secure the transfer of the imperial crown to his son, a violation of the Milenians' somewhat democratic principles. The corruption of his dynasty weakened the empire, as the ruling class became indolent and decadent, unconcerned with the fair rule of the Empire, interested only in self-gratification. Increasingly, the more primitive tribes which had once been forced to run were returning to their homelands, sacking and destroying Milenian communities.

By BC 100, the situation was grave. The empire was under near-constant siege by the more primitive tribesmen, and dissident incompetents were in charge of practically every aspect of the military and government. They prayed to the Immortals for help, but the Immortals Halav and Petra were angry because the Milenians had ignored their guidelines for centuries and would not help.

Instead, Halav and Petra carefully chose several thousand Milenians—young and healthy or aged and wise, but neither dissident nor corrupt—and transported them to the Hollow World. Robbed of its only strong-willed and strong-bodied defenders, the city of Milenia fell within 50 years to the tribes it had once contemptuously flicked aside.

History in the Hollow World

In the Hollow World, the Milenians proliferated and began to spread across the coastline of the southern hemisphere.

They returned to the democratic principles of previous centuries and built up a strong central government of elected Citizens. They drove out the Jennites occupying the southern plains and established forts against the mighty Tanagoro warriors of the northeast.

They began a program of extermination of the dinosaurs which, over the centuries, greatly limited the numbers of the huge lizards in the Milenian lands.

Though they faced intrusions from the east and piracy from the north, the Milenians grew into a



very strong empire in a matter of a few centuries; even today, their borders are expanding, and the Milenians (like the Azcans to the far north) believe that they must, ultimately, rule all the Hollow World one day.

Relations With Other Races

The Milenians are enemies with the Tanagoro and Jennites.

Less frequently, they have clashes with the more distant Nithians; though they are separated from them by great distances, the two cultures disliked one another on sight.

When relations between them are at their best, they exchange quick-witted ambassadors who can couch insults in the most delicate language, and gifts which somehow are just a little offensive. If the Milenian emperor cannot learn to ride a horse, the Nithian pharaoh will give him a magnificent statue of the emperor mounted on a horse; if the Nithian pharaoh's children are always girls, the Milenian emperor will give him a magnificently-bound book containing the story of a hero and his many sons.

And when relations are at their worst, the infantry and cavalry of the Milenians march across the eastern plains, often attacking Jennites and Tanagoro in the process, to crash into the infantry and chariots of the Nithians. Epic songs and poems, with both sides claiming to have won every fight, often result.

The Milenians are also enemies of the Merry Pirates, who constantly prey on them. They are occasional enemies and occasional trade partners with the Traldar, for whom they have more respect.

The Milenians have never discovered the Kubitts.

NPCs

The Emperor of the Milenians is named Adronius. PCs, unless they are of very high level, are ambassadors of some other nation, or perform some extraordinary feat within the Empire, are not likely to meet him.

An NPC whom they are more likely to meet is Vanassius, a youthful guide in the city of Corisa (though you can place him in any other city where you wish the PCs to meet him).

Emperor Adronius

History: Adronius, age 50, was appointed emperor when he was 35. He was, of course, no close relation to the previous emperor. He'd been a senator since he was 30, and had been a military officer and prosperous landowner before then; he is the ideal of the Milenian ruling class. Though he'd been an officer, Adronius is not much of a warrior; he's far more interested in building projects such as roads, dams, public buildings, and statues

of himself.

Personality: Adronius fancies himself a musician, and most of his spare time goes into the writing and playing of new songs for the lute. Unfortunately, he's not very good; his songs are pedestrian at best, awful at worst. Even more unfortunately, he affects to want to hear brutally honest reviews, and will appear to take criticism in good grace . . . but he will ever afterwards be prejudiced against the person who gave him a bad review, and may wreck that person's career . . . or send out bullies to beat the person up for petty revenge. However, assassination is a little outside of his usual range of responses.

Appearance: Adronius is a little below average height and perhaps 20 pounds overweight, which he attempts to conceal through artful dressing. He wears a lot of bright colors with perpendicular stripes to camouflage his weight, and a lot of jewelry to distract the eye. His bearing is noble, and he is a very good speaker.

DMing Notes: One of his more antagonistic building plans is to dam up runoff rivers flowing east from the eastern mountains; this could dry up tracts of the Jennite plains and weaken the Jennites. You could easily plan an adventure where the PCs must help the Jennites against the dam-builders and their protective garrison, or help the Milenians against Jennite assaults on their dam under construction.

Combat Notes: 4th-level fighter; AC 9 (3 in armor and shield); hp 20; MV 120' (40'); #AT 1 short sword; Dmg 1d6 + 3; Save F4; ML5; AL N. S13 I12 W15 D10 Co11 Ch14. Languages: Milenian, Neathar. General Skills: Military Tactics (I), Riding (D), Acting (Ch), Leadership (Ch).

Magical Items in Possession: short sword + 2, Milenian (scale) armor + 2.

Vanassius the Guide

History: Vanassius is 13, an orphan youth who wanders the streets of Corisa looking for handouts, likely targets for a little thieving, or rich visitors who might need a guide.

Personality: Vanassius is a schemer, but could be very loyal to a person or group who showed him some consideration and trust: Whether he knows it or not, he's looking for a father-figure to replace the family he lost long ago.

Appearance: He stands a little under average height and is rail-thin. His hair and eyes are brown; his tunic is tan and soiled, his belt a knotted length of rope. He goes barefoot. Though it isn't obvious, he has a knife and sheath tucked into his tunic and knows how to use it.

DMing Notes: Vanassius is the perfect guide for foreign PCs who come to Corisa (or whatever city they come to first). He can show them the back alleys and undiscovered shops of his city, and knows something about the sewers and catacombs beneath.



Combat Notes: 1st-level thief; AC 7; hp 4; MV 120' (40'); #AT 1 knife; Dmg 1d4; Save T1; ML9; AL N. S11 I15 W12 D17 Co12 Ch13. Languages: Milenian, Neather. General Skills: Hiding (I), Knowledge (of his home city, I), Lip Reading (I), Acrobatics (D), Alertness (D), one unspent slot.

Magical Items in Possession: None.

Elite Guards

These elite guards protect the Emperor and his family; many are assigned to protect important officials and Milenian ambassadors to other nations.

Combat Notes: 8th-level fighters; AC 5; hp 40; MV 120' (40'); #AT 1 pike, longbow or short sword; Dmg 1d10 + 2 (pike, extra bonus from Special Compensation), 1d8 (longbow), 1d6 + 1 (short sword); Save F8; ML10; AL L.

Typical Milenian Warriors

Combat Notes: 1st-level fighters; AC 5; hp 8; MV 120' (40'); #AT 1 pike, longbow or short sword; Dmg 1d10 + 1 (pike, bonus damage from Special Compensation), 1d8 (longbow), 1d6 (short sword); Save F1; ML8; AL N.

Milenian Ships

The Milenians sail mostly in galleys. The navy has ram-equipped war-galleys, while most shipping takes place in merchant galleys.

Milenian War-Galley

Movement Rate 12 miles/day (72 if sailing), or 60'/round (120' if sailing), 300 Rowers, 30 Sailors, 75 Marines, 150 Hull Pts., AC 7, Capacity 80,000 cn.

One ballista on the bow: AC 4, HP 9, Crew of 4, Range 100/200/300, Damage 1d10 + 6, Fire Rate 1 per 2 rounds.

One ram on the bow, below the waterline: AC -4, HP 50, Damage 1d6 + 8.

Milenian Merchant Galley

Movement Rate 18 miles/day (72 if sailing), or 90'/round (120' if sailing), 180 Rowers, 20 Sailors, 50 Marines, 120 Hull Pts., AC 7, Capacity 60,000 cn.

Nithian Empire

Technology: Iron Age.

Life-Style: City-dwelling monument-builders.

Population: 4,000,000 scattered in many cities, towns and villages up and down the River Nithia.

Outer-World Origin: Northern Continent, modern-day western Ylarum, ca. BC 500.

Description

The Land of Nithia is the longest, thinnest nation in all the Hollow World . . . just as it was on the outer world. The nation occupies a few miles of land on either bank of the Nithia, a broad, fertile river which flows thousands of miles from south to north, emptying into an enormous lake the Nithians call Lake Menkor.

On either side of the river is desert—harsh, sandy, sunny, windy desert. The river valley itself is lush, thickly grown with wheat-fields, bean-fields, date-palms, and other crops; cattle graze in the grasslands.

In the north, the River Nithia branches out into several lesser rivers, and this region is a much broader fertile area.

The land is protected by geography from most of the dinosaurs of the Hollow World. The desert east and west deters all but the most hardy of lizards; fortifications to the south and north protect the land from monsters intruding there. However, the land is sometimes beset with more unnatural monsters—such as the sphinx, the mantis, and others.

The weather here is changeless and eternal. Under the ever-shining noonday sun, the sky is always clear, the air always hot. Once a year, on a regular timetable established by the Immortal Ordana, the River Nithia rises for several weeks, flooding the valley lowlands with rich alluvial mud; it is this annual flood, more than the stately revolutions of the Floating Continents, that tells the Nithian commoner that another year is upon him.

Wood is at a premium here, most of it fetched from the mountain forests on the western shores of Lake Menkor; almost all the buildings in Nithia are made of sun-dried mud bricks and stone.

The dwellings of the common Nithian are just what one would expect of this land: Mud brick walls with thatched roofs. But the dwellings of the rich, and the monuments they erect—these are unlike those seen in any other place in the Hollow World.

The palaces are within walled compounds which are heavily irrigated and lushly green. The main palace building is a broad, sprawling construction of stone, a single story high in most places, taller in the center, where the grand hall/reception room lies; that hall will be two or three stories tall. The palace floor is inlaid with rich stones and mosaics; huge statues of the Immortals and the country's rulers (past and present) line the walls. The front of the palace features a line of columns, not as dramatically sculpted as Milenian columns but often much bigger in diameter, more massive. Other buildings within the complex include long, low workers' quarters and workshops, stables, green gardens (often set up with artificial pools or ponds), minor temples and shrines, grain silos, and even small, separate houses for minor functionaries.

The temples are long, high affairs. Their roofs are held up by numerous close-set columns, many of them purely decorative; here, too, are statues of the Immortals.

The Nithians erect statues and obelisks all over the nation. Made entirely of stone, some of the statues reach over a hundred feet in height; the obelisks may be even taller. Their statues bear the faces of their great pharaohs (kings) and heroes, or of patron Immortals; some are of monsters such as the sphinx.

And then, of course, there are the pyramids for which the Nithian lands are best remembered. Usually built outside the cities, these are enormous tombs where the greatest and richest Nithian rulers are laid to rest. Unlike the pyramids of the Azcans, they are more smooth-sided, not arranged in distinctive steps; they are pointed at the apex, not truncated and capped with a clerical sanctuary; and they are burial places, not temples for the faithful. Within, there are treasure-rooms and deathtraps; outside, there are guards who keep out the attempts of tireless grave-robbers to loot the tombs.

(Not all Nithian tombs are pyramids, by the way. Some are built as small homes with no entrances. Others are labyrinthine complexes built underground, sometimes far out in the Nithian desert.)

The Nithians

The Nithians themselves are a small, dark-skinned, dark-haired people; their skin tone is duskier than the olive-complexioned Milenians. Women wear their hair long, often arrayed in elaborate coiffures; men wear it short, and seldom if ever wear facial hair.

Male common workers and slaves wear nothing but a loincloth. Female common workers and slaves wear a simple, sleeveless linen dress. Some palace slaves, male and female alike, wear nothing at all but a belt.

The wealthier classes of Nithians wear similar garments—but of much better fabric, linen or cotton which is so sheer as to be diaphanous, or dyed in a variety of beautiful colors. They also wear an immense amount of gold jewelry: Elaborate necklaces of strung gold rings or made with numerous rows of gem-inlaid gold plates, inscribed bracelets and anklets, hanging earrings, headdresses, belts . . . if it is decorative and made of precious materials, the wealthy Nithians will wear it.

Nithian soldiers wear long suits of scale mail and carry weapons such as spears, strange curved sickle-swords, and longbows; they carry rectangular shields. The great Nithian army is mostly infantry, though there are chariot divisions. Some of the Nithians know how to ride horses, but do not do so in the army; almost all Nithian horse-riders are messengers. The Nithians keep only a token

navy; they do not like the sea (or even a large lake such as Lake Menkor).

The language of these people is called Nithian. There is a written form of the language, which is the same written language used by the Hutaaka; if a character can read Nithian, he can also read Hutaakan, even if he cannot speak the latter.

Nithians also speak Neathar, the common tongue.

Customs

Just as the Nithians think the Milenians to be strange, so do the Milenians think the Nithians.

Among the Nithians, the Pharaoh (king) and his chief wife, the queen, are always clerics. Only clerics may become rulers of this land. (The pharaoh's secondary wives do not have to be clerics.) This means that Pharaohs father as many children as they can in the hopes that one or more will be wise enough to become a cleric; consequently, every Pharaoh has many, many brothers to assign to various government posts within the land of Nithia.

Ancient Nithian law decrees that, unless they are killed too early in life, rulers *must* (when they reach 36th level) undertake the Path of the Dynast, seeking Immortality in the Sphere of Time. Therefore, the Pharaohs who have achieved the greatest personal wisdom (highest experience level) always abdicate and disappear on their Paths.

Nithian Queens may become pharaohs in their own right. It is uncommon; the Nithians prefer for the chief ruler to be male. But a strong female candidate may be picked over a weak male one.

The pharaohs are considered to be the Immortals' personal representatives in the Hollow World. Almost all are clerics of Rathanos or Pflarr, and so are representatives of the Immortals. However, that does that mean they perform their duties without any hint of self-interest; they obey the Immortals, but also interpret the Immortals' commands in such a way as to profit and advance themselves. Also, their patron Immortals make few true demands of them; consequently, the pharaohs have very few factors other than personal interest and personal ethics to motivate them.

Clerical concerns dominate the lives of the Nithians. Heavy taxes of gold and grain fill the coffers and the grain-storehouses of the temples. The doctrine of the Nithian religion, which says that those well-loved by the Immortals will return from death in some distant day to reoccupy their bodies and take up their possessions, leads to the Nithian practices of mummification and interment with great hordes of treasures and personal effects. However, because the clerics wield so very much power and receive so much treasure, elements of the clerical orders often become corrupt and worldly.



Even among the races of the Hollow World, where the eternal sun alters the inhabitants' perception of time passing, the Nithians are considered to have a stately sense of time. Eternally, perpetually, the sun beats down, the farmers farm, the herdsmen protect their herds, the soldiers defend the frontiers, and the pharaohs rule; nothing ever changes.

Long before the Nithians were brought to the Hollow World, their culture was nearly static. Nithians feel that individuals come and go, but Nithia must remain forever the same, and a Nithian from some ancient time awakening in the modern era would be instantly at home. (That's true of almost every culture in the Hollow World, but was only true of the Nithians on the outer world.)

The Nithians keep slaves. Most are Nithian by birth, born to slavery and kept as slaves all their lives. However, the labor crews which build the great monuments are not mostly slaves; they are usually farmers and other laborers who work as builders in the seasons when the crops are not growing or do not need tending. Some slaves are Tanagoro or Jennite prisoners and their descendants; they are usually kept as menial laborers and builder-crews in the more distant cities.

Among the Nithians, men have more political power than women. Women do not learn to fight. However, as many women as men are nobles, clerics, and magic-users; women can own land and personal property, become pharaohs, keep slaves and run businesses, and so women in the Nithian Empire have more status than their counterparts among the Milenians.

The Nithian noble families often marry brothers to their sisters, to keep their blood-lines pure. (Eventually, dynasties tend to become inbred, sickly, and unintelligent, thus making it easier for a new dynasty to take over.) Many pharaohs are married to their sisters.

However, the Nithians also practice polygamy; a man may take as many wives as he can keep. So a pharaoh's heir may not be his child by his sister; this keeps the problems of inbreeding from becoming serious as quickly as they otherwise would.

The Nithians use a writing-style dissimilar to that of any other in the Hollow World. Entire words are represented by *ideograms*, little drawings which represent the thoughts they are supposed to express; for example, to write the word "hawk," the scribe draws a character suggesting the shape of a hawk. A Nithian scribe must know several thousand distinct symbols in order to write effectively; it is therefore difficult to learn the ideographic alphabet (Nithians are only literate at Intelligence 13 and above).

The Immortals most-worshipped by the Nithians are Rathanos, representing fire and energy, and Pflarr, representing magical learning. But the Nithians have always been interested in

other Immortals and so temples to others do abound—especially Ixion, Valerias, and Kagyar. Some Nithians secretly worship Thanatos and Ranivorus, but their faiths are ruthlessly suppressed by the government whenever found.

Tarthis

The capital city of Nithia is Tarthis, which is built right where the River Nithia splits off into its many branches in the northern delta region. The land around Tarthis is green and fertile, and the city's location makes it convenient for governing both the northern (delta) and southern (river-bank) regions of the nation.

Tarthis has a population of 350,000, including a garrison of 20,000 foot-soldiers and 1,000 chario-teers (manning 500 chariots, two soldiers per chariot). This population figure includes all the farming villages within a few miles' walk of the city itself.

The city is built on the western bank of the River Nithia right where it divides. Walled around its perimeter, it features wide, dusty streets (paved only in the wealthier quarters of the city), numerous great temples, statues, and obelisk monuments, the palace of the current Pharaoh, and a broad, vast dock area for the extensive river traffic. Where the Nithia divides, at the foot of the city, it spreads out into a shallow lake called Lake Re-teno; the lake is perpetually dotted with shallow-draft galleys and rafts carrying lumber south from Lake Menkor, crops north from southern farmlands, and officials to and from all corners of the Empire.

Two miles south of the city, along the west bank, is the necropolis of Tarthis. It is here that the biggest pyramids of the Nithian Empire have been built. There are perhaps thirty pyramids built in this area, and innumerable smaller tombs, but the ones which so strike the imaginations of foreign travellers are called the Pyramids of Pharaoh Rasiris. This is a cluster of five pyramids, the largest in the center, each of the other four a hundred yards distant diagonally from the greater pyramid's corners.

The greatest pyramid, the tomb of Rasiris, stands about 500' tall and is blindingly white; the great granite blocks which make up the building are covered by a smoother layer of white limestone. The other pyramids, similar in design, are identically 300' in height; they house family members who preceded Rasiris into death.

The necropolis (both Rasiris' complex and all the other tombs) is guarded by squads of crack troops, including war-clerics of Rathanos. Because of this, and because of the eternal noonday sun, it is very hard for groups of thieves (be they NPCs or PCs) to stage a robbery of the tombs.

The Other Cities

Other cities important to the Empire include:

Dashur. This city of 100,000 is the largest city of any size in the southern parts of the Empire. Not much farther south, the tributaries which form the River Nithia come flowing out of the upland mountains and form the great river. Dashur is a prosperous grain-growing city and is much cooler and more comfortable than other, more northern, Nithian cities; however, it is far away from the center of Nithian political life and an assignment here is tantamount to exile to a Nithian official. Dashur faces frequent raids from the Jennites to the west, who can cross the sparse remains of the Nithian desert with little difficulty; the garrison here is charged with keeping the Jennites out and keeping dinosaurs from migrating farther north along the river.

Hapta. This city of 75,000 is a bit unusual. Built on the River Hapta, a northern tributary of the River Nithia, it is in every detail a normal Nithian city, with one exception: Almost all the residents, including the governor and all political figures, are black. In ancient times, a pharaoh settled many thousand captured Tanagoro slaves here . . . and, because the main Tanagoro culture was in no danger of extinction, and because the Immortal Rathanos was interested in the possible results, Rathanos lifted from these Tanagoro slaves the cultural bias of the Spell of Preservation. They swiftly took on characteristics of the Nithian culture, from the language to the architecture to the clothing and forms of worship, and within a few centuries were more Nithian than the Nithians. The men of Hapta are loyal to the empire, and are self-governing like any other Nithian city. At the pharaoh's request, their garrison often sends punitive and slaving expeditions into both Jennite and Tanagoro lands.

Menkara. This city of 200,000 is the port of Nithia. Built on the east bank of the main Nithian river where it enters Lake Menkor, this city handles most of the trade at the river mouth. All lumber coming in from the north passes through Menkara; salted and preserved fish caught in the depths of Lake Menkor are traded south. The river-trade and the lake fishing are the life's blood of this powerful city, and many nobles of Menkara think it should be the next Nithian capital—with them as pharaoh, of course.

Ranak. This city of 45,000 was, in ancient times, capital of the Empire; in those days, it had four times its current population. But its long-lived pharaoh was a trifle insane, the result of inbreeding or the whisperings of the Immortal Thanatos, and he was quite long-lived; he devoted himself to philosophical concerns of little worth ("Why do a fly's wings look different from a bird's? Come, and listen to my theory . . . no, don't bother me with details of petty raids by those barbarians . . ."). All the while, his throne

lost power and the empire crumbled. Before it fell before the attacks of the Jennites and Tanagoro, though, a northern noble from the city of Tarthis assassinated him and forcibly took the throne, led the weakened forces of the army to victory, and saved the Empire . . . or so the legends have it. In the nearly thousand years since, the capital of the empire has been at Tarthis, and the nobles of Ranak scheme to restore it to its "rightful place."

History on the Outer World

Three thousand years ago, a thousand years after the Blackmoor disaster nearly destroyed the world, primitive tribes settled along the banks of the River Nithia, which flowed through the deserts of the land now called Ylarum. These people were just coming to the use of bronze after centuries of Stone Age lifestyles. They were descended from mixed tribes of Oltecs and Neathar; consequently, their skin was darker than the Neathar and fairer than the coppery Oltecs. Their ancient legends spoke of the enormous pyramids of their ancestors.

In a period of five hundred years, this Nithian culture progressed from the wielding of bronze to the forging of iron. They populated the banks of the old River Nithia as far as the banks would bear crops. They began building sophisticated cities and sending out colonizing expeditions to other lands (such as the lands now called Karameikos, Ierendi, and the Isle of Dawn). Their clerical class, devoted first to the Immortal Rathanos and later also to Pflarr, took power and eventually ensured that all kings of the Nithians would likewise be clerics.

By BC 1,000, the Nithians were the masters of their part of the northern continent. Not even the hordes of humanoids in the distant Broken Lands could challenge them; other races, such as the dwarves of Rockhome and the newly-arrived Alphatians across the ocean, were not their rivals or enemies. They were building pyramids (in a distinctly Nithian style, much removed from their Azcan origins) to act as tombs, were irrigating formerly-barren lands, were settling their colonists all over the known world. They were the first true empire in hundreds of years.

But such a good thing couldn't last. The Immortal Thanatos, who hates any sort of growth, health, prosperity, or brightness, decided around BC 700 to wreck the Nithian culture. He started at the top, corrupting the sons of the current pharaoh, persuading them to become his clerics, not followers of those more wishy-washy Immortals. Then he persuaded one son to kill his own father, and so the next pharaoh was a cleric of Thanatos.

Within 200 years, Thanatos had made good his plan. His cult was growing strong and numerous within the empire; now, all major Nithian rulers and political figures were his followers. They squandered their wealth, deliberately insulted the



other Immortals with their rites, engaged in wars of extermination with surrounding cultures, and profaned everything that they had once stood for.

Inevitably, the other Immortals decided that enough was enough. They drove the rulers crazy—not just evil, but drooling, foaming, bouncing-off-the-walls crazy. They diverted the headwaters of the River Nithia underground, drying up the river along its length, scattering the Nithians to the four winds as their homeland became barren. Then, in order to keep other cultures from following the Nithians' examples, they concocted a spell as powerful as the *Spell of Preservation: The Spell of Oblivion*. This powerful enchantment affected every living, mortal being on the face of the world, robbing from them any memory of the Nithians; it sought out and destroyed almost every artifact or piece of monumental architecture the Nithians had ever built, destroying them utterly. It did not ruin the Thothian colony on the Isle of Dawn, but did cause the Thothians to remember very little of their origins save that their ancestors came from far away and died out long ago.

History in the Hollow World

That would have been the end of the Nithians, except that Rathanos, Pflarr, Ka and other Immortals decided to preserve the better elements of Nithian culture. They took up the entire town of Ranak and transported it to the Hollow World, purging it of all taints they could find of Thanatos' evil; they also caused the Nithians to forget their deeds of the past or their origin on the outer world. So the Nithians, unlike most other races in the outer world, do not today believe that they came from somewhere else; they smugly contend that they have been here all the time, and that other races are latecomers.

The city of Ranak was placed on a river much like the River Nithia, and so named it after that waterway. They rebuilt the Nithian culture along its old (pre-Thanatos) lines, colonized distant areas, built impressive monuments, and began conquering surrounding peoples.

Relations With Other Races

Because the Nithians are conquerors at heart, they do not get along well with nearby races. To the west of the Nithians are the Jennites and Tanagoro; the Nithians believe that they are just bringing culture to barbarians by conquering and enslaving those races.

Farther west are the Milenians, who appeared "all of a sudden" a few hundred years after the Nithians. The Nithians immediately hated the Milenians, with their very different (but equally conquest-minded) culture and their stubborn unwillingness to surrender to Nithian superiority. Though the Nithians and Milenians have to cross hostile Jennite and Tanagoro territory to do so,

they often make war on one another and pray for the day they may wipe the other out.

The Nithians do not interact much with the Brute-Men to the north. Those hills are not rich in gold, but proliferate with dinosaurs and very cunning Brute-Men warriors, so the Nithians are not interested in expanding their holdings there.

The Nithians also believe (correctly) that the Hutaaka, the beings who bring them the Word of Pflarr, live somewhere to the north; respectfully, they stay away from the valleys beyond the mountains on the west shore of Lake Menkor.

NPCs

Among the NPCs whom the player characters may meet are the Pharaoh and Queen of the Nithians.

Ramose IV, the Pharaoh

History: Ramose, born 30 years ago, was the oldest clerical son of his father Ramose III. He has several older brothers, of whom most are fighters (now generals in his armies); his many sisters (none of them clerics) are married to many important Nithian noblemen throughout the Empire. He took the throne eight years ago, upon the death of his father. Since that time, he has built many monuments and not a few cities, waged successful war on the Tanagoro to the west, and taken eight wives.

Personality: Ramose is an intelligent, brooding king. He is interested in distant lands and the experiences of those who've travelled throughout the Hollow World. He is also quite a builder; his ambition is to be buried in a pyramid bigger than that of Rasiris. In the meantime, he builds new cities to reflect his glory and statues to commemorate his military prowess (which is formidable; as a prince, he led chariot expeditions against the Jennites on many occasions). He is very educated and can argue philosophy, military tactics, or the arts with his guests. He's aware of the games of jealousy his wife is playing (see *Tafiri*, below), and refuses to let her see him discomfited by them, which helps perpetuate that problem.

Appearance: Ramose is about 5'11" tall, with brown hair and light brown—almost yellow—eyes. He has broad shoulders and is very narrow-waisted. His massive eyebrow ridges and heavy eyebrows suggest a brooding and dangerous appearance most of the time. He prefers to wear colorful kilts and cloaks to the more cumbersome robes, and he carries on his belt a pair of enchanted maces, one for each hand. He is very handsome in a dark, sinister sort of way.

DMing Notes: The Pharaoh of the Nithians is not as distant or inaccessible as the Emperor of the Milenians. Player character heroes are quite likely to be able to see him, either through the offer of a valuable (5,000+ gp) gift or of a fabulous story or song. It's even easier for them to see him if they

are known to be really exotic foreigners (i.e., from beyond the lands warred over by the Nithians, Jennites, Tanagoro and Milenians), for he will be interested in learning of their origins and will summon them to his court; no gift is then required of them.

Combat Notes: 18th-level cleric of Rathanos; AC 8 (unarmored) or 2 (in scale mail and shield); hp 45; MV 120' (40'); #AT 1; Dmg 1d6 + 2; Save C18; ML7; AL N. S13 I15 W17 D14 Co12 Ch16. Languages: Nithian, Neathar, Milenian. General Skills: Knowledge (of the Arts, I), Military Tactics (I), Survival (Desert, I), Bravery (W), Honor Rathanos (W), Charioteering +2 (like Riding, D + 2), Persuasion (Ch).

Spells Carried: 1st level—*cure light wounds* x2, *detect evil*, *detect magic*, *protection from evil*, *remove fear*. 2nd level—*bless* x2, *find traps*, *silence 15' radius* x2, *speak with animals*. 3rd level—*cure blindness*, *cure disease*, *locate object*, *remove curse*, *striking*. 4th level—*cure serious wounds* x2, *dispel magic*, *sticks to snakes*. 5th level—*create food*, *cure critical wounds* x3. 6th level—*barrier*, *cure all*, *speak with monsters*. 7th level—*survival*, *wizardry*.

Magical Items in Possession: two maces +1, shield +2, scarab of protection.

Tafiri, the Queen

History: Tafiri, the Pharaoh's current chief wife, was born 26 years ago, daughter of an important general who was Ramose's cousin. She was married to Ramose, against her wishes, when he took the throne. Of the eight women Ramose ended up marrying, only two, she and the chief wife, were clerics, so Tafiri automatically became chief wife when Ramose discarded the other. She has given him one son, named Neferes, who is 5.

Personality: Tafiri is not a happy queen, and it is in large part her great beauty which has caused her unhappiness. As a child, she'd always been told to learn nothing, to do nothing: She was so beautiful that she would have any husband she wanted, all the slaves she desired. But, rebellious, she turned away from the indolent life she was offered and began studying with the court clerics, and found she possessed an enormous natural ability with clerical magic. She was ordained a cleric of Pflarr at 13 and became a clerical prodigy, rising very far in the church hierarchy. Then, when she was 18, the new pharaoh decided to add her, a beautiful bauble or ornament, to his harem and married her against her wishes. She dislikes people making the assumption that her beauty makes her stupid or shallow; she dislikes the fact that she had no choice in choosing her husband; she dislikes the fact that she must share her husband with six scheming ornaments who are not her intellectual equals. (Often, she will shower attention upon handsome visitors to her court in order to incite Ramose's jealousy, but he pretends not to

care, further infuriating her.) In short, Tafiri is bored with the life of leisure but is kept away from more interesting occupations by too-solicitous courtiers and advisors; she is unhappy in her marriage and her unwilling role as the Pharaoh's queen. Her only happiness comes from her son and her clerical studies.

Appearance: Tafiri may be the most beautiful woman in the Nithian Empire. She is nearly as tall as her husband, with straight, glossy black hair and flashing black eyes. Her skin is very fair, her features small and aquiline; and, to her extreme irritation, she is most attractive to men when she is unhappy and her face settles into sullen, pouty lines. In her continuing efforts to needle her husband, she dresses in the sheerest of robes for all court occasions; unlike many Nithian women, she does not overpower the viewer with an excess of jewelry, but only wears enough to accentuate her features.

DMing Notes: Tafiri's habit of using handsome strangers to make the Pharaoh jealous is a danger to player characters. Naturally, she will settle on the most handsome of them to lavish her attention upon. The Pharaoh will resolutely pretend not to care and will not pursue the matter, but the members of his court are not so controlled. They are infuriated when their queen tries to embarrass their king; they will kill to make sure that the king is not humiliated, and, certainly, to ensure that all Tafiri's children are by Ramose. A player character who refuses Tafiri's attention will annoy her, while one who accepts it will probably find himself the target of a silent, deadly assassination plan.

Combat Notes: 14th-level cleric of Pflarr; AC 9; hp 36; MV 120' (40'); #AT 1 spell; Dmg by spell; Save C14; ML6; AL N. S8 I17 W18 D10 Co9 Ch18. Languages: Nithian, Neathar, Milenian, Tanagoro, Jennite. General Skills: Knowledge (of History, I), Knowledge (of Nithian geography, I), Detect Deception (W), Honor Pflarr (W), Charioteering +2 (like Riding, D + 2), Acting (Ch), Deceive (Ch), Persuasion (Ch).

Spells Carried: 1st level—*cure light wounds*, *detect evil*, *detect magic*, *protection from evil*, *remove fear*. 2nd level—*bless* x2, *find traps* x2, *resist fire*. 3rd level—*cure blindness*, *cure disease*, *locate object*, *remove curse*, *striking*. 4th level—*cure serious wounds* x2, *dispel magic*. 5th level—*create food*, *cure critical wounds* x2. 6th level—*animate objects*, *barrier*.

Magical Items in Possession: None.

Soldiers

Combat Notes: 1st-level fighter; AC 5 (scale mail and shield); hp 8; MV 120' (40'); #AT 1 longbow, short sword, or spear; Dmg 1d8 (longbow) or 1d6 (short sword or spear); Save F1; ML8; AL N.



Guardian Clerics

There is at least one of these young warrior-clerics in every military unit, often as its commander.

Combat Notes: 4th-level cleric (of Rathanos or Pflarr); AC 5 (scale mail and shield); hp 15; MV 120' (40'); #AT 1 mace; Dmg 1d6; Save C4; ML8; AL N.

Spells Carried: 1st level—*cure light wounds, detect magic*. 2nd level—*bless*.

Monsters

Among the monsters found in the Nithian deserts are the sphinx (*Master Set*) and the manscorpion (*Companion Set*).

Oltec Hills

Technology: Bronze Age.

Life-Style: Organized, agricultural city-dwellers and village-dwellers.

Population: 500,000 divided among several large towns and innumerable individual villages and farms.

Outer-World Origin: Northern Continent (Atruaghin Area), ca. 3,000 BC.

Description

The Oltec Hills are forested, hilly lands on the southeastern verge of the Malpheggi Swamps, due north of the great equatorial mountain range.

In these hills, the weather ranges from temperate and mild in the mountainous south to more tropical in the north.

Parts of these hills are rich in gold, and other parts in copper. The Oltecs trade their copper to the Kogolor dwarves for their tin in order to make bronze.

Though the land does not seem suited to cultivation, the humans here have successfully adapted it to agriculture. They have turned sloping hillsides into series of level steps or tiers on which crops grow; these fertile hillsides now yield up strong crops of maize (a colorful variety of corn).

This very hilly territory, riddled with caves, canyons, and crevasses, is better suited to humans than to dinosaurs; humans can often find a place to hide and outwait a hungry lizard, and can certainly scramble up and down hillsides more successfully than the larger carnivores. Thus, dinosaurs tend to be rare in this territory. Nothing keeps them from wandering into the Oltec Hills from the northern jungles, swamps, and forests, but they tend to find the pickings a bit thin there and wander back out again.

In these hills, there are many other marks of the presence of man besides the terraced farmlands. There are huge, carved stone heads, sometimes standing ten or 15 feet high, marking the entrances to the territories controlled by specific

cities and villages. And then there are the cities and villages themselves.

An Oltec community is usually built well up on a hill, often at the summit, and is surrounded by a high stone wall. These walls are marvels of engineering. They are built of rough, squarish stones of irregular size; though they are not uniform in dimension, these stones are fitted together so precisely that a character cannot fit a knife-blade in between them, though no mortar is used. The walls are surrounded by deep, dry moats and feature high lookout towers and heavily-fortified wooden gates at intervals.

The community itself is made up of many low stone houses, similarly built of irregular stone, with thatched roofs. The houses are not separated from one another, but are built in long series of dwellings; a "street" is just the gap between long buildings containing numerous individual dwellings. Some buildings contain ordinary, small-family dwellings; some are small apartments or barracks for workers; some are storehouses.

All these buildings surround a great open plaza. At one end of the plaza are open-fronted temples and the residences of the local prince and the High Priest of the community. These buildings are not noticeably wealthier than the homes of the common residents; they look much the same from the outside, but one entire building will be a single temple or the residence of a single family, rather than of many families.

The Oltecs

The residents of this land are the Oltecs, descendants of the oldest surviving human culture from the outer world.

The Oltecs are copper-skinned, dark-haired men and women, shorter than what is considered average height. Men and women both wear their hair long; men bind it only with headbands, while women may use headbands, tie it in ponytails, or wear combs in it. Men almost never have facial hair.

Most Oltecs, men and women alike, wear a short-sleeved, knee-length tunic, belted or unbelted. The tunic is often a dull tan, but is sometimes dyed in brighter solid hues.

The Oltecs go barefooted or wear sandals. Some men prefer a kilt-like skirt instead of the tunic. Most Oltecs of either sex also wear jewelry (strings of beads, golden bracelets and anklets are favored).

Oltecs carry bronze daggers, bronze-tipped spears, and bows, among some other weapons. They don leather armor tunics and carry plain round shields when going into battle.

The Oltec language is very similar to the Azcan tongue, close enough to be considered the same language though the Oltec dialect is less harsh than the Azcan. There is a written form of the language, also identical to the Azcan writing style.

Oltecs also speak Neathar, the common tongue.

Customs

The Oltecs, despite their ancient relationship with the Azcans, are very unlike those people.

Most Oltecs are farmers and craftsmen. Even nobles among them produce crafts, including jewelry, exquisitely-woven tapestries, pottery, and bronze implements of all sorts.

The Oltecs consider themselves to be the blessed children of the Immortal Otzitiotl, the Sun-Prince; many also worship Kalaktatla, the Amber Serpent. And, while the clerics of Otzitiotl are very powerful among the Oltec nation, the Oltec king does not have to be a cleric of that Immortal—another distinction from the Azcans.

The Oltecs are good at war, but are not aggressively warlike. On the outer world, in the ancient past, they conquered many surrounding tribes, taught those tribes their arts of building and craftsmanship, taught them to worship Otzitiotl and Kalaktatla, and built an empire with these cultural converts. However, in the Hollow World, they have found it next to impossible to convert foreigners to their way of life, so they no longer try. They are not interested in creating an empire or expanding their borders; they wish merely to make a good living and to protect their lands from foreign invaders, such as the Azcans, Schattalfen, and Malpheggi lizard men.

Player characters visiting the Oltecs will find them to be a peaceable and friendly race. The Oltecs welcome peaceful visitors and would not refuse those rare outsiders who wish to join their nation.

Among the Oltecs, men wield the most power, though individual women may become great fighters, clerics, or magic-users if they are sufficiently determined. Thieves are very uncommon among the Oltecs.

The Oltecs are arranged as a loosely-knit nation. The Oltec king, who is called The Oltec, lives in the large town of Manac. By ancient tradition, he is advised by and shares a lot of his power with the High Priest of Otzitiotl, the Immortal of the sun.

Each of the other Oltec towns and villages is ruled by a hereditary ruler with the title of Prince, and each Prince has his own clerical advisor.

Oltec communities tithe a certain percentage of their crops to the town of Manac, and must send one young man in ten to Manac to be part of The Oltec's army for five years. But these taxes and tithes are not too egregious, and the army does a decent job of keeping the intrusive Azcans and other foreigners from sacking Oltec cities, so there is not much rebellion within the Oltec nation.

The Oltecs don't have a lot of sophisticated entertainments. They enjoy dancing, story-telling, and playing woodwind instruments.

The Oltecs worship the Immortal Otzitiotl, Prince of the Sun, who represents energy, strength, and vigor. Their second Immortal patron is Kalaktatla, the Amber Serpent, who represents

learning, especially the teaching of the young.

All in all, there is a very peaceful, small-town feel to the Oltec lands. Consequently, adventurers will probably become bored rather quickly; on the other hand, if they treat the Oltecs well, they know they will always have friends in Oltec lands.

History on the Outer World

The Oltecs, several thousand years ago, were just one of many tribes of copper-skinned hunter-gatherers to be found on the northern continent. But they were quick to discover the working of copper and bronze, thereby gaining a tremendous military advantage over their neighbors, and went on to conquer the tribes who had been their most persistent rivals and enemies.

They didn't wipe out those tribes, though. They took hostages from the tribal chiefs' families and allowed those tribes to rule themselves . . . so long as they tithed to the Oltecs and did not make war on them. They also taught their arts and technology to the people they conquered, gradually winning over and assimilating their old enemies into their own culture.

By this means, over a period of centuries (starting around BC 4,000), the Oltecs built themselves a thriving empire.

Around BC 3,500, one series of conquered tribes *did* rebel. These were the Azcans. They'd well learned the Oltecs' superior technology, stone engineering, and crafts, but had never been assimilated like the other tribes. Now, they rebelled and attacked the Oltecs, beginning a series of wars that would continue for over four thousand years. Neither nation was ever able to conquer the other; across the centuries, one would be more powerful for a time, and then the other would ascend. Neither ever won or destroyed the other.

In BC 3,000, at a time when both nations were at an ebb because of the constant warfare, the distant Blackmoor people accidentally blew themselves up and actually altered the axial tilt of the world. The deep forests and jungles enjoyed by the Oltecs and Azcans began to give way to plains. Unable to cope with the changes, both civilizations began to flounder. At that time, the Immortals Otzitiotl (Ixion) and Kalaktatla (Ka) transported several communities of both cultures to the Hollow World, each to terrain best suited to that culture.

History in the Hollow World

The Oltecs rapidly spread across the cool, hilly terrain where they had been placed, resuming their agrarian lifestyle. They conquered and attempted to assimilate some Neathar tribes to the north, but in this land, that never seemed to work, so they abandoned their old policies of conquest.

For centuries, they have continued their warfare with the Azcans. Gradually, here in the Hollow



World, the Azcans, if only by increasing their numbers more prolifically, have gained the upper hand and beaten the Oltecs farther back into their hills, reducing their numbers, harassing them at every turn.

More than two thousand years ago, it looked as though the Azcan campaigns would inevitably overrun the Oltecs. But at that time the Schattenalfen appeared in the far east, fighting the Kogolor dwarves, then reaving their way through Oltec territories until they settled in the hills to the west. The Schattenalfen soon began a long-running war with the Azcans, which diverted Azcan attention from the Oltecs, giving them room to breathe again. Since then, the Oltecs have slowly recovered, but they are not a powerful enough nation to challenge the Azcans.

Relations With Other Races

The Oltecs do not get along with the Schattenalfen or the Azcans. Any meeting of Oltec and Schattenalf parties will probably result in a skirmish; any meeting of Oltec and Azcan parties will result in a bloodbath.

The mercenary Malpheggi lizard men in the northwestern swamps have more often sided with the Azcans than the Oltecs, so the Oltecs consider the lizard men enemies.

The Oltecs trade peacefully with the Kogolor dwarves to the east, and usually peacefully with the Neathar to the north.

The Krugel Horde orcs never venture as far as the Oltec lands. The Oltecs have never discovered the presence of the Lighthouse valley.

NPCs

One NPC the PCs can meet in Oltec lands is Lanca the Eagle.

Lanca the Eagle

History: Lanca, born 22 years ago, is the daughter of the high priest (a cleric of Otzitziotl) of whatever town the PCs first encounter. Since her earliest years, she has felt a peculiar affinity for the mountain eagles, and has always been able to call them to her and befriend them. This gave her a certain special stature among her fellows. This stature was enhanced when her native intelligence and aptitude for magic were discovered; she is now a student of magic.

Personality: Lanca is a young woman torn between conflicting desires. She loves the peace and serenity of her hills but is keenly interested in what sort of lands lie beyond them. She prefers her simple life as a craftswoman, but knows she could learn more sophisticated magic outside the confines of her village. A gentle young woman, she is uncomfortable in the knowledge that she can use her magic violently, to defend her fellow

villagers during enemy attacks. So she is hard-pressed to decide what she wants to do with herself and her future.

Appearance: Lanca is a small woman, below average height. Her hair and eyes are deep brown, her skin a little darker and redder than many of her fellow tribesmen. She dyes and weaves most of her tunics herself, preferring bright reds and yellows; her headband always matches the color of her tunic.

Combat Notes: 4th-level magic-user; AC 8 (because of Special Compensation); hp 12; MV 120' (40'); #AT 1 knife or spell; Dmg 1d4 or by spell; Save M4; ML5; AL L. S9 I18 W15 D10 Co11 Ch14. Languages: Azcan, Neathar, Kogolor, Elvish, Malpheggi Lizard Man. General Skills: Craftsman (weaving, I), Fire-Building (I), Knowledge (Oltec hills, I), Survival (Mountains/hills, I), Animal Empathy (Eagles, W), Mysticism (W), Alertness (D).

Spells Carried: 1st level—detect magic, light. 2nd level—phantasmal force, web. **Also In Spell Book:** 1st level—protection from evil, read magic. 2nd level—continual light, detect evil.

Magical Items in Possession: None.

Typical Oltec Warriors

Combat Notes: 1st-level fighter; AC 5 (leather, shield and Special Compensation); hp 8; MV 120' (40'); #AT 1 spear; Dmg 1d6; Save F1; ML9; AL N.

Monsters

The types of monsters listed for hilly country in the Monsters chapter of *The Adventure Book* are all found in the Oltec hills.

Schattenalf Caverns

Technology: Iron Age (steel forged).

Life-Style: Cavern-dwelling empire-builders, very militaristic and revenge-oriented.

Population: 600,000, with one-tenth in the city of Issarthyl and the rest scattered in innumerable caves and caverns.

Outer-World Origin: Center of the crust of the world, ca. BC 1,400.

Description

The land of the Schattenalf Caverns is not just caverns, of course. It comprises cave-riddled mountains and foothills on the northern edge of the great equatorial mountain range where it meets the western sea.

The mountains and hills are cool, both from their altitude and from the Immortal magics which maintain the weather at the equator. The highest mountains are snow-capped, and their lower slopes and the hills are heavily forested.

The cool weather and steep slopes discourage intrusion from predatory dinosaurs, though other beasts, such as bears, great cats, and a local draconic breed nicknamed *flapsails*, do sometimes prey on animal and elf alike.

All in all, it is a beautiful place to live . . . or would be, if not for the people who already live there—the Schattenelfen (or Shadow Elves).

The Schattenelfen

The Schattenelfen are indeed an elvish race, but few people who'd ever seen other elves would think they belonged to the same species.

The Schattenelf males average about 5' tall and 110 lbs., with females an inch or two shorter and some 20 lbs. lighter.

They are very, very pale-skinned: Their skin is almost white. Their hair ranges from pure white to a light steel-gray, and is usually worn long and unbound, whether male or female.

Most eyes are ice-blue or gray; a few are light green or even yellow. But, though they look like albinos (except for the lack of pink eyes), they are not.

Outside, in the open, Schattenelfen wear very concealing garments: Heavy long-sleeved tunics, trousers, high soft boots, gloves, and cloaks with hoods they can pull well over their faces. They prefer dark colors to light, usually dressing in blacks, browns, blues, purples, and deep reds. All these garments are necessary to their continued survival: When his skin is exposed to sunlight, a Schattenelf takes 1 hit point of damage for every hour of exposure.

Inside their cavernous homes, the Schattenelfen remove the cloak and gloves, but otherwise maintain the same outfit; caverns tend to be chilly, and the Schattenelfen are a cold-blooded race, needing all the protection from chill they can get.

In wartime, these elves wear elvish chainmail and carry shields. They use a wide variety of weapons, especially broad swords and polearms, long bows and crossbows, lances (both the land and air cavalry), and many others.

The Schattenelfen speak the elvish language. This is basically the same as the tongue spoken in Alfheim on the outer world, and in Icevale and Blacklore lands in the Hollow World, and is almost identical to the dialect spoken by the Shadow Elves of the City of Stars. But the Schattenelfen dialect is more sibilant; many hearing it consider it sinister and threatening. There is a written form of the language, identical to the written form of other elvish dialects.

Schattenelfen also speak Neathar, Azcan, Traldar, and Malpheggi lizard man because of their proximity to those peoples.

Customs

The culture of the Schattenelfen is unlike the cultures of other elves.

Most elves worship above-ground nature: Growing trees, green living things, flowing rivers and the shining sun. Not so the Schattenelfen; after all their centuries of living below-ground, they have become distanced from that world. They are physiologically and psychologically adapted to life below-ground. The sunlight burns them and can kill them; they feel nervous and exposed when there are trees all around instead of stone walls, and when there is no cavern ceiling above their heads—only open sky and the distant sun.

Even this would not be so bad except the Schattenelfen long to be part of the green, growing world again. All their culture's legends and aspirations move them to desire life among the trees. They resent their physical and mental limitations which keep them living among the caves; even moreso they resent races which live casually, easily, comfortably in the world of nature. Consequently, they hate most races.

The Schattenelfen build cities underground. They expand on and modify the caves, tunnels and caverns that make up their homes: Many of them are expert diggers, miners, and engineers, like the dwarves of the outer world.

Their architecture is almost identical to that of the Azcans (read the entry on Azca toward the start of this chapter), featuring pyramids, plazas and heavy walls built of dressed stone. Unlike the Azcans, they don't use dried mud-brick for any of their building; they rely entirely on stone.

The Schattenelfen observe all rituals and ceremonies in utter darkness. Though they light their caverns with torches, lamps, and candles, their formal gatherings (prayers to Atzanteotl, marriages, celebrations of birth, etc.) are all held in complete darkness.

Among the Schattenelfen, males and females have roughly equal rights. Both males and females learn magic and fight; the military is about 60% male, 40% female.

But inheritance is matrilineal: The family name and family property descends from mother to daughter. When Schattenelfen marry, the male formally leaves his own clan and becomes a member of his wife's clan. Among rulers, power settles on the member of the marriage who is personally the most dominant; one family may be ruled by its mother, another by its father, and another by a marriage of equals.

The Schattenelfen, like their distant Icevale cousins, expose children who are born hideously deformed. Unlike the Icevale elves, many Schattenelf children are born deformed, perhaps one in five.

Elderly Schattenelfen, by ancient tradition, are exiled. If a Schattenelf reaches 800 years of age, he packs up a few belongings, makes his farewell to



his family, and departs the caverns forever. He is doomed to wander the surface of the Hollow World for the rest of his life; also by tradition, he is not allowed ever to retrace his path or to see the same place twice.

Most of these wanderers die in the dangerous wildernesses of the Hollow World. Sometimes the Immortal Rafiel takes pity on them (on the kinder, wiser ones, at least) and personally tells them they do not have to wander forever and may settle where he guides them; he then guides them to places such as the Lighthouse, to Oltec villages, or to the lands of the Icevale elves (see the separate entries for those places in this chapter).

On the other hand, the Schattenalfen, by ancient custom, must adopt any elf who expresses a wish to live among them. They might fall on and attack a foreign elf they find sneaking through their territory; but if he knows to cry out that he claims the right to live among them, they will break off their attack.

(This doesn't mean that it's easy for an elvish PC to infiltrate and spy on these elves. Others have tried; the Schattenalfen are suspicious of any of their adoptees for decades, even centuries. An adoptee must swear an oath of loyalty to the Schattenalf king. He must marry a Schattenalf; if a married pair of elves seeks adoption, their marriage is considered irrelevant and they are separated and married to Schattenalfen. The adoptee will be watched for as many years as it takes to convince the Schattenalfen of his loyalty. And if he does turn out to be a traitor, he will be routinely executed. But he *will* be adopted if he wishes to be.)

These elves are ruled by an Elf-King and Elf-Queen, who live in the city of Issarthyl. Each other community comprising two or more extended families is ruled by a governor appointed by the crown. Many communities constitute only one extended family, and the ruler is the family leader, who must answer to the crown just like any governor . . . but who may not be removed or demoted by the crown. The King and Queen, all city governors, and all high-ranking advisors and military advisors are followers of Atzanteotl; that Immortal has a strong lock on the ruling caste of Schattenalfen.

Most Schattenalfen live on a substance called *trania*. It is a highly concentrated foodstuff which they prepare themselves; its making does not require magic. *Trania* comes in dark, egg-sized balls, one of which will sustain a Schattenalf for an entire day. (It usually takes two meals of *trania* to sustain a larger person such as an adult human. Also, *trania* does not satisfy the compulsive meat-eater's love of meat and so many people do not consider it an adequate diet; it sustains them, but leaves them craving flesh.)

The Schattenalfen make use of beasts of burden, mostly reptiles. Both the *crawler* (a riding

lizard identical to the Hutaakan foot-pad lizard) and the *flapsail* (a small, unintelligent dragon-like creature native to these mountains) are domesticated and ridden; both types of beasts also thrive in the wild and sometimes attack Schattenalfen.

The official faith of the Schattenalfen is the worship of the Immortal Atzanteotl. His philosophy is one of revenge and punishment: Any slight against Schattenalfen must be avenged. Since the humans blew up the world in the ancient past, they must be conquered. Anyone who insults a Schattenalf must be punished. This doesn't have to be by a sudden attack or formal duel: Slow, thoughtful, carefully-planned vengeance is even more palatable to the Schattenalf followers of Atzanteotl.

Though Atzanteotl's faith is the official worship of the Schattenalfen, that doesn't make it the universal faith of these people. Among the Schattenalfen, four in ten consider themselves followers of Atzanteotl; one in ten is, secretly, a follower of the original Shadow Elf patron, Rafiel. The other five in ten are rather agnostic, following neither Immortal, simply living their lives.

Two Races of Shadow Elves

If you have the *Shadow Elves* gazetteer, you may be confused by the many differences that exist between those Shadow Elves and these Schattenalfen. There are two breeds of Shadow Elves.

The ones described in the *Shadow Elves* gazetteer are the Shadow Elves, also called the Shadow Elves of the City of Stars.

The elves described here are called the Schattenalfen, and they have many customs which are different from those of the ancestral Shadow Elves.

The Shadow Elves mostly follow the Immortal Rafiel. More of the Schattenalfen follow Atzanteotl. However, unlike the Azcans, they do not practice sacrifice.

The Shadow Elves build stony homes and dwellings that are not too dissimilar from stone dwellings built by surface-dwelling humans. The Schattenalfen, as noted, build pyramids and other buildings similar to those of the Azca.

The Shadow Elves have shamans among them—clerical followers of Rafiel. The Schattenalfen have no shamans, and very few of them even know how to use magic.

The Shadow Elves are very much concerned with mined crystals which are said to hold the souls of their ancestors. The Schattenalfen have abandoned this belief and attach no special significance to crystals.

Among the Shadow Elves, many children are born with purplish marks like tattoos on their faces; this disfigurement, a mark of favor of the Immortal Rafiel, does not appear among the Schattenalfen.

The Schattenelfen remember their origins among the Shadow Elves, but centuries ago lost all communication with the Shadow Elves. As far as they know, the original Shadow Elves could be dead and gone.

One last note: Among the Schattenelfen, unlike the elves of Alfheim on the outer world, a name is a name. They don't conceal their real names under cover of use-names.

Issarthyl

The largest city of the Schattenelfen is Issarthyl.

Issarthyl is a city of 60,000 built in an enormous cavern lying a full mile beneath the foot of Mount Issarthyl.

Within the cavern is a 200'-tall stepped pyramid devoted to the Immortal Atzanteotl. Below it lies the great plaza of Issarthyl, surrounded by temples of Atzanteotl, the royal residence, and other building just as are found in the city of Chitlacan (see the entry for the Azcan Empire, above). There is one major exception: The Schattenelfen don't play the game of tlachtli, and so there are no courts here for that game.

Around the great plaza and its functionary buildings are the homes of the common Schattenelfen.

As in the Azcan city of Chitlacan, there is a steady stream of foot-traffic in and out of Issarthyl. Though the Schattenelfen could be completely self-sufficient (living on foods such as the fungus which grows in abundance in their caverns and the milk taken from a variety of giant slug), they prefer to trade their goods for richer, healthier food grown on the outside. So they mine precious stones and craft wonderful gems, jewelry, and precious statuary, and trade them for food—especially to the Traldar on the western coast. The streams of traffic bear those trade goods out of the cavern and stockpiles of wheat, barley, wine, dried fish, dried meat, dried fruits, and other goods from Traldar lands.

History on the Outer World

At the time of the Great Rain of Fire, in BC 3,000, the ancestors of the Shadow Elves were four ordinary elf-clans: The Celebryl, the Porador, the Felistyr, and the Gelbalf. They lived not too far from Blackmoor, having colonized these new lands with the permission of the Blackmoor humans.

Then those Blackmoor humans blew themselves up, scattered rotting, corrupting energies to the four winds (poisoning many elves of the four clans), and altered the very climate of the world. These colonist elves fled for shelter, finding it in deep caverns beneath the area later called the Broken Lands.

Perhaps subtly guided by the Immortal Rafeil, their new, sympathetic patron, they discovered a remarkable series of caverns and tunnels leading

deep into the earth—*hundreds of miles* deep into the earth, as a matter of fact. There, they discovered a miles-high cavern where gravity was bizarre; the elves could stand on the ceiling, on the floor, on certain sections of the wall.

This was, in fact, a cavern smack in the middle of the *World-Shield*, which was described in the History chapter. The anti-magic effects of the *World-Shield* were very weak here, having been weakened by the presence of this cavernous bubble, so the Shadow Elves had no difficulty casting their magic.

The Shadow Elves built their City of Stars here, some of it on the ceiling and some on the floor. They tamed animals living deep in the earth, including domesticable giant slugs and a species of flying lizard they called *skinwings*. They set about following the moral and ethical guidelines provided by the Immortal Rafeil. Though they longed to return to the upper world, they were convinced that it was destroyed, hostile to all life, and so lived sad, dark existences deep in the earth.

More than a thousand years later, ca. BC 1,700, another disaster took place on the surface: Elves living in the land now called Glantri found and accidentally detonated an old Blackmoor device. The resulting catastrophe wasn't as great as the original Rain of Fire, but it did drive all these elvish clans underground, and some of those survivors discovered the cavern of the City of Stars.

Adopted by the Shadow Elves, they astonished their new patrons with stories of an upper world which had recovered from the Great Rain of Fire. But they also frustrated the Shadow Elves with the knowledge that they couldn't immediately ascend to the surface: The rotting sickness caused by the Blackmoor device's explosion might not disappear for generations, or so said shamans of the Immortal Rafeil.

These adopted Shadow Elves took the clan-name *schattenelfen*, which just means "shadow elves" in their own elvish dialect, and they were the ancestors of the Hollow World Schattenelfen.

The first expedition to find the surface world took place two hundred years later, when the Shadow Elves thought the surface world would be safe. Unfortunately for them, the explorers didn't find the Surface World. Turned awry when still leaving the baffling region of the *World-Shield*, they instead descended to the Hollow World. They were fatally poisoned by the radiations of its red sun before they realized how dangerous it was to them. A few lived long enough to return to the City of Stars and share their story; then they died.

At about the same time, an elf named Atziann, another survivor of the Glantrian explosion of four hundred years before, was attaining Immortality in the Sphere of Entropy. He chose the name Atzanteotl as an Immortal and decided to meddle with both the Shadow Elves and the Azcans, two



races in which he saw a lot of evil potential. (See the entry for Atzanteotl in the *Immortals* chapter.)

Atzanteotl corrupted many of the Shadow Elves, particularly members of the new Schattenalfen clan, promising them that they could live on the beautiful surface world and be masters of their world if only they would abandon the worship of Rafiel and follow him instead. Many did. He taught them new ways to build in order to honor him—using the building style of the Azcans, which had fascinated him when he was a mortal hiding among those humans. This is why the Schattenalfen followers of Atzanteotl have a different form of architecture than the ancestral Shadow Elves.

Atzanteotl divided his Schattenalf followers into two groups and sent them in different directions.

One group was sent up to near the surface of the outer world, there to build a magnificent city called Aengmor. Their fate is mentioned in the *History* chapter, and is discussed in greater detail in GAZ 10, *The Orcs of Thar*.

History in the Hollow World

The other group was sent to follow the expedition which had reached the Hollow World. This expedition also succeeded in reaching the Hollow World. Prepared for the dangers of the sun by the deaths of their predecessors, they dressed to shield themselves from the solar radiation and set about conquering their new lands.

Unfortunately for them, the Kogolor dwarves already living there didn't feel like being conquered. Helped by the appearance of a golem-like dwarf-hero from the outer world, the Kogolors fought the Schattenalfen over a period of a few years and finally drove them out of their lands.

The Schattenalfen fled westward, finding similarly fierce defenders among the Oltecs, and finally settled in mountains not yet occupied by sentient races. There, they settled and built their cities.

Ironically, they found they *couldn't* actually return to the upper world to live as their ancient elvish ancestors had; this was a cruel trick played on them by Atzanteotl. Their race had been underground so long that they could not endure prolonged exposure. The sun was dangerous to them; they were nervous when not surrounded by stone walls. So they were trapped in their old lifestyles when no other force kept them from enjoying the upper world.

Many Schattenalfen have managed to adapt—slightly—to the Hollow World's surface. These brave pioneers build cities above ground and try to spend as much time outside as they can bear. True, their cities are like artificial caverns; they tend to be huge, impenetrable stone domes linked together by fully-enclosed tunnels, with no windows and few exits to the outside. And the elves who live here have learned to go outside for days,

even weeks, though most of them are nervous and irritable while on the surface. It is these elves who perform above-ground raids on enemy territories; they have learned to ride on horseback and on flapsails, and hide among the trees, and some few even enjoy the experience of the outdoors.

Over the centuries, the Schattenalfen (substantially helped by those elves daring enough to live above ground) have grown more resistant to sunlight. Exposure to the sun for a day will still kill most of them, but in more ancient times, exposure for a mere couple of hours would be enough to do the job. So slowly, gradually, the Schattenalfen are learning to live above-ground.

Relations With Other Races

When they settled in their new mountains, the elves discovered that there were sentient races all around. North were the Azcans; east were the Oltecs; beyond them were the Kogolor dwarves who had treated them so unfairly; northeast, beyond the swamps, were the Neathar; southwest were the Traldar.

They hated the Kogolors for chasing them out. They weren't too happy with the Oltecs for the same reason, and for others: The Schattenalfen hated *all* humans, because it was humans who had caused the Great Rain of Fire and the Glantrian disaster. They hated the Neathar who found it so easy to live close to nature.

But, especially, they hated the Azcans. Not only were the Azcans humans, not only did they live among the forests—they built cities that were cruel, mocking invitations to the Schattenalfen. Their cities and pyramids were so like the those of the Schattenalfen that the Azcan cities seemed to be saying, "We have built your city, which you cannot live in; here it is, and here we are enjoying it while you rot underground." The Schattenalfen believed the Azcans to have taken to this architectural style long after the elves, and to mock and torture them; consequently, they came to hate the Azcans more than any other race.

In the centuries since they settled in these mountains, the Schattenalfen have waged innumerable wars against the Azcans. These are bloody, hateful wars, with no quarter taken on either side.

The Azcans are far more numerous than the Schattenalfen, so the Schattenalfen use their few natural advantages to compensate. They establish hidden base camps as close to Azcan cities as they can, then spend literally years digging their way into the centers of those cities. When the time is ripe—often, when a city prince is conducting a sacrifice with crowds of thousands assembled below—the Schattenalfen will emerge from below-ground slaughtering all in their way, often killing the city's ruler before fleeing again.

The Schattenalfen also perform ordinary cavalry-based raids against Azcan outposts, often

luring the inevitable Azcan pursuit into ambushes and avalanches.

The flapsails give the Schattenalfen a certain aerial advantage. Squads of elves mounted on flapsails fly over Azcan cities, dropping flaming brands onto the poorer sections of town, where thatch roofs and the beams supporting mud-brick houses burn nicely.

So the war, while bloody and constant, is a guerilla war, never fought with divisions of infantry facing one another across a field.

The Schattenalfen know they cannot survive if they have enemies on all sides. Thus, though it galls them even to be neutral to a human culture, they have always traded peacefully with the Traldar. The Schattenalfen and Traldar do not like or trust one another, but their trade has been peaceful and mutually profitable for centuries, and neither desires to see it end. The Traldar, however, do not send mercenaries to help the Schattenalfen.

The elves sometimes find mercenaries among the Malpheggi lizard men; though those reptiles also accept jobs from the Azcans, they will turn on anyone if paid enough. The elves also pay the Krugel Horde to perform raids into northeastern Azcan lands, but the Krugels more often work for the Azcans themselves.

The Schattenalfen know that there is a race of elves living to the far north, but don't know much about them. If they were to learn that those elves are descendants of survivors of the Glantrian disaster, elves who descended deep into the earth, found the Hollow World, and adapted to it so happily and successfully, the Schattenalfen would also hate the Icevale elves.

The Schattenalfen know that their ancestors, the Shadow Elves, probably still live hundreds of miles down in the ground, but have long forgotten the path back to the City of Stars; there has been no communication with the City of Stars in over 2,000 years.

NPCs

One Schattenalf whom the PCs might meet is Air-Captain Trylthyn.

Trylthyn, Air-Captain, Flapsail-Rider

History: Trylthyn, born 150 years ago, has for 40 years been a member of the Schattenalf aerial corps. He's one of those "outside" Schattenalfen, the ones who live in a surface-built city. He has long been famous among the Schattenalfen, a hero among them: He is a great warrior, a great flyer, and one of the rare magic-users to boot. However, he is not a follower of Atzanteotl, and consequently his political future is limited; this is why he is a lowly captain rather than a general of Schattenalf armies.

Personality: Trylthyn's mother was a follower of Rafiel, and his father was an agnostic. So he grew up away from the doctrines of hate and revenge which dominate so many of the Schattenalfen. However, when it became clear that he had the intelligence necessary to be a magic-user, he was recruited early into the Schattenalf military, which is dominated by followers of Atzanteotl. Consequently, he has often found himself in conflict with revenge-minded superiors and fellows. This has made him moody and distant to his fellow Schattenalfen, preferring solitary patrols on his flapsail to drinking and carousing with the other officers. He is suspicious of humans (he *knows* they blew up the world), and intensely dislikes the Azcans, but wishes his people were not inimical to the other surrounding races such as the Oltecs and Neathar.

Appearance: Trylthyn is big for a Schattenalf, nearly 5'4" and 130 lbs. His hair is an iron-gray, his eyes a nearly identical hue. His features are plain, but the intelligence evident in his eyes is very arresting. He prefers to wear all-black clothes set off with golden jewelry, especially necklaces, broad bracelets, and buttons on his flying suit.

Dming Notes: Trylthyn can easily be an enemy of the PCs, but could just as easily become their ally. Unless they are mostly Azcans, he won't immediately attack intruders into Schattenalf territory; confident in his abilities, he will descend near them on his flapsail and order them to leave; if convinced that they have some business important to the King and Queen, or to the Schattenalf race as a whole, he will guide them across the hills to the city of Issarthyl.

Combat Notes: 10th-level elf (attack rank D); AC 2 (chain mail and shield); hp 40; MV 90' (40'); #AT 2 broad sword or longbow; Dmg 1d8 + 1; Save E10; ML8; AL L S13 I18 W13 D10 Co9 Ch10. Languages: Elvish, Neathar, Azcan, Traldar, Malpheggi, Kogolor, orcish, one unspent language slot. General Skills: Military Tactics (I), Profession (Weaponsmith, I), Navigation (I), Signalling (Schattenalf Air-Cavalry hand-codes, I), Animal Trainer (Flapsails, W), Caving (W), Alertness (D), Riding (Flapsails, D), Leadership (Ch).

Spells Carried: 1st—detect magic, protection from evil, read magic. 2nd—levitate, web x2. 3rd—dispel magic, fly, protection from normal missiles. 4th—growth of plants, wall of fire, wizard eye. 5th—dissolve, pass-wall.

Magical Items in Possession: chain mail + 2.

Monsters

The Schattenalf lands are occupied by most of the monsters indicated for mountain and hill terrains in the Monsters chapter of *The Adventure Book*. Two other monsters (from that chapter) which are very important to the Schattenalfen are flapsails and foot-pad lizards.



Tanagoro Plains

Technology: Bronze Age.

Life-Style: Village-dwelling warriors, cattle-herdsman, and farmers.

Population: 500,000 scattered among a thousand or more individual villages.

Outer-World Origin: Eastern continent (beyond Alphatia), ca. BC 2,500.

Description

The Tanagoro lands are broad, grassy plains and forests in the southern hemisphere. The sun is hot, but northern winds often bring relief from it.

The land, though not especially fertile, is fertile enough to produce grasses to sustain the many herds of aurochs living in these lands. The aurochs, in turn, are the main food for the Tanagoro warriors. Dinosaur predators also live on the aurochs. Many herbivorous dinosaurs also live in the forested areas.

The Tanagoro men also farm this land, harvesting crops of wheat.

Tanagoro villages dot the land. Each is a small community of 300 to 700 people, averaging about 500; these villages are surrounded by earthen walls. The inhabitants live in small thatched huts, each one-room hut housing a single small family. Most villages are along a river or have a series of wells within their walls.

Out beyond the walls are fields of wheat; beyond those fields are the open grasslands where the aurochs graze.

The Tanagoro Tribesmen

The people of this land are the Tanagoro tribesmen. This is a black race of tall, lean men and women.

Tanagoro men wear leather or linen loincloths; women also wear loincloths, though some wear simple strapless wraps reaching from torso to hip. These garments are often plain, but are sometimes woven with designs: aurochs horns, wheat-sheaf patterns, and spiders are prevalent patterns.

Tanagoro wear their hair short, and it is naturally tightly curled in most cases.

The Tanagoro like jewelry; they wear beaded necklaces, torcs (lengths of copper or gold bent into a circle and worn like a necklace), earrings, armbands, bracelets, and anklets; these are made of copper, leather, gold, and silver, and decorated with feathers, carved bone, and semiprecious stones.

Tanagoro warriors carry spears, javelins, and knives. They use few other weapons. In battle, they utilize shields but wear no body armor.

Their language is called Tanagoro. Its origins are the same as the outer-world Pearl Islands language, but are not shared by any other human

culture in the Hollow World. There is no written form of the language.

The Tanagoro also speak Neather.

Customs

The Tanagoro are a simple people. This does not mean that they are stupid, or a lesser culture; it means merely that their culture is agrarian and uncomplicated.

The Tanagoro make their livelihoods farming wheat and herding the oxen-like aurochs which proliferate in the open grasslands. Their lives are made up of farming, herding, making their devotions to their patron Immortal, music and dance, and defending their land from foreign intruders.

And they are great warriors. Tanagoro warriors have enormous vitality and endurance; also, they are especially skilled tacticians. Their recurrent enemies, especially the Nithians and Milenians, look down upon them as savages, but cannot deny that the Tanagoro war-generals are as intelligent and sophisticated as any civilized war-leader.

Men rule the Tanagoro; they are the culture's hunters, warriors, and herdsmen. Women are the farmers and homekeepers. But especially independent women sometimes run away from their villages to live free in the forests; if they can survive long enough to become accomplished warriors (i.e., third level or above), they may return to their villages with full warrior rank.

Individual villages are mostly self-governing, but all answer to a central king called the Togoro.

The Immortal patron of the Tanagoro tribes is Korotiku the Trickster. They seek to follow their patron's example by developing and strengthening their minds as they have their bodies.

History on the Outer World

The Tanagoro tribesmen occupied the peninsula now called Tangor in the distant past. When the Blackmoor men destroyed themselves and nearly wrecked the world, the Tanagoro lands were dramatically affected; great series of volcanic eruptions changed most of the plains portions of Tangor into volcanic, mountainous, infertile regions. So Ka the Preserver and Korotiku, patron of the Tanagoro, transferred many Tanagoro tribes into the Hollow World, establishing them in vast plains hitherto occupied by no sentient race.

History in the Hollow World

The Tanagoro were content in their world for many centuries. Their only enemies were the giant lizards who ate their oxen, and enough Tanagoro spearmen and javelin-throwers could eventually chase even those beasts away.

Around BC 1,600, the Immortals established another race nearby: They placed the horse-loving Jennites to the south. The Jennites settled the

colder southern plains and often tried to push their borders farther north, waging brief, inconclusive wars with the Tanagoro. This, however, was a sometimes bloody rivalry, not a real clash of bitterly-opposed cultures.

A thousand years later, the Immortals placed the Nithians along the desert river to the east, and a few hundred years after that, the Milenians arrived along the coastlands to the west. Now, the Tanagoro were situated between two military cultures who didn't like one another and didn't mind tromping over the Tanagoro to confront one another.

It was at this time that the Tanagoro really established their reputation as warriors. They could not keep the Nithians and Milenians from charging against one another, but they could fall upon the survivors of clashes, and could brutally avenge any attacks on their own villages. The more "modern" intruders came to respect the agrarian Tanagoro; now, when crossing the plains, they are far less likely to sack Tanagoro villages when passing through, and never assume that the path back to their native lands is safe.

Relations With Other Races

As is obvious, the Tanagoro are at odds with most of the cultures around them; the only one they don't war against is the Brute-Men, for they have a superstitious dread of those hairy, gnarled near-humans.

However, the Tanagoro would prefer not to have to war. They will attack Nithian and Milenian forces crossing their lands, or Jennite intrusions on their southern border, but will take only a defensive posture against caravans or travelling parties which do not obviously belong to one of those cultures.

NPCs

The great king of the Tanagoro is Doraka Togoro.

Doraka Togoro, The King

History: Doraka, age about 50, is the son of the previous Togoro. In his youth, he was a daring warrior and war-leader, especially adept at outflanking and inflicting crushing defeats on Milenian infantry units. His father died 20 years ago, and Doraka took the title of king then. His own son, Korolo, age 25, is not the tactician his father is, but is more adept at planning for the future by storing grain and drilling new wells.

Personality: Doraka is a merry, mocking man with a sense of humor and of the ridiculous. He enjoys meeting outsiders (other than the traditional enemies of the Tanagoro) and "putting them through their paces." These paces include setting up a feast for the visitors, then, in the midst of the merriment, indicating to the visitors

that they must dance the Tanagoro dances and drink far too much of the potent Tanagoro wheat-beer . . . else they will disappoint him greatly. He won't be anywhere near as offended as he pretends if they refuse, but visitors seldom do, and often make a spectacle of themselves.

Appearance: Doraka is a big man, 6'4", and distinctly overweight—perhaps 280 lbs. He is balding and wears a close-cropped beard. He wears bright yellow loincloths and headbands, and a necklace of strung *tyrannosaurus rex* teeth from a beast he helped kill.

Combat Notes: 8th-level fighter; AC 8 (with shield); hp 65; MV 150' (50'); #AT 1 spear; Dmg 1d6 + 2; Save F8; ML10; AL L. S17 I13 W15 D10 Co14 Ch9. **Languages:** Tanagoro, Neathar, Milenian. **General Skills:** Wrestling (S), Military Tactics + 2 (I + 2), Endurance (Co), Storytelling (Ch).

Magical Items in Possession: None.

Tanagoro Warriors

Combat Notes: 2nd-level fighter; AC 8; hp 15; MV 150' (50'); #AT 1 spear; Dmg 1d6; Save F2; ML8; AL N.

Monsters

All of the monsters commonly found in plains are to be found in the Tanagoro lands; see the Monsters chapter of *The Adventure Book* for more on these.

Traldar Kingdoms

Technology: Bronze Age.

Life-Style: Seacoast-dwelling farmers, herdsmen, pirates and reavers.

Population: 500,000 scattered among numerous large towns.

Outer-World Origin: Northern continent, the area now called Karameikos, ca. BC 1,000.

Description

The Traldar Kingdoms are rocky, heavily forested mountainous lands lying where the great equatorial mountain range enters the Atlass Ocean. Here, the weather is cool and temperate; the pastures and fields are not especially fertile, but are adequate for the grain and pasture needs of the men there; the ocean yields up a great variety of fish.

The Traldar live in villages and large towns mostly situated along the seashore. Small villages will be crowded onto the tops of hills and small mountains; larger communities have a walled royal enclosure at the top of the hill and a walled city sprawled out below that.

Traldar buildings and walls are made of large blocks of smooth, dressed stone, especially limestone. Even the buildings of common men are made of rough stones strongly mortared together.



Strange beasts sometimes descend from the eastern mountains to plague the Traldar; such monsters include griffons and the fearsome hydra.

The Traldar

The Traldar people are a race of bold men and women, self-styled heroes.

They are a light-skinned race, descended mostly from Neathar and somewhat less so from Oltecs; their skin is caucasian but somewhat darker than races such as the Neathar. Brown and red hair are most common among them, but they especially appreciate the rarer blondes. Both men and women wear their hair long. Men use leather thongs to bind their hair into tails, and often wear short, full beards and mustaches. Women wear their hair bound into tails if married, and wear it loose if unmarried.

Traldar men wear long-sleeved tunics reaching nearly to the knees, and either sandals or high boots, depending on the weather and climate. Their tunics are worn with sword-belts (every Traldar carries at least a dagger for eating); if the air is cool, they will often wear cloaks.

The women wear a similar tunic garment, except that it reaches the ground and is often worn with a veil.

For either men or women, the garment is usually brightly colored and embroidered with scenes from nature: Griffons, lions, octopi, dolphins, etc.

In times of war, the Traldar wear bronze cuirasses, helmets, greaves and vambraces, which add up to plate mail armor (AC 3, encumbrance 500 cn). They also carry large round shields. Their favorite weapons include spears, pole arms (pikes), short swords, great axes, long bows, and slings.

The Traldar speak the Traldar language, an ancestor of the later Traladar and Milenian tongues; but it is distinct from those languages. There is a written form of the language.

Traldar also speak Neathar. Traldar intelligent enough to learn other languages often learn elvish, Milenian, and Azcan.

Customs

The Traldar make their living by growing wheat, barley, olives, and grapes, by fishing, by keeping cattle, sheep, and goats, and by exporting food, olive oil, wines, pottery, and wool.

But their culture revolves around the figure of the Hero. To the Traldar, any noble fighter, or any common fighter of uncommon ability, is a Hero, and they live to hear stories of exploits of heroes of all sorts: Clever heroes, pirate heroes, superhumanly strong heroes, unnaturally quick heroes . . . so long as they are Traldar heroes. They affect polite interest in the exploits of heroes of other lands.

The Traldar begin teaching their young men to fight at a very early age, subjecting them to a stern

regimen of training and exercise to turn them into the world's greatest warriors. To a certain extent, they succeed: The proportion of fighters above 1st level may be higher among the Traldar than any other race. (Fortunately for the surrounding cultures, the Traldar are not as prolific as the Milenians or the Neathar; if they were, the Hollow World might have Traldar as its common tongue.)

The Traldar also admire skilled bardcraft, armormaking and weaponmaking, jewelcraft and goldcraft. They trade a lot of their surplus food north to the Schattenalfen in return for the elves' gems and gold.

The Traldar are good sailors, but they are very limited by their boats: Their war-galleys, which once dominated their region of the Sea of Dread, are antiquated and slow in comparison to the Merry Pirate ships. The Traldar make up for this somewhat through their superior fighting ability . . . but they are just not as good at piracy now as the Merry Pirates. When they go reaving, they must content themselves with making landings in their slow-moving galleys and then sacking seaside cities. The Azcans and some Merry Pirate villages suffer the raids of the Traldar.

The Traldar are superior charioteers. They breed strong, smallish horses and many heroes ride into land combats on two-horse, two-man chariots, wielding lances against their enemies.

Each Traldar city is its own petty kingdom, with its own king. No city rules any other, although stronger cities sometimes march against and sack weaker ones. The Traldar are not united and consequently are always warring among one another.

From time to time, though, every few hundred years, a Traldar Great King will rise, one who has enough personal charisma to unite the Traldar against some common enemy. It's been a long time since the Traldar have needed such a leader . . . but if ever they find themselves facing a particularly determined Milenian or Azcan war of aggression, a Great King will rise up among them to throw the invaders back.

Among the Traldar, just as with their descendants, the Milenians, women are second-class citizens who cannot own land or rule in their own names. However, a few women, especially those who grew to adulthood making their living as independent shepherds or huntresses, become mighty warriors and are subsequently respected by the Traldar.

The Immortal patrons of the Traldar are Halav and Petra (see the *Immortals* chapter), who were once Traldar heroes themselves.

History on the Outer World

The Traldar warrior culture rose on the outer world around BC 1,400. Descendants of the earliest Nithian colonists, they quickly forgot their Nithian identity and developed their own cultural traits, such as a veneration of the ruling warrior-

caste. (See the description of the Hutaaka earlier in this chapter for more on the early history of the Traldar.)

Around the year BC 1,000, a mighty invasion of gnolls threatened to destroy the Traldar culture; not even the Immortals know whether the Traldar would survive. So the Immortals transplanted several whole villages of Traldar, those who were closest to extinction, to the Hollow World.

History in the Hollow World

The Traldar found themselves on rocky coastal lands situated near the Schattenalfen to the north; farther north were the dreary Azcan people. The Traldar and Schattenalfen cooperated from early on, trading Traldar food for elvish crafts, and so the Traldar decided to prey on the Azcans. For many years, they earned a reputation as fearsome reavers, again and again sacking seaside Azcan cities and towns.

Eventually, the Immortal Korotiku settled Thyatian pirates in Traldar-occupied islands to the west, and manipulated things so that the two cultures would merge into a single, coherent pirate culture. Over the centuries, he added more races to that mix: Ostlanders from the Northern Reaches of the outer world, and then Ierendian pirates.

Relations With Other Races

The Merry Pirates are the most serious rivals of the Traldar. No match for the Traldar on land, they have superior ships and seafaring tactics. From their earliest clashes, the terrain would dictate who would win a Traldar/Merry Pirate clash: If it took place on land, the Traldar would win, while a seagoing encounter would result in Merry Pirate victory. The Traldar and Merry Pirates do not like one another.

Eventually, too, the Milenians were settled on the seacoast of the southern hemisphere. The Traldar found much to admire in the industrious, warlike Milenians (not too surprising, as the Milenians were their own descendants). That didn't keep them from occasionally raiding Milenian cities, but by and large the Traldar and Milenians left one another alone.

The Traldar trade with but do not trust the Schattenalfen, and still raid seaport Azcan cities whenever they can get away with it; naturally, the Azcans despise the seagoing Traldar.

NPCs

One Traldar hero whom the player characters might encounter is Prince Tiradon.

Prince Tiradon of Corescos

History: Tiradon, age 18, is the son of King Dordon of the city of Corescos. An early bloomer, he

left home at the age of 14 to wander the Traldar lands (and beyond) to see new sights, kill new monsters, and acquire and demonstrate fighting prowess. He traveled as far south as the Milenian city of Tyrnus, as far northeast as the Schattenalf capital of Issarthyl. Recently, his father's health failing, he returned to his home city to take up the responsibility of princedom.

Personality: Tiradon affects a mature warrior's manners, though he is still a very young man; he advises other young men on the ways of the world, the codes of the warrior, the thought processes of women and other things he really does not understand. Other warriors are put off by this, but he is a nobleman and a superior fighter and so it is very hard to correct his behavior. He is justifiably proud of his fighting prowess and his great agility. He is not bad-hearted, though—just convinced of his maturity and having the need to receive respect from others.

Appearance: Tiradon is tall for his age, about 6'1", and lean. He has flaming red hair, mustache, and beard, and sea-green eyes. He dresses in green and gold clothing. He always wears a short sword at his belt; its hilt is ebony inlaid with gold dolphins, and was a present from a Milenian prince.

Combat Notes: 5th-level fighter; AC 7 (in normal dress) or 0 (in full armor); hp 27; MV 90' (30'); #AT 1 spear or short sword; Dmg 1d6 + 2; Save F5; ML8; AL N. S13 I12 W10 D17 Co9 Ch14. **Languages:** Traldar, Neathar. **General Skills:** Hunting (I), Knowledge (of Atlass coast geography, I), Profession (of Sailor, I), Acrobatics (D), Escape Artist (D).

Magical Items in Possession: short sword +1, detects magic.

Heroes of the Traldar

These are the highly-trained Traldar warriors who make up the bulk of Traldar army and navy forces.

Combat Notes: 3rd-level fighter; AC 2; hp 16; MV 90' (30'); #AT 1 spear, short sword or long bow; Dmg 1d6 + 1 (spear, short sword) or 1d8 (long bow); Save F3; ML9; AL N.

Common Warriors

These are the lesser warriors, the ones who never could train up to Traldar standards; they serve as spear-carriers and sling-men.

Combat Notes: 1st-level fighter; AC 7 (leather armor); hp 8; MV 120' (40'); #AT 1 spear or sling; Dmg 1d6 (spear) or 1d4 (sling); Save F1; ML7; AL N.

The Traldar War Galley

Movement Rate 12 miles/day (36 if sailing), or 60'/round (90' if sailing), 200 Rowers, 100 Hull Pts., AC 7, Capacity 60,000 cn.



One ram on the bow, below the waterline: AC -4, HP 50, Damage d6 + 8.

Monsters

Two monsters commonly found in Traldar lands are the griffon and the hydra (both from the *Expert Set*). (The griffon is more common than the deadlier hydra.)

The Tribes of Neathar

Technology: New Stone Age (ground stone weapon heads).

Life-Style: Tribal hunter/gatherers.

Population: 3,000,000 scattered among thousands of tribes and clan groups.

Outer-World Origin: Northern continent, ca. BC 3,500.

Description

The Neathar tribes live in most sorts of territory—mountains, hills, forests, jungles, swamps, and plains especially; they are less commonly found in deserts or subarctic terrains.

The Neathar

The Neathar are a white race of Stone Age hunters and warriors. They are not pale; they tend to be very tanned, with hair ranging from blond to brown to red; brown eyes are more common than blue among them.

Neathar men wear their hair short, and usually wear short beards and mustaches. Neathar women wear their hair long and unbound.

The Neathar wear clothes made from skins. In most tribes, the men wear brief loincloths or breechclouts, either with sandals or no footwear at all. Women generally wear breechclouts or brief skirts with short vests which close in front; some wear tunic-like, short-sleeved garments reaching from shoulder to thigh. They, too, wear sandals or go barefooted.

The Neathar also wear headbands, leather belts from which hang pouches and dagger-sheathes, and simple jewelry. They usually wear necklaces of strung beads or shells, and armbands, bracelets and anklets of leather or copper.

Mated women all wear earrings. Single girls do not.

In most situations, including normal travel and exploration, the Neathar do not wear any sort of armor. In formal raids on enemy villages, warriors carry rectangular shields.

Neathar warriors and hunters carry spears, javelins, short bows, slings, daggers, and several other fairly simple sorts of weapons.

The Neathar language is the most widely-spoken language in all the Hollow World; it is the common tongue of the entire Hollow World. Nea-

thar tribesmen speak their own language, which has no written form.

Those with enough intelligence to learn additional languages usually learn the tongues of races who live nearby; if one tribe lives near the Oltocs, then they will learn Azcan as their second language.

Customs

The Neathar are simple hunter/gatherers. Neathar warriors hunt whatever wild game is to be found in their tribal lands, while the more sedentary members of the tribe (non-warriors, the aged, the very young) gather fruits, nuts, gourds, whatever else may be harvested for food.

They are not a nomadic people, though a tribe may abandon its lands when there is no longer enough game to sustain them. The Neathar are wise enough not to hunt an area clear of game, though; this sort of disaster occurs mainly when nature drives the game beasts out of the region.

Each tribe is independent, ruled by its own chief. The Neathar sometimes make war on one another, but these are usually border disputes and settlements of vengeance; they do not fight to conquer one another.

Most Neathar tribes venerate the warrior; it is the fighter-hunter, not the sage or the scholar, who is their greatest hero. A youthful warrior does not consider himself a man until he has scored some sort of coup against an enemy, such as defeating a warrior of another tribe in single combat.

One tradition which causes a lot of conflict between the tribes (but helps keep down any problems from inbreeding) is the custom of mate-stealing. It is a particularly great honor for a Neathar warrior to be able to sneak into an enemy tribe's village, steal a mate from among that tribe's unmarried women, and escape back home.

As you might deduce from that custom, it is true that most Neathar warriors are males. This is custom, but not absolute proscription: Some Neathar women become independent warriors. (It is not customary for them to go into enemy lands to steal a mate and bring him back to the tribe.)

Most Neathar tribes are ruled by male chiefs. A few are matriarchies, where women hold the chieftainship. Others still require that the ruling body be a mated couple sharing equal responsibility, or that the chief be a female cleric of a specific Immortal, or that the chief be a male wielder of magic . . . there is a lot of diversity to be found among the Neathar.

The race as a whole is usually referred to as the Thousand Tribes of Neathar. This is an erroneous designation; there are actually *several thousand* individual Neathar tribes scattered all across the northern hemisphere of the Hollow World.

The Neathar have no written language. Few exposed to other cultures learn to write their

languages, though many learn to speak other languages.

The Neather worship many Immortals, among them Diulanna, Lokar (Loki), Wotan (Odin), Palartarkan, and Donar (Thor).

Individual Tribes

Each type of terrain in the northern hemisphere will be the home of dozens or hundreds of different Neather tribes. Here are the names and individual characteristics of several of them:

Balarai. These tribesmen live in the forests due north of the Oltecs. They trade with the Oltecs and do some fighting with the Malpheggi lizard men to their west. They go barefoot, wear no headbands, and are very adept at climbing and walking among the trees. They build wooden villages with high palisades around them in the deepest parts of the forest, and set up elaborate traps and snares to protect those villages from invaders. Their tribal general skills are Climbing and Treewalking.

Hiakrai. These tribesmen long ago domesticated a Hollow World breed of giant eagle called *hiak*. From their original homelands in what are now the Kogolor dwarf mountains, they migrated—straight up, to one of the Floating Continents, the lowest and largest of them, which is named *Hiak-lor* (Eagles' Loft). They wear heavier hide tunics and knee-high leather boots against the chill winds they face, and decorate their tunics and headbands with feathers and copper jewelry representing their eagle friends. On floating Hiak-lor, they occupy cliffside caves and caverns. Their tribal general skills are Animal Empathy (*Hiak*/Giant Eagles) and Riding (*Hiak*/Giant Eagles).

Makai. These tribesmen are unusually peaceful for Neather men; they can fight as well as most other tribes, but prefer peace. A friendly and amorous people, they occupy several islands south of the Merry Pirate seas. Men and women alike wear only breechclouts, often decorating themselves with flowers in their hair or necklaces of woven flowers. They go barefoot. They are accomplished fishermen and pearl-divers and travel from island to island in outrigger canoes, sometimes set up with sails. The Makai have little concept of personal possessions and steal things back and forth from one another freely, with no ill will; though a small fraction of Makai are clerics and magic-users, the rest are evenly divided between fighters and thieves. Makai live in unwalled villages of grass huts. Their tribal general skills are Profession of Sailor (Canoeing), Profession of Pearl-Diver, Profession of Fisherman (most Makai have only one or two of these).

Toralai. These plains-dwelling tribes once lived in the land now called Thyatis; the late-arriving Thyatians, Kerendans, and Hattians drove them out of their own lands or conquered and assimilated them, all but the Toralai tribes transferred to

the Hollow World. The Toralai are great runners and hunters of bison. They live in semipermanent villages of wood-frame huts covered in bison skins. They wear skin foot wraps instead of sandals. Their tribal general skills are Endurance and Tracking.

Valgrai. This Neather tribe has an unusual bond with wolves; every Valgrai warrior is mystically bonded to a ferocious wolf who becomes his best friend and constant companion. The Valgrai are deep forest hunters who trade and fight a little with the Antalians and Icevale elves to the north and clash constantly with the Azcans to the southwest. They live in deep-forest cabins of rough-hewn wood, usually on hilltops protected by dry moats and wooden walls. Their tribal general skills are Animal Empathy (wolves) and Tracking.

History on the Outer World

The Neather were one of the three great original races of men; they, the Tanagoro, and the Oltecs were the first human inhabitants of the outer world. Neather men were the ancestors of the Blackmoor culture and are the ancestors of most modern fair-skinned races such as the Thyatians and the men of the Northern Reaches.

In BC 3,500, hundreds of years before the Blackmoor disaster, it became obvious to the Immortals that the Neather were in a stage of rapid development; they had fragmented into thousands of tribes and each one was speedily developing along its own lines. Wishing to preserve the culture before it vanished, Ka and other Immortals transferred representatives of several hundred Neather tribes to the Hollow World.

History in the Hollow World

Menaced by dinosaurs and natural disasters but not by any sentient race, the Neather men spread all over the northern continent. The original transferred cultures, because of the *Spell of Preservation*, stayed in their original states, but the Immortals allowed splinter cultures to form and grow and develop along new directions.

Eventually, other races were transferred to the Hollow World: Oltecs and Azcans, Antalians and Icevale elves, Kogolors and Krugels and Schattenalfen. Some of them, the Azcans especially, conquered or drove the Neather out of their lands. Others were content to wage the occasional war against the Neather but otherwise leave them to their own devices.

Relations With Other Races

Today, the enemies the Neather most commonly face are the Neather themselves. Most tribes are engaged in ongoing feuds with all the tribes around, feuds fueled by centuries of ambushes, mate-stealings, and border disputes.



The second-greatest enemy of the Neather are the dinosaurs. The Neather lands are true wilderness, and dinosaurs and other prehistoric monsters abound.

NPCs

One typical example of the Neather race is Zorena, the Gem of Neather, who can be found in the Adventures chapter of *The Adventure Book*.

Monsters

Whatever terrain a particular Neather tribe occupies will be thick with the usual sort of monsters found in that type of land; see the Monsters chapter of *The Adventure Book* for specific examples.

One of the animals specific to a Neather tribe as mentioned above is the giant eagle, which the Neather tribesmen call the *hiak*; its characteristics are also found in the Monsters chapter.

Itinerant NPCs

To round out this chapter of the sights and encounters of the Hollow World, here are some itinerant (i.e., homeless or wandering) characters the PCs might encounter anywhere on the map.

Brynnna, Antalian Warrior

History: Brynnna, born 18 years ago, daughter of a petty Antalian village chief, had an elder brother named Brynnor. Things being what they are in the Antalian culture, their father devoted all his time to teaching Brynnor to being a mighty warrior and lavished none of the same attention on Brynnna. She grew up jealous of that attention and envious of the fact that Brynnor was, indeed, a formidable fighter . . . which she felt she could be if only she had the chance. But that chance never came, not even when Brynnor fell in battle against the northern Beastmen, for Antalians simply did not teach their women to fight.

Well . . . some Antalians did, such as clerics of the Immortal Fredara. From such a cleric, Brynnna began to take secret lessons in fighting and warrior-craft. She became adept and it looked as though she had the potential to become quite a warrior. But her father discovered that she was learning to fight and forbade her ever to pick up a weapon again. She defied her father and left, never again to return to her people. That was two years ago.

Personality: Brynnna, once an outgoing and sunny young woman, is now an independent and somewhat suspicious survivor. She has wandered the northern hemisphere of the Hollow World for two long, lonely years and is anxious to find a home for herself—somewhere, anywhere. She is willing to undertake the loss of experience brought on by abandonment of her native culture

(see the *Cultural Bias* rules in the Character Creation chapter of the *Players' Guide*). But so far she has found no people willing to take her for what she is; most want to return her to second-class status, take her weapons away, plant her in a harem, or otherwise abase her, and she won't accept that fate.

Appearance: Brynnna is a tall young woman, a blue-eyed blonde with intelligent features and a sad expression. She wears the furs of the Antalians adapted to whatever terrain she is passing through—usually with sleeves and trouser-legs shortened in warmer climates. She carries the broad sword once owned by her brother Brynnor, and packs chain mail armor given to her by the cleric who trained her.

DMing Notes: A recurrent character in lost worlds adventures is the Native Princess. This is the representative of a lost-worlds culture who meets, falls in love with and is inevitably separated from one of the outer-world heroes. In this case, Brynnna is the native princess and one of the player characters will be the outer-world hero. Should you wish to use this plot, introduce the heroes to Brynnna in some dramatic confrontation; they might help her escape some attacker, or she could help them when they are ambushed. She will travel with them long enough for her to develop, and demonstrate, feelings for one of the male PCs. And then she will vanish—kidnapped by a Neather warrior flying a giant eagle, or by a raiding party of Azcan invaders, or by any other group with whom you wish to set the PCs in conflict.

Combat Notes: 2nd-level fighter; AC 3 (chain mail and shield); hp 10; MV 90' (30'); #AT 1 broad sword; Dmg 1d8 + 3; Save F2; ML7; AL L. S13 I13 W15 D14 Co10 Ch14. Languages: Antalian, Neather, one unfilled language slot. General Skills: Survival (Arctic, I), Bravery (W), Mysticism (W), Mountaineering (D), Riding (horses, D).

Magical Items in Possession: broad sword + 2.

Troklikos of Laroun

History: Troklikos, born 50 years ago, is a scholar of the city of Laroun. Ten years ago, inspired by a whisper in his ear from the Immortal Petra, he set out from his Milenian city and travelled north, crossing the near-impassable equatorial mountain range. Beyond, he found the Lighthouse, the hidden scholar's civilization, and happily joined its order. In the ten years since, he has travelled the Hollow World, learning much of its doings, and always bringing knowledge back to the Light-house.

Personality: Troklikos is not the stereotypical absent-minded scholar. He has a keen intelligence and perception of what is going on around him, and an appreciation of life in all its forms. He readily adapts to new cultures as he travels, experiencing every new custom he can.

Appearance: Trokalikos is about 5'8" and skinny. His once-black hair, mustache and beard are now shot through with gray. Outside the Milenian Empire or the Lighthouse valley, he wears the featureless gray robes of the Lighthouse and carries a staff; in the city of Laroun, he wears Milenian tunics. On his left hand he wears a featureless silver ring, on the inside edge of which is inscribed a picture of a lighthouse.

DMing Notes: Trokalikos is not a fighter, and no longer as incautious as he was on his original journey, and so he often hires bodyguards to conduct him through dangerous territories . . . and most of the Hollow World is made up of dangerous territories. This is an easy way to bring him into the company of the player characters, and to bring the PCs to the attention of the Lighthouse.

Combat Notes: Normal Man; AC 9; hp 4; MV 120' (9-90'); #AT 1 dagger; Dmg 1d4; Save NM; ML4; AL L. S9 I16 W13 D10 Co10 Ch13. Languages: Milenian, Neathar, Azcan, Tanagoro, elvish. General Skills: Disguise (I), Knowledge (of Hollow World geography, I), Mapping (I), Navigation (I), Riding (horses, D).

Lorpin the Mad

History: Lorpin, 40 years ago, was a 30-year-old Thyatian adventurer from the Isle of Dawn on the outer world. On an ill-fated naval expedition, he and his ship were swallowed up by a whirlpool in the vicinity of Norwold. But it wasn't just an ordinary whirlpool; it was a magical gate. What seemed like an eternity later, it spat Lorpin and a few fellow survivors up near the shore of the Azcan nation. Lorpin spent a year among the Azcans

as a slave tlachtli player, his mind teetering from his experience and from the Azcans' cruelty; eventually, during a Schattenalf attack, he escaped. He escaped alone; his fellows remained behind, convinced they could earn a good living as tlachtli players, and were executed once the season was over.

In the years since, Lorpin has wandered from place to place, trying to find the way back to his home and his family. Though he has travelled all over the place and seen many things, he has never found the way home.

Personality: Lorpin's mind is gone; he sees things that aren't there, especially scenes from the last 40 years of his life. He attaches himself to any likely-looking band of explorers who are willing to put up with him; while with them, he constantly seeks clues to the way back to the outer world.

Appearance: Lorpin is tall and spectrally skinny. In his youth, he was a strong, handsome adventurer and retains some of that strength; he may look funny, but he's strong and experienced. He has long, matted gray hair and a full beard and mustache (also matted), and dresses in whatever rags he can find.

DMing Notes: Lorpin would be only a nuisance to the player characters' encounters, but has several skills which may be of use to them.

Combat Notes: 6th-level fighter; AC 9; hp 15; MV 120' (40'); #AT 1 dagger; Dmg 1d4+1; Save F7; ML 8; AL C. S13 I14 W6 D10 Co5 Ch10. Languages: Thyatian, Neathar, Azcan. General Skills: Hiding (I), Knowledge (Hollow World geography, I), Mimicry (I), Survival (Jungle, I), Cooking (Military, W), Danger Sense (W).

Magical Items in Possession: None.





Thalandrian, the elf-hero from Alfheim, slept fitfully. He still wasn't used to sleeping under that eternal red sun. Too, his sleep was disturbed by dreams. As he slept, he knew they were dreams, but they were compelling nonetheless.

In his dream, he rode on a dappled mare in a deep forest. He knew it was a forest on the outer world, for the sun, when seen through the high branches, was yellow and low in the sky. The trees were greater and more beautiful than any he'd ever seen in the Canolbarth forest, and the forest itself, so healthy and well-tended, was obviously kept up by elves or forest folk; perhaps there were dryads or treants in this dream-woods.

Another horse fell in step beside his, and on it was an elf-woman of surpassing beauty. Unlike most elves, her hair was the deep green hue of spring leaves, and her tunic seemed to be woven of large, strong oak-leaves. Thalandrian was awe-struck by her beauty, and by the deep, ancient wisdom in her green eyes, and was unable to speak.

The dream-woman whispered, "Twenty marches to the south, in a hidden valley at the foot of a twin-spired mountain, there is a village of elves. They are peaceful elves and do not know warfare. They have been sheltered, much as the earliest elves were in the forests of Evergrun."

"Now war and pain have come to them, brought by the dusky Azcans and their worship of hatred. The Azcans pillage them, enslave them, work to exterminate them."

"Help these hidden elves, Thalandrian. Go there, and persuade your human allies to go with you. Find the valley. Drive out the Azcans and teach them the folly of their hateful doctrine. Please hurry . . ."

Thalandrian jolted out of his sleep. He was once again in his bedroll under the rocky ledge, whose shadow spared him some of the reddish sunlight.

He looked around: One of his human allies was alert and on guard, and gave him a perfunctory nod, while the rest slept. All was well, his dream just a dream.

Except—in his hand, clenched tightly in a fist he didn't remember making, were leaves; they were huge leaves of an oak-tree, and no such trees grew anywhere in the Hollow World . . .

Following is a sample of the Immortals whose activities affect both the outer world and the Hollow World. This isn't by any means a complete list. It is, however, a representative sampling of the types of Immortals who occasionally interact with mortals.

How The Immortals Interact With Mortals

Immortals do not often appear to mortals in physical form, standing up before them and enjoining them to action.

More commonly, an Immortal will appear to one mortal in his dreams, or will inspire a cleric to a prophecy affecting the mortals. On rarer occasions, the Immortal will appear before a party of mortals in his Incorporeal form.

Immortals usually communicate with mortals in order to command them or persuade them to undertake actions which advance the Immortals' plans. When one Immortal sees an enemy Immortal plotting, the first Immortal will usually communicate information and his desires to a group of faithful clerics or heroic player characters, persuading those heroes to confront the minions of his enemy. The Immortals themselves seldom participate personally in the struggles between their minions.

This chapter's descriptions of the Immortals do not include individualized character sheets. It's usually not necessary to have a character sheet for an Immortal; mortal heroes in reasonable campaigns don't often attack them.

However, in certain rare situations, mortal will heroes will decide that they have to attack an Immortal. At that point, as a DM, you can choose one of several different responses for the Immortal to take:

(1) **The Immortal Overwhelms the PCs:** The DM, if he wants Immortals in his campaign to be godlike beings, can just decide that no mortal player character even approximates the amount of power it takes to hurt an Immortal. Therefore, with this choice, the DM can just describe how the Immortal frowns, waves his arms, and all the PCs are paralyzed (no saving throw possible), or cursed, or geased, or otherwise discomfited. If some PCs were particularly obnoxious, the Immortal might magically transport them away to a place of punishment, to keep them there for a while or forever.

(2) **The Immortal Leaves and Undertakes Revenge:** The Immortal might just disappear completely; no mortal magic can bind him here. He can then pursue his punishment of the PCs at his own leisure.

(3) **The Immortal Stays and Fights:** A particularly foolish Immortal might just stay behind to fight. (It's not foolish for him to believe that he would win a fight; but he might sustain hurt from his opponents, and would certainly not enhance his reputation among mortals or Immortals by beating on mortals.) The DM might have arranged an adventure where some artifact has bound an Immortal in place so that the PCs have a chance at attacking and temporarily or permanently destroying him, so not *all* circumstances

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in which an Immortal stays around to fight necessarily mean that the Immortal is foolish. For situations like this, and for players who don't have a character sheet for Immortals, we'll provide one a little later in this chapter.

Immortal Behavior

The Immortals have a rule among themselves: *Direct action against mortals is forbidden*. The wiser ones among them have persuaded most of the others that they need to live with this code and enforce it on others who aren't so sensible. And so the Immortals spend a lot of their magical energy "scanning" for the tell-tale emanations of direct Immortal intervention on the mortal planes. An Immortal who just shows up on the mortal world and starts killing the mortals he dislikes will instantly be noticed, and will probably be attacked, by the other Immortals.

This is why Immortals tend to limit themselves to speaking to mortals in dreams, or appearing very briefly and not manifesting very much energy; this is why they try to convert mortals to their own doctrines and let the mortals do all the work.

Of course, not all Immortals are happy to bow to the will of the masses. They chafe at the "direct action" rule and do appear directly whenever they think they can get away with it. Fortunately, this is seldom, and usually only in high-energy places and situations where they think the other Immortals will not notice their presence.

When an Immortal appears on the mortal world in his Manifestation Form, or when he uses magic spells through his Incorporeal Form (see below), there is a 5% cumulative chance per round that the watchdog Immortals will notice. If they notice, they will probably decide to forcibly yank the erring Immortal back out of the mortal world. If he is an Immortal of less than ultimate power of one of the four "good" Spheres, they may be able to punish him; if he is an Immortal of Entropy, he will not allow himself to be summoned into their presence and will simply escape to cause trouble later on.

Character Sheets

Immortals have three basic forms in which they can confront mortals. These are the *Mortal* form, the *Manifestation* form, and the *Incorporeal* form.

Mortal Form

An Immortal can create any mortal form to house his intelligence when he appears in the mortal world. He can create this form as just about any species, and at the maximum experience level (or HD figure) for that species. So if an Immortal creates a human form for himself, he can create

anything from a Normal Man to a 36th-level adventurer.

This mortal form is not detectable by other Immortals as an object housing another Immortal. Therefore, the Immortal housed in the mortal form can walk freely among mortals, using all the abilities of his mortal form. Not many Immortals like to do this; becoming Immortal and then later returning to the limitations of a mortal body, to them, is like being cured of blindness and then becoming blind again. However, some do it in order to advance their personal plans or to keep an eye on mortals crucial to those plans.

An Immortal can throw off his mortal form and take on his Manifestation form or his Incorporeal form at any time. But it's not instantaneous; it takes ten rounds for the transformation to be completed. During those ten rounds, the Immortal is transforming but has all the stats and limitations of his mortal form.

Likewise, the Immortal can change his mortal form to another mortal form, under the same time constraints. If an Immortal wants to maintain two identities on the mortal world, one of a female 36th-level magic-user and the other of a 10th-level dwarf, he can change freely between them—and between any number of additional forms and identities—subject only to the limitation that each transformation takes ten rounds.

The Immortal may create any garments, weapons, and magical items for a mortal form. When he changes to another form, all those objects turn into nothingness; a hero stealing such an item will watch it disappear into thin air once the Immortal changes form. And when the Immortal returns to the form which had that item, the item returns to the Immortal—not to the thief.

Manifestation Form

The Immortal's more powerful form is his Manifestation form. This form is as much of his "true" Immortal body as he can project into the mortal world. The Immortal can make his Manifestation form look like anything, but it will always radiate the power of an Immortal; an Immortal in his Manifestation form cannot disguise himself as anything but an Immortal.

Most Immortals choose one or two specific appearances for their Manifestation forms. They can switch instantly between those appearances if they choose.

Below are the characteristics of the Immortal's Manifestation Form:



Manifestation Form

Number	Type Of Immortal		
	Average	Greater	Ultimate
Appearing:	1	1	1
Armor Class:	0	-10	-20
Hit Dice:	15*****	30*****	45*****
Hit Points:	100	250	1,000
Move:	60'(20')	60'(20')	60'(20')
Flying:	150'(50')	150'(50')	150'(50')
Attacks:	2	3	4
Damage:	2-12 or special	3-18 or special	4-24 or special
Save As:	MU 36	MU 36	MU 36
Anti-Magic:	50%	60%	90%
Morale:	12	12	12
Treasure Type:	n/a	n/a	n/a
Alignment:	Varies	Varies	Varies
THAC0:	5	5	5
Experience:	8,950	38,750	72,500

Special Attacks and Powers:

Anti-Magic (See Master Set, Master DM's Book, page 2)

Aura Attack All victims within 60' must make saving throw vs. Spells, receiving no bonuses from equipment, spell effects, or ability scores; if saving throw fails, victim is Awed. Immortal can then decide whether victim feels *terror* (treat as a *fear* spell of 3 turns duration) or *charm* (treat as a *charm* spell of 2x normal duration)

Communication The Immortal can speak with any living creature and with nonliving things related to his own Sphere

Magic Use The Immortal can use any cleric, druid, or magic-user spell at a caster level of 2x his HD; he can vary spell duration as he pleases; he does not forget magic-user spells as he uses them

Regenerates The Immortal regenerates 1 hp per day

Special Defense The Immortal can only be hit by a +5 or greater enchanted weapon, or by an artifact; when damaged, he takes only the minimum damage possible, i.e. if damage is 2d6 + 3, the immortal takes 5 points of damage

Special Defense The Immortal is immune to all mortal magic spells

Travel Powers The Immortal has the power to *fly* at will, *teleport* without error once per hour, and travel ethereally and astrally one time each per day

Incorporeal Form

The Immortal's third form is his Incorporeal form. This form is really just a projection of his mind from his native Sphere to the mortal world; it usually appears as a glowing, insubstantial figure, or can take the form of any sort of dream projected straight into a mortal's mind.

The appearance of an Incorporeal form on the mortal world does not alert watchdog Immortals. Therefore, an Immortal can freely communicate with his minions without alerting other Immortals to his activities.

Mortal magic has absolutely no effect on the Incorporeal form. No number of spells cast on the Incorporeal form will hurt the Immortal. On the other hand, the Incorporeal form cannot cast any spells against mortals.

The Incorporeal form can change into the Manifestation form after a transformation time of ten rounds.

Combatting Immortals

Immortals do not exist in the D&D® game for player characters to fight or kill. They're supposed to be powerful forces which confound, influence, and aid player characters . . . not "monsters" to be attacked and killed, their homes looted for treasure.

However, it could happen that the PCs will find themselves fighting Immortals. Should this happen, here are some basic guidelines.

Mortal Form

If an Immortal's mortal form is killed on the mortal plane, the Immortal is banished to his own Sphere for 1d20 days. He may only reappear on the mortal world in his Incorporeal form during this period of banishment.

Manifestation Form

If the Immortal's Manifestation form is killed on the mortal plane, his spirit returns to his home Sphere and forms a new Manifestation form in a number of days equal to his Immortal hit points. During this time, he may only reappear on the mortal world in his Incorporeal form.

Immortals on their own plane are automatically in their Manifestation form. If this form is killed on the Immortal's own plane, the Immortal is forever dead. However, not even the stupidest or most violent of Immortals would stand around soaking up all the damage which PCs had to offer them; they can always use *teleport* abilities to get to a safer haven and send their minions after any PCs crazy enough to attack them.

Incorporeal Form

The Incorporeal form cannot be killed or harmed in any way.

Individual Immortals

This listing of Immortals is not an invitation for the DM to rain godlike beings down on his world and overwhelm the PCs with their sheer numbers. It's here to be a reference work: Clerics can choose

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the Immortals they honor from the listing below, and the DM can get a good idea of how each Immortal affects the Hollow World setting from reading their descriptions.

These listings make extensive references to events mentioned in the History chapter, so you had best read that chapter before continuing here. If you have other *Gazetteer* products, you may gain more information from the following writeups if you are familiar with their history sections as well, but this isn't required.

Alphaks

(The Roaring Demon)

Sphere and Alignment: Entropy (Death); Chaotic.

Manifestation Power: Average.

Worshippers' Alignment: Chaotic. Clerics must be Chaotic.

History: Once upon a time and a universe away, Alphaks I was a mortal, the ruler of the old Alphatian kingdom. This was more than 2,000 years ago and on a faraway world, the world where the Alphatians originated. At the time, a dispute between sects of magicians called the Followers of Flame and the Followers of Air divided the Alphatian empire. Alphaks unwisely stepped in and claimed the right to settle the dispute, and settled it in favor of his followers, the flame magicians. This led to a popular revolt in his kingdom and, eventually, to the literal destruction of the Alphatian homeworld (see adventures *M1* and *M2*, and the *Dawn of the Emperors* boxed set). Banished by his followers, and presumed dead, Alphaks set out on the path of Immortality for the Sphere of Entropy. After a long time, he attained it; and after a much longer time, he tracked down the descendants of the Alphatians to the Known World, about 200 years ago. Since then, he has spread his philosophy of evil. His special goal is the destruction of the Alphatian empire, and he finds most of his followers among others who hate the Alphatians.

Personality: Alphaks is intelligent and cultured, but hideously spoiled and prone to tantrums and rages. Unlike his personal patron, Thanatos, Alphaks is not particularly subtle; he likes to corrupt mortals and persuades them to perform acts of sudden violence, sabotage, and murder.

Allies: Alphaks has no regular Immortal allies. Thanatos was the Immortal who helped him achieve immortality, but they seldom cooperate on their grandiose, destructive plans.

Enemies: Just about every sentient creature in the multiverse is the enemy of Alphaks (or any Entropic Immortal, for that matter). His special Immortal enemies include Alphatia, Ka, Koryis, Palartarkan, and Razud.

Appearance: Alphaks most commonly manifests himself as a huge, horned demon—12' tall, with sharp 1' horns protruding from either side of his

forehead, and huge leather batwings rising from his back. He carries a sword in his right hand and a whip in his left.

Symbol: A skull with demon horns against a background of fire shaped like a phoenix.

DMing Notes: Alphaks is the special enemy of the empire of Alphatia. Just about any great plot involving huge magical energies directed against Alphatia can correctly be assumed to originate with Alphaks. In the Hollow World, Alphaks hopes to twist powerful nations and individuals to his will and to transport them to the continent of Alphatia to bring ruin on the Alphatians.

Alphatia

Sphere and Alignment: Energy; Lawful.

Manifestation Power: Average.

Worshippers' Alignment: Any. Clerics may be Lawful or Neutral.

History: In life, Alphatia was Aasla, a common Alphatian woman born on the far-away homeworld of the Alphatians. After the Alphatians made Landfall on the Known World about 2,000 years ago, Aasla led followers to a virgin area and built herself a city, named Aasla; she did this to get away from the Alphatian emperor, who was a racist member of the "pure" white-skinned Alphatian race. Soon afterwards, she undertook the path of the Paragon. Within 200 years, she had settled and transformed her land into a model of civilization and beauty, had created her magic item (the *Shield of Alphatia*, a defensive artifact which will keep all damage from the wielder but will not permit the wielder to damage others), and had successfully accomplished her tests. So Aasla disappeared, and the Immortal Alphatia appeared, patroness of the Alphatian peoples, common and pure-strain alike. She has followers on Alphatia, Bellissaria, Norwold and the Isle of Dawn; her worship has not spread much beyond the boundaries of the Alphatian Empire.

Personality: Alphatia, far from being a personification of the spirit of the Alphatian people, is not at all interested in conquest or intrigue. She helps defend Alphatia from the invasions of foreign mortals and the plans of enemy Immortals (such as Alphaks), but she does not help the Alphatians in their wars and plots of foreign conquest. Hers is a policy of pacifism, a doctrine of "Leave people alone and devote yourself to study of the magical arts."

Allies: Alphatia's Immortal allies include Koryis and Palartarkan.

Enemies: Alphatia's sole Immortal enemy is Alphaks.

Appearance: Alphatia appears as a common (copper-skinned) Alphatian woman, young and beautiful, but wearing very poor-quality robes; she goes barefoot and wears no jewelry.

Symbol: A glowing shield with paints dabbed on it like an artist's palette.



DMing Notes: Alphatia is the sort of kindly, nonviolent Immortal favored by pacifist-Lawful clerics. In the Hollow World, she is mostly interested in thwarting Alphaks' plans and will subtly enlist the aid of PCs to bring this about. She is a patron of the Gentle Folk elves.

Asterius

Sphere and Alignment: Thought; Neutral.

Manifestation Power: Average.

Worshippers' Alignment: All. Clerics may be of any alignment; if they are clerics of his aspect as the Immortal Patron of Thievery, they must be Chaotic or Neutral.

History: Asterius was a man of the Blackmoor civilization, one who ignored his culture's fascination with technology and explored the ways of magic. In his secular life, in his youth, he'd been a fence for stolen goods, and all his life maintained strong friendships in the thieves' underworld. Later, he became a respectable merchant and became fascinated with the ways of commerce. These interests stayed with him as he embarked on the Path of the Epic Hero.

During his Trial, Asterius found and destroyed an artifact of Thanatos that would have brought about the destruction of Blackmoor even earlier, and so he has earned the eternal enmity of that Immortal. After achieving Immortality, Asterius has looked with the most kindness upon merchants and thieves (whom he considers two of a kind), and they pray to him.

Personality: Asterius, in life, was a cheerful, merry man with a dangerous edge under the surface, and these traits have stayed with him. He is usually kindly and positive in his dealings with mortals; when insulted or opposed, he turns nasty.

Allies: If Asterius has friends among the Immortals, they are Ixion (Ixion and Asterius are as different as sun and moon, but have befriended one another nonetheless) and Korotiku (Korotiku and Asterius have an appreciation of one another's keen intelligence and cleverness).

Enemies: Thanatos is Asterius' primary enemy.

Appearance: Asterius appears as a middle-aged, black-haired, corpulent man in ancient robes; he is usually wearing a smile which does not quite reach his eyes.

Symbol: The Moon.

DMing Notes: In the Hollow World, Asterius works to introduce trade between nations and tribes which do not yet enjoy this blessing, and to introduce thieves into cultures which do not have them. He has been more successful in the first task; the *Spell of Preservation* hampers him in the second task. He will look kindly on PCs who help trade-caravans cross dangerous territories; he may harass PCs who sack caravans and keep them from reaching their destinations.

Atzanteotl

Sphere and Alignment: Entropy; Neutral.

Manifestation Power: Greater.

Worshippers' Alignment: Neutral and Chaotic. His clerics all are Neutral.

History: Atzanteotl, born with the name Atziann, was an elf clan-lord living in Glantri some 3,700 years ago. At that time, some of his fellow elves found and accidentally triggered a dangerous Blackmoor device left in the Broken Lands. The resulting cataclysm drove the surviving Glantrian elves underground. Atziann and his clan travelled the labyrinth of caves under Glantri for dozens of years, years during which all his clan-members perished. These experiences made him very dark, fatalistic, and bitter.

After these years of wandering lost below the earth, Atziann emerged once again into sunlight . . . but it was the wrong sun. He found an exit into the Hollow World, in the lands of the Azcan Empire. With his magical abilities, he was able to conceal himself from their eyes and hide among the Azcans until he learned their language and culture. He gained quite an appreciation for the lethal, uncompromising Azcans, for their culture and architecture and sense of style, before continuing on with his wanderings.

By now committed to doctrines of evil and pain, Atziann took the Path of Immortality of the Sphere of Entropy and, within a couple of hundred years, his unrelenting evil had earned him that reward (such as it is). Now, he decided, it was time to return his attention to his original people (who were now called the Shadow Elves) and see what he could do to shape them into a race more to his liking.

Under the name Atzanteotl, a name in the Azcan style, he began to turn the minds of shadow-elf clerics and Azcan clerics to his own twisted evils. He supplied great power and wisdom to these clerics, and in both cultures they eventually took charge. Certain Shadow Elves, especially the Schattenalfen clan, began construction of a city, Aengmor, built along Azcan lines and dedicated to the glory of Atzanteotl. The Azcans, both those in the Hollow World and those on the outer world, increasingly turned away from the worship of Otzitiotl (Ixion) and Kalakatla (Ka the Preserver) and to that of Atzanteotl; they introduced sacrifices into their way of life.

Since those days, Atzanteotl has driven his Schattenalfen farther underground, repopulated their city Aengmor with orcs (see GAZ 10, *The Orcs of Thar*, for details), and has continued to make his followers more populous and powerful. He has inspired all Shadow Elves with a hatred and envy of Alfheim, made them covet Alfheim for their own homeland.

Personality: Atzanteotl is fascinated by the process of corruption; he enjoys nothing so much as seeing good sentient beings turn to evil. Once

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they are turned to evil, he loses most of his interest in them. He has built up three cultures (humanoids of the Broken Lands, Schattenalfen, and Azcans) dedicated to his evil glory, and his only plan is to continue in the same vein until every sentient thing is corrupt and evil and chanting his praises. His ultimate goal is the destruction of all life on the outer world, especially the elves of Alfheim.

Allies: Atzanteotl has no allies.

Enemies: Atzanteotl's greatest enemies are Il-sundal (who detests his corruption of elves), Ixion and Ka the Preserver (who oppose his effects on the Azcans), Karaash (who resents his interference with the humanoid races), Rafiel (from whom he "stole" the worship of many Shadow Elves) and Halav (an enemy of the patrons of the humanoids). All the other Immortal patrons of the humanoid races, such as Bartziluth, can be counted as his secondary enemies.

Appearance: In mortal form, Atzanteotl takes the appearance of either an elven hero or a dark orc. His Immortal/demonic shape is that of a jet-black feathered serpent with the beautiful, solemn face of an elf—a face which occasionally twists with rage.

Symbol: The silhouette of a feathered serpent.

DMing Notes: Atzanteotl is one of the movers and shakers of the Hollow World. He opposes the *Spell of Preservation* and the four Immortal sponsors of the Hollow World at every turn. He works



to expand the borders of Azcan and Schattenalf territory, though he allows these two empires to fight one another to amuse him. Though he knows the *Spell of Preservation* will not allow him to wipe cultures out utterly, he makes sure that his Azcans and Schattenalfen enslave and dilute all other cultures they encounter.

Bagni Gullymaw

Sphere and Alignment: Entropy; Chaotic.

Manifestation Power: Average.

Worshippers' Alignment: Chaotic; clerics (shamans) must be Chaotic.

History: In life, Bagni was a troll. He was the first (and perhaps only) troll ever to reach Immortality in the Sphere of Entropy; he did it by living a lifetime of destruction and pain, by killing and eating more good beings than any humanoid before him. Trolls, not being very smart creatures, have forgotten Bagni, but he is worshipped by many other humanoids. He is largely unknown among humans and demihumans.

Personality: Bagni is smarter than most trolls (else he never would have found the path to Immortality), but that doesn't make him clever. He is stupid, gross, and hungry—the ultimate troll.

Allies: Bagni has no allies.

Enemies: Bagni's chief personal enemy is Halav, who opposes all Immortal patrons of humanoid races.

Appearance: Bagni appears as a gigantic troll with especially deep-green skin and hair like drippy algae; his fangs and claws are oversized. This form is the ultimate expression of trolldom.

Symbol: Bagni's symbol is a pair of teeth (canines) dripping with blood.

DMing Notes: Bagni arranges for deep cave-dwelling trolls to find their way to the Hollow World and begin eating the plentiful two-legged foodstuffs there. Trolls don't thrive in the Hollow World (they don't like the fact that it's always daylight), and often they don't reproduce, so Bagni has to supply new trolls continually and to modify them magically in hopes of creating a strain that will prosper there. Fortunately, he isn't smart enough to be very efficient at this; after hundreds of years, he still hasn't created the perfect Hollow World troll race.

Bartziluth

(Hruggek)

Sphere and Alignment: Energy; Chaotic.

Manifestation Power: Average.

Worshippers' Alignment: Neutral and Chaotic; clerics (shamans) must be Chaotic.

History: Hruggek was a Broken-Lands bugbear, a wild fighter famous for smashing the heads of his enemies with his huge spiked mace. How he achieved Immortality in the Sphere of Energy is a mystery; he must have been extensively helped by



his Immortal patron. But achieve it he did, and since then has been the patron of bugbears everywhere.

Personality: Bartziluth is a patron of warfare—foremost of bugbears and their wars, but he is an admirer of well-fought fights everywhere. He especially likes berserk, unrestrained fighters.

Allies: Bartziluth has no personal allies.

Enemies: Bartziluth considers himself the enemy of Atzanteotl, and is enraged by that Immortal's refusal to take him seriously. Halav, the Immortal enemy of all patrons of humanoids, considers Bartziluth his enemy.

Appearance: Bartziluth appears as a huge bugbear wearing shining leather armor (as though made from a golden fleece) and wielding his famous mace. His face is as savage as other bugbears', but his eyes are crafty and very intelligent.

Symbol: A huge, spiked mace.

DMing Notes: In the Hollow World, Bartziluth acts as a minor irritant to Atzanteotl. PCs who oppose Atzanteotl's plans may find themselves unexpectedly aided by the bugbear Immortal—a semi-berserk fighter is most likely to receive this Immortal's blessing.

Calitha Starbrow

Sphere and Alignment: Time; Neutral.

Manifestation Power: Average.

Worshippers' Alignment: Any. Clerics must be neutral.

History: In the ancient elvish homeland of Evergrun, Calitha was one of the first generation of elves. She was fascinated with the sea, with its ebb and flow, with its relationship to behavior and time, and when she decided to quest for immortality, she took the Path of the Dynast for the Sphere of Time. As an aspirant to Immortality in that Sphere, she travelled through time on three occasions to help her descendants, in her case the water-elves who settled Minrothad and others like them, to retain their kingdoms.

Personality: Calitha's primary interest is the sea. The philosophy she created and sponsors is called "elendaen", which is elvish for "the ocean path." This philosophy expresses the belief that the ocean is the cradle of all life; it encourages her followers to act as stewards of the seas, using them wisely and not exploiting them.

Allies: Calitha is a friend and follower of the Immortal Ordana.

Enemies: Calitha does not get along with Protius, the more elemental lord of the seas, because he is a wild thing who appears unconcerned with the careful preservation of the seas and sea-life.

Appearance: Calitha appears as an elvish maiden with lustrous, mother-of-pearl skin, wearing garments of sea-plants and sea-shells, and with a glittering diamond star worn in the center of her forehead.

Symbol: A giant pearl lying in nacre.

DMing Notes: In the Hollow World, Calitha is the patron of undersea sentients and the dwellers in sunken lands. She has become aware that there are Entropic forces malevolently interested in the undersea realms, and may prompt PCs to investigate these things for her.

Diulanna (Patroness of Will)

Sphere and Alignment: Sphere of Thought; Neutral.

Manifestation Power: Average.

Worshippers' Alignment: Any. Clerics must be Lawful or Neutral.

History: Diulanna was a woman of the ancient Neathar tribes that eventually became the Hinterlander peoples of the southern continent. Though in her tribe women were chattel, she defied tribal customs and became an independent huntress and warrior. Her defiance and strong will earned the admiration of the Immortal Korotiku, and Korotiku sponsored her on the Path of the Epic Hero. Through ability and sheer determination, she achieved Immortality in the Sphere of Thought in less time than any other human before her. Since that time, she has acted as the special patron of the descendants of her people, the Hinterlanders, though she does not confine her blessings to those peoples.

Personality: Diulanna is a determined being; her determination and drive are her primary characteristics. She is called the Patroness of Will because she favors the warrior or hero who throws himself against impossible odds because he believes in what he is doing; she often intervenes indirectly for such heroes.

Allies: Diulanna is an ally of Korotiku and Tarastia.

Enemies: Diulanna's chief antagonist is Rathanos, who believes she should cease all her agitating, lay down her weapons, and submit to the will of male Immortals. Diulanna will also oppose any Immortal and any plan that threatens the tribes and nations she favors.

Appearance: Diulanna appears as a young red-headed woman clad in tunic, loincloth, buskins and headband of lion-skin, carrying a stone-tipped spear. When appearing to mortals, she always wears a serious, severe expression.

Symbol: A spear thrust through a boulder.

DMing Notes: In the Hollow World, Diulanna is the patroness of many Neathar clans, and will often intervene to help strong-willed, independent Neathar women who adventure on their own or with heroes from outside their tribes.

Eiryndul

Sphere and Alignment: Energy; Chaotic.

Manifestation Power: Average.

Worshippers' Alignment: Any. Clerics may be

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of any alignment, but Chaotics and Neutrals are more common than Lawfuls.

History: Eiryndul was an Elven warrior in the Sylvan Realm when Ilsundal was king there. He wasn't much of a warrior; his fighting abilities were negligible. He was a clever thinker, and an accomplished magic-user. A near-outcast among his own people, he was a friend of the forest folk such as centaurs and dryads. His anger at the treatment he received from his own people led him to study magic intensely so that he could figure out how to avenge himself; this led him to find and undertake the Path of the Paragon. In his quest for Immortality, he found wisdom and abandoned his plan for revenge, though he was still no friend of Ilsundal's people or the kind of boring, pacifistic philosophy that Ilsundal promoted.

Once he achieved Immortality, Eiryndul decided to create his own elven nation, one more to his liking. When the elf-king Mealiden Starwatcher led the expeditions away from the Sylvan Realm, about BC 800, Eiryndul lured one large clan, the Shiye, away from Mealiden and persuaded them to settle in the deep, dark forests of central Alphatia. He gradually influenced them to become more secretive, more mischievous, more dangerous and independent than he perceives the Alfheim elves to be.

He has also acted as the friend of the forest races, with whom he feels a special kinship.

Personality: Eiryndul is a prankster. He occupies himself playing tricks on Immortals and mortals alike. These pranks are inventive and sometimes malicious, but not dangerous or lethal. A mortal who withstands his mischievous attention for several pranks without becoming abusive or breaking under the strain will earn Eiryndul's respect and may receive a favor from him at some later date.

Allies: Eiryndul's Immortal allies include Faunus, who is also a patron of the forest races, Korotiku, with whom he has a friendly rivalry in the spirit of determining which of them is cleverer, and Zirchev, a protector of the forest races.

Enemies: Eiryndul has a not-so-friendly rivalry—in fact, it's quite a bitter and malicious one—with Loki, the Northern Reaches Immortal who is also a patron of mischief and troublemaking. Eiryndul has developed an understandable passion for Valerias, but she has spurned his attentions; he has vowed either to win her affections or to punish her for her rejection.

Appearance: Eiryndul appears as a short, sly-looking elf dressed in the most modern kingly styles and wearing a well-crafted golden crown embossed with pictures of forest folk (especially fauns and dryads) frolicking.

Symbol: A white, smiling set of teeth, like all that the Cheshire cat leaves behind, against a black background.

DMing Notes: In the Hollow World, Eiryndul is one of the special patrons of the centaurs, dryads,

fauns, imps, and other forest-dwellers. Since races like the Schattenalfen and the Azcans capture and kill the forest folk, Eiryndul opposes them, and will often prompt adventurers to help his chosen folk against those empires.

Faunus

(Inuu; Lupercus)

Sphere and Alignment: Matter; Chaotic.

Manifestation Power: Average.

Worshippers' Alignment: All. Clerics must be Neutral or Chaotic.

History: Faunus is an ancient being; not even he knows quite how old he is or how he came into existence. He believes that he may have been a goatlike being changed by magic to have intelligence. Though his primary interests were eating, drinking, song and poetry, the careful tending of flocks, and pleasures of the flesh, he was very long-lived and eventually stumbled on the path to immortality, achieving it in the Sphere of Matter. His descendants are the fauns (also called satyrs and sileni).

Personality: Faunus is a self-centered being who doesn't really have a malicious bone in his immortal body. He is interested only in self-gratification and the protection of the forest races and herd-beasts such as goats and sheep. He very seldom interacts with mortals.

Allies: Faunus has only two friends among the Immortals listed here: Eiryndul and Zirchev, other patrons of the forest races.

Enemies: Faunus has no enemies among the Immortals.

Appearance: Faunus appears as a silenus (an ancient faun): Bipedal like a human, his hind-quarters are those of a goat (or sometimes a horse, complete with tail). He sometimes appears young and handsome; at other times, he takes on the guise of a fat, bloodshot, drunken silenus.

Symbol: A drinking-horn with ram's horns.

DMing Notes: In the Hollow World, Faunus is a normally harmless being who seldom interacts with mortals. Like Eiryndul, he will prompt mortals to help the forest beings. Unlike Eiryndul, he is sometimes found among those forest beings during drinking binges; a mortal party who stumbles across one of these scenes can count on the normally-peaceful Faunus to turn frightening and order the forest beings to scare the mortal men out of his forests.

Frey and Freyja

(Fredar and Fredara)

Sphere and Alignment: Thought; Lawful.

Manifestation Power: Average.

Worshippers' Alignment: Any. Clerics must be Neutral or Lawful.

History: Frey and Freyja were brother and sister, members of the Antalians, ancient tribes which



eventually became the men of the Northern Reaches. Not so warlike as their fellows, they were still accomplished warriors . . . but they believed that all fighting should have a noble purpose, and not be undertaken merely to fill chests with gold or conquer new lands or get some exercise. Together, they undertook the path of the Epic Hero, sponsored by Odin himself, and together they won Immortality. Since then, as patron-Immortals of the Northern Reaches, they have become the most popular Immortals among the "common men," being worshipped much more by thralls and freemen than by the war-minded nobility. They tend to interact only with the other Immortals of the Northern Reaches, Thor and Odin, serving the latter as his court. Frey is Odin's wise warrior-counselor, while Freyja flies out in the great world looking for warriors whom Odin might wish to sponsor to Immortality, and for the spirits of fallen heroes whom Odin might want to reincarnate to do good in the world.

Personality: Frey and Freyja are cool, collected warriors. They do not lose themselves to the fury of battle; they are thoughtful and professional. They sometimes aid Northern Reaches warriors who pick their fights carefully and for noble reasons.

Allies: Their allies include Thor and Odin.

Enemies: Their chief enemy is the trickster Loki, who plots against all the other Northern Reaches patron-Immortals.

Appearance: Frey and Freyja appear as two young, blond, handsome Northern Reaches warriors in armor typical of that area. They are lean rather than heavily-muscled. They look like the brother and sister they are. Freyja wears a considerable quantity of jewelry.

Symbol: Frey's symbols are a golden boar, and a crossed sceptre and sickle; he actually has a giant, huge-tusked golden boar which draws his chariot through the air. Freyja's symbol is a pegasus; the winged horse is her favorite mount.

DMing Notes: In the Hollow World, Frey and Freyja are patrons and friends of the Antalians, the Kogolor dwarves, and the Icevale elves; there, they are known as Fredar and Fredara.

Garal Glitterlode

Sphere and Alignment: Matter; Chaotic.

Manifestation Power: Average.

Worshippers' Alignment: All. Clerics may be of any alignment.

History: In life, Garal was a dwarf; he grew up and achieved immortality in the years before Blackmoor blew up. He sought, and found, Immortality in the Sphere of Matter, as a protege of Kagyar the Artisan. Around the year BC 2,900, he decided to make his own mark on the world by creating a new race. He made them similar to his own people, the dwarves, but smaller and more adaptable to terrains other than mountains; they would thrive as easily among forests and other



terrains as among the dwarven mountains.

Garal planted colonies of his gnomes in the mountainous regions of the northern continent, and, though they suffered occasional setbacks when encountering the more savage humanoids, they thrived, and have continued to do so.

Personality: Garal is a creative, artistic individual—which is what prompted Kagyar to sponsor him to Immortality in the first place. He admires artists and artisans and is particularly fond of the dwarves and gnomes.

Allies: Garal is a friend of Kagyar, but can no longer be considered a follower of that Immortal.

Enemies: Garal's only true enemy is Ranivorus, the Immortal patron of the gnolls. Gnolls and gnomes do not get along, and Ranivorus and Garal are likewise enemies.

Appearance: Garal appears as a short, dumpy, merry, crafty being, built similarly to a dwarf, with features more like those of a gnome. Unlike modern-day dwarves, he dresses in colorful, bright clothes.

Symbol: A glittering, faceted crystal.

DMing Notes: In the Hollow World, Garal is a patron of the Kogolor dwarves, who are most like the dwarven race which spawned him. He plots and plans against the activities of Ranivorus and will often prompt PC heroes to oppose the actions of gnolls and other enemies of the dwarves in the Hollow World. However, beyond that, he is not a very active player in the Hollow World.

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Halav

(Red-Hair; Patron of Warfare; Patron of Weapon-making)

Sphere and Alignment: Thought; Lawful.

Manifestation Power: Average.

Worshippers' Alignment: Any. Clerics must be Lawful.

History: Halav was a great hero of the Traldar people, a Bronze Age society living in what is now Karameikos. The Traldar were then in awe of the wiser humanoid Hutaaka race (see the *Atlas* chapter for more on the Traldar and Hutaaka), and had learned quite a lot about metalworking and craftsmanship from them. At this time, about BC 1,000, a massive gnollish invasion moved into Traldar territories; the gnolls set about systematically destroying the Traldar communities. The Hutaaka retreated to their hidden valley in the north, and the Traldar were left to defend themselves.

Halav took the chieftainship of his village of Lavy from a less resolute king and organized a massive, Traldar-wide defense against the gnolls. With the help of his confidants Petra and Zirchev (see separate entries for them in this chapter), he kept the Traldar from being obliterated and turned the fight back on the gnolls. In the deciding battle of the war, Halav led his forces against the gnoll-king and overran the gnoll-king's encampment, killing that humanoid leader. Halav was also killed in the fight, but his friend Petra raised him back to life.

Now that the surviving gnolls were in full retreat, Halav, Petra and Zirchev decided that they could best serve their people by seeking the wisdom of the Immortals. Each embarked on a path to Immortality, with Halav choosing the Path of the Epic Hero, and achieving Immortality in the Sphere of Thought.

While this was happening, during the final days of the war, Ka the Preserver saw that the Traldar civilization was in imminent danger of extinction and magically transferred a few Traldar villages to the Hollow World (as you saw at the beginning of the *History* chapter).

Halav the Immortal became a patron and protector of the much-reduced Traldar race on the outer world, of the thriving Traldar culture in the Hollow World, and of the new Milenian empire rising on the southern continent (see the description of the Milenians in the *Atlas* chapter).

Personality: Halav was a thinking man's warrior, a master planner, a wise king and adjudicator. As an Immortal, he is still wise and far-thinking. He is a patron of human warrior-races; he is indifferent to demihumans and forest races, and is a sworn enemy of the warlike humanoid races (gnolls especially, but also orcs, trolls, goblins, ogres, etc.).

Allies: Halav's closest allies are Petra and Zirchev; they form a close-knit triad and interact

mostly with one another. Halav and Petra are betrothed.

Enemies: Halav counts among his enemies almost all the humanoid patrons: Atzanteotl, Bagni Gullymaw, Bartziluth, Jammudaru, Ranivorus, The Shining One, Wogar, and Yagrai. He is not an enemy of Karaash, who is a very "professional" warleader and not a savage like the rest, or of Pflarr, the patron of the Hutaaka race. He is often in conflict with Vanya, who dislikes the Milenian culture.

Appearance: Halav appears as a tall, well-formed, red-headed warrior, wearing ancient bronze armor, carrying an ancient-style bronze short sword, and wearing a simple golden crown.

Symbol: A sword laid upon an anvil.

DMing Notes: The human legends of Halav differ somewhat from his true history. The legends say that: Halav was a maker of stone knives (that the Traldar did not know metals then); that the Immortals taught him to forge weapons and armor of bronze, and taught him the arts of the sword and of the strategy of warfare. In the legend, Halav, Petra and Zirchev told the people of Lavy what the Immortals had taught them, and were laughed at; Halav killed their king and assumed his crown. Years later, the beast-men attacked the Traldar. In the final stages of the war, King Halav fought the king of the beast-men on a hilltop; the fight went on half a day, and the two kings killed one another. The Beast-Men (which is how the gnolls are remembered) left the Traldar lands, and Halav was taken up to become an Immortal.

In the Hollow World, Halav is a patron of the Traldar and Milenian races, and an enemy of the humanoid races; he often passes information about the activities of the humanoids to their enemies, so that their enemies may better fight the humanoids.

Hel

Sphere and Alignment: Entropy; Neutral.

Manifestation Power: Greater.

Worshippers' Alignment: Neutral and Chaotic. Clerics may be Neutral or Chaotic.

History: Hel is an ancient Immortal of the Sphere of Death. She is as old as the oldest Immortals, and, like her ally/counterpart Thanatos, may never have been a mortal being. Hel is the patron of Death, and her worship, which is mostly confined to the Northern Reaches on the outer world, is considered evil by almost all non-worshippers.

Personality: Hel is fascinated with the prospect of capturing the spirits of the dead and reincarnating the especially-evil ones so that they will bring more pain and suffering upon the living. It was Hel who brought about the creation of the Beast-men who were the ancestors of the orcs, the goblins, etc. She looks on this as a very efficient investment of her time and effort; by creating this



race more than 5,000 years ago, and by subtly leading them to the Broken Lands where they might prosper, she has caused an incredible amount of death and suffering in the world without having to spend energy continually. She no longer directs any attention to the humanoids; they are an avalanche which she has set in motion and no longer has to tend. Most of Hel's interest is in causing trouble through reincarnation of evil souls; she tends to plant them in newborn children who will grow up to positions of power and influence (such as young princes and princesses).

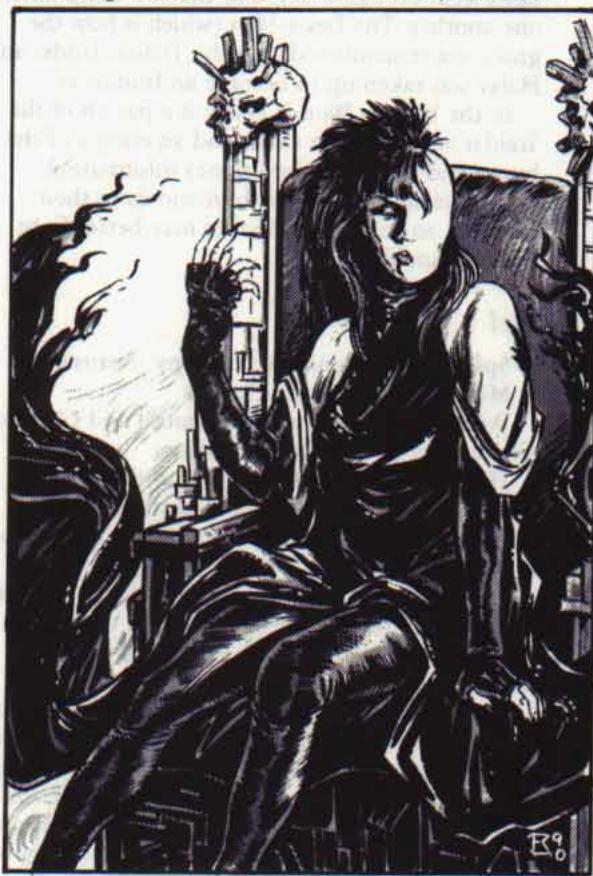
Allies: Hel has no allies. She and Thanatos have a grudging respect for one another, but neither interferes with or helps with the other's plots. She likes Loki and watches his plots with great amusement.

Enemies: Hel's chief enemies are Odin, chief Immortal of the Northern Reaches civilizations, and Ka the Preserver, the chief architect of the Hollow World, for reasons discussed in those Immortals' entries.

Appearance: Hel appears clad in jet-black clothing; one half of her face is that of a beautiful woman, while the other half of her face is blank and featureless. She is usually seen seated on a dark throne.

Symbol: A dark stone throne with human skulls at the corners of the back.

DMing Notes: In the Hollow World, Hel causes



trouble just as she does on the outer world. When heroes encounter a truly twisted, evil hereditary ruler or high priest, you can be sure that Hel has led that villain to where he is today.

Ilsundal (The Wise One)

Sphere and Alignment: Energy; Lawful.

Manifestation Power: Greater.

Worshippers' Alignment: All. Clerics must be Lawful.

History: Ilsundal was one of the very first generation of elves, born in the land of Evergrun. After Evergrun was overrun by ice and destroyed in the cataclysmic aftermath of the Great Rain of Fire, Ilsundal led many elves away from the southern continent, leading them to a new homeland and back to their traditions of nature-magic. After reaching and settling a new land, the Sylvan Realm, he undertook the Path of the Paragon. One of his tests as a candidate for Immortality was the creation of the *tree of life*, the woods-spirit which helps sustain the elves. He became an Immortal around the year BC 1,800, and has since then been a patron of all elves in the world.

Personality: Ilsundal is a kindly, wise elf, peaceful and philosophical. He can be stern and iron-willed when motivating his charges to survive and prosper.

Allies: Ilsundal's chief ally is Mealiden, his protege who also achieved immortality. Ilsundal is close to but not a collaborator with the other elf-Immortals Calitha Starbrow and Ordana.

Enemies: Ilsundal's greatest enemy is Atzanteotl, the rogue elf-turned-Immortal who has corrupted the Schattenelfen and the Azcans.

Appearance: Ilsundal appears as an aged, wise-eyed elf; his garments and hair color vary from appearance to appearance, for he does not want to suggest that he is the special patron of any specific sub-race of elves.

Symbol: A silhouette of the oaken *tree of life*.

DMing Notes: In the Hollow World, Ilsundal ponders the plots of Atzanteotl and opposes them; he'll often subtly direct great heroes, both elven and others, to oppose Atzanteotl's activities.

Ixion (Otzitiotl; The Sun-Prince)

Sphere and Alignment: Energy; Neutral.

Manifestation Power: Ultimate.

Worshippers' Alignment: All. Clerics may be of any alignment.

History: Ixion is one of the oldest known Immortals, and, like beings such as Hel and Thanatos, may never have been a mortal being. He is a powerful Immortal, the embodiment of the Sun in all its glory, and has been worshipped since the most ancient times.

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Legends say of Ixion that his union with Nephele, a female embodiment of the element of air, resulted in the birth of Centaurus, the father of the entire centaur race. For this reason, Ixion is particularly venerated by the forest races, especially the centaurs.

Because of Ixion's age, wisdom, and power, Ka the Preserver enlisted his aid in the formation of the Hollow World. Ixion's main task was the creation of a central sun for the world; he created one by opening a permanent gate to the Sphere of Energy, a gate which would always emit light and heat into the world.

Ixion is one of the chief Immortals of the Oltecs, and was once likewise worshipped by the Azcans, though most of the Azcans have abandoned his worship.

Personality: Ixion is interested in knowledge for its own sake, in the victory of Energy and the other positive Spheres over the Sphere of Entropy, and in encouraging worshippers to follow him. He doesn't dictate any specific moral or ethical code to his followers, so long as they do not help Entropy and so long as they give Ixion the worship he is due. Because of the chaotic nature of Energy and the fiery nature of the sun he embodies, Ixion has a fiery temper and a passionate nature; he is quickly and easily offended, but is also quick to forgive and reward.

Allies: Ixion's greatest allies among the Immortals include Asterius, Ka, and Valerias. Asterius is his friend, asking nothing of him but companionship; Ka is his comrade in the maintenance of the Hollow World; the passionate Valerias is his mate. Ixion's allies in the maintenance of the Hollow World include Ka, Korotiku, and Ordana.

Enemies: Ixion's chief foe is Atzanteotl, who has stolen much worship of the Azcans away from him.

Appearance: Ixion appears as a member of whatever race he is addressing (if he addresses a group of mostly humans, he will appear as a human). Whatever form he assumes, he has golden hair so bright that it is hard to look at, flaming eye-sockets, and glowing golden skin, and dresses in light robes of bright-glowing golden silk. He carries a flaming sword as his symbol of power, and he travels by means of a giant, flaming chariot wheel.

Symbol: A flaming wheel.

DMING Notes: In the Hollow World, Ixion is best-known as Oztitiotl, which is how the Oltecs and some Azcans worship him. He is also a patron of the sun-loving Tanagoro people.

Jammudaru (Vaprak; Prince of Nightmares)

Sphere and Alignment: Entropy; Chaotic.

Manifestation Power: Average.

Worshippers' Alignment: Neutral and Chaotic. Clerics (shamans) must be Chaotic.

History: Jammudaru, born an ogre, was turned into a slimy, disgusting humanoid monster by an adventurer's terrible curse. As revenge, he hunted down and captured those who cursed him. He then set out on a terrible campaign of destruction, finding and devouring other heroes and innocents in the same fashion. Eventually his formidable evil came to the attention of Immortals of Entropy, who successfully sponsored him to Immortality in their sphere.

Personality: Jammudaru is the incarnation of pure hatred. He inspires his followers to perform extraordinary acts of violence to avenge offenses made against them. He is an advocate of torture and revenge. Jammudaru likes to plunge innocent mortals into hideous nightmares, hence his nickname "Prince of Nightmares."

Allies: Jammudaru has no Immortal allies.

Enemies: This Immortal's enemies include Halav, the enemy of all humanoid-patron Immortals, Tarastia, and Kagyar. Tarastia, the Immortal of Justice and Revenge, is offended by Jammudaru's promotion of senseless, unjust revenge and so opposes him at every turn, while Kagyar despises Jammudaru for inciting his followers to destroy monuments, architecture, and great works of craftsmanship and art.

Appearance: Jammudaru appears as a huge, bulky, ogrish humanoid whose skin is a caustic green mess like acidic pond-scum; no features



except a vague maw are evident on his face. His voice is clotted and seethes with hate. He takes offense at everything not phrased with the utmost in delicacy and care.

Symbol: A huge cauldron bubbling with green and black fluids.

DMing Notes: Jammudaru has no specific goals in the Hollow World. However, supplicants who believe that someone has wronged them (though they are usually selfish and false accusations) will often pray to him for "justice"; they usually know him under the name Vaprak. Jammudaru will often supply those supplicants with some information crucial to their revenge, and encouraging words which prompt them to take it. He will often demand a service from them afterwards, usually ordering them to attack and destroy clerics of other Immortals, clerics who do not give him his due. When the PC heroes stumble across a scene of horror, where some innocent cleric or shaman has been boiled alive for no apparent motive, it is always some worshipper of Jammudaru who is responsible.

Ka the Preserver

(The Amber Serpent; Kalaktatla)

Sphere and Alignment: Matter; Lawful.

Manifestation Power: Greater.

Worshippers' Alignment: All. Clerics must be Neutral or Lawful.

History: As described in the *History* chapter, Ka was a bipedal, carnivorous, 45'-long reptile in the ancient history of the Known World; he somehow developed intelligence, eventually discovered the Path of the Polymath, and finally became an Immortal of the Sphere of Matter. It was he who conceived of using the Hollow World to preserve endangered races and cultures, he who persuaded the Immortals Ixion, Ordana and Korotiku to help him, and he who has guided the development of the Hollow World throughout all these centuries.

Personality: Ka is a studious and thoughtful creature with a keen appreciation of the diversity of life. He likes to help his followers, and any beings interested in the pursuit of knowledge, along the path he himself took—the path from blind hunger and self-interest to enlightenment and awareness. However, part of him is still reptilian; he thinks things no human, demihuman or humanoid can understand, and if attacked will respond with a carnivore's savagery.

Allies: Ka, because he is usually willing to help other Immortals with their quests for knowledge, has many allies among the Immortals. They especially include Ixion, Korotiku and Ordana, who have helped him create the Hollow World.

Enemies: Ka has an absolute hatred of all Entropic Immortals; he considers each to be his personal enemy. Alphaks, Atzanteotl, Hel and Thanatos are his particular foes.

Appearance: Ka chooses a variety of forms in which to appear. He often appears as a golden dragon, as a huge *allosaurus*-like reptile with amber skin, or as an amber-colored serpent with feathers and wings. He almost never appears as a humanoid.

Symbol: A feathered, winged, amber-colored serpent.

DMing Notes: Ka is the principal architect of the Hollow World; making it into what it is today was his idea and his effort. He is also the chief patron of the Beastmen (taking on those duties because the Hollow World Beastmen were bereft of Immortal guidance after reaching the Hollow World, for Hel completely abandoned them then), of the Malpheggi lizardmen, and (under the name Kalaktatla) of the Oltecs.

Kagyar

(Ka-gar; The Artisan; Flasheyes)

Sphere and Alignment: Matter; Neutral.

Manifestation Power: Average.

Worshippers' Alignment: Any. Clerics may be of any alignment.

History: Kagyar was, in life, named Ka-gar, a member of the Brute-Men, a Neanderthal-like race that appeared about the same time as the earliest humans. Kagyar was a Brute-Man artist, a cave-painter and carver of icons, who found immortality along the Path of the Polymath. As an



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Immortal, he has become a patron of the arts and creativity. As an Immortal of the Sphere of Matter, he shares Ka's concerns for the preservation of things, especially in light of Blackmoor's destruction and its effects on the world.

Kagyar is the "father" of the Rockhome dwarven race. He took examples of the old, Blackmoor-era dwarven race and altered them to make them more resistant to magic (and to the non-magical radiations that accompanied the destruction of Blackmoor), giving them a greater love of safe underground homes and artistic expression in durable media (gold, metalwork, statuary, etc.). He took this action in the hope that if mortals managed to destroy the world with an even greater holocaust, an artistic race would survive.

Personality: Kagyar's interest lies only in the field of the promotion of the arts. He has little concern for the life or death of non-creative mortals, but will often provide inspiration, motivation, and spiritual help to a struggling artist who has great potential. He is a strange, distant Immortal, always thinking about artistic expression and not about what is going on around him, and consequently doesn't interact much with the other Immortals.

Allies: Kagyar's only Immortal ally is Garal Glitterlode, whom he sponsored to Immortality.

Enemies: Kagyar's chief enemy among the Immortals is Jammudaru, who enjoins his followers to destroy blindly; Jammudaru's worshippers routinely destroy art and craftsmanship, which infuriates Kagyar. If Kagyar sees any Immortal enjoining minions to destroy works of art (this includes destroying beautiful architecture by razing cities), he'll plot and conspire against that Immortal.

Appearance: Kagyar appears as a hairy, bearded, gnarled man with deep-set, somewhat beady eyes; he wears plain gray robes and hood, and carries a hammer and chisel as his weapons. It is not obvious from looking at him that he was born to the Brute-Men race, as many tribes of Brute-Men are very similar in appearance to modern men.

Symbol: Hammer and chisel crossed in an "x."

DMing Notes: In the Hollow World, Kagyar is not the patron of the Kogolor dwarves; he has nothing to do with them (though he appreciates their artisans as much as he does any other race's). He will normally interact with mortals only for the reason listed above: To persuade them to save endangered art. He is the patron, and perhaps the only one, of the Brute-Men species, which now exists only in the Hollow World.

Karaash (Ilneval)

Sphere and Alignment: Thought; Neutral.

Manifestation Power: Average.

Worshippers' Alignment: Any. Clerics (shamans) must be Chaotic or Neutral.

History: In life, Karaash was an orc-king, the leader of orc hordes which ravaged cities and kingdoms. He was a great hero of the orc people, and a very intelligent orc; these qualities led him to quest for Immortality along the path of the Epic Hero, gaining it in the Sphere of Thought. (Though this might be considered unusual for an orc, it is ample proof that orcs are not all slow thinkers, as the race is usually portrayed.)

Personality: Karaash is the ultimate stern, uncompromising war-leader. He is not given to rages or expressions of emotion of any sort, though in life he was very fond of proving his personal strength in individual combat. He is a strategic planner and greatly enjoys watching his worshippers build mighty empires and great kingdoms based on military conquest.

Allies: Karaash is an independent Immortal and has no specific allies among the Immortals, even among the other patrons of humanoid races. Karaash and Halav Red-Hair have a deep-rooted military respect for one another; they are neither enemies nor allies, but if they found a common goal they would collaborate and probably create a plan of tactical brilliance to achieve their joint objective.

Enemies: Karaash's chief enemy is Atzanteotl, who has offended him by interfering in the lives of the humanoid races. He has a second enemy in Ranivorus, the gnoll-patron, who keeps trying to steal away Karaash's Krugel Horde followers.

Appearance: Karaash appears as a strong orc-king in the prime of his life. He has healthy yellow skin and perfect tusks protruding from his lower jaw; his head and shoulders are thick with black hair. He has exceptionally intelligent eyes and a stern military manner. He dresses in custom-made, spiky, flanged plate mail armor and carries his special sword (below).

Symbol: A huge two-handed greatsword; the lower half of the blade is normal, but the upper half of the blade has an even row of many wicked-looking flanges on both edges.

DMing Notes: Though he is considered a minor Immortal on the outer world, in the Hollow World Karaash is the patron Immortal of the Krugel Horde.

Korotiku (The Spider; the Trickster)

Sphere and Alignment: Thought; Chaotic.

Manifestation Power: Greater.

Worshippers' Alignment: Any. Clerics may be of any alignment.

History: Korotiku is one of the oldest Immortals, and like beings such as Thanatos he may never have been a mortal being. He is a manifestation of cleverness and trickery, and is a favorite Immortal of clever fighters and thieves. In the outer world, he is best known by the name Korotiku, under which he is worshipped in



the Pearl Islands and Tangor. In many stories told about him tricking the other Immortals, he is called the Spider, but that is just his manifestation; he never was actually a spider.

Because Korotiku is one of the most intelligent Immortals of the Sphere of Thought, Ka the Preserver persuaded him to help in the development of the Hollow World, to contribute details pertaining to the Sphere of Thought.

Personality: Korotiku is a mischievous being, a prankster. His goal in Immortality is to shake up the lives of the complacent, to make the pompous look silly, to shatter illusions, to reward the clever and self-sufficient. These traits are all related to his Sphere: Every time he shatters an illusion, he forces someone to think about his beliefs; every time he makes someone look silly, he forces that individual to reconsider his values; every time he startles the calm, he shocks that person or Immortal out of a non-thinking state. His true goal is to trick or convince every sentient thing to think about everything as much as possible; he simply prefers to manifest his goal through seemingly-random pranks and mischief.

Allies: In the development of the Hollow World, Korotiku's allies are Ixion, Ka the Preserver, and Ordana. His personal friends include the clever Immortals Asterius and Eiryndul.

Enemies: Korotiku, in all the multiverse, most hates the Immortal Loki. Loki is also a patron of mischief, but always for destructive and harmful purposes, and this galls Korotiku. He opposes Loki wherever he perceives that Immortal at work.

Appearance: Korotiku manifests himself as a huge black spider, comically toly-poly, with a black human face.

Symbol: A black spider silhouette.

DMing Notes: Korotiku looks on the Hollow World as his playground even more so than the outer world, because he had a hand in its shaping. Eventually, player characters in the Hollow World will draw his attention, and he will play a series of non-destructive, embarrassing pranks on the most pretentious player character in the party; eventually, he will grow tired of the party, leave behind a medallion with his symbol as a "signature" for the pranks, and turn his attention elsewhere. However, if any of the PCs does some particularly clever thing while Korotiku is observing the party, Korotiku will at some other time reward that character—usually by granting him some crucial information or a particularly talented follower (who will be a minion of Korotiku).

Koryis

(Patron of Peace; Patron of Prosperity)

Sphere and Alignment: Thought; Lawful.

Manifestation Power: Average.

Worshippers' Alignment: Neutral or Lawful.
Clerics must be Lawful.



History: In life, Koryis was an Alphatian magic-user, born when the Alphatians lived on their faraway world before it was destroyed by war. He embarked on the Path of the Epic Hero long before the wars that destroyed the Alphatian homeworld; he achieved Immortality and returned "home" only to find it had been destroyed, and followed his people to the Known World. He has a strong following among the merchants of Alphatia, but is not very popular among the wizards of Alphatia, despite his affection for that empire. He has a strong following in the nation of Ochalea.

Personality: Koryis was not a typical Alphatian. He was a pacifist, a firm believer in solving problems, *all* problems, through negotiation and commerce. As such, all his fellow Alphatians found him boring and unrealistic; today, most of his fellow Immortals find him likewise.

Allies: Koryis' only Immortal ally is Alphatia, who shares both his interest in the Alphatians and his preference for peace.

Enemies: Koryis' chief enemy is Alphaks. Koryis knew Alphaks in life and disliked him then; now that Alphaks has returned, Koryis has pledged himself to thwarting Alphaks at every turn. Korotiku has fun poking holes in Koryis' devout pomposity, but Korotiku isn't truly his enemy.

Appearance: Koryis appears as a pure-blood (white-skinned) Alphatian man, hollow-cheeked

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and gaunt, wearing simple robes, bearing an expression of long-suffering determination.

Symbol: A hand held palm forward, fingers up, representing a hand-sign of peaceful intent.

DMing Notes: In the Hollow World, Koryis keeps his eye open for Alphaks' recruiting tactics; Koryis hopes to forestall any major invasion of Alphatia by Alphaks' minions from the Hollow World. He is a patron of the Gentle Folk elves.

Loki

(Farbautides, Lokar)

Sphere and Alignment: Entropy; Chaotic.

Manifestation Power: Greater.

Worshippers' Alignment: Chaotics and Neutrals. Clerics must be Chaotic.

History: Loki was a clever trickster and magic-user in one of the Antalian tribes (which eventually became the peoples of the Northern Reaches). A master of fire-magic, he began to quest for Immortality along the path of the Paragon, hoping for Immortality in the Sphere of Energy. But somewhere along his path, he began listening to the smooth, seductive, corrupting words of the Immortal Thanatos. He listened, and he believed, and he eventually switched his allegiance to the Sphere of Entropy, betraying Rathanos, the Immortal who'd sponsored him.

Loki, a master of betrayal, of turning people against one another, swiftly achieved immortality in Entropy. Perhaps the most charming of Entropic Immortals, he does not cooperate with the other Entropics, but occasionally does favors for the Immortals of other Spheres, to lure them into a false sense of security or to persuade them that he might be lured away from his evil Sphere. This is all falsehood; he is having too much fun with his destructive mischief ever to abandon his Sphere.

Personality: Loki is not an ambitious Immortal. He has largely confined his attentions to the mortals (and the Immortals) of the Northern Reaches, preferring to bring dismay and confusion to the descendants of his own tribes. He delights in trickery and pranks, ranging from the harmless to the most malicious sorts. He doesn't actively recruit to his worship, but finds worshippers anyway, in mortals who admire his spirit and freedom. He is the patron of, and consequently most of his followers are, thieves, trouble-makers and social outcasts.

Allies: Loki has no allies. He and Hel get along wonderfully, but do not conspire together. He sometimes convinces other Immortals that he is willing to renounce the Sphere of Entropy, return to a mortal existence, and quest for Immortality in another Sphere, which prompts naive Immortals to help him choose "the correct path"; but he always betrays (or at least humiliates) them and returns to his old ways.

Enemies: Loki's greatest enemies are the other Immortals of the Northern Reaches (Frey, Freyja, Odin, and Thor), whom he is constantly harassing, and Korotiku, who despises the way Loki uses his superior intelligence to bring grief to the world of mortals.

Appearance: Loki appears as a slender, hawk-faced, bright-eyed man of the Northern Reaches. He has red flaming hair and wears the furs and clothing of men of that area; he carries no weapons.

Symbol: A beautiful drinking-goblet containing a bubbling, boiling, foul-looking liquid.

DMing Notes: Loki does not have many worshippers. In the outer world, he is worshipped as Loki by some men of the Northern Reaches, and as Farbautides by some men of Thyatis and the Isle of Dawn. In the Hollow World, there are some evil tribes of Antalians and Neathar who worship him as Lokar.

Mealiden Starwatcher

(The Red Arrow)

Sphere and Alignment: Energy; Lawful.

Manifestation Power: Average.

Worshippers' Alignment: Any. Clerics must be Lawful.

History: Mealiden was an adventuresome elf of the Sylvan Realm. When the Sylvan Realm became surrounded by enemy human cultures and its elves found themselves trapped, Mealiden devoted his efforts to discovering a way for them to escape. Eventually, he discovered the Rainbow Path, a magical mode of travel which enabled him to lead thousands of elves out of the Sylvan Realm and, eventually, to the lands which later became Alfheim. Once that was done, Mealiden embarked on the Path of the Paragon and eventually (BC 250) earned Immortality in the Sphere of Energy. Since then, he has served as Ilsundal's "bodyguard," making sure that Ilsundal remains safe while that Immortal safeguards the elves.

Personality: In life, Mealiden was a swashbuckling adventurer, the sort of archer-elf who leaps from tree to tree and laughs at his earthbound foes. As he undertook the responsibility for saving the elves of the Sylvan Realm, he became somewhat more serious and studious, but he still likes bold, mocking, light-spirited adventurers.

Allies: Mealiden's closest ally is Ilsundal, whom he serves.

Enemies: Mealiden considers Ilsundal's enemies his own enemies, while Ilsundal's enemies consider Mealiden just a lackey to be battered aside; they do not have any personal enmity for Mealiden.

Appearance: Mealiden appears as a young, cocky elf-warrior, clad in forest-green and carrying an elvish longbow; several starlike sparkles flit around his head, moving slowly when he is peaceful and moving quickly when he is agitated.



Symbol: A rainbow with one star above it and one star below.

DMing Notes: Mealiden is Ilsundal's herald, messenger, and right-hand Immortal. He has no personal ambitions, so he will appear only when pursuing Ilsundal's goals in the Hollow World.

Odin

(Wotan; Viuden)

Sphere and Alignment: Thought; Lawful.

Manifestation Power: Greater.

Worshippers' Alignment: Any. Clerics must be Lawful or Neutral.

History: Odin is one of the great old Immortals, those who existed before the first humans, demi-humans or humanoids. He came to be in the Sphere of Thought, and has spent much of his immortal existence travelling the multiverse, observing sentient races and learning how they thought.

In the Known World, Odin found his most ardent worshippers among many tribes of the Neathar race. He has been worshipped by them across the generations and under a variety of names. Today, his worship is widespread through the Northern Reaches (in fact, it's compulsory in Ostland), where he is known as Odin, and in the Hinterlands, where he is called Viuden.

Personality: Odin tells his followers to use their intelligence to appreciate and enjoy their existences, to seek wisdom but not to be made cold and distant by knowledge. He is an immortal of appetites and impulses, fiery rages and cool introspections. He is a leader of warriors who himself does not often fight; he is a patron of kingship who tells kings to rule wisely but also encourages them to indulge themselves.

Allies: Odin's greatest allies are other Immortal patrons of the Northern Realms, Frey, Freyja, and Thor.

Enemies: Odin has two great enemies. Hel, the Entropic Immortal, hates his pure, glowing love of life; Odin, in turn, has stolen a trick from Hel, and has begun reincarnating the spirits of good beings into the children of important nobles and rulers. Loki, who concentrates so much of his evil on the men of the Northern Reaches, is Odin's other chief enemy.

Appearance: Odin appears as a huge bearded man with a noble brow and intelligent eyes. He wears warriors' clothing, a shining breastplate, and a golden helmet; he carries a spear.

Symbol: Silhouettes of two crows facing one another, with the head of a man between them; they whisper into his ears. (Odin uses crows as messengers and has two enchanted crows who act as his advisors.)

DMing Notes: In the Hollow World, Odin is known to many Antalian and Neathar tribes under the name of Wotan. Many Antalian and Neathar chieftains have clerics of Wotan as their

personal advisors. He is also followed by the Icevale elves.

An interesting thing to do to a player character is to have him remember a previous life, an existence when he was a great hero who made some great blunder leading to some tragedy. Odin has reincarnated him so that he might correct his mistake with another act of heroism. Once the hero reaches a high enough experience level, Odin lets him remember his previous life and charges him with the task of correcting his mistake.

Ordana

(Forest Mother)

Sphere and Alignment: Time; Neutral.

Manifestation Power: Greater.

Worshippers' Alignment: Any. Clerics must be Neutral.

History: It is believed of Ordana that she was an Evergrun elf who achieved Immortality, but that's not quite the case. She was actually a treant, a tree that became self-aware and found Immortality in the Sphere of Time long before the elves or any other human-like race walked the earth. It is she who created the elvish race on the Known World, fashioning a demihuman race which would be the friend and protector of her beloved forests. She turned her back on the Evergrun elves when they abandoned her way and turned to technology.

Eventually, some elves led by Ilsundal returned to her philosophy of *dainrouw*, which means "the forest way" in the elvish tongue. She subtly aided Ilsundal's followers on their journey, and became the patron of wood-elves who settled on the Minrothad islands. On the outer world, she is largely forgotten by the elves outside the Minrothad territories; most outer world elves are followers of Ilsundal and Mealiden.

Because she was a mistress of vegetation and a powerful Immortal of Time, Ka the Preserver enlisted her aid in the reshaping of the Hollow World. Once Ixion had created the inner sun, Ordana caused mighty forests and jungles to spring up. Because she is a being of the Sphere of Time, she also created the Floating Continents and placed them in precise orbits around the central sun; Hollow World astronomers can accurately calculate the passage of time by gauging the positions of the Flying Continents.

Personality: Ordana is a force of nature; she identifies first with mighty forests, and second with creatures which live with nature within those forests. So she is the friend of most elves, of treants, of centaurs and dryads, and of all the forest folk except those who worship Entropy. She despises peoples who cut down or burn down forests; she is friendly to only a very few human cultures, those who live in the manner of elves and forest beings.

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Allies: Ordana's closest Immortal friend and subordinate is Calitha Starbow, an elvish Immortal who is the patron of water-elves. Ordana's allies in the maintenance of the Hollow World are Ka the Preserver, Ixion, and Korotiku; she appreciates the efforts of Zirchev on behalf of the forest races.

Enemies: Ordana dislikes, and sometimes launches petty plots against, Immortals who are fire-oriented; these include Rathanos and even her own ally Ixion. But these are mere dislikes, not genuine enmities. As a patroness of the fecundity of the forest, she opposes the activities of all Entropic immortals.

Appearance: Ordana appears in any of several forms: As a mighty oak treant; as a beautiful elf-woman or dryad with green hair and eyes, wearing a simple garment of oak-leaves; or as a mighty she-centaur with a great mane of green hair.

Symbol: Oak leaf.

DMing Notes: In the Hollow World, Ordana works to make sure that the Sphere of Time gets its due. If Ka the Preserver had his way, all races and cultures would be stagnant, unchanging, locked in time. Ordana tests the boundaries of the *Spell of Preservation*, prompts cultures to create offshoots and variations, and in short brings about as much fertile, creative change as she can. She also works to preserve the great forests and jungles of the Hollow World from the depredations of races which would clear them out—humans and humanoids especially.

Palartarkan (The Lofty One)

Sphere and Alignment: Energy; Neutral.

Manifestation Power: Average.

Worshippers' Alignment: Any. Clerics must be Neutral.

History: Palartarkan was born with the name Ar on the original home planet of the Alphatians. He came with his fellow Alphatians to the Known World at about the time he was embarking on the Path of the Paragon.

In the course of his quest for Immortality, Ar transformed a nation-sized tract of the Alphatian continent. He enchanted hills and mountains to float in the air and contributed to the Alphatians' understanding of flight magics. The Alphatian country Floating Ar is named in his honor. After achieving Immortality, he turned his attention to increasing his understanding of the way the multiverse works, and acting as a patron to wizards (especially Alphatian wizards) seeking similar knowledge.

Personality: Palartarkan was, in life, the classical absent-minded genius, being alert and brilliant one moment and forgetful and otherwise occupied the next. He is consequently not much of a plotter in the realm of Immortal conspiracies. However, he is one of the most knowledge-

able Immortals on the subject of the Elemental Plane of Air, of gravity-related magics, and of the ether between the worlds, and of the casting of permanence spells and enchanting large blocks of land.

Allies: Palartarkan is an ally of Alphatia, who has a background and interests similar to his.

Enemies: Palartarkan, then called Ar, was in the old Alphatian homeworld when Emperor Alphaks' poor rule led to the planet's destruction. Consequently, Palartarkan still hates Alphaks now that both are immortals. Though Palartarkan doesn't have the planning abilities to counter Alphaks' moves, other Immortals working against Alphaks can usually persuade Palartarkan to help, and to lend them the help of his own minions and clerics.

Appearance: Ar, in life, was a large, muscular man with thick white hair and a thick white mustache and beard; he typically dressed in blues and whites suggesting the sky and clouds. He appears to mortals in that guise, usually floating above the earth in a cross-legged tailor's sitting pose.

Symbol: A floating mountain.

DMing Notes: It is not commonly known to mortals that Palartarkan was the Alphatian wizard Ar.

In the Hollow World, Palartarkan is enchanted with the Floating Continents, and has made himself known to the humans who live on those airborne land masses; he has many worshippers among the Neathar tribes there. He will not usually anticipate problems menacing those people, but when made aware of such problems he will work to correct them.

Petra

Sphere and Alignment: Time; Lawful.

Manifestation Power: Average.

Worshippers' Alignment: Any. Clerics must be Lawful or Neutral.

History: Read the writeup of the Immortal Halav (above) to get the background for Petra.

Petra was a high-level cleric, queen of the city of Krakatos in the Traldar lands, when the gnollish invasions began. Her husband was killed in an early gnollish raid, and Petra lent her aid to Halav, who was then uniting the Traldar chieftainships. Toward the end of the war, she raised Halav after his fatal final attack on the gnollish king. She, Halav, and Zirchev then departed on their quests for Immortality; each of them achieved it, and they were eventually reunited. She was not one of the Immortals who transplanted Traldar peoples to the Hollow World (she was still a mortal when that happened), but has been a patron Immortal of the Traldar since then.

Note that the legends of the Traldar (now held by the Karameikans of the outer world) give her a much less active role in the gnollish wars than she actually enjoyed. In the legends, she was a lowly

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potter whom the Immortals taught the arts of the potter's wheel, the loom, and the spindle, who helped organize the Traldar women to provision their men during the wars. In truth, she was a warrior-cleric who became Halav's co-ruler and fiancée, personally directed a lot of the Traldar defensive efforts, and fought in the same engagements in which Halav fought.

Personality: The Immortal Petra is a patron of fighting-clerics and defenders; she is often appealed to by those who live in besieged cities.

Allies: Halav and Zirchev, Petra's allies in the Traldar days, are still her greatest allies.

Enemies: Petra does not share Halav's unbending hatred of the Immortal patrons of humanoid races. She has no personal enemies among the Immortals, though she is often in conflict with Vanya, who dislikes the Milenian culture.

Appearance: Petra appears as a fair, dark-haired woman of slight stature, wearing the stylish bronze armor of the ancient Traldar peoples or the sculpted leather armor of the later Milenians, and carrying a large flanged mace.

Symbol: A circular shield with a round boss in the center; many of her Karameikan clerics erroneously interpret this as a top-down view of a potter's wheel.

DMing Notes: In the Hollow World, Petra acts as a patron of the Traldar and Milenians. Any Immortal plots that threaten these nations will prompt her to act, usually by inspiring and rallying those nations to a spirited defense and by bringing them new allies (such as player characters).

Pflarr (The Jackal-Head)

Sphere and Alignment: Energy; Neutral.

Manifestation Power: Greater.

Worshippers' Alignment: Any. Clerics and shamans must be Neutral.

History: Pflarr was created, not born, as the jackal-headed bodyguard of a powerful wizard of the culture that eventually became the Nithian Empire. Pflarr wasn't 100% successful at this occupation: His creator was assassinated by a rival.

Once Pflarr had dealt appropriately with that rival, he had two entire wizardly libraries at his disposal, and so began his education in magic. By the time the Nithian culture was beginning its ascension, Pflarr was reaching his personal heights as a powerful magician and questing on the Path of the Paragon, sponsored by the Immortal Rathanos. By the time the Nithian Empire was in place, Pflarr was its first native-born (or native-created) Immortal.

Pflarr contributed to the magical knowledge of the early Nithian wizards and was a patron of magical learning. But his primary interests were in the acquisition of knowledge and so he paid very little attention to developments in the Empire.

He, like the other Immortals, was caught off-guard by Thanatos' sudden, successful corruption of the Nithian ruling class; unable to stem the tide of Nithian moral decline, he participated in the Immortals' scouring of that culture from the face of the Known World, while helping Ka the Preserver transfer some "uncorrupted" Nithian villages to the Hollow World.

Before the end of the Nithian civilization, Pflarr had also suggested to the adventuresome Nithian hero Minroth that the man lead colonists to the seas south of the continent; it was for Minroth that the modern nation of Minrothad is named.

Pflarr also created a servitor-race, peaceful jackal-headed humanoids who looked rather like him, to help him in his studies and activities. These, the Hutaaka, acted as his messengers, his librarians, and his personal servants. He gave them their own homeland, in the mountains south of the Nithian lands, and the Hutaaka soon became the mentors and tutors of the Traldar humans who lived in the forests south of them.

Since the disappointing finale of the outer-world Nithian Empire, Pflarr has largely turned his back on the surface world, preferring instead to be a patron of the Hollow World Nithians and new Hollow World colonies of his Hutaakans. His abandoned outer-world Hutaaka colony gradually languished and became inbred and weak. Today, Pflarr confines his mortal-world activities almost entirely to the Hollow World.



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exclusively to the Hollow World and his favorite cultures there.

Personality: Pflarr was not and is not human in his outlook, and he is unlike most other Immortals. If a follower (or nation of followers) disappoints him, such as by turning away from worship of him, Pflarr will give them the time and opportunity to return to the "correct path," but will not encourage them or prompt them to do so. If they do not, he will abandon them and start over elsewhere, with a new set of followers. He feels no particular loyalty to his worshippers, feeling instead that they should feel loyalty to *him*; if they fail him, he is content to let them perish. He is vain (as evidenced by the fact that he created an entire race to look like him). However, he grants spells to his clerics, subtly provides magical learning to studious magicians, and protects the nations and tribes who keep faith with him, so he can scarcely be considered evil.

Allies: Pflarr's chief Immortal ally is Rathanos, who was one of the other Immortals so strongly worshipped by the Nithians before Thanatos came.

Enemies: Pflarr intensely dislikes Ranivorus, for two reasons. He correctly believes that the Nithians created gnolls in a corrupt imitation of his Hutaakan race, which annoys him. And Ranivorus' part in the downfall of the Nithians also galls Pflarr.

Appearance: Pflarr is a tall (7') humanoid, covered in fine brown fur, with the head of a jackal. He wears simple Nithian-style robes of white cotton.

Symbol: A jackal head with human eyes.

DMing Notes: In the Hollow World, Pflarr is a chief Immortal patron of the Nithians and is the sole Immortal worshipped by the Hutaakans.

Protius

(The Old Man of the Sea)

Sphere and Alignment: Time; Neutral.

Manifestation Power: Greater.

Worshippers' Alignment: Any. Clerics may be of any alignment.

History: Protius, like Odin and several other beings, is an ancient Immortal who predates the appearance of human-like races upon the world. He was already Immortal when he first appeared, the eternal manifestation of the sea in all its aspects: Treacherous, beautiful, bountiful and terrifying. Throughout the history of the sentient races, he has dwelt in and dominated the seas, causing storms here and quelling waters there, the master of the oceans.

Personality: Protius is not a particular admirer of humans or human-like races. He doesn't dislike them; he just doesn't care whether they succeed or fail, live or die. He receives the prayers of ship-captains and sea-travellers, sometimes heeding them and often not; if he loves anything, it is the

native races of the seas, especially sea-mammals and creatures like the merfolk. However, he can be persuaded to help humans and demihumans who perform great acts of appreciation of the sea or who devote themselves to performing great deeds with the world's waters.

When the four Immortals Ka, Korotiku, Ixion and Ordana had shaped the Hollow World, Protius "moved in" to the Hollow World oceans, claiming the same sovereignty over them as he has over the outer-world seas. Those four Immortals resented and resisted his intrusion, but Protius is far too old and canny to be denied, so in spite of their interference he does just what he wants with those oceans, populating them as he pleases. He creates new undersea races and cultures there, and (for his own amusement) tries to blend them with or use them to alter existing cultures, which brings him into conflict with the *Spell of Preservation* and its adherents. The sea is a medium of eternal change, flux and flow, and Protius merely reflects that.

Allies: Protius is a very independent Immortal. Calitha Starbow and he have very different interests and so do not compete or cooperate. Protius is sponsoring Suleiman al-Kalim (see GAZ 2, *The Emirates of Ylaruam*), who has sworn to irrigate and make fertile the deserts of Ylaruam; should al-Kalim reach Immortality, he'll be an ally of Protius.

Enemies: Though he has numerous conflicts with the four Immortals who shaped the Hollow World, these are not the conflict of true enemies. He also has a long-running feud with the sea-elf Immortal Calitha, whom he considers an overly serious, pompous ass. But Protius has no genuine enemies among the Immortals . . . only opponents.

Appearance: Protius usually appears as an aged man or merman with seaweed-green beard, mustache and hair. Regardless of the setting in which he appears, he is always dripping with sea-water. He usually wears scant clothing of seaweed. His expression is very mercurial: Cheerful one moment, angry the next, briefly thoughtful, then calm and impassive. He carries a trident.

Symbol: The trident.

DMing Notes: In the Hollow World, Protius is an interesting encounter for PCs on the open sea. Shipwrecked PCs may be rescued by his dolphins, towed to an island thick with seals where Protius suns himself, and have a frustrating encounter with the Immortal, who is not interested in aiding them further or advancing their goals . . . but does not have the decency to vanish into the ether like normal Immortals. Other Immortals will often prompt PC heroes to travel to areas where Protius is stirring up trouble, to put an end to that trouble, which is difficult and annoying but not particularly dangerous. During storms, the PCs might catch a glimpse of a gigantic Protius whipping up waves and waterspouts—not trying to sink the heroes; he is just oblivious to them and uncaring.



Rafiel

Sphere and Alignment: Time; Neutral.

Manifestation Power: Greater.

Worshippers' Alignment: Any. Clerics may be of any alignment, but most are Neutral.

History: In ancient times, Rafiel was a nuclear physicist in Blackmoor. It is unclear how he attained immortality. In any case, his consciousness made itself known through the Refuge of Stone (see GAZ 13, *The Shadow Elves*) and other messages, and the Shadow Elves responded. He guided them to the great cavern of the City of Stars and established for them a code of behavior which would help the diseased, broken-spirited elves survive their now-hellish existence. Their mutual needs support them even in these times.

Personality: Rafiel is a calm, wise, and kindly Immortal. It is this kindness that prompted him to guide the Shadow Elves to their refuge in the City of Stars. He advocates honesty and fairness to one's allies and neutral parties, and armed confrontation and strong retaliation against one's enemies or attackers.

Allies: Rafiel acts independently. Ordana likes him, but they are scarcely allied. Rafiel has no Immortal allies.

Enemies: Rafiel's chief enemy is Atzanteotl, who wooed several elements of the Shadow Elves (the Schattenalfen, who built Aengmor and migrated to the Hollow World) away from his worship.

Appearance: Rafiel appears as a middle-aged human male, wearing starched white robes.

Symbol: A book-cover with a star in its center, representing wisdom, celestial learning, and time.

DMing Notes: In the Hollow World, Rafiel seeks to thwart Atzanteotl by encouraging many of the Schattenalfen to return to his worship and a more positive style of life.

Ranivorus

(Yeenoghu)

Sphere and Alignment: Entropy; Chaotic.

Manifestation Power: Average.

Worshippers' Alignment: Chaotic and Neutral. Clerics must be Chaotic.

History: This Immortal, in life, was a gnoll born with the name Yeenoghu. A particularly destructive and nasty gnoll war-leader, he swiftly came to the attention of the Immortal Thanatos, who sponsored him to Immortality in the Sphere of Entropy. As an Immortal, Ranivorus served Thanatos for quite a while by spreading hatred and insanity among the ruling class of the Nithians, speeding that culture to its premature demise. He was not yet an Immortal during the great gnoll attacks on the Traldar in BC 1,000, but has since then promoted many gnollish atrocities.

Personality: Ranivorus is hateful, chaotic, and destructive. He loves to watch sweeping hordes of

conquest and is always inciting the gnolls and other humanoids to form into great bands and wreak destruction on surrounding peoples.

Allies: Since his "apprenticeship" to Thanatos ended, Ranivorus has had no specific allies among the Immortals.

Enemies: Ranivorus' chief enemies among the Immortals include Garal Glitterlode, the patron of the gnomes; Halav Red-Hair, enemy of all the humanoid patrons; Pflarr, who hates Ranivorus for his role in the destruction of the outer-world Nithians; and Karaash, because Ranivorus keeps inciting Karaash's followers, the Krugel orcs of the Hollow World, to acts of conquest contrary to Karaash's plans.

Appearance: Ranivorus appears as a huge gnoll (humanoid, furry, with a roughly jackal-like face) with huge, crunching jaws and black plate mail armor, carrying twin flails.

Symbol: A human head with five snakes emitting from the mouth.

DMing Notes: In the Hollow World, Ranivorus is a bringer of chaos, prompting humanoid races to fight among themselves and to destroy other cultures to satisfy his sense of spectacle. PCs in the Hollow World will occasionally run into humanoid tribal movements and wars brought about by Ranivorus.

Rathanos

Sphere and Alignment: Energy; Chaotic.

Manifestation Power: Greater.

Worshippers' Alignment: Any. Clerics must be Neutral or Chaotic.

History: Rathanos, in life, was an Oltec magic-user who was fascinated with the elemental plane of fire and fire magics. He became an undisputed master of fire magics, and eventually embarked on the path of the Paragon to achieve Immortality in the Sphere of Energy. As an Immortal, he became interested in the rising Nithian Empire and gathered about him a cult of Nithian worshippers.

Though Thanatos and Ranivorus managed to bring about the downfall of the Nithians, the Thothian colony on the Isle of Dawn was more interested in their own brand of mysticism and the worship of Rathanos. Once Nithia was destroyed, with uncorrupted seedlings of the culture planted in the Hollow World, Rathanos had Nithian followers both there and on the Isle of Dawn.

Today, Rathanos is followed by Nithians and by some Alphantian Followers of the Flame. He has few worshippers elsewhere, and so he is regarded as a minor Immortal.

Personality: Rathanos is interested mainly in the transformation of matter to energy, and is especially interested in creating a spell of transformation which will allow his followers to transform themselves into beings of pure energy—imperishable, immortal, and beautiful. He has not found the spell that will do this reliably, and

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so continues his magical researches, requiring his magic-user followers to do the same until an answer can be found. His ultimate goal is to create a great, powerful nation of energy-beings: Born as mortal beings, educated as quickly as only humans can be, and then transformed into powerful energy beings on the Sphere of Energy. Rathanos still carries one of his mortal prejudices: He believed in life, and believes as an Immortal, that women should be subject to men. This brings him into conflict with numerous female Immortals.

Allies: Rathanos does not have many allies; Pflarr, who was with him a chief Immortal of the Nithians, is about the only one.

Enemies: Rathanos' personal enemies include Diulanna and Vanya, who resent his attitudes about mortal women.

Appearance: Rathanos appears as a manlike being made completely of fire.

Symbol: A burning brand.

DMing Notes: In the Hollow World, Rathanos continues to persuade Nithian wizards to investigate the Elemental Plane of Fire and the Sphere of Energy to further his aims. He may tap PCs to find interesting books and artifacts which he hopes will lead him to answers. He is also a patron of the Nithians there, and, unlike Pflarr, will actively resist any efforts of Immortals like Thanatos to destroy the culture again.

Razud

Sphere and Alignment: Energy; Neutral.

Manifestation Power: Greater.

Worshippers' Alignment: Any. Clerics may be of any alignment.

History: In ancient times, on another world, Razud was a man of the golden-skinned Cypric people who were eventually conquered by—and who ultimately assimilated—the pale-skinned "pure" Alphatians (see the *Dawn of the Emperors* boxed set for more on the early history of the Alphatians). A powerful, thoughtful magician, he earned Immortality in the Sphere of Energy long before the Alphatian takeover; once the Alphatians had conquered the Cypric culture and then adopted most of its ways, they also adopted the worship of Razud. In the millennia since, Razud has been a patron of the Alphatians. He grants spells to their clerics and guidance to those who ask, and it was he who guided the Alphatians fleeing the destruction of their world to this world, but in general he interacts very little with humankind.

Personality: Razud likes to help the self-sufficient; he looks most kindly on those who seek guidance from him but are brave and resolute enough to forge out on their own if he offers none.

Allies: Razud has no close allies among the Immortals, though Alphatia and Koryis are usually willing to cooperate with him.

Enemies: Razud opposes Alphaks' efforts to destroy the Alphatian people. Alphaks takes this much more personally than Razud, and considers Razud his enemy.

Appearance: Razud appears as a young man, perhaps 16, of the old Cypric race: Golden-skinned, brown-haired, green-eyed, with a smiling moon face. He is very handsome, and wears thin silken robes in emerald green.

Symbol: The Granite Tree, a tree of any sort (especially oak) made entirely of stone, representing strength and durability.

DMing Notes: Razud is not the sort of Immortal to whisper in adventurers' dreams to persuade them to undertake his tasks. However, an Alphatian PC could well be his follower, and Razud might respond with omens and signs to his pleas for guidance—especially if the PC has shown independence and assertiveness. In the Hollow World, Razud is not the patron of any culture.

The Shining One

Sphere and Alignment: Energy; Chaotic.

Manifestation Power: Average.

Worshippers' Alignment: Neutral and Chaotic. Clerics must be Chaotic.

History: The Shining One was a brilliant kobold tactician and war-leader. He found and used an ancient artifact, a set of glowing armor which would flare up to blind his enemies. When he sought Immortality, it was in the chaotic Sphere of Energy; once he had achieved it, he returned to become the patron Immortal of his original race.

Personality: The Shining One is the ultimate kobold: Sneaky, quick, adept at setting up traps and tricks, a master at never confronting the enemy with direct force but with using the forces of nature or the enemy's own strength against him.

Allies: The Shining One has and desires no allies.

Enemies: The Shining One's only personal enemy is Halav, who is the sworn enemy of all humanoid-sponsoring Immortals.

Appearance: The Shining One appears as a kobold of unnatural size, wearing white-glowing plate armor and carrying a shining white short sword.

Symbol: A helmet of the Northern Reaches (complete with horns, a mask-like eye-guard, and a nose guard).

DMing Notes: The Shining One resents Halav's blind hatred of humanoids and has chosen to bring Halav as much grief as possible; usually, he does this by bringing kobold tribes in to annoy and harass the Milenian people, for whom Halav is a patron.



Tarastia

(Patroness of Justice and Revenge)

Sphere and Alignment: Energy; Lawful.

Manifestation Power: Greater.

Worshippers' Alignment: Any. Clerics must be Lawful.

History: Tarastia was a cleric of an ancient Jennite tribe on the outer world. Offended and abused by the unjust chieftain of her tribe, she effected her own revenge and ran away into exile. Later in life, having achieved great power and wisdom, she became an Immortal of the Sphere of Energy. At one time, for reasons known only to herself, she returned as the mortal Empress Valeria of Thyatis. In this guise she set in place the Thyatian Codes of Law and Justice still used in that land today. Since then, she has devoted herself to the achievement of justice and just revenge.

Personality: Tarastia often helps those who have been wronged. She is a patron of justice; she does not help those who want the revenge to be nastier than the original offense, and she does not help those who want revenge for slights or inconsequential matters. But she provides information and guidance to those who take on honorable quests for vengeance.

Allies: Tarastia has no long-term allies, but often helps other Immortals, of any plane except Entropy, when they are dealing with wrongs and abuses on the mortal world.

Enemies: Tarastia is the sworn enemy of Jamudaru, who is the patron of senseless revenge; she opposes him at every turn.

Appearance: Tarastia appears as a dusky-skinned, strong-jawed, unsmiling woman in black plate armor, carrying a headsman's axe (though she could not use that weapon in her mortal life, it is her symbol as an Immortal).

Symbol: Black headsman's axe.

DMing Notes: In the Hollow World, Tarastia is the patron of the Jennite peoples, and works against any plot to harm them.

Thanatos

(Tha-to)

Sphere and Alignment: Entropy; Chaotic.

Manifestation Power: Ultimate.

Worshippers' Alignment: Chaotic. Clerics must be Chaotic.

History: Thanatos is a primal force of nature. He is the greatest and oldest known Immortal of the Sphere of Entropy. As old as the oldest Immortals, he has sought to spread death and pain since the earliest memory of the most ancient sentient being.

Personality: Thanatos hates all life, and seeks to end it all—but only on his specific timeline and pattern; it has to be done solely with his brand of subtlety. Unlike other Immortals, he hates all peoples and all living things equally, and has the

conceit to believe that he can destroy them all eventually; he juggles more evil plans and plots than all the other Entropic Immortals combined. He is very subtle, often killing and taking the identities of important mortals, then having them lead their loved ones and followers into acts and lives of ruin and destruction, sometimes collapsing whole nations and empires. It was he who was principally responsible for the destruction of the Nithian Empire.

Allies: Thanatos has no allies. He accepts the aid of Entropic Immortals whom he helps reach Immortality, but these associations rarely last more than a few hundred years.

Enemies: All living things and the Immortals who like them are enemies of Thanatos. He especially hates Immortals of the Sphere of Thought, each of whom must destroy an artifact of Entropy in order to achieve Immortality; Asterius, in particular, destroyed a destructive spear-artifact beloved by Thanatos, and so Thanatos hates him especially. Ka the Preserver is the chief watchdog against Thanatos in the Hollow World.

Appearance: Thanatos usually appears as a man or a bandaged-swathed mummy, covered in cumbersome black robes, with rotted black wings on his back; he carries a corroded black scythe.

Symbol: The scythe.

DMing Notes: Thanatos is always spreading evil in the Hollow World and the outer world; almost any great evil movement will have Thanatos at one end, whispering into the ears of dupes and minions.

Thor

(Donar; the Thunderer)

Sphere and Alignment: Energy; Neutral.

Manifestation Power: Greater.

Worshippers' Alignment: Any. Clerics must be Lawful or Neutral.

History: In ancient times, under the name Donar, Thor was a mighty warrior-chieftain of the Antalian tribes that eventually became the races of the Northern Reaches. Prompted by the Immortal Wotan (Odin), but following the Path of the Paragon, Thor achieved Immortality after a series of epic battles against evil wizards, battles which have become legends of the men of the Northern Reaches. Since achieving Immortality, Thor has become the right-hand-Immortal to Odin, serving him as chief warrior.

Personality: Thor is the ultimate warrior, and demands that his fighter worshippers follow a very strict warrior's code of honor and courage. He is brooding and fatalistic, capable of sudden rages and tantrums, but is a loyal friend to his allies.

Allies: Thor's Immortal allies are those also worshipped in the Northern Realms: Frey, Freyja, and Odin.

Enemies: Thor's greatest enemy is Loki, who has on many occasions professed overtures of friend-

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ship to Thor but ended up tricking him, stealing from him, and embarrassing him. Thor has, on occasion, replied by beating Loki to an Immortal pulp.

Appearance: Thor appears as a huge, red-headed, red-bearded warrior, mightily muscled, wearing armor like that worn in the Northern Reaches, carrying a huge battle-hammer, wearing a stout metal belt and metal gloves.

Symbol: The war-hammer.

DMing Notes: In the outer world, most of Thor's worshippers are found among the men and dwarves of the Northern Reaches; in fact, like Odin's, Thor's worship is compulsory in Ostland. In the Hollow World, he is worshipped under the name Donar by many of the Antalian and Neathar tribes and the Icevale elves; he takes on a slightly different appearance for them, shucking his Northern Reaches armor and wearing the skins of a Neathar warrior. He is also prayed to by the Northern Reaches-descended pirates of the Merry Pirate Seas.

The Twelve Watchers

Sphere and Alignment: Matter; Neutral.

Manifestation Power: Average.

Worshippers' Alignment: Any. Clerics must be Lawful.

History: The history of the Twelve Watchers is not known. It is known that they are twelve minor immortals who were craftsmen in life; as Immortals, they have become the patrons of craftsmen. They are not worshipped under their individual names, which they have abandoned, but are called by their professions. All cultures agree that three of them are Smith, Miner, and Stonecarver, but there is a wide variance in the beliefs of who the other nine are; each culture believes that the other nine represent its own nine most important crafts.

Personality: Unknown.

Allies: Clerics of the Twelve Watchers say that Kagyar the Artisan is said to be a friend of the Twelve Watchers, while clerics of Kagyar claim that Kagyar doesn't care about the Twelve Watchers.

Enemies: None.

Appearance: Unknown. Probably human, probably wearing the garments of and using the tools of their individual crafts.

Symbol: A medallion depicting two staring eyes without the suggestion of a face.

DMing Notes: The PCs are not likely to run into the Twelve Watchers unless they participate in the building of some great monument or construction, such as a dam or city. If foreign forces threaten that construction, the Twelve may warn the PCs and prompt them to eliminate the danger.

Valerias

(Patroness of Love; Girder-On of Weapons)

Sphere and Alignment: Matter; Chaotic.

Manifestation Power: Greater.

Worshippers' Alignment: Any. Clerics may be of any alignment, but most are Neutral or Chaotic.

History: Valerias is an elemental force, the spirit of passionate love incarnate, and is as old as the oldest of the Immortals, such as Ixion and Thanatos. Once a minor Immortal disinterested in the Known World, she found her true calling when the humans appeared and she became fascinated by them and their love customs and affairs. She has become the patroness of romance, especially of passionate, ill-considered affairs. She has also been known to bring weapons and armor to lovers facing death together, and so is called the Girder-On of Weapons.

Personality: As her specialties would indicate, Valerias is passionate and quick-tempered. She is easily swayed to help a handsome hero or a lonely heroine. But her attentions are fickle and she quickly loses interest in individuals; after all, each love story only lasts so long, and then it's time to watch another one.

Allies: Valerias' chief ally is her lover Ixion, the Sun-Prince. With her nature, it is impossible for her to remain always true to him, but it is to him she always returns.





Enemies: If Valerias has a specific enemy, it is Eiryndul, whose advances she spurns. She detests all Immortals of Entropy, who are constantly interfering with the romances and happy endings she arranges on the mortal world, but they count her as an opponent of little worth.

Appearance: Valerias always appears to mortals as a beautiful woman of the race to which most of them belong; if she is appearing to men of Tangor, she will be lithe and black-skinned, while if she appears to Ostlanders she will be buxom and blonde. She will be dressed in the most costly and exquisite clothes and jewels of that culture. Whatever her form, she always wears the golden earrings bearing imprints of the rising sun, a present from Ixion.

Symbol: A delicate rose with especially-sharp thorns.

DMing Notes: Valerias is a patron of the Tanagero people in the Hollow World. However, she does not confine her attention to them; she pays as much attention to romances and lovers in the outer world. Her mark will be felt by the PCs when they are in trouble with some new tribe or city, and Valerias makes the king's daughter fall madly in love with the most handsome of the male PCs, or makes the king's son fall for the most beautiful of the female PCs. Though she thinks this will help the PC party, and she is usually right, it will also cause all sorts of complications to the PCs, which you as the DM should be merciless in exploiting.

Vanya ..

(Patroness of War and Conquerors)

Sphere and Alignment: Time; Neutral.

Manifestation Power: Average.

Worshippers' Alignment: Any. Clerics may be of any alignment.

History: In ancient times, Vanya was a warrior-woman of the Kerendan people, who later became part of the Thyatian Empire. While the Thyatians, Kerendans and Hattians, then on the southern continent, were fleeing before the advancing armies of the Milenian Empire, Vanya was a warrior-princess harassing the Milenian forces and delaying their advance. Her desperate campaign allowed all her kinsmen to escape across the Sea of Dread, though her entire force was killed by the Milenians.

Captured by the Milenians and forced into servitude among them, she was befriended by a Milenian cleric who helped her escape, then helped her find the Path of the Dynast, where she eventually found Immortality in the Sphere of Time. Since then, she has been a patron of warfare and conquest, seeing it as the foremost influence on the development of human history and culture . . . and a lot of fun for an Immortal to watch.

Personality: Vanya is the perfect example of the

person who lives life in great leaps and bounds. In life, she threw herself unquestioningly into wars, quests, challenges and relationships, and as an Immortal she is fondest of heroes who live as she lived. Though she is not treacherous like the Thyatian peoples who are her most numerous worshippers, she is very fond of them. Because in life she suffered at the hands of the Milenians, she does not like that culture.

Allies: Vanya has no special allies.

Enemies: Vanya often finds herself in conflict with Halav and Petra, the special patrons of the Milenians. She is also an enemy of Rathanos, the Immortal patron of male dominance.

Appearance: A woman of medium height, with long brown hair in a single braid; she wears leather armor made from the skin of a red dragon, riding clothes, spurs, and carries twin short swords.

Symbol: A vertical lance with two horizontal short swords, one above the other, crossed over it.

DMing Notes: In the Hollow World, Vanya is a patron of the Thyatian, Kerendan, and Hattian pirates in the Merry Pirate Seas; she is an enemy of and plotter against the Milenians. It was she who discovered the Kubitt race on the outer world and transplanted them to the Hollow World; she is their chief Immortal patron.

Wogar

(Maglubiyet; Wolf-Lord)

Sphere and Alignment: Matter; Neutral.

Manifestation Power: Average.

Worshippers' Alignment: Any. Clerics (shamans) must be Neutral or Chaotic.

History: Wogar was a goblin war-leader in ancient times; he led his horde of goblins from distant wildernesses to the more fertile lands of the Known World.

Personality: Wogar was bold and cunning, and had a great affinity for the wolves; he was known as the best wolf-trainer and wolf-rider the goblins had ever seen.

Allies: Wogar has no specific allies among the Immortals.

Enemies: Wogar's chief enemy is Halav, who is an opponent of the Immortal patrons of all humanoid races.

Appearance: Wogar appears as a large, well-muscled goblin, wearing a wolf's-fur tunic with a wolf's head hood.

Symbol: Wolf's head seen front-on.

DMing Notes: Wogar is a patron of goblin wolf-riders both on the outer world and in the Hollow World.

Yagrai

(He-Who-Always-Rises)

Sphere and Alignment: Entropy; Neutral.

Manifestation Power: Average.

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Worshippers' Alignment: Neutral and Chaotic. Clerics (shamans) may be either Neutral or Chaotic.

History: Yagrai was a humanoid (no one knows whether he was a hobgoblin or a yellow-skinned orc) who was supposed to have been able to come back from the dead after being killed. Foe after foe thought him killed, only to be toppled when he returned from the dead to confront them again. Yagrai was actually in the possession of powerful magic items (such as a *ring of regeneration*) which allowed him to accomplish these feats, but that fact isn't reflected in the legend. Yagrai, the great perseverer, was able to find Immortality in the Sphere of Entropy, and since then has been a Immortal widely worshipped by all sorts of humanoid races.

Personality: Yagrai's greatest trait is his stubbornness. Neither very clever nor, as the legend demonstrates, a great fighter, he has an indomitable will. Once set on a path, he cannot be turned from it. He has no personal goals for the outer world or the Hollow World (other than the eventual destruction desired by all Immortals of Entropy), but he still aides those who worship him because his vanity is tickled by their worship.

Allies: Yagrai has no individual allies.

Enemies: Yagrai's chief ally is Halav, the enemy of all humanoids.

Appearance: Yagrai appears as a large humanoid of indeterminate species (hobgoblin or orc), yellow-skinned, wearing black hide armor, wearing a black skull-faced helmet, carrying a black two-handed sword.

Symbol: Black skull against a white background.

DMing Notes: In the Hollow World, Yagrai is often the second most venerated Immortal of any humanoid culture; each humanoid race has at least a small following of the stubborn Immortal.

Zirchev

(The Huntsman)

Sphere and Alignment: Energy; Neutral.

Manifestation Power: Average.

Worshippers' Alignment: Any. Clerics must be Neutral.

History: Read the entries on Halav and Petra (earlier in this section) for more about Zirchev. Zirchev was a high-level Traldar magic-user trained by the Hutaaka race in the Traldar lands. He was also a friend of elves and forest-dwelling races, and a lot of his magic was devoted to befriending, summoning and commanding monsters and animals. When the gnolls invaded Traldar territories, Zirchev became chief magical advisor to Halav and Petra and participated in many campaigns against the gnolls. Once the gnolls were routed, Zirchev, Halav and Petra all embarked on paths to Immortality, and all eventually reached it.

Since that time, Zirchev has acted as a patron of the Traldar within the Hollow World (though he has no interest in the descendants of the Traldar, the Milenians). He is also sympathetic to the forest folk, and will often aid centaurs, dryads, and other such races, and may aid adventurers who help them.

The legends have utterly mangled the story of Zirchev. They say of him that he was a simple huntsman who learned from the Immortals ways to tame, ride, and fight from horses, to train dogs to fight for their masters, and to take on animal traits when stalking and fighting the enemy. These skills were already long-known to the Traldar, but legends in the Known World just aren't always, or even usually, right.

Personality: In life, Zirchev was something of a wallflower, uncomfortable around warriors, or women; animals were his closest friends. Consequently, he's sympathetic to intelligent humans who are social misfits.

Allies: Zirchev's chief allies are Halav and Petra, his companions from his mortal life. He is also friends with Eiryndul, Faunus, and Ordana, other patrons of the forest races.

Enemies: Zirchev has no personal enemies among the Immortals.

Appearance: Zirchev, in life, was a skinny, unattractive, clumsy man. Consequently, he prefers to promote the later legends about him: When he manifests himself, it is as a strongly-muscled, handsome huntsman wearing forest-green clothes, carrying a bow, accompanied by a retinue of forest-race followers.

Symbol: A hawk riding on the shoulders of a wolf.

DMing Notes: In the Hollow World, Zirchev is a patron of the Traldar, of forest races, and of some human tribes who have mystic bonds to animals.

Quick Reference Chart

On the next page is a reference chart for the Immortals you've just read about.



The Immortals (Bold entries—Greater Power Starred Entries—Ultimate Power)

Name	Sphere	AL	Interests
Alphaks	Entropy	C	Destroy Alphatia
Alphatia	Energy	L	Oppose Alphaks
Asterius	Thought	N	Trade; Merchants
Atzanteotl	Entropy	N	Schattenalfen; Azcans
Bagni	Entropy	C	Trolls
Bartziluth	Energy	C	Bugbears; Warfare
Calitha	Time	N	Oceans; Sea-Elves
Diulanna	Thought	N	Neathar; Willpower
Eiryndul	Energy	C	Elves; Mischief
Faunus	Matter	C	Forest Dwellers
Frey	Thought	L	Antalians
Freyja	Thought	L	Antalians
Garal	Matter	C	Gnomes; Art
Halav	Thought	L	Traldar; Milenians
Hel	Entropy	N	Reincarnation
Ilsundal	Energy	L	Protection of Elves
Ixion★	Energy	N	Tanagoros; Oltecs
Jammudaru	Entropy	C	Vengeance; Nightmares
Ka	Matter	L	Beastmen; Lizardmen
Kagyar	Matter	N	Arts; Brute-Men
Karaash	Thought	N	Orcs; Krugel Horde
Korotiku	Thought	C	Mischief; Thinking
Koryis	Thought	L	Peace; Prosperity

Name	Sphere	AL	Interests
Loki	Entropy	C	Mischief; Betrayal
Mealiden	Energy	L	Protecting Ilsundal
Odin	Thought	L	Kingship; Antalians
Ordana	Time	N	Protects Forests
Palartarkan	Energy	N	Study of Magic
Petra	Time	L	Traldar; Milenians
Pflarr	Energy	N	Nithians; Hutaaka
Protius	Time	N	Seas and Oceans
Rafiel	Time	N	Shadow-Elves
Ranivorus	Entropy	C	Gnolls; Warfare
Rathanos	Energy	C	Nithians; Energy Life
Razud	Energy	N	Alphatians
Shining One	Energy	C	Kobolds
Tarastia	Energy	L	Justice; Revenge
Thanatos★	Entropy	C	The End of All Life
Thor	Energy	N	Antalians; Pirates
Twelve			
Watchers	Matter	N	Craftsmanship
Valerias	Matter	C	Romance; Passion
Vanya	Time	N	Thyatians; Kubitts
Wogar	Matter	N	Wolf-Rider Goblins
Yagrai	Entropy	N	Humanoids in General
Zirchev	Energy	N	Traldar, Forest Races

Campaigning

In this chapter, we'll talk about actually *playing* the campaign in the Hollow World setting.

The differences between campaigns set in the outer world and the Hollow World are more than just differences in the names of nations or the types of monsters. You can play the whole Hollow World campaign with a quite different approach and flavor than you do your outer-world campaigns, and that's what this chapter is all about.

The Sense of Wonder

The first and most important thing that you, as the DM, need to establish in a Hollow World campaign is the *sense of wonder*.

The Hollow World is very different from the outer world. The player characters should be confronted with this difference the first moment they step out in the Hollow World, and that sense of wonder should dog them throughout the campaign.

You establish and maintain this awe-inspiring venue by stressing the differences between the Hollow World and the outer world. Here are some

of those differences, and how you can use them to instill that feeling of amazement.

Perpetual Daylight

It's always daytime in the Hollow World—always high noon. This helps give the setting a changeless, timeless feel.

The PCs might ask, "How long has it been since . . ." to which you have a variety of confounding replies:

"You don't know."

"It was high noon then, it's high noon now; how much time do you *think* has passed?"

"Well, you've slept twice and marched forty miles since then. That's how long ago it was. Still looks like noon to you."

"Do you have the Navigation general skill? The native told you that you could work out the passage of time by calculating the positions of those floating islands. If you don't have the skill . . . well, guess."

The DM can say that, initially, they have trouble sleeping because it's always broad daylight.

The PCs also have to adopt new ways to cope with the eternal sun and timelessness.

For instance, with no nighttime, there can be no nighttime raids. Thieving and sneak invasions have to take place in broad daylight. The PCs will have to change their sneaking tactics.

People in the Hollow World sleep when they are tired and eat when they are hungry. While people living in the same house or traveling in the same adventuring party will eventually drift into the same schedule, in a given community most people will be living on their own individual schedules. One shop in a large city will be closed while its owner sleeps, while every other shop in the same row will be open; one shop-owner will be having breakfast, while another will be preparing for dinner.

Don't forget, too, that the sun looks different from the sun of the outer world. It's red and characterized by continual solar flares.

This gives everything in the world a slightly different look. Colors are different—deeper, richer, darker. It's as dramatic difference as the difference between modern-day movie coloring processes and the lush Technicolor of the 1940s; these things will give the PCs a sense that everything is a bit different in the Hollow World.

Stable Weather, No Seasons

Weather is different in the Hollow World.

There are no seasons: A land which is temperate and mild is that way all the time. Winter never freezes it; summer never scorches it.

A given area will have a fairly narrow range of temperatures, varying perhaps ten degrees Fahrenheit, but that variance does not depend on some nonexistent season; it's just random.

So, with no nighttime and no seasons, the deserts are *always* hot; the jungles are always warm and humid; the mountains are always cool. Here, again, we have the timelessness and lack of change which makes the Hollow World feel different from the outer world.

That's not to say there's no weather changes at all. Wild rainstorms and thunderstorms are common in the Hollow World, a result of the weather-preservation spells laid by the Immortals.

Once every few sleeps in most areas, a huge storm will roll over the area and drop great amounts of water. Some of these storms are semi-permanent, magic weather patterns which are confined to a specific area. In the rain forests and jungles, for instance, a raincloud will form once per day and rain for about an hour.

Elsewhere, huge, permanent rainclouds range all over the Hollow World, traveling from place to place, soaking most other regions every few days. They cross tropical areas more common than temperate ones, and seldom cross over the deserts at all. They are constantly replenished by Immortal magic. Their routes are not predictable; not even the Hollow World residents know when and where these miles-wide rainfronts will pass.

Floating Continents

Then, there are the Floating Continents. These are vast floating islands held in permanent orbit around the central sun.

Some of these are only a few dozen miles across and are visible only by telescope. Some of them are hundreds of miles across and constitute major islands.

And though most of them float above the breathable atmosphere of the Hollow World, many of them are permanently encapsulated in breathable atmosphere. They are inhabited—by plants and animals at least, often by sentient beings.

All in all, there are perhaps a hundred Floating Continents, though only six are useful to the Hollow World astronomer. These six are all very high up, the closest to the central sun, and are very large—large enough to use for astronomical calculations.

The Floating Continents help establish the sense of wonder, and the difference between the outer and Hollow worlds, by their very strangeness, and by the curiosity they will inspire in some of the PCs (who will wonder what's on them . . . and how to get up to them . . .). Many of the natives of the Hollow World, those with the Navigation general skill, can accurately calculate the time and their location by sighting on the Floating Continents, a trick which the outer-world PCs will not be able to duplicate until they learn how.

Lodestones

Lodestones don't work in the Hollow World, another point of distinction for outer-world PCs who'd hoped to be able to navigate through conventional means.

Dinosaurs and Prehistoric Mammals

Then, of course, the Hollow World is heavily-populated by dinosaurs. Throughout all the temperate and tropical zones, mighty dinosaurs and prehistoric mammals such as the sabre-tooth tiger live.

These creatures are common enough that the player characters will not be long in the Hollow World before encountering them, and will continue to encounter them as long as they stay in the Hollow World.

Whenever things are beginning to look too normal or mundane to the PCs, startle them with a prehistoric encounter: Have a giant prehistoric elephant stalked by an allosaurus, a whole pack of sabre-tooths hunting an apatosaurus, a herd of prehistoric bison stampeding through the PCs' encampment, a group of neanderthals attacking on the backs of saddled carnivores . . . any of these scenes, and the hundreds of other similar ones you can construct, will forcibly remind the characters that they are in a strange place.



Ancient Cultures

The antiquity of many of the cultures of the Hollow World is sure to be strange to any PCs who care about such things.

Not all will, of course. Many players only want their characters to slay monsters, gather the treasure, and impress good-looking NPCs, and they won't care whether the next race they meet comes from 5,000 years ago or last Wednesday.

But others will find it neat and unusual that so many of these cultures come from the ancient history of the outer world. And this is why many of the Hollow World's cultures are modeled on ancient cultures of the real world:

Hollow World Culture	Real-World Culture
Azcan	Aztecs
Jennites	Scythians
Milenians	Classical Greeks
Nithians	Dynastic Egyptians
Oltces	Incas/Olmecs
Traldar	Bronze Age Greeks

This gives the players an instant feel for the antiquity of the specific cultures.

Hard Travel

Many of the instantaneous-travel spells which high-level player characters take for granted on the outer world just don't work in the Hollow World. *Fly* spells and magic items which simulate them (flying carpets, brooms of flying, etc.) still do work, but spells such as *teleport* do not. (See below, under *Magic in the Hollow World*, for more details on this.)

This means that the characters cannot instantly blink from one point to a more distant one. Travel in the Hollow World is slower and less convenient than that; often, it's an accomplishment merely to get from one point on the map to a more distant one, what with hungry dinosaurs and feuding ancient cultures in the way. Even when the whole party can *fly* from place to place, they're not immune to attacks from giant pteranodons or other flying monsters.

What this means, in the campaign, is that characters have to discover each new place they go; they can't breeze past it like tourists on a plane. And if you provide them some new, interesting, unique encounter every so often, you'll reinforce how dangerous and *different* the Hollow World is from the outer world.

No Easy Way Back

When the PCs first get to the Hollow World, they should have no easy, convenient way to get back to the outer world. They should have to work to find one, and that work will (of course) involve a lot of travel, exploration, following up on old legends, seeking out legendary artifacts, etc.

This makes the Hollow World a setting where

the PCs, when they actually decide to *go* there, have to plan their trips as expeditions, not quick little shopping trips. And if the trip is an expedition, the PCs will have a better idea of what their eventual goal is, what sorts of equipment and resources they need to take, and so forth.

Player Irritation

On the other hand, be careful about overdoing it. If your players start to exhibit irritation because you're constantly throwing all these weird things in their face ("Listen, we know the sun doesn't go down. Shut up about it already!"), back off on your descriptions. At this point, they've gotten the idea that the place is strange and are familiar with the differences you've been describing.

The Scholarly NPC

One way to give your PCs some extra information whenever you wished, and sometimes to impress upon them the antiquity of a particular setting or of an interesting monster, is to have an NPC scholar accompany them.

This scholar should have General Skills such as Knowledges of History, Archaeology, and Botany, and should have a variety of languages—some modern, some dead.

This character could be accompanying the PCs (at the time they discover the Hollow World) for a variety of reasons. He could be the relative of one of them, wheedling his way into the party so that he can get out into the real world and *live* for once. Or, he could have heard about some interesting anomaly and hire the PCs as bodyguards; the anomaly he's investigating, of course, is what transports the PCs to the Hollow World.

This NPC is not a combat monster; he needs the PCs for protection. But he's a valuable source of information. He always knows a *little* bit about the culture the PCs are now meeting for the first time. (Sometimes he knows just enough to get them into serious trouble. For example: "No, historically the Nithians thought it was a mortal insult for visitors not to prostrate themselves before the Pharaoh. Used to cause them conniption fits, I'm told. Here, I'll demonstrate . . .")

And, if you need him for this purpose, he can also be a source of comic relief, dithering around, oblivious to the danger he's in as he sees some remarkable city or monster for the first time.

The First Outside Eyes

You can give your PCs an extra sense of accomplishment, and give them a special tie with the Hollow World, by making them the first outer-world characters to discover and systematically explore the Hollow World.

Sure, some outer-world characters have found the Hollow World before . . . but they've never

left, or have kept its secret to themselves and never done anything about it.

But the player character heroes will probably be the first to find it (most likely, by accident), then find their way out . . . and then decide what they want to do about the Hollow World.

Saving the Oppressed

Several of the cultures in the Hollow World are oppressed peoples; they're being bullied or threatened by some nastier culture. For instance, the Oltecs and some Neathar tribes are endangered by the Azcans.

Many of the other cultures in the *Atlas* chapter, though not listed as oppressed, can be made so with a little modification.

For instance, the Makai (Neathar tribe) could be threatened with extermination or slavery by the Merry Pirates. The Tanagoro and/or Jennites, if reduced a little in strength, could be caught in between the proverbial rock and the hard place: The Nithians and the Milenians. Either culture could need a group of hardy, experienced, outer-world adventurers to lead them to victory against their ancient enemies.

Mates in the Hollow World

The "lost worlds" genre that is the inspiration for the Hollow World is a very romantic one. If your players are so inclined, you could spark one or several romances between outer-world PCs and Hollow World natives.

And when it comes time for the player characters to decide to return to the outer world, they're faced with a hard choice. It should be obvious to them that their chosen mates will not adapt well or at all to the outer world. They have the choice then of trying to persuade their mates to leave the only land they've ever known, the one they love so much; or to leave their mates behind when they return to the outer world; or to decide to abandon the outer world and stay in the Hollow World permanently. Any of these is a tough decision to have to make, and this will be an interesting chapter in the lives of your PCs.

Forging Empires

The player characters may decide that the Hollow World is a setting which is rife for exploitation. With their superior magic and outer-world military knowledge, they could take charge of one or more cultures and build themselves an empire, something they are far less likely to be able to do on the outer world.

And this is quite all right: It's perfectly appropriate for the PCs to try this, and perfectly all right for you to let them succeed.

If they do succeed, it'll be no bed of roses for them. On the outer world, nations and empires

tend to be more settled and established; borders do not change constantly, and even empires which are enemies (such as Thyatis and Alphatia) are not constantly at war.

Such is not the case in the Hollow World. The empire-builder PC will have to hold his nation together through force, intelligence, and strength of personality; it will be a constant struggle.

So if the PCs do decide to build themselves a nation, let them . . . but make their lives interesting. Surrounding enemies will always harry them; dinosaur migrations will endanger them; descendants of the old rulers will challenge them or try to assassinate them; foreign rulers will fall in love with and kidnap their mates; the heroes may find themselves captured and carried thousands of miles off in some random direction, and must hack their way back to their nations, ignorant of what has been happening back in their homelands while they've been gone.

Private Playground

Finally, the PCs may decide to leave the Hollow World as it is, and just return to it from time to time . . . keeping its secret, using it as a private, oversized playground and hunting preserve.

Again, there is nothing wrong with this approach; if they're having fun exploring, and you're having fun DMing (even though they have no long-term goals or interests) that's just fine.

Hollow World Player-Characters

Not all the PCs wandering the Hollow World have to be outer-worlders. Some can be natives of the Hollow World.

That's what the *Player's Guide* book is all about: It tells the players how to create native Hollow World characters.

Once you've read the *Atlas* chapter, read the *Player's Guide*. You're not going to want the players to read it to begin with; it's only useful to them when it's time for them to create Hollow World player characters. When that time has come, tell them to read the Introduction and the Character Creation section, then indicate to them which sections of the Character Backgrounds they can read (i.e., which races they can choose from to create their new PCs). Tell them to read no other sections of the Character Backgrounds chapter; you want to keep some secrets from your players, after all.

The Cultural Bias

As you'll see in the *Player's Guide*, Hollow World characters have to cope with something called the *cultural bias*.

The *cultural bias* is an important effect of the *Spell of Preservation*. It affects all characters born



in the Hollow World. The Spell inhibits their curiosity, preventing them from throwing off their ancient traditions and adopting the customs and weapons of other races . . . such as those of the player characters. Hollow World characters, both PCs and NPCs, always prefer the culture, customs, weapons, armor, and language of their original culture.

Because of the Spell of Preservation, this is more than just a personal preference. The Spell makes it hard for natives to violate the cultural bias.

If a Hollow World character decides to adopt clothing, weapons, armor, or other customs which do not belong in his native culture, he suffers some important penalties.

When he first defies his cultural bias to adopt outside customs, he begins earning experience points at half his usual rate. This penalty stays with him for three full experience levels. If the character starts adopting outside customs when he is within spitting distance of reaching 4th experience level, he must earn his way to 4th experience level, and then to 5th, 6th, and 7th, all while earning half experience. Once he's earned three full experience levels at half experience, he begins earning full experience again.

This reflects the fact that the character is uncomfortable and feels inhibited all the while he's breaking his ancient taboos. He knows he's defying the laws of his ancestors and his people. This makes it harder for him to learn, which is where the experience penalty comes from.

Once the character has earned only one full experience level while earning half experience points, he loses any Special Compensations (from the Character Backgrounds chapter) which pertain to his culture of origin.

And while the character is adhering to customs which are alien to his culture, his own people consider him an outsider. What was once his home is no longer his home.

So very few characters ever defy the cultural bias. Those who do have usually:

- Fallen in love with a foreigner and decided to abandon home in order to accompany the foreigner;
- Been exiled from or escaped from slavery from the native culture; or
- Acquired such a personal debt to a foreigner that the only way to repay it is to accompany him everywhere as his eternal follower.

See the text on the *cultural bias* in the Character Creation chapter of the *Player's Guide* for more detail on how this all works.

Coping With the Cultural Bias

Now, the cultural bias imposes some severe restrictions on certain cultures.

For example, some races wear no armor, or only leather armor. It may be neat to play a brave native warrior who leaps from tree to tree, but it's not so neat when he's standing alongside plate-mail-clad outer-world warriors in a battle . . . and the native is beaten or hacked to pieces while the outer-worlders aren't.

So, when a Hollow World player character joins the party, try to work around his restrictions so that he doesn't feel like a second-class citizen in the campaign.

For instance, if a character comes from a culture where only leather armor is worn, let him find some magical leather which gives him an AC not too far away from the party norm. (Make sure the armor ends up in his hands; for instance, it could be awarded to him, personally, by a grateful rescuer.) If the character's culture wears no armor, substitute *bracelets of defense*.

And be sure to put the characters in situations where the native character's skills, especially his Special Compensations, come into play; this, too, will make him feel like a much-needed member of the party, even if his armor class doesn't match those of his outer-world allies.

Magic In the Hollow World

We've made some changes to the way magic works in the Hollow World in order to give the setting some distinctive characteristics.

Spells That Don't Work

Not all spells which outer-world spellcasters know work within the Hollow World. A spellcaster who tries to cast one suffers no ill effects; the spell just doesn't work.

Some of the types of spells which just don't work in the Hollow World include:

Spells of Holding: Spells such as *hold person*, *hold monster*.

Spells of Charming and Commanding: Spells such as *snake charm*, *quest*, *charm person*, *charm monster*, *geas*, *charm plant*, *mass charm*.

Spells of Divination and Communication: Spells such as *know alignment*, *speak with dead*, *commune*, *ESP*, *contact outer plane*.

Spells of Summoning: Spells such as *insect plague*, *aerial servant*, *create normal animals*, *conjure elemental*, *invisible stalker*, *create normal monster*, *create magical monsters*, *create any monster*.

Spells of Immortality: Spells such as *raise dead*, *raise dead fully*, *reincarnation*.

Spells of Instantaneous Transportation: Spells such as *word of recall*, *travel*, *dimension door*, *teleport*, *summon object*, *teleport any object*, *travel*, *gate*.

With these restrictions, characters can't magically force monsters and NPCs to be their allies; they must use their own persuasiveness to make

friends. They can't tap into the minds of others, and must rely on their own perceptiveness to find out what others are thinking. They can't call in monsters from other planes to help them fight; the World-Shield prevents mortals from performing interplanar transportation of any sort while in the Hollow World. They can't hurl themselves with carefree abandon into fights, sure that they'll be raised if they fall; here, dead is dead. And they can't just pop all over the Hollow World map, or in and out of the Hollow World, at will; to explore, they have to fly over or stomp over every inch of ground, and to leave the Hollow World they must find the physical exit and travel through it. Nothing's easy in the Hollow World, and the restrictions on magic reflect this fact.

See the Character Creation chapter of the *Player's Guide* for a complete listing of spells which don't work and of spells which do work but are unknown by Hollow World magic-users.

Spells That Aren't Known

On the other hand, outer-world magic-users have certain advantages over their Hollow World counterparts. They know more and different spells.

Many spells which are commonly known on the outer world are unknown by any Hollow World spellcaster; either they've been developed in recent centuries, or the Hollow World magic-users have lost them. They still work just fine in the Hollow World; it's just that none of the native magic-users know them.

These include some of the most effective combat spells: *magic missile*, *sleep*, *fire ball*, *lightning bolt*, *confusion*, *polymorph others*, *cloudkill*, *telekinesis*, *death spell*, *power word stun*, *sword*, *power word blind*, *meteor swarm*, *power word kill*.

This gives the outer-world magic-user a significant advantage in the Hollow World; he probably knows more purely destructive magics than the Hollow World magic-user. He'll be more effective in combat. Likewise, he can find students willing to offer him much if he'll only teach them his spells.

Also, this gives the outer-world PCs a certain amount of fearsomeness among the Hollow World natives. Imagine the warriors of a primitive tribe who have never seen any of these spells; they attack the PC party and are suddenly scattered by a terrifying *fire ball*, something they have never seen before. If you want the PCs to be able to intimidate a native culture, just give them a fearful reaction to a spell which the outer-world heroes consider quite ordinary.

(On the other hand, the rulers and warriors of the more sophisticated cultures won't be so easily intimidated. The PCs will find that this tactic which works wonders on primitive tribes is merely startling and alarming to Schattenalfen, Azcans,

Nithians, and Milenians; they'll be amazed but won't break ranks or rout.)

See the Character Creation chapter of the *Player's Guide* for a complete listing of spells which are not yet known to the Hollow World magic-users.

Magic Items That Don't Work

The magical effects which prevent some spells from working also affect magic items.

Magic items which simulate spells which don't work won't work either when in the Hollow World. A *potion of ESP* will work no better than the *ESP* spell, for instance.

Magic item effects which don't work in the Hollow World include: *alignment changing*, *animal control*, *charm person*, *clairaudience*, *clairvoyance*, *communication*, *crystal ball*, *detect/see invisible*, *djinni summoning*, *dragon control*, *dreamspeech*, *ESP*, *ethereality*, *giant control*, *human control*, *invisibility*, *plant control*, *sight*, *telepathy*, *teleportation*, *truth*, *undead control*, *wish*.

One exception is the mental contact which intelligent swords use to communicate with their owners. That still works in the Hollow World.

Other Effects

The *World-Shield*, that anti-magical gravity belt in the center of the world's crust, has another important effect: It makes it impossible for outer-world spellcasters to detect the Hollow World, or for Hollow World spellcasters to detect the outer world. This is why most members of each world are still ignorant of the other after all these thousands of years.

The Spell of Preservation

Be sure to re-read the History chapter, which goes into some detail on the *Spell of Preservation* and what it means to the Hollow World.

The Spell of Preservation won't prevent the player characters from doing much of what they'll probably want to do . . . unless what they want to do is to radically alter existing cultures.

Let's say, for example, that the PCs decide that they want to conquer a few native tribes, forge them into a true nation, upgrade their life-styles to outer-world, modern standards, and create their own empire to rival the Azcans or the Nithians.

Well, there are ways they can make this work, and ways in which it will automatically fail.

The PCs can, with enough manpower and military acumen, conquer Hollow World tribes, nations, even empires. That's possible.

But the PCs can't force the natives to undertake all new cultural elements, no matter how hard they try. For instance, if the PCs conquer a forest-dwelling, tree-walking tribe, then try to force



them to cut down the trees, build cities of stone, and wear hard leather shoes, they'll fail. The natives will never adopt these traits *en masse*; most will die first. Oh, a few will do as the PCs demand; they may be traitors to their race, or so taken with the PCs that they're willing to suffer the penalties brought on by the denial of their *cultural bias*, which we discussed above. But the vast majority of the tribe will not adapt; the PCs will either have to stop trying to enforce it, or kill their conquests.

The PCs could conquer a tribe and literally enslave it, clapping its members in chains, forcing them to wear clothes of the PCs' choice, forcing them to live in the PCs' city of stone. Were they to do so, these slaves would not abandon their original culture. In secret, they'd still speak their original language to each other, teach their old ways to their children, etc. The PCs would be plagued by escape attempts as the slaves attempted to return to the wild. Natives of the Hollow World just are not domesticable animals.

But here's another approach that *would* work, because it does not butt up against the Spell of Preservation.

The PCs could conquer a tribe and establish themselves as its rulers, allowing the tribesmen to live as they always have. They could lead the tribe in wars of conquest against other tribes, taking charge of each new tribe, but again not trying to change the society or culture of the conquered peoples.

Through this means, the PCs could build themselves an empire which is a united confederacy of individual tribes.

At this point, if the PCs wanted to build themselves a city and culture to suit themselves, they could—again, subject to certain considerations of the Spell of Preservation.

They could have the workmen of their empire build them a capital city. Most of those workmen, unless they were already city-dwellers, would not want to *live* there, and would return to be with their tribes once it was completed.

The PCs could establish the laws they preferred for their city, aiming those laws at the establishment of certain kinds of customs.

And who would live in the city? The PCs, of course. And, eventually, they would get other inhabitants from their empire: Non-player characters who are so impressed with the PCs that they decide to abandon their own ways and join the PCs. They won't be many in number, at least initially; the cultural bias penalties make most characters choose to adhere to their traditions. But the youthful warrior to whom one PC is a heroic father-figure, the native princess who has become smitten with one of the PCs, the foreign scholar who is fascinated with these outer-world people—all of them might ultimately come to live in the new city.

Over the years, more NPCs would join them from the conquered nations. Eventually, this generation would begin having children and perpetuate this new culture.

Whatever happens, the existing cultures from which these new followers come will not be changed; they will endure, even though a new culture constituted partly of former members of that culture has arisen.

Dealing With the Immortals =

As you've seen in the History, Atlas, and Immortals chapters, the Immortals play a big part in the Hollow World.

The four major Immortal patrons of the Hollow World (Ka, Ordana, Korotiku, and Ixion) often add new cultures and races to the geography of the Hollow World. They keep a close eye on the world to ensure that other Immortals don't mess with it, and to make sure that whole cultures aren't destroyed by invasion, disease, or the forces of nature.

This isn't an easy job, and they aren't 100% successful.

The constant warfare occurring between some of the cultures means that some peoples are constantly in danger of annihilation.

Too, other Immortals—especially Entropic ones—are always plotting to destroy the Hollow World. Some are doing this for fun, some because they're the personal enemies of the Hollow World patrons, and some are doing so in order to set themselves up as the rulers of a dark, ugly Hollow World dedicated to *them*.

With all that said, it's obvious that the Immortals influence things in the Hollow World a lot.

But this doesn't mean that they will just appear *en masse* to correct a problem. The Immortals have a set of rules that they are supposed to live by: They are not supposed to interfere *directly* in the activities of mortals. When they do, the other Immortals can usually detect their magic use and will take steps to counter their plans. Even the four Immortal patrons of the Hollow World are bound by this restriction; if they start manifesting themselves on the planet's inner surface and striking down the mortal enemies of the races they protect, other Immortals will descend and make them suffer for it.

So the Immortals use different tactics. They manipulate mortals and monsters to do their bidding.

Some of them manipulate with the best of intentions; some manipulate because they feel it's their right; some manipulate because it's fun to twist and corrupt puny mortals. But all of them do it.

They supply their clerics with spells. They appear to mortals in dreams. They hatch grand plots. They drive mortals insane or to acts of great

courage and bravery. And they sometimes do walk the earth, in mortal form, where they cannot be detected by the other Immortals, and affect things directly. Sometimes a strategic assassination, a *cureall* cast at the right time, or some other little push will achieve an Immortal's aims as effectively as a huge, showy outpouring of Immortal energy.

All of this means that you shouldn't use the Immortals as though they were superheroes who descend to attack the heroes or bail them out of bad situations. They usually can't afford to. Don't have your PCs interact directly with the Immortals; these powerful beings use influence, dreams, hints, suggestions, and their mortal followers to achieve their ends . . . not direct force.

Modifying the Hollow World

The Hollow World setting is yours to use any way you want, and it has been set up so that you can modify it extensively—far more extensively, in fact, than you can easily modify the settings of the earlier outer-world *Gazetteers*.

The world-map included in the Hollow World shows all the continents and oceans of the setting . . . but the main map, the large color map, only shows about one-third of the Hollow World. The rest is virgin territory for you, and other writers contributing supplements to the Hollow World setting, to fill in.

So add to the map and to the setting. Add new races, new lost valleys, new monsters, and new history.

Do you want to have a culture resembling the feudal Japanese? Drop them on some spot of the map not currently occupied. Do you want to have a culture of shamanistic whale-worshipping goblins next to the sea? Put them there. Do you want mermen and sea-nymphs occupying a sunken island? Pick a place on the map for them.

You can relate these people to the history of the outer world, or have them be new—they've developed within the Hollow World and were never known in outer world history.

Often, the text of this Hollow World set will say that such-and-such race builds the biggest monuments known in the world, or is the only race which speaks a specific language, or is the only culture with a specific Immortal patron, or other such exclusive detail. Well, those details apply only to races listed in this boxed set. When you change things, change them to your liking and ignore what this boxed set says. If you want to have a race which builds bigger tombs than the pyramids, or have a human culture that is thousands of years older than the Oltecs, go right ahead; it's your setting to change.

Using the Hollow World With Other Settings

The Hollow World set was written with the D&D® game Known World setting in mind. Much of its history is linked to cultures which have been mentioned in the histories of other *Gazetteers*.

But this doesn't mean that the Hollow World is only *usable* with the Known World setting. That's not the case at all.

If you don't use the Known World setting, or would prefer not to have the Known World contain a vast inhabited hollow, that's fine. Just move the Hollow World to some other world!

With this approach, you simply establish that the Known World is the solid sphere that everyone believes it to be, and that some other world has this secret hollow world within it.

You will probably wish to make changes to the *History* and *Atlas* chapters to relate the Hollow World cultures to the history of the new world you've selected. If, for instance, your world never had a Classical-Greek-like civilization, you may have to establish that the Milenian culture developed within the Hollow World, or that it isn't there at all, and some other empire is.

Be careful if you decide to put the Hollow World within other world-settings published by TSR, Inc.; some of them have clearly defined cosmologies and planetary structures which would directly conflict with the description of the Hollow World. This doesn't mean you can't do it—only that you have to be aware of what the material published on the other world says, and what you have to change in order to accommodate the Hollow World.

The Hollow World and Spelljammers

If you're using The Hollow World with the AD&D® 2nd Edition game SPELLJAMMER™ supplement, here are a couple of things to note:

The polar openings in the Known World are visible from space, meaning that spelljammers cruising the ether can see that this world has openings into an inner world. In fact, some reddish light from the Hollow World's central sun does emerge through those polar openings.

The *World-Shield* does affect spelljammers' magic. A spelljamming vehicle entering through one of the polar openings will lose power catastrophically and crash-land within the Hollow World. You don't have to have them crash in the polar regions if you don't wish; the *World-Shield* could make the ship propulsion go awry and shoot the ship off to some more distant corner of the Hollow World. The crashed ship can be repaired, of course, but the spelljamming heroes will have to scour the Hollow World for the right parts and magical elements to get it operating again.



Many of you may be avid players of the ADVANCED DUNGEONS & DRAGONS® Game. For your convenience, we included this section to help you use this Gazetteer in your AD&D® campaign.

The differences between the D&D® and the AD&D games are small enough that adaptation should not be much of a problem. However, for those of you who are not familiar at all with D&D, there are a few details that need to be clarified. For simplicity and reference, topics appear in alphabetical order.

Keep in mind when adapting your D&D adventures, that AD&D characters are slightly tougher at low level, but D&D characters can deliver much more damage at middle and high levels.

The D&D game is designed to handle very high levels of play, up to a maximum of level 36. It is suggested that you keep the same levels of experience in the two games, up to level 20. Beyond, assume that each two D&D game levels equal one character level in the AD&D game, rounded up. Using this, a level 36 wizard would turn out to be a level 28 arch-mage in the AD&D game.

Alignments: D&D game characters have only three alignments—Lawful, Neutral, or Chaotic. In the AD&D game, assign Good, Evil, or Neutral alignments, depending on the context.

Armor Class: Unarmored characters in the D&D game have AC 9, but in AD&D, these characters have AC 10.

Classes: In the D&D game, elves, dwarves, and halflings actually are character classes. D&D game elves correspond to AD&D game elven fighter/magic-users. D&D game dwarves and halflings are fighters. At high levels, D&D game demi-humans use *Attack Ranks*, which are abilities to fight better. Ignore these in the AD&D game. Human fighters, clerics, magic-users, and thieves are unchanged.

Coins (cn): The *cn* abbreviation stands for *coin* and is a measure of weight equal to the AD&D game *gp*.

Dominions: These are lands under a character's rule, like AD&D game baronies. Rulers receive taxes from inhabitants as well as income from natural resources and services. D&D game dominion populations grow an average 15% - 5d10 people per month. At 50 inhabitants per square mile, the growth tops out at 1d5% 5d10 people. Use AD&D game taxation.

Equipment: The terminology in the D&D game is very similar to that in the AD&D game. Equipment cost, encumbrance, and damage in combat are slightly different, but not enough to be worth mentioning. Use the AD&D game statistics.

Encumbrance: See *cn* or *Coins*.

Experience: Total accumulated experience for characters is also different between the two games, but again, not enough to have a substantial effect on play. Everybody understands the difference

between a level 1 magic-user and a level 15 wizard.

Immortals: These are equivalent to the AD&D game deities. Immortals often are NPCs who reached level 36, and completed a heroic quest of some sort. Immortals belong to various "spheres", such as:

Matter: Usually related to lawful beings, fighter types, or the earth element. Opposed to the Sphere of Time.

Energy: Usually related to chaos, magic-users, or the element of fire. Opposed to the Sphere of Thought.

Time: Usually related to neutral beings, cleric types, or the element of water. Opposes the Sphere of Matter.

Thought: Usually related to any alignment, thief types, or the element of air. Opposes the Sphere of Energy.

Entropy: Not related to anything except destruction, it opposes all other spheres. It corresponds to the AD&D game lower planes. Lords of Entropy are demons.

Morale: Whenever NPCs or monsters run into difficulties, especially during combat, there is a possibility they would surrender or flee. Use the AD&D game reaction/loyalty system.

Monsters: Some monsters mentioned in this supplement do not exist in the AD&D game. Simply replace them with another appropriate creature. Keep an eye on play balance; differences in HD and special abilities may occur at times, calling for adjustments.

Movement: Movement rates in the D&D game are given in *feet/turn*, and then in parentheses, in *feet/round*. In the D&D game, 100'/turn equals 10"/round in the AD&D game.

Ranges: All distances are expressed in *feet*, rather than inches. Assume 10 feet are equivalent to 1" in the AD&D game.

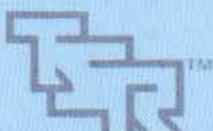
Rounds: Rounds and turns are used the same way in both games. The D&D game does not use segments. A D&D game round equals one minute; a D&D game turn equals 60 rounds—for more simplicity use the AD&D game equivalents, without converting.

Spells: Some D&D game spells have slightly different names than their AD&D game counterparts. Simply use what comes closest. Modify the number of memorized spells listed for spellcasters, to match the AD&D game rules.

War Machine: This is a mass combat system developed in the D&D game, that has no equivalent in the AD&D game. *BR* stands for *Battle Rating* and is used only for the War Machine. We suggest the BATTLESYSTEM™ Fantasy Combat Supplement which works for both games.

Weapon Mastery: Ignore details for D&D game weapon mastery and replace with the AD&D game equivalent.

Wokani: Similar to witch-doctors (see AD&D game Tribal Spell-Casters).



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