

Beyond the Flanaess:
Domain of the Despotic Giant King
Gazetteer



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PREFACE

The arctic wind whistles through the rugged ravines while the snow crests the mountains. An unforgiving landscape shelters the giant-kin, whose reach was long and grasp terrible.

Heirs to an ancient legacy that they would see revived. Never will they negotiate nor compromise, the giant-kin intend to restore their ancestors' glories and will brook no opposition.

Once again, the people of the lowlands tremble at the mention of the overlords of the mountains...

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PROLOGUE: THE GIANT-KIN

Giants place far more stock in ancient grievances than future goals, as the flicker of a human hearth reminds them of an inconsolable loss. Better to dwell on what was, than think of the bitter wind and the gnawing emptiness of their bellies...

The highlands of the northern Dragonspine mountains are inhabited by the Giant-Kin, whilst ogres wander throughout the southeastern spur. Dwarves, gnomes and halflings reside in the Brunlas, Hykiss and Greystone Hills to the west, and humans on the Marketa Coast along with gnomes in the Whitestone Hills to the east. In the north Hyperborean barbarians battle with the northern enclave of Frost Giants.

The death of the Despotic Fire Giant King enabled the lowland vassals on the Marketa Coast to throw off the Giant-Kin yoke. The Celestial Iron Claws were welcomed to help safeguard the Marketans from the fury of the Fire Giants. Nowadays, mountain raiders seize the resources once offered in tribute.

CHAPTER I: THE SKY TRAVELERS

The heavens are of utmost importance to all intelligent beings, for it is they who record the deeds of the ancestors. To the Giant-Kin the Great Moon, known as "the Shining Boulder", is regular in its 28-day cycle and defines the twelve months. The Small Moon, "the Shining Stone", reveals its full glory but four times each year providing us with the four celebrations.

The Calendars

Giant-Kin: The passage of time is observed by the shamans. Stone monoliths serve as primitive astro-

logical observatories. Twelve months and the seasonal celebrations make up the Giant-Kin calendar. The Giant-Kin covet notable celebration invitations to formal banquets and boisterous feasts.

The Giant-Kin do not mark the passage of years, having been living in the Dragonspine mountains for time immemorial. It is said the Cloud Giants know and have tracked how many years it has been since they fled there after the Dragon-Giant War many millenia ago, but they do not share that and other giants do not care for such matters. They will tend to mark the passage of time by how many years a chieftain or king has been in charge of a tribe, or since a notable astrological event like a sighting of a comet or solar eclipse.

The Giant-Kin do not have names for each day, instead at most referring to them as the numbered day of the relevant month. The Giant-Kin calendar comprises 12 months each 28 days long, and 4 week long festivals. The months are named for animals of the Oerth Zodiac in the same way as the nomads of the Flanaess (Tiger, Bear, etc).

Giant-Kin festivals include:

- **The Winter Festival:** This is a week long festival including:
 - **The Grand Feast of the All-Father:** On the first day of each year all giants celebrate with feasts to hold Annam's eventual return. Ambassadors are sent to other tribes to celebrate unity.
 - **The Winter Solstice** on the fourth day of that week. This is especially celebrated by the Frost Giants who follow Thrym, god of cold.
- **Spring Solstice:** This festival usually marks the beginning of the raiding or hunting season after the spring melts. The celebration of the end of spring involves homage being paid to Hiatea as the goddess of agriculture and hunting.
- **Summer Solstice:** This festival celebrates the longest day of the year. Ceremonies usually involve Surtr, god of fire and war (especially amongst the Fire Giants), and Iallanis, goddess of the sun. Marriages tend to be conducted during this festival.
- **Autumn Solstice:** This festival marks the move from summer into autumn, and the harvest. As such, it was usually the time at which the Marketa Coast was expected to pay its tribute,

and cause for celebration by the Giant-Kin. Now it tends to mark the end of the raiding season.

Ceremonies usually give thanks to Stronmaus for the bounty received that year, although since tribute ceased flowing from the Marketa Coast this festival has not been so well celebrated.

Ogres: The ogres dwell in the south-eastern parts of the Domain, separate to the rest of the Giant-Kin who they owe fealty to. They worship Othea, wife of Annam, as the mother of the ogre race (with Vaprak). They do not openly worship Vaprak, the god of ogres, given his feud with the Giant-Kin pantheon. They also worship the giant pantheon generally. As such, they follow the Giant-Kin calendar in a general sense.

Humans (Hyperboria): The barbarians of Hyperboria use a simplified calendar of 12 months of 30 days each, plus four Festival days on each of the seasonal solstices. The months are named for the animals of the Oerth Zodiac in the same way as the nomads of the Flanaess (Tiger, Bear, etc). The barbarians do not have names for each day, instead at most referring to them as the numbered day of the relevant month.

Humans (Marketa Coast): The humans of the Marketa Coast use a calendar of 12 months of 28 days and 4 week-long festivals. The months and festivals are:

- Winter Solstice
 - Winter Dawn
 - Snowmelt
 - Flowering
- Spring Solstice
 - Planting
 - Flocktime
 - High Sun
- Summer Solstice
 - Reaping
 - Bountiful
 - Harvestmonth
- Autumn Solstice
 - Fading
 - Leaf Fall
 - Winter Dusk

The days of the week are named Firstday, Seconday, Thirdday Fourthday, Fifthday, Godsday and Restday.

Years are reckoned from the year of arrival from across the Sea of Hyperboria from what is now Darak Urtag, as the Marketan Calendar (MC). The year of landing was Year Zero, with the next year starting with the Winter Solstice Festival regarded as 1 MC. 1 MC is -73 Oeridian Reckoning (OR). Thus the current year is 1308 MC, being 1235 OR (Oeridian Reckoning) and 591 Common Year (CY) in the Flanaess.

Demi-humans: The demi-humans of the Jotnumheim coast use the elven calendar month names which are common across Oerik including the Flanaess (Diamondice, etc). The festival weeks are known as the Winter, Spring, Summer and Autumn Festivals respectively, and the halflings look for any excuse to have a celebration generally.

The demi-humans also use the Ravillan calendar, with the halflings' and dwarves' ancestors having brought it with them, and the gnomes having adopted it from them since their arrival. The Ravillan Calendar (RC) starts from when Correllon Larethian charged the gray elves with guarding the Abyssal gateways following the end of the Demon War in western Oerik. 1008 RC is 591 CY and thus 1308 MC.

Goliaths: The goliaths mark the passage of years, and name the months and days, similarly to the Giant-Kin. However, they celebrate week long festivals each solstice, and stage various competitions between themselves such as in athletics, long distance running, hunting, climbing, and so forth.

Gnolls: The gnolls of the Lasher tribe tend to mark the passage of years, and name the months and days, similarly to the Giant-Kin. They celebrate the winter and summer solstices by a blood sacrifice on Ramsblood Knoll. The autumn and spring solstices tend to be times of feasting if raids have been good.

Climate and Weather

The prevailing winds in the Sea of Hyperboria blow from the east. The Sea is swept by violent arctic storms. In the Jotnumheim Sea icebergs crowd its shoreline, but the Clashing Rocks permit passage between the seas.

It is impossible to produce sufficient crops from the northern tundra of Hyperboria, and on the coast the growing season is very short requiring diet to be supplemented by hunting and fishing. The climate



of Hyperborea is Subarctic on the coast (cool to mild temperatures and moderate precipitation in the summer, and very cold temperatures and very low precipitation in the winter), Arctic Tundra further inland (cold summers with low rainfall in summer, and very cold and dry in winter), and Arctic Icecap in the highlands and far north (very cold and low rainfall in summer, and very cold and dry in winter).

The climate of the northern Dragonspine mountains comprising the Domain is Subarctic (see above). Farming is difficult and limited, and grazing on mountain pasture challenging but possible.

The Marketa Coast is fertile, more so to the south as the climate grows cold as one moves north. The climate along the Marketa Coast is mainly Humid Continental (warm to hot temperatures in summer, with moderate rainfall; cold to very cold in the winter, with low to dry rainfall), becoming milder further south. It verges on Subarctic (see above) at the northern end. South of Harjvalt is essentially Mediterranean (hot and dry summers; mild winters with moderate rainfall).

The Jotnumheim coast area is dry and arid, with vegetation sparse and plains and grasslands predominant. The northern Brunlas Hills are Subarctic (see above), but southern part Humid Continental (see above). The area south from the Brunlas Hills to the southern edge of the Greystone Hills is Humid Continental. South of that is Mediterranean (see above), and further south it becomes Hot Desert (very hot and dry in summer; warm and dry in the winter).

CHAPTER 2: PEOPLES OF THE DOMAIN

The Domain of the Despotic Giant King and its surrounds contain a remarkable diversity of inhabitants, despite the inhospitable climate of the Dragonspine mountains. Giant-Kin dwell throughout the mountainous heights, whilst Ogres are more prevalent in the southeastern spur. The surrounding lands are more hospitable, for the most part, and home to various communities of humans and demi-humans.

Giant-Kin

Cloud Giants: Standing eighteen to twenty-four feet tall, with blue skin, silver hair, and blue eyes, they are typically dressed in loose robes accessorized with jewelry. In combat the typical cloud giant wears scale mail, and wields a morning star. They reside within an Apex Acropolis, obsessed with cultural refinements and seldom involving themselves in the political machinations of the Domain.

Fire Giants: Standing twelve to eighteen feet tall, with coal skin, fiery hair and ebony eyes, they are typically dressed in the finest leather and are exceptional blacksmiths. In combat they usually wear scorched banded mail, and wield a two-handed sword. They scheme within their Great Halls, striving to coordinate the pandemonium of the Giant-Kin.

Fomorian Giants: Standing thirteen to nineteen feet tall, with pale skin, black hair and red eyes, they are dressed in rags appearing both gruesome and grotesque. In combat they are cowards who claim the spoils. They hide within their Cruel Caverns, where they torment allies and captives alike.

Frost Giants: Standing fifteen to twenty-one feet tall, with ivory skin, snow hair and pale eyes, they dress in fashionable furs while sporting mustaches and beards. In combat they wear frosty chain mail and wield a battle axe. Isolated in their Glacial Rifts, they neglect the thralls.

Hill Giants: Standing ten to sixteen feet tall, with tan skin, brown hair and brown eyes. Dressed

in layered hides, to cover their slouching shoulders and thick limbs. In combat a thick branch serves as a wooden club. Hill Steadings enclose these ram-bunctious raiders, who harass the southern coastal communities and Celestial caravans.

Mountain Giants: Standing fourteen to twenty feet tall, with reddish skins, black hair, and black eyes. They typically dress in woolen fleece, but sport unkempt beards and pot bellies. In combat they favor spiked clubs, but are skilled at hurling boulders (+1 to hit). They reside content in the highlands, where they shepherd flocks of mountain sheep.

Stone Giants: Standing twelve to eighteen feet tall, with hairless slate skin and silver eyes. Dressed in woven tunics, they are lean and gaunt. In combat they wield chiseled stone clubs, and are highly skilled at hurling boulders (+2 to hit). Their Restful Ravines hide herds of mountain goats.

Verbeeg Giants: Standing eight to ten feet tall, with blotched skin, tangled hair and bulging eyes, they are malformed while dressed in tattered hides. In combat they employ looted shields and wield spears. Ruins have been transformed into lairs from which to raid the Celestial lands.

Ogres: Standing nine feet, with yellow skin, greasy hair and violet eyes they dress in bloody hides which emphasize their repellent and nasty appearances. In combat they wield crude maces. They conduct their raids via the Keystone and Haunted Hills.

Humans

The human tribes of Hyperboria and the Marketa Coast mean nothing to the Giant-Kin generally. To most of them they are all wretches, to be plundered or taken as slaves condemned to endless toil unless they escape. In which regard few succeed. Otherwise, the Giant-Kin simply don't pay attention to the humans. However, of late the supposedly servile humans have thrown off the Giant-Kin rule of the lowlands.

Oeridian: The inhabitants of Hyperboria and the Marketa Coast are of Oeridian origin. They feature olive to tanned skin with cold grey or brown eyes, brown and auburn hair, and are usually muscular and athletic.

The Hyperborians wear furs and leathers, suitable to survive in their harsh environment. Woollen garments purchased from Marketan or Baklunish merchants are a welcome luxury but practical item.

The Marketans are similar in dress in many ways to their fellow Oeridians in the Flanaess. They tend to wear short tunics and close-fitting trousers in the south, or long sleeved tunics in the north, tailored for ease of movement. They favor cloaks over capes, which are seen as less practical and more of a foreign affectation. Colors and patterns show tribal allegiance, with intricate woven or stitched patterns used.

Shaofeng: Inhabitants of the Celestial Empire of Shao Feng (also commonly called the Celestial Imperium) tend to sallow skin as well as warm brown eyes. They are renowned for impeccable decorum and dress in social situations. However, those coming to the Marketa Coast are more inclined to martial or mercantile purposes, and thus more utilitarian garb.

Demihumans

Dwarves: With long beards and steadfast loyalties, they seldom exceed four feet in height. They are usually clad in belted tunics with hooded leather mantles. Brooches, belts, rings and bracelets are prized possessions. Hill dwarves roam the Hykiss Hills, reduced to sundered status, where they survive as hunters and trappers. Meanwhile, escaped refugees now dwell on the Marketa Coast, having fled their servitude with the Fire Giants.

Elves: Known for their ethereal beauty and extreme longevity, they are commonly approximately five feet in height. Visitors to the Jotnumheim coast will tend to be from Ravilla. On the Marketa Coast elves are very rare, and will tend to be from eastern



Oerik. Albino snow elves are rumored to wander the white wastes of the Frozen Plains of Hyperboria.

Gnomes: Featuring prodigious noses and practical jokes, they stand some three feet tall with males usually wearing padded shirts with leather leggings. Gnomish matrons and maidens instead choose parkas. The rock gnomes of the Grotto of Gnunkke mine rubies within the Whitestone Hills. Elsewhere, the forest gnomes of the Grotto of Granitehome stand fast in the Hykiss Hills, contesting any incursions of gnolls from the Naresh plains or more recently the threat of the Frost Giants from the north across the Brunlas Plains

Svirfneblin: Similar in size and features to their surface cousins, they are more wiry and lean. Their skin is commonly dark in hue, usually brown or grey, with dark grey eyes. Males are usually bald and beardless, while females usually have grey hair. They commonly wear simple tunics and trousers in greys and browns, along with cloaks, the better to blend into their subterranean surroundings. They dwell in the Underdark beneath the Dragonspine mountains, trading at times with the Giant-Kin and their surface gnome cousins.

Halflings: These pleasant folk stand barely three feet tall, males sporting knee-britches and embroidered vests. Matrons and maids prefer blouses with long skirts. Hairfoots populate the Veldt, while Stouts reside in and around the Briarpatch Delving.

Goliaths: Comprising reclusive tribes with mottled skin, they stand seven to eight feet tall. They roam the isolated highlands of the Dragonspine mountains, scorning civilized societies and weaklings. Both sexes tend to wear utilitarian clothing made for ease of movement, comprising tunics, jackets and trousers of leather or furs.

Languages

Giant: The common language of the Giant-Kin and also those enslaved by them. Each of the types of giants also has their own dialect used amongst themselves that is only mostly comprehended by those who speak Giant. The ogres also speak their own tongue. Giant functions as a common tongue in the lands of the Domain.

Hyperborean (Oeridian): The tribes of Hyperboria and Marketa speak a language that is descended from Old Oeridian. It has developed various words and terms in their new lands which are difficult for an Old Oeridian speaker to understand, but speakers will be able to communicate at least simple concepts and requests. Many of the Iron Claws and Imperial Fleet have acquired fluency due to their dealings with the Marketans in recent years, adding to those Celestial merchants who had gained such over years of trading.

Shinyu: The mandated vernacular of the Celestial Imperium (See *Gazetteer: Celestial Imperium*). Linguists theorize the syntax suggests a conglomeration of tongues. Merchants and traders in Harjvalt are often fluent in this language from their dealings with the Celestial merchants. The fluency fades further up the Coast as the frequency in visits by Celestial trade ships decreases.

Baklunish: Traders and merchants travelling from Mur in the Gulf of Ghayar to Hyperboria speak the language of the Baklunish Basin. As a result, some of the Hyperborean barbarians can speak this language. The Baklunish also trade with the Celestial Imperium, so the language is not unknown there.

Common: This polyglot of Baklunish and Oeridian is not commonly known in the lands of the Domain. Traders and visitors from the Baklunish Basin and Flanaess to Hyperboria or the Marketa Coast will know it. Oeridian speakers of Hyperboria and the Marketa Coast will be able to understand some of what is said at best, unless they speak Baklunish as well which is rare.

Elvish: The demi-humans of the Jotnumheim coast speak Elvish as a shared language, given the origin of many from there and ongoing contact with the Ravillan wingships. Elsewhere it will be rarely known or spoken.



CHAPTER 3: OVERVIEW AND SOCIAL STRUCTURES

The Domain of the Giant King is a patchwork of personal fiefdoms vying for power and resources. Unfortunately, its giant overlords are as petty as they are fearsome, and relations have deteriorated into a series of petty vendettas. Elsewhere various peoples have their own customs and laws.

Giant-Kin

Cultured Overlords: The Cloud Giants have retreated into artistic inspiration, whilst the Mountain Giants provide the necessities. They suppress their internal vendettas via artistic recitals and elaborate banquets.

Frontier Overlords: The Frost Jarls are sea raiders of the Hyperboria and Jotnumheim Seas. The Pitch-Pine Forest is essential to the construction of the Drakkar, their sea raider long ships, which permits passage through the Clashing Rocks. Meanwhile the Hill Giants, Verbeeg Giants and ogres raid

the Celestial Imperium.

Giant Kings: The Fire Giants congregate around the hot springs located within the northeastern mountains. Fortunately their twin kings feud with each other after the death of the Despot. Ambition burns in them for the restoration of the Marketa Coast to their control.

Grotesque Overlords: The Fomorian are known to be treacherous and cowardly. Nowadays the Celestial Iron Claws (See *Gazetteer: Celestial Imperium*) safeguard the iron mines against them and stiffen the resolve of the Marketans. Accordingly their status has plummeted amid the Giant-Kin.

Mountain Giants: There was surprise amongst the Giant-Kin when these calm shepherds chose to ally themselves with the Cloud Giants, forming the Apex Alliance.

Stone Giants: They scorn violence and yearn for isolation. Conversations with the Mountain Giants have convinced these gentle giants to clandestinely support the aspirations of the Apex Alliance.

Ogres: Allied with the Hill Giants and Verbeeg Giants, they raided the Celestial Imperium after the loss of easy spoils from the Marketa Coast but revel in battle. They resent their use as shock troops to ease casualties on their allies, but excel when led and aided by giants personally in battle.

Humans

Hyperborea: Each of tribes of Hyperborea tend to be led by a tribal champion, advised by the Tribal Mothers. The tribes have their rivalries and feuds, but usually stick to their own ranges and do not encroach on each others' territory and resources. They will commonly trade, and the recent attacks of the Frost Giants have caused them to work and fight together.

Marketa Coast: Various Oeridian tribes populate the coastline, centered on their six major towns. Each tribal domain is governed by a tribal council based in each main settlement comprising the heads of the various prominent families of each tribe, usually led by an elected chief. Some elders, priests, guild leaders, sages and wizards are included in councils. The tribes are relatively egalitarian and meritocratic.

Generally skilled trades are taught via apprenticeships, and often remain in families. In the large towns guilds have developed for skilled and important trades and professions.

The tribes will war over boundaries and resources from time to time, but the constant threat of the Giant-Kin has kept them loosely aligned and allied over their history. The arrival of the Iron Claws from the Celestial Imperium, and sundered dwarves escaping servitude with the Fire Giants, has challenged that status quo bringing both new opportunities and challenges.

Demi-humans

Gnomes: The forest gnomes of the Hykiss Hills are clannish and united by family ties, ruled by a council of elders that is heavily matriarchal. They are warm friends but fierce foes.

The rock gnomes of the Whitestone Hills are more meritocratic, ruled by an oligarchy chosen on merit. Those oligarchs tend to be mechanics or wizards, respected for their technical abilities irrespective of gender or age. These gnomes tend to be more insular but commercial, their skills honed over a long time residing alongside the Fire Giants who they have developed a strong mercantile relationship with.

Dwarves: The dwarves of the Brunlas Hills were united by clan, and ruled by a council of guild mas-

ters lead by a Clan-lord. However, with the main clan hold surrendering to the Despot this system collapsed.

A reduced version survived in the small clan hold that recently fell to the Frost Giant Alfing and his band. A remnant of that hold, comprising mainly women and children, escaped to the Grotto of Granitehome where they are led by the remaining elders and strongest personalities.

Amongst the indentured dwarves taken by the Fire Giants, the previous clans and guilds stubbornly held to their customs and rules to the extent possible as a means of resistance. With their escape to the Marketa Coast those customs and rules have been renewed, as the dwarves attempt to reestablish themselves in a new land.

Halflings: The halflings of the Jotnumheim Coast organize themselves socially by family, and community is reinforced by their widespread use of elections. From rat catcher to mayor or sheriff, the halflings come together to elect their officials regularly.

The halflings are of a tougher and more hard-nosed sort than in many other regions of Oerik, having had to survive and fight off the threat of Giant-Kin and gnolls. In many ways they have come to resemble their allies, the experienced gnome hill fighters of the Hykiss Hills.

Goliaths: The small tribes of goliaths scattered throughout the Dragonspine mountains operate in their usual ways. Surviving amongst the Giant-Kin provides the challenges they thrive on, and they relish their environment.

Legal System

Giant-Kin: The Giant-Kin control their territories via ancient customs, which vary according to each giant tribe. While the Cultural Overlords strive to encourage cooperation, the Grotesque Overlords eagerly pounce on a weakened rival.

Hyperborean Barbarians: Amongst the barbarians legal matters are usually ruled on by the Tribal Mothers, keepers of the laws and customs of the tribes.

Marketa Coast: The tribes have developed extensive customary laws over the past millenia since they arrived. Legal matters are usually presided over by a priest of appropriate deity, typically Mother Alia



(Stern Alia), Heiron (Heironeous), or Sol (Pelor). The use of a jury of peers is also common.

Demi-humans: Similarly to the Marketans, amongst the demi-humans on the Jotnumheim coast legal matters will tend to be presided over by a priest of a relevant deity and often involve a jury of peers (especially for the halfings).

Crime and Punishment

Punishments are meted out by Giant-Kin rulers through trials by ordeal, whereby the criminal must overcome an arduous task. The temperament of the

Giant-Kin affects heavily the actual terms of the task and punishment.

The gnolls take a similar approach to punishment as the Giant-Kin.

The Marketans and demi-humans all have well developed legal systems and laws dealing with crime and punishment. Fines and forced labor feature for some. Exile can be a sentence for serious crimes, with execution reserved for capital crimes.

The goliaths tend to deal with matters by trial by combat or contest, with exile being the punishment for more serious crimes.



Spells and Magic

The Giant-Kin lack the perseverance to truly excel in any form of arcane magic requiring study. They have various shamans and priests of their gods, but they tend to be practically minded and not devout such that it plays only a small part in everyday life. Their inherent abilities suffice to terrorize enemies and underlings. Any magical items are usually obtained from spoils.

Among the ogres there are rare individuals that have aptitude in the arcane arts: the ogre magi. These magi usually dwell alone in the hills but are accorded great respect, and consulted by the tribal chiefs. They will also assist in raids and endeavors for suitable reward or spoils (especially magical items). They will take and train a suitably talented apprentice when they are identified, to ensure their arcane skills are passed on.

Amongst the Hyperborean barbarians the prayers of the shamans and druids channel divine magic, but there is little time or ability to study arcane magic and such knowledge was lost centuries ago as part of the struggle to survive in their harsh land. Warlocks and sorcerers occasionally occur, but the Tribal Mothers will be suspicious of and scrutinize the source of their powers to prevent any threat to the tribes.

The tribes of the Marketa Coast brought their gods and the study of arcane magic with them. Temples and priests are common in more settled areas, but on the wilder fringes druids and even shamans of the nature gods are more common. The Magii of the Marketa are a loose association of wizards and arcane magic wielders that tend to be found in the towns. However, more solitary mages can be found studying on the fringes away from the civilized coast. Arcane magic is usually taught by a process of apprenticeship, with there being no formal magic colleges or universities on the Marketa Coast.

The Celestial Imperium has brought their own arcane and divine magic casters with them, who for now respect the locals and do not patronize or proselytize.

Arcane spell casting ability and thus study amongst the halflings is rare, meaning any such casters are usually self-taught prodigies. Divine magic is more common, with various priests and druids

operating throughout their communities. Temples are small and churches local, with very little hierarchy. Martial deities like Arvoreen and Yondalla are popular given the constant need for vigilance and defense against the gnolls (and Giant-Kin), along with Charmalaine. Ehlonna is also highly popular, especially amongst rangers.

Arcane magic is rare and suspect amongst the dwarves. However, priests are highly respected and valued, and worship of the dwarven deities continued during the sundered dwarves' servitude to the Despot. Clangeddin Silverbeard is especially popular as the "Father of Battle". Gendwar Argrim also gained many adherents during the century of servitude.

Arcane magic is well respected and studied amongst the gnomes of both coasts, especially the art of illusion in the usual way for gnomes. Among the gnomes of the Whitestone Hills they have a focus on mechanical and animated tools and objects, and the manufacture of same. They also well respect ability in fire focused spells given their trade with the Fire Giants. In the Grotto of Granitehome the bravery of the bearded dwarven newcomers increases interest in the art of illusion among the gnomes, eager to follow their example in fighting the Giant-Kin in their own ways.

The gnolls of Naresh have no real interest in the arcane arts, but feature many priests and shamans of Yeenoghu, Erthynul and various demon lords. Warlocks serving demon lords in return for arcane power are not unknown. Interbreeding between gnolls and demons has also been known to produce sorcerous powers in the progeny.

Slavery

This practice thrives within the Domain of the Despotic Giant King, except amongst the more enlightened tribes like the Cloud and Mountain Giants. Slaves are not bred but rather captured in raids. Consequently, the enslaved are treated with cruel indifference.

Elsewhere slavery is looked on as barbarism, emblematic as it is of the cruelty of the Giant-Kin and gnolls.

CHAPTER 4: GOVERNMENT AND POLITICS

The Giant-Kin respect strength and the treasure hoards, but also strive for sophistication. In the surrounds of the Domain, variety thrives.

The Fire Giant King

The Fire Giant King Despot ruled all the Domain for over a century. Following his death, the Domain has fallen again into feuding fiefdoms. Many aspire to his power again, but a ruler of his skill and charisma had not been seen amongst the Giant-Kin before and may never be seen again.

Giant-Kin Factions

Apex Alliance: The Cloud Giants and Mountain Giants strive to spread enlightenment. They pursue a beneficial relationship with humanity, whilst their Giant-Kin rivals repudiate their lack of aggression.

Blazing Brotherhood: The Fire Giants now scheme to restore influence within the Marketa Coast via attrition rather than brute force. They mock the idealism of the Apex Alliance, while being suspicious of the seafaring aspirations of the Frozen Fellowship.

Frozen Fellowship: The Frost Giants aspire to the conquest of an arctic empire in Hyperboria, that can provide timber and furs of the hoar fox. Their Drakkars, or sea raider long ships, brave the Clashing Rocks to sail the Jotnumheim Sea. Voyages to Fireland are undertaken to acquire diamonds, which are hoarded in the hope of enticing the Gnomes of Gnunkke to establish an enclave in Hyperboria.

Foothill Raiders: The Fomorian, Hill Giants, Verbeeg Giants and Ogres previously worked together to take tribute from the Marketa Coast, and raid the Celestial Imperium. The Fomorian are now out of favor, after the Marketa Coast threw off the Giant-Kin yoke, but raids continue on the Celestials.



Foreign Relations

The Marketans withstood the wrath of the Giant-Kin after the death of the Despot, ceasing paying tribute, until the arrival of the Imperial Iron Claws (See *Gazetteer: Celestial Imperium*).

The barbarian tribes of Hyperboria, rallied by their Tribal Mothers, resist the Frost Giants. Elsewhere Elven Wingships sink Drakkars (Frost Giant long ships) that venture southwards from the Jotnumheim Sea into the Myare Mysticum en route to Fireland.

The Apex Alliance has established a trade outpost within a ruin, Awilam, that barter fleece with the halflings of the Veldt and gnomes of the Hykiss Hills. Gnolls from Naresh purchase slaves from the Giant-Kin that take them.

Meanwhile dragons converge at the Stone Circle of Ethar Ardul, which is best not to investigate ... and tales are told of fierce dragon humanoid warriors that guard the surrounding lands.

Taxes and Tithes

The inhabitants and rulers of the Domain lack the cohesion to raise or collect tax. The Cloud Giants posit tribute tithes as a system. Meanwhile the Giant-Kin seize whatever spoils that can be claimed.

The barbarians of Hyperboria have no taxes or even real need for money apart from dealing with outsiders.

The tribes of the Marketa Coast pay taxes to their tribal leaders or councils, and tithes to their churches in more settled areas.

The demi-humans of the Jotnumheim coast are similar to the Marketans, in contributing taxes and tithes for local community needs.

CHAPTER 5: RELIGION

The Domain lacks the formal places of worship seen elsewhere, and instead impressive natural locations are considered sacred sites. Mountain peaks, glacial rifts, isolated monoliths, and hot springs serve as sacred sites. In the surrounds, each race worships their pantheons and finds their own revered locations.

Giant Pantheon

Primal strength is the central tenet of the Giant-Kin pantheon and ethos. Giantess shamans praise an individual patron that exemplifies the inherent abilities of their Giant-Kin.

The Domain's cold climate inspires enslaved humans, struggling to withstand hardship, to worship the Giant-Kin pantheon at times.

Totemism

Hyperboria features arctic totemic druids (See *Druid Handbook*). The Tundra Circle of the Dark Fir Grove in Hyperboria is led by Tribal Mothers who can shape-change into a sacred animal.

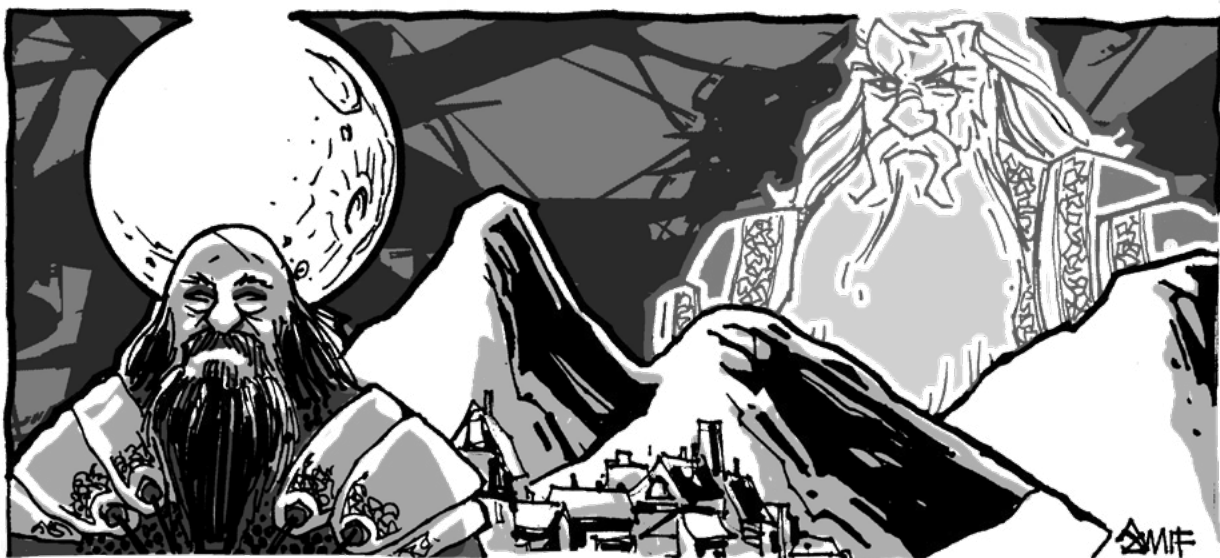
Meanwhile the druids of the Marketa Coast can transform into their own sacred animals, which include the bear, wolf, dolphin, reindeer and walrus.

Oeridian Pantheon

Shamans in Hyperboria lead worship of the Oeridian Velaeri agricultural gods (Velnius, Atroa, Sotillion, Wenta and Telchur), especially Telchur, where the focus is on their primal and weather aspects. Procan is also worshipped as god of the sea.

The original Oeridian pantheon is followed amongst the Marketans, with the main deities worshipped being Bleredd (especially in Harjvalt, given its iron mines), the Velaeri agricultural gods (especially Telchur in the north), Fharlanghan, Lirr, Olidammara, Procan and Sol. Pholtus is not known, with Sol (an aspect of Pelor) being the god of the sun. Procan is especially popular amongst sailors and fisherfolk, and his priests are widely respected for their ability to control the tempestuous ocean and storms, and fight in maritime battles. Zilchus is worshipped among merchants. Worship of Kurell exists as a small cult amongst those of evil or criminal intent.

Mother Alia (Stern Alia) is widely worshipped amongst women, and regarded as the mother goddess in charge of the entire pantheon. Her three sons are known as the Sons of Battle: Heiron Alia (Heironeous), Straht Alia (Stratis) and Hext Alia (Hextor). Heiron tends to be followed by warriors sworn to a code of honor. Straht (in his CN aspect) is more favored amongst berzerkers and those glorying in battle itself. But that worship has stalled as his priests found in recent years their prayers are not answered (given his death that sparked the Godwar five years ago in the west). Hext is followed by those



who value strength and power, and believe the ends justify the means. With the hard times of paying tribute to the Giant-Kin, and then warfare following the Despot's death, his creed has won support amongst some. There is no open conflict between followers of Heiron and Hext (as in the Flanaess), as both work together to fight the Giant-Kin, and it is more a difference of philosophies and ethics (that can come to blows at times: like brothers).

Worship of Erythnul is unknown, and he is reviled as a god of humanoids including the gnolls of Naresh.

Worship of Beory also occurs, fostered by totemic druids who are similar to the Tribal Mothers of the barbarians of Hyperborea. Their sacred animals tend to be the bear, wolf, dolphin, reindeer or walrus, all found on the Marketa Coast.

Minor Faiths

The worship of Ancestral Servants has followed in the wake of the Irons Claws and Imperial Fleet coming to the Marketa Coast (See *Gazetteer: Celestial Imperium*). However, conversion of the coastal communities is difficult as they maintain their worship of their Oeridian gods.

Demi-Humans

The dwarves, gnomes and halflings all worship their own pantheons in their homelands. Martial deities tend to have strong followings due to the constant battles with gnolls and the Giant-Kin.

The goliaths pay tribute to the Ram-Lord, Kava-ki, as their creator. They hold the giant rams of the mountains to be sacred, and hunt down Giant-Kin or anyone else that might hunt them.

Gnolls

The gnolls worship Yeenoghu, and conduct blood sacrifices to him. They revile Baphomet, Yeenoghu's former ally in the Demon War whose followers the Minotaurs subsequently warred on the gnolls. Some gnolls also pay tribute to Erthynul as a god of war, or demon lords.

CHAPTER 6: COMMERCE

Incessant feuds make barter haphazard in the Domain, although the northlands possess luxuries worth the risk.

Political authority changes on a whim among the Giant-Kin. The Apex Alliance extends a hand to the surrounding realms - a small beginning it is true. The Mountain Giants have converted a ruin into a trade nexus at Awilam. Fleeces are bartered with the Hairfoot homesteaders of the Veldt in exchange for sacks of grain, whilst mushrooms are obtained from the Stouts of the Heather Hills.

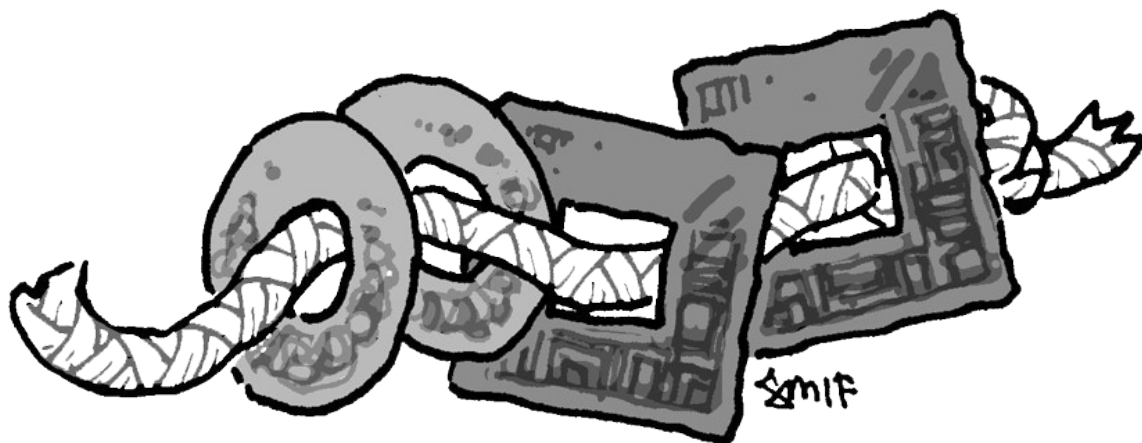
Lately, spoils have been scarce as the Fomorian Giants quarrel amongst themselves. Hill Giants and Verbeeg Giants step into the breach, but pickings are slim.

Furs and ivory are bartered by the Giant-Kin to the southern realms, onto the aristocrats of the Celestial Imperium. In return, finished goods travel towards this mountainous Domain. Slaves are sent southwards to the gnolls of Naresh, but what happens then...

Resources and Trade

While the Domain of the Despotic Giant King is rich in metals and gems, it lacks foodstuff resources. Its high altitudes, rocky ground and low temperatures make farming difficult, as well as the Giant-Kin not being inclined to such pursuits. Some tribes use slaves to farm what limited high pasture they can use. Many giants shepherd sheep and goats, including of the giant kind. Herding and hunting prevent starvation. Tribute from the Marketa Coast brought a level of prosperity never before enjoyed by the Giant-Kin, and a population boom, but that era has ended and the Giant-Kin must now adapt.

The Marketa Coast supports crops and herding throughout its length. Sorghum, okra, millet, maize, oats, barley and wheat can all be grown. Grapes are grown in the southern parts, both for eating and wine. Sheep and goats are widely herded. Native deer of many types have long been hunted. Cows and horses are raised, but those herds were denuded during the



years of tribute, and are now being replenished.

The barbarians of Hyperboria hunt (subject to tribal animal taboos) birds, deer, seals, walrus, polar bears, and fish. They harvest shellfish, berries, root and leaf vegetables, bird eggs, and the wild rye that grows in the summer along the coast.

Conflict arises over timber rights in the Pitch-Pine Forest. Chillgard and Ice Crag Keep, along with the Glacial Floe River, stymie the aspirations of a Frost Giant arctic empire in Hyperboria. The furs of Hoar Foxes, culled from the Frozen Plains, can be gathered by those willing to risk the Cryohydras.

Deployment of the Iron Claws on the Marketa Coast frustrates the Giant-Kin, especially for control of the Marketan iron mines. The tribute that was previously provided and allowed the Domain to prosper has now been cut off.

The Fomorian, Hill and Verbeeg Giants all stage southern raids into the Celestial Imperium to replenish the tribute shortfall.

Mariners risk the Sea of Hyperboria to travel from the Gulf of Ghayar to Bountiful Bay for the trade in seal skins and walrus tusks, which fetch good prices at home (See *Gazetteer: Gulf of Ghayar*).

Merchants travel north by ship from the Celestial Imperium to the Marketa Coast to trade Celestial goods for iron, ivory and foodstuffs. In turn the Marketans travel north to Hyperboria to trade more civilized goods with the barbarians for skins and ivory.

Orcish corsairs have begun to appear off the coast of Hyperboria from across the Sea of Hyperboria, which stirs ancient Oeridian hatred of humanoids

that drove them from their homeland.

Ravillan Wingships regularly visit the Jotnumheim coast to check on their former charges and colonists, and trade for refined metals and preserved foodstuffs.

The gnolls of Naresh trade slaves for copper with the Giant-Kin of the mountains.

Transport and Travel

The Giant-Kin utilize hand sleds, a viable alternative because of their natural strength. Ogres heft spoils in a simple sack. Exceptional stamina enables the Giant-Kin to withstand the rigors of travel better than the puny humans. The Domain is criss-crossed by mountain paths and tracks, but no real roads. Trusting giant made rope bridges tests the bravest traveller.

The Frost Giants sail west across the Jotnumheim Sea in their drakkars, their incursions in the Sea of Hyperboria curtailed by the Celestial Imperial Fleet.

None of the demi-humans of the Jotnumheim coast, or the gnolls, sail or explore by sea. Roads are dirt packed, and all but the gnolls use wagons and ponies to transport goods.

The barbarians of Hyperboria use dog sleds during the winter months to travel and transport goods. Kayaks and coracles are the limit of their ocean going. The snow elves are rumored to travel the icy wastes of the north on ice ships.

The Marketa Coast is cross crossed by dirt roads connecting their farms, villages and towns. The only paved roads will be found in the largest towns, although the Iron Claws have made noises about

building such roads to assist in quicker troop movements. Horses and wagons are common. The Marketans sail the coast in longships, drakkars, knarrs, coasters and even some cogs. However, the Celestial ships exceed them for technology and size. Coracles and keelboats are used on the rivers running down to the coast.

Domain Currency and Coinage

Standardized scale coins are acquired by the Giant-Kin through spoils. However, the Cloud Giants mint the silver lyre (sp) and copper fleece (cp).

The Cloud Giant coins are accepted and used in the lands surrounding the Domain, as their weight and quality is true.

The Marketan tribes mint their own coins in the main towns, especially Harjvalt. Gold dragons (gp) are rare and usually used only for large transactions. Silver helms (sp) are the more commonly used coinage along with copper wheels (cp). Platinum and electrum coins are exotic and usually only seen in ingots. Iron bits are also used as a minor coinage (worth 1/10cp).

Celestial Imperium coinage is only seen in towns or by merchants dealing with the Iron Claws, Celestial Fleet or merchants. Paper money is rarely accepted by Marketans except in the larger towns with permanent Celestial populations who will accept it in turn.

Foreign coinage is used in Hyperboria but only to further trade with foreign merchants, as barter is the main form of mercantile transaction between and within tribes.

The Jotnumheim coast demi-humans mint their own coins in the usual types, but also accept and use Ravillan currency received when trading with the wingships. The Whitestone Hills gnomes also use Cloud Giant and Marketan coinage.

The Naresh gnolls will pay and receive payment in foreign currencies, minting none of their own, but prefer to barter goods and commodities when trading especially in slaves with the Giant-Kin.

CHAPTER 7: GAZETTEER OF THE DOMAIN

Endlessly shifting on the whims of the machinations by its inhabitants. Desire to achieve prominence flares no less among its allies as its enemies.

This section details the inhabitants within the boundaries of the Domain of the Despotic Giant King. It must be recognized that the information provided cannot be considered wholly accurate. Rumors abound concerning the Giant-Kin and their ogre allies, thus information must be considered untrustworthy.

These entries use the 2nd Edition statistical structure as well as the roster found within the *Living*

Table 1: Abbreviations

Alignment

C=Chaotic
E=Evil
G=Good
L=Lawful
N=Neutral
()=Tendencies

Classes

Ari=Aristocrat
Brd=Bard
Clr=Cleric
Drd=Druid
Ftr=Fighter
Mnk=Monk
Pal=Paladin
Psi=Psionicist
Rgr=Ranger
Rog=Thief
Wiz=Mage

Table 2: Monetary

Coinage Exchange (1 pp = 10 gp = 20 ep = 100 sp = 1,000 cp)

Gems: I (10 gp), II (50 gp), III (100-500 gp), IV (1,000 gp)

Table 3: Population Figures

Dwarven Mine	100-1000
Gnome Rock Grotto	40-400
Dorf	0-20
Thorp	20-60
Village	60-200
Small Town	200-2000
Large Town	2000-5000
Small City	5000-10000
Large City	10000-25000
Metropolis	25000+

Greyhawk Gazetteer. However, the additions to the class roster include the Barbarian, *Complete Handbook Series*, Fighter Kit.

Domain of the Giant King



Proper Name: Domain of the Despotic Giant King

Heraldry: Iron Crown on a Brown Field

Ruler: None. Various rival Giant-Kin Overlords and Kings.

Government: Overlords rule over various fiefdoms

Capital: None (previously Usata)

Major Species: Giant-Kin (Cloud, Fire, Fomorian, Frost, Hill, Mountain, Stone, Verbeeg), and Ogres

Resources: Giant Livestock (goats and sheep), Luxuries (furs and ivory), Gems IV (raw rubies),

slaves and plunder (tribute)

Coinage: Silver Lyre (sp), Copper Fleece (cp)

Population: 137,500 (Giants 89%, Ogres 9%, Other (slaves) 2%)

Languages: Giant-Kin Dialects and Ogre

Alignments: NE*, LE, CE, CN, N

Religions: Giant Pantheon and Ogre Deities

Allies: Gnolls of Naresh (sometimes)

Enemies: Barbarians of Hyperboria, Marketa Coast, Celestial Imperium, Elven Imperium of Ravilia.

The giants were defeated in an ancient war with the dragons. Some remnants of the Giant-Kin retreated to the northern Dragonspine mountains. Others fled to a remote vale - the Storm Vale (See *Gazetteer*; *Gulf of Ghayar*) or the Flanaess. In the northern Dragonspires they carved out their own fiefs, and fell to feuding between themselves - brooding and bickering over past glories and defeats.

The Giant-Kin tells legends of a falling out with the Storm Giants, who left to live in the Storm Vale and broke the land to create the Strait of Ahnzhu to prevent pursuit. Sages scoff at this tale, and the suggestion of Giant-Kin wielding such arcane power.

The surrounding lands of the Domain were harsh and sparsely populated. Those who dwelt there learned to stay away from the lands of the Giant-Kin, or suffer their forays for pillage and loot. Internal rivalries made coordination between them unlikely. The inhabitants hurl stones like catapults, after all.

Over a millenia ago Oeridians arriving on the Marketan Coast and Hyperboria penetrated the Giant-Kin isolation. Those on the Marketa Coast spread and prospered, and provided an extra target for Giant-Kin sport. However, the warrior traditions of the Oeridians stood them in good stead as they were able to fight off the disorganized and sporadic raids. The Celestial Imperium in the south also provided targets for plunder.

Just over 100 years ago Krektheus emerged as the Fire Giant King, and then cowed or coaxed the other giants into unifying under his reign. They marched on Marketa, subjugating it under threat of destruction, forcing them to pay tribute and allowing the Giant-Kin to prosper with the newly won resources. Krektheus even indentured a clan of dwarves from the Brunlas Hills to strengthen his power. Under his rule their lands became known as the Domain of the Despotic Giant King.

But Krektheus was killed only a few years ago when the dwarves rebelled, fleeing to the Marketa Coast. The Domain fell apart again into feuding fiefdoms. The demise of the Despot ignited a succession crisis as his twin sons, Mawezelgun and Ososur, contest the Iron Crown. This allowed the Apex Alliance to usurp the agenda of the Giant-Kin. Distracted, the treacherous Fomorian and sly Hill Giants look elsewhere than the Iron Hall for direction.

The Fire Giants amongst others pillaged and looted the Marketa Coast, giving the tribes there no choice but to fight back and cease paying tribute. The Giant-Kin no longer had the unity that had previously allowed them to subjugate the Marketans.

The arrival of the Imperial Iron Claws and Fleet on the Marketa Coast tipped the balance against the Giant-Kin. The campaign was brutal, but successful, and the Giant-Kin were driven back into the mountains.

The Domain is now ruled by various Overlords that squabble between themselves in between keeping their own unruly subjects in line, and seeking tribute or plunder from neighboring lands.

A number of rivalries and conflicts afflict the Domain:

Various overlords and kings that aspire to the crown.

The clash between rival twin brother Fire Giant kings.

The feud between Fire Giants and Frost Giants.

Internal rivalries within the Frost Giants, and competing agendas to expand into Hyperboria or Fireland.

A falling out between the Fomorian and the Hill Giants, and the Hill Giants now being more aggressive in the south with the Verbeeg and Ogres, risking Celestial attention.

Cloud Overlord Ranebelluth the Orator

Faction: Apex Alliance

Symbol: None

Population: Varies

Rulership: None

Capital: None

Major Towns: None; His artistic entourage roams the Domain.

Coinage: Silver Lyre (sp), Copper Fleece (cp)

Resources: Hospitality and Recital Gifts

Religious Patron: Memnor

Allies: Giant-Kin

Rivals: Fire Giants (mistrusted)

Cost Multiplier: 1000%

Cloud Overlord Ranebelluth roams all over the Domain of the Giant King. Adored by the Giant-Kin generally for the entertainment he brings, he is welcomed with festive feasts and generous gifts.

He regales the Frost Jarls with his composition "Generous Jarl". A Fire Giant King, whom shall remain nameless, proved less than hospitable for his visits. Alas, artists are seldom appreciated.

A hodgepodge of Giant-Kin trail him, known as the *Rowdies of Ranebelluth*. Such popularity is both a blessing and a curse, but the mixed composition of his entourage unnerves the individual overlords.

He is convinced the intervention of the Celestial Imperium in the north threatens the Giant-Kin. Who better than he to claim the crown.

Beyond the Capital

His entourage roams throughout the Domain. Poetry recitals are wildly popular among the Giant-Kin. The Fire Kings have nagging misgivings about the artistic upheaval he causes.

Locations and Settlements

No lavish acropolis precariously perched on a mountain peak for him. The *Rowdies of Ranebelluth* brawl with detractors who repudiate his colossal talent, especially the *Sweethearts of Tulun*.

Personalities

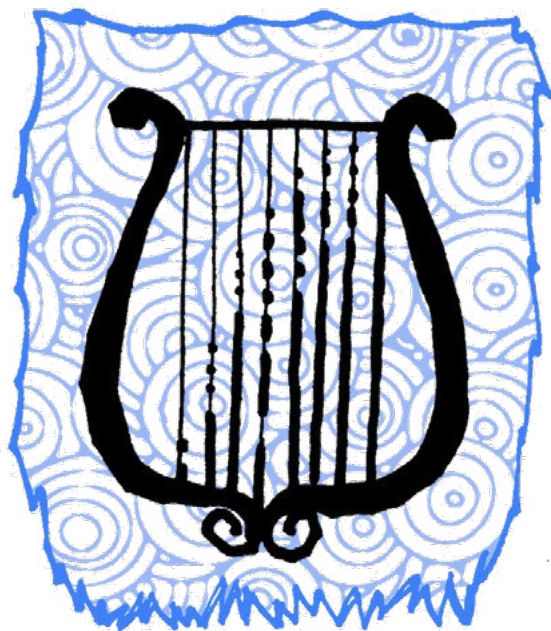
Ranebelluth the Poet: HD 16; AL NE (LE). The intervention of the Imperials on the Marketa Coast infuriates him. Let us stretch forth and clasp hands with the Storm Siblings, he advocates. *Scale Mail*, *morningstar* (6d4+11), *bronze armband* (minor globe of invulnerability, single spell).

(Cloud) Giantess Tirrus: HD 16; AL NE (N). A homely cloud giantess Shaman (Clr4) of Memnor. The paramour of Ranebelluth, she wishes the Orator would concentrate on his latest compositions. *Oranaisal* is a romantic rival. *Boulders* (2d12), *bronze necklace*.

(Cloud) **Giantess Oranaishal**: HD 16; AL NE (LE).

Fan of the Poet, this *Shaman* (Clr2) of Memnor inflames his ego. She wishes the Frost Giant aspirations for an arctic empire to fail, instead desiring a southern accord with the Gnolls of Naresh. *Boulders* (2d12), *bronze pin*.

Cloud Overlord Tulun the Lyricist



Faction: Apex Alliance

Symbol: Black Harp on White Fleece

Population: 21,400

Rulership: Medium (Tarkad); Low (Elsewhere)

Capital: Tarkad (5,100)

Major Towns: None. Population spread as highland crofters

Coinage: Silver Lyre (sp), Copper Fleece (cp)

Resources: Foodstuffs (grain), Tribute (bronze)

Religious Patron: Memnor

Allies: Cloud Giants and Mountain Giants

Rivals: Fire Giants

Cost Multiplier: 700%

Cloud Overlord Tulun's territories lie in the central highlands of the Domain. Fields of winter wheat sustain its inhabitants. He is determined to resolve the petty vendettas that cripple the Giant-Kin.

The openness of the Apex Alliance is preferred to the authoritarianism of the Fire Kings. A cultural renaissance, a break with violence, and trade rather than tribute, should be pursued.

Highlanders have full bellies and its crofters are content, while the Fire-Frost Feud continues to simmer. An acropolis, a compact construction, provides an amphitheater which covers most of the mountain top in Tarkad.

Beyond the Capital

Servants watch the winding narrow mountain trails. Landslides have been arranged to close them. Smitten maidens, the *Sweethearts of Tulun*, routinely breach the ornate gates of the acropolis.

Locations and Settlements

Acropolis Tarkad: Small Walled City of 5,100. Situated within the highlands. An Amphitheater perches on a mountain top like a crown. Its incredible acoustics and unparalleled vistas ensure an unforgettable experience, but its construction remains a mystery.

Personalities

Cultural Overlord Tulun: HD 16; AL NG (CG). Lyricist of the Apex Alliance. Obsessively labors on a collaborative magnum opus with Ranebelluth, the surprise soloist, for the performance of a lifetime. *Scale Mail*, *morningstar* (6d4+11), *lyre of building*.

(Cloud) **Giant Ulsaikad**: HD 16; AL NG (LG). Personal valet to, and extremely protective, of Tulun. Doubts the muse will halt the bitter rivalry between the *Rowdies* and *Sweethearts*. Overjoyed by the landmark event of the amphitheater. *Boulders* (2d12), *bronze belt*.

Fire King Mawezelgun

Faction: Blazing Brotherhood

Symbol: Red Hell Hound on Blackened Iron

Population: 25,400

Rulership: High (Usata); Low (Elsewhere)

Capital: Usata (12,400)

Major Towns: None. Foothill forges in settlements.

Coinage: Silver Lyre (sp), Copper Fleece (cp)

Household Companions: Hell Hounds

Resources: Metalwork, Gems IV (rubies)

Religious Patron: Surtr

Allies: Eyes of the Ruby, Grotto of Gnunkke

Rivals: Fire Giant Rebels, Marketa Coast, Sundered



Dwarves and Iron Claws

Cost Multiplier: 800%

Fire King Mawezelgun's territories lie in the inland part of the eastern mountains of the Domain. Concentrated around natural hot springs, settlements lessen further north as the cold worsens. He rules a fiery realm, and is involved in subverting the Marketa Coast.

He is involved in an ongoing feud with his twin brother, Fire King Ososur of the northern coastal lands, that has split the loyalties of the Fire Giant clans between his Loyalists and Ososur's Rebel followers which include the neglected Clashing Rocks clans.

He receives the submission of several Fire clans, who are members of the Blazing Brotherhood, and also has the services of the *Eyes of the Ruby* spy network established by the Despot.

He hopes the patronage of the Giant-Kin will restore prominence, while others turn traitor to earn rubies from the Grotto of Gnunkke.

The Burning Furnace (See *Technological Advances*) currently contains nothing but ashes, as its tinker technicians have refused to reignite it until the sibling squabble is resolved and their treatment improves. Further, supplies of iron and timber have been cut off from the coastal areas due to the sibling feud.

The Iron Brothers (See *Martial Forces*) serve as the household troops of the Royal Iron Hall. Its kennels contain hell hounds, whose fiery breath is said to be valuable in these northern climes.

Beyond the Capital

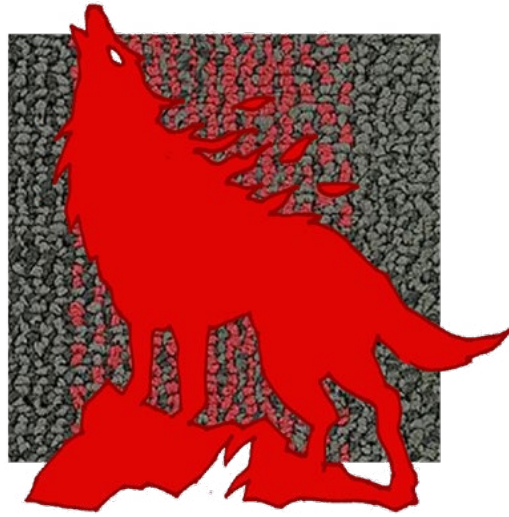
Under his rule the Fire Giants adhere to a strict regime, and infractions bring swift reprisals. Climate necessitates harsh measures, and residents huddle around their communal forges to survive the winter storms.

Locations and Settlements

Fortress Usata: Large Walled City of 12,400. Its Royal Iron Hall is the residence of the Fire King Mawezelgun. Few visitors enter its blackened iron gates, and fewer exit, as paranoia runs rampant. The Burning Furnace is extinguished, as the coastal iron and arctic timber shipments have ceased.

Personalities

Fire King Mawezelgun: HD 15+2; AL LE (CE).



Considered weak, but banks his fiery temper. Strives to subvert the coastal communities, especially Kaalkyal. *Banded Mail, Two-Handed Sword +1, flame tongue (2d10+10).*

(Fire) Giant Ezelgas: HD 15+2; AL LE (LN). Commands the Iron Brothers in the Royal Iron Hall, whose weathered watchtowers still remain garrisoned. Counsels Mawezelgun to reignite the Burning Furnace (See *Technological Advances*). *Banded Mail, Two-Handed Sword, non-magical+1 (2d10+10), gloves of missile snaring.*

(Fire) Giant Surullu: HD 15+2, AL LE (NE). Leads his Fire clans. He craves combat, but refuses to march north. Instead he raids the coastal ruins, but they have been picked clean. Considers a march on Usata to petition the Fire King. *Boulders (2d10).*

(Fire) Giantess Umara: HD 15+2, AL LE (CE). Consort to King Mawezelgun, a *Shaman (Cmr4)* of *Surtr*, whose heated arguments often escalate into violence. Considers fleeing to her consort's rebellious twin with a stolen ancient ring to ease the trek. *Boulders (2d10), iron ring of warmth (effectiveness 50%).*

Fire King Ososur

Faction: Blazing Brotherhood

Symbol: Black Hell Hound on Rusted Iron

Population: 17,100

Rulership: Medium (Nanidiluth); Very Low (Elsewhere)

Capital: Nanidiluth (4,600)

Major Towns: None. Foothill forges in settlements.

Coinage: Silver Lyre (sp), Copper Fleece (cp)



Household Companions: Hell Hounds

Resources: Metalwork, Gems IV (rubies)

Religious Patron: Surtr

Allies: Grotto of Gnunkke

Rivals: Fire Giant Loyalists and Frost Giants

Cost Multiplier: 900%

Fire King Ososur's territories lie in the north-eastern mountains of the Domain, including the Clashing Rocks coast. The Fire-Frost Feud forged the Clashing Rocks clans into a heartier breed. The arrival of a southern savior on the form of Ososur, willing to confront the Frost Jarls, earned the loyalty of the neglected Clashing Rocks clans.

Banished to the Clashing Rocks by his twin brother, Fire King Mawezelgun, he hoped the sibling separation would cool tempers. He hurled boulders at the Frost Giant Drakkars, until a shipwrecked captive revealed Fireland.

In response, Frost Jarl Torvirk proclaimed a blood vendetta against the Fire Giants. Nevertheless, Ososur barter rubies from the Grotto of Gnunkke clandestinely to the Frost Jarl Hallvar, to procure arctic resources.

Beyond the Capital

The Fire Giants believe the Fire-Frost Feud must be ended. The harsh climate necessitates residents huddle around communal forges to survive the winter storms.

Locations and Settlements

Fortress Nanidiluth: Large Walled Town of 4,600. The rebel Stone Hall looms over this bleak town, transformed into an insurgent capital. Sacri-

ficed heirlooms to the Stone Giants, its rusted iron gates are a testament to the sea winds. The Fire Clans of the Clashing Rocks haul in their nets, and hurl boulders at the Frost Drakkars.

Personalities

Fire King Ososur: HD 15+2; AL LE (NE). Desires the total annihilation of the Frost Jarls, and the conquest of Fireland. Hot-blooded, he has plunged the realm into a succession crisis, hamstringed the Blazing Brotherhood, and enabled the rise of the Apex Alliance. *Banded Mail, Two-Handed Sword +1, non-magical (2d10+10).*

(Fire) Giantess Rulu: HD 15+2; AL LE (LN). Consort of Fire King Ososur, a *Shaman (Clr1)* of *Surtr*. Their marriage was a political arrangement, but tenderness has warmed. The birth of twin girls has proven her fertility. She misses the spectacle of the annual run of the Clashing Rocks, when schools of arctic cod migrate from the Sea of Hyperboria to the Jotnumheim Sea. *Boulders (2d10), net.*

(Fire) Giant Ubeth: HD 15+2; AL LE (CE). Counselor who has intoxicated his son-in-law by arousing his fears, in pursuit of his agenda to destroy the Frost Giants. Pleased with the birth of his granddaughters, but he desires a male heir. *Spear (2d8+10), net.*

(Fire) Giant Manurusan: HD 15+2; AL LE (LN). This firebrand conceived of the idea of raiders floating across the hazardous obstacle course that is the Clashing Rocks, using enormous bladders to survive. Actually a mole for the true King, Mawezelgun. *Spear (2d8+10), net.*

(Fire) Giant Sanurus: HD 15+2; AL LE (LN). Courted the consort, Rulu. Promises were made to him and broken by her treacherous sire, Ososur. The raiders obey orders, but his suffer few casualties. Let others bleed, then strike and claim what was promised. *Spear (2d8+10), net.*

Fomorian Overlord Usosal

Faction: None (previously Foothill Raiders)

Symbol: Roasting Arm on Tattered Hide

Population: 7,000

Rulership: High (Rapar); Very low (Elsewhere)

Capital: Rapar (2,800)

Major Towns: None; Caves of Despair

Coinage: Silver Lyre (sp), Copper Fleece (cp)

Resources: Plunder and Slaves

Religious Patron: Karontor

Allies: Eye Gouger Ogres

Rivals: Marketa Coast and Iron Claws

Cost Multiplier: 300%

Lord Usosal rules via a reign of terror within the caverns. His Fomorian Giants raid the coastal communities of Marketa, aberrations who strike out in resentment. Formerly their intimidation ensured compliance, then the intervention of the Celestial Iron Claws ended their reign and tribute.

These malicious cowards blame those weaker than them. Their minions, the Eye Gouger Ogres, are sent out on suicide missions. The Giant-Kin still expect the tribute to flow, but the Frontier Fort of the Iron Claws is resilient to the haphazard attacks of the Ogres.

Lack of this tribute threatens the authority of Lord Usosal. Those in the Caves of Despair blatantly discount his dictates. He humiliates those within his reach to restore his own self-confidence.

Beyond the Capital

Campfires twinkle in the foothills, as these vicious scavengers seek tribute. Compassion has no worth, and few know if they will survive to the next dawn: fearful that a Fomorian may stumble upon a cave and seize the collected spoils.

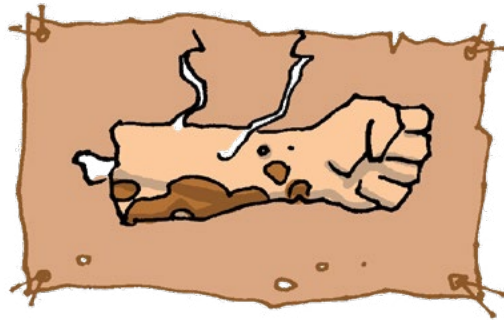
Locations and Settlements

Cruel Caverns of Rapar: Fortified Large Town of 2,800. Labyrinth of caverns, a center of cruelty to victimize the weak. Its central chamber contains three monstrous kettles which brew stew and spoils. These caves spew forth filth into the Marketa Coast.

Caves of Despair: Secured Village of 200. This small cavern system provides the main lair of the Fomorians in their southern lands, raiding into the south Marketan Coast. Stymied by the Iron Claws and Harji forces, they ignore the demands of Lord Usosal. Envious of the plunder they hear the southern reaches now take from Celestial lands.

Personalities

(Fomorian) Usosal: HD 13+3; AL NE (CE). Coward of a Grotesque Overlord who still sends tribute to the Cloud Giants. Nowadays Bothararg Agrorak and the Frontier Fort of the Iron Claws are watched for weaknesses to exploit. *Mangles (2d4+8), boulders (1d10).*



(Fomorian) Giant Orastanaz: HD 13+3; AL NE (LE). Chief Collector who travels to seize the spoils. Fulfills his tribute obligations where others fail. Believes his lordship, Usosal, becomes soft and hesitant. Laughs and throws slaves into the stew kettle. *Mangles (2d4+8), Boulders (1d10).*

(Ogre Chieftain) Fuzel the Blind: HD 7; AL CE (NE). Infuriated at the loss of a pouch of gemstones, a Fomorian gouged out his eyes. With a concealed *Gem of Seeing* he astonishes the scavengers with his miraculous eyesight.

Frost Jarl Alfing

Faction: None

Symbol: Blue Drakkar on Yeti Pelt

Population: 209 (Frost Giants 75%, Dwarves (slaves) 25%)

Ruler: Frost Jarl Alfing

Rulership: Very Low (Alfinghold); Anarchy (Elsewhere)

Capital: Alfinghold (209)

Major Towns: None

Coinage: Silver Lyre (sp), Copper Fleece (cp)

Household Companions: None

Resources: Silver, Luxuries (furs)

Religious Patron: Thrym

Allies: None

Rivals: Sundered Dwarves and Grotto of Granitehome

Cost Multiplier: 1000%

Cast ashore on the Brunlas Hills coast after a Drakkar travelling from Fireland was wrecked, the Frost Giant survivors stumbled on a hill dwarf silver mine hold: Hopeinhold. Overwhelmed by a surprise assault, a dwarven heirloom was captured: the *Horn of Valor* (ToM). Nowadays the captives toil in the mines. Their families have fled to the Grotto of Granitehome across the Brunlas Plains, reduced to sundered dwarves.



Alfing proclaimed himself Jarl of the Brunlas Hills and renamed the hold as Alfinghold. Torn between avarice and ambition, he relies on his shipmates to maintain a semblance of authority. The giants have had to adapt to the confines of a dwarven hold, camping in the main cavern, using the larger surface buildings, and having the dwarves enlarge some tunnels. The giants have exhausted the hold's stores (that they could find).

Beyond the Capital

Little exists within the barren hills. The Frost Giants knew nothing of the hold until they stumbled on it. Even the gnomes and halflings of the Jotnumheim coast had limited dealings with Hopeinhold until the survivors stumbled across the Brunlas Plains.

Yeti wander through-out the Brunlas Hills, taking shelter in the abandoned mines. Battered by blizzards, these beasts thrive in such conditions. Their pelts can be bartered within the Mountain Giant Fleece Market of Awilam.

Locations and Settlements

Alfinghold: Fortified Silver Mine of 209. The Frost Giants sit on a stockpile of silver. Captive dwarves slave in frozen shafts, and escape whenever the opportunity arises. Dwarves on a roasting spit seems likely unless the Giant-Kin export ingots for foodstuffs. Approaches have been made to Awilam, but the emissaries have been ambushed and attacked by dwarves and gnomes on their treks.

Personalities

Frost Jarl Alfing: HD 14+1; AL CE (NE). The dwarven hoard was a boon for these Frost Giants. He ponders his alternatives, to send tribute or else turn treasonous. The Mountain Giant Fleece Market of Awilam is the best of the available options. *Battle Axe* (2d8+9), *Horn of Valor* (ToM).

(Frost) Giant Paosso: HD 14+1, AL CE (LE). Frustrated as his maiden awaits in their Glacial Rift, he desires to load the sacks and head home. Lacks the respect necessary to convince these shipwrecked survivors to mutiny. *Battle Axe* (2d8+9), *stolen silver ingot*.

(Frost) Giant Lysuin: HD 14+1; AL CE (CN). Arm of the Jarl, determined to safeguard his comrades. Hurls stones across the Plains, whilst dwarven bolts and axes seek to cut him down. Loss of this loyal enforcer could end the castaway colony. *Battle Axe* (2d8+9), *boulders* (2d10).

Frost Jarl Hallvar



Faction: Frozen Fellowship

Symbol: White Helmet on Hoar Fox Pelt

Population: 10,100

Rulership: Low (Beirlot); Very Low (Elsewhere)

Capital: Beirlot (4,800)

Major Towns: None; Ice Caverns

Coinage: Silver Lyre (sp), Copper Fleece (cp)

Household Companions: Winter Wolves

Resources: Foodstuffs (fishing and whaling), Lux-



uries (narwhal ivory), Shipbuilding

Religious Patron: Thrym

Allies: Frost Giants (Jarl Torvirk)

Rivals: Fire Giants and Barbarians of Hyperboria

Cost Multiplier: 1000%

Jarl Hallvar's territories lie within the Hyperboria Hills. These Frost Giants are incensed that the Giant-Kin withhold assistance to claim the tundra. The Apex Alliance incites the Fire-Frost Feud, to prevent success and the loss of arctic resources.

Nonetheless the Frost Jarls strive to establish an arctic empire. Their failure to subdue the Hyperborean barbarians, and the Ravilla elven naval skirmishes in the Jotnumheim Sea, stifles this ambition.

The Frost Giants are joined in a compact of convenience, but the fury of the Fire Giants presses them hard. The Frost Man of Frosthald proved instrumental in the Battle of the Pitch-Pine Forest. Nowadays the barbarians and the Giant-Kin compete for prized hoar fox furs, as well as timber rights, in the northern lands. Fear the blizzards as the Cryohydras leave the Frozen Plains in search of sustenance - meat is meat, whether Giant-Kin or human.

Consequently the Frost Giants risk the sea for both status and the resources to sustain the arctic campaign. Their Drakkars often vanish without a trace, whilst others return in triumph.

Beyond the Capital

Little of note exists on the tundra. The Frost Giants are mercurial creatures of extremes, sullen one moment and raging the next. Clans struggle to carve caverns into frozen rock, hence the rationale to submit to a Jarl who inhabits the Glacial Rifts.

Locations and Settlements

Glacial Rift Beirlot: Large Secure Town of 4,800. The ice sheet has fractured into numerous chambers, but the crushing ice reduces chambers over time. The short summer season permits coastal access, and enables the launch of the Giant-Kin Drakkars into the Clashing Rocks. The Drakkars sail the Jotnumheim Sea, and trade with the inhabitants of the isolated island of Fireland, although their previous forays south in the Sea of Hyperboria are now stymied by the Celestial Imperial Fleet.

Personalities

Frost Jarl Hallvar: HD 14+1; AL CE (LE). Secret-

ly harbors an inferiority complex toward the Cloud Giants. Pummeled by the raids of the Fire Giants, he feels pressured to respond via a betrothal to consolidate the Jarldoms. He intends to request a timber dowry to ascertain the intentions of Jarl Torvirk. *Chain Mail, Battle Axe (2d8+9), Hoar Fox Mantle.*

(Frost) Giant Snudd: HD 14+1; AL CE (LE). This raider awaits the melt to undertake the voyage to Fireland. The wingships of the Elven Imperium of Ravilla become increasingly aggressive towards the Giant-Kin. He sails the gauntlet of the Clashing Rocks, risking Fire Giant boulder bombardments from the shore. *Battle Axe (2d8+9), boulders (2d10).*

Frost Jarl Torvirk



Faction: Frozen Fellowship

Symbol: Iceberg on Hoar Fox Pelt

Population: 9,800

Rulership: Medium (Sinderig); Very low (Elsewhere)

Capital: Sinderig (7,300)

Major Towns: None; Ice Caverns

Coinage: Silver Lyre (sp), Copper Fleece (cp)

Household Companions: Winter Wolves

Resources: Foodstuffs (hunting), Timber, Luxuries (furs)

Religious Patron: Thrym

Allies: Frost Giants (Jarl Hallvar)

Rivals: Fire Giants and Barbarians of Hyperboria

Cost Multiplier: 1000%

Jarl Torvirk's territories border the Pitch-Pine Forest. He considers himself the natural leader of a Frost Giant Hyperboria Empire. He strives against the native human barbarians to annex the contested Pitch-Pine Forest, whose timber stands and hoar foxes are valuable resources.

Control of the shoreline is essential to control of these barbarians. The Icy River serves as a barrier to these ambitions, safeguarded by the tribal fortresses of Frosthold and Winterhaven. The Frost Giants attacks have shattered against the wooden palisades, before being pursued back into the timberland.

Jarl Torvirk is convinced he must strengthen ties within the Frozen Fellowship. Thus betrothal negotiations are underway...

Beyond the Capital

Little remains outside Sinderig, and those Frost Giants who have retreated there are cramped due to crushed ice caverns. However, conscription to remove warrior aged giants for attacks on the barbarians has stabilized the situation. A betrothal contract should secure the resources to reclaim the Pitch-Pine Forest.

Locations and Settlements

Glacial Rift Sinderig: Small Secured City of 7,300. Interconnected ice caves. The crowded confines and the snapping winter wolves make living conditions miserable. Low food stores further harm morale. Desperation motivates the migrants to fight to regain the crushed ice caverns.

Personalities

Frost Jarl Torvirk: HD 14+1; AL CE (CN). Ambitious and craves an arctic empire, but seems stymied. Projects an image of raw strength, but setbacks have diminished his status. Betrothal of his daughter to Jarl Hallvar is a sign of weakness. *Chain Mail, Battle Axe* (2d8+9).

(Frost) Giantess "Snowflake" Anistian: HD 14+1; AL CE (CN). Rejected by her sire, Torvirk, his defeat at the Icy River altered that situation. For this *Shaman (Clr3) of Thrym*, to escape from the scorn of a capricious sire is not unwelcome. *Boulders* (2d10).

Hill Chieftain Ilubeth



Faction: Foothill Raiders

Standard: Tree Stump on a Dire Wolf Pelt

Population: 10,200

Rulership: Low (Tarus); Very low (Elsewhere)

Capital: Tarus (3,900)

Major Towns: None; foothill lairs

Coinage: Silver Lyre (sp), Copper Fleece (cp)

Household Companions: Dire Wolves

Resources: Giant Livestock (sheep), Plunder

Religious Patron: Grolantor

Allies: Verbeeg Giants

Rivals: Fomorian Giants

Cost Multiplier: 200%

Chieftain Ilubeth's territories reside in the southwestern mountains of the Domain. Previously the Hill Giants supported the Fomorian Giants who raided Marketa. Since the intervention of the Imperial Iron Claws, they have abandoned these erstwhile allies.

Cooperation with the Verbeeg has been successful, and the Giant-Kin influence slowly expands southwards. Backed by the Hill Giants, the Verbeeg and Ogres raid through the Keystone and Haunted Hills.

Emboldened, the Hill Giants ambushed a Celestial caravan en-route to the Imperial Shipyard at Harjvalt, absconding with many wagons of raw materials including precious iron ingots.

Beyond the Capital

The Hill Giants receive a slice of the spoils without the hazards. Cunningly they have emerged as the

southern power-brokers. The Foothill Lairs have become prosperous and envoys arrive with invitations.

Locations and Settlements

Hill Steading Tarus: Fortified Large Town of 3,900. Feasting is a common occurrence. Revelers crowd the palisade as news of its prosperity spreads. Debates as to a summons to the Stone Giants...

Personalities

Chieftain Ilubeth: HD 12+1; AL CE (NE). Played the dullard, but is actually cunning. Seizure of the Celestial caravan attracts the Iron Claws. Prepares for retaliation by a strengthened steading. Hosts feasts of the Hill Giants, while Imperial iron ingots stuff his storeroom. *Brigandine Armour, Oversized Club (2d6+7), sack of pretties.*

(Hill) Giant Noerus: HD 12+1; AL CE (LE). Stupid but loyal, these traits make him perfect for the task. He patrols the northern boundaries to prevent a sneak attack by the Fomorians. The Hill Giants have exchanged boulders (2d8) with the malformed malcontents. He must crush the cowards, or else suffer reassignment to the southern raiders. *Oversized Club (2d6+7).*

Mountain Overlord Awilam the Peddler

Faction: Apex Alliance

Symbol: White Goat Head

Population: 7,600

Rulership: Low (Awilam); Very Low (Elsewhere)

Capital: Awilam (6,500)

Major Towns: None; mountain meadows

Coinage: Silver Lyre (sp), Copper Fleece (cp)

Household Companions: Ogres

Resources: Giant Livestock (goats), Trade Nexus (market)

Religious Patron: Hiatea

Allies: Cloud Giants

Rivals: Frost Giants

Cost Multiplier: 400%

Mountain Overlord Awilam's territories lie in the southwestern hills of the Domain. Goats scamper throughout the thistle covered foothills.

His reclamation of a ruin as a trade market extends an olive branch to the western realms. To the gnolls of Naresh, trading copper for slaves. To the



Veldt halflings, trading foodstuffs for wool.

He hires the Ashen Tongue Ogres as market sentries. Giant-Kin, gnolls, halflings and ogres mingle in the market without resentment.

Unfortunately, the seizure of a hill dwarven silver mine by the Frost Giant Jarl, Alfing, threatens the trust built between the Giant-Kin and the western realms.

Beyond the Capital

Goatherders roam the surrounding foothills. Increasingly its youth choose to abandon this pastoral lifestyle for the hustle and bustle of Awilam.

Locations and Settlements

Awilam: Open ruins of 6,500. Originally a seasonal fleece market, it has grown to become an important commercial center for the western lands, especially the Giant-Kin whose eastern trade has been severed. The market has enticed envoys from the western nations. Gnolls, gnomes and halflings have shown interest in the trade overtures of the Giant-Kin. The dwarves of the Hykiss Hills react to this betrayal with justifiable contempt after their recent expulsion by the Frost Giants.

Personalities

Mountain Overlord Awilam: HD 15+3; AL CN (N). Quiet and withdrawn, but he has a temper. Skirmishes on the Brunlas Plains worry him. Frost Jarl Alfing offers silver for mutton. Unfortunately the sundered dwarves raid these shipments. *Spiked Club* (4d10+10), *copper nose ring* (animal friendship).

(Mountain) Giantess Idinuz: HD 15+3; AL CN (CE). Mistress of the Fleece Market, and purveyor of potables. Deals with Cloud Giants requests for Elven Fey Wine. Halflings of the Veldt act as intoxicant intermediaries. She endorses the Frost Jarl, Alfing, who sent her a beautiful *silver cup*. *Boulders* (2d10), *silver cup*.

(Mountain) Giant Ebenaisur: HD 15+3; AL CN (CG). Migration from the highlands leaves the herds vulnerable. Nanny goats of the herds have been skinned, with poachers' tracks leading southward towards Naresh. *Spiked Club* (4d10+10).

(Ogre Chieftain) Sazel the Bittermouth: HD 7; AL CE (CN). Chieftain of the Ashen Tongues, who serve as security within the Fleece Market. He acknowledges the cosmopolitan nature of the trade nexus. Dwarves, Gnolls, Gnomes, and Halflings are all welcome. *Footman Mace* (2d6+6; -2 hit).

Pavils Silverbeard: Rog 7; AL CN (CE). Embittered envoy of the sundered dwarves of the Hykiss Hills. Covertly he slaughters nanny goats to malign the Gnolls of Naresh, and create misgivings between the Giant-Kin and the Gnolls. *Knife*, *sling*.

Mountain Overlord Mezenidan the Shepherd

Faction: Apex Alliance

Symbol: Black Ram's Head

Population: 16,490

Rulership: Medium (Urulu); Low (Elsewhere)

Capital: Urulu (8,000)

Major Towns: None; mountain meadows

Coinage: Silver Lyre (sp), Copper Fleece (cp)

Household Companions: Giant Rams

Resources: Giant Livestock (sheep)

Religious Patron: Hiatea

Allies: Cloud Giants and Stone Giants

Rivals: Fomorian Giants

Cost Multiplier: 500%



Mountain Overlord Mezenidan's territory lies in the southern mountains of the Domain, its families sustained by the flocks of giant sheep. He has reached out, in his own manner, to the Fomorian Giants and Stone Giants whose bellies would rumble without his mutton.

Sacks of wool are hauled to the fleece market of Awilam. In return they receive foodstuffs, especially mushrooms. Shepherds protect their flocks. Giant Rams have been conditioned to charge on command, whilst the Mountain Giants hurl boulders.

Beyond the Capital

Its shepherds roam the high meadows, and shelter in the mountain caves. During the winter storms they protect the prize rams.

Locations and Settlements

Mountain Cave Complex Urulu: Open small city of 8,000. Gathering of the mountain clans which resides in a mountain cave complex, with a narrow path for an entrance. Shepherds roam the steep slopes, tending the flocks of sheep.

Personalities

Mountain Giant Mezenidan: HD 15+3; AL CN (CG). Attempts to convince the shy Stone Giants to join the Apex Alliance. Supports the fleece market, which raises the status of the southern clans. Has gathered boulders to hurl in the event of an assault. *Great Club* (4d10+10), *copper torc*.

(Mountain) Giantess Igosur: HD 15+3; AL CN (N). Shaman, Clr4 (Hiatea). Entrusted with the Womb of Hiatea (See *Revered Sites*). Detests violence, and banishes the bullies. *Boulders* (2d10), *Medallion of Hiatea* (copper amulet of protection +1).

Stone Elder Adelgunaz the Stonebreaker



Faction: None (Apex Alliance)

Symbol: Pile of Grey Stones on a Polar Bear Pelt

Population: 9,700

Rulership: Low (Ubrai); Very Low (Elsewhere)

Capital: Ubrai (3,400)

Major Towns: None; highland quarries

Coinage: Silver Lyre (sp), Copper Fleece (cp)

Household Companions: Cave Bears (Southern Highlands), Polar Bears (Northern Highlands)

Resources: Giant Livestock (goats), Quarried Stone

Religious Patron: Skoraesus Stonebones

Allies: None

Rivals: None

Cost Multiplier: 600%

Located throughout the mountainous highlands, the Stone Giants happily toil. Purveyors of Stone, they are friends to all and foes to none. Construction atop the highest peaks or harsh environments fails to daunt these master masons.

The ravines comprise exhausted stone quarries, but its residents settle in these enormous caverns. These introverts refuse to become entangled in the feuds of the Giant-Kin. Oftentimes they serve as neutral mediators.

Giant-Kin generally lack sophisticated architectural skills, which enables the stone masons to enter into construction contracts. They have unsurpassed hurling acumen, and their favorite pastime is catch and toss. Thus these giants catch stones hurled at them 90% of the time.

Besides the annual trek to the Womb of Hiatea, little entices these recluses to abandon the highlands other than a cultural recital. Dulcet tones and soothing sonnets evoke an ephemeral wonderment within these somber giants.

Beyond the Capital

The Stone Giants toil in the isolated highlands, play catch and toss, or else wrestle with the companion bears. The southern clans have centralized in the Restful Ravine. The loss of the Northern Elder throws the northern clans into chaos. But otherwise they are satisfied to wander the northern highlands.

Locations and Settlements

Restful Ravine Ubrai: Open Large Town of 3,400. Comprising exhausted quarries, this ravine is not as defenseless as it would seem. Piles of boulders sit ready, with prepared avalanches to halt trespassers. Especially when their household companions are factored into the situation.

Personalities

Elder Adelgunaz: HD 14+1; AL N (LN). Southern Elder. This wily survivor prospers by making the Stone Giants useful to the Giant-Kin. He approves of the Apex Alliance. His morality works with whomever offers the best bargain. *Chiseled Stone Club* (2d6+8), *boulders* (3d10), *enchanted stone* (good luck).

(Stone) Giant Tazel: HD 14+1; AL N (CN). This charming youth became a stone mason, but awaits a summons as the Northern Elder. Promotes a slogan of fresh face, fresh ideas. Fails to take the nomination seriously, but he rallies the young. Next summons will be offered to this troublemaker. *Chiseled Stone Club* (2d6+8), *boulders* (3d10).

(Stone) Giant Aghidaiketh: HD 14+1; AL N (NG). Good-natured and promotes a slogan of hands of friendship to become Northern Elder. Strives for closer ties with the southern highlands, a skilled musician. Betrothal will be extended to the southern shepherds to cement the stone clans. *Chiseled Stone Club* (2d6+8), *boulders* (3d10).

(Stone) Giantess Ranaigosan: HD 14+1; AL N (CN). Sheepish, with the slogan of stones are solid, *Shaman* (Clr 1) of Skoraesus Stonebones. Conservatives support her agenda to become Northern Elder, and intimidate those radicals that abandon tradition. *Boulders* (3d10).

(Stone) Giant Dasoratamez: HD 14+1; AL N (NE). A curmudgeon whose slogan is break the stone. His travels have convinced him the northern enclave's isolation must end. He schemes to manipulate the Fire and Frost Giants, join the Apex Alliance, and become the powerbrokers of the north. *Chiseled Stone Club* (2d6+8), *boulders* (3d10).

Verbeeg Chieftain Kellunaz



Faction: Foothill Raiders
Symbol: Spearhead on a Green and Yellow Shield
Population: 2,500
Rulership: High (Nulusumibrus); Very Low (Elsewhere)
Capital: Nulusumibrus (1,400)
Major Towns: None; raider camps
Coinage: Silver Lyre (sp), Copper Fleece (cp)
Household Companions: Wolves
Resources: Plunder and Slaves
Religious Patron: Annam
Allies: Hill Giants and Stomach Slapper Ogres
Rivals: Celestial Imperium and Fomorian Giants
Cost Multiplier: 100%

Situated in the southeastern mountains, the Verbeeg have aligned themselves with the Hill Giants and the Stomach Slapper Ogres. The Ruins of Nulusumibrus serve as a lair from which to raid into and through the Keystone and Haunted Hills.

Convinced that the Celestial behemoth lies at their mercy, the Ogres rally to the spoils and the Chieftains scramble to raid before the best loot is taken.

The cheers and good times seem endless. Overconfidence means much talk of a march on the Imperial Court of Shaofeng around the campfires. Its leaders have not fallen to such delusions, yet.

Beyond the Capital

The Ogre Tribes of the southern hills have been consolidated under the sway of the Stomach Slapper tribe, emboldened by the cunning of the Verbeeg and the clout of the Hill Giants.

Locations and Settlements

Ruins of Nulusumibrus: Secured Large Town of 1,400. Populated by raiders who have high morale and possess looted armaments. They are proud to serve under such an inspirational leader as a Verbeeg Giant.

Personalities

Chieftain Kellunaz: HD 5+5, AL N (NE). Brawny (Str 18/48) like his brethren Verbeeg, he suffers from an inferiority complex despite receiving congratulations from the Giant-Kin and an invitation to feast with Chieftain Ilubeth. He has announced his status with a captured shield +1. *Spear* (1d6+4), *pouch of magical dust*.

(Hill) Giant Blek: HD 12+1; AL CE (LE). The runt of the litter at merely nine feet tall, he was sent to assist raids as a gesture of goodwill. His foremost anxiety was the reaction of the Fomorians, and not the risks of the southern raids. To him such raids are just toss the boulders, then sleep. Nevertheless he operates as a mobile catapult for the Ogres to call upon whenever needed. *Oversized Club* (2d6+7), *boulders* (2d8).

(Ogre Chieftain) Junk the Bestial: HD 7; AL CE (LE). He absorbs the scattered tribes of the southern hills. However, the arrival of the Hill Giant Blek enabled Kellunaz to cow the foothill tribes. When his luck runs out he becomes paranoid. *Hand Axe* (1d6+4)

CHAPTER 8: GAZETTEER OF HYPERBORIA

This northern land's rumored sacrificial rites and brutish warriors inspire terror within the breasts of the civilized folk. These barbarians struggle against revulsion when they venture southwards.

Little evidence exists of the Empire of Kursh that supposedly spanned Hyperborea millenia ago, and traded and contended with Blackmoor. Its ancient boundaries have little meaning to the Oeridian barbarians who arrived from across the sea over a millenia ago.

In this harsh climate the strong survive and the weak perish (See *Complete Handbook: Barbarian Kit*). Its clan champions must specialize in a tribal traditional armament, restricted to hide armor. (Barbarians: Strength and Constitution 15; Hit Points d12, but lose 3 Charisma whenever they interact outside their native culture) Despite being rivals, the incursions of the Frost Jarls have compelled cooperation.

Endorsed by the Tundra Circle of the Dark Fir Grove, the tribes' druids - the Tribal Mothers - serve as counselors and envoys for the barbarian tribes. They entreat its champions to unite against the mutual threat of the Frost Giants.

- The tribes comprise:
- The People of the Bear.
- The People of the Carp.
- The People of the Mammoth.
- The People of the Mastodon.
- The People of the Seal.

The Tribal Mothers furnish *magical draughts* to the tribes willing to confront the Frost Giants. Captured Frost Giants were transported to the Dark Fir Grove and there hacked to pieces, providing ingredients for *potions of giant strength*. These gruesome tales reassure the superstitious barbarians of the druids' esoteric contribution.

The Tribal Mothers, arctic totemic druids, can transform into their tribal totem spirit animal at 7th level. However, its sacred flesh is considered taboo for them to consume. A talisman of the tribal spirit animal serves each as a holy symbol.

Something has awakened the Ice Demons, and the Frost Man has emerged from Frosthald.

People of the Bear



Population: 1,800

Ruler: Champion Illiam

Capital: Ice Crag Keep (700)

Major Settlements: None; riverbank dens

Coinage: None; barter

Hunting Companions: War Dogs

Resources: Foodstuffs (fish and hunt), Luxuries (hoar furs)

Spiritual Guidance: Arctic Totemic Druids; Spirit Polar Bear

Allies: Hyperborea Barbarians

Rivals: Cryohydras

Cost Multiplier: 2000%

Less concerned with the Frost Giants than the Cryohydras of the Frozen Plains. On occasion these multi-headed monsters rampage southwards, especially when the winter winds howl.

A prominent crag has been shaped into a natural fortification. Giant icicles routinely form on its surface then plunge to the tundra below, hazardous to the residents of this unusual keep.

This tribe's barbarians roam the headwaters of the Glacial Floe River where they fish the arctic carp, and hunt the northern hills while they collect fallen branches within the Dark Fir Grove. Their composite short bows and flight arrows have repulsed a rampaging Cryohydra.

Beyond the Camp

These barbarians, like polar bears, burrow into the softened banks of the Glacial Floe River while hunting arctic hares and hoar foxes. They retreat to Ice Crag Keep whenever a Cryohydra is sighted.

Locations and Settlements

Ice Crag Keep: Fortress of 700. Countless blizzards have shaped this rocky crag into a natural fortress. Covered with enormous icicles, the breath of the Cryohydras. Nevertheless, it is prized as a shelter from the reptilian menace.

Personalities

Champion Illiam: Bbn 10; AL CG (CN). This resolute barbarian shields the southlands from the Cryohydras of the Frozen Plains. He denies himself a mate lest his resolve falter. His tribe believe he sacrifices too much. *Cloak of the Ice Bear* (See *Magical Items*), *composite short bow* and *flight arrows*, *knife*.

Tribal Mother Iria: Drd 8; AL N (NG). Opposes the blood rites, and believes the tribe's focus should instead be on the Frozen Plains, not the west. She counsels the champion to conserve the hunters, who are denied *draughts of giant strength*. *Knife*, *polar bear talisman*.

Hunter Iago: Bbn 9; AL CN (CE). A brusque barbarian whose loss of comrades has hardened him. The Cryohydras respect the sting of many arrows, not good intentions. Contemplates absconding into The Frozen Plains with the hydra hunters. *Cryohydra Hide Armour*, *+1 vs cold attacks*, *composite short bow* and *flight arrows*, *knife*.

Hunter Bartholo: Bbn 3; AL CN (LN). Cynical barbarian who carried a wounded comrade through a blizzard, and refused to surrender to the storm. The hydra hunters were impressed by his grit and hardiness. Actually a mole sent by the champion to watch the hydra hunters. *Hide Armor*, *composite short bow* and *flight arrows*, *knife*.

People of the Carp

Population: 2,300

Ruler: Champion Tipene

Capital: Winterhaven (1,700)

Major Settlements: None; kayak whalers

Coinage: None; barter

Hunting Companions: War Dogs

Resources: Foodstuffs (fish), Luxuries (ivory)

Spiritual Guidance: Arctic Totemic Druids; Spirit Carp

Allies: Hyperborea Barbarians and Ice Demons (Frost Man)

Rivals: Frost Giants

Cost Multiplier: 2000%

Here the sight of a Giant Carp necessitates a celebration. This tribes' kayaks risk the Sea of Hyperborea in pursuit of narwhals. Their ivory tusks inspire the arctic art of scrimshaw. These barbarians patrol the Icy River to repel incursions by the Frost Giants. Their counter attack liberated the Pitch-Pine Forest.

Unfortunately its whalers brave the sea and witness Frost Giant Drakkars poaching narwhals. They harass the scoundrels but have been unable to halt them.

Beyond the Camp

The concentration of barbarians in Winterhaven has created food shortages. The whalers have been told to prioritize catching cod, rather than hunting narwhals. The liberation of the Pitch-Pine Forest should allow the transfer of tribespeople back to the sea.

Locations and Settlements

Winterhaven: Fortress of 1,700. Lies at the Mouth of the Icy River, this coastal fortification is protected by palisades and scattered bone caltrops. Its whalers have been forced by recent Frost Giant attacks to remain within these crowded confines, and violence occurs over insults.

Personalities

Champion Tipene: Bbn 9; AL CN (N). A cautious barbarian who believes the recent appearance of a Giant Carp to be a good omen. He is hesitant to commit to cleanse the Pitch-Pine Forest. He was surprised by the intervention of the Frost Man, but takes the *draughts of giant strength*. *Hide Armour*, *harpoon*, *net*, *knife*.

Tribal Mother Itsasne: Drd 7; AL N (LN). She encourages the Tribe to be bold and cleanse the Pitch-Pine Forest, and to remain alert. Disturbed by the blood rites, but it is for the greater good. *Knife, carp talisman.*

Whaler Gaizka: Bbn 4; AL CN (LN). This stubborn barbarian held the river even when the draughts were exhausted. He supports the champion and his mindset. *Hide Armour, harpoon, net, knife.*

Whaler Bikendi the Brave: Bbn 5; AL CN (CE). A temperamental barbarian who in the recent battle was covered with wounds as a testament to his bravery. He was blessed by the Tribal Mother (See *Monsters: Bezerker Beetle*). *Hide Armour, harpoon, net, knife.*

People of the Mammoth

Population: 3,200

Ruler: Champion Mikaere

Capital: Champion Encampment (300)

Major Settlements: None; conservation camps

Coinage: None; barter

Hunting Companions: Mammoths

Resources: Foodstuffs (fish and hunt), Luxuries (ivory)

Spiritual Guidance: Arctic Totemic Druids; Spirit Mammoth

Allies: Hyperboria Barbarians and Ice Demons (Frost Man)

Rivals: Cryohydras and Frost Giants

Cost Multiplier: 2000%

This tribe wanders the coastal grasslands between the Glacial Floe and Icy Rivers. Their conservation camps trail the mammoth herds, and fish the rivers at its boundaries. They emulate the nature of these gentle creatures, until roused.

Occasionally a Cryohydra will rampage southward to feast on a mammoth, and then these barbarians rally to preserve the herds. The meat is scavenged and orphans adopted by riders.

Mammoth adoptees are raised to be companions rather than mere mounts. They proved their worth amid the recent counter attack on the Frost Giants. A charging mammoth will cause even a Frost Giant to hesitate.

Beyond the Camp

This tribe's conservation camps roam the grasslands, and they are eminent scrimshaw artists. They are rivals of the People of the Mastodon, and wary about the winter storms that herald the Cryohydras.

Locations and Settlements

Champion Encampment: Open Small Town of 300. Tents of shaggy mammoth hides. Fearful of raiders, these barbarians travel the grasslands. Nonetheless, its conservation camps coalesce into a sizable horde whenever summoned to confront a threat.

Personalities

Champion Mikaere: Bbn 11; AL CN (CG). This genial and affable fellow will tend the mammoth orphans. He witnessed the loss of mastodons, flew into a rage and charged into the flanks of the Frost Giants. The enemy was thrown back from the Icy River, and he chased them into the Pitch-Pine Forest. *Hide Armour, bone spear, knife, mammoth.*

Tribal Mother Ganix: Drd 10; AL N (CN). Disgusted by the blood rites, she refuses the draughts of giant strength. Mediates the end of the mammoth-mastodon feud, and shuns conflict. *Mammoth talisman.*

Rider Koldobika: Bbn 6; AL CG (LG). A stoic barbarian who roams the grasslands and rescues orphaned calves. Believes the Frost Giants are the true menace of Hyperboria. *Hide Armour, bone spear, knife.*

Rider Aingeru: Bbn 3; AL CG (NG). Nervously patrols the perimeter of his conservation camp. Its calves have been senselessly slashed. Vows to reveal the slasher. *Hide Armour, bone spear, knife.*

People of the Mastodon

Population: 2,500

Ruler: Champion Tama

Capital: Champion Encampment (620)

Major Settlements: None; herd camps

Coinage: None; barter

Hunting Companions: Mastodons

Resources: Foodstuffs (hunt), Luxuries (ivory)

Spiritual Guidance: Arctic Totemic Druids; Spirit Mastodon

Allies: Hyperboria Barbarians and Ice Demons (Frost Man)

Rivals: Cryohydras and Frost Giants

Cost Multiplier: 2000%

With fortunes uncertain, its barbarians have suffered a crisis of confidence. Hubris caused them to overreach, but their champion has learned from

the experience. The fierceness of the mastodon ensured respect and fear on the grasslands. Their loss of mastodons in the counterattack on the Frost Giant invasion produces trepidation among the tribe. Their camps have seized the calves of the mastodons to rebuild numbers.

Previously they bullied the People of the Mammoth, but now none can refute the courage of the Charging Mammoths. The bedrock of their tribal beliefs has been shaken. They have seen kindness is not weakness besides to mastodon calves, and they need to time to recover from the losses in the recent counterattack.

Beyond the Camp

Roaming the grasslands, this tribe are renowned scrimshaw artists. Rivals of the People of the Mammoth, they are vigilant about the winter storms that herald the Cryohydras.

Locations and Settlements

Champion Encampment: Open Small Town of 620. Tents of ragged mastodon hides cluster for warmth. Nonetheless these herd camps can swiftly coalesce into a barbarian horde whenever summoned to crush the enemies of the grasslands.

Personalities

Champion Tama: Bbn 12; AL CN (LN). Ruthless barbarian who bullies his rivals, the People of the Mammoth. He was eager to test his mastodons against the Frost Giants when they attacked. A salvo of boulders panicked the mastodons, and many mounts perished. The charge of the mammoths enabled the mastodons to retreat. *Hide Armour, bone spear, knife, mastodon*

Tribal Mother Euria: Drd 5; AL N (NE). A strong voice in the Tundra Circle, she advocates blood rites and using the *draughts of giant strength*. Aware the loss of the mastodons was a tremendous blow to tribal confidence. Contemplates a blessing (See *Monsters: Berzerker Beetle*). *Knife, mastodon talisman*.

Driver Antton: Bbn 3; AL CN (N). Concerned barbarian who was promised a mastodon. Nowadays he counts the calves, when he previously abducted them. *Hide Armour, bone spear, knife*.

Driver Fermintxo: Bbn 4; AL CN (CG). Depressed barbarian betrayed by his beliefs. He is determined to meet his demise at the hands of the Ice Demons. A death worthy of a tale, to be told for generations. *Hide Armour, bone spear, knife*.

Driver Mattin the Slasher: Bbn 7; AL CN (CE). This malicious barbarian raids the camps of the People of the Mammoth, intent on sabotaging the peace talks with those weaklings. *Hide Armour, bone spear, knife*.

People of the Seal

Population: 4,900

Ruler: Champion Ean

Capital: Chillgard (1,850)

Major Settlements: None; coastal camps

Coinage: None; barter

Hunting Companions: War Dogs

Resources: Foodstuffs (fish and seals), Luxuries (feathers)

Spiritual Guidance: Arctic Totemic Druids; Spirit Seal

Allies: Hyperboria Barbarians

Rivals: Orcish Corsairs

Cost Multiplier: 2000%

Sandwiched between the Glacial Floe River and the Bountiful Bay, little wonder this tribe is the most populous in Hyperboria. The plentiful seals of Bountiful Bay preoccupy its kayaks without the need to risk the narwhals of the Sea of Hyperboria.

They club the sunning seals, whilst slingers stun the seabirds and trade the feathers to other tribes. Orcish corsairs skin the seals, leaving countless carcasses. Eventually these blasphemous butchers will turn their greedy gaze towards the coastal fortress of Chillgard.

Beyond the Camp

Its coastal camps crowd the Glacial Floe River, catching arctic carp. However, reverence is reserved for the seal hunt. During sacred celebrations Bountiful Bay echoes with the cries of the cows, whilst the bulls charge the clubbers.

Locations and Settlements

Chillgard: Fortress of 1,850. Lies at the Mouth of the Glacial Floe River nestled on the coast of Bountiful Bay. This rugged and resilient thriving settlement holds a strategic position between the frozen tundra and Bountiful Bay. It is surrounded by towering snow-capped hills and frozen plains. The Glacial Floe River provides fresh water, transportation, and access to valuable resources.

Chillgard comprises sturdy earthen and wooden structures, with log cabins dotting the surround-

ing landscape. At its center sits a central longhouse where the clan meets and celebrates victory feasts, surrounded by its trophies. Palisades and bone caltrops scattered in the earthen ditch protect it.

Using kayaks and longboats they catch fish, whales, and other aquatic creatures for sustenance and resources. Aquan merfolk visit and trade. Barbarians prepare to crush orcish interlopers who butcher the seals without reverence.

Personalities

Champion Ean the Bull: Bbn 14; AL CN (N). Naysayers claim the coastal tribes have softened, but cease such talk in the presence of this champion, a physical specimen. He has sired countless children, and his brood competes for his attention. *Hide Armor, club, sling, knife.*

Tribal Mother Elixabete: Drd 3; AL N (CN). Strident within the Tundra Circle, she participates in blood rites and hoards draughts of giant strength. Incensed at the blasphemy perpetrated by the orcish corsairs, she is determined the demise of the corsair captives will be extremely slow and exquisitely painful. *Knife and seal talisman.*

(Clubber) Kepa the Ostracized: Bbn 10; AL CN (CG). Haunted by the piteous screams of the seals. Nowadays she stuns the seabirds and barter the feathers to contribute to the People of the Seal. *Sling, knife.*

Clubber Matxin the Bloody Hands: Bbn 5; AL CN (CE). Bloodthirsty barbarian whose zeal for the seal hunt is impressive, and has been chosen by the tribal mother (See *Monsters; Berzerker Beetle*). *Hide Armor, club, sling, knife.*

Ice Demons & The Frost Lord

Population: Unknown

Ruler: Frost Lord Timoti

Capital: Frosthold (Unknown)

Major Settlements: Frosthold

Coinage: None

Hunting Companions: Yeti

Resources: Unknown

Spiritual Guidance: Unknown (Cryonax)

Allies: None (Hyperborea Barbarians)

Rivals: Frost Giants

Cost Multiplier: 3000%

Encased in a perpetual blizzard, Frosthold is the

stronghold of the Ice Demons. Located at the headwaters of the Icy River, the nearby Pitch-Pine Forest and the Frozen Plains testify to its vital location. However, the natives treat this fortress with extreme caution. It has stood since their Oeridian ancestors first came to these lands.

Myths and legends abound about this stronghold and its cold inhabitants. The Barbarians of Hyperborea utilize this stronghold to banish those berzerkers who become uncontrollable.

Jarl Torvirk believed the Ice Demons would permit a transgression to outflank the Icy River. Alerted by the howls of the Yeti, the Ice Demons marched forth. The Frost Giants were shattered by cold blasts that enabled the barbarian host to execute a successful counterstroke.

Beyond the Camp

Endless blizzards attract the Yeti. Forced from the Frozen Plains by the Cryohydras, these beasts alone seem to be granted the right of passage within this area. They are unusually watchful toward the stronghold and its residents.

Locations and Settlements

Frosthold: Fortress of the Unknown. It is a strange shard of mysterious material, laboriously shaped into a stronghold. Whatever its actual composition and origin, it means little to the Ice Demons. Hidden with its bowels resides the lost Ice Javelin, (See *Magic Items*).

Personalities

Frost Lord Timoti: HD 4; AL LE, SA; cold blast 3/day; 3d6. Berzerkers are welcomed to take the Cold Oath before the Ice Javelin (See *Magical Items*). Thereafter, the bloodlust freezes in the Frozen Man. Formerly of the People of the Carp. Harpoon, net, knife.

The Call of the Hunt: The Barbarian Convocation of Pursuit and Prowess

As winter's chill begins to release its grip and the first buds of spring emerge, the vast plains echo with

a primal drumbeat. It signals the time of the Call of the Hunt, an ancestral tradition as old as the tribes themselves. For the barbarian tribes, it is not just an event, but a rite of passage, a celebration of life, and a testament to survival instincts.

According to ancient tales, the first Call of the Hunt was initiated by Telchur. It was he who taught the barbarians the art of the hunt, and to hone his teachings the tribes began this annual congregation. The event fosters not only friendly competition but also unity among the tribes, reminding them of their shared heritage and mutual respect for nature.

Events

The Gathering: Tribes from distant lands converge at the Sacred Grounds, a vast open field surrounded by ancient standing stones. Elders narrate tales of past hunts, legends of mythical beasts, and stories of heroic huntsmen and huntresses of yore.

Mark of the Hunter: Participants paint their bodies with sacred dyes and natural pigments, each design representing their individual spirit animal or totem. This is believed to invoke the spirits' blessings and protection during the hunt.

Beast Chase: A chosen animal, usually swift and elusive, is released onto the plains. Hunters, either solo or in pairs, must track and capture the beast, using only traditional tools and weapons. The goal is not to harm but to demonstrate skill and strategy.

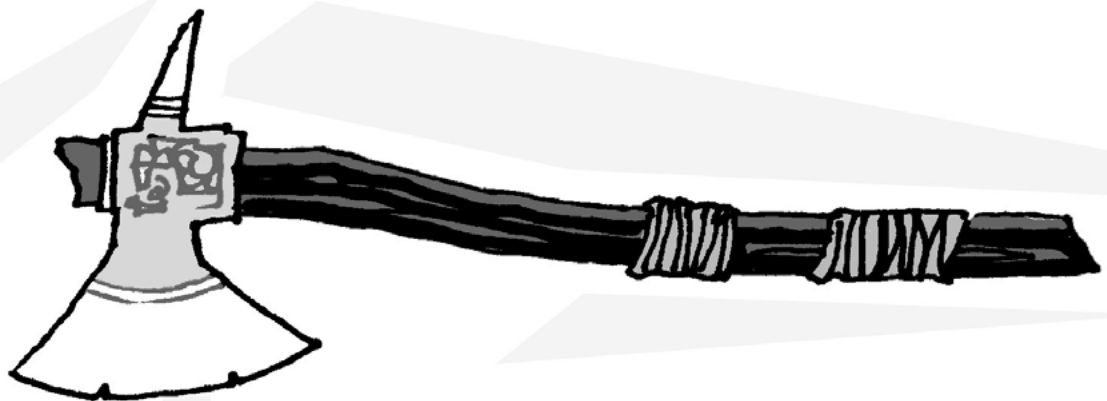
Totem Trials: A series of challenges where hunters must demonstrate prowess in various hunting skill: archery, spear throwing, tracking, and stealth. Points are awarded based on precision, speed, and technique.

The Grand Hunt: The main event. A mythical or rare beast, often sourced or agreed upon months in

advance, is set loose in a vast territory. Tribes must work in teams, combining their unique skills, to track, outwit, and symbolically "capture" the beast. This event is as much about collaboration as it is about competition.

Feast of Triumph: As night falls, a grand feast is prepared. The captured beasts are released, symbolizing respect for nature's gifts. Hunters share their stories, songs of valor echo under the moonlit sky, and dances celebrating the thrill of the chase last until dawn.

While the Call of the Hunt celebrates competition, the spirit is one of camaraderie. Winners of each event are adorned with laurels made of intertwined vines and are given the title "Blessed by Telchur" until the next event. However, every participant is honored for their skills and bravery, and tales of their pursuits become part of tribal folklore. The Call of the Hunt is more than just a tradition, it is the heart of barbarian culture. It reminds each tribe of their roots, their bond with nature, and the importance of unity. For young barbarians it is an opportunity to step into adulthood, while for the elders it is a moment to relive and pass on their legacy. The event embodies the essence of the barbarian spirit: wild, free, and forever in pursuit of life's adventures.



CHAPTER 9: GAZETTEER OF OTHER COMMUNITIES

Incredibly, various races can be found thriving in and around the Domain of the mountain overlords, and survive and prosper despite or without interference by the Giant-Kin.

Marketa Coast

Proper Name: Free Peoples of the Marketa Coast

Heraldry: Gold sword on field of blue (Harji); Black castle tower on field of red (Bothi); Crossed silver axes on field of black (Anjali); White tree on field of red (Kuusi); Red fish on field of white (Viiti); Black bear on field of green (Kaali)

Ruler: None

Government: Loosely aligned tribal domains, each governed by a tribal council based in each main settlement, usually led by an elected chief

Rulership: Towns (High); Settlements (Medium); Farms (Low)

Capital: None

Major Towns: Harjvalt, Botharag Agrorak, Anjalkask, Kuuskyl, Viitlinn, Kaalkyl

Coinage: Gold Dragon (gp), Silver Helm/Lyre (sp), Copper Wheel/Fleece (cp), Iron Bit (ip=1/10cp)

Population: 260,000 estimated (Human 99% (O), Others 1%)

Alignments: LG, LN, LE, NG*, N, NE, CG, CN

Languages: Oeridian, Shinyu, Giant, Dwarf

Resources: Iron, Bronze, Foodstuffs (grains, meat, fish), Wool, Cloth (Linen), Ivory

Religious Patron: Main Oeridian pantheon

Allies: Iron Claws (Celestial Imperium), Barbarians of Hyperboria, Sundered Dwarves, Grotto of Gnunkke

Enemies: Giant-Kin

Cost Multiplier: 100%

When the Oeridians fled their homeland in what is now Darak Urtag (See *Gazetter: Darak Urtag*) some

tribes crossed the Sea of Hyperboria by ship. Those that came to the Marketa Coast found a more hospitable new home than in Hyperboria, and one free of humanoids unlike their now overrun homeland. The Celestial Imperium had not settled this far north. The plains were warm and fertile, with native sheep, goats and deer. There were forests and resources, and the tribes could grow crops and raise livestock. In time they found Giant-Kin dwelt in the mountains, but their militaristic nature meant they could protect themselves and they settled into their new land driving off regular Giant-Kin raids to steal crops and animals.

They came to trade with their Oeridian brethren that had settled in Hyperboria, and also the Celestial Imperium to be found to the south. The tribes would feud and war from time to time, but the ever-present threat of the Giant-Kin kept them relatively unified.

The Marketans and the demi-humans of the Jotnumheim coast are aware of each other, but communications and trade are difficult due to the Giant-Kin occupying the mountains between them.

The hardy northern Marketans look upon the southrons as wine sipping milksops. The cultured southerners look upon the northerners as ale guzzling yokels. Both are right, in their own ways. But they will fight side by side when the Giant-Kin come.

When the Despot united the Giant-Kin their settled existence came to an end. The Giant-Kin then raided ruthlessly and in force. The Marketa Coast was intimidated into subservience, and regular tribute was promised to avoid complete ruin. Resources like foodstuffs, timber, textiles and ivory had to be delivered each year. So the Marketa Coast settled into its new existence as a subject of the Domain of the Despot King of the Giants.

The Marketa Coast has long been a rich source of metals, especially the iron mines at Harjvalt, located as it is next to the northern Dragonspines which abound in metallic deposits. The Marketans have sold such iron to the Celestial Imperium for centuries. Even during the long rule of the Despot King this trade continued. The revenue earned by the Marketans helped ease the burden of paying tribute to the giants.

However, after the death of the Despot a few years ago this arrangement collapsed. The Fire Giants and Foothill Raiders foolishly pillaged widely, which

disrupted the iron trade. The Frost Giants began sailing further south in the Sea of Hyperboria attacking Celestial trade ships, which the Despot had always avoided or limited on the basis raising the Celestial ire was not worth it.

Thus the Celestial Court's attention was caught - something had to be done. While raids on the northern Imperial provinces had long been a thorn in the side of provincial bureaucrats and rulers, such had never presented a problem requiring more than an expeditionary force every few years. The ogres and giants of the southern Domain would be bloodied, they would move their attention to easier spoils on the Marketa Coast or in Naresh, until their memories faded and the cycle repeated.

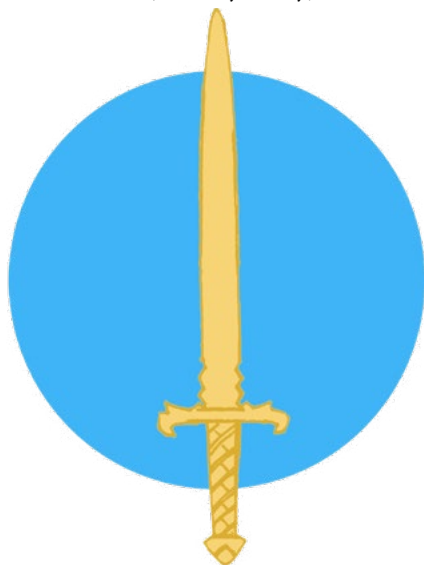
The Iron Claws and the Imperial Fleet were dispatched north to "assist" the previously always independent Marketans. The iron trade had to be resumed, the piracy ended, and the newly aggressive Giant-Kin taught a lesson. And as it was willed, so it was.

The Marketan communities welcomed the Iron Claws from the Celestial Imperium, who now safeguard the iron mines around Harjvalt and in the foothills. They are also undertaking the erection of new walls at Botharag Agrorak. The Imperial Fleet sea drakes (war junks) now patrol the coast from Harjvalt against Frost Giant Drakkars.

Locations & Settlements

(Harji)

Harjvalt: Fortified Small City of 5,100. The largest and wealthiest town (actually a city) on the Marketa



Coast, its nearby iron mines, milder climate providing fertile farmland, and access to trade with the Celestial Imperium, underpins its preeminence. Capital for the Harji tribe, which is the most numerous of the Marketan tribes. The Imperial Fleet have leased docks for their warships to be based at, and supply the Iron Claws stationed further north as a bastion against the Giant-Kin. A small garrison also protects the docks. Celestial merchant ships are constantly in port. Both bring even more wealth to the city. The recent arrival of several hundred dwarves from the north has also invigorated the city. New ideas and techniques have been brought to the mines, and dwarven smiths now supply their wares. But having been hard pressed by Giant-Kin attacks before the Iron Claws arrived, the Harji are aware this new wealth and influence may be fragile if the Giant-Kin unify again. Plus the assistance of the Celestials may create dependency, and come at a price.

Personalities

Council Chief Sten Rekkir: Ftr 7; AC 5 (chain mail); hp 54; AL NG (LG). Assumed office when the Harji's previous chief was killed in battle during the initial Giant-Kin attacks after the Despot's death. He proved himself a capable leader. He feels the Celestial intervention denied him a chance to lead the defeat of the Giant-Kin within another year or two, and possibly unite the tribes under Harji control. A canny politician and strategist who has handled negotiations with the Celestials and dwarves well. The payment for the Celestial port concession was welcome for an already wealthy tribe. He is wary of the long-term plans of the Celestials, and the Marketa Coast falling under their sway. Wields a masterwork (+1) long sword gifted to him by the sundered dwarves.

Councillor Magus Taufra: Wiz 11; AC 2 (bracers of defence AC4; ring of protection +2); hp 40; AL LG. Most prominent wizard of the Marketa Coast, head of the Magii of Marketa and sits on the Harji tribal council. She is aged at least 70 but appears no more than 50 with raven black hair and grey eyes, and claims to remember when the Despot came to power. While some distrust arcane magic wielders, she is well known and respected for having worked tirelessly to defeat the Giant-Kin and preserve the Marketa tribes. She has been respectful but guarded in dealings with the Celestials. Always carries a *staff of the magi*, and re-

nowned to possess many magic items and an impressive library to train her flock of apprentices.

Captain Heng Zhee: Ftr 7; hp 41; *cutlass* +1. Imperial Fleet Captain recently posted to build the alliance with the Marketans, and keep the Frost Giant Drakkars out of the Sea of Hyperboria. Views the posting as a demotion, and seeks to use it to prove himself and return to a prime post in the south. Respects the Harji warriors but disdains their maritime fighting capacity. Has an agenda to advance irrespective of Marketan wishes. Wishes to see the famous Marketan giant turtles. Carries a *ring of water breathing*.

Locations & Settlements (Bothi)



Botharag Agrorak: Open Town of 2,300. This town is the centre of the lands of the Bothi tribe, and sits amid the migration route of the wildlife herds.. It has been subject to many raids by the Fomorian Giants in recent years, who tore down its previous palisade. A contingent of Iron Claws has been garrisoned here, and is fortifying the town with the locals. The mood of the locals is grim and dour after many years of fighting, but the Iron Claws and Harji are bolstering it to stand strong. Many followers of Heiron and Hext are found in this tribe, with its martial struggles. It has iron mines in its southern reaches, but they have not seen the benefit of the aid of the sundered dwarves yet.

Fort of the Iron Claws: Frontier Fort of 1,000. Its distinctive triangular shape is the hallmark of Celestial architecture. Its sloping walls have proven

extremely effective in deflecting the hurled boulders of the Giant-Kin.

Personalities

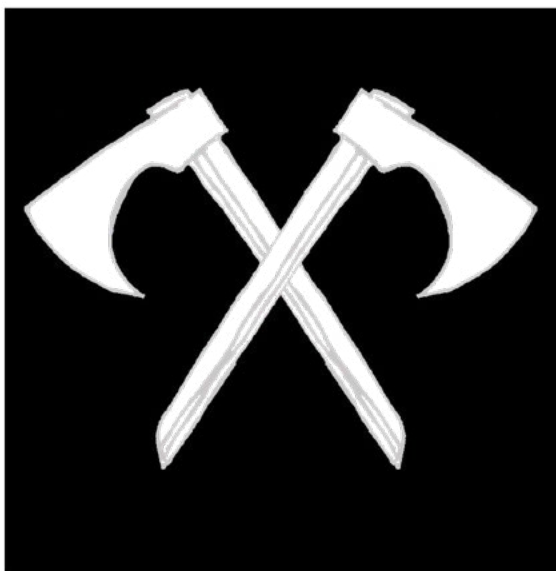
Council Chief Beyn Dolgavir: Ftr 6, AC 5 (chain mail), hp 46, AL N(NE). Clan Chief of the Bothi tribe. This grim and dark-haired chief watches the mountains to the west warily, always waiting for the next attack of the Fomorians. Although not a follower of Hext, they have his ear as they provide warriors to support him. He is grateful for the support of the Celestials, and the Harji tribe, although he knows neither do so for purely altruistic reasons and they both have their own agendas. He is also being courted by the Anjali, seeking support in Coastal politics. *Morningstar* +1.

Vyngar Ottalas: Pal 3 (Hext), AC 5 (chain mail), hp 20, AL LE. Leader of the Arms of Hext in the Bothi lands. He is constantly seeking to engage the Fomorians in battle. Chief Beyn listens to his proposals for ambush and attack, as he needs the Arms' strength. Distrusts the Celestials intensely and looks for an excuse to cause them to lose face or honor. A costly Celestial victory over the Fomorians would be desirable. Carries a *wand of fear*.

Iron Claw Commander Han Zin: Ftr 8, AC 5 (ring mail), hp 59, AL LN. Highly capable commander of the Iron Claws, he was tasked with stopping Giant-Kin attacks and securing the iron mines of the Marketa Coast to resume supplying the Imperium. Having done so in a series of lightning attacks, ambushes and feints, he now faces the harder task of winning the peace. He has deployed the majority of the Iron Claws forces in forward defence positions midway between Botharag Agrorak and Anjalkask, based in a Fort on the tribal border, in an attempt to draw the Fomorians away from more populated settlements and provide a base to attack into the mountains. Also having to deal with local politics and resentment, including sabotage attacks (by *Druid Grofrigga*). Wields a *halberd* +1 as an example to his troops, strives to earn a promotion to Imperial General and be awarded the coveted suit of Banded Mail.

Locations & Settlements (Anjali)

Anjalkask: Secure Town of 4,200. Capital the Anjali tribe. Its walls stood strong against several attacks by Giant-skin after the death of the Despot. They aided their neighbors the Borthi who arguably



bore the brunt even more, although the Anjali were better placed with greater numbers and resources. The arrival of the Celestials was welcome, but their agenda is now a concern. The Anjali and Harji are now both aiding the Borthi rebuilding, in a competition for influence. With a major port it has naval and fishing resources that the Bothi simply do not.

Personalities

Clan Chief Lagerta Freidis: Pal 5 (Mother Alia), AC 5 (chain mail), hp 41, AL LG. Charismatic female chief of the Anjali tribe, she is a devout follower of Mother Alia. Came to the aid of the Bothi when the Giant-Kin attacked after the Despot's death, which was crucial in holding firm until Harji and then Celestial reinforcements arrived after several seasons of warfare. She is suspicious of the Harji's and Kuusi's political maneuvering, on the basis the Marketans stand strongest when united. She has no time for the Fists of Hext, but happily works with the Warriors of Heiron. Wields *long sword +1*, *frost brand*.

Druid Grofrigga: Dru 6 (Beory), AC 8 (hide), hp 32, AL N. Grofrigga prowls the western borders, protecting the groves and wilderness from the Formorians. She has little time for humans seeking to exploit the groves either. Celestial timber cutting to build palisades and forts has been dealt with by sabotage and scare tactics, to begin with. Years of despoiling by the Giant-Kin and then recent warfare have made her slightly cynical and grim, although she is beloved by the fae and treants in the groves she protects. She is determined to see the groves and wilderness regrow, and willing to spill blood to

do so with her *spear of returning +1*.

Orrmar: Rog 4, AC 8 (No armor), hp 18, AL NE. Assistant spymaster of the Despot's Eyes of the Ruby network, he has taken up residence in Anjalkask away from the sundered dwarves who he fears might recognize him given his previous visits to Usata. It also takes him closer to the Celestials that are a new opponent and target for spying on. All is in flux. Currently his cover is working as a merchant. Uses a *hat of disguise* and *cloak of the bat*.



Locations & Settlements (Kuusi)

Kuuskyl: Fortified town of 4,700. Capital of the Kuusi tribe, the second largest and most powerful tribe after the Harji. Rode out the years of tribute relatively well with bountiful fields able to pay tribute, and also assist poorer tribes to gain favor. When the Giant-Kin attacked after the Despot's death, the neighboring Cloud and Stone Giants were least active. Its port harbors a strong fishing fleet, and its trading ships sail as far as Hyperboria and Harjvalt. Some are concerned that the sundered dwarves have set up no enclave there, yet.

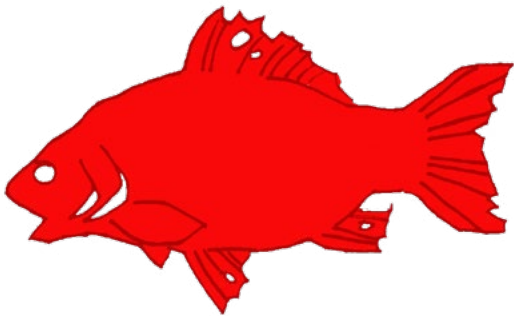
Personalities

Council Chief Finborg Mollde: Clr 7 (Zilchus), AC 7 (padded armor, *ring of protection +2*), hp 43, AL LN (NG). Merchant chief of the Kuusi, he and the council have ridden out recent years very well. The tribe has wealth, political favors and warriors to deal with the new challenges on the Marketa Coast. However, some view him as a merchant not a war-

rior, and question what he strives for if not simply more of the same. Desires to bring an enclave of sundered dwarves to bolster both reputation and technical progress being seen elsewhere.

Council Magus Ollan: Wiz 7, AC 4 (*bracers of defence*), hp 19, AL NG(N). Jealous of Magus Taufra's leadership of the Magii, in part because the position was held by his father prior to his death. Ollan is a powerful mage, obsessed with investigating the ruins that dot the north and which he is sure include those of the ancient Empire of Kursh. Has been contacted recently by an intermediary for Tulun of the Cloud Giants to open trade discussions with the Kuusi.

Councillor Alta Haroverk: Ftr 2, AC 9 (leather smock/vest), hp 20, AL N. The head of the smithing guild in Kuuskyl, and member of the tribal council. She sees the sundered dwarves as a threat to the power and influence of the guild, in part because Viitlinn and Harjvalt are obtaining the benefits of their arrival. She is influential in the church of Bleredd, and has been trying to have *Heilgra* removed from her position given her advocacy for



dwarven interests.

Locations & Settlements (Viiti)

Viitlinn: Fortified town of 4,500. Capital of the Viiti tribe. This town has been swelled by the arrival of the sundered dwarves several years ago. The Viiti had long fought incursions by the Fire Giants, but also had some trade with the Gnunkke gnomes. The sundered dwarves came staggering out of the foothills escaping servitude into Viiti tribal lands. The Viiti were almost overwhelmed by the refugees, but after internal debate took them in. Calls for aid were quickly answered by Harjvalt, which sent food, weapons, timber and iron, earning the

gratitude of the Viiti and dwarves. When the Fire Giants attacked, pursuing revenge and capture of their former servants, the dwarves had been armed by their new allies and fell upon the giants in a furious ambush, aided by the awe-struck Viiti. The bronzed skull of the Giant-Kin war band leader sits above the main gates to the town as a symbol of the combined victory. The dwarves have set to settling into their new homeland, building homes and invigorating the town which has grown by a third in numbers alone. However, all know the Fire Giants' desire for revenge is unabated. Although so is that of the dwarves ...

Personalities

Clan Chief Trygg Brodrik: Ftr 7, AC 2 (masterwork chain mail & shield), hp 54, AL NG. Aging tribal chief of the Viiti tribe. Had seen many years of tribute to the Fire Giants without being able to engage in battle. When the sundered dwarves fled, he was faced with the risk of drawing the Fire Giant's wrath for harbouring them. Between his own instincts and entreaties from *Heilgra*, he prevailed on the council to give them refuge. Has been vindicated and given his victory in his twilight years. Seeks to consolidate the gains of the last few years for his successor. Wields master work battle axe (+1) gifted to him by the dwarves along with his armor and shield, and the title "Dwarf-friend".

Heilgra: Clr 3 (Bleredd), AC 9 (leather smock/vest), hp 18, AL NG. This still young priestess of Bleredd was tending a minor temple when the sundered dwarves descended on Viitlinn. Heated council debate as to what to do with them lead her to an impassioned speech that swung the day. The dwarves hold her in high esteem, and her temple and her influence in the church have grown accordingly, to the ire of some. Now sits on the tribal council, and advocates for strong ties with the dwarves and helping them to find the fate of their lost clan hold. Wields a master work warhammer (+1) gifted to her by the dwarves, along with the title "Dwarf-friend".

Fara Silverbraid: Clr 5 (Moradin), AC 3 (masterwork scale mail & shield), hp 31, AL LG. This stern dwarven priestess is a lean and muscled dynamo equally able in battle, forge or temple. She kept the worship of Moradin going during the years of servitude, and sees escape as divine reward for the dwarves keeping the faith. She is concerned about

the growth in followers of Gendwar Argrim, and their obsessive fatalism, during the tough years but hopes liberation will bring them back to the more positive path of Moradin. The Marketans with their different ways and gods puzzle her, but at least in Bleredd they have a god that makes proper sense. Theological discussions with Heilgra keep her mind sharp. She vexes over the future of the dwarves, and whether it lies in the Marketa Coast or back in the Hykiss Hills to find their brethren. Wields a master work throwing warhammer (+1)

Locations & Settlements (Kaali)



Kaalkyal: Open town of 2,100. Main town and port of the Kaali tribe. Dubbed “the Port on the Hill”, it has the vibrancy of a frontier town despite being centuries old. The port town was pillaged so many times by raiding Frost Giants that the town was relocated to a nearby hill topped with a keep, to be better defended, leaving the port able to be abandoned if needed. The keep also came to be used as a lighthouse which even the Frost Giant Drakkars use, so the town itself has not been sacked in living memory. The town is a trade center dealing with the gnomes of the Whitestone Hills, but also a port for trade ships that sail the coast including north to Hyperborea. Some captains claim to know the way through the Clashing Rocks to the Jotnumheim Sea. The odd Bakluni trader has even occasionally ventured this far west from Mur over recent decades.

Personalities

Captain Sjoria “the Mad”: Ftr 4/Thf 3; AC 3 (leather vest); hp 33; AL CG. This flame haired captain of the Knarr (long ship) *Sea Witch* is renowned as one of the best and most fearless captains on the northern Marketa Coast. She is said to be one of the few able to navigate her way through the Clashing Rocks, and sailed all the way along the eastern coast of Hyperborea beyond Bountiful Bay. Renowned for both her ability with a blade and to keep her feet on any deck or climb any rigging (Dex 18), her generous tithes to the temple of Procan are said to have earned his favor. *Short sword +1* and *dagger*. Wears a *luckstone* as a hidden amulet.

Awjir Trymm: Clr 6 (Procan), AC 8 (leather vest), hp 41, AL CN. The local priest of Procan is much sought for his blessings, and best known for regularly riding out storms on the end of the port wharf drinking a tankard of ale “with his god”. The ocean takes what is Procan’s, but he is concerned about the recent number of shipwrecks. Wreckers would be interfering with Procan’s will, and will not be tolerated. Similarly tales from travellers from Hyperborea tell of orcish corsairs slaughtering seals not eaten, and Frost Giants slaughtering narwhals: neither acceptable to Procan.

Hrollof Raud: HD 4+3, AC 5 (natural), hp 40, AL CE (LE). Head of a family of lycanthrope sea wolves (wife, Loetse, and 3 children) that run the port tavern the *Salty Tree*. Has recently hatched a plan of selling maps with a supposed way through the Clashing Rocks then looting the wrecks that run aground, as well as feasting on the survivors. Knows he needs to pause soon to avoid arousing suspicions, but the meat and loot have been far better than the usual scraps that must suffice to remain inconspicuous. Has had battles with the selkies of the Clashing Rocks that seek to protect seafarers risking the passage. Spurns offers of alliance from the Clan of the Fox, who smell wrong.

The Dragon Circle

The dragons were victors in the ancient Dragon-Giant War. They established the Circle of Ethar Ardul to watch over one remnant of their defeated opponents that fled to dwell in the northern Dragonspine mountains. Over the millenia trusted members have watched the Giant-Kin to ensure they re-

main vanquished and no threat. The Giant-Kin have caused no concern over that time, content to war amongst themselves. The rise of the Despot King was the first time the dragons had to pay attention in that time, and following his death the Giant-Kin have reverted to their previous feuding.

The Circle of Ethar Ardul is where draconic debates in this part of Oerik are resolved on contentious issues. The Interlocutors that arbitrate these disputes until recently were:

The Crystal Dragon: Kaernmissiorth

The Faerie Dragon: Orol

The Deep Dragon: Virsycrirth

The Li Lung: Ditou

The Silver Dragon: Xylzram

The White Dragon: Nathanurth (See *Characters*)

The suspected slaughter of a hatchling, an unprecedented breach of decorum, has achieved its ends. Nathanurth, Eater of All, has become the paramount voice in the Circle's deliberations. Kaernmissiorth has fled the Circle proclaiming her innocence, but vows revenge on Nathanurth.

This dysfunction abets renegades like Gylzrisdos of the Belching Mountain, and the Tun Mi Lung in the Sea of the Dragon-Kings. Unlike the insidious breaches of Smoke, the Shadow Dragon of Darkbridge Temple, and the Steel Dragons of the Draconic Imperium of Lynn, which avoid the attention of the Circle.

These different dragons vie for or have various spheres of influence across Oerik. The Chromatic and Metallic dragons battle over the Flanaess and the Baklunish West. The Environmental dragons hold sway over the Sea of Dust and the Islands of the Volhoun Ocean. The Lung dragons watch over the lands between the Baklhaut and Dragonspine Mountains. The Gem dragons rule west of the Drag-

onspine Mountains. The Dragonet nestle into numerous niches that enable them to thrive.

See *Revered Sites*.

Drow Exiles

This cadre of House Kilsek were part of the drow battles in the Sundered Empire to the west, warring with the elves of Ravilla. Dark magic resulted in them being flung to a far shore, appearing at the Ramsblood Knoll at midnight. The exiles shelter within the Greystone Hills, searching for a way back to the Underdark or to the struggle in western Oerik. The local gnolls of Naresh conduct ceremonies at the Ramsblood Knoll. The drow view these dullards as an instrument of revenge to be used to return to the Underdark in triumph.

They currently number about 100, with about 20 slaves of various races (halflings, gnomes and gnolls).

Locations

Greystone Caves: These exiles have established a redoubt in caves to be found in the Greystone Hills, which lack a connection to the Underdark. Located close to Ramsblood Knoll, they provide a chance to observe the gnolls. The drow have taken some slaves to support their new existence there.

Personalities

Zilvexeen Vrenna: Clr 5 (Lolth), AC 7 (leather), hp 26, AL CE. Priestess of Lolth. Her House's battle against Ravilla with demonic assistance ended in an epic magic battle, during which they were flung halfway across the continent and found themselves at Ramsblood Knoll. She must amass strength and power before she returns to the Underdark, as she refuses to return in disgrace and the journey back will be hazardous.. Suspects a link to the Underdark exists

Dragon Types

Dragons are classified into six broad categories:

Chromatic	Dragonet	Environmental	Gem	Lung	Metallic
Black	Dragon Turtle	Cloud	Amethyst	Li Lung - Earth	Brass
Blue	Dragonne	Deep	Crystal	Lung Wang - Sea	Bronze
Brown	Faerie Dragon	Mercury	Emerald	Pan Lung - Coiled	Copper
Green	Firedrake	Mist	Sapphire	Shen Lung - Spirit	Gold
Red	Greyhawk	Shadow	Topaz	T'ien Lung - Celestial	Silver
White	Pseudodragon			Tun Mi Lung - Typhoon	Steel
Yellow				Yu Lung - Youth	

in the Hykiss Hills, being used by the gnomes. Her hatred of the Ravillan elves smolders. Carries a *ring of invisibility* which aids in information gathering.

The Sundered Dwarves

The Brunlas Hills were settled as a colony by dwarves from Mordengard about a millenia ago, after the Demon War in western Oerik. Despite the proximity to the Giant-Kin in the northern Dragonspine mountains, the hills were essentially unsettled and to the eyes of the dwarves likely to be rich in metals.

The dwarves arrived when the attention of the Giant-Kin was focused on the east, with the arrival of the Oeridians. By the time the Giant-Kin realized the dwarves had settled the Hills, they were too well established to drive them out even had the Giant-Kin been organized enough to try.

Over succeeding centuries the dwarves prospered and spread, exporting metal and goods to Ravilla and Mordengard, trading with the gnomes, and the halflings when they arrived. However, when the

Despot King came to power in the Domain one of his earliest campaigns was against the dwarves. This was shortly prior to the overthrow of the Mordengard tyrant, so it was in foment and unable to assist. The Despot lead a surprise attack on the main clan hold of Neebleng that was then besieged. Faced with a choice between death and a term of indentured service, their clan lord fought a duel with the Despot to win freedom and lost - the dwarves surrendered. Their work in the mines and smithing weapons helped entrench the Despot's power with the Giant-Kin. The main clan hold was looted and left empty, but a smaller clan hold to the west survived unbeknownst to the Giant-Kin.

Hopeinhold toiled on extracting silver, hoping one day to be able to find and rescue their kin, or fund help to do so. However, the aging Despot King was killed during an uprising by the indentured dwarves, who then fled with assistance to the Marketan Coast.

Hopeinhold's storeroom of silver ore was lost when the hold and mine was overrun by the Frost Giant Alfing and his band. The warriors sacrificed themselves to enable others to escape, and undertake the perilous trek across the Brunlas Plains. Now





the survivors roam the Hykiss Hills and contest the Brunlas Plains with the Gnomes of Granitehome.

The sundered dwarves number several thousand overall. Some 50 warriors survive enslaved by Alfing in their captured clan hold, mining for the Frost Giant occupiers and hoping for escape or rescue. Several hundred found refuge in the Grotto of Granitehome. The indentured dwarves who escaped the Domain are now on the Marketa Coast (mainly in either Viitlinn or Harjvalt).

Personalities

Clemreve Stonesplitter: Ftr 9, AC 4 (*chainmail* +1), hp 72, AL LN(LG). Son of Fargrim Stonesplitter, the clan hold chief killed in single combat with the Despot trying to bargain their escape when besieged. Named the "Chainbreaker" for his role in the uprising against the Despot that earned the indentured sundered dwarves their freedom. Delivered the killing blow to the aging Despot. Desire for revenge on the Fire Giants and to retrieve the Axe of the Brunlas Hills burns in him like a sleeping forge. He regards his people in debt to the Marketans for giving them refuge, but sees in them the means for revenge. Wields a *great axe* +1.

Brokkar Ironhand: Ftr 5; AC 4 (*chain mail* +1); hp 41; AL LG. Master smith sent south as leader of the sundered dwarves to Harjvalt. He has forged a strong relationship with Chief Sten, improving their mining and weapon smithing with dwarven

skill and smiths. Duty conflicts with his desire for revenge on the Giant-Kin and to find if any dwarves survive in the Brunlas Hills. The Celestials intrigue him. Wields a *dwarven thrower hammer* +2.

Gnoll Lashers of Naresh

Proper Name: Lashers of the Eastern Naresh Plains

Heraldry: Black whip on red field

Ruler: Chief Kryth Gorebeam

Government: Tribal chieftain earned by combat, owing allegiance to Gnoll King Jangir of Naresh

Rulership: Low

Capital: None

Major Towns: None (nomadic camps); sacred site at Ramsblood Knoll

Coinage: Foreign coinage taken as spoils or traded with

Population: 5,000 estimated (Gnolls 99%, Other (slaves) 1%)

Alignments: CE*, CN

Languages: Gnoll, Giant

Resources: Copper, Slaves

Religious Patron: Yeenoghu, Erythnul

Allies: Giant-Kin (variable)

Enemies: Gnomes and Halflings of Hykiss Hills, Ravilla

Cost Multiplier: 300%

The lands of eastern Naresh comprise rolling hills

and grasslands, which the humanoids of those lands avoided as the giants of the Dragonspine mountains were a threat without the protection of the forests to retreat into.

In the aftermath of the Demon War in western Oerik, the beaten gnoll remnants fled into Naresh's forests where they warred at times with their former allies the minotaurs.

The Lasher tribe moved east to a land to be exploited. The hills were populated by halflings, gnomes and dwarves, and the giants of the mountains were willing to trade slaves the gnolls wanted for copper that could be easily mined by the gnolls's slaves. However, the gnolls were unable to make any gains in the hills that were fiercely defended by the gnomes and halflings who fought together, apart from seizing Ramsblood Knoll that became a site of bloody sacrifices in return for victories.

A decade ago the demon sired Jangir rose to leadership of the gnolls of Naresh, and lead them in an invasion of western Oerik following the death of the god Stratis. This has weakened the strength of the Lasher tribe, who were required to provide forces as part of the invasion.

Currently the Lasher tribe's raids on the Hykiss Hills remain a nuisance rather than an invasion, and they are unaware of the malicious drow elves who now observe from the shadows. Chief Kryth's magical morningstar halts thoughts of rebellion amongst ambitious rivals. Raids on the gnomes and halflings have resumed, but surprisingly failed against their effective resistance bolstered by the sundered dwarves. The gnolls prize taking elves to sacrifice on Ramsblood Knoll for victories, but tales of such draw the attention of visiting envoys from Ravilla.

The gnolls are often accompanied by hyenas or even giant hyenas on their hunts and raids.

Locations

Ramsblood Knoll: A solitary stone sits weathered and abandoned on a knoll in the Greystone Hills. It is tainted with the stain of ancient blood sacrifice, and avoided by gnomes and halflings as a result. The gnolls of Laresh were attracted by that taint, and now stage blood sacrifices using captives seeking the favor of their god Yeenoghu for victories (See *Revered Sites*).

Personalities

Kryth Gorebeam: HD 5, AC 5, hp 35, AL CE. Chieftain of the Lashers. Weakened by sending forces to the west, he seeks to trade with the Giant-Kin. He looks for new opportunities to strengthen his position, and take the hills from the weakling gnomes and halflings who resist attacks. Toys with the idea of a deep raid to attack the Grotto of Granitehome, as he fears the sundered dwarves bolstering the gnomes' strength. Wields a *morningstar* +1.

Tirrokkx Bloodears: HD 3, AC 5, hp 18, AL CE. Priestess shaman of Yeenoghu. Even the usually patriarchal gnolls are cowed by her ferocity, and clearly being blessed by Yeenoghu. Her blood sacrifices at Ramsblood Knoll have been timed with victories. Kryth resents her threat to his power, but requires her support and blessing. Wields a *flail*.

Gnome Grottos

Proper Name: Free Assembly of Hykiss Hills;
Freehold of Gnunkke

Heraldry: Badger on field of green (Granitehome);
Red flame on grey field (Gnunkke)

Ruler: Matriarch Ranachel Burandall (Granitehome), Lord Nartigan Dunmarrow (Gnunkke)

Government: Clan council of family heads (Granitehome); Elected oligarchy (Gnunkke)

Rulership: Medium

Capital: Granitehome (Hykiss Hills); Gnunkke (Whitestone Hills)

Major Towns: None

Coinage: Gold suns (gp), silver moons (sp), copper sickles (cp)

Population: 10,000 (Hykiss Hills: Forest gnomes 96%, Hill dwarves 4%); 3,000 (Whitestone Hills: Rock gnomes 100%)

Alignments: LG, LN, NG*, N, CG, CN

Languages: Gnome, Giant, Elvish (Hykiss Hills)

Resources: Foodstuffs, textiles: wool, leathers (Hykiss Hills); Gems IV - rubies, Metals - Iron, silver, copper, tin, bronze (Gnunkke)

Religious Patron: Gnome pantheon

Allies: Fire Giants, Kaalkyal on Marketa Coast (Gnunkke); Halflings, Brunlas Dwarves, Ravilla (Granitehome)

Enemies: Lasher Gnolls (Granitehome)

Cost Multiplier: 150%

Gnomes have long resided in the foothills of

the northern Dragonspine mountains, with forest gnomes in the Hykiss Hills and rock gnomes in the Whitestone Hills. They were present and well settled when the dwarves, Oeridians and halflings came to their lands. The Giant-Kin say they came first to the mountains millenia ago, but the rock gnomes dispute this. Perhaps the dragons know, but no one is asking them. Some sages speculate the rock gnomes came from the lands of the Empire of Kursh, given ancient carvings and machines found in the ice by explorers there that resemble those seen in Gnunkke.

The Grotto of Gnunkke is entrenched within the Whitestone Hills in the north of the Domain, and survives through a reciprocal rapport with the Fire Giants. The Fire Kings obtain access to their coveted rubies and technical expertise, as well as a clandestine trade route with the Marketa Coast at Kaalkyal. This longstanding collaboration has achieved a remarkable accomplishment: the Burning Furnace. Lord Nartigan Dunmarrow mediates between the feuding Fire Kings, whilst the tinkers complain about the lack of recognition.

In the Hykiss Hills sits the Grotto of Granitehome, on the shores of the Glimmerloch (See Complete Book of Gnomes & Halflings). The Frost Jarl, Alfing, ousted a clan of hill dwarves from their isolated hold and silver mine of Hopeinhold in the Brunlas Hills. Its refugees crossed the Brunlas Plains to relocate to the Hykiss Hills. The Grotto welcomed these expatriates, who now help contest the Brunlas Plains against Giant-Kin incursions. However, the gnomes' playful pranks infuriate the grieving hill dwarves and sour relations. The gnomes trade and fight alongside the halflings of the Hills against the incursions of the Lasher tribe gnolls.

The Hykiss Hills gnomes have long used guerilla warfare, traps and illusions to draw their foes, whether Giant-Kin or gnolls, into ambushes to decimate them. They are hardy hill fighters that are assisted in their battles by trained giant badgers.

The Whitestone Hills gnomes use trained giant weapons to defend their tunnels, as well as traps and illusions.

Locations

Grotto of Gnunkke: Grotto of 400. Located in the Whitestone Hills, this Grotto sits at the heart of an ancient and bustling gnome community that has long lived alongside the Fire Giants of the northern

end of the Dragonspine mountains. The gnomes mine and trade raw and finished rubies that are highly prized by the Fire Giants, along with various other gems and metals. The trade has existed as long as the Giant-Kin can remember, although the gnomes tell that long along the gnomes had to prove to the Fire Giants that forays into the Hills would come at a bloody cost.

The gnomes trade with the tribes of the Marketa Coast, which also provides a clandestine trade avenue for the Fire Giants to obtain goods via the gnomes (at a premium). They also trade with the svirfneblin under the Dragonspines, and through them the gnomes of the Hykiss Hills. Trade has improved in recent years with the departure of the sundered dwarves, although the Burning Furnace created by the gnomes for the Fire Giants has stopped production. The loss of tribute from the Marketa Coast cut off the fuel for the Burning Furnace.

Grotto of Granitehome: Grotto of 350. Located in the Hykiss Hills on the Glimmerloch, it is the capital of a wide community of gnomes throughout those Hills. The Grotto comprises tunnels and homes dug into the Hills as well as various buildings amongst the Hills above. Those buildings have been filled and added to recently with the arrival of dwarven refugees from the Brunlas Hills. The gnomes have welcomed them into their homes, and provided for them, but having to accommodate several hundred dwarves has been challenging for both sides.

The clan leaders gather for council meetings in Granitehome, which is also the trade center for the gnomes of the Hills. Access to the Underdark lies somewhere under the Grotto too, as the svirfneblin trade with them and act as go-betweens for trade and communications with the gnomes of the Grotto of Gnunkke. The Glimmerloch provides fishing for Clan Mastacatl who hold a fishing competition each year on the Summer Solstice, and is said to be home to friendly fae.

Personalities

Lord Nartigan Dunmarrow: Ill 13, AC 2 (*bracers of defence* AC4, *ring of protection* +2), hp 31, AL N. Lord of the Freehold Council for life, and arguably one of the foremost illusionists in Oerik, Nartigan was a child prodigy now in his later years. A canny politician and negotiator, he has managed to handle the volatile Fire Giants capably for years. The Council

have perhaps taken it too much for granted. He is now dealing with the aftermath of the death of the Despot, and a Burning Furnace technician strike; just when he had hoped his long-term plan to liberate the dwarves and return things to normal had come to fruition. Bears a *wand of wonder*, amongst many other magical items and gadgets.

Matriarch Ranachel Burandall: Clr 9 (Baravar Cloakshadow)/Ill 3), AC 8 (*ring of protection* +3), hp 40, AL NG. Grand matriarch of the Grotto and the Hykiss Hills gnomes generally, this ancient lady rules her fractious brood with a firm hand or witty riposte as required. She is a canny and capable planner and haggler, who has ensured the gnomes took in the ragged dwarves that staggered across the Brunlas Plains. She sees the dwarves and halflings as under their protection, but also required to do their part. The gnolls can be dealt with, but the Giant-Kin and darker things that dwell under the mountains need proper planning and attention. Respects Eldra Silvergate greatly, and considers confiding the secret that Clan Pipwhistlion needs assistance in the mines (source of Gemstones (I-II)).

Clan Elder Eldra Silvergate: Clr 3 (Berronar Truesilver), AC 10 (No armor), hp 10, AL LG. Great aunt of Fargrim Stonesplitter, she has seen much tragedy in her life including the loss of the main clan hold to the Fire Giants a century ago. When the Frost Giants surprised Hopeinhold, the warriors and miners bought the rest time to escape. They might have scattered and died on the Plains, but Eldra was determined to see no more death. She kept the survivors together and walking until they reached the gnomes, and survival. Now she faces one last challenge, keeping the survivors together and finding the aid required to rescue their captured clan folk. Is indebted to Matriarch Ranachel for providing help to the survivors, and does not envy her position, but plots how best to call upon the gnomes and halflings to help them. Carries a *sustaining spoon* and *horn of fog*.

Halfling Emigres

Proper Name: Shire of Hykiss

Heraldry: Purple briar thistle on field of gold

Ruler: Mayor Fairweather Montajay

Government: Elected mayor & council; Elected officials

Rulership: Medium

Capital: Lindendale

Major Towns: Delving

Coinage: Gold rams (gp), silver goats (sp), copper wheat bags (cp)

Population: 12,000 (Halflings: hairfoots 50%, stouts 50%)

Alignments: NG*, N, CG

Languages: Halfling, Giant, Elvish

Resources: Foodstuffs, textiles: wool, leathers

Religious Patron: Halfling pantheon

Allies: Grotto of Granitehome, Ravilla

Enemies: Lasher Gnolls

Cost Multiplier: 150%

The Elven Imperium of Ravilla several hundred years ago allowed emigration by certain peoples that found its rule to be too restrictive. At that time the gnolls has not taken control of the forests of Naresh, and the north-eastern plains were relatively uninhabited and open to settlement. Various halfling homesteaders sought a fresh start on the fringes of the Imperium, and the Ravillans transported them to the coast on the eastern side of Naresh.

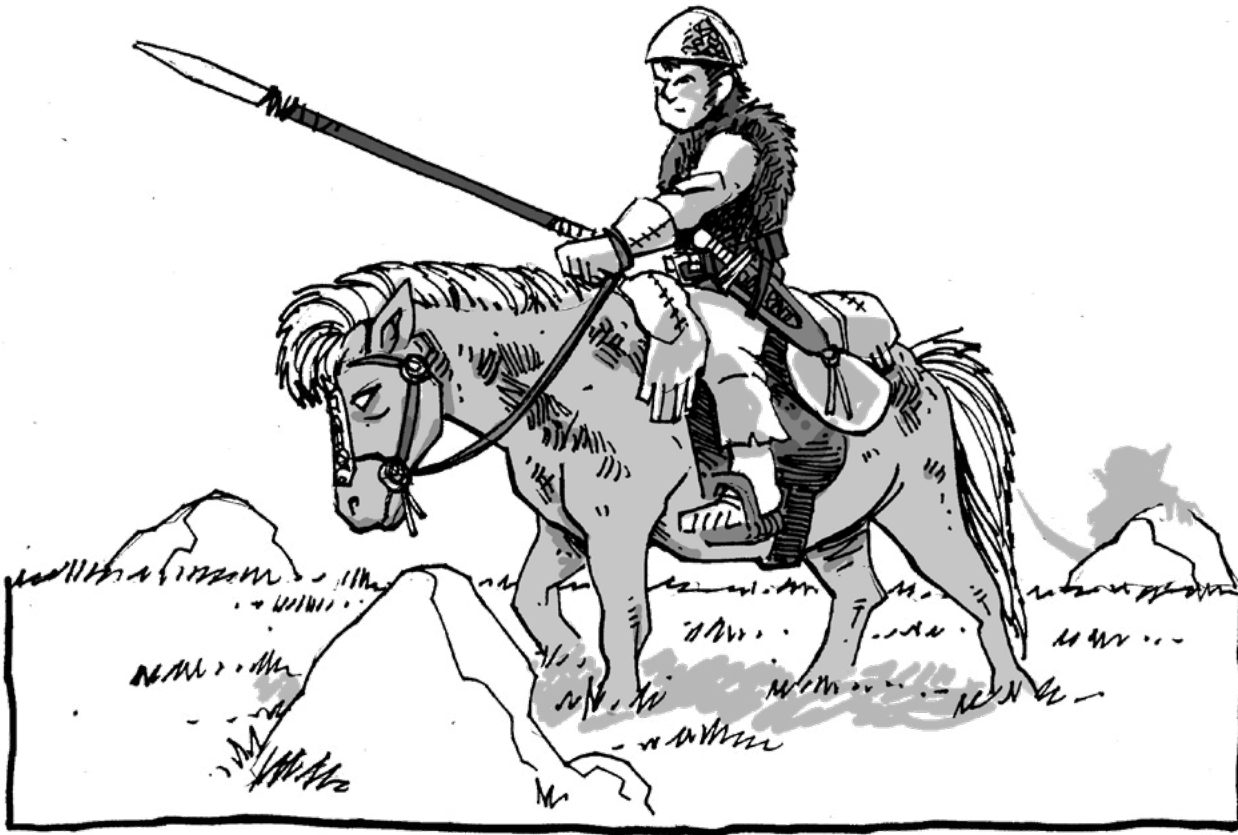
The hairfoot halflings discovered the Veldt was well suited to their pastoral lifestyle. Lindendale (See *Complete Book of Gnomes & Halflings*) is the homestead capital. Mayor Fairweather Montajay has established cordial relations with the Gnomes of Granitehome, but has been less successful with the sundered dwarves now in the Hykiss Hills. Sheriff Greenspan trains the kith and kin, a community militia, to resist incursions from the Giants and gnolls.

The stout halflings craved the security of burrows excavated into hillsides, and found this the Heather Hills. At Delving they landscaped their new home into a maze of thistles. Master Wilibald Longhole relies on nasty traps to incapacitate trespassers, as convenient targets for concealed halfling slingers. Their love of mushrooms entices gnomes and dwarves to visit, prying these fungal delicacies from halfling hands.

Both groups of halflings train hunting and war hounds to aid them in their endeavors.

Locations

Lindendale: Secure Town of 1,000. Located upon the open grasslands that make up the Veldt, it is surrounded by homesteads that grow crops and shepherd herds of sheep, goats and domesticated local deer. Defended by wooden palisades, watchtowers survey the surrounding open plains for gnoll raiders. A militia of archers, spearmen and pony cavalry



can be mustered at short notice. It serves as a trade center for the local homesteads.

Delving: Fortified Town of 1,000 of a unique type. Affectionately known to locals as the “Briarpatch”, the town lies at the center of a maze of fields, thorn hedgerows, ditches, dead ends, switch backs, gates and watch towers. Any enemy attacking has to work their way through the maze under constant attack by the locals who know the landscape intimately, farming and living there every day. The gnolls have given up direct attacks years ago due to horrible casualties, but the halflings fear more clandestine attempts. The town has the ability to hold more than double its usual population in case of attack, allowing local farms and nearby settlements to retreat here in times of trouble.

Personalities

Mayor Fairweather Montajay: Rog 1, AC 10 (no armor), hp 4, AL N. Elected on a more relaxed approach of “live and let live”, facilitated by trade with the Giant-Kin starting in Awilam and gnoll attacks subsiding due to forces being drawn off to the west. However, the Frost Giants seizing the Brunlas Hills has left the Mayor in a bind. The sundered dwarves

demand military aid to help take back their hold, and the gnolls have been scouting recently along with strange sightings near Ramsblood Knoll. Fairweather can forge consensus and talk her way out of most problems in fair times, but her electors are demanding solutions to problems she does not have.

Sheriff Lidda Greenspan: Rng, AC 6 (studded leather), hp 18, AL NG. In charge of the militia in Lindendale, she is a pragmatic and no-nonsense type who has little time for the politics of the Mayor. Her well-organized cavalry and archers protect the homesteads of the Veldt, but she worries about the potential for gnoll or Giant-Kin attacks. Allies are needed, but the sundered dwarves demand aid to liberate their clan hold. She carries the *Horn of the Veldt* (See *Magical Items*), and wields a *short sword* and *short bow*.

Master Wilibald Longhole: Ftr 2, AC 4 (elven chain mail), hp 12, AL NG. Reelected multiple times due to his strong leadership in keeping the Briarpatch secure. Concerned they have done their job too well, as residents have begun to become lax and over-confident. The gnolls present a more obvious threat than the distant giants who seem to want to trade now. Worries his cousin who disappeared re-



cently near the Greystone Hills has been taken by gnolls. Wears *cloak* and *boots of elvenkind*, wields a *short sword* and *sling*.

Snow Elves

The Hyperborean barbarians have long had tales of the snow elves: white haired and ivory skinned natives of the northern tundra beyond where humans hunt, sailing the icy plains on metal trimmed sail ships. Hunters tell tales of becoming lost on the ice, or being attacked by creatures of the tundra, and being saved by such mysterious figures. To the barbarians, survivors on the tundra, the elves were clearly completely at home and only seen when they wanted to be. Where they live across the ice, the barbarians do not know.

Orcish Corsairs

A group of orcs came upon a shipwrecked trireme on the coast of Darak Urtag. With the knowledge of a half orc sailor in their band who had served in Mur, they repaired and set to sea looking for new spoils.

The self-styled "Seawalkers" now sail from Seaskiff on the northern shore of Darak Urtag. They eventually came across the Sea of Hyperborea, and have found easy hunting in the seals and narwhals on the coast of Bountiful Bay. They have waylaid a Mur merchantman, taking their cargo and crew as slaves for easy money at home. Now they have set their sights on the barbarians of the coast and their ivory.

Personalities

Urkak Veech: HD 1+1, AC 7 (leather), hp 11, AL NE. Saw the opportunity of a wrecked ship for his band to take easier spoils away from the usual battlegrounds of Darak Urtag. Now leads a band of orcish pirates learning on the job. Easy spoils have reinforced his leadership, but he fears the ambitions of his Muri half-orc first mate, Saleh Durden, who has actual sailing experience. Wields a *scimitar* and *dagger*.

Ravillan Wingships

While Ravilla is caught up in the Godwar in western Oerik, it still seeks to keep the seas secure to avoid any threat emerging on that front. The wingships regularly patrol the Jotnumheim Sea watching for the Frost Giant Drakkars that occasionally foray south while on their trips to Fireland, and also check on the colonists and gnomes on the Jotnumheim coast. There they trade and obtain information on the activities of the Giant-Kin and gnolls.

Personalities

Aelstrom Huro: Ftr 3/Wiz 3, AC 2 (bracers of defence AC4, ring of protection +1), hp 32, AL CG (CN). Raven haired gray elf captain of the wingship Tempest, she looks for any excuse to attack the Drakkars after her brother was killed in battle with a raider. The Frost Giants' occupation of a silver mine in the Brunlas Hills concerns her, and may provide an excuse to strike at the hated Giant-Kin.

Ephyr Falas: Brd 5, AC 3 (*elven chain mail*), hp 24, AL NG. Melancholy captain of the wingship *Horizon Seeker*, he is always seeking inspiration for new stories and songs. Hyperboria, the passage through the Clashing Rocks, the Giant-Kin market at Awilam, all these pique his interest. Scion of a disgraced lineage, the last vestige of his noble birth is a suit of chain mail which has saved his life several times.

Svirfneblin Traders

Somewhere beneath the northern Dragonspine mountains lies a deep gnome city, its location kept secret by its traders that journey forth to deal with the Giant-Kin, and their surface-dwelling cousins of the Grottoes of Gnunkke and Granitehome.

The servitude of the sundered dwarves affected their trade, making the Fire Giants less dependent on them and reducing trade accordingly. Svirfneblin spies eventually uncovered the Despot's secret, that he had cheated in his duel when beating the dwarven clan chief Fargrim Stonesplitter to force them into servitude. The deep gnomes carefully fed this information to the similarly affected Grotto of Gnunkke, to be fed in turn to the sundered dwarves who then plotted and rose in rebellion.

Aided by adventurers, the dwarves escaped to the Marketa Coast through the fortuitously unguarded deep gnomes' tunnels, removing their competition. Now the Fire Giants come to trade with the svirfneblin again, more so due to their idle Burning Furnace.

Personalities

Ulli Gemspinner: Ftr 2/Ill 4, AC 6 (*scale mail*), hp 18, AL N (NE). Encouraged by removing the sundered dwarves from Fire Giant servitude, this trade emissary now seeks to ensure ongoing dependence of the Giant-Kin on their trade. The Frost Giants taking the dwarven silver mine, and Mountain Giant market at Awilam, all now appear as threats. However, the drow are hated above all. Carries *masterwork pick* (+1), *masterwork dagger* (+1).

Merfolk Magnificence

Beneath the shimmering waves of the Sea of Hyperboria, hidden from the prying eyes of surface dwellers, live the merfolk of Coralhaven.

Locations

Coralhaven: Open Metropolis of 20,000. Coralhaven is a beautiful and ingenious glowing underwater metropolis, with sprawling architecture primarily constructed from coral. Marine life including flora abounds throughout the city.

At the heart lies the majestic grand palace, where reside the Council of Elders, each with a unique area of expertise. Coralhaven thrives as a hub of innovation, culture, and unity for the merfolk throughout the Sea of Hyperboria. (See Underwater Atlas)

Personalities

High Elder Kaerius Shimmerscale: HD 6, AC 4 (natural armor), hp 48, AL NG. A venerable figure with flowing silver hair, he presides over matters of diplomacy and governance. Revered for his wisdom and mastery of druidic and clerical arts. His scales glisten with a mystical hue, reflecting his deep connection to the sea and its divine essence. Kaerius is a guardian of ancient marine secrets, guiding his people with a calm and insightful presence, healing the wounded waters, and maintaining the delicate balance of the aquatic ecosystem. *Quarterstaff*.

Voice of the Depths Nireta Jaleh: HD 5, AC 2 (natural armor), hp 40, AL LG. Renowned for her powerful voice, she serves as the city's spiritual leader, revered by her people for her unwavering devotion to the oceanic deities. With scales the color of deep azure, eyes reflecting the wisdom of the abyss, and a gentle yet authoritative demeanor. Nireta's healing abilities are unparalleled, her guidance sought in times of turmoil, and her prophecies respected. *Trident*.

Master Artisan Taek Earengal: HD 5, AC 4 (*chain mail*), hp 38, AL LN (NG). A skilled sculptor and architect, he oversees the continuous expansion and embellishment of Coralhaven as a masterpiece of underwater architecture. Has exceptional skills in forging weapons and armor imbued with the essence of the sea. His scales bear a unique metallic sheen, mirroring the gleam of the weapons he creates. Strong and disciplined in battle, his true passion lies in his workshop, where he melds artistry and combat prowess into tangible form. The weapons he crafts are highly sought after, known for their balance, elegance, and connection to the ocean's power. Taek's reputation as a master artisan

is as widespread as his fame as a warrior. *Trident*.

Sage Scholar Darya Corriisan: HD 5, AC 8, hp 36, AL LN. An esteemed scholar and historian, she safeguards the city's knowledge and archives the wisdom passed down through generations. Known for her unparalleled intellect and mastery of arcane arts. Her scales shimmer with an ethereal glow, reflecting her deep connection to the mystical energies of the ocean. Darya's knowledge extends beyond spellcasting to ancient lore, as a historian of the depths and philosopher of magical theory. With a staff carved from sunken driftwood inlaid with luminescent coral, she conducts her research with a relentless curiosity and explores forgotten ruins and converses with ancient beings of the sea. *Dagger*.

Mezrog Krowitus: See *Characters*. (See *Underwater Atlas*).

Triton Outpost

Nestled in the vast Sea of Hyperboria, the Triton outpost is a bastion of vigilance against malevolent entities seeking entry across the interplanar voids. Built upon a series of jagged rock formations, the outpost looks like a natural part of the seascape. Bioluminescent corals and seaweeds, cultivated meticulously over eons, envelop its structure, providing a gentle glow that serves both as a beacon for allies and a warning for foes.

The entrance to the outpost is a magnificent archway, framed by two imposing statues of ancient Triton warriors. This leads to a series of interlinked chambers and tunnels, each designed for a specific function from surveillance and strategizing to weapon storage and training grounds. The central chamber, the Heart of the Outpost, houses the Planar Oculus. This ancient artifact, handed down through Triton generations, can detect ripples and disturbances in the fabric of the planes. With this the Triton sentinels can anticipate and thwart planar incursions.

Guarded by the elite Triton Vanguard, the outpost is always bustling with activity. Sentinels train in the martial arts of the deep, scholars study ancient prophecies, and mages harness the raw power of the sea to fortify the outpost. Beyond its walls a legion of allied sea creatures patrol the Sea of Hyperboria, ranging from nimble shoals of scout fish to massive leviathans.

Its presence has largely ensured that the Sea of Hyperboria remains untouched by the darkness of other realms. The Tritons have sworn an eternal

oath to protect their domain and the realms beyond from any malevolent forces that dare to breach the deep. (See *Underwater Atlas*).

Personalities:

Captain Lyrandar: HD10, AC 0 (scale mail +2), hp 80, AL LG. A towering Triton with iridescent blue scales and a majestic dorsal fin that reflects his high rank. He is the head of the Triton Vanguard and a master tactician. His eyes are the color of deep-sea pearls, and miss nothing. He carries the Trident of Tidal Might, a weapon said to control the very currents of the Sea of Hyperboria. Lyrandar is stern but deeply cares for every being under his watch.

Seren, the Planar Seer: HD5, AC 5 (bracers of defense AC 5), hp 28, AL NG. With scales of soft lavender and eyes that constantly shift like a kaleidoscope, Seren is the primary mage responsible for maintaining the Planar Oculus. Her connection to the artifact is unparalleled, and she often murmurs prophecies of things yet to come. Many Tritons seek her wisdom, and her chamber is filled with the gentle hum of her otherworldly songs.

Nalos, the Coral Shaper: HD7, AC 4 (leather armor +1), hp 35, AL N. Nalos is an artisan with a unique gift, the ability to communicate with and shape the growth of corals. His workshop is a spectacle, with coral structures of various hues and forms. Nalos is jovial and often shares tales of his younger days exploring forgotten underwater caves. His creations fortify the outpost and provide habitats for various marine allies. Casts spells as a druid.

Thalira, the Beastmaster: HD8 AC 3 (hide armor +2), hp 50, AL NG. Lithe and swift, Thalira has an uncanny bond with the creatures of the deep. From training messenger dolphins to communicating with the stoic leviathans, Thalira plays a crucial role in the outpost's external defenses. Her hair, adorned with shells and tokens from sea creatures, rustles like a living entity, and she's never seen without her sidekick, a playful giant sea otter name Miko.

Kaldros, the Historian: HD5, AC 6 (ring of protection +1), hp 28, AL LN. Kaldros, an elder Triton with deep green scales and a long, flowing beard, is the keeper of the outpost's history. He manages the vast archive chambers, filled with scrolls and artifacts from millennia past. Kaldros is a reservoir of knowledge, and many Tritons spend hours listening to his tales of ancient battles, forgotten heroes, and the mysteries of the Sea of Hyperboria.

Selkie Sentinels

Tucked away in the shadow of the tumultuous Clashing Rocks in the Sea of Hyperborea lies a serene sanctuary of the Selkies, a hidden enclave carved by nature and time. Home to these ethereal beings, who shift between seal and humanoid forms, for generations.

The settlement is a harmonious blend of the organic and the crafted. Smooth, naturally formed caverns cradle underwater gardens, where luminescent flora illuminate the enclave in a gentle dance of colors. The bioluminescence serves both as light and a beacon for selkies. The surface is dotted with small islets, worn away over eons, where the Selkies bask in their humanoid form, singing songs of the sea and weaving tales of adventures. The music often carries, warning sailors to steer clear of the Clashing Rock, making the Selkies the unsung guardians of these treacherous waters.

Within the underwater caverns, the Selkies live in communal harmony. Chambers are adorned with treasures from the sea: intricate mosaics made of shells, beds of soft kelp, and art crafted from

driftwood and sea glass. At the heart of the enclave is the Hall of Echoes, where the eldest Selkies share ancient stories and pass down the history of their people. While secluded, the Selkies maintain a cordial relationship with the nearby Triton outpost. Together they stand guard over the Sea of Hyperborea, ensuring the balance of the marine world.

Personalities:

Ailana, the Seaglass Weaver: HD 3+3, AC 7 (amulet of defense +1), hp 18, AL NG. With shimmering auburn hair and eyes that mirror the azure depths, Ailana is renowned throughout the enclave for her artistry. She weaves intricate tapestries and jewelry from seaglass and delicate seaweed threads. Her creations are not just beautiful but imbued with minor enchantments, often used to guide Selkies home during murky voyages. Gentle and introspective, Ailana's work often tells tales of the sea, each piece holding a story. Spell casting ability like a wizard.

Broc, the Guardian of the Tides: HD 3+3, AC 4 (scale armor +1), hp 28, AL LN. Broc is a formidable figure with a chiseled physique and deep charcoal gray skin that seamlessly transitions to his seal form. As the Guardian of Tides, he patrols the waters around the Clashing Rocks, ensuring the safety of the

enclave. Quick to laugh and ever eager for adventure, Broc is a mentor to young Selkies - teaching them the art of navigation and the secrets of the currents.

Sylleria, the Echoing Voice: HD 3+3, AC 6 (cloak of protection +1), hp 30, AL N. Sylleira is the enclave's main historian and songstress. Her voice carries the weight of countless generations, and when she sings in the Hall of Echoes every Selkie stops to listen. With silvery locks and opalescent eyes, Sylleira is a bridge to the past, ensuring that the history and traditions of the Selkies are never forgotten. Many come to her for guidance, wisdom, and the ancient songs of their people.

Finnol, the Wanderer: HD 3+3, AC 5 (leather armor +1), hp 24, AL CG. Young and inquisitive, Finnol has a restless spirit. With sun kissed golden skin and playful green eyes, he often ventures beyond the enclave, exploring distant shores and interacting with surface world creatures. His tales of the world above the waves are eagerly awaited by the young Selkies. Always with a trinket or a new story in tow, Finnol embodies the spirit of discovery and the age-old bond between the Selkies and the ever expansive sea.

CHAPTER 10: REVERED SITES

Isolated meadows and rugged foothills of the northern Dragonspine mountains are littered with ancient stone circles of unknown origin. Circle of Ethar Ardul, Ramsblood Knoll and the Womb of Hiatea all beg the question, what about the rest?

Circle of Ethar Ardul: Situated within the Ardul Hills, this gigantic ancient stone circle radiates a powerful empathy spell. Dragons conduct intricate debates to resolve inter-species issues. Trespassers are severely punished, and vandalism would be considered an insult to all dragon-kind.

Ramsblood Knoll: Long ago the Giant-Kin sacrificed a giant ram on the knoll. The Giants withdrew into the mountains, leaving this solitary stone weathered and abandoned. The gnolls of the Naresh plains smell the traces of blood, and revived the sacrifices but with captives.

Womb of Hiatea: The Giant-Kin have covered the walls of this cave with sacred symbols in praise of the giant pantheon. Such bestows a bless spell to all giants who enter the womb. Shamans harangue the Giant-Kin to undertake a pilgrimage to this sacred site.

Dark Fir Grove: A mysterious forest just above Bountiful Bay, it is a place of haunting beauty known for its dense, ancient canopy of towering fir trees that cast deep shadows upon the forest floor. The trees of Dark Fir Grove are colossal, their bark black as midnight, while wisps of pale blue light dance and flicker among the boughs. Deep in the grove, the ground is blanketed in thick soft, damp moss. Elusive benign and malevolent creatures live here, along with fey creatures.

The grove is home masses of enchanted flora, including bioluminescent mushrooms and phosphorescent flowers some with magical properties. Beneath the Grove lies an ancient network of caverns and passages containing untold treasures, relics, and remnants of ancient civilizations. Legends whisper of a buried forgotten evil, lost elven cities, forsaken temples, and portals to other planes.

Its arcane energies make it a gathering place for wizards, druids, and seekers of arcane knowledge.

Giantwood Groves: The forests on the edges of the Dragonspine mountains along the Marketan Coast feature groves of Giantwood trees, similar to the roanwood trees of the Flanaess but reaching heights of up to 200 to 300 feet tall. This softwood is sacred to the Giant-Kin who regard them as blessed by their gods, and will not cut a living tree. It is similarly sacred to the Druids of the Marketa Coast, who protect them. Many of them in wilder areas are protected by treants, or the groves inhabited by fae.

CHAPTER II: TECHNO- LOGICAL ADVANCES

The inhabitants of the Domain rely on sheer strength rather than ingenuity, and thus few technological creations are considered let alone attempted.



Burning Furnace: Designed by the Tinkers of Gnunkke, but forged by the Fire Giants. This Iron Furnace requires a technician to operate. Its exterior is studded with rubies (1d20). Armaments forged in it emerge as a masterwork, non-magical +1. Use of the furnace fails on a natural 1, which shatters all the stones. Gemstones must then be replaced by the gem miners of Gnunkke.

Ice Skiffs: Narrow ice boats propelled with a small sail complimented with bone blades. The fabled snow elves of the Frozen Plains of Hyperboria tease the Cryohydras on these transportation marvels.

Icworthiness 50%; **AC** 5; **HP** 5; **crew:** 2 (rudder and hoister).

Padded Dog Sleds: The barbarians of Hyperboria use these sleds to transport themselves across their harsh lands. Even a barbarian bottom appreciates a small measure of comfort.

CHAPTER 12: GIANT-KIN ARCHI- TECTURE

Most humans, dwarves and gnomes dismiss the accomplishments of the Giant-Kin “monsters” as worthless, underestimating the nuances of those races not like themselves. Such words belie their ignorance of those who speak them, for the Giant-Kin construct a wide array of architectural styles which provide telling insights for those with the perception to divine them.

Cloud Acropolis: Constructed of the finest materials available on mountains with precipitous peaks, these cultural centers become the impetus that invariably attract small communities huddled beneath them. The Cloud Giants endlessly renovate these luxurious residences. Its fortifications are subordinate to artistic excess.

Fire Fortress: These boast stone walls, watchtowers, and iron gates. Carved into rock, which makes them all the more onerous to overcome.

Fomorian Caverns: Within are to be found macabre trophies, to warn its traumatized inhabitants not to fail the Fomorian Giants. Few choose to confront these cruel creatures, as torture amuses them.

Frost Rifts: The Glacial Rifts splinter into an interconnected web of ice caverns, splendid abodes for the Frost Giants. The Jarls customize these rifts to resemble frozen labyrinths.

Hill Steading: A crude hall enclosed by a primitive palisade, resting atop a natural mound. The Hill Giants utilize these simple steadings as a base of operations to raid surrounding areas.

Mountain Fastness: The Mountain Giants have little reason to fortify their highland meadows. They collect caches of boulders, whilst caves store tribute and shelter livestock.

Restful Ravines: Quarries exhausted of stone are repurposed as restful ravines. The Stone Giants set inventive traps, and are especially fond of avalanches.

Verbeeg Forts: Too lazy to erect a stronghold, Verbeeg Giants instead squat within ruins to launch raids into human lands.

CHAPTER 13: MARTIAL FORCES

Oerth is a game world which has elements of both the Middle Ages and the Dark Ages. Gunpowder weapons do not exist on Oerth. Thus martial forces do not possess muskets or cannons. Psionics are problematic for inexperienced dungeon masters and players. Use this section to add atmosphere to encounters with troops. Therefore its focus will be the histories, regalia, and demeanor of the martial forces. Note: its statistics are derived from the sourcebook - Combat & Tactics.

Armor and Weapons

The simpler Giant-Kin tribes tend to acquire goods by banditry or from their more sophisticated fellow tribes. The Fire Giants especially are known for their metal-smithing, although this reputation is weakened since the rebellion of their dwarven servants and the Burning Furnace being shut. Lowland armaments are sometimes modified, especially whenever damaged. Amongst the Giant-Kin the standard types of armor and arms are available, although only in Giant-Kin sizes. Polearms are unusual, and bows uncommon given hurling rocks is a more devastating and easier method. Plate mail is unknown.

Amongst the Hyperborean barbarians blizzards and windstorms encourage the selection of hides and furs, as survival is paramount not protection. Metal armor is extremely rare and challenging to wear in freezing conditions. Metal weapons are prized, but imported and rare as the barbarians' lifestyle prevents the development and use of metal-smithing.



Standard types of armor and arms are available on the Marketa Coast, except breast plates are uncommon and plate mail is essentially unknown. Heavy war horses are very rare, and barding generally not available.

Among the demi-humans of the Jotnumheim coast most standard types of armor and arms are available, but in the applicable sizes for the inhabitants. Human sized can be made on special order at increased price (usually double). Metal armor is unusual amongst the halflings and usually bought from the gnomes or dwarves, and then only for warriors' use (not resale). Even amongst the gnomes, chain mail is usually the heaviest armor made. Halflings tend to use short bows or slings, and gnomes use the same and light crossbows. Horses are not usually available, as ponies are the standard mount and pack animal for obvious reasons.

Unique Weapons

Bone Spear: Bones makes a fine weapon, especially when wood is scarce. Its materials are plentiful due to the hunting pursuits of the Hyperboria barbarians, but these spears have an inconvenient habit of breaking 20% of the time (1-4 on a d20 roll).

Item	Damage	Special	Weight (lbs)	Type
Bone Spear	1d6/2d4	Breakage	1	P

Civic Classification

Open: Lacks civic defenses, encourages trade. Chooses to forgo fortifications to enhance relations, vulnerable to hostile assault.

Secured: Palisades and watchtowers. Discourages rivals and raiders. Sizable force is needed to assault a secured settlement.

Fortified: Palisades, towers and a manual portcullis, murder holes. Artisans and a siege train to assault a fortified settlement.

Walled: Stone walls, towers, gatehouses, and a mechanical portcullis, boiling oil. Quarried stone and stone giant masons. Significant siege train is needed to assault a walled settlement.

Military Units

Giant-Kin

Generally Giant-Kin forces fight as bands of individual warriors, reliant in individual skill, num-



bers and size. They muster as required, in defense or when summoned by a charismatic leader with promises of plunder. Very few drill or train as units, meaning human and demi-human forces that are properly trained and equipped can face them if in sufficient numbers. The Despot was unique in being able to marshal and lead the Giant-Kin as a unified force to subjugate the sundered dwarves then the Marketa Coast.

Iron Brothers

The personal guard of the Fire King, they reside in the Iron Hall. One of the few Giant-Kin military units with any drilling and training. Upon joining they are presented with a two-handed sword, forged in the Burning Furnace (masterwork, non-magical +1). They are insulted by the brazen appropriation of the moniker of Iron Claws by the Celestial interlopers.

Drakkar Raiders

The Frost Giants operate in much the same way as on land, but using their Drakkars to convey them to far off lands to stage surprise attacks, or fall upon ships on the open sea. They usually wear light armor (leather) in case of falling into the sea, and wield axes and grappling hooks that allow easier climbing or cutting through ropes whether on ship or attacking coastal settlements.

Foothill Raiders

The Giant-Kin of the southern Domain operate as bandits that tend to ambush the mines and the coastal communities. Fomorian, Hill and Verbeeg giants motivate the southern tribes of Ogres. Hu-



man bandits in the foothills sometimes provide information to assist in raids for a cut.

Domain Fortifications

The Stone Giants erect walls at considerable cost. Siege trains are considered counterproductive and impractical. Grappling hooks and manual rams remain the height of Giant-Kin siege craft.

Domain Siege Train

The Giant-Kin lack the motivation to produce siege trains, when they themselves are living ballistae and catapults.

Standard Siege Train:

Clenched Fist (Manual Ram): A battering ram is a heavy object carried by several individuals and applied against an obstacle. Primarily an improvisation, Giant-Kin and ogres achieve surprising results with such rams due to their exorbitant strength.

Grasping Fist (Grapple & Hook): A grappling hook boasts sharpened flukes to which is attached a scaling rope. Utilized to climb an obstacle, or else to tear down palisades and walls that have been weakened by thrown rocks.

Northern Terror (Giant Drakkar)

The Giant-Kin lack a naval fleet but the Frost Jarls sporadically launch a giant drakkar, that operate as whalers within the Sea of Hyperboria, and traders to Fireland via the Clashing Rocks. Of late these sea raiders, which encroach on the Mare Mysticum, encounter elven wingships.

The Frost Jarls collaborate to construct the giant drakkars. Torvirk procures the timber, and Hallvar then launches these vessels into the Clashing Rocks. Their reticence to share this seafaring knowledge angers the Giant-Kin, especially the Fire Kings. Regardless, the Frost Giants retain a monopoly on the northern sea lanes, for now.

They are propelled by oarsmen, although its sail catches the winter winds.

Base Design (propulsion): sail and oar; speed 1/3

Attacks (damage): ram (6d6)

Seaworthiness (armor class/hull points): 60%
(AC5/hp75)

Crew: Giants 3-12; 5% (magical assistance)

Cost: 25,000 gp

Marketa Coast

Each tribe has regular medium infantry units wearing chain mail with round shield, and carrying spears and long swords, and light cavalry with lances and studded leather.

In addition, every healthy male between the age of 13 and 40 is expected to muster in times of need. Many healthy females volunteer as well. They muster in leather or studded leather, wielding pikes and short swords, or bows with short swords. These units muster following the Spring Festival, earning it the nickname "Spearfest". The levies drill and practice for a week to maintain their skills. Competitions throughout the year especially at festivals also maintain skills.

The Marketans have become accomplished giant fighters over the centuries, thus their reliance on spears, lances and pikes supported by archers. Operating in cohesive units they were usually able to match the more disorganized Giant-Kin as long as they had sufficient numbers. However, under the Despot's leadership the Giant-Kin attacked in force and with better organization.

Many warriors of the Marketa Cost have honed their skills such that they are titled or regarded as Giant Hunters. Warrior class characters can expend a Weapon Proficiency slot on Giant Fighting. This grants them +2 to hit and to damage against any giants (including ogres). Further, giants (and ogres) are -2 to hit them in combat.

The Marketans' fighting ability was undermined by the Despot during the years of tribute. He deliberately demanded horses, arrow shafts and spear shafts to reduce their ability to arm and equip in any new war. The horses were simply eaten, and the shafts used as firewood. As a result, the Marketans are only now able to start rebuilding their horse herds and field more than light cavalry. Discussions are underway with the Celestials about buying bloodstock, but the Celestials are coy about such matters for now.

The Marketans have been further bolstered by the sundered dwarves since they arrived. The dwarves have supplied better made weapons and armor, and manufactured crossbows. Their engineering skills help bolster fortifications.

The Celestials have brought with them ballistae and catapults to support military units, as well as

incendiaries made using resins, coal tar and peat. These are then used to fire flaming bolts, stones or as a liquid at giants to great effect. The Marketans have nicknamed such "Celestial fire". However, the Celestials are yet to share these new technologies with the Marketans. The dwarves watch closely, looking to reverse engineer these inventions.

Celestial Imperium

Iron Claws

Admiring the tenaciousness of the badger, this name has been appropriated by the garrison and hence the moniker of the Iron Claws. An iron badger features on its banners and heraldry.

After their initial successful campaign to stop Giant-Kin attacks, they deployed to the foothills to safeguard the iron mines. Imperial fortifications have proven resilient against haphazard Giant-Kin assaults.

The Iron Claws; comprised of infantry, furnished with ring mail, halberds and daggers. Moreover; supported by a contingent of heavy crossbowmen, as well as a handful of ballistae and a trio of catapults. Ensures this frontier fortification, can repel the disorganized assaults of the Giant-Kin.



Sea Drake (War Junk)

Backbone of the Imperial Southern Fleet, now deployed in the north. Its sloping bow provides an unrestricted view for its stern ballistae, which launch flaming bolts. The Imperial Court is curious to test the performance of a Sea Drake amid the icebergs of the Sea of Hyperboria.

Sailors are proficient in the use of *Belaying Pin*, *Boarding Axe (Hand Axe)*, *Gaff (Hook)*, and *Knife*. Whereas; marines are furnished with leather armor, boarding axes and knives. Base Design (propulsion): sail; speed 5

Attacks (damage): ram (4d6), 2 light ballistae (RoF: 1/3; 2d6)



Special Attacks: flaming bolt* (RoF: 1/4; 4d6)

Seaworthiness (armor class/hull points): 80% (AC3/hp80)

Crew: 10-100; 33% (magical assistance)

Cost: 45,000 gp

Orcish Corsairs

Orcish corsairs sail a salvaged merchant galley trireme which has been repaired, sort of (see hit points). They now foray across the Sea of Hyperboria to Bountiful Bay, but the Hyperborean barbarians are enraged by their slaughter of native wildlife....

Orcish Corsairs (Merchant Galley)

Base Design (propulsion): sail and oar; speed 2/4

Attacks (damage): ram (4d6)

Seaworthiness (armor class/hull points): 40% (AC3/hp60(20))

Crew: 10-200 (120 rowers); 1% (magical assistance)

Cost: 12,000 gp



CHAPTER 14: ORGANI- ZATIONS



Some of the following organizations are well known and appreciated by the inhabitants, while others exist among the Giant-Kin. Such may serve as patrons or enemies, or may merely influence events from behind the scenes. Benign

or malign, all have a tremendous impact on lives and events. Adventurers should learn which to avoid and which to court for success.

The Domain

Rowdies of Ranebelluth: Certain admirers believe the verse of the premier poet of the Giant-Kin, Ranebelluth, speaks to them. Unfortunately, these rowdies engage in brawls with detractors, or the admirers of competitors like Tulun.

Sweethearts of Tulun: Tulun is the leading lyricist of the Giant-Kin. Giant-Kin maidens find him especially dreamy. They plead with enamored suitors to rumble the Rowdies of Ranebelluth.

The Marketa Coast

Warriors of Heiron: These mounted bands of warriors, supported by the church of Heiron, roam the western borders of the Coast patrolling for Giant-Kin incursions. Now free to defend the tribal lands after being restrained during the years of tribute, they seek to exemplify the principles of Heiron in defending the Marketa Coast. Ancient rivals of the followers of Hext, they nonetheless work together when required to defeat the Giant-Kin.

Fists of Hext: These followers of Hext make up both warriors in bands throughout the land, and officials in some positions of power. They tend to focus on areas of conflict like that currently around Botharag Agrorak. While the church of Hext is smaller than that of Heiron, it likes to believe it has more influence. The church preaches being ruthless and strong, and has sought to use the aftermath of the tribute years to promote their values especially in dealing with the Giant-Kin. They view the sundered dwarves and Celestials with suspicion, but are also willing to use them for their own ends. They have also found purpose in hunting down alleged collaborators.

Magii of the Marketa: Mages arrived with the Oeridians when they first came to the Marketa Coast, and their aptitude in battle magic has long helped the tribes hold their own against the Giant-Kin. The Giant-Kin respect and hate them as a result, and many a shattered wizard's tower can be seen in the wilds of the Coast as a result. The Magii are a loose association of arcane magic wielders that seeks to work together and protect the Marketan tribes against the Giant-Kin. Those who do not work

with the Magii tend to be at best socially ostracized, and those seen as threats dealt with.

The Bards of the Coast: Bards hold an important place in Marketan society, which is not highly literate. For the majority of the population bards assist in teaching stories, customs and law by oral means.

Bards tend to be either “high” or “common” bards. High bards feature as members of tribal and noble councils, appointed to celebrate in story and song the heroic deeds of the tribe and their ancestors, to create the links to the past, and reinforce the identity of the tribe. More junior bards are employed as trusted messengers, scouts and spies. Common bards wander as minstrels and troubadours, entertaining but also educating the common people by song and story, while getting a sense of the mood of the common people. All generally oppose any followers of Kurell.

The bards respect Olidamarra, but many follow Lirr. In the years after the Oeridians came to the Marketa Coast the bards preserved much of the tribes’ stories and knowledge before it could be written down again, meaning they hold a special place in her heart.

Clan of the Fox: The closest there is to a Thieves Guild on the Marketa Coast, this loose association of thieves, smugglers, con-artists, and counterfeiters has members in many places. They are rumored to have a set of signs and signals to indicate their membership to each other, although nothing like the Thieves Cant of the Flanaess. The senior leaders are unified by the curse of lycanthropy: all are were-foxes, and those ascending to their ranks are infected with the disease. The Celestials present new opportunities for their endeavors, but also challenges as the Celestials have their own tales of thieving fox-folk: the hengeyokai.

Eyes of the Ruby: Once in power the Despot was approached by a brazen but brilliant human slave, who proposed establishing a network of spies and collaborators to entrench his rule of tribute on the Marketa Coast. The Despot’s new spymaster recruited spies and agents over time, with the loyalty of many assured through hostages among the slaves taken or payments to desperate Marketans. Many were and are followers of Kurell. With the death of the Despot, the new Fire Giant King retains the services of the spymaster. However, the Marketa Coast has thrown off the Despot’s yoke and the network

now operates in a more hostile environment. The Celestials and liberated dwarves also present a new challenge. The common people of the Coast knew there were human collaborators and spies, and revile them. Only a few in power including the Magii and bards know they were part of an organized spy network, which they still fear and seek to root out.

Jotnumheim Coast

Hykiss Rangers: The halflings and gnomes of the Hykiss and Heather Hills and the Veldt work together to defend their communities against the gnolls and any raiding Giant-Kin. Rangers, druids, scouts (thieves) and illusionists of both collaborate and share information and resources to a common aim. Supply caches, traps and ambush spots are marked with secret symbols or signs to assist each other. Threats and attacks are identified, reported and dealt with, with or without more official military support as required.

CHAPTER 15: GEOGRAPHY

The Domain of the Despotic Giant King encompasses an enormous area of inhospitable terrain. Its harshness shapes the inhabitants, while the land itself remains much as it has been for millennia. Few cartographers risk the northern climes.

Forests

Pitch-Pine Forest: This vast untamed forest on the doorstep of the Frost Giants, watered by Icy River, enables the construction of Drakkars and acts as a buffer between the Giant-Kin and the barbarians. The tall and twisted pine trees are sheltered from the worst storms by the mountains, and their black pitch resin is an invaluable resource for giants and barbarians alike. Blizzards routinely breaks branches, which releases resin amongst the moss covered boulders and streams. The wildlife that makes its home here includes packs of wolves, giant spiders and owls along with other birds of prey.

Dark Fir Grove: Between the Glacial Floe River and Seaside Mountains. Revered Site of the Tundra Circle. Its Tribal Mothers conduct bloody rites beneath the boughs. Woe befalls those that enter, even the winter wolves...

Dikar Peninsula: The Dikar Peninsula is hilly and covered in forest. The nomads of the Northern Plains of Green Grass forage for firewood and timber on the fringes, but fear to go too far into the forest. They tell tales of mysterious creatures and lights, and lone travelers never seen again. Seafarers are discouraged by the rocky coast and cliffs of the peninsula that make landings challenging.

Hills

Ardul Hills: Cold windswept hills at the northern end of the Dragonspine mountains, overlooking the Jotnumheim Sea. Little is remembered of its name-sake, Ethar Ardul, and even less of his final fate... The Giant-Kin fear visiting, as here be dragons.

Brunlas Hills: Yeti roam these hills. The arrival of the sundered dwarves at Granitehome incited renewed interest to the south. Their silver mine being

taken by Frost Giants prompts curiosity and concern amid the Gnomes of Granitehome. The forests on the northern shore are not suited to maritime supplies, being dominated by spruce trees which are wind-swept and tend to be bent and shorter than required.

Hykiss Hills: Stands of trees are scattered throughout these southern hills on the Jotnumheim coast. Facilitated by the Glimmerloch, its underground tributaries sustain several gnome clanholds. Embittered dwarves roam these hills, and strive to regain their lost silver mine.

Keystone Hills: Boundary of the Assemblage of Kozyatyn. Giant-Kin raiders traverse these rugged hills to penetrate the Celestial lands. Superstitious nomads claim creatures stalk these hills.

Haunted Hills: Little more than low mounds, and yet its vindictive legacy remains. Restless spirits sometimes seek victims on whom they can wreak their vengeance.

Whitestone Hills: Rugged hills of white stones, here gnomes are thoroughly ensconced within the Grotto of Gnunkke. Its rock gnomes mine rubies to trade with the Fire Giants.

Mountain Ranges

Dragonspine: Stretches nearly the length of the continent. Mountaineers can travel from the arctic tundra to the southernmost desert. Giant-Kin inhabit the northernmost portion of this range.

Seaside: Headlands of Hyperboria, adjacent to Bountiful Bay. Cries of seabirds echo here, while starving winter wolves seek enough prey to survive the snows. Rare explorers report ancient ruins buried in ice, perhaps the mythical Empire of Kursh.

Plains

Brunlas Plains: Deer forage these plains, and they provide a stepping stone to the foothills beyond them. Contested by the dwarves of Hykiss Hills, Gnomes of Granitehome and Frost Jarl Alfing.

Plains of Naresh: These dry, grassy plains between the great forest of Naresh and the Dragonspine Mountains are dominated by gnolls and hyenas. Herds of antelope roam the plains in great numbers. Rocky crags protrude from the plains at points, often rich in copper ore. The gnolls then face the challenge of transporting timber from the forests to fuel their smelters.



Hyperboria Grasslands: This interplay between the tundra and the coastal shore nourishes a tract of grassland. Herds of mammoth, mastodon and shaggy musk oxen forage within its boundaries. Preyed upon by the cryohydras of the Frozen Plains and the Hyperborean barbarians.

The Frozen Plains: This seemingly endless windswept expanse of tundra is broken occasionally by rocky outcrops, and is home to the Cryohydras. They feast on all within reach, even themselves. Nevertheless life exists - winter wolves and yeti have been seen, along with mammoth, mastodon and shaggy musk oxen. Of further interest are the rumors of snow elves, skimming across the white wilderness. Crevasses and blizzards make this expanse dangerous for even the most experienced travellers.

Plains of Green Grass: These vast grasslands sit on the northern edge of the Celestial Imperium, separating it from the Marketa Coast. Nomads roam the plains, hunting the deer and antelope that live here. The vast expanses, and risk of nomad or ogre attacks, mean trade between the Marketa Coast and Celestial Imperium has long been via the sea.

Bays and Lakes

Bountiful Bay: Due to the abundant arctic cod, seals turn this cold water bay's beaches into an enormous rookery. Cliffs and Ricky outcrops shelter the bay and its teeming wildlife. Kayaks haul in nets of carp and cod, while orcas frolic and hunt. The People of the Seal club sunning seals. Orcish corsairs indiscriminately slaughter seals, enraging the barbarians.

Glimmerloch: Surrounded by the Hykiss Hills, this cold loch is fed by multiple Underdark tributaries. The Gnomes of Granitehome have converted several caverns into clanholds. Rothe stabled within the subterranean caverns provision the residents of the Grotto.

Mourning: This freshwater lake lies within the Celestial Imperium and is the source of the Yaneminwe River. Giant Catfish lurk on its muddy bottom, occasionally endangering the river fisherfolk.

Rivers

Glacial Floe: This majestic and treacherous river separates the Hyperboria Grasslands from the Dark

Fir Grove by its ever changing path. Replenished by the brief summer runoff of the Frozen Plains and glaciers, it carves its way through the land to the sea. Spawning arctic cod furnish an annual fish feast for Chillgard and Ice Crag Keep, and also polar bears, seals and birds of prey. Ancient remnants dot the banks, uncovered by the seasonal torrents, and legends talk of gateways to other realms and long lost treasures.

Icy River: This river at the edge of the Pitch-Pine Forest provides a natural barrier between the Giant-Kin and the Hyperboria Barbarians. The Pitch-Pine Forest is contested for its timber resources. Giant Carp provides a fish feast for the Fortress of Winterhaven. Icy formations along the banks along with constant ice floes provide its name. Caves in the ice provide constant dens for wildlife and sources for secrets and stories.

Lesta River: This river feeds icy water from the eastern spur of the Dragonspine mountains into the Sea of Hyperboria. It splits the Plains of Green Grass, and the lack of any bridges or fords for wagons or carts makes crossing the plains difficult for merchants and traders. As a result, trade usually moves by sea.

Yaneminwe River: Separates the civilized central demesnes of this part of the Celestial Imperium from the rebellious western estates. Its warlords confront the Giant-Kin and Ogre Tribes. Its river banks are crowded with cormorant catchers (See *Gazetteer: Celestial Imperium*).

Seas

Hyperboria Sea: Choked by chunks of crackling ice, it teems with narwhals and seals. In summer the ice recedes, but thick fogs still make sailing upon this arctic sea a risky endeavor.

Jotnumheim Sea: Frost Giants ply these waters and trade with distant Fireland Island. Whenever sea raiders encroach on the Myare Mysticum, Wingships of the Elven Imperium of Ravilla sink the Giant Drakkars.

Myare Mysticum: Resigned to allowing Giant Drakkars to travel to Fireland Island, elven wingships sink sea raiders which stray into these waters. The Frost Giants speculate that the southern sea lanes must be extremely lucrative to be so zealously patrolled.

Straits

Clashing Rocks: This perilous and formidable channel connects the *Sea of Hyperboria* and the *Jotnumheim Sea*. This strait comprises steep cliffs, crashing waves, rocky outcrops, submerged rocks, and swift currents that challenge even the most skilled seafarers. Frequent arctic storms and sundry icebergs make for hazardous passage, especially in the winter months. Giants sometimes throw rocks at ships trying to pass the strait for sport, and the bottom of the strait is littered with the sunken wrecks and treasure of those that met their fates here.

Ahnzhu: Connects the Celestial Sea and the Sea of Hyperboria, allowing trade between the two and even into the Drawmidj Ocean. Named for the intrepid Baklunish navigator that meticulously mapped the strait and allowed its treacherous waters to be sailed: Barani Ahnzhu. Towering mountains lie on the eastern side, and plains and rolling hills to the west. Marine life abounds in the strait, and tales of long lost civilizations buried on its shores draw explorers and adventurers.

Unique

Hyperborean Fields: In the deepest depths of the Sea of Hyperboria exists an aquatic wonderland. Countless thermal vents and black smokers sustain this underwater realm, which few witness. However, luminous leviathans thrive in this bizarre environment.

Mud Flats of the Silted Shore: The Sea of Hyperboria transforms this area of the Marketan coastline into sprawling mud flats, which are soon swallowed by the capricious tides. Flocks of Silver Beaked Herons stalk the flats to feast on clams, crabs and whispering snails.

Sea Grass Meadows: Here the withdrawal of the tides exposes a veritable verdant oasis. These meadows entice the Marketan sea turtles and the sea serpents, who gorge themselves on the turtle nests. Humanity still ventures into the Sea Grass, both predator and prey.

CHAPTER 16: WHISPERS AND VENTURES

Bash baddies and collect their treasure - plenty of possibilities. If they want to get involved in political intrigue and espionage, that's a bit more difficult. If the players want to defend a noble kingdom and rescue a kidnapped princess from an evil Demi-God...well, they probably should have remained within the Flanaess. Otherwise, this section is intended to provide a few ideas to help gamemasters get the ball rolling.

Dragons, Giants, and Ogres; Oh My!

Enter the Dragon

Nathanurth, Eater of All and Venerable White Dragon, is accused of the murder of the hatchling of Raemmeissiorth, the Moonlight Matriarch and Wyrms Crystal Dragon. Both sides seek aid to investigate this shocking crime. Either choice makes an enemy of a powerful dragon.

I'm Big For My Age

A Verbeeg Giant weakling was abandoned within the southern hills. Adopted by a tribe of Ogres, the enemies of the Stomach Slappers. Grown in stature, it repays the debt.

Hy(ena) Hunt on the High Veldt

Something has been taking the sheep of the Veldt homesteaders, and the Sheriff seeks help while stretched thin to deal with gnoll scouts on the borders. A young shepherd reported seeing an "enormous" hyena, but every hyena looks huge to a fearful youngling. Especially if actually a giant hyena ...



Crime and Investigation

The Open Road

Ogres have fled with the spoils promised to a Fomorian Giant. The giant has placed a bounty on these oafish scoundrels.

One Blanket Could Save Lives

Halflings of the Veldt wish to barter for shipments of wool. The exiled dwarves of the Hykiss Hills plot to stop such commerce in the Fleece Market of Awilam.

Timber!

A Fire Giant plots to avoid the taboo on the Giant-wood groves. None may cut the sacred trees. But an ancient tree that has already fallen? Now he drags the giant tree to sell for lumber or fuel for the Burning Furnace. The Giant-Kin shamans and Marketan Druids both seek to stop this desecration. The trail of a 200 foot tall tree is easy to follow. But to stop a Fire Giant poaching party with gnome illusionists taking their bounty for sale...?

Dungeon Crawling

Ogre that Cried Monster

An ogre swears the Oerth vomited forth a bizarre creature that crawled into the darkness, and frightens the Ogre Tribes. Perhaps adventurers should hunt it down?

North by North-East

A lone explorer stumbles into Ice Crag Keep, starving and half-mad, mumbling tales of ruins buried beneath the ice, guarded by mechanical warriors that slaughtered his companions. Did he find a hidden ruin of the Empire of Kursh? Can it be found again? Should it be ...?

Anyone Home?

An ancient ruin requires investigation for a wizard. Is it an ancient outpost of Kursh? The ruined lair of a long dead Marketan wizard? Infested with undead or bandits? All of these ...?

Espionage and Intrigue

North vs South

The druids of Marketa shame the Tundra Circle of Hyperboria over the draughts of giant strength. Whereas moderates seek conversation. Radicals solicit the intervention of the Great Druid to settle the issue.

Dead Letter Drop

A delivery of messages to the Celestial envoy in Harjvalt has gone missing, suspected stolen. The Celestials want them recovered. The Marketans are very interested to read them. Are the Eyes of the Ruby involved? The Clan of the Fox? Many factions are hiring adventurers to "investigate" this apparent theft....

You've Got Mail

The Apex Alliance are attempting to open negotiations with the Marketans about trade. Many factions do not want this to come to pass. Who will deliver these important messages and their envoys? Who will be trying to stop them?

Horrors

Not So Friendly Ghostly Giant

An apparition stamps his feet in frustration, then vanishes. No witnesses recognize the enraged phantasm. Factions of the Giant-Kin twist this phenomenon to suit themselves.

Seawolf In Dolphin Clothing

In Kaalkyal sea-wolves conceal themselves within this coastal community. They prey on vessels as they navigate the Clashing Rocks, and hunt the selkies who seek to prevent these tragedies.

Going On A Bear Hunt

Druid Taina Saarinen (Drd 9; AL N (CN)) requires help. A Fire Giant hunter is stalking the Great Bear Karhut, the giant bear that dwells in the northern wilds leading his pack. She seeks to stop this cruel sport. Success will earn the favor of the Marketan druids, but also the ire of a beaten hunter or the fire clans at the loss of a champion.



Politics and Diplomacy

Sleep With The Fishes

The Frost Jarls pledge a haul of Giant Carp for the next Cloud Giant recital. Unfortunately, a counter-stroke by the barbarians has pushed the contested border into the Pitch-Pine Forest and away from the Icy River. Now they look for aid to meet their pledge or be dishonoured.

The Early Fire King Gets The Worm

The Fire Kings tire of the sea supremacy of the Frost Jarls. A squad of Fire Giants plot to seize a Frost Giant Drakkar and sail to Fireland.

On The Way To Market

Tales of the Awilam market have reached the Marketans, some of who wish to explore this mercantile inclination of the Stone Giants and hope to open a trade route to the demi-humans of the Jotnumheim coast. The southern enclave of the Stone Giants may provide the way to trek through the mountains to Awilam. Intrepid explorers are sought ...

CHAPTER 17: MAGICAL ITEMS

The Giant-Kin are not skilled in the arcane arts, but nevertheless the Domain and its surrounds feature artefacts of arcane power some of which are of ancient lineage ...

Axe of the Brunlas Hills

Forged by the dwarves of the Brunlas Hills centuries ago, this great axe (two handed weapon on the hands of a dwarf, but a one handed battleaxe in the hands of a Fire Giant) is imbued with powers to aid in fighting Giant-Kin foes. It is a +1 magical weapon, but + 3 against giants of any kind. Its wielder can sense any giant within 120 feet. It can be used to cast each of *enlarge* (on the wielder), *strength* (similarly), *haste* (similarly), *shout*, *taunt* and *scare* once a day. The Despot seized the Axe when the dwarves of the Brunlas Hills were taken into indentured servitude, and it remains with Fire Giant King Mawezelgun. The Despot named it Skullcleaver.

Hydrabone Spear

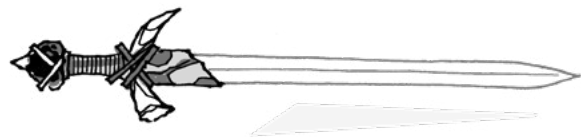
This barbarian weapon has a spearhead carved from a bone of a Cryohydra, and a shaft of a tree from the Dark Fir Grove blessed by the Tribal Mothers to aid its wielder. It is bestowed in times of need upon a tribal champion worthy of it. It makes its wielder immune from cold damage, and also provides the benefits of a *ring of warmth* while being wielded or carried. It operates as a bone spear +1 (See *Martial Forces*) but with no chance of breakage.

Horn of the Veldt

This small (halfling sized) bronze hunting horn decorated in enamel is blessed by Ehlonna, whose mark it bears. Once a day it can be blown and will summon to it within 2-4 rounds a pack of 5d4 hunting dogs to aid the wielder. The dogs will attack to protect the wielder if in combat, or otherwise aid the

wielder as best they can for a band of dogs (e.g. they could drag the person away from danger, dig her out if buried, etc). They will depart once the relevant combat is over, or danger resolved. Traditionally bestowed on the Sheriff of Lindendale.

The Sword of Marketa



This bastard sword is the most prized artefact of the Marketan tribes, and the wielder is fabled to be able to unite the tribes under their rule. Wielded by the famed Marketa herself, who led the tribes across the Sea of Hyperboria, it was lost over a millenia ago when she trekked into the Dragonspines attempting to negotiate peace with the Cloud Giants.

It is said to be a sword of great power (+3), with the ability to control the elements which was what assisted in the crossing of the ocean: once per day the wielder can cast (as if 9th level caster) each of *protection from fire/lightning/cold* (one per day only), *water breathing*, *water walk*, *air walk*, *lower water*, *produce fire*, *conjure fire/water/air/earth elemental* (one per day only), *part water*, *call lightning*, *transmute rock to dust*, and *control weather*.

The powers of the sword can only be used by a wielder of good alignment. Otherwise it is simply a +1 sword.

Boots of the Far North

The Boots of the Far North are a pair of sturdy, weathered footwear crafted from the supple hides of Arctic creatures and lined with the fur of frost-resistant beasts. These boots exude an aura of icy chill, and their surface shimmers with a faint frosty glaze. When put on the wearer feels a surge of invigorating cold energy and their steps seem to become more sure and confident, as if the frozen tundra itself supports their every stride. A powerful frost giant clan holds a legendary tournament in the heart of the icy mountains. The prize: the Boots of the Far North, said to grant the wearer dominion over the freezing winds and eternal winter.

The boots provide exceptional protection against the harsh elements of icy environments. While wearing the boots, the wearer is immune to the effects of extreme cold and gains resistance to cold damage. Additionally, they obtain +4 on saving throws against icy or freezing effects that would restrain or immobilize them, such as icy surfaces or freezing magical effects. The wearer can tolerate temperatures as low as -50 degrees Fahrenheit without any additional protection. Wearing heavy clothes, the wearer can tolerate temperatures as low as -100 degrees Fahrenheit.

The wearer's movements become nimble and agile, enabling them to traverse icy terrains effortlessly. Their walking speed is not reduced by difficult terrain caused by ice or snow, and they have +4 on Dexterity checks made to maintain balance on slippery surfaces. Furthermore, the wearer can move across non-magical difficult terrain made of ice or snow as if it were normal terrain.

Cloak of the Ice Bear

This is a magnificent garment made from the luxurious fur of an ancient and mythical ice bear. The cloak is soft to the touch, and its pristine white fur glistens with a faint frosty sheen. As the wearer wraps the cloak around their shoulders they can feel a comforting chill spreading through their body, as if the essence of the ice bear itself is embracing and empowering them. The Cloak of the Ice Bear is a symbol of leadership amongst the northern tribes that live in the perpetually icy realm.

Powers

Frigid Aura: The Cloak of the Ice Bear emanates an aura of numbing cold that surrounds the wearer. This aura extends for 10 feet in all directions, lowering the ambient temperature and creating an icy field. Within this frigid aura, the cloak grants the wearer resistance to fire damage (half rounded down) and +4 on saving throws against heat-based effects or spells.

Iceborne Fortitude: The cloak enhances the wearer's resilience and fortitude. When they take damage, the cloak's magic activates gaining temporary hit points equal to their Constitution modifier plus their level. These temporary hit points last for 1 minute or until depleted.

Winter's Might: The cloak imbues the wearer with the might of the ice bear. Once per day, the wearer can summon a flurry of icy shards and unleash them upon their foes. They make a ranged spell attack against a target within 60 feet, dealing 2d6 cold damage on a hit. The damage increases to 4d6 at 11th level and 6d6 at 17th level.

Drawback

Loner's Longing: The Cloak of the Ice Bear imbues the wearer with a sense of isolation and solitude. They may feel a yearning for the frozen wilderness and an aversion to crowded or warmer environments. The longer they spend away from icy regions, the more restless and uncomfortable they become.

The Ivory Hunting Spear of Dragon Slaying

This spear is a magnificent weapon crafted with meticulous detail and precision. The spearhead is made from a rare and powerful dragonbone, polished to a gleaming sheen, and affixed to a long, sturdy shaft made of polished ivory, with intricate engravings depicting legendary dragon slayers and their triumphant battles adorn the spear further accentuating its majestic and formidable nature.

Powers

Dragonbane Edge: The Ivory Hunting Spear is specifically designed to be a bane to dragons. When the spear is used to make an attack against a dragon, it deals an additional 2d6 damage. This extra damage increases to 3d6 at 11th level and 4d6 at 17th level. In addition, the wielder has +4 on saving throws against the breath weapons of dragons.

Piercing Precision: The spear's exceptional craftsmanship grants the wielder heightened accuracy and precision in combat. They gain a +1 bonus to attack rolls made with the Ivory Hunting Spear. Furthermore, when the wielder scores a critical hit with the spear, the target must make a Constitution check or suffer -4 on attack rolls, saving throws and ability checks until the end of their next turn due to the spear's piercing wound.

Dragon's Might: The Ivory Hunting Spear harnesses the essence of slain dragons, empowering the wielder with aspects of the might beasts. Once per day, the wielder can channel the strength of dragons into themselves, gaining +4 to Strength, as well as temporary hit points equal to their level + their Constitution modifier. These effects last for 1 minute.

Draconic Foe: The Ivory Hunting Spear's nature as a dragon-slaying weapon draws the attention and ire of dragons. When a dragon senses the presence of the spear, it becomes more hostile toward the wielder and may actively seek to eliminate them.

Drawback

Soulbound Responsibility: The power of the Ivory Hunting Spear comes with a heavy responsibility. The wielder is bound to uphold the honor and legacy of dragon slayers, and they may feel compelled to seek out and confront dragons even in situations where it may not be wise or beneficial.

The Necklace of Walrus Tusks

This is an enchanting piece of jewelry that showcases the primal beauty of the mighty walrus. Strung together with sturdy cords are several large, ivory-white walrus tusks, each intricately carved with swirling patterns that depict the sea and its creatures. The necklace emanates a faint aura of briny ocean air and carries with it a sense of reverence for the untamed power of the sea.

Powers

Sea Guardian's Blessing: When worn, the Necklace of Walrus Tusks forms a mystical connection between the wearer and the ocean. They gain +4 on saving throws against being charmed or frightened by creatures associated with water or the sea. Additionally, the necklace grants them the ability to breathe underwater as naturally as they would breathe air, allowing them to explore the depths of the sea with ease.

Tidecaller's Resonance: The wearer's affinity with the sea strengthens their voice, allowing them to communicate with marine creatures. They can cast the *Speak with Animals* spell at will, but it only

affects aquatic or marine creatures. Additionally, once per day the wearer can cast the *Animal Friendship* spell specifically targeting aquatic or marine creatures.

Ocean's Grace: The necklace enhances the wearer's physical capabilities, granting them enhanced swimming prowess and agility. They gain a swim speed equal to their walking speed, allowing them to move through water with ease. Additionally, they have +4 on Strength checks made to swim and Dexterity checks made to maintain balance or maneuver in aquatic environments.

The Bone Visor of Snowsight

This is a unique and striking magical item fashioned from the skeletal remains of a legendary frost giant. The visor is meticulously crafted, with the skull fragments forming an intricate and fearsome visage. The bone itself is as pale as snow, etched with ancient runes that shimmer with a faint blue glow. When worn, the visor covers the wearer's eyes, granting them an otherworldly appearance as if they have become one with the wintry landscapes. The Bone Visor of Snowsight is a relic of a forgotten ice kingdom that lies hidden beneath eternal snow and surrounded by treacherous blizzards and dangerous icy creatures.

Powers

Snowsight: The Bone Visor of Snowsight enhances the wearer's vision, allowing them to perceive their surroundings with unparalleled clarity in icy and snowy environments. They can see normally in foggy, snowy or blizzard conditions as if normal weather, and thus spot hidden creatures or objects in such conditions. Additionally, they gain a magical sense that allows them to discern the general direction and distance of creatures moving within 60 feet of them, even if they are invisible or obscured by snow, mist, or other weather phenomena.

Glacial Focus: The visor enhances the wearer's magical abilities, particularly those related to cold and ice. When they cast a spell that deals cold damage, they can add their level to any damage roll. Additionally, once per day, they can cast the

cone of cold spell as a 5th level spell.

Frozen Gaze: The Bone Visor of Snowsight bestows a chilling aura upon the wearer's eyes, causing them to emanate a faint, eerie blue glow. While this can be intimidating or off-putting to others, it also makes it difficult for the wearer to conceal their presence in dark or shadowy environments, potentially revealing their location or intentions.

Drawback

Frost Giant Foe: The Visor being made of front giant bones may draw the attention and ire of front giants. If a frost giant encounters the wearer and recognizes the Visor for what it is made of (Intelligence check at -2), they become more hostile toward the wearer and may actively seek to eliminate them.

The Tome of the Winterlands

This tome is an ancient and weathered grimoire bound in supple yet resilient leather. Its cover is adorned with intricate frost patterns, giving it an ethereal and captivating aura. As one flips through its pages, delicate snowflakes seem to dance across the parchment, leaving behind a faint trail of frost. The words within are written in shimmering blue ink and the air around the book carries a chilly breeze, as if it holds the very essence of winter.

Powers

Winterlore: The Tome of the Winterlands is a repository of knowledge and secrets about the frigid realms. The reader gains proficiency when it pertains to topics related to cold climates, winter creatures, and the lore of the winterlands. Additionally, once per day, they can cast the *comprehend languages* spell. When using this spell, it specifically allows the reader to understand and read ancient winter-themed languages or scripts that would otherwise be incomprehensible.

Frostweaver's Insight: The reader's connection with the Tome of the Winterlands grants them a deeper understanding of ice magic. When they cast a spell that deals cold damage or creates ice-related effects, they can add their level to the damage roll or to any saving throw associated with the spell. Furthermore, they can choose to change the

damage type of a spell they cast from a different school of magic to cold damage once per day.

Frozen Invocation: The book contains several rare and potent incantations that allow the reader to harness the power of winter. Once per day, the reader can select and cast a spell from the Tome of the Winterlands as if it were in their spellbook, even if the spell is not a wizard spell or a spell they would normally have access to. The chosen spell must be of a level for which the reader has spells..

Drawback

Frostbound Obsession: The Tome of the Winterlands can be addictive, drawing the reader deeper into the mysteries of winter and the allure of its magic. They may become obsessed with uncovering more secrets within the book, prioritizing its study over other tasks or even their own well-being. This obsession can strain relationships and lead to reckless behavior if left unchecked.

The Ice Javelin

The javelin is a formidable magical weapon that embodies the essence of winter's fury. It consists of a sleek and perfectly balanced javelin crafted from a transparent, glacial-blue crystal that seems to shimmer and sparkle with an inner frost. Engraved along its shaft are intricate patterns resembling ice fractals, giving it an enchanting appearance. When held, the javelin exudes a coldness, causing the air around it to crystallize with each breath. The Ice Javelin is considered a sacred weapon and safeguarded by one of the reclusive barbarian tribes. The frost giants would pay considerably to gain possession of the ice javelin.

Powers

Frostbite Impact: The javelin harnesses the elemental power of ice, imbuing each strike with frigid energy. On a successful hit, the target takes additional 1d4 cold damage. The icy cold seeps into the target.

Piercing Frost: The Ice Javelin possesses the ability to penetrate and break through barriers that resist cold or ice. When thrown, it bypasses resistances or immunities to cold damage, making it particularly effective against creatures or objects that would normally shrug off such attacks..

The Horn of Skald the Huntmaster

This horn is a majestic and ornate magical item crafted from the horn of a powerful white dragon. The horn is polished to a brilliant sheen, adorned with intricate engravings depicting hunting scenes, noble beasts, and symbols of nature's harmony. Its surface shimmers with an ever-changing array of colors, reflecting the diverse spectrum of the wild. When blown, the horn emits a resounding and melodious sound that echoes through the forest or surrounds, inspiring awe and reverence.

Powers

Call of the Wild: When the horn is blown, it releases a powerful, enchanting melody that resonates with the spirits of nature. All friendly creatures within a certain radius (usually 300 ft) that can hear the horn's call gain +2 on attack rolls and saving throws against being frightened. Additionally, friendly creatures gain temporary hit points equal to the user's level. The effects last for a duration specified by the user or until combat ends, whichever comes first.

Hunter's Empathy: The horn establishes a profound connection between the user and the creatures of the wild. The user can communicate with beasts as if under the effects of the *Speak with Animals* spell, allowing them to understand and be understood by the animals. Furthermore, beasts that would normally be hostile toward the user or their allies regard them as non-threatening, unless provoked.

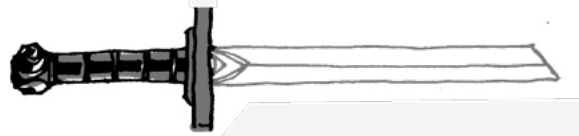
Mark of the Huntmaster: Once per day, the user can activate the horn's true power. By blowing a specific sequence of notes, they create an enchanting aura of protection and guidance. The aura extends in a radius of 30 feet and grants +4 on Wisdom checks, as well as +2 on attack rolls against creatures that have damaged the user or their allies within the previous round. The aura lasts for 1 minute.

Drawback

Echos of the Wild: The powerful resonance of the horn can draw the attention of dangerous creatures in the wild. When blown, there is a chance

(1 in 20) that hostile creatures in the vicinity may be attracted to the sound, potentially leading to unintended encounters or escalating existing conflicts (use appropriate encounter table).

Baelin's Blubber Carver



This is a finely crafted magical short sword that emanates an aura of mystery and power. The blade is forged from gleaming silver-steel, honed to a razor-sharp edge with masterful precision. Adorned with delicate engravings of swirling currents and aquatic motifs, the weapon captures the essence of flowing water. The hilt is wrapped in supple blue leather, providing comfortable grip, while a small aquamarine gemstone is embedded at the pommel, glimmering with an inner watery light. As it is wielded, a faint whisper of ocean waves accompanies each swing, as if the sword carries the secrets of the sea.

Powers

Swift Current: Baelin's Blubber Carver grants the wielder exceptional speed and agility in combat. When wielding the sword, the wielder gains a +1 bonus to their initiative roll, allowing them to act quickly and decisively in battle.

Riposte of the Tides: Baelin's Blubber Carver possesses a unique defensive capability. Once per round, when an enemy creature misses the wielder with a melee attack, the wielder can use their make an immediate counterattack. This counterattack is made with +2 to hit and deals additional damage equal to the wielder's level.

Tormund's Walking Stick

This is a colossal and imposing magical item used by Giant-Kin, who tower over most other creatures. Despite its name, it is far more than just a simple



walking aid. The staff is crafted from a massive, gnarled tree trunk, its bark weathered and worn, revealing the deep grooves and knots of its ancient wood. It stands twice the height of a human, with intricate carvings depicting scenes of giants' daily lives, hunts, and feats of strength adorning its length. A small, ornate gemstone embedded at the top of the staff glows with a warm, earthy light, symbolizing the bond between the giant wielder and the natural world.

Powers

Giant's Might: Tormund's Walking Stick channels the immense strength and power of hill giants. When wielded by a creature of Large size or larger, the staff acts as a +2 magical quarterstaff, granting a +2 bonus to attack and damage rolls made with it.

Nature's Resilience: The staff resonates with the vitality of the natural world, granting the wielder enhanced durability. The wielder gains resistance (halved rounded down) to bludgeoning damage while they are attuned to the staff.

Stomp of the Colossus: Once per day, the wielder can slam Tormund's Walking Stick into the ground, causing a shockwave to ripple through the earth. This shockwave affects all creatures of Medium size or smaller within a 20-foot radius of the wielder. Each affected creature must succeed on a Dexterity check or be knocked prone and take bludgeoning damage equal to $2d8 +$ the wielder's Strength modifier.

Drawback

Burden of the Giants: Tormund's Walking Stick is a colossal weapon, difficult for smaller creatures to wield effectively. If wielded by a creature smaller than Large size, they have -2 on attack rolls made with the staff and suffer a -2 penalty to damage rolls.

CHAPTER 18: CHARACTERS

The inhabitants of the Domain and surrounds include some of the most powerful figures in Oerik.

Mezrog Krowitus: Dru 18 (HD 18+2), AC -4 (magical hide armor & DEX), hp 168, AL NG. Hierophant Druid, Circle of the Sea of Drawmidj Ocean and Sea of Hyperboria

Born to Storm Giant parents in the Storm Vale, during his childhood he displayed an uncanny ability to commune with the spirits and creatures of the sea. Encouraged by his mother, he became enamored with and explored the Sea of Hyperboria, during which he stumbled upon a hidden temple within a coral reef. The hierophant druid residing there, Svedras Meno, bestowed the power to manipulate the currents of the sea. Mezrog became an avatar of the sea, protecting it and offering counsel to the coastal communities. He is an outcast to the Storm Giants due to protecting the coastal humans. He wields a magical staff imbued with the powers of storms and carries a pouch of enchanted herbs and components used in his druidic rituals.

He embraces the harmony of nature and its raw power, embodying the balance between tempests and tranquility. In times of peril, Mezrog can summon thunderstorms or transform into a titanic being of lightning to protect the lands and seas from harm. He is revered among nature-loving creatures as a guardian of the elements, a revered Hierophant in the druidic circle, and a formidable ally to those who share his quest for preserving the delicate balance of the world. (See *Underwater Atlas*).

Nathanurth, Eater of All, Venerable White Dragon. HD 20+6, AC -3 (natural armor), hp 240, AL CE(LE): Nathanurth is a magnificent and fearsome creature, a white dragon that rules over the frigid and desolate area in the northern Dragonspine Mountains. Towering at an immense size, with shimmering white scales that reflect the icy sunlight, He possesses an air of regal dominance and an aura of chilling power. His eyes, cold and piercing like glacial ice, exude an ancient feral intelligence and an unwavering resolve.

This dragon's form is streamlined and muscular, perfectly adapted for navigating the harsh and treacherous arctic terrain. His jagged razor-sharp teeth glisten with frost, and his snout exhales icy breath that freezes the very air around him. Enormous wings, translucent and veined with frost, allow him to soar through the frozen skies with grace and agility.

Nathanurth's lair is a cavernous ice palace nestled within a towering glacier, its walls adorned with intricate ice formations that sparkle and shimmer in the dim light casting an otherworldly glow. Within this frozen fortress, he hoards vast treasures of precious gems and ancient artifacts accumulated over centuries of conquest and domination. Littered throughout the lair are ice sculptures of humans, demi-humans and giants that are actually victims of Nathanurth's wrath.

Legend tells of Nathanurth's origins, a tale steeped in the ancient conflicts of dragons and mortals. Born in an era long forgotten, he hatched amidst a blizzard that heralded his arrival as a harbinger of icy doom. From his earliest days, Nathanurth displayed a thirst for power and a ruthless determination to assert his dominance over the frozen lands. As he grew in size and strength, Nathanurth established his reign over the desolate north, terrorizing both giants and human settlements, and rival dragon clans with his icy wrath. His rule was marked by brutal conquests and the subjugation of lesser beings, as he sought to expand his dominion and accumulate a hoard worthy of his power and stature.

Over the centuries tales of Nathanurth's might and cruelty spread, striking fear into the hearts of those who dared to challenge his supremacy. Countless heroes and adventurers ventured into the frozen north, seeking to vanquish the tyrant and claim his hoard for themselves. Yet all who faced the Eater of All met a chilling demise, their valor no match for his merciless onslaught.

CHAPTER 19: MONSTERS

Excellent resources that detail literally thousands of monsters for use in role-playing games, so there is little need for this writing to add still more. Gamemasters are encouraged to plumb all available sources to provide appropriate challenges for their players. That said, there is yet no reason not to change things up a bit just for fun.

Dragon (All Types): Tend to be concerned with philosophical issues, but all types of dragons are known to visit an isolated circle to converse. Few choose to disturb the deliberations of dragons.

Hydra, Cryo: Its regenerative abilities and fierce temperament make them the bane of the Frozen Plains. Definitely an acquired taste, but the Frost Giants have reputedly created various dishes that incorporate it. Barbarians avoid these beasts, but its scaly skin can be fashioned into *hide armour +1 vs cold attacks*.

Lycanthrope (Sea-wolf): Masquerades as the tavern owners within Kaalkyal. The family prospers as the Clashing Rocks provide a convenient rationale for the occasional shipwrecks.

Mammoths and Mastodon: Pachyderms native to the *Hyperboria Grasslands*. Herds of these beasts roam, and in the bitterest of winters even wander southwards.

Remorhaz: Polar Worms inhabit the Frozen Plains, but few realize it. Alchemists and wizards reward handsomely those brave enough to obtain its prized eggs.

Umbler Hulk, Vodyanoi: Lurking in Lake Morshyn, the vicious creatures feast on Giant Catfish. Undiscovered, reckless raiders will vanish as the southern incursions increase.

Yeti: Roam the Brunlas Hills, especially dangerous amid the frequent blizzards. Predator and prey, they are hunted for their valuable pelts which are bartered within the Fleece Market of Awilam.

Bezerker Beetle (Larva)

Climate/Terrain: Dark Fir Grove

Frequency: Rare

Organization: Solitary

Activity Cycle: Any

Diet: N/A

Intelligence: Animal

Treasure: N/A

Alignment: N/A

No. Appearing: 1

Armor Class: 9

Movement: None

Hit Dice: 1 (2 hp)

THAC0: 20

No. of Attacks: 1

Damage/Attack: 1 hp

Special Attacks: Enhanced Aggression

Special Defenses: Nil

Magic Resistance: Nil

Size: Tiny

Morale: Variable

XP Value: 15

Once mature, the bezerker beetle is harmless. Larva that infects a sentient host increases its aggression and dampens inhibitions.

Tribal mothers bless the chosen with the beetle larva. Under its influence the host is a highly volatile but lethal adversary.

Combat: Larvae upon their birth attack their "siblings". Oncethe strongest consumes the rest, the survivor can latch onto a host. Lodged in the olfactory orifice, the larva releases a pheromone which enhances aggression, +1 hit and damage. Requires a *cure disease* spell to remove/cure.

Habitat/Society: Infest the Dark Fir Grove. Receive a save vs poison to prevent implantation. Hosts lose 1 point of wisdom each month infected. Lack of wisdom and nightmares makes social reintegration extremely arduous for those chosen.

Ecology: Parasites. The larvae of the bezerker beetle has little impact on the environment, but its influence on its host can have significant consequences on its surroundings.



Klahan Qing

Climate/Terrain: Keystone and Haunted Hills

Frequency: Very Rare

Organization: Family Group

Activity Cycle: Any

Diet: Carnivorous

Intelligence: Very (11-12)

Treasure: Pelt

Alignment: Neutral

No. Appearing: 1d4

Armor Class: 6

Movement: 18

Hit Dice: 4+4

THACo: 15

No. of Attacks: 3

Damage/Attack: 1d6/1d6/1d8

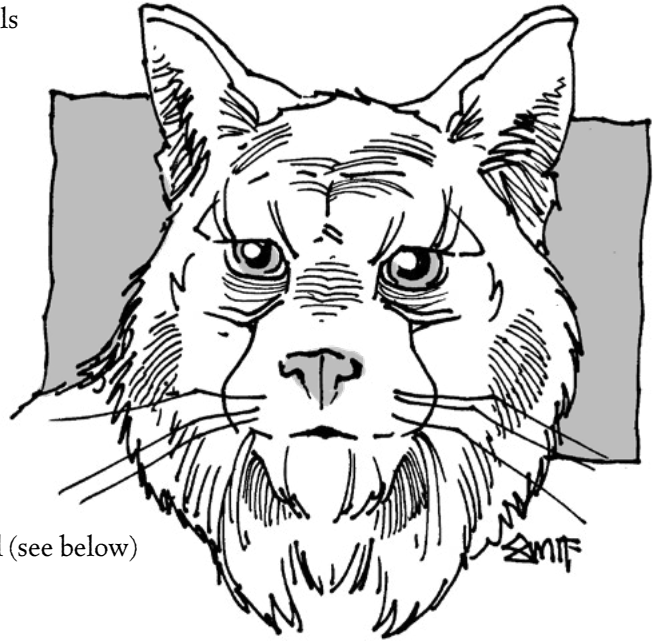
Special Attacks: Charm Person and Trap Soul (see below)

Special Defenses: Surprised (1)

Magic Resistance: Nil

Size: Medium to Large (5-7 feet)

Morale: Elite (14)



A feline carnivore native to the Keystone and Haunted Hills. An ambush hunter capable of bringing down large prey. Poachers can sell its lustrous pale pelt in southern markets for 2,500 gp.

Its most striking feature is its sorrowful eyes, which sustains a southern misconception that they are lycanthropes. Elderly nomads of Kozyatyn choose to embrace them. Confronted by a willing sacrifice, it charms them so they have a peaceful demise.

Combat: These felines avoid unnecessary encounters, becoming hostile when cornered. In addition, besides claw and tooth they are capable of charming through a subtle crooning. Similar to a *charm person* spell, they can use this once per day.

Habitat/Society: Normally encountered in small family groups composed of two adults and 1-4 cubs. Females in estrus can also cast a version of *trap the soul*. Essential to reproduction, as the soul ensures conception.

In any event, they are doting parents and lavish attention upon their cubs, guarding them at all times until they are young adults at which time they must make their own way. Unless mated, they are solitary creatures.

Ecology: They primarily hunt the reindeer herds, but will stalk and kill virtually any creature. Instinctive enmity has brought them into conflict with the winter wolves. Poaching has decimated its population. Once these great cats ranged freely; but its numbers are in steady decline.

Marketa Giant Sea Turtle

Climate/Terrain: Temperate and tropical oceans and coastal areas

Frequency: Rare

Organization: Solitary

Activity Cycle: Diurnal

Diet: Herbivore

Intelligence: Animal 3-4

Treasure: Nil

Alignment: Neutral

No. Appearing: 1

Armor Class: 5

Movement: Sw 3

Hit Dice: 8

THACo: 13

No. of Attacks: 1

Damage/Attack: 3-18

Special Attacks: None

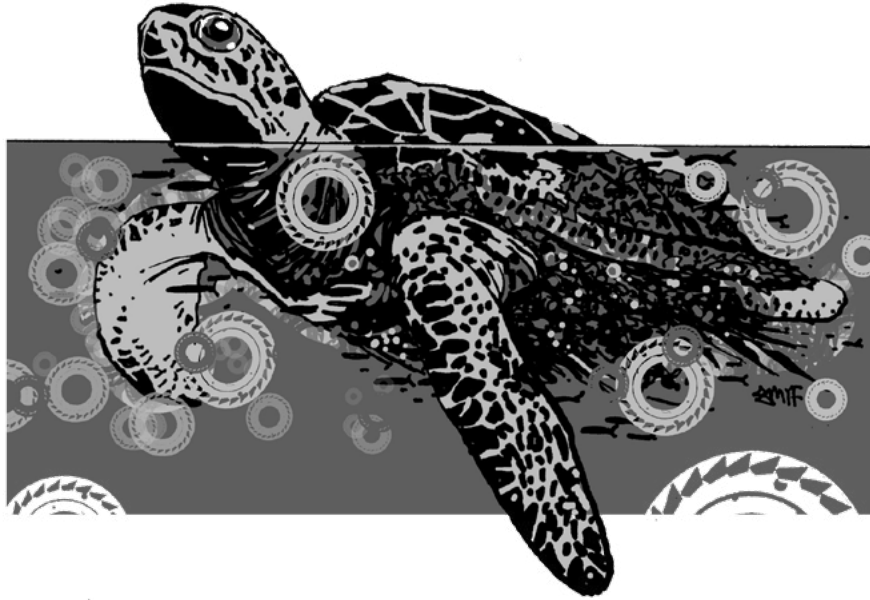
Special Defenses: Nil

Magic Resistance: Nil

Size: L (30' long)

Morale: Average (10)

XP Value: 1,200



The Marketa Giant Sea Turtle is a breathtaking vision of grandeur and antiquity. With a shell spanning vast distances, it resembles a moving atoll. Its carapace, a myriad of deep blues, greens, and teals, is encrusted with coral formations, barnacles, and even small ecosystems of aquatic plants and fish. The turtle's ancient eyes hold a depth of wisdom and wonder, while its massive flippers move gracefully, allowing it to glide effortlessly through the great oceans.

Legends speak of the "Wandering Islands," vast moving landmasses that sailors occasionally come upon. These tales, as many now know, often refer to the Marketa Giant Sea Turtles. Various cultures have myths centered around these turtles. Some believe the world itself is carried on the back of an immeasurable Marketa, while others tell tales of ancient treasures or lost civilizations found on the back of these aquatic behemoths. The rare sight of a Marketa surfacing, its vast silhouette eclipsing the horizon, is a sight few sailors forget, often inspiring tales of adventure and wonder for generations to come.

Combat:

Mobile Ecosystem: The turtle's back supports a diverse range of marine life. Creatures that attempt to harm the turtle may find themselves attacked by protective swarms of fish, jellyfish, or eels that call the turtle's back home.

Graceful Glide: Despite its size, the Marketa Giant Sea Turtle can move with surprising speed when threatened, making quick, evasive maneuvers.

Protective Shell: As an action, the turtle can retract into its shell, granting it resistance to all damage for a round.

Habitat/Society: The turtles are solitary creatures roaming the seas of Oerth, coming together only for mating.

Ecology: The Marketa Giant Sea Turtle is a migratory creature, often taking centuries to complete a single migration circuit of the world's oceans. Its immense size allows it to act as a traveling ecosystem, supporting a variety of marine life on its back. Many underwater races, such as merfolk or tritons, consider the appearance of a Marketa Giant Sea Turtle in their region as a sign of prosperity and good fortune. Some even establish temporary settlements on the backs of these gentle giants.







Beyond the Flanaess: The Domain of the Despotic Giant King

A Sourcebook for Greyhawk