

Atanuwë's Horde

The nine-legged chaos godling and its horde of wicked minions.

FACTION OVERVIEW

Alien to Dolmenwood

The origins of Atanuwë, the Nag-Lord, are unknown, though the beast is certainly not native to Dolmenwood. The preponderance of illusion, treachery, and lies that attends its trail compounds the difficulty in tracing its provenance. The few sages who specialise in the study of chaos godlings have reached no agreement on the subject.

Entered Dolmenwood 400 Years Ago

On first coming to Dolmenwood some 400 years ago (see *History*, p16), Atanuwë found a realm dominated by petty sects vying for such tedious things as military or magical domination. The Nag-Lord immediately perceived the lack of fun (i.e. depravity, madness, and horrific absurdity) in the place and set about carving out a dominion from which to ooze its unsettling influence.

Wrested Sargstone from the Drune

Atanuwë found the ideal location for its court—the Sargstone (hex 0904), which marks the nexus point of two ley lines. The mortal who claimed himself the warden of the stone circle (the Audrune Hemlack) was quickly dispatched of and the power of Sargstone subjugated.

Minions Called to the Court of Chaos

Its court established around the Sargstone, the Nag-Lord sent out a call, welcoming all creatures of Chaos to bow before it. A ghastly menagerie of monsters flowed through the gates of the court, pledging their allegiance to Atanuwë. Atanuwë rules its horde with absolute, despotic authority. Its whim is law to be followed without question.

Creator of Crookhorn Goatfolk

The wild goatfolk of northern Dolmenwood, who heretofore served no master, were corrupted by contact with Atanuwë, giving birth to the race of crookhorns.

Poisoned the Wood God Gheillough

Atanuwë's presence has, over time, poisoned the waters of Lake Longmere, causing the water-dragon Gheillough (long bound by the Drune) to fall into a dream-wracked torpor in the mud of the lake-bed (see *History*, p16). By keeping the dragon in this state, Atanuwë has usurped its role as regulator of the arcane energies of Dolmenwood, twisting the forest ever more in the direction of the Weird.

A Twisted Amalgam of Male and Female

As a monstrous being of Chaos melding elements of both male and female, the Nag-Lord is referred to as "it".

Absurdity and Dark Comedy

At root, Atanuwë is a godling of dark comedy. Its deeds and decrees are laced with cosmic irony, absurdity, and horrific slapstick—all to satisfy its black sense of humour.

Destruction and Debauchery

As is the case with all beings of cosmic Chaos, the Nag-Lord loves wanton waste and destruction. It relishes the extermination of beauty, the toppling of order, and the annihilation of knowledge. Connected with this love of destruction, Atanuwë has a ravaging taste for debauchery. Feasts are constantly upon its tables, mounds of decaying food crushed beneath piles of fresh delicacies. For beings inclined towards Chaos, the balls and banquets of Atanuwë are said to be without rival.

Ruler of the Valley of Wise Beasts

As a pet project, Atanuwë decided to awaken sentience in the animals of the valley which its Court overlooks. Thus awakened and given humanoid form, the little creatures were trapped in a nightmare of quaint tea parties and police-state terror under the rule of the crookhorns.

ATANUWË'S SCHEMES

Become Ruler of All Dolmenwood

The Nag-Lord cannot abide the thought of mortals who live free from its command, and seeks to increase its dominion to encompass the whole of Dolmenwood and then the lands beyond.

Marriage With Gheillough

Having usurped Gheillough's role as regulator of the arcane energies of Dolmenwood, Atanuwë's next fancy is to summon the slumbering dragon-spirit to its side, complete its corruption into a being of pure Chaos, and wed it. The spawn of such a union would surpass all conceptions of wickedness.

Collect the Bones of Holy People

Atanuwë has come into the possession of several saints' skulls and thought to revivify them for the amusement of the court. The skulls' sanctimonious wailings proved so droll that the Nag-Lord seeks to expand its collection.



ENCLAVES OF ATANUWË

The Nagwood

A stretch of twisted woods overrun by evil trees and crookhorns. The place is under a sorcerous malaise that twists the mind.

The Valley of Wise Beasts

A long valley, uninhabited by humans, but home to a multitude of speaking beasts awakened by Atanuwë's fell hand.

The Camp of Captain Snarkscorn (0803)

A makeshift but semi-permanent military outpost under the command of Captain Snarkscorn, established to protect the Nag-Lord's Court from attack from the west.

Ignormwm's Cottage (0807)

Dwelling of the Atacorn Ignormwm.

Court of the Nag-Lord (0904)

The Court of Chaos, lair of the beast Atanuwë, its most powerful servants and courtiers, and hordes of minions.

Cottage of Shub's Nanna (0911)

A cute, rustic cottage in the woods, dwelling place of the corrupt goat-crone known as Shub's Nanna.

Baron Fraggleshorn's Tower (1004)

Overlooking the Valley of Wise Beasts, this tower serves as a base of operations for the Nag-Lord's forces in the Valley and as a safeguard against attack from the east.

Cobton-on-the-Shiver (1104)

The centre of talking beast culture in the Valley, watched over by a garrison of crookhorns.

The Village of Dreg (1110)

Hiding place of the Atacorn Crewthyant.

The Deceiver's Well (1509)

Hiding place of the Atacorn Hawalyeer.

MEMBERS AND ORGANISATION

Atanuwë, The Nag-Lord

The hermaphroditic, nine-legged, humanoid unicorn godling, whose psychedelic horn and lunatic braying hold sway over all others in this faction.

Atacorns

The spawn of the Nag-Lord, birthed by unholy union with a harridan (see below). Atacorns are unicorn-things with human features and a bizarre and cruel sense of humour. There are known to be at least 18 Atacorns, but only three have remained in Dolmenwood, the others roaming to distant lands to spread woe and discord. Those in Dolmenwood are: Ignormwm (hex 0807), Crewthyant (in the town of Dreg, see pXXX), and Hawalyeer (hex 1509).

Crookhorn Goatfolk

The corrupted goatfolk of northern Dolmenwood, who were among the first servants of Atanuwë, being easily corrupted to its whims. Crookhorns now form a large (and ever-increasing) force of brigands that makes travel in the northern woods treacherous and threatens the safety of civilisation to the south (in particular, Prigwort, hex 1106).



Atanuwë and Worshipers

Atanuwë is a being of godling status, similar in cosmic stature to the Wood Gods of Dolmenwood (see pXXX). As such, while it can bestow magical abilities upon its followers and teach them unspeakable secrets of dark magic, it cannot grant spells in the way that true deities can. The deities worshipped by clerics, druids, etc. are thus of a higher order of magnitude than the Nag-Lord.

Harpies

Among the horrid denizens of the Northern Scratch, many hideous bird-women have flown to the Nag-Lord's Court to serve the beast.

Monstrous Humanoids

Large, monstrous humanoids such as ogres and minotaurs are found in the armies of the Nag-Lord, alongside the lesser foot soldiers (i.e. the crookhorn hordes).

Harridans

A sect of witches, who were perhaps once human women, now twisted into the form of hideous ogres by constant exposure to the Nag-Lord's warped presence. Harridans serve as courtesans, brood-mothers, and soothsayers.

Twisted Unicorns

Of all the many colours and kinds of unicorn that may be glimpsed in Dolmenwood, some few—those who relish torture and destruction—have come under the Nag-Lord's banner. These wicked fairies serve as Atanuwë's advisers in matters of war and sorcery.

CROOKHORN NAMES

d20	Male	Female	Surname
1	Bart	Breek	Bludger
2	Billy	Crag	Boner
3	Broo	Crown	Bugber
4	Broob	Dank	Clubber
5	Curlip	Errid	Crapshod
6	Grim	Fanny	Gouger
7	Grip	Grewigg	Grimes
8	Gripe	Gruw	Hogbard
9	Hoge	Lankly	Hogblood
10	Lank	Nagly	Hoglick
11	Lope	Nanna	Limplore
12	Lurp	Plim	Nagger
13	Org	Prim	Nailer
14	Shadgore	Scrag	Quimmer
15	Shank	Shim	Shergulf
16	Slurp	Shoddy	Shiver
17	Snerd	Slyme	Smollow
18	Snerg	Slynn	Sodder
19	Willy	Smoo	Wallow
20	Winder	Wilda	Wanklore

ATANUWĚ, THE NAG-LORD

A monstrous, hermaphroditic, nine-legged unicorn godling, also known in local folklore as “Old Shub”. Atanuwě’s physical form is mutable, shifting through an unsettling variety of structure, composition, and colour before onlookers’ eyes. At one moment, the beast may appear as a mound of grinning pink jelly with flailing legs and crooked horn protruding; at the next moment it may seem to be a gargantuan, flaming unicorn with eyes of ruby and nine clawed hooves.

Demeanour (Chaotic): Cruel, decadent, utterly narcissistic. Basks in flattery. Loves to mete out absurd injustice.

Speech: Suave insinuations, punctuated with lunatic braying. Speaks all languages (via telepathic communion).

Desires: See *Atanuwě’s Schemes*, p40.

Possessions: Atanuwě hoards magical artefacts (see hex 0904), but carries none on its person.

Servants: An army of crookhorns and monstrous humanoids. Harpy servitors. A sect of harridan soothsayers. Twisted unicorn advisers.

Location: The Court of the Nag-Lord, hex 0904.

Combat Stats

AC -1 [20] **HD** 22**** (112hp) **Att** 1 × horn (1d10 + jellification) or magic or hypnotism **THACO** 5 [+14] **MV** 150’ (50’) **SV** D2 W2 P2 B2 S2 (22) **ML** 10 **AL** Chaotic **XP** 11,750

Jellification: A victim pierced by Atanuwě’s horn must **save versus death** or be transformed into a pool of jelly.

Magic: Atanuwě can cast the following spells without limit: *dispel magic*, *confusion*, *curse*, *dimension door*, *polymorph self*, *polymorph others*, *animate dead*, *feeblemind*.

Hypnotism: Anyone at whom Atanuwě intently stares is compelled to meet its gaze. The target must **save versus spells** or be affected per *charm monster*, beguiled by the strobing emanations of the Nag-Lord’s iridescent horn.

Mundane damage immunity: Can only be harmed by magical attacks.

Immunities: Unharmed by poison, fire, and cold.

Magic reflection: Each time Atanuwě is targeted by magic, roll 1d6. 1: Effect reflected back at caster; 2–3: Effect nullified; 4–6: Normal effect.

See invisible: Atanuwě can see through veils of invisibility.

TODO: NPC portrait

BARON LUCIUS FRAGGLEHORN

A monstrously obese crookhorn, 8' tall, with one milky, weeping eye. His three horns curve downwards over his brow, like a wicked veil.

Demeanour (Chaotic): Lecherous, debauched, brutal. Terrified of snakes.

Speech: Menacing mirth, fits of bellowing. Woldish, Gaffe.

Desires: Fine vittles. More human wives.

Family: Six crookhorn wives (willing concubines to the powerful goat-lord), one human wife (kept by force).

Servants: Two dozen crookhorn soldiers. A despicable human cook named Mertrude.

Location: Tower overlooking the Valley of Wise Beasts, in hex 1004.

Combat Stats

AC 3 [16] **HD** 7* (40hp) **Att** 1 × bite/butt (1d8 + disease), 1 × two-handed sword (1d10+2) or 1 × goat-horn dagger (1d4+4) **THACO** 13 [+6] **MV** 120' (40') **SV** D8 W9 P10 B10 S12 (7) **ML** 9 **AL** Chaotic **XP** 850

Disease: Anyone bitten or butted by Fraggleshorn must **save versus poison** or be afflicted by a nasty infection (see crookhorn—DMB).

Goat-horn dagger: The baron keeps an antique goat-horn dagger +2, sheathed around his neck.

TODO: NPC portrait

CAPTAIN SNARKSCORN

A lanky, froth-mouthed crookhorn dressed in rag-tag plate mail with a huge wooden shield (a repurposed barn door). Snarkscorn is stationed here to guard the Nag-Lord's court against attack from the west.

Demeanour (Chaotic): Cruel bully, prone to random rages. Loves wild music and debauchery.

Speech: Raw-throated barking and derisive whimpering. Woldish, Gaffe.

Desires: To depose **Baron Fraggleshorn** as lord of the Valley of Wise Beasts. Hates and covets the witch **Lady HaerOTH** (pXXX), who has escaped his clutches by trickery on two occasions. He would gladly pay for her capture.

Servants: 60 crookhorn soldiers, camped in hex 0803.

Location: Semi-permanent camp in hex 0803.

Combat Stats

AC 3 [16] **HD** 6+4* (40hp) **Att** 1 × butt (1d6+3 + disease), 1 × battleaxe (1d8+3) **THACO** 13 [+6] **MV** 120' (40') **SV** D10 W11 P12 B13 S14 (6) **ML** 10 **AL** Chaotic **XP** 650

Disease: Anyone butted by Snarkscorn must **save versus poison** or be afflicted by a nasty infection (see crookhorn—DMB).

War-horn: The captain carries a great war-horn around his neck which he can sound to summon **1d6 harpies** (OSE)—servants of the Nag-Lord—to his aid in 1d4 rounds.

TODO: NPC portrait

SHUB'S NANNA

An elderly longhorn goatwoman with flowing, pale tan fur and silver eyes with violet pupils. She wears layered black dresses and a green woollen shawl. Nanna is a favoured servant of Atanuwë, being responsible for keeping his larder stocked with plump human children.

Demeanour (Chaotic): Acts as a kindly old lady who wishes to coddle visitors. Schemes to trap any she deems worthy of her master's prisons or table. Loves flattery.

Speech: Absent-minded blather, laced with baby talk and bleating cackles. Caprice, Gaffe, Woldish, Sylvan.

Desires: Plump children for her master's larder. Magical baubles. Wishes to be once more young and fair.

Possessions: A magical goat-sleigh that, under Nanna's guidance, can carry herself plus four passengers anywhere along the course of the ley line Lamm in a matter of minutes. (It is in this way that she visits the Court of the Nag-Lord, in hex 0904.) An enchanted *whip* +2 (1d6+2 damage, 10' range), woven from the hair of elf maidens.

Servants: 7 silver goblins and 5 silver-eyed goats (see 0911).

Location: Woodland cottage in hex 0911.

Combat stats: Longhorn goatfolk (DMB).

TODO: NPC portrait

Summoning Shub's Nanna

The attention of Shub's Nanna may be gained by calling out the magic word "Leeleeglablea" upon a moonlit night within Dolmenwood. In response, Nanna may dispatch a number of her goblin servants to the location of the one who called. The goblins appear within 1d6 turns and may return to their mistress at will, disappearing into mist within three rounds.

Local folklore is correct in suggesting that the goblins of Shub's Nanna will pay a sum of thirteen silver pieces in exchange for an unwanted child. She may also grant other favours (e.g. transportation) in exchange for especially succulent, sweet-smelling children.

TODO: Illustration