

ROZDOLLYA

The Wildlands

Travel Brochure



ERADEN-KOBINSON-EVANS-VENNI-MIACHINA
THE DOMAIN OF MERU: ISSUE 3

DESIGNED FOR USE WITH
**OLD-SCHOOL
ESSENTIALS**

DESIGNED FOR USE WITH
**OLD-SCHOOL
ESSENTIALS**

Old-School Essentials is a trademark of Necrotic Gnome. The trademark and Old-School Essentials logo are used with permission of Necrotic Gnome, under license.

REQUIRED BOOKS: The following Old School Essentials books are referenced or are needed to play this Travel Brochure. As space for this product was kept limited on purpose to give it the feel of a real travel brochure, references to existing material was used instead of complete reprints.

Core Rules: Contains the foundation rules of Old School Essentials this book is based on.

Classic Fantasy Advanced Genre Rules: The Classes and Races in this book use references from Classic Fantasy Advanced Genre Rules.

Advanced Fantasy Monsters: Stat blocks have been provided, as well as any features of specific new monsters. Some references to Advanced Fantasy Monsters have been made.

Advanced Fantasy Druid and Illusionist Rules: These rules are referenced in the "Meet New People" section of this book

Old School Essentials will be shortened in-line to save space.

MERU

One of many planes created by the Father of All, Rod. Set in a time ancient when our ancients were not even born. Seven Islands lie at its heart, circled by four domains that move with the seasons and a wild rim land that grows into the ether every year.

Trypilia, Land of Seven Islands: Home to the Odyn and Rods second born children.

Sertse, The Heartland: Home of the Koshka (cat people), Koniushnyk (horse people), Molfar (mysterious wizard recluses) and many others.

Povitrya, Isle of Wind: Born of the wind gods, the Vetry make this domain home.

Rozdollya, The Wildlands: Sparsely populated, beautiful land that the Vovkdolak (shape-changers) run wild in.

Vishau Zemli, Witch Home: The wise Baba Yagas live here.

Obid, Lands of the Knyaz: Small kingdoms carved out of the rim lands by heroes, villains and gods.



Where Nature Is Free

Rod, the All Father created the heavens that hold our sun and three moons. He planted the World Tree whose leaves are home to numerous other realms. He birthed his sons and daughters and bid them to "create something."

So under the shade of the World Tree his first son Svarog brought forth Meru, and bid his younger siblings to make it their home. In the east lives Belbog the lawful or Father Summer. In the west is Chernobog the chaotic or Father Winter. Others carved out homes of their own.

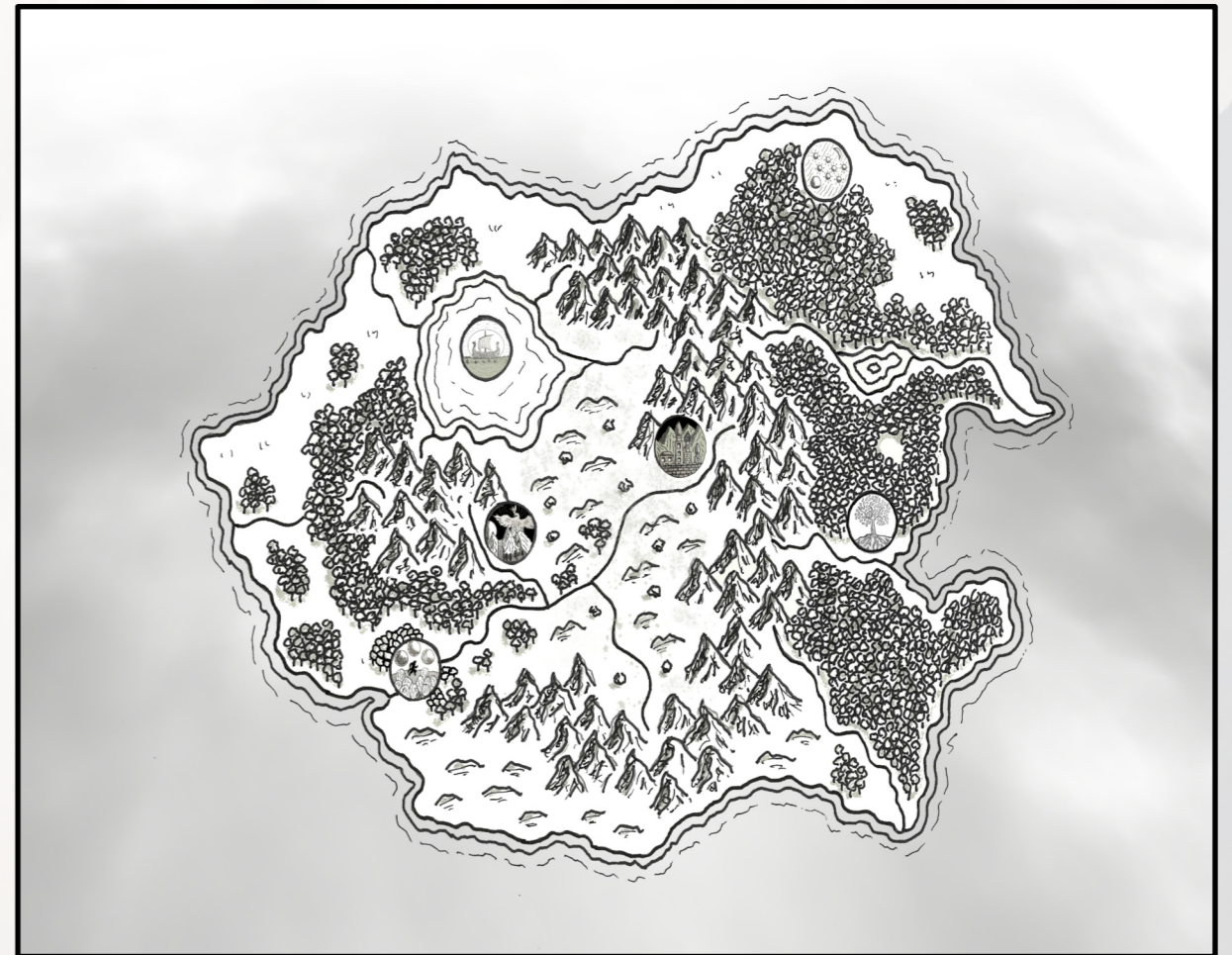
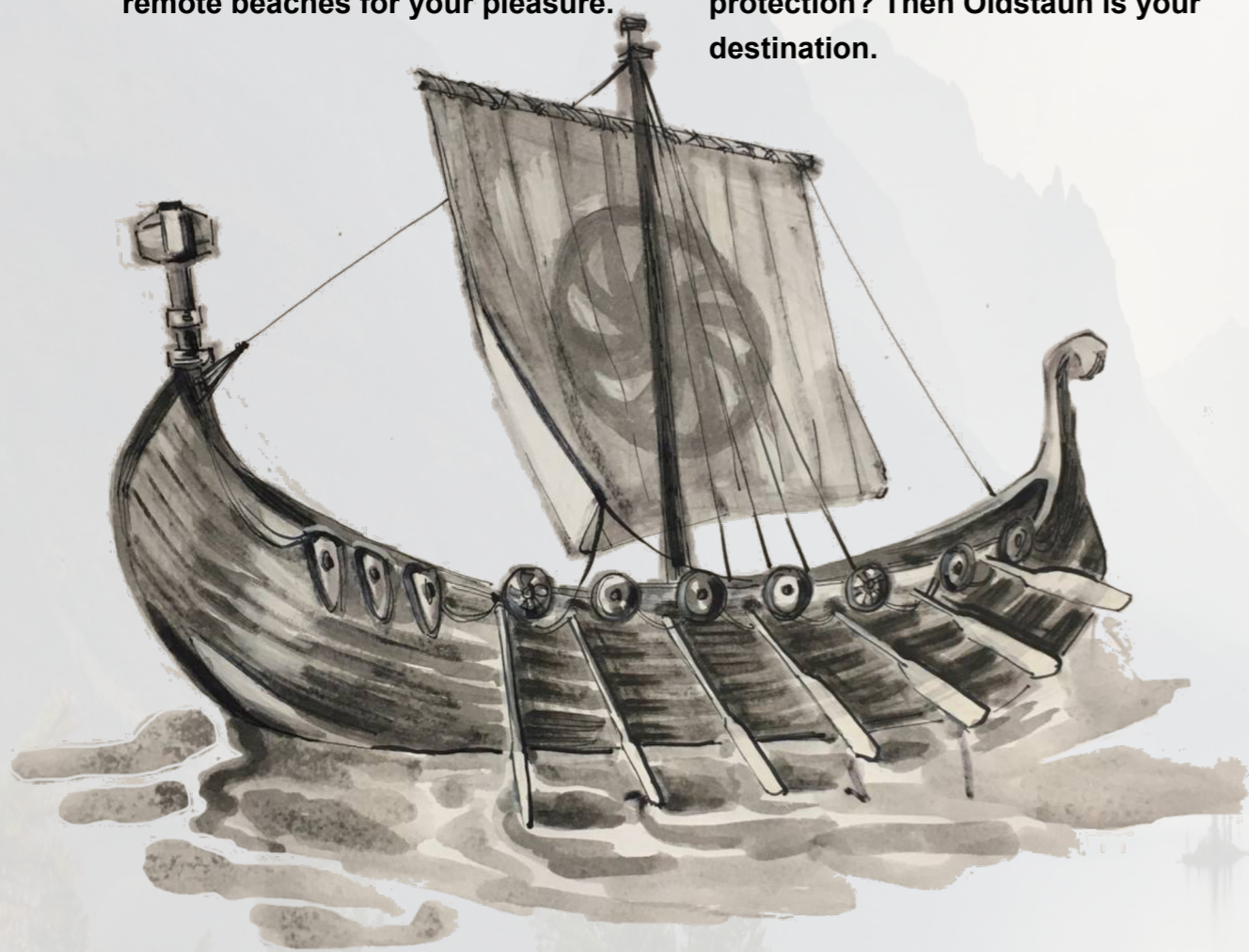
Rozdollya was for much of time the marriage home to Voluh, bog of warriors, and his wife Lel, bog of love. Then the vile Tsar Ariadyk began his rise to power and swept through Meru with a mysterious demon horde in an attempted coup. Put down by the forces of light, it was discovered he had accomplished the feat of immortality. The decision to imprison him was made as well as to construct a home for the souls of the brave warriors who perished battling him. The Valley of Ispyt where the final battle took place was chosen for this honor.

To guard these sacred places, Voluh blessed the surviving warriors of the final battle with the ability to transform themselves into powerful animals. Equal to any demon Ariadyk may summon to him, my noble ancestors now known as Vovkodlak were born. Now, Rozdollya is a domain for those with adventure and adrenaline in their hearts. A place to test ones skills and mettle against nature and beast. Or if you are brave enough, at the yearly Kulachni Ihry, the Game of Fists held by the Volosini warrioress. And for those in need of protection from evil, one can consult the wise healers of Oldstaun.

"Fear is worse than misfortune itself," folk wisdom.

A WALK IN THE PARK

- You crave underwater adventure? Your on a quest to the World Trees Leaves? You believe yourself worthy of Svarog's legendary ship, The Korabel of Nadiya. Then a visit to Chervonyy Lake is for you.
- Are historical battlefields your thing? Visit the Valley of Ispyt, where the dread Tsar Ariadyk met his demise.
- The western reaches of Rozdollya provide sprawling wild woods and remote beaches for your pleasure.
- The Tovan Peaks hold mysteries even us Vovkodlak have yet to unravel. Strange valleys, portals to other lands, creatures unnatural, and the weird itself. Dangerous, yes. But also a constant edge to sharpen ourselves on.
- Ah, here on a business trip to the Volosini. Good luck, and may you be able to lift your arm when they are done with you.
- Evil is chasing you and you need protection? Then Oldstaun is your destination.



IN THE WILD



MYK RAZOM

The only community of Vovkodlak that can be properly termed a town lies at the end of the Dykyy Bih river. It has accommodations, shoppes, wilderness guides and provisions, and other civilized expectations.

Built from our own vision, many are awed by the way the town blends seamlessly with nature. Streets are defined by trees, buildings meld with hills and if one can see a rooftop, then we failed.



CHERVONYY LAKE

With over three hundred miles of coastline, Chervonyy Lake dominates the northwest portion of the domain. Three large rivers feed into it from the surrounding mountains and the Pivnich River flows out. Fishing is spectacular and many visitors find themselves happy to spend lazy days by its shores. The bordering northern forests are home to several larger Vovkodlak communities.

In the depths lies the Korabel of Navdiya, Svarog's mystical ship of heroes that is able to travel the cosmos. Beware its guardian, the sea serpent Zuba. She only allows those with a worthy cause its use.



THE VYSOTY

True warriors hope to die bravely and with virtue in their heart. If they do, this is where their soul rests for eternity. Its entrance sits behind a great waterfall, protecting it from demons and undead, on the highest peak of the western Tovan Peaks. It is our honor and privilege to safeguard its shadow.

Curated and tended to by Voluh and Lel themselves, the Vysoty is a warriors dream. Honey ale and game fill the tables nightly and stories grow in glory. Tours are possible, and many journey to visit their passed love ones. But entrance must be paid for by the edge of ones blade.



ARIADYK'S TOWER

Why he was not destroyed, or cast out forever is not for us to know. But we will die before giving him any more control over Meru than he currently lays claim to. Once each month we are to allow him freedom, the rest of the month he tries to rot our land.

Beware visiting his dark tower in the east Tovan Peaks. His foul Chort wander freely and undead are a plague. Chaos and wild magic taint the lands. There are sanctuaries of good, marked by strange purple trees born of the remains of the mightiest and most pure that died in the final battle against him.



STOZHARY

Visitors from a galaxy other worlds refer to as the Pleiades, or the Seven Sisters, these warrior woman are truly special. Why they decided to hone their skills here in our domain we stopped asking long ago.

Stozhary is a city of the future, but its strange multi-colored wall prevents all interlopers that are uninvited entrance. I am only able to report description as each Vovkodlak is allowed one pilgrimage to train there.



Strange lights keep the streets aglow at night. Its buildings are cool white marble and mirrored glass. At least once a day a strange hum emanates from a great circular keep in the cities center and a bridge of light reaches out into the cosmos.

If you can secure a trip inside, it's a story you will raise your children on.



OLDSTAUN

No place in Meru may be more naturally good. This commune of druids and clerics work in union with the Buznychye to preserve the sacred elderberry trees that thrive in the woods around it. Healing groves and fresh water spas are abundant. Often one can also catch a glimpse or rub shoulders with one of the bogi here as well.

THE SELO

Most Vovkodlak live in small villages, or Selos. Their name is usually derived from the founding rods last name with -selo added to the end. For example I was raised in Krisikselo.

While the western reaches of Rozdollya are home to the majority of our people there are selos located in the Valley of Ispyt. These peoples are our mightiest warriors and keep Ariadyk's demons in check.

Accommodations and food is usually handled by locals in their own homes as opposed to dedicated businesses. The exception to this are selos located around Chervonyy Lake or base camps frequently used to mount expeditions into the Tovan Peaks.

ДОБРА ДАМБА

Literally translated, the Good Dam was constructed to purify the waters that flow from Fol Dolyna. Built entirely of Elderberry wood, it is situated where the waters that flow down from Vysoty meet the Dykyy Bih river. We keep a substantial amount of warriors here and it is our second largest community. A bi-monthly fair and market, known as the Torhivlya, is held there and attracts people from throughout Rozdollya.

FOL DOLYNA

The valley below Ariadyk's Tower is a befouled beauty. Once the lush Metelyk river cut through to the heart of the Tovan Peaks, but it has been dammed and re-visioned as a sprawling muck.

Here the Chort demons farm their favorite delicacy, giant frogs, and draw happiness from our displeasure with the way they treat the land. This area is highly active with chaos and wild magic as well.

Valley of Ispyt

TOVAN PEAKS

Broken into two sections, the eastern and western peaks, many mysteries make these ranges their home. Whether it is because of the vile magics used by Ariadyk or an older weakness in the veil between domains we do not know.

Whatever it is, it is not uncommon for monsters and peoples not native to Meru to be discovered among its many valleys and cave systems. On the other hand, the chances of discovering secret riches lures more than one adventurer into them.

A PLACE OF GOOD

OLDSTAUN

This commune is home to clerics of all the lawful bogi, many younger druids and netlenne. Simple places of worship spread throughout the woods, while the main town is little more than a set of docks and necessary accommodations for transient types.

The waters and woods are known to have various healing properties and each is tended to by one of the faith that most closely represents its results. But the true magic of these woods is the Elderberry Trees, cared for exclusively by the Buznychye. They set the rules to keep the woods plentiful and happy. Even bogi yield to them here.

All that is produced by them is available at the Shoppe Chystiy in the main square of Oldstaun. If one wants to purchase an item, they must be good of heart and in need of the good it will provide. Its current keeper is De'Shil Garman. Considered an old timer he has decided that its time for him to meet the people of meru and give the trees a break from his voice.



Elderberry Etching by: Nikolai Haroka
Species: Sambucus racemosa
Location: Rozdollya Woods

THE RULES

- An Elderberry Tree planted elsewhere will not work the same.
- Only a "touched" person may harvest a tree.
- Do not burn objects made from Elderberry Trees, or a curse will befall you.
- Once per year, a large culling is allowed. This wood can be used to construct larger items such as boats or buildings.
- "Civilization" must be kept to a minimum. Currently it is at the maximum allowed.
- Smoked Pork Belly must be provided the Buznyshye once per month for a feast of the Three Moons.

TYPICAL ELDERBERRY GOODS

- **Balalaika:** Three stringed triangle guitar. When used by a Lawful aligned druid can cast one spell a day without using a slot. Warns of evil aligned creatures within 15ft.
- **Datelis Flute:** Can be played before asking a question. Target must SV VS Spells or be forced to tell the truth. Can be played after an answer and will detect a lie on a 4-6.
- **Broach of Defense:** The flowers are melted and solidified by magic and provide a +1 against all attacks made by chaotic aligned beings (physical/AC, magical/save).
- **Detection of Evil:** Many types of small wearable objects, 10ft range.



Stozhary, A Warriors Retreat

My time with the Volosini was short, three months of my young life, but incredibly fruitful. For a stern and warrior like culture they are adept teachers and take pride in seeing those under their tutelage succeed. And in their time away from the training grounds they were even more full of life. Nights were filled with drink, herbaceous cigars, and stories. Many of which were beyond my young comprehension. I wish I could say a trip into Stozhary is easily put on one's itinerary, but that is not the case.

In Meru they prefer to keep their amazing marble and glass fronted buildings behind a strange multicolored wall/dome of light, that as far as I know, destroys any living creature wandering into it. The sights I saw I can only speculate may be a glimpse of our future. Flame-less lights illuminate the streets at night. Horseless carriages float along the roads. And, I am weary to speak of it, but during archery training they also practice with a furious weapon they call a "blastor."

They share our same hatred towards demons and through their stories and curses, it is obvious they are locked in a similar battle among the cosmos. I and the Vovkodlak are very happy with the current arrangement on Rozdollya. To arrange a visit one must either find a sponsor and convince them of the importance of your cause, become a warrior so great that poems are written about you and an invitation is sent or win the annual Kulachni Ihry, Game of Fists. Occurring when Rozdollya is in its mid-winter placement, this week long competition is a prized feather for many of Meru's warriors. Besides a generous purse it is said the winner travels to the Volosini's home world to receive training.

MEET NEW PEOPLE

THE VOVKODLAK

Describing my people is difficult. We began as Odyn, Myste, Vetry, Kishka, Bagan and all the others walking in Meru. And now we are not them. When the final battle with Ariadyk was done, Voluh offered the surviving warriors rewards. Some took land, some took treasures, but the purest ones took a special offer. They remained to watch Ariadyk.

Rozdollya became their new home and they were changed into guardians befitting their bog. First, strong new bodies were molded from the old. Fine thick hair, tall, lean of muscle, a variety of shades, and strong of constitution. Next our animal form was placed inside these shells: bear, cat or wolf. Then our new appearance was finished by these blank forms taking the cue from our new inner spirit. So when one looks at us in our "human" form one may see animal features that match.

Thrilled by the wild and challenges it provided we have spent little time developing cosmopolitan industries. Instead our small selos were established and the land remains much as it always was. Each Vovkodlak finds one non-warrior pursuit to provide them peace, and so art, goods and foodstuffs are produced. But we all remain vigilant, watching Ariadyk's prison. If dangerous encounters and sprawling wilderness tug at your heart, then Rozdollya is where you should come.

BECOMING VOVKODLAK

- 1. Birth:** The son or daughter of two pure Vovkodlak results in the ability to transform as long as one stays true to the warrior spirit of Voluh (no chaotic alignments).
- 2. The Vovkzillya (Wolf Potion):** Warriors true of heart and in need of our strength can attempt to invoke the change through a dangerous potion and ritual. Success is not assured, and the price of failure is high.
- 3. The Cursed:** We have made enemies, and in order to taunt us they have developed a curse which

is a perversion of our kind. One where your control of the beast is uncontrollable and leads to madness.

THE MADNESS

Those cursed or that fail in Vovkzillya are unable to control the gifts of Voluh. Each month on the First Moon they turn uncontrollably for one year. During this time if they take 20 HP damage in one round they transform and stay that way for 1d4 hours. On the eve of year two they become trapped in their animal form and can never be cured. A powerful wish or Remove Curse from a bogi is required to cure this affliction.

THE VOVKZILLYA

Those that choose to attempt this magic must be good at heart (Lawful)

Ingredients (Untsiya , UN =1 oz.):

- 1 UN Freely given Vovkodlak's Blood
- 1 UN Blood from a demon kill
- 2 UN Moon Rock Dust
- 1 Twig from a Lady Fern with fresh dew on it
- 3 UN Schisandra Berry Juice
- 1 Candle

- Once gathered all of the ingredients are mixed in an earthenware pot and hung over the lighted candle and cooked till it burns out. It becomes a sticky gel type of substance.

The Ritual:

- The thick mixture is blessed by a Vovkolaw Cleric (9th LVL or higher) on the night of the New Moon at precisely midnight, under the stars. He is then

joined by eight fully transformed Vovkodlak.

- The mixture is spread over the naked body of the recipient.
- The ancient words used by Voluh are invoked and the gathered Vovkodlak begin a steady growl that will continue throughout the night.
- The Spirit Journey: The final test is a one-on-one battle with the spirit version of the form the recipient hopes to bond with, use full strength were-bear/tiger/wolf (OSE Classic Tome PG 174-175). If they are successful in this they lose one level of class and all racial abilities. They gain all abilities for their new Vovkodlak level. If they fail then they will be cursed with the above madness.
- Newly turned Vovkodlak are encouraged to stay at least one week among our people to adjust and learn to control their new gifts.

The Volk



The Tigr



The Nesti



Vovkovoyin

Brave and fierce warriors of our kind are known as Vovkovoyin. Early in life they are rambunctious and a bit wild. As they age they concentrate on perfecting their combat and survival skills.

Their training begins at the age of ten by hunting small prey and long stints of wilderness training. Once these base survival skills are honed, they are book trained for two years. Most are ready to begin their free lives by the age of 18. Their full animal form matures faster and grows stronger and tougher than their magical counterparts.

They live mainly in valley selos and are dedicated to seeing Ariadyk's last days. Many also travel to take the fight to chaos to their doorstep.



SHARĖD ATTRIKUTĖS

Age: Vovkovoyin typically live to be around 90 years old.

Size: Both sons and daughters are on the larger size of typical humanoids

Attacks: Claw and bites count as magical.

Progression: THACO. Hit Points, skills, and Saves all are based off the Base Class chosen at character creation no matter which of the three forms a Vovkovoyin is in. The charts on the following page show AC, Speed and Attacks in each of the three forms.

Languages: Mova, Vovkian

Transformation Time by Level:

Vovkovoyin have three forms: human, hybrid and animal. They can stay in either human or animal form as long as they like. A certain amount of concentration is needed to stay in hybrid form. It takes one round to transform. The following list shows hours they may stay in hybrid form by level.

Levels 1-4: Six Hours

Levels 5-8: Twelve Hours

Levels 9-12: Eighteen Hours

Maximum Level By Class: Barbarian (10th), Fighter (12th), Ranger (12th), Vedohon (10th)

NEŠTI (BEARS)

Bear hug: If a victim is hit by both claws in the same round, the Nesti can hug for an extra 2d8 automatic damage.

Level 1-4:

AC: 10/6/6 (Human/Hybrid/Animal) + DEX

Speed: 120 (40), 120 (40), 120 (40)

Human Attacks: By Weapon

Hybrid/Animal Attacks: By Weapon, or Att 2 × claw (1d4), 1 × bite (1d8)

Level 5-8:

AC: 10/4/4 (Human/Hybrid/Animal) + DEX

Speed: 120 (40), 120 (40), 120 (40)

Human Attacks: By Weapon

Hybrid/Animal Attacks: By Weapon, or Att 2 × claw (1d4+2), 1 × bite (1d8+2)

Level 9-12:

AC: 10/2/2 (Human/Hybrid/Animal) + DEX

Speed: 120 (40), 120 (40), 120 (40)

Human Attacks: By Weapon

Hybrid/Animal Attacks: By Weapon, or Att 2 × claw (2d4), 1 × bite (2d8)

TIGR (GREY CATS)

Surprise: On a 1–4, due to stealth.

LEVEL 1-4:

AC: 10/7/7 (Human/Hybrid/Animal) + DEX

Speed: 120 (40), 125 (45), 130 (45)

Human Attacks: By Weapon

Hybrid/Animal Attacks: By Weapon, or Att 2 × claw (1d4), 1 × bite (1d4)

Speed: 120 (40), 130 (45), 140 (45)

Human Attacks: By Weapon

Hybrid/Animal Attacks: By Weapon, or Att 2 × claw (1d4+2), 1 × bite (1d6)

LEVEL 9-12:

AC: 10/3/3 (Human/Hybrid/Animal) + DEX

Speed: 120 (40), 140 (45), 150 (50)

Human Attacks: By Weapon

Hybrid/Animal Attacks: By Weapon, or Att 2 × claw (d6), 1 × bite (2d6)

LEVEL 5-8:

AC: 10/5/5 (Human/Hybrid/Animal) +DEX

VOLK (WOLF)

Pack Tactics: Gains a +1 on To Hit rolls when attacking in concert with an ally.

LEVEL 1-4:

AC: 10/7/7 (Human/Hybrid/Animal) + DEX

Speed: 120 (40), 130 (45), 140 (45)

Human Attacks: By Weapon

Hybrid/Animal Attacks: By Weapon, or 1 × bite (1d6)

AC: 10/5/5 (Human/Hybrid/Animal) +DEX

Speed: 120 (40), 140 (45), 150 (50)

Human Attacks: By Weapon

Hybrid/Animal Attacks: By Weapon, or 1 × bite (1d6+2)

LEVEL 9-12:

AC: 10/3/3 (Human/Hybrid/Animal) + DEX

Speed: 120 (40), 150 (50), 180 (60)

Human Attacks: By Weapon

Hybrid/Animal Attacks: By Weapon, 1 × bite (2d4+2)

LEVEL 5-8:

Vovkolaw

Ah, I get to talk about myself. I am a Vovkolaw of our bard tradition. Those of us born with an affinity to magic follow a slightly different course in our young age. Curious more than rambunctious we tend to lag behind other babes and be of a slightly smaller stature.

Our first wilderness explorations are more about procuring herbs and learning the weave of magic and nature than hunting. By age ten, our inclination has been determined (future Class) and we are apprenticed with a proper mentor. It is this person who tends to us for the next eight years.

The strongest of us are the Nesti, rare though they are. Like the Vovkovoyin we fight against chaos and mayhem.



SHARED ATTRIBUTES

Age: Vovkolaw typically live to be around 90 years old.

Size: Both sons and daughters are on the larger size of typical humanoids

Attacks: Claw and bites count as magical, can cast in human or humanoid form

Progression: THACO. Hit Points, skills, and Saves all are based off the Base Class chosen at character creation no matter which of the three forms a Vovkovoyin is in. The charts on the following page show AC, Speed and Attacks in each of the three forms.

Languages: Mova, Vovkian

Transformation Time by Level: Vovkolaw have three forms: human, hybrid and animal. They can stay in either human or animal form as long as they like. A certain amount of concentration is needed to stay in hybrid form. It takes one round to transform. The following list shows hours they may stay in hybrid form by level.

Levels 1-4: Six Hours

Levels 5-8: Twelve Hours

Levels 9-12: Eighteen Hours

Maximum Level By Class: Bard (10th), Cleric (12th), Druid (12th), Magic-User (12th)

NESTI (BEARS)

Tough Skin: Gifted with a tougher skin, improving their AC.

Rare Breed: Players must roll over 60 (d100) to choose as Class.

Level 1-4:

AC: 10/8/8 (Human/Hybrid/Animal) +DEX
Speed: 120 (40), 120 (40), 120 (40)
Human Attacks: By Weapon
Hybrid/Animal Attacks : By Weapon, or Att 1 × claw (1d4) or 1 × bite (1d6)

Level 5-8:

AC: 10/7/7 (Human/Hybrid/Animal) + DEX
Speed: 120 (40), 120 (40), 120 (40)
Human Attacks: By Weapon
Hybrid/Animal Attacks: By Weapon, or Att 1 × claw (1d4+1) or 1 × bite (1d6+2)

Level 9-12:

AC: 10/6/6 (Human/Hybrid/Animal) + DEX
Speed: 120 (40), 120 (40), 120 (40)
Human Attacks: By Weapon
Hybrid/Animal Attacks: By Weapon, or Att 1 × claw (1d6) or 1 × bite (1d8)

TIGR (GREY CATS)

Surprise: On a 1-4, due to stealth.

LEVEL 1-4:

AC: 10/9/9 (Human/Hybrid/Animal) +DEX
Speed: 120 (40), 125 (45), 130 (45)
Human Attacks: By Weapon
Hybrid/Animal Attacks: By Weapon, or Att 1 × claw (1d4) or 1 × bite (1d4)

Speed: 120 (40), 130 (45), 140 (45)

Human Attacks: By Weapon

Hybrid/Animal Attacks: By Weapon, or Att 1 × claw (1d4+2) or 1 × bite (1d6)

LEVEL 9-12:

AC: 10/7/7 (Human/Hybrid/Animal)
Speed: 120 (40), 140 (45), 150 (50)
Human Attacks: By Weapon
Hybrid/Animal Attacks: By Weapon, or Att 1 × claw (1d6), or 1 × bite (1d8)

LEVEL 5-8:

AC: 10/8/8 (Human/Hybrid/Animal) + DEX

VOLK (WOLF)

Pack Tactics: Gains a +1 on To Hit rolls when attacking in concert with an ally.

LEVEL 1-4:

AC: 10/9/9 (Human/Hybrid/Animal)
Speed: 120 (40), 130 (45), 140 (45)
Human Attacks: By Weapon
Hybrid/Animal Attacks: By Weapon, or 1 × bite (1d4)

LEVEL 5-8:

AC: 10/8/8 (Human/Hybrid/Animal)
Speed: 120 (40), 140 (45), 150 (50)
Human Attacks: By Weapon
Hybrid/Animal Attacks: By Weapon, or 1 × bite (1d4+2)

LEVEL 9-12:

AC: 10/7/7 (Human/Hybrid/Animal)
Speed: 120 (40), 150 (50), 180 (60)
Human Attacks: By Weapon
Hybrid/Animal Attacks: By Weapon, 1 × bite (2d6+2)

VOLOSINI

Brave and skilled, these daughter warriors have few equals in Meru, and I imagine throughout the whole cosmos. As fierce as they are in battle they relish life just as much and are drawn to wonder and adventure. If this allows them to destroy a few demons along the way, so much the better.

They favor long trousers or riding skirts and garbs that do not interfere with their use of a bow. I believe something about turquoise and bronze remind them of home as these are their favorite accoutrements.

When in combat they prefer two handed weapons or their recurve bows, and when possible to be mounted. Most are of Lawful alignment, and rarely Chaotic.



DIVINE INTERACTION

L&L

The boginya of love lives on the lips of many as a curse and a blessing. She also is known as the protector of harmony and can be a great warrior herself if something upsets the balance between chaos and law. Arguments as to her looks are common as each that sees her, sees what they believe to be perfect.

VOLUH

Our father and the bog of warriors everywhere. He is also the Knyaz of Yav's (Meru's) armies in times of great threat. He is known to roam the forests and challenge warriors in mock battle, to test their strength and assure we do not become complicit. A bear of a man and armor of metal fur make him easily recognizable.

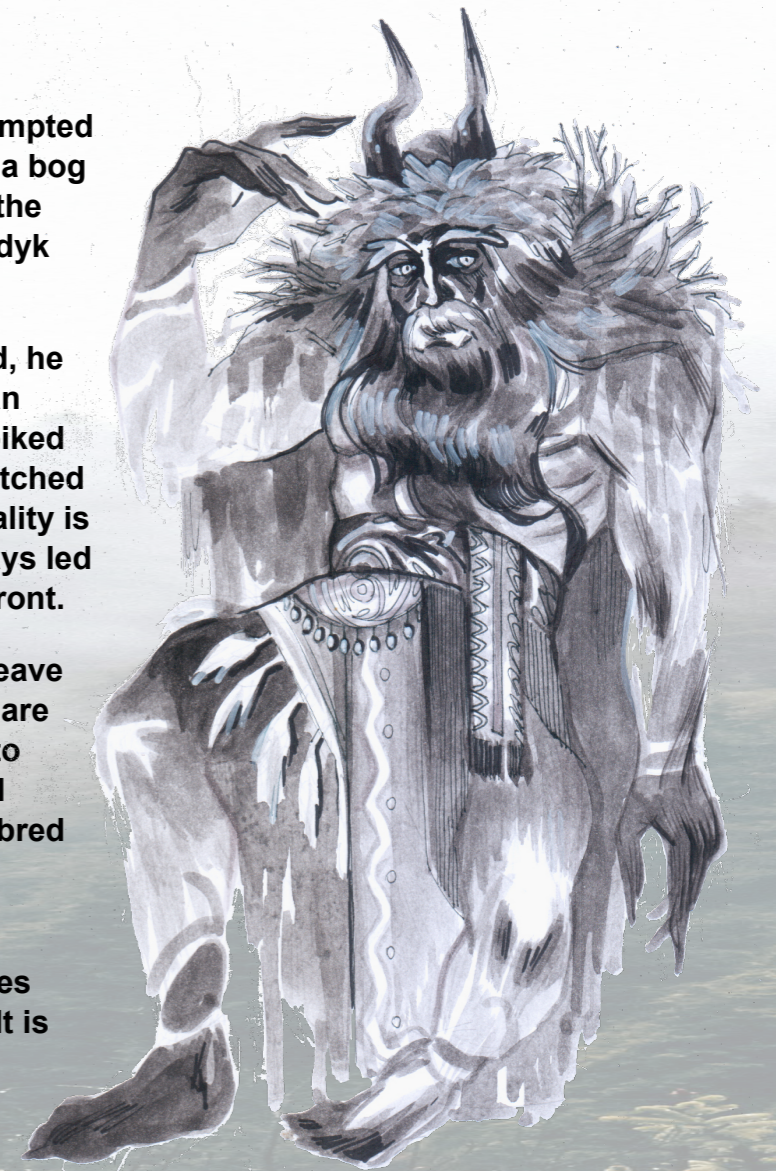
TSÆK ARIADYK

I can not say here why the gods allowed him to live after his attempted coup of Meru. It is one thing for a bog like Chernobog or even Koshei the Deathless to attempt it, but Ariadyk was just a mortal. Was he not?

Dressed always in shades of red, he resembles a slightly more human version of his chort demons. Spiked rabbit ear horns, bearded face etched from battle. His one positive quality is that he is no coward, as he always led his hordes into battle from the front.

Once a month he is allowed to leave his prison on Rozdollya and we are forced to watch as he travels into Meru's skies aboard a Ruby Red carriage drawn by red thoroughbred horses.

Like The Gentleman he has an obsession with amassing peoples souls for his private collection. It is on these nights of freedom he collects them.



Stats are on page 25

Requirements: Minimum 13 STR

Ability Modifiers: +1 DEX or +1 STR

Languages: Mova, Pleiadesia

Age: 300 Years, but retire to their home world by 150 or reaching max level

Physical Qualities: They cover a wide range of heritages. Height and build is similar to humans. All daughters (they do not discuss their birth or creation with outsiders).

Maximum Level by Class: Cleric (14th)*, Fighter (14th), Knight (14th)**, Paladin (14th)**, Ranger (14th)
*Clerics all worship Oior, their bog of war **Knights and Paladins are royalty among the Volosini

Rebirth: Volosini are unable to die except on their home worlds. When they perish subtract two levels* and re-roll HP. Takes 2 rounds.

*1-2 LVL always revert to 1st LVL and 1 HP

Horsemanship: Any check involving a horse is +1

Recurve Bow: 1d6+1 Missile (5'-60' / 61'-110' / 111'-160'), Two-handed

Fatalistic: Though great warriors and highly trained in tactics, once the first sword is drawn, Volosini seem to forget it all. They are drawn to the front of battle, if they act reserved all attacks that encounter at -3.

Armor Restriction: No Plate or shields

Unique Wildlife

PLAYERS STOP READING HERE!

БОГЫНКА

These strange isolated peoples were born from warriors that fought in the final battle against Tsar Ariadyk. Warped by his vile demon sorcery, and unable to be cured they now make their homes in the deepest parts of Rozdollya.

The sons are short in stature, while the daughters are tall. Both are pot bellied and have chicken legs and feet. They wear their hair unkempt and have small jutting fangs.

What little we have learned of their culture is from observing from afar. They tend to live in small villages set near water and sheltering caves. They hunt and fish for foodstuffs along with gathering from the seasonal wild offerings. They travel mostly in twos, always a female and male, or multiples thereof. We speculate they mate for life with this companion.

Their homelands are filled with traps and clever ways to mislead even the best navigators. They are able to use illusions and even transform their appearances to further confuse unwanted visitors. If one is able to stay true to their path, they will leave you alone. Those that fall for their tricks and illusions are rarely heard from again.

A few that have escaped say the Bogynka speak a highly dialectic version of Mova and curse frequently. They are mainly active at night and on heavily cloudy days. One aversion to being around other peoples may be that if you can catch one and tie it to a tree it will catch fire at sunrise. This in turn will bring you a modicum of good luck for one year.

БУЗНЫЧУЄ

Guardians of the Elderberry forest, and staunch allies of law, these petite Vilka are unique to Rozdollya. They spend their days tending to their trees, and host small informal meetings where they like to discuss the nature of law and recipes for pork.

By petite, the Buznychye are among the smallest intelligent beings in Meru at just an average of 27cm (10 inches). They are bald headed with long white beards, tiny horns and the color of eggplant. They dress in sharovary (loose baggy pants) and vyshyvanka (embroidered flowing shirts with cuffs and laced front). They are never seen without their small bag of tree care tools.

They are skilled clerics of law and it is rumored they are born whenever a hero of true heart defeats an evil foe. They feast once a month on the fifteenth for the Feast of Three Moons. It is the only day they ever take for themselves.

AC 3 [16], HD By Level, Att 1 × dagger (1d4+1), By Level, MV 90' (30') / 180' (60') flying, ML 7, AL Lawful, XP By Level, NA 1d4

Natural Clerics: Buznychye are talented clerics blessed and watched over by all bogi of law. In the forest one will never encounter one under 5th level. Their HP is by level with a +1 CON bonus, Saves are by level as is THACO. They are able to use their small magic daggers (+1), but do not wear armor.

Healing Knowledge: They generally



have mainly healing spells memorized, and are able to concoct healing potions for various poisons and even minor curses in 5-10 hours. For characters of Lawful alignment they will generally do this for free.

Detect Evil: They are highly attuned to evil/chaos and can detect if it enters the forest up to 25 miles away.

Treasure: It is rumored that they save all of their tithes and coins garnered through healing and the sales of Elderberry goods in a small lake guarded by a golden Zmey (dragon).



AC 7 [12], HD 2 (9hp), Att 1 × weapon (1d4 or by weapon -1), THACO 19 [0], MV 140' (45'), SV D14 W15 P16 B17 S15 (NH), ML 6, AL Neutral, XP 35, NA 2d4 (always even) (6d10), TT P (J)

Ambush: Set up surprise attacks.

Infravision: 90'.

Transform: Small woodland animals

Innate Magic: Cast as a 3rd Level Illusionist. Magic is Divine in nature, so choose any spells ahead of time.

GHORT DEMONS

Suicides are believed to inhabit a forested part of Nav where they are trapped in the very trees. Tortured day and night by various insects and creeping rotting diseases. Here is the place Ariadyk finds the materials for his most precious of demons, the Chort.

He molds these tortured souls into brutal boar faced brutes with thick matted fur. Long fingers and double jointed legs end in scalpel like claws. They are his shock troops and chaos bringers.

Unlike The Gentleman, they bring misery to people and attempt to drive them mad. And in their despair they make deals for their souls, to ease their pain, or see it suffered by those they believe brought it on them.

Their truly despicable nature makes them vulnerable to true law, much like undead and they have an aversion to wolves, which many believe the reason Voluh forged the Vovkodlak in the mold he did.



HUHA

Huha are benevolent little creatures that are relatively common in Rozdollya. If the poets are to be believed, this is because the Huha are born from fallen stars, and Ispyt valley was carved out of the Tovan mountains in this way.

Small long haired hedgehog like creatures, they are a greenish color in their natural form. But, when scared possess the ability to camouflage themselves to their surroundings. They have friendly sky colored eyes and communicate in a telepathic, feeling sort of way. You will feel they want you to follow, or feel they are scared, etc.

When confronted by chaos they uncontrollably turn invisible and their fur may be used to make invisible cloaks. But not many people are comfortable hunting such a curiously kind creatures. They are also known for their penchant for helping travelers that are lost.

AC 5 [14], HD 1+1 (5hp), Att 1 × bite (1d8), THAC0 18 [+1], MV 150' (50'), SV D12 W13 P14 B15 S16 (1), ML 8, AL Lawful, XP 15, NA 1d4 (1d6), TT None

Chameleon: Huha are able to take on shades and colors of their surroundings.

Surprise: On a 4-6, in wooded areas.

Detect Chaos (evil): Turn invisible automatically if a chaotically aligned monster or being comes within 25ft. If they are forced into combat they can stay invisible while they attack.

Summon: If in true danger may summon 1d4 Treant's to protect them.

Telepathy: Huha communicate through feeling. If for example they encounter a lost soul, they will first send a feeling of comfort. Then a feeling that they should be followed. Speak with animals does not allow them anything additional.

AC 5 [14], HD 5 (22hp), Att 2 × claw (1d6), 1 × gore (2d6), THAC0 15 [+4], MV 120' (40') 240' (80') (flying), SV D12 W13 P14 B15 S14 (3), ML 9, AL Chaotic, XP 475, NA 1d4 , TT C

Pack Tactics: Like the wolves the despise, Chort like to swarm one opponent and overwhelm them. If 2 or more attack the same opponent they receive a +1 bonus to all attacks.

Howl at the Moon: Maybe its the years of torture and exile from freedom, but

the Chort are stronger when all three moons are at their peak, the hours of 11:00-1:00, They receive a +1 to attacks and 10 extra HP, if in open air.

Holy Water: Does 2d4 damage if thrown on them.

Turning: Their souls being undead, even if their bodies are not, allow clerics of Law to turn them.

Wolves: Wolf bites cause double damage.



SCHEZNIK

These dangerous, solitary demon-spawn haunt the valleys and peaks of the west Tovan Peaks. Some tales say they are the bogi original attempts at creating life. Others, that they are the beings that helped Tsar Ariadyk acquire his mysterious powers. No matter their true origin, it is not argued that it is better to stay clear of them.

Easily distinguishable from other demons they have elongated humanoid forms and thick dark fur. Their heads are semi human with pig like noses. Small horns jut out of their forehead and their beady eyes glow red as fire. A prehensile tail and goat like hooved feet provide them an agile dexterity in rough environs.

Little is known about their desires as they either kill and eat, or die trying, those that wander into their territory. Beware the song of their flute, as its melodies have a strange way with time.



AC -3 [22], **HD** 7** (32hp), **Att** 2 × **claws** (2d4 + 2), **THAC0** 14 [+5], **MV** 150' (50') / 360', **SV** D10 **W11** **P12** **B13** **S14** (6), **ML** 10, **AL** Chaotic, **XP** 1000, **NA** 1, **TT** B

Diseased Touch : Anyone suffering 4 HP of damage from a claw attack in melee must save versus poison or suffer -2 to attack and damage rolls against the monster.

Invisibility: Scheznik can turn invisible at will.

Time Stands Still: During an encounter the Scheznik may sacrifice one claw attack each round and play its flute. Each round any enemy within 25 ft must make a SV VS Paralysis or be immobilized that round.

Mundane Damage Immunity: Can only be harmed by magical attacks.

ZAGRAVNYTSIA

These great firebirds nest in the eastern Tovan Peaks. When Rozdollya reaches its summer months, they make a pilgrimage back to lay their eggs and bless our skies. Night time looks like a field of lightning bugs there are so many present.

The rest of the year they make their way to the farthest of fars in Meru, and some believe it is good omen when one flies by. They are also known to act as messengers for Hovalo.

They are unique from other great birds that roam Meru's skies as they have the appearance of giant roosters, and a subtle multicolored flame that always emanates from their feathers.

AC 6 [13], **HD** 4 (18hp), **Att** 1 × **beak** (4d4), **THAC0** 16 [+3], **MV** 120' (40') / 210' (70') flying, **SV** D10 **W11** **P12** **B13** **S14** (4), **ML** 9, **AL** Neutral, **XP** 75, **NA** 1 (2d4), **TT** B

Ring of Fire (1/day): A Zagravnytsia can ignite their eternal flame and super heat the air around them in a 360 degree circle up to 10 ft. This causes 3d6 fire damage or half on SV VS Spells.

Rebirth and Geas: If one attacks and kills a Zagravnytsia out of greed or malice then 1d4 more will immediately hatch from their nests in Rozdollya. They reach full growth in 6 months and begin searching for the murderer. Either one must continue to fend off these attacks or visit Hovalo and seek an amends, or search out the Stodolnyk on Sertse and purchase a special weapon that negates this rebirth cycle.



Places & Things

ARIADYK'S TOWER

This accursed prison for one of Meru's foulest villains sits on the west side of the eastern Tovan Peaks. It overlooks the Fol Dolyna and the source of the once beautiful Metelyk (butterfly) river.

In truth, it is a tower only in name at present time. Formidable walls, a small cities worth of buildings and even some commerce have arisen around it. Though no lawful aligned person would willingly travel there, those with darkness in their hearts though find it a great place to network and recruit for chaos's plans.

THE NO NAME CITY

As with most planes, not all people are good. And for those of Meru who are not, the city of no name around Ariadyk's Tower provides refuge and friendship of a kind.

Relatively civilized for a city of foul souls, one can find many of the conveniences of any other city in the domain. Lodging, taverns, bars, houses of ill-repute line the streets. Shoppes catering to the dark arts and necrotic arts abound. Hiring halls, are an interesting feature for those looking for companions in one scheme or another.

A local troop of chort demons oversees discipline and crime. And over this is a mysterious lady known as Gospozha Crasnyi (Madam Red), rumored to be married to Ariadyk.



THE FIELDS

Where the Metelyk River used to run free in the valley below the towers it is now a series of stagnate unnatural pools used to grow the chort demons favorite food- giant frogs. To do this they maintain a variety of slaves.

Anyone working the fields slowly succumbs to the noxious fumes and begins to transform into hideous mutated versions of their former selves (Use Neanderthal OSE Classic Tome PG 180). This process begins one month after exposure and takes six weeks to become permanent. If one can be saved before it sets in, a remove curse spell or healing in Oldstaun can revive a person.

THE VALLEY

The remainder of the valley, the nearby hills, and even into the surrounding peaks are all tainted by the magic used in the final battle and the powerful runes used to contain

Ariadyk. Wild magic and chaos magic is common (see following charts) and the animal life here is mutated.

The only refuge are small pockets of Law that sprouted from the remains of noble warriors that perished on the day of the final battle. These places are marked by purple trees. They provide safety, no chaos aligned magic or creature can penetrate, for up to 25ft in circumference around them.



ARIADYK

good.

Ariadyk was a Tsar of a large kingdom located near a great lake south of Chernobog's domain when his uprising started. Near his capital, a portal opened to one of hell's many realms and in Ariadyk they found a willing partner to ally with in an attempt to conquer these lands.

The demons and warped mortal warriors that filled his armies were of a terror none had before seen in Meru. He handily moved quickly across the domain until forces could be rallied to drive him back. Eventually two great armies met in Ispyt Valley and Law came out the winner.

To their dismay they found that Ariadyk had traded his mortal soul for that of a demon and could only be banished, not destroyed. Commoners believe he is in his prison except for the one night he is free. In fact, he languishes in hell the rest of the time, constantly plotting how to return to Meru for

AC 0 [19], HD 12*** (54hp), Att 2 × magic sword (1d8 + 6) or 1 × magic, THAC0 11 [+8], MV 120' (40'), SV D6 W7 P8 B8 S10 (10), ML 12, AL Chaotic, XP 3,500, NA 1 (1), TT None

Regeneration: 3 rounds after being damaged, start regaining 3hp per round. Severed limbs reattach.

Mundane Weapon Immunity: Only harmed by silver weapons or magic.

Magic resistance: +4 bonus to all saving throws against magic.

Arcane Magic: Ariadyk casts as a 6th LVL Magic-User

Magic-sword: His sword, Kihot' Dyyavola (devils Claw) can only be wielded by those of Chaos

Banishment: If he is defeated on Meru's plane of existence he transports back to his hellish realm to recover, he does not reemerge until two months later.

ASH HORN

This powerful artifact is held by Voluh for heroes to use in times of great need. Like other items in the Domain one rarely is just allowed to ask for its possession. It must be earned. In this case, one must navigate the Caverns of Khorob. Only those of great need and skill can find their way to the horn.

The caves themselves hold many natural dangers, but they are also guarded by the cowardly Adimir and his accursed warriors of Uora. He and his men wavered in the final battle with Ariadyk and fled the battlefield. Now they live half-dead in the caves trying to earn their way into Vysoty through combat. If they can defeat the heroes seeking the horn, they are granted life back in Nav, and a chance to redeem themselves.

As for the horn, it has but one use for the hero who claims it. So be sure to wait until your moment of direst need to sing its song.



THE CAVERNS

The caverns are a meandering maze of tunnels and open caves. They are filled with edible fungi, and several underground waterways cut new passages. Any typical non-intelligent underground life can be used for encounters. Light sources are not needed as the place has a perpetual glow due to strange green crystals that are embedded into the rock. They are not worth anything and shatter if mined.

ADIMIR & HIS WARRIORS

Adimir was a great Knyaz in the Obid at the time of Ariadyk's uprising. He answered the call as many did and joined the final push to defeat him. Then on the Ispyt battlefield he and his men fled during a pivotal moment. For their cowardice they were cursed and put to guard the Ash Horn for eternity.

They live in a half-life state waiting to redeem themselves. Not quite undead and not alive. They have etched out a little kingdom of caves near the horn and patrol the main tunnels to it.

There are 25 total left in their ranks. Treat as 3rd LVL fighters. Adimir is a 8th LVL Knight.

THE ASH HORN

The horn may only be used once, before it returns to its resting place. It blesses all allies of its blower +3 to all rolls for 20 rounds of combat. It also summons 25 heroes (3rd LVL Fighters) to join the battle.

KORABEL OF NADIYA

Deep in the depths of Chervonyy Lake lies The Korabel of Nadiya. This ship of heroes is said to have been used by Svarog to travel the cosmos and fight chaos in the earliest days of creation.

Journey to the ship resting place is rife with danger. The deeper one goes in the lake the more alien and unfriendly the wildlife is. In addition, a greedy band of Vodnik have a small town built near the site in order to waylay heroes and steal their treasures.

The ship itself sits under a dome of air and is guarded by Zuba, a great sea serpent (OSE Advanced Monsters PG 37), that decides whether or not heroes who seek out its use are worthy.

VODNIK

The Vodnik community lies to the north of the Korabel's location. It is a small underwater city of about 35. 4-8 Vodnik will be on patrol in the waters at all times. They are not interested in bribes, and will set traps for any visitor to the ship.

THE KORABEL

The ship is indeed magical and powerful. It is capable of making planer trips in minutes. One may use it to search for locations in other worlds throughout the World Tree's leaves. It has 25 (3rd LVL Fighters) retainers that man it on voyages and will fight to defend it. They can not leave the ship. Food and wine are provided 3 times a day. It has storage for a dragons horde and can hold a party of 10 comfortably.



ТОВАН РЕАР (KUMOKS OR FACT)

The Peaks hold many a tale. Some are true, some are not. Here are a few of the most common.

- There are small villages set throughout the eastern range made up of escaped mutated slaves from The Fields. (True, and they have gone mad, often cannibalistic, and use stone age weapons and armor, above picture).
- A great dragon from another cosmos is the father of the Zagravnytsia and lays the eggs they are born from. (False).
- There are entrances in the western peaks that lead to Nav. (True, there is a back door to the underworld).
- A refuge for overworked Robits lies in the eastern peaks. Those that have been there say it is a technological marvel. (True).

Chaos & Wild Magic

- 1. Chaos Storm:** Clouds begin to form at the characters feet. Rain then flows upwards from them for 100ft. Lightening and thunder erupt, and then in a flash it disappears. The party finds themselves 500 yards in a random direction.
- 2. The Hills Are Alive:** Small copses of trees begin to uproot and mill about. 2-6 chance of party becoming lost.
- 3. Spells, Spells, Spells:** A magical cloud of electricity fills the air, roll 1d4:
1. Arcane magic-user feel their spell book begin to shake and quiver, when it stops it opens up and a new spell (referee choice) is written in it
2. All spell-casters in the group roll save VS SPELLS or cast a random spell from those memorized
3. Supercharge: all spell casters in the cloud gain a little extra magic, the next spell they cast does not get subtracted from their daily total
4. Spell Drain: opposite of **3**, next spell they cast costs double slots
- 4. Mutant Animals:** Use any normal animal and describe it as mutated. 1d6: **1-2** Hostile **3-4** Curious **5-6** Skittish
- 5. A Guiding Light:** A spirit of a awful warrior materializes in the air. She address the party as Syld Geuies. She will lead the party to one of the purple trees and fresh water where they may recuperate. If they stay one hour they get 1d4 HP back.
- 6. Pack of the Dead:** Undead are just a certainty of traveling in the valley, 1d4: **1.** 1d6 Skeletons **2.** 1d4 Zombies **3.** 1 Hell Hound **4.** 1 Wight
- 7. On Your Mind:** Ask your players randomly or choose one and ask them what the first thing they think of (first food, music, etc). Incorporate that into a random encounter. EX: BBQ, from over the hill you smell smoked meats and a tangy bouquet. There, a table is filled with meats, ale and vegetables.
- 8. Time Bandits:** A brilliant orange tear in reality appears, 1d4: **1.** A stranger from a future time appears and makes a prophetic revelation and disappears **2.** A clockwork horror (use any monster described as steampunk-esque) emerges from the scene of a wrecked laboratory and attacks **3.** The characters are sucked in and reappear one day later, they are rested and healed 1d4 HP **4.** The legendary giant warrior Sviatogor (14th LVL Fighter) backs out of the breach fighting desperately against a stone giant. If the party helps he drops a pouch of gold (100 Obmin) and 2 healing potions as thanks.
- 9. Magical Hysteria:** All spell-casters SV VS Spells. On failures the character is affected with a maniacal laugh. Stealth is impossible and to cast a spell they must first make a successful SV VS Spells. Lasts 1d4 hours.
- 10. Transformation:** Save as #9. On a fail caster grows rabbit ears, a tail, etc. Lasts 1d4 hours.

Tovan Peaks

- 1. Sanctuary:** A small crevasse provides enough room for a party of 5 to get some much needed rest. No random encounters while recuperating here.
- 2. Small Ruins:** Scattered throughout the Peaks are single pillars or half doors from ancient buildings. A Necrophidius (OSE Advanced Monsters PG 31) guards this one. A small treasure is buried at its base, TT C.
- 3. Rusty Robit:** A wandering rusted metallic being rambles around stuck in a small alcove. If set back on the main path it will wander near the legendary Robit refuge, or a small sub station. The Robits here are protective of their home, but will welcome friendly strangers.
- 4. Mutoids!:** Scouts for one of many small communities of escaped slaves from The Fields. Often they are deranged and dangerous, but friendly ones do exist. (OSE Advanced Monsters PG 30) 1-4 chance of being hostile.
- 5. Cave Mouth:** Never ending, one room, something in between? I usually keep one small cave filled appropriately for a little side quest, you should as well!
- 6. Undead Highway to Nav:** A dark hole leads to more darkness. One of the rumored passages to Nav. If party enters or lingers it will attract 1d8 undead, referee choice. These entrances appear and disappear, so try not to get stuck inside.

Deepest Forests

- 1. Bones:** The forests are dangerous, 1d4: **1.** Ancient bones, 15% chance it is carrying some magic item (scroll, potion or even a +1 weapon) **2.** New body, tainted with Rot Grubs **3.** Just the bones, when approached a mournful voice says "beware the east" **4.** Skeletons, bones from 1d8 dead warriors lie around, if disturbed they rise and attack.
- 2. Elderberry Tree:** 1d4+2 Brigands have entered the forest are attempting to harvest one of the sacred trees.
- 3. Animal Fury:** Many normal creatures make their home here, 50/50 chance it attacks, 1d4: **1.** Wild Boar **2.** Bear **3.** Winter Wolf **4.** Panther
- 4. Spiritual Home:** Up in the trees the solid floor of a once camouflaged tree house is visible. The only item of note is a small polished river stone. It is haunted by a Poltergeist, it will haunt whoever tries and rests there or whoever removes the stone.
- 5. Vilka:** All forests have families of Vilka. These are , 1d4: **1.** Happy for the company **2.** Basic pranks, nothing harmful **3.** Mad from loneliness, will mislead and attack if they can **4.** Indifferent, but may be bribed for helpful information
- 6. Treant:** Old forests have old trees. This one is senile and wandering aimlessly. 50% chance of knowing something useful.

Pronunciation Guide & Inspiration

Ariadyk- ari-A-deek
Balalaika- bala-LIKE-a
Bogynka- bog-YEN-ka
Buznychye- booze-KNEE-chi
Chervonyy- chair-VOY-knee
Chort- CHOR-t
Dobra Damka- DO-bra DAM-ka
Dykyy Bih- DEEK-yee BE-h
Fol Dolyna- FOL do-LY-na
Gospozha Crasnyi- gos-poor-ZHA
CRAS-knee
Huha- WHO-HA
Ispyt- EAS-put
Khorb- h-ORB
Korabel of Nadiya- core-a-BELL
na-DE-ya
Kulachni Ihry- cool-ACH-knee EAH-ri
Lel- LEL
Metlyk- met-LEAK
Oldstaun- OLDS-taun
Myr Razom- MEER RA-zom
Nesti- NES-tee
Pivnich- PEEVE-nich
Rozdollya- rose-DOLL-ya
Selo- sell-O
Scheznik- SHEZ-nick
Stozhary- stoz-HA-re
Tigr- TIG-r
Volsini- vol-SIN-e
Voluh-VOL-uh
Vovkodlak- VOV-ko-DLAK
Vovkolaw- VOV-ko-LAW
Vovkovoyin- VOV-ko-VOYEN
Vovzillya- VOV-k-ZILLYA
Vystoy- WE-stoy
Zagravnysia- za-gra-VNEE-sa



INSPIRATION & FURTHER READING

Dara Korniy, Magical Creatures of Ukrainian Myth (Volumes 1-3), Ukrainian Only

Dmitriv Kushnir, Slavic Tales & Myths (Parts 1-13), English Version Available

Jan Machal, Slavic Mythology, English Version Available

Olga and Elena Kryuchkova, Slavic Gods and Spirits, English Version available

DESIGNATION OF PRODUCT IDENTITY
All artwork, logos, and presentation are product identity. The Name "Trypilia" are product identity.

DESIGNATION OF OPEN GAME CONTENT

All text and tables not declared as product identity are Open Game Content.

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc. ("Wizards").

All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress, artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product Identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE

of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version

Open Game License

of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13 Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0 © 2000, Wizards of the Coast, Inc.

System Reference Document © 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on original material by E. Gary Gygax and Dave Arneson.

System Reference Document © 2000–2003, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, Andy Collins, David Noonan, Rich Redman, Bruce R. Cordell, John D. Rateliff, Thomas Reid, James Wyatt, based on original material by E. Gary Gygax and Dave Arneson.

Modern System Reference Document © 2002–2004, Wizards of the Coast, Inc.; Authors Bill Slavicsek, Jeff Grubb, Rich Redman, Charles Ryan, Eric Cagle, David Noonan, Stan! Christopher Perkins, Rodney Thompson, and JD Wiker, based on material by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, Peter Adkison, Bruce R. Cordell, John Tynes, Andy Collins, and JD Wiker.

Castles & Crusades: Players Handbook, © 2004, Troll Lord Games; Authors Davis Chenault and Mac Golden.

Castles & Crusades: Monsters Product Support, © 2005, Troll Lord Games.

Basic Fantasy Role-Playing Game © 2006–2008 Chris Gonnerman, New Spells: A Basic Fantasy Supplement © 2007 Chris Gonnerman, Ola Berg, Angelo Bertolli, Jeff Quernett, Bradshaw, Emiliano Marchetti, Ethan Moore, Jim Bobb, and Scott Abraham.

OSRIC™ © 2006, Stuart Marshall, adapting material prepared by Matthew J. Finch, based upon the System Reference Document, and inspired by the works of E. Gary Gygax, Dave Arneson, and many others.

Swords & Wizardry Core Rules, © 2008, Matthew J. Finch.

Eldritch Weirdness, Book One, © 2008, Matthew J. Finch.

Darwin's World © 2002, RPGObjects; authors Dominic Covey and Chris Davis.

Mutant Future™ © 2008, Daniel Proctor and Ryan Denison. Authors Daniel Proctor and Ryan Denison, Advanced Edition Companion, © 2009–2010, Daniel Proctor. Author Daniel Proctor.

Lamentations of the Flame Princess: Weird Fantasy RolePlaying Deluxe Edition, © 2010, LotFP. Author James Edward Raggi IV.

First Level Magic-User Spells Grindhouse Edition Spell Contest: Bookspeak, © 2011 Daniel Smith.

First Level Magic-User Spells Grindhouse Edition Spell Contest: Howl of the Moon, © 2011 Joel Rojas, Lamentations of the Flame Princess: Weird Fantasy RolePlaying Grindhouse Edition, © 2011, LotFP, Author James Edward Raggi IV.

Lamentations of the Flame Princess: Weird Fantasy RolePlaying Player Core Book: Rules & Magic © 2013 LotFP, author James Edward Raggi IV.

Cave Cricket from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Authors Scott Greene and Clark Peterson, based on original material by Gary Gygax. Crab, Monstrous from the Tome of Horrors, © 2002.

Necromancer Games, Inc.: Author Scott Greene, based on original material by Gary Gygax. Fly, Giant from the Tome of Horrors, © 2002, Necromancer

Games, Inc.; Author Scott Greene, based on original material by Gary Gygax.

Golem, Wood from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Authors Scott Greene and Patrick Lawinger.

Kamadan from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Nick Louth.

Rot Grub from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Authors Scott Greene and Clark Peterson, based on original material by Gary Gygax.

Labyrinth Lord™ © 2007–2009, Daniel Proctor. Author Daniel Proctor.

B/X Essentials: Core Rules © 2017 Gavin Norman. Author Gavin Norman.

B/X Essentials: Classes and Equipment © 2017 Gavin Norman. Author Gavin Norman.

B/X Essentials: Cleric and Magic-User Spells © 2017 Gavin Norman. Author Gavin Norman.

B/X Essentials: Monsters © 2018 Gavin Norman. Author Gavin Norman.

B/X Essentials: Adventures and Treasures © 2018 Gavin Norman. Author Gavin Norman.

Old-School Essentials Core Rules © 2018 Gavin Norman. Author Gavin Norman.

Old-School Essentials Classic Fantasy: Genre Rules © 2018 Gavin Norman. Author Gavin Norman.

Old-School Essentials Classic Fantasy: Cleric and Magic-User Spells © 2018 Gavin Norman. Author Gavin Norman.

Old-School Essentials Classic Fantasy: Monsters © 2018 Gavin Norman. Author Gavin Norman.

Old-School Essentials Classic Fantasy: Treasures © 2018 Gavin Norman. Author Gavin Norman.

Old-School Essentials Classic Fantasy: Rules Tome © 2019 Gavin Norman. Author Gavin Norman.

BX Options: Class Builder © 2020 Erin D. Smale. Author Erin D. Smale.

END OF LICENSE

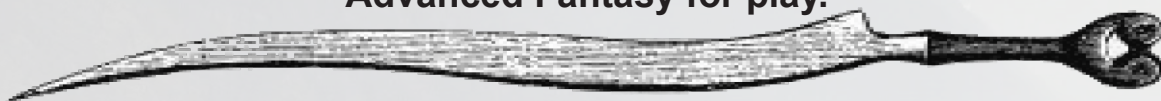
Rod, Father of All, admired his work. A vastness great enough to hold the Bog of Sun and Moon, the stars and homes for his many offspring. But it was not complete. So to his children he said,

“Create, and make something!”

Thus life was brought forth in a domain known as Meru. A land in the efir, with three moons and remembered now as ancient before ancient times.

Rozdollya began as the marriage home to Voluh, bog of warriors, and his wife Lel, boginya of love. Then the vile Tsar Ariadyk rose to power and swept through Meru with a mysterious demon horde in an attempted coup. Put down by the forces of light, the decision to imprison him was made, as well as to construct a home for the souls of the brave warriors who perished battling him. To guard these sacred places, Voluh blessed the surviving warriors of the final battle with the ability to transform themselves into powerful animals. Equal to any demon Ariadyk may summon to him, thus the Vovkodlak were born. Now, Rozdollya is a domain for those with adventure and adrenaline in their hearts. A place to test ones skills and mettle against nature and beast. Or if you are brave enough, at the yearly Kulachni Ihry, the Game of Fists held by the Volosini warrioress. And for those in need of protection from evil, one can consult the wise healers of Oldstaun.

Inspired by Ukrainian/Slavic folklore this travel brochure is an OSR setting that requires Old School Essentials Classic Fantasy and Advanced Fantasy for play.



See one of our licensed referee's to book your vacation now!

Words/Cartography:

Marc Braden

Art: Dmitro Robinson,
Tristram Evans, Billy Venni
(cover)

Translation: Sasha
Miachina



DESIGNED FOR USE WITH

**OLD-SCHOOL
ESSENTIALS**