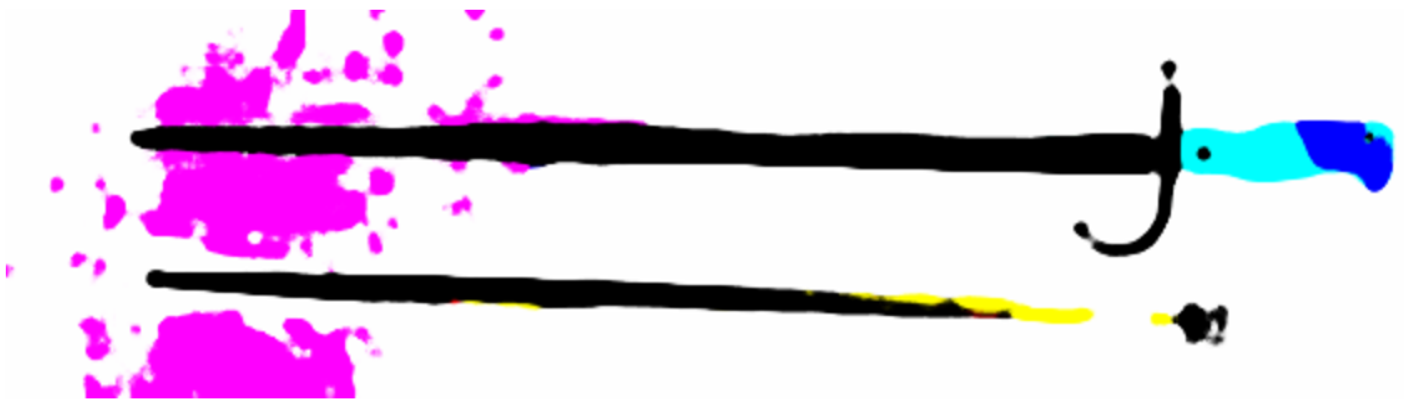


# Over the Top

## The Eastern Front



**Labyrinth Lord**  
**Compatible Product**

2364: The war, mostly on the continent of Magos, between the Elven Compact and the Alliance of Many. Now nearly a year old, the Great War has seen trench lines divide Magos and war divide her nations. Across the continent the magic of Magos' antiquity mixes with the industry of her today, producing monstrous mechanisms for a conflict with no end in sight.





## **The Eastern Front**

Quite distinct from the Western Front of the Great War, the Eastern Front is a long and mobile combat-zone, absent the trench warfare in the west. This is because of the length of the Eastern Front – stretching all along the wilderness borders of Durwuz Ruf and delving into the uncertain edges of the Border Crowns – ensuring a much lower density of soldiers arranged in defensive lines that are easy to break. The vast space of the Eastern Front also makes communications sparser whilst also rendering it difficult for reinforcements to rush a broken line – securing or sealing any rupture.

## **Durwuz Ruf before the Great War**


Before 2364, Durwuz Ruf was divided. While it had given Magos the steam engine it was Albion that had used it to bring on the industrial age. The face of Albion's economic might and the political triumphs of the Elven Princedoms uniting into Svartheim propelled these two nations to the front ranks of Magos. Even for Magos' other nations, the history books brimmed with the Elven Imperium and this became a source of national unity that reconciled together rich and poor, rural and urban. Though the Jarls of Durwuz Ruf all answered to the King, the royalty only truly set international policy. Each Dwarvern stronghold, located in the bowls of a mountain range, was geographically isolated from their nearest neighbour by leagues of wilderness and thus functioned as a nation unto itself. By 2360 the growing military might of Svartheim and fears of a renewed Imperium had caused some great concern within King Gunni, who felt spurred to unify Durwuz Ruf. Involvement in the Border Crowns in 2363 was Gunni's attempt to bring some sense of national unity to Durwuz Ruf, a great and patriotic struggle that would build a sense of national unity and bring together the strongholds. Unfortunately, it was not to be.

## **The First One-Hundred Days on the Eastern Front**

Shortly after war was declared, Durwuz Ruf quickly mobilized forces stationed within Voludim and marched north of the Eltil Mountains – hoping to cross through Alheim and invade Svartheim. The invasion cut directly above the mountains through the province of Raanor, where they met a force of Imperial Cavaliers from Alheim. Despite Durwuz Ruf possessing superior numbers, the slow trudge of the Dwarvern Phalanx was easily out paced by the Cavaliers – who were themselves backed by reinforcements from Svartheim. The attack itself proves to be a costly ploy played by Durwuz Ruf. In the time it had taken Alheim's Cavaliers and their Svartheim infantry allies to confront and repel the forces from Voludim, King Gunni had mobilized forces at the more northerly fortress of Valheth and backed the his army with a regiment of Moghund (the infamous Bear riding nomads). By the time the army from Valheth and the Moghund had arrived, the Svartheim forces had been recalled and re-dispatched, leaving Alheim's Imperial Cavaliers sorely outmatched.

While Raanor fell quickly into the hands of the Alliance of Many Races, the loss of Alheim's bordering province gave Svartheim's generals pause for concern and led to a fast focus on the Eastern Front as an area of anxiety. The creation of the Svartheim Army of the East was the result of that concern – stationed along the borders of Raanor. While the Army of the East has not yet managed to retake Raanor from Durwuz Ruf, it has had a two-fold effect. On one hand, the Army of the East has checked the Alliance advance from Raanor. On the other, it has lifted the pressure on Alheim, who have applied forces outward from Helturm fortress. This has transformed Raanor from a foothold for Durwuz Ruf, to the beginning of a long frontier zone with fighting that stretches from the province itself across the foothills of the Eltil and Nautil mountains to the Border Crowns below.

At present, most of the fighting is focused around the fortress-city of Tarmal, an independent principality on the borders of Durwuz Ruf and Alheim on the river Malragni.





## Geography

Unlike the Western Front, the Eastern Front is mostly a long stretch of wilderness with two distinct geographic boundaries – the Zugzhorn Marshes and Azutroth Forest. Both the marshes and the forest present areas that are grossly difficult to travel across and entering them is seen as a tactically poor decision. This has forced the fighting south and currently, the Eastern Front is largely focused on the space between the Eltil and Nautil Mountains as a frontier and conflict zone, with both the Alliance and Compact attempting to take and hold the city of Tarmal. At present, neither side can gain the advantage to out manoeuvre the other and lay claim to Tarmal but it is theorized that whoever takes the city will win the east.

### *Azutroth*

Along with the Zugzhorn Marshes, the Azutroth Forest – also known as the Great Dwarvern Forest – is one of the most imposing features of the Eastern Front. Stretching from Voludim down the Malragne River to Tarmal and the borders of Alheim the forest is largely trackless. The Elgor – or the wild Elves of Durwuz Ruf – call Azutroth home and have little love for the Dwarvern Jarls who consider them outsiders or the Elf-folk of Alheim or Svartheim who consider them barbarians. Prior to the war, safe passage was ensured by sticking to travel on the Malragne River or by remaining on the fringes of the Azutroth in one of the numerous logging towns that dwelt there. Since the war began, however, all game is fair to the Elgor.

### *Dunlur & Drinlur*

Twin trading towns along the banks of the Malragne, both of which were specifically born of river trade to and from Tarmal. While Drinlur was built on workmanship from Grimmen, Dunlur was established with ore from Voludrim. The townships have traditionally had a sporting rivalry.

### *Etil*


The Etil Mountains of northern Alheim separate the nation proper from the Raanor province and Durwuz Ruf as a whole. The area itself contains staggeringly high peaks and the little roads that weave through them take detours through numerous caves and tunnels. While there are a few notable castles, monasteries and other structures in the Etil Mountains the winding paths make the terrain highly defensible. While Durwuz Ruf has advanced into the mountains, they are not yet ready for the push to take them into Alheim's open ground. Not until their position can be solidified from Tarmal or Kazkro.


### *Fornen & Yarnen*

Twin rivers, originating from the Etil and Nautil Mountains respectively. Flowing down from the mountains, both the Fornen and Yarnen feed into the Malragne – with all three rivers meeting at Tarmal.

### *Grimmen*

Originally a trading fort founded in 890, by the Dark Age Grimmen had grown to vibrant craftsman-settlement based on drawing unique materials from the Zugzhorn Marshes. Most of the wares made in Grimmen are of high quality and possess magical properties. As such, the city has become host to unique magical constructions. It was one of Grimmen's craftsmen, Zerom Amber Mountain, who blended a variety of local designs to create the first Steam Engine. Essentially, the industrial age





begins in Grimnen. And while the industrial age takes off elsewhere, Grimnen is forever transformed into a mechanized township. While Zerom originally applied his Steam Engines to mining, others follow Albion's example and construct factories. But in Grimnen, industry is blended with the arcane - constructing Mage Engines and other oddities. By 2360, Grimnen's industry has come to be dominated by factories and its streets are patrolled by Cog-Golems. Still, on Gak Thong Street, craftsmen still work in the town's traditional way - with materials drawn from Zugzhorn. And as such, the items made on Gak Thon Street have magical properties due the unique materials they are constructed from. These items can be found in the stores of many individual craftsmen who make a living peddling such wonders at a cost in gold pieces of the item's base value multiplied by 500 and contain a magical property suitable for its type, determined by the Labyrinth Lord. Additionally, should the Labyrinth Lord use the item saving throw rules, wares from Gak Thon Street never break.

### *Helturm*

Helturm was built in 830 as a border-fort to monitor and police traffic from the pre-Durwuz Ruf kingdom of Ajum into the Elven Imperium and back again. Over the centuries, Helturm has grown into an elaborate castle and immense border fortress. The express purpose of Helturm has been to protect Alheim for Durwuz Ruf and it is also here that forces from the south - marching either over or around the Nautil Mountains through Kazkro are met. For that reason, Helturm has historically been a great focus for Alheim's generals and will become a key focus of the Eastern Front should Tarmal be taken by the Alliance. Should that day come, Helturm will once again earn its name as the "gates of hell."

### *Kazkro*


Like the other Border Crowns, Kazkro is a principality in its own right and was so under the Oruk Empire - named for its capital and only city. One of Kazkro's distinguishing features, however, was that it was a land cursed with lycanthropy. The Red Plague, as it is called, has always troubled Kazkro and in the Dark Age wild packs of Werewolf roamed the countryside by night. Still feudal, industry and medicine have not yet penetrated Kazkro and so the only common treatment for the Red Plague so far is death. Packs of wild Werewolf do not haunt Kazkro's night's any longer, though. A curfew, Hunting licences and lucrative bounty and monthly nocturnal purges - grand events in which any citizen breaking curfew is considered a Werewolf - keeps the beasts in check.


### *Malragni*

The great river of western Durwuz Ruf, the Malragni continues to provide the easiest rout of transport through Zugzhorn and Azutroth. While the Elgor of Azutroth have made river transport somewhat more dangerous than it was a year prior, control of the river continues to provide Durwuz Ruf with a distinct military advantage, allowing them to move troops into the warzone between the Eltil and Nautil mountains quicker than Svartheim. Prior to the war, the river saw a great deal of trade flowing into and out of Tarmal, spawning more than a few trading posts and towns up and down the river.

### *Nautil*

Nautil has long been nicknamed "the shield of the Imperium" and rightly so, the high mountains provided a natural barrier between the Elven Imperium and southern peoples, between Alheim and the Oruk Empire. Anyone wishing to advance from the south into Alheim has had to either cross the mountains themselves or take the longer but easier rout of marching around. The mountains





themselves are heavily forested, prone to narrow passes and littered with small, fortified villages and lofty castles. The combination of defensive geography and guarded architecture makes the Nautil Mountains a tactical nightmare for an army to march across, let alone hold. For this reason, the Oruk Empire took and held Kazkro first before advancing on Alheim. It is commonly theorized that should the Alliance of Many Races manage to woo Kazkro to its side, then Tarmal will be rendered tactically irrelevant and the Nautil's geographic advantage be rendered useless.

### *Raanor*

Formerly Alheim's great northern pastures and agricultural land, Raanor is currently occupied by Alliance forces from Durwuz Ruf and takes the brunt of the assault from Svartheim's Army of the East as it marches down along the edges of Zugzhorn and Azutroth. With their backs to the Eltil Mountains, however, the Alliance forces are thoroughly dug into the province. And it is in Raanor that one will find stable trench-lines and other defences more commonly associated with the Western Front in the East. While Alheim has contemplated simply sending an army across the Eltil's peaks or flying them over the prospect of facing Dwarves in the mountains is terrifying indeed.

### *Tarmal*


A fortress city located on the fork where the Yarnen and Fornen meet the Malragni River, Tarmal is an independent principality within Durwuz Ruf. In that sense, Tarmal is regarded as the most northern of the Border Crowns and it is the presence of Tarmal within Durwuz Ruf that forms the foundation of Dwarvern claims to the region. In a strategic location and with only a small army at its disposal, however, Tarmal has fast become a pawn for the Alliance and Compact to battle over. While Tarmal has not been attacked directly yet, fighting has occurred in the region surrounding it and the city as a whole is preparing to be subject to a siege. Tarmal was originally constructed in 360 as a trading colony from the Elfish city-states to the ancient kingdom of Ajum.

### *Voludim*

Currently the chief staging and command point of the Eastern Front for the Alliance of Many Races, Voludim is less a single metropolitan area than a series of towns and settlements, linked by subterranean passages all arranged around a single hub-city and contained within the mountains. Over a decade ago this was hardly the case. But when Jarl Detam Bittergrip took the throne in 2341 he began a rapid process of industrialization that quickly brought prosperity and literal growth to Voludim, turning the city into a string of boom-towns. Bittergrip's process of modernization was nothing new for a Dwarvern city: Mining, but drawn more rapidly from the mountain itself through application of both popular and experimental industrial techniques. Bittergrip followed the revolution of mining with other industries, quickly implementing factories. The Great War has not dampened Voludim's growth. If anything, the need for weapons has aided Voludim to expand its industry further.

### *Zugzhorn*

The Zugzhorn Marshes are the great northern obstacle of the Eastern Front, with the Azutroth Forest providing the southern obstacle. The marshes themselves occupy a series of dense woodland interwoven with numerous swamps, moors, ponds and streams. The entire area of the marshes seethes and bubbles with primordial magic – causing great monsters to emerge here. As the magic transmuted the surroundings, however, Zugzhorn also became a source of strange ores and other materials and by 1497 the township of Grimmen had emerged to service craftsmen craving unique



materials. No small feat given the dangerous nature of the marshes, it is largely shunned by travellers and authorities across Durwuz Ruf – making it a haven for criminals and undesirables. Anyone who drinks the waters of the Zugzhorn must make a Save vs. Spells or be transformed into a Lurk. Those who fall into or swim in the water may make this check at +5 as they essentially must avoid opening their mouth, even a little.

## Scout Class

Requirements: None.

Prime Requisite: DEX.

Hit Dice: D8.


Maximum Level: None.

The Scout is a style of soldier often sent ahead of the main force, into No Man's Land or more typically the wilds of the Eastern Front, to track enemy movements and stalk particular targets. As such, most Scouts are also skilled woodsmen – trained in stealth, survival, beast-mastery and tracking. Scouts suffer no reduction of Movement for wilderness terrain. Likewise, any d% roll made by the Labyrinth Lord to see if the Party loses direction in the wilderness gains -10% for having one or more Scouts in the group. Scouts are also excellent survivalists, finding sufficient food from foraging on a D6 roll of 1-2 (instead of the usual 1) and game on a 1-3 (instead of 1-2) when hunting.

Because of their need for speed and freedom of movement, Scouts cannot wear armour heavier than Leather. Nor can a Scout employ a shield. Scouts may also use any weapon they desire and often carry a versatile array, though they favour ranged weapons and receive a +1 attack bonus on all ranged attacks (this bonus does not modify any damage rolls).

<u>Level</u>	<u>Experience</u>	<u>Hit Dice (1D8)</u>
1	0	1
2	1,425	2
3	2,845	3
4	5,685	4
5	11,365	5
6	22,725	6
7	45,445	7
8	90,885	8
9	181,765	9
10	301,765	+1 HP Only
11	421,765	+2 HP Only
12	541,765	+3 HP Only
13	661,765	+4 HP Only
14	781,765	+5 HP Only
15	901,765	+6 HP Only
16	1,021,765	+7 HP Only
17	1,141,765	+8 HP Only
18	1,261,765	+9 HP Only
19	1,381,765	+10 HP Only
20	1,501,765	+11 HP Only





**On Reaching 9<sup>th</sup> Level:** A Scout will become renowned for their adventures throughout the lands, with plays, radio shows and stories written about them. This fame will attract 2d6 Level 1 Scouts to the hero, who will join their band and seek to learn from their experience and partake in their adventures.

**Saves:**

Level	Breath	Poison	Petrify	Wands	Spells
1-4	14	11	13	11	14
5-8	11	8	9	8	11
13-16	8	5	6	5	8
17+	6	3	4	3	6

## **New Magic Items**

### *Mage Engine*

A Mage Engine is a device capable of casting spells as if it were a Level 1 Magic User. The Mage Engine achieves this through the precise turns of its cogs and gears that act in place of the gestures and actions of a Magic-User, drawing in ambient mana as a means of powering the Spell. Anyone using a Mage Engine is thus able to perform feats of magic. Unfortunately, the Mage Engine can only draw in so much mana, limiting the quantity of Spells it may cast to one per day. Wrongly famed as death knell of Wizards and Witches across Magos, the initial Mage Engine was first built by James Polymath in 2271, only a handful of Mage Engines have been built from the prototype and the device has not been fully realized or widespread in their use. Partly, this is due to the cost of building a Mage Engine – averaging around 3000 Gold Pieces. Still, the Mage Engine caused quite a stir on its initial construction and the idea of industrialized magic still plays in the public imagination. Though rumours persist of larger Mage Engines capable of casting more powerful spells more frequently, the average Mage Engine weighs 300 lbs. and stands some 5 feet high.


### *Thunderstones*

Thunderstones are regarded by Dwarves as the remnants of the Geist times, a left over from the transmutation process that turned the world from burning mana to earth. While Geist Stones emanate magic, however, Thunderstones do the opposite – absorb it. Often found deep underground, in the cavernous reaches below the earth, Thunderstones are often employed by Dwarves. Any spell cast within 10' of a Thunderstone instantly fails. The Thunderstone does, however, gain a number of charges equal to the level of the Spell (or the Hit Dice of its caster in the case of monstrous magical abilities). Anyone holding the Thunderstone can, with a successful Wisdom Check, unleash the magic contained within the stone – depleting all charges. The result is a random Spell of a level equal to the amount of charges held by the Thunderstone (i.e. six charges results in a 6<sup>th</sup> level Spell being cast). Should a Thunderstone ever gain more than ten charges, it instantly explodes – inflicting 10D10 damage on everything within 10' of it.


## **New Monsters**

### *Clockwork Duellist*

Since the industrial age brought its wonders of steam and clockwork, many a swordsman has trained with the aid of a specialist sparring partner – the Clockwork Duellists. Manufactured and made







custom to order, a Clockwork Duellist is an elegant form of homunculus constructed from an ingenious arrangement cogs and self-winding coils inside a metal frame. Not needing hands, the Clockwork Duellist's arms end in long blades that see the Duellist riposte and parry with the greatest of ease - often simultaneously. Naturally being mechanical, a Clockwork Duellist is immune to Charm, Poison, and Sleep.

	<u>Clockwork Duellist</u>
No. Enc.:	1 (1)
Alignment:	Neutral
Movement:	120' (40')
Armour Class:	5
Hit Dice:	4
Attacks:	2
Damage:	1d6/1d6
Save:	F6
Morale:	12
Hoard Class:	None.
XP:	320
Notes:	Immune to Charm, Poison, and Sleep.


### *Cog-Golem*

Like other Golems, the Cog-Golem is a constructed humanoid brought to life. Unlike other Golems, however, the Cog-Golem is not built with magic. Rather, the Cog-Golem is motivated by pressurized steam and constructed of gears, springs, coils and piles all arranged around a central steam engine.

	<u>Cog-Golem</u>
No. Enc.:	1 (1)
Alignment:	Neutral
Movement:	120' (40')
Armour Class:	4
Hit Dice:	8
Attacks:	1 Weapon
Damage:	2d6 or weapon type
Save:	F5
Morale:	12
Hoard Class:	None
XP:	560
Notes:	Immune to Charm, Poison, and Sleep.

### *Elgor*

The Elgor, or Wild Elves, of Azutroth have been likened to a force of barbarism: neither good nor evil, but dwelling in a state of nature that worships only strength. Most Elgor dwell deep within their woodland home. Once the Elgor emerged at times only to trade but since the war began, the Elgor have begun preying on folk who travel through or dwell within and near their forest. For their chosen weapon, Elgor favour swords.



	<u>Elgor</u>
No. Enc.:	1d6 (3d10)
Alignment:	Neutral
Movement:	120' (40')
Armour Class:	5
Hit Dice:	1+1
Attacks:	2 weapons.
Damage:	1d6/1d6 or weapon/weapon.
Save:	E1
Morale:	8
Hoard Class:	I (XXI)
XP:	15
Notes:	

### *Hunter*

Hunters stalk down Werewolves, Vampires, the undead and other terrors across the Eastern Front. During the Dark Age, Hunters were much more common but in the industrial age they have become less so. Largely modern communications such as radio and telegraph along with the concentration of the population into urban centres mean that monsters struggle to go unnoticed as they did when they had leagues of wilderness to hide in and word took weeks if not months to reach its destination. Still, in the rural reaches of Magos – particularly Durwuz Ruf and the Border Crowns – hunters are still in high demand.

	<u>Hunter</u>
No. Enc.:	2d4 (1d6x10)
Alignment:	Lawful
Movement:	120' (40')
Armour Class:	7
Hit Dice:	1
Attacks:	1
Damage:	1d6 or Weapon Type
Save:	Scout 1
Morale:	8
Hoard Class:	XXII
XP:	10
Notes:	Hunters typically carry at least one silver weapon.

### **The Beast**

He, the hunter, had served as a soldier – a common Human of Alheim – and thus cannon fodder for the Imperial Cavaliers in his time. Now, he stalked the woodlands of Kazkro under the light of the full moon. The beast had bolted some ways ahead of him but, silver blade in one hand, big pistol in the other, he found the trail of blood and guts it left after slashing its belly easy to follow. A low snarling told him he was getting close and he bent low, readying himself for the inevitable charge of a monster, wounded and desperate. A second snarl caused him some alarm and glancing at the wet soil beneath the trees, he noticed the trail of blood went on but the ground was littered with recent paw-prints. Looking about the trees in a panic, he suddenly recalled that the beasts were not particular about their food and cannibalism was no taboo to a werewolf beneath the full moon...



## *Lurk*

Exposure to the waters of the Zugzhorn marshes causes a transmutation process that can corrupt creatures into a baser, feral form. The form itself varies from creature to creature, but they are typically larger than their base, original form, and armed with spikes, claws, multiple limbs and heads, row after row of teeth, and other such deformities. Typically the process happens incidentally, undertaken by those who accidentally fall into or drink the marsh waters. The resulting monster typically stalks the marshes in which they were created, stalking and hunting prey.

	<u>Lurk</u>
No. Enc.:	1 (1d4)
Alignment:	Chaotic
Movement:	120' (40')
Armour Class:	4
Hit Dice:	1d6+1
Attacks:	1d6 (multiple limbs, tentacles, heads, maws, etc)
Damage:	1d6 or weapon
Save:	F6
Morale:	10
Hoard Class:	XIX
XP:	Varies, based on Hit Dice.
Notes:	+5 on Saves vs. Spells.


## *Mannequins*


Somewhere between a doll and a body guard lays the Mannequin. A clockwork homunculus inside body of fabric and porcupine, Mannequins were employed by the rich to display fashion, provide a fashionable accompaniment on outings and most of all, act as a body guard should affairs turn sour. Blindly obedient, being mechanical a Mannequin is immune to Charm, Poison, and Sleep.

	<u>Mannequins</u>
No. Enc.:	2d6 (2d6)
Alignment:	Neutral
Movement:	120' (40')
Armour Class:	7
Hit Dice:	1+1
Attacks:	1
Damage:	1d6 or weapon
Save:	F1
Morale:	12
Hoard Class:	None.
XP:	15
Notes:	Immune to Charm, Poison, and Sleep.

## *Riding Bear*

Predominantly employed by the Moghund, the nomadic bear riders, riding bears make up the most feared cavalry mounts Durwuz Ruf has to offer. Not only is the rider most likely an armed fighting





man, but the bear itself makes a fearsome adversary. While the Moghund are known to sell their bears to outsiders, there are few breeding pairs outside of Durwuz Ruf. A riding bear can generally be purchased for 375 gold pieces.

	<u>Riding Bear</u>
No. Enc.:	0
Alignment:	Neutral
Movement:	120' (40')
Armour Class:	5
Hit Dice:	4
Attacks:	3 (Bite, Claw x2)
Damage:	1d6/1d3/1d3
Save:	F2
Morale:	9
Hoard Class:	None
XP:	80
Notes:	Riding bears can be purchased for 300 Gp.







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