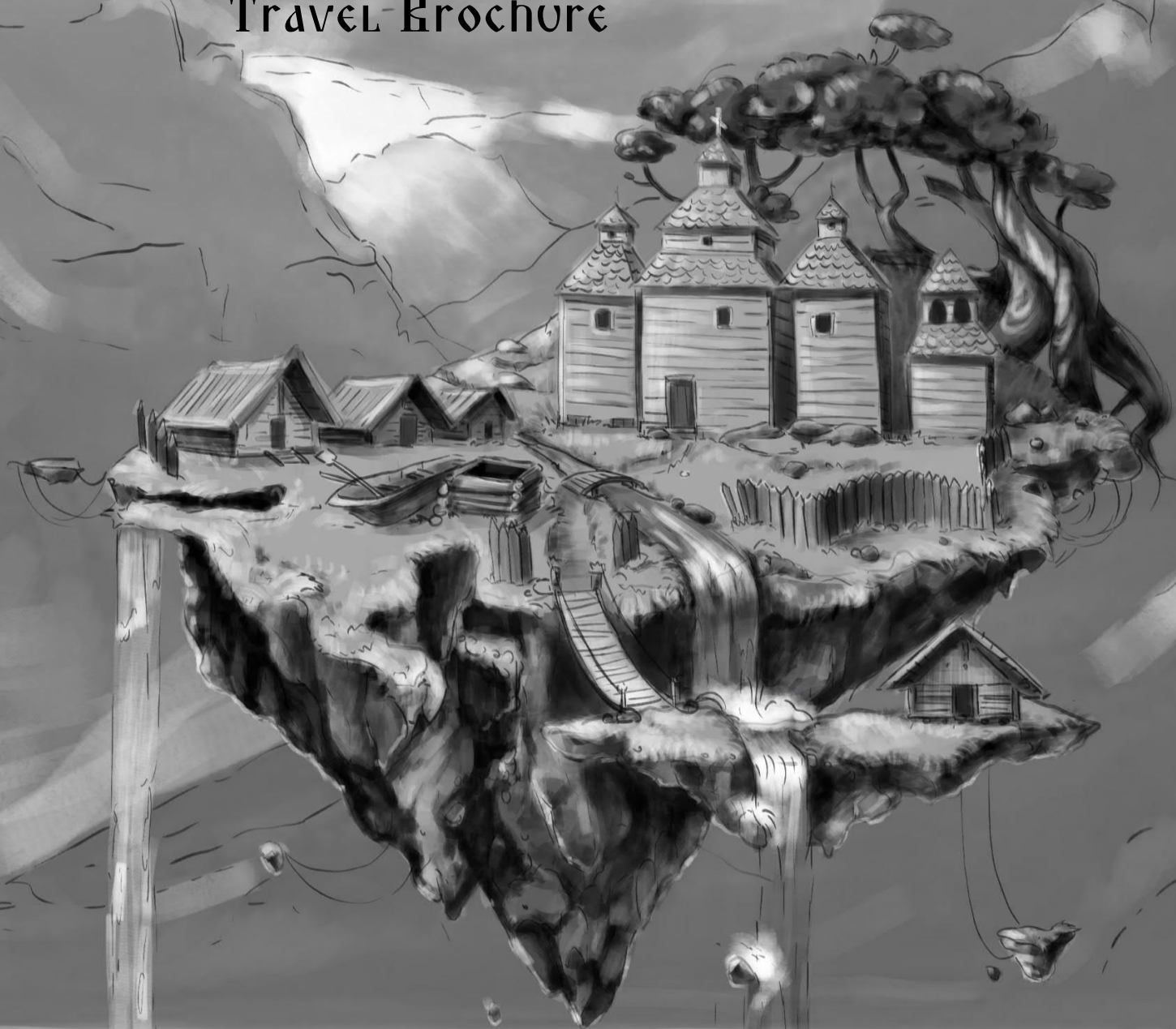


# POVITRYA

## ISLE OF WIND

Travel Brochure



Kraden-mateleshko-evans-miachina

The Domain of meru: Issue 2

DESIGNED FOR USE WITH

**OLD-SCHOOL  
ESSENTIALS**



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ESSENTIALS**

**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.**

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## 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 Vovkodlak (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.

# History of the Wind

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.

The winds travel through the cosmos, free of constraint. They see and experience everything. Rod gifted dominion over them to our lord Stribog. For many years he drifted along with their whims exploring the farthest of fars. Then, seeing the home his siblings were creating, he decided to construct one for himself upon it. And Povitrya was born.

Eventually, he grew restless and decided the time to explore again was at hand. It was then he asked his sister Syra Zemlya to create us, the Vetry, to watch over his home. Inspired by his travels we are diverse, filled with a desire to live life to its fullest and a belief that we shape our own destiny.

Povitrya, our home, is filled with this joy towards life, as well as mysteries from across the universe. Come explore your desires, and if you dare, pit your wit against an otherworldly puzzle.

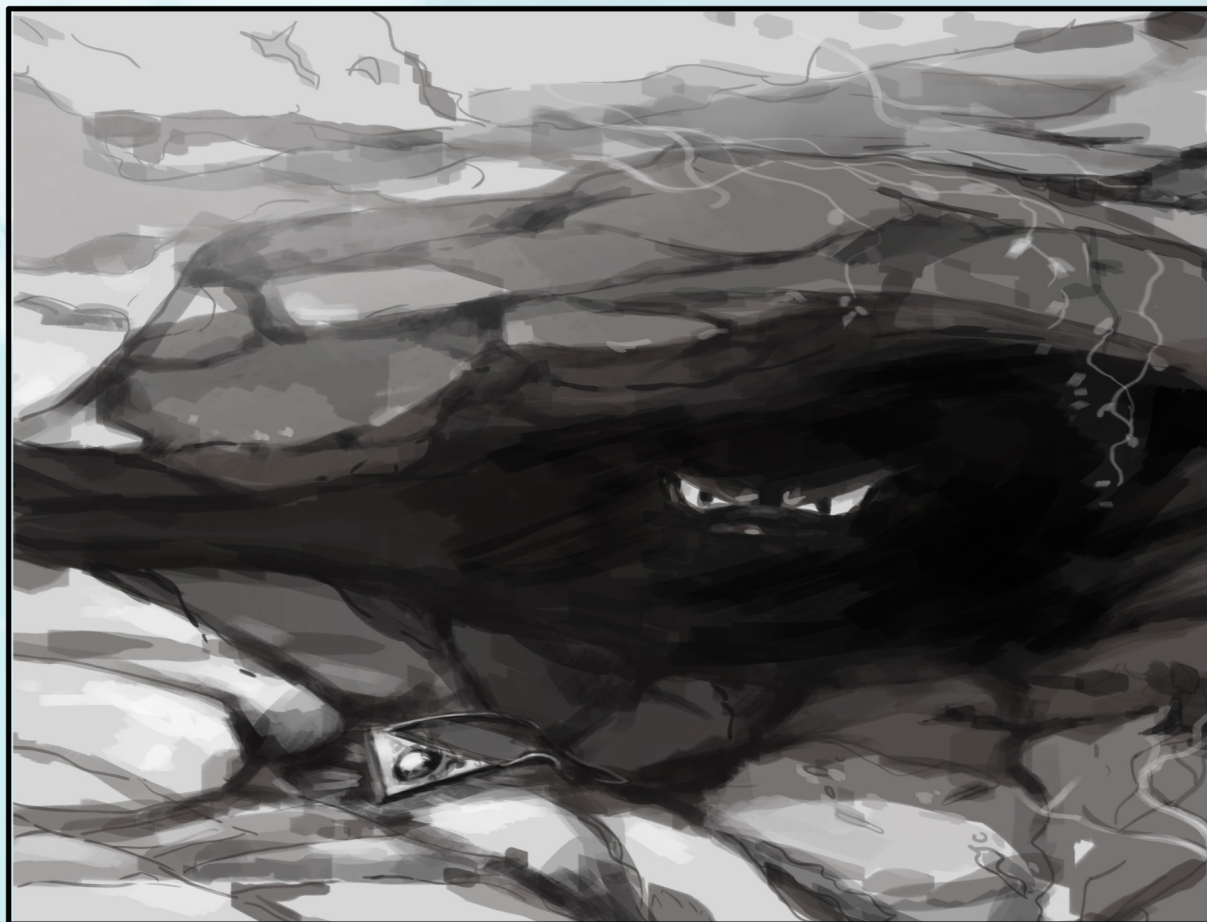
"If thou dost want to find the Wind, seek him on the open steppe. He can go ten different ways to thy one," folk wisdom.





## RELAX & ENJOY THE BREEZE OR DON'T

- Spend the day exploring Vysiache Misto, the city that hangs in the sky. Our ancestral home is filled with wonders from afar and caters to all desires. So whether you seek knowledge or pleasure, you are sure to find it here.
- Climb the Vyty Mountains, if you dare. Vetry guides are available, and recommended.
- In need of a specially crafted item for your adventures? Visit Korinnya.
- We have a selection of ruins famous across all Meru waiting for their mysteries to be unlocked: Stozhary's Heart, Cherep Chapel or the Osvizhyty Tower.
- Travel to the resort town of Mostyska on Lake Wicz. Home to mystics and seekers of enlightenment. Its rumored that the three rivers feeding the lake are imbued with the power to awaken ones mind to the cosmos.
- Take an aerial tour of our homeland! Licensed guides are available!



## IN THE WIND



### MT. SMERGH

This parasite island has cursed our coast since time began and is lorded over by the Gentleman Demon, Tsar Tomislav. His horde of Vyrovik use it as a haven and collection point for the slaves and souls collected from around Meru. Some say our own father created them to keep the Vetry strong. Protected by a black clouded perpetual storm, it has defied our every attempt to destroy it.



### VYSIACHE MISTO

Welcome to the home of the Vetry! The city that hangs in the air, nestled among the mighty Vyty Mountains. Explore the floating islands with their multicolored spires that attempt to touch the world trees leaves. Wander the bridge bazaars and barter for gifts and goods. Spend an evening in one of the kazino's. Try cuisines from lands unheard of, whose recipes float in like whispers to our chefs ears. Book an aerial tour of Povitrya, or get your land legs back and spend a day at the docks around Akva Bay. Enjoy, and let the wind guide you.



## SOJENIGA'S HEART

Deep in the Vyty Mountain Range lies this hole in the ground. Legend says it holds the heart of a god. Unless its the greatest secret in Meru, no one has entered and returned not mad. Any vacationers that decide to put it on their itinerary should be prepared for the most treacherous mountain crossing known in Meru.



## CHEREP CHAPEL

This mysterious chapel is constructed completely of bones. Some tales say they are the remains of the gods failed attempts to create man. Popular for adventurous souls as it holds the remains of many unlucky recipients, and their treasures, of a Perelesnyk's geas. This is because it also holds the secret to the death of these crafty tricksters who want nothing more than to shed their immortality.

## OSVIZHYTY TOWER

Osvizhyty was constructed to guide the universes winds to Povitrya for rest and recharging. It lies in ruins after a strange surge blew in from the cosmos and destroyed it five years ago. Below its ruins lies the reflections of all the worlds that were present when this occurred. Be wary of its guardian, a crafty Svitylka, as well as the watchers of those galaxies, the mysterious Zerkalytsia.



## МРИЯ LIS

Interested in the people who dwell between worlds? Visit this forest home of sprites, nymphs, and all manner of fairies. Known for their decadence and pranks, be sure to keep an eye on your belongings and something near for the hangovers sure to occur after one of their feasts.



## КОРИНУА

This town is home to many Vitroico and acts as a trade port for those that approach the island from the south or east. Built from floating wood, the buildings are tethered to the earth by magical roots. The quality of craftsmen is unparalleled in all of Meru. Its markets host the Wightmana, who prefer it over the larger and more metropolitan Vysiache Misto.

## МІСТ РЫНКУ

In a city of floating islands, real estate can be expensive and hard to come by. The Mist Rynku, or bridge markets, are filled daily by smaller merchants and food stalls.

Make sure you wander through these, as some of the best street foods and hand crafted items can be found here. Watch your pockets, what petty crime there is in the city, is located here as well.

## ЛАТУН КАЗЫНО

In a city filled with gaming halls, the Latun Kazyno (The Brass Casino), is the most magnificent.

Housed in a series of colorful towers, the main hall even has its own miniature river running through it. Throw some dice or try your hand at Durak, just don't be the fool at its end!

The owner and operator is Bogdana, a dragonne from another world. She is a known gambler herself, and loves high stakes bets.

Each Winter when Povitrya is closest to Chernobog's home she hosts a competition known as the Labirynt Kvest. Open to all, and known to be deadly, its prize is said to be worth the risks.

## АВІАРИ ІНН

Located on the main island, this large round white brick building began life as one of our first fortifications. As the city expanded it became lost in the interior and was converted to a luxurious hotel. Surrounded by beautiful gardens, it attracts Tsars and Tsaritsas and wealthy merchants from across Meru

## АТТРАКЦИОНС

## ІН Vysiache Misto

## СЫЛ'НА HEYL

This tavern is named after the strong gusts of wind that travel through the city, because when you leave one may knock you over!

Popular among locals and travelers, this multi story tavern was built for people that can fly in mind. Doors along upper areas have no stairs and a roof top bar is only accessible to those willing to be carried up or fly themselves.

Violence is frowned upon and the Vetry bouncers have no problem giving those that break the revelry a little lift up, and a quick trip down.



# GAMING IN THE CITY

## KAZYNOS

The various gaming halls that populate the city are a testament to our belief that all possibilities are, well possible. Luck and skill are admired, while fate is for fools too scared to risk anything.

The kazynos offer a safe place for visitors, to try their luck and either win or lose fortunes. All manner of games are available: cards, dice, archery, ax throwing, etc.

Most have exceptional accommodations, and some of the best chefs in the city work in their kitchens. Late night entertainment and drink halls are common as well.

Be familiar with the one rule: cheating is forbidden. Kazynos are warded against magic, and employ fierce Stryga warriors as enforcers.

Private games abound, but we caution that those that run them are not always reputable.

Remember:

Blázon iba nad svojou škodou zmúdre.  
(A fool learns at his own expense)



## ROYAL DURAK A GAME FOR FOOLS

**CARDS NEEDED:** All four royal cards of each suit and each ace.

**OVERVIEW:** Each game consists of three rounds. Players try and beat the houses card by playing a higher suited royal or a trump card each round. If a player or the house losses all three rounds, they are the FOOL. Each kazyno has a posted penalty when this occurs. The house generally pays out an amount equal to the three bets lost.

### PLAY

1. Place bets, most kazynos require a minimum 1 gp per bet.
2. Deal each player and the house (referee) three cards. Then flip the top card, this is the trump suit.
3. The house chooses the best card they believe can win with and lays it down. Each player either has to have a higher suited royal or a trump to win the hand.
4. Bets are paid or collected after each round. If either the house or a player has all three cards left then they are the FOOL, and must pay the additional penalty.

# A TRIP TO THE COUNTRYSIDE

## MOSTYSKA

Chedomir, a Vetry of Vitrylo decent, established the resort at Mostyska when he discovered the magical properties of Lake Wicz. The waters open up pathways along the winds and can show one many possible futures. The meditation practices and mantras to achieve these visions can be purchased as packages from the various spas that have grown up around the lake.

Mostyska also is a popular place for planning expeditions to Stozhary's Heart. Supplies and guides can be procured and the taverns are filled with gossip and legends about it.

## KORINNYA MARKETS

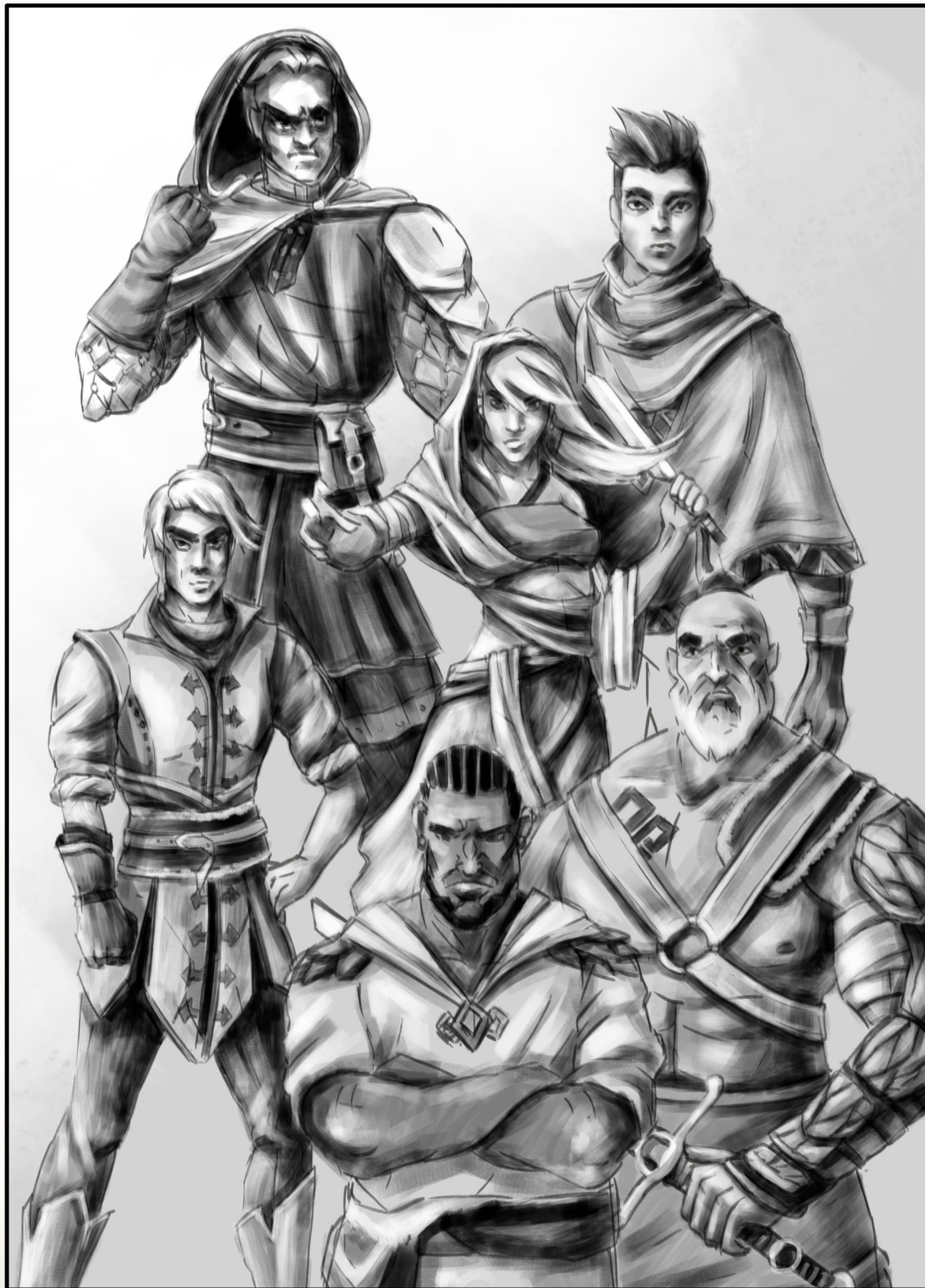
Travelers and vacationers finding themselves in Korinnya's markets may become overwhelmed with the quality of goods available. Few places in Meru rival the crafters that reside here. With quality comes price as well. So bring full pouches with you!

Especially sought after are items constructed from the sacred dushawood that is harvested from the surrounding forests. Its secret is known only to the Vitroico. In addition to being the main construction material for the town, it is crafted into armor, weapons and many other one of a kind items.





# MEET NEW PEOPLE



# The Vetry

Stribog is a god of many inspirations and when he set about giving us life he drew from all of them. There are six Natsiyi, heritages, of Vetry: Burivnyk, Litnyk, Siver, Stryga, Vitroico and Vitryco. Each of us has a distinct wind that flows in our veins and drives our passions. Although each of us is different, the belief that diversity makes us stronger binds us as a people.

When you visit our lands you will see the wide variety of our interests on display. The city strives as one to reach to the heavens, while built on many different blocks. The countryside retreats highlight our love of nature and freedom. Theologians and thinkers debate and laugh in the streets. Food and tea abound, as social gatherings and the noon two hour lunch, are staples of Vetry life.

While we love the many lands of Meru, we believe our own to be the most special. As guests we welcome you to open your minds, and free yourself from your worries. Let us show you our world, and we guarantee you will never want to leave. But if you do, we will never tell what you did while you were here.

## THE TYKHA OSIN

Midsummer, when Povitrya reaches its summer position closest to Belbog's eastern coast the festival of Tykha Osin occurs. At sunrise every Vetry who wishes to begin a family takes to the sky and waits in silence. Just as the first rays appear a cool cosmic wind blows in carrying baby Vetry. They fall ever so slow as the parents to be search through them. No more children arrive than parents in the air, and tradition says each is destined to find the one meant for them.

## COMMON ATTRIBUTES

**Age:** Vetry reach maturity around 18 years old and live to around 125

**Alignment:** Mostly Neutral

**Height:** Both sons and daughters are tall, averaging 5'9" to 6'6"

**Natsiyi:** Other than specific characteristics Vetry are as varied as our worlds humans.

**Languages:** Mova, Vetry (common), Vetry (Dialect), one additional

**Fight:** All Vetry can fly, 150' (50')



## БУРИВНЬК

Born of the western winds, these Vetry have earned a questionable reputation. At best they lean towards lives as grifters and common thieves. At worst, they work towards establishing themselves as petty and tyrannical tsars of their own private domains. Each year exactly three are born on Tykha Osin.

Very few live on Povitrya as they are identifiable by their baldness (both sons and daughters) and a birthmark usually on their upper body. It is rumored that a husband and wife team oversee all criminal activity on Povitrya.

**Requirements:** None

**Ability Modifiers:** Choose One +1

**Maximum Level by Class:**

Assassin(14<sup>th</sup>), Bard (14<sup>th</sup>), Fighter (14<sup>th</sup>), Magic-user (14<sup>th</sup>), Illusionist (14<sup>th</sup>), Ranger (14<sup>th</sup>), Thief (14<sup>th</sup>)

**Cause Disease (1/week):** As Cleric Spell

**Unique Gift:** Each Burivnyk is born with a unique ability. If it is an NPC assign one, and if a PC, allow them to choose. These can be resistances, innate spell ability, an extra +2 to an ability score, or even a special attack. If the ability requires a feature that effects appearance (claws, gills, etc) they suffer -1 to charisma.

## LITNYK

The blood of Litnyk runs warm like the winds that drive them. Always flamboyant and outgoing they are the most free-natured of all Vetry. They draw strength from warmth, and tend to avoid cold places. Many are travelers and seekers.

A favorite saying among them is “Doing (something) takes time, come, having fun takes just one hour”.

**Requirements:** DEX 10

**Ability Modifiers:** CHA +1 or DEX +1

**Maximum Level by Class:** Acrobat (12<sup>th</sup>), Bard (14<sup>th</sup>), Fighter (12<sup>th</sup>), Netlenne (10<sup>th</sup>), Magic-user (12<sup>th</sup>), Ranger (12<sup>th</sup>), Vedohon (12<sup>th</sup>)

**Act Without Thinking:** Prone to acting fast and decisively Litnyk gain a +1 to Initiative rolls

**(Brave) Fools Rush In (1/day):** When this ability is used add +1 per two levels to their To Hit and Damage rolls. This ability must be used on their first attack in a battle.

**Catch A Cold:** Litnyk are vulnerable to cold based attacks. Saves vs them are at -1 and any damage causing effect is at +1

## SIVER

Beholden to the evening winds, Siver are notorious night owls and often rise to prominence in positions that require strong leadership and odd hours. They are easily identifiable as they all are white haired. They prefer to live in lofty and open spaces as they have a natural weakness when cut off from the open air.

**Requirements:** STR 10

**Ability Modifiers:** STR +1, CHA +1

**Maximum Level by Class:** Acrobat (14<sup>th</sup>), Bard (10<sup>th</sup>), Fighter (14<sup>th</sup>), Illusionist (11<sup>th</sup>), Ranger (14<sup>th</sup>), Thief (14<sup>th</sup>)

**Inspired Whistle (1/day):** Siver can inspire those around them by whistling a unique sacred tune gifted to them by Stribog at creation. It can be used 1 round per every two levels and provides a +1 to any allies within 20ft to a roll of their choice that round.

**Grounded:** Siver were the first of the Vetry and Stribog had not thought that one day they may not be airborne at all times. When they can not see the sky they suffer a mental panic and suffer a -1 to all rolls.

## STRYGA

Driven by the eastern winds, these Vetry are all daughters of Stribog and almost exclusively warriors. Their dry nature is legendary throughout Meru, and many places have standing bets on getting one to laugh in public. Among themselves they do not understand this perception, as they see themselves as clever and amusing. Born warriors they prefer to deal with confrontations directly. They have a strange distrust of magic-users.

**Requirements:** STR 11

**Ability Modifiers:** CHA -1

**Maximum Level by Class:** Fighter (14<sup>th</sup>), Knight (14<sup>th</sup>), Ranger (14<sup>th</sup>), Vedohon (14<sup>th</sup>)

**Choking Wind (1/day):** Stryga can suck the air out of an opponent, they must make a SV VS Con or suffer -1 on all rolls the following round

**Sacred Strayk:** If a Stryga hits an opponent with a natural 20 the Winds of Stribog are proud and add extra strength to the blow. Add an extra 1d4 to damage to the blow.

**Face Value:** Due to their dry nature they tend to take things literally. This leaves them vulnerable to charisma based spells or manipulations, -1 to all saves involving these



## VITKOIGO

Generally gentle, these Vetry are informed by the refreshing spring winds. They have an unusual affinity with wood and most become amazing craftsmen. They also make up the majority of our artists and entertainers. Beware of their charm though, as one glance or well timed smile has led to more than one torrid affair.

Vitroico's relationship to the woods outside Korinnya is sacred. Unknown to even other Vetry, they are a burial ground, and the trees are born from these bodies. They are judicious about using the woods to construct items. Selection as to who they sell to is based on character as well as coin.

**Requirements:** CHA 12  
**Ability Modifiers:** DEX +1  
**Maximum Level by Class:** Acrobat (14<sup>th</sup>), Bard (14<sup>th</sup>), Fighter (10<sup>th</sup>), Netlenne (10<sup>th</sup>), Ranger (14<sup>th</sup>), Vedohon (10<sup>th</sup>)

**Charm Person (1/day):** Casts as a magic-user of same level

**Dushawood Item:** Vitroico are born with a bond to the woods outside of Korinnya. On their 16<sup>th</sup> birthday they craft a unique item for themselves, this can be a weapon, armor, etc. It acts as a magical item and gives a +1 to appropriate stats.

## VITRYLO

Vetry of the wet southern winds are clever, introspective and often enigmatic. These traits tend to draw people in and many a person has found themselves suddenly on a long journey with a Vitrylo, while barely understanding why. They enjoy and draw extra power from water and have established quite a few resort towns along Povitrya's beautiful beaches. Ones that take to traveling and adventure often do so because of some mystery they discovered in youth and are driven to unravel.

**Requirements:** INT 10  
**Ability Modifiers:** CHA +1, WIS -1  
**Maximum Level by Class:** Acrobat (14<sup>th</sup>), Bard (14<sup>th</sup>), Cleric (12<sup>th</sup>), Fighter (10<sup>th</sup>), Illusionist (12<sup>th</sup>), Magic-user (12<sup>th</sup>), Ranger (10<sup>th</sup>)

**Create Water (1/day):** Works as Cleric spell

**Water of Life:** If a Vitrylo casts a spell or attacks while connected to water (standing in, rain, etc) they are able to draw extra power. Spells are cast at one level greater and attacks are made at +1.

**Rash Behavior:** All WIS saves are -1, this can be negated by a plus in this attribute

## Kazhennik

**Requirements:** Minimum 9 CHA  
**Ability Modifiers:** +1 CON or +1 STR  
**Languages:** Mova, Kazhen  
**Age:** Kazhennik are long lived and average 150 years in age  
**Physical Qualities:** They cover a wide range of heritages, even green and blue skinned occasionally. Height and build is similar to humans.  
**Maximum Level by Class:** Acrobat (12<sup>th</sup>), Bard (12<sup>th</sup>), Fighter (12<sup>th</sup>), Ranger (8<sup>th</sup>), Thief (12<sup>th</sup>)

**Cosmic Wind (1/day):** Kazhennik can summon a strange cosmic wind to do their bidding. This wind can be used to allow them to float (as Levitate, 1 turn per two levels) or wrap an opponent in a perpetual whirlwind causing them a -1 to their attack rolls (1 round per two levels).

**Heritage Item:** Kazhennik begin with one item from their home. Made of a crystallized wood it can take the form of armor, shield or weapon. It has a +1 bonus and counts as magically imbued. If lost it is irreplaceable.

**Luck For You, Not For Me (1/day):** Their relationship with luck can be focused for practical use. For every two levels they can give +1 to an ally to add to whatever roll they choose for that round (the Kazhennik must act before them in initiative order). Conversely, they take a negative equal to the bonus on their next roll (whether that round or in the future).

Refugees to Meru, the Kazhennik speak little of their home among the leaves of the World Tree. When they do reminisce they speak of a place where a cosmic wind weaves its way through a forest of crystallized wood. Many now reside on Povitrya, plying a trade as bards and entertainers. They claim to like the wind here, and many believe them to be related to the Vetry by way of Stribogs travels.

Kazhennik have a strange relationship with luck. They often suffer minor misfortunes, while friends close to them benefit from the same circumstance. An example: Drinks are ordered and delivered, they are spilled and the Kazhennik is drenched, while their companion is able to move out of the way and bumps into someone who turns out to have valuable information, or maybe is the love of their life.





# Netlenne

Sons and daughters born to be Netlenne have an affinity with the Meru's primal forces. No matter their parentage, by adolescence they develop eyes of white orbs and amber colored hair. It is tradition on the day of their tenth birth celebration to provide them with a solid staff, a skin of water and food for three days and send them into the wild.

Eight years after they reemerge as powerful wielders of nature magic and resourceful survivalists. They never speak of this period of their lives. They do talk of the necessities of living in harmony with nature and respecting what it provides. They abhor demons and anything aligned with Chernobog.



**OSE Base:** Druid Class, OSE Advanced Genre Rules

**Butterfly Lights:** Netlenne may cast the Faerie Fire spell (3/day). It always takes the form of small glowing butterflies or lightening bugs.

**Damp Earth Mother Blessing:** Netlenne draw energy from the earth itself and only require 4 hours of sleep a day.

**Infravision:** Netlenne have infravision to 50'

**Snake Vulnerability:** Due to their opposition to Chernobog Netlenne suffer weaknesses when combating snakes or creatures with snake attributes. Opponents gain a +1 to all saves vs. their spells, and if a spell normally does not allow a save they receive one. Damage done by a snake bite is +1.

**Apply these Druid class Attributes:** Combat, Divine Magic, Identification, Languages, Pass Without Trace, Path-Finding, Shape Change, Reaching 12<sup>th</sup> Level and Above

# Vedohon

No god or goddess has claimed credit for the blessing of those sons and daughters who become Vedohon. Some think they are the progeny of Rod himself, while others suspect Belbog, Prov or Svarog. What is not argued is their strength and heroic nature.

From childhood they naturally hold themselves to a high moral standard and reach a physical prowess by their 16<sup>th</sup> birth year. They are naturally resilient to diseases and blessed with the ability to repel the undead. These powers manifest themselves as a fiery aura and translucent wings of flame.

They suffer from being torn between two worlds. While asleep in Meru, they fight an endless battle against chaos elsewhere. If they perish in that fight, they never awake here.

**OSE BASE:** Paladin, OSE Advanced Fantasy Genre Rules

**Bog:** Although it is unknown who blesses Vedohon, each picks an allegiance and extols their virtues. The most common are:

**Rod/Svarog:** Family, Honor, Sacrifice  
**Belbog:** Lawfulness, Heroism  
**Lel:** Love, Harmony

**Eternal Battle:** When a Vedohon lays down to sleep each night they enter the never ending battle with chaos. On a roll of 20(d20) they must fight an actual confrontation. The referee should choose a level appropriate demon/devil for this battle. If they perish, the character perishes in Meru and can not be revived. If he is successful then he gains full EXP for the encounter.

**Apply these Paladin class attributes:** All, After Reaching 9<sup>th</sup> Level (instead of permission from their order they seek out a good and kind Tsar to align themselves with)





# DIVINE INTERACTION

## STRIKOC

The god of the winds. A wanderer. A seeker. Ever restless, it is not uncommon for him to be absent from Meru for many years at a time. Before the accident at Try Vohni he sent regular messages and even strange artifacts to be stored there during his travels. We Vetry would worry, but new life arrives to replenish us each year and so we have faith he is still among the winds.

## THE GENTLEMAN

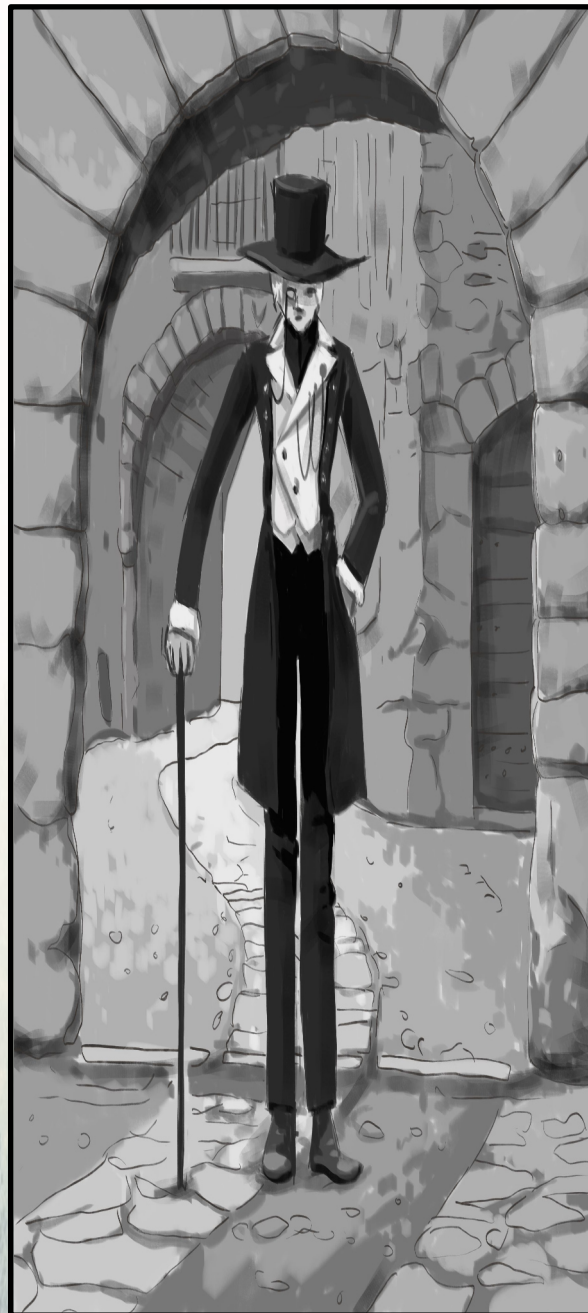
The Gentleman, Tsar Tomislav, has always existed, and though heroes have defeated him in the past, apparently always will. He is the mysterious master of the Vyrovik. Nemesis of the Vetry and despised across all Meru.

Impossibly tall, near seven feet, and rail thin he is devilishly handsome and wears his stark white hair just slightly long. He is never seen without his tall black top hat and cane.

A gatherer of souls, he and his minions target and corrupt the children of Meru. By manipulating them early and molding them slowly these individuals become some of the lands most vile villains.

The Gentleman's deals end with the collection of ones soul. His reasons and plans remain a mystery, but we hope one day to be free of him.

[\\*Stats are on page 27\\*](#)



## VILKA, THE FAIRY FOLK

The Vilka, or fairy folk, are spread throughout all of Meru. One may find them in the forests, waters, mountains and air. But we are proud that Povitrya is the heart of their people. Specifically the forest of Mriya Lis east of the Vyty Mountains.

As diverse as the Vetry, Vilka can be both a boon and burden to a community or forest. By and large they are mainly tricksters, innocent and carefree with a sense of humor mortals find curious. We Vetry enjoy their carefree ways and have an ongoing game of one-upmanship with them.

Small kingdoms dot the forest and one can find miniature versions of many of Meru's most famous places among them. Eager to host new friends, wild parties are often held and securing an invite is high on most vacationers wish lists. Others of course seek knowledge or rare artifacts, and these deals can be just as hard to procure.

Although we encourage visitors to Povitrya to visit or fey friends, once you are in their lands, you play by their rules.



# UNIQUE WILDLIFE

PLAYERS STOP READING!

## HYKAVKA

Born of the frustrated last breaths and dying curses of those who die lost, these spiteful dervishes are a bane to travelers along Meru's roads and trails.

When they encounter travelers they call out random names until the slightest acknowledgment of a correct one being discovered. This marks that individual as the victim. At this the Hykavka charges in and attempts to lay hands on them. If successful the poor soul is infected by a crippling madness. Successful, the Hykavka looses a disorientating laughter and retreats to the wilds.



AC -2 [21], HD 16\* (72hp), Att 2 × wind claws (2d6), THAC0 8 [+11], MV 360' (120') flying, SV D2 W3 P4 B3 S6 (16), ML 10, AL Chaotic, XP 2,300, NA 1 (1), TT None

**Whirlwind:** Creatures with less than 2HD swept aside (save versus death).

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

**Lost Ones Curse:** The Hykavka's attacks are solid wind claws (treat as magic). They inflict normal damage to all others except its named victim. For each 5 points of damage a save versus death must be made or they will be infected (see below).

### HYKAVKA'S CURSE

Persons infected lose 1 point of WIS and INT per week until they are reduced to 1. Effects become permanent when the next weeks points are added. This gives victims one week to avoid lasting effects. A Remove Curse spell and either a smooth river rock or a Grandfather Wasp (forest wasp with gray fur) to place it in is required for the cure. The curse can be transferred if the wasp bites someone or the rock is used to strike someone in the forehead.

## PERELESNYK

Throughout Meru sons and daughters are lost to battle, disease and deceit. Some leave loves behind that mourn them so greatly that part of their soul becomes trapped in this realm and unable to travel to Nav. These half-souls turn into the tortured Perelesnyk.

Unable to fully engage with the living in any meaningful way, Perelesnyk spend their days searching for someone that can successfully perform the quest that will allow them to move on. This task is a successful trip to the core of the Cherep Chapel with a lock of their hair. It is commonly known that completion of this goal is rare, so few attempt it without persuasion.

This leads to the Perelesnyk using nefarious methods to manipulate heroes into taking up the quest. They are able to geas others, but as the nature of the task is inherently deadly, they target loved ones or others close to their target in order to make it their choice to help.

Attempts have been made to break the geas's placed on individuals in order to refuse, but they almost always fail to stay broken. No one other than Perelesnyk seem to know why, and they of course are not giving up their secrets.



**Immortal and Indestructible:** No stats are provided as Perelesnyk are unable to be removed from Meru's earthly realm, by any means.

**Secret of Their Geas:** They bind their geas to a trinket, commonly a grooming implement or a duplicate of a special item they will not part ways with. It does not react to Detect Magic or other means of detection. As soon as Remove geas is used, the victim inevitable recasts it on themselves when they touch it again.

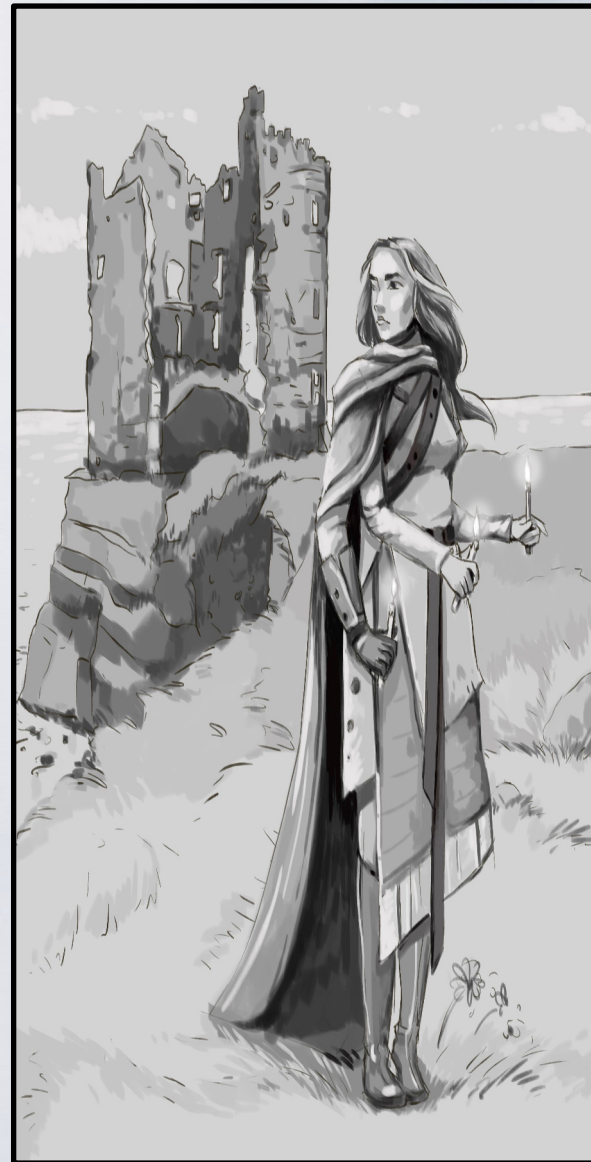


## SVITYLKA

These strange apparitions spring to life when a location is abandoned or destroyed leaving fear or loss behind. Ruins where unspeakable acts occurred, cities lost to nature's fury, and forgotten ceremonial grounds are all potential haunts.

Taking the form of forlorn daughters, they have eyes that stare into the far sky, and three arms. In each hand they hold a blue-flamed candle that only dies when they do. Their garb is styled after whatever people inhabited the haunt they are found at.

They hate laziness and will make intruders work for whatever treasures may lie in their claimed home. Svitylka meticulously plan their defenses, and are clever enough to lure other undead and monsters into their plans.



**AC 0 [19], HD 11\*\*\* (50hp), Att 3 × Three Candles, THAC0 11 [+8], MV 90' (30'), SV D6 W10 P8 B8 S10 (10), ML 10, AL Any, XP 3,300, NA 1 (1), TT E, N**

**Undead:** All standard Undead features, plus immune to magic causing polymorph, fear, or death

**Aura of Fear:** All seeing a Svitylka must save versus spells or flee for 2d6 turns. Characters above 5th level are immune.

**Mundane Damage Immunity:** Can

only be harmed by magical attacks.

**Three Candles (3/round):** Blinding flame once every three rounds

**Blue Flame:** Range 60'. Inflicts 2d6+2 damage.

**Blinding Flame:** A blinding blue flame erupts up to 60' in front. Characters must save versus death or be paralyzed for 1d10 rounds.

**Slow:** Range 240'. Save versus spells or move and attack at half speed for 3 turns.

## VYROVIK-KY

Servants of The Gentleman, Vyrovik are undead demons. They act as his voice, his enforcers and when the end of your deal with him arrives, his soul collector's. There are two types commonly encountered: Vyrovik-Ky and Vyrovik-Vel.

Vyrovik-Ky are small, pig-faced winged enforcers. They are vicious and dedicated to their tasks, which are given to them by The Gentleman or a Vyrovik-Vel.

Packs of them wander the skies and crags of Mt. Smerch. Their favorite method to gain surprise is to turn into small boulders or statues and lie in wait. In a situation where defeat is eminent one will always try and escape to deliver warnings.

**AC 5 [14], HD 4 (18hp), Att 2 × claw (1d3), 1 × bite (1d6), THAC0 16 [+3], MV 90' (30') / 150' (50') flying, SV D8 W9 P10 B10 S12 (8), ML 11, AL Chaotic, XP 75, NA 1d6 (2d4), TT C**

**Undead:** Make no noise, until they attack. Immune to effects that affect living creatures (e.g. poison). Immune to mind-affecting or mind-reading spells (e.g. charm, hold, sleep).

**Guardians:** Almost always attack when approached.

**Cloak True Form:** Can cloak true appearance with an illusory form, only a statue or rock

**Fire Immunity:** Unharmed by all non-magical fire





## VYROVIK-VEL

The deal-makers, and soul robber barons of The Gentleman's demon armies. Vyrovk-Vel wander Meru spreading a message people often succumb to: you should have it better and if you were stronger it would be yours. A better significant other. A better dinner. A better place in society.

The Vyrovik-Vel are large, pig-faced winged demons in their true form. Shapeshifter's and clever in their own right, they are formidable enemies.

They start target their victims when they are young and pliable. Never do they ask for a victims whole soul, just a piece at a time. And as the victim gains more they want to keep it longer, so they offer more of their soul. Until it is entirely held by the The Gentleman. It is then he makes the final deal: do one last great evil, and your place in his army will be special, instead of tedious monotony.



**AC 3 [16], HD 9\* (40hp), 2 × claw (1d6) or 1 × magic (charm), THAC0 12 [+7], MV 180' (60') / 120' , 180' (60') flying, SV D8 W9 P10 B10 S12 (9), ML 10, AL Chaotic, XP 1,700, NA 1d3 (1d4), TT C**

**Undead:** Make no noise, until they attack. Immune to effects that affect living creatures (e.g. poison). Immune to mind-affecting or mind-reading spells (e.g. charm, hold, sleep).

**Charm Person (3/day):** Save versus

spells at -2 or be charmed: move towards the Vyrovik-Vel (resisting those who try to prevent it); obey the Vyrovik-Vel's commands (if understood); defend Vyrovik-Vel; unable to cast spells or use magic items; unable to harm the Vyrovik-Vel. Killing the Vyrovik-Vel breaks the charm.

**Cloak True Form:** Can cloak true appearance with an illusory form

**Fire Immunity:** Unharmed by all non-magical fire

## ZERKALYTSIA

Zerkalytsia are incorporeal beings that inhabit the space between the physical domain and time. Commonly voyeurs who develop strange obsessions with singular beings or places they watch through mirrors and other reflective surfaces. These obsessions have three possibly outcomes.

Nothing. The Zerkalytsia watches quietly and when something else catches its attention or its subject is no more, it moves on.

Second, it becomes entranced and reaches out in helpful manner. This help is from their perception, so it does not always line up with its subjects wishes. It may be a warning shouted out, or in more extreme cases it could be whispers that their lover is no good or that "they should be richer, so yes go rob the bank, I'll help you".

In the worst case Zerkalytsia will attempt to possess them, or if that fails someone close to them. In this case, those around may not know anything is wrong as the Zerkalytsia will act much as the real person would and with their knowledge. The problem occurs that the spirit is not meant for this world and eventually the mind of the possessed is corrupted and goes mad.



**AC 0 [19], HD 10\*\* (45hp), Att 1 × temporal wave (1d10), THAC0 11 [+8], MV 90' (30'), SV D6 W7 P8 B8 S10 (10), ML 10, AL Any, XP 2900, NA 1 (1), TT E, N**

**Incorporeal:** To harm them physically one must target whatever surface they are inhabiting. Damage is transferred to them. They can move each round, but forfeit attacks. If there is no reflective surfaces, or they are covered they have no access to this realm.

**Temporal Wave:** Concussive blast of energy, 50 ft range.

**Soul Exchange:** The victim must save vs spells or switch places with the Zerkalytsia. The Zerkalytsia takes control and acts as the player would, gaining all abilities. After two weeks, a save vs spells must be made or madness starts to set in. This madness should be unique and allow for a role play resolution. The switch back can be forced with a dispel evil spell as well.



# PLACES & THINGS

## SOJENICA'S HEART

The legend says hidden in a labyrinth lies a medallion, embedded with the heart of a god. Its powers allow one to traverse space and time. Beware the final guardian, the beast of many worlds, who may only be destroyed by Perun's mighty brand.

In fact, it is the heart of Rods sister, a sacrifice to impede the spread of primal evil born at the cosmos birth. Evil we know as the Serpent and others have named Cthulhu, Tiamat, Alal, Whiro, Apophis and Lamashtu. The labyrinth is a prison and a world within a world, warped by the mix of evil and good trapped together. The deeper one travels the stranger these worlds become. Many seek riches and answers here, but madness is the usual reward. The guardian of the medallion is a monstrosity of many worlds combined. Its only weakness is lightning from Perun's very heart, located in the center of his hedge maze on Ostriv Hromu.

### SOJENICA'S HEART

Provides one planer trip per month for up to 6. If removed from the labyrinth the evil there is released slowly back into the realms. One month after removal demons will begin to track the new owners to ensure its continued freedom. Two months after, the evil itself awakens from slumber and begins to trek back into the cosmos. Replacing it will stop the spread, but not recall any that has escaped.

## THE CUP, SPOON & CLOCK

These legendary items are currently in the possession of Tsarina Kyrilu, Queen of the Vilka. She has been known to allow heroes to barter for their use. Deals can last whole lifetimes or until a hero's quest is complete. The longer the use, the higher the price of the contract, and payment is required before transfer of possession.

Her palace sits invisible at the bottom of a great lake in the Mriya Lis. To reach it one must first discover a way to shrink themselves, and then answer a riddle to know which one of four great lake dragons should eat them. Those that answer correctly are delivered to the city's gates, those that are wrong find themselves as lunch.

Each item releases 25 helpers who immediately accomplish the task prescribed below.

**The Cup (1/day):** A lavish feast of food and wine is laid out, enough for 20 people. The workers then provide entertainment for 4 hours if desired.

**The Spoon (1/day):** The workers appear with shovels and construct a small palace. The workers stand guard (1<sup>st</sup> level henchmen). It lasts 8 hours.

**The Clock (1/7 days):** Time is stopped and reset by the workers. One round in combat or 5 minutes non-combat and play starts from there.

## OSVIZHYTY TOWER

This tower used to stretch until its tip just touched the beginnings of the cosmos. One could reach out and almost lay a finger on the moons. Stribog used it to store his chronicle of journeys through the cosmos. Tomes of magic, cookbooks, manuals of anatomy and science all were there. And spectacular examples of each world he visited. A true menagerie of the weird and magnificent.

Then a wave of light that blinded all of Meru pulsed down its length and when it subsided only a pitiful four story wreck was left.

It was soon haunted by several svitylka: one guards entrance from sea, one the land, and one the ruins above ground. Under, if one can make it that far is a dazzling sight.

Thousands of mirrors hold winds that were resting and recharging when the disaster occurred. Trapped now, they have no way of leaving. In them they hold the breath of the last world they rustled through, and now one can travel to these through the glass.

### THE PORTALS

Each portal is watched by a zerkalytsia. Its demeanor is entirely up to the referee. The portals provide an infinite amount of adventure, a mega dungeon per se. The amount of a place the wind remembers decides what's on the other side. You could have entire worlds, small areas, or even just one room. It's a treacherous place with many possibilities. And whose to say they only go one way.

## MT SMERGH

This treacherous island is protected by small mini chaotic twisters and storms that stretch from its base to the cosmos. Through small breaks one can see jagged mountainous terrain and bleak vegetation.

In the center, at the top of the highest peak sits The Gentleman's sanctuary. Two great five story towers topped with obsidian pear domes, each with a great telescope, flank a solid three story temple structure. No one is sure how deep into the mountain it goes, but a few heroes who have survived say the tunnels below it may be endless.

Adding to its peril are the vyrovik patrols. Slaves, tortured souls of mortal who made deals with The Gentleman, various undead and demons complete the inhabitants. Only the strongest hope to survive.

### THE GENTLEMAN

AC 0 [19], HD 15\*\*\*\* (67hp), Att 2 × cane sword (1d10), THAC0 10 [+9], MV 30' (50') flying, SV D4 W5 P6 B5 S8 (13), ML 10, AL Chaotic, XP 5,500, NA 0 (1), TT C

**Immortal:** Reborn 1d2 days after destroyed

**Summon:** He can conjure 1d6 Vyrovik to him, takes one round.

**Innate Abilities, Use Lich in OSE**  
**Advanced Fantasy Monsters:** Aura of Fear, Mundane Damage Immunity, Energy Immunity, Magic Immunity, Arcane Spells, Paralyzing Touch



# Vysiache Misto/In The Sky

## VYSIACHE MISTO

- 1. Dice on the Street:** 1d4+1 local Vetry Kazyno workers are throwing dice. Use standard craps dice rules, or make up your own game.
- 2. That Little...** A young vagabond attempts to pick a characters pockets, roll 1d4: **1.** Homeless and hungry **2.** A royal brat dressed up to seem like #1 **3.** Trained thief, squirms away if caught, hard to track **4.** Vetry, takes to the air if chased
- 3. Street Food (1d6):** **1.** Spicy chicken kebabs **2.** Grilled octopus **3.** Tripe tacos with cabbage slaw **4.** Perogies **5.** Pickled Vegetable Salad **6.** Baked cinnamon sugar donuts
- 4. Buskers (1d4):** **1.** Aerial show **2.** Singer (song tells the tale of a lover haunted by a Perelesnyk, and its a local rich merchant) **3.** Juggling act **4.** Bard playing a Elderberry Balalaika (very rare and protects one from evil)
- 5. Parade:** The Vetry love little parades. Theme could be the sun, moon, storms, love, sadness, etc.
- 6. Sermon:** Someones always trying to stop the fun! Pick a bog from the Domain book and give your best and most important sounding speech

## IN THE SKY

- 1. Flock of Birds:** Large number of common birds are (1d4): **1.** Panicked, SV DEX or 1d3 damage **2.** Rising from a spot in the distance, obviously scared **3.** Calm and uneventful **4.** Curious, but harmless unless provoked
- 2. Heat Lightning Clouds:** Harmless phenomenon of heat lightning.
- 3. Whisper In the Wind:** A strange lilted melody reaches the parties ears and lasts 1d6 minutes. SV VS Spells or follow it till it stops. For every minute followed they are lead in the opposite direction of their goal at full speed.
- 4. Wandering Wyvern (OSE Classic PG 203):** 50/50 chance it is aggressive.
- 5. Messenger:** A lone Vetry is traveling the sky. Can provide information about going ons around domain.
- 6. Storm:** A sudden storm rolls in with heavy rain, lightning and deafening thunder. Staying airborne is dangerous and results in a 1-6 chance of lightning strike and 3-6 chance of becoming lost.

- 1. Avalanche!:** Pebbles start to rattle down from above, roll 1d4: **1.** Just a scare **2.** Small avalanche, SV DEX or 1d6 damage **3.** Medium avalanche, -2 SV DEX or 2d6 damage **4.** Disaster, -4 SV DEX or 3d6 damage and buried (3 rounds to be saved or roll SV Death).
- 2. Hidden Retreat:** Snuggled in a crevice is a small hollowed out area. It can safely hold 5 medium sized occupants and has a ventilated fire pit.
- 3. Ape, White (OSE Classic, PG 140)** is (1d4): **1.** Foraging amongst some bushes **2.** Chasing a small mountain cat up a tree **3.** Nursing a baby ape **4.** Picking over the remains of an ill fated traveler.
- 4. Message From A Bird:** A black crow lands and caw's "Tsar Ivan went this way once and returned, you are not Tsar Ivan!"
- 5. Mountain Stream:** A small brook of cool refreshing water.
- 6. Mountain Lion (OSE Classic, PG 146):** 50/50 chance it is just curious VS hungry.
- 7. Shadow of Zmey:** The winged shadow of a great dragon passes slowly over the party.

- 8. Fierce Wind:** The gusts of wind here can be deadly. Use chart for avalanche, damage being from losing footing and slamming against sharp outcroppings or in the case of a 4 and a failed save, being thrown off a ledge and landing 15 ft down.
- 9. The Wandering Curse:** Becoming lost and perishing in these mountains is common. From an above ledge the party begins to hear names being called out. If they are unfamiliar with the Hykavka, role play out the encounter till it gets a correct name. If they are familiar, then they will be aware of the danger visiting them.
- 10. Visitation Stones:** Stacked stones with demon names marks a smooth section of mountain wall. A hidden latch can be found and it leads to a small crypt of a revered evil adventurer. Inside is a mummy (OSE PG 177) and its treasure.
- 11. Wounded Vilka:** A small wounded fairy sits under a tree. If the party assists, it will lead them to a small shelter where they can rest and be healed 1d3 HP after 6 hours rest.
- 12. Storm:** A blinding snow storm blows in. Chance of becoming lost is 3-6. Storm lasts 1d4 hours.

## Among The Peaks



# Pronunciation Guide & Inspiration

## PRONUNCIATION

Avka Bay- AHV-ka bay  
Burivnyk- burr-eve-NICK  
Hykavka- HEAVE-kav-ka  
Kazhennik- ka-JENN-nick  
Kazyno- ka-zen-O  
Korinnya- core-EN-ya  
Lake Wicz- Lake WEEK-sa  
Latun- la-TOON  
Litnyk- leat-NICK  
Mist Rynku- Mist REAN-ku  
Mostyska- MOST-e-ska  
Mriya Lis- Maria LEASE  
Netlenne- net-LYNN-a  
Osvizhyty- OS-va-ZHI-te  
Perelesnyk- pere-LESS-nick  
Povitrya- po-VIT-tra  
Siver- SEE-ver  
Stribog- STREE-BO-gh  
Stryga- STREE-ga  
Svarog- SWA-rogue  
Svitylka- svee-TILL-ka  
Syl'Na Hel- SEL-na hell  
Syra Zemlya- CE-ra ZEM-la  
Tsarina Kyrilu- SA-rina ke-REAL-u  
Tykha Osin- THRE-ha O-sin  
Vedohon- ved-oh-GON  
Vetry-VET-ry  
Vilka- VEAL-ka  
Vitroico- ve-TROY-ko  
Vitrylo- ve-TREE-lo  
Vyrovik- ve-TRO-vick  
Vysiache Misto- ve-SA-chi ME-stow  
Vyty- VE-tee  
Zerkalytsia- ZER-ka-LITSA



## INSPIRATION & FURTHER READING

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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.

Among its waters lies Povitrya, domain of Stribog, god of the winds. His sons and daughters, the Vetry, welcome you to experience life among the air. Try your luck at the kazino’s, visit mind expanding spas, climb challenging peaks and explore mysterious ruins. Forget what you think is your fate and forge your own.

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!

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