



TRYPILIA

LAND OF SEVEN ISLANDS

Travel Brochure

ERADEN-KOBSON-GADDALL-EVANS-MIACHINA
The Domain of Meru Issue 1

DESIGNED FOR USE WITH

**OLD-SCHOOL
ESSENTIALS**

DESIGNED FOR USE WITH

OLD-SCHOOL 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

Povitrya: Isle of Wind: Two classes, Netlenne and Vedohon, are mentioned as options and will be detailed in Issue 2.

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

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.

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.

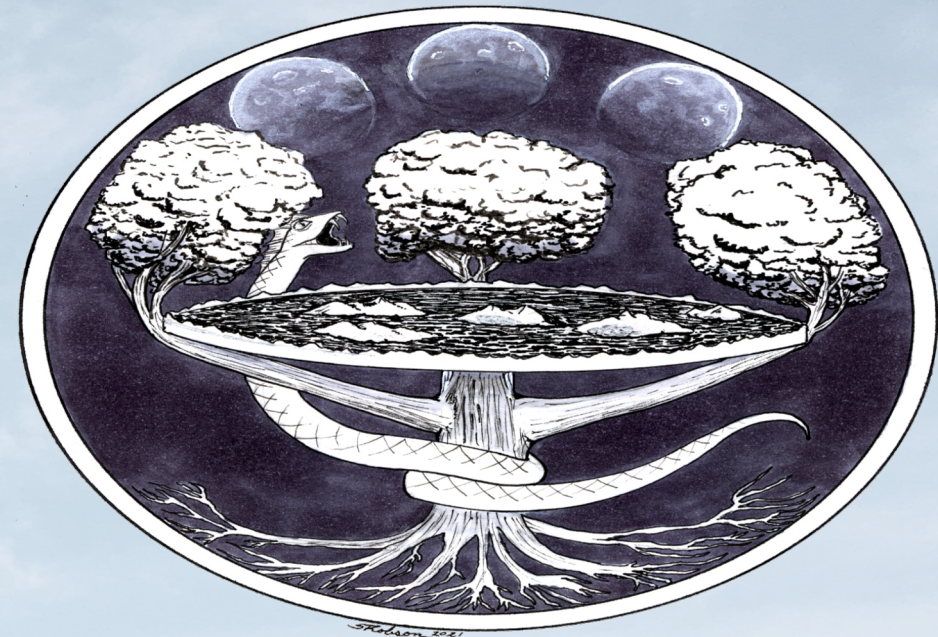
Sertse, The Heartland: Home of the Koshka (cat people), Koniushnyk (horse people), Molfar (mysterious wizard recluses) and many others.

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.



Discover A Rich History

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 Seven Islands we named Trypilia began as a retreat for our beloved goddess Syra Zemlya, a place she could be alone and find peace away from her ever-warring lovers- Veles and Perun.

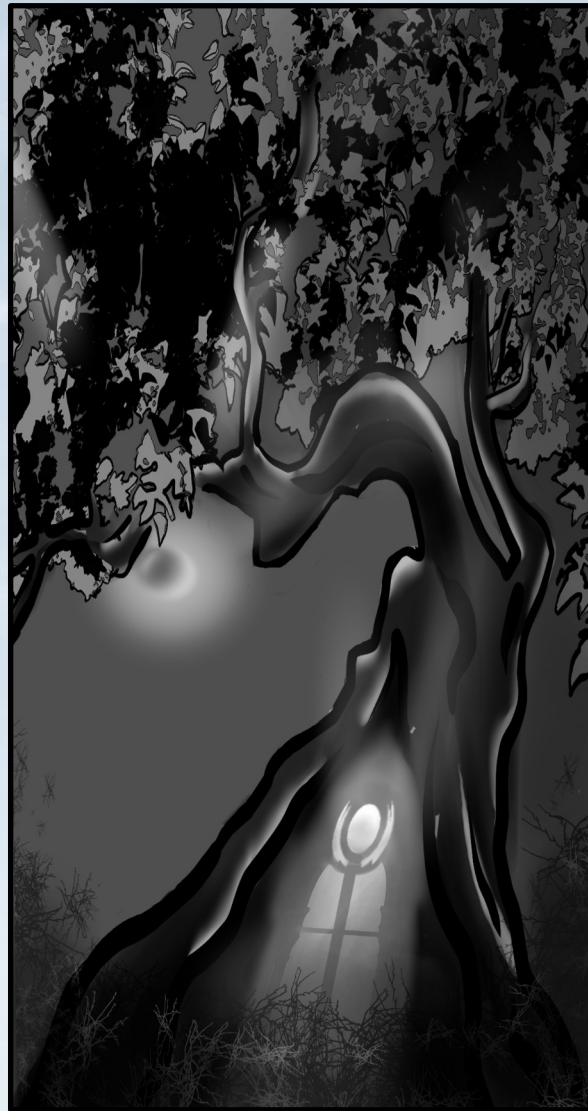
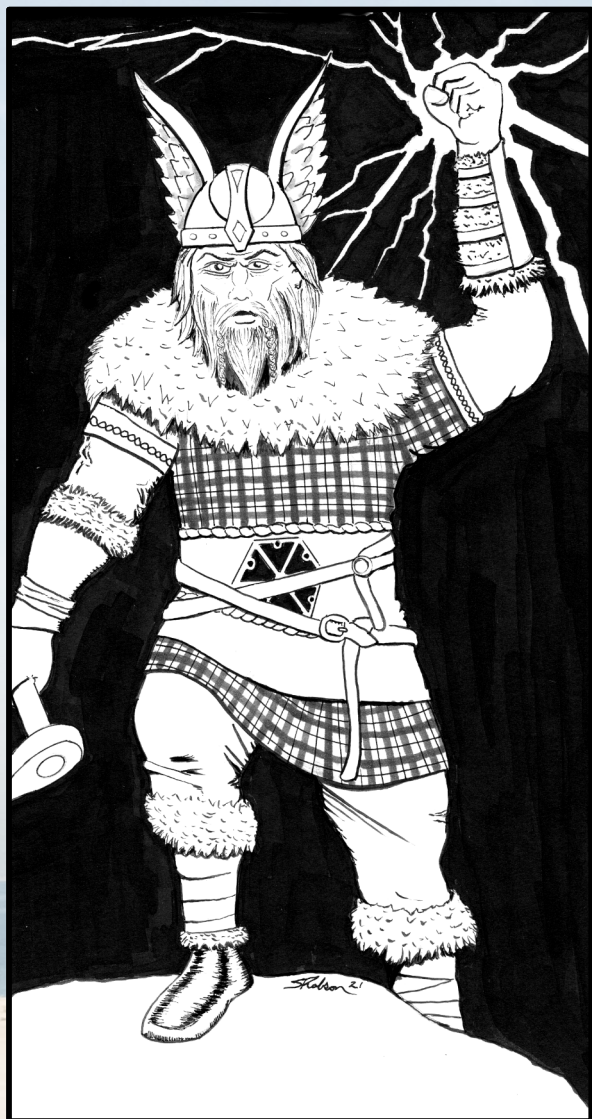
Alas, lonely she birthed life into her little realm, and eventually created our people, the Odyn. Peaceful years passed and we learned about nature and the satisfaction hard work brought. Then one day the boys searched out their wayward lover. Veles, ever jealous, felt another rival for his loves heart was unacceptable and should be shown to be undeserving of her affections. Perun, sworn to ever challenge Veles, aided us.

The troubled times that followed are over now, and we have five beautiful islands for adventurers to rest, relax and if they choose- adventure in.

"Do not cry, morning is wiser than evening," folk wisdom.

FILL YOUR DAYS

- *Come experience the Kuala Festival! To prevent Veles from burning our homes again, we do it ourselves every 60 years!*
- *Have a question about the future? Meet Bannik!*
- *Into games? So are our gods, and the prizes are legendary! Travel to Ostriv Hromu and meet the God Of Thunder, Perun!*



- *You're a spelunker! Veles's underworld is a place of beauty and treasure.*
- *Are you an Eco-tourist that likes long nature walks through cursed undead lands? Visit Saryi and help with its clean up.*
- *Otherworldly travel interests you? The port at Muzyk is a regular on the Wightmana routes.*



EXOTIC PLACES

DALEKO ISLAND

For the adventurous, Daleko offers the Two Towers of Kniez, home of the mortal demon and enemy of the Odyn, Knyaz Nibel. He resides in one while the answer to his invincibility is secreted away in the second. The festival that will be thrown when he is vanquished may last a year! The mountains and forests are not recommended for day trips as they are filled with oddities and unclean creatures.

OZEKO ISLAND

The picturesque city of Muzyk meanders around Lake Vyno. Enjoy daily strolls through its circular homes and gardens. Join the communal dinners and sample Yago Spirits. Visit the Kar in the central mountains and their vast underground home. Or build a canoe out of a great oak in the southern forest of Haj and search the cliffs for the legendary Portal of Byr and attempt to recover the legendary Klade Sword.



TSENTK ISLAND

Home to Muzyk's sister village of Vitsi, this quaint bay side retreat offers passage to Saryi Island, diving expeditions and fishing trips. The forests, mountains and hills are filled with the Feya, our fae cousins, and many unique flora and fauna dreamed up by Syra Zemlya. The northern forest is home to the Vedmid, a peaceful bear folk that are said to be the protectors of another realm.



STARVI ISLAND

The birthplace of the Odyn. Majestic mountains, lush forests and seven wide flowing rivers, now lorded over and toyed with by Veles himself. A trickster and avid gamester, he welcomes visitors to challenge his whimsically devised inventions and fantasies.



OSTRIV HKOMU

Thunder Island, home of Perun. Those that visit have returned to report that he perches atop his great globe of all seeing as an eagle, bored. The island is home to the mysterious Robit's, a race created by Perun to forge mighty weapons for the battles he fights throughout the heavens. He is known to offer these as rewards for those that can complete dangerous challenges he sets forth. The east forest holds a hedge maze no one has ever returned from.



ASHSA

Destroyed by the fires of Veles's volcano over and over, our ancestral home is now a strange city of the undead. Astral rifts, ghostly magic and time warped sights await visitors.



NAVKA

The entrance to the underworld, for those that enjoy underdark adventures. Be prepared to either battle or bargain with Berislav Zmei, the three headed dragon, for entrance. A word of warning, he is a master of deception. Experience spectacular caves, rivers, strange moon rock lit forests, Veles's home swamp and the Plain of the Departed.



SAMIYA FALLS

The sparkling mountain streams, lakes and falls that make up this area is home to many Rusalka. The largest lake holds a great underwater palace where these cruel and devious spirits perform macabre rituals. Not recommended for tourists.



IKIY

This volcano is home to Veles when he walks the lands of Meru. His loyal Likho have constructed a mighty city around the inside of its rim, protected by divine magic. It is said the music and revelry never end there.

Highlights of Starvi

TRAVEL IN MERU

Local vessels are available for sailing among the Seven Islands. These range from small fishing boats of oar power/single mast to two masted Chovens. Larger ships are recommended to reach other domains and can be found in the ports of Muzyk regularly.

Beware of the sea, it is Veles's realm and travel is at his pleasure. Sea Serpents, the Vodnik and temperamental storms all provide unique perils.



PANOKK KANI

Underground lava warms natural springs in these hills resulting in mud baths legendary for their healing properties, but their use comes at a price. In addition, Bannick is known for his acute powers as a seer. To the southeast lies Lake Somen, beware the monster.



THE DRUM

The size of a mountain, once used by Perun in an attempt to woo Syra with music, Veles's specialty. Two chariots sit at its base, it is said those that enter one and survive a strange race to the top will be given music that when played will grant a wish.

DINNING & LODGING

Vacationers to the Seven Islands can find beautiful and comfortable lodging in both Muzyk or Vitsi. Small Budynochok featuring communal rooms or private bungalows can be had for nominal coin. The Vlasnyk, or proprietor, also act as guides and ambassadors.

Small taverna specialize in our local cuisine of seafood, breads, and of course local borscht made with our sweet island beets. Make sure you try the local Pyvo, ale, as well. Or join in a communal dinner with locals and share tales and exaggerations into the sunset hours.

CURRENCY

Worried your money is no good in Trypilia? While we ourselves operate on a mainly trade and barter system, we understand outsiders travel here with coin in pocket. Standard rates for exchange in goods are available, and the Wightmana operate a small bank for travelers to covert to Obmin.



Shopping

THE BAZARS

Muzyk is home to our largest bazar. Local goods of forged metal, herbs, magical components, food stuffs, and gear may be purchased at the various stalls. We shouldn't say anything, but don't forget to haggle. Harder to find items and rare Wightmana objects may also be had, but be careful when dealing for these.

Vitsi's bazar is smaller, but it is known for its esoteric and hard to find nature components.

THE WIGHTMANA

Rumored to travel at least one circle of farthest fars, the Wightmana are wanderers and traders of the heavens. For us they appear as ebony skinned humans with gold embellishments and long black hair. Their ships are of strange design meant for travel in air rather than water.

They grace Muzyk's harbor four times a year and trade for a variety of our goods, and bring strange and wonderful tools and magic with them in return. They also maintain a small post for emergency transactions and currency exchanges.

MEET NEW PEOPLE

THE MYSTIC

Those that came before us: Domvoi, Feya, and Kar. All began as expressions of Syra Zemlya's love of nature and its beauty. They saw to the islands needs by tending its fauna and flora. When we were born, they taught us the ways of nature and how to live in harmony with it. Now, like us, they strive to maintain that peace, while struggling against Veles's pettiness. In the wider world they make homes and continue the work of tending to Meru's needs.

COMPATIBILITY NOTE

These setting specific Races and Classes are presented as flavor builds. They provide background, personality traits, special abilities and modifications. An OSE Base is given and any stats not listed should be drawn from it. These unique options may not be balanced, nor are they supposed to be. These challenges offer many role playing opportunities.



THE ODYN

We Odyn are brave, hardworking, and courteous. Some call us human, but we believe Syra took a little extra care with us. Once driven to expand our knowledge we now focus on community and harmony with nature. Spiritual fulfillment and family are riches sought for more than treasure.

The Council of Znannya, made up of three of our wisest mothers, see to this peaceful way of life. Our Knyaz, chosen warrior leader, sees to the Odyns safety and continues the quest to regain the home we lost to Veles.

We take our time and craft our food, music and goods with care and pride. A vacation in The Seven Islands is sure to provide you with tales for your grandchildren, lies for your lovers and lifelong memories.

Domvoi



Requirements: CON 9, STR 9

Ability Modifiers: STR +1

Languages: Mova, Domvoi

OSE Base: Halfling Race, Advanced Fantasy Genre

Shape Change (3/day): Domvoi may change into small creatures such as cats, dogs, and reptiles.

Innate Magic (1/day): Animal Friendship, Protection From Evil

Heroic Impulse (1/day): Domvoi can wield an inner strength and add a d6 to a roll that is critical to success.

Depression: Domvoi that suffers a great loss becomes lethargic and rash until they are able to right the wrong. They suffer a -1 to CON and WIS during this period.

Apply these Halfling Race Attributes:

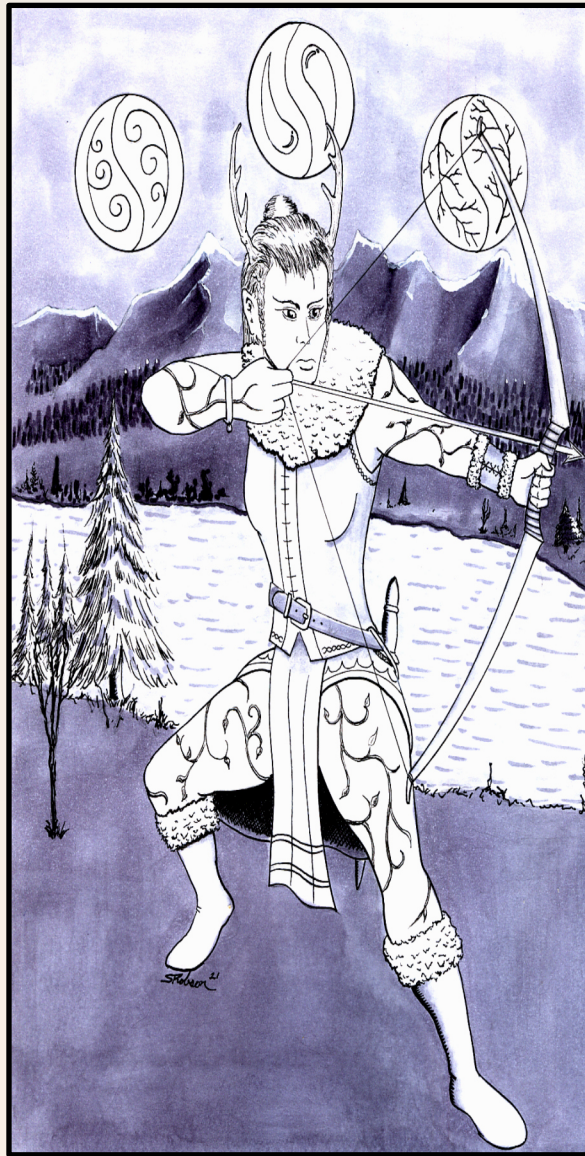
Maximum Level by Class (additional classes: Netlenne (6th), Vedohon (6th)), Combat, Defensive Bonus, Resilience

Domvoi were originally tasked with nurturing the animal wildlife of the islands. After the birth of the Odyn they took on the additional role of teachers. They taught us how to farm, care for livestock and provide ourselves with the tools necessary for survival.

Domvoi are incredibly strong for their diminutive frames. Sons tend to favor long mustaches and suffer premature crown balding. Daughters often have sun colored hair and slightly paler skin.

They develop deep bonds with family and friends. This can lead to incredible self-sacrifices and devastating depression if they fail to protect them. Even though they live among us, they still see us as their charge to care for.

Feya



Requirements: CHA 11
Ability Mods: CON -1, DEX +1
Languages: Mova, Feya
OSE Base: Elf Race, Advanced Fantasy Genre

Water: Amphibious and can cast Create Water (1/day)

Forest: Require no food to survive as long as they get one hour of sun per day and can cast Tree Shape (1/day)

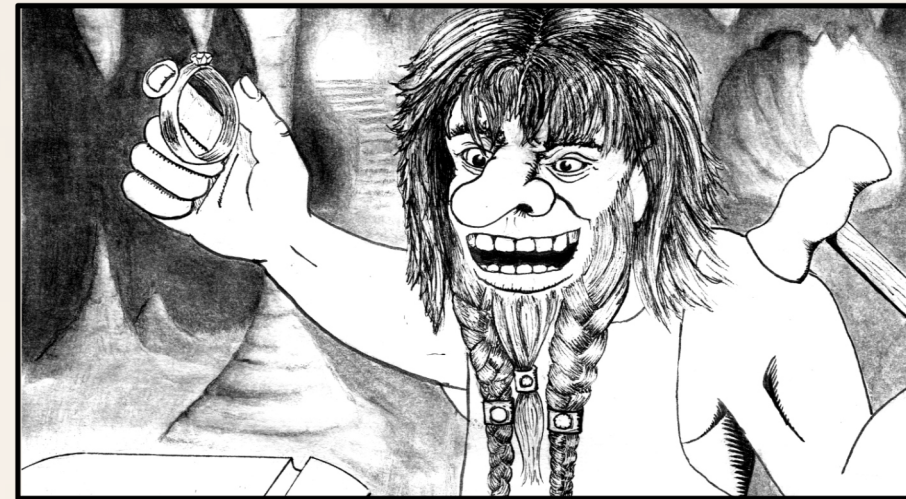
Cloud (3/day): Can transform into a mini whirlwind (treat as Vampire Gaseous Form)

Love Cursed: Feya fall in love easily and pursue it even though they know the cost. If they consummate with another species they and their lover die two years from that date.

Apply these Elf Race Attributes:
Maximum Level By Class (Cleric, Druid, Fighter, Magic User, Ranger, Netlenne, Vedohon), Infravision

There are three distinct types of Feya: Water, Forest and Cloud. Since the beginning they have watched over the islands Eco-system and preserved its splendor. They mostly live in the wilds but do travel among the Odyn regularly. Small villages of Feya still inhabit parts of Staryi as even their hatred of Veles comes second to the care of the land.

Physically, little differentiates them as they are beautiful androgynous humanoids whose features change depending on whom you ask. To identify themselves they dress uniquely (if scantily) and tattoo themselves marking their clan heritage. They suffer from a love curse and tend to be positive and playful about life's challenges.



K a r

Firstborn sons and daughters of Syra, Kar will tell you how they helped her construct the Seven Islands themselves. When the troubles with Veles began they retreated to their underdark homes, believing he would soon grow bored and leave. Once he summoned his hated Lihko and they began to encroach on their land, they took more of an interest. They closed the tunnels that connected Staryi to the other islands and even constructed alternate routes between them.

They are a diminutive people built solid for hard work and long periods of time underground. They tend to wear their hair wild, long and sometimes decorated by gems. Most Kar prefer to stay in their underground homes and tinker with something called "steam power". They are friendly with the Robits and trade ideas and innovations with them frequently.

Requirements: INT 11
Ability Mods: INT +1
Languages: Mova, Kar
OSE Base: Gnome Race, Advanced Fantasy

Clockwork Gadget: Adventuring Kar often create items to aid them in their endeavors. The player and GM should work together to invent two items that can duplicate level 3 or lower spell abilities mechanically. Usage should be limited by a power

source mechanic or need to re-calibrate.

Light Sensitivity: When in light greater than that of a torch they suffer a -1 on all combat rolls and DEX saves.

Greed: Kar have a compulsive nature about gems and will lie to even their own family to possess unique ones.

Apply these Gnome Race Attributes: All

Mystra



Prerequisite: Odyn (Human)

Languages: Mova

OSE Base: Choose Magic User, Druid or Illusionist from OSE Advanced Fantasy Genre Rules

Mystra: Blessed with Deja Vu a Mystra can add a 1d4 to the result of a roll that fails (1/day)

Vid'na: Can cast Invisibility (1/day). CHA is reduced by -1.

Znakher: Use OSE Cleric from Advanced Fantasy Genre Rules (with below modification):

Enhanced Turning: Znakher cleanse the souls of the undead they turn/destroy, but do so by channeling it through themselves. They roll an extra d4 for Turning and Total HD effected. However, the following turn all rolls are made at a -1.

Mystra are Odyn born with innate magic ability and are always good. They are born with two distinguishing traits: a tail and eyes alive with stars. Sons develop red hair, while daughters grow long, almost impossible to cut black hair. They are heroes and defenders of the Odyn.

It is possible to "learn" magic, and those that do are known as Vid'na. In order to accomplish this they offer their soul in return to some dark god or demon. This pact always corrupts one physically. Typically whatever trait they were most proud of is hideously malformed. They are at best selfish, but commonly chaotic in nature.

Some souls enter the world with an extra spark of life and we call them Znakher. Blessed with healing abilities and talents to cleanse the undead, they are a cherished addition to a community. Some live among us as healers and teachers and others search out evil and destroy them.

Zduhac



Prerequisite: Odyn (Human)

Languages: Mova

OSE Base: Half-Elf Class, OSE Advanced Fantasy Genre Rules

Heartwood Sword: This magical sword (+1, +2 vs. Demons/Devils) is constructed by the Zduhac from the center of a pine tree. It is unbreakable and can only be used by the person who constructs it. If lost, constructing another one requires the sacrifice of one CON point permanently.

Drowsy: Zduhac suffer a -1 to all rolls for 1 hour after awaking.

Apply these Half-Elf Class

Attributes (with modifications):

Arcane Magic (substitute Druid Spell List in OSE Druid and Illusionist Spells), Combat, Stronghold

Not all Odyn were willing to allow others to defend us from Veles. After the first destruction of Ashsa a group of sons and daughters pleaded with the elders to find a way to fight back. After much debate, ships were constructed and they set out to search the farthest of fars.

Hope for their return was close to being lost after Veles's destroyed Ashsa for the tenth time in ten years. Then the sails of their ships appeared. Walking among us again they appeared no older than the day they left. Armed with their Heartwood Swords, armor and control of the elements they led us from Staryi and its growing hardships to the surrounding islands.

Zduhac are born with a nature shaped birthmark and a deep connection to nature. This power drains them and they are commonly deep sleepers and struggle with motivation. The exception being the ongoing battle with Veles and his troublesome spawn.

DIVINE INTERACTION

СУРА ЗЕМЛЯ

The Earth Mother and creator of life. She is our world, as we are hers. She is kind, but her expectations can be demanding. Although she loves both boys, she waits for one to become a man. And after their actions in her retreat, she is more determined than ever to prove to them her vision of a peaceful life is superior to theirs of confrontation and strife. Walking among us, she is as likely to spend the day chastising a family for their poor upkeep of a garden as take on childcare duties.

PERUN

The Lord of Thunder is a bog of simple pleasures and action. Always though a protector of Meru and it's people. He is known to take the form of a giant eagle and other times a blond-haired warrior son. He is fully entrenched against chaos and it is said that he wields his might against it across all the cosmos. When angered he wields a mystic ax and bolts of lightning. His help of our people is sometimes worse then had he stayed away (there used to be seven islands). For visitors, he has a love for challenges and the rewards are known to be legendary.

VELÉS

His schemes and trickery change as often as his appearance. Sometimes harmless and no more than games meant to annoy Perun, other times they bring hardship and destruction to us. He lords over the underworld, the depths of the sea and its said he is even the fountain of all magic. He welcomes heroes to challenge him and his minions, as he loves to gloat and point out to Syra their shortcomings when they fail.



MEET NEW FRIENDS BANNIK

Stories of Bannik abound. Some believe him to be a spirit set in Meru by Rod to relay his will. Others claim he is the son or a creation of one of the gods. He cryptically says he just is and will always be. One truth everyone agrees on: he has a talent for fortune telling. A visit to him is almost certain to be enlightening, but comes at a cost.

He currently makes his home in the hills to the southwest of Iriy. He offers all comers access to the healing fields of steam and mud overseen by his personal servants. Costs vary depending on treatment and can range anywhere from a few gold to a small fortune. But if you seek his audience and wisdom be prepared to bargain with more than treasure.

VEDMID

Quiet and solitary, we rarely bother the bear folk that make their home in the northern forests of Tsentr Island. They are friendly enough when encountered, if wary and cautious. Syra speaks little of them except to say that their own home was endangered and in pity she has given them sanctuary.

KOËITS

These strange, bronze, clicky clack people aid Perun in his many warring endeavors throughout the planes. Inventors and blacksmiths with few equals they create wondrous items for him to spread through time and space. When one brings a new invention to us, it is sometimes the highlight of many peoples lives.

Unique Wild Life

PLAYERS STOP READING

CHĚMĚK

A chimera of wolf and fox with kangaroo like rear legs. They hate all humanoids, and silently hunt them in the wilds.

AC 5 [14], HD 4* (18hp), Att 1 × bite (1d6), THAC0 16 [+3], MV 120' (40'), SV D10 W11 P12 B13 S14 (4), ML 6, AL Chaotic, XP 125, NA 1d6 (1d6), TT C

Disease: Bite has a 1-in-20 chance of infecting the target (save versus poison). The disease has a 1-in-4 chance of being deadly (die in 1d6 days). Otherwise, the victim is sick and bedridden for one month. Can be cured by magical means.

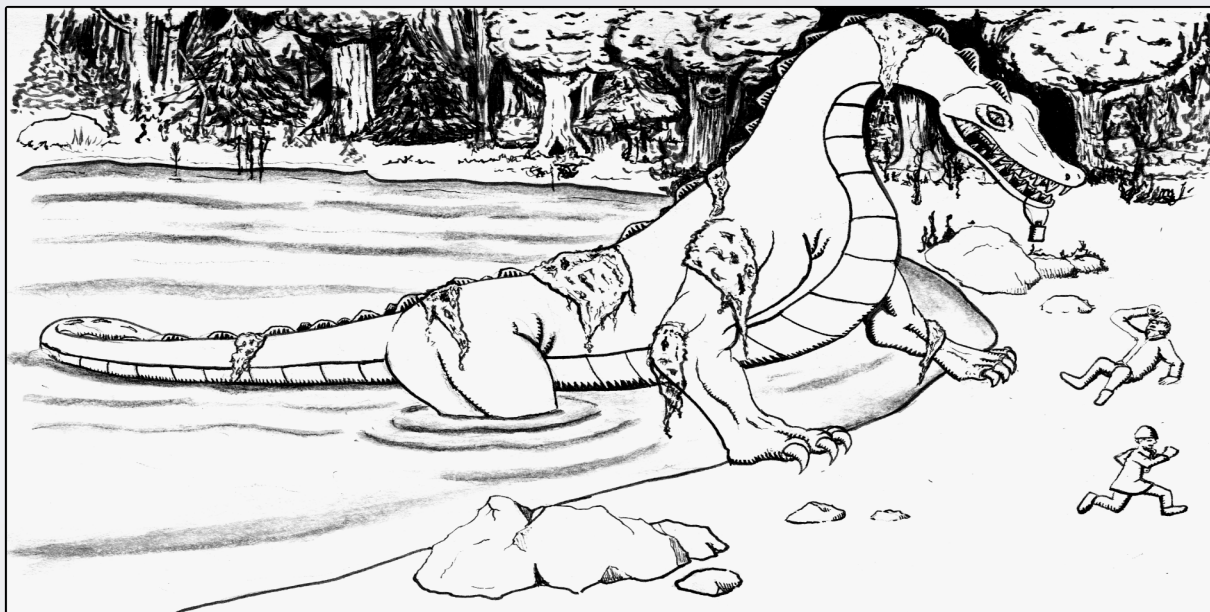
LAKĚ SOMĚN MONSTĚK

Legends say this creature was one of the first created by Syra Zemlya and that it is immortal. Knowledgeable from its many years some poems hint that it can be communicated with if approached properly, but if one exists that tells the how, it has been lost.

AC 3 [16], HD 16 (74hp), Att 1 × bite (3d6), THAC0 9 [+10], MV 240' (80'), SV D8 W9 P10 B10 S12 (7), ML 9, AL Neutral, XP 1,350, NA 0 (1d4), TT None

Rebirth: It may be temporarily killed, but always regenerates in 24 hours.

Feast of Jare Gordy: It will answer questions and be friendly if offered a large feast of colored eggs, meats and alcohol. A large fire must be made and conversation to further entice it is recommended.



LIKHO

These humanoid creatures have one eye and come in a variety of shades and sizes. Used by Veles on many worlds to disrupt civilization, they prey on anyone not in his favor.

Likho society is one of revelry and organized chaos. One can find a variety of roles among them, especially skilled bards and magicians (Veles being the patron of these abilities).

AC 6 [13], HD 2 (8hp), Att 1 × weapon (1d6 or by weapon), THAC0 19 [0], MV 60' (20'), SV D14 W15 P16 B17 S18 (NH), ML 7, AL Chaotic, XP 20, NA 2d4 (6d10), TT R (C)

Attack penalty: -2 penalty on all hit rolls, due to limited depth perception.

Options: Likho represented all non-human type creatures in Slavic myth. Keep your players guessing and use stats for orcs, goblins, etc to represent them. The above stats are for a base scout/hunter type.

POPĚLIUHĀ

These undead are born from the ash of Mt Iriy. They are mindless zombies that roam the lands with a hatred for the living. They appear as hunchbacked humanoids with blue skin and arms that are twice normal length that end in vicious claws.

AC 8 [11], HD 2 (9hp), Att 2 × claw (1d4), THAC0 18 [+1], MV 60' (20'), SV D12 W13 P14 B15 S16 (1), ML 12, AL Chaotic, XP 50, NA 2d4 (4d6), TT None

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).

Permanent Scars: If a character takes more than 20 points of damage the wounds fail to heal properly causing the loss of 1 point of CHA

Earth Weakness: Earth based attack spells do double damage



RUSALKA

These wicked spirits haunt the waters of Trypilia, both fresh and salted. Taking various forms they attempt to lure victims into the water and kill them by drowning. The poor souls who die in this manner often become Vu'stat Ghuls.

Rusalka like to keep mementos from their victims and often use them as props to improve their disguise. To safeguard the remainder of their spoils they construct underwater palaces of coral or in caves. Their common home at Smiya Falls houses enslaved Odyn, Myste and other horrors.



AC 6 [13], HD 8 (36hp), Att 2 × claw (1d2) or 1 × hair (grab + weakness), THAC0 17 [+2], MV 150' (50') / 90' (30') swimming, SV D12 W13 P14 B15 S16 (3), ML 10, AL Chaotic, XP 1200, NA 0 (1d4), TT C**

Amphibious: Breath air and water

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,

Charm Person (1/day): Save versus spells or be charmed: move towards the Rusalka (resisting those who try to prevent it); obey the Rusalka commands (if understood); defend the Rusalka; unable to cast spells or use magic items; unable to harm the Rusalka. Killing the Rusalka breaks the charm.

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

Grab: A victim hit by their hair is grabbed and dragged toward the Rusalka (10' per round). The victim can only be freed by severing the hair.

Severing hair: Requires a hit with a magical cutting weapon inflicting 5 or more damage.

VODNIK

Veles's people of the sea, originally created to mock the Odyn and Myste. They are greedy and respect is earned by the size of ones wealth. To this end, they are constantly raiding villages and pirating boats. Having spread throughout Meru, they are a scourge and looked upon with distrust when among land dwellers.

Vodnik are greenish blue humanoids of a frog like appearance. They have rubbery skin, gills and webbed appendages. Sons grow unwieldy and tangled beards. Daughters tend to be a few inches shorter and leaner on average.

Its rumored that some among them have decided their true mission is that of ocean preservation and as long as air breathers stay respectful of the oceans, they will stay below the waves.

AC 5 [14], HD 2+2 (11hp), Att 1 × weapon (1d6 or by weapon) or [2 × claw (1d2), 1 × bite (1d4)], THAC0 17 [+2], MV 120' (40') / 240' (80') swimming, SV D12 W13 P14 B15 S16 (2), ML 8, AL Chaotic, XP 25 (lieutenant: 50, chieftain: 125, baron: 350), NA 0 (2d4 × 10), TT A

Use all Attributes for Sahuagin found in OSE Advanced Fantasy Monsters.



VU'STAT GHUL

When Odyn and Myste die on the shores of Staryi or are deposited there by Veles's minions they suffer the fate of being reborn into Vu'stat ghuls. Their bodies take on attributes of whatever land they are buried in to perform this vile ritual. Some have hair of leaves, others skin like swamp moss or cracked rock. It is our goal to release all who suffer this fate.



AC 9 [10], HD 8* (36hp), Att 1 × grasp (2d8 + throttle), THAC0 12 [+7], MV 90' (30'), SV D8 W9 P10 B10 S12 (8), ML 12, AL Chaotic, XP 1,200, NA 1 (1), TT None

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).

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

Return from death: If killed (0hp), will regenerate and fight again in 2d6 rounds. Fire will permanently kill them.

Mundane damage immunity: Can only be harmed by wood, silver or magical attacks.

Class abilities: If the Ghul was an adventurer in life, it retains all class abilities, including spell casting

THE RITUAL

To create a Vu'stat Ghul, the body of a murdered person is buried in a shallow grave. At sunset a blood crusted stags horn is thrust into the grave while praise is sung to the three faced god of evil, Chernobog.

YOGOSHÄ

Doglike undead born from remnants of Odyn and Myste that die without burial. Be wary as they roam Staryi Island hungry for flesh. They have large bald heads, an oversize mouth filled with three rows of teeth, and a body the size of a medium dog with translucent skin over varicose veins. They tend to roam in packs.



AC 7 [12], HD 2 (9hp), Att 1 × bite (1d6), THAC0 18 [+1], MV 180' (60'), SV D12 W13 P14 B15 S16 (1), ML 6, AL Neutral, XP 20, NA 2d6, TT None

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).

Pursuit: Always pursue prey that flees.

TRYPILIA UNDEAD

Having dealt with the undead in the Seven Islands our people have learned two important lessons. They have an aversion to salt and they may not cross running water.

Salt: Suffer 1 HP of damage if it is thrown on them and they may not cross any barrier made from it.

Running Water: They may not cross running water unless there is newly spilled blood in it, or a physical path connects both sides such as a bridge or log.

PLACES AND THINGS

ASHSA

These spectacular ruins are a weird assault on the senses. When Veles decided to lash out the Odyn he used Iriy to destroy this city in a rain of fire. The people survived thanks to Perun's efforts and rebuilt. This happened two more times, every 60 years, before Veles sent an odd warning that what was coming next could not be rebuilt.

Indeed, after the city was razed the fourth time, the ash and smoke reformed the city in an odd semi-solid reproduction of itself. And if this was not enough of an insult he released all the souls of deceased Odyn and Myste into it to live their undead life back on Yav.

This was all the Odyn could handle and left Staryi. Now the city is home to the shadowy undead who act as though they are still living. The energy and magics used to accomplish this also punctured holes in Meru's fabric and strange void creatures call it home as well. Some of these have become permanent and lead to incredible pocket dimensions and other worlds.

There are two main reasons adventurers cross the walls into this undead city. The first is the lure of powerful and strange items one can not find anywhere else. The second is information. Many of the souls here date back to Meru's beginnings and they have first hand accounts of what is to many living now just legends.

SPOHADY SHOPPE

Established by the magician Bojan, this shop trades in memories. Many of the Odyn and Myste trapped here struggle to live happily in their new prison so Bojan offers to buy them. He then sells the information to the living. The shop is located near the original front gates of Ashsa for ease of access.

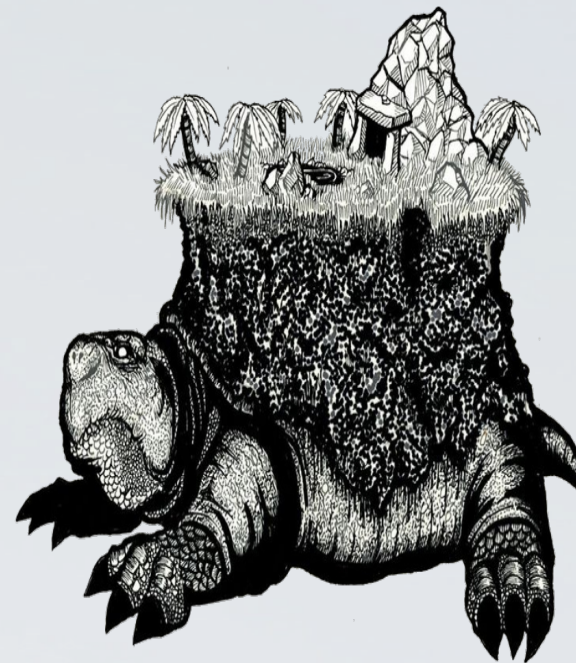


TEMNY PRESIDIO

This fortification located near the city center is a stronghold for the Lihko who watch over the northern reaches of Staryi. Three stories tall with a five story tower on each corner it acts a halfway house for treasure and captives before they are moved to Iriy.

THE KISTKA SHOPPE

Some of the more resourceful undead have set up a thriving business crafting bone armor and weapons. Items procured here are +1 in function. They only work for chaos and neutral aligned individuals.



THE PORTAL OF EYK

Located in the cliffs on the south side of Ozero Island, many poems have been written about the heroes who have braved the tunnels that lay behind its entrance. Most seek the equally written about Klade Sword.

To find the portal, first cut down a oak tree in the Haj forest and build a canoe out of it. This must be done by the characters seeking the sword, no hiring help. Once completed the legend says you must start out at exactly sunrise along the rocky coast. In 1d4+2 hours the portal will appear. These coasts are filled with sharks and giant crabs.

The portal is a misty green pulsating orb flanked by two golden columns topped with bronze serpent heads. It comes out of the water and you can travel 360 degrees around it. As long as you enter in your canoe, you are safe. If not the serpents (Lesser, OSE Classic Rule Tome PG 188) come to life and attack.

Behind the portal is a labyrinth of underground rivers with tall smooth rock sides. These passage wander aimlessly and it can be easy to lose one way. The water inside is only 1-2 feet deep. Typical underground menaces inhabit these passages and a small group of Locathah (OSE Advanced Fantasy Monsters PG 27) make this area their home. The party may find their way through, either by sword or diplomacy.

A great underground lake is discovered after the maze. Far out in the middle a giant turtle rests with a small cave protruding out its back. Surrounded by trees and foliage.

Inside the cave is an ancient burial vault with several traps and misdirection's which eject the party out of the turtle, smelling quite badly.

In the end, a bronze golem (OSE Classic Rules Tome PG 165) guards the resting place of the sword. The players will just be tested by this guardian, not killed. If they can bring it to half its HP it will congratulate them on being great warriors and open the door to them.

THE KLADE SWORD

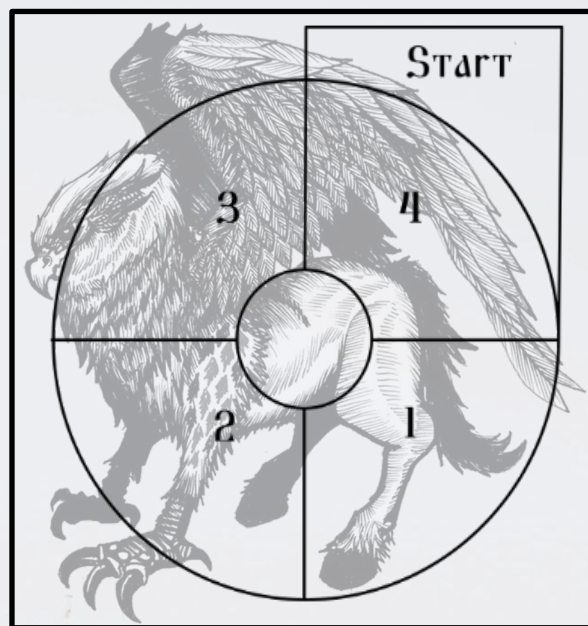
Forged by Hovalo himself, the Klade sword is a Sun Blade (OSE Advanced Treasures PG 46). It can only be wielded by one hero at a time. If that hero dies in battle or uses it in heinous act it transports itself back to its resting place. It must remain there for one month before it can be found again.

THE DRUM

Carved from a single tree on another world, this drum is the size of a small mountain. It was constructed by Perun in a bid to impress Syra Zemlya through music, normally Veles's territory. It is now home to an event simply known as The Race. The prize for winning being a special wish.

At its base, the husband and wife team of Lord and Lady Miroish wait for challengers. Two grand chariots able to hold six medium humanoids are used to see which team can make it to the top first. These chariots are drawn by two griffins of twice usual size.

Teams are composed of at least two people. The wish must be inscribed on gold paper (500 gp) and a basket of edibles to Peruns liking should be offered (he is fond of prosciutto, good cheeses, wine, etc). A bet of 1000 gold Obmin that is forfeit on a loss is also required. The drum can only grant a person one wish (OSE Classic Tome PG233) in their lifetime, although you can help on the race as many as they like.



THE RACE*

- **SPEED:** The griffons travel one pie section per 2 rounds (8 being a complete circuit). Each round, the character with the reigns must make a successful wisdom check using their dexterity as modifier. The Miroish have WIS 17 and a +2 DEX modifier. Its a game of quick decisions and wise choices. On a successful roll they move the full 1, on a fail they only move ½. In one turn the three out comes are 2, 1 ½ or 1 pie section.
- **ATTACKING:** Non-driver players and NPC's get one attack or spell cast per round (two per pie piece) in order to try and slow the other down. Occupants are not target, only the chariot. Successful hits reduce its HP. If 30 points of damage can be inflicted in a single round, the distance moved is reduced by ½ a pie. Destruction of the chariot results are listed in the individual pie descriptions. Attacks can only be made when both chariots are in the same piece of pie.
- **CHARIOTS:** AC 3 (16), 300 HP, SV VS Spells 15
- **NPC RIDERS:** Longbow, THACO 17 (+2), 1/Magic Missile
- **LORD/LADY:** Longbow, THACO 13 (+6), 1/Magic Missile, 1 Lightning Bolt (6th LVL)
- **START:** The chariots line up at the start line. A rumble of thunder begins and one lightening flash signals ready. A second steady. And a third, GO!

- **#4 Sprint the Cosmos:** The chariots hurl into outer space, stars and planets rush by and cosmic vapors swirl. Two successful movement rolls gains you an extra 1 pie of distance. A successful SV VS DEX is required or you get hit by debris taking 15 HP (2nd round of pie) damage and lose ½ pie in distance.
Destruction: 2d6 cold damage and SV VS CON or lose one level of EXP.
- **#1 Valleys of Danger:** An asteroid grows in size as you reach the end of pie 1, and you are pulled into a narrow maze of valleys. The first chariot to complete this pie sets a boulder trap for the one behind it. That chariot must make a successful SV VS DEX or be hit by falling rubble. They receive 15 points of damage on a fail and lose ½ pie of distance.
Destruction: 2d6 bludgeoning damage and one 8 HD Earth Elemental (OSE Classic Tome PG 158) rises from the ground and attacks.
- **#2 The Core:** The valley abruptly becomes a cave and the party finds themselves in a land of molten fire. Two successful movement checks gains you an attempt at a fireball (3d6 damage) spell. A glowing ring will appear, on a successful SV VS DEX you fly straight through it and small fire emblem will appear on the chariots dash. The driver can use it when they desire.
Destruction: Same as #1, substitute fire damage and one 8 HD Fire Elemental (OSE Classic Tome PG 158).

- **#3 World Branches:** A cool blue disk grows brighter and shooting out you find yourself in the foliage of the World Tree itself. The race becomes a scamper through its swaying leaves and branches. Two successful movement checks gains you a chance at The Blinding Leaf. A great leaf bends towards the chariot which forms a loop-de-loop, on a successful SV VS DEX the chariot performs it perfectly. A waving leaf icon appears on the dash, when pressed by the driver a giant leaf forms and covers the front of the opposing chariot. They must make a successful SV VS DEX or lose ½ pie movement.
Destruction: Being lost in the leaves is taxing on the body. Character ages 1d6 years. A SV VS WIS must be made or suffer one point in reduction to it permanently.

*Races are four circuits around. If the players win they will be granted a small flute. They can choose when to activate the prewritten wish with it.

*The races are broadcast in the skies of all Meru. Those that win by more than 3 pie spaces gain some notoriety and will be approached by people buying them drinks or possibly a desire for amorous opportunities.

* Feel free to add or modify. Try races through water, darkness, shadow, modern worlds, etc.



IN THE JUNGLE

1. **Hunted:** 1d4 Chemer, Likho or Yogosha will attempt to stay silent and wait for an opportune moment to attack by surprise.

2. **Rune Stone:** Old rock nature markers of Myste design that are usually of a helpful nature. Possibilities: healing place, fresh water, shelter or food.

3. **Wounded Feya:** A moan can be heard just off the path. A lone Feya is wounded and near death. A second encounter can be rolled for its attacker if desired.

4. **Second Path:** A small secondary path splits off. If followed it disappears behind the party, leaving them lost.

5. **Calina Tree:** Small red berries that can make a refreshing tea. 1 Hp regained from drinking and 30 minutes rest.

6. **Stagnant Pool:** A small pool of water sits off the path. 1d4 Giant Poisonous Frogs inhabit it.

7. **Old Pouch:** A small leather pouch sits half buried in the path.

8. **Mother Bear:** The woods break

into a small groove. A mother bear and her two cubs are playing. She will defend them if threatened.

9. **Memory Hill:** A small patch of ground is slightly raised in the shape of a human. Approaching a spirit rises up and says "A girl in a mound, like a clear star."

10. **Chaos Myst:** A dark shroud envelops the party. Miniature worlds and blasts of light scream by. When it clears they are confronted with... Choose any random monster or monster you want, but make it weird and out of place.

11. **Dead Water:** Small spring of dead water. When drunk from spring heals 1d4.

12. **Five Rings:** A small necklace hangs in branch with five rings on it.

COMMON MONSTERS

Bat (G), Bear, Brownie, Cat Great, Dog (Wild), Frog (G), Ghost, Insect Swarm, Killer Bee, Lizard (G), Mantis (G), Poltergeist, Rat, Revenant, Shadow, Shambling Mound, Skeleton, Snake, Spider (G), Sprite, Treant, Wasp (G), Zombie

ON THE SEA

1. **Patch of Strangleweed:** A patch of algae tangles up the oars/rudder. When an attempt to dislodge is made, it reveals itself to be Strangleweed.

2. **Floating Gemstone:** A large ruby gemstone the size of a human head bobs in the waves. It is worth 150 gp.

3. **The Body:** The bloated body of a humanoid floats in the water. It is infested with Rot Grubs.

4. **Moon Island (Night Only):** The vessel suddenly runs aground. Where a moon beam is reflecting on the water, an island has formed. A large lioness of white light walks across the island and boards the ship. All good aligned characters will be healed or spell slots restored.

5. **A Gently Lull:** A slight breeze, the gentle rocking, and a Sleep Spell. 1d100 HP effected.

6. **Pirates:** 1d6 Vodnik attempt to capture the vessel.

7. **Message in a Bottle:** A floating bottle holds a message and an acorn "Even a giant oak was once

an acorn."

8. **Pirates of Malenkee:** A tiny (2-3 foot long ship) sails towards you and demands your surrender. Its dreaded Tiny Pirates of Malenkee! They never win, and will flee as soon as they are confronted.

9. **Sun Serpent (Day only):** This Sea Serpent was born of Veles's love of trickery. It revels in sea goers panic. It will magically transport vessels off course by up to 10 miles, and watch and laugh as they try and get their bearings.

10. **Whirlpool:** A whirlpool begins off starboard, from it a beautiful rainbow rises into the sky.

11. **Flying Colors:** A rainbow appears on the horizon, a small island is at one end, hallucination or real?

12. **Lightening Scar:** These patches of lightening residue from Peruns battles with Veles provide a haven of safety from evil. Can be of various sizes.

COMMON MONSTERS

Crab (G), Crocodile, Fish (G), Jelly Fish (G), Lamprey (G), Octopus (G), Pirate, Seahorse (G), Sea Serpent, Squid (G), Water Termite, Whale

Pronunciation Guide & Inspiration

PRONUNCIATION

Ashsa- ASH-sa
 Bannik- BAHN-ick
 Belbog- BIEL-bo-gh
 Bog- BO-gh
 Bogi- BO-ghee
 Boginya- BO-ghee-nia
 Chemer- che-MEER
 Chernobog- CHER-no-b-O-gh
 Daleko- DAH-le-ko
 Domvoi- domo-VOI
 Feya- FEY-ah
 Haj- HI
 Iriy- EAR-ee
 Kar- KHA-ar
 Kistka- KEST-kha
 Klade- KLA-id
 Knyaz- KN-iaz
 Likho- LEE-kho
 Muzyk- MU-zick
 Myste- ME-est-a
 Mystra- ME-stra
 Navka- NAV-ka
 Odyn- ah-DEAN
 Ostriv Hromu- O-strev ha-ROME-uh
 Ozero- OH-zer-o
 Pahorb Bani- PA-whorb Bahn-e
 Perun- pear-UN
 Popeliuha- popa-LUH-ha
 Pyvo- PEEH-vo
 Robits- ROW-beets
 Rod- RO-ad
 Rusalka- ru-SAHL-ka
 Spohady- SPOO-ha-de

Smiyi Falls- ZM-e-e FALLS
 Staryi- STAH-ree
 Svarog- SWA-rogue
 Syra Zemla- CE-ra ZEM-la
 Temnyy- TIM-knee
 Trypilia- THREE-pil-la
 Vedmid- ved-MEAD
 Veles- VEL-us
 Vid'na- VED-na
 Vitsi- VEAT-see
 Vlasnyk- VLAS-nick
 Vodnik- VOID-nik
 Vu'Stat Ghul- VHU-statch Ghoul
 Yogosha- YOGO-sha
 Zduhak- ZHDU-hak
 Znakher- ZNAA-ha-re
 Znannya- ZNAA-n-YA

INSPIRATION & FURTHER READING

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

Dmitriy 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

Open Game License

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, holographic 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

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, 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.

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 Slavicek, Jeff Grubb, Rich Redman, Charles Ryan, Eric Cagle, David Noonan, Stanl, 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 Querner, Everett 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.; Author 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.

In Meru’s center lies the Seven Islands of Trypilia. Home of Syra Zemya, the earth mother, and her lovers Perun and Veles. The birthplace of the Odyn and Myste. A land of sun and sand, adventure and mystery. The perfect vacation place for a weary adventurer to relax or an active one to challenge themselves.

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



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

Words, Cartography:
Marc Braden

Art: Sean Robson,
William Caddell, Tristram
Evans

Translation: Sasha
Miachina



DESIGNED FOR USE WITH

**OLD-SCHOOL
ESSENTIALS**