

Colossal Wastes of Zhaar: Who's Doomed and What's Borked

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Hexmap Locations

0811: Cinfyr, dead volcano; holds Btuob city of sand goblins (currently under occupation by goblins from Uni Still [hex 1409])

1007: Location from **Map of a Hex and a Spell to find the way**

1016: the obelisks foretell of an ancient evil protected by waspmen

1018: Foothills of Adabis, gnomish city stronghold ruled by Princess Ashura. We've been invited/given directions by Maham the Lesser. Invaded by giants. Antimagic field prevents Btuob from going in.

1204: Ruins of Kragshaven, gate to the frozen north

1205: Marhaban tower abandoned to human squatters (appears to be mostly women and children)

1206: Encounter with Tah'rek, caravan is devoured by dune mimic.

1207: Pale/white elf bandits. Pleased by tin soldiers.

1208: Alipahl

1304: Court of the Summer Pharaoh

1306: Wreckage of the Karakt-Zuulian vessel

1309: Tomb of the Sons of Kyuss

1310: Nothing of note (need to explore further, only breeze through quickly)

1402: Sal's cave (currently also contains- 12 Adabis gnomes, Kamal the "Kind")

1403: Summer court outpost

1408: Former location of anomalous ice cube. Now melted.

1409 Uni Still (goblin town). Dangerous- goblin raiders

1504: Monastery of Abul Dhahhan (currently empty)

1507: Territory of the Amaranaset-Sa, a splinter group from the Mougali; stealthy hunters and wears of masks made of human flesh, makers of excellent booze but horrible scorpion jerky, wielders of the curved throwing swords. Likes to party.

1508: Ali Nima's Traveling Emporium

1509: Gateway/Old man with bullrush and shriveled serpentman corpse

1604: Bodies fallen from the airship battle.

1605: Heat haze makes people get lost, firegeists hang out spot.

1606: Thri-kreen wrangling giant cactuars.

1607: Oasis with razed settlement. Place where we encountered and killed the Marhaban Madman.

1608: Serpent men pyramid

1609: Gloomy sand dunes (affects hexes 1509, 1510, 1608-1610, 1709, 1710)

1709: The Ancient Road

1809: Camel train

Locations not currently assigned a hex:

Crashed airship

Karakt-Zuul

Nalut (village to the south where Kamal hopes to meet a friend)

Trapezohedron of Nephren-Ka

Tree of Power

Colleague Personages

Agrimony

Profession: Nature priest; Type:

Skills: Escaping Pursuit, Nature Mysteries, Shapeshifting, Water Production

Origins: Summoned

Log Entries: 2,

Ayreh Feek

Alias: Sadiq Al Sahir

Profession: Pharmaceutical sales; Type: Humanoid with ancestry of planar creature associated with unconventional morality

Skills: Aerial Reconnaissance, Mercantilism, Persona Adaptation, Pugilism, Variable Item Manufacture

Origins: Summoned

Log Entries: 1, 2, 3, 4, 5, 6, 7, 8

Warnings: Has expressed interest in obtaining my alchemist's kit

Canttel Schadenfraude

Profession: Guard, logistics consultant; Type: Orc

Skills: Esoteric Knowledge, Improvised Weapons Use, Logical Persuasion, Martial Prowess

Wounds: Reduced fine motor control due to maimed hand, knocked out front teeth inhibits social interaction

Origins: Met as guard for caravan

Log Entries: 2, 3, 4, 5, 6, 8, 9, 10, 11, 12

Warning: Resorts to vertical thinking in the face of hostile stimuli (stimuli->smash) if not informed of other options

Carrakh'toum

Profession: Caravan guard; Type: Thri'kreen (Insectoid Humanoid)

Log Entries: 2,4, 13

Skills: Survival

Origins: Met as guard for caravan

Warning: Do not trust with tasks of fine motor control. Do not let touch experimental objects.

Gale

Profession: Knight; Type: Humanoid of mixed Human/Elf Ancestry

Skills: Healing, Martial Prowess, Sailing

Log Entries: 1, 4, 5, 6, 7, 8, 9, 10, 11, 12, 14

Note: Captain of Btuob

Gundrun the Gooseherd

Profession: Protector of the religious/tribal lore; Type: Humanoid of mixed Human/Celestial heritage

Skills: ?

Origins: Met in 1306 with Carrak'tun have they fled from the overrun Alipahl

Log Entries: 13

Kite

Profession: wilderness scout; Type: Human

Log Entries: 3

Skills: Archery, Survival, Tracking

Lucasta Beaulieu, Comtesse du Scivolo

Profession: Courtier; Type: Humanoid of mixed Human/Elf ancestry

Skills: Artistry, Face, Herbalism, Madness Resistant, Poison Manufacture, Subterfuge

Log Entries: 1, 3, 4, 5, 6, 7, 8, 9

Warnings: Singing has been known to cause suicide.

Saltwalker

Profession: Mercenary; Type: Humanoid of mixed Human/Giant ancestry

Log Entries: 9, 10, 11, 12, 13

Skills: Psionics

Origins: FLAILSNAILED from Kharaven

Stanton Freeman

Profession: Guard; Type: Human

Skills: Enemy Debilitation, Esoteric Mysteries, Wizardry

Origins: Met as guard for caravan

Log Entries: 2,3,4

Welby Goodbarrel

Profession: Musician; Type: Halfling of the Hobbit variety

Skills: Bardic Songs, Face, Musical Performance

Origins: Summoned

Log Entries: 1,

Non-colleague Personages

Ala Nima

Information: Travelling "Emporium". Ala Nima keeps a handful of actors and another handful of mercenaries for baiting sand goblins and taking care of the problem. Intends to cut down the power tree. With my assistance, Ayreh Feek liquidated some muscle enhancers. Later met his traveling emporium after they had attacked the tree. Afflicted with a firecurse incurable save by a remove curse, we escorted his troupe to Alipahl, where we were separated due to the meddling of the city's Magistrate.

Location: First encountered in 1508; Last left in Alipahl

Relations: Friendly

Status: Unknown, last left afflicted with a firecurse that leaves perpetually on death's door

Amin Fasal

Information: Master of a wrestler's stables in the Court of the Summer Pharaoh. Gudrun is representing him in the Summer Games.

Relations: Professional

Status: Alive

Ashfaq

Information: Caravan leader we tried to enlist with in the Court of the Summer Pharaoh. He said our reputations make us unlucky, and nobody will take us. Tells us of the Magistrate. Generally acts like a jerk.

Location: Mobile, known to travel between Alipahl and the Court of the Summer Pharaoh

Relations: Unfriendly

Status: Alive

Alipahl Magistrate

Information: Not impressed by us. According to Gor Jin, Has a secret deal with Othamagos to get raid the Tomb of the Sons of Kyuss, though the Magistrate doesn't know the wizard that he's made the deal with is Othamagos. When we returned to Alipahl later to escort Ali Nima's party and the two goatmen back, the Magistrate had us arrested in order to push us into solving his Sons of Kyuss tomb problem for him. However, we managed to trick our way out and escape when his back was turned. In the disguise of one of his servants, Ayeh Feek announced a recruitment drive for anybody wanting to raid the tomb of the Sons, therefore causing a riot.

Location: Alipahl

Relations: Hostile

Status: alive

Aq/Btuob

Information: the navigator/brain/Nautiloid vessel under Cinfyr. Currently encased in protective chrysalis. Crown taken by goblins hundreds of years ago who thought the Ship a god but now kobold gangster Hazkai supposedly has possession of it. Aq still needs a great deal of healing/nourishment before he/it/she/they will be fully restored. Aq feeds on all sources of magic. Darius has rigged a magical syphon to feed Aq directly. Gale is now captain.

With the destruction of Cinfyre and Hazkai, we fed Tahn (qv) to power Btuob, thus releasing it.

Location: In our possession
Relations: Helpful (Gale is Captain)
Status: Alive

Ashfaq

Information: Caravan leader we tried to enlist with in the Court of the Summer Pharaoh. He said our reputations make us unlucky, and nobody will take us. Tells us of the Magistrate. Generally acts like a jerk.

Location: Mobile, known to travel between Alipahl and the Court of the Summer Pharaoh
Relations: Unfriendly
Status: Alive

Ashtooth, Queen Mama

Information: Ruler of Btuob City. We negotiated an alliance with her against the kobolds. Seeks the Crown to communicate with Btuob the ship again. Knows it is not a god.

Location: Btuob City
Relations: Professional
Status: Alive

Assface

Information: Leader of the Villains: police/defense forces of Btuob City. Seen communicating with unknown elven woman in Log #11.

Relations: Friendly
Location: Btuob City
Status: Alive

Bastard Camel and Cactoid Colossus

Information: My former beast of burden; gained the mutant ability to control all plants within 10 miles when we went through Gateway's portal. Later came to command the cactoid colossus from hex 1016 and was released by Canttel

Skills: Lugging, Spitting, Water Retention
Relations: Neutral
Locations: Wandering the wastes
Warning: Known to bite when woken up suddenly. Proceed with caution.

Chef Ghost

Information: Half-ogre mage cook for Btob's ship. Ran off after confronted by Gale
Relations: Hostile
Location: Btuob City
Status: Locked in Btuob with the other former crewmen.

Cinfyr's spirit

Information: Mad spirit of the volcano briefly revived by K'ma Hazkai using the core of Elgot. Destroyed Hazkai before we destroyed it.
Relations: Hostile

Location: Cinfyre mountain
Status: Destroyed

Clakh'cragh

Information: Thrikreen javelin champion. Met at the Summer Games of the Summer Pharaoh's Court.
Location:
Relations: Neutral
Status: Alive

Crackknuckle

Information: Leader of the Breakers (obsidian workers in Btuob)
Relations: Professional
Location: Btuob City
Status: Alive

Dvanyel

Information: One of the 4 devas that attempted to destroy the ship. Concussed by crit. hit and became amnesiac. Manipulated into being friendly and joined the crew. Fact checked the existence of Tahn in the furnace. Has agreed to stay with us so long as we plan on either reforming Masoch or destroying him.
Relations: Friendly
Location: Btuob the ship
Status: Alive, in party

Elgot

Information: "Last Child of Cinfyr" the dormant volcano. Demigod elemental "sand spider". Neither eats nor reproduces. We negotiated a truce with him against the blue dragons allied with the kobolds, but he forsook us. We sold him out to K'Ma Hazkai, whom killed him and used his core to summon Cinfyr's spirit
Relations: Hostile
Location: Cinfyr Mountain (Area 16)
Status: Deceased

Feyrith Kelcyne

Information: Younger grave elf druid. Hangs out with **Ilimitar Cratris**. See his entry.

Gar Edin

Information: rescued from quallan torture at the The Monastery of Abul Dhaihan. Mostly apathetic priest of nameless goatman desert goddess. Currently with party until deposited at a town. Later left in Alipahl
Location: Left in Alipahl
Relations: Affably neutral
Status: Most likely alive, although we haven't checked for a pulse.

Gateway

Information: Old man in loin cloth with bullroar, watches over the shriveled snakeman corpse in 1509. Identified serpentman magic upon us, encouraged Lucasta and I to get our fortunes from the corpse by

dragging our shadows upon it. Amused by our antics, opened up a portal for us, to which Ayreh Feek specified to "an unattended flying airship for the taking"

Location: Hex 1509

Relations: Amused

Status: Alive

Groz Ooka

Information: Previous Btoub's ship engineer. Orc artificer. A bit too touchy with other people's knowledge/inventions

Relations: Friendly

Status: Trapped in Btoub's brain, summonable at will

Gur Jin

Information: Marhaban assistant to the Magistrate of Alipahl, made into a contact by Ayreh Feek. Says that the Magistrate of Alipahl has a secret deal with Othamagos (though Magistrate doesn't know the wizard he's made a pact with is Othamagos) to get raid the tomb of the Sons of Kyuss. Asks us to keep his involvement in telling us on the downlow.

Location: Alipahl

Relations: Professional

Status: Alive

Hazkai, K'ma

See K'ma Hazkai

High Priestess of Aratoa

Information: Leader of the temple of Aratoa at The Court of the Summer Pharaoh. Manipulated and then toss aside Sal, leading the latter to vandalize graves. (unknown to high priestess). Made deal with Sal to allow us to fix. Healed Lucosta and Cantell in return for fixed graves.

Location: Court of the Summer Pharaoh

Relations: Professional

Status: Alive

Ilimitar Cratris

Information: Assisted by Feyrith Kelcyne; shapechanging grave elf druids that reside in the Necropolis. Fond of traveling as snakes. Centuries old. Told us about some of the lore of the Court of the Summer Pharaoh.

Location: the Necropolis, Court of the Summer Pharaoh

Relations: Neutral

Status: Alive

K'ma Hazkai, Son of Masoch (S.O.M)

Information: Stole the Crown of Btoub from Btoub City. Dragon man who apparently commands the kobolds in Cinfyr. Formerly wielder of the magic spear Tahn. Claimed son of Masoch the Preeminent, demigod, and slayer of elemental demigods. Says fighting the goblins to get to their elemental gods. Traded us the Crown for the location of Elgot. Killed Elgot and used Elgot's core to revive the spirit of Cinfyre, whom destroyed him.

Location: Northern Caves of Cinfyr

Relations: Hostile

Status: Deceased. Corpse torched then melted by acid.

Kamal ~~the Killer~~ the Kind

Information: Former bandit killer and professional murderer; owner of the sword, "Spiller of Silver Blood" (nonmagical but sentimental value to him, use it to kill creature as per blade's title). First encountered in pyramid, overcome by depression, regret over loss of Ichbal, "very best friend" and bandit subordinate- decapitated in squabble. Disarmed of sword when depressed, but becomes belligerent when asked if Ichbal can be properly disposed of. Pacified by Lucosta, resumed melancholic state.

Encountered in sand dunes while in transit to Kragshaven. Thankful for being brought out of melancholic stupor. Is returned the Spiller of Silver Blood, and he gives us a secret map with a spell of location finding. Later bolts in Kragshaven as he's a wanted man.

Encountered a third time in the desert (Hex 1408) being attacked by giant scorpions. We saved him and in returned asked him to locate and watch the crashed airship for us while we helped Ala Nima's Traveling Emporium arrive in Alipahl.

Later met in 1306 and joined the crew. Is currently with Sal and 12 Adabis sand gnomes in Hex 1402. Has supposedly "reformed".

Location: Staying with Sal in 1402, had enough for now

Relations: Helpful

Status: Alive

Kar Kin

Information: Goatman wizard rescued from mini-wyverns. Saw the airship go down, was looting bodies.

Later left in Alipahl

Location: Left in Alipahl

Relations: Helpful (feels disdain for Gar Edin)

Status: Alive

Karim

Information: Camel master for Ridha, survived fireball. Departed with another caravan after arrive in Alipahl

Location: Unknown, mobile

Relations: Neutral

Status: Alive

Khalid

Information: Archer, leader of the werejackal tribe under Pelonni's command. Attacked us as part of Pelonni's ambush. Former owner of Willow's Chord

Relations: Hostile

Location: Formerly in southern caves of Cinfyr

Status: Deceased

Kobold chieftain of unknown name

Information: Leader of kobold tribe that served Hazkai, wore dragon skull helmet. Disappeared in the melee with Hazkai and Cinfyr

Relations: Hostile

Location: Caves of Cinfyr

Status: Unknown, possibly escaped or deceased and buried beneath all the volcanic rubble.

Kratkok

Information: Hobgoblin assistant to Zolbor. See Zolbor's entry

Kringor

Information: Obese cold giant and extradimensional raider from the frozen north. Raided/destroyed Kragshaven before returning to home through Kragshaven portal

Location: Through the portal to the frozen north

Relations: Hostile

Status: Alive

Kyuss, Sons of

Information: Likely undead/demonic abominations buried in Hex 1309. Seen as holy by the humans of Alipahl, but the Marhabans think they are profane. According to Gor Jin, the Magistrate of Alipahl has a secret deal with Othamagos (though Magistrate doesn't know the wizard he's made a pact with is Othamagos) to raid the tomb of the Sons of Kyuss. In ancient times, The Sons of were able to kill the snakemen of ancient times.

Location: Tomb in Hex 1309

Relations: Unknown

Status: Still buried

Lilly the weather watcher

Alchemist wooed by Ayreh Feek, after destruction in Kragshaven escorted to Court along with other survivors.

Location: Formerly Kragshaven, now in Court of the Summer Pharaoh

Relations: Paramour to Ayreh Feek

Status: Alive

Maham the Greater

Information: Supposed elder brother of Maham the Lesser. Reportedly killed by the giant raiders

Maham the Lesser

Information: Leader of a small group of gnome travelers (2 alive, 2 dead) encountered in 1309. We saved them from nightmares; they invited us to Adabis, gnomish cave city stronghold in 1018, ruled by Princess Ashura.

Location: Lives in Hex 1018

Relations: Friendly/Helpful

Status: Missing, said to have never returned at least prior to the sand giant raid

Mahmoud

Information: Caravan master, hired us on as guards in Ali Pahl. Family and entire caravan slain by dune mimic. Magic staff and his goods retrieved, latter sold.

Status: Deceased

Marhaban Madman/Begger

Information: Hermit encountered burnt oasis community in 1607. Demanded donations to Tree of Power to the north. Turned hostile and shot fireball at druid when offended. Party attacks now seemingly nonresisting hermit. Wipes out Mahmoud and company with fireball before being slain.

Relations: Hostile

Status: Deceased

Masoch the Preeminent

Information: antideluvian blue dragon: well known across the planes. Father of Son of Masoch. Now our master, has recruited us to help him destroy the elemental lords and conquer their lands.

Relations: Master

Location: Unknown

Status: Alive

Mogtom Firgam, the Shining One

Information: Hobgoblin traveler/wastelander encountered near pyramid; **Praghor** is his worg companion. Friend encounter and we travel for a time together. Later departs when we caravan with Ridha. We later learn he's a missing prince from Zolbor and Kratkok and give them directions where we last saw him and where he was going

Location: Unknown, headed south from where we departed

Relations: Friendly

Status: Alive

Othamagos

Information: Crazy wizard that creates "warrior women" from "vats". Hostile to most who petition his attention, but has special deal with Alipahl. The Magistrate has a deal with him (though the Magistrate only knows it's with a wizard) to do something about the Sons of Kyuss.

Location: Tower in Hex #

Pale/White Elves, "Palies"

Information: Bandits encountered near Cragshaven. Appeased with the gift of some tin soldiers, apparently those toys have sentimental meaning to them of their home.

Location: 1207

Relations: Neutral

Status: Alive

Peace

Information: Tiefling gunner (artificer with gunsmith archetype). Trained a bunch of gunslingers in the old crew. Is currently training 6 sand gnomes that stayed on to be gunslinger artificers

Relations: Friendly

Status: Trapped in Btuob's brain, may summon at will

Pelonni

Information: elephant headed squid lamia. Rules over a tribe of werejackals in the underside of Cinfyr the dead volcano. Attempted to con/force us into stealing 3 books written in abyssal from the libraries of Btuob City. Tried to ambush us with werejakal pack when plans failed

Relations: Hostile

Location: Southern passages of Cinfyr

Status: Alive

Praghor

Information: Mangy worg companion to Mogtom.

Relations: Hostile/unfriendly but pacified

Location: Unknown

Status: Alive

Ratliver

Information: Leader of the Geerocks (yakuza faction of the

Relations: Professional

Location: Btuob City

Ratt the Rigger

Information: Rigger crewman from Btuob's old crew. Wererat

Relations: Friendly

Locations: Trapped inside Btuob's brain

Ridha Abd al-Kader

Information: Former caravan master and drug smuggler. Hired us to guard caravan, caravan destroyed by **Marhaban Madman**. Rendered destitute but saved and escorted to Ali Pahl, opium and camels sold with help of Ayeh Fek. Ridha under punitive treatment by trade guild or magistrate

Relations: Strained

Status: Under close watch, movement restricted.

Sal

Information: Overly emotional young brass dragon, resides in 1402. Befriended after we made a deal to fix the graves he vandalized if he could wreck them again. We visited him and dropped off 12 sand gnomes and Kamal (Sal has been warned of Kamal's dark nature) and appraised him of our situation. Sal was really jazzed by our story and to meet Dvanyel, but less so with the gnomes. But we got him psyched up for his role as protector and the possibility of starting a community.

Relations: Helpful (has given offer of assistance if we need it)

Status: Alive

Location: Cave in Hex 1402

Son of Masoch

Alias of K'ma Hazkai. See that entry

Ta'Rehk

Information: Traveling bard poet, plays the oad, rides a flying carpet. hares the poem of the fallen adventurers who sought out the Trapezohedron of Nephren-Ka ("somewhere in the northwest"). I took extensive notes on this, and I now know

Location: Last seen going to Alipahl

Status: Alive

Location: Unknown, last seen headed for Alipahl

Tahn

Information: Intelligent, Lawful Evil magical spear formerly wielded by K'ma Hazkai. Consumed to power Btuob's engines.

Relations: Hostile

Status: Being consumed by Btuob's furnace

Tarfoot

Information: Leader of the Clergy goblin faction in Btuob City. We helped him negotiate a pact with Elgot

Relations: Professional

Location: Btuob City

Status: Alive

Techatnazl

Info: Evil dragon with depressive aura that blankets several hexes around it. Avoid at all costs.

Relations: Unencountered, most likely hostile

Status: Alive

Location: Gloomy dunes of Hex 1609, aura affects all adjacent hexes

Telley Visions

Information: Hired by an inn ran by Northerners to scry various barbarian games for the patrons.

Discouraged by work. Was hostile until I bought him a drink, but was thankful for it and gave me a little information.

Location: the Broken Beaver in the Court of the Summer Pharaoh

Relations: Neutral to Slightly Friendly

Status: Alive

Uda Buga

Information: Quellan leader left at the Monastery of Abul Dhaihan. Killed when we cleared it out and rescued Gar Edin

Relations: Hostile

Status: Deceased

Vusal

Information: Member of the eccentric tribe of the Amaranaset-Sa, a group that wears masks made out of human faces and have excellent alcoholic beverages but poor scorpion jerky. Stayed a night and had some fun with he and his tribe.

Location: Hex 1507

Relations: Friendly

Status: Alive

Zamid Jahal

Information: Acolyte of Inanualli and librarian

Location: Temple of Inanualli at Court of the Summer Pharaoh

Relations: Helpful (Amazed we came to check the library and thankful for 15 gp donation to buy year's membership)

Zolbor

Information: Assisted by Kratkok. Hobgoblin captain we encountered, whom was looking for his prince, Mogtom. We told him of our encounter and warned them of some of the desert dangers. They thanked us and departed.

Location: Headed south after Mogtom

Relations: Friendly

Status: Alive

Gods of Zhaar

Court of the Summer Pharoah

Aroatra, the Goddess of Beauty, Feasts and Graves

Cas, the Goddess of Holidays and Cities

Enans, the Goddess of Fear and Luck

Inanualli, the God of Knowledge (including inventions/inventing

Kaenderla, the Goddess of Death and Torment

Saencas, the Goddess of Names, Celebration and War,

Elemental Gods of Btuob City

Elgot: sand spider demigod (deceased)

Cinfyr: Spirit of the volcano Cinfyr (deceased)

The Marhabans

Nameless desert goddess (worshiped at the Monastery of Abul Dhaihan)