



OSR/D20 ELYSIUM CAMPAIGN SETTING

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APPENDIX N INSPIRATIONS:

1. *Monty Python and the Holy Grail*
2. Lewis Carroll’s *Alice’s Adventures in Wonderland* and *Through the Looking Glass*
3. Terry Pratchett’s *Discworld*
4. H.P. Lovecraft’s *The Call of Cthulhu*
5. Panic! at the Disco’s “Crazy=Genius”
6. Robert Howard’s *Solomon Kane*

These sources have helped to inspire Elysium as well as its inhabitants and would make for great sources of inspiration for your campaigns in Elysium. Indeed, creative reimaginings of several of Lewis Carroll’s characters and beasts reside within these pages and populate Elysium. Unlike the inspirations for the Original Game, several of these sources tend to have a more humorous tone and setting, save for obvious exceptions such as Lovecraft’s *The Call of Cthulhu*. This is because Elysium is meant to invoke the way that most campaigns end, rather than how they begin, and due to its very nature is more ‘gonzo’ than the Original Game’s de facto setting.

SETTING TL;DR:

1. Rhadamanthus – Lich boy king of Elysium
 - a. Constantly sleeping but dreams/nightmares leak into Elysium
 - b. Lich Magic-User 18 (OSR)/Human Lich Sorcerer 18 (d20)
 - c. In a coma due to his body protecting itself from the ravages of magic
2. “Our Gnomes are Different”
 - a. Gnomes are clockwork tinkers rather than fey descended tricksters
 - b. They invented firearms and use them heavily in combat
3. Hybrids
 - a. One of Rhadamanthus’ most prolific creations, hybrids are half-animal humans

DESCRIPTION:

Elysium is a world of dreams, albeit not in the traditional sense. It is populated by the nightmares of its comatose lich boy king Rhadamanthus and those few people hardy enough to eke out a living amongst the many terrifying and weird creatures that have risen from Rhadamanthus’ uncontrolled magic. Even the islanders are affected by the ancient magic that his dreaming unleashes on Elysium. How have you managed to survive the seemingly endless trials of living on the island of Elysium and how will you face the trials yet to come?

Elysium is a campaign setting crafted for the Swords and Wizardry and Pathfinder roleplaying games, and is fully compatible with both roleplaying games, as well as with most Old School Revival/Renaissance (OSR) RPGs due to their inherent similarities.

NEW RACE – HYBRID (OSR

):

Hybrids are wretched humans who have been mixed with various assortments of animals and are created whenever Rhadamanthus is having a particularly twisted nightmare. They have the heads and torsos of an animal and the legs and mind of a human. Hybrids' personalities tend to be similar to what Rhadamanthus thinks about them. For example, almost every hippo Hybrid has a British accent and a love of gunpowder. Why this is how Rhadamanthus perceives hippo Hybrids is left as an exercise for the philosophers. Commonly Hybrids come in two varieties: predators and herbivores. All Hybrids, regardless of whether they are a predator or an herbivore can see in the dark (darkvision) to a range of 100 feet. Hybrids also have olfactory capacities many times that of a human.

Predators:

Predators can be carnivores or omnivores, but must hunt their prey. Predator Hybrids can be Fighters, Thieves, or Fighter/Thieves. In the Fighter and Thief classes, a predator may advance with no maximum level limit. Multi-classed Fighter/Thieves are limited to 4th level as Fighters and may not advance past this point.

Herbivores:

Herbivores must solely subsist upon vegetable material. Herbivore Hybrids can be Clerics or Thieves. In the Cleric and Thief classes, an herbivore may advance with no maximum level limit.

Hybrids who are not player characters might have classes, abilities and limitations which are completely different from those of a Hybrid adventurer. The nature of the Hybrid race as a whole is determined by the Referee, and might include non-player characters of any class.

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Predator Racial Traits:

- +2 Str, +2 Wis, -2 Cha – While predators are strong and cunning, they are off-putting to behold.
- Darkvision 60 ft.
- Scent: All predators have a fine sense of smell that lets them smell approaching danger.
- Medium: Predators are Medium-sized and don't have any penalties or bonuses for their size.

Herbivore Racial Traits:

- +2 Con, +2 Dex, -2 Cha – While herbivores are hardy and possess great reflexes, due to their being twisted mockeries of mankind, they lack social graces.
- Darkvision 60 ft.
- Scent: All herbivores have a fine sense of smell that lets them smell approaching danger.
- Medium: Herbivores are Medium-sized and don't have any penalties or bonuses for their size.

NEW RACE – GNOMES (OSR):

Gnomes are small demihumans with great skill with mechanics and engineering. Indeed, gnomes were the race who first invented the flintlock gun, and the gun-wielding gnomish dragoons are much feared throughout Elysium. Despite their great aptitudes for mechanical tinkering, or perhaps because of it, gnomes can never be satisfied with their own work, constantly altering it and trying to perfect it. A gnome is happiest when elbows deep in their latest creation just trying to add that one last piece. Gnomes have a 3-in-6 chance to find secret doors when searching, as compared to other races' 2-in-6 chances and have a 1-in-6 chance to find simple traps without searching for them. Gnomes can be Thieves, Magic-Users, or Thief/Magic-Users. Gnome Thief/Magic-Users are limited to reaching 8th level in Thief. Gnome Thieves and Magic-Users may advance with no maximum level limit.



Those Gnomes who are not player characters might have abilities and limitations completely different from those of an adventuring Gnome. The nature of the elven race as a whole is entirely the province of the Referee, and might include non-player characters of any class.

GNOMES IN ELYSIUM (D20):

In Elysium, gnomes are not descended from fey but are rather skilled craftsmen who have made most of the technological progress in Elysium in recent years. It was gnomes who invented the firearm and gnomes whose gun-wielding gnomish dragoons are the most feared cavalry throughout Elysium. Gnomes have the same statistics but act and appear completely differently. Gnomes also usually have copper-tinged skin with hair ranging from a deep black to a dirty blonde.

GEOGRAPHY:

Elysium is a small tropical island of around twenty-five thousand square miles in size. Despite being high in latitude, a warm ocean current helps to moderate the temperature and keep the average temperature much higher than it would normally be for an island of Elysium's latitude. Elysium is a volcanic island, formed over a divergent boundary in the ocean. The volcano which formed Elysium has been inactive for centuries and many a dwarf city has been built on top of, and even inside of, it. Goblins and other creatures occasionally stay in abandoned dwarf cities there as well.

POLITICS:

Elysium was once ruled by a single king, but since Rhadamanthus swooned, a variety of small kingdoms and tribes have arisen from the ashes of the empire. Because no one is directly descended from the royal lineage that Rhadamanthus belongs to, there can be no official replacement and instead every would-be kingdom must compete with every other kingdom in a constant quest for territory. Quite often prospective kings cultivate cults of personality around themselves, framing themselves as descendants of the gods. In this manner, the new kingdoms are often more like cults than self-sustaining states. The people have reacted to this virtual plague of kings and queens with largely indifference. The jabberwocks still haven't stopped stealing sheep from their homes and all of the creations of Rhadamanthus' twisted mind still wander through the open plains inflicting fates worse than death upon those who meet it.

PROGRESS LEVELS:

Elysium is in Progress Level (PL) 3, or the Age of Reason. Flintlock weapons, such as cannons or muskets, are common and heavily utilized by people in need of protection, which, due to the perpetual dangers, is everyone. When playing in Elysium under the Pathfinder Roleplaying Game, you should use the pre-existing rules for firearms and treat Elysium as a Guns Everywhere setting.

Progress Level:	Description:
0	Stone Age; little, if any, metalworking and stone is used heavily for weapons.
1	Bronze/Iron Age; metalworking is discovered and nations are formed.
2	Middle Ages; sea communication, metallurgy, and mathematics are developed.
3	Age of Reason; science is used to expand understanding and guns are adopted.
4	Industrial Age; hydraulic, steam, and electric power is used to expand industry.
5	Information Age; computers proliferate and space begins to be explored.
6	Fusion Age; nuclear power is harnessed and human space exploration occurs.
7	Gravity Age; gravity is harnessed and solar systems are colonized.
8	Energy Age; energy weapons, force fields, and starfighters are mass produced.
9+	These progress levels are rarely seen, with each an improvement on the prior..

RELIGIONS AND GODS IN ELYSIUM:

The gods are strangely silent in Elysium, with not a single word from any of the gods having been heard for centuries, but yet legends still abound of the times when gods walked the earth with men and demigods fought great evils. No real changes in religion however have been made since the disappearance of the gods, with inertia making the people continue to worship the same gods and goddesses that their ancestors did. However, due to the existence of Rhadamanthus and his profound effect on Elysium, there are many cults devoted to worshipping him, with some attempting, mostly in vain, to awaken him from his perpetual slumber. Cults also exist worshipping the Great Old Ones, beings from before time itself who care not for the world nor any of its inhabitants, in addition to more traditional demon-worshipping cults and such. The work of H.P. Lovecraft contains in-depth information on the Great Old Ones. It is rare for such cults to rise to any real power, but occasionally one will chance upon an artifact or some such material which allow the cult to make advances in the name of their unholy patron.

When the gods did walk throughout Elysium, they did not go by a single name but rather by titles. Rather than a god being called Joe, god of death and fire, he would be called the Burning Massacre, or something else that was appropriate. Almost all titles are in the format: ‘the Adjective Noun’. Even to the most knowledgeable theosophists, it is unknown if gods actually have names and do not only have titles. Regardless, mortals only know the titles of the gods. The titles of deities can be based on the deeds of the deities or what they hold sway over. It has been so long since most deities gained their titles that no one remembers the source of their title.

EXAMPLE DEITY TITLES:

- The Broken One, god of chaos and sorrow
- The Harrowing Prophet, god of fate and divination
- The Shameless Warlord, god of covetousness and war
- The Tumultuous Torturer, god of pain and change

ELYSIUM TIMELINE:

Time:	Event:
958 B.N.	The first wizard practices his craft, known by the name of Merlyn the Very-Wise-Powerful-Unstoppable-Knowledgeable-Magical-and-Everything-Else-Good.

574 B.N.	The Kingdom of Elysium is founded by [Insert Mythological Person] as a confederation of all of the tribes of Elysium.
207 B.N.	The Peasants' Rebellion forces the royal family to make allotments for the common folk that they rule, such as having to have at least one commoner attend all royal courts.
153 B.N.	The jabberwocks are accidentally created by a failed alchemical experiment and their population begins to explode.
87 B.N.	The jabberwocks' population reaches its current level and plateaus, the environment not able to sustain a larger population and their growth curtailed by the invention of the scalepiercer.
1 P.N.	A successful assassination plot leaves the royal family all slaughtered save for Rhadamanthus, who was saved by a loyal servant.
3 P.N.	A group of loyalists return Rhadamanthus, now the last member of the royal family, to the throne.
5 P.N.	Rhadamanthus descends into permanent slumber, guarded by powerful wards.
9 P.N.	Due to near constant bickering amongst Rhadamanthus' previous advocates, the Kingdom of Elysium descends into anarchy.
28 P.N.	An inventive gnome nicknamed Cog invents the flintlock firearm and it is soon mass produced and sold all around Elysium
43 P.N.	The first hybrid kingdom, Grawv, is founded by a particularly mighty stag hybrid.
87 P.N.	Current time

NOTE: In Elysium, time is measured in P.N. and B.N., post nightmares and before nightmares. The dividing line is, of course, when Rhadamanthus' magic became manifesting as reality and altering those around him. The time that this campaign setting is based on is 87 P.N., with Rhadamanthus having descended into permanent slumber around eighty-two years ago.

NEW WEAPON: SCALEPIERCER

D20 STATISTICS:

Name	Cost	Dmg (S)	Dmg (M)	Crit.	Range	Weight	Type	Category
Scalepiercer	100 gp	1d8	1d10	19-20/2	-	5 lb.	Piercing	Two-Handed, Exotic

Scalepiercer: The scalepiercer is a large weapon used almost exclusively in combat against jabberwocks. Scalepiercers deal double damage against jabberwocks due to being exclusively designed and alchemically treated to penetrate jabberwocks' tough hide. When used against an enemy wearing armor made mostly or entirely of metal, a scalepiercer gains the 'broken' condition.

OSR STATISTICS:

Weapon	Damage	Weight (Pounds)	Cost
Scalepiercer	1d10	5 lb.	100 gp

Scalepiercer: The scalepiercer is a large weapon used almost exclusively in combat against jabberwocks. Scalepiercers deal double damage against jabberwocks due to being exclusively designed and alchemically treated to penetrate jabberwocks' tough hide. When used against an enemy wearing metal armor, a scalepiercer is broken.

OSR FIREARMS:

As most OSR systems do not have statistics for firearms, statistics for the most common firearms have been provided due to the prominence of firearms in Elysium. Firearms follow the same rules as more traditional ranged weapons, such as bows.

Weapon	Damage	Rate of Fire	Range	Weight (Pounds)	Cost
Blunderbuss	1d8	1	15 ft.	12 lb.	100gp
Bullets (20)	By Weapon	By Weapon	By Weapon	2 lb.	1gp
Cannon	4d6	1	200 ft.	45 lb.	300gp
Cannonballs (20)	By Weapon	By Weapon	By Weapon	20 lb.	10gp
Musket	2d6	1	100 ft.	15 lb.	175gp
Pistol, Heavy	2d6	1	60 ft.	8 lb.	137gp, 5sp
Pistol, Light	1d8	1	60 ft.	6 lb.	75gp
Pistol, Medium	1d10	1	60 ft.	6 lb.	100gp
Powder Horn	By Weapon	By Weapon	By Weapon	1/2 lb.	1gp

Blunderbuss: This weapon has a wide, bell-shaped barrel and is designed to hold and fire shot that scatters when discharged. The blunderbuss affects all targets in a 10-foot wide line beginning at the front of the barrel and extending up to the weapon's maximum range. The blunderbuss was designed for use in close quarters against tight formations.

Bullets: These are lead balls with a cost of one gold piece for twenty.

Cannon: This is a very large firearm that typically must be mounted on a cart or other platform. After using a cannon, you must use two full rounds to reload it before it can be fire again.

Cannonballs: These one pound lead balls come in sets of twenty for ten gold pieces and are fired from a cannon.

Musket: This is a two-handed firearm commonly used by hunters and characters who need a heavy, yet portable weapon. The weapon's unwieldy shape and size means that an attacker using a musket takes a -4 penalty on attacks against adjacent opponents.

Pistol: This is a small, one-handed or light firearm. Typically, pistols are carried as small arms for protection against unknown dangers.

Powder Horn: Each horn contains sufficient powder for twelve shots from a flintlock weapon. A cannon consumes three shots worth of powder.

EXAMPLE LOCATION – THE SHOPPE:

The Shoppe is a mystical store run by a sheep hybrid known only as the Shoppekeeper. The Shoppekeeper is detailed in the monsters chapter of this book. Inside the Shoppe, there are always 3d6 different items, randomly selected from the table below. Items can be rolled more than once. Every single time that someone enters the Shoppe, all of the items are changed. So even if the Shoppe is carrying a flaming sword when Joe II the fighter enters, it may be carrying a potion of animal control instead when Xavier the wizard enters.

NOTE: All magic items listed below are from the OSR ruleset.

1d20	Item for Purchase
1	Potion of Animal Control
2	Potion of Invulnerability

3	Potion of Giant Strength
4	Potion of Gaseous Form
5	Flaming Sword
6	Wand of Metal Detection
7	Ring of Invisibility
8	Ring of Mammal Control
9	Ring of X-ray Vision
10	Ring of Three Wishes
11	Staff of Beguiling
12	Staff of Healing
13	Bag of Holding
14	Decanter of Endless Water
15	Luckstone
16	Rope of Climbing
17	Rope of Entanglement
18	Portable Hole
19	Cloak of Displacement
20	Beaker of Potions

OSR MONSTERS

In such a dangerous place as Elysium, the monsters are truly vile and cunning. Contrary to what would appear to be common sense, those monsters which do not arise from Rhadamanthus' dreams are often deadlier than those which do, having had to survive those which were created by the king's stray magic. This chapter is not an inclusive compendium of all of Elysium's monsters, but rather offers a fairly deep, but not wide, selection of Elysium's monsters. That is to say, very common and very rare monsters are detailed, as well as individuals and the range between common and rare, but only a small fraction of all of Elysium's monsters are detailed. Feel totally free to take monsters from any other bestiaries or create your own monsters and put them into Elysium. If a monster exists, it is very probable that it has appeared in Rhadamanthus' dreams or has been created by some other wizard, and that is if it is not native to Elysium. So if you read about a monster in a book or see one in a movie and think, 'Wow, that would be great in my campaign!', don't feel burdened by the fact that there is a selection of monsters in here and let yourself fly!

NOTE: Cthulhu, Hastur, and co. will not receive stat blocks in this monster compendium for a variety of reasons, the primary reason being that they are Great Old Ones by Jove and shouldn't be comprehended by mortals, much less fought by them! If characters in your campaign are powerful enough to fight Cthulhu, you're doing something wrong and should go in the corner and think about your life!

OSR STAT BLOCKS

JABBERWOCK



Hit Dice: 7
Armor Class: 7 [12]
Attacks: 2 claws (1d4), bite (2d6)
Saving Throw: 9
Special: Flaming eyes
Move: 9/24 (flying)
Alignment: Chaos
Challenge Level/XP: 8/600

Jabberwocks are large dragon-like creatures who are constantly stealing produce from the poor farmers of Elysium. Months where a jabberwock does not swoop down from their nests and steal one's cabbage and mutton, oftentimes right from one's hand, are few and far between. Meeting the gaze of a jabberwock's flaming eyes deals 1d6 hit points of fire damage.



THE MAD HATTER, HERALD OF CTHULHU

Hit Dice: 12
Armor Class: 9 [10]
Attacks: Teacups (2d6)
Saving Throw: 3
Special: Cthulhu's cap
Move: 12
Alignment: Chaos
Challenge Level/XP: 13/2,300

The Mad Hatter is one of the most despicable and utterly evil inhabitants of Elysium, having utterly devoted himself to Cthulhu and being one of the most prolific cultists in all of Elysium. The Mad Hatter's teacups are ranged weapons that

have a range of twenty feet and a rate of fire of 3. If someone else wears the Mad Hatter's cap, they must make a saving throw or permanently go insane. He was originally recruited by the head cultist of Cthulhu himself but quickly rose through the ranks and eventually replaced his recruiter as Cthulhu's head cultist.

THE SHOPPEKEEPER

Hit Dice: 8
Armor Class: 7 [12]
Attacks: 2 hooves [1d6]
Saving Throw: 8
Special: Hands of death
Move: 12
Alignment: Neutral
Challenge Level/XP:

Anyone that the Shoppekeeper touches must make a saving throw or die. Despite this, she still runs a store, namely the Shoppe. It is for this reason that she refuses to touch anyone, or even giving something to them directly. It is much safer for everyone involved if she just places it down and lets them get it.

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