

SAVAGE SWORDS OF ATHANOR

BY DOUGLAS EASTERLY

A RULES SUPPLEMENT AND CAMPAIGN SETTING FOR
SWORDS & WIZARDRY: CORE RULES

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TABLE OF CONTENTS

Table of Contents	2
Introduction	2
Men and Magic	3
Character Classes	6
Skill System	8
Magic in Athanor	11
Mutations	13
The Clone Pits	15
Hit Points, Injury and Death	16
Combat Options	16
Monsters and Treasure	18
Monsters of Athanor	18
Treasures of the Ancients	26
Bound Spirits	29
Underworld & Wilderness Adventures	31
Random Encounter Tables	31
The World of Athanor	35
The City-State of Zamora	42
Twelve Zamoran Adventure Seeds	50
Planetary Romance Plots	51
Zamora Map and Key	54
Open Gaming License 1.0a	64

INTRODUCTION

This supplement for *Swords and Wizardry* includes rules variants, new monsters, new races, and a new character class. Inside these pages a variant magic system, a simple psychic powers system, combat options, and a simple skill system. This book is also a guide to the **Savage Swords of Athanor** campaign, a mix of swords and sorcery, planetary romance, and horror elements all in a single pulpy package.

MEN AND MAGIC

The following rules are for players and dungeon-masters alike, and present new rules options to customize the feel and style of an Athanor campaign. Races of Athanor

Dwarves, Elves and Halflings do not exist on Athanor. Instead, Athanor has its own races for players to choose from.

Human

- *The tall, muscular, black-skinned, red-haired warriors of **Duma** are distrustful of Ancient Technology. They live in walled towns guarded by their warrior caste and depending on their agricultural caste to breed and control their great dinosaur herds. They are renowned musicians, artists, historians, and metalworkers. They are matriarchal in times of peace and ruled by male warriors in times of war. They tend toward collectivism, distrust outsiders, and care little about outside nations.*
- ***Ghuls** are superstitious, cannibalistic savages who live in small, insular clans. They are ruthless raiders who are known for not taking prisoners. They regard non-Ghul as little more than animals, and consider only other Ghuls as human. They worship chaos and believe that might in combat and a glorious death are the highest ideals. Ghuls have transparent flesh, organs and blood, with only their bones and eyes clearly visible. This is a terrifying sight to most others, which the Ghuls use to their advantage. They prefer great, curved swords.*
- *The short, stocky, yellow-skinned, black-haired, black-eyed people of **Khitai** are insular and distrustful of outsiders. Foreigners only tend to interact with Khitai as merchants or ambassadors. Males wear long tunics, loose pants, slippers or boots, and broad sashes. They tend to have heads shaved except for a long braid. Officials and military men tend to wear neatly-cropped beards. Women wear their hair long, but pin it up in coiffures that are more ornate the more important the woman is. They tend to wear silk robes with loose pants, slippers, and sashes.*
- *The red-skinned, black-haired people of **Zamora** are known for their hot-headed and passionate natures. They are known as duelists, political schemers, and romantic idealists. Zamorans will be the default culture for the campaign.*

Mal'Akkan

The people of Mal'akka have shiny green, leathery skin and bright brown eyes. They stand about seven feet tall, and are thin with graceful

movement. Though generally human-like in appearance, they are mobile, intelligent cacti, and their skin is covered with long needles. The Mal'akkans lack needles on the palms of their hands and the bottoms of their feet, but are otherwise covered with needles. They are merchants and desert caravan masters known for their devotion to the desert god Shem.

Mal'akkans are grown in sandy soil before gaining their mobility. Unlike the Throon, the Mal'akkans never become sessile with age, and their bones are wooden rather than silicate. They do photosynthesize, and need very little water, but they also gain nutrients through eating plant and animal matter, much like humans.

- **Class Advancement:** *Mal'akkans may advance as fighting men.*
- **Weapon and Armor Restrictions:** *Mal'akkans may not wear armor because of their spiny skin. Their naturally tough hide gives them +2 AC bonus. Their traditional weapons are scimitars and crossbows that fire sharpened circular disks rather than quarrels.*
- **Plant Body Chemistry:** *Mal'akkans process poison differently. They gain +2 to saves vs. poisons and toxins.*
- **Fibrous Flesh:** *Piercing and blunt weapons automatically do half damage. Cutting and slashing weapons do normal damage.*
- **Spines:** *Mal'akkans are covered with sharp spines. If bitten, grabbed or struck by bare limbs, the Mal'akkan's spines do 1 point of damage to the attacker, doing this automatically each round if their attacker is grabbing or holding them. The spines also grant Mal'akkans a +1 bonus to damage done with unarmed attacks.*

Alemanian

Alemanians are blue-skinned, hairless, human-sized arthropods. They have both an endoskeleton and an exoskeleton, have large complex eyes much like humans, and small, vestigial antennae resembling stubs of horns. Their mouths are complex, with multi-part mandibles. They have two arms and two legs with multiple articulations, with two-toed feet and hands with four fingers evenly spaced at the end of their wrists. They move with a jerky, inhuman gait and appear emotionless and cold at all times.

Alemanian national ideology focuses on the superiority and homogeneity of the Alemanian people. They support a strong sense of collectivism, a strong central governmental authority in order to protect the stability of the Motherland. Their society is divided into several castes: scholarly, military, merchant-industrial, and agrarian. Each of these has a place in the parliamentary structure of Alemania, serving the High

Chancellor. Alemanians are atheist, devoting themselves to their nation and their people instead.

Alemanians have highly advanced medical technology that incorporates Ancient technology. They maintain this edge by maintaining horrible death camps where medical experiments are performed on all sorts of captured peoples, often of other races. This means that many fear and hate the Alemanians, even if they depend on their advanced technology.

- ***Class Advancement:*** *Alemanians may advance in any class.*
- ***Weapon and Armor Restrictions:*** *Alemanians may not wear armor. Their naturally tough hide gives them +4 AC bonus.*
- ***Alien Mind:*** *Alemanians gain a +2 bonus to saves vs. charm, illusion, sleep or mental effects.*
- ***Incredible Leap:*** *Alemanians with a light load or less may jump up to their normal move distance in distance and half that in height.*

Throon

Throon are nomadic barbarians who live as a variety of tribes. The Throon tend to fight with each other as well as with the people of the Five Kingdoms. Some act as bandits, others raid civilized outposts regularly. Still others live at peace with the Five Kingdoms. They have their own martial code of honor, but are not beholden to the ways of the Five Kingdoms.

Throon are ochre-skinned and hairless, and stand some seven feet tall. Though they are human in general form, they are actually mobile and sentient fungi, with silicate bones and thick, fibrous flesh.

Though Throon eat and drink as humans do, they also are able to absorb nutrients from decaying matter and from rich soil. Their children are born from spores that they produce once per year. Few Throon children grow to adulthood. As Throon get older, their flesh gets tougher, and the elderly become unable to move, and are settled into sacred Elder Groves.

- ***Class Advancement:*** *Throon advance as Fighting-men.*
- ***Weapon and Armor Restrictions:*** *Throon favor slashing weapons, with a particular love for axes in combat. Like any warrior, they may use any weapons. Throon disdain the use of armor, but are protected by their tough, fibrous flesh. This gives them a +4 to Armor Class.*
- ***Fungal Body Chemistry:*** *The Throon process poison differently. Throon gain +2 to saves vs. poisons and toxins.*
- ***Fibrous Flesh:*** *Piercing and blunt weapons automatically do half damage to Throon, though slashing weapons and energy weapons do damage normally.*

Earthman

In my mind, Athanor exists in the distant future of Earth, long after it has faded from glory. If humans survive, they do so beyond the scope of travel to Athanor. However, it is true that the alien nature of the campaign or players' desire for a familiar character type to run may make it hard for some players to get into playing an Athanoran character.

Earthmen on Athanor have arrived through some sort of temporal or dimensional portal. Most will be from some point in the 20th or early 21st century, arriving through strange portals such as are found in the Bermuda Triangle, by wormholes as astronauts, or by magical or weird-science accidents. They may want to return to Earth, but this would be a major story arc and will not be intended to be an easy goal! Earthmen are standard humans in all respects except as follows:

- **Class Advancement:** Earthmen will usually be Fighting-men. A few may be rogues with magical potential, but no training.
- **Skill with Ancient Technology:** Earthmen, used to more advanced technology, gain a +2 to rolls to use Ancient technology.
- **Advanced Weapon:** Earthmen begin play with a sidearm. This can be a six-shot revolver or a ten-shot automatic pistol. In any case, the weapon does 1d6+2 damage, range 50 feet, rate of fire 1, and takes one round to reload. The character begins with a full weapon and 1d6 reloads of ammunition. While this is a convenient weapon, it is up to the player to find a way to get more ammunition....
- **Miscellaneous Technological Items:** Earthmen begin with 1d3+1 other useful modern items such a lighters, flashlights, etc. These are likely to wear out over time.
- **Background Skills:** Earthmen may choose from the group III skills in addition the usual background skill options.

CHARACTER CLASSES

The following changes are made to the standard Swords and Wizardry character classes for the Savage Swords of Athanor campaign.

Cleric

The Cleric class is not available in Athanor.

Fighting-man

The Fighting-man class functions normally in Athanor.

Magic-User

Magic-users function normally in Athanor, but q.v. "Magic in Athanor".

Rogues

Rogues, short for Rogue Magic-Users, are untrained practitioners of the magical arts. Mountebanks, rebels, or wild talents, rogues have found ways to teach themselves magic. They are jacks-of-all-trades, flexible and adaptable.

Table 1 describes the advancement of rogues, noting Level (lvl), Experience Points needed to advance (EXP), hit dice (HD), hit bonus in combat (HB), Saving Throw (ST), and spells the rogue may prepare of each level.

Table 1: Rogue Advancement

Lvl	Exp.	HD	HB	ST	Spells/Level			
					1	2	3	4
1	0	1	+0	15	0	-	-	-
2	1,500	2	+0	14	1	-	-	-
3	3,500	3	+1	13	2	-	-	-
4	6,500	4	+1	12	2	1	-	-
5	14,000	5	+2	11	2	2	-	-
6	30,000	6	+2	10	2	2	1	-
7	60,000	7	+3	9	2	2	2	-
8	110,000	8	+3	8	3	2	2	1
9	165,000	9	+4	7	3	2	2	2
10	225,000	8	+5	6	3	3	2	2
11	290,000	+2 h.p.	+5	5	3	3	2	2
12	360,000	+4 h.p.	+6	5	3	3	3	2
13	430,000	+6 h.p.	+6	5	4	3	3	2
14	500,000	+8 h.p.	+7	5	4	3	3	3
15	570,000	+10 h.p.	+7	5	4	4	3	3
16	640,000	+12 h.p.	+8	5	4	4	3	3
17	710,000	+14 h.p.	+8	5	4	4	4	3
18	780,000	+16 h.p.	+9	5	5	4	4	3
19	850,000	+18 h.p.	+10	5	5	4	4	4
20	920,000	+20 h.p.	+11	5	5	5	4	4

Rogue Class Abilities

- **Armor and Weapon Restrictions:** Rogues may wear any armor, but may not cast spells while wearing armor of any sort. Rogues may use any weapons.

- **Spell Casting:** Rogues have a limited number of spells to learn and cast, just like magic-users. They do not begin with a spell book and must trade, steal or discover spells to learn magical spells.

SKILL SYSTEM

Characters do not only have the skills afforded them by their training—they have spent their time learning professional skills that they begin play knowing, and may develop more over time. Characters generally do not need a skill to attempt an action. Rather, having a skill gives the character a bonus to their actions.

Skill Checks

Saving throws are used to determine a character’s success with any skilled actions. The DM may assign a penalty or bonus based on circumstances. Unless noted otherwise below, skills grant a +4 bonus to saving throws that involve that skill.

Determining Skills

Characters may choose one background skill from group I or two from Group II as listed on Table 2: Skill Groups. Earthmen may also choose one skill from group III instead.

Table 2: Skill Groups

Group I	Group II	Group III
Alchemist	Blacksmith	Archaeologist
Aristocrat	Bowyer/Fletcher	Astronaut
Assassin	Farmer/Gardener	Electronics
Merchant	Gambler	Mechanic
Priest	Gunsmith	Pilot
Scholar	Leatherworker	Scientist
Thief	Locksmith	Soldier
Tracker	Mason	
	Minstrel	
	Navigator	
	Sailor (Airship)	

Skill Group I

- **Alchemist (Requires INT 9+):** Alchemists can identify potions, poisons, and chemical compounds if they have access to a laboratory or an alchemical kit. An alchemical kit costs 20 gold pieces. In addition,

alchemists may make alchemical compounds, though it takes 1d8 days to make 1d3 alchemical creations and costs 20+3d10 gold pieces to pay for reagents, equipment, and the like and the character must be able to set up a laboratory. Only trained alchemists may attempt alchemy, and this skill grants no bonus to the saving throw.

- **Aristocrat:** Aristocrats are skilled in court intrigue, recent history, politics, and gossip. Aristocrats also start play with an additional 2d10 gold and a finely crafted weapon equal to a +1 weapon.
- **Assassin (Requires STR 9+, DEX 9+):** Assassins are skilled in disguise, the use of poison, and setting up surprise attacks. Assassins gain a +1 to surprise rolls when alone or with other similarly stealthy characters and wearing leather or no armor.
- **Merchant (Requires WIS 9+):** Merchants are skilled at appraising goods, haggling for lower prices, and managing money. Merchants start the game with trade goods (player's choice) worth 2d6x10 gold pieces.
- **Priest:** Priests are broadly educated in history, philosophy, theology, and mythology. Priests are connected to powerful factions and have great social influence.
- **Scholar (Requires INT 9+):** Scholars are broadly educated in history, natural philosophy, legends, and lore. They may try to identify monsters, magic items, or historical background of any place and gain a bonus to understanding or using Ancient devices.
- **Thief (Requires DEX 9+):** Thieves are skilled at stealth and burglary. They may use their skills to overcome locks and traps and to scale walls. Thieves gain a +1 to surprise rolls when alone or with other similarly stealthy characters and wearing leather or no armor.
- **Tracker (Requires CON 9+):** Trackers are skilled at outdoor survival; identifying plants, animal, possible water sources, or shelter; and at following tracks and trails. Trackers gain a +1 to surprise rolls when alone or with other similarly stealthy characters and wearing leather or no armor.

Skill Group II

- **Blacksmith:** Blacksmiths are able to appraise the value of weapons and armor and to repair such items with access to a forge, workshop and tools (which cost 10% of the item being repaired to rent.)
- **Bowyer/Fletcher:** Bowyer/Fletchers are skilled at making bows, crossbows, arrows and quarrels. They can make 20 x (d4+1) arrows or quarrels per week, can repair bows and arrows with access to a workshop and tools (which cost 10% of the item being repaired to rent) and may appraise the value of bows, crossbows, arrows and quarrels.

- **Farmer/Gardener:** Farmers and Gardeners are skilled in working with Athanoran domesticated plants and animals and bartering.
- **Gambler:** Gamblers are skilled at games of chance — including both cheating and spotting cheaters.
- **Gunsmith:** Gunsmiths are skilled at making and maintaining pistols, rifles, and bullets. They can make 20 x (d4+1) bullets per day (at a cost of 1/2 the cost of buying the same), repair guns with access to a workshop and tools (which cost 10% of the item being repaired to rent) and may appraise the value of firearms. Powder must still be made by an alchemist.
- **Leatherworker:** Leatherworkers are skilled at making and repairing leather items, such as leather armor. They can repair leather items with access to a workshop and tools (which cost 10% of the item being repaired to rent) and may appraise the value of such as well.
- **Locksmith:** Locksmiths are able to repair and disable mechanical traps, locks and similar mechanisms.
- **Mason:** Masons are skilled at noticing unusual stonework, sloping floors, and stonework traps (+4 bonus).
- **Minstrel (Requires CHA 9+):** Minstrels are skilled at performing, local history and legend, and general etiquette.
- **Navigator:** Navigators are skilled at determining directions, reading maps, and plotting courses.
- **Sailor (Airship):** Airship sailors are skilled at predicting winds, operating sails, and repairing ships.

Skill Group III: Earthman Skills

- **Archaeologist:** Archaeologists are adept at deciphering signs, symbols and languages, understanding cultures, and understanding traps and other dangers in old ruins. They also have a sense of what items are of value among the ruins of ancient civilizations and are adept at appraising them.
- **Astronaut:** Astronauts know how to operate spacecraft and gain a bonus to saves to use Ancient technology.
- **Electronics:** This ability allows characters to repair and operate electronics devices. This gains a bonus to saves to use Ancient technology.
- **Mechanic:** This ability allows characters to repair and operate mechanical devices. This gains a bonus to saves to disarm traps, perform basic repairs, and to fix non-electronic items.
- **Pilot:** This is the ability to pilot, repair, and operate aircraft. With practice, this can apply to Athanoran airships.

- **Scientist:** Scientists are skilled in identifying and analyzing physical phenomena. Choose a field: chemists can do the same tasks as characters with the Alchemy skill, Biologists can identify animals and plants and predict their behavior, etc. This also grants a bonus to saves to use Ancient technology.
- **Soldier:** Soldiers understand tactics, weaponry, and outdoor survival.

Learning Additional Skills

Characters may spend money and time learning new background skills. This will require down time from adventuring and finding a teacher in addition to monetary costs, as noted in table 3.

Table 3. Acquiring Additional Skills

Skill Type	G.P. Cost	Time
Group I	2000	4 Months
Group II	10000	6 Months

MAGIC IN RATHANOR

Creating Scrolls

Magic-users (but not rogues) may create scrolls by spending 100 gold and 1 week of work per level of spell on the scroll. Scrolls may only be made for spells already known by the caster and listed in her or his spell book.

Interrupted Spells

If a magic-user or rogue is damaged or otherwise disturbed while casting spells, the spell-caster must make a save or lose the spell as if it had been cast, but to no effect. In addition, the spell-caster must roll on the magical mishap table, adding the level of the spell plus any damage suffered in an attack if that caused the distraction to the d20 roll.

Table 4. Magical Mishap

Roll	Result
01 – 07	Roll on the minor chaos table.
08 - 10	You are dazed but able to move and defend yourself for one round.
11 – 12	You are stunned and unable to do anything for the next round.
13 – 14	Spell goes wild and strikes random target.
15 – 16	Spell effect is reversed.
17 – 18	You are struck mute for 1d6 rounds.
19 – 20	Your strength is reduced by half for 1d6 hours.
21 – 22	Magical explosion does 1d6 damage to all in a 30ft. radius.
23 – 24	You take 1d6 damage for every level of the spell.
25+	Dimensional vortex opens to primal chaos. Save vs. magic or be sucked in. Even if you save, take 3d6 damage.

Table 5. Minor Chaos

Roll	Result
1	The temperature in a 30ft radius becomes unnaturally cold.
2	A wind blows through the area, smelling of sulfur.
3	Plants wilt and milk curdles in a 30ft radius.
4	Ghostly whispering fills the area for 3d6 rounds.
5	Caster's hair turns white for 3d6 days.
6	Animals in a 30ft. radius are spooked, fleeing the area.
7	Caster's eyes glow red (1-3) or lambent green (4-5) for a day.
8	Caster's nose bleeds for 1d6 x 10 minutes.
9	Caster's body covered with sores that go away in 1d3 days.
10	Caster smells of the grave for 1d3 days.
11	Caster takes on pallor of a corpse for 1d3 days.
12	Caster's voice becomes raspy for 1d3 days.
13	Caster's nails turn black for 1d3 days.
14	Caster's hair grows wildly long.
15	Caster's hair falls out.
16	Caster's nails double in length.
17	Caster's veins become visibly dark under his skin.
18	Caster speaks in unfamiliar language for 1d6 rounds.
19	Caster emits slight, unnatural green glow for 2d6 rounds.
20	Referee chooses any effect or makes up his own.

Athanor Spell Lists

Magic in Athanor is less like shaping reality and more like a structured way to tap into psychic power. Because of this, Athanoran magic-users and rogues may use a limited list of spells chosen from both the cleric and magic-user lists in the Swords and Wizardry core rules:

Level 1

1. Charm Person
2. Cure Light Wounds
3. Detect Evil
4. Light
5. Read Languages
6. Read Magic
7. Shield
8. Sleep

Level 2

1. Continual Light
2. Darkness, 15 ft Radius
4. Detect Invisibility
5. ESP
6. Find Traps
7. Invisibility
8. Levitate
9. Locate Object
10. Mirror Image
11. Phantasmal Force
12. Pyrotechnics
13. Speak with Animals
14. Strength

Level 3

1. Clairaudience
2. Clairvoyance
3. Cure Disease
4. Dispel Magic
5. Fly
6. Haste
7. Hold Person
8. Invisibility, 10 ft Radius
9. Locate Object
10. Remove Curse
11. Slow
12. Speak with Dead
13. Suggestion

Level 4

1. Charm Monster
2. Confusion
3. Cure Serious Wounds
4. Dimension Door
5. Extension I
6. Fear
7. Hallucinatory Terrain
8. Neutralize Poison
9. Polymorph Other
10. Polymorph Self
11. Remove Curse
12. Speak with Plants
13. Wizard Eye

Level 5

1. Contact Other Plane
2. Extension II
3. Feeblemind
4. Hold Monster
5. Magic Jar
6. Passwall
7. Telekinesis
8. Teleport

Level 6

1. Anti-Magic Shell
2. Animate Object
3. Control Weather
4. Death Spell
5. Find the Path
6. Geas
7. Legend Lore
8. Project Image
9. Repulsion
10. Speak with Monsters
11. Stone to Flesh
12. Word of Recall

Level 7

1. Charm Plants
2. Extension III
3. Mass Invisibility
4. Phase Door
5. Power Word, Stun
6. Reverse Gravity
7. Restoration

Level 8

1. Mass Charm
2. Mind Blank
3. Permanency
4. Polymorph Object
5. Power Word, Blind
6. Symbol

Level 9

1. Astral Spell
2. Maze
3. Power Word, Kill
4. Shape Change
5. Time Stop

MUTATIONS

Mutations can happen as a result of exposure to the Clone Pits, Ancient technology, or irradiated ruins. Such mutations may be beneficial or harmful, but will always mark the mutant and make it hard to be respected

in proper company. Mutants in Zamora can be found in the Barrens, where they form small mutant communities, in the sewers, in the Undercity, and among the poorest of beggars.

Table 6. Minor Mutations

D10 Results	
1	Altered Height: 1d6: 1-3, height is (66-3d6) inches; on a 4-6, height is (72+3d6) inches.
2	Claws: Sharp, horny claws: 1d6-1 to unarmed damage.
3	Enhanced Senses: Surprise on 1 in 6. +2 saving throws for skills that involve senses.
4	Fangs: Long fangs: bite attack does 1d4 damage.
5	Fur: Mutant is covered with thick fur that gives a +1 bonus to AC.
6	Horns: Mutant has horns or antlers: head butt attack: 1d4 damage.
7	Multiple Limbs: 1d4 extra limbs. For each limb roll 1d6: 1-3, the limb is a leg; 4-6, an arm. Every extra leg gives a +1 to move rate; every 2 arms grants a +1 to attack rolls in melee combat.
8	Night Vision: Mutant can see in near complete darkness.
9	Scales: +2 bonus to Armor Class.
10	Scent: can identify tracks and individuals by smell.

Table 7. Major Mutations

D10 Results	
1	Increased Physical Attribute: Roll 1d6, add 1d6 points to (1-2) STR, (3-4) DEX, or (5-6) CON
2	Natural Armor: Armored hide or carapace grants +4 AC bonus.
3	Chameleon Skin: Surprise on 1-4. May hide by making save at +4.
4	Wall-climbing: move at normal rate, but cannot wear gloves or shoes.
5	Gliding Membrane: Glide at normal move but may not wear armor.
6	Spines: Opponents who grab or bite character take 1d3 damage. Do 1d6+2 damage in unarmed combat. Cannot wear armor.
7	Venom Attack: Opponent must save or take 2d6 poison damage. Can be combined with existing natural attack mutation (bite, claws, etc.)
8	Musk Glands: Able to attack 15' radius area adjacent to mutant. All in area must save or be nauseated and unable to act for 1d4 rounds.
9	Choose one minor mutation
10	Roll two minor mutations

Table 8. Drawbacks

D10	Results
1-2	Albino: Sensitive to sun, unusual appearance. -1 CHA.
3-4	Bizarre Appearance: Very freaky looking. -2 CHA.
5-6	Obese: Weight is 200+(3d6x20) pounds. This isn't muscle.
7-8	Physical Weakness: Roll 1d6, subtract 1d3 points from (1-2) Strength, (3-4) Dexterity, or (5-6) Constitution
9-10	Poor Senses: The mutant is surprised on 1-3 in 6. -2 saves for skills or actions that involve senses.

THE CLONE PITS

Life on Athanor can be nasty, brutish and short, and the lack of spells to raise the dead means that the end of life can be pretty final... except in Zamora, where Vog-Mur the Necromancer sells he services of his Clone Pits for a modest fee of 1000 gold and a pound of flesh. You can use the Clone Pits to either duplicate someone or to create a new, living body for them.

If the procedure works correctly, the character returns good as new, with even his or her memories intact. If not, then something happens, and the character comes back not quite right. Every time a character returns through the Clone Pits, roll on the Clone Pit Table:

Table 9. The Clone Pits

3d6	Result
3	Amnesia: the character comes back normally, but remembers nothing of his or her previous life.
4-5	Roll one drawback.
6-8	Lose 1 CON permanently. Visible deformity, scar, or superficial mutation.
9-12	No problems.
13-15	Gain +1 to a random ability score, but your skin, hair, or eyes are an unnatural color or texture from now on.
16-17	Roll one minor mutation.
18	Roll one major mutation.

HIT POINTS, INJURY AND DEATH

Hit points in *Savage Swords of Athanor* are an abstract representation of the fighting skill, toughness, luck, and endurance that keep a character up and fighting. When a character's hit points reach zero, the character is not automatically dead, but may face severe harm in that or future rounds.

On the round in which a character reaches zero hit points and in any round when a character at zero hit points take damage, roll a save. A successful save means the character is alive but unconscious, and will awaken in 2d6 rounds with 1 hit point. A failed save means the character is unconscious and will die in 1d6+6 rounds unless a character comes in to bind his wounds, administer healing magic, or otherwise aid the dying character.

Binding Wounds

Immediately after a combat, a character can bind his or another's wounds. This takes one full minute. If the binding is interrupted, only 1 hit point of damage is healed. If the minute passes uninterrupted, the character heals 1d6 hit points of damage. This can only heal hit points lost during this particular battle, and recovered hit points cannot exceed the uninjured maximum amount.

Fortifying Spirits

Once per day, an injured character may down a draught of beer, wine, or stronger spirits to fortify him or her self for battle. This will heal 1d6 hit points of damage. Recovered hit points cannot exceed the uninjured maximum amount.

Rest

A full night's rest fully restores 1d6 + the character's level hit points. A character will heal an additional point if he or she has a Constitution score of 15 or higher (or 2 points with a Constitution score of 18) and an additional point if he or she is a fighting-man.

COMBAT OPTIONS

Parrying

A player may choose to have his character parry rather than attack. This gives the PC a +2 AC bonus. If the attacker makes the exact roll needed to hit, the parrying weapon is broken, but the defender takes no damage. Drawing a new weapon takes 1 round.

Fighting with Two Weapons

Fighting-men and rogues may fight with a one-handed weapon in the dominant hand and a smaller weapon in the off-hand. This does not grant additional attacks, but does give the Fighting-man a +1 to attack rolls with the main weapon.

Disarming

A Fighting-man or rogue may strike to disarm an opponent instead of doing damage. This requires a standard attack. If the attack succeeds, the target may make a save to avoid disarmament. A character may not disarm someone of a two-handed weapon this way, and may only disarm a weapon of the same size or smaller than he or she is wielding for the attack. A disarmed weapon falls at the target's feet or 1d6 feet away if the target is wielding a smaller weapon. A disarmed opponent must spend an action drawing a new weapon, recovering the lost weapon, or engage in unarmed combat.

MONSTERS AND TREASURE

MONSTERS OF ATHANOR

While Athanor has its own share of unique monsters, several creatures from the *Sword and Wizardry* will work in Athanor. Most fairy-like or undead creatures don't work in Athanor, nor do most standard mammals. The weird, insect-like, and reptilian creatures generally do work. Intelligent humanoids are generally not present on Athanor, so no orcs, goblins or giants. Oozes and slimes, however, are fairly common.

Air Jelly

AC: 8 (11), HD: 1, Attacks: sting 1d6, Special: Save or lose 1 WIS (heal in 12 hours), corrodes metal in 1d4 rounds, harmed only by heat and physical weaponry, healed by cold, lightning causes them to divide, Move: fly 15, HDE 2

Small, transparent jellyfish-like creatures which float over the dead sea beds of Athanor, Air Jellies are venomous predators and hazards to overland travel, and are very difficult to spot from a distance.

Allosaurus

AC: 6 (13), HD: 5, Attacks: bite 1d6+1, Move: 18, HDE 5

Large, swift and cunning pack predators, these theropods are fearsome pack hunters of the great wastes. They are about 30 feet long and known for their cunning and skill as hunters.

Amara

AC: 7 (12), HD 4, Attacks: Hair 1d6, Special: entangling hair, Move: 12, HDE 4

Amara are undead creations of Vog-Mur. They look like beautiful yet feral women with wild eyes, shark-like teeth and blue-white skin. They hunger for human flesh and blood. Their hair is actually extremely strong, filled with metallic barbs, and reaches out to grab and entangle enemies up to 10 feet away. Targets struck by Amara must save or be entangled and unable to move or use any weapon longer than a dagger. Their hair takes 2d6 points of damage to cut.

Ankhheg

AC: 4 (15), HD: 3, Attacks: bite 2d6, Special: squirt acid, Move: 12/ burrow 6, Special ability: squirt acid 30 feet once every 6 hours for 2dice damage, HDE 4.

The ankhheg is a burrowing insectoid creature which survives on a mix of earth and meat. They have a brownish carapace with shining black eyes.

Ankylosaurus

AC: 5 (14), HD: 7+2, Attacks: tail swipe 1d6+1, Move: 12, HDE 8.

Stout, thirty-foot long dinosaurs, these herbivores roam the lichen-beds of the former seas of Athanor in small packs. They are ill-tempered, and notably for their knobby hides and large, mace-like tails.

Brachiosaurus

AC: 4 (15), HD: 12+3, Attacks: tail swipe 1d6, Move: 12, HDE 13

These huge dinosaurs with long, snake-like tails and heads are herbivores who both graze on lichen and feed on fungus of the great forests. They are about 80 feet long and their heads stand up to 40 feet above the ground. They are dangerous when stampeding, doing 4d6 to anyone underfoot.

Chonchon

AC: 6 (13), HD 3+3, Attacks: Bite 1d6-1, Special: spells, Move: 12 flying, HDE 4

These creatures built in Vog-Mur's clone tanks look like bloated human heads with huge ears that resemble bat-like wings and allow the creatures to fly. Their eyes bug out of the head, and their mouths are filled with sharp teeth. They cast spells as if they were 4th level magic-users.

Compsognathus

AC: 8 (11), HD: 1-1, Attacks: bite 1d6-1, Move: 18, HDE less than 1

Tiny, swift bipedal pack predators are common animals in the wilds of Athanor. They are about 3 feet long and are seen as pests by many, but kept as pets by others.

Deinonychus

AC: 7 (12), HD: 2+2, Attacks: bite 1d6, Move: 18, HDE 3

Brutal, bipedal pack predators, deinonychus are 10 feet long, with enlarged claws on their hind legs. They are swift runners, skilled leapers, and cunning hunters. They are covered with feathers, including a great crest on their heads and long feathers on their forelimbs and tails. They tend to raid livestock and are a real menace to small caravans.

Dragons

Dragons were manufactured in Ancient times as servitors of the Witch Kings of Ylum. Forged of magic and genetic technology, the dragons served as guardians of the Witch Kings, and either as land or aerial combat platforms. Durable, armored, and deadly, each dragon was a unique being, capable of centuries of life and cunningly intelligent.

Most of the dragons have died, but there are three dragons in Zamora. The first is the **Tower Dragon**, a 100-foot-long blue serpentine creature with long, lithe limbs, a huge crocodilian head with a mouth filled with foot-long teeth, and great cat-like eyes. The Tower Dragon sleeps most days coiled around the Tower of Wizardry, and is the pet and guardian of the Tower of Wizardry. The dragon cannot fly, but breathes lightning and is able to communicate empathically and to cause fear through telepathic broadcast. He seldom moves, but if moved to attack is an implacable foe.

The second is the **Great Dragon**, who arrived in Zamora with the Overlord. This great, winged dragon is 80 feet long, with three heads. One breathes fire, one breathes lightning, and the third breathes frost. Its iridescent green scales are impervious to most weapons, and its wings seem to blot out the sky when the Overlord flies out over the city on its back. The Great Dragon sleeps for long periods of time, woken only to serve the whim of the Overlord.

The **Shadow Dragon** is a terror of the undercity. Only forty feet long, the Shadow Dragon is a master of darkness and a necromancer of no small ability. Ruthless and spiteful toward humans, the Shadow Dragon is an enemy of Vog-Mur and maintains his own undead fortress below the city, from which he preys upon the living and amuses himself by the suffering he causes.

Dromians

AC: 9 (10), HD 1, Attacks: dagger 1d6-1, Move: 12, HDE 1

Standing about three feet tall, these reed-like, insectoid creatures walk on two legs and have "arms" ending in hands with three prehensile "fingers" evenly spaced around the ends of their arms. They are strong as a full-grown man, have leathery grey carapaces, and have expressionless heads with multi-faceted eyes, long antennae, and a tentacular proboscis that they use to eat nectar and pulped fruit. Dromians seem to communicate through a series of clicks, chirps, and musky scents, though they also seem to understand human speech. They dress in conical hooded robes, and serve the Overlord of Zamora as quiet, cold and dedicated laborers who maintain the city and the tunnels under it.

Girallon

AC: 6 (13), HD: 4+1, Attacks: claws d6+2, Move: 12/ 6 climb, HDE 5

Four-armed white apes, the Girallon is a carnivorous Athanoran gorilla, a brutal and cunning predator, often found in both the fungus forests of the world and in the ruins of ancient cities.

Hssu

AC: 5 (14), HD 5+5, Attacks: tentacles 1d6, Special: chemical attacks, Move 9, HDE 6. The Hssu exude several chemicals in a 10 foot radius that they are immune to. This can cause any one of three effects: charm person, cause fear, do 2d6 poison damage. Any chemical could be used at will.

The Hssu are desert traders who travel beyond the land of the Five Kingdoms. They trade in the drug sharru, an opiate-like substance known for both its addictiveness and its tendency to cause strange, vivid, and prophetic dreams. The Hssu are alien creatures, with conical bodies ending in four thick tentacles. The top of their cone ends in four eyestalks and four trumpet-like ears. They have four prehensile tentacles mid-way through their bodies that end in mouths with two long "lips" that can be used to hold and manipulate items. The Hssu speak through their tentacular mouths, and speak the common tongue as well as their own. They are not expressive, and are treated with some trepidation by humans, though they are welcome by anyone seek sharru.

Iguanodon

AC: 6 (13), HD: 4, Attacks: "thumb" spikes bite 1d6-1, Move: 12, HDE 4.

Bulky 20 foot long herbivores with bill-like mouths, iguanodons generally move as quadrupeds, feeding on the great beds of lichen on the former sea-beds of Athanor, but can run as bipeds. They are notable for their thumb spikes, which they use as defensive weapons. While packs of these creatures live in the wild, they are also kept as domestic animals to serve as food and mounts.

Mal'akkan

AC: 7 [12], HD: 2, Attacks: scimitar (1d6), Special: spines, plant body, Move: 12, HDE: 3

The cactus-men of the five kingdoms are notable traders and warriors. Their spines cause 1 point of damage to any creature that bites or grapples them, or adds one point to damage in unarmed combat. Their plant bodies give them +2 to saves vs. poison, and cause them to take minimal damage from blunt or piercing weapons.

Manananggal

AC: 6 (13), HD 5, Attacks: bite 1d6, Special: blood drain, horrifying vision, spell-like abilities, undead. Move: 12 flying, HDE 6. When a Manananggal strikes, it automatically attaches to a victim and does 1d6 damage each round automatically, draining a victim of blood and life. When first seen, so horrifying that all who view it must save or be frozen in fear for 1d3 rounds. May cast charm person and hold person at will. Immune to charm and sleep spells.

An Athanoran vampire, the Manananggal is an undead creation of Vog-Mur. They are free-willed undead who look like beautiful women. When they feed, their heads and internal organs detach, allowing them to fly while leaving their bodies behind while they feed.

Mechanisms

Ancient machine servants, guardians, and warriors, mechanisms still stand watch in some areas of Athanor, or are controlled by individuals who have found ways to master Ancient technology.

- Mechanism, Large: AC 3 (16), HD 6: Attack: melee or ranged 3d6, Move 9, HDE 6
- Mechanism, Medium: AC: 3(16), HD 4, Attack: melee or ranged 2d6, Move 9, HDE 4
- Mechanism, Small: AC 3,(16), HD 2, Attack: melee or ranged d6, Move 12, HDE 2

Osquip

AC: 7 (12), HD: 1+1, Attacks: bite d6+1, Move: 12/1 burrow, HDE 1

The six-legged Athanoran rat is a common pest. Its large, spade-like teeth inflict wicked injuries.

Pachycephalosaur

AC: 6 (13), HD: 4, Attacks: head butt 1d6+1, Move: 12, HDE 4

Bipedal herbivores with thick skulls that stand about 15 feet long, pachycephalosaur are ill-tempered pack creatures that use their thick bony skulls to head butt their enemies. Pachycephalosaur do 2d6+2 damage if they are charging. These creatures are sometimes domesticated as riding animals.

Parasaurolophus

AC: 7 (12), HD: 4+1, Attacks: slam 1d6, Move: 18, HDE 5,

30 foot long herbivores with bill-like mouths, parasaurolophus generally move as quadrupeds, feeding on the great beds of lichen on the former seabeds of Athanor, but can run as bipeds. Long, hollow crests atop their heads are used to make loud, sonorous noises to communicate over long distances. While packs of these creatures live in the wild, they are also kept as domestic animals to serve as food and mounts.

Pteranodon

AC: 7 (12), HD: 3, Attacks: bite 1d6-1, Move: 6/fly 24, HDE 3

These flying predators lair in high places and feed on small arthropods, dinosaurs, and osquips. They are sometimes used as mounts, but are notably difficult to domesticate and train.

Rathaga

AC: 4 (15), HD: 4, Attacks: claws 1d6, Special: decapitation, undead, Move: 9, HDE 5. On a natural attack roll of 20, the Rathaga bites off his opponent's head: save or die from decapitation. A save allows the victim to take 2d6 damage instead.

Rathaga are 12 foot tall skeletal creatures made by Vog-Mur from the bones of several humans. They are silent, mindless brutes, but their coming is marked by the smell of spices and a chill in the air.

Rhamphorynchus

AC: 8 (11), HD: 1-1, Attacks: bite 1d6-2, Move: 3/fly 18, HDE less than 1

Small, colorful, feathered, bird-like reptiles, these creatures are sometimes kept as pets, and are common creatures throughout Athanor.

Shadim

AC: 6 (13), HD: 2, Attacks: claw 1d6, Special: Paralysis, Move 9, HDE 3. Any hit from a Shadim will paralyze a target for 3d6 rounds.

The shadim are undead creations of Vog-Mur the Necromancer. They appear to be animated human corpses split in half from crown to crotch, with just one half of a body. They hop on one leg and strike with their one yellowed claw-like hand. They stink of raw meat and decay, and crave flesh to feed their severed bodies.

Stegosaurus

AC: 5 (14), HD: 7+3, Attacks: Tail swipe 1d6+1, Move: 12, HDE 8.

Cantankerous herbivores, these creatures are about 30 feet long, with a double row of huge, bony spikes along their backs and a great, spiked tail. They are not particularly bright, but are hardy fighters when threatened.

Stirge

AC: 8 (11), HD: 1+1, Attacks: bite 1/2d6, Move: 3/18 fly, HDE 2.

The Athanoran bat is an odd mix of bat, bird, and insect. Stirges live in flocks and feed on blood. They attack with a +2 on the attack roll and do 1/2d6 damage per round until they have drained 12 hit points of blood, then they fly away bloated with blood.

Throon

AC: 6 [13], HD: 2, Attacks: battleaxe (1d6), Special: Plant Bodies; Move: 12, HDE: 3

The barbarian throon are ochre-colored, seven-foot-tall sentient fungi. Their plant bodies give them +2 to saves vs. poison, and cause them to take minimal damage from blunt or piercing weapons. They often ride dinosaurs into combat, and wield huge axes.

Triceratops

AC: 4 (15), HD: 8+2, Attacks: gore 2d6, Move: 12, HDE 9.

These huge quadrupeds have frilled bony crests and three great horns on their heads. 30 feet long and bulky, and standing about 10 feet tall, these creatures can build great momentum on a charge. These herbivores live in great packs on the plains. When charging, they do 4d6 damage.

Tunnel Stalker

AC: 7 (12), HD 3, Attacks: Tentacles (1d6), Move 12, HDE 4. Special: Toxin (save or paralyzed 1d6 rounds), Surprise on 1-5, 1/2 damage from blunt weapons.

The Tunnel Stalker is a man-sized gastropod, silent and swift-moving, that is a danger of the undercity. The slug-like creature has a thick, slimy, rubbery hide, and at one end of its body is a mass of tentacles, two of which can extend to a length of nearly ten feet. These long hunting tentacles end in a mass of barbed stingers that inject a powerful neurotoxin that paralyzes a foe and causes burning pain and can, over time and multiple doses, slowly digest tissue into a soft, pulpy mass for the Tunnel Stalker to devour.

The Tunnel Stalker's thick skin is filled with chromatophores, allowing it to easily camouflage itself against its surroundings, and its nature allows silent movement. The creature may climb walls and ceilings, and often attacks from ambush.

Tunnel Stalkers are cowardly with animal instinct but great cunning. They tend to attack lone prey, stragglers, sleeping victims, or other easy prey. They avoid fire, electricity or other similar dangers.

Tyrannosaurus

AC: 6 [13], HD: 8+1, Attacks: bite 2d6, Move: 18, HDE 5.

The terrors of the wilds, tyrannosaurs are 40 feet long and 10-15 feet tall at the hip. Their huge heads are filled with sharp teeth. They travel in groups of one to three and are deadly hunters.

Umbran

AC: 4 (15), HD 4, Attacks: Claws 1d6+2, move: 12, Climb 12, Jump 6, Special: Invisible at will., HDE 5.

Umbrans were agents of the ancient Empire of Ylum, enforcers of their will, spies, and assassins of the first order. Arcane constructs, these things look like a mix of spider and mantis with cold, featureless faces and long, hooked forelimbs. They can climb walls, move silently, and survive in nearly any climate.

They may turn invisible at will, and usually move about invisibly. They communicate with each other telepathically, though they may communicate is a low chatter that sounds like whispered clicks when they wish to communicate with their masters.

The Umbrans that survive do so either as guardians of the secrets of Ylum or as agents of long-lost schemes to revive the Witch-Kings.

Vat Men

AC: 4 (15), HD 4, Attacks: sword 1d6+1, Special: regeneration, Move 9, HDE . Vat Men will regenerate fully any round that they have not been reduced to 0 hit points or fewer.

The Vat Men are constructs of Vog-Mur the Necromancer, made in his laboratories deep below the city. The Vat Men regenerate at a frightful rate, are physically superior to ordinary men, and have great muscular frames. Their faces, however, have small, close-set eyes, a mouth frozen in a perpetual smile, and upturned noses. They seem strange caricatures of humanity, and fight without fear or hesitation.

TREASURES OF THE ANCIENTS

Alemanian Medical Technology

The people of Alemania are renowned for their medical technology, which reflects arcane secrets they have reconstructed from the ancients. Alemanian surgeons are capable of strange and astounding feats, including transplants, body modifications, and strange types of hybridization.

Body modification is a mark of status among Alemanians, a sign that the recipient of modifications has transcended the boundaries of his humanity. For some, this is an art, achieving aesthetic changes to their faces and bodies. For others, this is practical, with some Alemanians fusing tools to their bodies or enhancements to their eyes, reach, or bodily functions. Still others enhance their bodies for combat, reinforcing their skeletons, attaching weapons to their limbs, or implanting armored plates under their skin.

The price of such enhancements is often the loss of humanity. The cold, distant, and aloof persona of many Alemanians is even more pronounced in those who have had extensive modifications, making them seem more machine-like, cold, amoral and dismissive of "lesser" races. The Alemanians invoke fear and distrust in others in the world, and do so with good reason.

Much of the technology incorporated in these changes seems to be organic, grown in great vats and drawing its nutrients from the host. Much of it seems either organic or like a strange mix of tentacular, pulsing, or jellyfish-like formlessness. Such technology can be strangely beautiful, but is often horrible to behold.

The Black Mirror

This magical sword is a three-foot long blade of thin, black and reflective glassy material. The pommel is made of bone, wound with leather. No one knows the origin of the black mirror, though mentions of it have been made in the chronicles of the war between the Four Great Nations, wielded by Akas the Slayer, champion of Ylum. The Black Mirror is a normal Sword +1 against living creatures. However, against inorganic materials (metal or stone) or against plants, the weapon is a sword +5 doing 3d6 damage. In addition, the sword will negate the first spell of third or lower level cast against the wielder each round.

The Cloak of Shadows

This floor-length black cloak has an ornate silver clasp with an orichalcum stone set in it. Pressing this stone will cause the cloak to shimmer and then reflect the nearby surroundings, causing the wearer to

disappear if he or she keeps the closed and the hood pulled down. This is equivalent to the effect of the Invisibility II spell. This has a duration of 2d6+8 rounds. Once the effect ends, the cloak needs 1d3 days to recharge.

The Hand of Death

A powerful Ancient artifact, the Hand of Death is an ornate onyx and brass pistol that fires a cold, black bolt that causes no harm to inanimate objects, plants or fungi. However, any living animal struck by the ray must save or fall to zero hit points immediately. A creature that saves has its current hit points reduced by half. The Hand of Death may be fired three times before recharging. It is self-charging, but regains only one charge per day of non-use.

The Iron Scorpion

This ornate iron sculpture of a foot-long scorpion has a matching headband. If the headband is worn, the user may then command the Iron Scorpion to act as an agent. Doing so places the user in a trance, but the user may use the scorpion as his own eyes and ears, and may use the scorpion to act. The user may end this trance at any time, but then the Iron Scorpion become inert and inactive. Iron Scorpion: AC 3 [16], HD 3, Attacks: sting 1d2, Move 15, HDE 4, SA: poison, save or die (1d6 damage if save), XP 120.

Laser Pistols

Laser pistols fire a beam of energy doing great damage. Most do 2d6 damage, have a range of 150 feet, a rate of fire of 2, and can fire 20 shots from an oricalchum cell. Building a new cell requires knowledge of making a cell, but is possible using fresh oricalchum ore and a laboratory. This takes 1 week and 150 GP of materials per cell.

Needlers

Needlers are carbines that fire poison needles soundlessly using a magnetic field. Typical needler poison either causes a target to save or sleep for 1d6x10 minutes or cause a target to take 2d6 damage or save for half damage, though other poisons may be used. Needlers have a range of 100 feet, a rate of fire of 2, and can fire 30 shots. Reloading requires both a new oricalchum battery and a magazine full of poisoned needles. Building a new cell requires knowledge of making a cell, but is possible using fresh oricalchum ore and a laboratory. This takes 1 week and 150 GP of materials per cell. Needles cost 3 GP to have custom made, plus the cost of poison (typically another 90 GP or more)

The Orb of Sorrows

The Orb is a simple white orb, the size of a fist, with a single button. Depressing the button causes the Orb to whirl. The orb will begin to hover, though it can be thrown to a point where it will begin its work. The orb hovers about five feet from the ground, and generates a field of psychic disturbance. Any sentient or sapient creature in a 30 foot radius will be overcome with sorrow and dejection. All creatures in the area of effect must save or be immobilized, wracked with hopelessness and sorrow, until the orb is deactivated. The Orb will continue to operate for 1d6+2 rounds, then will deactivate and settle gently to the ground. It cannot be used again for another 1d3 days.

Pyroclastic Lance/Firelance

The Firelance is a three-foot long weapon that looks like a truncated lance with a flared hand guard at one end and a hole at the other. A single button on the handle triggers the weapon.

The pyroclastic lance fires a cone of superheated plasma with a range of 30 feet spreading at the far end to a width of 30 feet. Any target in the cone takes 3 dice damage (save for half) and easily ignitable items will catch fire.

A pyroclastic lance has five charges. It can be recharged by placing a specially-crafted piece of orichalcum crystal in a sealed chamber in the handle. Such an item will cost 150 GP and take one week for a skilled crafter to make.

Personal Shield

The personal shield surrounds the wearer in a protective aura of shimmering light. The Shield is worn as a belt with a simple switch on the buckle. Once activated, the shield will absorb up to 30 hit points of damage, after which the item will deactivate itself to regenerate its circuits. This takes 12 hours. The shield will run out of power after a total of 1 hour of use. It can be recharged by placing a specially-crafted piece of orichalcum crystal in a sealed chamber on the belt. Such an item will cost 150 GP and take one week for a skilled crafter to make.

The Silver Shield

The Silver Shield appears to be a single bracer with a large, silver boss that would sit on the top of the arm. However, when a stud on the opposite side is pressed, the boss expands and folds out into a medium-sized round, silver shield. This acts as a normal shield for purposes of defense calculations but when facing beam weapons (lasers, the Hand of Death, etc.), roll 1d6. On a 1-2, the shield has no additional effect. On a 3-5, the

beam is reflected away harmlessly, on a 6, the beam is reflected back to the attacker.

BOUND SPIRITS

Ancient tomes still preserve the secrets of binding extra-dimensional spirits to magic-users' service. This art is the true power of magic, and comes with risks and drawbacks. Ancient books may have rituals for binding specific spirits, as determined by the GM. These spirits are named, have a personality, and grant the magic-users powers and potential side effects.

Intelligence: Roll 2d6 + 6

Languages: Spirits speak common plus one additional language for every point of intelligence above 10.

Element: Spirits are composed of one of the basic elements of the world.

Spirit-marked: A magic-user who has bound a spirit will be marked by the experience. Depending on the spirit's elemental nature, the wizard may have distinctly colored or textured eyes, hair or skin. This is purely cosmetic.

Table 10. Spirit Element

d%	Element
01-20	Air
21-40	Earth
41-60	Fire
61-70	Water
71-80	Metal
81-90	Plant/Fungus
91-95	Light
96-00	Darkness

Powers: Spirits may manifest a number of supernatural powers that the magic-user may manifest as if he or she were using the spell of the same name. Some spirits may also take physical form to act as combatants in service of the magic-user:

Table 11. Spirit Powers

d%	Powers
01-15	2 lesser
16-30	1 lesser, 1 greater
31-80	2 lesser, 1 greater
81-90	3 lesser
91-00	2 greater

Table 12. Lesser Powers

d%	Power
01-10	Charm Person 1/day
11-20	Crystal Ball 3/day
21-25	Cure Wounds I 3/day
26-35	Inflict Light Wounds 3/day
36-40	Knock 1/day
41-50	Light I or Dark I 1/day
51-60	Move Objects 3/day
61-70	Purify or Putrefy Food and Drink 1/day
71-80	Read Languages 3/day
81-85	Read Magic 3/day
86-90	Speak with Animals 3/day
91-00	Take physical form 1 hour/day; AC 12, HD 2, Move 6

Table 13. Greater Powers

d%	Power
01-05	Animate Dead, 2d6 undead, 1/week
06-15	Contact Other Plane 1/week
16-20	Cure Wounds II 2/day
21-25	Dimensional Portal 1/day
26-30	Dispel Magic, 1/day
31-40	Fly at speed 12 for 1 hour/day
41-45	Hold monster 1/day
46-50	Invisibility 1/day
51-60	Levitate, 1 turn duration, 3/day
61-70	Phantasmal Force, 1/day
71-75	Protection from Normal Missiles 1/day
76-85	Remove Curse 1/day
86-95	Take physical form 1 hour/day; AC 14, HD 5+2, Move 6
96-00	Telekinesis, 100 pounds, 1/day

Ego Conflicts: Each spirit will have an ego equal to its intelligence +1 for every lesser power and +5 for every greater power. The Ego of a magic-user is equal to the magic-user's intelligence + charisma + level. If the magic-user's current hit points are at half or less of their usual maximum, the magic-user suffers a -5 penalty to his or her Ego. If the spirit's ego is greater than the magic-user's, the spirit may dominate the magic-user, forcing the character to act in accordance to the spirit's wishes until the magic-user's ego increases or the spirit is banished or appeased.

UNDERWORLD & WILDERNESS ADVENTURES

RANDOM ENCOUNTER TABLES

Table 14. Ancient Seabeds

2d6	Result
2	1-2 Tyrannnosaurus
3	1-3 Allosaurus
4	2d6 Parasaurolophus
5	3d6 Compsognathus
6	3d6 Throon Raiders on Pachycephalosauruses
7	2d6 Brachiosaurus
8	2d6 Iguanadons or Pachycephalosauruses
9	1d6 Deinonychus
10	1d6 Ankylosaurus
11	1-6 Stegosaurus
12	1-4 Triceratops

Table 15. Hills

2d6	Result
2	1d3 Triceratops
3	1d4 Girallons
4	1d4 Ankhhegs
5	2d4 Ankylosauruses
6	2d6 Ghuls on Pachycephalosauruses
7	1d6 Throons on Allosauruses
8	2d4 Deinonychus
9	2d4 Parasaurolophus
10	2d4 Stirges
11	1d4 Giant Fire Beetles
12	1d3 Giant Spiders

Table 16. Atmosphere Plant

2d6	Result
2	1d3 Mechanisms, Large
3	1d3 Hssu merchants on Parasaurolophus
4	2d6 Soldiers on Parasaurolophus
5	3d6 Osquips
6	2d6 Bandits on Pachycephalosauruses
7	Merchant Caravan
8	2d6 Throon on Iganodons
9	1d2 Giant Centipede (large)
10	1d3 Ankhheg
11	1d4 Girallon
12	1d6 Mechanisms, Medium

Table 17. Forest

2d6	Result
2	6d6 Mutant Bandits
3	1d2 Giant Centipedes (Large)
4	1d2 Ankhhegs
5	1d66 Girallon
6	2d6 Giant Centipedes (medium)
7	2d6 Compsognathus
8	2d6 Osquips
9	1 Forester
10	2d6 Stirges
11	1d3 Giant Spiders
12	1 Ochre Jelly

Table 18. Desert

2d6	Result
2	1d2 Hssu on Parasaurolophus
3	1d3 Allosaurus
4	1d6 Deinonychus
5	2d6 Stirges
6	2d6 Giant Centipedes (Medium)
7	2d6 Compsognathus
8	3d6 Osquips
9	1d6 Pachycephalosaurus
10	1d4 Giant Fire Beetles
11	1d2 Ankhhegs
12	1d6 Ghul raiders on Pachycephalosauruses

Table 19. Mountains

2d6	Result
2	1 Black Pudding
3	1d4 Ochre Jellies
4	1d6 Giant Wasps
5	1d3 Large Giant Centipedes
6	1d6 Pteranodons
7	2d6 Osquips
8	2d6 Stirges
9	2d6 Girallons
10	1d6 Air Jellies
11	1d4 Grey Oozes
12	1 Earth Elemental

Table 20. Swamp

2d6	Result
2	1d3 Ochre Jellies
3	1d6 Throon with 1d2 Deinonychus pets
4	1d2 Giant Wasps
5	1d6 Air Jellies
6	1d6 Stirges
7	3d6 Osquips
8	2d6 Giant Centipedes (medium)
9	1d6 Giant Spiders
10	1d4 Giant Centipedes (large)
11	2d4 Ghul warriors
12	2d4 Deinonychus

Table 21. Plains

2d6	Result
2	1-3 Giant Wasps
3	1-3 Allosaurus
4	2d6 Parasaurolophus
5	2d6 Iguanodons
6	1d4 Ankhegs
7	2d6 Bandits on Iguanodons
8	3d6 Compsognathus
9	2d6 Pachycephalosaurus
10	1d6 Ankylosaurus
11	1-6 Stegosaurus
12	1-2 Giant Centipedes (large)

Table 22. Ruins

2d6	Result
2	Giant Slug
3	1d2 Grey Ooze
4	1d6 Deinonychus
5	2d6 Comsognathus
6	1d6 Girallon
7	2d6 Osquips
8	2d6 Giant Centipedes, small
9	2d6 Rhamohorynchus
10	2d6 Throon
11	2d6 Bandits plus 1 leader with 1d3+2 hit dice
12	1d2 Giant Spiders

Table 23. The Zamoran Barrens

2d6	Result
2	1d4 Vat Men on patrol
3	2d6 Dromians
4	1d6 Stirges
5	1d6 Mutants
6	1d6 Beggars
7	1d6 Osquips
8	1d6 Bandits
9	1d6 Giant Centipedes, small
10	1 Hssu and 1d6 human servants
11	2d6 Soldiers on patrol
12	1 Amara

Table 24. Urban Zamora

2d6	Result
2	1d6 thugs, bandits, or press gang
3	1 noble plus entourage of 1d6 lackeys
4	1d2 Drunken nobles looking for a duel
5	1d3 Aggressive Merchants
6	1d6 Beggars
7	1d6 Street Urchins
8	1d2 Buskers
9	1d2 Pickpockets
10	1d3 Prostitutes
11	1 priest plus entourage of 1d6 lackeys
12	Mistaken identity involving one of the PCs

Table 25. The Undercity

2d6	Result
2	1 Giant Slug
3	1 Rathaga
4	1d3 Amara or Shadim
5	1 Black Pudding or 1d2 Grey Ooze or 1d3 Ochre Jellies
6	2d6 Zombies or Skeletons
7	2d6 Osquips
8	1d6+1 Fire Beetles
9	2d6 Dromian workers
10	1 Chonchon or Manananggal
11	1 Hssu merchant and 1d6 human lackeys
12	Tunnel Stalker

THE WORLD OF ATHANOR

The broad plains of Athanor are covered with a thick, spongy, ochre colored lichen. While this is hard to cut or burn, it is a common source of nutrition for the herbivores of Athanor.

Some areas of Athanor are covered with stands or even forests of huge fungi, some 20, 30 or more feet tall. These fungi are often orange, red, brown or violet, have hard silicate endostructures, and noxious or even toxic spores that kill most non-arthropod life forms. Few venture into the fungal forests as a result, and some consider them a blight to be purged or contained with fire.

A few areas are covered with tall, reddish trees, though most of these are cultivated orchards in civilized lands. These trees often have deep red, magenta or even violet leaves. Wild groves are often home to dangerous plants such as strangle-vine or great carnivorous plants.

Climate

Athanor's red sun hangs over an arid land where most of the world's oceans and seas have retreated or disappeared completely. The land is covered in dry plains or deserts. Where great cities once stood explorers find the ruins of the world's faded glory.

Calendar

Two moons hang over the dusty land, the swift-moving Selune and her larger sister Miera, making most nights bright. The phases of Selune mark the seven days of the week: Sunday, Moonday, Stoneday, Waterday, Windsday, Fireday, and Godsdays. The fourteen-week cycles of Miera mark the three seasons: Storm, Earth, and Fire.

Technology

Technology in Athanor is somewhere between around the late Age of Sail, with printing presses, simple optics, muzzle-loading firearms, crude germ theory, and crude steam technology. In addition, rare advanced technological items exist, too.

The metal orichalcum is refined as a salt to use in firearms, used to make the gas provides fills the lift tanks of Athanor's airships, expensive and rare lighter-than-air craft that provide some of the trade between the great cities.

Travel

Overland travel usually involves riding on parasauralophus. These dinosaurs can carry two riders and gear or four riders without gear. Some

travel may be done on howdahs atop triceratops. Rarely, brachiosaurus are tamed and used as beasts of burden or to bear great howdahs. But the fastest long-distance travel comes in the form of airships, held aloft by orichalcum gas and propelled through the use of sails or steam engines. Airships are the key to naval power, but are expensive enough that trade still depends on overland travel.

History

Long ago, Athanor was a watery world, dotted with small islands. The Ancients came to Athanor from a distant star, seeking a new home. The world they found was initially a great hope to them, and a source of precious water and life. But then they encountered something below, an ancient lurking malevolence, completely alien, that sought to usurp the invaders. Humanity struggled valiantly and won out, and the Blue Age that began in strife ended in prosperity.

As the seas retreated and the great Atmosphere Plants of the ancients reshaped the planet, the continents and lands emerged from the sea. Forests were planted and the great domed cities were founded across the land. The Ancients were prosperous, and learned to harness the materials and energies of the land. The Four Great Nations ruled in those days: the Empire of Aquila, the Theocracy of Turan, the Saal'Kesh confederation and the Witch-Kings of Ylum. While they ruled at first in peace, the four nations began to war with each other increasingly. The Green Age began in peace, but ended in warfare.

Terrible lances of fire, flying chariots, and towering War Gods were engaged in a war that scorched the earth and the seas, poisoned the air, and laid waste across all of Athanor. Some humans were reduced to barbarism, others called forth terrible magical powers, and pacts were made with things from the Great Beyond. All of civilization fell, and the voices of men from the stars beyond were never heard again.

It has been centuries, and what can survive has. The domed cities are abandoned or live as shadows of the past. Only five civilized nations survive, and most of the world is a wasteland. Most of the ways and history of the past are forgotten, and humanity survives as it must, on scraps of faded glory.

Religion

The people of Zamora worship the 6 Lords of Chaos and the 3 Lords of Law. Note, however, that Gods of Athanor are not common forces in the lives of the people of Athanor, as gods are often are in role-playing games. The gods do not grant magical power. Some gods are fictional or

misinterpretations of historical figures. Others are powerful beings of supernatural power, but are not truly divine. Religion on Athanor is just another institution, corrupt and troublesome as any other.

The Churches of Law

The Churches of Law are highly revered throughout the Five Kingdoms. Parts of this respect is the fact that the churches are highly conservative, institutionalized, and support the ideals of social order, rule of law, and polite society. While people follow such tenets with varying degrees of devotion, these ideals tend to resonate strongly with the general populace, and have the ring of social truth in them. Though they are closely allied, the Churches of Law consist of three separate churches, each with its own focus.

Fala the Lightbringer

The Church of Fala the Lightbringer preaches the virtues of charity, social giving, sacred life and social justice. It runs several charities, and is devoted to running soup kitchens, hospitals, and schools throughout the Five Kingdoms. They teach the value of obedience, piety, self-discipline, and kindness, and are active missionaries in spreading the faith.

The priests of Fala swear oaths of chastity and poverty, though they may carry and use the wealth of the church. Thus, they may have items on extended loan from the church, but may own nothing of their own. Thus, any appearance of wealth among the holy is just a misunderstanding, as the faithful own nothing and but use what is given them by Fala.

They teach that it is a kindness to educate heathens in the Way, and thus support the Inquisition of the Serinites. They believe that virtue is hard work, and thus demand much work from penitents. They oppose moral weakness in the form of Chaos and heathen idolatry, and work to make sure that the State supports the churches of law only. They would love to convert Alemania from their heathen atheism to understanding the True Way.

For its charity work, the Church controls much wealth, and collects it aggressively from the faithful. Such wealth grants great power, and the control much land in order to do their work. Many of the younger children of the ruling families of the Five Kingdoms are sent to the Church to learn and to form stronger ties to the church for their families. Some might see this as political manipulation or finding a way to divert vast church funds to the wealthy, but such a perspective would be bitter and jaded.

Malkut the Scholar

The god Malkut and his church are dedicated to learning and scholarship, searching Ancient tomes not only for learning and facts, but for

spiritual enlightenment on the nature of the universe. The Malkuti teach the value of keeping the mind focused on the Word and the Way, of studying and interpreting the Holy Word for insights into the world at large, and of properly educating the faithful.

The priests and priestesses of Malkut swear vows of poverty. They focus on developing a demeanor that is detached, thoughtful, and driven by philosophical and intellectual devotion to the holy teachings of the Gods of Law. They are builders of schools and libraries, and use teaching as a form of missionary work.

They teach the values of self-reflection, self-discipline, prayer, service, and obedience to the Way of Malkut. Their teaching and spiritual work focus on mental discipline, devotion of religious study, and finding ways to unite the Word with the World.

The Church of Malkut controls most of the large collections of books and scholarship extant in the Five Kingdoms, including carefully guarded libraries of forbidden lore. They are always seeking ways to gain more knowledge, translate Ancient books, and learn more of the history and science of the past.

Serin of the Iron Fist

Serin is the goddess of discipline and protector of the faithful. She is the Fist of Law, who teaches that strength of resolve is the highest system of belief, even beyond the evidence of reason or material evidence. Her followers form a small but fanatical order of fighting priests who act as defenders of caravans, protectors of religious missions, and hunters of abominations and witches. The Serinites form two orders: the Knights of the Temple, who defend churches of law and caravans of the faithful; the Knights of the Flame, who hunt monsters and witches, and act as the investigators for the church. They are often called the Inquisition.

Priests and priestesses of Serin swear oaths of poverty and chastity, and live ascetic lives that involve dedication to spiritual and physical warfare. Their order follows military lines, with brother- and sister-soldiers, and father- and mother-sergeants, lieutenants, and captains. These ranks are highly ordered and disciplined, with strict codes of obedience and procedure.

The Serinites have the least to do with common folk, focusing on their war on spiritual evil in the world. This often makes them seem cold, distant, even cruel to outsiders who do not understand the need for strict dedication to the war against Evil in order to protect the innocent.

The Churches of Chaos

In contrast to the churches of Law, the disparate churches of Chaos promise practices that support individual freedoms of expression and

behavior. While the churches of Law are socially sanctioned, institutionalized, and tied to the greater social order, the churches of Chaos present themselves as counter-cultural or revolutionary, even if this is only marginally true. There are dozens of Churches of Chaos, but in Zamora, six churches are currently active.

Asheba the Creator

The Church of Asheba is devoted to artists, craftspeople, and magic-users. This means that it has lasting attentions to several guilds, noble families, and powerful individuals. This is the most mainstream of the chaos cults, and stresses the role of creation as a positive. As an outgrowth, the church is tied to charitable work in feeding the poor, opening schools, and providing alternative voices to those who wish to challenge the hegemony of the churches of Law.

The priests and priestesses of Asheba have no single code of dress or conduct, but follow loose guidelines for kindness, ethical behavior, and respect for life. They stand for freedom and individuality as well. They do not take oaths of poverty or chastity, instead focusing on oaths of service.

Due to the church's followers, the Ashebans have a great deal of wealth and influence, making them a thorn in the side of the churches of Law. This is a position Ashebans relish, considering themselves social gadflies and potential change agents.

Bel the Liberator

The church of Bel is devoted to serving the poor and downtrodden. They not only set up charities in the poorest communities, but serve as a voice of liberation and opposition to slavery, exploitation, and centralized government. As a result, the church of Bel is outlawed quite broadly, and its churches quickly razed.

In Zamora, this church is underground, gathering its followers in the barrens on the edge of the city. Beggars and outcasts are its followers, and its leaders are trained insurgents who are generally from lesser families of wealth who have cast aside their former lives out of disillusionment.

Bel's followers are known to participate in resistance acts ranging from protests and heckling to vandalism to direct acts of violence. Different cells have different goals, but the authorities treat all of them as potential sites for resistance and violence.

Checkah the Trickster

The god of trickery is the subject of many popular tales, and the worship of Checkah is popular among gamblers, the poor, and criminals. The Church of Checkah, however, is the precinct of a small group of criminals

and anarchists, who practice their worship in the Undercity. Checkah followers believe that they can show their beliefs best through committing memorable crimes, practical jokes, or acts of sabotage that will make them legendary in renown. His followers have no church as such, but gather as cells to share tales, conspire together, and add adventure to the world.

Kesh the Destroyer

The cult of Kesh is outlawed, since the worship of Kesh is the worship of death and destruction. Kesh worship is ecstatic, involving orgies of drugs and sex in which worshipers receive visions of the god, promising paradise eternal to those who unleash his blessings of violence on the world. His priests meet secretly with followers, seeking ways to bring turmoil and conflict to the world. Few would openly admit worship of this god.

Tala the Corruptor

The cult of Tala is likewise outlawed, in many ways a more subtle counterpart to Kesh. Unlike Kesh, Tala's cult believes the world is debased, and the only way to purify the soul is to cleanse it through experiencing its baseness without pretension. They believe cruelty, murder, violence, and decadence are steps on the path to enlightenment and that by expressing all the worst in you, you will reach a point where you are cleansed of evil, and become pure. They feel their goal is to guide all they can through the same process, tempting others to evil and exposing the corruption of mortal life so that all souls may find peace beyond their own mortality. Talans work in small cells of no more than 3 individuals, who meet in masks and hide their identities from one another. Their actions are criminal and dangerous, and Talans are hunted.

Vanya of the Silken Thighs

The Temple of Vanya of the Silken Thighs has a high priestess and a body of priests and priestesses that worship the goddess of pleasure through carnal sacrifice, charging alms from worshippers for the privilege of blessed congress. This is a wealthy temple, despite its lack of political influence, with many worshippers coming through its doors every day.

Languages

There are ten contemporary languages used in Athanor:

- **Tradetalk ("The Common Tongue")**
- **Alemanian**
- **Dromian ("spoken" language cannot be learned by humans)**

- **Duma**
- **Ghul (no written script)**
- **Hssu**
- **Khitai**
- **Mal'Akkan**
- **Throon (no written script)**
- **Zamorán**

There are four ancient languages, remembered only as scripts and used primarily by scholars:

- **Aquilan**
- **Saal'Keshi**
- **Turanian**
- **Ylumi**

Food in Athanor

Fungus is a major staple in Athanoran agriculture. Fungi provide fibers for paper, cloth, and as a substitute for wood. Fungi provide dyes and pigments. Fungi are major food crops. Mushrooms, spores, and smut all form part of the regular diets of people across the planet. Fungus and smut peddlers are common on the streets of most cities.

Cacti are sometimes eaten, usually in a form similar to Mexican nopales. They are often juiced and occasionally fermented into beers, wines, or hard spirits.

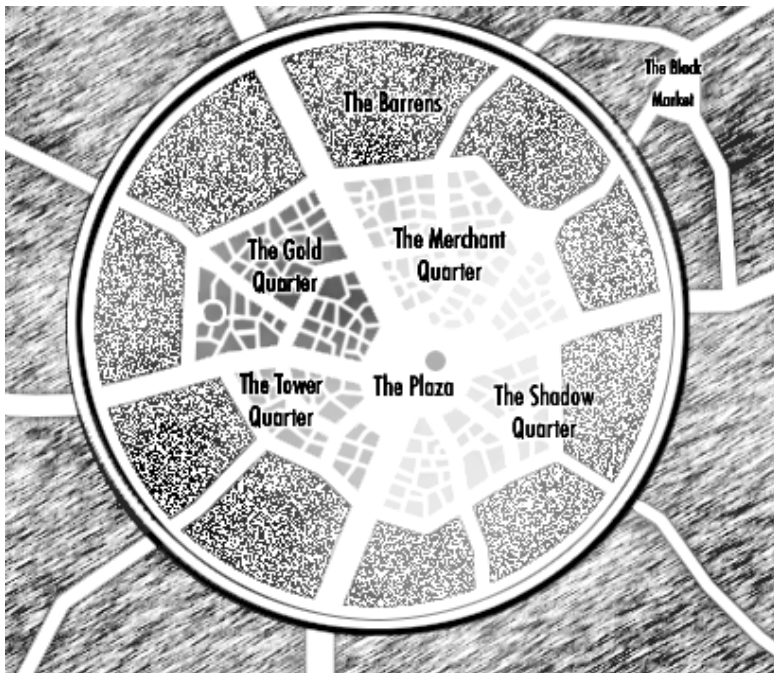
Dinosaur eggs and meat are common food items, though meat is generally considered a luxury item.

Arthropods are a good source of food for most common folk. Giant centipedes are sweet and moist when roasted, and giant spider legs are considered both delicious and dangerous to obtain.

But the most common form of arthropod is the meal beetle. The meal beetle is edible as a large, gelatinous egg; as a potato-sized pink grub; or as a full-grown beetle with a fist-sized body and long legs. As an egg, they are bland and sweet, but nutritious. As a grub, they are roasted, turning red and having a flavor and consistency similar to yams, but with a nice, buttery texture. As a beetle, they are roasted. Their legs become meaty and savory and their bodies cook up to a custardy texture with a light, nutty flavor. Meal beetles are commonly served as street food and are easily raised at home.

THE CITY-STATE OF ZAMORA

Zamora was a great, domed City of the Ancients. Made of huge stone slabs, the city's great dome is cracked, and much of the city now lies in ruins — an area now called the Barrens. The remaining elements of the city are centered on The Plaza, where the Tower of the Overlord forms the center of government, and where the Great Market is open to all. Most of its technological marvels are broken, raided, or forgotten, and what few remain tend to be in the hands of powers like the Overlord, Vog-Mur, or the Great Houses, or the Guilds.



A Sketch-map of Zamora

The populated parts of the city are divided into four quarters: the Merchant Quarter, which is the largest portion of the city, dominated by the Consortium of Guilds; the Gold Quarter, which is home to the wealthy and powerful members of the Five Families of powerful merchants, the Tower Quarter, which is dominated by the Tower of Wizards and their great University; and the Shadow Quarter, ruled by powerful criminal elements.

Sewers and ancient ruins riddle the ground beneath the city, and several powerful factions seek to control much of the city. The Overlord stays in

control by pitting factions against each other, and by controlling a small, loyal, and dangerous secret police force.

12 Inns and Taverns in Zamora

- The Black Pearl (Shadow Quarter): Frequented by criminals, thugs, and generally dangerous folk, the Black Pearl is a place to find disreputable folk for tasks not generally suited for polite company.
- The Boneyard (Shadow Quarter): Best known for its gambling rooms, though it is also notable for its terrible rooms, overpriced food, watered down drinks, and unsavory regulars.
- The Dancing Girallon (Merchant Quarter): A working person's tavern, the Dancing Girallon is small, cramped, and dominated by its loud and hirsute owner, Armando Pasillo, and the huge taxidermied girallon in a comical pose in the main room.
- The Feathered Serpent (Merchant Quarter): Located near the city's main temples of Law, this inn is clean, with comfortable rooms, simple but hearty food at reasonable prices, and a very respectable clientele.
- Firewaters (Shadow Quarter): This tavern is a dive, but a dive frequented by the children of the wealthy who want a taste of life on the rough side.
- Garcia's Old Peculiar (Tower Quarter): Run by an elderly former instructor at the Tower of Wizardry, Garcia's is well known for its owner's eccentricities, which include oddly bubbling (and flavored) drinks, practical jokes, and impractical magical effects placed on the establishment itself that make the place quirky or even surreal.
- The Golden Chalice (Gold Quarter): A fine but pedestrian inn that caters to traveling merchants and down-on-their-luck nobles without holdings of their own. It is a respectable and boring place, though some of the wealthy patrons may actually be involved in complex intrigues.
- Ouroboros (Gold Quarter): A fine restaurant and tavern known for innovative and exotic food and drinks as well as its very expensive prices. This is where the powerful and influential go to eat and to be seen.
- Ramirez' (Shadow Quarter): The middle-aged owner of this place is bigger than life, and is rumored to be a swordsman who is able to survive terrible wounds and to talk authoritatively about historical events. His accent is clearly not Zamoran, but he is well-liked and people do not challenge him about his true origins. He likes to remind customers about to brawl not to lose their heads, by force if necessary. This makes Ramirez' a neutral ground where parties can meet despite disputes.
- The Silk Slipper (Shadow Quarter): Poor food, weak drinks, and high prices are generally ignored here, since the real business at the Silk Slipper has more to do with the women in the main hall and the rooms upstairs.

- The Silver Horn (Merchant Quarter): A pale imitation of the Gold Chalice, the Silver Horn is a safe, boring, and respectable inn for the safe, boring and respectable.
- The Temple (Merchant Quarter): A low-class tavern across from the Feathered Serpent. Its customers are laborers and traders who live ordinary and hard lives, and need a drink now and then. Regulars can tell their spouses that they need go to the Temple and slip out for a drink.

The Great Houses

The Great Houses are the aristocratic families of Zamora. They control money, banking, various guilds, and military resources in Zamora. They are part Machiavellian nobles and part mob families, often busily scheming against each other.

- House Amador: known for fashion, dances, dueling, and social gatherings.
- House Buñuel: known for its artists and musicians.
- House Guzman: known for banking and ties to the Trade Guilds
- House Lucero: known for its connections to the Three Churches of Law.
- House Nuñez: known for skill in intrigue, assassination, and its connections to the Six Churches of Chaos.
- House Soriano: known for its connection to scholars.

The Trade Guilds

The trade guilds control the practice of most skilled professions in Zamora. They control training, pricing, distribution of goods, and training and hiring of apprentices. The Guilds are protected by city charters, and provide the backbone of trade in Zamora's cities.

The Red Hand Society

The Red Hand Society is a society of professional assassins. They are known for their strict adherence to contracts, and their skills at disguise, stealth, and poisoning. The Red Hands are illegal to hire, and illegal in their operations, but are much sought after to create final solutions to conflict.

The Sisters

The Sisters are a guild of assassins known for their ruthlessness, effectiveness, professionalism, and high cost. If someone hires a Sister, then they mean business. All Sisters are also adepts of some sort, whether they are rogues or magic-users, and use that to their advantage. The Sisters tend toward a mix of surprise, stealth, disguise, magic, poison, seduction, and ruthless disregard for collateral damage. An attack by a Sister leaves an

impression. The sisters arrive silently and make sure their victim is killed decisively and brutally.

The Explorers' Club

This group is a widespread Zamoran gentlemen's club. Most members of the club are young, wealthy dilettantes, some of whom actually engage in adventures, including safaris, airship racing, and exploration of ruins.

The Lo Pan Society

This group of Khitai merchants is suspected of many illicit dealings. They are likely involved in illicit smuggling and drug trafficking, and rumor speaks of a single sinister mastermind that they all serve.

Masks

As a result of years of vendettas and assassinations, masks have become a fashion statement among the wealthy and powerful, particularly the Great Families. Each family has a specific theme to their masks, though individuals have very personalized masks, usually decorated in a way to show their wealth, power and prestige. The themes, by House:

- House Amador: idealized representation of the wearer
- House Buñuel: abstract art pieces
- House Guzman: animals
- House Lucero: mechanical abstractions of human faces
- House Nuñez: insects
- House Soriano: minimalistic masks covered with quotes from scholars of personal significance to the wearer.

Criminals and members of illegal cults also wear masks, but these are typically not individualized, serving instead to keep the wearer anonymous. These masks are worn in commission of crime, in cult rituals, or in field missions.

People and Places of Note

The Undercity

The Undercity is a warren of tunnels, rooms, ruined buildings, and ancient catacombs under the city of Zamora. Most of these date back centuries, even predating the foundation of Zamora. Over time, it has become home to a number of unsavory elements, from vermin and pests to bandits, cultists, and undead horrors. Sections of the Undercity have

become notorious. Vog-Mur the Necromancer, for instance, has claimed a portion of the Undercity for his vaults, Flesh Vats and Clone Tanks.

Portions of the undercity are filled with machinery that process waste and atmospheric moisture into drinkable water for the city and help maintain clean air under the cracked dome. These areas are maintained by an army of Dromeans and patrolled by elite troops of the emperor's Vat Men. Other portions are part of an underground culture of the poor and outcast. Still others are overrun by fungi and slimes.

Those unfamiliar with the Undercity will find it to be a maze. Certainly, its warrens are complex and filled with danger, and few but the desperate or foolish will merely wander through it.

Mother Grubb's

Mother Grubb's, just on the southeastern edge of the Plaza, is a popular eatery and tavern among the poor of Zamora. The place serves a wide variety of meal beetles and meal beetle grubs – roasted, stewed, fried, baked, boiled — all served by a staff of dromian workers for Mother Grubb, a chubby, brick-red matronly woman. Mother Grubb is loud, boisterous and friendly, and her establishment is a respectable place, even if it is filled with the poor and out-of-sorts.

Señor Esparza

Señor Esparza is Vog-Mur's representative at the Grand Market. He provides sales and support for the Clone Pits. If you want someone brought back from the dead from even a small portion of themselves, if you want a duplicate, no questions asked, you just need 1000 gold and a pound of flesh (literally) and you, too, can have a clone. Certain restrictions apply.

Señor Esparza is bald, with exaggeratedly broad shoulders, beady eyes, an upturned nose, and a constant smile. Any familiar with the Vat Men will know that Esparza is one of these synthetic creatures. However, unlike the majority of the Vat Men, Esparza talks, and does so quite eloquently. This does not diminish the feeling of wrongness he gives off — rather, it seems to enhance it. As does his dress. He wears a crisp, white linen shirt, a narrow black tie, a brocade waistcoat and expensive black breeches and jacket. A black top hat tops his bald head, and black lizard-skin shoes cover his feet, topped by white spats. He carries a silver-tipped cane at all times, and carries a pocket watch on a silver chain.

The Surgeon

In the Plaza, he's called The Surgeon, The Alemanian, and The Fixer. His actual name is Deidrich Todenkopf. He dresses an ill-fitting black suit

with a red velvet waitscoat, a shiny gold pocket watch, and a stained and ancient lab coat. He wears a device riveted into his left temple that includes armatures with a variety of lenses he can move into a mix of combinations as he looks at objects and surgeries. He moves with a strange, spidery graces and speaks with an almost alien dispassion. His insectoid face is almost impossible to read.

The Surgeon is a skilled physician, but his other services are the ones that make him notable and notorious. The rumor is that the Surgeon is skilled in advanced Alemanian medicine, and is able to perform certain enhancements for customers, giving them strange, even superhuman abilities. If it is true, his clients seem to keep their changes covert, since such abilities don't seem to appear where others can see them.

The Surgeon is obsessed with talking about his theory of Transhumanism, that beings can transcend their mortality to a state of physical, mental, and moral transcendence in which they are no longer bound by primitive physical, mental, and moral boundaries. He often rants about such things in detail.

The Surgeon is served by a hunchbacked Alemanian dwarf named Einhardt. Einhardt speaks little, is immensely strong, and deeply loyal.

"Mad" Hakim Al'Azif's Mercantile Emporium

Hakim Al'Azif, the Mad Mal'akkan, is known for his huge merchant tent in the plaza, where he sells a wide variety of goods for "prices so low, I must be mad!" Hakim dresses in a colorful turban adorned with gems and plumes, his spines shaved entirely. His wide eyes provide a strong sense of frenetic energy. His prices are actually quite average, but his selection is broad, and often includes rare and unusual items, sometimes of dubious origins. He drives a hard bargain, but can be bartered with and will negotiate prices if he sees something in it for himself. He is guarded by two burly Mal'akkans named Abdul and Hazrad.

The Pleasure-dome of Sshenssu Salesssh. Sshenssu

Salesssh is a Hssu merchant whose focus is in providing services to humans. His Pleasure Dome provides a mix of services that serve the hedonistic desires of humans. His Pleasure Dome is a large building on the edge of the plaza, and it offers three kinds of services: gambling in the casino, a mix of alcohol and recreational drugs (such as ssharu and black lotus) in the bar, and a wide variety of erotic services in the brothel. Salesssh is cold and alien, has trouble telling apart individual humans (or even understanding the difference between males and females), and has no concern for human morality or inhibitions, or their value as more than

resources for profit. He isn't malicious— he just doesn't really see humans as really equal to Hssu.

The Overlord

The Overlord, whose name is lost in obscurity, has been ruler over Zamora for at least five decades. Legend says that he was an adventurer who returned to the city from the wastes dressed in magical golden armor which made him invulnerable and gave him mastery over lightning and fire. He brought order to the chaos of the ruined city, rebuilt its core, created alliances with powerful factions in and below the city, while promoting minor conflicts between others to create a city where powers were balanced against each other and the Overlord's might proved to be greatest.

The Overlord tends to delegate authority to a vast bureaucracy of petty officials, served by Dromian runners and workers, and guarded by his Vat Men who act as his personal guard and retinue. His spies are trained doppelgangers bred by Vog-Mur in his clone pits.

Many of the Overlord's actions seem mad, random, or inscrutable, though few would say that to him directly. His rule is one of fear and mostly benign dictatorship.

No one has seen the Overlord's face. His "children" appear to be cloned or engineered in the Flesh Vats of Vog-Mur, and tend to be strange aberrations engineered for decadence and degeneracy. Most of these children have set up palaces in the wastes of the city or in the underworld, and have little to do with the others, merely entertaining themselves in their palaces. The Overlord seems to have no concerns regarding them, and they have no influence with him, though many seek their favor as powerful entities.

Alaric the Dragon

Alaric is the eldest of the Overlord's children. His palace is in the north, where he has built a small cult. He has the head of a great lizard, scaled skin, and a long tail. He is swift-moving, brutal and a powerful wizard. He is said to delight in combat, has an arena where combatants fight for his entertainment. It is said that Alaric sometimes eats the most impressive competitors.

Basilia the Huntress

Basilia the Huntress is cruelly beautiful, with alabaster skin and black hair. Her hands end in long, steel-hard claws, and her long limbs are graceful, and her movement swift. She has a palace in the east, where

harpies made for her by The Surgeon act as her servants. It is rumored that she catches and hunts men with her harpies in the tunnels below her palace.

Celestina the Beautiful

Celestina is a sorceress with a beautiful face and an incredible voice. Her head, however, is attached to a long, snake-like body. She is outgoing and known as a healer and seeress. Her palace is in the south, and guarded by machines loyal to her.

Desiderio the Libertine

Desiderio looks human, but has four arms. He is outgoing, fun, and lecherous. His pleasure palace is in the west, where he indulges many diverse tastes with many diverse partners. He is a scoundrel of the highest order, and is served by a number of chalk white mute pygmies made for him by Vog-Mur.

Vog-Mur the Necromancer

Vog-Mur is an ancient terror, a centuries-old necromancer served by armies of undead. His lair is a multi-layered labyrinth below the sewers of Zamora. Vog-Mur is a power unto himself, and he has made alliances with the Overlord of Zamora. He supplies the Overlord with Vat-men, and runs the Clone-vats of the Ancients, supplying the slave and prostitution trades of the city with an endless supply of goods. But he also experiments on the dead and dying poor, learning what he can through his foul experiments. It is said that the natural philosophers of Alemania are deeply interested in what Vog-Mur has learned, though he looks in disgust at the technologies that they have lately begun to use in their land. Vog-Mur has a reputation for perversion and lust, manufacturing slaves for his own pleasure pits and hiring or capturing more to slake his twisted desires.

Vog-Mur appears to be a bloated man, standing nearly seven feet tall, with pale, bluish waxy-looking skin and a small head with dead white eyes. His lips appear to be receding past overly large, squarish yellow teeth in nearly black gums, his lips pulled back in a slight grin. His upturned nose seems ragged and pink, and his ears seem too small and withered. His legs end in reptilian feet, turned oddly, and his hands end in black, carapaced claws. He dresses in little more than a ragged kilt, with a broad leather belt.

Despite his great size and girth, he moves quickly, and is incredibly strong, making him a terror both when he is using magic and when he fights hand-to-hand. He seems to feel no pain, but to delight in the suffering of others.

Vog-Mur is clever, cunning, and generally willing to parley with anyone. But he tends to make deals with cunning and forethought, so parley with the necromancer may not be the blessing it seems to be at first.

TWELVE ZAMORAN ADVENTURE SEEDS

1. Ghul bandit Azara Zala has been raiding traders around the Undercity Market. The Hssu merchant Ssalava is hiring mercenaries to hunt Zala.
2. Beggars in Zamora's outer city have recently been congregating in groups, glassy-eyed and chanting gibberish, harassing any who pass. This is spreading, and now small groups of children and laborers in the city have been gathering in similar groups, chanting in similar ways.
3. Mercedes Amador is hosting a party for the city's unwashed masses, whom she adores. Both powerful and lowly people will be at her palace, where she usually arranges for something dramatic to happen in order to spark an entertaining scene for everyone.
4. 16 year old Isabel Soriano and 17 year old Joaquin Nuñez have fallen in love, much to the dismay of their respective houses. Isabel is promised to Romero Guzman, a power-hungry fortyish lout, but Joaquin, a rake and scoundrel by reputation, has declared publicly that the marriage will not happen, driving both houses to the edge of warfare.
5. Raul Amador is gathering a safari to hunt the Red Devil, a huge, cunning Tyrannosaurus outside Zamora.
6. The tower dragon is ill, and the wizards of the Tower will pay handsomely for the recovery of rare fungi to treat the beast.
7. A swarm of osquips came out of the sewers last night and dragged away an innkeeper and his family. The innkeeper had turned away a strange Mal'Akkan man, who cursed the innkeeper before leaving.
8. Three merchants have been approached by the Lo Pan society offering protection from coming disasters. The merchants declined, and suddenly seem cursed. The Society members will not talk to them at all, and they have no idea how to fix their situation.
9. A Duma man has returned from nearby ruins with tales of a terrible monster guarding a golden flying chariot that killed his companions.
10. A storyteller tells the tale of an ancient princess trapped in her palace underground, sleeping until a savior will awaken her with a kiss. Her

savior will need to overcome terrible monsters, but will inherit the treasures of her kingdom and her hand in marriage.

11. A Khitai wizard is granting wishes to anyone in exchange a trinket of great personal worth to wish-maker.
12. The priests of Malkut the Scholar are hiring adventurers to travel to a ruin to the east and recover a set of ancient tablets. They warn that the ruins are overrun by girallons and the tablets themselves are said to be guarded by Ancient traps and mechanical guardians.

PLANETARY ROMANCE PLOTS

Athanor is all about the pulpy planetary romance action. In that spirit, I offer my own Pulp Planetary Romance Plot chart. Roll on Chart A for your villain, Chart B for their evil scheme, Chart C if you need to determine a victim for the scheme or an ally for the hero to make along the way. Keep rolling for all you need, since heroes are always finding new supporting cast members to have to rescue later.

Chart D is for the plot devices, maguffins, or odd bits of alien technology that show up. Chart E is the plot twist about the larger campaign that the plot reveals. I have used a mix of actual elements of planetary romances and some ideas that sounded good to me at the time. However, some word on the general plotting of Edgar Rice Burroughs-style tales is worth some time.

To be loose, general, and a little facetious, the general Edgar Rice Burroughs style plot should resemble: Villain(s) enact an Evil Scheme that leads the PCs to pursue the Villains across the planet resulting in the Revelation of a Secret that affects the setting. In the end, the hero triumphs (usually rescuing the princess and killing a lot of bad guys along the way) with a different understanding of the world.

Table 26. Chart A: The Villain(s)

d10	Result
1	Cowardly and Treacherous Noble
2	Cunning Scion of a Dead/Dying Race
3	Cold and Amoral Alien Scientist
4	Heartless Assassin
5	Rival
6	Bounty Hunter
7	Slavers
8	Pirates
9	Bandits
10	Cultists

Table 27. Chart B: Evil Scheme

D10	Result
1	Kidnapping
2	Theft
3	Exploration
4	Chase
5	Attack
6	Brainwashing
7	Brain-stealing
8	Dishonor/Besmirch
9	Sell into Slavery
10	Imprison/Transform/Make Comatose

Table 28. Chart C: Victim or Ally

d10	Result
1	Beautiful Princess
2	Noble Savage
3	Brave Warrior
4	Strange Alien
5	Scientist/Philosopher/Scholar/Priest
6	Ousted Nobleman
7	Misunderstood Scoundrel
8	Loyal Handmaiden
9	Brute with a Heart of Gold
10	Warrior-Maiden Who Will Not Allow Herself to Love

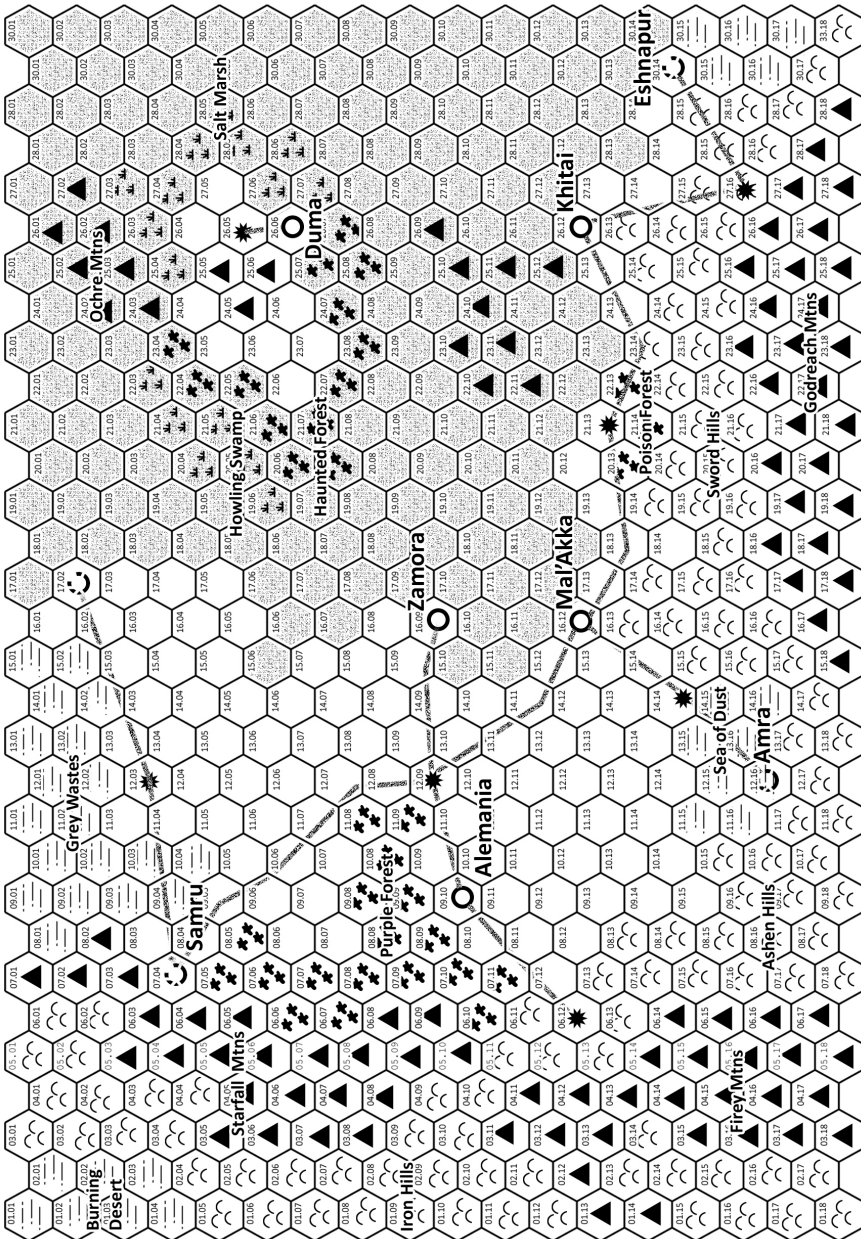
Table 29. Chart D: Plot Devices and Maguffins

<i>d10</i>	<i>Result</i>
1	Ancient Weapon of Vast Power
2	Terrible Monster from the Dim Past
3	Advanced Power Source
4	Terraforming Device
5	Last Scion of an Ancient Race
6	Device that Will Make the User a (Near-)God
7	Mind Control Device
8	Army of Robots
9	Library of Lost Knowledge
10	Still Functioning Computer/AI/disembodied brain(s)

Table 30. Chart E: Secret that the Plot Reveals

<i>d8</i>	<i>Result</i>
1	Lost City of Ancients Who are Now Degenerate.
2	Lost City of Ancients Who Have Vast Mental Powers But are Now Amoral
3	The Truth Behind the Locals' Belief About the Gods
4	A Terrible Monster Worshipped as a God
5	A Terrible Danger That is Coming From Far Away
6	A Lost Race Who Secretly Manipulates the World
7	The Villains Are Even Worse Than They Seemed
8	A Prophecy of Great Import

ZAMORA MAP AND KEY



These notes are intentionally sketchy, and serve as a starting point for the Referee. The format of these harkens back to the old Judges' Guild Wilderlands maps, and I have included notes only a fraction of the hexes on the map, also much like the old Wilderlands supplements, leaving room for the Referee to change or add details for his or her own campaign.

Unless players are looking for adventures, there should be a 1 in 6 chance of stumbling into the set encounters for a hex (as well as the usual chances of a random encounter).

Non-player characters are noted as Fighters (F), Magic-users (MU) or Rogues (R) with their level (e.g., F4 is a 4th level fighter.)

Athanor Map Key

1 hex = 6 miles

-  Desert
-  Hills
-  Mountains
-  Fungal Forest
-  Swamp
-  City-state
-  Ruins
-  Moisture Plant
-  Canal
-  Sea Bed

Hex Notes

- | Hex | Notes |
|-------|---|
| 02.03 | An oasis in this area supports a small area of fungi, teeming with lizards and insect life, but otherwise unoccupied. A set of ruined huts, long uninhabited, lies on the edges of the oasis. The ghosts of villagers who were killed by ghuls haunt the place. |
| 03.06 | A large mechanism is asleep in a cave here. If activated, it awaits instructions. There is always a 1 in 6 chance when it is given an order it will go berserk and attack its now-former master. |
| 03.14 | A village of 4d6 Hssu and their 2d6 human slaves (of various hues, mostly Zamoran, obtained legally in Zamora.) They have an orichalcum mine and a strange, well-protected machine in the center of the village. |
| 04.09 | A Hssu village of 4d6 individuals dedicated to farming fungi and trading them in the east. |
| 04.10 | A gargantuan spider of quadruple hit dice has built her lair in a large cavern. She has amassed a treasure worth 10,000gp, though much of that is in the form of other kinds of treasure— armor, weapons, technology, and the like. |
| 04.12 | An outcropping of meteoric rock is worth 50gp a pound, and can yield 5d6 pounds of sellable rock. It is also radioactive. Each full week it is carried, save or gain a mutation: 1-3 minor, 4- major, 5-6 Drawback. |

- 05.15 The mountaintop sanctuary of the Monks of the Blue Eye, an ascetic order of scholar-monks and sorcerers who are ethnically Alemanian, but reject the values of their kinsmen. They are very wise in the ways of the world, but wish peace and isolation.
- 06.03 A huge crater lies at the top of the Broken Mountain, where an asteroid fell years ago. In the center of the crater is a lump of priceless starmetal that can be worked into a magical weapon or suit of armor. The local wildlife, however, is mutated and hostile....
- 06.06 A sinkhole in the forest reveals an underground complex of the Ancients, guarded by technological traps, and robots. A cache of weapons may be found beyond the guardians.
- 06.09 30 Zamoran anti-Alemanian guerillas, led by a F3, riding pachycephalosauruses. They are shabby and demoralized.
- 06.10 A field of soft, red fungi is delicious, thirst quenching, and will cause those imbibing to save vs. its toxins or hallucinate for 1d6 hours with terrifying, seemingly real visions that leave them unable to do anything but writhe on the ground the whole time. There is enough fruit for 1d6 people to eat, and it will take 3 months for more mushrooms to grow.
- 06.12 The Atmosphere Plant here is guarded by 4 large mechanisms, in good repair.
- 06.14 The lair of the dashing sky pirate Antonio Salazar, R6. His crew of 20 Zamorans, 2 Alemanians, 4 ghuls and a Hssu fly the airship Ruthless. His hold has 4 riding pteranodons and his ship is armed with cannons.
- 07.05 A pair of giant slugs is mating under the canopy here.
- 07.08 A village of 20 Alemanians lives here, under the leadership of Klaus Teuber, F5, who teaches a simple life free of laws, technology, and inferior non-Alemanians.
- 07.12 The Alemanian Agricultural Collective, automated and staffed by 5 Ancient robots, 100 Alemanian workers, 20 warriors, and commanded by commander Helmut Stern, F3.
- 07.16 The basalt citadel of the undead wizardess Zalka Zan, whose garrison of zombies and skeletons protects his vast library. She knows and hates Vog-Mur, but focuses mostly on two goals: finding

the reincarnation of her lost love Kemel Khur, and finding a way to live again once she finds her love.

- 07.40 Utterly crushed beneath its collapsed dome, only the undercity of Samru remains. The surviving tunnels are overrun with fungi, slimes, jellies, and the like. Amidst this lives the sorcerer Loigor the Slimemaster, who has created an army of slime and fungus creatures to serve him, including humanoid myconids who are his loyal servants. His treasure-trove is vast, but well guarded.
- 08.05 A tall, fleshy fungus "tree" is delicious, thirst-quenching, and will heal 1d4 hit points of injury once per day. There is enough flesh for 1d6 people to eat, and it will take 3 months for the mushroom to regenerate.
- 08.09 A logging village of 30 Alemanian workers, 30 captured labor slaves, 20 F1 guards, 2 F2 sergeants, and a F4 lieutenant. All guards are armed with firearms, except the lieutenant who has a 10-shot laser pistol, range 500, ROF 2, 2d6 damage. He has a spare orichalcum cell.
- 08.17 A mound of ash turns out to be an Ancient Bunker, guarded by 3 medium mechanisms. Inside are a cache of Ancient books worth 3000 gold and a laser pistol (range 500, rof 2, damage 1d6+6, can hold 20 charges, but is depeleted and needs a new orichalcum cell)
- 09.04 A group of 3d6 Ghul Raiders on Deinonychus mounts, led by a Fighter 4 leader armed with a laser pistol. Laser pistol: 2d6 damage, range 500ft, rate of fire 2, holds up to 20 charges on a full orichalcum cell. Only has 8 shots remaining.
- 09.09 A logging village of 30 Alemanian workers, 30 captured labor slaves, 20 F1 guards, 2 F2 sergeants, and a F4 lieutenant. All are armed with firearms, except the lieutenant who has a 10-shot laser pistol, range 500, ROF 2, 2d6 damage. He has a spare orichalcum cell.
- 10.06 The ruins of a former village have become the home to 2d6 girallons.
- 10.09 Alemanian dissidents are trying to block the canal feeding the city. The group of 20 dissidents is dedicated to overthrowing their government, but are poorly equipped, poorly organized, and very unpopular at home.

- 11.10 Alemanian Agricultural Collective, a factory fungus farm run by 50 Alemanian workers served by 10 robots. They are guarded by 20 soldiers, 2 F2 sergeants, and a F4 lieutenant.
- 11.17 There is a 25% of an avalanche of ash either blocking the party's path or sweeping them off their path.
- 12.03 This Atmosphere Plant is infested with oozes, who have not yet damaged the system.
- 12.07 A tribe of particularly bloodthirsty Throon, the Jagged Blades, ride through the area on iguandons. There are 3d6 riders in any given group.
- 12.09 The Alemanian First Company has recently seized this Atmosphere Plant. 100 warriors, 4 sergeants F2, 2 lieutenants F4, 1 captain F7. All armed with rifle, short sword, bayonet. Captain also has 4 trained ankhegs under his control.
- 12.10 The remnants of a Zamoran caravan can be found here, the dinosaurs slain, the bodies of guards left behind, but the people taken away. 6d6x100 gp in trade goods can be found here, untouched though any foodstuffs have been eaten by scavengers. A trio of allosauruses are feeding on the bodies.
- 12.16 Amra appears to be a shining domed city still as glorious as ever. In truth, it is maintained by the power of the scientist Naram the Golden, who found a powerful machine in the heart of the city. His ancient, dessicated body creates realistic illusions of the populated city in its glory, though the people are eerily the same, and the lonely old man traps visitors just to have others to talk to.
- 13.05 A Throon tribe has settled a village here around their elders. 30 Throon led by a F4.
- 13.07 A cyclopean stone statue of a squat, squamous, rugose batrachian humanoid creature, cast in a marbled green and pitted rock, its face a great maw with bulbous eyes, with great sideways-pointed ears, a ragged hole for a nose, and a broad, toothsome maw splitting the lower half of its face. Its great clawed toes drape over the stone footing of the statue, and its great clawed hands hold a stone bowl, empty now but stained with brownish dried ichor. Eldritch symbols cover the bowl in an unreadable script. The statue makes people uneasy, but is otherwise unremarkable.

- 13.09 An armed Alemanian camp is capturing travelers and using them for medical experiments. There are 50 prisoners, 70 guards, and 30 scientists here, led by Doktor Todenkopf, MU 6, who has 4 F3 guards and Lieutenant Mueller, a F5.
- 13.11 The small farming village of Morilla provides much of the food that Zamora uses each day. Morilla hires a large number of mercenaries to defend the village from Throon and Alemanian raiders.
- 14.01 A group off 3 Hssu merchants on a triceratops is lost in this hex and looking for a way back to civilization.
- 14.06 The obsidian tower of Fernando Montenegro, MU 10. A stone golem, 10 F2 guards, and 12 medium mechanisms guard this tower. Fernando spends his time studying, and hates disruptions.
- 14.09 A small Zamoran farming village, hidden behind a stone wall. Las Piedras is led by a F4.
- 14.14 The Khalid clan of Mal'akkan warriors guards this Atmosphere Plant. 40 Mal'akkan warriors, 4 F2 sergeants, 1 F6 captain, 1 MU 4 vizier.
- 15.02 A long-forgotten Ancient city barely peaks its remnants out of the sand, but under the city ruins and tunnels survive. Here, two warring factions rule the underground ruins, fighting in its streets and under the city, believing the world outside is dead. These two factions, the skull-masked Mictli and the animal-masked Azca, have been locked in battle since the days of the Ancients, seeking control of the Atmosphere and Food generators in the city, which are guarded by iron golems. Both factions speak a version of ancient Aquilan. Under the city are riches in terms of gold, silver, and magical items, but getting past the warring factions will be a challenge.
- 16.17 A great metal circle stands upright here atop a short set of steps. Next to it is a small pedestal with a circular set of tiles on it. Neither the circle nor the pedestal seem to do anything.
- 17.02 Ochaga fell because of its experiments in science. Little lives here but osquips and the terror of Shakru, an 20 foot tall armored brute, oozing dripping ichor between its armored plates, with arms ending in large pincers. AC 4 [15]; Hit Dice 8; Attacks: Claws (2d6+2); Special: tail (special attack 1d6 to rear), confusion; Move: 14, tunnel 4; HDE/XP: 9/1100. Has glowing eyes, is covered with

oozing sores – ooze causes confusion (save or roll for action (d4): 1 attack nearest creature; 2 stand still doing nothing; 3 run in random direction; 4 attack friends.)

- 18.09 A blood-red tyrannosaurus stalks the area, with twice as many hit dice as usual.
- 18.06 1d6+2 Allosaurus hunt here. They are severely mutated, with poison bites (save or 2d6 damage), tentacles for arms, spines along their back and transparent skin like a ghul. They are particularly short-tempered and vicious, and even fight amongst each other for prey. Looking for the source of the mutation will reveal several leaking stone canisters of glowing green liquid, marked with wording in ancient Aquilan that read “danger.”
- 18.07 A group of Zamoran merchants headed toward Khitai riding parasaurolophus—there are 6 beasts, 2 merchants, and 4 guards with 2 pistols each and long lances. They are carrying 2d6 x 500 gold and are intent on trading for spices and silk.
- 18.08 The picked-over remains of a desert caravan is filled with bones and bleached wood, as well as 5d6x100 gold in treasure.
- 18.16 The ruins of a spaceship can be found buried in an impact crater here. Inside it are 3d6 ochre jellies and a device that contains alien star charts that will be worth a great deal to scholars if anyone can figure out what it is, how to power it, and how to read it.
- 19.08 An air jelly mating ground covers a half-mile radius. Thousands of the creatures form a virtual cloud of deadly jellies.
- 19.11 The crashed remnants of an airship, recently raided by sky pirates. There are bodies, but no survivors. 3d6x100 gp worth of mundane supplies may be salvaged from the airship. The thing is crawling with compsagnathus and rhamphorhyncus feeding on the bodies.
- 19.24 A group of 20 khitai bandits led by a F5 commander. The leader, Shenzai Sheng, has a bounty of 2000gold on his head.
- 20.13 A clearing that appears to be lichen is really a carnivorous mutated plant. AC 9 (10), HD 12, Atk tentrils, 2d6, Special: create trapping barrier of tangling vines 60ft square, save to avoid or escape, spores—save or sleep 1d3 rounds; Move: 1foot, HDE 13.
- 20.16 Tunnels under the mountains are home to subterranean bird-men, and great horrible bird-creatures with arms that end in hooks. These

creatures serve terrible creatures that look like brains with long tentacles and bird-like beaks. There is 500 g.p. worth of treasure, plus ancient technology in the tunnels, well-guarded by these monsters.

- 21.05 An enormous fungal slime slithers through this area: AC 8 (11); HD 15; Attack: pseudopods 2d6; Special: rubbery body: ½ damage from physical attacks, destroys wood, immune to mental attack; Move 8, HDE 18.
- 21.07 An ancient Duma hag has a hut in the forest. She is able to cast a glamour on herself appearing youthful and beautiful. She will trade companionship for aid. She is an MU7, and has 1d6 potions for sale.
- 21.08 The mall walled Duma village of Warata ekes out an existence herding iguanadons. Their leader is a MU 4.
- 21.13 The Glorious Khitai Water Guard protects this Atmosphere Plant. 100 soldiers, 20 sergeants F2, 4 lieutenants F4, 1 captain F6. 40 soldiers mounted on iguanadons and armed with 2 pistols and sword . 60 soldiers on foot mounted with rifle and sword. Officers with 2 pistols, sword. All in chain mail.
- 22.02 An armed battle robot, escaped from T'kudu (24.01), wanders this area, looking for "enemies."
- 22.03 A hermit lives here, Ndege Mato, Rogue 2. He is a trickster, but generally helpful. His hut is safe and hidden.
- 22.09 The bones of a whole herd of parasaurolophus litter the ground, as if the creatures were all slaughtered suddenly and brutally.
- 23.06 A wild Duma woman, Ushara, R7, has the psychic ability to speak with and befriend dinosaurs. She lives here free of others, and desirous of her own privacy.
- 23.10 The Alemanian female sky-pirate, Melantha Burgos (F8) raids from a fortified mountaintop lair. Her crew is a hodge-podge of ruthless raiders attacking from her airship, the *Witch's Blade*, and from the backs of trained pteranodons.
- 23.15 The terror of the hills is an enormous, four-legged reptilian giant that speaks, but mostly to parrot its attackers. The thing is territorial and will not pursue those who flee it: AC 5 (14); HD 8+8; Attack:

club or bite 2d6; Special: fear on first seeing—save or flee for 1d4 rounds, regeneration 1 hp/round except by acid; Move 20, HDE 11.

- 24.01 T'kudu the Iron Wizard is a master of machinery. He has 4 Ancient robots, an aircar, and several Ancient artifacts at his disposal. He is served by 20 F2 guards, 4 trained girallons, and his robots. He is fascinated by the Ancients, and has a great distaste for non-Duma.
- 24.03 The walled mining village of Ochego supplies Duma with a rich iron supply. It is heavily guarded by 40 Duma warriors, 4 F4 sergeants, and a F10 commander.
- 24.13 The Khitai farming collective of the Jade Commander of Sunset is an efficient and highly rigidly organized village of 100 peasants, 30 soldiers, and a MU 7 magistrate who holds the title of the Jade Commander of Sunset. He has two personal guards who are F3.
- 25.04 The heroes are hunted by a large, intelligent snake-like creature with an armored head with compound eyes and insect-like mandibles, with shifting markings over its body. AC 6 (13); HD 4; Attacks: bite 1d6; Special: constriction 1d6, poison, surprise on 1-3; Move 12; HDE 5.
- 25.07 3d6 skeletons animate each night and rampage through the forest.
- 25.08 A cave occupied by 1d6+3 Girallon has 2d6+6 x 100 gp in treasure in it.
- 25.17 A holy woman has found a shelter here. She is an earthwoman, once an astronaut now an ancient mystic. She will answer one question from a worthy seeker. If annoyed, she has a powerful energy weapon, The Hand of Death, to settle problems. She is a F4.
- 26.05 Currently controlled by a group of 20 Ghuls, led by a Fighter 6 chieftain. The Duma would love to have these barbarians routed from the plant.
- 26.09 An ancient mountain shrine to a forgotten god is filled with traps.
- 26.15 Buried under a rockslide is an ancient hovertank, still operational with a little work, with a couple of days of fuel. Its main gun and side laser cannon still work, but other than an operations manual in Aquilan, there is no other way to figure anything out. Good luck
- 27.02 A nest of 3d6+3 giant wasps has made a papery tower on the side of a mountain.

- 27.06 A pack of 3d6 hunting spiders hunts like a running pack of wolves across the wet surface of the marsh.
- 27.16 This atmosphere plant is in disrepair, but could be repaired. It is currently being used as a lair by a clan of 20 throon warriors led by a F8 chieftain and 4 F4 elites.
- 28.04 The Duma bandit Tiko Mbeke, F8, has gathered a group of 50 mixed Duma, Zamoran, and Khitai bandits, as well as a small pack of Ghuls, Throon, and Alemanians to act as his shock troops. He is planning guerilla raids of Duma villages to fund an attempt to raid the city.
- 28.16 A valley here is filled with broken weapons and machinery, long rusted and half-covered with lichens. The place is so clogged with ragged, rusted steel that it is difficult to pass through without having to cut movement speed in half. A hundred-foot tall metal rune-covered body rots in the middle of the pile.
- 30.11 A group of throon elders is guarded by 40 of their kind. They do not seek a fight, just to be left alone.
- 30.14 Eshnapur city is a deserted ruin. A few girallon, osquips, and stirges live here. The city, however, has no metal in it. The metal is being eaten by something in the city... insect-like flying creatures called the Slith, four-legged, bat-winged creatures the size of an egg with fat, rounded bodies, four long, spider-like legs, and eight-eyed armored heads with wide, fanged mouths, the Slith are a near-extinct pest of the Athanoran wastes. They eat metal voraciously, attacking armored opponents first. They exude a thick layer of slimy mucus that is highly corrosive to metal. Their dense, armored bodies are immune to all piercing attacks. AC 6 [13]; HD: 1 hp each; Attacks: Bite (1 hit point); Special: corrode metal (3 hits on slith will corrode a metal weapon. 3 hits by slith will corrode a shield or suit of armor made of metal); Move: 3 (18 when flying); HDE: <1. Treasure in the city includes gems and small art items collected by the girallons and the library of the tower of sorcery, lair of the slith, who have a huge hive there.
- 31.03 A huge metal ship has long fallen apart. It is rusted through and has nothing salvageable. It is home to a grey ooze.
- 31.18 Crashed spacecraft protected by brain-eating squid-headed aliens who guard an arsenal of alien weapons, as well as a mix of robots and strange mutated animals.

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