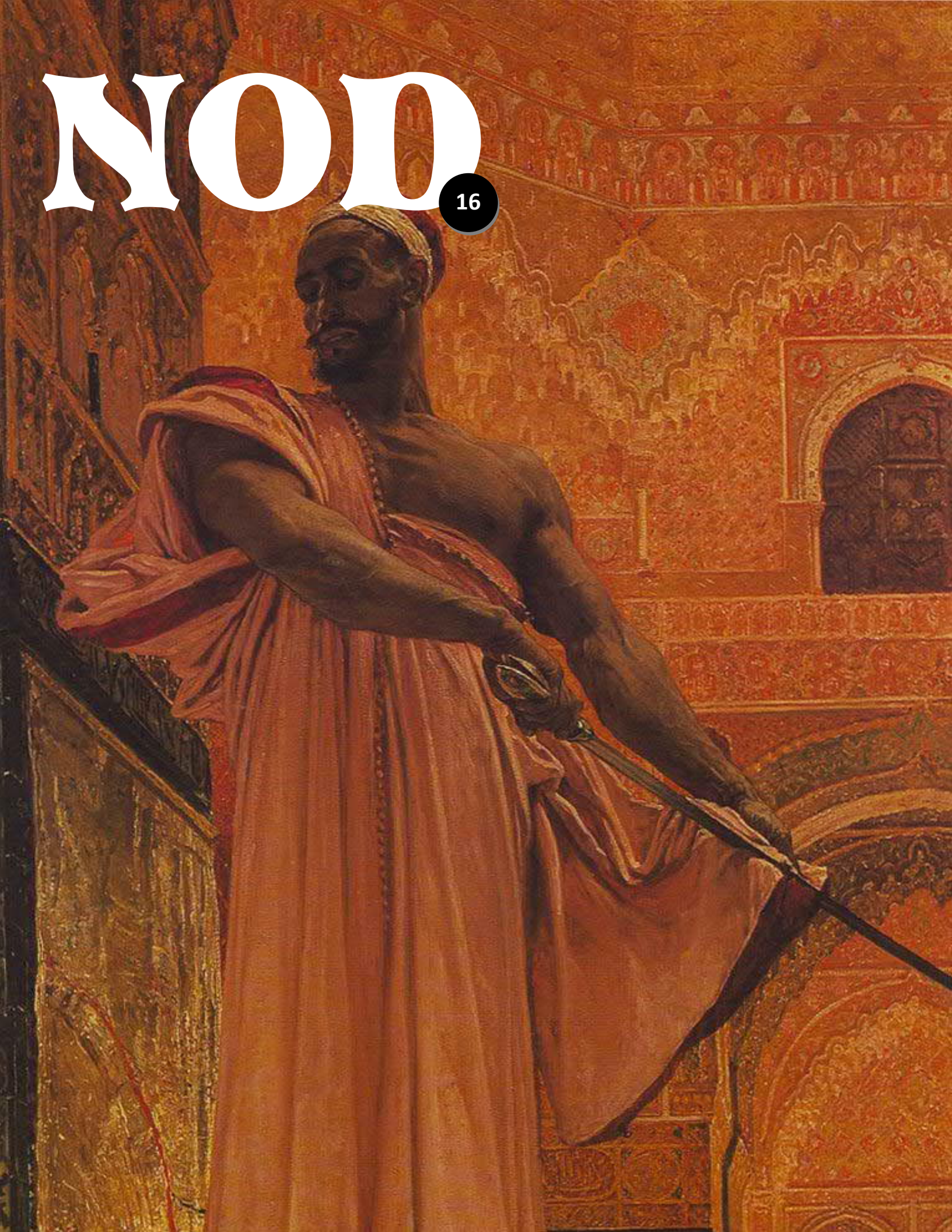


NOD

16



NOD

16

By John M. Stater

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MONSTERS

Monsters of Cush

Centaur Illustrations by Jon Kaufman

AARDVARK, GIANT

Huge Animal, Neutral (N), Animal Intelligence; Solitary

HD	9
AC	14
ATK	2 claws (1d8) and tongue (see below)
MV	20
SV	F 6, R 9, W 14
XP	900 (CL 10)

Giant aardvarks resemble their smaller cousins, with a long, pig-like snout, rabbit-like ears and a kangaroo-like tail. Instead of digging for termites like the normal aardvark, giant aardvarks, which can measure as large as twenty feet in length, tend to dig into cottages and subterranean burrows for large prey such as humans, goblins, and ankhegs. Giant aardvarks dwell in woodlands and savannahs (i.e. grasslands).

The giant aardvark's tongue is 10 ft. long, and is used to suck prey into the aardvark's mouth. A successful hit with the tongue forces the target to make a Fortitude saving throw or be yanked into the aardvark's mouth and swallowed, where it suffers 1d6 points of damage per round. Giant aardvarks don't eat more than a couple of people before they lose interest.

Special Qualities: Surprised (1 in 8)

ABATWA

Tiny Humanoid, Neutral (N), Average Intelligence; Patrol (1d20)

HD	0
AC	16
ATK	Spear (1 + poison III)
MV	10
SV	F 16, R 17, W 16
XP	50 (CL 0)

Abatwa, or ant men, are humanoids that measure only 2 feet tall. Although not malicious, abatwa are very sensitive about their size and do not hesitate to attack those who reference it. All abatwa hunters are skilled at tracking and survival. Select warriors use giant ants as mounts. They carry tiny, poison-tipped spears and short bows with poisoned arrows into battle.

Abatwa hunters travel in small groups. Abatwa tribes number from 2d10 x 20 warriors plus additional non-combatants equal to three times the number of warriors. For every 20 warriors, there is one 1 HD sub-chief, and the tribe is commanded by a chief with 3 HD. Tribes usually have 1 giant ant mount per 5 warriors.

ADZE

Medium Magical Beast, Chaotic (CE), Average Intelligence; Swarm (1d8)

HD	5
AC	15
ATK	Bite (1d6 + blood drain + disease)
MV	20 (F50)
SV	F 11, R 11, W 13
XP	500 (CL 6)

In its natural form, the adze looks like a large firefly with a vaguely humanoid face. It has green eyes and a fanged mouth. Adzes feed on coconut water, palm oil and blood, especially the blood of children. They are capable of changing shape once per day, usually into the form of an old woman. In combat, an adze attempts to bite its opponent. If successful, the opponent must succeed at a Fortitude saving throw or the adze latches onto the victim and begin draining it of blood, inflicting 1d4 points of damage each round until the hold is broken. Bite victims must also succeed at a Fortitude saving throw or contract malaria.

Spells: 3/day—suggestion; 1/day—polymorph self

MALARIA: Malaria has an incubation period of 1d6 days. Once the disease takes hold, the victim must pass a Fortitude saving throw each day. If the saving throw fails, the victim is nauseated and fatigued. If the save fails by more than 5 points, the victim suffers from *confusion* (as the spell) and suffers 1d6 points of constitution damage. If the save fails by more than 10 points, the victim falls unconscious and suffers 2d4 points of constitution damage.

ANTELOPE, LARGE

Large Animal, Neutral (N), Animal Intelligence; Herd (6d4)

HD	4
AC	12
ATK	1 kick (1d6) and gore (2d4)
MV	70
SV	F 10, R 10, W 17
XP	400 (CL 5)

There are a number of species of very large antelopes in Africa, including the giant eland, hartebeest and greater kudu. Large antelopes stand from 5 to 9 feet tall at shoulder and weigh from 400 to 2,000 pounds. Though herds of greater kudu and giant eland number about 6d4 animals, hartebeests gather in larger herds of 2d12 x 20 animals.

ARSINOTHERIUM

Large Animal, Neutral (N), Animal Intelligence; Herd (1d20)

HD	10
AC	16
ATK	Gore (2d12)
MV	30
SV	F 7, R 8, W 13
XP	400 (CL 8)

The arsinotherium is an animal that resembles a rhino, but which is actually related to elephants. The animal has two massive, knife-like horns on its nose. It stands 6 feet tall at the shoulder, measures 10 feet long and weighs 2.5 tons. They dwell in tropical rainforests and in mangrove swamps.

ASIMAN (OBAYIFO)

Medium Undead, Chaotic (NE), Average Intelligence; Solitary

HD	3
AC	10
ATK	Special, see text
MV	30
SV	F 14, R 14, W 12
XP	300 (CL 4)

The asiman is an incorporeal spirit that mostly preys on children. They feed by possessing the body of a humanoid or animal (per the *magic jar* spell). A creature possessed by an asiman has shifty eyes and is obsessed with food. Once inside a creature, the asiman feeds by draining the wisdom of any creature within 30 feet that meets its gaze. The potential victim of the gaze must

succeed at a Will saving throw each round or lose 1d4 points of wisdom. An asiman can be detected by the light emitted from the armpits and anus of a possessed victim, and by the fact that all vegetation within 30 feet of them is blighted (per *blight*).

Special Qualities: Incorporeal

Spells: 3/day—magic jar

BEAR – AGRIOTHERIUM

Large Animal, Neutral (N), Animal Intelligence; Solitary

HD	10
AC	16
ATK	2 claws (2d6 + constrict) and bite (2d10)
MV	40
SV	F 7, R 8, W 13
XP	1,000 (CL 11)

The agriotherium was a bear larger than all living bears, with long legs and the strongest bite of any land mammal that has ever lived. They stood 9 feet tall and weighed up to 1,400 lbs.

BENNU

Large Outsider, Neutral (LN), Super Intelligence; Unique

HD	12
AC	18 [+3]
ATK	Beak (3d6)
MV	30 (Fly 60)
SV	F 6, R 7, W 4
XP	6,000 (CL 14)

Bennu is a large heron with gray, purple and blue feathers that sprang from the heart of Serapis, the god of fertility. The bennu bird is immortal. It dwells in a temple attended by priests who wear heron-masks, blue mummy dresses and long, transparent coats. The bennu-priests are known for their knowledge of time-keeping and their temple has many time-keeping devices. Bennu can see in darkness, including magical darkness.

Special Qualities: Magic resistance 25%, immune to fire

Spells: At will—control water, daylight, detect magic, plant growth; 3/day—haste, heal, slow; 1/day—dispel evil, temporal stasis, time stop; 1/month—resurrection.

BOALISK

Huge Magical Beast, Neutral (N), Animal Intelligence; Solitary

HD	5
AC	15
ATK	Bite (1d8 + constrict)
MV	20 (Climb 20, Swim 20)
SV	F 8, R 11, W 16
XP	500 (CL 6)

A boalisk is a constrictor snake 12 to 30 feet long with dark scales interspersed with pale green and yellow daubs of color to help it blend in with its surroundings. The eyes of a boalisk are large and reddish in color. Boalisks dwell in misty jungles and along dark riverbanks.

Those within 30 feet of a boalisk that meet its gaze must succeed on a Will saving throw or contract black rot. Black rot strikes at a victim almost immediately, causing the skin to become black and glossy and terrible swelling in the joints and face. Each day, a victim of the rot loses 1d6 points of constitution and charisma if they fail a Fortitude saving throw.

BORSIN

Large Magical Beast, Neutral (N), Low Intelligence; Pack (1d6)

HD	4
AC	13
ATK	2 claws (1d4 + rend) and bite (1d3)
MV	40
SV	F 10, R 11, W 15
XP	400 (CL 5)

A borsin is a creature with the head, arms, and upper body of an ape joined to the body and legs of a quadruped. The lower half may be that of a boar, equine, or hound. A borsin has a savage cunning and is capable of setting crude traps. They do not use weapons or tools, or carry treasure, although pack leaders drape themselves in the skins and furs of creatures they have killed.

Borsin packs stake out their territory by making small cairns topped with the skulls of their kills and patrol their borders regularly. Borsin are omnivorous and hardy, capable of surviving on plant matter, yet enjoying a fresh kill.

CAMELOPARDIS (SIVATHERIUM)

Large Animal, Neutral (N), Animal Intelligence; Herd (1d8)

HD	4
AC	12
ATK	1 headbutt (2d4)
MV	40
SV	F 10, R 11, W 17
XP	200 (CL 4)

The camelopardis, or sivatherium if you want to be all scientific and stuff, is an extinct relative of the giraffe. They look something like short-necked giraffes with four large ossicones on their heads. Camelopardises stand 7 feet tall at shoulder and weigh 1,100 lbs.

CENTAURS, AFRICAN

While the hippocentaur is the most well-known of the centaurs (so well known, they are generally just referred to as centaurs), there are other breeds of these beast-men on Nod. Three in particular are known to roam the savannah of Pwenet and sometimes make forays into the jungles of Cush.

ELAND CENTAUR

Large Monstrous Humanoid, Neutral (N), Average Intelligence; Band (1d30)

HD	5
AC	16
ATK	By weapon or gore (2d4)
MV	70
SV	F 10, R 10, W 13
XP	250 (CL 5)

Eland centaurs have the bodies of elands with human torsos. Their heads are topped by horns which they can use in combat, though only when they charge. Eland centaurs are less hostile than their kin, but they do sometimes supplement their hunting by variously plundering or trading with neighboring humans. They are nomadic and non-territorial.

Eland centaur bands are split evenly between females and males, and both genders are hunters, though females usually stop hunting when they have young to protect. They arm themselves with shields, spears and daggers.

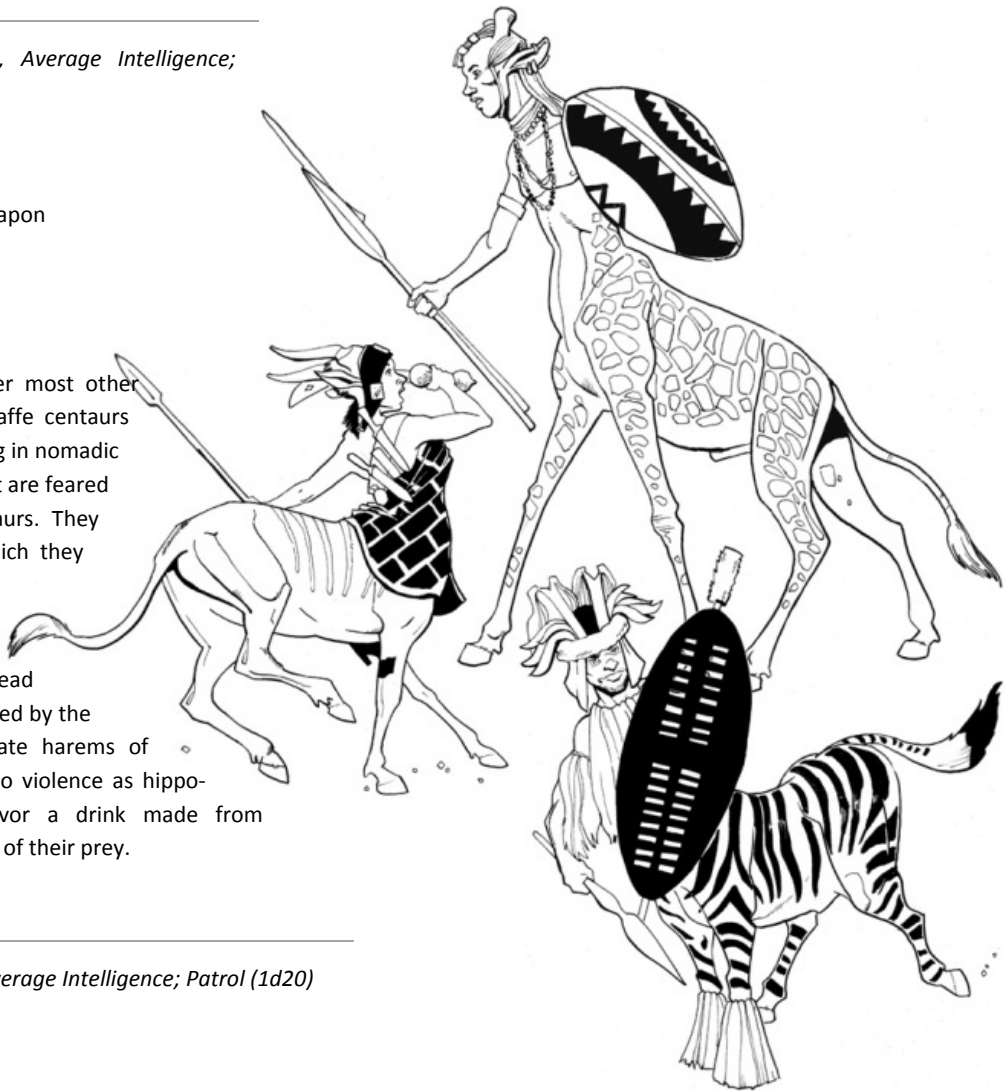
GIRAFFE CENTAUR

Large Animal, Neutral (CN), Average Intelligence; Band (1d12)

HD	6
AC	16
ATK	2 kicks (1d8) or by weapon
MV	50
SV	F 9, R 9, W 12
XP	300 (CL 6)

These man-beasts tower over most other beasts on the savannah. Giraffe centaurs are powerful hunters, roaming in nomadic bands and hunting beasts that are feared by humans and lesser centaurs. They carry shields and spears, which they can throw as javelins.

Giraffe centaurs rarely develop close bonds, instead dwelling loose bands dominated by the strongest males, who cultivate harems of females. They are as prone to violence as hippo-centaurs, and especially favor a drink made from fermented milk and the blood of their prey.



ZEBRA CENTAUR

Large Animal, Neutral (LN), Average Intelligence; Patrol (1d20)

HD	3
AC	16
ATK	2 hooves (1d6) or by weapon
MV	50
SV	F 11, R 11, W 14
XP	150 (CL 3)

The zebra centaur is among the most organized of the centaurs, living in tribes of as many as 200 individuals. Zebra centaurs are well-trained and drilled warriors, who practice not only plunder but also herd cattle. Zebra centaurs construct large barns for their animals, surrounding these barns with ramparts of packed earth and brambles. Surrounding these barns are the lean-tos that serve as simple shelters for the centaurs, with a larger structure reserved for the king and his harem. The zebra centaur king is usually a 5 HD monster (or 5th level character) who is always accompanied by his royal guard of 2d6 elite centaurs (4 HD). Warriors (elite or otherwise) are armed with shields, battleaxes and javelins. Zebra centaur characters follow the same rules as normal centaur characters.

CHIMPANZEE

*Medium Animal, Neutral (N), Low Intelligence; Community**

HD	1
AC	12
ATK	1 bite (1d4)
MV	60
SV	F 10, R 10, W 17
XP	400 (CL 5)

Chimpanzees are tool-using primates who dwell in communities of up to 50 animals. Males stand 5.5 feet tall and weigh 150 lb. They are remarkably strong, and can grapple as 3 HD monsters.

CHIEKWE (EMELA-NTOUKA)

Large Animal, Neutral (N), Animal Intelligence; Solitary

HD	8
AC	16
ATK	2 claws (1d6) and gore (2d6)
MV	30 (Swim 20)
SV	F 8, R 9, W 14
XP	800 (CL 9)

The chiekwé, or “killer of elephants”, is a massive beast that dwells in the shallow water of marshes and swamps. The chiekwé has four stout legs that end in massive claws and a single horn on its snout and short fur banded brown and black. Chiekwé are extremely territorial and aggressive, and do not hesitate to attack anything in sight.

DINOFELIS

Medium Animal, Neutral (N), Animal Intelligence; Solitary

HD	4
AC	16
ATK	2 claws (1d6) and bite (1d8)
MV	40 (Climb 30)
SV	F 11, R 11, W 17
XP	400 (CL 5)

The dinofelis is a jaguar-sized sabre-toothed cat that hunts in rainforests and on savannahs.

DWARF – UTU

Small Humanoid, Neutral (LN), Average Intelligence; Patrol (1d20)

HD	1
AC	15 (buckler)
ATK	By weapon
MV	20
SV	F 14, R 15, W 15
XP	50 (CL 1)

The utu are only distantly related to standard dwarves. They have pitch-black skin and eyes and small beards of wiry, black hair. Like other dwarves, they dwell underground in burrows.

The utu also have different abilities than other dwarves. Their eyes allow them to see in both the brightest light and blackest darkness, including magical darkness. Their skin is as hard as granite and provides them a natural armor class of 14. The utu carry bucklers and lubs studded with shards of jade or obsidian (treat these weapons as spiked clubs that do 1d4+1 damage).

The utu worship Khnum, the divine potter, who they hold to be the creator of the universe. Khnum’s clerics are curious about the universe and spend most of their time recording their observations on clay tablets. Where other dwarves are experts at the forge, the utu are experts at working with wood and clay.

The utu are learned in the art of conjuring spirits, from whom they obtain most of their knowledge. All non-player character utu clerics can use the spell *contact other plane* once per month, when the stars are aligned.

Once every century a lucky cleric is able to make contact with Khnum himself to deliver a great prophecy to all the peoples of Pwenet. On these occasions the dwarves sound their drums and blow long horns to call all the tribes to hear the prophecy. All the great chiefs of Pwenet heed this call and travel to the appointed place with their retinues, sworn by tradition to observe a full week of peace while the ceremonial dances are performed, lineages are recited and finally the prophecy is pronounced. The coming of the current princess of the Quiet Folk, avatar of the great earth mother, was pronounced at the last convocation, and the next prophecy is due to come in the very near future.

UTU AS CHARACTERS

Utu characters enjoy a +1 bonus to their starting constitution, but suffer a -1 penalty to their starting intelligence. They retain the natural Armor Class and ability to see through darkness described above. Utu can multi-class as cleric/fighters, cleric/magic-users and cleric/thieves. Whatever class they take, they are limited to a maximum of 8th level.

ELOKO

Small Monstrous Humanoid, Chaotic (CE), Average Intelligence; Gang (1d6)

HD	3
AC	15
ATK	2 claws (1d6) and bite (1d4+1 + swallow whole)
MV	30
SV	F 15, R 12, W 12
XP	300 (CL 4)

Eloko are hideous dwarves that dwell in the deepest forests. They are vicious in the extreme and eat only human beings. Eloko live in hollow trees and dress in leaves. They are small, with grass growing on their bodies in place of hair, and have piercing eyes, large snouts, mouths that can open impossibly wide, long claws and gentle, child-like voices.

The sight of an eloko causes fear (per the spell *cause fear*). The sound of their magic bell acts as a *suggestion* spell so powerful that the victim can even be driven to harm themselves.

A swallowed victim finds themselves in a fetal position within the monster and completely incapable of moving. An eloko that has swallowed a humanoid has its movement reduced to 10 and its armor class reduced to 12.

FLYING APE

Medium Magical Beast, Neutral (N), Low Intelligence; Flock (1d8)

HD	5
AC	13
ATK	2 hands (1d4) and bite (1d6)
MV	20 (Fly 50)
SV	F 11, R 10, W 14
XP	500 (CL 6)

Flying apes are somewhat larger and more muscular than gorillas. Most have bat wings, but some have feathered bird-wings. If a flying ape hits with both arms, it can either rend its foe or gain a good enough purchase to carry the foe into the air. As with gorillas, most flying apes are of low intelligence, but more intelligent (and often Chaotic) ones are not uncommon.

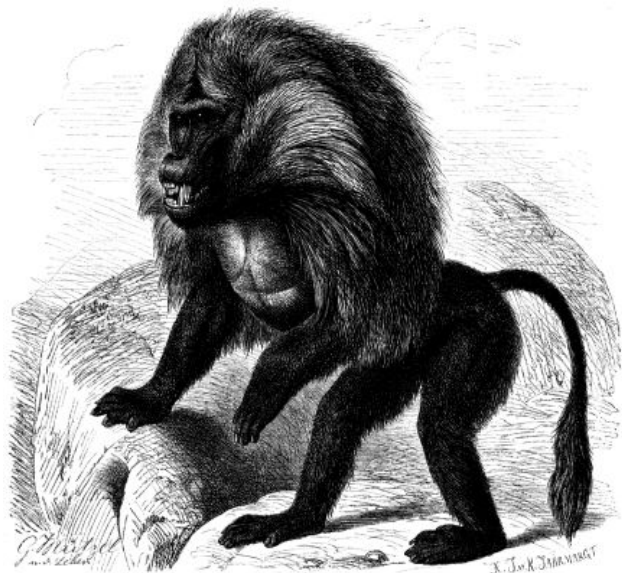
GELADA (BEAST-APE)

Small Animal, Neutral (N), Animal Intelligence; Horde (400-800)

HD	0
AC	12
ATK	Bite (1d4)
MV	40 (Climb 30)
SV	F 14, R 13, W 19
XP	25 (CL 0)

Geladas are apes with buff to dark brown fur, dark faces and arms and feet that are black or nearly black. Males have large capes of hair on their backs. Gelada weigh about 40 pounds. The forage for food on the savannah.

The smallest unit of gelada organization is the breeding unit of 1d12 females and 1d4 males, plus young, and the all-male brigade of 2d8 animals. Gelada bands are composed of 2d12 breeding groups and 1d8 male brigades. Herds include up to 60 breeding groups and 10 male brigades.



GIRAFFE

Huge Animal, Neutral (N), Animal Intelligence; Group (4d8)

HD	5
AC	13
ATK	2 stomps (1d6)
MV	60
SV	F 8, R 10, W 16
XP	250 (CL 5)

Giraffes are long-necked ungulates that stand 16 to 20 feet tall and weigh up to 3,500 lbs. for males, 1,800 lbs. for females. Giraffes gather in loose groups when they all happen to be heading in the same direction. Otherwise, they do not have any particular social organization.

GOMPHOTHERE

Huge Animal, Neutral (N), Animal Intelligence; Herd (1d10)

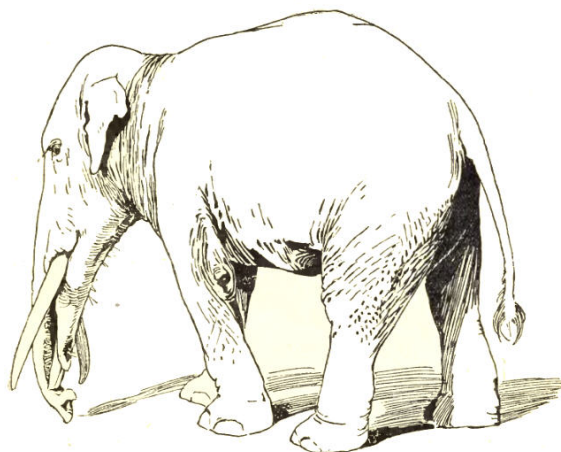
HD	10
AC	15
ATK	Slam (2d6) and 2 stomps (2d4) or gore (2d12)
MV	20
SV	F 5, R 8, W 13
XP	1,000 (CL 11)

Gomphotheres are an extinct relative of the elephant. Although there were many different types of gomphotheres (see below), they primarily differed from elephants in that most (but not all) had four tusks of varying sizes and shapes. Among the African gomphotheres were the following:

AMBELODON: Also called shovel-tusked, their bottom tusks are long and flat, possibly for scooping up water plants, shaving the bark from trees and cutting branches from trees in the manner of a scythe.

ANANCUS: Anancus is the jerk gomphothere that doesn't have four tusks (there's always at least one in the bunch). Its tusks were 13 feet long, though, so the 2d12 damage stays!

TETRALOPHODON: Tetralophodon has four tusks, two on top, two below, that resemble traditional elephant tusks. The top tusks are about 6 feet long, the bottom tusks 3 feet long.



IMPUNDULU (IZULU)

Medium Magical Beast, Neutral (N), Average Intelligence; Flock (1d8)

HD	2
AC	13
ATK	2 wings (1d6 electricity) and beak (1d6 + 1d6 electricity)
MV	20 (Fly 60)
SV	F 12, R 12, W 15
XP	200 (CL 3)

The impundulu, or "lightning bird", is a black and white bird as large as a human. Electricity courses across its feathers, delivering a shock for 1d6 points of damage to any creature it touches. Impundulus can discharge this electricity as a 4 dice *lightning bolt*, but also lose their shocking ability for 3 rounds thereafter. Impundulus are capable of changing their shapes to that of beautiful young men, and often use this form to seduce maidens. Impundulu feed on blood, using their long beaks to pierce the skin and feed in the manner of stirges.

Special Qualities: Immune to electricity

KAMADAN

Large Magical Beast, Chaotic (NE), Low Intelligence; Solitary

HD	4
AC	16
ATK	2 claws (1d6), bite (1d8) and 6 snakes (1d4)
MV	40
SV	F 10, R 11, W 15
XP	400 (CL 5)

The kamadan is a feline predator with coarse, yellow-brown fur and a leopard-like body and head with emerald green eyes. From its shoulders sprout six long, dark green serpents, each about 12 feet long. The serpents' eyes are reddish-yellow. It is about 9 feet long and weighs about 600 pounds. The kamadan is a fierce predator and highly territorial, hunting just about anything that spends too much time in its territory. It makes its lair under rocky outcroppings or within caves. Kamadans speak Common with a thick accent, owing to their non-human mouths.

Once every 1d4 rounds and no more than 5 times per day, a kamadan can exhale a cone of sleep 30 feet long and 20 feet wide at the base. Creatures with 4 HD or less are automatically cast into a deep slumber; creatures with 5 HD or more are permitted a Will saving throw to avoid drowsing.

KISHI (MUKISI)

Medium Monstrous Humanoid, Chaotic (CE), Average Intelligence; Gang (1d4)

HD	2
AC	14
ATK	Bite (2d6 + clamp down)
MV	40
SV	F 15, R 12, W 12
XP	200 (CL 3)

A kishi resembles an attractive man or woman with long, flowing hair. On the back of their heads, hidden under their hair, is a bestial face like that of a hyena. Kishi are hill dwellers who favor the flesh of humans and elves. They are eloquent and seductive, tricking their prey into accompanying them to their lairs. Once home, the kishi turns its head completely around and devours its hapless victim with its bestial face. Victims of a kishi's bite must succeed at a Fortitude saving throw to pry them off; those who fail suffer automatic bite damage each round until the kishi is dead. Kishi speak Common and Elven.

KUNTI

Medium Undead, Chaotic (CE), Average Intelligence; Solitary

HD	8
AC	17
ATK	2 claws (1d4 + paralysis) and bite (1d6)
MV	30
SV	F 11, R 11, W 9
XP	800 (CL 9)

Kunti look like dryads, and in fact share their ability to merge with trees. They appear as enticing maidens, but are in truth man-eating monsters who use their looks and their *charm* ability to hunt human and humanoid prey. The touch of a kunti paralyzes for 1d6+1 rounds (Fortitude save to negate).

Spells: At will—entangle, speak with plants, tree shape; 3/day—charm person, deep slumber, tree stride; 1/day—suggestion

MANDRILL

Small Animal, Neutral (N), Animal Intelligence; Horde (400-800)

HD	0
AC	12
ATK	Bite (1d4)
MV	40 (Climb 30)
SV	F 14, R 13, W 19
XP	25 (CL 0)

Mandrills are akin to baboons. They are about 3 feet tall and weigh about 40 to 80 pounds. They dwell in hordes of 400 to 800 animals in rainforests and on savannahs. Mandrills are one of the most colorful animals in the world, with olive green or dark grey fur with yellow and black bands, blue muzzles with red stripes and red nostrils and lips and yellow beards.

NUNDA

Huge Animal, Neutral (N), Animal Intelligence; Solitary

HD	13
AC	17
ATK	2 claws (2d6 + rend) and bite (3d6 + swallow whole)
MV	40
SV	F 4, R 7, W 12
XP	1,300 (CL 14)

Nundas are massive grey leopards, the size of rhinoceroses, who stalk the jungles in a constant state of hunger. Despite their size, they are quite stealthy.

Special Qualities: Surprise (2 in 6)

OBAALA

Medium Monstrous Humanoid, Neutral (N), Average Intelligence; Patrol (1d12)

HD	1+1
AC	14 (beaded armor and shield)
ATK	2 weapons
MV	30
SV	F 13, R 15, W 15
XP	100 (CL 2)

The obaala are oviparous humanoids that dwell along the Jamba River. They are tall, statuesque creatures with white skin, fair hair, dark eyes and six double-jointed arms spaced evenly around their torsos. Each of their beehive-shaped houses contains a nest tended by the male of the species. The obaala are matriarchical, with the most aggressive females leading the others. They are known for their sense of humor and their skill at assassination, scoring double damage on surprise attacks.

Special Qualities: Surprise (2 in 6)

OSTRICH, GIANT

Large Animal, Neutral (N), Animal Intelligence; Flock (1d10 x 3)

HD	3
AC	12
ATK	Bite (1d6)
MV	50
SV	F 11, R 11, W 17
XP	150 (CL 3)

Giant ostriches are large enough to be ridden as mounts, and might be for sale in exotic lands or large cities.

PANGOLIN, GIANT

Large Animal, Neutral (N), Animal Intelligence; Solitary

HD	6
AC	16
ATK	2 claws (1d6) and tongue (see below)
MV	20 (Climb 20)
SV	F 9, R 10, W 15
XP	600 (CL 7)

Giant pangolins are 10-ft. long beasts with brown or reddish-brown hair so tightly packed that it resembles scales. They have a long, thick tail, large front claws and is capable of bipedal

movement for short periods. Giant pangolins prey on giant ants and other burrowing creatures, including halflings and gnomes. Their tongues are 3 feet long and sticky, giving them a grapple attack. A grappled creature is pulled into its mouth the next round and swallowed whole unless it passes a Fortitude save.

PONDORO

Large Magical Beast, Neutral (N), Average Intelligence; Pride (1d8)

HD	6
AC	16 [Silver]
ATK	2 claws (1d6) and bite (1d10)
MV	30
SV	F 11, R 10, W 10
XP	600 (CL 7)

Pondoro are intelligent lions that are capable of taking the shape of human beings. When in human form they arm themselves with spears and shields. In lion form, their roars force those with fewer than 6 levels or Hit Dice to pass a Will save or be struck as though by the *fear* spell.

SERPOPARD

Large Magical Beast, Neutral (N), Low Intelligence; Pack (1d6)

HD	4
AC	13
ATK	2 claws (1d6 + rake) and bite (1d6 + constrict)
MV	40
SV	F 10, R 11, W 15
XP	400 (CL 5)

The serpopard is a creature with the body of a leopard, a 4-foot long serpentine neck and the head of a lioness. Serpopards attack by leaping out at a victim and delivering two claw attacks and a bite. A constricting serpopard cannot bite its victim, instead constricts for 1d4 points of damage per round, but can still bite other creatures in melee contact with it.

SWALLOWER

Large Outsider, Lawful (CG), Average Intelligence; Herd (1d4)

HD	8
AC	16 [+1]
ATK	2 claws (1d6) and bite (1d8 + energy drain)
MV	30 (Swim 20)
SV	F 8, R 9, W 9
XP	2,000 (CL 10)

The swallower is a beast with the torso and forelegs of a leopard, the hindquarters of a hippopotamus and the head of a crocodile. They prey on Chaotic (Evil) creatures. A swallower's bite attack inflicts 1d8 points of damage and drains one level if the victim fails a Will saving throw. The swallowers are ruled by Ammut the Devourer.

Special Qualities: Immune to fire

SWALLOWER – AMMUT THE DEVOURER

Huge Outsider, Lawful (CG), High Intelligence; Unique

HD	15 (120 hp)
AC	21 [+3]
ATK	2 claws (1d8) and bite (2d6 + energy drain)
MV	30
SV	F 3, R 6, W 5
XP	3,750 (CL 17)

Ammut the Devourer is the queen of swallowers. She generally resembles her people, but her bite attack drains 1d3 levels.

Special Qualities: Immune to fire, magic resistance 60%

TIKOLOSHE (HILI)

Small Monstrous Humanoid, Chaotic (CE), Average Intelligence; Gang (1d8)

HD	5
AC	16 [+1]
ATK	Head butt (2d6)
MV	20
SV	F 14, R 11, W 11
XP	1,250 (CL 7)

The tikoloshe is a bizarre creature that resembles a small, hairy humanoid with a bear-like head (pierced by a single hole), gouged out eyes and a bony head-ridge. Tikoloshes can become invisible by swallowing pebbles. Those foolish enough to fight a tikoloshe age 1d6 years during each round of combat. The tikoloshe is a nocturnal predator who sneaks into homes to assault people while they sleep.

Special Qualities: Improved invisibility

TORTOISE, GIANT

Large Animal, Neutral (N), Animal Intelligence; Herd (1d20)

HD	6
AC	16
ATK	1 bite (1d8)
MV	20 (Swim 20)
SV	F 9, R 10, W 15
XP	300 (CL 6)

Giant tortoises have shells measuring 8 to 12 feet in diameter and weigh as much as 1 ton. They mostly graze on small shrubs and tall grasses, but sometimes eat smaller animals and carrion. They receive most of their water from food, and rarely drink. Giant tortoises are naturally buoyant and are excellent swimmers. They dwell in giant burrows and can live as long as 200 years.

VEGEPYGMY

Small Plant, Neutral (N), Low Intelligence; Gang (1d6)

HD	1
AC	16
ATK	2 slams (1d4) or by weapon
MV	30
SV	F 14, R 15, W 16
XP	100 (CL 2)

These strange plant beings are approximately 3 feet in height with rust-colored skin. They are primitive in nature with a chattering language incomprehensible to non-vegepygmies.

Vegepygmy warriors usually carry spears and throwing darts covered with a rust-colored mold. The mold deals no extra damage, but does begin to grow on the flesh of those hit by the darts who fail a saving throw. After the first day, the mold begins dealing 1 point of constitution damage each day as it produces enzymes which begin liquifying the host's body. When the host is reduced to 0 constitution, he is little more than a pile of mush, upon which several "infant" mold men begin to grow. Once the mold begins to grow, it can only be destroyed with fire or a remove disease spell.

Vegepygmies dwell in tribes of 1d4 x 30 individuals. For every 20 vegepygmies there is one leader-type with 1d4 extra Hit Dice.

VULCHLING

Medium Monstrous Humanoid, Chaotic (CE), Low Intelligence; Flock (2d8)

HD	1
AC	13
ATK	2 claws (1d4) or bite (1d6)
MV	20 (Fly 10)
SV	F 15, R 13, W 14
XP	100 (CL 2)

Vulchlings are a malevolent race of avian creatures akin to the vulture. Their faces, though bird-like, have a human quality. Vulchlings are not only scavengers but also predators, feeding on living prey as well as carrion. Vulchlings can occasionally be found in the company of harpies or vorks, but most of their time is spent in their lairs, usually large nests found deep within the earth. Vulchlings speak their own language and might (15% chance) speak Common as well.

WILDEBEEST

Large Animal, Neutral (N), Animal Intelligence; Herd (6d4)

HD	4
AC	12
ATK	1 kick (1d6) and gore (1d6)
MV	60
SV	F 10, R 10, W 17
XP	400 (CL 5)

Wildebeests, or gnus, are large antelopes that gather in massive herds numbering in the thousands, especially when they are on their annual migration. They stand about 5 feet tall at the shoulder and weigh up to 600 pounds. Black wildebeests have more dangerous horns than blue wildebeests (1d8 damage), which are larger (4+1 HD) in size.

CLASSES

Lord of the Beasts

Illustration by Jon Kaufman

The beastmaster is a human or humanoid raised in the wild by animals. Perhaps the earliest beastmaster in literature was Enkidu, the wild man encountered by the mythic hero Gilgamesh. Romulus and Remus, the legendary brothers responsible for founding the city of Rome, were raised by a she-wolf, though there are no accounts of them having acquired extraordinary abilities from the experience.

The earliest beastmaster in modern literature is likely Mowgli, the jungle boy of Rudyard Kipling's *Jungle Book*, first published in the story "In the Rukh" in 1893. Mowgli is raised by wolves after becoming lost in the jungle as an infant. Because of this upbringing, Mowgli learns the language of animals. Mowgli also has a loyal animal friend, Bagheera the black panther.

A female beastmaster appeared in 1904 in the form of Rima the Bird Girl in W. H. Hudson's novel *Green Mansions: A Romance of the Tropical Forest*. Rima lived in South America, and was feared by the natives for her "magical" powers, which included talking to the birds, befriending animals and plucking poisoned darts from mid-air. Unfortunately, Rima's story ends in tragedy, as she was burned alive by the native tribesmen.

In 1912, Edgar Rice Burroughs created the most famous beastmaster in literature in Tarzan of the Apes. Tarzan was a child raised in the African jungles by intelligent great apes called Mangani. In the wake of Tarzan's popularity came a wave of books, comic books, movies, radio shows and television shows starring the "Lord of the Apes". This led to dozens of imitators, from Bomba the Jungle Boy to Marvel's Ka-Zar.

From Mowgli, Rima, Tarzan and their many imitators, we can sketch out the special abilities of the beastmaster archetype. He or she must be a person raised since infancy or childhood by



animals in the wilderness. The beastmaster's feral childhood gives them a number of special abilities, but also makes them an outsider in the society of human beings.

Requirements: Dexterity, Constitution and Wisdom 13+

Armor Permitted: Bucklers and shields, no armor.

Weapons Permitted: Any

Skills: Climb Sheer Surfaces, Hide in Shadows, Jump, Move Silently, Survival, Swimming, Tracking

Beastmasters cannot speak anything but the language of animals at **1st level** (per the *Speak with Animals* spell, only non-magical). They can pick up a few words of common (or some other language) by 2nd and speak that language competently, though haltingly, by 3rd level.

The beastmaster can move as silently as a panther in the wilderness, and surprises opponents on a roll of 1-2 on 1d6 when acting alone or with other beastmasters. His own senses, made keen by a life in the wild, mean he is surprised less often than normal men. Beastmasters are surprised on a roll of 1 on 1d8.

The beastmaster is as swift as the animals who raised him. He increases his base speed by 10.

Since they are used to fighting without the benefit of armor, beastmasters develop a fluid, mobile fighting style that grants them a flat +2 adjustment to Armor Class.

Beastmasters can banish or control animals (but not magical beasts) in the same way a Chaotic (Evil) cleric can rebuke or command the undead. The beastmaster uses the same Turn Undead table as clerics.

A 1st level beastmaster can choose to have one animal with no more than 1 HD be his loyal companion. The beastmaster's animal friend only remains with the beastmaster if it is treated like a friend and ally, not a pet or cannon fodder. More powerful animal friends can be acquired at higher levels. An animal of 2 to 5 Hit Dice can be chosen at 6th level and an animal of 6 to 10 Hit Dice can be chosen at 12th level.

Table: The Beastmaster

LVL	XP	HD	ATK	FORT	REF	WILL	TITLE
1	0	1d8	+1	13	13	15	Jungle Boy/Girl
2	2,075	2d8	+2	12	12	15	Beastfriend
3	4,150	3d8	+3	12	12	14	Stalker
4	8,300	4d8	+3	11	11	14	Beastbrother
5	16,000	5d8	+4	11	11	13	Hunter
6	32,000	6d8	+5	10	10	13	Bwana
7	64,000	7d8	+6	10	10	13	Great Hunter
8	128,000	8d8	+6	9	9	12	Beastmaster
9	256,000	9d8	+7	9	9	12	Beastlord
10	500,000	10d8	+8	8	8	12	Beastlord
11	750,000	+3	+9	8	8	11	Beastlord
12	1,000,000	+6	+9	7	7	11	Beastlord
13	1,250,000	+9	+10	7	7	11	Beastlord
14	1,500,000	+12	+11	6	6	10	Beastlord
15	1,750,000	+15	+12	6	6	10	Beastlord
16	2,000,000	+18	+12	5	5	10	Beastlord
17	2,250,000	+21	+13	5	5	9	Beastlord
18	2,500,000	+24	+14	4	4	9	Beastlord
19	2,750,000	+27	+15	4	4	9	Beastlord
20	3,000,000	+30	+15	3	3	8	Beastlord

SAMPLE BEASTMASTERS

W. H. Hudson's RIMA the Bird Girl

Rima lives in the tropical forests of Guyana. Rima is the daughter of woman who could also speak the secret language of the birds. Rima's people, it is revealed, were a pacifistic, vegetarian tribe who were wiped out by native tribesmen and plague. Rima is hated by the tribesmen who know of her, for they fear her unnatural abilities.

Unlike Mowgli and Tarzan, Rima is not portrayed as a warrior. She is a slight girl with dark hair who wears a smock of spider webs.

Neutral (N) 3rd level human beastmaster (stalker)

Str 13, Int 8, Wis 15, Con 13, Dex 13, Cha 11

HP 23; AC 13

Rudyard Kipling's MOWGLI, "Little Frog"

Mowgli is a young man from India who was raised from infancy by a pack of wolves. Mowgli's many adventures include his killing of Shere Khan the tiger and his rescue of the civilized couple who adopted him, his discovery of a great treasure in a ruined temple (and his discovery of what men will do to one another to claim such a treasure) and his leading of the wolves in their war against the dholes (not the subterranean worms from H.P. Lovecraft ... though that would make a pretty great story).

Mowgli fights using his "tooth", a long knife that deals 1d4 points of damage. His high strength grants him a +1 bonus to hit and damage in combat. Mowgli's boon companion is a black panther named Bagheera (treat as a leopard).

Neutral (N) 6th level human beastmaster (bwana)

Str 13, Int 9, Wis 13, Con 13, Dex 16, Cha 10

HP 46; AC 13

Edgar Rice Burrough's TARZAN, Lord of the Apes

Tarzan is actually John Clayton, Lord Greystoke. As an infant, his family was stranded on the West coast of Africa by mutineers. He is raised by a tribe of intelligent great apes after his mother died of natural causes and his father is killed by the leader of the apes. Over the course of his adventures, Tarzan marries an Englishwoman named Jane Porter, fights Germans, explores lost cities and even delves into the subterranean world of Pellucidar.

Although he can pass in civilization, Tarzan prefers his life in the jungle. He usually carries a knife into combat. Tarzan is often accompanied by his faithful Waziri warriors and Jad-bal-ja, the Golden Lion (HD 5+2, 32 hp).

Lawful (NG) 9th level human beastmaster (beastlord)

Str 16, Int 10, Wis 13, Con 15, Dex 15, Cha 14

HP 85; AC 13

JMS

Into Cush!

*Illustrations by John T. McCutcheon
and J. Allen St. John*

Cush is a hex crawl inspired by the legends (folkloric and pop cultural) of Africa. In terms of The Land of Nod, it is located to the south of the Wyvern Coast and Nabu Desert (Map J11). Cush proper consists of a rain forest basin, while the high savannah to the east is called Pwenet.

During the Pandiluvian Age, the jungle portions of Map J12 were under water, while the Jamba Highlands constituted a chain of islands that connected to the large archipelago that became the modern Wyvern Coast. The savanna of Pwenet was a land of salt marshes and grassland. The so-called elder things built small fortresses in these shallow waters to protect their larger cities in the depths. These fortresses were built with cyclopean, luminous green stones that were fitted without mortar. Although they were hunted for sport, some mermaids established themselves in sea caves and placid island lagoons.

When the waters receded, the swampy grasslands

Hexcrawls in NOD use a scale of one hex = 6 miles across.

The following symbols are used to denote terrain and settlements:



Jungle/Rain Forest

Wooded Mountains

Marsh/Swamp

Highlands/Hills

Savannah/Grassland



City



Town



Village



Stronghold



Notable Site

The map can also be downloaded at the Land of Nod blog.

became a savanna and the Cush basin became a dismal, tropical swamp. It was here that the lizard men, former servants of the elder things, established themselves in walled city-states, often near the citadels of their former masters. Humans from the highlands were enslaved and put to work building defenses, for the lizard kings were constantly at war with one another, their society on its inevitable march to savagery.

As the waters continued to recede and Cush became a rain forest. The savage lizard men were eventually defeated by



the more numerous and clever humans and driven into the coastal swamps or into the underworld. Freed from slavery, the humans established themselves in the homes of their former masters and took up where they left off. But unlike the lizard kings, who spent centuries locked in a stalemate, one human city-state, Kolos, soon brought the others to heel.

Kolos was ruled by an exiled Atlantean who became fascinated with the alien gods of the lizard men, especially the one they called Mictlantecuhtli. Mictlantecuhtli called out to the Atlantean from the Abyss and bound him to his service with dark, unspeakable pacts. In time, the Atlantean, now known as Kolos, would destroy his city-state in a bid for godhood.

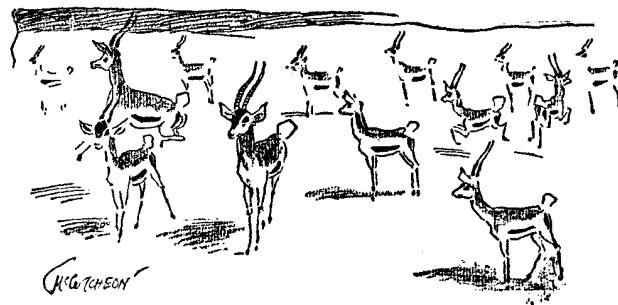
With Kolos fallen and soon swallowed by the jungles, its tributary port, Zinj, assumed the mantle of leadership in the region. But Zinj was tiny compared to the Kolos, and its interest lay in sea trade, not the fetid jungles. Except for a brief period as a subject of the zebra-striped people of the Zebrides, Zinj has remained an independent kingdom for centuries, even briefly lording it over the purple kings of Ophir after they lost their key trade partner after the invoked destruction of the Nabu Empire.

The tribesmen of the savanna land called Pwenet also flourished during the Silver Age. They built villages and towns of adobe and kept massive herds of cattle. They even swept over the Nabu empire and held it for a few decades before decadence and in-fighting aided the Nabu in reclaiming their sovereignty.

GEOGRAPHY

Map J12 is dominated by a hot, steamy jungle in the west and the rolling grasslands of Pwenet in the east. These two regions are divided by the Jamba Highlands, a small mountain range that feeds the Jamba River. The Adze Marsh runs for many miles along the Jamba River.

A powerful necromantic kingdom called Kolos once dominated Cush and made war with the Nabu Empire to the north. While the fall of the Nabu Empire is well documented, the disappearance of Kolos is far more mysterious, and many adventurers have entered the jungles intent on finding that lost city-state and plundering



its vaults. To date, none have succeeded in returning to civilization with their lives, let alone any riches.

Map J11 has a single city-state, Ixum, to call its own (note – it appears on the eastern half of Map J11, which will be detailed in NOD 18). The other nearby city-states are Zinj (located on Map I12 to the west) and Ophir (located on Map J11 to the north), both ports. Map J11 also has a multitude of villages and supports many sentient beings, including human tribesmen, pygmies, lizardmen and gnolls.

Adze Marsh & Jamba River

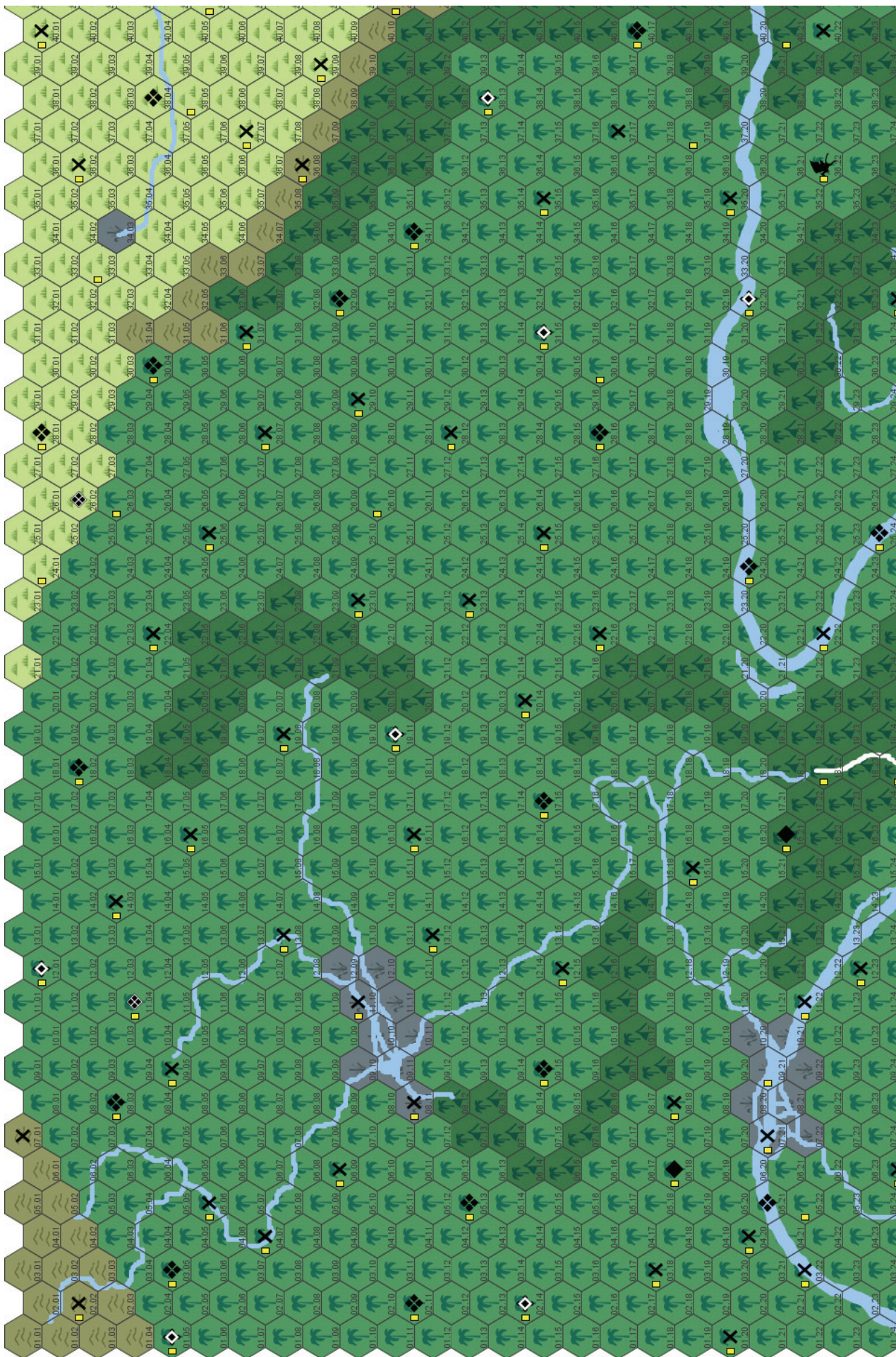
The Adze Marsh, named for one of its more dangerous inhabitants is a vast wetland composed of flat lands, lagoons and copses of trees. The area floods in the Spring, hiding much of the flat land and making the entire swamp a virtual lake.

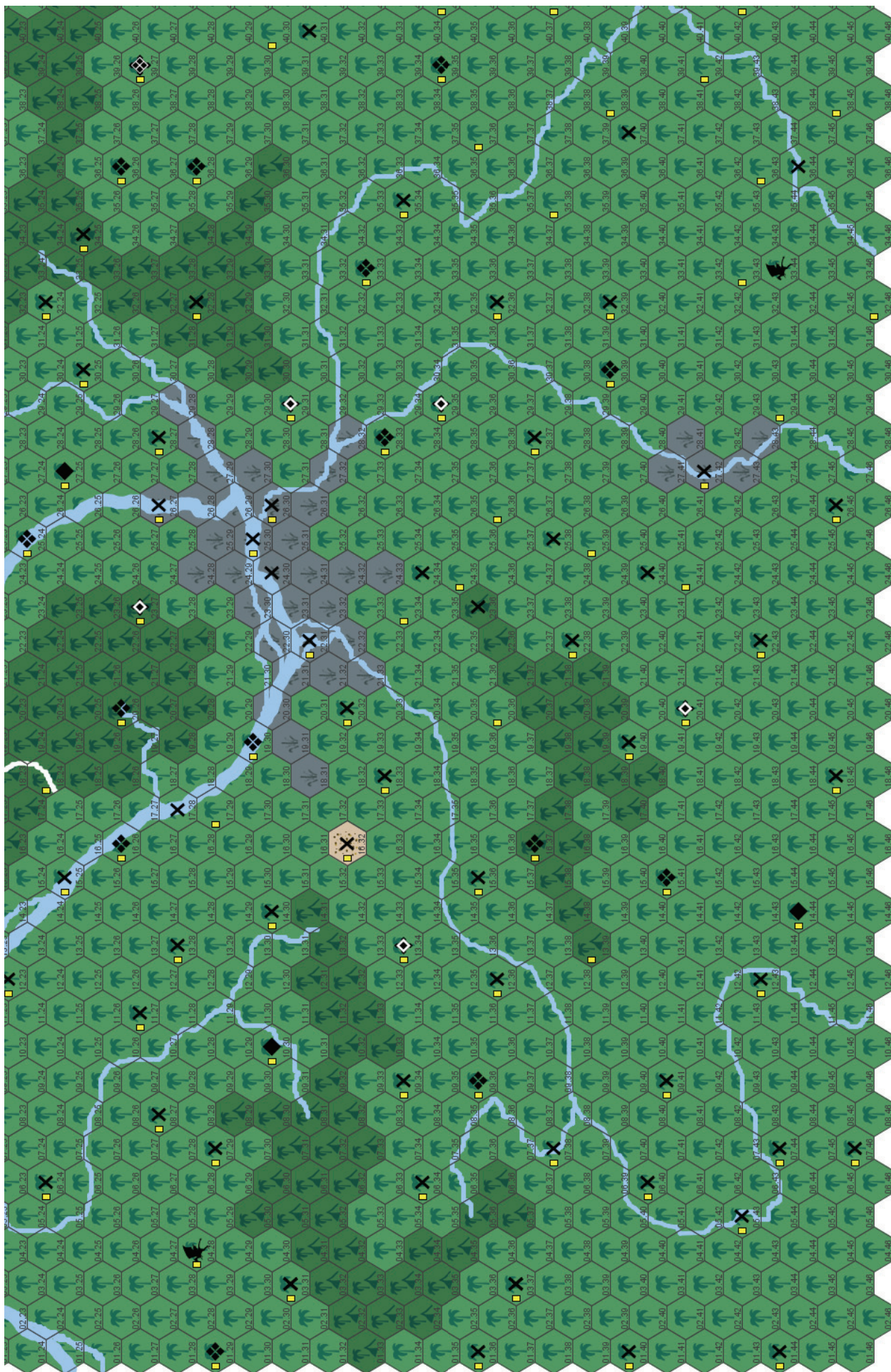
WANDERING MONSTER TABLE (1 on D6)

3	Hydra (1)
4	Adze (1d8) – see “Monsters of Cush” in this issue
5	Nixie (1d20 x 4)
6	Gomphothere (1d10)
7	Hippopotamus (1d10)
8	Giant Snake – Viper (1)
9	Crocodile (1d12)
10	Snake - Viper (1)
11	Berserkers (1d20)
12	Giant Centipede (1d12)
13	Giant Crocodile (1d12)
14	Giant Snake – Constrictor (1)
15	Hippopotamus, Giant (1d6)
16	Catoblepas (1)
17	Chipekwe (1)
18	Brontosaurus (1d6)

Cush Basin

The rain forest of Cush consists of a gently sloping plain between the Tonaduhna and Jamba Rivers. It is a





traditional rain forest. The trees are thick and grow close enough together to blot out the sun. Beneath the canopy live a myriad of insects and reptilian carnivores as well as pygmy deer, elephant, and the dreaded leopard. Cush is valued for its exotic hardwoods (teak, mahogany, ebony and darkwood), orchids and fauna.

WANDERING MONSTER TABLE (1 on D6)

3	Medusa (1d4)
4	Boalisk (1)
5	Kamadan (1)
6	Elephant (1d30)
7	Hippopotamus (1d10)
8	Leopard (1d4)
9	Ghoul (1d12)
10	Humanoids (see sub-table)
11	Vegepygmy (1d6)
12	Ape, Carnivorous (1d6)
13	Ape, Giant (1d4)
14	Giant Insect (see sub-table)
15	Snake, Giant Constrictor (1)
16	Chimpanzee (5d10)
17	Kunti (1)
18	Dinofelis (1)

GIANT INSECT SUBTABLE

1	Giant Ant Soldiers (5d4)
2	Giant Beetle – Bombardier (1d12)
3	Giant Beetle – Tiger (1d12)
4	Giant Beetle – Rhinoceros (1d4)

HUMANOIDS SUBTABLE

1	Amazons (1d20)
2	Bafana (1d20)
3	Berserkers (1d20)
4	Lizardmen (1d10)
5	Tribesmen (1d20)
6	Tribesmen (1d20)

AMAZONS: The amazons of Cush are related to their more northern cousins, but differ in some respects. The Cushite amazons have dark copper skin and black hair. They worship Persephone, the fertility goddess. Like their cousins, they live in a matriarchical society. Unlike their cousins, they allow their menfolk to live in their villages and work as craftsmen, farmers and fishermen. Men and amazons live in separate sections of the village.

The amazons of Cush wear little or no armor, with the heaviest armored warriors (the nobility and their elites) wearing leather armor cured from the hides of magical

beasts (5% chance of dragonhide leather armor). Cushite amazon warriors carry spears, throwing irons and shields.

BERSERKERS: The berserkers of the jungle are cannibals. They appear as normal humans, but with teeth sharpened to points and hungry, feral looks in their eyes. The cannibals of Cush live in small hunting groups of 10 to 20 warriors led by a 3rd to 6th level chief and two 2nd level sub-chiefs. They wear no armor, but 50% of the berserkers carry a shield. Cannibals are armed with nets, battle axes, hand axes or short swords.

GHOULS: The ancient city-state of Kolos fell in a cataclysm of dark sorcery, tainting the surrounding land with necromantic energies. Over the next few months, most of the peasants and knights of Kolos, deprived of their city-state, perished. Those who survived did so on the flesh of their fallen neighbors, and thus became ghouls. These ghouls, known for their dull black skin and pot bellies, still haunt the ruins of the jungle basin. They are extremely aggressive (as they've been starving for centuries) and are quite resistant to turning (turn as 4 HD undead). About 1% of ghoul bands contain a ghoul able to summon a vrock demon (25% chance of success).

TRIBESMEN: The tribesmen of Cush know the secret of working iron and mine and smelt surface deposits from sacred out-croppings guarded by traps and summoned cacodaemons. Their witchdoctors are expert brewers of poison, so most warriors go into combat with poisoned darts (poison I) fired from blowguns.

The tribesmen are also privy, it is said, to the location of ancient gold mines secreted deep in the jungle and guarded by forgotten curses and fell magical beasts.

Each tribe consists of 3d10 x 10 warriors and additional non-combatants equal to 5 times the number of warriors. For every ten warriors in the tribe there is one "Big Man" with 1d4 character levels, usually in the duelist or fighter class. The tribe is ruled by a 6th to 10th level chief and witchdoctor (usually an adept, but 10% chance of being a 4th to 7th level druid or cleric). The chief is accompanied by 1d6+6 2nd level fighter bodyguards.

All tribesmen have a very fluid fighting style, giving them a base AC of 11. Tribesmen typically wield spears and blowguns, but might also carry hand axes, short swords,

daggers and short bows. Leader types might carry battle axes or long swords.

VEGEPYGMIES: Vegepygmies have lived in the jungles of Cush since time immemorial, their small hunting parties waylaying the lizard kings and their soldiers, the men of Kolos and now the Cushite tribes. They are odd people who have no interaction with non-vegepygmies, seeing them instead as nothing more than breeding stock.

Jamba Highlands

The Jamba Highlands are a group of snow-capped mountains and their foothills that rise above the jungle of Cush and the grasslands of Pwenet. The tribesmen believe they are the abode of their gods. This belief is bolstered by the strange, white gorillas that seem to guard the passes that lead through the mountains.

The highlands feature a plethora of simians and avians. Old stories claim that the mountains are rich in precious stones and metals, but they are far enough away from civilization that nobody has made a serious attempt to mine them.

WANDERING MONSTER TABLE (1 on D6)

3	Air Elemental, Medium (1)
4	Goblins (1d10)
5	Rock Ape (1d4)
6	Dwarf – Utu (1d20)
7	Bear – Agriotherium (1)
8	Giant Goat (1d6)
9	Air Elemental, Small (1d4)
10	Monkey (1d4 x 10)
11	Rock Baboon (1d4)
12	Bugbear (1d6)
13	Ape, Carnivorous (1d6)
14	Borsin (1d6)
15	Eagle, Giant (1d12)
16	Bandits (1d20)
17	Cyclops (1d8)
18	Storm Giant (1d2)

Giant Goat: Large animal; HD 3; AC 12; ATK 1 gore (2d6); MV 50; F11 R12 W17; XP 150; AL Neutral (N); Special – Double damage on charge.

Pwenet Grasslands

Pwenet is a land of rolling hills with scattered copses of aromatic trees and a few rocky outcroppings. Large herds of ruminants travel from watering hole to watering hole while being stalked by exotic centaurs, lions and even more fantastic predators. Pwenet is said to hold both a

fountain of youth and the source of the River Ish, thus making it a popular destination for explorers.

A few venturers from Ibis travel to Pwenet once a year to trade manufactured goods for aromatic resins, ivory, darkwood and wild animals. Otherwise, the region is untouched by outsiders.

Though not the most numerous, the giraffe centaurs of Pwenet are the region's most prominent folk. Pwenet is also home to many tribes of gnolls and humans. The largest tribes, human and gnoll both, provide most of the region's drama as chiefs and witch-doctors jockey for power and recognition.

Oft told tales tell of when the tribes of Pwenet united under Jobo the Great and conquered the cities of Nabu. The people of Pwenet believe that history is a cycle and that they will once again conquer the outside world when a great leader united them.

WANDERING MONSTER TABLE (1 on D6)

3	Vampire Tree (1d10)
4	Impundulu (1d8)
5	Rhinoceros (1d12)
6	Hyena, Giant (1d12)
7	Ostrich, Giant (1d10 x 3)
8	Baboon (1d20)
9	Antelope, Large (6d4)
10	Humanoid (see HUMANOID SUBTABLE)
11	Cheetah (1d6)
12	Rock Baboon (1)
13	Lion (1d10)
14	Aardvark, Giant (1)
15	Elephant (1d30)
16	Arsinootherium (1d20)
17	Werelion (1d10)
18	Bulette (1d2)

HUMANOID SUBTABLE

1	Abatwa (1d20)
2	Dwarf, Utu* (1d20)
3	Centaur, Zebra (1d20)
4	Tribesmen (1d20)
5	Centaur, Eland (1d30)
6	Vulchling (2d8)
7	Gnoll (1d6)
8	Trader (1d20)
9	Centaur, Giraffe (1d12)
10	NPC

CENTAURS: Although there are no hippocentaurs dwelling in Pwenet, there are three breeds of centaurs – the giraffe centaurs, eland centaurs and zebra centaurs. All three are given more detail in the *Monsters of Africa* article in this issue of NOD.

DWARFS: The dwarfs of Pwenet are only distantly related to the dwarfs of Antilia and Thule, and are described in detail in the “Monsters of Cush” article in this issue.

Utu Dwarf: Small humanoids; HD 1; AC 15; ATK 1 weapon (1d4+1); MV 20; F14 R15 W15; XP 50; AL Neutral; Special – See in magical darkness; Gear – Buckler, morningstar.

EQUIPMENT & MONEY

While it is true that the peoples of Cush and Pwenet wear little armor due to the warm temperatures that characterize their environments, it would be a mistake to assume them primitive.

The tribesmen of Cush and Pwenet use shields composed of animal hide scretched over light, wooden frames. They understand how to make leather armor and those tribes with blacksmiths can manufacture ring, scale and chainmail, though it is regarded as too bulky in their hot climate for anything other than major battles.

The tribesmen manufacture and use almost every variety of weapon in the *Players Tome* with the exception of pole arms. The most common weapons are daggers, short swords, spears, battle axes, hand axes (or throwing blades), clubs, staves, whips, blowguns, slings, short bows and javelins. Swords are as likely to be straight-bladed as curved, and often they are shaped and used more like axes. Just as with medieval Europeans, the spear is the most useful and thus ubiquitous weapon in the region. Although firearms are manufactured and used in Zinj, they rarely find their way into Cush.

Money in Cush and Pwenet takes the form of foreign coins, native coins (sometimes rings) made from gold, electrum, silver and copper (or bronze or brass). Copper coins are by far the most common. The natives also use wooden trade beads, which are valued as silver pieces. Coins are often fitted to leather belts in groups of 100.

KEYED LOCATIONS

01.05. Hlantyr the Liar: There is a small, walled castle here built atop a tall hill. The master of the castle is the illusionist Hlantyr. Hlantyr employs a retinue of ten men-at-arms (leather armor, shield, spear, light crossbow) and a sergeant-at-arms named Carlyle, an old veteran freebooter from the city-state of Tremayne. Hlantyr is a retired adventurer who now owns a coffee plantation in the hills between the Wyvern Coast and the jungles of Cush. The plantation is maintained by 35 peasants and a overseer named Todonga. Twice a year, the plantation is visited by a camel caravan from Ophir.

Hlantyr keeps his workers in a perpetual haze with *hypnotism*. He is a temperamental man who despises visitors, especially other illusionists. He initially tries to frighten visitors away with illusions, resorting to violence only if absolutely necessary.

Hlantyr’s treasure consists of 400 gp, 50 pp, a sardonyx worth 50 gp, a zircon worth 100 gp, a pearl worth 130 gp and a magnificent fire opal worth 850 gp.

Hlantyr: Human Illusionist; LVL 11; HP 27; AC 10; ATK by weapon; MV 30; F10 R9 W8; XP 2750; AL Neutral (N); Special – Spells (4/5/4/4/4/3/2); Gear – Silver dagger, 3 darts, spellbook, potion of fly, rope of entanglement; Abilities – Str 13, Int 14, Wis 10, Dex 13, Con 10, Cha 9.

01.20 Poisonous Fields Forever: This hex is crawling with poisonous plants. Adventurers moving through the hex must make a Fort save each hour or wind up with a painful rash (-2 to all attacks and saves) for 1d6 days. A *neutralize poison* spell will eliminate the painful rash.

01.29 Obaala: You see a small village (pop. 90) surrounded by a ditch and wooden palisade situated by a lazy stream. Within the palisade there are ten houses constructed of woven branches and thatch. The oviparous humanoids of Obaala are tall, statuesque and have white skin, fair hair, dark eyes and six double-jointed arms spaced evenly around their torsos. Each of their beehive-shaped houses contains a nest tended by the male of the species. The obaala are matriarchical, with the most aggressive females leading the others. They are known for their sense of humor and their skill at assassination (surprise on a 1-2 on 1d6, double damage from surprise attacks).

The obaala enjoy the services of Zemmu the blacksmith and Yazur the healer (3rd level adept). The largest building in the village is a temple dedicated to Gwardaja, their goddess of knowledge. She is served by the priestess Kasbaba who dresses in pale yellow robes that at once clutch at her body desperately and mingle with the breeze.

Gwardaja appears as a tall, obaala female with eyes the color of roe and a serene expression. She is dressed in a yellow kanga hung with amber beads and carries palm fronds in three of her hands and clay pitchers in the others.

Obaala: Medium humanoids; HD 1+1; AC 14; ATK 2 weapons (1d6); MV 30; F13 R15 W15; XP 100; AL Neutral; Special – None; Gear – Beaded armor (+2 AC), shield, hand axes (2).

Kasbaba: Obaala Cleric (Knowledge); LVL 1; HP 4; AC 15; ATK 2 weapons; MV 30; F15 R14 W12; XP 100; AL Neutral; Special – Spells (3/2), sage abilities; Gear – Beaded armor, bucklers (2), light maces (2), holy symbol; Abilities – Str 14, Int 9, Wis 15, Dex 13, Con 5, Cha 12.

Zemmu: Obaala Fighter; LVL 2; HP 13; AC 17; ATK 2 weapons; MV 30; F11 R15 W15; XP 100; AL Neutral; Special – None; Gear – Chainmail, bucklers (2), hand axes (2), shortbow, 20 arrows; Abilities – Str 16, Int 12, Wis 9, Dex 10, Con 14, Cha 9.

01.36 Mandrill God: There is a circular clearing here with a large, stone idol shaped like a mandrill in the middle of it. The idol is haunted by the spirit of Zukir, a nalfeshnee demon. Zukir is worshipped by a secret society of clerics. To free their master, these clerics kidnap people and sacrifice them by binding them to the idol and skinning them alive. While bound within the idol, the demon can use its spell-like powers, but nothing else. When captives are sacrificed, there is a percentage chance equal to their Hit Dice that the demon Zukir can escape his imprisonment.

Zukir: Huge outsider; HD 11; HP 36; AC 23 [+1]; ATK 2 claws (1d8) and bite (2d8); MV 30 (Fly 40); F5 R8 W5; XP 2750; AL Chaotic (CE); Special – Immune to electricity and poison, magic resistance 35%, spells (at will—call lightning, dispel magic, feeblemind, slow, unholy aura), summon 1d20 mandrills once per day.

01.40 Bleeding Block: There sits here a large, red block of stone that appears to bleed, creating little rivulets of red water that flow into the jungle. The rock is watched over by a crusty old gargoyle of similar coloration who accepts offerings of food and only attacks those who would despoil the red rock. The gargoyle gives generous petitioners a large shell which they can dip into the red water. Drinking the water causes a person to fall into a fever-induced coma

for 11 days, during which they experience either a *divination* or the ability to *contact higher plane* at the cost of one point of wisdom drain.

01.44 Gorge: A deep gorge cuts across this hex. It can only be crossed via a narrow stone bridge. At either end of the bridge there is a statue that natives will know to be the god Aganju. The spirits of the gorge attempt to kill anyone crossing the bridge who does not first throw an iron-shod javelin across the gorge while invoking the name of Aganju. The spirits attack with *earthquakes* designed to knock people into the 40 ft. deep gorge. A stone crocodile lives at the bottom of the gorge among heaping piles of splintered bones. He shares the gorge with a raucous family of 3d6 ghouls.

Ghoul: Medium undead; HD 2; AC 14; ATK 2 claws (1d4 + paralysis) and bite (1d6); MV 30; F15 R15 W13; XP 200; AL Chaotic (CE); Special – Paralyze for 1d4+1 rounds.

Stone Crocodile: Large construct; HD 14; HP 60; AC 22; ATK 2 slams (2d12); MV 20; F7 R8 W8; XP 3500; AL Neutral; Special – Slow effect, magic immunity.

The crocodile guards the following treasure hidden in a pit beneath his grey belly: 60 pp, an old marble sculpture of a charioteer (600 gp), six gilt shields (90 gp), a decorative porcelain paperweight (200 gp), tiny bone brooch (200 gp), a small lead cauldron, a decorated brass figure of a Zinji dancer (110 gp), a tiny marble goblet (600 gp), a +1 *longbow*, a *potion of shrinking* and a map of the islands of the South Sea.

02.02 Maze of Tunnels: Within a maze of tunnels carved into a crag there is a village of dragon men (pop. 370). The dragon men of the village are tall and plump, with apple-green scales and slitted, beige eyes. They have jagged horns on their heads and prehensile tails. The dragon men hunt the hills for food and mine their crag for opals, assisted by two thoqqas that follow Nuun, the tribal shaman, around like puppies.

The village has 220 warriors and 150 noncombatants. The warriors are armed with spears and giant lizard-hide shields. As dragon men, they can belch forth a small cloud of acidic gas once per day that deals 1d6 damage.

The tribe's chieftain is Trag (Ftr 4; 19 hp) and its shaman Nuun (Adept 3; 4 hp). Trag wields a silver warhammer.

Nuun wears a large, feathered green hat that he took from an unlucky swordsman from Antigoon. The man's name, Hasqet, is still sewn into the lining of the hat. Other prominent members of the tribe are Gurk the armorer, Tovas the leatherworker and Yalar the sage.

The dragon men worship Grivix, god of riches beneath the earth. Grivix looks like a tall, young humanoid with wavy, purple hair worn in the style of a peacock's tail. His skin is black and he has two burgundy eyes and a third eye of opal (an actual opal worth 100 gp on his idol). Grivix carries a spear of blackened steel.

The tribe's treasure consists of eleven bronzed human skulls (20 gp each), a small globe representing the planet Mercurii (way out of date), five arcane tomes (see below), a *rod of metal & mineral detection* (13 charges) made of copper and tipped by a quartz crystal, a large iron key (opens the dungeon cells beneath the queen's palace in Tremayne), seven huge opals (50 gp each) and an elven lyre inscribed "Leomares of Qresh" (100 gp).

The arcane tomes are: *On Numerology* by Dexbertus, *A Manual on Anatomy* by Beotan the Warlock, *The Nature of Elemental Water* by Pelizel the Masterful and *A Concise Research on Wizardry and Analysis of Phlogiston*, both by unknown authors.

02.11 Tibu Village: Here is located the village of the Tibu tribe (pop. 400). The Tibu are spindly people with cold eyes and bony knobs covering their heads. They are known for their colorful robes. Tibu warriors carry hand axes and oblong shields. The elite warriors of the tribe (HD 2) wear leather armor. The village is protected by a ditch and a wooden palisade. Tibu has been at war with Lord Galmim [0214] for over a year.

The Tibu are led by a council of elders consisting of Zargola, Kiligali, Chazur, Bazur and Azo. The tribe's craftsmen are Swaozi the wood carver and Gwaranga the miller. The village is known for its little black lotus dens; grass huts set some ways away from the village where people indulge in the dreams of the lotus during the dark of the moon. Strangers can partake of the lotus at any time, though they must pay 200 gp to do so.

The Tibu are a very religious and superstitious people. Their village contains a shrine of Niki, their goddess of

souls, and a larger spirit house dedicated to Mabiba, their goddess of darkness, fate and the black lotus.

Niki appears as a beautiful Tibu woman, short in stature, with ebony skin and pure, white eyes. She always wears a frown and is garbed in opulent red robes. Her priestess in the village is Jihang.

Mabiba appears as a plain Tibu matron with grey skin and reddish eyes. As opposed to the taciturn Niki, Mabiba always wears a wide smile. She is naked save for a tattered, orange cloak. Her priestess is Gagola. Gagola has five suitors among the tribe's elite warriors, and uses them to get what she wants.

The tribe's treasure consists of 360 cp, 30 sp, 100 gp, 36 antelope pelts (worth 1 gp each) and 18 antelope horns (worth 2 gp each).

Jihang: Human Cleric; LVL 1; HP 7; AC 13; ATK 1 club +0 (1d4); MV 30; F12 R14 W11; XP 100; AL Lawful (LG); Special – Spells (3/2), turn undead; Gear – Shield, club, holy water in calabash, holy symbol; Abilities – Str 11, Int 9, Wis 15, Dex 15, Con 10, Cha 8.

Gagola: Human Cleric; LVL 3; HP 12; AC 11; ATK 1 staff +0 (1d6-1); MV 30; F11 R13 W11; XP 300; AL Chaotic (NE); Special – Spells (4/3/1), rebuke undead; Gear – Shield, staff, bottle of palm wine, unholy symbol; Abilities – Str 8, Int 10, Wis 13, Dex 10, Con 10, Cha 13.

02.14 Galmim the Bastard: Lord Galmim is a Zinji adventurer who established a small, walled castle here 12 years ago and instantly set about annoying his neighbors. The castle is built of adobe brick and the walls are topped with sharp wooden spikes. Lord Galmim employs 50 archers (padded armor, shortbow, short sword) and rules over 44 peasant families who dwell in thatched huts within a log wall about 15 feet all. Galmim's arms are a yellow doe rampant on a field of purple.

Galmim: Human Fighter; LVL 12; HP 87; AC 19; ATK 3 spear +13 (1d6+3); MV 30; F6 R10 W10; XP 600; AL Chaotic (CE); Special – None; Gear – Spear, light mace (haft wrapped in white crocodile hide), chainmail, shield, potion of extra healing; Abilities – Str 18, Int 12, Wis 10, Dex 16, Con 16, Cha 15.

03.05 Mauli Tribe: The Mauli (pop. 299) are a gangly people with reddish-blond hair, greenish eyes and light to medium brown skin. They have narrow faces and close-set eyes. The Mauli are a cheerful and honest folk, known for their wondrous textiles and sturdy leather work.

The Mauli live in a village surrounded by a ditch and a palisade of sharpened poles that jut out at a variety of angles. The village is ruled by Ugala, a warlord who lives in a squat tower of adobe bricks in the center of the village. He has a bodyguard of ten warriors (2 HD) who wear leather armor and carry clubs and shields.

The village is built near a lake, and uses a system of canals to bring water into their garden, where they grow calabash, watermelons, chickory and a variety of roots.

Most of the village is made up of small, round wattle-and-daub huts with roofs fashioned of palm fronds. The citizens do most of their living and cooking outside their homes due to the heat. The two largest buildings in the village, aside from Ugala's tower, are the tavern owned by Gatulo and the mill owned by Kulo. Both buildings are constructed of wood and wattle-and-daub. Gatulo's place serves a bitter beer brewed from roots and a potent brew made from chickory. Other artisans include Gwazin the healer, Timzung the potter and Totuka the tanner. Timzung is believed by his people to be a changeling, for he has exhibited strange powers in the past.

Just outside the village, on the shores of the lake, there is a small shrine dedicated to Oshun, the love goddess. The shrine is tended by Nikdanga, a simple priestess (adept 2), who lives with Ugala as his eldest wife.

The proximity of the Mauli to the Wyvern Coast makes them a common stop for Ophirian traders. It is not uncommon (25%) to find 1d3 traders staying in Ugala's tower. Visitors to the village usually stay in the tower, sleeping with the warriors.

Ugala: Human Fighter; LVL 4; HP 23; AC 17; ATK 1 +1 hand axe +5 (1d6+3); MV 30; F10 R13 W13; XP 200; AL Chaotic (LE); Special – None; Gear – +1 hand axe, ring mail, shield; Abilities – Str 17, Int 9, Wis 12, Dex 16, Con 13, Cha 8.

Timzung: Human Sorcerer; LVL 1; HP 2; AC 11; ATK 1 club +0 (1d4); MV 30; F14 R14 W12; XP 100; AL Chaotic (NE); Special – Spells (5/4), spells known (0—light, prestidigitation, resistance, smoke image; 1st—detect undead, hold portal); Gear – Tools, club; Abilities – Str 12, Int 14, Wis 17, Dex 14, Con 11, Cha 16.

03.18 Leopards: A family of three leopards (HD 3, AC 15, 16, 14, 9 hp) has established a lair in a tree. Obscured as they are, they have a 2 in 6 chance of surprising those passing beneath their lair. In the underbrush beneath their

tree one might find 8 pp and a salve that *removes paralysis* when rubbed into muscles.

03.22 Chaos Shrine: A small shrine of ancient Kolos stands here choked by jungle vines. Inside the shrine there is an idol of Charon, the Stygian boatman. The idol looks like a gaunt figure in black robes. Where the idol's face should be there is a merely an empty socket that probably once held a large gemstone. The shrine is now inhabited by a family of five pot-bellied ghouls, the largest having been the shrines keeper hundreds of years ago. The ghouls have 70 gp in the ancient blackened coinage of Kolos lodged in clear view in the gaps between the stones.

Ghoul: Medium undead; HD 2; AC 14; ATK 2 claws (1d4 + paralysis) and bite (1d6); MV 30; F15 R15 W13; XP 200; AL Chaotic (CE); Special – Paralyze for 1d4+1 rounds.

03.31 Quicksand: Adventurers moving through this hex have a 2 in 6 chance of stepping into a pit filled with quicksand. The trees surrounding the quicksand are inhabited by a race of talking monkeys that cast bets (using cowrie shells) on whether the unfortunates will live or die. They do not render aid unless they are somehow tricked into doing so. If attacked, the monkeys flee into the forest; from that point on, random monster encounters occur on the roll of 1-2 on 1d6.

03.37 Snowy Hills: As adventurers travel through the hex, they see, out of the corner of their eye, a thick snow falling around them. When they turn around, they see only the steaming jungle. Characters who use *dimension door* in this hex find themselves in an alternate reality of icy hills inhabited by yeti.

04.07 Hippos: A large pond here is surrounded by ferns and over-arching date palms. It is inhabited by a herd of hippopotami, six females (HP 35, 34, 34, 29, 27, 27), one bull (HP 41), and three young (HP 14, 10, 9). The hippos are very territorial and attack without provocation.

Hippopotamus: Large animal; HD 6; AC 14; ATK 1 bite (1d10); MV 30 (Swim 30); F9 R10 W15; XP 300; AL Neutral (N); Special – Capsize boat.

04.20 Glowing Tube: A tube of metal 4 ft. in diameter sticks 12 ft. out of the ground at a slant. It is rusted and empty. The jungle around the tube is blighted. People touching the tube or spending the night near it must pass a Fortitude save vs. disease or develop painful blisters on the

skin, losing 1 point of dexterity and constitution and glowing for 1d4 days. Glowing adventurers attract monster encounters on a roll of 1-2 on 1d6.

04.28 Sinkhole: Adventurers moving through this hex have a 1 in 6 chance of slipping into a sinkhole that leads into a system of limestone caverns. The caverns are maze-like and damp, and eventually end up in the lair of the dragon Comkamedte.

Comkamedte looks like a young, grey serpent with a crocodilian head, no legs and feathered wings. It has eyes like swirling, golden pools that cause mortals to fall down and worship it as a god unless they succeed at a Will saving throw. Comkamedte can exhale inky darkness that defies even magical light (but not his own eyes). There is a 35% chance that the dragon is sleeping.

Comkamedte's treasure consists of 202 gp, a black star sapphire (4,000 gp), a brown-green garnet (80 gp), a bloodstone (40 gp) and a halfling-sized suit of platemail.

Comkamedte: Medium dragon; HD 5; HP 16; AC 18; ATK 1 bite (2d6) and tail slap (2d6 + constrict); MV 40 (Fly 20); F11 R11 W11; XP 500; AL Neutral (N); Special – Darkness breath (30' cone), gaze attack (see above), spells as a 3rd level sorcerer.

05.06 Rushing Stream: A rushing stream of water bisects this hex. The stream is approximately 10 ft. wide and up to 3 ft. deep. Those trying to jump the stream or walk through it must make a Reflex saving throw to avoid falling in and being carried to a pool of hippos [0407].

05.13 Gingi Tribe: The Gingi are a tribe of lizardmen (pop. 331) descended from the lizard kings of old. They have faces that resemble the gallimimus and green scales with yellow stripes. The tribe has 200 spear-armed warriors. Their village is surrounded by a ditch and palisade. The ditch is filled with humanoid and animal bones, and skulls are attached to the tops of the walls by leather thongs. The wall is guarded by 8 elite warriors (3 HD) armed with blowguns and poisoned (sleep) darts. Water for the village is drawn from a deep well.

The village consists of huts made of woven vines covered in dried mud and a large, octagonal wooden house. The house is occupied by the tribe's chief Jumbaba, his harem of six females and his fifteen hatchlings. The tribe's

GUARDIAN DAEMON

Large Outsider, Chaotic (NE), Average Intelligence, Solitary

HD	8
AC	19 [+2]
ATK	2 claws (1d6) and bite (1d4)
MV	30
SV	F 8, R 9, W 9
XP	2000 (CL 10)

A guardian daemon is summoned to the Material Plane by a spellcaster with the task of guarding an area or treasure. These daemons vary in size and appearance, though most resemble large bears, wild cats, or apes with added daemonic characteristics (horns, elongated fangs and nails, and so on). Despite its varying appearance and form, the guardian daemon is a dangerous adversary. Most guardian daemons are Neutral (N) slant, though many, due to their daemonic heritage, are Chaotic (NE) and usually only serve evil summoners.

A guardian daemon only initiates combat if the area it is guarding is entered or the treasure it is watching over is disturbed. Three times per day a guardian daemon can breathe a cone of fire (30 ft.) that deals 5d6 points of damage (Reflex save for half damage).

Special Qualities: Immune to mind effects, sleep, hold, polymorph, fire, telepathy 100 ft.

treasure consists of 4,000 gp taken from an exhausted (and heavily laden) party of adventurers two months ago.

Lizard Man: Medium humanoid; HD 2; AC 13; ATK 1 spear (1d8) and bite (1d6) or javelin (1d6); MV 30 (Swim 20); F12 R15 W15; XP 100; AL Neutral (N); Special – Hold breath for 12 rounds.

Jumbaba: Lizardman Barbarian; LVL 3; HP 25; AC 14; ATK 1 light pick +4 (1d4+2) and bite +3 (1d6+1); MV 40 (Swim 30); F11 R14 W14; XP 150; AL Neutral; Special – Breath water, rage 1/day, sixth sense; Gear – Light pick, shield; Abilities – Str 14, Int 10, Wis 10, Dex 15, Con 13, Cha 9.

05.21 Bwawum Tribe: The Bwawum (pop. 290) are a tribe of humans with thick, black hair, reddish-brown skin and brown or hazel eyes. They are tall people, most over 6-1/2 ft. in height, with handsome, angular faces. Their village on the south bank of the Jamba River is surrounded by a palisade of woven screens. It consists of long houses made from timber and rattan screens. The roofs are thatched with grasses and palm fronds. The Bwawum are ruled by Jihzung (Fighter 3, 28 hp, battle axe and ring mail), who lives with his four bodyguards (2 HD, battle axes and leather armor) and seven wives.

On the bank of the Jamba River, a tribesman named Zuldor runs a tavern. The tavern is built like the longhouses described above. He serves palm wine in iron ladles and a thick stew of yams and fish. The village also has a horse trader named Galad, a tinker named Ongka and a fortune

teller named Galamba. A shrine of Oshosi, the forest god, resides just inside the entrance to the village. The shrine is tended by Zulgung (Adept 1; 2 hp).

The tribe's treasure is kept in the house of Jihzung and consists of 350 trade beads, 10 gp, 30 ep, 40 sp, 2,900 sp, 3 lb of pond-apples (narcotic, 300 gp), 30 oz of dried dates (150 gp), 3 lb of qat (narcotic, 150 gp), a basalt sculpture of Aganju the Earth God (100 gp, 30 lb.) and 11 darkwood figurines (10 gp each, 5 lb.) depicting the divine children of Yemaja.



05.43 Ajaga: A powerful beastmaster named Ajaga has established his stronghold here. The stronghold is a collection of wooden platforms topped by long houses made of woven vines and grasses. Here, Ajaga dwells with his companions, the escaped slave woman Surlah, his adopted son Kinnuzi and a talkative parrot called Gobo.

Ajaga's home is decorated with many trophies he has gathered over the years, including a small bracelet with a dozen silver dog-shaped charms (50 gp), a lead slave anklet, a large trident made of white gold (1,500 gp), a huge copper amulet in the shape of a gorgon mask (200 gp), a tiny quartz stone (15 gp), a royal cloak made of cloth-of-gold (270 gp), a ceremonial electrum dagger with a star ruby in the pommel (1,400 gp), a gold music box (1,000 gp), a golden circlet set with four aquamarines (6,000 gp), a brass mug with jade inlays shaped like panther heads (600 gp) and a large, skillfull woven tapestry

depicting a city with towering white walls and its lion-headed inhabitants (200 gp).

Ajaga: Human Beastmaster; LVL 6; HP 36; AC 14; ATK 1 spear +6 (1d8+1); MV 40; F9 R8 W12; XP 600; AL Lawful (NG); Special – Speak with animals, surprise (2 in 6), surprised (1 in 8), banish/control animals; Gear – Spear, silver dagger; Abilities – Str 14, Int 7, Wis 13, Dex 16, Con 14, Cha 9.

06.09 Temple Hill: A stark, gray hill here has the look of an ancient Greek temple, though it is a natural formation. Carvings on one side of the hill present four squares in a diamond pattern. The lock can be opened by inserting four iron spikes into the holes and striking them with a hammer in the following order: top, bottom, left, right. This opens a secret door into a man-made cavern within the temple hill.

This cavern holds a small shrine to Ogun, the smith god of the Zinji and many Cushites, and store rooms containing a variety of preserved foodstuffs (5 weeks), 30 bottles of rum, 3 sets of smithing tools, 100 candles, 40 torches and whatever else the TK deems appropriate. The cavern is used as a safehouse and meeting place for the smiths of Zinj, Cush and Pwenet, who form a secret brotherhood.

At the center of the building there is a large fire pit that holds an eternal flame. Keys to the storage rooms are located within the flames, and can be retrieved with a pair of tongs – a tool most blacksmiths will possess. The keys take about 30 minutes to cool down enough to use. Those who attempt to pick the complex locks on the storage rooms (-5/-25% penalty to open) summon forth a guardian daemon (see above, 26 hp).

06.18 Shatu Family: A large, concentric castle lies in ruin here. It was once occupied by the noble Shatu family of Zinj, and their arms (2 lions rampant sable fighting over a heart gules on a field argent) are still visible in the keystone above the entry gate. The Shatus attempted to colonize the jungle during the height of Zinj's power, when they were expanding into the isles of the South Sea and collecting tribute from Ophir. They did a fair job of clearing the surrounding countryside of monsters, and many peasants were attracted to the settlement.

During the reign of Wadzur son of Kortath, a black pudding bubbled up into the castle one night and began consuming its inhabitants. Wadzur would not leave his family vault to the creature and died uttering a curse on all who would

violate the bones of his ancestors. The black pudding still dwells in the castle along with a menagerie of giant fire beetles and assassin vines. The castle is filled with deadly traps set by the original inhabitants.

Black Pudding: Huge ooze; HD 10 (42 hp); AC 3; ATK 1 slam (2d6 + 2d6 acid + engulf); MV 20 (Climb 20); F7 R10 W10; XP 1000; AL Neutral (N); Special – Acid dissolves organic material and metal, including weapons, split by slashing and piercing weapons.

The family crypt is now empty, the remains of Wadzur's family having been eaten away by the pudding. It contains a sparkling pool of silvery water that allows Lawful (Good) creatures to *contact other plane* once per month.

06.24 Stone Wheel: A collection of ancient scrolls is sealed in copper tubes buried beneath a stone wheel lying on its side here on the forest floor. The scrolls contain a history of the city-state of Kolos at its height, and give clues to the existence of a ghastly brotherhood of priests that persists to this day in Zinj. The tubes are worth 20 gp collectively, and the scrolls up to 500 gp to a sage. Removal of the scrolls to a dry climate or exposing them to intense heat destroys them.

06.34 Pearl Tree: A large tree resembling a baobab grows here. In the late summer the tree is filled with large, prickly, yellow fruits with delicious pink flesh. There is a 1% chance that those someone eating a fruit (roll once for the entire party) finds a perfect, pinkish pearl (50 gp) at the center instead of a pit. Fruit that is opened up but not consumed causes the person wasting it to be cursed by the tree's guardian spirit (per *bestow curse*). The pits can be used to make *fire seeds* (as the druid spell) by knowledgeable wise women.

06.40 Tar Lake: There is a large lake of bubbling tar here. The lake measures 150 feet in diameter, and there is a chance that a random monster will be found stuck in the tar. In the center of the lake is a large stone shaped like a shepherd's crook. A druid that can reach the crook can call on the powerful animals who have been claimed by the pit and increase his or her strength to 18 for 24 hours. Attempting to do this more than once brings forth 1d20 fossil skeletons.

Fossil Skeletons: Large undead; HD 6; AC 13; ATK 2 claws (1d8) and bite (1d6); MV 30; F11 R12 W10; XP 600; AL Neutral (N); Special – None.

07.01 Mysterious Wind: A cave in the side of a hill expels a surprisingly powerful wind. If caught unawares, it might even throw a person down the hill for 2d6 points of damage. The gnomes of Gingdaja [0803] believe their supreme goddess dwells in the cave, and so throw their old and infirm in the cave to die that they might claimed by the goddess. Because of this, the cave has become something of an ossuary and the lair of a family of ten ghouls. Scattered about the cave are 100 trade beads and a vial of pink liquid that smokes when opened and smells liked baked bread. The liquid tastes awful, but turns its imbiber invisible, with a possible side effect of drowsiness.

Ghoul: Medium undead; HD 2; AC 14; ATK 2 claws (1d4 + paralysis) and bite (1d6); MV 30; F15 R15 W13; XP 200; AL Chaotic (CE); Special – Paralyze for 1d4+1 rounds.

07.21 Angry Hippo: A group of four native women (Luballa, Kelbemba, Kasili and Yaga) from the Bwawum tribe [0521] who were gathering fruit by a small rivulet have been treed by an enraged female hippo (HP 46) whose calf was killed by a hunter's spear. Once rescued, the women are quite talkative (increases chance of random encounters to 1-2 on 1d6). Kelbemba is quite attractive, and is a rival of Laliji.

Hippopotamus: Large animal; HD 6; AC 14; ATK 1 bite (1d10); MV 30 (Swim 30); F9 R10 W15; XP 300; AL Neutral (N); Special – Capsize boat.

07.29 Abandoned Tusk: An ivory catoblepas tusk (10 gp) lies in the undergrowth. It will take very sharp eyes to notice it.

07.38 Nymph Pool: You come across a small pool of water shaded by tall trees. The pool is surrounded by giant ferns and tall, cool grass. There is a 2 in 6 chance that several nymphs will be lounging in and around the pool. Floating in the pool are over a dozen black lotus flowers. The black lotus gives off a sweet, narcotic aroma that puts people into a relaxed state. When dried and ground into powder, it forms a powerful narcotic incense that magic-users can use to induce prophetic dreams. A properly dried black lotus flower is worth 100 gp.

07.44 Giant Horseflies: A grove of pitcher plants has attracted five massive flies (HP 30, 28, 28, 26, 22), who have made their lair around the sweet-smelling carnivorous plants.

Giant Fly: Large animal; HD 6; AC 15; ATK 1 bite (2d6); MV 20 (Climb 20, Fly 90); F9 R11 W12; XP 600; AL Neutral (N); Special – None.

07.46 Glowing Trees: A copse of trees here glows with a wavering coppery light. The trees do not radiate a magical aura, and they do not retain their glow if uprooted or dismembered.

08.03 Gingdaja Village: The small village of Gingdaja (pop. 300) is inhabited by a clan of chaotic gnomes led by a council of elders that consists of Zangdok, Pukulga and Jajujh. The village is surrounded by a short picket of sharpened stakes, all of them meticulously carved into whimsical animal shapes. The people live in clusters of huts surrounding a wooden shrine.

The gnomes of Gingdaja were created by Azba, their patron deity. They are lithe and agile, and their scholars are well versed in elemental magic. In place of a normal gnome's spells, the Gingdajans can cast *create water*, *endure elements* and *magic stone* each once per day.

Gingdaja has a small tavern run by Momwi, a retired slinger. The tavern is a long, narrow lean-to that serves a light, frothy ale made from roots and a powerful liquor made from tree fungus, as well as a hearty mushroom stew. The village also has a blacksmith named Pukdaja, a healer named Zuljujh and a monkey-trainer named Keshu. The village's temple is a one-room, wooden structure surrounded by a yard edged by white stones. The shrine is tended by Zagu, a priest of Azba.

Azba is a goddess of chance and gambling. She appears as a tall crone with lemon-yellow skin and large, round, red eyes. She carries a simple hammer that randomly blesses or curses those it strikes in combat. The gnomes believe that Azba embodies the vital forces of the universe (i.e. chaos). They also believe that she dwells in the cave in [0802]. They throw their old and infirm in the cave as sacrifices to Azba.

Zangdok: Gnome Magic-User; LVL 1; HP 2; AC 10; ATK 1 dagger -2 (1d4-2); MV 20; F15 R15 W13; XP 100; AL Chaotic (CE); Special – Spells (3/2), +2 save vs. illusion, gnome spells (audible glamer, dancing lights, prestidigitation); Gear – Dagger, darts (5), spellbook; Abilities – Str 4, Int 13, Wis 9, Dex 12, Con 12, Cha 12.

Pukulga: Gnome Druid; LVL 2; HP 6; AC 13; ATK 1 club +0 (1d4-1); MV 20; F12 R14 W11; XP 200; AL Neutral (N); Special – Spells per day (4/3), move through undergrowth, +2 save vs. illusion, gnome spells (audible glamer, dancing lights, prestidigitation); Gear – Club, leather armor, wooden shield; Abilities – Str 8, Int 9, Wis 14, Dex 13, Con 11, Cha 13.

Jajujh: Gnome Fighter; LVL 5; HP 28; AC 17; ATK 2 hand axe +6 (1d6+1); MV 20; F11 R13 W13; XP 500; AL Chaotic (CE); Special – +2 save vs. illusion; Gear – Hand axe, chainmail, shield, short bow, 20 arrows; Abilities – Str 13, Int 6, Wis 6, Dex 11, Con 11, Cha 8.

Momwi: Gnome Fighter; LVL 6; HP 33; AC 16; ATK 2 longsword +6 (1d8+1); MV 20; F10 R13 W13; XP 600; AL Neutral (N); Special – +2 save vs. illusion, gnome spells (audible glamer, dancing lights, prestidigitation); Gear – Longsword, chainmail, +1 sling, 10 bullets; Abilities – Str 13, Int 9, Wis 9, Dex 13, Con 11, Cha 10.

Zagu: Gnome Cleric; LVL 3; HP 15; AC 17; ATK 1 hammer +0 (1d4-1); MV 20; F12 R14 W12; XP 300; AL Chaotic (NE); Special – Rebuke undead, spells (4/3/1), +2 save vs. illusion, gnome spells (audible glamer, dancing lights, prestidigitation); Gear – Chainmail, shield, hammer, sling, 10 bullets, unholy symbol; Abilities – Str 7, Int 8, Wis 14, Dex 9, Con 11, Cha 11.

08.11 Morass: The woodland descends into a bowl-shaped depression here, the ground becoming black and spongy and the trees pale and blighted. Each day spent in the morass reduces a person's movement rate by 10 feet for 1d4 days. If a person's movement is reduced to 0, they find their feet planted in the murky soil. After 1d6 days, they begin turning into one of the trees; after 1d6 weeks, the transformation is complete.

08.18 Eshu Shrine: In an irregular clearing you find a large, conical structure of wood and stone. It has a large opening in one side, through which one finds a staircase that descends to both the left and right, and a beaded curtain blocking a door into a central chamber. This chamber holds a wooden idol of Eshu. A dozen golden plates resting on spindly, iron legs surround the idol, providing a place for worshippers to leave offerings and sacrifices.

The stairways lead to a chamber above the main sanctuary. Here, the priest, Baozi lives with his wife Shamima and two sons, Zaiji and Gorlu. All four of them are evil clerics, and are quite dangerous when the mood strikes them.

The temple is meant to be a way-station. It has a medicinal garden and basic supplies for sale at triple the normal price. People who camp around the temple must beware, for the priest and his family enjoy playing malicious tricks on travelers.

Baozi: Human Cleric; LVL 7; HP 25; AC 19; ATK 1 +1 heavy mace +5 (1d6+2); MV 30; F8 R11 W7; XP 700; AL Chaotic (NE); Special – Spells (6/5/4/2/1), rebuke undead; Gear – Chainmail, +1 shield, holy symbol; Abilities – Str 14, Int 13, Wis 17, Dex 15, Con 13, Cha 15.

Shamima: Human Cleric; LVL 6; HP 22; AC 16; ATK 1 heavy mace +3 (1d6+1); MV 30; F8 R14 W8; XP 600; AL Chaotic (NE); Special – Spells

(5/4/3/2), rebuke undead; Gear – Chainmail, shield, robe of useful items, holy symbol; Abilities – Str 10, Int 15, Wis 15, Dex 6, Con 13, Cha 13.

Zaiji: Human Cleric; LVL 4; HP 16; AC 17; ATK 1 heavy mace +4 (1d6+3); MV 30; F8 R14 W8; XP 400; AL Chaotic (CE); Special – Spells (5/4/3), rebuke undead; Gear – Chainmail, shield, scroll of healing, holy symbol; Abilities – Str 16, Int 14, Wis 17, Dex 8, Con 16, Cha 9.

Gorlu: Human Cleric; LVL 3; HP 11; AC 18; ATK 1 heavy mace +0 (1d6); MV 30; F11 R13 W11; XP 300; AL Chaotic (CE); Special – Spells (4/2/1), rebuke undead; Gear – Chainmail, shield, holy symbol; Abilities – Str 7, Int 16, Wis 12, Dex 9, Con 10, Cha 11.



08.27 Ape Boy: A cave system here is inhabited by a clan of thirty carnivorous apes and an adopted human boy they call Gargan. The apes are led by a massive male called Jorak (HP 30). In the deepest cavern of their lair, secreted there by an unknown party, there is a treasure. It consists of 80,000 cp in a dozen small chests, a golden yellow topaz (700 gp), a white pearl that has been delicately carved to hold the silhouette of a woman (80 gp) a cylindrical chunk of polished coral (60 gp), a malachite (11 gp) and a vial of phosphorescent liquid in a pewter flask. The liquid removes paralysis but causes intense pangs of hunger (-1 to all attack rolls and saving throws until double normal rations are consumed).

Carnivorous Ape: Large animal; HD 4; AC 14; ATK 2 claws (1d6) and bite (1d6); MV 30 (Climb 30); F10 R11 W17; XP 400; AL Neutral (N); Special – None.

Gargan: Human Beastmaster; LVL 1; HP 6; AC 14; ATK 1 club +1 (1d4); MV 40; F12 R11 W14; XP 100; AL Chaotic (CE); Special – Speak with animals, surprise (2 in 6), surprised (1 in 8), banish/control animals; Gear – Club; Abilities – Str 12, Int 9, Wis 13, Dex 17, Con 13, Cha 9.

09.05 Poisonous Frogs: Every two weeks, this hex experiences a rain of poisonous frogs, which then swarm over everything in reach. Assume a rain will occur on a roll of 1 on 1d12 when adventurers travel through the hex.

Poison Frog Swarm: Tiny animal; HD 6; AC 14; ATK 1 swarm (1 + poison IV); MV 20; F7 R10 W15; XP 600; AL Neutral (N); Special – Poison.

09.15 Keshu Tribe: The Keshu are a small tribe of 45 hunters and their families. The warriors are armed with blowguns and clubs. The Keshu have thick, curly, dark brown hair, brown, grey or blue eyes and reddish-brown skin. Their build is tall and willowy, and they have narrow faces. The Keshu are canny traders. As proof, they wear jewelry of copper, pearl and carnelian (25 gp worth for each) and pouches of cowries and trade beads (1d10 per tribesmen). The Keshu have a good knowledge of the surrounding area, and will work as guides for double pay. The tribe is led by Zagu, a silver-tongued barbarian.

Zagu: Human Barbarian; LVL 6; HP 33; AC 13; ATK 1 falchion +6 (1d8+1); MV 40; F8 R10 W12; XP 300; AL Neutral; Special – Rage 2/day, sixth sense; Gear – Falchion, shield, plaid cloak, dagger, scroll of protection from petrification, trail rations, iron spikes, crowbar, jewelry (125 gp), 25 gp; Abilities – Str 13, Int 12, Wis 11, Dex 16, Con 13, Cha 15.

09.21 Goddess: A 20 ft. tall statue of a Hindi-style goddess lies belly-up in the marshes here. The statue is tilted, so that its face peers out at the north bank of the river. 1d8 crocodiles sun themselves on the statue, which is missing its arms and legs and looks to be very ancient. A secret door in the statue's navel can be unscrewed, leading to a crawlspace that ends in the statue's head. Inside the head there is a golden orb studded with gems (5,000 gp). The statue is all that remains of a stone golem destroyed a millennia ago during a war between Kolos and the distant city-states of Ende.

Crocodile: Medium animal; HD 3; AC 19; ATK 1 bite (1d8 + constrict) or tail (2d6); MV 20 (Swim 30); F12 R12 W17; XP 300; AL Neutral (N); Special – Hold breath for 6 minutes.

09.34 Blackwood Grove: In a grove of enormous blackwood trees, there is an especially ancient tree with a hollowed lower trunk. Inside this trunk lives a kunti, a malevolent spirit creature not unlike a ghoulish dryad. The kunti is usually encountered sitting outside her tree in the guise of a beautiful maiden. The creature has a small trove stashed in a hole beneath a large, flat stone 20 paces south of her tree. The trove includes 70 gp, 2 aquamarines worth 350 gp, a piece of jet worth 100 gp, a sunstone worth 550 gp, a silver necklace worth 700 gp (composed of silver ovals with letters etched into the back spelling B-A-G-T-R-U) and a tattered umbrella with an carved ebony stick worth 80 gp.

Kunti: Medium undead; HD 8 (36 hp); AC 17; ATK 2 claws (1d4 + paralysis) and bite (1d6); MV 30; F11 R11 W9; XP 800; AL Chaotic (CE); Special – Paralyze for 1d6+1 rounds, merge with tree, spells (at will—entangle, speak with plants, tree shape; 3/day—charm person, deep slumber, tree stride; 1/day—suggestion).

09.36 Jolku: Jolku (pop. 100) is a walled village built around a stone castle. The people of Jolku have fine, straight hair of brown or black, and deep black eyes. Their skin is a light, creamy brown, and they have narrow faces and thin builds. The people of Jolku are a rambunctious lot, competitive and playful.

Jolku is led by a blacksmithing cleric of Ogun named Azaba. Azaba is a hot-tempered man (and he HATES magic-users – dirty know-it-alls) in poor health due to years of alcoholism. He commands four armsmen (Fighter 1). The village also has a tap-house run by Zikwe, where the men gather together to drink liquor made from fermented bananas and chew on dried strips of goat meat soaked in chickory. The castle has a shrine dedicated to Ogun as well as a forge and armory.

Azaba: Human Cleric; LVL 4; HP 10; AC 18; ATK 1 warhammer +3 (1d4+2); MV 20; F12 R12 W8; XP 400; AL Lawful (CG); Special – Spells (5/4/3), turn undead; Gear – Scale mail, shield, iron spikes (6), manacles, map case, 10-ft. chain, iron holy symbol; Abilities – Str 13, Int 16, Wis 16, Dex 12, Con 4, Cha 14.

09.41 Snare and Spider: There is a 1 in 6 chance that a member of the adventuring party will spring a concealed snare that launches victims high into the trees into the waiting arms of an phase spider (HP 9).

Phase Spider: Large magical beast; HD 5; HP 22AC 15; ATK 1 bite (1d6 + poison IV); MV 40 (Climb 20); F10 R11 W14; XP 500; AL Neutral (N); Special – Poison, ethereal jaunt.

CINDER GHOUL

Large Outsider, Chaotic (CE), Low Intelligence; Mob (1d12)

HD	8
AC	20 [+1]
ATK	Slam (1d8 + 1d6 fire + energy drain)
MV	Fly 40
SV	F 10, R 11, W 10
XP	2,000 (CL 10)

A cinder ghou is ghost-like spirit in the form of a swirling humanoid cloud of burning ash and charred body parts. Its dark, smoky shape is lit here and there with the red glow of perpetually burning embers, and the grisly remains of scorched body parts can occasionally be glimpsed floating within the mass. These baleful undead creatures reek of smoke and burnt flesh. A cinder ghou's touch drains 1 level. Any creature struck by the ghou's vicious touch also suffers 1d6 fire damage and must pass a Reflex save or catch on fire.

Special Qualities: Immune to fire

10.30 Ruined Fortress: A stone fortress stands on a small rise in the jungle. The foliage of the jungle grows right up to its walls, and vines have climbed the walls and insinuated themselves into every crack and crevice; they are slowly tearing the walls down. The ground around the fortress is noticeably warm, and at irregular intervals loud releases of steam or sulfuric vapors will be emitted from cracks in the side of the hill.

The fortress consists of outer walls and a small gatehouse surrounding a courtyard and keep. The keep is round and built from quarried limestone. It rises three stories but has suffered a fire. The upper floors have collapsed and the interior is now a scorched mass of rubbish. A careful observer will note what appear to be hand and finger prints melted into the walls at different places. A hidden trapdoor in what used to be the entry hall leads into the cellar.

The cellar is quite warm and humid and inhabited by all manner of molds, fungi and slimes. Beneath the mold, one might be able to find the remains of household items (knives, plates, buckets) as well as two casques of sour, undrinkable wine.

A narrow, low tunnel leads down to a small root cellar and two dungeon cells. The doors to these rooms are unhinged and warped by the damp. The root cellar is inhabited by a family of six mushroom men (HD 3 (10 hp), HD 2 (13 hp) and HD 1 (6, 4 hp). The mushroom men are aware of the

ASH CREATURE

Medium Elemental (Fire), Neutral (N), Low Intelligence; Cloud (1d10)

HD	2
AC	13
ATK	1 slam (1d6 + 1d6 fire)
MV	20
SV	F 15, R 12, W 16
XP	200 (CL 3)

Ash creatures look like lumpy humanoids with black skin that flakes into ash and cinder when touched. They have small eyes that burn like embers in the lump that replaces a humanoid head. Ash creatures are capable of merging with stone walls. When they are struck by bludgeoning weapons, they emit clouds of ash that cause choking and burn the eyes (-2 penalty to hit; Fort save negates).

Special Qualities: Immune to fire

EXPLODING BONES

Medium Undead, Neutral (N), Non-Intelligent; Gang (1d8)

HD	2
AC	11
ATK	1 claw (1d4) or by weapon
MV	30
SV	F 15, R 15, W 12
XP	200 (CL 3)

Exploding bones are skeletons treated with alchemical solutions that cause them to explode when they are reduced to 0 hit points. The explosion sends bone shards and burning gas to a radius of 20 feet, dealing 1d6 points of damage (Reflex save for half damage).

Special Qualities: Resistance to fire

cinder ghoul, having lost three of their family to it some time back.

Mushroom Man: Small plant; HD 3; AC 14; ATK 1 slam (1d4) or spear (1d8); MV 30; F13 R14 W15; XP 300; AL Neutral (N); Special – Resistance to fire, spores.

One dungeon cell is empty, while the other is inhabited by a cinder ghoul. This second cell features a crack in the floor large enough for adventurers to squeeze through. The crack smells of sulfur and those descending into the crack (which requires rope, for its is 20 feet thick) must pass a save vs. poison (Fort) to avoid passing out and falling.

A clever thief or barbarian might discover slight hand holds that allow him to climb down, though the walls are quite hot to the touch and the climb may be uncomfortable. At the bottom of the crevasse one might discover a bone anklet (2 gp), the kind a woman might wear. At the bottom of the crack one enters a maze of volcanic passages and

chambers. The air here is thick and acrid, and actions will have to be undertaken to survive the poisonous air and the uncomfortable temperatures. The chamber at the bottom of the crevasse is guarded by fire ash creatures.

Three tunnels radiate from this chamber, all of them sloping downward. The northern tunnel has the steepest slope (45-degree angle), while the southwestern and eastern tunnels are more gradual. While wandering in this volcanic dungeon, the Referee should make a wandering monster check once per hour, with an encounter occurring on the roll of 1 on 1d6.

WANDERING MONSTERS

- 1 Exploding Bones (3d6)
- 2 Hell Hounds (1d6)
- 3 Grey Ooze (1d8)
- 4 Imp (1d8)
- 5 Thoqqua (1d8)
- 6 Fire Elemental, Medium (1d6)

[1] The northern tunnel descends 100 feet into the earth before the walls of the tunnel become crystalline, like quartz. The tunnel emerges into a large cavern of quartz. The cavern is supported by a dozen massive pillars of quartz that jut from the ground at weird angles. The sides of the cavern feature ledges at irregular heights. Stationed on several of these ledges are a dozen crystalines (six on either side of the cavern, HP 18, 17, 16, 15, 14, 14, 14, 14, 12, 12, 12, 10).

Their crystalline bodies make them difficult to detect in the cavern, so they surprise on a roll of 3 in 6. The crystalines are armed with crystal javelins and short swords that deal 1d6 damage. The leader of the warriors is called Shyst and he carries a crystal *battle axe +1/+3 vs. flesh*, studded with rubies. The crystalines are servants of Law, but they attack first and ask questions later due to their fear of Barbata the alu-demon.

[2] At the end of the cavern there is a tunnel and stairs seemingly built from glass. The stairs lead down about 20 feet and end in a small antechamber of bluish crystal. Several small, floating crystal balls that glow with a blue light illuminate the small chamber. These orbs can be plucked from the air and held; when released, they go back

to floating about four feet off the ground. Besides the orbs, the room contains a crystalline basin (attached to the floor, about 3 feet tall) filled with water and a massive door of glassy-steel that offers no apparent means of opening it. The only way to open the door is by dipping one's finger into the basin and running along the basin's edges until they achieve a perfect note; bards and other musicians can do this without much difficulty, but other characters must pass a Reflex saving throw to succeed. Once successful, the door opens into the small chamber.

[3] The glassy-steel (clear as glass, hard as steel) door gives access to a gallery or temple composed entirely of glass. The chamber is 30 feet wide and 60 feet long. Along the walls are 20 arched alcoves (10 on either side on three levels spaced six feet apart) holding crystal statues of warrior maidens. Each maiden is individually carved, armored and equipped. At the end of the chamber is a crystal statue of a kneeling angel, 12 feet tall. In her outstretched hands she holds a +2 *longsword* that is always bathed in golden light. The longsword, called *Rikkar the Inconstant*, reinforces its master's will, giving them a +2 bonus to save vs. mind control. It also makes its master immune to disease. Unfortunately, its enchantments (including its bonus to hit and damage) have a 10% chance to stop working in the middle of a battle.

When one walks 10 feet into the chamber, it is suddenly bathed in white light and one hears a faint hum. Moving another 10 feet into the room increases the volume of the hum; it now sounds like a chorus of voices. Another 10 feet increases the volume again and adds a definite bass, as well as activating the 20 crystal statues, who leap from their alcoves and surround the party). Any who remain on their feet are attacked.

Those who fall to their knees and lower their eyes are spared. Crawling another 10 feet stops the angelic chorus and shrouds the chamber in darkness; the golden glow of the sword becoming the chamber's only illumination. Chaotic (Evil) creatures attempting to move any closer to the sword are now attacked by the crystal statues. Neutral creatures can move an additional 10 feet before being attacked. Only Lawful (Good) creatures can approach the angel and receive the sword. Leaving the chamber causes the door to slam shut and seal.

DAWN MAN

Small Humanoid, Neutral (N), Low Intelligence; Gang (1d6)

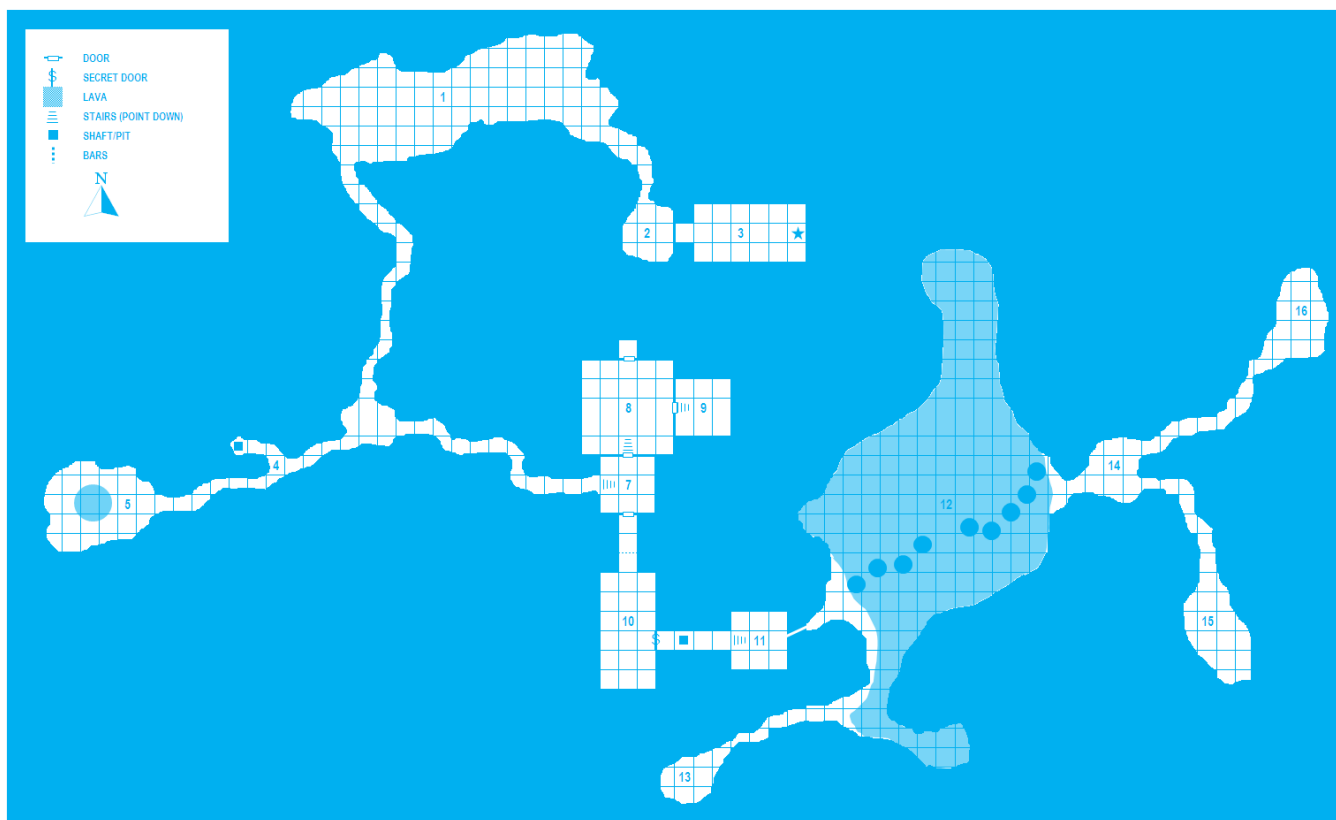
HD	1
AC	11
ATK	1 bite (1d2) or by weapon
MV	30
SV	F 14, R 15, W 15
XP	50 (CL 1)

Dawn men are furry humanoids that dwell in wooded hills. They are hunter-gatherers with an uncanny ability to train dinosaurs and other large animals. They can communicate with them in their strange language of hoots, grunts and growls, and there is a 10% chance that any lone dawn man encountered is accompanied by a large predator common to the area. Dawn men also seem to have a special rapport with the spirit world, being able to beseech the spirits for any 1st to 3rd level druid spell once per day with a chance of success of 3% per dawn man involved in the invocation. Dawn men arm themselves with slings and spears. They never wear armor.

Crystal Statue: Medium construct; HD 3; HP AC 16; ATK 2 fists (1d6); MV 30; F14 R14 W14; XP 300; AL Neutral (N); Special – None.

[4] After 20 feet, the southwestern tunnel splits into two separate tunnels. The tunnels are perfectly round and the walls are composed of ash, which rises in clouds as adventurers walk and falls from the ceiling. Both of these tunnels move parallel to one another for approximately 30 feet, at which point the northernmost tunnel ends in a 40-foot vertical shaft, the bottom of which is spiked with crystalline growths. People falling down the shaft suffer 4d8 points of damage and find the walls nearly impossible to climb.

[5] The southern tunnel goes another 40 feet, growing increasingly hot, before widening into a cavern of lava rock with a bubbling pool of lava in its center. There is a large, obsidian spike held over the bubbling pool by a thick, metallic chain. The pool is inhabited by an aggressive lava elemental. If the chain is cut, the obsidian falls, sealing the pool. Unfortunately, the side effect of this is to force lava from holes in the walls of the cavern. The cavern quickly fills to a depth of three feet, killing anyone standing in the cavern. One's only hope (other than flying or levitating) is to climb the chain attached to the obsidian spike. From the top of the chain, one can climb metallic rungs lodged in the sides of a narrow vertical shaft in the top of the cavern. This shaft extends 6 feet before opening into a mesmerizing new cavern [6], not pictured on the map.



Lava Elemental: Large elemental (fire); HD 10; HP 43; AC 19; ATK 1 slam (1d8 + constrict); MV 30; F9 R8 W11; XP 1000; AL Neutral (N); Special – Immune to fire, vulnerable to cold, engulf and drown people who are constricted.

[6] This cavern is 50 feet tall. Both the bottom and top halves are cones. The very top of the cavern is open to the sky. Where light pours into the place there is a significant amount of foliage. Around the middle of the cavern, where the top and bottom cones meet, there are multiple small caves set around the perimeter. Inside these caves live a tribe of 30 angry little dawn men who fear anything that emerges from below. They can be bribed with useful tools and cowed with impressive displays of magic or violence. They have no treasure.

[7] The eastern tunnel is composed of jagged lava rock with a multitude of sharp edges. The tunnel winds around a bit, eventually coming to a hallway composed of worked basalt. This hallway ends in a room shaped like a cube with 30-foot sides.

The entrance is five feet above the floor of the room, with brass stairs leading down to the floor. This first room is an entry chamber decorated with stone benches along two

walls and pegs on another wall that hold hooded, wool robes dyed crimson. A hidden compartment in one wall holds a *scroll of protection from demons*. The compartment is protected by *explosive runes* (4d6 damage). There are locked iron doors edged in brass in the north and south walls. Both doors are warm to the touch.

[8] The northern door leads into a 50 ft. cube, again with the entrance 15 ft. above the floor. This chamber is a temple with a floor of 5 ft. square tiles painted with demonic runes, a basalt altar that measures 3 ft. tall by 7 ft. long by 3 ft. wide and a massive brass idol shaped like a minotaur. The altar has brass manacles attached to it and no signs of blood. Two locked iron doors edged in brass flank the idol.

When one steps on a tile in the temple, they summon an imp. These imps attack intruders, but cannot leave the temple. As summoned creatures, they cannot summon others of their kind.

From this chamber, the northern door leads to a 10-ft. cube with stairs 5 feet down to the floor. This room is a jumble of odd items, including splintered chairs, battered

shields, an iron maiden missing its lid and other pieces of refuse.

[9] This door has stairs that go 7 ft. up to a 30-ft. cube. Like most rooms, this one has walls carved from basalt, but unlike others, it has frescoes that look like Brueghel’s depictions of Hell. In the middle of the room lies a golden crib covered with bas-reliefs of cavorting demons and witches. Inside the crib there is a velvet cushion of red. A ruby-tipped hairpin (20 gp) lies underneath the cushion.

[10] The southern door from the entry chamber opens onto a short tunnel that ends in a locked brass portcullis, the mechanism for opening it lying 5 feet beyond. Beyond the portcullis the hallway extends another 10 ft. before ending in a large chamber 60 ft. long, 30 ft. wide and 15 ft. tall. The doorway is positioned 5 ft. above the floor, with stairs leading down. In the middle of this room there is a gilded divan with scarlet cushions. A whip made of corded, blue leather is curled up on the cushions.

An attempt to touch the whip made by someone other than its master results in it animating as a blue, spitting cobra (25 hp). The walls are lined with manacles, from which hang a few non-animated skeletons. An iron cage hangs near the divan. It is occupied by a female zombie that claws at visitors and whimpers and moans. One of the hanging skeletons in this room obscures a secret door. Beyond the secret door is a hallway that slopes downward. It ends in the throne room [11]. Midway down this passage there is a covered chute that has a 2 in 6 chance of opening when someone steps on it. This chute empties above the causeway that bridges the lake of lava.

[11] The aforementioned throne room is a 30-ft. cube, its entryway placed 10 ft. above the floor. The room is richly appointed, with persian-style rugs, tapestries depicting the notables of Hell and their servants and victims and an basalt throne carved to look like its occupant is sitting on the back of a lawful priest while flaked by hell hounds. A white, velvet cushion rest on the throne. There is a 10% chance that the Lady Barbata is in this room, attended by her lady-in-waiting, the succubus Fiera, her major domo, a black-skinned imp named Scaramir who wears a beweled turban of cloth-of-gold (300 gp) and a bodyguard of six exploding bones. More often, the room is guarded by four exploding bones.

FIRE WORM

Huge Magical Beast, Neutral (N), Non-Intelligent; Solitary

HD	14
AC	18
ATK	1 bite (2d8 + 1d8 fire)
MV	30 (Burrow 10)
SV	F 3, R 6, W 11
XP	3,500 (CL 16)

Fire worms are elemental cousins to the frost worm, looking like their opposites except that they are red in color and surrounded by an aura of flame. When killed, they explode into fire, dealing 10d6 points of damage plus 10d6 points of fire damage to all within 100 feet (Reflex save for half damage). Once per hour a fire worm can breathe a cone of fire (30 ft.) for 15d6 points of fire damage.

Special Qualities: Immune to fire, vulnerable to cold

Two pull cords hang from the ceiling on either side of the throne. Pulling the left-hand cord sounds a gong, alerting the temple complex, and drops iron bars that divide the room in halves, one half holding the stairs, the other holding the throne. The other cord causes the throne to slide to the left, revealing a vertical shaft 50 ft. deep. One can climb to the bottom of the shaft using hot iron bars (like a ladder, inflicts 1d6 points of damage). The temperature grows considerably hotter as one descends down the shaft, and creatures suffer 1d6 points of damage every turn they spend below.

[12] When the bottom of the shaft is reached, one will turn around and see an irregular cavern with a 50 ft. high ceiling. The floor of the cavern is a sea of bubbling lava. Directly ahead, a causeway of 6 to 10 ft. basalt cylinders rises out of the lava, the cylinders placed like steps.

The causeway extends almost half way across the lava cavern before ending abruptly. Ten feet away, the causeway begins again, the second half extending all the way to the far shore of the lava lake. From here, one can make out stout humanoid shapes on the far shore, frolicking in the lava as though they are at a beach. Just behind them is a tall cavern opening. As one observes this from the end of the first half of the causeway, a terrible fire worm crawls out of the lava and up the side of the cylinder the adventurers stand upon. If the adventurers invoke the name of Barbata, it bears them upon his back to the other side of the causeway. Otherwise, it attacks. At this, adventurers might notice the strange humanoids dash

into the cavern. If the adventurers are born across the gap in the causeway peacefully, the strange humanoids, which look like broadly built men with pink skin and permanent smiles on their child-like faces, lead them safely through the next cavern.

[13] The cavern at the end of the narrow stairs is a mine shaft. Here, zombified men and women (not undead, just *dominated*) work a rich vein of gold. At any given time there are 1d6+10 slaves armed with picks and shovels overseen by a large gnoll (3 HD, AC 17, 16 hp) armed with a barbed whip and a battle axe. There are also 1d12 gold nuggets here worth 25 gp each.

[14] The cave on the other end of the lava lake leads into a cavern. Two tunnels lead from this cavern. Between these tunnels, what appears to be the animated skeleton of a fire giant is chained to the wall, but capable of attacking creatures throughout the cavern. The skeleton is dressed in blackened armor and carries a massive gladius (a type of short sword), also of blackened iron. This guardian attacks any creature it is unfamiliar with. The sound of fighting likely draws the lava children from their cavern, and may draw Fiera as well.

Fire Giant Skeleton: Large undead; HD 11; HP 45; AC 16; ATK 1 slam (2d6) or 1 boulder (2d10); MV 30; F9 R10 W8; XP 550; AL Neutral (N); Special – None.

[15] This tunnel here leads to a cavern filled with bubbling pools of lava. It is home to fifteen lava children that serve the Lady Barbata. They themselves are led by a lava child called Shvalik (spells as 5th level cleric), a devout worshiper of Moloch. Ages ago, it was Shvalik who led his little tribe on an assault on the Forgotten Fortress. After killing its defenders and most of its inhabitants, he dragged a maiden into the depths so his lord (or one of his minions) could ravage her. Barbata was the result of that inhuman congress.

[16] The left-hand passage leads to the living quarters of dread Barbata, Lady of the Depths. Her living quarters are couched in a multi-leveled cavern roughly 30 ft. high, 30 ft. wide and 50 ft. long. The lower portion features a sitting area about 20 ft. in diameter. This area is tiled with obsidian and decorated with brass couches and a brass throne, the feet made to look like cloven hooves and the back having a grinning, horned skull in its center. A number

of basalt pillars sculpted to resemble demonic hands rising from the floor are positioned near the couches and throne. The ceiling of the chamber at first appears to be on fire. On closer inspection, one sees that it is covered with fire bats.

Even if she hears the sounds of battle in the giant skeleton's chamber, Barbata makes her last stand here. She is always accompanied by her 6 exploding bones and has the services of 30 fire bats. Her lady-in-waiting, the succubus Fiera, can be found here with her mistress.

Fiera, Succubus: Medium outsider; HD 6; AC 19 [+1]; ATK 2 claws (1d6); MV 30 (Fly 50); F10 R10 W9; XP 1500; AL Chaotic (CE); Special – Immune to electricity and poison, magic resistance 15%, spells (continuous—tongues; At will—charm monster, detect good, detect thoughts, ethereal jaunt (self plus 50 pounds of objects), suggestion, teleport without error (self plus 50 pounds of objects)).

FIRE BAT

Small Magical Animal, Neutral (N), Animal Intelligence; Colony (1d8)

HD	4
AC	20
ATK	Bite (1d8 + 1d4 fire)
MV	20 (Fly 40)
SV	F 12, R 11, W 17
XP	400 (CL 5)

Fire bats are giant bats that smolder, their fur containing burning embers. They leave a trail of flame as they fly.

Special Qualities: Immune to fire, vulnerable to cold

LAVA CHILD

Medium Monstrous Humanoid, Neutral (N), Average Intelligence; Band (2d8)

HD	4
AC	16
ATK	2 claws (1d6) and bite (1d8)
MV	30
SV	F 14, R 11, W 11
XP	400 (CL 5)

This creature is a stocky humanoid with sooty-black hair, green eyes and pink skin. It wears crudely constructed hides of fur and leather. Its face has a curious, almost child-like appearance and seems to be imprinted with a permanent smile. Lava children make their lairs deep underground or in dying or burned out volcanoes. Lava children speak their own gibberish-like tongue.

Any metal weapon (including magic weapons) that strikes a lava child deals no damage and simply passes through its body. Likewise a lava child can simply walk through metal doors or walls as though they did not exist and they ignore bonuses to an opponent's Armor Class due to metal armor.

Special Qualities: Immune to fire, metal and earth-related spells, vulnerable to cold, +1 damage per die from air and water spells

Barbata, Alu-Demon: Medium outsider; HD 6; HP 66; AC 15; ATK 2 claws (1d3) or by weapon (1d8+1); MV 30 (Fly 50); F10 R10 W9; XP 1500; AL Chaotic (CE); Special – Immune to poison and electricity, magic resistance 15%, vampiric touch, spells (at will—charm person, desecrate, detect thoughts, shape change (medium humanoids only), suggestion; 1/day—dimension door).

Barbata is a handsome woman with a chiseled face and cold eyes. Born by the rape of her mother by a demonic minion of Moloch (she calls him her grandfather), she was raised by the lava children and brought up to become a heartless psychotic. She wields the sword *Kalabrak*.

Kalabrak is a scimitar carved from the thigh bone of a titan. It was created by the gods to win their war against the titans and later fell into demonic hands. The +2 *scimitar* is intelligent (Ego 11) and requires an annual sacrifice of giant blood or vanishes. It drives its holder to seek out giants, and acts as a +3 *weapon* against them. *Kalabrak* can slice through stone as easily as butter and it increases its master's musical talents. It draws its power from its master's life force, lowering their constitution score by 2. *Kalabrak* has the following scores: Int 16, Wis 10, Cha 13.

Fiera has a pretty face, tiny black horns, crimson bat wings and alabaster skin that turns as black as night at her wrists and ankles. Her only nod to clothing is a loincloth made of platinum pieces and held by strands of a fallen angel's hair (5,000 gp).

A brass stairway leads to Barbata's sleeping chamber above. This chamber is tiled like the one below, but has a bed and a brass chest-of-drawers containing her silken rainments. Hanging on the walls are a giant skull, 12 bronze flails (worn by the Company of the Bronze Flail that once operated out of Nomo), a short bow made of white pine and engraved top to bottom with skulls (100 gp), a large, burnt orange dragon scale (50 gp), a large, gilt-tipped spear (50 gp), two gauntlets made of cold iron, and a smooth, crystal scepter (1,600 gp) once owned by a Kirikersan queen called Malani.

On an ebony side table she keeps a jade paperweight in the shape of a sinuous maiden (1,700 gp) and a small chest carved from basalt and trapped with *explosive runes* (5d6 damage). Inside the box are a baroque electrum ring bearing the name A. Montiado (1,200 gp), an ornate porcelain pipe used to smoke black lotus (100 gp), 10 very

small rubies (10 gp each), a large carnelion (500 gp), an emerald (700 gp), a crystal (250 gp), a garnet earring (10 gp). A leather-bound journal written by a man called Da Vinci rests atop the box. Piled around the room are 140 pp, 2,000 gp, 11,000 sp.

11.04 Mufo: Mufo is a large town (pop. 4500) that receives some caravan traffic between Ophir and the Carnelian Coast, and also acts as a trade center for the local region. The city is surrounded by walls of reddish stone that are studded with bronze spikes. The front gates are thick, dark oak, heavily glazed, that are bound in bronze. The walls are anchored by five stout towers, about 30 feet tall. The walls and towers are patrolled by the town's 45 men-at-arms (leather armor, shield, spear, light crossbow). Mufo is known for its green tile roofs that sparkle like emeralds in the sun and help to camouflage the town from above, hemmed in as it is by the surrounding jungle.

Mufo is governed by a council of wealthy men and women, the head of which is Kanda, a rather famous merchant who once adventured throughout Cush, Pwenet and the Carnelian Coast and who now commands several caravans who ply the same area. Other members of the council are the monster trainer Mbando and the infamous duelist Muamba the Snake, who runs a fencing academy.

Mufo has two ghettos, one of Ophirian traders, craftsmen (especially weavers) and adventurers who traveled down with the caravans from Ophir, the other of gnomes who have quit their traditional forest home and now make a living as wood-carvers and fortune tellers. The Ophirians of Mufo number about 250, the gnomes about 180. Both are treated reasonably well, though the gnomes are considered by the locals to be dishonest schemers, just as the Ophirians are considered to be greedy.

Kanda: Human Venturer; LVL 11; HP 32; AC 14; ATK 1 scimitar +6 (1d8-1); MV 30; F12 R10 W8; XP 1100; AL Neutral (N); Special – Appraisal, +1 save vs. traps, haggling, contacts, pidgin, smuggler; Gear – Leather armor, buckler, scimitar, dagger, darts (3); Abilities – Str 8, Int 13, Wis 11, Dex 15, Con 7, Cha 16.

Muamba: Human Duelist; LVL 10; HP 43; AC 14; ATK 1 short sword +9 (2d6); MV 30; F12 R5 W12; XP 1000; AL Neutral (CN); Special – Short sword specialist, +2 initiative, riposte; Gear – Padded armor, short sword, hunga munga (2); Abilities – Str 10, Int 13, Wis 7, Dex 16, Con 7, Cha 12.

11.10 Caged!: As the adventurers pass through a clearing, a large, baroque, steel cage falls on them seemingly from nowhere. The cage weighs a ton. After 1d6 days, a group of 2d6 creatures appears to inspect the adventurers. After a few minutes, the creatures either decide to turn their quarry loose or spirit them away. In the case of the former, the cage and creatures merely dissipate into thin air.

In the case of the latter, the adventurers see the world around them become grey and misty. Initially, they find it hard to breath, but they quickly adjust. Soon after, the grey mists begin to atomize and themselves disappear. The adventurers now find themselves surrounded by blackness punctuated by thousands of stars, the Astral Plane! The adventurers are standing on a circular, silvery platform suspended in space. A silver arch towers above them and the cage is suspended from this arch by a mithral chain. They then feel the sensation of the platform moving, though they are not able to discern this movement from their surroundings.

This state persists for several hours, the creatures paying the adventurers little attention and never speaking or even motioning to one another. Gradually, the adventurers notice one star growing in size. This is the planet Saturnis, and the creatures who are bearing the adventurers to this alien world are called the Trapmasters. They set their strange craft down in the midst of one of its terrifying alien city-states. The adventurers are escorted to the zoo, to be put on display for the rest of their natural lives. How the adventurers extract themselves from this pretty predicament will doubtless become the foundation of many enjoyable (or maybe not so enjoyable) adventures.

11.22 Errant Sarcophagus: A sarcophagus carved from ebony has floated down the river and become lodged in the muck. It is carved in the style of ancient Kolos, which might explain why the local ghouls have left it alone. If opened (it is warped a bit) one discovers a shriveled corpse infested with yellow mold.

Placed around the body are several funerary items: A steel clasp, broken and rusted, set with tiny spinels and amethysts (worth 30 gp), a necklace of white marble beads (worth 45 gp), a mirror with a rosewood frame (warped and cracked) and an obsidian orb that is unnaturally warm

TRAPMASTER

Medium Humanoid, Neutral (N), High Intelligence; Puzzle (1d10)

HD	5
AC	14
ATK	1 staff (1d8+2)
MV	30
SV	F 11, R 13, W 12
XP	500 (CL 6)

Trapmasters look like 3-foot tall humanoids with oversized heads. Their bodies are covered in a reddish mesh and their heads are hidden under large, cylindrical helmets. The surface of these helmets, which do not have obvious eye holes or visors, are covered with small, hexagonal mirrors and can be used by the creatures to blind their opponents in the presence of bright light. Trapmasters wield heavy metallic staves that require a strength of 16 or higher to wield properly.

to the touch. In addition, the teeth of the corpse are set with tiny gems of several colors and worth a total of 50 gp.

11.27 Baobab the Mighty: A baobab tree that covers much of this hex has lived long enough that it has achieved sentience and a sort of godhood among plants. The forest creatures of bow to it as they pass along their way, and the beasts that dwell within its branches serve as a sort of priesthood. Key among them are a tribe of 30 monkeys who gather the sap (which can apparently neutralize poison, who knew?) and allow it to ferment, making a crude spirit that grants them low intelligence for the period of 1 month, before they must drink of the sap once again. The tree desires nothing but peace and tranquility in its domain, and a complete absence of fire.

12.01 Ancient Fortress: A fortress here is built in the style of the ancient Purple Kings of Ophir. From above, the fortress looks like two large square sections connected by a small square section. The two large squares have 20-ft. tall walls that surround courtyards and the smaller square is a 40 ft. tall tower with arrow slits. The top of the tower and walls have crenellations.

Each courtyard contains a well that contains fresh water. Each courtyard is now completely filled by a kitchen garden. The courtyard walls are 10 ft. thick and are interlaced with small rooms used for storage and sleeping. The rooms are connected by narrow tunnels and sealed by iron doors. The courtyards are connected to the central tower by iron portculli.

JULLAH BIRD

Medium Magical Beast, Neutral (N), Animal Intelligence; Flock (1d6)

HD	5
AC	11
ATK	1 beak (1d6)
MV	30 (Fly 20)
SV	F 11, R 11, W 16
XP	500 (CL 6)

The jullah birds look like man-sized albatrosses. They have white feathers on their wings and tails and a reddish crest on their heads. Jullah birds have dazzling purple eyes on 6-inch long stalks. They are highly territorial, and have a special enmity for human beings, especially the Jangalans. A jullah bird's eye can fire paralysis rays once per 1d4 rounds. Those struck by these rays must pass a Reflex save or be paralyzed for 3d4 rounds.

Special Qualities: Surprised (1 in 8)

The central tower is four stories tall. The first story is an entry hall. It has three portcullises; two to the courtyards and one to the exterior. Stairs on the back wall lead up to an iron trapdoor that is always kept locked. The upper stories contain a dining hall, bedrooms, armories, two chapels (dedicated to Thatlu and Adis) and a treasury behind a thick, iron door.

Most Ophirians will recognize this place as the legendary last fortress of the Purple Kings. The stories tell of the destruction of its people by a terrible monster and of a powerful artifact hidden in the tall tower. The legends are wrong on a couple counts. The original inhabitants still live in the fortress, which they call Jangalar, and they have no powerful artifact. In fact, they struggle to survive. The lands around Jangalar are infested by the jullah birds.

The people of Jangala are tall and gaunt, with furrowed brows and faces that show the toll of generations of frustration and anger. They have copper skin, amber eyes and black hair that both men and women wear very short. The men often wear droopy mustachios. Both genders dress in tattered robes and wrap their heads in turbans. All told, Jangala has 30 warriors and 60 women and children. The warriors are led by two sergeants and the fortress is commanded by General Pharibel, a tall, distinguished looking man. General Pharibel dresses in ceremonial armor composed of a few hundred copper coins (treat as ring mail) and carries a bronze war hammer and a handsome short bow made of birch wood.

Pharibel: Human Fighter; LVL 5; HP 31; AC 13; ATK 2 warhammer +6 (1d4+2); MV 30; F10 R12 W13; XP 500; AL Neutral; Special – None; Gear – Coin armor, warhammer, short bow, 10 arrows; Abilities – Str 14, Int 6, Wis 7, Dex 11, Con 9, Cha 11.

The Jangala abandoned the gods of Ophir many generations ago when their commander, Udribal, decided to carve an empire for himself from the jungle. He told his people that his mission was divinely inspired, and his sudden acquisition of clerical powers convinced them. For the next two decades, the warriors of Jangala, then 400 strong, made war on their neighbors, capturing many towns by force and winning many others with nothing more than threats. It is said that the old gods of the people took offense at Uribal's betrayal and inflicted the jullah birds on them as a punishment. The birds destroyed Jangala's fields and killed many of its soldiers. Uribal's little fief disintegrated, and the people found themselves unable to leave their fortress for fear of the jullah. During the day, there is a 2 in 6 chance per hour of encountering 1d6 of the terrors. At night, this chance increases to 4 in 6 and their numbers increase to 2d6.

The chief deities of Jangala are Thatlu, the goddess of destruction and ruler of the stars and earth, and her consort Adis, the god of horses and beauty.

Thatlu (as depicted by her idol) is blindingly beautiful, with copper skin, long, straight russet hair, and eyes the color of amethyst. She is very short and very slender, and wears a grim look on her face. She wears opulent, robes of red velvet. Thatlu is known to send dreams of greatness to great, mortal heroes.

Adis is also divinely beautiful, with pale skin, waist-length, flowing white hair and golden eyes. He is tall, and just as grim as his queen. Adis' idol is dressed in robes of red-violet and blue-green. Adis is also a god of tournaments, who puts challenges before charismatic mortals. Many warriors of Jangala have died trying to win his favor.

Jangala's treasury contains the following items: 3,450 cp, a carved bone statuette (worth 60 gp), a deep blue spinel (worth 500 gp), a rhodochrosite (worth 10 gp), a *scroll of acid arrow and charm person*, a vial filled with a pale yellow substance (*potion of clairsaudience* with a side effect of paranoia that lasts for 1d4 hours), two drums carved

from pink ivory (100 gp each) and a bronze statue of Udribal (worth 100 gp).

12.15 Whispers: Those passing through this hex hear whispers that warn of danger.

12.23 Offering: A yellow silk robe embroidered with flamingos (worth 60 gp) hangs from a branch here. The robe is an offering to the dryad of the tree. The dryad will not react well to people stealing her gift, but will act subtly to destroy them.

Dryad: Medium fey; HD 4; AC 17; ATK 1 dagger (1d4); MV 30; F14 R11 W10; XP 400; AL Neutral (CN); Special – Merge with tree, spells (at will—entangle, speak with plants, tree shape; 3/day—charm person, deep slumber, tree stride; 1/day—suggestion).

12.36 Nettles: This hex is filled with many large patches of grass topped with stinging nettles. There is a 4 in 6 chance of an adventurer being painfully stung and suffering a -1 penalty to all rolls for 1d4 days or until bathing in urine.

12.43: You find a stone pedestal inscribed with triangular patterns and with a hemispheric globe on top that shifts colors. Adventurers touching it have their skin color changed randomly and gain the temporary ability to cast *color spray* one time only by invoking the name of Oshumare. Attacks on the pedestal draw the ire of a guardian couatl.

D10	NEW SKIN COLOR
1	Black
2	Blue
3	Green
4	Orange
5	Purple
6	Red
7	White
8	Yellow
9	Combination, different colors on each side of the body
10	Combination, polka dots

Couatl: Large outsider; HD 9; AC 20; ATK 1 bite (1d4 + poison II) or coils (2d8 + constrict); MV 20 (Fly 60); F8 R8 W8; XP 2250; AL Lawful (LG); Special – Ethereal jaunt, telepathy, spells (at will—detect evil, detect thoughts, invisibility, plane shift), sorcerer spells (6/6/6/6/4 per day), sorcerer spells known (0th—audible glamer, dancing lights, detect magic, message, open/close, read magic, resistance, smoke image; 1st—cause fear, color spray, energy missile, mind thrust, summon monster I; 2nd—blur, fog cloud, invisibility, scorching ray; 3rd—fireball, magic circle against evil, shockwave; 4th—ice storm, rainbow pattern).

13.08 Towering Wall: Towering over the rain forest here is a wall of fitted stone 100 feet tall and 30 feet thick. The wall bisects the hex from east to west and looks unfinished on either side. There are no gaps or gates (not even secret ones) in the wall. The top of the wall is home to a menagerie of squawking birds (treat as giant macaws).

The wall was built by Baswela, an ancient king who sought to protect his kingdom from the vestiges of the reptilian empires that once ruled Cush. Small vertical shafts in the top of the wall lead to little, spherical chapels decorated with idols of Basmela, who fancied himself a living god. The idols are worth approximately 100 gp each. Possession of one brings a curse down upon the thief's head, causing him to be surrounded night and day by noisy birds. These birds ruin any chances of being sneaky, and increase the chance of random encounters.

Giant Macaw: Large animal; HD 3; AC 14; ATK 2 claws (1d4) and bite (1d6); MV 10 (Fly 60); F11 R11 W17; XP 300; AL Neutral (N); Special – None.

13.12 Rompo: A giant thought eater called the Rompo lurks in these woods, tied to the place by the curse of an ancient witch doctor who nailed three maidens to trees near the center of the hex, allowing their blood to flow into an ivory basin sunk into the ground. This basin is now linked to the thought eater, and its destruction sends it back into the Astral Plane.

Rompo: Large outsider; HD 6; AC 17; ATK 1 strike (1d4 wisdom); MV 40; F9 R10 W11; XP 600; AL Neutral (N); Special – Ethereal jaunt, can spend 10 rounds on material plane before it dies, spells (at will—daze, moment of prescience; 3/day—thought shield).

13.28 Puffballs: The jungle here is infested with giant puffball fungi, which rise out of the mucky black soil in wide, stinking clearings. The puffballs are protected by vegepygmy, who worship them as avatars of their fertility deity. The vegepygmy appear in groups of 3d6, being encountered on a roll of 1-4 on 1d6 checked each hour.

Vegepygmy, Small Plant: HD 1; AC 16; ATK 2 slams (1d4) or by weapon; MV 30; F14 R15 W16; XP 100; AL Neutral (N); Special – Mold; Gear – Spear.

13.34 Seleuka: A 200-foot tall tower rises above the surrounding woods here. The structure measures 30 feet in diameter at the base and gradually tapers until it is 20 feet in diameter at the top. There is no obvious entrance other than a small window near the very top of the tower.

The tower's resident is an exiled medusa named Seleuka. She lives in a chamber at the top of the tower in a small, plain cell with a pitcher that magically fills with fresh water each day and a silver bowl that magically fills with mashed banana and rice every morning. The items cease functioning if removed from the tower.

Seleuka, Medusa: Medium monstrous humanoid; HD 10; AC 15; ATK 1 snakes (1d4 + poison III) or by weapon; MV 30; F10 R8 W7; XP 2500; AL Chaotic (CE); Special – Petrification.

14.03 Pondoro: A pride of pondoro (see “Monsters of Cush”) rule over this hex. The lions can take human form, looking like seven warriors, five women and two men (brothers). The animals in the hex must bow and scrape before them, and travelers are expected to leave offerings for them at one of several large, stone tables set in the periphery of the hex. Offerings of meat and wine are most appreciated, but they will accept valuables as well. Those who fail to leave an offering are always attacked.

Pondoro: Large monstrous humanoid; HD 6; AC 16 [Silver]; ATK 2 claws (1d6) and bite (1d10); MV 30; F11 R10 W10; XP 600; AL Neutral (N); Special – Roar causes fear.

14.30 Ghost Apes: Ghostly white apes crawl through the trees of this hex, leaving icy finger and foot prints wherever they go. Treat the apes as spectres. Their haunting howls and calls put people at ill ease and force animals to pass a Will saving throw each hour or flee in fear. The ghost apes only rarely attack travelers, having a 20% chance of attacking (in a group of 1d6+1), the chance increasing to 35% if there are spell casters present, and 55% if they are divine spell casters.

Ghost Apes: Small undead; HD 7; AC 15 [Silver]; ATK 1 strike (1d8 + energy drain); MV 40 (Fly 80); F13 R12 W9; XP 1750; AL Chaotic (CE); Special – Incorporeal.

14.44 Vegepygmies: A ruined fortress sits here on a small rise overlooking the jungle. All that remains of the fortress is a ring-shaped wall composed of huge, fitted stones. In fact, the original ground floor of the fortress is approximately 50 feet underground, though no tunnels yet access this “dungeon”. The upper portions of the fortress are choked with all manner of fungi; fungal creepers criss-cross the walls leaving tiny pin-pricks in the great stones, brilliantly colored patches of violet fungi lounge in the

shade provided by the stunted walls and large patches of yellow and russet mold lend their color to the weird, non-Euclidean geometries traced on the ancient walls.

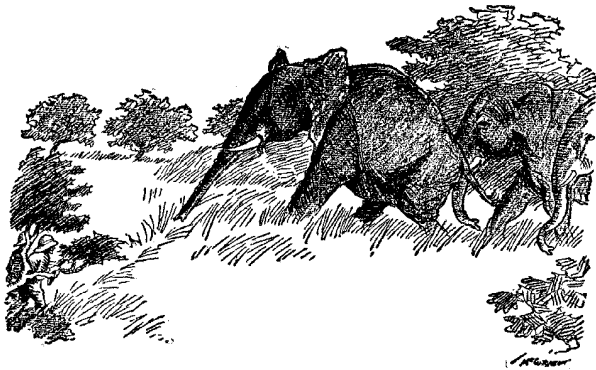
The primary inhabitants of this place are a tribe of vegepygmies (population 80). The pygmies have no huts, as they have no desire to avoid the rain. They post guards on the walls and otherwise spend their time hunting for victims on which to grow their children. The tribe is led by a sub-chief (3.5 feet tall, 5 HD, 19 hp) and a chief (4 feet tall, 6 HD, 24 hp). The sub-chief has five bodyguards (2.5 feet tall, 3 HD, 13 hp each) and the chief has seven bodyguards (3 feet tall, 4 HD, 18 hp each).

The vegepygmies have accumulated a small trove of treasure from humanoids they have encountered and killed. It consists of 255 cp, 82 sp, 29 ep, 13 catoblepas tusks (10 gp each), 5 lb of palm wine in clay jugs (1 gp), 2 square yards of rafia cloth (8 gp), 2 oz. of dried dates (10 gp), 2 antelope pelts (1 gp each) and 2 moonstones (25 gp, 100 gp).

Vegepygmy, Small Plant: HD 1; AC 16; ATK 2 slams (1d4) or by weapon; MV 30; F14 R15 W16; XP 100; AL Neutral (N); Special – Mold; Gear – Spear.

15.19 Glass Butterflies: You enter a grove of trees with dozens of tiny, glass butterflies hanging from the boughs by golden threads. In the daytime, the sunlight streaming through the butterflies creates a *hypnotic pattern* (per the spell) on the surrounding foliage. It isn't unknown for entire groups to fall under the spell and simply sit, staring, until thirst, hunger or passing predators destroy them. Each butterfly and cord is worth 5 gp, and one can gather a total of 50. The butterflies are extremely fragile, though, forcing those carrying them to pass a Reflex saving throw each day and after each strenuous activity or break 1d6 of them, making them worthless.

15.25 Stone Statue: A stone statue is sunk in the muck here. It is sculpted in the style of ancient Kolos, looking like a gaunt, angular humanoid with a skeletal mouth and long earlobes. The statue has carnelian eyes (50 gp each) and ivory teeth (100 gp collectively). Robbing the statue of its gems or ivory brings down a curse upon the robbers, causing their hands to twist into worthless hooks if they fail a Fortitude saving throw.



15.36 Bloody Lamp: The adventurers may find a lamp made of battered tortoise-shell balanced on a fallen, rotting tree. The lamp is freshly smeared with blood. A rolled up message inside reads “Follow hills to swamp; two days beyond”.

15.41 Kaba: Kaba is a large village of 250 people set amidst large groves of butter trees, which produce a fruit favored by both humans and baboons. The village has tall stone walls with locked gates and narrow streets. During the day, people are out and about, tending the groves, hunting in the jungle, cooking their food, repairing tools, etc. As soon as the sun begins to sink, though, they lock the village gates and go inside, locking their doors and not opening them for anything. This is because a band of ghouls has found its way to their village, finding the secret places in the jungle where they have buried their dead and feeding on them. They have made incursions into the village and killed several men and women, turning them into ghouls as well, who are now obsessed with feeding on their relatives and loved ones. The village leader, a sage called Sambwa the Wise (Adept 3; 4 hp), has no idea what to do about the ghouls. The people will not allow him to dig up the bodies of their ancestors and burn them (though the newly died are burnt now, outside the village), and the graveyards are not safe to approach anyways. He has sent a few warriors out to other villages [20.41] seeking help.

16.05 Crystal Outcroppings: Crystal outcroppings jut up from the ground throughout this hex, the columns of greenish-gold crystal creating clearings free of plants and animals (even the insects will not approach them). Living creatures feel uneasy in their presence, and must pass Will saves to approach within 10 yards or remain within 10 yards of them for more than 10 minutes. The sensation

created by them is one of pain and dementia. Spells cast within 10 yards of a column (all columns are linked to the same crystalline growth, which originates deep underground) have their variables maximized and doubled, but also have a 1 in 6 chance of rebounding at the spell caster in the form of green, eldritch lightning that deals 1d6 points of damage per spell level. Pieces of the crystal act as a random *ioun stone* for 1d4 days before they lose their power. During this time, they drain one point of a person’s constitution per day.

16.11 Hunga Munga: A hunga munga traced with electrum runes is lodged into the trunk of a tree, which has grown around the axe. The hunga munga requires a “bend bars” roll to remove from the tree. It is so perfectly balanced that it grants a +1 bonus to hit when thrown. The tree it is lodged in contains a nest of hornets.

Hornet Swarm: Tiny Vermin; HD 6; AC 18; ATK 1 swarm (2d6 + poison II); MV Fly 150; F9 R9 W12; XP 600; AL Neutral (N); Special – Poison.

16.21 Cave Keep: An enterprising young lord once established a small keep here built partially into a cave. The keep is deserted, with a few signs pointing to a violent end for its inhabitants. The cave continues deeper into the earth (it is hidden behind a secret door in the keep), ending in an underground hot spring.

16.26 Nameless Village: On a hill overlooking the lazy Jamba River there is a village (pop. 230) surrounded by a palisade. All of the buildings in the village are narrow towers built of limestone quarried in the middle of town. The people of this nameless village are squat, thick, grey-skinned humanoids with toothless mouths who communicate with sign language and a clicking sound they make with their thick tongues against the roof of the mouth. The people are accomplished sculptors and surprisingly agile for their build.

The village supports several sculptors, a master mason and an inn. The inn has been built into an empty quarry, with people sleeping in deep, narrow alcoves dug into the walls. The innkeeper serves palm wine in crystal decanters and slugs and snails spiced with ground pepper. The town’s main protectors are a quartet of 1st level fighting-men armed with spears and falchions. The village has no apparent leader.

The village's treasury contains a silver falchion, four golden-brown capes (worth 5 gp each), eleven tiny ivory flutes (worth 20 gp each), a pair of copper gauntlets with only three fingers (worth 100 gp), a brass-capped bone cane (worth 200 gp) and a lead (triple weight, AC 14) cuirass bearing the symbol of Atum.

16.32 Barren Land: The jungle dies away here on the fringes of this hex, the ground becoming rocky and yet spongy and black, and possessed of a foul, rotting odor. Footprints in the spongy soil fill with a brownish ichor that smells faintly of iron. The rocky ground eventually becomes rocky outcroppings, each one inhabited by a clutch of 2d4 wights who dress in the ceremonial armor of old Kolos.

Wight: Medium undead; HD 4; AC 15; ATK 1 slam (1d4 + energy drain); MV 30; F14 R14 W11; XP 1000; AL Chaotic (CE); Special – Create spawn.

16.37 Kiba: There is a small village here (pop. 90) called Kiba, where the people mine into rocky outcroppings for gold and silver. The village is governed by a bwana called Balya, who jealously guards his position and has been known to poison outsiders after granting them the hospitality of his home and hearth. The village has low walls of piled, cut stone and conical huts of stone, some of them quite large. The people have a store of about 1d10 x 200 pounds of silver and 1d10 x 25 pounds of gold at any one time, trading it to traders for foodstuffs and iron goods from the Carnelian Coast.

17.15 Wereleopards: A small, fierce tribe of wereleopards has established itself in this area. They are building a village that will consist of a dozen huts of sticks, vines and leaves. The huts are balanced in the tops of the trees, and the leopard people are fully capable of leaping from tree to tree when necessary. The leopard people are matriarchal, and number 20 female warriors and seven cubs. Male members of the tribe live solitary lives in the jungle, visiting only on the nights of the full moon to mate and bless their children.

The tribe's champion is Faru, a ferocious warrior skilled at fighting with two daggers. She is intolerant of visitors and leads 2d6 of her sisters against anyone foolish enough to set foot in her territory.

The tribe has the following treasure: 2,616 cp, 65 sp, 35 oz.

of sandalwood oil (90 gp), 4 oz. of grains of paradise (120 gp), 7 oz. of dried dates (35 gp), 1 lb. of qat (50 gp), 1 catoblepas tusk (10 gp), 1 lb. of dried coconut (50 gp) and a large iolite (50 gp). Faru and her sisters wear ornaments of silver and copper worth about 10 gp per warrior.

Wereleopard: Medium monstrous humanoid; HD 4; AC 16 [Silver]; ATK 2 claws (1d4 + rend) and bite (1d6); MV 30; F14 R11 W11; XP 400; AL Chaotic (CE); Special – Lycanthropy.

Faru: Medium monstrous humanoid; HD 6; AC 16 [Silver]; ATK 2 claws (1d4 + rend) and bite (1d6); MV 30; F12 R10 W10; XP 600; AL Chaotic (CE); Special – Lycanthropy.

17.28 Air Elemental: As the adventurers emerge from the jungle foliage onto the shores of the Jamba, a fierce wind blows up out of nowhere. An angry air elemental is bound to this place and it takes perverse pleasure in capsizing small boats and killing anyone unfortunate enough to wander through its territory. It can be released by destroying a series of runes carved into the surrounding trees. If freed, the elemental immediately flies away in search of the magic-user who bound it here. At the bottom of the river, more than half buried in sediment, there is a rusty iron box that contains 2,000 gp and a pristine *mace of smiting*.

Large Air Elemental: Large elemental (air); HD 8; AC 20; ATK 1 slam (2d6); MV Fly 100; F10 R6 W12; XP 800; AL Neutral (N); Special – Whirlwind.

18.02 Chimpanzee: A tribe of 100 intelligent chimpanzees dwells here in a collection of odd huts reminiscent of the mud-nests of termites, only larger. Each hut ranges in height from 15 to 30 feet, and can only be entered from above. Between the huts there are pens for the chimpanzee's dogs – some for riding, others kept for food. The warriors of the tribe (there are 40) carry shields and wield long gnarled clubs. The chimpanzees are led by a grizzled male called Bobo, who smokes a long, iron pipe and wears a tattered purple cloak. A diamond stick pin worth 500 gp is hidden in the hem of this cloak.

Riding Dog: Small animal; HD 1; AC 15; ATK 1 bite (1d4); MV 40; F14 R13 W18; XP 50; AL Neutral (N); Special – None.

Chimpanzee: Small animal; HD 1; AC 14; ATK 1 bite (1d4); MV 30 (Climb 30); F16 R13 W16; XP 50; AL Neutral (N); Special – None.

Bobo: Small animal; HD 3; HP 7; AC 14; ATK 1 bite (1d4); MV 30 (Climb 30); F15 R12 W15; XP 150; AL Neutral (N); Special – None.

18.22 & 18.24 Tunnel: An eight-mile long tunnel extends through the hills in [1822] and [1824]. Both the entrance and exits are carved to look like the opened mouth of a leopard. The tunnel itself is 8 ft. wide and 10 ft. tall for most of its length, and it is hewn from solid stone. It is dark and damp and inhabited by vermin and a few oozes and giant rats. Spaced unevenly along its length are a multitude of secret doors, most of which lead to tiny, empty rooms or small collections of rooms that were used as living quarters for the engineers who created the place.

The collection of rooms nearest the entrance in [1822] is being used by a group of 20 bandits as their lair. They have set up noisy alarms and some simple spear traps some distance away from the entrance to their lair. The bandits carry hide shields, hunga munga and spears. They are led by a fighting-man called Buswelo. Their treasure consists of 23,400 cp, 234 sp, 13 ep, a blue sapphire (4,000 gp) and chrysoberyl (70 gp) and platemail armor taken from an adventurer. The sapphire was stolen from an ancient idol of Kolos. Anyone holding the gem must make a saving throw each day or contract mummy rot. The bandits discovered this the hard way, and although they are very nervous about the gem, Buswelo will not discard it, as he wishes to use the money it will bring in Zinj to raise an army and conquer the people of Zajari [1930].

Buswelo: Human Fighter; LVL 9; HP 50; AC 18; ATK 2 spear +10 (1d6+2); MV 30; F7 R10 W11; XP 900; AL Chaotic (CE); Special – None; Gear – Chainmail, shield, spear, dagger; Abilities – Str 16, Int 8, Wis 11, Dex 15, Con 13, Cha 11.

18.33 Hobgoblin Scouts: An ancient, charred and burnt granary stands in the jungle here, abandoned many years ago and empty of grain, but housing a small band of hobgoblins who came up as scouts from the Underworld. There are 20 hobgoblins, 10 armed with shortbows and shortswords, and the other 10 wearing chainmail armor and wielding pole axes and daggers. Their leader is Gresk (2 HD; 11 hp). They've captured two human traders from Zajari [1930].

Hobgoblin: Medium humanoid; HD 1+1; AC 15; ATK 1 weapon; MV 30; F13 R15 W15; XP 75; AL Chaotic (LE); Special – None.

18.45 Brown Mold Cavern: A large patch of ground in this hex is cold to the touch. Beneath the ground there is a cavern infested with brown mold, which is the source of

this cold. The cavern cannot easily be reached, and contains nothing that would interest an adventurer.

19.08 Moon-Beams: A large clearing of grass offers a place to camp away from the dangers of the jungle. Unfortunately, it is not as safe as it seems. At night, the clearing is struck by a multitude of moon-beams; sparkling, white rays that hit intermitantly. Anyone struck by one of these beams (1 in 12 chance per person every round they stay in the clearing) must make a Will save. If they succeed, they are struck insane (per *insanity*). If they fail, they are transported to one of the harsh wastelands of the Moon.

19.11 Nyenda of the Ebon Eyes: Adventurers will see the towers of Nyenda's fortress rising above the tree tops here after they've traveled about 1 mile into the hex, for the towers are tall and the woods have been cleared by her peasants. Atop each of the towers there is a sentinel with a cast bronze bell, though the tower holds another 9 guards (40 men-at-arms in all) armed with longbows and spears and wearing leather armor. The walls between the four towers are about 20 feet tall, the towers standing about 50 feet tall and being set with a spiral of white stone that stands in stark contrast to the otherwise dark, reddish stone used to build the fortress.

Nyenda rules over about 30 peasant families, who mostly live outside the fortress walls (the skilled peasants – the armorer, blacksmith, carpenter and miller live inside) in simple huts. The peasants raise millet and gardens of gourds and keep swine and goats. Their mistress, Nyenda of the Ebon Eyes, is a woman in the full flower of youth, with the aforementioned black, piercing eyes and a rather complex head of hair adorned with many gold rings of varying sizes (worth about 100 gp altogether). She wields a +2 spear and three silver hunga mungas, carries a hide shield and wears mail haubergeon over thick, colorful robes. Nyenda is currently unattached – her various paramours tend to get on her nerves after a short while – but she is beginning to think about her legacy and the need for daughters to inherit her domain.

Nyenda: Human Fighter; LVL 11; HP 48; AC 17; ATK 3 +2 spear +14 (1d6+4); MV 30; F7 R10 W10; XP 1100; AL Neutral (N); Special – None; Gear – Chainmail shirt, shield, +2 spear, silver hunga mungas (3); Abilities – Str 16, Int 12, Wis 12, Dex 15, Con 12, Cha 6.



19.30 Zajari: Zajari (pop. 214) is a human village built on stilts in the middle of a lagoon fed by the Jamba. The town is governed by a magistrate and defended by 20 men-at-arms who carry shields and spears and wear leather armor crafted from crocodile hide. A picket of sharpened stakes surrounds the village. The buildings are connected to one another and to the shore by a causeway that is always defended by at least four guardsmen (6 hp each).

The people of Zajari are tall and lank, with chocolate brown skin and curly hair of black or dark brown. Their eyes are brown, green or hazel and they have pleasant, oval faces. The Zajari live by spear fishing in their lagoon and raising vegetables in hidden gardens in the jungle. They have a taboo against eating meat and regard people with facial hair as bestial.

Zajari enjoys the servivcs of a tanner named Zarnur and a it has a temple dedicated to Shango's wives that is tended by a priestess named Chaula (Adept 2, 4 hp).

The chief of the village is called Summur. Summur is a direct descendant of King Kolos and as such has noticably pale skin. He is capable of cursing people (3/day, per *bestow curse*) with his "evil eye", which is pink in color.

Summur keeps the village's treasure: 13,000 cp, 380 sp, 30 ep, 3 trade beads, 8 oz. of qat (worth 25 gp per ounce), and 2 lb. of salt (worth 10 gp per pound).

Summur: Tiefling Magic-User; LVL 1; HP 2; AC 11; ATK 1 dagger -3 (1d4-3); MV 30; F15 R15 W12; XP 100; AL Chaotic (NE); Special - Spells (3/2), resistance to fire, darkness 1/day; Gear - Silver dagger, spellbook, darts (3); Abilities - Str 3, Int 14, Wis 13, Dex 13, Con 11, Cha 11.

19.40 Hot Springs: The jungle is interrupted here by several hot springs. The springs are medicinal, increasing natural healing to 2 hit points per day for those who bathe in them for at least 2 hours per day. There is a 1% chance that the springs are currently being bathed in by 1d4 nymphs, who will not usually tolerate an intrusion by mortals, though male humans and elves have a percentage chance equal to their charisma, if it is 13 or higher, of inspiring mild infatuation in one of the nymphs.

Nymph: Medium fey; HD 6; AC 17; ATK 1 dagger (1d4); MV 30 (Swim 20); F12 R10 W9; XP 600; AL Lawful (NG); Special - Blinding beauty, gaze attack, dimension door 1/day, druid spells (0—cure minor wounds, detect magic, flare, guidance, light, resistance; 1st—calm animals, cure light wounds, entangle, longstrider, speak with animals; 2nd—barkskin,

heat metal, restoration, tree shape; 3rd— call lightning, cure moderate wounds, protection from energy; 4th—rusting grasp).

20.14 Holy Plaza: A ruin here is choked with assassin vines. The ruin is a collection of massive stone blocks surrounding a wide, stone courtyard or plaza of some sort. The plaza's floor is punctuated by a number of strange holes – about 2 feet deep and less than 1 foot in diameter. If at least 20 of these holes are filled with water (takes about 1 gallon per hole), the plaza sinks 10 feet into the ground, revealing four iron doors covered in beaten silver (worth about 100 gp each). These doors lead into a complex of catacombs that connect with other portions of the Underworld.

20.26 Maka: Maka is a small village (pop. 70) of iron miners and iron mongers. The village has low stone walls topped by iron spikes and about 10 warriors armed with mail coats, long swords and short bows. They adorn their helms with the parrot feathers. The village has plentiful gardens and is surrounded by streams and pools of fish and playful nixies. The people are ruled by an aristocracy with fey blood; their skin has a burnished copper look, their eyes are black and their hair is silvery. The five members of this noble family are all adepts. The village's ruler is the lady Beshi (Adept 4; 5 hp), a beauteous woman with mysterious, sometimes sinister, motives.

20.32 Wizard's Roost: A grand pillar (20 feet in diameter, 80 feet tall) of malachite blocks rises from the trees and clinging vines in this hex. Ornate copper rungs allow one to climb to the top, which serves as the nest of a giant martial eagle. The pillar was once an observatory of the wizard Chingwa the Devil's Claw. A secret trapdoor leads down to his laboratory, which is in perfect condition and holds, in a glass coffin, his clone (meaning that he is apparently still alive somewhere).

Giant Eagle: Large magical beast; HD 4; AC 15; ATK 2 claws (1d6) and bite (1d8); MV 10 (Fly 80); F10 R10 W14; XP 200; AL Neutral (N); Special - None.

20.41 Empty Castle: A strange castle sits on a small hillock here. It has three stout, bulging towers approximately 30 feet tall. The towers are arranged in a triangle and are connected by wedge-shaped walls (i.e. narrow on the top, broad at the base). Each tower can be entered through a rusted, iron-bound door. Two of these doors are rusted shut, while the third has fallen off its hinges and is now propped up against the tower.

The first floor of each tower has a low ceiling (5 feet) and a dirt floor with a fire pit. Above the fire pit there is a narrow chimney that rises through the other floors and the roof. Trapdoors provide access to the second floor. Secret doors operated by pushing a discolored stone in the wall give access to the passages between towers. They are wedge-shaped, narrow and only 4 feet from floor to ceiling. Each of these corridors is littered with the skeletons of humans and carnivorous apes, and all bear the marks of terrible violence.

The second floor of each tower is composed of a cross-shaped hallway and four rooms. The hall and rooms are divided by rotting plaster walls. Each room is approximately 7 ft. x 7 ft. and is connected to the hallway by a doorway with no door. In these rooms one finds giant rat skeletons, broken bits of pottery, mats of colorful wooden beads and rusty tools. Roll on the table below to discover if the room has an inhabitant:

ROLL	INHABITANT
1-3	None
4	1d4 Giant Rats
5	Mold (1-4 Yellow, 5-6 Brown)
6	Spook (1-4 Poltergeist, 5-6 Sheet Phantom)

A hole in the ceiling of the second floor surrounding the chimney gives access to the third floor.

Each of the third floors contains a single chamber lit from above by wide holes (once covered by wooden lattice work) around the central chimney. The first tower was once inhabited by the men of the community, and in their tower this chamber is ringed by stone sculptures of kings, fierce and determined and brandishing spears and machetes. The skeleton of a small boy lies huddled against one of these sculptures, his head bashed in.

The second tower was once inhabited by women and children. The top chamber is ringed by sculptures of elegant queens, commanding, beautiful and adorned with finery. This place is the scene of a massacre; two dozen human skeletons, male and female, old and young, and five skeletons of carnivorous apes. Stone spear- and axeheads lie among the bodies. Two of the human skeletons lie in one another's arms, electrum bangles

(worth 60 gp total) on their arms and legs and a bronze axe head near the larger of the skeletons.

The final tower was inhabited by priests. The top chamber is ringed by three idols; a tall, imposing man with a high forehead and holding a massive axe, a portly "Venus" statue with curly hair and a man with the head of an elephant holding a staff. This room contains three carnivorous ape skeletons, but no human skeletons. The room and its contents are charred.

22.04 Flying Monkeys: A gang of 15 flying monkeys dwells in a woodland of tangled coral trees and stout leadwood trees. The monkeys have carried a backpack into their hideaway that contains five iron spikes, a 50 feet length of rope, a silver dagger and a bottle of wine.

Flying Monkey: Small magical beast; HD 3; AC 13; ATK 1 bite (1d4); MV 20 (Fly 40); F13 R11 W17; XP 300; AL Neutral (N); Special – Carry away.

22.16 Darkwood Dryad Grove: In the midst of the jungle there is a grove of tall, straight darkwood trees. Seven sisters, dryads, inhabit and protect the grove. Their names are Drosis, Amphithoe, Endeis, Timo, Oreithuia, Polydamna and Lampito. They are quite lusty, and can be plied successfully with wine and song, though any attack on them or their trees will result in a violent defense.

Dryad: Medium fey; HD 4; AC 17; ATK 1 dagger (1d4); MV 30; F14 R11 W10; XP 400; AL Neutral (CN); Special – Merge with tree, spells (at will—entangle, speak with plants, tree shape; 3/day—charm person, deep slumber, tree stride; 1/day—suggestion).

22.22 Floater: You see a large, rotting corpse, almost like that of a whale, floating in the middle of the Jamba. Twenty or thirty lacedons are feasting on the grisly object, ignoring everything else. There is a 1 in 6 chance that the ghouls will take notice of the adventurers and dive into the water after them.

Lacedon: Medium undead; HD 2; AC 14; ATK 2 claws (1d4 + paralysis) and bite (1d6); MV 30 (Swim 30); F15 R15 W13; XP 200; AL Chaotic (CE); Special – Paralyze for 1d4+1 rounds.

22.31 Obelisk: There is a tall, stone obelisk here sculpted in the style of ancient Kolos. It looks vaguely like an Aztec totem pole, standing five ghoulish creatures atop one another. Sealed within small chambers in the obelisk are five huecuvas. They are capable of reaching out of holes in the structure and grabbing people who come too close. A

great diamond appears to top the obelisk, but is actually just cleverly carved glass.

Huecuva: Medium undead; HD 3; AC 17 [+1]; ATK 2 claws (1d6 + disease); MV 30; F14 R14 W13; XP 750; AL Chaotic (CE); Special – Alter self 3/day, filth fever on claws.

22.38 Chansa Tribe: The small Chansa tribe (pop. 90) dwells here in a crowded village of woven huts atop a small, rocky plateau. The Chansa people are petite, with dark brown skin and reddish brown hair worn thick and tall atop their heads. They adore jewelry and baubles, and wear as much as they can, mostly made of exotic woods, polished bone, but ivory and precious metals and stones when they can get ahold of them. The rocky plateau upon which they dwell contains a large pond of fresh water, replenished by a hot spring. This pond is filled with beautiful, crimson-colored fish and thick water lillies. The people are mostly hunters and gatherers. They are led by a bwana called Kayemba (HD 3; 14 hp), who wears a necklace of baboon teeth and carries a +1 dagger.

22.43 Turquoise Tortoise: In a clearing of wild sugar cane, by a babbling brook, sits a large tortoise carved from solid turquoise. The sculpture measures 6 feet in diameter and weighs about 2 tons. The local fairies use it as a card table, and they will be quite cross with anyone who molests it.

23.10 Invisible Killer: The adventurers' travels through this hex bring them to a low depression. The place is filled with the skeletons of many animals, large and small. It is also filled with carbon monoxide that escapes from holes in the ground. After a few minutes, each adventurer in the hollow must pass a Fortitude save vs. poison each round or suffer 1d6 points of damage. When they reach half their normal hit point total, they must pass an additional Fortitude saving throw or fall asleep.

23.13 Iron Chest: Lying amidst the foliage is a large, iron treasure chest. It is rusty and has four rings attached to it, two on either side, through which bamboo poles have been stuck. The chest has a poisoned lock and contains 1,452 gp, a large hematite (17 gp), a violet garnet (800 gp) and a -1 cursed scimitar that gleams crimson red in the moonlight.

23.27 Goma's Fastness: The warlord Goma commands a mountain fastness here. The stronghold is a strong fortress

with 50-ft. tall walls of blue-gray granite and eleven 60-ft. tall towers. The fortress houses 40 men-at-arms (20 crossbowmen in leather armor and 20 cavalry on mountain ponies, wearing padded armor and armed with shield, lance and light mace), as well as 100 peasants and a blacksmith. Three elven sisters of mahogany skin dwell with Goma as his concubines and as emissaries of the elves who dwell deeper in the jungle mountains. They form a conduit of trade with the elves. The peasants herd red forest sheep and quarry granite that is sent down the river to various villages and ultimately to the grand city-state of Zinj. Goma once had a wife, a sorceress of some repute called Oshinka, who long ago disappeared on a quest. Her laboratory is still intact in the fortress, protected by a guardian daemon called Ixx.

Goma has a treasure of 24,000 cp, 300 gp, 10 pp, a garnet worth 800 gp, a moonstone worth 30 gp, a silk tunic worth 70 gp and silk turban worth 90 gp, a copper flagon worth 40 gp, a darkwood map case (empty) worth 90 gp, copper necklace worth 100 gp, a copper bracelet worth 70 gp and two platinum rings worth 5,000 gp each.

Goma: Human Fighter; LVL 11; HP 67; AC 17; ATK 3 battleaxe +12 (1d8+2); MV 30; F7 R10 W10; XP 1100; AL Neutral (N); Special – None; Gear – Scale mail, shield, battleaxe, hunga munga, dagger, ring of protection +1, potion of shield of faith +2, scroll of protection from poison, scroll of protection from drowning; Abilities – Str 16, Int 10, Wis 11, Dex 12, Con 12, Cha 11.

23.36 Electrum Face: There is a small, rocky outcropping here split in two by a 20-ft. deep crevasse. At the bottom of the crevasse one might spy two dwarf skeletons, their hands grasping rusted picks. A closer inspection of the bottom of the crevasse shows veins of electrum that the dwarfs were mining. In their attempt to mine the precious alloy, they uncovered an electrum face in the stone. The face is rather nondescript, but looking upon it is unnerving and the way it came to be "in" the rock is unfathomable. Those who do gaze upon it must succeed at a saving throw vs. spells (Will) or be struck with a powerful mistrust for their comrades. Each man-week of labor produces 1d4 pounds of electrum (after being processed from the ore), up to a total of 500 pounds of electrum.

24.20 Raft Village: This village (pop. 150) consists of several rafts bound together and topped with small huts woven from sticks and vines. The inhabitants are bulky humanoids with purple skin, black hair worn beehive-style,

pale yellow eyes and forked tails. They are avid gamblers, and can never pass up a bet, no matter how outlandish. The people have lived in the jungle for countless generations and no longer remember their origin.

The tribesmen live off crayfish, eels, fish and fruit that they scavenge from the river. They worship idols of an inhumanly tall, thin goddess with night-black skin and hollow eye sockets. The idols hold a spear. The goddess is a deity of slaughter, though her worshippers are peaceful unless roused to anger by singing or music.

The tribe has no leaders per se. All of the people are capable of invoking a first level cleric spell each day. The village has three wise women, sisters, named Amekibbb, Aquaela and Aushug.

Amekibb: Human Magic-User; LVL 5; HP 10; AC 10; ATK 1 staff +0 (1d6-1); MV 30; F12 R12 W9; XP 500; AL Neutral (N); Special – Spells (4/4/3/2); Gear – Staff, dagger, spellbook; Abilities – Str 7, Int 18, Wis 13, Dex 9, Con 10, Cha 6.

Aquaela: Human Magic-User; LVL 4; HP 14; AC 11; ATK 1 staff -1 (1d6-2); MV 30; F13 R12 W9; XP 400; AL Neutral (CN); Special – Spells (4/4/3); Gear – Staff, dagger, spellbook; Abilities – Str 6, Int 17, Wis 14, Dex 13, Con 9, Cha 10.

Aushug: Human Magic-User; LVL 3; HP 9; AC 10; ATK 1 staff +1 (1d6); MV 30; F13 R12 W9; XP 300; AL Neutral (LN); Special – Spells (4/3/2); Gear – Staff, dagger, spellbook; Abilities – Str 12, Int 16, Wis 13, Dex 14, Con 11, Cha 7.

24.30 Bobbing Barrels: Ten barrels of palm wine are bobbing in the river here, apparently having been thrown off a raft or keelboat. All are well sealed, and one holds the pickled corpse of a halfling thief. The other barrels of wine are fine to drink.

24.34 Oracle: A giant, ruined fortress lies hidden here among the jungle foliage. The fortress looks to have been constructed by the men of Zinj, for it bears their style, and has probably been abandoned for 200 years. On one wall of the fortress that is largely intact and hidden within a great hall, there is a stone faced carved onto the wall. With the proper ritual, one can ask it any question. Its eyes will glow white and fire beams of light into the eyes of the questioner. The questioner must pass a Will save or be *feeble-minded* (per the spell). If the questioner passes the save, they enjoy the benefit of a *contact other plane*, but know not to whom they speak.

24.40 Head Hunters: A raiding party of 32 berserkers (head hunters) has established a small camp here. They dwell in simple lean-tos and spend their days hunting for game. They have already collected four heads, which they are in the process of shrinking. The head hunters are led by Tomalo (4 HD, 22 hp) and his sub-chiefs, Gulmunga (2 HD, 12 hp) and Kidesunga (7 hp). They all wear bone and feather jewelry (5 gp worth, total) and wield bronze axes, spears and shields.

Berserker: Medium humanoid; HD 2; AC 12; ATK 1 weapon (1d6); MV 30; F12 R15 W15; XP 100; AL Chaotic (CE); Special – Berserk.

25.06 Yumboes: A tribe of yumboes (the native brownies) dwell in the hills here, tending delicate jungle orchids which they weave into wreaths that they enchant with druid spells (treat them as scrolls). The yumboes number 25 in all, and live in a ring of burrows connected by deep, underground tunnels that in turn connect to a cheerful grotto of cool, fresh water and glowing fungus. Here, they keep idols of the orisha and sing paens to them in their small, graceful voices. Each of these idols rests atop a small hole in which the yumboes keep a portion of their treasure, which consists of 10 gp, a smoky quartz worth 150 gp and a +2 dagger.

Yumboe: Small fey; HD 0; AC 17; ATK 1 dagger (1d3); MV 20; F19 R13 W12; XP 50; AL Lawful (LG); Special – Magic resistance 25%, Spells (1/day—confusion, continual flame, dancing lights, dimension door, magic circle against evil, mirror image, ventriloquism).

25.15 Cliffs: The jungle suddenly ends here in a wall of towering, limestone cliffs. The cliffs cut across the hex from northeast to southwest, and range from 200 to 300 feet in height. The cliffs are pocked with tiny caves, some of which open into a larger subterranean world of damp caves with all manner of beauteous cave formations. The caves are primarily inhabited by a breed of parrot-men, squawking bird men who dwell in bands of 1d4+2 and despise every other band, fighting constantly over space and bits of fruit and nuts in the trees that hang above the cliffs. Encounters with the parrot men are unavoidable, but they tend to ignore adventurers unless they begin climbing the cliffs, in which case they are considered a threat.

Parrot-Man: Medium humanoid; HD 1+1; AC 13; ATK 2 claws (1d2) and beak (1d3) or by weapon; MV 30 (Fly 90); F13 R14 W16; XP 100; AL Neutral (N); Special – None.

25.24 Lion Men: This pride of lion men (pop. 212) have built their village on the ruins of an ancient citadel of Kolos. Most of what remains of the citadel is a pile of rubble with a 40 foot tall, heavily weathered obelisk leaning against it and hanging out over the river. The lion men have built their village in the shadow of this rubble pile and station their sentinels atop the almost horizontal obelisk. The males guard the village and hire themselves out as mercenaries, while the females hunt in the jungles surrounding their home.

The village consists of several round, conical huts. The huts have stone walls (taken from the rubble pile) and thatched roofs. Most huts are inhabited by either two or three females and their young (1d4-1) or a pair of brothers. The most central hut is inhabited by the tribe's chief, Uka (HD 5, HP 22, +2 to hit and damage in melee). His four female bodyguards (HD 2; 9 hp each) live outside his hut, sleeping on piles of hides.

One hut is inhabited by a lame, old male called Werik (HD 2, 10 hp). Werik is no longer considered fit for guard duty, and so is often left in charge of the cubs. He entertains them with stories of his days as a mercenary. Werik also uses his knowledge of woodcraft to brew a powerful drink that he sells, making his home a combination tavern and day care center.

Besides Werik, the village is also served by Kherk the woodcarver, Kjevik the blacksmith and Gnur the potter. The lion men maintain a spirit house dedicated to all of the gods they have encountered in their mercenary travels. It is cluttered with idols of every shape and size. Hidden among these idols is the village treasure: 8,780 cp, 2 neck scales from a bulette (350 gp each), 1 hippopotamus hide (25 gp) and 8 lb. of palm wine (2 gp).

Lion Man: Medium monstrous humanoid; HD 1+1; AC 14; ATK 2 claws (1d6 + rend) and bite (1d8) or by weapon (1d8); MV 40; F15 R13 W13; XP 100; AL Neutral (N); Special – None.

25.30 Hydras: Deep pools in the Jamba River here radiate chaotic energies. Here, the hydras of the swamp emerge from the muck fully formed. Approaching the pits draws 1d4 five-headed hydras out to attack the interlopers. At the bottom of the deep, watery pit there is a black stone of solidified chaos. The stone inflicts 1d6 points of damage per round to Lawful (Good) creatures. Any non-Chaotic

within 10 feet of the stone must make daily saving throws to avoid their alignments shifting to Chaotic (Evil). A Chaotic (Evil) creature in possession of the stone must make a saving throw each day to avoid gaining a random mutation (TK's choice).

Hydra: Huge magical beast; HD 7; AC 17; ATK 7 bites (1d10); MV 20 (Swim 20); F7 R10 W15; XP 700; AL Neutral (N); Special – Regrow heads.

25.38 Caves of Wonder: The entrance to a large complex of limestone caves here is clogged with vines and generally hidden from view. If one manages to enter, they will find a wonderland of limestone formations and mineral pools. The caves are under the protection of the orisha Oshun, and thus are treated as hallowed ground. A *protection from evil* effect covers the entire cave complex.

26.02 Mbeshi: Mbeshi is a trading town of 3,000 people that stands on the edge of the woodlands. The city is protected by 30-ft. tall walls of stone and sundried adobe liberally studded with short, iron barbs to make climbing quite difficult. The city has two gates, the northern Savannah Gate and the southern Jungle Gate. Both are composed of thick, iron-bound ironwood. The doors of the Savannah Gate are carved in bas-relief of two rearing lions, while the doors of the Jungle Gate are carved with a bas-relief of a charging elephant. The walls above are patrolled by men-at-arms in leather armor and armed with light crossbows and tridents.

Mbeshi sits on fertile land, much of it having been cleared of jungle and now used to grow a variety of cash crops. The place is known for its wood carvers, its museum of ancient wonders collected from Pwenet and Cush, its population of 150 jungle gnomes, who control the gem trade and sell various elixirs, potions and copious quantities of qat. The people of Mbeshi are also known for their tradition of wearing thick veils and avoiding eye contact. Veils for commoners are usually made of wool, while those of the aristocrats are made of dyed silk. People communicating do so by joining hands and keeping their eyes down.

Mbeshi is governed by Princess Tshiko the Golden, a mercenary captain of some renown who conquered the city about a dozen years ago. Tshiko, who scoffs at the Mbeshi customs, does not appear in public without her court magicians first making her skin appear to be composed of gleaming gold. She addresses her people

wearing a black silk garment that shows off her well-toned arms and legs and her long, swan-like neck, and she is never without her greatest treasure a *+1 morningstar* that sheds golden light on command to a radius of 60 feet. Her court magicians are all eunuchs and level 1 adepts, who serve as her advisors. A more potent magician, the gnome illusionist Kala, also lives in Mbeshi, and it is she who controls the gnome quarter, the qat trade and most of the organized crime in the town.

Kala: Gnome Illusionist; LVL 6; HP 17; AC 10; ATK 1 dagger +1 (1d4-1); MV 20; F13 R13 W10; XP 600; AL Chaotic (CE); Special – Spells (4/5/4/3); Gear – Dagger, darts (3), spellbook; Abilities – Str 8, Int 14, Wis 11, Dex 12, Con 10, Cha 11.

Tshiko the Golden: Human Fighter; LVL 5; HP 15; AC 20; ATK 1 +1 morningstar +8 (2d4+3); MV 30; F10 R10 W13; XP 500; AL Neutral (N); Special – None; Gear – Chainmail, shield, +1 morningstar, dagger; Abilities – Str 16, Int 8, Wis 8, Dex 14, Con 10, Cha 10.

26.27 Obambos: Three spectres lurk in the bush in this hex, being encountered on a roll of 1-3 on 1d6. The spectres are the remains of three hunters, brothers, who were killed by a pride of lions. They were never found by their people, and thus were never properly buried. Their corpses still persist in the tall grass. They have been stripped of flesh, but one possessed a scimitar that, though rusty, contained engravings meant to show the location of Kolos [27.25]

Spectre: Medium undead; HD 7; AC 15 [Silver]; ATK 1 strike (1d8 + energy drain); MV 40 (Fly 80); F12 R12 W9; XP 1750; AL Chaotic (CE); Special – Incorporeal.

26.30 Temple of the Eternal Flame: The Temple of the Eternal Flame is located in a low-lying, swampy area near a bend in the river. It resembles an oddly-shaped crag, the top being slanted at larger than the base. A ghostly flame burns several feet above the top surface of the crag. Beneath the flame there is a natural cave entrance that leads to a narrow, winding tunnel. Humans can slither through this tunnel on their bellies with some difficulty, and they will not become stuck if they leave their armor and gear behind.

After a crawl of over 100 ft., an explorer comes across another small tunnel, this one perfectly circular and ringed with metal. This tunnel leads to the interior of a mithril “bathyscape” with amber windows. The interior of the bathyscape is large enough to hold three people. One can peer through the windows into the Land of the Dead

(Ethereal Plane). By concentrating intently, the viewer can focus in on a particular soul. Every turn spent viewing the Ether carries a 1% chance (cumulative) of drawing the attention of Orcus. There is a 5% chance that he sends forth a spectre to discourage the peeping tom.

Spectre: Medium undead; HD 7; AC 15 [Silver]; ATK 1 strike (1d8 + energy drain); MV 40 (Fly 80); F12 R12 W9; XP 1750; AL Chaotic (CE); Special – Incorporeal.

26.45 Warm Ground: The ground here is warm and soothing. People sleeping here recover double hit points while resting.

27.25 Kolos: Here lie the remains of the ancient city-state Kolos. Kolos began as a village in the depths of the jungle, but eventually grew into the seat of an empire that encompassed most of the Cush basin. Ruled by sorcerer-priests, it clashed with Nabu and the Lemurian kingdoms.

The ruins consist of an outer wall of black, cracked stone with a glassy appearance. The outer wall is 60 feet tall and about 20 feet wide at the top. There are massive wooden gates pointing towards the river that are crawling with yellow musk creepers. These gates have been *wizard locked* by a 20th level magic-user. Within the walls are the remnants of the great city, all black stone and alien angles.

27.42 Ninki-nanka: Ninki-nanka is a 50-ft. long sea serpent who inhabits the swamp here. The monster has become stuck between two large trees, but may still get free (1 in 10 chance per round, 1 in 6 if attacked). If freed, it will disappear into the swamp water and may be encountered in the future on a roll of 1-3 on 1d6 per day. Ninki-nanka’s fangs (it has 30 of suitable size), if thrown in the swamp water and “watered” with holy or unholy water, produce lizard man warriors who are loyal to their creator. If holy water is used, the lizard men are Lawful (NG) in alignment and have pale green scales. If unholy water is used, the lizard men are Chaotic (NE) in alignment and have black scales. Anytime a target is bitten by Ninki-nanka and takes 8 or more points of damage there is a 5% chance of a tooth being stuck in the target’s armor, clothing or flesh.

Ninki-nanka: Huge magical beast; HD 9; HP 38; AC 15; ATK 1 bite (2d8 + swallow whole) or tail slap (2d8); MV 10 (Swim 60); F6 R8 W14; XP 900; AL Neutral (N); Special – Distortion.

28.01 Ngoro Tribe: Amidst a palisade of brambles you see the tops of several grass huts. This is the village of the Ngoro (pop. 160). The Ngoro have coarse, wavy hair of dark blonde to brown and eyes of brown or hazel. They have a thin build and nearly black skin with round, handsome faces. The village draws its water from a deep well. The people of Ngoro herd cattle and keep goats. They harvest grain from the grasslands, and trade for other things that they need with Ophirian traders. Their warriors fight with beautifully carved and decorated war clubs and throwing clubs. They wear leather armor and carry woven shields.

The Ngoro are ruled by a council of elders that includes Ajloru, Ngulbal and Gorfar. The elders spend their days playing a game not unlike Chinese checkers, which they claim helps them predict the future.

Ngulbal: Human Fighter; LVL 5; HP 21; AC 19; ATK 1 +1 short sword +7 (1d6+2); MV 30; F10 R12 W12; XP 500; AL Neutral (LN); Special – None; Gear – Chainmail, +1 shield, +1 short sword, dagger; Abilities – Str 13, Int 10, Wis 7, Dex 13, Con 13, Cha 12.

Ngoro has a loquacious healer named Larjujh and a miller named N’Zinujo. The mill operates on cattle power, and N’Zinujo is a kind master to his beasts. This has earned him the friendship of the more benevolent fey spirits of the grasslands, who will come to his aid if he or his village is threatened.

The village’s shrine is subterranean, consisting of a large, round pit covered by thatch. Inside the shrine is an idol to Obu, the patron goddess of the Ngoro. Obu takes the form of a nude, mature, voluptuous woman with black hair, slitted turquoise eyes and brown skin that looks as though its entirety is engraved with writing. Obu has two hands at the end of each arm, and one holds a compass. Obu is a goddess of fate. Her shrine is tended by the children of the village, who can with their collective pleas, call down favors of the goddess (i.e. they can cast spells as a 6th level Lawful cleric). Hanging on the walls of the shrine are nine ceremonial daggers of brass (10 gp each).

The people keep their treasure in a secret compartment in the ground beneath a locked trapdoor. The treasure consists of 4,863 cp, 794 sp, 154 ep, the hide of a green dragon hatchling (250 gp), 1 oz. of powdered rhino horn (45 gp), 8 oz. of cinnamon (160 gp), a large emerald (6,000

gp), nine silver amulets (100 gp each), a pair of very small crimson velvet gloves (+1 to pick pockets), a bracelet of carnelian beads (200 gp), two gilded flails (200 gp each, made in Guelph for the royal family and lost to pirates), a falchion fit for an ogre (treat as a bastard sword for humans), a pair of black silk trousers (100 gp), a black kilt (10 gp) and a compass.

28.07 Elephants: A herd of 16 elephants has settled down around this watering hole. In the Spring time there is a 2 in 6 chance of encountering an aggressive bull.

Elephant: Huge animal; HD 11; AC 15; ATK 1 slam (2d8) and 2 stamps (2d6) or gore (2d10); MV 40; F5 R8 W13; XP 550; AL Neutral (N); Special – None.

28.12 King Gullah: This hex is filled with chalk hills covered by thick scrub and smallish trees. The defiles are rugged and steep in these highlands, and there are many small, rushing streams and ponds, most of them “dug in” to the sides of the hills, forming little grottos.

On one chalk promontory, there sits the legendary (or infamous) King Gullah. Gullah looks something like a naked hill giant with claws on his fingers and toes, a copious amount of body hair, and a face like a demonic baboon. He is old and wise, and can answer many questions, but he must be wooed with palm wine and entertained with wrestling matches before he will give up his knowledge. If, once he begins opining, he is interrupted or he is treated rudely, he flies into a berserk rage. He has been killed many times, but always reappears the next day in his spot on the chalk promontory.

King Gullah: Large monstrous humanoid; HD 11; HP 44; AC 23 [+1]; ATK 2 claws (1d8) and bite (2d8); MV 30; F9 R8 W8; XP 1100; AL Neutral (N); Special – Immune to electricity and poison, magic resistance 35%, spells (at will)—call lightning, dispel magic, feeblemind, slow, teleport without error (self plus 50 pounds of objects), unholy aura.

28.16 Kingasa Tribe: The Kingasa (pop. 238) are a gangly people with wavy hair that varies from pale blonde to brown. They have pale, peach colored skin and eyes of blue, narrow faces with high-bridged noses and narrow, wide-set eyes. The Kingasa are primarily hunters, using pits to capture their food. They supplement this diet with gathering and gardening.

The Kingasa dwell in spacious pits covered with conical roofs of thatch covered with oiled animal skins. Their

village is surrounded by a ditch filled with refuse such as pottery shards and offal. Swarms of stinging flies hover over this ditch. The people get their water from a nearby lake that is infamous for its poisonous water snakes. This proximity to venom has given the Kingasa a +1 bonus to save against its effects.

The Kingasa have no craftsmen, per se. They arm themselves with clubs and throwing clubs. In the middle of their lake they have erected (or was it found) an idol to Balid, their god of light. Balid takes the form of a young, muscular man with pale skin, milky white eyes, and a second face staring out from his chest. His arms are raised over his head and he holds a golden disc with both hands. The Kingasa believe him to be a spirit of healing and disease with command over the serpents of the lake. Sacrifices are staked out on the ground, spread eagle, and left to be poisoned by the water snakes.

28.27 Jade Head: A large, jade head rests in a clearing. Reminiscent of an Olmec head, it depicts an ancient king of Kolos. The head is possessed of a wicked intelligence and can attempt to dominate (per *dominate person*) those who meet its gaze. People in possession of the head discover that they have the ability to understand and speak with snakes and that they are immune to disease.

28.33 Mapoto Tribe: The Mapoto (pop. 283) have a fine village of log houses surrounded by a palisade and ditch. Their water comes from a nearby creek, which flows from the highlands. They are farmers and bandits of convenience. They have skin that is nearly black and angular faces on heavy-set frames.

The village is ruled by chief Koro. The chief lives in a long house with his three loyal but lazy brothers, Timzum, Gurfar and Gamzin, and their collection of seven wives. The children of the chief are raised by other villagers and will one day become the heads of their households.

Koro: Human Duelist; LVL 4; HP 19; AC 14; ATK 1 longsword +4 (2d8); MV 30; F13 R9 W14; XP 400; AL Lawful (LG); Special – None; Gear – Leather armor, buckler, longsword, javelins (6); Abilities – Str 10, Int 15, Wis 8, Dex 15, Con 11, Cha 6.

Mapoto has a mill run by a gnarled old woman named Kinasa. There is also a shrine to Gwuldo, the Mapoto's patron goddess (a goddess of thieves). Gwuldo takes the form of a tall, muscular woman with large hands. She has

rose-red skin, a bald head, and large, saucer-like eyes of purple. Gwuldo wears a headdress of eagle feathers and carries a man-catcher. Clerics who approach her idol cannot help but sense a sinister aura about it. Gwuldo's priest and husband is Mbongu (Adept 3, 4 hp).

The village's treasure consists of 50 trade beads, 246 sp, 988 cp, a seven casks of palm wine and the horn of a giant goat (worth 15 gp).

28.37 The Orchid Pit: A deep pit has been dug in the jungle here, or maybe was created naturally. It is lined with brilliantly colored orchids, the pollen of which cause hallucinations in those who fail a Fortitude save vs. poison.

In these hallucinations, people are visited by strange extra-dimensional beings (per *contact other plane*) who look like tall humanoids with large, thin, elephantine heads orbited by gemstones. Just as per *contact other plane*, there is a chance that communication with these beings will drive an adventurer insane.

At the bottom of the pit, there are several human and demi-human skeletons, one wearing rusted chainmail, another in tattered ring mail. There are also old weapons in the bottom of the pit, and a backpack containing a vial of *oil of slipperiness* and several torches.

29.10 More Orchids: This part of the jungle is blessed with large, colorful orchids. Although they would fetch a handsome price in Antigoon (if they could be delivered intact), their value is certainly diminished by their powerful pollen, which has a variable effect on those who inhale it. On a roll of 1, the inhaler falls into a catatonic slumber for 1d4 hours. On a roll of 2-3, the inhaler suffers a fit of wheezing and choking that lasts for 10 minutes and inflicts 1d4 points of damage. On a roll of 4-6, the inhaler is affected as though by a *crushing despair* that lasts as long as they live (or until the poison has been neutralized).

29.31 Adobe Castle: In the midst of a large lake there is a rocky islet. Atop the islet is a small castle of adobe bricks. The islet can only be reached by a narrow, stone causeway. The castle has a square base, 50 ft. per side, and three levels. The roof is a wooden, latticed dome. One might notice a large shadow moving behind the lattice-work. The castle has a heavy, locked, iron door as its only entry. The

first level of the castle is composed of a small kitchen with a fire pit and a dining hall that can seat ten.

Ladders lead to the second level, which is divided into a barracks and prison (four pairs of manacles on the wall). The barracks is notable for its great pile of straw on which someone has laid seven antelope skins. Hooks on the wall hold three crossbows and a quiver of 12 bolts. The barracks are home to two champions named Waddu and Keshnon and ten archers employed to guard the place. All of them wear mail shirts and carry spears and longbows.

Archer: Medium humanoid; HD 1; AC 15; ATK 1 short sword (1d6) or longbow (1d8); MV 30; F13 R15 W15; XP 50; AL Neutral (N); Special – None.

Waddu: Human Fighter; LVL 8; HP 55; AC 16; ATK 2 sickle-sword +9 (2d4+2); MV 30; F7 R10 W11; XP 800; AL Neutral (N); Special – None; Gear – Mail shirt, buckler, sickle-sword, darts (3), shortbow, 20 arrows; Abilities – Str 16, Int 6, Wis 12, Dex 13, Con 13, Cha 14.

Keshnon: Human Marksman; LVL 8; HP 38; AC 15; ATK 1 longbow +7 (2d8); MV 30; F11 R7 W12; XP 800; AL Neutral (N); Special – Specialist weapon (longbow), +2 initiative, deflect missile 1/round; Gear – Leather armor, buckler, longsword, 20 arrows, hand axe; Abilities – Str 15, Int 14, Wis 8, Dex 15, Con 10, Cha 6.

Another ladder leads to the top floor of the castle. It is here that the stronghold's ruler, Nababa, dwells. Nababa is a mild-mannered fighting-woman who discovered this ancient castle long ago and finally settled here when she was ready to retire. Tired of the civilized world and its pointless warfare, she now lives the life of a sage.

Her room contains a comfortable bed, reading desk, ebony stool carved to look like an elephant's foot (200 gp) and a golden oil lamp set with tiny sapphires (1,000 gp). One locked chest contains her books, scrolls, writings and a pair of large, silk, baggy trousers (they belonged to an amorous efrete) and a smaller locked chest (poisoned needle trap) contains 1,700 cp, 690 sp, 250 ep and 35 gp. On her wall she hangs a trident and three longbows. The weapons are rarely used but well-maintained. She also has a cape covered with bluish-grey, red-tipped feathers (500 gp), 2 lb. of cinammon (640 gp), 3 hippopotamus skins (25 gp each), 57 leopard pelts (used as rugs throughout the stronghold, 6 gp each), 1 elephant tusk (200 gp) and 2 hippopotamus tusks (70 gp each). A ladder leads to a trapdoor to the roof.

The books and scrolls in Nababa's collection are as follows: *Isolating the Secrets of Pyromancy* by Weywulf the Revered, *An Inquiry into Thaumaturgy* by Cedfin, Illusionist of the Seventh Circle and *A Theory on the Nature of Alchemy* by Japhevere. The scrolls mostly contain her own notes on griffons. There is also a scroll of *read magic*.

Nababa has become an expert on the local stories and legends of the Cush tribesmen, as well as on the griffons who dwell in the hills that overlook her lake (encounters with 1d4 of them occur on a roll of 1-2 on 1d6). In fact, she is considered an ally by the griffons, and one of their number, a small female called Crimson, often stays with Nababa, living in the lattice work dome atop the castle. Crimson allows Nababa to ride her. Nababa's cloak is made of discarded griffon feathers.

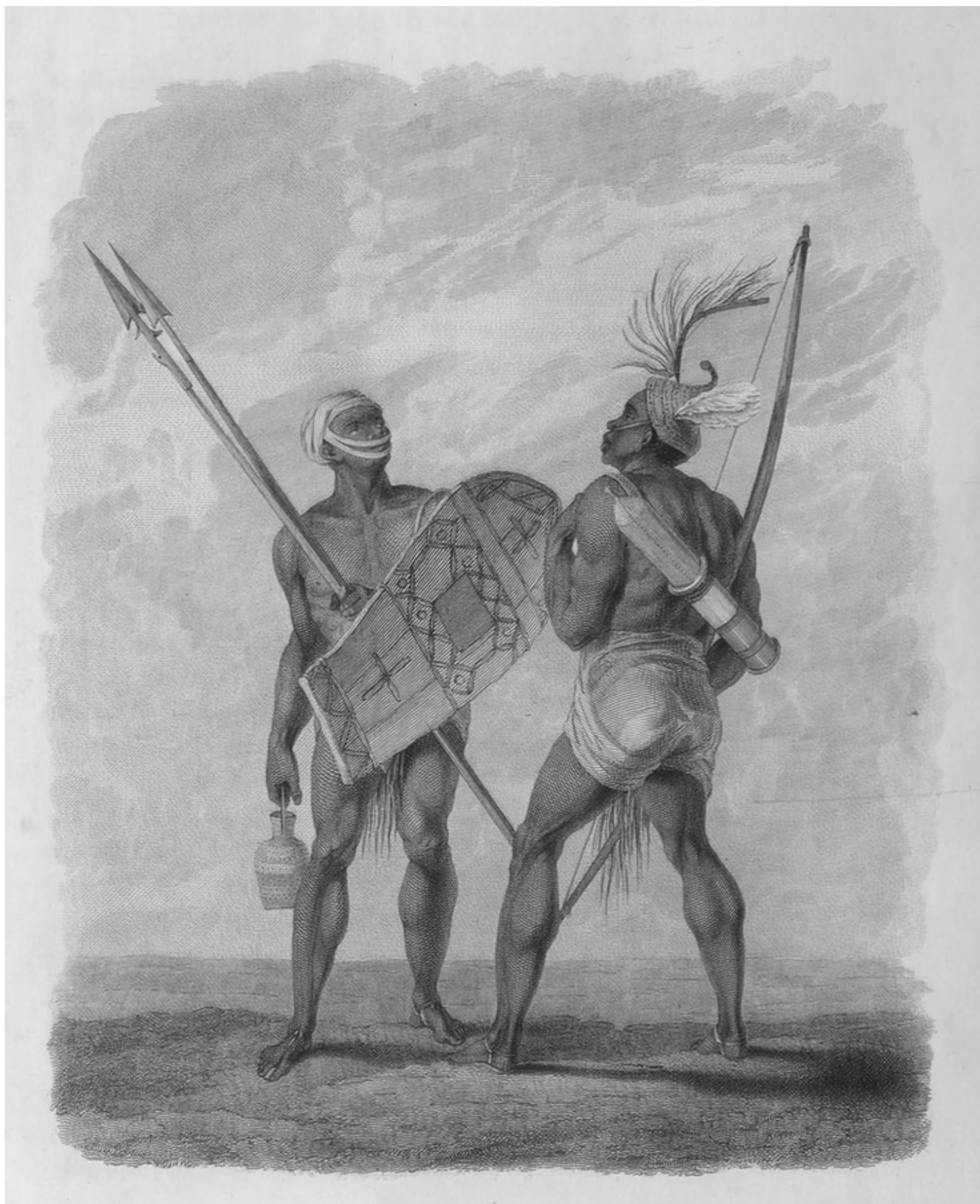
Crimson, Griffon: Large magical beast; HD 7; HP 26; AC 17; ATK 2 claws (1d4) and bite (2d6); MV 30 (Fly 80); F9 R10 W13; XP 700; AL Neutral (N); Special – None.

Nababa is on good terms with the Mapoto [2833] and the monastery of Gwuldo in [2935], though she does not trust them. Nevertheless, they fear her blade and her griffons, and they often exchange gifts.

Nababa: Human Fighter; LVL 10; HP 45; AC 18; ATK 3 +1 trident +12 (1d6+4) or 3 longbow +10 (1d8); MV 30; F7 R11 W11; XP 800; AL Neutral (N); Special – None; Gear – Chainmail, shield, +1 trident, longbow, 20 arrows, tiny opal earring (50 gp), yellow lace choker (15 gp, gift from Antigooner merchant she once loved); Abilities – Str 16, Int 6, Wis 12, Dex 13, Con 13, Cha 14.

29.35 Temple of Gwuldo: A tall, square tower has been erected here by Yaung, a cleric dedicated to the worship of Gwuldo [2833]. The tower is constructed of stone and plastered with reddish-yellow mud. The tower has four floors. The top floor has the only eight narrow windows (two on each side) in the tower. Entry into the tower is through a thick wooden door that is always kept locked.

The first level of the tower has a 20-ft. high ceiling. Midway between the floor and the ceiling there is a gallery that can be reached by a set of narrow, wooden stairs. Another staircase leads to the second level. The first level is a shrine to Gwuldo. It contains a large, stone idol of the goddess decorated with the following precious stones: A hematite (10 gp), tourmaline (5 gp), two star rose quartz (10 gp), chrysoprose (50 gp), two sardonyx (5 gp), azurite (5 gp), moonstone (5 gp) and a very large banded agate (100 gp).



One of the idol's eyes is a large black pearl (500 gp); the other socket is empty. Flanking the idol are two brass braziers that are always kept burning a pungent incense. In front of the idol there is a marble altar.

A secret catch on the bottom of the altar causes it to slide out of the way, revealing a 10 ft. vertical tunnel that leads to a cavern approximately 20 ft. square. This is the temple's treasure room. It is guarded by a grue. The treasure consists of 6,144 cp, 50 sp, 7 gp, an ounce of powdered rhino horn in a copper box (145 gp), a cask of palm wine (70 gp), a carnelian (40 gp), black pearl (500 gp), a yellow-green Atlantean death shawl (worth 50 gp to a sage) and two small lead idols of Gwuldo. Those walking into the room carelessly are caught in a crossfire of poisoned darts (Reflex saving throw or suffer 1d4 points of damage and requiring another saving throw vs. poison to avoid an additional 1d10 points of damage).

The second level is a common room for the foot soldiers of Yaung. His retinue consists of two ramanga (vampires that prey exclusively on the nobility) named Gwarba (7 HD, 41 hp) and Wado (7 HD, 32 hp) and nine hobgoblins. A narrow set of stairs leads to the top level.

The top level is a more sacred shrine to Gwuldo. There is a large throne of blonde wood here, and an automaton in the shape of Gwuldo sits on this throne. It is made of rosewood and steel and is just as hideous as the goddess. High Priest Yaung sleeps here on a simple, woven mat at the feet of his goddess. Surrounding the throne and mat are hundreds of tallow candles that are never lit.

Gwuldo Automaton: Large construct; HD 6; HP 28; AC 16; ATK 2 slams (1d8) or man-catcher (1d6 + constrict); MV 40; F11 R12 W12; XP 600; AL Neutral (N); Special – Spider climb.

Yaung: Human Cleric; LVL 8; HP 37; AC 17; ATK 1 heavy mace +6 (1d6+2); MV 30; F8 R10 W5; XP 800; AL Chaotic (CE); Special – Rebuke undead, spells (6/5/4/3/2); Gear – Mail shirt, shield, heavy mace (blackened steel, head shaped like roaring lion), potion of resist fire, white ash staff of healing inlaid with silver runes (12 charges); Abilities – Str 13, Int 10, Wis 18, Dex 14, Con 11, Cha 13.

30.04 Sgarak Ogres: Here you may discover a large manor house of logs and packed mud surrounded by a palisade. Within the village dwell a tribe of ogres (pop. 38), the Sgarak, with green eyes and long, pendulous ears that they pierce with bones and rings.

The manor house is inhabited by Fnurr (HD 6, 31 hp), a massively muscled ogre who shows a cunning unnatural for his kind. The manor house is also inhabited by Fnurr's 21 retainers (HD 5), his five wives and his 20 children. Needless to say, it's quite crowded. The other inhabitants of the village live in long houses constructed in much the same manner as the manor house.

The ogres of Sgarok are profoundly religious, believing in two deities, one of law, one of chaos, locked in eternal conflict. The lawful deity is called Obben. Obben looks like an ogre with the head of a panther. The ogres believe that Obben can change the threads of fate, and that he sometimes takes the form of a black panther.

The deity of chaos is a god called Hjolfr. He takes the form of a young ogre with a powerful, angular build. He wears armor made from humanoid bones and has stark, white skin. Hjolfr can impart combat skills to his faithful.

The manor house contains one chapel for each deity. The village also has a house of ill repute run by an ogre called Gorta. Gorta has between five and seven slave girls of various races whose hands and feet are always bound. She also serves a thick, malted liquor strong even for dwarfs.

Fnurr's treasure consists of 2,200 cp, 132 sp, 27 gp, six chepkew horns (60 gp each), 1 lb. of qat (50 gp), 12 giant goat horns (3 gp each), five tiny mahogany antelope figurines (5 gp each), a mahogany flute (15 gp), the skull of a cave bear, a *scroll of protection from dragons* and nine tourmalines (worth 25 gp each).

30.16 Pit Traps: This hex is laced with dozens of pit traps (i.e. Burmese tiger traps). Each is 6-ft. square and 10 ft. deep (1d6 damage). Adventurers moving through this hex have a 1 in 6 chance per hour of falling into one of these cleverly hidden traps, though a Reflex save will save them.

30.25 Mud Slides: The slopes here are prone to mud slides. There is a 1 in 6 chance that each traveler through the hex will suffer 2d6 points of damage after taking a nasty spill into a mucky gully. These gullies are inhabited by swarms of 2d6 giant mosquitoes, which are encountered by the unfortunate slippers on a roll of 1-3 on 1d6. The mucky gullies also contain numerous orbs of black, smooth stone which, when held in one's hand, guide them telepathically

to the ruins of ancient Kolos. Adventurers have a 1 in 10 chance of stumbling upon one of these orbs.



30.39 Ofo Tribe: The Ofo (pop. 241) live in a large village surrounded by a ditch that is filled with water diverted from a nearby stream. The middle of the village is filled with crops (melons, roots, date palms) while the rim of the village consists of long, wooden houses with thatched roofs. The village has a tavern, tanner and a shrine to a mysterious goddess called Alanna. The village is ruled by three elders named Zikai, Ongozi and Jasab.

The Ofo have course, curly hair of reddish-brown and their eyes are usually brown or black. They have compact, muscular bodies, broad faces and very dark brown skin.

Their goddess, Alanna, rules the passage of time. She takes the form of a tall, young woman with a narrow waist. She has tanned skin, bobbed red hair and gray eyes. Alanna wears a turquoise jumpsuit (a strange garment to people from Nod) and carries a modern-style pistol. The Ofo

believe that Alanna can see into the past and future and the natives believe that crocodiles are sacred to her. Her priest in the village is Bongozi (Adept 3, 2 hp).

The tribe's entire treasure consists of 1,408 cp, 21 sp, 7 ep, 22 catoblepas tusks (10 gp each), 1 oz. of cinnamon, 1 giraffe pelt (5 gp) and a suit of halfling-sized platemail they scavenged from the remains of an unlucky adventurer.

31.07 Parcel: Adventurers traveling through this hex have a chance to spot a parcel wrapped in butter tree leaves. The parcel contains a large pearl (500 gp) that gives off a false magical aura. It was stolen from the Temple of Gwuldo [2935].

31.15 Smala of Ophir: The enchantress Smala of Ophir has taken residence in an abandoned fortress built of adobe and studded with sharp sticks. The fortress is located in a large valley. It contains a small village of 50 gnomes with nut-brown skin (15 males, 25 females and 10 children) that live under the protection of Smala. The gnomes mine gold in the hills and trade it to the surrounding villages for meat and other goods. The village is composed of several conical huts of thatch surrounding a paved courtyard. In the center of the courtyard there stands a porcelain statue of a featureless man decorated with red and black zig-zags. The gnomes call this idol Zimir and worship it as a deity of tricksters. The gnomes chief man is Scaldrin.

Scaldrin: Gnome Illusionist/Thief; LVL 3; HP 9; AC 11; ATK 1 dagger -1 (1d4-1); MV 20; F15 R11 W12; XP 300; AL Neutral (N); Special – Spells (4/3/2), backstab x2, +2 save vs. illusion; Gear – Dagger, darts (3), thieves' tools, spellbook; Abilities – Str 5, Int 16, Wis 10, Dex 14, Con 9, Cha 8.

Smala's fortress consists of a central hall and kitchen with a 16-ft. high ceiling and four towers (15 ft. x 15 ft. base). Each tower has a storage room, living room and an attic. Stairs connect these different levels. Each tower has arrow slits. The great hall is entered through a thick, wooden door banded with iron. The base of the southwest tower is a chapel dedicated to Kothar, the Ophirian deity of magic and craftsmanship.

Smala lives in the northwest tower. Her décor is simple and utilitarian. Beneath her room she keeps her library and above it her laboratory. Smala is a plain woman with a wide gap between her front teeth. She is a romantic at heart, and will do everything in her power to win the heart

of any male human that visits her. Her guardsmen and servants are gnomes from the village. Her 12 guardsmen wear leather armor and carry short bows and spears.

Gnome: Small humanoid; HD 0; AC 16; ATK 1 weapon (1d6); MV 20; F14 R16 W16; XP 25; AL Neutral (NG); Special – Spells.

Smala's library contains two arcane tomes (*Eldritch Models of Anarchic Power* by Finreth the Great and *Otherplanar Principals of Binding* by Psuedo-Brodeson) and many books and scrolls of love poetry. Her treasure is kept in a locked iron chest that has been made to look like a foot stool with illusion magic. It contains 15 pp, 350 gp, 58 ep, 480 sp and 4,400 cp).

Smala: Human Magic-User; LVL 5; HP 18; AC 12; ATK 1 staff +1 (1d6); MV 30; F11 R11 W9; XP 500; AL Lawful (NG); Special – Spells (4/4/3/2); Gear – Staff, silver dagger, darts (3), spellbook, ring of protection +1, folding boat; Abilities – Str 9, Int 18, Wis 15, Dex 14, Con 13, Cha 12.

32.09 Mud Towers: Rising from the jungle you see a collection of ten mud towers that resemble those built by termites, only standing anywhere between 30 ft. and 60 ft. tall. This is the bafana village of Tikitot (pop. 290). The towers have entrances about midway up their height. The towers are interspersed by tangled gardens tended by the bafana males.

The interior of the towers consist of rough, unfinished passageways that spiral up and down from the entrance. Small alcoves branch off from the main passages and may be used for storage as well as living. The lowest point of the structure is the hottest and must humid, and is reserved for the tower's queen and her eggs. All of the village's queens are sisters and the mother of the bafana in their tower. Although the towers cooperate in times of dire need, they are otherwise very competitive and almost hostile toward one another. The queens have 3 HD each, a movement of 5 and the following spells, once per day each: *Hypnotism*, *detect thoughts (ESP)*, *ego whip*, *psionic blast* and *intellect fortress*. Each tower has its own smithy in its top level (allowing the smoke to escape through vents) and a male blacksmith.

Bafana: Medium monstrous humanoid; HD 1; AC 16; ATK 1 spear (1d8) or dagger (1d4 + poison II); MV 40 (Climb 20); F15 R13 W12; XP 100; AL Neutral (NG); Special – Summon swarm 1/day.

Tower #1 is defended by a bafana named Nyic (Fighter 5, 36 hp, *elixir of truth*) and 17 bafana warriors. The tower's

treasure consists of 3,900 trade beads kept in hidden compartments in the mud walls of the tower.

Tower #2 is defended by Naqqan (Fighter 4, 22 hp) and 16 bafana warriors. The tower's treasure consists of 700 trade beads, an ornate jade-inlaid scepter (1,900 gp), a fine bone music box (500 gp) and a suit of man-sized platemail.

Tower #3 is defended by Le'pholela (Fighter 2, 11 hp) and 7 warriors. Their treasure consists of 1,085 trade beads.

Tower #4 is defended by Phan-oth (Fighter/Magic-User 4, 8 hp) and 5 warrior-mages (Fighter/Magic-User 1). All of them have memorized *magic missile* and will launch them at the first sign of trouble. Their treasure includes 312 pp, 815 gp, 553 sp and 970 cp as well as a copy of Dagnathan's infamous *Illustrated Guide to Humanoid Crossbreeding*.

Tower #5 is defended by Uamaac (Ranger 1, 6 hp) and her four archer-sisters. Uamaac wields the +2 *composite bow Malril*. *Malril* was involved in the many wars of the ancient Atlanteans. She always shines brightly (per the *daylight* spell), and once per day can be used to turn night into day in a 1 mile radius. The tower's treasure consists of 789 trade beads.

Tower #6 is defended by T'pharth (Paladin 5, 21 hp) an oddity among her kind. She is assisted by 23 loyal warriors. T'pharth is the most outgoing of the guard captains, and relishes a chance to smite evil. She wields a +1 *broadsword* engraved with runes. The broadsword burns like fire on contact, dealing 1d6 extra points of damage, and also improves its wielder's dexterity by 2. It must be plunged into a roaring fire once per week or its magic goes dormant. Tower #6's treasure consists of 360 trade beads.

Tower #7 is defended by C'dathatela (Fighter 1, 5 hp) and her 5 spear-women. Their treasure consists of 128 trade beads. C'dathatela wears an ill-fitting breastplate that improves her AC to 17.

Tower #8 is defended by Lithaubha (Sorcerer 5, 13 hp) and 20 spear-women. Their treasure is 2,000 trade beads.

Tower #9 is defended by Utlh (Fighter 2, 12 hp) and 7 bafana warriors armed with light crossbows and short swords. Their treasure consists of 104 trade beads and a *potion of blur*.

Tower #10 is defended Makrloshotae (Fighter 2, 12 hp) and 8 bafana warriors wearing platemail and wielding barbed spears. Makrloshotae wields a Chaotic (CE) +1 *spear* of black iron called Grondar. Grondar is unusually heavy and requires a strength of 13 to wield. It can create a *wall of fire* once per day and its wielder is +1 to save against magic. Tower #10's treasure consists of 902 trade beads and an ornate hourglass (worth 100 gp).

The tallest tower in the village (#1) contains a shrine to Y'yitharh, the fertility goddess of the bafana. Y'yitharh is symbolized by a giant ball of dung and is worshipped by ritual keening and chirping and the sacrifice of males who are then mashed up and served at a communal feast. These sacrifices happen four times a year, and are the only times (other than times of external threat) that all the sisterhoods gather together peacefully. Y'yitharh is served by a bafana druidess named Thilaca and her two aspirants, Cthathal (Druid 2, 16 hp) and Megyi (Druid 2, 12 hp).

Thilaca: Bafana Druid; LVL 5; HP 18; AC 16; ATK 1 +1 scimitar +4 (1d6+1); MV 30; F11 R13 W11; XP 500; AL Neutral (N); Special – Spells (5/4/2/1), move through undergrowth, leave no trail, +2 save vs. energy attacks, shapechange, summon swarm 5%; Gear – +1 scimitar, bag of herbs; Abilities – Str 10, Int 10, Wis 14, Dex 12, Con 12, Cha 13.

Thilaca wields a +1 *scimitar* of elf manufacture. It has a steel blade with a hilt wrapped in cedar with silver rivets. The name "Steadfastness" is inscribed on the blade. The inscription glows with a lavender light in the presence of evil thought or deed. Each of quillons is made to look like a nude, female figurehead from the torso up.

32.20 White Tower: Overlooking the river and built on a rocky promontory, there is a 160-ft. tall white tower owned by a druidic brotherhood. The exterior of the tower is engraved with images of the flora and fauna of Cush, including seductive nymphs and fierce bafana warriors. The tower has no windows and entry is through a secret door (one must press the eye of a rhinoceros to open the door). The tower is topped by a golden dome. From the outside, it measures 60 feet in diameter. The tower is protected by 15 skeletal monkeys.

Monkey Skeleton: Small undead; HD 0; AC 12; ATK 1 bite (1d3); MV 30 (Climb 30); F17 R16 W13; XP 25; AL Neutral (N); Special – None.

The interior of the tower is filled with terraced gardens. The ground floor contains white statues of the nature gods of Zinj. They shine under the supernatural daylight that

emanates from the golden dome overhead. The druids dwell on the terraces among the wildlife. All of the animals of the tower (mostly small creatures like monkeys, birds, snakes, etc) are sentient servants of the druids.

The tower's high druid is Zikish. He is assisted by his wives, two 4th level druidesses named Gwahuka and Zulka (17 hp and 20 hp respectively) and five 1st level neophytes named Asaba, Azani, Zura, Matma and Gurambi with no magical powers. Zikish' 15 children also live in the tower.

Zikish is a wily man of many years with a handsome face and a slightly stooped posture. His wives range in age from 15 to 45 and all are quite beautiful, as are his children.

Zikish: Human Druid; LVL 8; HP 30; AC 15; ATK 1 staff +6 (1d6+1); MV 30; F7 R10 W7; XP 800; AL Neutral (N); Special – Spells (6/4/3/2/2), move through undergrowth, leave no trail, +2 save vs. energy attacks, shapechange; Gear – leather armor, shield, staff, sling, 10 stones; Abilities – Str 14, Int 6, Wis 14, Dex 13, Con 13, Cha 11.

32.24 Hornets: The jungle thins here and reveals hundreds of hornet's nests made from dried mud. Unless every adventurer passing through succeeds at a Reflex saving throw to move quietly and carefully, the territorial hornets will swarm after them (as the spell, *summon swarm*).

Hornet Swarm: Tiny Vermin; HD 6; AC 18; ATK 1 swarm (2d6 + poison II); MV Fly 150; F9 R9 W12; XP 600; AL Neutral (N); Special – Poison.

32.28 Nunda: This hex has been ruled by a nunda for many years. The nunda is an immense hunting cat, larger than an elephant, with a greyish-green coat that helps it blend into the jungle and surprise its foes. The beast dwells in a large cavern in a thickly wooded chasm. Nundas swallow and digest most of their prey, and might leave droppings of metallic items about a mile from their lairs.

Nunda: Huge Animal; HD 13; AC 17; ATK 2 claws (2d6 + rend) and bite (3d6 + swallow whole); MV 40; F4 R7 W12; XP 1300; AL Neutral (N); Special – Rend and swallow whole.

32.36 Salt Lick: This part of the jungle is crawling with beasts (random encounters on a roll of 1-2 on 1d6) because it contains a large salt lick. Adventurers can wrest a day's worth of rations by mining some of the salt. They might notice the glint of gold when they do, for a golden tablet (20 lb.) is embedded in the salt. Lawful (Good) clerics can use it to make a single *wish*.

32.39 Giant Vervets: A coffer filled with cobalt blue

pigment (1,000 gp worth, 35 lb.) is hidden in the boughs of a baobab tree. The tree is home to a colony of 20 giant marmosets, who woop and holler when people come near, and throw fruit and other things at them.

Giant Vervet: Medium Animal; HD 3; AC 15; ATK 2 claws (1d6) and bite (1d8); MV 40 (climb 30); F12 R12 W17; XP 150; AL Neutral (N); Special – None.

34.03 Mahanba: This hex is a gooey swamp formed by a narrow river that flows from the Jamba Hills. The swamps is rich in exotic plants and giant, stinging flies. It is left alone by the natives for it is the hunting ground of Mahanba, a giant crocodile which the natives believe is the spawn of chaos. It appears as a 40-ft. long monstrosity of gleaming, yellowish scales with black tips on its snout, tail and ridges.

Mahanba: Large Animal; HD 9; HP 27; AC 16; ATK 1 bite (3d8 + constrict) or tail (4d6); MV 20 (Swim 30); F6 R9 W14; XP 900; AL Neutral (N); Special – None.

33.33 Timman Tribe: The Timman people (pop. 176) have thick, wavy hair, hazel eyes and medium to very dark brown skin. They have narrow faces and a stocky build. They live in a village of thatched huts surrounded by a wooden palisade, the posts of which are carved like totem poles, but with the faces upside down.

The Timman are ruled by five elders, Zimdofo, Kushhili, N'Zainbuk, Chaglad and Kiliozi. All five are accomplished spear-fishers. The village has a small pond within its walls stocked with fish with scales that sparkle like blue sapphires. The fish are delicious and their oil is effective against burns (+1 hp healed per day).

A potter named Ongiji lives in the village. Ongiji is a natural storyteller, and he has had many adventures in the jungles and hills of Cush. Although he is middle-aged now, he may still be persuaded to venture out of the village with a group for one last adventure.

Ongiji: Human Thief; LVL 5; HP 14; AC 10; ATK 1 hand axe +2 (1d6-1) or shortbow +4 (1d6); MV 30; F12 R9 W12; XP 500; AL Neutral (N); Special – Backstab x2; Gear – leather armor, hand axe, daggers (2), shortbow, 20 arrows; Abilities – Str 7, Int 9, Wis 10, Dex 14, Con 11, Cha 12.

33.43 Lukwata: Lukwata is an ancient bronze dragon who dwells in a great pond of fresh water ringed by fragrant groves of basil trees inhabited by a sisterhood of seven dryads. The dryads pick fruit for the dragon when he

crawls onto the shore to sun himself, and pet his head and generally make the old fellow feel grand. Lukwata is respected by the witch doctors of the region, at least those who do not practice black magic, as a wise sage, and many make a pilgrimage to him from time to time to learn from him (he freely teaches spells to white magicians) and seek his guidance on any number of important matters. The dryads, who never approach when a male spell caster is nearby, have constructed a small hut of reeds for these visitors, and there is a 1 in 12 chance it is occupied when adventurers discover Lukwata's lair.

Lukwata keeps his hoard at the bottom of the pond, in heavy stone chests. It consists of 180 gp, several gems (a cymophane worth 300 gp, an obsidian worth 60 gp, an onyx worth 950 gp and an olivine worth 10 gp), two copper lion statues worth 90 gp each, a pale yellow silk scarf worth 40 gp, a silver chalice worth 300 gp, a mahogany bas-relief of dancing gods worth 80 gp, a silver crown worth 1,000 gp, a +1 shield, +1 chainmail, ring of animal friendship and two potions, of mage armor and darkvision in a stone chest (unlocked, but requires break down doors check to open).

Lukwata: Medium Dragon; HD 9; HP 29; AC 18; ATK 2 claws (1d6) and bite (1d8); MV 40 (Fly 150, Swim 60); F9 R9 W8; XP 2250; AL Lawful (LG); Special – Resistance to electricity, spells (1st—burning hands, expeditious retreat, grease, magic missile, shield, sleep; 2nd—detect invisibility, hideous laughter, scorching ray, summon monster II; 3rd—protection from energy, stinking cloud, wind wall; 4th—charm monster; 5th—hold monster, summon monster V).



34.11 Kolu: The Kolu are known as the “iron tribe”, for their village sits on a wondrous vein of iron, which the people skillfully smelt and then forge into armor and weapons famed throughout the region. The 10 warriors of the tribe wear chainmail haubergeons and steel helms with

tall ridges decorated by imported ostrich feathers, and carry steel bucklers, long sickle-swords, daggers and light crossbows with steel-tipped bolts. The tribe is led by its “grandfather”, Opo’ile, an aged master armorer who has seven daughters, each as skilled as he (and each as arrogant and willful as he!). His ten sons are the warriors of the tribe. Currently, a family of three halfling missionaries from Tremayne are living with the tribe. The father, Caedwic, is a Lawful (NG) cleric. His wife, Matilda, and son Uvan would very much like to go home.

Caedwic: Halfling Cleric; LVL 6; HP 12; AC 15; ATK 1 light mace +4 (1d4+2); MV 30; F10 R13 W8; XP 600; AL Lawful (NG); Special – Turn undead, spells (5/4/4/2), halfling abilities; Gear – scalemail, buckler, holy symbol; Abilities – Str 15, Int 9, Wis 16, Dex 11, Con 11, Cha 11.

34.25 Camping Tribesmen: A group of 30 tribesmen from Zimsunga [36.26] are camping here. They have been hunting for prey, but have as yet been unsuccessful. The tribesmen are led by their sub-chief Kassala (HD 2; HP 9).

35.15 Crate: A wooden crate has been dropped here. It contains a quill, 2 butter knives, a ceramic jug, 20 leaves of parchment, a hammer, tin cup, fork and whetstone.

35.20 Melted Men: Scattered through the woods here are the mouldering corpses of 30 humanoids, their flesh seemingly melted from their bones. From the looks of it, they were fleeing from something when they were killed.

35.34 Pink Spire: A single spire rises from the ground here, slightly off kilter. It is made of a swirly pink stone and stands 20 feet tall. If one excavates the earth around the spire, they discover the top of an onion-shaped dome beneath it made of the same stone. The dome is about 3 inches thick and can be smashed to create an entrance.

The interior of the dome is 20 ft. in diameter with an 8 ft. diameter hole in the floor of the chamber. The hole gives access to a 60-ft. long shaft that descends into the earth. The walls of the shaft are made of the same pinkish stone as the dome and offer no hand holds for climbing.

At the bottom of the shaft one finds themselves in a large, circular chamber 50 ft. in diameter. A 20 ft. diameter dais made of greenish stone lies directly below the shaft. Three powerful arcane circles have been engraved into the stone dais, one inside the other. In the middle of the circles there is an alien idol terrible to contemplate.

The idol is approximately 18 ft. tall and has the appearance of a young man, nude, with a wide-chested build. In place of a head, it has a mass of eleven tentacles. Six of the tentacles hold a severed humanoid head. Three pairs of bat-like wings grace the idol, one pair on each ankle, the other on its back. The idol is made of chalky white stone and carries a large throwing star.

The chamber of the idol appears empty. More scrutiny may reveal the existence of six secret doors placed irregularly around the chamber. A few minutes after reaching this chamber, the adventurers hear a low rumble that reverberates through the stone. They will see the idol is stretching its limbs and tentacles. Regarding the adventurers, it speaks with all six of its severed heads in unison, lending its voice an unnatural timbre that could cause panic in the stoutest heart (Will save vs. fear at -3).

“I have slept for millennia, my quest unfulfilled, but now you have come to release me,” it will say matter-of-factly. While it is speaking, the secret doors open and allow 20 reptilian humanoids to enter the room.

The idol is actually a living, alien god called Eli’Hanat. He is a Neutral (LN) deity of honesty bent on erasing individual thought (and thus falsehood) from creation. Eli’Hanat’s original lizard man worshippers, trapped in the now subterranean temple with their sleeping god, have devolved from their former sentient state to something brutish and primitive. They look something like runty, brutish lizard men covered in ooze. In combat, their skin flashes brightly, blinding their enemies.

Reptilian Horror: Medium monstrous humanoid; HD 3; AC 16; ATK 2 claws (1d6); MV 20; F14 R12 W12; XP 300; AL Neutral (CN); Special – Blinding skin (Fort save each round or blind for 1 round).

The reptilians, even though they are brutish, remember the ritual required to unleash their god from the temple. This can only be accomplished by coating a ritual pick in the blood of an elf and using it to destroy the arcane rings that have been engraved into the stone. Without the blood of an elf, the engraved circles and glyphs are unassailable, even by the most powerful magic.

Eli’hanat: Huge outsider; HD 20; HP 105; AC 22 [+1]; ATK 5 tentacles (2d8) and weapon (2d6+3); MV 40 (Fly 60); F3 R3 W3; XP 5000; AL Neutral (CN); Special – Magic resistance 75%, immune to cold and fire, command 3/day, hypnotic pattern 2/day (with weaving tentacles), only harmed by magic weapons or the color red.

Eli'Hanat named his throwing star Rthoesan after the star it was forged in. It is composed of four curved blades of star-metal radiating out from a central disc. It is too large for a man-sized creature to use effectively. Ancient prophecies predict that the weapon will cause its owner's downfall. Treat the throwing star as a +2 *hand axe*, +4 vs. *chaotic* (CG, CN, CE) creatures. It is always awash in golden light and can create *walls of fire* three times per day in the hands of a Neutral (LN) creature, for whom it alters its size to make it useable. Chaotic (CG, CN, CE) creatures that touch the throwing star are drained of 1 level per round.

36.02 Post: A tarnished copper post rises 10 feet from the ground. It is engraved with jagged lines in sharp, right angles. The pole attracts lightning during storms. If struck, those within 10 feet are teleported to [3701]. There is a 1 in 6 chance of an encounter with an impundulu while traveling through this hex.

Impundulu: Medium magical beast; HD 2; AC 13; ATK 1 beak (1d6 + 1d6 electricity) or lightning bolt (4d6); MV 20 (Fly 50); F12 R12 W18; XP 200; AL Neutral (N); Special – Change shape, immune to electricity, lightning bolt (loses beak electricity damage for 3 rounds after use).

36.08 Eloko: The hills here are verdant and teeming with game, and inhabited by the Arooh, a tribe of hunter-gatherers who tend the small, white wild cattle that dwell in the hills and hunt using domesticated dogs. The Arooh dwell in small family groups of 1d4 x 5 hunters and twice as many non-combatant women and children. These little groups are generally hostile to one another. They have recently fallen prey to an eloko that has taken up residence in the district. It lives in a copse of thorn trees, near the largest watering hole in the area.

Eloko: Small monstrous humanoid; HD 3; AC 15; ATK 2 claws (1d6) and bite (1d4+1 + swallow whole); MV 30; F15 R12 W12; XP 300; AL Chaotic (CE); Special – Cause fear, suggestion, swallow whole.

36.22 Ceolokiles: A yawning cave choked with jungle foliage serves as the lair of a young female dragon called Ceolokiles. Ceolokiles has fine scales the color of rich mahogany, a thick body with a wide tail and neck and six short limbs with four claws on each foot. She has small wings running from her shoulders to her hips, a dainty mouth, tiny, frilled ears, a mane of spines and one of her eyes is lavender while the other is black. Two goat-like

horns extend from her forehead. Ceolokiles can speak, but she cannot cast spells.

Ceolokiles trove consists of 12 pp, 731 gp, a sapphire pendant on a gold chain (1,200 gp), a brass mug with jade inlays of antelopes (600 gp), a jeweled anklet (3,000 gp), a fire opal pendant on a fine gold chain (1,500 gp), a *potion of restoration*, a *scroll of mage hand* and a *rod of metal and mineral detection* (8 charges).

Ceolokiles: Medium dragon; HD 8; HP 16; AC 17; ATK 4 claws (1d4) and bite (3d6); MV 20 (Fly 50); F9 R9 W8; XP 800; AL Lawful (LG); Special – Breath weapon (line of acid).

36.26 Zimsunga: The Zimsunga (pop. 565) are a powerful, warlike tribe of golden-skinned warriors with thick, straight hair and black eyes. They have round faces and aquiline noses and almond-shaped eyes. The Zimsunga treat the Zarwathi tribe [3628] as a slave caste, extracting menial labor from them by tradition and threats of violence against their women, children and livestock.

The Zimsunga village is surrounded by a ditch and tall packed-earth wall lined with wooden spikes from top to bottom. They own pretty homes of wood and thatch and several official buildings made of adobe brick covered with white-washed plaster. The Zimsunga keep goats and grow a variety of crops. They get their water from several deep wells. They are friendly to visitors with money, but drive others away with hurled stones and spears.

The Zimsunga are ruled by King Totkuk, a hot-tempered, egotistical thug who believes himself to be the child of the Sun and Moon and demands to be worshiped as a living god. He demands a sacrifice of one Zarwathi man each month. His will is carried out by 60 elite warriors (HD 2) armed with spears, short bows and hunga munga. Totkuk owns four trained cheetahs.

The village has a tavern run by Zuldul that serves palm wine, mashed banana, roasted pig and stewed grubs and beetles. Other specialists in the tribe are Babu the blacksmith, Gadofo the carpenter, Zulah the horse trader (who breeds swift jungle ponies), Gammala the miller and Gorod the potter. A three-day mercantile fair is hosted by the king at every full moon.

The village's treasure consists of 5,800 cp, a giant hippo tusk (140 gp), a rhino horn (300 gp), 13 giraffe pelts (5 gp

each), an azurite (10 gp), a blue-white diamond (6,000 gp), and a black pearl (4,000 gp). The gems are always displayed alongside the king, carried on velvet pillows borne by his favorite wives.

Cheetah: Medium animal; HD 3; AC 15; ATK 2 claws (1d2) and bite (1d6); MV 50; F12 R11 W17; XP 300; AL Neutral (N); Special – Charge at ten times normal speed, free trip attack with bite or claw.

Totkuk: Human Barbarian; LVL 4; HP 38; AC 12; ATK 1 +1 hunga munga +3 (1d6+2) or battle axe +4 (1d8+1); MV 40; F8 R12 W12; XP 400; AL Chaotic (LE); Special – Rage 2/day, sixth sense; Gear – Leather armor, +1 hunga munga, battle axe, feathered cloak of resistance +1; Abilities – Str 13, Int 4, Wis 10, Dex 12, Con 15, Cha 10.

36.28 Zarwathi: The Zarwathi (pop. 252) are a people of short stature with thick, curly hair, brown or black eyes and light to medium brown skin. They have rounded faces with aquiline noses and round eyes. The Zarwathi's chief is Gulofo who commands 10 spearmen. Gulofo is the cousin of King Totkuk of the Zimsunga tribe [3626] and his bitterest enemy. The Zarwathi are the traditional slave caste of the Zimsunga. They are expected to send their men and women to work in the fields and homes of the Zimsunga, and must send one man each month as a sacrifice to Totkuk. This latter requirement has made the Zarwathi desperate for freedom.

The Zarwathi village is surrounded by a 7-ft. wall of limestone blocks and filled with small, thatched houses. They have a small inn (a building of adobe bricks with a courtyard of flowers and fruit trees, patrons sleep on woven mats) run by Mbonsala. The village is also served by Ajwe the blacksmith. Ajwe is paid well by the Zimsunga to report on his people's activities and to refuse to make weapons for them.

There is a monastery up the stream from the village dedicated to Oshun and tended by several river druids. The eight druids (Druid 1) are commanded by Zimloru (Druid 4 26 hp). The druids have 1,280 trade beads.

Gulofo: Human Barbarian; LVL 3; HP 28; AC 10; ATK 1 greatclub +4 (1d6+2) or javelin +3 (1d6+1); MV 40; F10 R13 W13; XP 300; AL Neutral (N); Special – Rage 1/day, sixth sense; Gear – Studded leather, greatclub, javelins (3); Abilities – Str 15, Int 5, Wis 10, Dex 11, Con 15, Cha 6.

36.44 Bone Bridge: There is an old bridge here made of human bones that spans the river here. The sides of the gorge are treacherous and almost impossible to climb. The skulls that top every post of the bridge glow with witchfire

and will share stories if their black senses of humor are properly tickled. If offended, they can make the bridge sway dangerously (Reflex save at +2 or fall).

37.07 Hidden Sword: There is a long sword here obscured by the tall grasses. The blade is razor sharp (+1 to hit) and has a hilt wrapped in steel wire. The pommel is in the shape of a lion's head. The sword is rusty, but can be restored. The Pwenet tribesmen recognize it as a weapon of their nobility.

37.19 Gargoyle and Map: A map to [3239] has been scrawled on an exposed rock face. A large gargoyle (max hit points) lives above the rock and will attack anyone trying to examine or copy the map. Writing on the map indicates it was made by Ophirians.

Gargoyle: Medium monstrous humanoid; HD 4 (24 hp); AC 16 (+1); ATK 2 claws (1d4), bite (1d6) and gore (1d6); MV 40 (Fly 60); F14 R10 W12; XP 1,000; AL Chaotic (CE); Special – Freeze.

37.40 Gnolls: A small cave system here houses a tribe of 50 gnoll warriors and their 75 females. They are currently weakened by a plague that they may pass on to anyone who comes into contact with them (saving throw or lose 1 point of constitution per day until healed). The gnolls will gladly hand over their treasure (191 trade beads) for a cure. Of course, afterward they will pursue their rescuers to get it back. They are led by a 3 HD individual called Garzuk who wields a masterwork club.

38.04 Bongka: The Bongka (population 792) are a well-organized tribe of warriors and cattle-herders who live in a large, walled village built near a large creek. They have coarse, wavy hair and blue, grey or hazel eyes. Their skin is medium to dark brown and they have rounded faces and compact builds.

The Bongka are descended from the ancient kings of Pwenet, and represent a true force for Law in the region. They are ruled by an elected king named Tizaza (Pal 6, 34 hp). Tizaza commands the loyalty of a core of 100 veteran warriors (F1, 7 hp each, armed with shield and spear). He wields an unusually heavy +2 *spear* that can fire one fireball (5d6) per day and cause amnesia in those it strikes (lasts 1 hour, or permanent if a saving throw is failed). The king lives in a brick fortress and keeps the tribe's treasure of 4,140 cp, 966 sp, 12 oz. of grains of paradise (350 gp), 13

panther pelts (7 gp each), 1 lb. coconut (50 gp) and 1 oz. of sandalwood oil (3 gp).

The Bongka worship Shango in a large, brick temple with room for a high priest named Gabal (Cleric 5, 23 hp) and his fifteen acolytes (Cleric 1, 5 hp each). The village also has a tavern run by Kaad (serves short beer and roasted meats), a weaver named Ongalo and a tanner named Jihnu. Wurwuzi, a wise woman, tells fortunes here. She lives in the eastern courtyard of the king beneath a fig tree and tells fortunes by blowing on roasted fig seeds that she keeps in a white clay bowl.

The king hosts a bi-monthly trade fair open to other villages and outsiders. There is a 3% chance of a visit from a trader from Ophir and a 1% chance of a visit from a trader from Zinj and/or Ibis. The fair is a time for celebration, with dancing, tests of skill and daring and a great feast for all.

Unfortunately, there is bandit activity in the area. The king's deposed cousin Mbonuka (Fighter 5, 30 hp) and his twelve cronies have been harassing nearby villages and travelers. Currently, the bandits have only 20 gp to their name, and they are growing restless with their leader.

38.13 Kanibead: In the middle of a vast grove of baobab trees there is a tower, seemingly formed from the baobabs. The tower is 30 ft. in diameter and rises 70 ft. tall. The interior appears to be made of granite blocks. It is a maze of stairs and platforms, each with its own gravity. Doorways on the platforms lead into pocket dimensions (sometimes only one way). The pocket dimensions are used as rooms by Kanibead, the half-elf wizard (Magic-User 13, 26 hp, Lawful) who created the place. Some of the rooms include a treasury (see below), armory, library (see below), study (Victorian décor), laboratory (like something out of a 1930's movie, including a restrained flesh golem), multiple living chambers, bowling alley, meditation garden (with sentient koi), herbal/medicinal garden (under a

setting red sun), a grand kitchen staffed by unseen servants, Roman baths and a dungeon. There is also a passage to Jovis that works intermittently, one to the Battle of Culloden (lands you in the middle of the battle) and one to the wine cellar in the Flying Duck Inn in Antigoon.

Kanibead is a tall man with light brown skin and curly black hair. He wears intricately patterned robes and carries a birch staff. He has a kindly face and a terrible scar across the back of his neck. Kanibead is served by ten winged apes who live in the tower but spend much of their time patrolling around the tower (3 in 6 chance of encountering while in this hex). The apes are led by Vark (40 hp). Vark carries a masterwork two-handed sword that he wields with one hand.

Flying Ape: Medium magical animal; HD 5; AC 13; ATK 2 hands (1d4) and bite (1d6); MV 20 (Fly 60); F11 R10 W14; XP 500; AL Neutral (N); Special – Carry airborne.

Kanibead's library has the following tomes: *Experiments with the Foundation of Elemental Fire* by Enard the Alchemist, *Secrets of Anatomy* by Evangrain, *Uses for Crystals* by Osseph, Evoker of the Purple Vale, *Rethinking Prismatic Quintessence* by Aelders the Unmatched, *Fiendish Knowledge* by Jagdor, *Thoughts on Astral Nectar* by Germoc, Spellcaster of the Tenth Circle, *A Theory on Invocation Magic* and *Basis of Magic* by Caedek the Skilled.

Kanibead's treasury contains a trident of warning, 419 pp, 70 gp, 14,100 cp, a gem-encrusted figurine of a rhinoceros (7,000 gp), intricate bone dinnerware (500 gp) and an etched brass figurine of a beautiful, gaunt woman (90 gp).

Kanibead: Half-elf magic-user; LVL 13; HP 39; AC 11; ATK 1 +1 dagger +6 (1d4+3); MV 30; F10 R11 W7; XP 1300; AL Lawful (CG); Special – Spells (4/5/5/4/4/3/2/1); Gear – +1 dagger, ring of protection +1, potion of flying, potion of healing, scroll of disintegrate; Abilities – Str 9, Int 16, Wis 9, Dex 12, Con 15, Cha 10.

39.09 Copper Post: A tarnished post rises 10 feet from the ground; it is engraved with lines in right angles. The pole attracts lightning during storms. If struck, those within 10 feet will be teleported to hex 3602. There is a 3 in 6 chance of an encounter with impundulu while in this hex.

39.27 Szarak: Szarak is a lost city of amazons in the jungles of Cush. The city houses 11,000 amazons and their 4,000 slaves (drawn from the neighboring tribes). The city is ruled by Queen Ixa and guarded by her constable, Dame Azza. The city has an army of 400 warriors, most of whom wear crimson leather armor and carry crescent shields, spears, short swords and longbows. In battle, they mount giant stag beetles.

The amazons are known for their bravery and honesty, though they are also known as merciless warriors. Their city is supported by gold mines, and sits over a huge deposit of natural gas. This gas is vented through a number of basalt towers, and is kept eternally lit. The flames are worshipped as avatars of the fire goddess Oya, who is also a goddess of wind, lightning, fertility and magic. Her priestesses are sages (adepts), and her high priestess is Queen Ixi herself. The city has walls of cut stone and gates of darkwood inlaid with ivory depictions of warring amazons and giant serpents.

Giant Stag Beetle: Large vermin; HD 7; AC 19; ATK 1 bite (4d6); MV 20 (Fly 10); F9 R12 W12; XP 700; AL Neutral (N); Special – None.

Dame Azza: Human paladin; LVL 7; HP 27; AC 17; ATK 1 spear +8 (1d8+2); MV 30; F9 R12 W7; XP 700; AL Lawful (LG); Special – Detect evil, smite chaos (evil) 3/day, lay on hands, immune to fear, turn undead, quest for warhorse, cure disease 1/wk, spells (1); Gear – Spear, chainmail, shield, silver dagger; Abilities – Str 17, Int 10, Wis 16, Dex 11, Con 10, Cha 14.

Queen Ixi: Human fire cleric; LVL 10; HP 27; AC 16; ATK 1 light mace +8 (1d6+2); MV 30; F8 R12 W7; XP 1000; AL Neutral (N); Special – Turn water elementals, rebuke fire elementals, spells per day (6/4/4/3/3/2); Gear – Chainmail, shield, +2 light mace; Abilities – Str 11, Int 10, Wis 14, Dex 7, Con 8, Cha 11.

39.35 Kuling: The Kuling (pop. 223) are a crafty tribe of warriors who make frequent use of poisons in hunting and war. The Kuling have coarse, wavy, brown hair, deepset eyes of blue, grey or hazel eyes, golden-brown skin and wide faces. They are primarily farmers of millet and sorghum who supplement their diet with a few goats.

The Kuling live in a compact village of grass huts on stilts surrounded by a ditch. Their village is constructed around a



pond full of brightly colored poisonous frogs. The frogs are their main source of poison.

The village is governed by a council of six elders named N'Zintulu, Bannon, Nawuzi, Ugalo, Toto and Mbengdaja. Toto (F2, 12 hp, masterwork bastard sword, masterwork crossbow) is the village's war chief in times of trouble.

Outside of the village there is a grove of coconut palms. An old Kulung man named Wadnur uses this grove as an open air café where he serves mead and short beer.

The Kulung also have a blacksmith named Nyagdanga, a wood-carver called Gwarzum, a healer named Azal (adept), a camel trader named Zimod and Gwadanga the miller. The millstone is a large, stone head and it is powered by a team of donkeys. The village also has a shrine to Orisho Oko, the god of agriculture. The shrine is tended by Kulad.

The tribe's treasure is 5,832 cp, 787 sp, 17 ep, 5 gp, 24 lb. of coconut (1,181 gp), 39 antelope horns (1 gp each) and 3 hippopotamus skins (25 gp each).

Gwarzum: Human ranger; LVL 4; HP 24; AC 14; ATK 1 scimitar +4 (1d8+1); MV 30; F11 R11 W13; XP 400; AL Lawful (NG); Special – Favored enemy (animals); Gear – Leather armor, shield, scimitar, dagger; Abilities – Str 15, Int 8, Wis 13, Dex 9, Con 10, Cha 9.

Zimod: Human venturer; LVL 5; HP 8; AC 14; ATK 1 scimitar +3 (1d8); MV 30; F13 R13 W11; XP 500; AL Neutral (N); Special – Appraisal, +1 save vs. traps, haggling, contacts, pidgin, smuggler; Gear – Leather

armor, shield, scimitar, silver dagger; Abilities – Str 11, Int 9, Wis 8, Dex 12, Con 7, Cha 17.

Kulad: Human druid; LVL 2; HP 7; AC 15; ATK 1 club +1 (1d4); MV 30; F11 R14 W10; XP 200; AL Neutral (N); Special – Spells per day (4/3), speak druidic, move through undergrowth; Gear – Leather armor, shield, club; Abilities – Str 11, Int 10, Wis 17, Dex 15, Con 13, Cha 10.

40.01 Copper Post: A tarnished post rises 10 feet from the ground; it is engraved with lines in right angles. The pole attracts lightning during storms. If struck, those within 10 feet will be teleported to Hex 3909. There is a 3 in 6 chance of an encounter with impundulu while in this hex.

40.17 Ighili: The Ighili lizard men (population 277) live in a green-walled village. Entry is through a large, iron gate. Inside the village, one sees a tall cistern of green stone carved with lizard men looking to the sky and holding up their cupped hands while bestial humans crawl around their feet. The people live in cramped burrows that they enter on their bellies. They stick their spears into the ground near the entrance. In ancient times, the Ighili sold their services to the kings of Pwenet as shock troops. They know of the Valley of Beasts [4022] and avoid it.

The village is led by two elders, Ongra and Anjur. The Ighili are peaceful for lizard men. They run a tavern (several tree stumps beneath a large acacia tree) that serves a wine made from fermented acacia bark that causes nausea in most humanoids (though dwarfs can stomach it). The village also has a potter named Azmili (known for her iridescent glazes) and a tanner named Swabiba who longs to leave the village and adventure.

In a niche in the western wall of the village there is an idol that looks like a combination of a female humanoid with a grasshopper. They will tell visitors that this is Mibolli, a grim goddess of light. On moonless nights, the lizard men will leap around in ritual dances, waving torches and hissing.

The village's treasure consists of 1,420 gp trade beads, a baroque porcelain plate painted with geometric designs reminiscent of Aztec designs (500 gp), twenty stone jugs of palm wine (900 gp), an iolite (50 gp), a deep blue spinel (700 gp), an aquamarine (400 gp) and a simple lock (20 gp) that they do not understand.

40.22 Valley of Beasts: The Valley of Beasts is a long, low valley that runs parallel to the Jamba River. The valley is known for its numerous stands of darkwood trees and would have been exploited by adventurers if it were not guarded by an ancient curse of the goddess Diana. The darkwood trees of the valley are all inhabited by dryads. These dryads are tall, stately women with black skin that resembles polished mahogany and piercing white eyes.

Any person who harms one of these dryads must succeed at a Will saving throw to resist the curse of Diana. Those who fail are struck with lycanthropy, becoming wereboars that are unable to take human form. These miserable folk avoid the dryads and attack any creature that enters the valley without leaving offerings of wine and prayers of good health each day while they traverse the area. If caught in their hybrid form, they will be seen sitting in the dirt, wailing and weeping over their cursed condition.

The dryads can be seen reclining by the banks of the river or walking the woods. They never speak to outsiders and soon disappear into the trees when spotted.

Deep within the valley there is a column of amber. Inside the column one can see the shadowy figure of a woman holding a golden harp. The woman is a dryad called Kaliope who once angered Diana and was thus encased in the pillar of amber. If released, she will thank her rescuers by playing a tune on her harp that will put them to sleep. Upon waking, the heroes will find themselves healed (as the spell Heal) and under the effects of a Bless spell that lasts one month. Kaliope will, of course, be gone. Characters who make offerings in her name at temples and shrines will be blessed for one week afterwards.

40.31 Mud Chute: The ground gives way, sending you through a twisty chute slick with mud into a 15 ft. tall cavern filled 7 ft. deep with water. The ride causes 1d6 damage and will probably break fragile items like potions.

JMS



MYSTERY MEN!

Power Packs!

Illustrations by Fritz Casas and Ig Barros

Power packs are an alternate way to handle character creation in Mystery Men! Please note that if players and masterminds wish to use this method, the method will need to be adopted by all in the game, as power packs, while blending into the rules as written, do produce more powerful characters than are produced using the normal character creation rules.

POWER PACKS

A power pack is a grouping of powers under a single theme. A character with electricity powers, for example, would purchase power levels in the Electricity Control Power Pack rather than buying individual electricity powers. Within each power pack, individual powers are given a rank. If a character's power level in a power pack is equal to or greater than a power's rank, they can access that power automatically and at will. If the power's rank is higher than their power level, they can attempt a dice roll to activate that power. This gives heroes and villains a greater variety of powers, often at a lower cost than when using the rules as written.

The cost of powers can still be halved by introducing limitations on power packs, and powers (or entire power packs) can still be invested in items, the equivalent cost of the powers being as follows:



POWER RANK	XP VALUE
1	1,000
2	2,000
3	3,000
4	4,000
5	6,000
6	10,000
7	15,000
8	25,000
9	35,000
10	50,000

ABILITY SCORES

Using this system, characters have ability scores ranked from 1 to 6. Various power packs add their power levels to ability feats and other rolls without actually increasing the ability scores. Ability score bonuses with this system are equal to the ability score divided by 2 (rounding down), thus a score of 6 equals a bonus of +3.

When creating a character, all ability scores start at 3. One ability score can be increased by lowering another ability score by the same amount.

CLASSES

Using this system, all characters use the adventurer class. Sorcerers now purchase power levels in the Sorcery Power Pack (among others) and Scientists purchase power levels in the Super Intelligence Power Pack.

ACTIVATING POWERS

Powers with a rank (the number in parentheses) equal to or lower than your power level can be activated by you automatically and at will, with no roll of the dice. Powers of a rank higher than your power level can only be activated by a roll of the dice. Subtract your power level from the rank of the power. You must roll higher than this number on 1d6 in order to activate the power.

Example: Dynamo has a power level (PL) of 4 in Electricity Control. If she wants to use a power with a rank of 1 to 4, such as *Shocking Grasp* or *Lightning Bolt*, she can do so automatically. If she wants to use *Chain Lightning*, a 7th

level power, she must roll a dice to activate that power. She subtracts her PL (4) from the rank of the power (7) and gets a “3”. This means she must roll higher than a “3” (i.e. a 4, 5, or 6) on 1d6 to activate the power.

If Dynamo only had a power level of 1, she would have to roll higher than a “6” on 1d6 to activate *Chain Lightning*, meaning that *Chain Lightning* would simply be beyond her abilities to activate with only a power level of 1.

POWER PACKS

The following power packs are available in the game. Characters can purchase power levels in more than one power pack, but the XP cost of power packs beyond the first cost double the normal amount.

AIR CONTROL (6,000 XP/Level)

A character with this power pack enjoys a +2 to Defense Class against ranged attacks.

CONTROL AIR (3): For 1 round per power level in a 50-ft. radius you can control wind direction and speed.

FOG CLOUD (3): You create a fog bank within 100 feet of you. It measures 30 feet in diameter and 30 feet tall. The fog lasts one round per power level or until blown or burned away. Creatures inside the fog cannot attack creatures more than 5 feet away from them, and suffer a -4 penalty to hit.

GUST OF WIND (3): You disperse fog, blow out small flames and knock down small creatures. The gust of wind has range of 60 feet and lasts one round. Ranged attacks into the wind suffer a -4 penalty.

LEVITATE (3): You levitate up to 100 lb. per power level at rate of ascent or descent of 100 ft. per round.

SOLID FOG (5): As Fog Cloud, except it is so thick that it actual hampers movement. Speed through the solid fog is reduced by 1. Ranged attacks (except by rays and Force Missiles) are impossible and melee attacks and damage are rolled at a -2 penalty. Only a powerful wind disperses it.

FLY (6): You can fly at two speed level higher than your normal land speed.

GASEOUS FORM (6): You become a cloud of gas. You cannot be harmed by most physical means and you can fly at a speed of 1. While gaseous, you are subject to the effects of wind and you cannot enter liquids.

WALL OF WIND (6): You create a 2-ft. thick curtain of wind up to 10 feet long per power level and 5 feet high per power level. Small flying creatures cannot pass through this barrier, nor can gases or gaseous creatures. Other projectiles suffer a -4 penalty to hit when passing through the barrier. The wall can be projected up to 100 feet away and can be wrapped around areas to enclose them.

WHIRLWIND (9): You create a whirlwind 10 feet wide at the base, 30 feet wide at the top and 30 feet tall. You can center the whirlwind on yourself or move it about up to 100 feet away. The whirlwind lasts 1 round per power level. Any creature that comes into contact with the whirlwind suffers 3d6 points of damage. Human-sized or smaller creatures must make a STR feat or be picked up bodily, suffering 1d8 damage per round.

TORNADO BLAST (10): You create a tornado vortex with your hands. You can attack targets with the tornado up to 40 feet away, and the blast deals 10d6 points of damage (CON feat to reduce damage by half) and throws the target 1d4 x 10 feet away (STR feat to avoid being thrown).

AQUATIC (1,000 XP/Level)

A character with this power pack can breathe water as well as air, and gains a swim speed one speed level higher than his normal land speed.

Note: If your character cannot normally breathe air, they can buy power levels of Aquatic for only 500 XP per level.

ENDURE COLD (1): You can exist comfortably in cold environments (i.e. -50 degrees Fahrenheit), such as the depths of the ocean.

SPEAK WITH SEA ANIMALS (1): You can communicate telepathically with sea animals.

COMMAND SEA ANIMAL (3): You force one sea animal to obey a single command for one round per power level.

COMMAND SEA ANIMALS (6): You force one sea animal per power level to obey a single command for one round per power level.

ARACHNID (500 XP/Level)

WEB (3): You fill a 30-foot radius area with sticky webbing. The webs have a range of 100 feet and last for 1 round per power level. Creatures must make a DEX feat to avoid being entangled in the webbing. Entangled creatures cannot move until they roll a successful STR feat.

SPIDER CLIMB (5): You can walk on walls or the ceiling at your normal speed.

BEAST (1,500 XP/Level)

SPEAK WITH ANIMALS (1): You can communicate with animals using telepathy.

COMMAND ANIMAL (3): You force one animal to obey a single command for one round per power level.

COMMAND ANIMALS (6): You force one animal per power level to obey a single command for one round per level.

REPULSION (8): An invisible field 10 ft. in radius surrounds you and prevents animals from approaching you. The field lasts one round per power level. If you approach a creature, it is unaffected by the field and may attack you.

CHEMISTRY (3,000 XP/Level)

A character with this power pack never takes more than half damage from acid attacks, and with a successful feat takes no damage at all from acid attacks.

ACID HANDS (1): Your hands deal an extra 1d6 points of acid damage when you hit in hand-to-hand combat.

GREASE (1): An area 10 ft. in radius or an object within 50 ft. becomes slippery, causing targets to make a DEX feat of either slip and fall (on greasy ground) or lose their grip and drop a greasy item. The grease lasts for 10 rounds.

SLEEP GAS (1): You put 1d4+4 levels of targets within sight of you to sleep. The duration is 1d6 rounds plus 1 round per power level.

STINKING CLOUD (5): As Fog Cloud, but people inside the cloud are made nauseous.

ACID BURST (6): You emit a burst of energy (30 ft. radius) that deals 1d6 damage per level.

ACID SPRAY (7): You emit a cone of energy (60 ft. long, 30 ft. wide) that deals 1d6 points of damage per level.

CLOUDKILL (7): As Fog Cloud, except poisonous green vapor. Creatures must make a CON feat to resist death.

ACID FOG (8): As Fog Cloud, except it is so thick that it actual hampers movement and the acid content deals 2d6 points of acid damage per round. Speed through the solid fog is reduced by 1. Ranged attacks (except by rays and Force Missiles) are impossible and melee attacks and damage are rolled at a -2 penalty. Only a powerful wind disperses the acid fog.

COLD (3,500 XP/Level)

A character with this power pack never takes more than half damage from cold attacks, and with a successful feat takes no damage at all from cold attacks.

CHILLY GRASP (1): Cold energy surrounds your hands, dealing an extra 1d6 points of cold damage when you hit in hand-to-hand combat.

ICE FIELD (1): An area 10 feet in radius or an object within 50 feet of you becomes coated in ice and slippery. Creatures moving across ice must pass a DEX feat (penalty equal to speed) or slip and fall, sliding to the end of the ice and suffering 1d6 points of damage. Creatures attempting to grab a slippery object must make a DEX feat each round to avoid dropping the item. The ice lasts for 10 rounds.

ICE SHIELD (2): A disc of ice gives you a +4 to DC. Ice shields last for one round per power level.

CHILL METAL (3): You cause the metal equipment of one target per two levels to become freezing cold. In the round after you use this power, it begins dealing 1d6 points of cold damage per round for 5 rounds.

SLIDE (3): You create a coating of ice beneath your feet that allows you to slide at a speed of 3.

ICE BALL (4): You throw a blast of cold up to 120 ft. at a target. If you make a successful ranged attack, the target suffers 1d6 points of damage per level.

SLEET STORM (4): You create a storm of snow in an area 30 feet in diameter up to 100 feet away. The snow coats the ground with slippery ice (see Ice Field above).

ICE BODY (5): Your body is encased in a layer of ice for one minute per power level. The ice improves your DC by 4 and reduces damage from fire attacks by half.

ICE STORM (5): You create a storm of hailstones in an area 30 feet in diameter up to 100 feet away. The ice causes 5d6 points of damage and coats the ground with slippery ice (see Ice Field above).

WALL OF ICE (5): You create either a plane of ice (1 inch thick per power level, covers 10 sq. ft. per power level) or a hemisphere of ice (radius of 3 feet + 1 foot per power level). Each 10-foot section of the wall has 3 hit points per inch of thickness, shattering at 0 hp. Melting the wall of ice with fire creates a Fog Cloud (see Air Control) that lasts for 10 minutes.

CONE OF COLD (6): You emit a cone of cold (60 ft. long, 30 ft. wide) that deals 1d6 points of damage per power level.

ICE BRIDGE (6): You can generate bridges of ice up to 10 feet long per power level and 5 feet high per power level. Ice bridges last for 10 minutes before melting.

COMBAT (3,000 XP/Level)

A character with this power pack adds his power level to all melee attack rolls and to melee damage rolls.

Note: If this power only applies to a single type of weapon or only to unarmed attacks, the cost is reduced to 1,000 XP per power level.

SPRING ATTACK (3): You can spring forward 10 ft., attack a target with a melee attack, and then spring back 10 ft. in the same round.

RAGE (5): For 1 round per power level you increase your STR and CON by +2 (and thus gain bonus on melee attacks and damage and hit points), gain a +1 bonus on WILL feats

and suffer a -2 penalty to your Defense Class. The Rage power can only be used once per day.

CLEAVE (6): When you knock one target unconscious or kill them, you may make an immediate additional attack against another opponent within reach.

WHIRLWIND ATTACK (9): You can make one melee attack against each target within reach.

STRIKE TRUE (10): You gain a +20 bonus to hit on your next attack. You have to spend one round setting up this attack (i.e. activating this power). You cannot use this power more than once per day.

DEATH (7,000 XP/Level)

Note: Very few super heroes are going to have death powers, as they are generally considered to be evil.

CHILLING TOUCH (1): Your touch deals 1d6 points of hit point damage and 1 points of strength damage.

RAY OF ENFEEBLEMENT (1): A 30-ft. long ray reduces its target's strength by 1d6 points for 1 round per power level with a successful ranged attack.

GHOULISH TOUCH (2): With a successful melee attack, your victim is paralyzed for 2d4 rounds.

SPECTRAL HAND (3): You create a disembodied hand that can deliver Ghoulish Touch attacks against opponents within 100 feet. The power user loses 1d6 hit points while the hand is active. The hand is incorporeal and has as many hit points as the power user lost and a DC of 10 + the power user's intelligence bonus.

STRIKE BLIND (3): One target within 100 feet is struck blind if they fail a CON feat.

STRIKE DEAF (3): One target within 100 feet is struck deaf if they fail a CON feat.

INFLICT PAIN (5): You cause intense pain in a person, who suffers a -4 penalty to their attacks and feats for 1 round per power level.

INFLICT WOUNDS (5): You touch deals 3d6 points of damage to a living creature.

RAY OF EXHAUSTION (5): A ray (30 foot range, must make ranged attack) causes exhaustion for 1 round per level.

SIPHON STRENGTH (5): Each hit you score deals 1 point of STR damage to a victim and increases your STR by 1 for 1 round per power level.

SPEAK WITH DEAD (5): You can ask a corpse up to two questions per power level. The questions can only be ones the corpse could have answered in life and if the corpse would have resisted answering those questions in life it can attempt a WILL feat to resist answering in death. This power does not work on undead creatures.

VAMPIRIC TOUCH (5): Your touch inflicts 1d6 points of damage per power level. You in turn gain that many hit points for 1 hour.

COMMAND UNDEAD (6): You force one undead per power level to obey a single command for one round per level.

CURSE (6): A creature you touch suffers a 1d6 penalty to one ability score, or a 1d4 penalty on attacks and feats.

WAVES OF EXHAUSTION (7): You send out waves in a cone-shaped burst 30 feet long and 30 feet wide at the base. Targets in the cone must make a CON feat or be struck with exhaustion.

CREATE UNDEAD (8): You turn corpses into animated skeletons, zombies, ghouls or vampires by touching them. You can create a number of levels (HD) of undead equal to twice your power level. The undead obey your commands.

DEATH ZONE (8): You kill your power level x 2 in levels (HD) of targets within 30 feet of you. The lowest level targets are affected first, and targets of level 9 or higher are not affected by this power.

EYEBITE (8): One target within 30 feet suffers as follows: Level 4 or lower targets are comatose for 1d6 rounds. Level 5 to 9 targets are panicked for 1d6 rounds. Level 10 or higher creatures are sickened for 1d6 rounds.

FINGER OF DEATH (9): You point at one target and command it to die. If the target fails a WILL feat, it dies. Otherwise, it suffers 3d6 points of damage + 1 point of damage per power level.

DIMENSIONAL TRAVEL (2,000 XP/Level)

BLINK (5): You wink in and out of reality for one round per power level. Attacks against you fail 50% of the time. You take half damage from falling and can step through objects, with a 50% chance per 5 feet that you materialize inside the object and are killed.

DISPLACEMENT (5): Your image appears a few feet away from your actual location for one round per level. Opponents suffer a -5 penalty to hit you while displaced.

DIMENSIONAL HOP (6): You instantly transport yourself anywhere within 100 feet and can bring one person per three power levels with you. If you transport into a material object you are killed.

TELEPORT (9): You instantly transport yourself and one additional person per three power levels up to 100 miles per power level away.

DIVINATION (5,500 XP/Level)

Characters with levels in this power pack can detect the use of Divination power being used on them. If they succeed on a WILL feat against one of these powers, they perceive an image of the diviner and know their general direction and how far away they are.

SEE INVISIBILITY (3): You can see objects and creatures that are invisible. This power lasts for 1 round per power level.

UBIQUITOUS VISION (5): You can see behind your head. This power lasts for 1 minute per power level.

INVISIBLE EYE (6): You create a floating, invisible eye that moves at a speed of 3 and which transmits all it sees back to you. The eye cannot move through solid objects, but it can move through holes as small as 1 inch in diameter.

SPY (6): You can spy on another person from any distance away. If the subject succeeds at a WILL feat, your spying fails. You can see and hear things around the subject in a 10-foot radius.

COMMUNE (7): By concentrating for 10 minutes, you learn three facts about the area 100 feet per power level around

you, including the terrain, types of plants and creatures present and the presence of powerful unnatural creatures.

CONTACT OTHER PLANE (7): You contact a higher form of intelligence and ask it one question for every two levels you possess. The entity gives one word answers. The entity has a 75% chance to know the answer to the question you ask. Whether it knows or does not know the answer, it has a 25% chance of answering falsely.

LEGEND LORE (8): You learn crucial knowledge about a person, place or thing. This knowledge takes 1d10 minutes of study if you are in the place or with the person to be studied or 1d10 days if not. While using this power, you can do nothing but contemplate/research the information you wish to learn.

TRUE SEEING (8): You can see through invisibility and all illusions. This power lasts for 1 round per power level.

VISION (9): As Legend Lore, but this power works instantly and leaves you fatigued for one hour.

EARTH (4,500 XP/Level)

GEOKINESIS (5): As *Telekinesis*, but the power only works on rock and stone. If attempted on metal objects, the effective rank of the power is increased to 8.

EARTHQUAKE (9): The ground in a 100-ft. radius of you shakes and splits for one minute. Wood and masonry structures collapse, but reinforced masonry and metal framed structures are merely damaged. Creatures in the quake zone must pass a DEX feat or fall into a fissure. The fissure closes 1 round later, killing anyone still inside.

SHAPE STONE (6): You change up to 10 cubic feet of stone per level into any shape you can imagine, though you cannot achieve fine detail and an object with moving parts only works 30% of the time.

TRANSMUTE STONE (7): You change up to 10 cubic feet of un-worked stone per power level into mud, or vice versa. Wading through mud is done at a speed of 1.

WALL OF STONE (7): You create a wall of stone 1 inch thick per four levels and 5 sq. ft. per level. The stone wall can be in any shape you desire within the limits of the size. Each

5-ft section of the wall has 15 hit points per inch of thickness and suffers only half damage from physical attacks and no damage from energy attacks.

MOVE EARTH (8): You can shift an area of earth up to 1,000 cubic feet, collapsing embankments, moving hills, shifting dunes, etc. Rock formations are unaffected. It takes 1 round per 10 cubic feet of earth to be moved.

ELECTRICITY (4,000 XP/Level)

A character with this power pack never takes more than half damage from electricity attacks, and with a successful feat takes no damage at all.

A character that has been thoroughly soaked by water has a 50% chance of an electricity power they use inflicting 1d6 points of damage per power level on themselves, as well as shorting out their electricity powers for 1 hour.

SHOCKING GRASP (1): Energy surrounds your hands, dealing an extra 1d6 points of damage when you hit in hand-to-hand combat.

SHIELD (2): An disc of magnetic force gives you a +4 to DC and completely blocks force and energy-based missiles. Shield lasts one round per power level.

LEVITATE (3): You levitate up to 100 lb. per power level at rate of ascent or descent of 100 ft. per round.

LIGHTNING BOLT (4): You throw a bolt of lightning up to 120 feet at a target with a ranged attack. If you hit, the target suffers 1d6 points of damage per power level.

ELECTRICITY BURST (5): You emit a burst of energy (30 ft radius) that deals 1d6 damage per power level to all targets within the burst area. A successful CON or DEX feat reduces this damage by half.

MAGNETISM (5): As *Telekinesis*, but the power only works on ferrous metals.

FLY (6): You can fly at two speed level higher than your normal land speed by using magnetism.

CHAIN LIGHTNING (7): As *Lightning Bolt*, accept it arcs from the first target to one additional target per power level. All targets must be within 10 ft of the first target.

ELECTRICITY ABSORPTION (8): You absorb up to 10 points of electricity damage, storing it for one minute per power level. You can release the energy in that time as a lightning bolt that causes as much damage as you have absorbed, up to a maximum of 3 times your power level.

LIVING LIGHTNING (8): Your body is transformed into pure electricity for one round per power level. Any creature attacking you in hand-to-hand combat suffers 1d6 points of damage +1 point per power level from contact unless they are protected with rubber gloves or boots. While lightning, you can attempt an INT feat to enter wires and travel anywhere the network might carry you.



FIRE (6,500 XP/Level)

A character with this power pack never takes more than half damage from fire attacks, and with a successful feat takes no damage at all from fire attacks.

FLAMING HANDS (1): Fire surrounds your hands, dealing an extra 1d6 points of damage when you hit in hand-to-hand combat.

PYROTECHNICS (2): You cause an open flame within 100 feet to burst like a firework, blinding creatures within 100 feet for 1d6 rounds, or makes it belch out plumes of thick smoke that covers a 30-ft. diameter area.

FIRE BLADE (3): You create a blade of fire that inflicts 1d8 points of damage +1 point of damage per power level and ignores armor bonuses to DC. You do not add strength bonuses to attack or damage rolls.

HEAT METAL (3): You cause the metal equipment of one target per two levels to become blazing hot. In the round after you use this power, it begins dealing 1d6 points of fire damage per round for 5 rounds.

FIRE CONE (4): You emit a cone of fire 60 ft. long and 30 ft. wide at the base that deals 1d6 points of damage per level. Targets can make a DEX feat to cut damage in half.

FIREBALL (5): You throw an exploding ball of fire up to 300 feet that explodes in a 30-ft. radius and deals 1d6 points of damage per power level. A ranged attack is not required to hit targets, but targets can make a DEX feat to cut damage from the fireball in half.

FIREBURST (5): You emit a burst of fire in a 30-ft. radius around yourself that deals 1d6 damage per power level. Targets can make a DEX feat to cut this damage in half.

WALL OF FIRE (5): You create a wall of flames that inflicts 2d6 points of damage per round to creatures up to 10 feet away and 1d6 points of fire damage to creatures 11 to 20 feet away. Creatures passing through the wall suffer 2d6 points of fire damage. The wall can be manifested up to 100 feet away and is 30 feet tall and 30 feet long per power level (or in the form of a ring with a radius of 10 feet per power level). The wall lasts for as long as you concentrate plus one round per power level.

FLY (6): You can fly at two speed level higher than your normal land speed by using fire as a propellant.

FLAME BODY (8): Your body is wreathed in flames for one round per power level. Any creature attacking you in hand-to-hand combat suffers 1d6 points of damage +1 point per power level from contact with the flames. While wreathed in flame, you suffer half damage from cold attacks.

FIRESTORM (9): You create a roaring area of flames 10 feet in diameter per power level. All targets within the area suffer 1d6 points of damage per power level. Targets may make a CON feat to reduce damage by half.

INCENDIARY CLOUD (9): You create a cloud of smoke and burning embers within 100 feet of you. It measures 30 feet in diameter and 30 feet tall. The cloud lasts one round per power level or until blown away. Creatures inside the cloud cannot attack creatures more than 5 feet away from them, and suffer a -4 penalty to hit. Creatures in the cloud suffer 4d6 points of fire damage per round.

FORCE FIELDS (6,000 XP/Level)

FORCE MISSILE (1): You fire a single missile of pure force that deals 1d6 points of damage per power level and requires a ranged attack to hit.

SHIELD (1): An invisible disc of force gives you a +4 to DC and completely blocks force and energy missiles. Shield lasts one round per power level.

LEVITATE (3): You levitate up to 100 lb. per power level at rate of ascent or descent of 100 ft. per round.

FORCE SPHERE (5): You create a sphere of force 2 ft. in diameter per power level within a range of 30 ft. The sphere lasts for as long as you concentrate on it. A *force sphere* is only affected by *disintegrate* or *negate power*. A subject inside the sphere can breathe normally, but is otherwise trapped.

FORCE WALL (6): You create an invisible and invulnerable plane of force up to 10 sq. ft. per power level that lasts 1 round per power level. The plane cannot be damaged and it is unaffected by *negate power*, although it can be destroyed with *disintegrate*. *Dimension hop* and *teleport* can bypass the *wall of force*, but other powers cannot be used to get through the plane. The plane can be generated as a wall, floor or ceiling, and can be slanted like a ramp.

INVISIBILITY (6): You cannot be seen, but you can be sensed by hearing or scent. Opponents suffer a -5 penalty to hit you in combat.

FORCE CAGE (8): You create a prison cell of force 10 ft x 10 ft x 10 ft that lasts as long as you concentrate on it plus one round per power level thereafter.

FORCE SWORD (8): You create a blade of pure force that appears before you and attacks as monster of your power level. The sword deals 4d6 points of damage per hit and

can affect ethereal and incorporeal creatures. The sword lasts as long as you concentrate on it.

MASS INVISIBILITY (8): As Invisibility, but affects you and one other target per power level. Mass Invisibility lasts as long as you concentrate plus 1 round per power level.

FORCE HAND (9): You create a giant hand-shaped force field that can provide a +4 bonus to you DC or can bull rush or grapple as a monster equal to your power level. The hand deals 2d6 points of damage per attacks.

GRAVITY (3,000 XP/Level)

LEVITATE (3): You levitate up to 100 lb. per power level at rate of ascent or descent of 100 ft. per round.

SLOW (5): You cut a person or vehicle's speed in half. In addition, they can only make one attack every other round. This condition lasts for one round per power level.

FLY (6): You can fly at two speed level higher than your normal land speed.

CONTROL GRAVITY (10): You can increase or decrease gravity in an area with a 10-ft. radius per power level up to 100 feet away. If gravity is reversed, creatures in the area fall upward to a height of 100 ft. per power level. If increased, creatures must make a STR feat in order to move at a speed of 1, and suffer a -5 penalty to hit and damage.

HEALING (5,000 XP/Level)

DELAY POISON (3): The target of this power is immune to the effects of poison for one round per power level. The target can still be poisoned during this time, but do not suffer the effects of the poison until the end of the power's duration. You must touch the target to use this power.

NEUTRALIZE POISON (6): You end the effects of any poison on a single subject, or destroy all poisons in an area of 1 cubic foot per level.

REMOVE IMPAIRMENT (6): You restore hearing or sight to one subject by touch, or remove the conditions of disease or paralysis.

RESTORATION (6): You restore lost ability score points and remove the conditions of fatigue and exhaustion for one subject, whom you must touch.

HEAL WOUNDS (8): You heal 1d6 points of hit point damage per power level on yourself or a subject you touch. This power can be used on a particular subject no more than one time per day.

ILLUSION (6,000 XP/Level)

Characters with levels in this power pack enjoy a +2 bonus to WILL and INT feats to see through or resist illusions.

MIRROR IMAGE (3): You create one illusory double of yourself per power level. These mirror images separate from you but remain in a cluster around you. The images mimic your actions and cannot be told apart from you in any way. Attacks against you are directed randomly at you or one of your doubles (roll 1d6, with a "1" indicating the attack strikes you). Images have a Defense Class of 10 + your DEX bonus. When struck, the images disappear.

SCARE (3): All creatures within 30 feet of you must make a WILL feat or flee from you for 1 round per power level.

PHANTASMAL FORCE (5): Creates an illusion of your design up to 100 feet away and filling a cubic area up to 60 ft. x 60 ft. Viewers can make an INT feat to disbelieve the illusion if they interact with it. The illusion lasts as long as you concentrate on it plus one round per power level.

INVISIBILITY (6): You cannot be seen, but you can be sensed by hearing or scent. Opponents suffer a -5 penalty to hit you in combat.

PHANTASMAL KILLER (7): You create a terrifying illusion in the mind of another person. The person can make an INT feat to realize it is an illusion. Otherwise, the image can attempt to touch the victim (using your attack roll). If successful, the victim must make a WILL feat or die of fright. Even with a successful WILL feat, the victim suffers 3d6 points of damage.

MASS INVISIBILITY (8): As Invisibility, but affects you and one other target per power level. Mass Invisibility lasts as long as you concentrate plus 1 round per power level.

PERMANENT ILLUSION (9): As Phantasmal Force, but the illusion is permanent and can be triggered by a specific action, event or set of circumstances.

PROJECT IMAGE (9): You create an illusory double of yourself that is intangible, but looks, smells and sounds like you. You can direct the image to mimic your actions or act differently. The image lasts for one round per level and can appear up to 100 feet away. You can see and hear through the image and can use powers through it.

SCREEN (9): You create an illusion that those using the Spy power see instead of seeing you and you allies.

INVULNERABILITY (3,000 XP/Level)

A character with this power pack adds her power level to her Defense Class and to the Difficulty Class of attacks meant to stun her, knock her down or move her.

Note: A character with invulnerability can choose to have a body composed of stone or metal. If this condition is permanent, the cost of Invulnerability is reduced to 1,500 XP per power level, but the character's Charisma score is reduced to 1 due to their monstrous appearance.

ENDURE ELEMENTS (1): You can exist comfortably in hot or cold environments (i.e. -50 to 140 degrees Fahrenheit).

SHIELD OTHER (3): You suffer half of the hit point damage inflicted on an adjacent creature you declare that you are protecting. The subject must remain adjacent to you for this power to work.

ENERGY RESISTANCE (5): You add your power level to feats made to resist damage from acid, cold, electricity, fire and sonic attacks.

REGENERATE (8): After suffering damage, you regain 1 lost hit point per minute for 1d10 minutes, and thereafter 1 lost hit point per hour. You always regain consciousness 1 round after losing consciousness, and you are unaffected by fatigue and exhaustion.

VACUUM RESISTANCE (10): Your body is unaffected by the vacuum of space for 10 minutes, although you still require breathable air to survive.

LIGHT (5,000 XP/Level)

A character with levels in this power pack can cause their body to glow with light in a 60-foot radius at will.

COLOR SPRAY (1): A 15-ft. cone of brilliant lights forces creatures to make a DEX feat or be affected as follows: Level 1 to 2 targets are knocked unconscious for 1d6 rounds. Level 3 to 4 targets are blinded for 1d6 rounds. Level 5 or higher targets are stunned for 1d6 rounds.

DAZE (3): A target in sight designated by you loses its next turn if it fails a WILL save.

GLITTERDUST (3): You generate a cloud of particles that covers a 10-ft. radius area up to 100 ft. away. The particles last for one round per power level. Targets within the cloud must make a DEX feat or are blinded. Invisible creatures within the cloud have their positions revealed.

HYPNOTIC PATTERN (3): You put a number of levels of targets equal to 2d4 + your power level into a hypnotic trance, per the Hypnotism power.

LASER BLAST (5): You fire a 30-ft. ray of light that requires a ranged attack roll to hit. The light deals 1d8 points of damage per power level to living creatures, 1d6 points of damage per power level to mechanical constructs and 1d10 points of damage per power level to the undead.

INVISIBILITY (6): You cannot be seen, but you can be sensed by hearing or scent. Opponents suffer a -5 penalty to hit you in combat.

MASS INVISIBILITY (8): As Invisibility, but affects you and one other target per power level. Mass Invisibility lasts as long as you concentrate plus 1 round per power level.

LIVING LIGHT (10): Your body is transformed into pure light for one round per power level. Any creature attacking you in hand-to-hand combat suffers 1d6 points of damage +1 point per power level from contact. While light, you can attempt an INT feat to enter fiber optic cables and travel anywhere the network might carry you. You can also travel at the speed of light.

RAINBOW PATTERN (10): You create an aura of colored lights in a 30-foot radius that forces targets in that aura to

make a WILL feat or be affected as follows: Level 1 to 6 targets are knocked unconscious for 1d6 rounds. Level 7 to 12 targets are stunned for 1d6 rounds. Level 13 or higher targets are confused for 1d6 rounds.

MARKSMANSHIP (1,000 XP/Level)

A character with this power pack adds his power level to all ranged attack rolls and adds 1d6 per power level to damage inflicted with ranged attacks.

Note: If this power only applies to a single type of weapon or only to unarmed attacks, the cost is reduced to 1,000 XP per power level.

MISSILE SWARM (6): You fire one missile at every target within a cone 30 feet long and 30 feet wide at the base. Each missile does 1d6 points of damage (no more, no less) and requires an individual ranged attack roll to hit.

MESMERISM (6,500 XP/Level)

COMMAND (1): You force one person to obey a single command for one round. You can command the person to approach you, halt, flee from you at top speed, drop what they are holding or fall to the ground.

HYPNOTISM (1): You put 1d6+1 levels (HD) of creatures into a hypnotic trance for 1 round per power level.

CALM EMOTIONS (3): You calm the emotions of agitated creatures within 20 ft. for 1 round per power level.

ENTHRALL (3): You hold all creatures within 100 feet of you spellbound with your voice for up to one hour. They are not under your command, but ignore all other speakers.

HYPNOTIC PATTERN (3): You put a number of levels of creatures equal to 2d4 + your power level into a trance, per the Hypnotism power.

SUGGESTION (5): You compel one person within 30 feet to follow a stated course of action for 10 rounds per power level. You cannot force them to harm themselves.

CHARM (6): Makes one person think that they are your friend and that you pose no threat to them or their

employers/owners. Lasts for 1 day, and the target of the power must be within sight when you use it.

MASS COMMAND (7): As Command, but one person per power level.

CONTROL BODY (6): You control a target's body within 100 ft. as though you were a puppeteer and they were a puppet. You cannot control their speech or make them talk, but you can fight with them using your attack bonus plus your INT bonus.

MASS SUGGESTION (8): As Suggestion, but one person per power level.

MASS CHARM (9): As Charm, but one person per level.

DOMINATE (10): You control a target through a telepathic link. The power lasts for one day per power level, and the dominated creature does its best to follow all commands, but stops to sleep, eat and perform other necessary functions. The creature gets an initial WILL feat to negate the power and gets a new WILL feat on any day you do not concentrate on the creature for at least one minute.

PHASING (2,500 XP/Level)

LEVITATE (3): By making yourself slightly insubstantial, you levitate yourself up to 100 ft. per round up or down.

FLY (5): You can fly at one speed level higher than your normal land speed.

PHASE (7): You walk through solid material that is up to 10 feet + 5 feet per power level thick.

ETHEREALNESS (9): You become insubstantial like a ghost. In this form you cannot be seen or heard by people not on the ethereal plane unless you wish to be, though you can hear things on the material plane up to 60 feet away.

PLANTS (7,500 XP/Level)

ENTANGLE (1): Plants in a 30 ft. radius and up to 100 ft. away entangle all creatures in the area. Speed in this area is reduced to 1 and a STR feat is required each round to move at all. Entanglement lasts for one round per level.

SPEAK WITH PLANTS (1): You can communicate with plants using telepathy.

SHAPE WOOD (3): You shape a piece of wood into any usable form, though an object with moving parts only has a 30% chance of working. You can shape up to 10 cubic feet + 1 cubic foot per level.

COMMAND PLANTS (6): You force one plant creature per level to obey a single command for one round per level.

GREEN TENDRILS (6): A field of thick tendrils emerges from the ground, each 10 feet long. The field covers a 20 ft. radius. Tendrils attack as Level 8 monsters and inflict 2d6 points of damage. Targets struck by the tendrils must pass a STR feat or be grabbed and constricted for 2d6 points of damage per round until they make a grapple attack to escape. The tendrils last for 1 round per level.

BLIGHT (7): You deal 1d6 points of damage per power level to a plant creature, or simply wither a normal plant with your touch.

TREE STRIDE (7): You can step into a tree and then out of a different tree within 1 mile.

HORRID WILTING (8): You evaporate moisture from plant creatures within 120 feet of you, dealing 1d8 points of damage per power level to them.

REPULSION (8): An invisible field 10 ft. in radius surrounds you and prevents plants from approaching you. The field lasts one round per power level. If you approach a target, it is unaffected by the field and may attack you.

WALL OF THORNS (8): You create a wall of thorns and brambles that covers 10-cubic feet per power level. Moving through the thorns causes 3d6 points of damage minus 1 point per point of a target's DC derived from armor or invulnerability. Targets can only force their way through with a STR feat.

SHAMBLING MOUND (10): You turn vegetation into 1d6 shambling mounds (see Monsters). The shambling mounds obey your commands and last for up to 10 days.

POLYMORPH (3,000 XP)

POLYMORPH (6): You give one willing creature a new form for one round per power level. The new form can be of any type, but cannot have a higher level (HD) than your level. The subject retains their own mind, but in every other respect becomes what they have been turned into.

POLYMORPH OTHER (7): As Polymorph, except it affects an unwilling subject who fails a feat of constitution to resist. The change is permanent.

POLYMORPH ANYTHING (10): As Polymorph, but changes any item or creature into any other item or creature. If the original thing and the thing it is changed into are in the same kingdom (i.e. animal, vegetable or mineral), the change lasts one week. If not, the change lasts one day.

POWER NEGATION (4,500 XP/Level)

A character with this power pack enjoys a +2 bonus on feats made to resist powers.

INVISIBILITY PURGE (5): You negate all forms of invisibility in a radius of 5 feet per level centered on you.

NEGATE POWER (6): Suppresses the use of powers either within a 30-ft radius of you for 1 rounds per power level or targeted at a specific creature within 100 feet for 1 round per power level.

POWER LEECH (7): Your touch steals one power from a victim. The power stays with you for 1 round per level, at which point it returns to its original owner.

NEGATION FIELD (8): As Negate Power, except in a 10 ft. radius around the power user for one round per power level. This power also negates the power user's ability to use powers other than the Negation Field.

DISJUNCTION (10): All powers within 30 feet of you are suppressed for 1 round per power level.

PRECOGNITION (2,500 XP/Level)

Characters with levels in this power pack add their power level to INT feats made to avoid danger.

PRECOGNITION (3): You learn whether a single action taken in the immediate future (i.e. within the next hour) is a good or bad idea (or neither). You have a 70% chance + 1% per power level of getting an answer.

DISCERN LIES (6): You discern any falsehood spoken in your presence. This power lasts for 1 round per power level.

FORESIGHT (10): You sense impending danger and cannot be surprised. You gain a +2 bonus to all feats made to avoid physical dangers.

PSIONICS (4,500 XP/Level)

DOOM (1): You cause one creature within 100 ft. to be filled with existential dread, making them suffer a -2 penalty on attacks and feats for one round per level.

HIDEOUS LAUGHTER (3): You force a person to laugh uncontrollably, falling prone with laughter, for 2d6 rounds.

TOUCH OF IDIOCY (3): The subject of your touch suffers 1d6 points of INT, WIS and CHA damage for 10 rounds per level. Scores cannot be reduced below 1.

CONFUSION (6): All targets within 15 feet are struck with confusion. To determine their actions for the duration (1 round per level), roll d%: 0-10 they attack you; 11-20 they act normally; 21-50 they do nothing but babble; 51-70 they flee at top speed; 71-100 they attack the nearest creature.

DESPAIR (6): You create despair in a person within 30 ft. of you; they suffer a -2 penalty on attacks, feats and damage.

FEAR (6): Creatures within 30 ft. of you flee for 1 round per power level at top speed.

FEEBLEMIND (7): You drop a target's INT and CHA to 0. The victim cannot make INT or CHA feats, use powers, understand language or communicate coherently. The target must be within 100 feet. The effect lasts for 1 week.

HOLD PERSON (7): You paralyze a target within 30 feet for 1 round per power level.

NIGHTMARE (7): This power prevents restful sleep in one target, causing 1d10 points of damage and leaves the subject exhausted the next day.

INSANITY (9): As Confusion but the effect is permanent.

SHADOW (3,000 XP/Level)

DARKNESS (3): You create a 30-ft. radius area of darkness around an object you touch. This darkness lasts for one round per power level.

SHADOW BOLT (6): You throw a bolt of shadow 120 feet at a target. If you hit with a ranged attack, the target suffers 1d6 points of cold damage per power level.

SHADOW WALK (8): You can step into a shadow and travel at a speed of 5 for one round per level. You can take another person with you, but they must maintain physical contact with you the entire time. You must emerge from shadows at your destination.

SHADOW BODY (10): You become a living shadow. While in this form, you can move at normal speed over any surface, ignore up to 50% of damage from all physical attacks, hide perfectly in shadow and you are immune to damage from poison and disease. You cannot touch creatures while in shadow form but you can harm them with shadow bolts.

SIZE CONTROL (3,000 XP/Level)

SHRINK ITEM (5): You shrink an item (up to 2 cubic feet per level) to one tenth its normal size. The shrunken state persists for 1 day per power level.

ENLARGE (7): You multiply your height by your power level, and add your power level to all melee attacks and melee damage per Super Strength. You reduce your DC by the same amount.

SHRINK (7): You or a target you touch is reduced to one tenth height for 1 round per power level. The affected creature's STR is reduced by 6.

SUPERIOR SHRINK (9): As Shrink, but you retain your normal strength score when shrunk.

SOUND (2,500 XP/Level)

A character with this power pack never takes more than half damage from sonic attacks, and with a successful feat takes no damage at all from sonic attacks.

SONIC HANDS (1): Sonic vibrations surround your hands, dealing an extra 1d6 points of sonic damage when you hit in hand-to-hand combat.

SHATTER (3): You shatter glass and crystal objects and creatures within 5 feet per power level if they are less than 1 pound in weight or a single object of 10 pounds per [power level. Against a crystalline creature, it deals 1d6 points of damage per power level.

SOUND BLAST (5): You throw a blast of sound up to (120 feet at a target with a ranged attack. If you hit, the target suffers 1d6 points of sonic damage per power level.

SHOUT (6): You deafen all targets within a cone 30 feet long and 30 feet wide at the base for 2d6 rounds, and inflict 5d6 points of sonic damage to brittle or crystalline targets within that cone.

SOUND BURST (6): You emit a burst of sound 30 ft. in radius around you that deals 1d6 damage per power level.

SOUND ABSORPTION (9): You absorb up to 10 points of sonic energy damage, storing it for one turn per power level. You can release the energy in that time as an sound blast that causes as much damage as you have absorbed, up to a maximum of 3 times your power level.

SORCERY (10,000 XP/Level)

Characters with levels in this power pack can attempt to counter-spell other sorcerers, making a WILL feat against the spell caster to block their magic.

Sorcery encompasses many potent powers, and characters with more than 3 power levels in sorcery must devote a great deal of time to their studies. As a result, the dice they roll for hit points is reduced to d4.

WISH (1): You duplicate any power other super power. You can only do this once per day per power level. If the power you are duplicating is of a higher level than your Sorcery power level, you must roll to activate it.

MOUNT (1): The power summons a riding horse or motorcycle out of mid-air. The mount comes with riding gear and has the basic stats for a horse.

SUMMON ITEM (1): You summon one pre-chosen item to your hand. The item is not created by this spell, it must be an existing item that you know about and know the location of. You can send the item back to its original location when you are finished with it.

UNSEEN SERVANT (1): An invisible force in the shape of a person obeys your commands for 1 day. It can perform all the actions of a maid or butler, but can only do one thing at a time. It cannot be used to fight.

ROPE TRICK (3): By throwing a rope straight up, you create a portal to a pocket dimension that holds up to 8 creatures for 6 rounds per power level. The rope can be pulled up into the space. Powers can be used within the dimensional space, but cannot affect things outside the space, nor can powers outside the space affect things within the space. Anyone that is still in the space when it ceases to exist drops to the ground and suffers falling damage.

BLACK TENTACLES (6): A field of black tentacles emerges from the ground, each 10 feet long. The field covers a 20 ft. radius. Tentacles attack as Level 8 monsters and inflict 2d6 points of damage. Targets struck by the tentacles must pass a STR feat or be grabbed and constricted for 2d6 points of damage per round until they make a grapple attack to escape. The tentacles last for 1 round per level.

REMOVE CURSE (6): You remove the effects of a Curse.

BREAK ENCHANTMENT (7): With this power, you can wipe away any charm, suggestion, physical alteration, curse or petrification from its victim.

DISMISSAL (7): A target that originates from another dimension or plane of existence is forced to return there if you make a successful melee attack against them.

ANIMATE OBJECTS (8): You cause inanimate objects to take on a semblance of life and attack your enemies (see Monsters for inanimate object statistics). You can animate one small object per power level or the equivalent number of larger objects. A medium object counts as two small objects, while a large object counts as four small objects.

MAGIC JAR (8): You can use a gemstone to trap another person's soul. You must first place your own soul into the object and can then switch places with a person who

comes within 30 feet of the object. While in another person's body, you retain your mental ability scores, attack bonus and level and mental powers and use the body's physical ability scores and physical powers.

SUMMON CREATURE (8): You conjure 2 Hit Dice worth of creatures per power level. The summoned creatures appear out of nowhere and obey your commands. They persist for 1 round per power level.

WORD OF RECALL (8): With a word, you Teleport back to your headquarters or sanctum.

ASTRAL PROJECTION (10): You project your spirit onto the Astral Plane. Your physical body lies sleeping while you are away, and if it is killed your spirit is trapped on the Astral Plane. While astral, you may wander freely throughout the universe at almost unlimited speeds and can peer into the material plane as you like without being sensed in any way. You cannot affect the material plane in any way while you are on the Astral Plane.

DIMENSION LOCK (10): You bar all creatures within 30 feet of you from using Astral Projection, Blink, Dimension Hop, Etherealness, Gate, Shadow Walk and Teleport.

GATE (10): You open a portal into another dimension through which creatures can pass in either direction. You must concentrate to keep the gate open and even then it lasts only one round per power level. You can open the gate into a precise location in another dimension and can even open it next to a desired entity or type of creature.

TRAP THE SOUL (10): You trap a victim's soul inside a large gemstone 000. The gem can only hold one soul at a time and the soul is released if the stone is shattered.

SUPER CHARISMA (3,000 XP/Level)

A character with this power pack adds her power level to all CHA feats.

ENTHRALL (3): You hold all creatures within 100 feet spellbound with your voice for up to one hour. They creatures are not under your command, but ignore all other speakers.

SUGGESTION (5): You compel one person within 30 feet to follow a stated course of action for 10 rounds per power level. You cannot force them to harm themselves.

CHARM (6): Makes one person think that they are your friend and that you pose no threat to them or their employers/owners. Lasts for 1 day per power level, and the target must be within sight when you use it.

SUGGESTION MANY (8): As Suggestion, but it affects one person per level.

CHARM MANY (9): As Charm, but one person per level.

SUPER CONSTITUTION (1,000 XP/Level)

A character with Super Constitution adds her power level to all CON feats and to each Hit Dice she rolls to determine her hit points.

SUPER DEXTERITY (2,000 XP/Level)

A character with this power pack adds her power level to all DEX feats and to her Defense Class.

CATFALL (6): You immediately recover from falls (i.e. are never knocked prone because of them) and suffer only half damage from falling, or no falling damage if you succeed at a DEX feat.

SUPER INTELLIGENCE (6,000 XP/Level)

A character with this power pack adds her power level to all INT feats.

LOGIC (3): You puzzle out whether your next action is a good idea. You have a 70% chance + 1% per power level of getting an answer. If you are correct, you gain a +2 bonus to your next roll (attack or feat).

MAKE WHOLE (3): You repair one object, making it as good as new provided you have the proper materials and tools. A broken object that was invested with powers can be made whole and has a 50% chance of regaining its powers (roll separately for each).

UNDERSTAND LANGUAGE (3): You are able to understand a written language you do not yet know.

SPEAK LANGUAGE (5): You are able to quickly learn and speak a language you do not yet know.

DISCERN LIE (6): You discern whether something spoken in your presence is true or false.

FABRICATE (7): You take raw materials and make them into a finished product. You must know how to build the product to do this and the materials on hand must be appropriate to the construction. The time required is one minute per 10 cubic feet of finished object if the object is a mundane thing that exists in the real world, or if it is meant to duplicate another power, one hour per rank of the power to be duplicated.

ANALYZE (8): You examine an object and learn how it functions and how to activate it.

LEGEND LORE (8): You recall crucial knowledge about a person, place or thing. Retrieving this knowledge takes 1d10 minutes of concentration if you could have first-hand knowledge about it, or 1d10 days of study if you could not. While using this power, you can do nothing but think about the information you wish to learn.

SIMULACRUM (9): You create a double of any creature from a substance like ice, mud or plastic goop. The creature is solid and has half the levels (HD) of the real creature. You cannot create a simulacrum of a creature with more than double your own levels. The simulacrum is under your command. If reduced to 0 hit points it reverts to its base material and melts away. The simulacrum has all the powers of the creature it is based upon. Creation of the simulacrum requires an advanced laboratory, 24 hours of work and resources equal to CL 20.

CLONE (12): You create a perfect double of another character using a sample of their DNA. The creation of the clone takes several weeks. The clone, once activated, must seek out its original and destroy it within 1 day or disintegrate. There is a 1 in 6 chance that the clone breaks down partially, losing much of its mentality and taking on a twisted appearance, but does not disintegrate. Creation of the clone requires an advanced laboratory, 1 week of work and resources equal to CL 25.



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SUPER SENSES (1,500 XP/Level)

SUPER HEARING (3): You can hear things up to 1 mile per power level away or through up to 1 ft. of stone or 6 inches of metal per power level.

SUPER VISION (3): You can see things as far as 1 mile per power level away, assuming nothing is blocking your view.

X-RAY VISION (8): You can see through solid matter. Vision is as though under normal light even if there is no

illumination. X-ray vision can penetrate 5 ft. of stone, 1 ft. of common metal or up to 15 ft. of wood or dirt. Thicker substances or a thin sheet of lead blocks the x-ray vision.

SUPER SPEED (10,000 XP/Level)

CHEETAH SPEED (1): You can move at Speed Level 3 (600 feet per round) for 10 rounds, or, with a successful CON feat, for 1 hour (6 miles).

SUPER SPEED (2): You can move at Speed Level 4 (1,500 feet per round) for 10 rounds, or, with a successful CON feat, for 1 hour (15 miles).

BLUR (3): Your outline wavers for one round per level. Opponents suffer a -4 penalty to hit you.

MOTOR SPEED (3): You can move at Speed Level 5 (4,500 feet per round) for 10 rounds, or, with a successful CON feat, for 1 hour (45 miles).

BULLET SPEED (4): You can move at Speed Level 6 (18,000 feet per round) for 10 rounds, or, with a successful CON feat, for 1 hour (200 miles).

JET SPEED (6): You can move at Speed Level 7 (90,000 feet per round) for 10 rounds, or, with a successful CON feat, for 1 hour (1,000 miles).

PHASE (7): You walk through solid material that is up to 10 feet + 5 feet per power level thick.

SUPERSONIC SPEED (8): You can move at Speed Level 8 (300,000 feet per round) for 10 rounds, or, with a successful CON feat, for 1 hour (5,000 miles).

ROCKET SPEED (10): You can move at Speed Level 9 (2.4 million feet per round) for 10 rounds, or, with a successful CON feat, for 1 hour (25,000 miles).

TORNADO BLAST (10): You create a tornado vortex with your hands. You can attack targets with the tornado up to 40 feet away, and the blast deals 10d6 points of damage (CON feat to reduce damage by half) and throws the target 1d4 x 10 feet away (STR feat to avoid being thrown).

WHIRLWIND (10): You create a whirlwind 10 feet wide at the base, 30 feet wide at the top and 30 feet tall by running around in circles around your targets. You can

center the whirlwind on yourself or move it about up to 100 feet away. The whirlwind lasts 1 round per power level. Any creature that comes into contact with the whirlwind suffers 3d6 points of damage. Human-sized or smaller creatures must make a STR feat or be picked up bodily, suffering 1d8 damage per round.

LIGHT SPEED (12): You can move at Speed Level 10 (12 million feet per round) for 10 rounds, or, with a successful CON feat, for 1 hour (125,000 miles).

SUPER STRENGTH (2,500 XP/Level)

A character with this power pack adds his power level to all Strength feats, melee attack rolls, and adds 1d6 per power level to damage inflicted with a melee attack.

ADRENALINE (6): For 1 round per power level you increase your STR and CON by +2 (and thus gain bonus on melee attacks and damage and hit points), gain a +1 bonus on WILL feats and suffer a -2 penalty to your Defense Class. The Adrenaline power can only be used once per day.

STOMP (10): You stomp your feet to create a shock wave that knocks people within 10 feet per power level prone (STR feat negates) and inflicts 1d6 points of damage per power level on all who fail their STR feat.

SUPER WILL (5,000 XP/Level)

A character with this power pack adds her power level to all WILL feats.

PROTECTION (1): You gain +2 to your DC and you are immune to mind control for one round per power level.

NONDETECTION (4): You are hidden from psychic powers for 1 round per level.

MIND BLANK (9): You are protected from all powers that would read your thoughts.

POWER PROTECTION (9): You gain a +5 bonus on feat rolls against powers for one round per level.

POWER REFLECTION (9): For one round per power level you reflect up to 3 powers per round back at their users.

TELEKINESIS (3,500 XP/Level)

TELEKINESIS (7): You can move objects or creatures by concentrating on them. The range of the power is 100 feet and you can move up to 25 lb. per level. If used to attack, use your attack bonus plus your INT bonus. You can make INT feats to duplicate fine motor skills with this power.

FORCE HAND (9): You create a giant hand-shaped force field that can provide a +4 bonus to you DC or can bull rush or grapple as a monster equal to your power level. The hand deals 2d6 points of damage per attacks.

TELEKINETIC SPHERE (10): As Force Sphere, except the creature within the sphere is nearly weightless. You can move up to 5,000 lb. in the sphere, up to a range of 100 feet. The sphere lasts one round per power level.

TELEPATHY (8,500 XP/Level)

READ MINDS (3): You can read the surface thoughts of a sentient being. The being can attempt a feat roll to block your mind reading, and creatures with minds alien to your own receive a +2 bonus to their feat roll.

CLAIRVOYANCE (5): You can see and hear things occurring within 100 feet of you as though you were there.

NONDETECTION (5): You are hidden from psychic powers for 1 round per power level.

LOCATE (6): You sense the direction to a person or thing within one mile.

SPY (6): You can spy on another person from any distance away. If the subject succeeds at a WILL feat, your spying fails. You can see and hear things around the subject in a 10-foot radius.

CORRESPOND (7): You communicate via telepathy with a creature any distance away.

DREAM (7): You send a person a message in one of their dreams. The recipient remembers it perfectly upon waking.

SENDING (7): You instantly deliver a short message to anyone, anywhere.

TELEPATHIC BOND (7): You create a telepathic bond with one person per three levels. You can leave yourself out of the telepathic bond if you wish. People within the bond can communicate telepathically regardless of distance or language. The bond lasts one hour per level.

REPULSION (8): An invisible field 10 ft. in radius surrounds you and prevents creatures from approaching you. The field lasts one round per level. If you approach a creature, it is unaffected by the field and may attack you.

PROJECT IMAGE (9): You create an illusory double of yourself that is intangible, but looks, smells and sounds like you. You can direct the image to mimic your actions or act differently. The image lasts for one round per level and can appear up to 100 feet away. You can see and hear through the image and can use powers through it.

SCREEN (9): You create an illusion that those using the Spy power see instead of seeing you and you allies.

MIND BLANK (10): You are protected from all powers that read thoughts.

TIME MANIPULATION (8,000 XP/Level)

A character with this power pack can keep track of the time without error.

HASTE (3): You speed yourself up in time, or cause all targets within 30 feet of you to slow down. This doubles your apparent speed and allows you one additional attack or action per round against those who are slower than you.

TIME ACCELERATION (7): You gain a round between rounds in which to do anything you could normally do in one round. While in this different time frame, you cannot harm other creatures or in any way interact with them, nor can you enter a *Negation Field*.

TIME HOP (7): You hop forward in time up to 1 round per level, essentially disappearing from existence for a period of time before reappearing where you had been standing.

TEMPORAL STASIS (9): You place a touched creature into permanent suspended animation. This power can only be reversed by *Negate Power*.

SUSPEND LIFE (10): You put yourself or a target you touch in suspended animation for as long as you wish. If damaged while in suspended animation, you come out of it four rounds later.

TIME TRAVEL (15): You can travel to any period of time in the past or future.

TRICKERY (500 XP/Level)

A character with this power adds their power level to CHA feats involving trickery and manipulation. If the character already has Super Charisma, they do not add both bonuses to CHA feats.

DISGUISE (1): You change your appearance. You can seem slightly taller, shorter, fatter or thinner and generally mimic another person close to your own body shape.

VENTRILOQUISM (1): Throws your voice up to 30 feet away. This power can be used to make money at parties and in some night clubs.

WATER (4,500 XP/Level)

A character with this power pack can swim at a speed equal to his land speed +2.

CREATE WATER (1): You create 2 gallons of water per power level anywhere within 30 feet.

FOG CLOUD (4): You create a fog bank within 100 feet of you. It measures 30 feet in diameter and 30 feet tall. The fog lasts one round per power level or until blown or burned away. Creatures inside the fog cannot attack creatures more than 5 feet away from them, and suffer a -4 penalty to hit.

QUENCH (4): You quench all fires in a radius of 30 feet per power level. Fire creatures in that area suffer 1d6 points of damage per level (CON feat for half damage).

WATER BLAST (4): You cause an existing amount of water (at least 2 gallons) to streak at an enemy within 120 feet. The water blast requires a ranged attack to hit and inflicts 1d6 points of damage per gallon (use your best judgment), with a maximum damage of 10d6. A target can make a DEX feat to cut damage in half.

RUSTING GRASP (5): Your touch causes ferrous metals to corrode, destroying a 3-foot radius volume of the metal, destroying 1d6 points of DC bonus from armor or inflicting 3d6 points of damage to ferrous metal creatures.

LIQUID FORM (6): You become a living pool of water. You cannot be harmed by most physical means, though you do suffer half damage from fire and full damage from cold and you can move at a speed of 1.

CONTROL WATER (7): You can lower water by 2 feet per power level in 100 square foot x power level area, creating a small whirlpool in large bodies of water. You can raise the water level by the same amount. Used against a creature composed of water, it inflicts 3d6 points of damage and reduces their speed by 2.

HORRID WILTING (9): You evaporate moisture from living creatures within 120 feet. You deal 1d6 points of damage per power level to all targets in range, and 1d8 points of damage per power level to plant creatures and creatures composed of water.

WEATHER (6,000 XP/Level)

CONTROL AIR (3): For 1 round per power level in a 50-ft. radius you can control wind direction and speed.

FOG CLOUD (3): You create a fog bank within 100 feet of you. It measures 30 feet in diameter and 30 feet tall. The fog lasts one round per power level or until blown or burned away. Creatures inside the fog cannot attack creatures more than 5 feet away from them, and suffer a -4 penalty to hit.

GUST OF WIND (3): You disperse fog, blow out small flames and knock down small creatures. The gust of wind has range of 60 feet and lasts one round. Ranged attacks into the wind suffer a -4 penalty.

CALL LIGHTNING (4): For one round per level you call down one bolt of lightning from an existing storm each round. The lightning bolt requires a ranged attack to hit a target and deals 3d6 points of damage.

SLEET STORM (4): You create a storm of snow in an area 30 feet in diameter up to 100 feet away. The snow coats the ground with slippery ice (see Ice Field above).

SOLID FOG (5): As Fog Cloud, except it is so thick that it actual hampers movement. Speed through the solid fog is reduced by 1. Ranged attacks (except by rays and Force Missiles) are impossible and melee attacks and damage are rolled at a -2 penalty. Only a powerful wind disperses it.

FLY (6): You can fly at two speed level higher than your normal land speed.

WALL OF WIND (6): You create a 2-ft. thick curtain of wind up to 10 feet long per power level and 5 feet high per power level. Small flying creatures cannot pass through this barrier, nor can gases or gaseous creatures. Other projectiles suffer a -4 penalty to hit when passing through the barrier. The wall can be projected up to 100 feet away and can be wrapped around areas to enclose them.

CONTROL WEATHER (9): You change the weather in the immediate area, whipping up tornadoes, thunderstorms, sleet storms, torrential rain, heat waves, hail storms, frigid cold, blizzards, unseasonable thaws or fog. You affect an area 2 miles in radius centered on you and the new weather lasts for 4d12 hours. You cannot, however, control where a tornado roams or where lightning strikes.

WHIRLWIND (9): You create a whirlwind 10 feet wide at the base, 30 feet wide at the top and 30 feet tall. You can center the whirlwind on yourself or move it about up to 100 feet away. The whirlwind lasts 1 round per power level. Any creature that comes into contact with the whirlwind suffers 3d6 points of damage. Human-sized or smaller creatures must make a STR feat or be picked up bodily, suffering 1d8 damage per round.

TORNADO BLAST (10): You create a tornado vortex with your hands. You can attack targets with the tornado up to 40 feet away, and the blast deals 10d6 points of damage (CON feat to reduce damage by half) and throws the target 1d4 x 10 feet away (STR feat to avoid being thrown).

WILD CARDS

The following powers do not fit easily into a power pack, but can be assembled into a pack (or taken separately) per the Freestyle Power Pack.

DETECT POISON (1): You detect the presence of poison within 30 feet. This power adds 50 XP to the cost of a power pack.

SHIELD OTHER (3): For one round per power level you suffer half of the hit point damage inflicted on the subject of this power. The subject must remain within 30 feet of you for this power to work. This power adds 100 XP per level to the cost of a power pack.

ELASTICITY (5): Your rubbery body takes half damage from blunt attacks and gives you a +10 bonus on DEX feats made to slip out of bonds. You can extend the length of your limbs, providing you with a reach up to 20 feet, and you can make feats of constitution to stretch even further. You can slither through gaps as narrow as an inch wide, although you must leave behind most of your gear to do so and your speed is reduced by 1 while slithering. This power adds 250 XP per level to the cost of a power pack.

FISSION (5): You divide into two identical beings, each having 2 fewer levels than you (re-roll hit points), but the same ability scores and powers. The fission lasts one round per level and can be used once per day. If the duplicate is killed before you rejoin, you lose one level, reducing XP to just what is needed for your new level. For 10,000 XP you can split into three identical beings, each with three fewer



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levels less than you. This power adds 250 XP per level to the cost of a power pack.

FUSION (5): For one round per level, you and another willing creature are fused together. The combined creature has the hit points of both creatures added together, all the powers of each creature and the highest ability score of either creature for each of the six ability scores as well as the better attack bonus. Fusion can be used a maximum of once per day. This power adds 250 XP per level to the cost of a power pack.

CONTAGION (6): The stricken victim is sickened and suffers 1d4 points of damage to one ability score (chosen by you) each day until they succeed on two successive daily feats of constitution. If an ability score is reduced to 0, the creature dies. This power adds 400 XP per level to the cost of a power pack.

IMBUE WITH POWER (6): You imbue another creature with one of your own powers. The imbued character retains the power until it is used, at which point the power is restored to you. This power adds 500 XP per level to the cost of a power pack.

POISON (6): Your poisonous touch causes 1d10 points of damage per round until neutralized or until a successful CON feat is made. This power adds 400 XP per level to the cost of a power pack.

CREATE OBJECT (7): You create a simple object with a volume that not exceeding one cubic foot per level. The creation takes one round and exists for one round per power level before disappearing. This power adds 600 XP per level to the cost of a power pack.

DISINTEGRATE (8): You fire a ray (100-ft range) at a single creature, ignoring any armor bonus to DC. If you hit, they suffer 2d6 points of damage per level, and if reduced to 0 hit points are disintegrated. This power can affect creatures and objects composed of force. This power adds 1,000 XP per level to the cost of a power pack.

FREEDOM (12): You free yourself from all effects that limit movement, including the Imprisonment power. This power adds 2,000 XP per level to the cost of a power pack.

IMPRISONMENT (12): You trap one creature that you touch in suspended animation far beneath the surface of the earth. The imprisoned person can only be saved with the Freedom power, and only if it is used at the exact spot of the imprisonment. This power adds 2,000 XP per level to the cost of a power pack.

FREESTYLE POWER PACKS

When creating a character, especially an established comic book character, the above power packs often do not quite capture the right powers for the hero or villain. Players and Masterminds alike can, therefore, create freestyle power packs for their characters. A character can have no more than one freestyle power pack, and a freestyle power pack can have no more than 5 powers in it.

The cost per power level of a freestyle power pack depends on the rank of the powers in it. Add the cost per power in the power pack to determine the XP cost per power level of the power pack.

POWER RANK	XP PER POWER LEVEL
1	50
2	100
3	150
4	200
5	300
6	500
7	600
8	1,000
9	1,500
10	2,000

SAMPLE CHARACTERS

What follows are a sample hero and two villains to go with the groovy art in this article. Bada-Boom and Elasto were built with 50,000 XP, while Max Mangor (who first appeared in **NOD 5** in the article that launched the *Mystery Men!* game) was built with 100,000 XP.

BADA-BOOM

Rebecca Moriarty was a college athlete who succumbed to the temptation to use performance enhancing drugs. One day, three burglars working for Boss Yancy broke into a

college laboratory and stole a syringe filled with an experimental, radioactive vitamin formula developed by Professor Wark, killing the professor in the theft. Pursued by the campus police, they ducked into the athletic center and ditched the syringe in the women's locker room, as luck would have it, very near where Rebecca had placed her own syringe. Returning from the showers, Rebecca injected herself with the syringe and fell into a coma.

When she awoke, she did so to scandal, for investigators had discovered her own syringe at the scene. Expelled from school, she found herself without direction, but with rather extraordinary powers. She decided to become a super-powered problem solver, charging big wigs as much as she can wring out of them, and doing work for the poor and powerless gratis.

9th Level Hero (Detective)

STR 4*	DEX 3*	CON 4*	INT 2	WIS 2	CHA 3
HP 132	DC 13	ATK +7	SPD 2	XP 12,000	

POWER PACKS

Combat (LVL 1)

Super Constitution (LVL 6)

Super Dexterity (LVL 2)

Super Strength (LVL 10): Adrenaline, Stomp

ELASTRON

Professor Alvin Coolidge was a mild-mannered creep who mostly stayed out of the way at the medical laboratories in which he worked. This changed, though, when had the misfortune to fall in love with Dr. Sheila Marx, a supremely intelligent woman who was engaged in secret government work. In a bid to garner some attention, he volunteered to test a mutagenic substance she was working on, and ended up with the power of elasticity. Dr. Marx was intrigued, and used Alvin as a tool to advance her career and increase her bank account. To this day, he is her willing slave.

13th Level Villain (Scientist)

STR 1	DEX 3	CON 2	INT 6	WIS 4	CHA 2
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HP 110	DC 17	ATK +10	SPD 2	XP 26,000
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POWER PACKS

Freestyle (LVL 10): Elasticity

Invulnerability (LVL 6): Endure Elements, Shield Other, Energy Resistance

Super Constitution (LVL 3)

MAX MANGOR

Max Mangor was born on the same street as Steve Zeller (also known as Hyper-Man), but many years earlier. A bookish lad, he was picked on and tormented relentlessly, and eventually decided that he would have his revenge. He worked hard and earned a scholarship to Shore City University, where he quickly became renowned as a genius of the first order. Starting his own avionics company, Max Mangor became a celebrated name in Shore City, and secretly its greatest enemy, for Max Mangor has vowed to conquer the world!

11th Level Villain (Scientist, Industrialist)

STR 1	DEX 2	CON 2	INT 6*	WIS 2	CHA 6
HP 68	DC 11	ATK +9	SPD 2	XP 18,250	

POWER PACKS

Super Intelligence (LVL 8): Logic, Make Whole, Understand Language, Speak Language, Discern Lie, Fabricate, Analyze, Legend Lore

GEAR

Power Armor (33,750 XP; HP 25; DC 32)

- Chemistry (LVL 4): Acid Hands, Grease, Sleep Gas
- Freestyle (LVL 6): Fly
- Invulnerability (LVL 10): Endure Elements, Shield Other, Energy Resistance, Regenerate, Vacuum Resistance
- Super Dexterity (LVL 5)
- Super Strength (LVL 5)

JMS

GODS OF NOD

The Queens of Elemental Earth

Illustration by Jean-Baptiste Regnault (1786)

The primal earth has produced many wonders, but none so lovely (and few so powerful) as the so-called Queens of Elemental Earth. These five sisters are worshipped as goddesses by many subterranean folk and are honored and respected by all earth elemental creatures.

The queens look like astonishingly beautiful statues of women in their natural state. They are translucent and gleam with an inner light that produces a magical aura. Within their eyes dance shimmering motes of light that affect all upon which they train their gaze. They dwell in luxurious palaces beneath the ground, served by lesser elementals and fey creatures.

While the queens are ground in neutrality, with some preference for order (i.e. Lawful Neutral), they are, as one might expect, possessed of a very keen appreciation for the wonder that is them. They do not like to be disobeyed or their intentions and desires frustrated, and they have no qualms about destroying lesser creatures that get in their way.

All of the queens can move through rock, stone and soil as easily as a human moves through the air. They suffer half damage from attacks by slashing weapons.

ADAMANTIA (QUEEN DIAMOND)

Large Outsider, Neutral (LN), Super Intelligence; Unique

HD	21 (110 hp)
AC	26 [+2]
ATK	2 strikes (4d6) or gaze attack
MV	60 (Burrow 60)
SV	F 3, R 3, W 3
XP	10,500 (CL 24)

Adamantia is Queen Diamond. She has a smooth body of translucent crystal with inner reflections of pink. Adamantia is the strongest and most durable of the five sisters, and she is unforgiving in her disdain of imperfection and muddled thinking. She is always under the effect of a *true seeing* spell and a *zone of truth*. Adamantia is worshipped as a goddess of clarity, truth and perfection. Her stronghold is a fortress of gleaming adamant, with every surface stark white and lit by a soft, pinkish-white glow. Her court includes elemental earth creatures as well as entities of Law (Good) and a host of human paladins that have declared her the focus of their courtly, chaste love.

Adamantia produces an aura of truth (see *zone of truth*) that also acts a protection aura against Chaotic (Evil) creatures (per *magic circle against evil*). Her gaze acts as a *hold monster* spell.

Spells: At will—charm person; 3/day—break enchantment, charm monster, cure disease, dispel magic, haste (self), invisibility; 1/day—dimension door, ray of enfeeblement, strength, suggestion, wave of exhaustion.

Adamantia can also cast spells as a 10th level cleric.

Special Qualities: Earth glide, weapon resistance (slashing), vulnerable to sonic attacks, immune to fire, resistance to cold, magic resistance 65%, regenerate

RUBINIA (QUEEN RUBY)

Large Outsider, Neutral (CN), Super Intelligence; Unique

HD	21 (110 hp)
AC	25 [+2]
ATK	2 strikes (4d6) or gaze attack
MV	60 (Burrow 60)
SV	F 3, R 3, W 3
XP	10,500 (CL 24)

Queen Ruby is composed of a translucent red substance. Her hair (though it is only sculpted on her head) appears wild and unkempt and her eyes gleam with power. She is worshipped as a goddess of fiery earth and passion and strength. Her court includes elemental earth creatures as well as exiled or rebellious elemental fire creatures. Her stronghold is enclosed in a ruby sphere with spherical chambers that look like bubbles within the sphere and connected by curving tunnels that radiate out from her central court. Gravity is completely relative within the sphere, with people able to walk on all surfaces.

Rubinia produces an aura of weakness (10-ft. radius) that forces people to pass a Fortitude saving throw or be affected as though by a *ray of enfeeblement*. Her gaze forces people to pass a Will saving throw or be enraged (per the *rage* spell). Enraged folk



never turn their anger upon Rubinia or her servants. Her touch ages people 1d6 years per touch (Fortitude save to negate).

Spells: At will—*augury*; 3/day—*charm person*, *divination*, *dispel magic*, *haste (self)*, *invisibility*; 1/day—*dimension door*, *flame strike*, *heal*, *heat metal*.

Rubinia can also cast spells as a 10th level magic-user.

Special Qualities: *Weapon resistance (slashing)*, *vulnerable to sonic attacks*, *immune to fire*, *resistance to cold*, *magic resistance 55%*, *regenerate*.

ESMERAUDE (QUEEN EMERALD)

Large Outsider, Neutral (N), Super Intelligence; Unique

HD	21 (110 hp)
AC	24 [+2]
ATK	2 strikes (4d6) or gaze attack
MV	60 (Burrow 60)
SV	F 3, R 3, W 3
XP	10,500 (CL 24)

Esmeraude, Queen Emerald, is the most sensuous and beautiful of the sisters, possessed of a green, healthy glow and a warm, though unyielding, touch. Her stronghold is a paen to love and romance, being a series of limestone caverns with jade pools, rushing streams, laughing waterfalls and gardens of flowering trees, ferns and flowers. Her court consists of elemental earth creatures, nymphs and dryads.

Esmeraude radiates an aura of blinding beauty (as a nymph) and her gaze stuns creatures for 2d4 rounds. Her kiss can grant magic-user's the effects of a *mnemonic enhancement* for 24 hours, but also imbues upon them a *geas* that they must visit her once per year and serve her faithfully for one week each year.

Spells: At will—*blindness*; 3/day—*cure blindness*, *cause fear*, *dispel magic*, *haste (self)*, *invisibility*; 1/day—*charm monster*, *dimension door*, *entangle*, *plant growth*, *suggestion*.

Esmeraude can also cast spells as a 12th level druid.

Special Qualities: *Weapon resistance (slashing)*, *vulnerable to sonic attacks*, *resistance to cold and fire*, *magic resistance 55%*, *regenerate*.

AMETHYSTA (QUEEN AMETHYST)

Large Outsider, Neutral (CN), Super Intelligence; Unique

HD	21 (110 hp)
AC	24 [+2]
ATK	2 strikes (4d6) or gaze attack
MV	60 (Burrow 60)
SV	F 3, R 3, W 3
XP	10,500 (CL 24)

Queen Amethyst appears as a woman of translucent purple crystal accompanied always by three legendary panthers with purple-black fur. She is a queen of dreams who commands a court of elemental earth creatures, succubi and illusionists. Her court is held in a palace of mottled purple walls set in a maze, with many secret chambers where visitors can rest themselves on comfortable beds stuffed with celestial goose down and sleep under silk and satin, perhaps never again to wake.

Amethysta produces a purple aura of slumber (as the *daze* spell) and her gaze causes *confusion*. Those struck by her, even lightly, must pass a Will saving throw or fall into a deep sleep. She can deliver a kiss that drains levels per a succubus.

Spells: At will—sleep; 3/day—cause fear, dispel magic, haste (self), invisibility; 1/day—dimension door, dream, nightmare, phantasmal killer, poison.

Amethysta also casts spells as a 10th level illusionist (magic-user).

Special Qualities: Weapon resistance (slashing), vulnerable to sonic attacks, resistance to cold and fire, magic resistance 45%, regenerate.

ZAFFIRA (QUEEN SAPPHIRE)

Large Outsider, Neutral (N), Super Intelligence; Unique

HD	21 (110 hp)
AC	25 [+2]
ATK	2 strikes (4d6) or gaze attack
MV	60 (Burrow 60)
SV	F 3, R 3, W 3
XP	10,500 (CL 24)

Zaffira is the bubbly (almost giddy) Queen Sapphire. She appears as a beautiful, young woman with translucent blue skin, her eyes like star sapphires and her hair tumbling like cascades of water down her back to her ankles. She dwells in a floating palace of sapphire walls and misty, damp halls occupied by elemental earth creatures as well as sylphs and other exiled air creatures and

giant eagles. Zaffira is worshipped as a goddess of innocence, truth and courage.

Zaffira produces an aura of euphoria. Folk who enter it must pass a saving throw or be calmed, losing all desire to commit violence or even engage in argument. Her gaze causes people to break into *hideous laughter* (per the spell).

Spells: At will—hold person; 3/day—cause fear, discern lies, dispel magic, haste (self), invisibility; 1/day—globe of invulnerability, mark of justice, ray of enfeeblement, resilient sphere, strength.

Zaffira also casts spells as a 12th level druid.

Special Qualities: Weapon resistance (slashing), vulnerable to sonic attacks, resistance to fire and cold, magic resistance 65%, regenerate.

Guides through the Wilderness

When adventurers are planning a trip into the wild, and especially when neither ranger nor druid is available, they might want to look into hiring a good guide. Normal human guides (i.e. those without class levels) usually charge about 10 gp per week for their services, plus expenses. They have a knack at climbing sheer surfaces, jumping, swimming, survival and tracking, and can boost task checks by others in these areas (save for swimming and tracking) by +1 by their presence alone.

If your players are in the market for a guide, one of these six might just answer the call.

1. **Percivius** (neutral guide) is a haughty, arrogant escaped slave who likes to believe himself a great leader of men. He worked as a clerk for his master, and when his master expired one night from a heart attack, the manor slaves rose up, killed the guards and torched the manor, leaving Percivius out of a job and in just as much trouble as the others. He struck out into the greenwood and nearly died on more than one occasion, but finally made it to a city-state where he was unknown. He now works as a wilderness guide, lecturing his charges and scoffing at every survival mistake they make along the way (and doing his best to explain away his own errors). Percivius is short and, thanks to his new life, well muscled and fit. He is balding (hiding it under a Phrygian cap), but still has a few platinum blond ringlets. He has beady eyes that suggest a life of reading by lamp light.

2. **Ghadra** is a sergeant (3 HD, guide skills) in the local guard who works on the side as a guide through the wilderness. She makes patrols with her company of crossbowmen every two weeks, and tailors her journey to suit her employers. Ghadra is no woodsman, but she knows enough to get along. She primarily relies on strength of numbers and a knowledge of the terrain (the trails, the pitfalls, etc) to get from point A to B safely. If she

perceives weakness on the part of her employers, she isn't above a little brigandry and knows the best places to hide the bodies.

3. **Northstarr** (neutral 3rd level human barbarian) is a barbarian who clings painfully to the image of the half-naked savage popularized in the copper-dreadfuls available throughout the Motherlands. A city boy, he set out to remake himself as a barbarian hero, dressing in a red kilt and mail shirt and carrying a bastard sword (the love of his life!). On his head he wears an ornate dragon helm that imposes on him a -1 penalty to hit in combat, due to being unbalanced, but it suits his vision of a barbarian so he doesn't really care. Northstarr is a competent woodsman, possessed of mighty thews and, though he adopts a Thulian accent and plays the strong, silent type, has an active and imaginative mind.

4. **Fiona** appears to be the ultimate guide – tall, fit, competent and self-confident, beautiful. Pity she's actually a succubus who leads a party into the wilderness and then abandons them there, stealing away the most powerful warrior they have and leaving that warrior's withered remains on the trail back to town as a taunt. She never appears in the same town twice – at least not without a couple hundred years in between appearances.

5. **Mavewyn** (neutral 7th level human ranger) is an ex-soldier, a pioneer who fought in three major campaigns before retiring and setting up shop on the newly conquered frontier as a guide. Rugged and quiet, he has a good relationship with the barbarian and humanoid tribes in the area – they may not like the incursion into their homeland, but they know he's a man of honor and they fear his bow and blade. He balks at taking adventurers into the wilderness who aren't at least 4th level, for after all, if Gygaax had intended 1st to 3rd level characters to explore the wild, there would have been wilderness rules in the red box.

6. **St. Eudoxius** appears to people as a young man in a woolen tunic and blue cloak and carrying a crooked staff. The patron saint of homesteaders, he often appears to those who are lost or in dire straits in the middle of the night, holding a lantern (illuminates 120-foot diameter area as though it were daylight) in one hand and a brace of conies (or whatever game is most appropriate) in the other. After a quick repast (his water skin never seems to empty), he will head off into the night, beckoning people to follow him. Saint Eudoxius knows the location of all strongholds and freeholds in an area and his presence assures one a night of safety (though if he knows a lord or yeoman to be wicked, he will advise the adventurers to quickly be on their way the next morning). He accepts donations of gold that always appear in the nearest Lawful temple or shrine the next morning. In combat, he fights as a deva.

MAGIC ITEMS

Mystic Minerals

"Another priceless diamond? How passe!"

The next time you hear your players say that (it could happen), replace that hunk of diamond with one of these mystic minerals.

Bag o' Gravel. This leather bag of gravel looks at first blush to be completely useless. However, it releases a slow stream of gravel as the bearer walks - essentially leaving a trail to allow them to find their way out of whatever nonsense they have walked into. Of course, it also leaves a trail for others to follow. The gravel never runs out completely.

Cloak of Stone: This gray cloak, when thrown over the head of a crouching person, not only makes them look like a boulder, but is also as strong as stone.

Damsel's Helper: This large medallion appears to be made of a silvery metal as strong as steel. It is stamped with a symbol consisting of four interlocking circles. When worn as a pectoral, it gives one the fighting abilities of six men (i.e. a 6th level fighter), but only while rescuing a damsel in distress.

Forcestone: This pebble looks like a tiny river stone. When tossed into a room, it creates a bubble of force that shoves people and objects in the room violently against the walls (60-ft. radius; 1d6 points of damage; fragile items must pass an item saving throw). If a person holding the pebble is knocked around a bit, or falls to the ground, there is a 3 in 6 chance the pebble goes off inadvertently.

Hathor's Hammer: This small hammer is highly prized by dwarves. Lost for several millennia, it has the ability to create a vein of metal (user's choice) when tapped against stone. The vein runs for 1 mile and must be refined to be of any use. The vein creates a triple strength *earthquake* on either end when created.

Macerium: This piece of masonry looks like a dull red brick. When tapped forcefully against the floor, it quickly multiplies into a brick wall up to 30 feet long and high. The wall lasts for 1 hour

(no more, no less) and is in all respects a normal brick wall (consider it about half as strong as a wall of stone).

Perceptite: This tiny jewel is bright green in color and seems to give off an electric charge when touched. If stuck in one's nose, it gives them the olfactory senses of a wolf. If placed in the ear, it gives one a knack at listening at doors and reduces their chance of surprise to 1 in 8. If placed in the eye, it hurts. If swallowed, it takes about one week to move through the digestive system. The jewel is actually an alien artifact that was miniaturized when it passed into our dimension. If the jewel is ever in the presence of an *enlarge* spell, it returns to its full, normal size as a geodesic dome-vessel 40 feet in diameter carrying a crew of 30 misshapen avian quadrupeds that look vaguely like a cross between buzzards and orangutans. The creatures, called bangisps, are captained by a suave gentleman called Ufixya who fights as a 7th level fighter.

Bangisp: Medium monstrous humanoids, high intelligence; HD 2; AC 13; ATK 1 slam (1d4+1) or by weapon; MV 30; F15 R12 W11; XP 200; AL Neutral (LN); Special – Sixth sense allows them to re-roll all saving throws and improved AC by 2 (already added in above); Gear – Plasteel armor (protects as chainmail, heavy as leather), electro-rod (2d6 electricity damage in melee combat, or 1d6 electricity damage as a 20-ft. long ray.

Smeortan Stone: A small, bluish gemstone, usually found in nodules about 1 inch in diameter. When affixed to the skin of a person's forehead, it exudes a soft glow in a 10 foot radius and increases the subject's intelligence by 1 point (no maximum). Unfortunately, it also permanently robs them of 1d3 points of constitution. One might stud their head with these strange gems, gaining even godlike intelligence at the cost of their health and possibly life. Once affixed, it cannot be removed without boring into the person's skull – a tricky operation indeed.

Vibratonium: A copper-colored crystal, about 4 inches long, that vibrates in the presence of earth elemental creatures. The vibrations begin when you are within 100 ft. x the Hit Dice of the creature and intensify as you get closer. When you are within 1 ft. x the Hit Dice of the creature the crystal explodes, sending shards out in a 10 ft. radius and inflicting 1d4 points of damage per person minus their armor bonus. The mineral can be a useful ingredient for scribing *scroll of protection from earth elementals* (when ground and added to the ink) and other magic items or the research of spells regarding the destruction or repulsion of earth elemental creatures.

JMS

DRAGONS

Shades of Green

Ah - Green! The color of plants and atomic brutes, Spring and infections. Also the color of nasty reptilian beasts who belch chlorine gas. Enjoy some variations on the green dragon ...

BERYL DRAGON

Large Dragon, Neutral (N), High Intelligence; Solitary

HD	9
AC	17
ATK	2 claws (1d6) and bite (2d10)
MV	40 (Fly 120)
SV	F 8, R 9, W 8
XP	2,250 (CL 11)

Beryl dragons are large, overbearing know-it-alls. More neutral than evil, they are always capable of speech, though rarely capable of interesting speech. Beryl dragons are sages (per the rules for sages) with a pedantic, superior attitude. They stock their lairs with scrolls and books and sometimes resort to chaining humanoid sages to the walls as a sort of living reference source. Beryl dragons are severely near-sighted, making escaping their attention at long distance an easier task.

Beryl dragons are always magic users, with the normal complement of green dragon spells plus the following: At will—*detect magic, detect thoughts (ESP)*; 1/day—*legend lore, sleep*. Beryl dragons can communicate telepathically up to a range of 100 feet. The gas exhaled by a beryl dragon is vivid green and covers a diameter of 30 feet. Creatures within the gas must pass a Will saving throw or lose their memories for 24 hours. During this time, their effective class level and hit points are reduced by one half (i.e. they retain some of their skill, but not all of it).

Special Qualities: Resistance to acid

CELADON DRAGON

Medium Dragon, Chaotic (NE), High Intelligence; Solitary

HD	8
AC	17
ATK	2 claws (1d8) and bite (2d10)
MV	40 (Fly 80, Climb 30)
SV	F 9, R 9, W 8
XP	2,000 (CL 10)

These medium-sized beasts dwell in the tree tops. They have sinuous bodies, like constrictors, with stubby legs that are tipped with long claws for climbing trees. Celadon dragons have two rows of spines on their backs that are connected by a thin membrane. When held close to their bodies, they nearly disappear, but when unfurled they look like sails, and allow the beast to glide and fly. Celadon dragons are ill-tempered brutes that kill as much for the fun of it as for practical reasons.

Celadon dragons always speak, but they never cast spells. Their poisonous cloud breath (50-ft diameter) causes half normal breath damage and robs people of 1d4 points of strength, dexterity and constitution as it sears their lungs. While the hit point damage from a celadon dragon's breath cannot be reduced with a saving throw, the ability score damage can be negated with a successful Fortitude save. Lost ability score points are regained at the rate of 1 point per night of complete rest. Points not regained after one week are lost permanently.

Special Qualities: Resistance to acid

CHARTREUSE DRAGON

Large Dragon, Chaotic (CE), High Intelligence; Solitary

HD	9
AC	17
ATK	2 claws (1d6) and bite (2d10)
MV	40 (Fly 150)
SV	F 8, R 9, W 8
XP	1,750 (CL 9)

Chartreuse dragons are large brutes, with tortoise-shaped bodies (no shell) and wicked senses of humor. Chartreuse dragons enjoy luxury and decadence; the heady scent of exotic perfumes, rare delicacies, soft silk cushions, etc. Their eyes, large and golden, can hypnotize and command humanoids (as *charm monster*), and people enslaved are used by the dragons to construct wooden palaces in hard-to-find places.

A chartreuse dragon has an 85% chance of speech, but only a 5% chance for magic use (as a green dragon), as their lazy minds are

rarely up to the intense focus needed to bend reality. Their breath is an acidic fog that covers a 60-ft. diameter area and deals 1d6 points of damage per round to everything in the cloud. Affected items must pass item saving throws each round or they are ruined. Magical items are unaffected by this acid. A chartreuse dragon's acid breath has reduced more than a few adventurers to Frazetta-esque nudity!

Special Qualities: Resistance to acid

HARLEQUIN DRAGON

Medium Dragon, Chaotic (CE), Average Intelligence; Solitary

HD	7
AC	17
ATK	2 claws (1d6) and bite (2d8)
MV	40 (Fly 150)
SV	F 10, R 10, W 10
XP	1,750 (CL 9)

Harlequin dragons are small, feral looking beasts that dwell in mountain caves overlooking tracts of woodland. Harlequin dragons always look like they're grinning, but this is just a trick of their anatomy, for they are morose and moody things that despise life.

Harlequin dragons have the normal chance to speak for green dragons, but no chance to cast spells in the normal sense. All harlequin dragons, however, are capable of summoning the local wildlife (say, 1d3+3 wolves or 1d3 brown bears) once per day and they can command and speak with plants. Their poisonous breath covers the same area as a green dragon's but causes *hideous laughter* (as the spell) rather than damage.

MOSS DRAGON

Medium Dragon, Chaotic (NE), Average Intelligence; Solitary

HD	7
AC	17
ATK	2 claws (1d6) and bite (2d10)
MV	40 (Fly 100, Swim 60)
SV	F 10, R 10, W 10
XP	2,250 (CL 11)

The moss dragon is a small green dragon with a serious inferiority complex. A bully, it lurks near rivers and streams, its grey scales mottled with green looking like a moss-covered boulder, and then jumps out at travelers demanding their lunch money. They dwell in burrows dug into river banks. The entrance to the burrow is always submerged, while the main dwelling cave is above the water table (well, most of the time).

Moss dragons breath a pale green vapor that condenses on the skin (or armor) as green slime. The cloud is 30-ft in diameter. All within must pass a Reflex saving throw or be struck by a green slime (with all the fun that that entails). Moss dragons only have a 25% chance of speaking, but the normal chance of magic use (as a green dragon) if they do speak.

Special Qualities: Resistance to acid, water breathing, camouflage (surprise 3 in 6)

VIRIDIAN DRAGON

Medium Dragon, Chaotic (NE), High Intelligence; Solitary

HD	8
AC	17
ATK	2 claws (1d6) and bite (2d8)
MV	30 (Fly 120)
SV	F 9, R 9, W 8
XP	2,000 (CL 10)

These medium-sized green dragons live among rocky places in small caves, curling their snake-like bodies into a coil. They are extremely greedy and paranoid, though not entirely evil – some even become boon companions of similarly greedy people provided the dragon always gets the first choice and largest share of discovered treasure. Viridian dragons bury their treasure in multiple locations around their lair and cannot be forced to divulge its location by anything less than a *wish* (and a saving throw applies here to force the truth out of them).

A viridian dragon's breath is like a powerful drug. It makes people who fail a Will saving throw immune to fear and besets them with powerful, frightening hallucinations (per the *nightmare* spell, only while awake). These effects last for 2d6 hours and are then followed by withdrawal symptoms for 1d6 days minus a victim's constitution bonus. Withdrawals include chills, nausea and an aching neck and shoulders. Viridian dragons have the normal green dragon chance for speaking and magic use.

Special Qualities: Resistance to acid

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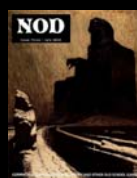
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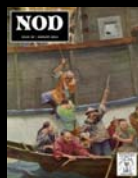
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