

NOD

25



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25

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IN THE MOUNTAINS OF CHAOS

Illustrations by Jon Kaufman, Claudio Pozas and Dave Allsop

The Klarkash Mountains divide the Old Empire of Nomo from the quarrelsome lands of Venatia. Raised in elder days, they are tall, jagged peaks divided by narrow valleys, most of them shrouded in shadow even during the daylight hours. The air in these valleys is close and chilly. The streams that run through them are often ice cold. Some bear a strange coloration or an oily sheen. The water seeps through the stone of the mountains and trickle down the sides into the valleys.

Underneath the peaks, there are great subterranean vaults connected by long networks of tunnels, some of them volcanic. The great caverns are covered by a riot of unwholesome colors, with stalactites and stalagmites and other fancy formations.

The southeastern section of the Klarkash Mountains map includes a portion of the Nybling Hills. The Nybling Hills are given more detail in NOD 4 to 7, which covers Western Venatia. There is also a rolling grassland called the Iridian Hills.

You can find a copy of the Klarkash Mountains map on the Land of Nod blog (<http://matt-landofnod.blogspot.com/p/nod.html>).

THE UMBRIAGANS

As Nomo extended its empire throughout the Motherlands, it colonized the coasts of the Klarkash Mountains. The area was designated the province of Umbriago. The largest and most successful of these colonies is Guelph, though to this day it exists in a constant state of war with the humanoids of the mountains. Smaller settlements were founded by powerful warlords and high priests, and many still persist. These include the city-states of Anconia, Anon, Balio, Calasthenes, Ferrar, Imbroglio, Kessel, Nimbus, Palestrina, Poiitan, Scantalos, and Turchino.

With the fall of the Nomo Empire, the city-states were left to survive on their own. Like Guelph, they found themselves



constantly at war with the humanoids of the mountains. Sometimes went badly. In time, humanoid mercenaries were hired, or city-states were sacked, and the human and humanoid populations mixed. The modern Umbriagans, not including the men of Guelph to the north, are now half-orcs that breed true.

Skin coloration for the Umbriagans ranges from swarthy to rusty-red to deep bronze. Hair is almost always blue-black, the men having curly mustachios and beards. They tend to be lean and well-muscled, sometimes with slightly stooped backs and over-long arms. Some have prominent canine teeth.

Umbriagans dress in what might be termed an early Renaissance style. More specifically, their costumes resemble those worn in Italy in the 1400's. Men always carry swords and daggers, and women always wear daggers (usually stilettos). The Umbriagans are passionate and sometimes wild, arguing and singing loudly, drinking and feasting when they can, and making love even when they shouldn't (as with the savage humanoids, fecundity is a virtue). Quarrels are common, but often not deadly, as all warriors are needed for the campaign season.

THE KLARKASH MOUNTAINS

The mountains of Klarkash are tall and often jagged, with deep, narrow, winding canyons through which flow rapid streams. The

colors of the mountains are vivid and somewhat unnatural, and might vary widely from hex to hex. Strange oils seep from the stone and create polychromatic slicks on the rivers and lakes. The oils do not appear to be dangerous. They have a sickeningly sweet smell and taste, and sometimes intoxicate. The plants that grow in the mountains are usually stunted or twisted.

The mountains are lousy with caves, most of which descend deep into the earth into a vast underworld. Limestone and basalt dominate in the underworld, and the colors are every bit as vivid and strange as in the mountains above. The walls are often slick with the same oils described above, and one can see weird vapors and shimmering colors there.

3D6 MONSTER ENCOUNTER

3	Gibbering Mouter (1)
4	Ghoul (1d12)
5	Dragonne (1)
6	Chimera (1)
7	Bat Monster (1)
8	Wolves (2d6)
9	Berserkers (1d20)
10	Bandits (1d20; probably half-orcs)
11	Kobolds (2d12)
12	Orcs (1d20)
13	Hobgoblins (4d6)
14	Medusas (1d4)
15	Ettin (1d6)
16	Stone Giants (1d6)
17	Black Pudding (1)
18	Red Dragon (1)

Movement through the mountains is complicated. Many valleys are dead ends, and frequent landslides make dead ends of passes that were once passable. Whenever a mountain hex is entered, the Treasure Keeper should roll 1d4 to determine how many exits the hex currently has, and then roll 1d12 to determine how the hex can be exited. Assume that the characters can always leave the way they came, even if the roll on the table does not indicate that they can:

D12 EXIT

1	North – surface
2	North – subterranean
3	Northeast – surface
4	Northeast – subterranean
5	Southeast – surface
6	Southeast – subterranean
7	South – surface
8	South – subterranean
9	Southwest – surface
10	Southwest – subterranean
11	Northwest – surface
12	Northwest – subterranean

A subterranean exit must be discovered by searching (treat as searching the hex for a secret door, with one check per day). If the hex contains a subterranean encounter, the exit will always involve dealing with this encounter.

THE IRIDIAN HILLS

The Iridian Hills extend from the Tepid Sea to the Klarkash Mountains. The Iridian Hills are a treeless expanse of hills covered by colorful wild flowers all year long. The temperature remains warm all year long. Where the hills meet the sea the coast is rocky and windswept.

Aside from the prismatic dragon, who is peaceful for the most part, the hills’ greatest dangers are the brain moles (and their ankle-twisting holes), cockatrices, venomous snakes and quicksand, which tends to grow over with flowers and thus is quite difficult to detect.

The only major settlement in the hills is Herkimer Station, near the coast. Herkimer is a military fort now abandoned by the Olde Empire. It is governed by Palatine Count Vosk and his many sons. The people of Herkimer Station make a living by selling the unique wool of their goats and medicinal herbs gathered in the hills. All of the rural folk are goatherds.

3D6 MONSTER ENCOUNTER

3	Father Flurp (see below)
4	Zombies (1d12)
5	Cockatrice (1d12)
6	Brain Mole (1d8)
7	Ankheg (1d4)
8	Coyotes (2d6)
9	Antelope (1d100)
10	Viper (1; surprise on 5 in 6)
11	Hill People (1d20, 10% chance of 1 berserker)
12	Gnolls (1d6)
13	Human Patrol (1d20 light cavalry)
14	Duergar (1d20; see Herkimer Station)
15	Harpy (1d12)
16	Hill Giant (1d8)
17	Brownies (1d12; from Nybling Hills)
18	Prismatic Dragon (1, no more than mature age category)

FATHER FLURP | NPC

Father Flurp is a gnome druid that has wandered the Iridian Hills for several decades. He visits the ancient standing stone at every new moon to offer prayers to nature, and otherwise spends his time wandering from homestead to homestead tending to his flock. Father Flurp is highly respected by the hill people, and he has been known to give Count Vosk a scolding over his excesses (though never in public). Flurp will never accept money to cast spells, but he is willing to trade services. Father Flurp dresses like

a friar. He wears an embroidered skullcap that makes him immune to gaze attacks. His green padded armor was a gift from the elves and has *endure elements* permanently cast on it.

FLURP, Gnome Druid: LVL 7; HP 22; AC 13 (padded); ATK 1 staff +4 (1d4); MV 20; F10 R11 W11; AL Neutral (N); XP 700; S11 D16 C12 I13 W15 C13; Special—Spells per day (6/5/3/2/1), speak druidic, move through undergrowth, leaves no trail, +2 save vs. energy spells, shapechange, gnome traits.

THE NYBLING HILLS

The Nyblings are wooded hills that extend from the Tepid Sea to the Klarkash Mountains. They have a pleasant climate and are mostly covered with oak. The locals include gnomes, kobolds, svarts and bugbears. The northern portion of the hills is settled by Antigooners and has many trails connecting their manors and strongholds. The remainder of the woodland is quite wild, with the southern reaches dominated by trolls.

The hills were once the hunting preserve of Nomo’s Emperor and his imperial clan. He constructed his summer palace Amvianda in the hills and each year hosted a glorious bardic college there. Amvianda is now a beacon of civilization in the midst of the wilds (detailed in NOD 6). Patrols of rangers do their best to keep the town safe and maintain communication with the outside world, but they are hard pressed. Since the fall of the Emperor, the chamberlain of the palace has been the de facto ruler, and he has proven to be less than capable in the role.

3D6 MONSTER ENCOUNTER

3	Old Man of the Woods (see below)
4	Barghest (1d6)
5	Owlbears (1d8)
6	Giant Owl (1d6)
7	Giant Badger (1d6)
8	Black Bear (1d2)
9	Giant Skunk (1d8)
10	Wolves (2d6)
11	Bandits (1d20)
12	Bugbears (1d6)
13	Gnomes (1d6)
14	Kobolds (2d12) or Svarts (2d12)
15	Elven Patrol (1d20)
16	Trolls (1d4)
17	Brownies (1d12)
18	Green Dragon (1)

THE OLD MAN OF THE WOODS | NPC

The Old Man of the Woods is a weird old trader who rides in a giant cockroach-drawn buggy. Although he

can be encountered just about anywhere, he mostly travels in the lands between the gnome villages of the hills. The Old Man often appears before travelers without them noticing his approach (surprise on 1-5 on 1d6). He appears at night and is usually accompanied by mist.

Although there is a 5% chance of any normal piece of equipment being in his buggy, the Old Man primarily sells his “preparations”. The “preparations” are potions (he has 1d4 of every kind). No two bottles look alike, and most are oddly shaped. The potions



work perfectly well, but carry the side effect of changing the imbiber's personality one hour after they are consumed. The personality change lasts for 1d20 days, and the new personality is the opposite of the person's normal personality.

Aside from his potions and other mundane items, the Old Man has no treasure – even coins just paid to him disappear once they are in his possession.

OLD MAN, Medium Outsider: HD 4; AC 14; ATK 1 staff (1d6+1); MV 20; F11 R11 W8; AL Neutral (N); XP 400; Spells: At will—cloudkill, fog cloud, hypnotic pattern, stinking cloud and wall of fog.

GIANT COCKROACH, Medium Vermin: HD 2; AC 15; ATK 1 bite (1d4); MV 30; F12 R15 W18; AL Neutral (N); XP 200; Special: Immune to disease, +2 save vs. poison.

HEX LOCATIONS

Note: Some hex locations are situated on the surface (or at least can be accessed from the surface), while others are accessible only from the underworld. Purely underworld locations' names are denoted by being in a black box (see [5250] for an example).

3805 LUBBER FIENDS | MONSTER

This hex holds a primeval landscape of jutting, jagged submarine mountains and valleys filled with golden sand and thick forests of kelp. At the intersection of several valleys there stands a village occupied by a tribe of 180 lubbers (aquatic hobgoblins) and their 215 females and 560 young. The hobgoblins have crimson scales and elongated, fan-shaped ears. They dwell in stone huts shaped like hives or bells built into the golden dunes.

The tribe is commanded by a war chief called Grode, a strapping fellow with a jutting upper lip stretched over pronounced fangs. Grode wears shellycoat armor, an ivory ring set with a moss agate (500 gp) and a bronze brooch set with obsidian (500 gp). He also carries a *potion of cure moderate wounds* and *potion of mage armor* in the form of sea urchin spines that must pierce the flesh to deliver the effect. Grode has a personal guard of nine 3 HD lubbers with wicked spears. The tribe keeps 11 giant barracudas.

The lubbers worship the titan Okeanos in the form of a giant, bloated starfish with golden skin. The tribe's witchdoctor, Kirdan (Adept 4), placates Okeanos with blood sacrifice. Kirdan has two scrolls (one with the spell's *detect undead* and *constitution*, the other with *inflict minor wounds*, *charm animal*, and *delay poison*). He is now holding prisoner a 3rd level sea elf magic-user, Defriel, chained in his shrine, awaiting the full moon when he will be gutted and fed alive to the giant starfish.

Treasure: 3,500 gp, 12,000 sp, 50,000 cp, two fancy stones, two gems, an hourglass, a magnifying glass, and a tan *bag of tricks*.

LUBBER, Medium Humanoid: HD 1+1; AC 12 (shellycoat); ATK 1 weapon (1d8); MV 30; F13 R15 W15; AL Chaotic (LE); XP 75; Special—Hate elves.

KIRDAN, Lubber Adept: LVL 4; HP 12; AC 11; ATK 1 weapon (1d8); MV 30; F13 R15 W15; AL Chaotic (LE); XP 400; Special—Hate elves, spells.

GRODE, Medium Humanoid: HD 4; AC 12 (shellycoat); ATK 1 weapon (1d8+1); MV 30; F11 R14 W14; AL Chaotic (LE); XP 200; Special—Hate elves.

3828 SUBMARINE ORACLE | WONDER

The ruins of an ancient temple of the aquatic elves lie here, half-buried in sediment. The temple was on a portion of the continental shelf that sank. The increased pressure and the accompanying earthquake shattered the temple. The temple housed an oracle, a magic statue of a dolphin made of gold. The statue has survived, but reaching it at a depth of 2,000 feet is quite difficult. The statue can cast *divination* once per day.

3834 GHAE | CITY-STATE

Ghae is a fading city-state of deep sea locathah. The city is built on the pattern of a starfish, with great towers at its six points and hundreds of domes holding homes, palaces, temples, armories, workshops and the like. The city was once home to over 15,000 locathah, but only 5,500 remain, as the mithral mines they once worked have been depleted.

The deep locathah resemble anglerfish, and though they are fearsome to look upon, they are not evil. The city's autocrat, Phlaq, wears phosphorescent shellycoat armor as a sign of his authority. He carries a mithral scepter of elven manufacture. It was lost at some point by Vinrix, the missing last Emperor of Nomo. Phlaq also carries a *potion of lesser restoration* (magical octopus ink, very bitter).

The army of Ghae is 1,000 strong. The soldiers wear no armor. They carry spears and often ride mechanical dunkleosteus, powered by vril. These armored mounts are slowly falling into disrepair, so they are now rarely used. The soldiers are poorly paid and not very loyal. They have turned to banditry to supplement their incomes, driving some merchants away to the west, where they hope to find welcome in other deep sea cities.

Treasure: 40 pp, 4,000 gp, 13,800 sp, 39,000 cp, art objects and gemstones worth a total of 11,3000 gp and a *scroll of comprehend languages*.

DEEP LOCATHAH, Medium Humanoid: HD 2; AC 15; ATK 1 weapon (1d8); MV 10 (Swim 60); F12 R15 W15; AL Neutral (N); XP 100; Special—None.

PHLAQ, Deep Locathah King, Medium Humanoid: HD 5; AC 16; ATK 1 weapon (1d8); MV 10 (Swim 60); F11 R13 W13; AL Neutral (N); XP 250.

3838 BLACK PUDDING | MONSTER

A great black pudding dwells in this hex, bubbling up through cylindrical structures that jut from the seafloor. These structures are natural, and appear to be linked underground. The black pudding moves from one to the other, flowing from the top to descend on creatures from above.

BLACK PUDDING, Huge Ooze: HD 10; AC 3; ATK 1 slam (2d6 + 2d6 acid + engulf); MV 20 (Climb 20); F7 R10 W10; AL Neutral (N); XP 1000; Special—Acid, split, immune to mind effects, weapon resistance.

3844 RUINED DOME | WONDER

The ruins of an undersea keep, a stone dome, lie here undisturbed and perched on the edge of the continental shelf. One earthquake will knock it into the abyss. Entry can be gained through a star-shaped portal atop the dome. The portal must be forced open with a bend bars task check. Inside, there are many small cells linked by circular portals. What lived here is difficult to guess, as they left little behind other than a weird set of mechanical arms. These arms, which are shaped something like crab legs, can be fitted over a person's arms and legs, making them about three feet taller, increasing their reach by three feet, and giving them a movement rate of 50. The arms can attack for 1d6 points of damage.

3903 ZA'UD AL-FIY | MONSTER

The marid Za'ud al-Fiy dwells in this hex in a fabulous palace of fluted towers of greenish glass. Within his throne room he has a throne of coral studded with pearls and a harem of aquatic elves, mermaids and female locathah. His armory holds a grand assortment of beautiful, graceful weapons (some magic). The apartments are decorated with beautifully carved stone couches surrounded by white latticework and lit with glowing green globes of witchlight. His kitchens serve the finest viands of the sea, and his stables hold the finest seahorses and hippocampi. Yet Za'ud al-Fiy is not happy. Life has become tedious. He craves adventure and danger, but may not leave his palace by order of his master, the Sultan of the Sea. His greatest wish is find adventurers who can penetrate the defenses arrayed around his palace. Those defenses consist chiefly of aquatic hobgoblin foot soldiers and sahuagin janissaries armed with long harpoon guns. He will pay wondrous riches and beautiful wives to any adventurer who can penetrate the palace and secure him into a magic lamp so that he can be carried into the outside world.

ZA'UD AL-FIY, Large Outsider: HD 12; AC 21; ATK 2 slams (2d6) or trident (2d8); MV 20 (Swim 60); F6 R7 W6; AL Neutral (N); XP 1200; Special—Jet of water (60', 1d6 + blind), vortex, immune to cold; Spells—Constant—detect evil, detect good, detect magic, water walk; At will—create water, invisibility, plane shift (willing targets only, to elemental, astral, ethereal or material plane), purify food and drink (liquid only), quench, shapechange (water elemental, humanoid or giant); 5/day—control water,

gaseous form, obscuring mist, water breathing; 3/day—detect invisibility; 1/day—persistent illusion; 1/year—wish (to non-genies only).

3916 DRAGON TURTLE | MONSTER

A dragon turtle has made a volcanic vent his lair. The dragon turtle is only in his lair about 55% of the time, though he is rarely more than 5 miles away. The automaton storyteller Beatrice, who looks something like a wooden figurehead of a saucy maiden with red hair (now faded), is his only companion. She wishes her freedom, and will aid adventurers in defeating, but not killing, the dragon turtle.

Treasure: 4,000 gp, two blue quartzes (150 gp), deck of ivory tarot cards (2,000 gp), platinum ring set with silver (400 gp), *potion of lesser restoration* and *restorative ointment*.

BEATRICE, Automaton Bard: LVL 5; HP 12; AC 12; ATK 1 spear (1d8) or hand crossbow (1d4); MV 30; F13 R11 W11; AL Neutral (N); XP 500; S9 D9 C9 I13 W12 C14; ; Special—Spells per day (3/3/1), legend lore, music (fascinate).

DRAGON TURTLE, Huge Dragon: HD 12; AC 25; ATK 2 claws (2d8) and bite (4d6); MV 20 (Fly 30); F4 R7 W7; AL Neutral (N); XP 3000; Special—Breath weapon-cloud of steam, capsize vessels.

3922 JELLY TIME | MONSTER

A giant jellyfish bloom has gathered in this hex for some unknown reason. A tribe of sponge people is hunting them with nets, collecting them for a religious ceremony. Crabman traders wait in the wings to buy some of the smaller beasts. Amidst this sport there stands a basalt tomb structure wherein is interred the waterlogged remains of Zabra, an ancient locathah queen.

The tomb is guarded by a trap. Those who enter the interior of the one-roomed tomb will find Zabra floating against the ceiling, and will then feel the sands beneath their feet swirl and suck them under to their doom!

Treasure: 100 gp, ornate shellycoat armor (300 gp), *light crossbow +1*, and a spyglass.

GIANT JELLYFISH, Large Vermin: HD 3; AC 12; ATK tentacles (1d6 + grapple + poison III); MV 0 (Swim 10); F11 R15 W14; AL Neutral (N); XP 300; Special—None.

SPONGE PEOPLE, Small Aberration: HD 0; AC 14; ATK 1 weapon; MV 20 (Swim 20); F17 R16 W13; AL Neutral (N); XP 25; Special—Resistance to bludgeoning weapons.

CRABMAN, Medium Monstrous Humanoid: HD 2; AC 15; ATK 2 pincers (1d4); MV 20 (Swim 20); F15 R12 W12; AL Neutral (N); XP 100; Special—None.

3926 DEATH SHIP | MONSTER

A rickety looking galleon is making its way through this hex. The ship has black, rotting timbers and tattered sails designed to catch ethereal winds. They howl like banshees as the ship moves. This ark of death is owned by the necromancer Kevor, who is

transporting a chuul called Yithosthaloa to a meeting with something horrible that lives underneath the Klarkash Mountains. The ship's crew is composed of twelve ghouls.

Treasure: 220 pp, 2,300 gp, 7,700 sp, 11,000 cp, twelve fancy stones, six gems and four jewels, *scroll of detect secret doors*, *magic aura and wisdom*, *scroll of animate dead and dimensional anchor*, *potion of magic fang*, *potion of shield of faith*, and *potion of undetectable alignment*.

KEVOR, Human Necromancer: LVL 11; HP 25; AC 9; ATK 1 staff +3 (1d6-1) or hand crossbow +3 (1d4); MV 30; F11 R11 W8; AL Chaotic (NE); XP 1100; S6 D8 C9 I12 W11 C10; Special—Spells per day (4/4/4/4/4/3/2); Spellbook—0—Audible glamor, detect magic, read magic, touch of fatigue; 1—cause fear, chill touch, ray of enfeeblement, summon monster I; 2—blindness/deafness, command undead, ghoul touch, spectral hand; 3—hold undead, lightning bolt, ray of fatigue, vampiric touch; 4—animate dead, enervation, phantasmal killer; 5—magic jar, waves of fatigue; 6—eyebite.

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

CHUUL, Large Aberration: HD 11; AC 20; ATK 2 pincers (2d6 + constrict); MV 30 (Swim 20); F9 R10 W8; AL Chaotic (CE); XP 1100; Special—Immune to poison.

3936 I. C. ELF | WONDER

The skeleton of an elf encased in ice is floating in this hex. He is dressed in ancient armor and a silver short sword is encased with him. If the ice is chipped away and the body exposed to the air, it regenerates its flesh. The elf is called Avatri. He was a member of Vinrix's fateful voyage into the west. He was swept overboard in a fight with a sahuagin elemental.

AVATRI, Elf Fighter: LVL 8; HP 30; AC 10; ATK 2 strikes +7 (1d2); MV 30; F9 R12 W13; AL Neutral (LN); XP 800; S13 D9 C12 I6 W8 C8; Special—Dominate foes.

3948 MAGIC SEAWEED | WONDER

Seaweed grows in this hex above a ley line. The seaweed is purple, and if a person is wrapped inside it they can teleport into any hex in Mother Ocean. The teleportation is free, but transforms the teleported person into a Jae, a form of sentient, carnivorous plants (see *Pars Fortuna*).

4011 SINKING GALLEY | MONSTER

A galley crewed by 25 hobgoblin pirates and 100 slave rowers (humans and demi-humans) is in the process of slowly sinking. Hobgoblins like the idea of killing people and stealing their goods, but they aren't particularly adept seafarers. While half the slaves desperately bail water under the watchful eyes of the hobgoblins (they cannot swim), the others row towards shore. A pod of 7 dolphins is watching and tormenting the hobgoblins, who are taking pot shots at them with their bows. The ship will sink in about one hour unless something is done to save it.

HOBGOBLIN, Medium Humanoid: HD 1+1; AC 15 (studded leather and buckler); ATK 1 weapon (1d8); MV 30; F13 R15 W15; AL Chaotic (LE); XP 75; Special—Hate elves.

DOLPHIN, Medium Humanoid: HD 2; AC 15; ATK 1 slam (2d4); MV Swim 80; F12 R11 W18; AL Neutral (N); XP 100; Special—Echolocation.

4018 SILVER PYRAMID | DUNGEON

At the bottom of the sea here there is a pyramid of silvery stone. A portal of obsidian stone located about midway up the tomb. The portal cannot be opened, for it can only be passed through by things that are white. A person completely covered with white clothing (including their face) or painted white can pass through the portal. Alas, passing back through requires one to be covered entirely in black cloth or paint.

The interior of the tomb is dry and filled with breathable air. Images on the walls in mosaic tiles suggest that the place was constructed by the elder things.

[A] Entry Chamber: The entry chamber is filled with the aforementioned mosaics, as well as what appears to be a small, shallow well filled with white sand. The sand is burning hot to the touch (1d6 points of fire damage), though it does not appear to be heated by any fire. The room is guarded by five iron toads.

IRON COBRA, Small Construct: HD 1; AC 18; ATK 1 bite (1d4 + poison IV); MV 40; F16 R15 W15; AL Neutral (N); XP 100; Special—Weapon resistance, magic resistance 5%.

A small chamber on either side of the entryway (entered via a jammed stone door) holds the remnants of weird tools. One can identify the tools without too much difficulty, though they are of an alien design. There are also stone crocks, some coated with what appears to be dried ichor. The floors of these chambers are composed of hexagonal stone tiles, one of which in the left chamber is a trapdoor. The trapdoor leads to a shaft from which erupts a powerful, violent wind.

At the bottom of this shaft there is a powerful electric fan. Coming into contact with it is the equivalent of running into a *blade barrier* spell.

[B] Shrine of Death: This chamber is shrouded in darkness, save for a glowing altar shaped something like a mushroom with a series of distorted faces placed around the cap. If an object worth at least 500 gp is placed atop the altar it disintegrates and the mouths on the altar open. Reaching into one of them, a person will find an *ioun stone*, a *deep red sphere*. Reaching into the others results in a nasty bite for 1d6 points of damage. On max damage, a person must pass a Reflex saving throw (adding their armor bonus to the save) or lose a hand.

[C] Alchemical Trap: This chamber is lined with stainless steel canisters with screw-on lids. There are twelve in all, each one

marked with a number in alien script, from 1 to 12. The canisters cannot be removed from the ground. If the canisters are opened, they release a gas that fills the entire room. If these gases are mixed, they can have magical effects based on the sum of the numbers on the canisters that contained them.

TOTAL	EFFECT
2	<i>Stinking Cloud</i>
5	<i>Crushing Despair</i>
8	<i>Cloudkill</i>
13	<i>Chain Lightning</i> (randomly determine who is struck first)
15	<i>Insanity</i>
18	<i>Incendiary Cloud</i>
21	<i>Shapechange</i> into random monstrous humanoid
23	Alignment switch (choose random pairs)

Any other mixture does nothing but change the skin color of the people involved. Roll randomly to determine the effect:

D6	HUMAN	DEMI-HUMAN	HUMANOID	OTHER
1	Amaranth	Azure	Amber	Brass
2	Burgundy	Celeste	Chartreuse	Copper
3	Fuchsia	Indigo	Citrine*	Diamond*
4	Maroon	Periwinkle	Jonquil	Gold
5	Ruby*	Sapphire*	Saffron	Iron
6	Vermilion	Turquoise	Yellow	Silver

This change is permanent until a *remove curse* spell is cast on the afflicted party. The asterisk (*) denotes that the flesh becomes translucent, like that of a gemstone, allowing one to see the organs within the body.

[D] Gallery of Alien Corpses: Glass coffins are embedded in the wall here, holding the corpses of vanquished aliens. Some might be recognizable – a jade-skinned Venusian beauty, a four-armed warrior of Martis, a kith-yin pirate, two zetans, and a xill. The others are even more alien (i.e. insert whatever tickles your fancy, or something to suggest a new adventure). If the glass cases are opened, the bodies turn to dust and their spirits are released into the room in the form of spectres.

SPECTRE, Medium Undead: HD 7; AC 15 [silver]; ATK 1 strike (1d8 + energy drain 2 levels); MV 40 (Fly 80); F12 R12 W9; AL Chaotic (CE); XP 1750; Special—Spawn, powerless in natural sunlight, incorporeal.

[E] Tomb: This is the tomb of an elder thing called Nyacthuth. In its day, it was a master thief, despised by its own family group and forced into exile among lesser creatures. The creature was mummified here by its followers and is now suspended in a globe of hazy, wavering light. Rays of amber light are emitted from the sphere of light, striking the walls. Touching a wall where it is being struck by light opens a small pocket dimension. There are nine such dimensions holding the following treasures: A bolt of platinum cloth (2,000 gp), a gilded wooden statue of what appears to be an air elemental (500 gp), a long ring of jet intended to fit over the end of a pincer (100 gp), a scroll of etched brass, paper thin with the following spells (*protection from energy and freedom of movement*), a freshwater pearl (50 gp), a

weird suit of +2 *scale mail of fire resistance* composed of mithral and intended for an elder thing, an antikythere device in perfect condition useful for charting the stars, and a +3 *pellet bow* (shoots sling stones).

4048 MERROW LAGOON | MONSTER

There is a small, sandy island ringed by reefs here. The reefs protect a lagoon that is home to nine mermaids and their merrow husband. The merrow has an old sea chest that contains 200 gp.

MERMAID, Medium Humanoid: HD 1; AC 13 (leather); ATK 1 weapon (1d8); MV 5 (Swim 50); F15 R13 W15; AL Neutral (N); XP 50; Special—None.

MERROW, Large Giant: HD 4; AC 16; ATK 1 slam (1d6) or by weapon (1d10); MV 40; F10 R14 W15; AL Chaotic (CE); XP 200; Special—None.

4125 BLEEDING TITAN | MONSTER

A sea titan by the name of Glaudia is drowning in the sun here, floating on her back in the sea. Three giant leeches have attached themselves to her and are supping on her ichor. The titan isn't bothered by this, but awakening her will throw her into a rage.

GIANT LEECH, Medium Vermin: HD 5; AC 12; ATK 1 bite (1d4 + blood drain); MV 10; Swim 20; F11 R13 W13; AL Neutral (N); XP 500; Special—None.

TITAN, Huge Outsider: HD 20; AC 27 [+1]; ATK 2 slams (1d10) or huge weapon (2d12); MV 60; F3 R3 W3; AL Chaotic (CE); XP 5000; Special—Magic resistance 50%; Spells—At will—bestow curse, chain lightning, charm monster, cure critical wounds, deeper darkness, dispel magic, fire storm, hold monster, invisibility, invisibility purge, levitate, persistent illusion, polymorph (humanoid forms only, duration 1 hour), unholy smite; 3/day—etherealness, holy or unholy word, summon nature's ally IX; 1/day—crushing hand, gate, maze, meteor swarm.

4208 TRITON CASTLE | MONSTER

A castle of granite blocks has been constructed here by a tribe of 327 tritons (116 males, 117 females and 94 young), resplendent in their silvery scales, pale skin and platinum blond hair. The triton warriors wear mithral mail and carry lances and daggers. The triton's prince is Galvax Sharkbane, an arrogant young man who stormed away from his father's palace to the south twenty years ago, establishing his own kingdom here after fighting scads of sahuagin. The tritons own 20 giant sea horses, and Galvax keeps eight sea cats as guard animals in his throne room. His wife, the sea elf sorceress Mathilde (and the seductress who convinced him to leave his father's kingdom), is always by his side, whispering her counsels into his ear.

TRITON, Medium Outsider: HD 3; AC 16; ATK 1 trident (1d6+1) or heavy crossbow (1d6+1); MV 5 (Swim 40); F12 R12 W11; AL Lawful (NG); XP 300; Special—None; Spells—1/day—summon nature's ally IV.

MATHILDE, Sea Elf Sorcerer: LVL 4; HP 11; AC 10; ATK 1 dagger +0 (1d4-1); MV 30 (Swim 40); F14 R14 W11; AL Chaotic (NE); XP 400; S7 D10 C10 I12 W12 C15; Special—Spells per day (6/6/3), spells known (6/3/1).

GALVAX, Trident Prince, Medium Outsider: HD 9; AC 16; ATK 1 trident (1d6+1) or heavy crossbow (1d6+1); MV 5 (Swim 40); F9 R9 W9; AL Lawful (NG); XP 900; Special—None; Spells—1/day—summon nature's ally IV.

4239 DREAMING DEVIL | MONSTER

The *Dreaming Devil*, a pirate galley, is making its way back to shore after a nasty squall sent it out to sea. The pirates are unaware that the squall was an act of the sea god Phorkys. Even now, a kraken, one of his daughters, is making its way above to collect the pirates and bring them through a portal into Phorkys' realm. He has work for them to do. Anyone else who is on the ship will be joining in, whether they like it or not.

The *Dreaming Devil* has a crew of 194 pirates, a portion of which row while the others tend to the sails and three falcons (small cannon) and otherwise prepare for battle. The captain, Maris of the Mists, has a silver athanor as her guardian, and is assisted by four mates (4 HD each). The pirates are armed with cutlasses and hand axes, and most wear leather armor.

PIRATE, Medium Humanoid: HD 1; AC 15 (ring and shield); ATK 1 weapon (1d8); MV 30; F13 R15 W15; AL Neutral (N); XP 50; Special—None.

SILVER ATHANOR, Medium Construct: HD 8; AC 21; ATK 1 longsword (1d10); MV 30; F11 R11 W11; AL Chaotic (CE); XP 800; Special—Convert blood (half of the damage inflicted on living creatures within 5 feet counts as healing for the silver athanor), resistance to weapons, spells (1/day—*death knell*, *haste*, *strength*).

MARIS OF THE MISTS, Human Fighter/Thief: LVL 10; HP 35; AC 13; ATK 3 heavy flail +10 (1d6+2) or 3 shortbow +10 (1d6+1); F8 R8 W12; AL Neutral (N); XP 1000; S15 D15 C11 I11 W12 C12; Special—Dominate foes, backstab x3.

4315 KISSING STATUE | WONDER

A porphyry statue of a sea nymph rests on the sea floor here, partially obscured by silt. Kissing the statue grants a creature the equivalent of a *strength* spell for 24 hours, but also places a *geas* on them, forbidding them to harm any nymph or deny them any request they make unless (Will save at time of kiss negates).

4330 MAZE OF CHAMPIONS | DUNGEON

There was a time when the great Atlantean Empire of the aquatic elves spread across the floor of Mother Ocean. Warlike and possessed of supernatural science, the Atlanteans finished off the remnants of the elder things and even extended their control to the surface by demanding tribute from many ports and fishing villages. To keep their warriors the finest in the sea, they constructed a great underwater dungeon/maze, where their skills could be honed and the weak could be culled from the strong. This ancient dungeon is in this hex, the entrance being a great sea cave. The mouth of the cave has been carved into something resembling the entrance to an ancient Greek temple, with two giant golden statues of ghaeles carrying swords crossed above the entrance, and long trumps held down by their sides.

The cave mouth is now the lair of the aquatic green dragon Zambeth. Beyond the dragon's lair, one finds ancient stone doors that grant access to the dungeon proper. The first chamber entered is the infamous Screaming Tunnel, which sends most people who enter into a panic. Beyond, there are such chambers as the Iron Hall, the Vault of the Invisible Death, the Accursed Quarry, where one might find cursed garnets, the Shadow Arch, which transforms creatures into mere shadows of their former self (and ancient shadows still haunt the dungeon in droves), and the Fiery Sepulcher, where it is said a balor was slain by the twin ghaeles whose golden images guard the dungeon's entrance.

4344 FISHERMEN | MONSTER

The body of a deep sea serpent is being hauled to shore by three storm giant fishermen. The storm giants dwell in [4626]. Finding the sea serpent in shallow waters was a fluke, and the men are busily laughing and bragging about landing the beast. They are not averse to the company of smaller creatures, and will willingly share their giant casks of brandy and their roaring fire with them.

STORM GIANT, Huge Giant: HD 15; AC 18; ATK 1 greatsword (7d6) or boulder (3d10); MV 40 (Swim 40); F3 R5 W5; AL Lawful (CG); XP 3750; Special—Immune to electricity; Spells—Continuous-free action, water breathing; 1/day—call lightning, chain lightning; 2/day—control weather, levitate.

4346 GHASTS | MONSTER

Aquatic ghasts are crawling all over a sea mount in this hex, attempting to find a way in. There is one entrance, a cave, but it is blocked by a great boulder. Inside the cave, a wounded sahuagin warlock, Motek, is bleeding to death. He was ambushed by the ten ghasts.

GHAFT, Medium Undead: HD 4; AC 17; ATK 2 claws (1d4 + paralysis) and bite (1d8); MV 30; F14 R14 W11; AL Chaotic (CE); XP 400; Special—Paralyze 1d4+1 rounds, stench of death (10'/Fort or fatigued 1d6+4 minutes).

MOTEK, Sahuagin Sorcerer: LVL 5, HP 11; AC 16; ATK 2 talons +1 (1d4 + rend) and bite +1 (1d4) or dagger +1 (1d4); MV 30 (Swim 30); F13 R13 W11; AL Chaotic (CE); XP 500; Special—Sahuagin abilities, Spells per day (6/6/4), spells known (0—daze, detect magic, mage hand, message, resistance, touch of fatigue; 1—cause fear, color spray, magic missile, unseen servant; 2—hypnotic pattern, scare)

4410 DAMRYSTAR THE DRAGON | MONSTER

Damrystar is a cantankerous old gold dragon. Age has made its hide thick and armor-like, and encrusted with barnacles and bits of his old treasure horde. In elder days, the old dragon was quite the crusader, joining adventuring parties as a wyrmling, tutoring would-be heroes and serving a mount when older. Eventually, he grew tired of the never-ending nature of Law vs. Chaos, and retired to a pretty little villa under the sea. His castle is composed of a sort of cement made with shells. Light that filters into the depths makes it glitter.

Within the castle the halls are large enough for his passage. They twist and turn and lead to six different cells where his treasure is kept, all of it invisible and protected with *alarm* and *glyphs of warding* (fire). Numerous statues, in the Greek style, litter the halls. Damrystar can animate three of these statues with a magical tune that he whistles.

Damrystar wants to be left alone. He is tired and grumpy, and more than a little angry at himself for giving up the good fight. His one great failure happened in the Klarkash Mountains, losing contact with one of his charges in the depths beneath Angel's Rest [5349]. He might be convinced to aid in an assault on that place, and even train adventurers to get there.

ANIMATED STATUE, Medium Construct: HD 2; AC 14; ATK 1 slam (1d6); MV 30; F14 R14 W14; AL Neutral (N); XP 100; Special—None.

DAMRYSTAR THE GOLD DRAGON, Huge Dragon (Great Wyrn): HD 11 (88 hp); AC 19; ATK 2 claws (1d6) and bite (1d8); MV 60 (Fly 200, Swim 60); F8 R7 W7; AL Lawful (LG); XP 2750; Special—Cone of weakening gas (50'; as *ray of enfeeblement*), cone of fire (50'), cause fear, sense hidden and invisible creatures, resistance to fire, water breathing; Spells—3/day—*bless*, *detect gems*; 1/day—*geas*, *sunburst*, *foresight*.

4501 DYING WARRIOR | MONSTER

A dying warrior in a mail hauberk and a Celtic-style helm is lying on a raft that is slowly drifting north. He is severely dehydrated and hungry, and will probably be dead about one hour after he is discovered by adventurers. The warrior is called Segil, and he holds a treasure map to the Giant's Vault [5534]. He will gladly share it, and the treasure it leads to, if people help him get there. He lost his last party of adventurers when their ship, heading up from Ulflandia, was sunk by a kraken.

SEGIL, Human Fighter: LVL 6; HP 25; AC 14; ATK 2 glaive +6 (1d8+1) or 2 heavy crossbow +5 (1d6+1); MV 30; F10 R13 W13; AL Neutral (CN); XP 600; S15 D12 C10; I8 W9 C8; Special—Dominate foes.

4513 DEVILISH PIRATES | MONSTER

The *Hellmouth* is a pirate galleass commanded by Captain Octavius, a cambion birthed by the witch Skaznatch and a barbed devil she once summoned to slay the legendary paladin Orphil. Octavius spent a youth of wild, evil abandon in the Klarkash Mountains, growing cunning and fierce, before becoming a pirate. His galleass is a long, sleek vehicle, well-cared for, waving black pennons emblazoned with a flaming skull. The galleass is armed with ten light cannon and a massive cannon held in the prow, which is designed to look like a hellish mouth. His crew is made up of berserkers and thieves.

BERSERKER, Medium Humanoid: HD 2; AC 12 (shield); ATK 1 weapon (1d8); MV 30; F12 R15 W15; AL Chaotic (CE); XP 200; Special—Berserk rage (2 attacks per round), immune to fear.

THIEF, Medium Humanoid: HD 1; AC 12 (leather); ATK 1 weapon (1d6); MV 30; F13 R16 W16; AL Neutral (N); XP 25; Special—Backstab x2.

CAPT. OCTAVIUS, Medium Outsider: HD 8; AC 18 [+1]; ATK 2 claws (1d4) or weapon (1d8+3); MV 40; F9 R9 W8; AL Chaotic (CE); XP 2000; Special—Immune to poison and electricity, resistance to cold, fire and acid, magic resistance 20%; Spells—At will—detect magic, detect thoughts, fear, levitate, polymorph self.

4523 DOOMSTAR | WONDER

The elder things left a terrible artifact of their science on the sea floor here. The object looks something like a star made of gleaming black metal. The object is flat, for the most part, and is about 60 feet wide. It is now hidden beneath the silt, and one would never find it unless they found information about it in some old ruin of the elder things, or perhaps in some elder tome.

If activated – a difficult task requiring the scientific knowledge of the elder things – it erupts with a massive surge of energy, generated from the depths of Hell located within Nod. The beam is equal parts hellfire and damnation (half fire damage, half negative energy damage), and can extend up to ten miles beyond the surface of Nod. Anything in the beam's path suffers 1d6 x 100 points of damage (no save).

Creatures in the air or sea for 1 mile around the beam suffer 1d6 x 10 points of damage. The sea and sky boil and terrible storms are brought on by the beam's passage through them.

4537 THE SPAR | WONDER

The spar is a great pile of sunken ships that has been turned into a submarine inn by the motley collection of sea peoples who own and run the place. The structure was created by the depredations of a kraken many years ago, but the inn was founded by a team of undersea adventurers who had finally had enough of fighting and plundering. The inn has rooms for about 100, and a great hall where undersea delicacies are consumed. Acupuncture with mildly hallucinogenic sea spines is available, for the consumption of alcohol is rather tricky under the sea. There are a few private rooms that feature humid air pockets for air-breathers and amphibians who want to enjoy a fine wine (bottles are often found in sunken ships). The Spar is always a party at night. In the day, people sleep off the night before and make all manner of trade and adventuring deals.

The owners of the Spar include Dunor the aquatic elf thief, Viglio the locathah barbarian, Aette the mermaid sorceress, Char the crabman venturer, and Griard the triton fighter.

AETTE, Mermaid Sorcerer: LVL 3; HP 8; AC 10; ATK 1 dagger +0 (1d4-1); MV 5 (Swim 50); F14 R14 W11; AL Neutral (N); XP 300; S8 D11 C11 I12 W14 C15; Special—Spells per day (6/6), spells known (0—any five cantraps; 1—*charm person*, *enlarge person*, *sleep*); Gear—*Scroll of shocking grasp*.

CHAR, Crabman Venturer: LVL 4; HP 18; AC 15; ATK 2 pincers +1 (1d4-1); MV 20 (Swim 20); F14 R11 W11; AL Neutral (N); XP 400; S7 D10 C11 I10 W11 C15; Special—Wealth (x2 starting gold), appraisal, +1 save vs. traps, haggling, +1 henchman, contacts, pidgin, smuggler; Gear—*Potion of protection from undead*.

DUNOR, Aquatic Elf Thief: LVL 4; HP 17; AC 13; ATK 1 spear +2 (1d6); MV 30 (Swim 40); F14 R10 W13; AL Neutral (CN); XP 400; S8 D13 C9 I8 W13 C13; Special—Backstab x2, elf traits; Gear—*Potion of hide from undead*.

GRIARD, Triton Fighter: LVL 3; HP 25; AC 17; ATK 1 trident +5 (1d6+2); MV 5 (Swim 40); F10 R11 W11; AL Lawful (NG); XP 300; S16 D14 C16 I9 W10 C5; Special—Dominate 0 HD foes; Spells—1/day—summon nature's ally IV.

VIGLOI, Locathah Barbarian: LVL 3; HP 25; AC 13; ATK 1 spear +4 (1d8+1); MV 10 (Swim 60); F10 R13 W14; AL Neutral (CN); XP 300; S13 D13 C16 I8 W11 C10; Special—Rage 1/day, sixth sense.

4602 DEPRESSED ELEMENTALS | MONSTER

The sea becomes shallower here due to a great sand bar. Resting atop this sandbar is a large silver urn, sealed tight and holding the ashes of a balor demon called Xythraxos [see 4330]. The urn is protected by seven sandmen, a rather depressed group that can often be seen commiserating around the urn, complaining about life and trying to lift one another's elemental spirits. The sandmen will only put up a half-hearted defense, and will due a single great service to anyone that can break the enchantment that is forcing them to guard the urn.

SANDMAN, Medium Earth Elemental: HD 4; AC 15; ATK 1 slam (1d6 + sleep); MV 30 (Burrow 30); F11 R14 W14; AL Chaotic (CE); XP 400; Special—Sand form, sleep aura (20'), weapon resistance.

4609 SOS! | MONSTER

You come upon a giant octopus attempting to pull down a fishing vessel. The men on the boat snagged the giant octopus in their nets, and the beast reacted accordingly. The men are desperately beating at its tentacles with belaying pins, but their chances are slight unless, oh I don't know, a bunch of brave adventurers get involved and save them.

FISHERMEN, Medium Humanoid: HD 0; AC 10; ATK 1 weapon (1d6); MV 30; F13 R16 W16; AL Neutral (N); XP 25; Special—None.

GIANT OCTOPUS, Large Animal: HD 8; AC 18; ATK 8 arms (1d6 + constrict) and bite (1d8); MV 20 (Swim 30); F8 R9 W14; AL Neutral (N); XP 800; Special—Ink cloud, jet backward.

4626 STORMHOLD | DUNGEON

The sea floor in his hex holds a massive concentric castle composed of stone quarried on the shore and sunk out here by a family of storm giants. The patriarch of the clan, Jennus, still dwells here with his seven children, his sons Almir, Laerfyn, Naden and Thiand, and his daughters Bodicca, Koren and Rowna. His wife, the storm giantess Fridua, has passed into the great beyond, and he misses her bitterly. Still, he guards his castle with

the help of his legion of one hundred amazon mermaid warriors. His sons are restless, and often make mischief in and around the Klarkash Mountains. His daughters vary. Bodicca is warlike and seeks an empire of her own. To this end, she is gathering an army of unwholesome seafolk in the wilderness far from her father's stronghold. Koren is a romantic, falling easily in and out of love. Rowna is industrious and manages her father's affairs.

The castle's main reason to exist is to protect an artifact, a golden plate on which is inscribed the true name of a powerful chaos entity from beyond the stars.

BLUE AMAZON MERMAID, Medium Humanoid: HD 1+1; AC 13 (leather); ATK 1 spear (1d8); MV 5 (Swim 50); F15 R13 W15; AL Lawful (LG); XP 100; Special—Magic resistance 10%, immune to surprise.

STORM GIANT, Huge Giant: HD 15; AC 18; ATK 1 greatsword (7d6) or boulder (3d10); MV 40 (Swim 40); F3 R5 W5; AL Lawful (CG); XP 3750; Special—Immune to electricity; Spells—Continuous-free action, water breathing; 1/day—call lightning, chain lightning; 2/day—control weather, levitate.

4641 ALAMENGA | CITY-STATE

The isle of Alamenga is composed of wooded hills, with beaches of grey-green sand. Many clear streams run from the uplands down to the sea. Underneath the island lies the secret city-state of necromancers called Antipneuma, where esoteric brotherhoods of necromancers and their retainers and servants search for the secrets of anti-life. The city-state's main inhabitants are kobolds, who serve as the city's peasants and artisans. The necromancers form a professional class from which the ruling Council of Nine (they call themselves "the Hydra") are chosen at annual competitions.

Despite the peoples of the city being evil, they are remarkably peaceful, unleashing their enmity in silent, cunning ways on the outside world, rather than on one another. Each brotherhood keeps a remarkable library and laboratory, and has many thieves in its employ to "borrow" books and specimens from rivals.

The city-state's evil high priest of Pluto, despite not being a true necromancer, is perhaps the most influential and stabilizing force on the island. The patriarchs are accorded a great deal of respect, and their tomb complexes on the southern tip of the island are never tampered with by the natives. They do, on the other hand, provide rich and dangerous pickings for others. The current patriarch is Father Melkol.

Treasure: 1,100 gp, two gems.

MELKOL, Human Cleric: LVL 8; HP 19; AC 20 (plate armor and shield); ATK 1 morningstar +5 (2d4); MV 30; F9 R12 W9; AL Chaotic (NE); XP 800; S9 D10 C11 I8 W15 C12; Special—Rebuke undead, spells per day (6/4/3/2/2).

4715 THAC-PHUGOTL | CITY-STATE

Thac-phugotl is a once glorious city-state of the locathah. Constructed as a cluster of spheroid structures around a tall spire, the city of 12,500 locathah was once a center of a huge druidic cult of the Sea Mother. The cult has fallen into decadence, though there are still prophets lurking in the wilderness preaching of a terrible vengeance by an angry goddess if the fish people fail to repent and return to a life of simple virtue.

The city sits amidst great kelp beds, which are farmed, and atop submarine gold mines, the true source of their wealth. The city is ruled by Queen Solango and her seven daughters, all of them debauched and insensitive to the plight of their kingdom. In their dungeons are chained three prophets captured in the wilderness, D'thos, Pharsh and Yam-ghubh, all imprisoned for criticizing the regime and encouraging a return to old locathah values.

LOCATHAH, Medium Humanoid: HD 2; AC 14; ATK 1 weapon (1d8); MV 10 (Swim 60); F12 R15 W15; AL Neutral (N); XP 100; Special—None.

LOCATHAH PROPHETS, Medium Humanoid: HD 2; AC 14; ATK 1 weapon (1d8); MV 10 (Swim 60); F12 R15 W15; AL Neutral (N); XP 100; Special—Cast spells as a fifth level druid.

4746 HURLING CHAMPIONSHIP | MONSTER

The mountains on this peninsula flatten into a high plateau of lush grass. Atop this plateau, the female stone giants from the surrounding lands are locked in a rousing game of camogie. The competition has a religious significance for the stone giants.

STONE GIANT, Large Giant: HD 9; AC 20; ATK 1 greatclub (3d6) or boulder (3d10); MV 30; F5 R8 W8; AL Neutral (N); XP 450; Special—None.

4812 NEPTUNUS' ATLAS | WONDER

A giant statue of a monstrous-looking Neptunus can be found on the sea floor of this hex. The statue is composed of bronze and is hollow. A secret door in the base permits entry into the interior of the statue, which is filled with breathable air. A spiral stair leads up the statue to the head. Inside the head, there is a magical atlas of NOD's oceans. Speaking the name of a place inside or adjacent to an ocean illuminates it on the map.

4837 SEA SERPENT | MONSTER

A sea serpent is stalking this area, hiding in the silt and waiting for prey to pass by, including small ships. The sea serpent looks something like a mottled green constrictor of massive size. Encounter with the monster occur on a roll of 1-3 on 1d6 when one is moving through this hex.

SEA SERPENT, Huge Animal: HD 11; AC 15; ATK 1 bite (1d10 + constrict); MV 20 (Swim 40); F5 R8 W13; AL Neutral (N); XP 1100; Special—None.

4841 KARL'S FUNERAL SHIP | DUNGEON

This is a tough hex to get into. Elemental spirits subtly and gently move ships and flyers around it, using the currents of air and water to move travelers north, south, east or west around the hex. Those who penetrate further will face more resistance; gusts of wind, lower or higher water, storms and lightning strikes.

At the center of the hex, floating on the surface, is the funeral ship of Karl the Kraken, a pirate king who had some rather amazing and amorous adventures in the elemental planes, so much so that three elemental princesses vowed his body and funeral ship should never be disturbed save by one worthy of taking up his colors and commanding his ancient galley.

Two huge elementals guard the ship, one of air and one of water. A third, a huge fire elemental, hides aboard the ship in a stone sarcophagus that also holds the ashes of the infamous pirate. If the two outer elementals are defeated, the third can emerge and consume the ship before it can be claimed. All three elementals have the vague outline of graceful women, and in each one there is suspended a great gem worth 6,000 gp – a diamond in the air elemental, a sapphire in the water elemental and a ruby in the fire elemental.

Karl's galley is a trireme with thick timbers. It has an adamantine ram like a sharpened blade but made to look like the beak of a sea hawk. The trireme's three decks of oars are animated, and operate by beating a great drum. The ship holds three small ballistae capable of firing large bolts or stones. The ship's armory holds enough shields, short swords and spears for fifty warriors, and the ship's treasury holds a locked chest (poisoned needle in the lock) that holds the following: 20,000 gp, 600 pp, a cape of damask silk trimmed with ermine (900 gp), a leather longsword scabbard inlaid with silver (5,000 gp), an iron holy symbol of an air goddess (80 gp), a small silver snuff box encrusted with sardonyx and holding fine snuff (800 gp), a silver goblet (600 gp), a silver signet ring with Karl's seal (300 gp), a small silver mirror (60 gp), a *scroll of suggestion*, a *+1 cutlass* and a *potion of aid*.

AIR ELEMENTAL, Huge Air Elemental: HD 16; AC 21 [+1]; ATK 1 slam (3d6); MV Fly 100; F4 R3 W8; AL Neutral (N); XP 4000; Special—Whirlwind.

FIRE ELEMENTAL, Huge Fire Elemental: HD 16; AC 19 [+1]; ATK 1 slam (4d6); MV 50; F4 R3 W8; AL Neutral (N); XP 4000; Special—Fire damage, immune to fire.

WATER ELEMENTAL, Huge Water Elemental: HD 16; AC 19 [+1]; ATK 1 slam (3d8); MV 20 (Swim 90); F3 R7 W8; AL Neutral (N); XP 4000; Special—Whirlpool.

4917 IRON PORTAL | DUNGEON

In this hex the sea floor holds three massive iron golems. Each golem holds a large white pearl in its outstretched palm. Each pearl is about 6 inches in diameter.

If somebody decides to purloin a white pearl, the iron golem holding it awakens and attempts to destroy the thief. If all three iron golem's pearls can be stolen and the iron golems lured together and made to form a circle, they magnetically lock onto one another and begin to spin, opening a rift in time and sending people into the bowels of the plane of Mercurii, within a portion of that dungeon plane known as the iron citadel. Herein is hidden the mythic *Axe of Terror*, protected by layers of traps and monsters, including a legion of biomechanical warriors that house the splintered soul of a demigod of law, and demonic storkmen.

Only the *Axe of Terror* (or a long, drawn-out campaign involving escaping the underworld of Mercurii and finding a way to travel the planes back to Nod) can get people home.

IRON GOLEM, Huge Construct: HD 25 (110 hp); AC 24; ATK 2 slams (2d12); MV 20; F3 R3 W3; AL Neutral (N); XP 6250; Special—Poisonous gas, magic immunity.

4932 CRYSTAL OOZE | MONSTER

Translucent ooze floats on the surface in this hex, allowing itself to be picked up by passing ships and then silently killing and consuming the crew. Encounters with the ooze occur in this hex on a roll of 1-4 on 1d6.

TRANSLUCENT OOZE, Medium Ooze: HD 3; AC 5; ATK 1 slam (1d6 + 1d6 acid); MV 10; F14 R15 W14; AL Neutral (N); XP 300; Special—Immune to cold, fire and mind effects, weapon resistance, acid does not dissolve wood.

4944 TOMB OF THE TIME THIEF | DUNGEON

A small cave overlooking the ocean here is an entrance to a dungeon. The cave extends about half-a-mile into the rock, becoming larger as one travels on, until it ends in a stone portal with deep grooves carved into the door. If these grooves are smeared with unholy water, the door opens and permits one entry into the Tomb of the Time Thief.

The Time Thief was a traveler who wandered the planes and different times, stealing small items belonging to famous people and creatures for his collection. His tomb was once his headquarters. It now holds dozens of chambers that permit entry into different planes and time. In each chamber, there is a seemingly normal object that, when anointed with unholy water, opens a portal into that different time or place. These portals remain open for three hours each.

[A] This entry chamber contains a statue (noted on the map) of the Time Thief in life. The statue acts as something of an altar, with a marble bowl of holy water at its feet, wreaths of flowers draped around its neck and a multitude of candles. The floor is a mosaic of a complicated diagram of the planes and various time dimensions which only high level magic-users can possibly understand. A gong hanging from the ceiling, if anointed and

wrung, opens a portal to the Plane of Time (xxx). The chamber is guarded by two temporal marauders. xxx

[B] The Courtyard of Abysses is a large open area that once formed the main tomb chamber of the Time Thief. The walls are lined with sculptures of the various Princes and Dukes of Hell, the sculptures acting as triggers to open a portal to the different palaces of these arch-devils. The portal opens in the floor of the chamber, and either (50% chance of either effect) forces those within 20 feet of the portal to pass a Fortitude saving throw modified by their Strength score or be sucked inside, or permits 1d4 imps to scurry into the chamber.

[D] The Sanctum of Seven Abbesses, this chamber contains busts of seven beautiful abbesses from Nod's history. A chess set in the room opens portals to several distant stars based on which piece on the board has been touched.

[E] The White Chamber has silvery walls and a single strange item on the floor, a sort of ray gun (treat as a *wand of magic missiles* with 10 charges that can be operated by any creature with an intelligence of 13 or higher). The portal appears as a glowing white escalator in the north wall, and it deposits characters in a time period approximating whatever future era you like – a gas-lit Victorian Era, Nod's equivalent of World War II, etc.

[G] The Amazon's Sepulcher, this chamber features a throne composed of iron spears. The throne sits in the "alcove" with the secret door. By touching the throne, a portal is opened that leads to the planet of Veneris.

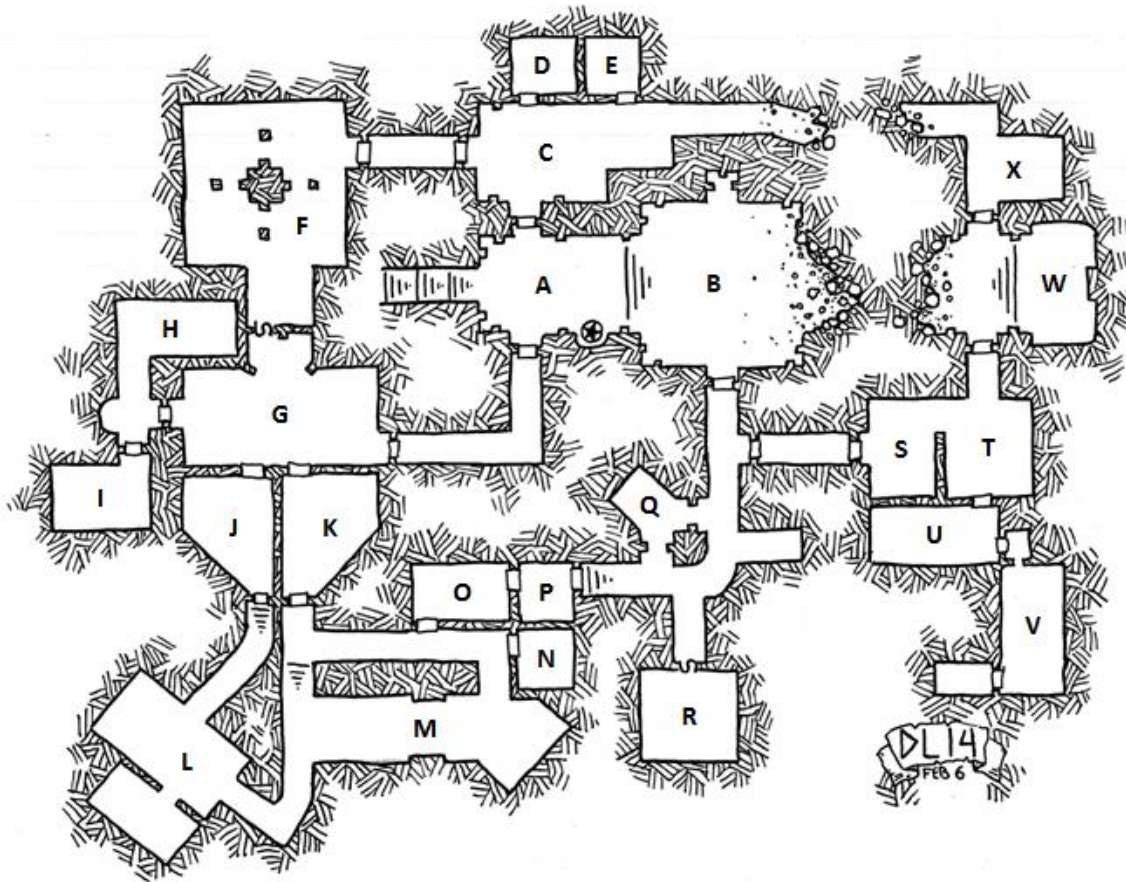
[I] The Emerald Solarium leads both to the throne room of the Emerald Queen of Elemental Earth and to the palace of Prester John that orbits the Sun. Portals are opened by touching the flowers in the solarium.

[L] The Ruby Cloister has an antechamber clad in red stone and featuring several platemail-clad figures (living iron statues) lacquered bright red. The smaller chamber holds a fine couch of red leather and a large, red mirror that acts as a portal to the throne room of Rubinia, the Elemental Earth Queen.

[Q] The Water Closet is just what it sounds like. If the privy is anointed, water pours from the ceiling and sweeps people into the Elemental Plane of Water.

[R] The Vault of Stone, this chamber has a portal that leads into the "Stone Age" of Nod via a tyrannosaurus rex skull amid several shelves of dinosaur bones.

[V] The Corridor of Stone Lamps, this chamber has portals to the fire and earth planes opened by touching one of the nine giant



stone lamps in the chamber. The lamps are lit by tiny elemental spirits that re trapped inside them.

[W] Once joined to [B] this chamber holds the tomb proper of the Time Thief. The thief’s body appears as a flickering image that switches between various stages of decay within a coffin composed of force – though from a distance it appears to be made of glass. If the coffin is breached, it releases temporal energy into the chamber, forcing all within 30 feet of the “W” on the map to pass a Fortitude saving throw or suffer a random time effect:

D8	EFFECT
1	Advance to the “old” age category for your race
2	Advance one age category for your race
3	Joined in 1d10 minutes by your future self; for the next week there are two of you in the party
4	Super-evolve into an advanced humanoid form; deduct 3 points from Strength and Constitution and add 3 points to your Intelligence and Wisdom for one week
5	De-evolve to a more brutish form; deduct 3 points from Intelligence and Wisdom and add 3 points to your Strength and Constitution for one week
6	Replaced by an alternate “you” from another dimension – re-roll your character’s stats and choose a new class at your normal character’s level; this version of you persists for one week
7	Retreat one age category for your race
8	Retreat to “adolescent” age category for your race

[X] This chamber holds the treasures of the Time Thief, all of it random items from many different times and realities and none of it with any particular value beyond general interest.

5002 SEA CATS | MONSTER

Several packs of sea cats are lounging on a stretch of beach here; so many, in fact, that most folks avoid this hex and the one adjacent to it [5103]. In any given mile of beach there are 1d8.

SEA CAT, Large Magical Beast: HD 12; AC 18; ATK 2 claws (1d6 + rend) and bite (1d8); MV 10 (Swim 40); F6 R7 W12; AL Neutral (N); XP 600.

5009 KELPIE | MONSTER

An alluring kelpie dwells here in a kelp bed that surrounds several columns of basalt rock, the rock jutting up from the surface. The kelpie often rests on these rocks in an attitude of distress, playing the role of a shipwrecked woman on the verge of death. The kelp bed below obscures her treasure, which consists of 2,000 sp, a *scroll of remove fear* and a *potion of delay poison*.

KELPIE, Medium Fey: HD 5; AC 17; ATK 1 tendril (1d3 + constrict); MV 30 (Swim 40); F13 R11 W11; AL Chaotic (CE); XP 500; Special—Charm, drown.

5021 MONSTER TOTEM | WONDER

A giant monster totem, carved by the ancient ophidians on the surface, is now submerged after the island it was on sank beneath the waves in a minor cataclysm. The totem is about 90 feet tall and 30-ft in diameter, and is composed of three thirty-foot sections. The bottom section is carved in the form of a crab. The middle section is in the form of a coiled eel. The top section is in the form of a water elemental swallowing a boat.

5026 NOMADIC LOCATHAH | MONSTER

A tribe of 100 nomadic locathah mounted on giant eels has set up temporary camp in this hex. They are accompanied by eight cave eels and a giant jellyfish. The assemblage is currently hiding in tunnels dug into a cliff. Half of the locathah are armed with crossbows and the other half with tridents and nets. The leader of the locathah, who have striped silver and azure hides and especially bulging eyes, is called Sac'photen. He has nine egg-brothers who serve as his personal guard. The nomads have a modest treasure of 520 gp, three gems and a jewel.

LOCATHAH, Medium Humanoid: HD 2; AC 14; ATK 1 weapon (1d6 or entangle); MV 10 (Swim 60); F12 R15 W15; AL Neutral (N); XP 100; Special—None.

SAC'PHOTEN, Medium Humanoid: HD 4; AC 17 (+1 shield); ATK 1 weapon (1d6+1); MV 10 (Swim 60); F11 R14 W14; AL Neutral (N); XP 200; Special—None.

BODYGUARDS, Medium Humanoid: HD 3; AC 14; ATK 1 weapon (1d6); MV 10 (Swim 60); F12 R14 W14; AL Neutral (N); XP 150; Special—None.

5039 HIPPOCAMPI WRANGLERS | MONSTER

A gang of six aquatic giants are corralling hippocampi in this hex. They have strung up crude nets of kelp to make the corral. The giants have been at it for a week, and have captured thirty of the elusive beasts. They are tired and irritable, and reaction rolls with them suffer a -1 penalty as a result.

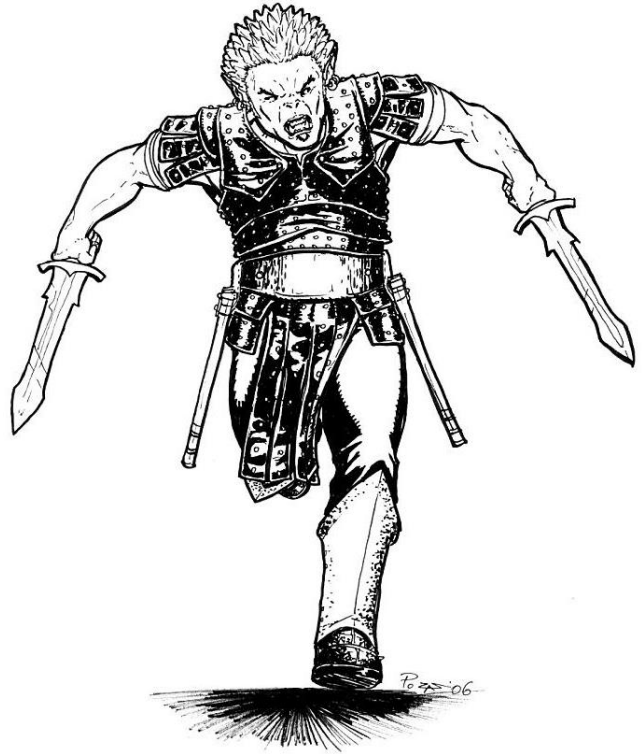
HIPPOCAMPUS, Large Magical Beast: HD 4; AC 14; ATK 1 bite (1d4); MV 0 (Swim 60); F10 R10 W17; AL Neutral (N); XP 200; Special—None.

AQUATIC GIANT, Large Giant: HD 9; AC 20; ATK 1 trident (2d8); MV 30 (Swim 40); F5 R8 W8; AL Neutral (N); XP 450; Special—None.

5050 COMPANY OF THE BLOODY HOOK | MONSTER

A company of twenty hobgoblin mercenaries is encamped here in the underworld, holing up in a wide cavern filled with hanging gauze of mildly phosphorescent purple fungi. The cavern holds a watering hole, a sort of natural well. The hobgoblins are preparing to march north, to join in the fighting with Guelph.

The hobgoblins are among the toughest of their kind. They wear studded leather armor and two short swords each. Their captain, Jorv, is the exception, as one of his hands has been replaced by a



hook and he prefers to wield a scimitar in the other hand. His hook gives the company its name. They carry black banners emblazoned with a red, bloody hook.

HOBGOBLIN, Medium Humanoid: HD 2+1; AC 14 (studded leather); ATK 2 short swords (1d6); MV 30; F13 R15 W15; AL Chaotic (LE); XP 75; Special—Hate elves.

JORV, Medium Humanoid: HD 5+1; AC 15 (chainmail); ATK 1 scimitar (1d8) and 1 hook (1d4); MV 30; F11 R13 W13; AL Chaotic (LE); XP 75; Special—Hate elves.

5103 MORE SEA CATS | MONSTER

See [5002].

SEA CAT, Large Magical Beast: HD 12; AC 18; ATK 2 claws (1d6 + rend) and bite (1d8); MV 10 (Swim 40); F6 R7 W12; AL Neutral (N); XP 600.

5112 HORN OF THE SEA LION | MAGIC ITEM

A 10-ft. pole floats in the sea here, bobbing and sometimes disappearing under the water. A leather thong tied around the middle of the pole is attached to a golden horn. The horn's mouth is shaped like a lion's mouth. When blown, it summons 1d8 sea cats. There is a 50% chance that they obey the blower of the horn; otherwise, make a normal reaction check.

5124 RUINED DOME | WONDER

A strange dome can be found on the sea floor here. The dome is composed of a silver-colored stone, and is cracked and set at an angle, as though the sea floor shifted at some point in the past.

There is an air pocket within the dome, which contains about twenty spherical rooms connected by short, circular tunnels, all composed of the same silver stone. The flooded chambers now serve as the lair of a tribe of 20 aquatic giants (six of whom are currently away wrangling hippocampi [5041]).

One of the air-filled chambers, barely explored by the giants, has walls of black glass. One can see a swirling golden mist behind the glass (which is actually not glass, and which is unbreakable). When a person thinks of a question, weird tendrils tipped with suction cups shoot from the ceiling, attempting to attach to the person's head (attack at +6). If successful, the answer to the person's question has a 60% chance of appearing behind the glass, in words formed by the aforementioned mist. At the same time, the machinery inflicts 1d4 points of Wisdom damage.

AQUATIC GIANT, Large Giant: HD 9; AC 20; ATK 1 trident (2d8); MV 30 (Swim 40); F5 R8 W8; AL Neutral (N); XP 450; Special—None.

5136 GRIZELLA | MONSTER

Grizella the sea hag dwells in a cave here overlooking the pounding surf. The cave mouth is obscured by hanging vines, and the rocks 40 feet below are obscured by a roiling mist. The rocks have sunk many ships over the years, their rotting, water-logged timbers resting on the sea floor, their treasures collected by the sea hag and her minions, a trio of ne'er-do-well locathah. The treasure consists of 530 gp, three gems, *oil of magic weapon* and a *potion of wisdom*. Grizella's most impressive treasure is a diadem that allows her to raise and animate 1d4 of these ancient galleys from the sea floor.

LOCATHAH, Medium Humanoid: HD 2; AC 14; ATK 1 weapon (1d8); MV 10 (Swim 60); F12 R15 W15; AL Neutral (N); XP 100; Special—None.

ANIMATED GALLEY, Huge Construct: HD 12; AC 12; ATK 1 slam (2d6); MV 10; F3 R5 W9; AL Neutral (N); XP 600; Special—None.

SEA HAG, Medium Monstrous Humanoid: HD 3; AC 14; ATK 2 claws (1d4); MV 30 (Swim 40); F14 R12 W12; AL Chaotic (CE); XP 300; Special—Revolting (2d6 strength damage), gaze (daze, 3/day), magic resistance 10% .

5148 JAWS AND FANGS | MONSTER

A school of 3d6 bull sharks are hunting in this area, and are encountered on a roll of 1-4 on 1d6.

BULL SHARKS, Large Animal: HD 7; AC 15; ATK 1 bite (1d8); MV Swim 60; F9 R9 W15; AL Neutral (N); XP 350; Special—Frenzy.

5207 ELDER STATUES | WONDER

A line of nine giant statues is hidden under the waves here. The statues are reminiscent of the statues on Easter Island, save they represent nine elder things.

5214 BARRELS OF DEATH | MONSTER

Folks moving through this hex may (1 in 6 chance) come upon nine barrels floating in the sea. The barrels hold the bodies of eight dwarves and a halfling, all of which are now wights. They wait until brought aboard a ship to attempt to escape their barrels, or, if it seems likely, they will wait for somebody to open the barrels for them, so that they can make a quick grab.

WIGHT, Medium Undead: HD 4; AC 15; ATK 1 slam (1d4 + energy drain 1 level); MV 30; F14 R14 W11; AL Chaotic (CE); XP 1000; Special—Spawn.

5241 SONS OF AZAG | MONSTER

A landslide has collapsed the side of a cliff here. The tip of a galley can be seen jutting up from the sea. The boat was caught in the landslide, as it was, at the time, taking the delivery of a gang of horrible undead from the underworld for use in who-knows-what evil by a cleric of Abraxas. The undead in question are called Sons of Azag, and are designed to spread pestilence in their wake. The undead still exist. Being mindless, they have remained in the tunnel behind the landslide for the past twenty years, as they were ordered to do by their creator.

SON OF AZAG, Medium Undead: HD 4; AC 14; ATK 1 slam (1d4 + mummy rot); MV 30; F14 R14 W11; AL Chaotic (CE); XP 1000; Special—Spawn, regeneration.

5244 BUGGY RUINS | DUNGEON

On a windswept promontory that erupts from the sea, slammed by waves and obscured by mists, there stand the remains of a beacon tower. The tower is composed of white limestone. It stands 60 feet tall and is topped by crenellations and the damp remains of a great wooden pyre. Several similar towers dotted this coastline, constructed by an ancient kingdom of mariners long since destroyed. This is the only one that remains.

The interior of the tower is charred. Stairs circle the tower, giving access to five different central chambers. A gang of beetle men has taken up residence in the uppermost chamber, using the tower as a means of searching for wrecks. They keep a small rowboat in the bottom of the tower, using it to row out to a wreck and collect struggling victims (for food), and other supplies that might be floating by. The beetle men have rust-colored carapaces and beady, white eyes.

BEETLE MAN, Medium Vermin: HD 1; AC 16; ATK 1 weapon (1d8); MV 30; F14 R15 W15; AL Neutral (N); XP 50; Special—None.

A secret door leads into a small dungeon within the rocky promontory. The entrance chamber is haunted by a poltergeist. Beyond, stairs lead down to a sort of wine cellar, with several bottles of a fine, ancient vintage, while an open pit leads down to a garbage pit infested with rot grubs.

A secret door in the wine cellar leads into a room with a high ceiling. Stairs lead to the floor level. A dozen sarcophagi are stacked against the walls, and hold the remains of warriors of the ancient mariner kingdom. They are decorated with nautical imagery. The mariners were tall men and women with almond eyes. The men had long beards woven with sea stars and shells, the women long braids curled around their bosoms. There is a fire pit in the center of the tomb. It emits a white glow, caused by its inhabitant, a guardian beast called Vesarth. Vesarth looks like a spider composed of blue-white flame.

VESARTH, Large Elemental (Fire): HD 6; AC 18 [+1]; ATK 1 bite (1d6 + 1d8 fire + Poison IV); MV 40 (Climb 20); F11 R10 W13; AL Lawful (NG); XP 1500; Special—Immune to fire, incorporeal, vulnerable to cold, magic resistance 25%, double damage against Chaos (Evil).

5250 RATS AND CHEESE | MONSTER

Deep underground, there is an ancient vault. Reaching the vault from the surface should take about 2 hours. The vault is a large cavern. In its center there is a great bubble of force covered by about 30 ethereal rats. The rats are desperate to get to a great wheel of dimly glowing cheese inside, a mystic cheese. A rat that eats the cheese becomes a wererat. A non-rat that eats it is turned into a giant rat.

ETHEREAL RAT, Small Magical Beast: HD 1; AC 13 [Silver]; ATK 1 bite (1d4 + disease); MV 40 (Climb 20); F14 R13 W18; AL Neutral (N); XP 100; Special—Incorporeal.

5302 BLOODY STAIRS | WONDER

High in the mountains here there is a cave shrouded in magical darkness. Beyond the entrance, light operates normally and reveals a staircase stained with blood. The staircase leads down to a great cavern in which there is a bell composed of lead and engraved with images of fallen angels holding burning torches. When struck, the bell sends out *blacklight* (per the spell) in a 100-ft radius, strikes all within 60 feet with *black lightning* (also per the spell) and summons forth all monsters within 10 hexes to war in the name of unholy Chaos.

5307 ISLE OF THREE GODS | SETTLEMENT

There is an island here ringed by high, pearly white cliffs topped by gray-green conifers. Beyond the cliffs, which are difficult to breach, there is a landscape of rolling, fertile hills watered by a tall fountain of sparkling water at the center of the island. The fountain is surrounded by a large, compact village of yellow houses with red tile roofs. The streets of the village are narrow, and abound with flowers. The people of the village are handsome, with dusky complexions, golden hair and pearly teeth. They dress in tunics and dresses of linen, dyed in russets and greens. The women decorate themselves with lace, while the men wax their mustaches and oil their beards.

The village, called Gomoi by the inhabitants, is surrounded by fields and orchards of wheat, rye, barley, blueberries, apples, black sage and beans. The fields are watered by narrow canals fed by the great fountain. Gomoi would be a paradise but for factionalism. Three deities hold sway here, Neptunus, Juno and Apollo Helios. The cults of Neptunus and Juno are at odds with one another, while the cult of Apollo Helios works for peace. Athletic games are now underway, pitting the followers of Neptunus and Juno against one another. The losers of the games must forever leave the island. Naturally, the factions will be interested in recruiting people who might help them win. The winner of the games will be rewarded with the hand of whomever on the island they most favor, single or not.

5327 SQUID MEN | MONSTER

A metal tower, long and fluted and lovely, has been constructed amid the sea dunes there. The tower is marked by multiple glass bubbles, through which one might see the movement of the alien squid-men, happily conducting experiments on sea creatures, including sentient beings.

SQUID-MAN (DOKHURAKAK), Medium Monstrous Humanoid: HD 5; AC 12 or 18; ATK 4 tentacles (1d4) or 2 slams (2d4); MV 20 (Swim 60); F13 R11 W11; AL Neutral (LN); XP 500; Special—Damaged by contact with air, resistance to cold, immune to confusion, fear and insanity, true seeing.

5343 GROINKS | MONSTER

Groinks are red-scaled humanoids, lean and well-muscled with bony fringes on their heads. When calm, they stand about 3 feet tall. Born scavengers, 400 of them dwell here in a cliff village overlooking a river, with stairs down a narrow strand of beach. Groinks are magical creatures, their bodies in a sort of magical flux. At each full moon, they shift from one sex to the other (i.e. between male and female). When angered, they increase in size, first to human-size, then ogre-size. They remain in this enlarged state until they have calmed down.

The cave homes of the groink link with a massive communal hall deeper in the mountains, which itself allows access to storage rooms, a temple to their hermaphroditic deity, Oigo, and a brewery that produces black, frothy fungus beer.

GROINK, Small Monstrous Humanoid: HD 1; AC 13; ATK 2 fists (1d3) or 1 weapon; MV 20; F16 R13 W13; AL Neutral (N); XP 100; Special—Enlarge, magic resistance 5%.

GROINK, Medium Monstrous Humanoid: HD 2; AC 14; ATK 2 fists (1d4) or 1 weapon; MV 30; F16 R12 W12; AL Neutral (N); XP 200; Special—Enlarge, magic resistance 5%.

GROINK, Large Monstrous Humanoid: HD 3; AC 15; ATK 2 fists (1d6) or 1 weapon; MV 30; F15 R12 W12; AL Neutral (N); XP 300; Special—Magic resistance 5%.

5349 ANGEL'S REST | DUNGEON

Those traveling on the river here cannot help but see a shimmering portal of white stone set high in the cliffs overhead. The door is composed of white marble, two feet thick, and has a great sapphire set in the lintel. It is nearly impossible to shift.

When a person stands before the door, a beam shoots from the sapphire and strikes them, detecting their alignment. Good creatures are made ethereal, and thus may pass through the door. Evil and neutral creatures are given the choice of accepting a curse (per *bestow curse*, no save) or killing an evil companion to gain ethereal entry into the place.

Once inside the dungeon, the etherealness ends. The adventurers find themselves in a long hall of white marble lit by thousands of floating, ethereal candles that shed pale blue light. The walls are lined with one hundred golden masks of angelic faces. These animate (per *magic mouth*) as a chorus. The adventurers are instructed by the masks that they may only leave this place if they present the chorus with three things: The head of a "terrible evil" (i.e. an evil creature with at least 10 hit dice), an evil magic item that they will be expected to drop it down a long shaft that leads to a magma pit (the thing opens up in the center of the room), and an evil creature that has been reformed by the adventurers (i.e. made neutral or good). When the chorus has ended their speech, three doors appear in the walls. These lead into a great maze of passages and chambers where many evil creatures have been interred. It is a sort of prison.

Along the way, there are many fortified chambers inhabited by brotherhoods of half-mad aasimar knights, guardian angels longing for a return to Heaven and other bands of adventurers that have "gone native".

In other words, it is a mega-dungeon. Have fun designing it.

5402 BARON GRIGORI THE PEERLESS | STRONGHOLD

Grigori the Peerless made his fortune adventuring in the Klarkash Mountains, and finally built a freehold near the Cockatrice Marshes. Grigori owns a tower keep 100 feet tall. He cleared the hex of monsters about two decades ago, and has maintained a small village of stout pioneers ever since. The land is covered in mists most of the day, and the people make their living hunting and gathering in the marshes, growing a few root vegetables and berries (they make delightful tarts), and mining a few minor silver deposits in the surrounding hills.



Grigori maintains a shrine depicting a wild boar battling a bear, the boar representing the orcs of the mountains and the bear

Diana. The shrine is overseen by the 6th level druid Kosines, a hairy old man who wears nothing but a bearskin and loincloth.

Grigori employs 40 men-at-arms with studded leather armor, partisans and daggers, and 10 longbowmen with chainmail shirts, short swords, and longbows. The village around the keep houses 100 peasants and is surrounded by a stockade.

Grigori had always enjoyed good health until a recent escapade brought into his possession a cursed sword. The sword was destroyed, but Grigori now suffers from a wasting disease that has twisted his limbs and left him somber and moody. Kosines' research has revealed that only the tears of a red dragon can save the man from death.

Treasure: 500 pp, two fancy stones.

GRIGORI, Human Ranger: LVL 12; HP 73; AC 15 (studded leather); ATK 1 longsword +10 (1d8+1); MV 30; F7 R7 W11; AL Lawful (Chaotic Good); XP 1200; S14 D10 C11 I9 W15 C10; Special—Favored enemy (hobgoblins), leave no tracks, spells (1/1/1), +2 bonus to all d20 rolls; Gear—Gloves of arrow snaring, bracers of armor +2, two potions of healing, wand of shocking grasp [3 charges].

5404 BEJEWELED ZOMBIES | MONSTER

The walls of the river canyon here are studded with twelve spheres of force. Each one contains a rabid zombie, scratching at the sphere and trying to attack anything that comes within sight. Around their necks are long, iron chains from which are suspended large iron keys. In the middle of the river, near the spheres, there is a small promontory that bears a great, iron door. The door is two feet thick and cannot be opened, for it is really a sort of elevator platform that lowers into the promontory when activated. The door/platform has twelve keyholes ... so you can see where this is going.

If the spheres of force are deactivated, the zombies are released. When the zombies are released, they grow to giant size (the iron chains now fit their necks more snugly) and attack.

GIANT ZOMBIE, Huge Undead: HD 8; AC 11; ATK 1 slam (2d6); MV 20; F8 R11 W9; AL Neutral (N); XP 400; Special—Move or attack, weapon resistance (blunt weapons).

If the platform is activated, it lowers itself slowly at first, and then quite quickly, about 300 feet into the earth. A door at the bottom of this shaft opens into the underworld.

5433 GRAND DUCHY OF ANCONIA | CITY-STATE

The Grand Duchy of Anconia consists of a walled town of 825 people and five surrounding manors that house about 7,500 Umbriagan peasants. Grand Duke Heristo owns the largest of these manors. Three are owned by his barons, Asanas, Balesil and Pankrato. The last is owned by the Temple of Aplate, the patron goddess of Anconia.

Anconia's town is protected by a great keep. The town's walls have three gates, grand affairs (overly grand for the quality of the town) carved with a plethora of arcane sigils, all of them drained of power. The walls are patrolled by 8 guardsmen in chainmail and carrying halberds. In times of war, the duke and his barons can amass a force of 50 men-at-arms, commanded by the three barons and their sergeants. Anconia keeps a single bireme to guard its port, commanded by the grand duke when necessary.



Anconia's peasants raise pigs and grow barley, oats and pulses. Mustard grows wild in the surrounding hills, and is used liberally in their cuisine. They brew fair ale, but for the most part nobody travels to Anconia for the fine food. Coal is mined in the hills and burned for light and warmth, leaving the buildings stained with soot and casting the entire country under a dingy pall. This is somewhat appropriate for Anconia, whose patron goddess is Apathe, the goddess of deceit and daughter of Nyx and Erebus.

5444 HEALING BATH | WONDER

A stone circle is hidden in the mountains here, on a meadow of daisies and purple cone flowers. The stones are jagged and white, and bear deep claw marks that form weird patterns. The circle has a diameter of 60 feet.

Under a full moon, the stones glow in the moonlight. The ground within the circle becomes first spongy and then ethereal, dropping people into a cavern 20 feet below. Within this cavern, dimly lit by the moonlight filtering through the ethereal ground, there is a fountain of healing waters surrounded by a dozen statues of skull-faced nymphs. The fountain is only open to Chaotic (Evil) creatures; others are attacked by silver rays from the eyes of the statues that curse them (per *bestow curse*).

5450 OOZING EYE ORCS | MONSTER

The Oozing Eyes have a camp here, dwelling in a series of blood-drenched caverns overlooking a valley of black sand that glistens in the sunlight and stunted white trees. The clan consists of 88 orc warriors in scale armor and their 62 females and 97 young. The clan is commanded by King Wrug, who claims all the territory south of the river to the north, putting them in conflict with the humans to the east [5650]. The orc warriors carry blowguns with poisoned darts and crude axes in combat.

ORC, Medium Humanoid: HD 1; AC 16 (scalemail and shield); ATK 1 weapon (1d8); MV 30; F13 R15 W16; AL Chaotic (CE); XP 50; Special—None.

ORC SUB-CHIEFS (4), Medium Humanoid: HD 2; AC 16 (scalemail and shield); ATK 1 weapon (1d8); MV 30; F12 R15 W15; AL Chaotic (CE); XP 100; Special—None.

KING WRUG, Medium Humanoid: HD 3; AC 17 (chainmail and shield); ATK 1 weapon (1d8); MV 30; F12 R14 W14; AL Chaotic (CE); XP 150; Special—None.

5501 MOUNT ZAMBIK | WONDER

Mount Zambik is a smoking volcano that sends tremors throughout the surrounding hexes on a weekly basis. Within the volcano, a gang of fire giants keeps a small forge, manufacturing weapons and armor for the people of the underworld.

FIRE GIANT, Large Giant: HD 11; AC 16; ATK 1 greatsword (5d6) or boulder (2d10); MV 30; F5 R8 W8; AL Chaotic (CE); XP 1100; Special—Immune fire, vulnerable cold.

5505 JUNK VALLEY | MONSTER

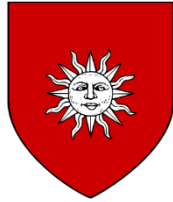
A band of 60 scrap gnolls (half of them tinkers, the other half domestic servants), more intelligent kin to gnolls, has amassed a great junk yard in a narrow valley here. The junk forms a sort of maze and consists not only of wood, metal, stone, leather and ceramic objects consistent with a Medieval or Renaissance-level of technology, but quite a few pieces of alien or future technology. The gnolls live and make their workshops within piles of junk, and are capable of swarming on intruders at a moment's notice, with 1d8 of the little monsters appearing per round until all are assembled. They appear on the ridges and piles of junk, crossbows and firearms ready, and wait to see if the intruders are prepared to parlay and bribe them for access, or fight. The scrap gnolls are evil, but they lust for gold, not blood.

SCRAP GNOLL, Medium Humanoid: HD 2; AC 14 (leather and shield); ATK 1 weapon (1d10); MV 30; F12 R15 W14; AL Chaotic (CE); XP 100; Special—May possess explosives or firearms.



5507 HOLY SEE OF PALESTRINA | CITY-STATE

Palestrina is a walled city of 915 Umbriagans surrounded by 8,250 peasants on six manors. It is a holy city, dedicated to the sun titan Helius. Helius' high priestess, Thyle, governs the city from a palace of golden stone with brass doors and towers topped with brass domes that gleam in the sunlight. The city is situated in a narrow valley that extends back from a deep bay. There is some merchant traffic here, but the bay is too narrow to make it much of a trading port. The buildings of the village are composed of red brick with red-tiled roofs, and look as though practically piled atop one another, with narrow, crooked lanes paved in crushed white shells between them. At the top of the heap is the great palace and temple of Helius.



Palestrina is protected by a sea wall and two galleys crewed by slaves. The sea wall gate is defended by a clay golem in the image of beautiful Helius. Nine guardsmen in three shifts patrol the walls. The city-state can summon more than 60 warriors to its defense, under the command of four prelates and their acolyte-squires, and the high priest himself, with his ten elite cavaliers in their golden sun masks and armor.

5518 CRYSTAL BALL OF THE SEA | WONDER

A weird crystal ball, about ten feet in diameter, rests on the sea floor here. The ball is filled with twenty small, psychic sharks composed of golden energy. They form a hive mind that can commune with the sea gods on behalf of telepaths. Communications with the divine are done in exchange for quests demanded by the sea gods.

5534 GIANT'S VAULT | DUNGEON

In the elder days, the giants constructed a vast dungeon beneath the mountains here to hide the hammer first used to construct the lightning bolts hurled by Jove. The hammer broke, but it contains massive residual energies useful for forging lesser magic items. The dungeon is guarded by all manner of giant creatures (all large or huge), and it is sized accordingly. The halls are patrolled by ten purple worms with amethyst faces embedded in their heads. The faces can communicate with one another and control the monsters, making them all the more dangerous to intruders.

5536 ANIMALS ADRIFT | WONDER

A small merchant galley is adrift here. The hold contains two dozen cages holding exotic animals (one, a parrot, actually being an imp in disguise). The crew has disappeared (no doubt due the machinations of the imp).

IMP, Tiny Outsider: HD 3; AC 20 [Silver]; ATK 1 sting (1d4 + Poison II); MV 20 (Fly 50); F15 R12 W12; AL Chaotic (LE); XP 300; Special—Immune to fire and poison, change shape; At will—detect good, detect magic, invisibility (self); 1/day—suggestion; 1/week—commune (with greater devil).

5537 BLOODY RUINS | DUNGEON

A cluster of twenty hovels on a low cliff overlooks a sandy beach where two rowboats have been dragged ashore. The hovels are in a terrible state, and appear to have been abandoned for many years. Inside the hovels are the bodies of thirty dead sailors (once the crew of the galley in [5536]). The men have been ritually killed, with their hearts cut from their chests. The perpetrators are nowhere to be found, but a ranger might be able to track them out of the old village and into the hills beyond. The tracks belong to chaos cultists, who operate a small temple in the hills.

5537 UNDERWORLD LEXICON | WONDER

This hex holds a great cavern of pearly stone. The cavern is 200 feet long, 80 feet wide and 30 feet high. Two rows of gleaming columns extend down the center and are carved from the living rock. They lead to a stone door carved with ten small eyes, each set with a polished gemstone (worth a total of 3,000 gp).

If any of the gems is stolen, the columns begin to crackle with black, arcane energy and erupt with 1d4 bolts of black lightning (2d6 points of electricity damage, 1d6 points of negative energy damage) that strike random targets within the cavern.

The eyes on the door are set in two columns of five. The door can be opened by covering the first eye of one column and the fifth of another. Behind the door is a shrine. Within the shrine there is a statue of a goddess with a bald head and ten eyes. She wears robes and platinum jewelry (worth 2,500 gp), and in her hands holds an ancient tome, a lexicon of all the alphabets of the Underworld. A character with this book can translate any Underworld writing, from ancient to modern. In addition, magic-users can glean the *tongues* and *comprehend languages* spell from notes in the margins of the book.

If stolen, a brotherhood of underworld rangers will be alerted to the theft within 1d3 weeks. They will track the adventurers to the ends of Nod to get the book back. When they finally catch up with the adventurers in 1d6 months, there will be 12 rangers left in the group, one 6th level, two 3rd level, the rest 1st level. Their races will be orc, goblin, hobgoblin and bugbear.

5543 CYRIA | SETTLEMENT

A village of 100 hunters and fishermen dwell on the banks of the river here, living in wattle-and-daub houses surrounded by a stockade with a single guard tower. The people of the village are subjects of Kessel [5744], holding a charter from Duchess Maladi. They are ruled by a council of elders, secretly a coven of adepts who dabble in witchcraft, but who appear to be simple furriers and artisans. The bottoms of their feet are branded with an image of a black ram. The coven gathers nightly at the village tavern, a long house, partially dug into the earth, where wine flows freely and men and women do unspeakable things in a small subterranean cavern reachable via a trapdoor.

5603 SIR REGWINUS THE HOLY | STRONGHOLD

Sir Regwinus the Holy is a paladin of Mithras attempting to make himself the holy scourge of the Klarkash Mountains. He has carved out a small fief in the name of the Archbishop of Palestrina in a broad valley of mud flats and weeping blue cypress.



So far, the paladin has only constructed a motte-and-bailey castle of granite quarried in [5703]. The castle is 60 feet tall, the main gate protected by two white apes on long chains with a grizzled dwarf keeper called Spert.

The castle houses 20 crossbowmen and the paladin and his ten elite light cavalry. He also employs a hobgoblin fire mage called Ucca, a renegade who wants to pay her people back for their treachery. She loves the paladin, and works overtime trying to sway him from the path of Mithras.

Treasure: 1,000 gp, ten fancy stones, three gems.

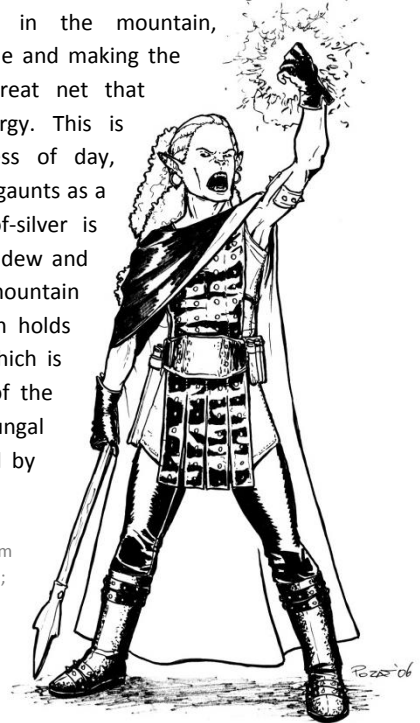
UCCA, Hobgoblin Warlock: LVL 4; HP 11; AC 11 (padded); ATK 1 short sword +2 (1d6+1) or handgonne +1 (1d8+1); MV 30; F14 R14 W11; AL Chaotic (LE); XP 400; S14 D10 C10 I15 W11 C6; Special—Spells per day (5/5/2), spells known (0-any five cantraps, 1—mage armor, magic missile).

SIR REGWINUS, Human Paladin: LVL 12; HP 53; AC 15 (chainmail); ATK 1 trident +10 (1d6+2); MV 30; F6 R10 W5; AL Lawful (LG); XP 1200; S13 D10 C9 I11 W13 C13; Special—Detect evil, smite chaos (evil) 3/day, lay on hands, immune to fear, turn undead, quest for warhorse, cure disease 1/wk, spells (1/1/1); Gear—*Ring of cold resistance*.

5626 LUNARIUM | WONDER

A tall mountain on the coast here is protected by 36 nightgaunts. At the peak, the stone has been worn down so smooth that it is translucent. During the day, powerful magic shrouds it in darkness. At night, though, the darkness fades and moonlight is permitted to flow into a great chamber called the Lunarium. Here, lunar fungus is cultivated for the chaos gods. The fungus

consists of millions of hair-like strands that grow through the cracks in the mountain, spreading far and wide and making the entire structure a great net that captures dream energy. This is then, in the darkness of day, collected by the nightgaunts as a sort of dew. Cloth-of-silver is soaked in this dream dew and then dried in the mountain winds. The cloth then holds the dream energy, which is sold to magic-users of the Astral Sea. The fungal strands are destroyed by daylight.



NIGHTGAUNT, Medium Monstrous Humanoid: HD 3; AC 13; ATK 1 arms (1d6 + constrict); MV 40 (Fly 70); F14 R12 W12; AL Chaotic (CE); XP 300; Special—Resistance to cold, tickle (1d4 Wisdom damage).

5628 THE TROLLCARL'S HALL | MONSTER

A trollcarl and his 20 warriors are feasting in their great hall located deep beneath the earth. Their hall is a massive cavern filled with tables, benches, and racks of weapons. Cages hanging from the ceiling hold captured giant maids. A band of duergars has delivered fungus wine to the trolls, and they are drinking of it deeply. The dwarves are waiting for them to drink themselves into a stupor so they can free a fire giant princess for her father in [5641]. The dwarves are beginning to wonder if the trolls will ever succumb to drink due to their regenerative powers, and are prepared to hire out the adventurers to do their work for them.

TROLL, Large Giant: HD 6; AC 16; ATK 2 claws (1d6 + rend) and bite (1d6); MV 30; F9 R12 W13; AL Chaotic (CE); XP 600; Special—Regenerate (acid and fire).

TROLLCARL, Large Giant: HD 12; AC 16; ATK 2 claws (1d6 + rend) and bite (1d6) or greataxe (2d8 + knock prone); MV 30; F6 R9 W9; AL Chaotic (CE); XP 1200; Special—Regenerate (acid), magic resistance 25%, knock prone (Fort negates).

5631 TSALAKIAN REPOSITORY | DUNGEON

In the never-ending war (or at least grudge match) between the Tsalakians and Kzaddich, both sides have needed to obtain the secret items and knowledge of the other. These items are kept in vaults, which take many bizarre forms. One such repository lies beneath the peaks of the Klarkash Mountains.

This dungeon can only be reached from beneath ground. The entire dungeon, its tunnels, wells, and chambers, has a somewhat cubic shape, with the ultimate prize at the center of the cube. The dungeon, for this reason, is not composed of the traditional levels; instead, think of it as having layers. One might descend many stairs or ladders in the first layer without encountering more dangerous monsters or traps. In all, there are six layers, with the innermost layer being the aforementioned chamber containing the terrible secret of the Tsalakians.

Dangers within this dungeon include electrified arches, alarm claxons that vomit forth sound elementals, mechanical grim reapers on levitating discs, a room of glass orbs connected by glass rods in which energies flow and the faces of dreamers from other worlds appear, all tended by scrap gnolls with weird gloves tipped by gold needles, a Tsalakian command post with an astral hangar for their serpentine ships, a layer in which captive creatures escaped and now fight it out for dominance, an chamber of light beams that permit body and mind swaps (sometimes one, sometimes the other, sometimes both) between adventurers and things from other worlds, ethereal filchers are rife in the place as their ancient goddess-queen is held captive here, long passages of cold metal with geometric patterns that rearrange themselves to transmit data, which observer drones inscribe on themselves and then carry it to computer columns that dot the place and wage war against one another with their factions of robots, and clans of rat men that form a black market between factions and monsters in the dungeon.

5640 COUNTY OF TURCHINO | CITY-STATE

Turchino rests at the mouth of a great river, the city arrayed on either bank of the river and forming three bridges across the river on which homes and businesses are constructed. The city's fine harbor is protected by three biremes and a new galleass, while the landward side is protected by a wall and four massive towers.



The city proper houses 1,650 citizens, swaggering peacocks always on the take. Outside the city there are 14,850 peasants living on ten great manors, six of them baronial. A company of twenty guards mans the walls of the small city-state, and six additional companies totaling 120 soldiers can be raised from the manors, commanded by the six barons and their squires. The city's warriors are mostly halberdiers and crossbowmen.

The peasants work as shepherds, scavengers, pirates, smugglers or in the city's wool industry. The city's merchant fleet doubles as privateers, mostly preying on the ships of whatever city-state is

most on the outs with the other Umbriagans, and rarely preying on the ships of Guelph or Tremayne.

Turchino is a beautiful city of plastered buildings painted in bright colors. Alas, the city is beginning to show its age. The paint is chipping, roof tiles are missing, and some old buildings are now being quarried for stone and brick. Count Blazo's palace and the temple of Laverna, goddess of thieves and pirates and matron of the city, are the most imposing buildings yet standing. Next in prestige are the city's inns and gambling parlors, and its warehouses and counting houses.

The count is a cold, heartless man, well-educated and wise, and Machiavellian in his methods and means.

5641 MOURNING FIRE GIANTS | MONSTER

A fire giant family here is in deep mourning. The family's jewel, the Princess Sabrilda, has been abducted by a trollcarl and his trolls [5628]. Not only has the princess been abducted, but her kingly father lost two of his sons to an attack by the trolls and their ally, the white dragon Glynagreyne [5726]. The walls of their fortress have been breached, their forge is cold, and only seven fire giants now remain. Despite their mourning, a rage burns in their hearts, and they would pay dearly for revenge!

FIRE GIANT, Large Giant: HD 11; AC 16; ATK 1 greatsword (5d6) or boulder (2d10); MV 30; F5 R8 W8; AL Chaotic (CE); XP 1100; Special—Immune fire, vulnerable cold.

5645 GHAST WARRENS | MONSTER

This hex is a hive of small tunnels and caves, all basalt and thick with steam from a deep volcanic vent. The caves are rife with ghastrs, with a 1 in 6 chance per hour of 1d4 of the monsters appearing and attacking. When ghastrs attack, they begin shrieking that echoes through the tunnels, attracting another 2d4 ghastrs that arrive in 1d6 rounds.

GHAST, Medium Undead: HD 4; AC 17; ATK 2 claws (1d4 + paralysis) and bite (1d8); MV 30; F14 R14 W11; AL Chaotic (CE); XP 400; Special—Paralyze 1d4+1 rounds, stench of death (10'/Fort or fatigued 1d6+4 minutes).

5650 TRISSET | SETTLEMENT

Trisset is a fishing village of 100 men and women living in brick longhouses near the banks of the river. The houses are picturesque, hung with nets and glass floats and decorated with crude paintings of sea animals. The people here are ragged and xenophobic. They have surrounded their village with a wooden palisade and a moat filled by the icy waters of the river. The place is ruled by a council of elders that meets fortnightly in a large, brick building (a tavern) to discuss important matters and make pronouncements. Mostly, they just smoke and drink, and

complain about the young people of the village. Five men and women serve as the village guard.

5650 COVEN OF CLOAKERS | MONSTER

The underworld here is a collection of obsidian caverns and tunnels, with numerous deep shafts from which erupt scorching and poisonous (*sleep* and *confusion*) fumes. A coven of thirteen cloaklers claims it as their domain. They lurk in the shadows, affixing themselves to the unwary and threatening to kill them unless they serve as willing mounts and servants.



5703 UNGOLFI | SETTLEMENT

Ungolfi is a small mining village of about 20 families living under the protection of Sir Regwinus the Holy [5603] in return for a tenth of the proceeds of their mining operation and their aid in times of crisis. The village is governed by Jacobus, a reeve assigned by Sir Regwinus. Jacobus is an old man, often silly, but good-hearted and trusted by the people of Ungolfi.

The village is set at the bottom of an escarpment. The men of the village quarry granite, and pull a number of jargoons from the stone. When the men are not working in the quarry, they are keen hunters, and the village boasts a very fine elf bowyer named Garvinos. He claims to be an exiled prince from Illikiomenos [Map J10, 0834], but this is a lie.

5723 SEAHORSES IN THE KELP | MONSTER

A great kelp forest covers this hex and the ones surrounding it. It is home to large herds of giant seahorses, including one that used to be a triton prince. The prince was polymorphed by a sea witch. He is pure white and very intelligent.

5726 GLYNAGREYNA | MONSTER

The tunnels of this hex are chilled and icy. They lead to a massive cavern of ice. Underneath the ice, which looks dirty, there is a

CLOAKER

Large Aberration, Neutral (CN), High Intelligence; Flock (1d12)

HD	6
AC	19
ATK	Tail slap (1d6) and bite (1d4)
MV	10 (Fly 40)
SV	F11 R12 W9
XP	600 (CL 7)

Cloakers are underworld monsters shaped something like flying manta rays. When resting or lying in wait, these creatures are almost impossible to distinguish from common black cloaks (the cloaker's ivory claws look very much like bone clasps). Only when it unfurls does the horrific nature of the creature become apparent. A cloaker has a wingspan of about 8 feet. It weighs about 100 pounds.

Cloakers usually lie still, watching and listening for prey. A cloaker can emit a dangerous subsonic moan as an attack. By changing the frequency, the cloaker can cause one of four effects, to which they are immune.

Unnerve: Anyone within a 60-foot spread automatically takes a -2 penalty on attack and damage rolls. Those forced to hear the moan for more than 6 consecutive rounds must succeed on a Will save or enter a trance, unable to attack or defend themselves until the moaning stops.

Fear: Anyone within a 30-foot spread must succeed on a Will save or become frightened for 2 rounds.

Nausea: Anyone in a 30-foot cone must succeed on a Fortitude save or be overcome by nausea and weakness. Affected characters fall prone and become nauseated for 1d4+1 rounds.

Stupor: A single creature within 30 feet of the cloaker must succeed on a Fortitude save or be affected as though by a *hold monster* spell for 5 rounds. Even after a successful save, the creature must repeat the save if the cloaker uses this effect again.

A cloaker can wrap a medium or smaller creature in its body when it succeeds at a bite attack. While engulfing, it gets a +2 bonus on its attack roll. It can still use its whiplike tail to strike at other targets. Attacks that hit an engulfing cloaker deal half their damage to the monster and half to the trapped victim.

A cloaker can manipulate shadows. This ability is effective only in shadowy areas and has three possible effects.

Obscure Vision: The cloaker's AC improves by 4 for 1d4 rounds.

Dancing Images: As *mirror image*.

Silent Image: As *phantasmal force*.

layer of ancient yellow mold. The cavern is located near a thermal vent, the heat feeding the mold, which then freezes the cavern. The white dragon Glynagreyna has made this cavern her home, secreting her treasure in pits obscured by the ice. Those entering her home will find the clearest passages all slick. They can easily become chutes, sending people into the dragon's maw. The cavern is about one mile wide, 2 miles long and 500 feet high, giving the dragon plenty of room to maneuver.

Treasure: 510 gp, 1,700 sp, 12,000 cp, *scroll of disguise self*, *protection from evil and darkvision*, *scroll of sanctuary*, *potion of hide from undead* and *potion of lesser restoration*.

OLD WHITE DRAGON, Large Dragon: HD 6 (30 hp); AC 16; ATK 2 claws (1d6) and bite (1d8); MV 60 (Fly 150); F10 R9 W9; AL Chaotic (CE); XP 1500; Special—Cone of cold (40'), cause fear (50' radius), sense hidden and invisible creatures (50' radius), resistance to cold, no penalty to move over ice.

5728 COUNTY OF NIMBUS | CITY-STATE

Nimbus is a great mountain fastness, a concentric castle of light grey marble painted white, with five towers and a central keep flying the green banner of the Countess D'Aurzi, a pleasingly plump woman with perhaps the shrewdest mind in Umbriago, and an iron stomach that allows her to drink ogres under the table. She is attended by three consorts, her chosen knights Melus, Urgis, and Amariionus (her favorite, but the stupidest and thus not worthy of ruling by her side).



Surrounding the castle there is a village of tall, narrow houses composed of grey brick with red doors. Brass nails are pounded into the doors for good luck, and hung with strings of beads. The houses are set on gravel streets radiating out from the castle and separated by triangular pastures on which the city's fine cattle are grazed. Wooden posts, carved in demonic shapes, look over the cattle. The people fear these totems, which preceded the founding of the city, and never look directly at them without spitting on the ground and tossing a copper coin at the post.

The people walk to their fields, which are watered by underground springs and frequent rains. The city boasts a few artisans and merchants, a mercenary company that is always hiring for the summer campaign season in the north, and a shrine to Eurynome, the titan of pastures and the matron of Nimbus. Three female druids oversee the shrine and tend to the people. The trio always includes a crone, a matron and a maiden. The crone tends to the countess and the city government with her wise council, the matron to the needs of the common people, and the maiden to the needs of the herds and fields.

Besides the city's cattle, there is also timber in the mountains, fertile fields in the surrounding valleys (each protected by a fortified tower keep controlled by one of the county's knights and topped with a beacon fire to alert the city to danger) and fur-trapping. The fur trade is where the real money is, with traders leading caravans down to the sea in [5627] once per month to trade with merchant galleys from other city-states.

In all, the city-state of Nimbus boasts a population of 600, and the domain around it 5,400 people in four manors, three of them controlled by the aforementioned knights. The fourth is overseen by a huntsman in the employ of the three druids of Eurynome. The city watch consists of six men-at-arms, and the county's army consists of about 40 men-at-arms, 30 armed with Lucerne hammers and short swords, the others with longbows.

5730 THE BLUE COLLEGIUM | MONSTER

The Blue Collegium is a collection of thirty Melgara bards skilled at singing the songs that tame the astral whales and some other beasts of the Sea of Stars. They are hired out by the captains of the astral ships that often dock at Je'Neillan [6534].

The Melgara come from a distant star in the Firmament. They appear to be tall, slender, blue-skinned women, dressed in silvery-grey robes and sandals, with long pale hair, and slit eyes. They have six digits per extremity, plus an extra thumb on the left hand, and live for 200 to 350 years. All members of the Melgara race are mystical and introspective by nature, given to meditating upon philosophy, cosmology, and emotional awareness. They consider most other races to be psychologically impaired, and communicate with them as adults do to children.

The collegium is a great cavern of stunning beauty. The walls are limestone in myriad colors, the stone flowing towards a central fountain. Crystals hang from the cavern's ceiling, glittering and glimmering. Steps lead up to curtains of fancy stones, partitioning off small caverns that serve as living quarters for the Melgara.

Treasure: 300 gp, 14,000 cp, polished stone idol of the ice goddess Vygoth (20 gp), silk sash hung with platinum medals (1,000 gp) and a *scroll of expeditious retreat*, *magic weapon* and *detect thoughts*.

MELGARA, Medium Monstrous Humanoid: HD 3+2; AC 12; ATK 1 staff (2d4) or wand (1d4 + stun or slow); MV 30; F14 R12 W11; AL Neutral (N); XP 300; Special—Channel mental energy (3/day—paralysis for 1 turn, sleep for 1 hour or charm for 1 day), cast spells as 2nd level cleric, prepare some magic-user spells (sleep, shield, blur, detect thoughts), haste 1/day.

5744 DUCHY OF KESSEL | CITY-STATE

Kessel is the hard-drinking, hard-working red city of the deep mountains. Long isolated from the rest of Umbriago, the strain of orc blood runs deeper here than elsewhere, and the peoples are only barely governable by Duchess Maladi. The people of Kessel are miners and quarrymen (basalt, olivine and peridots), farmers and herdsman (mountain wheat, stunted pears, cattle), some lumberjacks in the mountains, fisherwomen in the rivers, and a few artisans, especially gemners and smiths.



The bourgeois of the town dress in rough finery, the men in arming coats, the women in virago sleeves. The commoners dress in tunics and stockings. The city-state has 400 citizens, the hinterlands 3,600 peasants on four manors, two of them baronial (Baroness Lemba and Baron Morix, siblings with a deep, abiding rivalry that borders on hatred) and one dedicated to the Poor Brothers of Pluto's Trident, Pluto being a patron of miners, and the patron deity of Kessel.

Duchess Maladi is casually cruel and bombastic, and feared by her people. She has high cheek bones, ruddy skin, and deep eyes of black flecked with gold. Maladi is always well dressed, with leather corset and full skirt and sleeves of crushed damask silk. She carries a silver horseman's mace as a symbol of office (the face stained with blood, as she uses it to personally execute traitors) and a brace of daggers hidden on her person. Half-orcs and orcs would call her handsome.

The buildings of Kessel are made of red brick with slate roofs. The walls are made of basalt. The city is situated at the end of a broad, long valley, backing up to a dormant volcano. It is also protected by the two rushing rivers. Each river is spanned by a bridge with fortified gatehouses controlling access to the valley and, thus, the city and its fields. An army of 30 men-at-arms (pikemen and crossbowmen on mountain ponies) can be raised to supplement the four permanent guardsmen who man the gatehouses on the bridges.

5746 TOMB OF THE DROW QUEEN | DUNGEON

The Tomb of the Drow Queen Yselenydd is approached by a broad, long cavern richly decorated with columns of polished red marble and bas-relief carvings of hunts of subterranean monsters by the queen and her retinue. The cavern ascends to a steep set of stairs of the same red marble, ending in a steel door.

The door is locked and trapped with poison gas (30-ft radius, save or die gasping and choking and bleeding from the eyes). Behind the door lies the tomb of the queen's favorite consort, Daalnoth,

the master thief. Daalnoth's tomb is a small room with a very high ceiling. Thirteen skeletons hang from the ceiling by chains – they were his mistresses, each poisoned by his queen as she discovered their identities. The spirits of these courtesans protect this tomb in the form of ghostly, pallid hands that attack as wraiths, but with AC 18 and only 1 hit point per Hit Dice due to their small size. Constitution drained by these hands is transferred to the drow queen in the next chamber, animating her with unholy life for one hour per point drained.

WRAITH HANDS, Tiny Undead: HD 5 (5 hp); AC 18 [silver]; ATK 1 strike (1d4 + 1d6 Con drain); MV Fly 60; F15 R12 W10; AL Chaotic (CE); XP 1250; Special—Powerless in sunlight, spawn, incorporeal.

Within the master thief's tomb there is a stone sarcophagus holding his desiccated remains in robes of leather decorated with silver and gold embroidery and tiny gemstones. His leather doublet is really a mithral jack-of-plates. Two daggers, both coated in burning poison (Type III), lie crossed over his breast.

On the wall of his tomb, there is a circular ivory door with four sets of hinges. If the door is opened with the left hinges, there is nothing but bare stone behind it ... bare stone from which bursts forth a medium earth elemental to smash the intruders.

MEDIUM EARTH ELEMENTAL, Medium Earth Elemental: HD 4; AC 18 [+1]; ATK 1 slam (1d8); MV 20; F11 R14 W15; AL Neutral (N); XP 1000; Special—None.

If the door is opened using the bottom hinges, it reveals a long, slimy tunnel that leads back into the underworld. If the door is opened using the top hinges, it opens on an alcove that produces a massive blast of wind (double strength *gust of wind*).

If the door is opened using the right hinges, it opens onto a cavern of blue crystal. This is a shrine to the underworld goddess called Lzsacta, a goddess of magic runes and glyphs. Her idol is made of blue crystal, and depicts a beautiful woman holding a magic sapphire. If a sapphire is grasped without being coated with holy water, it begins growing on the person holding it. Within one minute, it will cover them with a thick growth of crystal, using their body to power itself as a sapphire golem.

SAPPHIRE GOLEM, Large Construct: HD 16; AC 20; ATK 2 slams (1d8); MV 30; F6 R7 W7; AL Neutral (N); XP 1600; Special—Resistance to non-bludgeoning weapons, immune to magic (slowed for 2d6 rounds by transmute rock to mud, heal all damage with transmute mud to rock, weapon resistance and magic immunity negated by stone to flesh), vulnerable to sonic damage, burning ray (3/day, 8d8 fire damage, 60' range), burst of light once per four rounds (Reflex or blinded for 4d6 rounds), explodes into shards when destroyed for 2d6 damage in 30' radius.

If destroyed, the golem shatters, freeing the person inside and leaving them with the large sapphire.

After the door is closed on this shrine, one notes a large, circular depression in the center the same size as the sapphire. If the

sapphire is placed in the door, a seam appears in the center, allowing it to be opened as two doors. This leads into the tomb chamber of Queen Yselenydd. The room is clad in red marble and lit by a weird, golden glow that hangs like a mist on the floor. A throne of red marble holds the body of the queen, which might be animated as a mummy-lich.

MUMMY-LICH, Medium Undead: HD 10; AC 17 [Silver]; ATK 1 strike (1d8 + paralysis + mummy rot); MV 25; F9 R9 W6; AL Chaotic (CE); XP 3000; Special—Cause fear, immune to cold, electricity, polymorph and mind attacks, vulnerable to fire, cast spells as 12th level magic-user (1st-magic missile, shield, sleep, true strike; 2nd-acid arrow, invisibility, mirror image, resist energy; 3rd-dispel magic, protection from energy (fire), slow, summon monster II; 4th-black tentacles, dimension door, globe of invulnerability; 5th-cloudkill, dominate person, telekinesis; 6th- chain lightning, shadow walk).

The queen's treasure is held in four large urns, each about five feet tall and three feet in diameter. When opened without first dispelling magic, they release *phantasmal killers* (per spell).

Treasure: 12,400 gp, 5,000 sp, 20,000 cp, a bottle of ancient elven wine, a bronze pendant set with a blue quartz spider, a ceramic creamer shaped like a cow (some drow nobles are big on kitsch), a copper amphora, a crystal bowl cut in the shape of a lotus, a sash of red dragon hide, a gold hairpin, boots of griffon leather covered with griffon feathers, a large tapestry depicting the queen herself (with clues to the location of a mega-dungeon in this region), leather riding boots with brass buckles, an ornate silver mirror set with malachite, a leopard fur purse with a poisoned catch, a sable cloak with a hepatizon clasp, a silver light mace, a book of blank pages with silver covers, a *wand of summon monster III*, and a *+3 shield*.

5748 BARON TORIAS SHOCKHEAD | STRONGHOLD

Baron Torias Shockhead is a red-maned centaur known for being a lunatic, especially in battle. He maintains a concentric castle here with three outer towers (60 feet tall) and three inner towers (80 feet tall). Torias commands a company of 70 men-at-arms, twenty heavy cavalry, twenty heavy infantry and thirty cross-bowmen, and ten elite centaur cavalry armed and armored as knights. The baron is assisted by the elven sorceress Margrethe, a platinum blond woman of mousy demeanor.



The baron's domain extends along the north bank of the river. It consists mostly of fisherman's huts with small vegetable gardens and small collections of fowl and swine, and a few larger farms worked by freemen. In all, about 740 peasants live on the baron's lands, widely scattered, for they appreciate law and order about as much as their baron does.

Treasure: 3,000 gp, seven fancy stones, two gems, blue star sapphire (1,000 gp).

MARGRETHE, Elf Sorcerer: LVL 4; HP 12; AC 10; ATK 1 club -1 (1d4-2); MV 30; F14 R14 W11; AL Neutral (N); XP 400; S5 D10 C11 I8 W9 C12; Special—Spells per day (6/6/3), spells known (0-any six cantraps; 1—detect magic, magic missile, shield; 2—levitate).

TORIAS SHOCKHEAD, Centaur Fighter: LVL 12; AC 51; AC 17 (platemail); ATK 3 heavy mace +10 (1d6+1); MV 50; F7 R11 W7; AL Neutral (CN); XP 1200; Special—Dominate 0 HD foes; Gear—Potion of endure elements.

5801 CARNAGE | MONSTER

Dwarf skeletons, their bones broken and chewed on, lie at the bottom of a mine shaft. Piles of unprocessed iron ore litter the ground around the shaft. At the bottom, there is a carcolh. The monster's thin tentacles are spread out around the shaft.

CARCOLH, Large Aberration: HD 9; AC 15; ATK 1d6 tentacles (1d4 + constrict) or bite (2d6 + swallow whole); MV 20; F8 R9 W14; AL Neutral (N); XP 900; Special—Tentacles, surprise (4 in 6).

5802 PURPLE MONOLITH | MONSTER

A tribe of capering, screaming gyres dwells in a great underground vault here, their screams echoing throughout this hex. The gyres dance around a massive monolith of porphyry, scratched with bloody runes. Atop the monolith there sits a blind hermit called Doonegard. Doonegard meditates here, and receives offerings from the gyres. He only lends them aid if they are in danger of being destroyed. The gyres are allied with a gang of 12 ogres, and they keep four deep bears as guard animals. Deep bears have inky black fur.

DEEP BEAR, Large Animal: HD 6; AC 15; ATK 2 claws (1d8 + constrict) and bite (2d6); MV 40; F9 R10 W15; AL Neutral (N); XP 600; Special—None.

GYRE, Medium Humanoid: HD 2; AC 15; ATK 1 bite (1d3) and 2 claws (1d4) or weapon (1d6); MV 40; F12 R15 W15; AL Chaotic (CE); XP 100; Special—Frenzy (2 attacks per round for 3 rounds).

GYRE CHIEF, Medium Humanoid: HD 2; AC 15; ATK 1 bite (1d3) and 2 claws (1d4) or weapon (1d6); MV 40; F12 R15 W15; AL Chaotic (CE); XP 100; Special—Frenzy (2 attacks per round for 3 rounds).

OGRE, Large Giant: HD 4; AC 16; ATK 1 slam (1d6) or by weapon (1d10); MV 40; F10 R14 W15; AL Chaotic (CE); XP 200; Special—None.

DOONEGARD, Human Sorcerer: LVL 5; HP 17; AC 9; ATK 1 club +0 (1d4-1); MV 30; F14 R14 W10; AL Chaotic (CE); XP 500; S6 D8 C9 I11 W14 C15; Special—Spells per day (6/7/4), spells known (0-any six cantraps; 1—enlarge person, grease, magic missile, sleep; 2—invisibility, scorching ray).

5803 HELAS | SETTLEMENT

Helas is a village of hunters and trappers living in the deep mountains, hiding in an abandoned cliff city. The people have learned to remain perfectly quiet, communicating with sign

language, and they can hide in shadows as well as 4th level thieves. They are ruled by the secretive Council of Six. The people do not welcome strangers.

HUNTER, Medium Humanoid: HD 1; AC 15 (ring and shield); ATK 1 weapon (1d8); MV 30; F13 R15 W15; AL Neutral (N); XP 50; Special—None.

5818 WHIRLPOOL | WONDER

A whirlpool here forces ships to travel to a random adjacent hex (roll 1d6, with one indicating north).

5828 OBSIDIAN TOMB | DUNGEON

The mountains come down to the sea here and form many small islets. One of these is attached at low tide to the mainland by a causeway of polished obsidian. Atop this islet there is a tomb structure constructed of the same polished obsidian. The tomb is quite ornate, and is topped with an obsidian dome.

When people approach the place at night, their reflections in the obsidian animate and become shadow warriors with hit dice equal to the character's level, though none of their powers. When the last of these shadow men has been destroyed, a panel appears on the seaward side of the tomb, shedding a weird, green light on the islet.

SHADOW, Medium Undead: HD 3; AC 13 [+1]; ATK 1 strike (1d6 Str); MV Fly 40; F14 R14 W13; AL Chaotic (CE); XP 750; Special—Incorporeal, create spawn.

The interior of the tomb is emerald green and equally ornate, with fine carvings and animal skin rugs throughout. The door leads into an antechamber decorated with malachite statues of sea animals (total 2,000 pounds in weight, worth about 20 gp per pound). A door here leads into the tomb proper.

The main tomb chamber has been looted. A hole in the floor leads down to a winding tunnel that, after 30 feet, is submerged. This leads down to the lair of a gang of 25 crabmen.

CRABMAN, Medium Monstrous Humanoid: HD 2; AC 15; ATK 2 pincers (1d4); MV 20 (Swim 20); F15 R12 W12; AL Neutral (N); XP 100; Special—None.

5829 KNOCKERS KNOCKING | MONSTER

A company of 40 blue-capped knockers is living here in a cramped moonstone mine. Their pallid, grey skin and shining eyes makes them look much more dangerous than they really are. One knocker, a female called Tareet, serves as their chieftain and spiritual leader, calling on all the gods of the underworld to leave the knockers alone to their digging. The knockers keep blind, white worms that trill softly to warn them of poisonous gas as they mine. They wear leather armor and carry light picks.

Treasure: 10 pp, 40 gp, 1,300 sp, 5,000 cp.

KNOCKERS, Small Humanoid: HD 0; AC 13 (leather); ATK 1 weapon (1d6); MV 20; F14 R16 W16; AL Chaotic (CE); XP 25; Special—Blinded in bright light.

5831 FANGS OF GZOM | MONSTER

A tribe of 220 goblins dwells here, with their 190 females and 200 young. The goblins dwell in small caverns dug into the ceiling of a large cavern. The cavern floor is composed of a subterranean glacier. The goblins get to their lairs by way of long ropes that they can lower and raise as necessary. The goblin caves link with one another in a series of communal halls, armories and pantry/dungeons. The chieftain of the goblins is called Rum the Destroyer, and his albino brother Bazook, serves as the shaman of the goblins, praying to Gzom, the goblin god of slaughter.

Treasure: 1,120 gp, 400 sp, 39,000 cp, moss agate (10 gp) and a pair of fine leather shoes (60 gp).

GOBLIN, Small Humanoid: HD 0; AC 13 (leather and buckler); ATK 1 weapon (1d6); MV 20; F14 R16 W16; AL Chaotic (CE); XP 25; Special—None.

RUM'S GUARDS, Small Humanoid: HD 2; AC 14 (scalemail and buckler); ATK 1 weapon (1d6); MV 20; F13 R15 W15; AL Chaotic (CE); XP 25; Special—None.

RUM, Small Humanoid: HD 3; AC 14 (scalemail and buckler); ATK 1 weapon (1d6); MV 20; F13 R14 W14; AL Chaotic (CE); XP 25; Special—None.

BAZOOK, Small Humanoid: HD 3; AC 14 (scalemail and buckler); ATK 1 weapon (1d6); MV 20; F14 R13 W14; AL Chaotic (CE); XP 25; Special—Adept level 4.

5847 GREY TREES | WONDER

In a cavern reached by a very narrow tunnel, there are weird sands of a diamond-like material that is warm to the touch. These sands are filled with positive energy, doubling the natural healing rate of creatures that sleep here. The sands have also caused strange trees to grow here. The trees are grey in color, and are fed by the sands and the shadows here. The trees produce a hard nut that acts as a *goodberry* spell when consumed, though they lose this power 24 hours after being harvested. One can harvest 10d10 of the nuts every fortnight. The cavern is home to a band of fifteen chokers.

CHOKER, Small Aberration: HD 3; AC 17; ATK 2 tentacles (1d4 + constrict); MV 40 (Climb 20); F15 R13 W13; AL Chaotic (CE); XP 300; Special—None.

5903 CODEX OF SORROW | DUNGEON

The *Codex of Sorrows* is a mystic book that, it is said, contains in its pages all the sorrows of all the peoples who have ever lived. It is locked underground here in a vault whose walls run with tears and whose halls echoes with moans. The *Codex* is guarded by the Shadow Circle, a band of immortal alchemists, and their monsters, which include weird hybrid monsters, golems and vat-grown horrors. The *Codex* rests in a small cell protected with mechanical and magical locks and traps. It is held in the arms of a

marble statue of Ania, a minor goddess of grief, distress, sorrow, and trouble. The *Codex* can only be removed from the statue's clutch by destroying the statue, and this, of course, will bring down the wrath of Ania and the other Algea.

5907 BRASS LAMP | MONSTER

A very deep valley, really more of a pit, holds a pool of fragrant oils. Floating in the center is a small, antique brass lamp that serves as the home of the efreeti Qahy al-Ma. The efreeti shares the lamp with the imprisoned soul of the elf Serni, a princess of the imperial blood of Irem, captured 1,200 years ago and placed in this lamp by the genie on the orders of his, at the time, master Verboad the Grey. Surrounding the pit, obscured beneath dust, vegetation and rubble, are a cabal of sorcerer-priests of old Irem in suspended animation. They came to rescue the princess but were unable to breach the genie's defenses. If the pool of oil is disturbed, they awaken!

Treasure: 3,000 gp, six gems, *scroll of enlarge person*, *scroll of spiritual weapon*, *scroll of speak with animals*, *augury and flaming sphere*, +1 club, *oil of bless weapon*, *potion of hide from animals*.

SORCERER-PRIEST: Human Cleric/Sorcerer: LVL 6; HP 21; AC 7; ATK 1 light flail +2 (1d4); MV 30; F10 R16 W10; AL Chaotic (CE); XP 600; S6 D3 C10 I8 W13 C15; Special—Rebuke undead, cleric spells per day (5/3/3/2), sorcerer spells per day (6/6/5/3), sorcerer spells known (7/4/2/1).

EFREETI, Large Outsider (Fire): HD 10; AC 18; ATK 2 slams (1d8 + 1d6 fire) or falchion (1d10 + 1d6 fire); MV 20 (Fly 40); F7 R8 W8; AL Chaotic (CE); XP 1000; Special—Change size (2/day; Fort negates), contact with body deals 1d6 damage, immune to fire, vulnerable to cold; Spells—At will—detect magic, produce flame, pyrotechnics, scorching ray (1 ray only); 3/day—invisibility, wall of fire, wish (non-genies only); 1/day—gaseous form, permanent illusion.

5929 CONVOCATION OF CHAOS | MONSTER

A great cave, like a subterranean coliseum, is located in this hex and is now hosting the Convocation of Chaos. The Convocation is a loose association of chaotic creatures from across the planes. Only the most arcane and mystic beings know of it, and few are capable of discovering the time and place of the meetings. While those who attend are dedicated to the furtherance of chaos in the cosmos, they are not only unorganized but also more talk than action. The attendees include a collegium of star-bards guarded by nilbogs, the were-warlocks of the shadow dimension, and astral monks guarded by star-metal automatons. In all, there are about 250 creatures here, some defying description.

5933 VAPORS | MONSTER

A pristine subterranean lake has a black surface obscured by thick, green mists. The cavern of the lake allows no easy passage except by boat, and there are no boats or rafts available here.

The banks of the river are narrow, slippery, and often jagged. Even worse, the banks of the river are thick with vapor rats, and, each round, there is a 1 in 100 chance that a massive chunk of stone falls from the ceiling, creating waves that might topple unsteady or hastily assembled craft. Within the lake there dwell giant, blind, albino catfish.

GIANT CATFISH, Large Animal: HD 8; AC 16; ATK 1 bite (2d8) and 2 fins (1d4 + poison*); MV Swim 30; F11 R12 W18; AL Neu4tral (N); XP 800; Special—Poison.

VAPOR RATS, Small Magical Beast: HD 1; AC 15; ATK 1 bite (1d4 + disease); MV 40 (Climb 20, Swim 20); F14 R13 W18; AL Neutral (N); XP 100; Special—Resistance to fire, vulnerability to cold, regenerate, gaseous form at will.

5941 VORTEX OF XANDAR | DUNGEON

This hex holds the tomb of Xandar, an ancient elemental. The tomb's entrance is a 100-ft. deep shaft that ends in a large, square chamber. The desiccated body of Xandar lies in a crude sarcophagus in the center of the chamber, directly beneath the shaft, but underneath a hemisphere of force, about 10-ft. in radius. On each wall, there is a large, arcane circle carved into the stone. Magic-users might be able to detect that the arcane symbols involve around the four elements.

The sarcophagus is composed of white marble. Xandar was a bizarre man, if the carving can be trusted, for on it he has four eyes, each set with a jewel – a ruby, diamond, sapphire and emerald. Within the hemisphere of force, there is a vacuum. If the hemisphere is negated, air rushes into the empty space and the gems glow brilliantly. As they do, the arcane circles on the walls glow and move, and become gates into the elemental planes. These gates are designed to draw in elemental matter, which forms a terrible vortex in the chamber. Each element attempts to grasp its respective gemstone and carry back in, and as each gemstone enters its proper gate, the gate closes.

Each round one spends in the chamber they must pass a Reflex saving throw or suffer one of the following effects:

D4	EFFECT
1	Suffer 1d6 fire damage
2	Suffer 1d6 cold damage
3	Suffer 1d6 bludgeoning damage
4	Suffer 1d6 electricity damage

In addition, there is a 1 in 6 chance per round of a random elemental entering through a gate. The elemental will attempt to seize the gem, or will attack an opposing elemental (i.e. fire vs. water or air vs. earth).

D4	EFFECT
1	Small Air Elemental
2	Small Earth Elemental
3	Small Fire Elemental
4	Small Water Elemental
5	Medium Air Elemental
6	Medium Earth Elemental
7	Medium Fire Elemental
8	Medium Water Elemental
9	Large Air Elemental
10	Large Earth Elemental
11	Large Fire Elemental
12	Large Water Elemental

If can get a jewel outside of the chamber, they lose their power, but are worth about 10,000 gp.

5944 RESERVOIR | WONDER

This hex holds a long, deep reservoir of water, collected via three aqueducts from the surrounding mountains. The reservoir is protected by two great towers and walls at either end of the valley. These towers, if investigated, will prove to be partially flooded. The upper, airy portions are empty, but the guardsmen, fish men, will emerge from the flooded portion to attack intruders. The reservoir is kept by the fish men, whose people dwell deep beneath the earth. Pipes permit the surface water to replenish their subterranean sea when need be.

FISHMEN, Medium Monstrous Humanoid: HD 2; AC 15; ATK 2 claws (1d4) and bite (1d4+1) or by weapon (1d8); MV 30 (Swim 90); F15 R12 W12; AL Chaotic (LE); XP 100; Special—Immune to poison, illusion and paralysis, resistance to electricity, vulnerable to fire, blinded by bright light (-1 to hit and AC).



5945 FISHMEN | MONSTER

A tribe of 2,000 fish men dwells in this hex, exiled from the sea for their betrayal of the sea titan Phorkys. Their lair consists of triangular tunnels inlaid with geometric designs. It is difficult to determine whether the designs are carved into the walls or if they are raised, and when one doesn't look directly at them they sometimes find themselves confused and in pain.

The tunnels connect with pyramidal chambers that contain living quarters, storage rooms, spawning chambers, armories, guard posts, and the like. The largest of the chambers is a temple dedicated to the titan Oceanus. The temple is tended by the priest-king V'Igoblop. The temple connects to the tribe's slave pits, for all the tribe's mining and food cultivation and collection are done by the slaves. In all, there are 100 slaves of various humanoid races. The tribe also includes about 20 merchants who can still pass for human. The tribe's water needs are provided by a reservoir on the surface [5944].

FISHMEN, Medium Monstrous Humanoid: HD 2; AC 15; ATK 2 claws (1d4) and bite (1d4+1) or by weapon (1d8); MV 30 (Swim 90); F15 R12 W12; AL Chaotic (LE); XP 100; Special—Immune to poison, illusion and paralysis, resistance to electricity, vulnerable to fire, blinded by bright light (-1 to hit and AC).

V'LGLOBLOP, Fishman Cleric/Magic-User: LVL 12; HP 33; AC 10; ATK 1 whip +7 (1d3-1); MV 30 (Swim 90); F7 R10 W7; AL Chaotic (LE); XP 1200; S7 D9 C11 I15 W13 C7; Special—Rebuke undead, cleric spells per day (6/6/4/4/3/3/2), magic-user spells per day (4/5/4/4/3/3/2); Spellbook—0-all; 1—detect secret doors, endure elements, identity, mind thrust, precognition, shocking grasp; 2—daze monster, detect thoughts (ESP), ghoul touch, gust of wind, spider climb; 3—blacklight, blink, haste, heroism, protection from energy; 4—black tentacles, locate creature, mnemonic enhancer, summon monster IV; 5—dismissal, passwall, sending; 6—mage's lucubration, repulsion, wall of iron.

6005 ANTHILL GANG | MONSTER

An aggressive tribe of formians has set up shop here, entering this plane from a dimension of Law. They see themselves as crusaders and are determined to destroy Chaos in the mountains, or at least form a base of operations for the forces of Law. The formians have conquered this entire hex, connecting numerous caverns with tunnels and creating new caverns as well.

Treasure: 15,250 gp, 3,800 sp, 11,000 cp, a gem, a belt of giant eagle feathers (110 gp), a bronze brazier etched with platinum harpies (1,100 gp), a case of elven wine (300 gp), gloves covered with electrum sequins (100 gp), a pewter ring (a drop of medusa blood is hidden within), a porcelain scroll case (500 gp), a small bag of exotic spices from Hybrasil (100 gp), a small tapestry depicting the sack of Ishkabibel by the Saracens (1,700 gp), six flasks of acid (black dragon blood), a scroll of blight, cone of cold, false vision, telekinesis and heroes' feast and a staff of divination [8 charges].

FORMIAN WORKER, Small Monstrous Humanoid: HD 1; AC 17; ATK 1 bite (1d4); MV 40; F16 R13 W14; AL Neutral (LN); XP 50; Special—Make whole (3 workers together).

FORMIAN SOLDIER, Medium Monstrous Humanoid: HD 4; AC 18; ATK 2 claws (1d6), bite (1d4) and sting (2d4 + poison II); MV 40; F14 R11 W11; AL Neutral (LN); XP 400; Special—Surprised (1 in 8), no bonuses for being attacked from flank or rear.

FORMIAN MYRMARCH, Large Monstrous Humanoid: HD 12; AC 23; ATK 1 bite (2d6) and sting (2d4 + poison II) or javelin (30'/1d6); MV 50; F8 R6 W6; AL Neutral (LN); XP 1200; Special—Regenerate; Spells—At will—charm monster, clairaudience/clairvoyance, detect evil, detect thoughts, teleport without error; 1/day—dominate monster.

FORMIAN QUEEN, Large Monstrous Humanoid: HD 20; AC 21; ATK none; MV 0; F4 R6 W3; AL Neutral (LN); XP 2000; Special—Regenerate; Spells—At will—calm emotions, charm monster, clairaudience/clairvoyance, detect evil, detect thoughts, divination, hold monster, shield, true seeing.

6006 PRASES | SETTLEMENT

The large village of Prases is nestled on the banks of a swift, chilly river. The people cut timber and fish, and look askance at the odd young man who recently moved into a ramshackle hut on the outskirts of the village. Bleik is rotund, with a round face and shaggy hair, and pince-nez perched on his crooked nose. He does a decent trade in furs here, with some of the men dabbling in trapping when they're not working. He also pays for live animals. Bleik is a scientist working on formulas to create giant animals. He's had some success, much to the regret of the villagers who have fallen prey to his test subjects. He is suspected of being the cause, but nobody is quite sure.

BLEIK, Human Scientist: LVL 5; HP 12; AC 10; ATK 1 club +0 (1d4-1); MV 30; F13 R13 W11; AL Neutral (N); XP 500; S8 D10 C11 I14 W7 C11; Special—Legend lore, brew formula, discover invention.

6016 GEM OF LEADERSHIP | WONDER

A *gem of leadership* lies under the sands here, lost in a shipwreck. It is unlikely it will ever be found.

6019 COUNCIL OF NARWHALS | MONSTER

A council of 30 elder narwhals has gathered in this hex to discuss the state of Mother Ocean and the fight for establishing Law and Good within its bounds.

NARWHAL, Huge Animal: HD 12; AC 19; ATK 1 tusk (2d6); MV 0 (Swim 60); F4 R6 W12; AL Neutral (N); XP 600; Special—None.

6026 BROTHERS OF THE EVIL EYE | STRONGHOLD

A monastery is perched on the seashore here, an imposing, windowless structure of basalt blocks, an unsightly pile indeed. The building is home to the Brotherhood of the Evil Eye, a band of goblinoid monks dedicated to Azathoth, the Lord of Entropy and Chaos. They are brutal in their discipline, and many who join the monastery do not make it out alive. Those who survive become a

potent force for chaos. The leader of the monastery is a smallish goblin called Zozzo, his lieutenants being Zum and Karx. Under them are 17 first level monks. All of the brothers cover their entire bodies with tattoos or brands of eyes. In addition, they carry silver flutes in honor of their chaotic god.

Treasure: 1,000 gp, rose quartz (50 gp).

ZOZZO, Goblin Monk: LVL 10; HP 40; AC 17; ATK 2 strikes +6 (2d6); MV 50; F7 R6 W7; AL Chaotic (CE); XP 1000; S10 D16 C14 I7 W13 C4; Special—Stunning attack, deflect arrows, slow fall, immune to disease and slow spells, feign death, heal wounds.

ZUM, Hobgoblin Monk: LVL 4; HP 21; AC 13; ATK 1 strike +2 (1d6); MV 40; F10 R10 W10; AL Chaotic (NE); XP 400; S10 D15 C15 I10 W14 C11; Special—Stunning attack, deflect arrows, slow fall.

KARX, Orc Monk: LVL 5; HP 22; AC 13; ATK 1 strike +3 (1d6); MV 40; F10 R10 W10; AL Chaotic (CE); XP 500; S11 D13 C14 I4 W15 C5; Special—Stunning attack, deflect arrows, slow fall.

6029 TEMPLE OF ALPHITO | STRONGHOLD

Alphito is the Goblin Queen, a goddess of evil. Her temple here is a 200-ft tall tower of obsidian with high windows. An altar is kept on the ground floor and another at the pinnacle. In between are small living cells for the fifteen priests, an armory, storage chambers and a large living chamber for Galadrica, the high priestess of Alphito. The upper idol of Alphito is actually a zombie of a once beautiful woman. The "idol" has long, white hair and she is covered in jewels.

Beneath the tower, in a tangle of tunnels and chambers, a small army of goblins is gathering to attack Nimbus. In all, 200 goblins are under Galadrica's command, through her associate, the mad warlord Solomon Bones.

Treasure: 5,000 gp, platinum talisman set with a carnelian (400 gp), a silk robe (120 gp), a small vial of pungent perfume (300 gp), velvet choker entwined with silver wire (130 gp).

GALADRICA, Half-Orc Cleric: LVL 12; HP 48; AC 16 (splint); ATK 1 light flail +9 (1d4+2); MV 30; F6 R11 W6; AL Chaotic (CE); XP 1200; S13 D12 C13 I10 W15 C12; Special—Rebuke undead, spells per day (6/6/4/4/3/3/2), half-orc traits.

SOLOMON BONES, Half-Orc Fighter LVL 8; HP 44; AC 17 (+2 chainmail); ATK 1 falchion +10 (1d8+3); MV 30; F9 R12 W12; AL Chaotic (CE); XP 800; S18 D10 C12 I6 W9 C8; Special—Dominate 0 HD foes, half-orc traits.

6031 WAR! | MONSTER

A great war is raging in this hex between the bolts and xorns. They war over the control of very singular sapphires, which the xorns crave for food. The sapphires are the eggs of the bolts, laid millennia ago by their living goddess.

XORN, Medium Outsider (Earth): HD 7; AC 21; ATK 1 bite (4d6) and 3 claws (1d4); MV 20 (Burrow 20); F10 R12 W12; AL Neutral (N); XP 700; Special—Glide through

stone, cannot be flanked or attacked from behind, immune to cold and fire, resistance to electricity, weapon resistance (blunt).

BOLT, Small Magical Beast; HD 2+1; AC 17; ATK 1 bite (1d4 + blood drain); MV 0 (Fly 30); F13 R12 W18; AL Neutral (N); XP 200; Special—Successful bite allows automatic tail strike for 2d6 electricity, blood drain (1 hp per round), immune to electricity.

6036 TRIP TO SATURNIS | MONSTER

A vast cavern with many inlets and alcoves and caves is covered with a fungal forest protected by a gray render. The forest also contains a magic portal in the shape of a pool of shimmering, liquid diamond that can transport people to Saturnis ... without one random limb. Hey, nothing is free.

GRAY RENDER, Large Magical Beast: HD 10; AC 19; ATK 2 claws (1d6 + rend) and bite (2d6); MV 30; F7 R8 W11; AL Neutral (N); XP 1000; Special—None.

6047 SABRINA | STRONGHOLD

An elderly woman lives in this hex, handsome in her way, with platinum hair and a broad smile. Her home seems to be a simple cottage. The cottage is actually only the beginning of the lair of this powerful wizard. Many sub-levels extend below the cottage, where Sabrina hides her treasures with a number of traps, most importantly metal plates ensorcelled to cast various *summon monster* spells. All of Sabrina's summoned monsters are blue. Sabrina is a kindly woman who is quite lonely. She welcomes visitors, provided they behave themselves.

Treasure: 180 pp, leopard fur cloak (600 gp), silver framed painting of a duchess (3,000 gp), *scroll of jump*, *flaming sphere* and *resist fire*.

SABRINA, Human Magic-User LVL 10; HP 33; AC 11; ATK 1 dagger +2 (1d4+1); MV 30; F11 R11 W7; AL Neutral (N); XP 1000; S8 D13 C14 I17 W15 C15; Special—Spells per day (4/5/5/3/3/2); Spellbook—0—all cantraps; 1—alarm, comprehend languages, endure elements, magic missile, protection from evil, ray of enfeeblement, shield; 2—blur, constitution, invisibility, mirror image, scorching ray, see invisibility; 3—dispel magic, fireball, fly, greater magic weapon, heroism, slow; 4—charm monster, dimension door, lesser globe of invulnerability, polymorph, stonkskin, summon monster IV; 5—cone of cold, fabricate, hold monster, waves of fatigue.

6106 PASINA | SETTLEMENT

Pasina is a village of hunters and fishers constructed in a chasm that dips into the great lake here. The village is built into the walls of the chasm, with ladders and steps extending down to broad, rocky beaches. Some terrible crime occurred here recently, and the people are very worried that somebody will find out, so they shun visitors. They are permitted in the village tavern, the Croaking Princess, but are told the rooms are all filled and expected to hurry along before nightfall.

6110 DEEP DUNGEON | DUNGEON

The tunnels and caverns in this hex all seem to funnel downward, eventually ending at one of five massive, brass gates – the entrances to a deep dungeon (for characters level 7 to 10). Great treasures and horrible dangers are to be found here, including a Cathedral of Baphomet and his minotaur cultists, psychic brain jars that drain personality and use it to imbue wax figures with life, a model, miniature city inhabited by tiny albino people, a massive jewel that radiates strange, magical rays, the infamous “Chamber of Murder” that pits adventurers against themselves, a brothel of monsters, and mutant giants.

6135 SADENA | SETTLEMENT

Sadena is an isolated village of herdsmen, all men and women who have been cursed (per *bestow curse*) and were driven away by their countrymen. They have found a safe place here, and shun the “blessed”. The village has a temple dedicated to the Arai, powerful erinyes who are worshiped as goddesses of curses. Small statues have been made of them, and are kept on a raised ledge in the temple. Before them, there is a shallow triangular pit where offerings are made. At every new moon, an erinyes appears in this pit and takes a human sacrifice.

6135 WILD MEN | MONSTER

A band of fifty roving berserkers are moving through this hex, screaming oaths (they love echoes) and attacking everything that gets in their way. The berserkers are human (well, more or less) mercenaries that have lived underground for most of their lives. They were bred in the hobgoblin slave pits far to the north, but managed to escape their captivity. Many were trained as gladiators. The berserkers are led by a 10th level druid called Kovix, a gangly old man, blind as a bat, but terribly wise. He worships the savage side of nature, and encourages his followers to spill blood for the gods of the wild!

Treasure: 80 pp, 1,410 gp, 2,800 sp, 15,000 cp, a jewel, a tabard of black bear fur (100 gp), *potion of dexterity*, *wand of burning hands* [3 charges]

BERSERKER, Medium Humanoid: HD 2; AC 12 (shield); ATK 1 weapon (1d8); MV 30; F12 R15 W15; AL Chaotic (CE); XP 200; Special—Berserk rage (2 attacks per round), immune to fear.

KOVIX, Human Druid: LVL 10; HP 45; AC 12 (leather); ATK 1 spear +6 (1d8); MV 30; F7 R12 W6; AL Neutral (N); XP 1000; S10 D9 C14 I8 W17 C12; Special—Spells per day (6/5/5/3/3/2), speak druidic, move through undergrowth, leaves no trail, +2 save vs. energy spells, shapechange, immune to poison.

6138 BRONZE WARRIORS | MONSTER

A large expanse of caverns in this hex is clad in bronze plates. There are multiple bronze doors, heavy, thick and locked (and

sometimes trapped). The caverns are a sort of fortress for a warrior brotherhood of 50 chalkeion warriors and the bronze golem that they worship as a god. The golem was left by its creator here while adventuring. Waiting for orders, the golem has remained. The bronze men first built a bronze temple around it, using it as their idol. As time went on, they expanded their temple into a fortress.

Treasure: 2,000 gp, 10 fancy stones, three gems, one jewel.

CHALKEION - HOPLITE, Medium Humanoid: HD 5; AC 17; ATK 1 weapon (1d8); MV 30; F11 R13 W13; AL Neutral (N); XP 250; Special—None.

CHALKEION – SERGEANTS (8), Medium Humanoid: HD 6; AC 17; ATK 1 weapon (1d8); MV 30; F10 R12 W12; AL Neutral (N); XP 300; Special—None.

CHALKEION – LIEUTENANTS (4), Medium Humanoid: HD 7; AC 17; ATK 1 weapon (1d8); MV 30; F10 R12 W12; AL Neutral (N); XP 350; Special—None.

CHALKEION - CAPTAIN, Medium Humanoid: HD 11; AC 17; ATK 1 weapon (1d8); MV 30; F8 R10 W10; AL Neutral (N); XP 550; Special—None.

BRONZE GOLEM, Large Construct: HD 20 (100 hp); AC 20; ATK 1 fist (3d10 + 1d10 fire); MV 80; F4 R4 W5; AL Neutral (N); XP 5000; Special—Molten interior, berserk.

6145 SKARK | MONSTER

Skark is a sprawling village of 100 fearsome orc warriors. The village is a collection of huts and small caves in a canyon with steep walls and a small, freezing (very polluted) stream trickling down the middle. The orcs are members of a cult of Mars, and thus far more organized than most of their kind. The orcs are ruled by a council of war priests (eight in all, each a 1st level adept and a 3 HD orc).

Treasure: 1,650 gp, 900 sp, 14,000 cp.

ORC, Medium Humanoid: HD 1; AC 14 (leather and shield); ATK 1 weapon (1d8); MV 30; F13 R15 W16; AL Chaotic (CE); XP 50; Special—None.

6150 GALVOD HAG-HAMMER | MONSTER

The minotaur Galvod is hunting for hags! He's made camp in this hex, but it looking for the hag Murdenn, who is supposed to dwell somewhere nearby in a secluded keep. Galvod has a deep, abiding hatred of spellcasters, divine and arcane, and will not hesitate to attack such members of the party. Among his equipment is a *potion of sleep* and a spellbook seized from a second level magic-user he recently killed and devoured.

GALVOD, Large Monstrous Humanoid: HD 6; AC 14; ATK 1 battleaxe (2d6) and gore (1d8) and bite (1d6); MV 30; F11 R10 W11; AL Chaotic (CE); XP 600; Special—Immune to mazes and backstabs.

6207 DRAGON HORSES | MONSTER

A small family of four dragon horses has alighted on a peak here, singular for its beauty in an otherwise morose landscape. The dragon horses are resting, having recently visited the Basha of Humam in Jinnistan to deliver the felicitations of the Dragon Chans of Mu-Pan. They will stay for a few days, grazing on the clouds, before continuing their journey.

DRAGON HORSE, Large Magical Beast: HD 8; AC 19; ATK 2 hooves (1d8); MV 60 (Fly 120); F8 R8 W10; AL Lawful (LG); XP 800; Special—Breath weapon (30' cone; cone of cold (8d6), fog cloud, gust of wind), etherealness, know alignment, magic resist 20%.

6210 KALLISA | SETTLEMENT

Kallisa is a tiny fishing village of 100 people. It is constructed against a backdrop of soaring black peaks. A languid river of liquid amber parts the mountains and enters the river here. Shellfish are abundant here, and constitute the main diet of the people, who also fish the river and sea and hunt for eggs and small game in the mountains. During most of the day, the village is obscured in mist. For about two hours before dusk, the mist clears.

Treasure: 450 gp, 2,700 sp, 4,000 cp and a sapphire – all in a locked chest buried in the center of town and unknown to the people of the village.

6219 SIRINE AND SHARKS | MONSTER

The rocks here are home to Tharila, a siren, who has littered the shallows around her rocks with the treasures of many sunken ships. The sharks are thick in these waters, with 3d6 appearing whenever a person takes a dive.

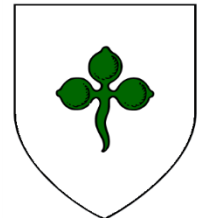
Treasure: 1,000 gp in a rusty chest.

SIRINE, Medium Fey: HD 6; AC 17; ATK 1 dagger (1d4); MV 30 (Swim 60); F12 R10 W9; AL Chaotic (CE); XP 600; Special—Charm monster 3/day.

SHARK, Medium Animal: HD 3; AC 15; ATK 1 bite (1d6); MV Swim 60; F12 R11 W17; AL Neutral (N); XP 150; Special—Frenzy.

6231 DUCHY OF BALIO | CITY-STATE

Balio is a strange city-state of greenstone buildings with slate roofs. Constructed in the high mountains, Balio is built atop several rich gold mines. Most of the 225 burghers and 1,800 paisans are miners or work in a kindred industry to mining, with a few tending goats and cattle in the high mountain pastures.



The town has thick, high walls with five towers with many arrow slits and, atop the towers, which are armed with falconets. The valleys around

Balio are reputed to be haunted (they are), and the people are renowned for their lack of fear of spirits.

Balio's army of 10 heavy infantry and 10 mountain pony-mounted crossbowmen wear white tabards bearing the clover emblem of Duke Orgal, a raspy-voiced half-orc with a long, bristly beard and one blind, white eye which he claims can see into people's souls (it actually can detect alignment and dishonesty). The city's patron deity is Liber, the god of freedom. The people of Balio jealousy guard their rights, and Duke Orgal doesn't dare infringe on them without good reason, for the people are well-armed.

6233 ZASTER | STRONGHOLD

Zaster is a dusky-skinned magic-user from parts unknown. With his prominent belly and broad grin, one might imagine him kindly. They would be wrong. He is a calculating, clever criminal, who primarily raids the Ethereal and Astral Planes from the Material Plane with the help of ethereal filchers and kith-yan warriors. Essentially, Zaster is a guildmaster of extradimensional thieves.

Zaster always dresses in saffron robes trimmed with sable. He wears long, pointed patent leather shoes which would make walking difficult if they didn't naturally levitate and move him around at will, though at a speed of 20 rather than 30. He also wears a scarlet Phrygian cap that protects him from *hold* spells. Zaster speaks with a lisp, and his eyes loll in an indolent manner.

Zaster's tower is baroque in design, and a maze within. A wizard that can travel dimensionally doesn't care much for a logical floorplan. His halls are patrolled by a trio of minotaurs who wear chainmail and wield large *+1 battle axes*, and his inner sanctum is protected by six chalkeions. The inner sanctum contains his library, personal quarters, and harem, and a room clad in obsidian that holds seven captive fire nymphs in magical chains as well as a large emerald set in the ceiling that fills the room with wavering green light. Zaster trapped a succubus called Hethega inside the gemstone. All the rooms in the tower are notable for one feature: Dozens of bowls, pots and dishes containing strange liquids. If these liquids are disturbed, they disappear in a sizzling mist and cast a random magic-user spell on everyone in the room except Zaster and his servants.

Zaster is currently working on a plan to steal a key that will give him access to the inner workings of the cosmos.

Treasure: 200 pp, three black pearls (when juggled, they give off a weird keening that causes secret doors to glow white), a black star sapphire, ten fancy stones, a *scroll of bless*, *calm emotions* and *enthrall*.

CHALKEION - HOPLITE, Medium Humanoid: HD 5; AC 17; ATK 1 weapon (1d8); MV 30; F11 R13 W13; AL Neutral (N); XP 250; Special—None.

MINOTAUR, Large Monstrous Humanoid: HD 6; AC 14; ATK 1 battleaxe (2d6) and gore (1d8) and bite (1d6); MV 30; F11 R10 W11; AL Chaotic (CE); XP 600; Special—Immune to mazes and backstabs.

ZASTER, Human Magic-User: LVL 11; HP 25; AC 10; ATK 1 staff +3 (1d6-1); MV 30; F11 R10 W8; AL Chaotic (CE); XP 1100; S7 D12 C9 I15 W14 C9; Special—Spells per day (4/5/4/4/3/2/1); Spellbook—0—all; 1—grease, identify, magic missile, ray of enfeeblement, shield, shocking grasp, summon monster I; 2—alter self, invisibility, mirror image, resist energy, scorching ray, see invisibility; 3—deep slumber, dispel magic, fireball, haste, lightning bolt, wind wall; 4—black tentacles, dimension door, scrying, secure shelter, wall of fire, wall of ice; 5—cone of cold, summon monster V, telekinesis, teleport, wall of force; 6—contingency, flesh to stone.

6302 TOURSE | SETTLEMENT

Tourse is a small village on the river. The people farm the lowlands of the valley, tend their flocks of sheep and do their weaving during the day, and gather at night in the village inn. They gather around the big, central fireplace, and wait for the clawing, moaning mists that fill the valley at night to pass away. Each hour spent in the mists deals 1 point of bleeding damage to the reckless fool, and robs them of one point of Wisdom.

The inn is a large building, capable of housing all the 200 people of the village. Strangers are admitted, but not well accepted, for they may be agents of the powers attempting to destroy them. In the wine cellar of the inn there is a hidden sub-cellar in which a large, golden spike has been driven into the solid rock of the valley floor. If this spike is removed, the ground shakes (treat as an *earthquake* spell that does not end) and, an hour later, nine massive magma elementals rise from the ground to reshape the landscape as they see fit. An hour later, a flock of twelve arrowhawks arrives to destroy the magma elementals. In other words, all Heck breaks loose and the valley is at the center.

Treasure: 1,060 gp, 2,700 sp, 12,000 cp and a *scroll of summon swarm*.

ARROWHAWK, Medium Magical Beast: HD 7; AC 20; ATK 1 lightning bolt (50'/2d8) or bite (1d8); MV 10 (Fly 60); F10 R9 W12; AL Neutral (N); XP 700; Special—Immune to electricity and poison.

MAGMA ELEMENTAL, Huge Elemental (Earth, Fire): HD 16; AC 18 [+1]; ATK 1 slam (3d8+1d6 fire); MV 20; F3 R7 W8; AL Neutral (N); XP 4000; Special—Immune to fire.

6305 DUCHY OF ANON | CITY-STATE

Anon is among the larger settlements in Umbriago, with a town population of 4,100 people and a domain population of more than 37,000 people. The domain consists of 28 manors, with 16 of them held by barons and seven by monastic orders dedicated to the various gods of the Motherlands. The town is surrounded by pearly white walls ten feet thick and a 40-ft. wide moat of



freezing water. A single bridge permits entry into the town proper. This bridge is guarded by the most powerful cleric in the town; annual games decide the champion. The bridge warden is well armed and armored, and carries a *horn of blasting*, the greatest treasure of the town. The town is further protected by forty guardsmen and almost 300 men-at-arms can be raised for its defense in times of trouble.

Within the city walls are red-brick buildings covered in thick white plaster, with roofs of straw or ochre tiles. The streets are narrow and winding, and the town's three great squares are crowded with merchants and traders at most hours of the day. Each square is centered on a bubbling fountain fed by aqueducts. At the very center of the town the Duchess Tysianna has a tall, white citadel with extensive dungeons underneath, dungeons that connect to terrible things underground sealed behind massive doors. Adventurers are permitted entry to these places for a fee and a tenth of whatever treasure they pull out.

The duchess is a spendthrift and gambler, and her financial difficulties have given the cult of Pluto power over her, for they have been loaning her money. They have already seized the manor of the Sisters of the Woman Scorned (a monastic cult of Juno), and they and their followers are up in arms over it. Her bodyguard, the paladin Valtach, is unaware of the duchess' financial problems and sins. He has made the duchess the focus of his chaste, courtly love.

BRIZA THE BRIGHT WARDEN, Cleric of Athena: LVL 6; HP 18; AC 16 (chainmail shirt, shield); ATK 1 light mace +4 (1d4+2); MV 30; F10 R13 W9; AL Lawful (LG); XP 600; S13 D12 C14 I9 W14 C6; Special—Turn undead, spells per day (5/4/3/2).

MORIX, Cleric of Pluto: LVL 5; HP 17; AC 15 (banded); ATK 1 greatclub +3 (1d6+1); MV 30; F11 R14 W10; AL Chaotic (NE); XP 500; S9 D7 C11 I11 W13 C11; Special—Rebuke undead, spells per day (5/4/2/1).

VALTACH, Human Paladin: LVL 7; HP 46; AC 16 (breastplate, buckler); ATK 1 battleaxe +7 (1d8+1); MV 30; F7 R12 W7; AL Lawful (LG); XP 700; S14 D9 C16 I4 W16 C15; 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).

6320 THE SHROUDED CITADEL | STRONGHOLD

The shrouded citadel is a wizard's tower held by Caedmond, the brother and bitter rival of Zaster [6233]. Mother always favored Zaster, and Caedmond has never forgiven her. Of course, mother is now a lich, so Caedmond has not pressed the point.

Caedmond is the Peerless Duke of the Fire Sultan in Jinnistan, and he wears his honorary title with pride. He dresses as an Arab grandee, with a giant silk turban strung with pearls and set with sparkling garnets, a silk coat and trousers with ridiculously ornate shoes that curve almost to his knees. He is ever held aloft on a sedan chair by a quartet of animated iron statues in the shape of his mother, who was quite a beauty when she was alive, though

her grim expression makes it easy to believe that she was destined for lich-hood even when she was young. Her son is obsessed with secret knowledge. Powerful spells keep secrets flowing always into the tower, so the halls are ever filled with strange, sibilant whispers. Caedmond often pricks up an ear to hear something particularly juicy, but otherwise allows his porcelain automaton clerks record these secrets.

The tower is constructed in a cluttered, disorganized style, and most of the rooms are thick with dust and in disarray, having not been entered for years. The bedchambers in the tower all have weird hanging lights that contain the chemicals necessary for creating homunculi. Anyone who sleeps in one of these rooms has a homunculi double of him created overnight. This double retains all the worst aspects of the original's personality, and is capable of reading their minds and learning all they know. Of course, they relay this information to Caedmond, crawling up into his lap and quietly relating what they know.

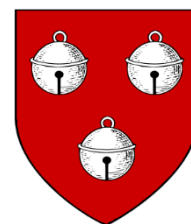
The tower is mostly protected by wights in black satin (yeah, I'm sorry about that one), and a number of magical traps.

Treasure: 700 pp, six fancy stones, a gem, *potion of magic fang*.

CAEDMOND, Human Magic-User: LVL 12; HP 26; AC 10; ATK 1 dagger +3 (1d4-1); MV 30; F11 R11 W6; AL Chaotic (NE); XP 1200; S6 D11 C12 I17 W13 C9; Special—Spells per day (4/5/5/4/3/3/2); Spellbook—0—all; 1—alarm, charm person, color spray, comprehend languages, mage armor, magic missile, sleep; 2—flaming sphere, hideous laughter, mirror image, scorching ray, strength, wisdom; 3—fireball, haste, lightning bolt, slow, suggestion, summon monster III; 4—confusion, dimension door, greater invisibility, polymorph, stoneskin, wall of fire; 5—dismissal, hold monster, magic jar, mind fog, shadow evocation, wall of force; 6—anti-magic field, contingency, flesh to stone, globe of invulnerability; Gear—Ring of climbing, scroll of chill touch, necklace of fireballs I.

6325 REPUBLIC OF SCANTALOS | CITY-STATE

Scantalos is a fading republic built on a small, green, pleasant island. The town is home to 2,285 people, mostly merchants, sell-swords, gypsies, thieves, temperamental poets and artisans. The domain around the town is home to 20,000 people, growers of vines and stompers of grapes. The streets are patrolled by gangs of vigilantes, for the Scantalans have many swaggering swash-bucklers among them. One might say that swashbuckling is the national sport, but that would be ignoring backstabbing and more carnal pastimes.



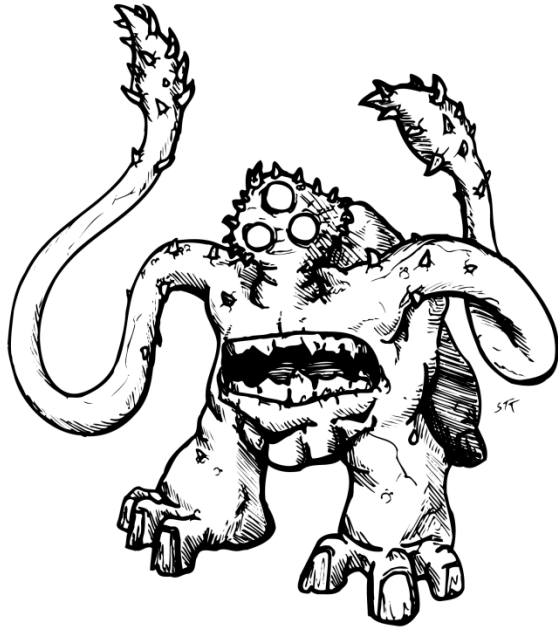
The town's patron deity is Eris, the goddess of discord. Her priestesses swathe themselves in fine cloth and jewelry, each trying to outdo the other. Each priestess is attached to one of the mercantile families of Scantalos, driving them to ever greater wealth and power.

6327 DUNG PITS | MONSTER

Ancient dung pits are dug here, the source of the dung unknown. Otyughs are common here, and are ruled by the eldest of their species, Blthkaku, a philosophic sage among otyughs.

Treasure: 800 gp, +2 longsword and ring of minor cold resistance.

OTYUGH, Large Aberration: HD 6; AC 17; ATK 2 tentacles (1d6 + constrict) and bite (1d4 + disease); MV 20; F11 R12 W11; AL Neutral (N); XP 600; Special—Disease.



6330 MARTIAN MONASTERY | STRONGHOLD

An order of hobgoblin clerics and warriors has established itself in an ancient stronghold here. They have repaired the walls and gates, and in fact strengthened them. The order worships Morkozar, their name for Martis. They have erected a great idol of their god, covering it with led lacquer and bronze. The idol stands in a great fire pit, in which sacrifices can be burned alive. Above the pit, but beneath the gaze of the idol, there is a gladiatorial arena where captives are pitted against monsters and the hobgoblins. In all, the monastery houses twenty hobgoblin beadles and their patriarch, Thruk.

Treasure: 800 pp, a red lacquered wood rod inlaid with silver glyphs (a riddle – if solved, tells where a treasure can be found in Jinnistan) and a silk robe.

HOBGOBLIN CLERICS: LVL 1; AC 17 (platemail); ATK 1 light flail +0 (1d4+1); MV 30; F13 R15 W13; AL Chaotic (LE); XP 100; Special—Rebuke undead, spells per day (3/1).

THRUK, Hobgoblin Cleric: LVL 11; HP 28; AC 19 (platemail, shield); ATK 1 light flail +8 (1d4+2); MV 30; F8 R11 W7; AL Chaotic (LE); XP 1200; S13 D11 C10 I10 W14 C9; Special—Rebuke undead, spells per day (6/6/4/4/3/2/1).

6338 KILLIKIK | MONSTER

Killikik is a village of 300 goblins dwelling in simple pits covered by tarps. The goblins hunt the hills and generally try to stay out of larger and more dangerous creatures' ways. The goblins have no leaders or shamans. They are really quite miserable.

Treasure: 80 pp, 1,090 gp, 3,300 sp, 15,000 cp and a *dusty rose prism ioun stone*.

GOBLIN, Small Humanoid: HD 0; AC 13 (leather and buckler); ATK 1 weapon (1d6); MV 20; F14 R16 W16; AL Chaotic (CE); XP 25; Special—None.

6348 PHLANG | MONSTER

Phlang is a village of 100 swarthy gnolls in tents made of fur and leather stretched over a wooden framework. The perimeter of the village is protected by hundreds of sharpened wooden stakes and the clan's pet wolves. The gnolls are raiders, mercenaries and bandits, and, unbeknownst to them, they are not the baddest dudes in their valley. Among their pet wolves there is a werewolf, a human magic-user called Usnach. Usnach was exiled from Tremayne (to the south), and has been biding his time. He wants to gather an army of lycanthropes and monsters and invade Tremayne so that he can feast on Queen Gloriana's heart. He tolerates the gnolls while they remain useful.

Treasure: 160 pp, 3,190 gp, 3,600 sp, 32,000 cp, ten fancy stones, a blue sapphire, a star ruby, a blue dragonscale coat, tall leather riding boots with silver buckles, a smoky quartz orb set with three black star sapphires and a *scroll of strength*.

WOLF, Medium Animal: HD 2; AC 14; ATK 1 bite (1d6 + trip); MV 50; F12 R11 W18; AL Neutral (N); XP 100; Special—None.

GNOLL, Medium Humanoid: HD 2; AC 15 (leather and shield); ATK 1 weapon (1d8); MV 30; F12 R15 W16; AL Chaotic (CE); XP 100; Special—None.

USNACH, Medium Monstrous Humanoid: HD 4; AC 16 [silver]; ATK 2 claws (1d4) and bite (1d6); MV 30; F14 R11 W11; AL Chaotic (CE); XP 400; Special—Change shape, spread lycanthropy; Gear—Periapt of wisdom +2, potion of enlarge person.

6401 TERPSICHORE'S AERIE | STRONGHOLD

An abbey of golden brown marble stands atop a high peak here. The building has a wide portico lined with golden columns, and a great dome of inch-thick glass. Beneath the dome, there is a shrine dedicated to Terpsichore, the Muse of Dance, and in this shrine a small band of dancing elven priestesses work diligently to unravel the cosmic dance that will permit them to control the universe. Three automatons, with silver skin and opal eyes, play their lyres to accompany the dance. The priestesses have been known to weave a charm similar to *irresistible dance* on visitors, watching their desperate moves for ideas they can incorporate into their own dances.

The leader of the priestesses is Eilemmeri, a tall, statuesque woman with fiendish eyes and amber-colored skin. The others are first level sorceresses.

Treasure: 2,100 gp, a ring of lapis lazuli, a *scroll of detect secret doors*, a *scroll of false life*, and a *wand of strength* [3 charges]

EILEMMERI, Human Theurgist (Alternate Sorcerer): LVL 10; HP 28; AC 10; ATK 1 staff +3 (1d6); MV 30; F12 R12 W6; AL Lawful (CG); XP 1000; S11 D11 C11 I9 W17 C10; Special—Draws spells from the cleric spell list, spells per day (6/7/7/6/5/3), spells known (0—create water, detect magic, detect poison, guidance, light, mending, purify food and drink, read magic, virtue; 1—bless, command, cure light wounds, divine favor, remove fear; 2—chant, charisma, hold person, sound burst; 3—dispel magic, prayer, wind wall; 4—air walk, lesser planar ally; 5—plane shift).

6403 AFFUDDA | SETTLEMENT

Affudda is a village of 150 religious zealots dedicated to the worship of Ceres. They have constructed a fortified village surrounded by fields of grain and vegetables, and small herds of bawling goats with pure white hair and horns like polished bronze. The men tend the goats and fields during the day, while their wives chant prayers to Ceres and carve wooden goods that they trade to the merchants of Anon for metal goods.

Treasure: 40 pp, 400 gp, 4,100 sp, 8,000 cp, a small silver mirror (in the home of a beautiful woman), six flasks of acid (in the hut of a wise man) and a *scroll of protection from evil and shield* (in the possession of the leader).

6417 DUCHY OF CALASTHENES | CITY-STATE

Calasthenes was constructed as a military colony of Nomo, and is built on the characteristic grid they used for their forts. Originally surrounded by a stockade, the colony began to expand due to its rich fisheries and fertile soil. Stronger walls were constructed, and the colony's harbor was fortified. The men of Calasthenes farmed when they had to, and sold their swords to Guelph, or made their own forays into the Klarkash Mountains when they could.



One deep foray into the mountains resulted in the arrogant Lord Valan's legion destroyed in the night by an army of drow and humanoid warriors. The humanoids followed up this disaster by invading the island in galleys built by Calasthenes' enemies (which were numerous). Calasthenes survived, but its outer defenses were ruined and many of its people killed or led into subterranean slavery.

What remains is a town of 1,500 souls surrounded by 10 manorial villages with a combined population of 13,000. The city-state has a standing legion of 200 warriors, mostly infantry and crossbow-

men, with a small force of screening light cavalry. They still sell their services to Guelph, but forays into the Klarkash mountains are rare.

The city-state is ruled by Tyrkonice, the Iron Duchess, an elderly woman with a spine of steel and pale, grey eyes that can pierce the most fearsome heart. A master of the zweihander, she still leads her Iron Legion in its drills, and sometimes makes forays of her own in the mountains, seeking the lost magic sword of her ancestor Valan.

TYRKONICE, Human Fighter: LVL 9; HP 52; AC 14 (chainmail shirt); ATK 2 greatsword +10 (1d10+2); MV 30; F7 R12 W12; AL Neutral (LN); XP 900; S17 D10 C16 I8 W11 C11; Special—Dominate 0 HD foes.

6419 OGRE CAMP | MONSTERS

A clan of fifteen ogres has made camp here, smarting after being ejected from their former fastness by marauding trolls. The ogres' chief, Gunth, has been killed, and his daughters, Agnessa and Yulanet, are now tussling for control. The ogres hate them, and might be convinced to follow a bold adventurer, especially if he or she promises to help them get their stronghold back.

OGRE, Large Giant: HD 4; AC 16; ATK 1 slam (1d6) or by weapon (1d10); MV 40; F10 R14 W15; AL Chaotic (CE); XP 200; Special—None.

6420 RAT ATTACK | MONSTERS

A pack of monstrosly huge rats has laid siege to the mushroom silos of a small village of deep gnomes. The fifty gnomes are in a tizzy, locked behind their stone doors and cut off from most of their food supply. The rats were summoned and sent by the ratling Snael, who has a *ring of etherealness* and a desire to seize a very special map held by the gnomes.

RATLING, Small Humanoid: HD 0; AC 10; ATK 1 bite (1d3 + disease) or dagger (1d4 + poison I); MV 40 (Climb 20); F16 R14 W16; AL Chaotic (CE); XP 25; Special—None.

6440 HOROMIR'S BOOK | MONSTERS

A cavern here holds a large tome, clad in leather and bound in invisible chains of force. The book is tossed about the room by unseen forces (poltergeists). The book holds a fiendish wraith, Horomir the Black, and the spells of that self-same wizard (who was 13th level when he was killed).

HOROMIR THE BLACK, Medium Undead: HD 5; AC 15 [silver]; ATK 1 strike (1d4 + 1d6 Con drain); MV Fly 60; F13 R12 W10; AL Chaotic (CE); XP 1250; Special—Powerless in sunlight, spawn, incorporeal.

HOROMIR'S SPELLBOOK: 3rd -- dispel magic, fireball, fly, haste, illusory script, magic circle against evil; 4th -- black tentacles, charm monster, enervation, lesser globe of invulnerability, polymorph, stoneskin; 5th -- cloudkill, hold monster, magic jar, summon monster V, telepathic bond, wall of force; 6th -- antimagic field, greater dispel magic, flesh to stone, mage's lucubration, true seeing; 7th -- delayed blast fireball, greater teleport

6445 TUBES | WONDER

The walls of a spherical cavern in this hex are pierced with dozens of holes. These holes are connected to the Elemental Plane of Earth, allowing communication with the denizens of that plane.

6506 LAIR OF THE CYCLOPS KING | MONSTERS

A golden waterfall falls in the mountains here, dashing against jutting stones and forming odd, almost obscene shapes as it does so. The water gathers in a maroon pool fringed by spiky, white plants. The waterfall hides a massive stone door bearing a bas-relief of a large, staring eye. The pupil of the eye is a brass plate. Touching the plate inflicts 1d6 points of electricity damage on a person and sounds a deafening alarm, alerting the cyclopeans within this mountain stronghold that intruders have come to their front door.

Behind the door, there is a large, fortified complex inhabited by a tribe of 47 cyclopeans. Venomous serpents, tame to the cyclopeans, patrol the halls. The cyclopeans live in individual living cells with their mates and their human slaves. The largest such chamber, of course, is taken by the king. The antechamber of the king's personal quarters is his throne room. The throne room is rife with trapdoors that can drop people into the dungeon below, or more properly into a fighting pit ringed by jail cells. A giant viper, the personal pet of the king, dwells in the fighting pit. Those who survive a full minute of combat with it are put in the jail cells, there to spend the rest of their lives.

Treasure: 140 pp, 1,120 gp, 700 sp, 12,000 cp, a black pearl, a vest of mithral links, four doses of antitoxin, and a *scroll of magic mouth and shield*.

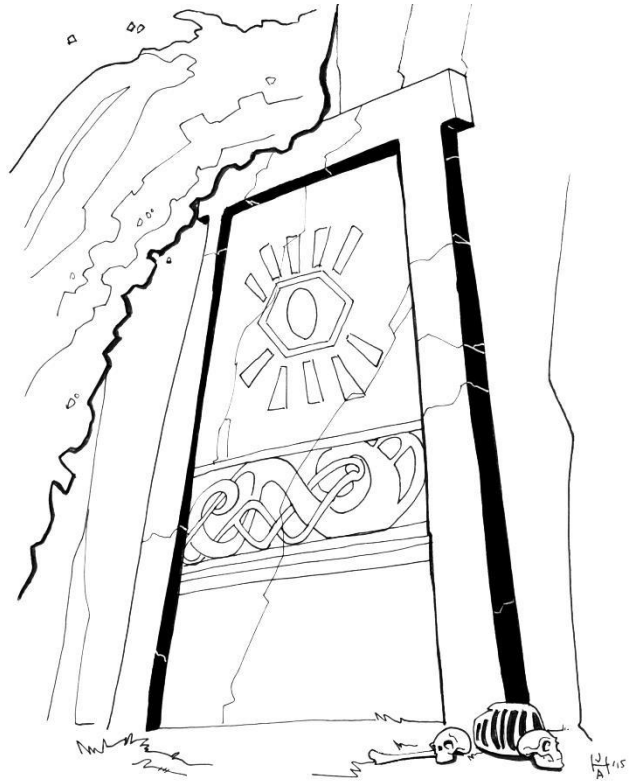
CYCLOPEAN, Medium Monstrous Humanoid: HD 2; AC 15 (chain); ATK 1 weapon (1d10); MV 30; F15 R12 W12; AL Neutral (N); XP 100; Special—See future 1/day.

CYCLOPEAN KING, Medium Monstrous Humanoid: HD 6; AC 15 (chain); ATK 1 weapon (1d10); MV 30; F12 R10 W10; AL Neutral (N); XP 300; Special—Peer into the future 1/day.

6507 WIGHT ARMY | MONSTERS

A lost legion of Nomo haunts the underworld in this hex, changed into wights and still following their ancient orders to destroy the enemies of Nomo. Of course, being evil undead, they are willing to believe that anything and everything is a potential enemy of their long vanished emperor. The legion has twenty members left. The wights are armed and armored as Roman legionnaires.

WIGHT, Medium Undead: HD 4; AC 15; ATK 1 slam (1d4 + energy drain 1 level); MV 30; F14 R14 W11; AL Chaotic (CE); XP 1000; Special—Spawn.



6511 GNOLLS | MONSTERS

Zokam, the fiendish basha of the gnolls, rules a series of caves here. The caverns are protected by cunning traps and a bizarre, silvery light that obeys Zokam's every command. Zokam's clan consists of 45 gnolls who possess giant centipede mounts. They are soon to launch an attack on the duergar in [6606].

Treasure: 1,150 gp, 4,400 sp, 5,000 cp, a silver mirror, a leather apron that quickens a smith's pace by 150%, a *scroll of barkskin*, +1 *plate armor*, a *potion of hide from undead* and a *wand of cure moderate wounds* [10 charges].

SILVERY LIGHT, Small Outsider: HD 1; AC 15 [+1]; ATK 2 light rays (30'/1d6); MV Fly 60; F14 R12 W14, +4 vs. poison; AL Chaotic (LE); XP 250; Special—Tongues, unholy aura, immune to electricity and petrification; Spells—Continuous—magic circle against good, tongues; At will—aid, detect good, continual flame.

GNOLL, Medium Humanoid: HD 2; AC 15 (leather and shield); ATK 1 weapon (1d8); MV 30; F12 R15 W16; AL Chaotic (CE); XP 100; Special—None.

GIANT CENTIPEDE, Large Vermin: HD 4; AC 14; ATK 1 bite (1d3 + poison II); MV 30 (Climb 30); F10 R14 W17; AL Neutral (N); XP 400; Special—None.

ZOKAM, Medium Humanoid: HD 5; AC 15 (leather and shield); ATK 1 weapon (1d8); MV 30; F11 R13 W13; AL Chaotic (CE); XP 250; Special—None.

6515 MECRIEVARRI | STRONGHOLD



The stronghold of Baron Mecrievarrri is a showcase of modern fortifications. The stronghold was completed 2 weeks ago after a decade of work. Duergars are still putting the finishing touches on the decorative stonework. The dungeon has the latest in torture equipment, and the servants are still unpacking.

Mecrievarrri is the perfect black knight, and he has big plans for the region – kidnapping damsels, spreading tyranny, wholesale slaughter of innocents. In person, he is every bit the courteous knight, bowing to the ladies and japing with the men. At heart, though, he sees everyone as a potential victim. His servants are half-orcs of the most unsavory variety, his retainers 35 full-blooded gnolls in full, black plate armor and armed with glaives. He is also served by a vicar of Beelzebub by the name of Ardoss.

Trouble will begin with an invitation to dine, which will lead to an insult, mild poisoning, a joust (with a hefty wager) and eventually everyone in his dungeon save one or two sent to get a ransom.

Treasure: 3,700 gp, a platinum buckle shaped like a grimacing face, and +1 *studded leather armor*.

GNOLL, Medium Humanoid: HD 2; AC 20 (plate armor and shield); ATK 1 weapon (1d8); MV 30; F12 R15 W16; AL Chaotic (CE); XP 100; Special—None.

ARDOS, Human Cleric: LVL 5; HP 16; AC 15 (breastplate); ATK 1 heavy pick +3 (1d6+1); MV 30; F11 R13 W10; AL Chaotic (NE); XP 500; S11 D9 C11 I12 W14 C10; Special—Rebuke undead, spells per day (5/4/2/1).

MECRIEVARRI, Human Anti-Paladin: LVL 11; HP 64; AC 17 (chainmail, shield); ATK 1 morningstar +11 (2d4+2); MV 30; F5 R11 W6; AL Chaotic (CE); XP 1100; S17 D10 C17 I10 W15 C15; Special—Detect good, smite law (good) 3/day, lay on hands, immune to fear, rebuke undead, cause disease 1/wk, spells (1/1).

6522 GHOSTLY TROLLS | MONSTERS

Three ghostly trolls wander this hex, looking for their heads. The caverns here are charred, and it is likely that some massive fire was the cause of the trolls losing their lives.

GHOSTLY TROLL, Large Undead: HD 6; AC 16 [Silver]; ATK 2 claws (1d4 + 1d6 Con drain) and bite (1d4); MV Fly 60; F11 R11 W10; AL Chaotic (CE); XP 1500; Special—Regenerate (acid and fire), powerless in sunlight, spawn, incorporeal.

6524 CRABBY MERCHANTS | MONSTERS

A collective of crab men is in this hex, arguing over a trade they recently made in the drow city of Je'Neillan [6534]. The crab men were trading kegs of seeds and fancy jellies scavenged from a merchant ship of Antigoon that sank on the surface. One faction of the group thinks the drow robbed them, trading them only seven scrawny human slaves (one of them a noble child of

Guelph) for the merchandise. The others disagree. The argument is becoming heated, but the crab men will stop arguing when the adventurers arrive and focus their attention on them. The crab men use giant snails, controlled by weird, horned rods, to move their goods. The snails drag sledges upon which sit the humans, chained to one another, and a few other odds and ends (dried purple worm meat, a vial of sleeping poison, a dozen cloaks of elvenkind (the cool drow ones woven from spider silk) and 100 poorly made leather gloves.

CRABMAN, Medium Monstrous Humanoid: HD 2; AC 15; ATK 2 pincers (1d4); MV 20 (Swim 20); F15 R12 W12; AL Neutral (N); XP 100; Special—None.

GIANT SLUG, Huge Vermin: HD 12; AC 16; ATK 1 bite (2d8 + 1d8 acid) or spit (60'/4d8 acid); MV 20 (Burrow 10); F4 R9 W9; AL Neutral (N); XP 1200; Special—Vulnerable to salt.

6531 BRAINS! | MONSTERS

Four stocky, almost spherical, living stone statues are carrying a large palanquin. The palanquin has leather curtains, and contains a mind eater and his pet, a brain mole. The mind eater is on its way to the drow city of Je'Neillan [6534] for a conference with that city-state's killer queen, Dubhnova. A string of 10 humans is chained to the rear of the palanquin. There is 1 in 6 chance that the palanquin has stopped so the master can eat.

Treasure: Two fancy stones, a fire opal, and a *figurine of wondrous power – ebony fly*.

LIVING STONE STATUE, Medium Construct: HD 5; AC 16; ATK 2 fists (1d8) or 2 lava sprays (5'/2d6 fire); MV 20; F10 R10 W11; AL Neutral (N); XP 500; Special—None.

MIND EATER, Medium Aberration: HD 8; AC 14; ATK 4 tentacles (2d4 + grapple), bite (1d3) and weapon (1d6); MV 30; F11 R11 W6; AL Chaotic (CE); XP 2000; Special—Yank brain, mental blast (60' cone), magic resistance 90%; Spells—at will—astral projection, charm monster, detect thoughts, levitate, suggestion.

6534 JE'NEILLAN | CITY-STATE

The volcano Mt. Vulcan rumbles and smokes here. The twisting basalt tunnels beneath it give one access to the fabulous dark fairyland of Je'Neillan. Je'Neillan was founded as a colony by the drow of the far west, driving their ships across the Astral Plane until they found one of the few remaining Standing Stones of the ancient elves. This stone is a great monolith in a damp, heated underground vault, and the city of the drow is built around the stone, with their Temple of Hate and palace of Queen Gwydyra being placed the closest and in elevated places.

The city is home to 10,000 creatures, mostly dark elves, but also goblinoids and slaves. The city has a tyrannical government (Lawful Evil) controlled by the queen and her most trusted servants, many of whom now languish in her dungeons for acts of deceit, treachery or mere failure. The people of the city tend

fungus fields, hunt and trap in the surrounding hexes, make war on their neighbors, and operate several underworld markets for those neighbors they aren't currently fighting. Their arrival by the Astral Plane, and their subsequent desire to guard their freedom from their mother city of Thoniall and from the power of Tara-Tilal, has caused them to use the powerful magic of the Standing Stone to seal this hex and those surrounding it from any extradimensional travel without their approval.

In all, 1,100 people dwell within the city proper, with another 9,000 living in the caverns surrounding it, out to a distance of about 2 hexes. Drow patrols keep these tunnels and vaults safe (from everything but themselves). In all, the city fields an army of 250 drow warriors and another 500 goblin cannon-fodder.

DROW, Medium Humanoid: HD 1; AC 15 (studded and buckler); ATK 1 weapon (1d8); MV 30; F15 R13 W15; AL Chaotic (LE); XP 50; Special—Elf traits, maybe cast spells as 1st level magic-user.

QUEEN GWYDYRA, Drow Fighter/Magic-User 9; HP 33; AC 12 (shield +2); ATK 1 longsword +9 (1d8+1); MV 30; F9 R12 W9; AL Chaotic (NE); XP 900; S13 D10 C11 I14 W12 C10; Special—Dominate 0 HD foes, spells per day (4/5/4/3/2/1), drow traits; Spellbook—0—all; 1—comprehend languages, enlarge person, hold portal, mage armor, magic aura, magic missile, true strike; 2—constitution, flaming sphere, invisibility, mirror image, rope trick, strength; 3—displacement, fly, haste, lightning bolt, protection from energy, slow; 4—confusion, dimension door, greater invisibility, polymorph, scrying; 5—transmute rock to mud, wall of force; Gear—*potion of resist electricity*

6536 SLIME PARADE | MONSTERS

A procession of slimes and jellies is making its way through this hex on their way to a shrine dedicated to their slime goddess. The shrine is the lair of a primordial ooze. Many of the slimes and jellies will crawl into the ooze to join it. The procession includes walking slimes, grey oozes, black puddings and gelatinous cubes. The procession carries with it a reliquary in the shape of an amberglass casket containing the preserved body of a dead walking slime that served as the goddess' high priest. It was turned to stone by an adventuring party. They hope that bathing it in the primordial ooze will bring it back to normal. The glass casket is worth as much as 600 gp.

WALKING SLIME, Medium Monstrous Humanoid: HD 2; AC 11; ATK 1 touch (1d6 + turn to slime); MV 20; F15 R12 W13; AL Neutral (N); XP 200; Special—30% chance of turning into walking slime (Fort save to negate)

GREY OOZE, Medium Ooze: HD 3; AC 5; ATK 1 slam (1d6 + 1d6 acid); MV 10; F14 R15 W14; AL Neutral (N); XP 300; Special—Immune to cold, fire and mind effects, weapon resistance, acid does not dissolve stone.

GELATINOUS CUBE, Large Ooze: HD 4; AC 4; ATK 1 slam (1d6 + 1d6 acid + paralysis + engulf); MV 15; F13 R15 W14; AL Neutral (N); XP 400; Special—Transparent, immune to electricity, weapon resistance.

OCHRE JELLY, Large Ooze: HD 6; AC 4; ATK 1 slam (2d4 + 1d4 acid + engulf); MV 10 (Climb 10); F11 R13 W12; AL Neutral (N); XP 600; Special—Split by electricity and slashing weapons, immune to mind effects.

BLACK PUDDING, Huge Ooze: HD 10; AC 3; ATK 1 slam (2d6 + 2d6 acid + engulf); MV 20 (Climb 20); F7 R10 W10; AL Neutral (N); XP 1000; Special—Acid, split, immune to mind effects, weapon resistance.

6541 TALK TO THE HAND | MONSTERS

A lone statue stands in a valley in this hex. The statue is made of green copper, and depicts a centurion of Nomo, pointing northwest down the Valley and into the Klarkash Mountains. The statue's hand, which presumably held a sword or rod, is missing. From below, one can see that there is a hole in the statue's head just large enough for a hand to fit inside.

If a person lays their hand on the statue, that hand disappears, with the statue's hand reappearing – in essence, it steals the person's hand. Inside the statue, there is a large, smooth opal on which there is a crude map showing the way to a tomb in [6942]. Here, the character can find their missing hand (it will try to kill them, and can only be replaced by holding it on the stump while a cleric casts a *cure serious wounds* spell on it) and the following treasure: Silver pugio (dagger), +1 *spatha* (longsword), pilum (javelin), +1 *arcus* (composite bow), plumbata (dart), +1 *lorica squamata* (scale mail), and +2 *scutum* (shield). This gear is on the body of a snarling wight, the remains of the Nomo general Yaufis.

GENERAL YAUFIS, WIGHT, Medium Undead: HD 4; AC 24 (+1 scale mail and +2 shield); ATK 1 slam (1d4 + energy drain 1 level) or by weapon; MV 30; F14 R14 W11; AL Chaotic (CE); XP 1000; Special—Spawn.

6604 BEETLE CARAVAN | MONSTER

A gang of 20 kobolds armed with spears and light crossbows are leading a caravan of 30 fire beetles, all of them tied to one another with ropes, carrying iron ore to the duergar forge [6606]. The kobolds are tired and argumentative.

GIANT FIRE BEETLE, Small Vermin: HD 1; AC 16; ATK 1 bite (2d4); MV 30; F14 R15 W15; AL Neutral (N); XP 50; Special—None.

KOBOLD, Small Humanoid: HD 0; AC 13 (leather); ATK 1 weapon (1d6); MV 20; F14 R16 W16; AL Chaotic (CE); XP 25; Special—Blinded in bright light.

6606 DWARF FORGE | MONSTER

A clan of 300 duergars dwell here in a fortified mine with their 200 females and 100 young. The dwarves mine iron and work it into a forge into one of the finer steels of the underworld. Their mine is near a volcanic vent, and the enterprising dwarves, at great personal cost, have constructed a series of pipes to bring the superhot air to their forge. The dwarves are led by Hrangle, a sooty-faced reprobate whose silence is oppressive. A warrior-priest of Pluto, he commands a corps of twelve veteran warriors and two acolytes. The clan also keeps ten albino rams with horns as black as night as mounts and beasts of burden. Like many

VIIRD

Small Undead, Chaotic (CE), Average Intelligence; Pack (1d8)

HD	2+4
AC	13
ATK	2 claws (1d3 + paralysis) and 2 bites (1d4 + disease)
MV	20
SV	F16 R15 W12
XP	200 (CL 3)

Vierds are creepy, two-headed cousins to ghouls, standing only 3ft tall. They are nocturnal albinos with pink eyes, yellow claws and dirty fangs. Like their kin, they are immune to charm and sleep spells.

A vierd has a paralyzing touch on a failed Fort save (2d6 turns), and if bitten, the victim must make a Fortitude saving throw or contract a disease. The diseased spot must be purified (burning, amputation, holy water, etc.) in order to arrest the spread of the disease.

Special: Paralysis, disease, immune to sleep and charm

creatures of the underworld, the rams have evolved to become omnivorous, and they have a particular taste for halfling.

Treasure: 180 pp, 2,470 gp, 9,000 sp, 27,000 cp, three fancy stones, a gem, a leather coin purse (the interior is a treasure map drawn with invisible ink), a *scroll of false life*, a *scroll of protection from arrows*, a *scroll of cure minor wounds*, *endure elements and flame blade*, a *potion of jump* and a *potion of resist fire*.

GIANT RAM, Large Animal: HD 5; AC 16; ATK 1 butt (1d10); MV 50; F10 R10 W16; AL Neutral (N); XP 250; Special—None.

ACOLYTES, Duergar Cleric/Fighter: LVL 3; AC 17 (platemail); ATK 1 battleaxe +1 (1d8); MV 30; F12 R14 W12; AL Chaotic (NE); XP 300; Special—Rebuke undead, spells per day (4/2/1), duergar traits.

VETERANS, Dwarf Fighter: LVL 2; AC 17 (platemail); ATK 1 battleaxe +2 (1d8); MV 30; F12 R15 W15; AL Chaotic (NE); XP 200; Special—Dominate 0 HD foes, duergar traits.

HRINGLE, Dwarf Cleric/Fighter: LVL 8; HP 31; AC 18 (platemail, shield); ATK 1 warhammer +8 (1d4+2); MV 30; F9 R13 W7; AL Chaotic (NE); XP 800; S14 D7 C10 I7 W17 C11; Special—Dominate 0 HD foes, rebuke undead, spells per day (6/4/3/2/2).

6608 THE HUNT | MONSTER

A shadow hunter and his five shadow mastiffs are hunting a wounded griffon in the dark canyons of this hex. The griffon cannot fly, and has a mere 10 hit points left to it. On a roll of 1-3, the adventurers encounter the wounded griffon. On a roll of 4-5, they encounter the shadow hunter. On a roll of 6, they encounter the hunter and mastiffs locked in final combat with the griffon.

SHADOW MASTIFF, Medium Outsider: HD 4; AC 14; ATK 1 bite (1d6); MV 50; F11 R10 W12; AL Chaotic (CE); XP 400; Special—Howl, disappear into shadows.

SHADOW HUNTER, Medium Undead: HD 9; AC 14 [+1]; ATK 1 strike (1d8 Str); MV Fly 40; F11 R11 W9; AL Chaotic (CE); XP 2250; Special—Incorporeal, create spawn.

GRIFFON, Large Magical Beast: HD 7; AC 17; ATK 2 claws (1d4) and bite (2d6); MV 30 (Fly 80); F9 R10 W13; AL Neutral (N); XP 700; Special—None.

6612 WOBRIC | MONSTER

A young dragon dwells here in a cave overlooking a valley of maroon foliage and sparkling amber streams, marked by tall (20 to 30 feet) columns of glistening salt.

The dragon is called Woobric. Woobric has metallic grey scales, six legs and a face like a frog. It swims in the amber rivers and feasts on the tiny, blood red fish and long, white crustaceans that dwell there, and claims they give him strength. Woobric is talkative, and slightly less avaricious than the average dragon. He loves music, and collects musicians, who it forces into service for a fortnight before releasing them.

Treasure: 1,500 gp, +1 shield and *potion of delay poison*.

WOBRIC, Medium Dragon: HD 7 (14 hp); AC 17; ATK 2 claws (1d6) and bite (1d8); MV 60 (Fly 100, Swim 60); F10 R9 W9; AL Neutral (CN); XP 1750; Special—Line of steam (60'), cause fear, sense hidden and invisible creatures, resistance to fire, water breathing.

6620 WOLF WARRIORS | MONSTER

The remains of a keep and wooden palisade stand here. Stacks of orc and berserker bodies (thirty in all) are to be found here, still bloody. Ravens pick at the bodies, which bear signs of bites. A single maiden can be found alive, dirty and unkempt and clad in tattered clothes. She claims that a pack of wolves saved her from the marauders, and she bears no signs of injury. She is a werewolf who will attempt to work her way into one character's heart ... and then eat it.

WEREWOLF, Medium Monstrous Humanoid: HD 4; AC 16 [silver]; ATK 2 claws (1d4) and bite (1d6); MV 30; F14 R11 W11; AL Chaotic (CE); XP 400; Special—Change shape, lycanthropy.

6624 COSMIC WINDS | WONDER

Cosmic winds whip through the canyons of this hex, sprinkling adventurers with stardust and giving them bewitching dreams of beckoning star nymphs. There is a 1% chance that an adventurer becomes obsessed with reaching the star nymphs in their Pleiadean Empire located in the Firmament. All characters who walk through this hex gain true sight (per the spell *true seeing*) for 1d6 days unless they wash out their eyes.

6632 VIERDS | MONSTER

A clan of 20 vierds, small, two-headed kin to ghouls, dwell here in a palace of bones. The palace is constructed of bones and set upon a stepped platform in a vast cavern with fiery red walls and distorted black mushrooms that coo when people approach them (something like less annoying shriekers). The palace houses all thirty of the vierds and contains halls, gruesome pantries and a throne room with a throne much too large for the vierds.

Treasure: 600 gp, 4,400 sp, a rock crystal, a +1 *buckler* and a *wand of dexterity* [3 charges]

6635 GYRES | MONSTER

Gyres haunt the tunnels in these hexes, being encountered in gangs of 2d6 on a roll of 3 in 6. They are particularly violent.

GYRE, Medium Monstrous Humanoid: HD 2; AC 15; ATK 1 bite (1d3) and 2 claws (1d4); MV 40; F15 R12 W13; AL Chaotic (CE); XP 200; Special—Frenzy (double attacks for three rounds, then fall unconscious for one turn).

6639 ZAFFIRA'S TEMPLE | MONSTER

The walls of a grand cavern here (a mile wide, 2 miles long, 200-ft high ceiling) have been carved into bas-reliefs of grave Amazonian warriors. When the cavern is entered, and the small shrine (a perfect cube of azure marble) approached, the walls erupt into movement, as one thousand dergenuie step from the walls and begin a slow, rhythmic dancer accompanied by deep chanting. This dance goes on for a full five minutes, surrounding the adventurers. At its peak, the cube glows, grows and becomes a portal that admits the personage of the Elemental Earth Queen Zaffira, the most mild-mannered of the earth queens. She is attended by six large earth elementals, all made of sapphire, and her major domo, a bejeweled xorn. Zaffira is a bubbly, almost giddy queen of sapphires. She appears as a beautiful young woman with translucent blue skin, eyes like star sapphires and hair tumbling like cascades of water down her back to her ankles.

Zaffira will accept offerings from the adventurers and grant them one boon within her power if those offerings please her. She might also select a charismatic adventurer to take back to the elemental earth plane as a plaything.

Treasure: 1,200 gp, seven fancy stones, one gem.

DERGENUIE, Medium Elemental (Earth): HD 2; AC 15; ATK 1 slam (1d6); MV 30; F12 R14 W14; AL Neutral (N); XP 500; Special—Surprise (4 in 6), drag into wall, cannot cross barriers of fire or water, immune to acid, electricity and sonic attacks.

XORN, Medium Outsider (Earth): HD 7; AC 21; ATK 1 bite (4d6) and 3 claws (1d4); MV 20 (Burrow 20); F10 R12 W12; AL Neutral (N); XP 700; Special—Glide through stone, cannot be flanked or attacked from behind, immune to cold and fire, resistance to electricity, weapon resistance (blunt).

EARTH ELEMENTAL, Large Earth Elemental: HD 8; AC 18 [+1]; ATK 1 slam (2d8); MV 20; F8 R11 W12; AL Neutral (N); XP 2000; Special—None.

ZAFFIRA, Medium Outsider (Earth): HD 21 [+2]; AC 25; ATK 2 strikes (4d6); MV 60 (Burrow 60); F3 R3 W3; AL Lawful (CG); XP 5250; Special—Aura of euphoria (Will save or calmed and nonviolent), gaze (Will save or laugh uncontrollably), resistance to all weapons, vulnerable to sonic damage, resistance to fire and cold, magic resistance 65%, regenerate, innate spells and cast spells as 12th level druid; 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.

6645 RIDDLE ME THIS | MONSTER

This hex has tunnels leading not only to the adjacent hexes, but also to 6534, 6942 and 6445. These tunnels are safe, and all meet at a cavern that has been smoothed and worked into a great hall. Each tunnel here is blocked by a magical portcullis of force that throws those who touch it back 20 feet (take damage per falling). The portcullises will open for those entering the hall from the tunnels, but not the reverse.

The hall is the lair of the gynosphinx Metaxsa and her living crystal statue guardians, all shaped like falcon-headed amazons. Only she can open the portcullises, with telepathic command. She will do so for those who can answer a riddle and pay a toll of their most valuable possession.

LIVING CRYSTAL STATUE, Medium Construct: HD 3; AC 16; ATK 2 fists (1d6); MV 30; F14 R14 W14; AL Neutral (N); XP 300; Special—None.

GYNOSPHEX, Large Magical Beast: HD 8; AC 20; ATK 2 claws (1d6 + rend); MV 40 (Fly 60); F8 R9 W10; AL Neutral (N); XP 800; Special—Symbol 1/wk; Spells—3/day—clairaudience/clairvoyance, detect invisibility, detect magic, read magic; 1/day—comprehend languages, dispel magic, locate object, remove curse, legend lore.

6707 LADY REDFEATHER | STRONGHOLD

Lady Redfeather, with her red, studded leather doublet and wide-brimmed hat bedecked with a cluster of red feathers, looks more a dandy from the city than a ranger lady, but a ranger she is. For years, she roved the seaways, hunting pirates, sahuagin and other seaborne dangers. Now, she has retired to a river fortress, her personal galley still close at hand, to focus on destroying the humanoid menace of the Klarkash Mountains.



The fortress is a concentric castle surrounded by fields and dozens of cottages and workshops. Lady Redfeather has 60 men-at-arms and 10 elf archers under her command. At her side, as always, is the faithful Myriam, a mild-mannered woman of elegant manners who controls a considerable amount of power.

Redfeather conducts annual hunts through the mountains, seeking out and destroying humanoids and other monsters. These hunts gather many important personages from the

Klarkash region and beyond, and they're a great place to learn rumors and make important contacts.

Treasure: 4,000 gp, a bronze statue of a priestess inlaid with electrum (3,000 gp) and a silver ring set with blue quartz (200 gp).

MYRIAM, Human Cleric/Magic-User 6; HP 22; AC 9; ATK 1 light flail +3 (1d4+1); MV 30; F10 R14 W9; AL Lawful (LG); XP 600; S9 D8 C9 I13 W15 C7; Special—Turn undead, cleric spells per day (5/3/3/2), magic-user spells per day (4/3/3/2); Spellbook—0—all; 1—change self, floating disk, hypnotism, mage armor, mind thrust; 2—flaming sphere, hypnotic pattern, improved phantasmal force, magic mouth; 3—body adjustment, keen edge, nondetection.

REDFEATHER, Human Ranger: LVL 11; HP 53; AC 16 (chainmail); ATK 1 military fork +10 (1d8+1); MV 30; F8 R7 W10; AL Lawful (CG); XP 1100; S13 D13 C10 I9 W13 C11; Special—Favored enemy (ogres), leave no tracks, spells (1/1).

6712 RAT NEST | MONSTER

A clan of 75 rat men inhabits a shadowy tower in this hex. The tower is constructed of basalt in a mountain pass composed of basalt and obsidian, whipped by powerful winds and often covered with a powdering or even a thick layer of snow. The rat men are trained as assassins. Their master, Sweek, is the grandmaster of assassins in the Klarkash Mountains. He and his people make their money working as spies and assassins for all the factions, neutral and evil (and sometimes good) in the region and by trading secrets they discover along the way. Sweek's minions can be found in every city-state in the region, and in some of the larger strongholds and villages.

Treasure: 10 pp, 850 gp, 700 sp, 13,000 cp, a bolt of cloth-of-gold and a dose of antitoxin.

RATMAN, Medium Humanoid: HD 1; AC 13; ATK 1 bite (1d3 + disease) or by weapon; MV 30 (Climb 20); F15 R13 W15; AL Chaotic (NE); XP 50; Special—None.

RATMAN ASSASSIN, Medium Humanoid: HD 3; AC 13; ATK 1 bite (1d3 + disease) or by weapon; MV 30 (Climb 20); F14 R12 W14; AL Chaotic (NE); XP 150; Special—Skills of 3rd level assassin, backstab x2.

SWEEK, Ratman Assassin: LVL 13; HP 43; AC 12 (padded); ATK 1 dagger +8 (1d4 + Poison IV); MV 30; F11 R6 W11; AL Chaotic (NE); XP 1300; S11 D15 C10 I13 W12 C11; Special—Poison use, backstab x3 (paralyze or kill), spells (1/1/1).

6720 DEVIL PIT | MONSTER

The tunnels under this hex angle downward, finally reaching a series of caverns filled with oil. The surface of this oil is burning, filling the surrounding tunnels with acrid smoke. A pack of seven horned devils, summoned and then forgotten, bathes in this burning oil and hires out to the powers of the underworld when they have dangerous assignments that need doing.

HORNED DEVIL, Large Outsider: HD 6; AC 26 [+2]; ATK 1 flail (2d6 + stun) or 2 claws (2d8), bite (2d8) and tail (2d6 + persistent wound); MV 20 (Fly 50); F9 R10 W9; AL Chaotic (LE); XP 1500; Special—Aura of fear, persistent wounds, summon horned devil (20%), immune to fire and poison, magic resistance 35%, regenerate (silver); At

will—At will—dispel good, magic circle against good, persistent illusion, teleport without error (self plus 50 pounds); 3/day—fireball, lightning bolt.

6722 HEAVEN ON EARTH | DUNGEON

Passing into the tunnels beneath this hex means passing into a massive dungeon. All tunnels into this hex (assume one from each surrounding hex) are sealed with gates of white marble etched in gold with the glyphs of Law and Good.

The dungeon within this hex was created by the angels as the last resting place of a great hero – a flawed hero not worthy of bodily ascension to Heaven, but a great hero nonetheless. In elder times, before the spirit of Lawful Goodness was torn asunder by the spirit of Pure Law into Seven Archangels, it launched a great crusade into the area of the Klarkash Mountains. The remnants of this invasion can be found in the beautiful but savage aasimars that live north of Guelph, and who have allied themselves with those warrior people in their fight against the goblinoids.

The hero in question was called Athook, and he is interred here within a great maze guarded by creatures of law and good, most especially a tribe of gold dragon men and lesser angels and celestial creatures. Many evil adventurers have attempted to breach the dungeon, but all have failed.

6725 INVERSE MOUNTAIN | MONSTER

This hex holds an "inverse mountain". The mountain is actually a pit deep within the earth. Climbing down into the pit gradually separates a person's physical and astral forms, until their corporeal husks are discarded on the side of the mountain. Their astral bodies suddenly find themselves climbing a holy mountain defended by magical creatures. At the summit lies a tree that produces a golden fig of wisdom each century (permanent +3 bonus to Wisdom). Many brave, powerful souls come to the mountain to get this fig and the battle that ensues is magnificent.

6733 KOBOLD MINERS | MONSTER

A clan of 200 kobold miners dwells in this hex in small caves bored into the side of a hook-shaped mountain. The mountain has slopes of maroon and crimson, with sickly white vines growing on the lower slopes that produce an oozing, golden, sweet jelly the kobolds favor above all else. The kobolds mine copper, and they are fairly peaceful for kobolds unless they think somebody is a weak, easy target. Their chief is called Oodoo, a brilliant, cunning Sgt. Bilko-type (look it up youngsters). They are at peace with the Duchy of Balio [6231], and in fact run a profitable business aiding the city-state's smugglers.

Treasure: 30 pp, 690 gp, 4,300 sp, 13,000 cp, a blue sapphire, and a *wand of darkness* [1 charge]

KOBOLD, Small Humanoid: HD 0; AC 13 (leather); ATK 1 weapon (1d6); MV 20; F14 R16 W16; AL Chaotic (CE); XP 25; Special—Blinded in bright light.

ODDOO, Small Humanoid: HD 3; AC 13 (leather); ATK 1 weapon (1d6); MV 20; F13 R14 W13; AL Chaotic (CE); XP 150; Special—Blinded in bright light, backstab x2.

6747 GHOUL VAULT | DUNGEON

Deep beneath the Iridian Hills there is a vast cavern. Most of the bodies that fall into patches of quicksand work their way down to this vault, where they are deposited in the cave and devoured by a tribe of ghouls. The ghouls never work their way to the surface, for there is little reason to and they greatly fear the prismatic dragons of the hills.

It is said that among the ghouls there is one who was once a respected scholar of history. If sated with carrion, he is capable of answering any query regarding the history of the world up to about 300 years ago, when his studies ended.

6749 OSTROPIS | MONSTER

Ostropis is a small village of hunters living on the kaleidoscopic grasslands of the Iridian Hills. The people passed into this land from the mountains beyond, and they have been pressed by the goblins [7249] to pay them tribute, for they claim the entire area. The people don't believe them and have not yet knuckled under. Instead, they have sent emissaries out to find the prismatic dragon they have heard actually rules the region.

The village houses 100 people, with a stout stone wall with wooden towers protecting it. The town's mayor, Dalio, is an amateur alchemist who acts as the village healer. The village is protected by five men-at-arms, and otherwise relies on the marksmanship of the village's thirty hunters.

Treasure: 270 gp, 2,100 sp, 2,000 cp.

6801 LEPROUS GRABBERS | MONSTER

The underground here is crawling with leper zombies, who have a way of blending into the surroundings (i.e. surprise on 1-3 on 1d6). They are encountered in groups of 1d8 on a roll of 1-2 on 1d6 made each hour. Most folk simply avoid these tunnels.

LEPER ZOMBIE, Medium Undead: HD 2; AC 11; ATK 1 slam (1d6 + mummy rot); MV 20; F15 R15 W15; AL Neutral (N); XP 200; Special—Move or attack, weapon resistance (blunt weapons).

6808 ORCS, ORCS AND MORE ORCS | MONSTER

200 orc warriors and their females and young dwell here in miserable conditions. Their canyon is swampy and ridden with pests, and these floods make it difficult to build anything. The orcs are reduced to dwelling in caves and communicating with

their neighbors using drums. Their chief, Yook, would just as soon be rid of his people, for they have proven to be terrible cowards.

Treasure: 70 pp, 2,290 gp, 5,500 sp, 7,000 cp, three fancy stones, a scroll of phantom trap and see invisibility and a potion of endure elements.

ORC, Medium Humanoid: HD 1; AC 14 (leather and shield); ATK 1 weapon (1d8); MV 30; F13 R15 W16; AL Chaotic (CE); XP 50; Special—None.

ORC SUB-CHIEF, Medium Humanoid: HD 2; AC 15 (studded leather and shield); ATK 1 weapon (1d8); MV 30; F12 R15 W15; AL Chaotic (CE); XP 100; Special—None.

ORC CHIEF, Medium Humanoid: HD 3; AC 17 (chainmail and shield); ATK 1 weapon (1d8); MV 30; F12 R14 W14; AL Chaotic (CE); XP 150; Special—None.

6810 SHADOW FOUNTAIN | WONDER

A weird fountain erupts from a crack in an obsidian mount in this hex. At first glance, it appears to be composed of black water. In fact, it is shadow stuff, from the shadow plane, that passes through the crack and into a pool. The shadow stuff is cool to the touch, but will not refresh if drank.

Those who bathe in the shadow suffer 6 points of constitution damage, but gain immunity to cold and they are only harmed by magic weapons. This invulnerability fades as their constitutions heal. At the half-way point, they have only resistance to cold and can be harmed by silver or magic weapons.

While under the influence of the shadows, adventurers will tend to behave in a paranoid and secretive manner.

6818 PRINDAGOT | STRONGHOLD

Prindagot is perhaps the most dapper wizard in all creation. His clothes spring directly from his imagination, and he changes them often. Prindagot may appear in silk robes and a peacock cape one moment and a pinstripe suit with bowler hat the next. His tower stands in this hex over the so-called "Well of Memories", a writhing pool of golden energy that taps into the akashic memory — this is the source of Prindagot's borrowed memories.

The tower is constructed of white marble, with very clean lines and some geometric bas-reliefs. It is built in a valley of tall, black pines and gurgling, laughing (literally) streams. He shares the tower with his apprentice, a weasely man named Ostwic, and the black-furred gynosphinx Judeth. Judeth loves Prindagot despite himself, but Prindagot has little time for any but himself, hence the grand portrait of Prindagot au natural in his throne room.

GYNOSPHERINX, Large Magical Beast: HD 8; AC 20; ATK 2 claws (1d6 + rend); MV 40 (Fly 60); F8 R9 W10; AL Neutral (N); XP 800; Special—Symbol 1/wk; Spells-3/day—clairaudience/clairvoyance, detect invisibility, detect magic, read magic; 1/day—comprehend languages, dispel magic, locate object, remove curse, legend lore.

PRINDAGOT, Human Magic-User; LVL 11; HP 24; AC 10; ATK 1 staff +4 (1d6); MV 30; F11 R11 W8; AL Neutral (CN); XP 1100; S9 D11 C11 I14 W10 C12; Special—Spells per day (4/5/4/4/3/2/1); Spellbook—0—all; 1—comprehend languages, enlarge person, floating disk, fool’s gold, magic missile, obscuring mist, protection from evil; 2—darkness, gust of wind, invisibility, levitate, web; 3—blacklight, fly, mental barrier, sepia snake sigil, tongues; 4—mnemonic enhancer, polymorph other, resilient sphere, summon monster IV; 5—mind fog, prying eyes, waves of fatigue; 6—summon monster VI, transformation.

6826 BRONZE WARRIORS | MONSTER

An army of 100 chalkeions and their 65 females and 40 young dwell here in a megalithic citadel atop a plateau in a vast cavern teeming with life. The ceiling of the cavern radiates ultraviolet light, and strange plants grow in this light, watered by an underground river that flows around the plateau. The cavern floor is a veritable jungle of purple and maroon plants. Tiny lizards scurry about and pernicious insects bite at adventurers making their way through the noisome mess.

Atop the plateau, the chalkeion warriors keep constant vigilance for invasion, for their home is highly sought after by other underworld peoples, especially the drow. They are commanded by the barbaric King Kartix and the three young red dragons he has raised from the egg.

Treasure: 250 pp, 7,800 gp, 54,000 sp, 140,000 cp, 15 fancy stones, six gems, a jewel, a cloth-of-gold cloak, a silk gown trimmed with fox, a *scroll of unseen servant*, a *scroll of hold portal and disguise self*, a *rust bag of tricks*, a *scroll of consecrate*, *death knell and animate dead*, *dust of tracelessness*, a *+2 spear*, two *+1 shields*, a *potion of constitution*, a *potion of lesser restoration*, a *potion of remove fear*, a *potion of undetectable alignment*, a *trident of fish command* and a *wand of silence* [4 charges].

RED DRAGON, Medium Dragon: HD 10 (20 hp); AC 18; ATK 2 claws (1d6) and bite (1d8); MV 40 (Fly 150); F8 R8 W7; AL Chaotic (CE); XP 2500; Special—Cone of fire (20’), cause fear, sense hidden and invisible creatures, speech, resistance to fire.

CHALKEION - HOPLITE, Medium Humanoid: HD 5; AC 17; ATK 1 weapon (1d8); MV 30; F11 R13 W13; AL Neutral (N); XP 250; Special—None.

CHALKEION – SERGEANTS (8), Medium Humanoid: HD 6; AC 17; ATK 1 weapon (1d8); MV 30; F10 R12 W12; AL Neutral (N); XP 300; Special—None.

CHALKEION – LIEUTENANTS (4), Medium Humanoid: HD 7; AC 17; ATK 1 weapon (1d8); MV 30; F10 R12 W12; AL Neutral (N); XP 350; Special—None.

CHALKEION - KING, Medium Humanoid: HD 11; AC 17; ATK 1 weapon (1d8); MV 30; F8 R10 W10; AL Neutral (N); XP 550; Special—None.

6835 GRAND DUCHY OF IMBROGLIO | CITY-STATE

The Grand Duchy of Imbroglia has become the door to the Klarkash Mountains for most of Venatia, being located near Antigoon. It has a wondrously deep harbor, and is downstream from Je’Neillan [6534]. This has made it a city of 1,250 people,

with more than 11,000 people in the hinterlands in manorial villages that run up the river valley. There are eight such villages in all, all defended by motte-and-bailey castles. Imbroglia’s army consists of 100 men-at-arms, mostly crossbowmen and pikemen, with a small contingent of baronial cavalry.

The people of Imbroglia are argumentative and contrary, an inheritance of their orc blood. Their city has a grand forum where the citizens gather to argue and shout over public policy, and eventually make loud, clamorous votes that usually involve fisticuffs and much taunting of the losers by the winners. It’s an ugly system, but it seems to work. The Grand Duke, Thonizi, stands back and lets the people rule, focusing instead on profiting by corruption. He’s evil, but he’s rich and happy.

Interestingly enough, the attendees of the forums are the women of Imbroglia, who, therefore, are the city-state’s rulers. The men busy themselves with trade, art and war, having long since decided that arguing with their women was a fruitless exercise. Among them men, respect is earned by deeds, not words or family attachments.



Imbroglia is a tough, frontier-sort of town, and justice is swift. The Grand Duke employs roving magistrates in red robes lined with ermine. These men carry greatswords to perform executions on the spot to enforce their rulings, when necessary. They are backed up by leather-clad men-at-arms with catch-poles, nets and clubs. Court is always held at the scene of the crime, with black carpets laid on the ground and plaintiff and defendant forced to kneel on these carpets, heads down, while they and others give evidence – all the better to execute the wrong-doer if a capital crime has been committed.

The patron deity of Imbroglia is Polyhymnia, the Muse of oratory, with smaller cults of Mercurius as god of trade and Juno. The Imbrogliaans entertain themselves with gladiatorial games, a form of theater not unlike opera (the people treasure deep, powerful voices and sing often) and monster-baiting.

6840 HOUNDS OF CHRONOS | MONSTER

Deep underground, in a forgotten, dusty cavern there is a massive cog of time, a piece of the cosmic works hidden from most people’s eyes. Why it was left here is unknown, but it is guarded by a pack of five hounds of Chronos. The cog is about ten feet in diameter, two feet thick, and weighs several tons.

HOUND OF CHRONOS, Medium Outsider: HD 3; AC 12; ATK 2 claws (1d4) and bite (1d6); MV 40; F12 R12 W12; AL Neutral (LN); XP 300; Special—Temporal jump (2/day, disappear and re-appear 1d4 rounds later), temporal heal (1/day, leap back in time and heal all damage).

6850 TIGER WOMAN | MONSTER

Xangola is an adventuress from the eastern lands, as one can tell from her golden skin and black hair worn long and loose. She dresses as a typical adventurer, wearing simple, rugged clothes and a mail hauberk. Xangola carries a shiny buckler and a long scimitar. She can be found here, relaxing in camp. Xangola is between adventures, and her options are open. She also happens to be a weretigress with a penchant for pretty elves.

Treasure: 130 pp, a bolt of cloth-of-silver, a gold staff (1,900 gp), a *scroll of cure light wounds*, *jump* and *cure moderate wounds*, a *potion of barkskin +2*, a *potion of magic fang* and a *wand of enlarge person* [2 charges].

XANGOLA, Large Monstrous Humanoid: HD 7; AC 16 [silver]; ATK 2 claws (1d8) and bite (2d6); MV 30; F11 R10 W10; AL Neutral (N); XP 700; Special—Change shape, lycanthropy.

6901 ADAMANT | STRONGHOLD

Adamant is the name of a monastery of pure Law situated in this hex on an imposing peak reachable only by climbing or via a narrow (and dangerous) goat path. The Adamant Monks dress in white robes and tall, conical hats emblazoned with glyphs of Law in gold thread. Their leader, Recumar, is well-spoken and urbane, with a calm demeanor that belies his iron will. The brothers number 20, ranging in level from 1st to 5th. They primarily concern themselves with meditation and enlightenment, and achieving physical perfection. They also observe the stars to discern the workings of the cosmos.

ADAMANT BROTHER, Half-Orc Monk: LVL 2; AC 11; ATK 1 strike +1 (1d4) or punching dagger +1 (1d3+1); MV 40; F11 R11 W11; AL Neutral (LN); XP 200; Special—Stunning attack, deflect arrows, half-orc traits.

RECUMAR, Half-Orc Monk: LVL 11; HP 53; AC 16; ATK 2 strikes +7 (2d6); MV 60; F7 R7 W7; AL Neutral (LN); XP 1100; S11 D15 C13 I11 W14 C11; Special—Stunning attack, deflect arrows, slow fall, immune to disease and slow spells, feign death, heal wounds, immune to poison, half-orc traits.

6912 PHLOK | CITY-STATE

Phlok is a sprawling, angry metropolis of 10,000 goblinoids. It is constructed in a dimly lit vault of sprawling white arches (many hovels are constructed on them), a plateau of blue-grey stone that holds the central fortress of Queen Thronderna and the great Tabernacle of Pandemonium, where one thousand demon and devil idols are kept and their respective cults pray, chant, sacrifice and, quite often, fight. Mushrooms grow large and thick under the weird light of the vault of Phlok, and weird jellies are herded like sheep. Most of Phlok's money comes from war and raiding, with the many mercenary companies of hobgoblins and orcs striking out each Spring, and carrying back plunder and loot.

The city is a trade center for the underworld, though mostly for smugglers and ne'er-do-wells.

6916 KEPPINA THE BOLD | STRONGHOLD

Keppina the Bold is a marauder that has turned a lifetime of beating people up and taking their stuff into a small castle on a windswept plateau of reddish stone and silver-leafed and white-barked birches. The castle is surrounded by fields and pastures tended by more than 200 peasants, highlanders viciously loyal to their mistress. She commands twenty men-at-arms with spears, scale armor and shields.



Some outsiders say that Keppina's armorial represents her two-faced nature. She is known to be dishonest and takes heavy taxes from travelers, but she treats her own people well, tending and educating orphans and seeing to their safety and well-being.

Treasure: 1,100 gp, four gems, and a black star sapphire.

KEPPINA THE BOLD, Human Barbarian: LVL 9; HP 41; AC 15 (ringmail, shield); ATK 1 falchion +8 (1d8+1); MV 40; F8 R12 W12; AL Neutral (N); XP 900; S13 D11 C15 I8 W12 C10; Special—Rage 3/day, sixth sense.

6922 FELIKAURS | MONSTER

A small band of seven felikaurs hunt in this hex. They allow no trespassers onto their "game preserve", but might be tempted by goods from the outside world.

Treasure: 1,200 gp, a *scroll of mount*, *blur* and *summon swarm*, *oil of magic weapon* and *potion of blur*.

FELIKAUR, Large Magical Beast: HD 6; AC 16; ATK 2 claws (1d6) and bite (2d6); MV 40 (Fly 60); F9 R10 W13; AL Neutral (N); XP 600; Special—Spit acid (20' range, up to 9 dice of damage per day, max of 3d6 in one attack), surprise (2 in 6).

6928 CLOGGED ARTERY | MONSTER

The only passage through this hex's underworld is filled with one hundred living iron statues, guardians placed here by the red amazons of Tharladoce [7019]. They are bound to let none pass who do not swear their fealty to the amazon queen.

LIVING IRON STATUE, Medium Construct: HD 4; AC 18; ATK 2 fists (1d8); MV 10; F14 R15 W14; AL Neutral (N); XP 400; Special—Lodged weapons.

6942 TOMB OF BAGNARAK | DUNGEON

The tomb of King Bagnarak, a bugbear war chieftain of elder days, has been constructed in a large cavern here. The "tomb" consists of twelve large, iron balls suspended from the ceiling by thick chains. The balls are 10 feet in diameter and hollow, with a 2 inch thick iron shell lined with another two inches of lead.

One of these spheres holds the body of Bagnarak and his grave goods, while the others hold monsters and traps.

1. The vampiress Aztiria, enraged and crazed from her long captivity
2. Finger bone of a troll that begins regenerating when opened – takes 10 minutes to regenerate fully
3. The body of Bagnarak (see treasure below)
4. *Acid fog* (10th level caster)
5. Monster summoning VII (TK's choice)
6. A swarm of hellwasps
7. A *chain lightning* trap that lasts for 10 minutes
8. A black pudding
9. Three wight knights (stats below)
10. Animated sphere (stats below)
11. A delayed blast fireball (10d6) suspended in time that activates when the sphere is opened
12. A blue mist (30-ft diameter) that turns gold to lead, silver to tin and copper to iron

ANIMATED SPHERE, Large Construct: HD 4; AC 14; ATK 1 slam (1d8); MV 20; F11 R12 W12; AL Neutral (N); XP 200; Special—Trample (1d8).

WIGHT KNIGHT, Medium Undead: HD 4; AC 24 (platemail, shield); ATK 1 slam (1d4 + energy drain 1 level) or longsword (1d8); MV 30; F14 R14 W11; AL Chaotic (CE); XP 1000; Special—Spawn.

6944 HORRIBLE HOOKS | MONSTER

The tunnels through this hex are tall and narrow, like cracks in the stone. In many places, water runs in sheets down one side of a tunnel or another, seeping into the floor or forming rivulets that empty into pools in small caverns. The air is cold in these tunnels, and they are patrolled by several hook monsters, weird crossbreeds of minotaur and glabrezu demon who search this hex for the heart of a frost giant queen, frozen in time and resembling a giant, transparent crystal. They have never found the heart, but it does hide here in one of the black pools.

HOOK BEAST, Large Monstrous Humanoid: HD 6; AC 14 [+1]; ATK 2 hooks (1d10); MV 30; F11 R10 W11; AL Chaotic (CE); XP 600; Special—Immune to mazes and backstabs, resistance to fire, magic resistance 10%, +2 to hit and damage Law.

6948 HENWYN'S LAIR | MONSTER

Henwyn is an ancient prismatic dragon that has lived in the Iridian Hills for hundreds of years. Her children and grandchildren

also roam the hills, though never into Henwyn's territory, which is at the center of the wilderness.

Henwyn's lair is a burrow in a tall hill capped by an ancient standing stone. The burrow is guarded by only the most meagre magical wards. The standing stone is hollow, and its glyphs shine when the moon is full. It is on these nights that anyone entering the stone will find themselves teleported randomly to another stone (or the remains of another stone). Father Flurp (q.v.) uses the stone as an altar, and his presence is tolerated by Henwyn.

Henwyn is most often encountered in the morning hours, her long body stretched out on a ridge soaking in the sun. Henwyn has amassed a small horde during her years in the hills, some of it taken in fights with adventurers, some as tribute from Herkimer.

Treasure: 4,800 sp, 120 gp, 20 gems of varying quality (Henwyn especially likes moonstones), hood of coppery wool (3 gp), sequined gown (5 gp), mechanical griffon toy (16 gp), flail (each head covered with gold runes) (50 gp), ivory pipe carved like a whale (50 gp), ornate trident with twin dolphins holding up the prongs (100 gp), stone hour glass (100 gp), bottle of 300 year old wine from the Nomo region (130 gp), ornate two-handed axe (300 gp), stone tablet recounting the story of the Deluge (400 gp), panpipes made from the claws of a red dragon (500 gp), gold ceremonial gorget (1,000 gp), graceful gold urn (1,000 gp), wooden coffer containing a knuckle bone of St. Cuthbert (1,000 gp), gold armband with platinum filigree depicting a lion slaying a unicorn (3,500 gp), *potion of remove disease* in an amberglass bottle (the potion tastes like sour milk), *rod of absorption*, *wand of suggestion* [5 charges] is crafted of gold and tipped with a moonstone, *sword of defending* that looks like a rapier with a wire pommel and fancy guard (the sword is called Alack; it is lawful good; it communicates with empathy and is capable of sight; Alack can locate object 3/day), *carpet of flying* that operates by wrapping around a single person and flying them very quickly anywhere they want to go (activated by standing on it and announcing your desired destination), and +1 *leather armor* made from the flayed skin of a bugbear.

HENWYN, Medium Dragon: HD 12; AC 21 [+2]; ATK 2 claws (1d8) and bite (2d6); MV 60 (Fly 300); F7 R6 W4; AL Neutral (N); XP 3000; Special—Cone of prismatic light (60'; as prismatic spray), cause fear, sense hidden and invisible creatures, immune to light and blindness; Spells: At will—hypnotic pattern, rainbow pattern; 3/day—prismatic wall, sunbeam, sunburst.

7001 TOMB OF THE FIRE GIANT KING | DUNGEON

The ancient fire giant king Patricus, who looms large in the legend of the giants and humanoids of Klarkash, is buried here. A wide river flows through this hex, divided at one point by a massive column of obsidian. Within this column, which is approximately 40 feet in diameter and 200 feet tall, is the tomb. The water of

the river steams around the column, for it is hot to the touch. Within, the walls are clad in bronze and are hot to the touch. They wind around and up to a chamber at the top of the column. This chamber is 40 feet deep. The adventurers enter at the top of the chamber, about 15 feet below the ceiling. Flames leap up from the bottom – ever burning, magical flames – around the body of the fire giant kin lying in state on an obsidian platform. Around him there are four iron chests, glowing hot. One is filled with the king's treasure, while the other three contain the unquiet spirits of the fire giant king's three wives.

Treasure: 3,000 gp, three fancy stones, a star ruby and a *potion of mage armor*.

FIRE GIANT SPECTRE, Large Undead: HD 11; AC 15 [Silver]; ATK 1 strike (2d6 + energy drain 2 levels); MV 40 (Fly 80); F9 R9 W8; AL Chaotic (CE); XP 1750; Special—Spawn, powerless in natural sunlight, incorporeal, immune to fire, vulnerable to cold.

7008 TENTACLES FROM ABOVE | MONSTER

A giant aerial squid hunts here amid the peaks. The squid has light blue skin mottled with white, and it's very skilled at camouflaging itself against the sky. It is encountered on a roll of 1-2 on 1d6 (check in morning, noon and evening).

GIANT SQUID, Huge Animal: HD 12; AC 17; ATK 10 tentacles (1d8 + constrict) and bite (2d8); MV 0 (Fly 80); F4 R6 W12; AL Neutral (N); XP 1200; Special—Fog cloud (as spell), jet backwards.

7019 THARLADOCE | CITY-STATE

Tharladoce is a city of 15,000 red amazons, a militaristic state of pain, torment and evil. The red amazons worship Agrona, a goddess of slaughter, marrying their queen to her each Spring while anointing her in blood and oil before she leads her legions from Tharladoce to make war on her numerous enemies.

The city is constructed in a maze of passages and chambers, the stone died red with blood, the statuary martial and made of black bronze and decorating every intersection and open square. The red amazons live off of tribute and plunder, and they keep a few slaves to tend fungal growth in the city's sewers. Water is provided by a number of springs that pour into great fountains.

The current queen of the red amazons is Garneth, known for her Rod of Victory carved from a giant garnet.

AMAZON, Medium Humanoid: HD 1+1; AC 17 (chain and shield); ATK 2 longsword (1d8); MV 30; F15 R13 W15; AL Chaotic (CE); XP 100; Special—Immune to fear.

GARNETH, Medium Humanoid: HD 6+1; AC 17 (chain and shield); ATK 2 longsword (1d8); MV 30; F10 R12 W12; AL Chaotic (CE); XP 600; Special—Immune to fear.

7023 SEARCH PARTY | MONSTER

A pack of four warrior amphorons, the creations of the Artificers of Yothri, are scouring the underworld of this hex for a master thief of the Kith-yin. The thief has stolen something terribly powerful from the Artificers, and its return is vital to one of their plans. The item he has stolen is a small mechanism of electrified gel with a skin of adamantine flakes. The controlling warrior amphoron is reddish in color, the others silvery. The kith-yin is even now making its way into the drow city of Je'Neillan [6534].

Note: The amphorons of Yothri are detailed in Matt Finch's excellent *Monster Compendium OE*. The author strongly suggests you find and purchase this most valuable volume.

KITH-YIN THIEF, Medium Monstrous Humanoid: HD 8; AC 16 (breastplate); ATK 1 silver sword (1d6+1); MV 30; F11 R9 W8; AL Chaotic (CE); XP 800; Special—Backstab x3, thief skills; Spells—3/day—detect thoughts; 2/day—psionic blast; 1/day—crushing despair; 1/week—plane shift (but only in concert with three other kith-yin).

WARRIOR AMPHORON, Medium Outsider: HD 5; AC 17; ATK 2 pincers (1d6+2) and 1 fire projector (100'/1d6 fire); MV 40; F11 R11 W11; AL Neutral (N); XP 500; Special—Flicker (1 in 6 chance per round).

7027 QUEEN OF THE COSMOS | MONSTER

One hundred orgs (crossbreeds of orcs and ogres) dwells here in an ugly little village of stone huts. The village is unremarkable except for its human queen, a woman of tremendous ego who calls herself the Queen of the Cosmos.

Treasure: 3,480 gp, 5,100 sp, 10,000 cp, four fancy stones, a gem and an ebony staff set with onyx (1,100 gp).

ORG, Medium Giant: HD 2; AC 16; ATK 1 slam (1d6) or by weapon (1d10); MV 35 F11 R15 W15; AL Chaotic (CE); XP 100; Special—None.

QUEEN OF THE COSMOS, Human Barbarian: LVL 5; HP 38; AC 11 (padded); ATK 1 heavy flail +6 (1d6+3); MV 40; F10 R13 W13; AL Neutral (N); XP 500; S16 D9 C15, I11 W12 C9; Special—Rage 2/day, sixth sense; Gear—*Potion of healing, potion of remove paralysis, stone salve*.

7032 KOLAS THE MOROSE | MONSTER

The titan Kolas dwells here in a massive minaret deep under the earth at the bottom of a yawning pit. The pit is located 1 mile beneath the earth. The mouth of the pit is about 1 mile wide, the bottom about a half-mile wide. The sides are steep and slick.

Kolas' palace is splendid, but everything in it is black, the only difference being the level of gloss or shine. His throne is constructed of obsidian set with black jewels. His skin is as black as soot. His servants are 100 drow, exiled from Je'Neillan [6534] and welcomed into the heart of Kolas.

Kolas is a brooding lord, a child of night and sadness, who sits in his dismal palace plotting the destruction all that is bright and

happy. Visitors are feted on black bread and wine, and asked to tell their saddest stories. Those who attempt to gladden the titan's heart are seized and thrown into his dungeons, where they are left to die, alone and forgotten.

DROW, Medium Humanoid: HD 1; AC 17 (chainmail and buckler); ATK 1 longsword (1d8 + poison I); MV 30; F15 R13 W14; AL Chaotic (CE); XP 100; Special—Elf traits, hate sunlight.

KOLAS, Huge Outsider: HD 20; AC 27 [+1]; ATK 2 slams (1d10) or huge weapon (2d12); MV 60; F3 R3 W3; AL Chaotic (CE); XP 5000; Special—Magic resistance 50%; Spells—At will—bestow curse, chain lightning, charm monster, cure critical wounds, deeper darkness, dispel magic, fire storm, hold monster, invisibility, invisibility purge, levitate, persistent illusion, polymorph (humanoid forms only, duration 1 hour), unholy smite; 3/day—etherealness, holy or unholy word, summon nature's ally IX; 1/day—crushing hand, gate, maze, meteor swarm.

7034 MADOK THE TORMENTED | MONSTER

A cambion demon called Madok has been chained to a tall column of stone in this hex. The column is 30 feet tall (as is the cavern, of course). On the ground, a pack of thought eaters torment the demon and feed off of his mind and the thoughts of diabolical rage running through it. He was chained here by the red amazons of Tharladoce [7019], for he proved himself disloyal to their queen and she had to be avenged. He currently has about four points of Wisdom left, and is slipping into madness.

THOUGHT EATER, Small Aberration: HD 3; AC 17; ATK 1 strike (1 Wis damage); MV 40; F15 R14 W13; AL Neutral (N); XP 300; Special—Ethereal jaunt, can spend 10 rounds on Material Plane; Spells—At will—daze, moment of prescience; 3/day—thought shield.

MADOK, Medium Outsider: HD 8; AC 18 [+1]; ATK 2 claws (1d4) or weapon (1d8+3); MV 40; F9 R9 W8; AL Chaotic (CE); XP 2000; Special—Immune to poison and electricity, resistance to cold, fire and acid, magic resistance 20%; Spells—At will—detect magic, detect thoughts, fear, levitate, polymorph self.

7038 RED DRAKKARS | MONSTER

A battalion of 20 red drakkars is gathered here trying to find their way home to Je'Neillan [6534], where they work as mercenaries. While normally inclined to violence, they are desperate for directions and will be happy to accept help. Of course, they'll betray their rescuers, but, you know, it's a red dragon thing.

Treasure: 850 gp, 700 sp and three pieces of blue quartz.

RED DRAKKAR, Medium Humanoid: HD 1+1; AC 18 (scale mail and shield); ATK 1 bite (1d4 + 1d4 fire) or weapon (1d8); MV 40; F15 R13 W13; AL Chaotic (CE); XP 100; Special—Resistance to fire.

7101 BEWARE THE GNOMES | MONSTER

There is a pleasant valley here, ascending towards a snowy peak. The valley is green and flecked with white flowers. A band of 20 gnomes calls the valley home, digging aventurine and quartz from an old mine that extends far into the mountain. The gnomes are

not as kindly as one would expect, and they seem a bit "slower" than the normally clever and quick-witted gnomes that people are used to. This is because they are spriggans, an evil offshoot of the gnomes capable of enlarging themselves when they are roused to anger. This helps explain why their small village contains such large weapons. The spriggans often use their seemingly inoffensive forms to lure people into their mines, complaining of a kobold invasion. Once people are inside, they trigger traps to collapse ceilings on them, or just ambush them.

Treasure: 30 pp, 1,600 gp and 1x20 aventurines.

SPRIGGAN, Small Humanoid: HD 0; AC 16 (chainmail and buckler); ATK 1 weapon (1d6); MV 20; F14 R16 W16; AL Chaotic (NE); XP 25; Special—Enlarge to giant-size (fight as 2 HD gnomes).

7102 ALDIS | SETTLEMENT

Aldis is a large lake village of 100 brawny fishermen and their 200 women and children. They are known for their bravado and tall tales, and the rugged beauty of their amber-haired and rosy-cheeked women. The men cultivate great, ruddy beards and mustaches. They are a welcoming people, their cobblestone streets ringing with laughter and song and their taverns flow with bitter stout, dark, crusty bread and savory fish stew. Despite living on the edge of civilization, they show no fear, and a few of the men have been known to venture into the mountains to track down monsters and humanoids that have harmed their people. They don't always return intact, but they go. The "big man" of the village is named Gariso, and he usually leads these ventures.

Treasure: 480 gp, 3,200 sp, 6,000 cp, a star rose quartz, a silver holy symbol (25 gp) and a *scroll of floating disk and true strike*.

GORISO, Human Barbarian; LVL 4; HP 30; AC 13 (padded, shield); ATK 1 short sword +4 (1d6+1); MV 40; F8 R14 W14; AL Lawful (CG); XP 400; S14 D10 C18 I8 W9 C5; Special—Rage 2/day, sixth sense.

7112 SISTER TRELINA | STRONGHOLD

The great castle of Trelina the Good stands here, guarding the river valley from eastward incursions. Trelina is a large woman with golden curls and a ruddy face. She is saintly in demeanor and especially fierce in a fight, swinging a heavy mace as though it were a stick. Under her command are 100 men-at-arms every bit as righteous and fierce as she, along with an elite corps of ten heavy cavalry led by herself and her squire, Helsi. The two are assisted in their war on Chaos by the enigmatic Mister V, a magician of ill-repute who is working off a powerful *quest* with the two holy sisters. He would be loath to admit it, but the women's dedication to Law is beginning to rub off on him.



Treasure: 1,000 gp, four fancy stones, four gems, a jewel and a *scroll of greater magic weapon, heroism, water breathing and teleport*.

MISTER V, Human Magic-User: LVL 4; HP 9; AC 10; ATK 1 dagger +0 (1d4-1); MV 30; F14 R14 W11; AL Chaotic (NE); XP 400; S7 D12 C12 I13 W12 C11; Special—Spells per day (4/4/2); Spellbook—0—all; 1—burning hands, change self, endure elements, expeditious retreat, shield; 2—brain lock, darkvision, resist energy.

SQUIRE HELSI, Half-Orc Fighter: LVL 5; HP 27; AC 17 (chainmail, shield); ATK 1 longsword +6 (1d8+1); MV 30; F11 R13 W13; AL Lawful (LG); XP 500; S13 D10 C12 I7 W10 C9; Special—Dominate 0 HD foes, half-orc traits.

TRELINA THE GOOD, Half-Orc Chevalier: LVL 10; HP 53; AC 20 (plate armor, shield); ATK 1 scimitar +9 (1d8+1); MV 30; F7 R12 W12; AL Lawful (NG); XP 1000; S14 D10 C13 I10 W9 C14; Special—Invoke tincture (power attack) 3/day, invoke charge (*cure serious wounds*) 3/day, inspire courage.



7114 STONE GIANT | MONSTER

A clan of stone giants dwells here in a series of well-appointed caverns. The clan currently consists of about 10 elder stone giants, 20 young and five warriors. Most of the giants have gone to see the hurling championships [4746].

7117 AVALONDI | SETTLEMENT

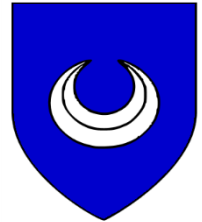
Avalondi is a village of 100 pious hunters set amid tall pines in a narrow valley. The hunters are devout worshippers of Diana. The

largest building in their village is their temple to Diana. The people are rugged and a bit gruff, but hospitable to outsiders who know when to shut up. They are excellent wood workers, bowyers and fletchers.

Treasure: 40 pp, 340 gp, 1,500 sp, 8,000 cp and a *scroll of inflict light wounds, darkness and warp wood*.

7129 COUNTY OF POITAN | CITY-STATE

Poiitan boasts the most independent, vainglorious men and women in all of Umbriago – and that’s saying something. Set deep in the mountains, atop a high plateau, the city-state is situated within a massive citadel. The people farm the low valleys surrounding the city-state, each village guarded by a fortified tower and a dozen light cavalry and mounted archers. Within the citadel itself, the townsfolk ply their trades under the watchful eyes of the knights of Poiitan, men and women in fine armor and colorful tabards that proclaim their family arms. These men and women are notorious braggarts who back their boasts up with strong arms and a willingness to duel to the death. The nobles of Poiitan are arrogant peacocks, but they keep the city-state safe.



The city has a population of 500, the countryside 4,500 people dwelling in three manorial villages, two of them commanded by Baroness Brendola and Baron Dalwordus, and the other by Broggo, Steward of Count Ranolfus. Both barons rankle under the Count’s rule, and plot and scheme constantly to undo him ... though their schemes never get past the plotting stage. Both are too cautious to actually challenge the Count. The Count keeps a personal guard of 20 knights and 20 men-at-arms.

7206 SUSPICIOUS HOBGOBLINS | MONSTER

A surface village of 300 hobgoblins dwells here in stone huts connected to one another by subterranean and fortified surface tunnels. Walls surround the mass of buildings. The hobgoblins are in a terrible state, for one among them is a murderer. Their shaman blames it on evil spirits.

HOBGOBLIN, Medium Humanoid: HD 1+1; AC 15 (studded leather and buckler); ATK 1 weapon (1d8); MV 30; F13 R15 W15; AL Chaotic (LE); XP 75; Special—Hate elves.

7218 UMBRA | MONSTER

Umbra is a village of 150 tieflings, all descended from the witches and demons that lurk in the Klarkash Mountains. Being inclined towards chaos, they are a fractious, backstabbing lot, whose politics are rowdy. The village is unruly, with people making their own rules and following them as they like. Naturally, this keeps

them from being a danger to the world around them. The village has most of the services adventurers need, delivered with a sly grin and a fair bit of larceny.

TIEFLING, Medium Humanoid: HD 1; AC 15 (studded and shield); ATK 1 weapon (1d8); MV 30; F15 R13 W15; AL Chaotic (CE); XP 100; Special—Resistance to fire; Spells—1/day-darkness.

7225 STUNNING STATUARY | MONSTER

A remorseful medusa named Karlina dwells in this hex, haunted by the poltergeists of several of her victims. The medusa dwells in a number of caverns littered with broken furniture and the like, usually resting on a bit of stone, head in hands, sighing while the poltergeists throw things about. She might be willing to leave with the adventurers if they can handle the pesky poltergeists.

MEDUSA, Medium Monstrous Humanoid: HD 6; AC 15; ATK 1 snakes (1d4 + poison III) or by weapon (1d6); MV 30; F12 R10 W10; AL Chaotic (CE); XP 1500; Special—Petrifying gaze.

7230 FIRE | MONSTER

A family of seven fire giants dwells in this hex, running a forge where they manufacture giant-sized weapons. The fire giants have a mean-streak, and they're a bit rough, but they aren't overtly hostile, mostly because they are busy. The four males work at the forge, while the matriarch of the clan puts the finishing touches on the weapons and armor, and her daughters handle the domestic chores. The patriarch, Osko, is a broad-faced man with beady, garnet eyes and a grand handlebar mustache of which he is inordinately proud.

FIRE GIANTS, Large Giant: HD 11; AC 16; ATK 1 greatsword (5d6) or boulder (2d10); MV 30; F5 R8 W8; AL Chaotic (CE); XP 1100; Special—Immune fire, vulnerable cold.

7232 WATER | MONSTER

An army of elemental water creatures is gathering in this hex to invade the underworld on a crusade against the fire creatures of the mountains. The army is commanded by the marid princess Zia'ha al-Suwai. Under her command are a company of 30 water mephits and a band of 10 icemen. Her lieutenant is a large water elemental called Thugny and the water naga sorceress Zsama.

WATER MEPHIT, Small Outsider: HD 3; AC 16 [+1]; ATK 2 claws (1d4); MV 30 (Fly 60); F13 R12 W13; AL Chaotic (CE); XP 750; Special—Breath cone of caustic liquid (10'/1d8), acid arrow 1/hr, stinking cloud 1/day, summon mephit 1/day, regenerate.

ICEMAN, Large Outsider (Water): HD 8; AC 17; ATK 2 slams (1d8 + 1d6 cold); MV 20 (Swim 60); F8 R9 W10; AL Neutral (N); XP 800; Special—Immune to cold, vulnerable to fire, weapon resistance, burrow through ice and snow, slow.

LARGE WATER ELEMENTAL, Large Water Elemental: HD 8; AC 18 [+1]; ATK 1 slam (2d8); MV 20 (Swim 90); F8 R11 W12; AL Neutral (N); XP 2000; Special—Whirlpool.

MARID, Large Outsider (Water): HD 12; AC 21; ATK 2 slams (2d6) or trident (2d8); MV 20 (Swim 60); F6 R7 W6; AL Neutral (N); XP 1200; Special—Jet of water (60', 1d6

+ blind), vortex, immune to cold; Spells—Constant—detect evil, detect good, detect magic, water walk; At will—create water, invisibility, plane shift (willing targets only, to elemental, astral, ethereal or material plane), purify food and drink (liquid only), quench, shape change (water elemental, humanoid or giant); 5/day—control water, gaseous form, obscuring mist, water breathing; 3/day—detect invisibility; 1/day—persistent illusion; 1/year—wish (to non-genies only).

7238 ELVEN AERIE | STRONGHOLD

The “Elven Aerie” is a motte-and-bailey castle built and controlled by the elven paladin Aifena and her merry band of crusaders. In all, she commands 24 elven longbowmen and an elite band of ten elven horse archers (with whom she rides). Her chaplain is the elven mystic Peleyne, a fifth circle member of the unicorn cult (identifiable by the brass horn affixed to her helm) and a bit of a free spirit, at least compared to the zealous elves with whom she associates. The castle is a pretty affair that contrasts starkly with the landscape, which is composed of mottled brown stone in great, ugly spikes and a few fan palms with spiky, pale fronds.



ELF LONGBOWMAN, Medium Humanoid: HD 1; AC 14 (studded leather); ATK 1 weapon (1d8); MV 30; F15 R13 W15; AL Lawful (CG); XP 50; Special—Elf traits, maybe cast spells as 1st level magic-user.

ELF HORSE ARCHER, Medium Humanoid: HD 2; AC 16 (chainmail); ATK 1 weapon (1d8); MV 30; F15 R12 W15; AL Lawful (CG); XP 50; Special—Elf traits, maybe cast spells as 1st level magic-user.

PELEYNE, Elf Cleric: LVL 6; HP 31; AC 17 (plate armor); ATK 1 morningstar +3 (2d4); MV 30; F9 R14 W7; AL Lawful (NG); XP 600; S13 D7 C14 I10 W18 C13; Special—Turn undead, spells per day (5/4/4/3).

AIFENA, Elf Paladin: LVL 9; HP 42; AC 18 (plate armor); ATK 1 longsword +8 (1d8+1); MV 30; F8 R11 W7; AL Lawful (LG); XP 900; S13 D12 C11 I11 W15 C14; 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).

7249 HERKIMER STATION | SETTLEMENT

Herkimer Station was established 400 years ago as a military colony by Nomo. After a couple decades, it was cut loose by Nomo and left to fend for itself. The current inhabitants are descended from the legionnaires.

Herkimer is ruled by a hereditary count. The present count is Vosk, the fourth in his line. Vosk is a petty nobleman with little skill in fighting or governance. Each family he rules owes him a kid every spring and a hide every fall. He is also half owner of every business in Herkimer. By tradition, the count is owed a night with the maiden chosen as the village's Mai Queen each year. In this way, Vosk has fathered fifteen children by the women of Herkimer, seven still surviving. By tradition, the count keeps the sons from these dalliances and sends the daughters to live with their mother. Vosk's sons protect his keep and tend his goats.

Herkimer's villagers make their living by herding goats, catching song birds and gathering medicinal herbs. The goats of the Iridian Hills, which the Herkimers have domesticated, have coppery wool that is in demand throughout the Motherlands. Their horns are considered an aphrodisiac by the Antigooners.

Outside Herkimer Station there are a dozen or so homesteads. Each houses a family of rough goatherds. The homesteads are dug into the side of hills, like burrows. They are cramped and filthy, but provide shelter from wind and rain.

The locals are noted for their prowess with the sling. They are medium in build, but wiry and strong and as stubborn as mules. A popular local game involves marking out a large rectangular pitch by staking flags into four hills. Two families enter the pitch and compete to touch a ball made from goat's stomach to one of these flag poles. Aside from head shots, anything goes in goatball. The Klemper family has dominated the sport for years, much to the chagrin of Count Vosk.

Food in Herkimer includes goat, goat cheese, goat milk, a few root vegetables and the occasional pheasant or grouse. The locals brew a potent herbal tonic that is essentially rot-gut.

There is an old shrine to Minerva in Herkimer Station, though it is rarely visited. The people rely on a wandering druid, Father Flurp, for baptisms, funeral rites and healing.

The herbal tonic made around Herkimer is considered a delicacy by the goblins of the Klarkash Mountains. Every Midsummer, a duergar called Dunstane arrives in Herkimer to trade tools and weapons for the tonic. He is willing to buy slaves with silver coins, and during tough years a few families will sell their children to the dwarf to avoid starving. Father Flurp despises this practice, and has been known to free a slave after Dunstane was well away from Herkimer, sometimes taking the children on as apprentices or carrying them away to kinder folk to be raised.

Dunstane and his bodyguards ride on a platform strapped to a giant lizard. They are armed with heavy crossbows, spears and hand axes. Three slaves are attached to the platform by long, steel chains that attach to collars. They are expected to feel ahead of the lizard for quicksand. When they fall in, they are usually pulled free before they suffocate.

7250 SELKIE ROCKS | MONSTER

The rocky coastline here is home to a large colony of mischievous selkies. One of the Count's responsibilities is to keep a signal fire lit at night on a small, rocky outcropping about 100 yards from shore. The selkies delight in trying to extinguish the fire, much to the consternation of the poor buggers charged with protecting it.

The selkies are such a nuisance that the Herkimers would avoid the coast entirely if they didn't rely on merchant ships for trade.

It so happens that there is a deep water cove on the shoreline. To the east of this cove there are a natural quay and a tall, granite outcropping with a cave. A merchant of Antigoon by the name of Gordung stops at the cove every two months (though never during the winter). His men throw several bottles of rum into the cove to appease the selkies, and a few older sailors do their best to keep them entertained with songs and hornpipes while the younger men transfer cargo into the cave. Gordung then leaves five or six stout sailors in the cave to guard the cargo and await a delegation of Vosk's sons from Herkimer. The delegation drive mules loaded with wool, herbs and songbirds to the cave, trade for the supplies, and then go along their merry way. In a couple of weeks, Gordung arrives and picks up his men and his new cargo.

The sailors left in the cave are armed with billhooks, broad swords and muskets. The selkies mostly ignore the sailors, and experienced sailors know enough to leave the selkies alone and never respond to their pranks. A rare soul has tried to dally with a pretty selkie girl only to find out how dangerous the bulls can be!

SELKIE, Medium Fey: HD 4; AC 16; ATK 1 bite (1d4); MV 30; F14 R11 W11; AL Neutral (CN); XP 400; Special—Change shape, immune to charm.

7304 MAGIC SPIRE | WONDER

The landscape here flattens into a broad valley with steep sides. Dominating the valley there is a tall, narrow spire of stone. People entering the valley feel a weird tingling in their extremities and frontal lobes, while arcane spellcasters and elves feel this to the point of discomfort. The tingling pulses on and off at odd intervals. The spire is the source of the energy, for it was once one of the great elven standing stones that regulated magical power across the world. When the network was destroyed, this particular spire, situated among so much chaotic energy, exploded. Under moonlight, one can still make out the shape of the old standing stone in the form of the magical glyphs and whorls that were engraved on its surface. These carvings now seem to float in mid-air, and trace out the shape of the stone. The power of arcane spells cast in this valley is tripled (all variables), but the spellcaster suffers 1d6 points of damage per spellcaster level – more than enough to kill most magic-users. A Fortitude saving throw cuts this damage in half.

7309 MINERAL SPRINGS | WONDER

Mineral springs have popped up in a broad, tall cavern. Stalagmites and stalactites are common, as are other limestone formations, and the air is hot and close. The springs are terribly relaxing, though the water should not be consumed.

7316 TESOBANES | STRONGHOLD

Tesobanes is a gruff, bearded cleric of Mars who has established himself in a large concentric castle. With his order of war priests, he patrols the surrounding hexes for opportunities to make war on the hobgoblins. As a princeling of the imperial blood of Nomo, Tesobanes has no love of humanoids, and this not only puts him at odds with the humanoids of the Klarkash Mountains, but also the half-orcs of Umbriago.

So far, Tesobanes has a colony of 100 Nomoi eager to escape the factional fighting of their homeland for greener pastures. Tesobanes has declared himself their king, and means to establish a new city-state from which he can conquer Umbriago and then launch an assault on Nomo to seize the imperial throne. So far, he commands 13 war clerics and 50 men-at-arms.

KING TESOBANES, Human Cleric: LVL 12; HP 37; AC 17 (plate armor); ATK 1 heavy mace +9 (1d6+2); MV 30; F7 R12 W6; AL Chaotic (LE); XP 1200; S14 D7 C9 I5 W14 C8; Special—Rebuke undead, spells per day (6/6/4/4/3/3/2).

WAR CLERICS: LVL 2; AC 17 (breastplate, shield); ATK 1 light mace (1d4+1); MV 30; F12 R15 W12; AL Chaotic (LE); XP 200; Special—Rebuke undead, spells per day (4/2).

MAN-AT-ARMS, Medium Humanoid: HD 1; AC 15 (ring and shield); ATK 1 weapon (1d8); MV 30; F13 R15 W15; AL Neutral (N); XP 50; Special—None.

7321 IRON GOLEM | MONSTER

A key tunnel in this hex is being held up almost entirely by a stout iron golem. The iron golem is blocking the tunnel. If it moves (which it will if attacked) 1d10x200 feet of the tunnel will collapse after 1d6 minutes.

IRON GOLEM, Large Construct: HD 18 (80 hp); AC 24; ATK 2 slams (2d12); MV 20; F5 R6 W6; AL Neutral (N); XP 4500; Special—Poisonous gas, magic immunity.

7326 DIRE STAIRS | WONDER

The remnants of a deep staircase can be found in this hex. After descending about 300 feet, one begins to detect warmth and sulfuric fumes. The stairs keep on descending until they reach the center of Nod, wherein Hell is located.

7334 FIRE LIZARDS | MONSTER

1d20 fire lizards are crawling over and through a series of basalt tunnels. The tunnels are hot to the touch, and the air is excessively dry and acrid. Crystal growths explode from the sides, ceiling and floors of the tunnels at random (1 in 6 chance per round, 1 in 6 chance of a growth hitting an adventurer for 1d6 points of normal damage + 1d6 points of fire damage, Reflex save to halve damage). The crystal growths glow a deep orange, and they are lousy with the raw energy of fire magic. A person holding

a piece of this crystal doubles the effects of the next three fire-oriented spells that he or she casts.

FIRE LIZARD, Medium Magical Beast: HD 3; AC 15; ATK 1 bite (1d8 + 1d6 fire); MV 30 (S30); F12 R12 W17; AL Neutral (N); XP 300; Special—Immune to fire, heat aura (1 fire damage per round in 15' radius).

7407 ONE-EYED JACK | MONSTER

A paranoid cyclops named Jack dwells in a cave in this hex. He believes somebody is out to kill him for his treasure, which he has buried elsewhere in this hex. Jack has a falling rock trap set up at the entrance to his cave, and otherwise has decorated with furs, skins and bits of improvised furniture. His prize possession is a giant vulture named Ogy.

Treasure: 8,000 gp, seven fancy stones, one gem, a *scroll of inflict minor wounds*, *flaming sphere* and *remove paralysis*, a *+1 guisarme*, a *potion of barkskin* (+2), a *potion of jump*, a *potion of lesser restoration*, a *potion of undetectable alignment*, a *wand of hold person* [4 charges], and a *wand of knock* [2 charges].

OGGY, Large Animal: HD 4; AC 15; ATK 2 claws (1d4) and bite (1d6); MV 10 (Fly 70); F10 R10 W14; AL Neutral (N); XP 200; Special—None.

JACK, Huge Giant: HD 13; AC 15; ATK 1 slam (3d10) or boulder (3d6); MV 30; F4 R9 W9; AL Chaotic (CE); XP 1300; Special—Poor depth perception.

7412 EYES AND MOUTH | MONSTER

Deep underground there is a long, wide tunnel that acts as an underground highway. It finally ends in a deep, dark crevasse. At the bottom of the crevasse, which is at least 500 feet deep, there is an icy river that eventually flows into the giant underworld sea described in [7505]. On the other side of the river there is a great cliff carved to resemble a face. The face has two massive, green spheres in its eye sockets and a gaping black mouth that makes it look rather idiotic. A bridge leads across the crevasse to the gaping mouth.

The face is actually a treasury. The green spheres are evil eyes, frozen in time until the bridge is trod upon, and bound by powerful magic to protect what lies within. The mouth is actually a monstrous mouth, similarly bound. Beyond, a narrow tunnel dripping with green slime ends in a similarly frozen gelatinous cube. Beyond the cube there is an adamantine door (wizard locked), and beyond that door is a treasure hidden here by Orcus.

Yes, Orcus will be angry if his treasure is stolen.

Treasure: Eight fancy stones, one gem, a *scroll of darkvision*, a *scroll of mending*, *comprehend languages* and *summon monster I*, a *scroll of heat metal*, a *scroll of bless* and *helping hands*, a *potion of dexterity* and a *potion of healing*.

GELATINOUS CUBE, Large Ooze: HD 4; AC 4; ATK 1 slam (1d6 + 1d6 acid + paralysis + engulf); MV 15; F13 R15 W14; AL Neutral (N); XP 400; Special—Transparent, immune to electricity, weapon resistance.

MONSTROUS MOUTH, Large Aberration: HD 6; AC 16; ATK 1 bite (4d6); MV 6; F11 R12 W11; AL Neutral (N); XP 600; Special—Sleep rays (2/day), inhale, suffocate.

EVIL EYE, Large Aberration: HD 11; AC 23; ATK 2 lashes (1d6); MV 5 (Fly 30); F9 R10 W7; AL Chaotic (CE); XP 1100; Special—Detect evil, detect invisibility, gaze attack (1/rd – charm, confuse, death, enervate, immobilize, paralyze, petrify, sleep), resistance to acid, cold, electricity, fire, and sonic attacks, magic resistance 25%.



7423 TITANIC ARMORY | MONSTER

During the elder days when titans battled giants and angels, the chaotic titans maintained an armory in this hex. The armory consists of a number of titanic chambers and halls, all secured behind massive doors of bronze which have long since been breached. The armory contains armor and weapons sized for titans, as well as a few magic weapons and pieces of armor. The place is now controlled by four factions of elemental trolls, for they covet the secret wisdom of the titans which haunts these halls in the form of a disembodied whisper. The whisper comes in the night, affecting individuals as per the *nightmare* spell. Those

that survive are blessed with a +3 bonus to their wisdom and one minor secret of the universe. Each faction of trolls controls its own chamber, and numbers about 12 individuals.

AIR TROLL, Large Giant: HD 6; AC 16; ATK 2 claws (1d6 + 1d6 electricity + rend) and bite (1d6 + 1d6 electricity); MV 30; F9 R12 W13; AL Chaotic (CE); XP 600; Special—Regenerate (acid and cold), resistance to cold, wind breath (gust of wind).

EARTH TROLL, Large Giant: HD 6; AC 16; ATK 2 claws (1d6 + 1d6 acid + rend) and bite (1d6 + 1d6 acid); MV 30; F9 R12 W13; AL Chaotic (CE); XP 600; Special—Regenerate (electricity and fire), resistance to acid, rock body (per *stoneskin*).

FIRE TROLL, Large Giant: HD 6; AC 16; ATK 2 claws (1d6 + 1d6 fire + rend) and bite (1d6 + 1d6 fire); MV 30; F9 R12 W13; AL Chaotic (CE); XP 600; Special—Regenerate (acid and cold), resistance to fire, wreathed in fire.

WATER TROLL, Large Giant: HD 6; AC 16; ATK 2 claws (1d6 + 1d6 cold + rend) and bite (1d6 + 1d6 cold); MV 30; F9 R12 W13; AL Chaotic (CE); XP 600; Special—Regenerate (electricity and fire), resistance to cold, spit water.

7429 BLACK TOWER OF GOBLINS | MONSTER

A clan of 230 icky goblin warriors and their 200 females and 190 little nippers dwells here in a 500' tall black tower in a 500' high cavern that intersects via bridges with a number of tunnels that permit movement through this hex's underworld.

The goblins have inky blue skin that feels like sandpaper. They share their tower with 200 giant spiders, who sometimes act as their mounts when food and loot are in the offering. The goblins live in a dozen family groups, with the biggest female in each group dominating it, and sending her sons and husbands out to steal to support the family. Each of these matrons can cast spells as a first level adept. Families work together when it is convenient for them, but otherwise they live in their own portions of the ancient, crooked tower, doing as they please.

GOBLIN, Small Humanoid: HD 0; AC 13 (leather and buckler); ATK 1 weapon (1d6); MV 20; F14 R16 W16; AL Chaotic (CE); XP 25; Special—None.

7431 RED PYRAMID | WONDER

This hex holds a valley of white stone and tiny mounds of purple flowers that smell of death and secrete liquids that stain the white rocks as though they have been stained with blood. Giant bees favor these flowers, and are encountered on a roll of 1 on 1d6 (check once per hour) in groups of 1d3.

In the middle of the valley there is a great pyramid of red stone. The pyramid is flat, and is used as a sacred mound to bless the hobgoblin armies before they move north each year to kill Guelphlings. It is otherwise left to the bees.

GIANT BEE, Medium Vermin: HD 3; AC 14; ATK 1 sting (1d4 + poison III); MV 20 (Fly 80); F12 R13 W14; AL Neutral (N); XP 300; Special—None.

7440 IZIOS | VILLAGE

Izios is a small village of goatherds living in adobe cottages on the shores of the Tepid Sea. The men mostly keep to the hills in small brotherhoods, leaving the village to their women and children, who fish, do crafts, and practice with sword and bow. The women are said to have amazon blood, and this may be true, for they are notably more handsome and rugged than the men of the village.

7503 TOTEM MOUNTAIN | WONDER

A great mountain of limestone in this hex has been carved into something akin to a totem pole of the savage, demonic gods of the humanoids that dwell in this hex. At the top is the face of Ymir, the god of the giants. Below him are such luminaries as Oothang, father of the orcs, Morkozar, war god of the goblins, Yaamusri, laughing god of the gnolls and Ilthak, the brutal god of the bugbears. The mountain is considered sacred by the humanoids, and a cleric of each race keeps watch over it, attacking any who dare set foot on the mountain. The surrounding foothills are littered with small, crude shrines (and a large, monolithic shrine of the giants).

7505 ULGAR | CITY-STATE

Ulgar is the intimidating city-state of the duergars of Klarkash. Born of fire and hate, the duergars are the implacable enemies of their surface kin, the elves, the dwarves, the gnomes, the orcs, the ... well, you get the idea. They are a pragmatic people, though, and have a keen eye for trade and strategy, and thus they move forward their plans slowly.



Ulgar is built on a spiral pattern. The city-state literally spirals down a massive tunnel that ends in a great underworld sea. Water from higher lakes pours down the center of the spiral as a rushing river. The city is carved into the black, obsidian sides of the great tunnel, with bridges cluttered with buildings spanning the river and joining the two sides. At the bottom of the city are port facilities. The duergars have numerous barges and galleys that allow them to trade with the humanoids and giants that live on the great underworld sea.

Movement through the city-state is controlled by twelve gigantic gates, each operated by massive machineries kept in the great gatehouses. Each gatehouse is a fortress under the control of one

of the twelve elder clans of the duergar. The elder clans charge tolls to those who wish to move through their gates. There are a number of secret, back ways to get around them known to the assassins and thieves of the city.

Ulgar is ruled by the twelve eldest duergars of the city. They are not only considered the most wise, but they also have the largest families and retinues to back up their dictates. Elders do not work in concert. They can block one another's schemes through means subtle and obvious, and often do. Factional fighting is rare among the duergars, but assassination, blackmail and cruel taunts are common.

DUERGAR, Small Humanoid: HD 1; AC 16 (scale and shield); ATK 1 short sword (1d6); MV 20; F14 R15 W15; AL Chaotic (LE); XP 50; Special—Dwarf abilities.

7509 NEANDERTHALS | MONSTER

At a place where a number of streams gather into a small lake before tumbling over a cliff and forming a river, a clan of 120 neanderthals and their 30 children dwell in a series of caves. They hunt animals and cultivate long, fungal ropes that hang from the mountains of this hex. These fungal ropes are used not only as actual ropes, but also to brew a potent tea and thicken stews. They have a sweet taste, and color things purple. The clan is led by a chieftain called Vorto and two sub-chiefs, Yoork and Tonk.

Treasure: 1,430 gp, 2,000 sp, 22,000 cp, two fancy stones, an ebony necklace (800 gp), and a *wand of daylight* [4 charges].

VORTO, Neanderthal Barbarian: LVL 6; HP 38; AC 14 (chainmail shirt); ATK 1 morningstar +7 (2d4+2); MV 40; F9 R13 W14; AL Neutral (N); XP 600; S16 D11 C14 I7 W8 C12; Special—Rage 2/day, sixth sense.

YOORK, Neanderthal Barbarian: LVL 3; HP 17; AC 12 (leather); ATK 1 heavy pick +4 (1d6+2); MV 40; F12 R14 W14; AL Neutral (CN); XP 300; S15 D12 C13 I9 W10 C9; Special—Rage 1/day, sixth sense.

TONK, Neanderthal Ranger: LVL 3; HP 24; AC 13 (studded leather); ATK 1 staff +4 (1d6+1); MV 30; F11 R12 W13; AL Lawful (NG); XP 300; S15 D11 C13 I5 W15 C5; Special—Favored enemy (hobgoblins).

7514 WOUNDED ORCS | MONSTER

A group of 90 orc raiders are holed up in a canyon here, licking their wounds (literally). On their way back home (also in this hex) to the 250 females and 300 young they left behind, they ran into a trio of red dragons out looking for trouble. The fight did not go well, with half the orc army perishing. The chieftain survived the attack, and is strategizing on how to get home, since they're running low on supplies. They know of an entrance to the underworld one hex to the north, but the way is long. They're just desperate enough to hire a band of adventurers to help them get home, and even promise a rich (and fictional) reward.

ORC, Medium Humanoid: HD 1; AC 14 (leather and shield); ATK 1 weapon (1d8); MV 30; F13 R15 W16; AL Chaotic (CE); XP 50; Special—None.

RED DRAGON, Medium Dragon: HD 10; AC 18; ATK 2 claws (1d6) and bite (1d8); MV 40 (Fly 150); F8 R8 W7; AL Chaotic (CE); XP 2500; Special—Cone of fire (30'), cause fear, sense hidden and invisible creatures, speech, resistance to fire.

7524 WEIRD TRAP | NONE

High on the slopes of these mountains there is a pavilion of white marble that gleams in the sunlight. A path of blue stones leads up to the little building, which holds a magical entertainment, the purpose of which is hard to guess. Inside, on a small dais, there stands a human skeleton. The bones are carved from ivory. The skeleton holds two skulls in its hands and when people enter the pavilion, it throws one in the air, takes off its own head, and begins juggling the three skulls.

While people enjoy the show, the pavilion begins to descend into the mountain. Illusions hide the change in scenery outside the windows. The pavilion descends 200 feet into the underworld, where 1d6 x 10 derros are waiting to enslave them!

DERRO, Small Monstrous Humanoid: HD 3; AC 19 (studded leather and buckler); ATK 1 weapon (1d6 + Poison I); MV 20; F15 R12 W12; AL Chaotic (CE); XP 300; Special—Damaged by light.

7527 KATAVIRO | SETTLEMENT

Kataviro is a village of 300 fair-skinned gnome miners living in grand little stone cottages built on a grassy slope littered with fragments of some giant, ancient statue. The village is governed by a council of elder gnomes (seven men and women), who do their best to keep outsiders away. The gnomes of Kataviro are scrappy, fighting folk. They've had to fight for centuries against the humanoids of the region. The miners mine amethyst-bearing quartz, and are quite well off. Their traders sell their gems in the city-states of the region, and bank most of their money there.

Treasure: 70 pp, 2,420 gp, 11,300 sp, 35,000 cp, five fancy stones, a bolt of cloth-of-gold (1,000 gp), the *Libram of Throck*, a *scroll of message*, *oil of invisibility*, a *wand of detect secret doors*.

GNOME, Small Humanoid: HD 0; AC 16 (chainmail and buckler); ATK 1 weapon (1d6); MV 20; F14 R16 W16; AL Lawful (NG); XP 25; Special—Gnome traits.

7533 EARTH TEMPLE | STRONGHOLD

A broad valley here of swirling red stone holds a grand temple to the cosmic lords of Elemental Earth. The temple is a pyramid of red stone, with profound geometries carved into the surface and providing clues for magic-users to help them open a gate the plane of Elemental Earth. The temple is overseen by Oggos, a xorn, and an order of sixteen gnomes and dwarves. It includes a grand sanctum glittering with gems and metals and a pool of holy

sand (like holy water) in which dwells the earth naga Zarashimi, a daughter of the Elemental Earth Queen Adamantia.

TREASURE: 760 gp, two gems, a platinum buckle (200 gp), *studded leather armor +2* and a *wand of color spray* [4 charges].

GNOME DRUID: LVL 2; AC 12 (leather); ATK 1 staff +1 (1d4); MV 20; F12 R15 W12; AL Neutral (N); XP 200; Special—Spells per day (4/2), speak druidic, move through undergrowth.

DWARF DRUID: LVL 2; AC 12 (leather); ATK 1 staff +1 (1d6); MV 30; F12 R15 W12; AL Neutral (N); XP 200; Special—Spells per day (4/2), speak druidic, move through undergrowth..

XORN, Medium Outsider (Earth): HD 7; AC 21; ATK 1 bite (4d6) and 3 claws (1d4); MV 20 (Burrow 20); F10 R12 W12; AL Neutral (N); XP 700; Special—Glide through stone, cannot be flanked or attacked from behind, immune to cold and fire, resistance to electricity, weapon resistance (blunt).

ZARASHIMI, Huge Aberration: HD 15; AC 20 [+1]; ATK 1 coil whip (2d8 + constrict), sting (1d8 + poison IV) and bite (2d8); MV 30 (Fly 60); F5 R8 W3; AL Chaotic (CE); XP 3750; Special—Immune to acid, poison and mind reading, +2 save vs. charm, cast spells as 15th level sorcerer.

7536 GRIMLOCKS | MONSTER

A tribe of 280 grimlocks dwells in the underworld here, in a vast, windy cavern. The cavern has been carved into weird, frightening shapes that convey a sense of cosmic wonder. Outsiders who see these shapes feel their skin crawl and their heart ache, and permanently lose 1 point of Wisdom unless they pass a Will saving throw. The grimlocks of the tribe are all idiot savants of a sort, spending their days hunting and carving and muttering their prayers to unseen entities that can only be perceived by a weird chill that comes over the heart.

TREASURE: 90 pp, 3,150 gp, 8,900 sp, 31,000 cp, four fancy stones, three gems, a bloodstone ring (400 gp), an ebony unholy symbol (1,400 gp), a *scroll of color spray*, a *scroll of protection from good*, *death knell and desecrate*, and a *potion of dexterity*.

GRIMLOCK, Medium Humanoid: HD 2; AC 12; ATK By weapon (1d8); MV 30; F12 R15 W15; AL Chaotic (CE); XP 200; Special—Blindsight 40 ft., immune to gaze attacks and illusions.

7540 TRIANO | SETTLEMENT

Triano is a small village near the coast. The 300 villagers are a hard-drinking, hard-fighting, hard-working folk who raise goats and fish. They have a small, rowdy tavern and a host of odd local customs that most outsiders find off-putting. Still, they're a handsome, often friendly people ... provided you aren't from the village on the island directly across from Triano!

7542 COUNTY OF FERRAR | CITY-STATE

There is something rotten in the County of Ferrar. A once bold count has become indecisive, and a once fierce countess has become mild. So many goblin slaves are disappearing at odd hours, or never coming back from errands. Perhaps they are plotting a revolution? Whatever the case, the people of Ferrar are worried and anxious. They have cause to be.

Goblin flesh, it is said, is highly mutable, and a band of brain eaters with a scientific bent are putting this theory to the test. In freshly excavated caverns underneath the city they are gathering goblins for experiments in their flesh pits. To keep the city in the dark, they have employed a doppelganger to impersonate Count Vranko. The real count is imprisoned below.

The false Vranko is not the only plot afoot in Ferrar. A bronze dragon who fancies herself an investigator has herself replaced the countess, secreting the true countess far away in her cave lair. Milder in temperament than Countess Carmina, the dragon Zsafatrix (Trixie to her friends) is finding it difficult to get to the bottom of the strange goings-on, though she suspects that the count has some involvement.

The city-state is a mass of white buildings with red tile roofs perched on the banks of a small river, near where it empties into the Tepid Sea. The people engage in farming, herding and fishing, and they do a nice business in the leather trade as well. The population has large minorities of gnomes and elves, but it is mostly composed of Umbriagans.



7606 KATYA'S MAGNIFICENT TOWER | STRONGHOLD

The mountains here are composed of green stone, slightly glossy, with valleys filled with purple grasses and large mud flats fed by scalding mud geysers. The land is lovely and dangerous, and home to a large village of fierce yeomen clustered around the green tower of Katya the Magnificent, a magician who specializes in teleportation and other modes of magical transportation. Her tower is a sort of beacon on both the Astral and Ethereal Planes, and serves as an anchorage for the weird vessels that ply those dimensions, depositing interesting visitors and their strange cargoes in the little town.

The townspeople do some farming and herding, but most are engaged in the tourist and mercantile trades. The town has three grand inns and several taverns.

The green tower is about 300 feet tall, and composed of the same stone that dominates the landscape, with floral carvings around the windows and doors. The interior is crowded with visitors,

servants and guards. The servants are swathed in layers of white silks, which hide the fact that they are animated skeletons. The guards are living iron statues made to look like gothic knights. Katya's personal guard is composed of the succubus Hamzhara, bound to her service by Katya's possession of her true name, and her three alu-demon daughters, Lividia, Xaspera, Inflammidine. Katya permits them some demonic fun to keep them docile, but otherwise keeps them on a short leash.

ALU-DEMON, Medium Outsider: HD 6; AC 15 [+1]; ATK 2 claws (1d3) or weapon (1d8+1); MV 30 (Fly 50); F10 R10 W9; AL Chaotic (CE); XP 1500; Special—Vampiric touch, immune to poison and electricity, magic resistance 15%; Spells—At will—charm person, desecrate, detect thoughts, shapechange (medium humanoids only), suggestion; 1/day—dimension door.

SUCCUBUS, Medium Outsider: HD 6; AC 19 [+1]; ATK 2 claws (1d6); MV 30 (Fly 50); F10 R10 W9; AL Chaotic (CE); XP 1500; Special—Kiss, 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).

KATYA THE MAGNIFICENT, Human Magic-User: LVL 11; HP 24; AC 10; ATK 1 club +3 (1d4-1); MV 30; F11 R11 W8; AL Chaotic (CE); XP 1100; S6 D11 C9 I17 W12 C7; Special—Spells per day (4/5/5/4/3/2/1); Spellbook—0—any; 1—change self, detect secret doors, elemental weapon, energy missile, floating disk, hypnotism; 2—constitution, obscure object, protection from normal missiles, shatter, spectral hand, thought shield; 3—explosive runes, gentle repose, phantom steed, tiny hut, water breathing; 4—bestow curse, charm monster, scrying, solid fog; 5—dismissal, mage's faithful hound, telepathic bond; 6—mathemagic principal, true seeing.

7611 PURPLE CITADEL | MONSTER

The river valley here is broad, and the river shallow and rugged. The stone of the valley is purplish in color, and massive promontories of porphyry jut from the landscape. One of these is large enough to be considered a plateau, and atop this plateau is the Purple Citadel, a stronghold of a clan of 130 red amazon warriors. The amazons are commanded by Queen Dagoromna.

Treasure: 70 pp, 490 gp, 4,800 sp, 17,000 cp, a small tapestry depicting three mermaids taunting an octopus, (700 gp), a *scroll of detect secret doors, unseen servant and silence*, a *scroll of protection from good, web and invisibility sphere* and a *potion of lesser restoration*.

RED AMAZON, Medium Humanoid: HD 1+1; AC 17 (chainmail and shield); ATK 1 short sword (1d6) and hand axe (1d6); MV 30; F15 R13 W15; AL Chaotic (CE); XP 100; Special—Immune to fear.

QUEEN DAGOROMNA, Medium Humanoid: HD 9+1; AC 17 (chainmail and shield); ATK 1 short sword (1d6) and hand axe (1d6); MV 30; F9 R11 W11; AL Chaotic (CE); XP 100; Special—Immune to fear.

7620 FLESH POOL | WONDER

There is a magic pool hidden underground in this hex, beyond a nondescript cave entrance and a series of caverns filled with all manner of junk. Investigating the junk reveals it to be bits and

pieces of automatons, golems and other constructs. The pool in question is composed of a reddish, oily substance. Any construct that bathes in it is turned into a flesh and blood creature that resembles their mechanical form. The pool is guarded by an ancient rust dragon called Jovar.

Treasure: 330 pp, five fancy stones, a gem (black pearl) and a jewel (emerald).

RUST DRAGON, Medium Dragon: HD 9; AC 18; ATK 2 claws (1d6) and bite (1d8); MV 40 (Fly 150, Burrow 20); F9 R9 W8; AL Chaotic (LE); XP 2250; Special—Rust breath (60' cone; affect is per rust monster's touch), cause fear, sense hidden and invisible creatures, resistance to electricity.

7628 ORB OF CHUKARSH | WONDER

A strange, metallic orb is mostly hidden beneath a rock slide in this hex. The object is composed of a collection of overlapping plates. It can only be entered via the password "Yimbo-Yambo", which causes it to unfold, revealing a chair of sorts inside the shell. When the chair is sat upon, the object folds around the person and responds to their mental commands. The object is not unlike a tank without the artillery. Unfortunately, the object permanently drains the pilot of one point of constitution per day while they use it, withering them away. The object is cursed, so breaking a person of the habit of using it requires magic.

ORB, Large Construct: HD 18 (80 hp); AC 24; ATK 1 trample (2d12); MV 20; F5 R6 W6; AL Neutral (N); XP 1800; Special—Resistance to electricity and fire.

7634 RHALDEUS THE CONQUEROR | STRONGHOLD

Rhaldeus has seen the future, and it is him. A diviner, Rhaldeus has become obsessed with the idea that he is destined to rule the world, starting with the Klarkash Mountains. To this end, the once mild mannered man has started to raise an army of goblins, ogres, giants and human renegades. So far, he has about 300 warriors gathered around his tower keep.

The keep has five levels, with his private chambers, a solarium and his library on the top floor. A laboratory is on the floor below, with a hidden chamber dedicated to necromantic pursuits, a sideline of the charming wizard. Adjacent to the laboratory are the quarters of Viktor, his misshapen apprentice. Viktor is convinced that his master has been possessed by the spirit of the great hobgoblin conqueror Urgash to whom he spoke to at the last full moon.

Treasure: 3,000 gp, 2,000 sp, a golden chalice (900 gp), a polished stone statue of a kraken inlaid with silver runes (1,000 gp), and a cloth-of-silver cap (100 gp).

VIKOR, Half-Orc Diviner: LVL 4; HP 9; AC 10; ATK 1 staff +0 (1d6-1); MV 30; F14 R14 W11; AL Neutral (N); XP 400; S8 D12 C9 I13 W9 C11; Special—Spells per day (4/4/2),

half-orc traits; Spellbook—0—all; 1—comprehend languages, detect undead, identify, precognition; 2—detect thoughts (ESP), locate object, whispering wind.

RHALDEUS, Human Diviner: LVL 11; HP 35; AC 11; ATK 1 club +3 (1d4-1); MV 30; F10 R10 W7; AL Neutral (N); XP 1100; S8 D13 C14 I16 W15 C9; Special—Spells per day (4/5/5/4/3/2/1); Spellbook—0—all; 1—comprehend languages, detect secret doors, detect undead, identify, precognition, shield, sleep; 2—detect invisibility, detect thoughts (ESP), improved phantasmal force, locate object, whispering wind; 3—clairaudience/clairvoyance, hold person, spectral force, suggestion, wind wall; 4—detect scrying, locate creature, rainbow pattern, scrying, wizard eye; 5—contact other plane, feeblemind, prying eyes, telepathic bond; 6—analyze dweomer, legend lore, probe thoughts; Gear—*Rod of withering*.

7641 BROWNIES | MONSTER

A family of 14 brownies dwells in this hex in a quaint cottage of light grey field stone and a roof that is a living carpet of clover. The cottage is built into the side of a hill, and has a root cellar that currently holds several jars of wild berry jam and seven barrels of walnuts.

Treasure: 80 gp, 700 sp, a dose of antitoxin and a *wand of cure light wounds* [2 charges].

BROWNIE, Tiny Fey: HD 0; AC 17; ATK 1 dagger (1d3); MV 20; F19 R13 W12; AL Lawful (LG); XP 50; Special—Surprise (3 in 6), magic resistance 25%; Spells—1/day—confusion, continual flame, dancing lights, dimension door, magic circle against evil, mirror image, ventriloquism.

7703 GAMBLERS | MONSTER

The mountains here hold a web-shrouded cavern that has become a meeting place between the giant spiders of the mountains. The spiders gather here each spring to lay wagers on how the spring campaign season will progress. They wager both valuables and prey, and have all manner of interesting bets. These are scratched on the walls in chalk using their weird, graceful pictograms, and the cavern is then guarded by a trio of ogres, since giant spiders are not averse to cheating.

GIANT SPIDER, Medium Vermin: HD 2; AC 14; ATK 1 bite (1d6 + poison II); MV 30 (Climb 20); F12 R15 W15; AL Neutral (N); XP 200; Special—Spin webs.

OGRE, Large Giant: HD 4; AC 16; ATK 1 slam (1d6) or by weapon (1d10); MV 40; F10 R14 W15; AL Chaotic (CE); XP 200; Special—None.

7713 OWL'S NEST | STRONGHOLD

The Owl's Nest is a concentric castle under the command of Baron Oglesby, a free baron with some attachments to the small city-state of Pfeife (Map J10, 1208). Oglesby is a paladin, intent on protecting the lands of Venatia from the evils of the mountains, and moreover on making the mountains safe for human and demi-human habitation. Oglesby is rarely outside his armor, for his countenance is hideous. His manner is reckless, for



he places himself and his zealous followers in the hands of the powers of Law and Good, and thinks little of caution or strategy. Under his command are forty men-at-arms (ten crossbowmen, ten pikemen and twenty heavy cavalry), seven young squires (first level paladins) and his loyal companion, the cleric Skarsgar.

MAN-AT-ARMS, Medium Humanoid: HD 1; AC 15 (ring and shield); ATK 1 weapon (1d8); MV 30; F13 R15 W15; AL Neutral (N); XP 50; Special—None.

SQUIRE, Human Paladin: LVL 1; AC 18 (splint mail); ATK 1 lucerne hammer +1 (1d6+1); MV 30; F12 R14 W12; AL Lawful (LG); XP 100; Special—Detect evil, smite chaos (evil) 3/day.

SKARSGAR, Half-Orc Cleric: LVL 6; HP 17; AC 17 (chainmail, shield); ATK 1 light flail +4 (1d4+2); MV 30; F10 R13 W9; AL Lawful (CG); XP 600; S13 D9 C10 I11 W13 C12; Special—Turn undead, spells per day (5/3/3/2).

BARON OGLESBY, Human Paladin: LVL 11; HP 50; AC 17 (plate armor); ATK 1 lucerne hammer +10 (1d6+2); MV 30; F7 R12 W6; AL Lawful (LG); XP 1100; S13 D8 C12 I8 W14 C14; Special—Detect evil, smite chaos (evil) 3/day, lay on hands, immune to fear, turn undead, quest for warhorse, cure disease 1/wk, spells (1/1).

7719 VESTIK | SETTLEMENT

Vestik is a town of 400 woodsmen, woodworkers, hunters, trappers and merchants on the western edge of Venatia. The town consists of simple huts and cottages surrounded by a rampart of soil and stone bristling with spears, a deep moat and four wooden guard towers. The town has a corps of twenty longbowmen led by the young ranger Gabrilus and his “invisible friend”, the gnome trickster Ostr. The town has had trouble with owlbear attacks recently.

Treasure: 60 pp, 1,650 gp, 5,100 sp, 44,000 cp, two fancy stones and a gem, a ceremonial iron mace (100 gp; used by the mayor), leather boots with silver buckles (100 gp; owned by the richest man in town) and a *scroll of true strike, resist cold and summon swarm* (kept in the temple).

LONGBOWMAN, Medium Humanoid: HD 1; AC 15 (ring and shield); ATK 1 weapon (1d8); MV 30; F13 R15 W15; AL Neutral (N); XP 50; Special—None.

OSTR, Gnome Charlatan: LVL 3; HP 7; AC 10; ATK 1 dagger +0 (1d4-1); MV 20; F14 R12 W12; AL Neutral (CN); XP 300; S8 D10 C9 I14 W9 C16; Special—Spells known (5/3), 5 spell points, +2 save vs. illusion, gnome traits.

GABRILIUS, Half-Elf Ranger: LVL 4; HP 23; AC 17 (chainmail, shield); ATK 1 scimitar +4 (1d8+1) or longbow +3 (1d8); MV 30; F11 R11 W13; AL Lawful (CG); XP 400; S13 D12 C11 I9 W14 C7; Special—Favored enemy (goblins), half-elf traits; Gear—Holy water vials (5).

7722 MERWIN PETERS | MONSTER

The ghost of Merwin Peters, former trader, sits on a stump in this hex on moonless nights. The ghost is headless, and does little more than point to the west, perhaps indicating where his head has been carried away. The ghost has a set of keys on a chain

around his neck. Perhaps they would open a treasure chest if the ghost could tell adventurers where to look.

GHOST, Medium Undead: HD 6; AC 15 [silver]; ATK 1 hurled object (30'/1d4); MV Fly 30; F12 R12 W10; AL Any; XP 1500; Special—Aging, frightful moan (30', save or flee), possess creature, incorporeal, rejuvenation.

7729 THE CLASSIC CHASE | MONSTER

A pack of nine worgs is chasing a nymph down the banks of the river here. The ground is covered with pebbles and stones, with tall stands of dark pines about 100 yards away from the river. The worgs have flanked the nymph, Alvonja, so that she cannot reach the woods. They will overtake her three rounds after the chase is spotted by the adventurers.

WORG, Medium Magical Beast: HD 4; AC 14; ATK 1 bite (1d6 + trip); MV 50; F11 R10 W15; AL Chaotic (CE); XP 400; Special—None.

NYMPH, Medium Fey: HD 6; AC 17; ATK 1 dagger (1d4); MV 30 (S 20); F12 R10 W9; AL Lawful (NG); XP 600; Special—Dimension door 1/day, spells as 7th level druid.

JMS

CLASS

THE LANDSKNECHT

The landsknechts – roughly translated as lowland vassals – were the preeminent mercenaries of Europe in the 16th century, surpassing the famous Swiss pikemen when they defeated them at the Battles of Bicocca and Marignano. The landsknechts were first formed in 1487 by Maximilian I, the Holy Roman Emperor, as an imitation of the Swiss pikemen. Like the Swiss, they relied primarily on the pike with support from crossbowmen, arquebusiers, halberdiers and swordsmen. The landsknechts probably reached their height during the Thirty Years War (which is why I'm featuring the class in this issue).

What roll could a landsknecht play in dungeon exploration? It is a common practice to bring retainers into a dungeon to help overpower enemies and soak up their attacks for the player characters. The landsknecht is a master of soldiers, a captain in the field. The landsknecht may not be as powerful a front-line warrior as the fighter, but he brings friends and knows how to use them.

Experience Points: As Fighter

A landsknecht is not trained to fight solo, like a fighter, but rather in a company of warriors. When he starts his career, he is a slightly less powerful fighter, though he receives a +1 bonus to hit with spears, pikes and other polearms due to long training with these weapons.

As the landsknecht advances in level, he adds men-at-arms to his company. At each level beyond 1st, the landsknecht adds a single man-at-arms to his company. The man-at-arms equipment is rolled on the table below:

D10	ROLL
1-5	Pike (or spear), leather armor, dagger
6-8	Arquebus (or heavy crossbow), leather armor, scimitar
9	Halberd, leather armor, dagger
10	Greatsword, leather armor, dagger

These men-at-arms are the landsknecht's personal guard, and do not count as his retainers. Retainers can still be hired separately by the landsknecht, and are commanded by him, but they do not benefit from his special abilities as his personal guard does.

A 3rd level landsknecht adds a trabant to his personal guard. The trabant is a 2 HD warrior armed with a greatsword, dagger and ringmail.

A 5th level landsknecht adds a kaplan (chaplain) to his personal guard. The kaplan has the same alignment and patron deity as the landsknecht. He fights as a 2 HD warrior and casts spells as a level two adept. The kaplan is armed with a light mace, buckler and chainmail shirt.

Once per day, a 6th level landsknecht can inspire his personal guard to amazing levels of courage. As long as he is within 10 feet of them, they enjoy a +1 bonus to save vs charm and fear effects, and a +1 bonus to hit and damage for one battle.

A 7th level landsknecht adds a führer (guide) to his personal guard. The guide fights as a 2 HD warrior and has the track and survival skills as a 2nd level ranger.

Once per day, an 8th level landsknecht can inspire his personal guard to greatness. All troops within 30 feet of the landsknecht gain 1 Hit Dice, an additional +1 bonus to hit and damage, and a +1 bonus on all Fortitude saves for the duration of one battle.

A 9th level landsknecht adds a standard bearer (and personal standard) to his personal guard at 9th level. The standard increases the fighting ability of his special troops (trabant, kaplan, führer) by one hit dice, and grants his entire personal guard a +1 bonus to save vs. fear and magic spells. The standard bearer fights as a 3 HD warrior, using his standard as a quarterstaff. He also carries a dagger and wears a breastplate.

It is not uncommon for a landsknecht to lose troops, of course. Any troops lost from his personal guard can be purchased in a settlement (town-sized or larger) at a cost of 10 gp per soldier plus equipment costs. Special troops can be purchased for 100 gp plus equipment costs.

JMS

THE LANDSKNECHT

D6 HIT POINTS

REQUIREMENTS

Strength of 9 or higher, Charisma of 13 or higher

Non-chaotic alignment

ARMOR ALLOWED

Padded, leather, studded leather, ring mail, scale mail, chainmail shirt, breastplate

WEAPONS ALLOWED

All weapons

SKILLS

Bend bars, break down doors, riding

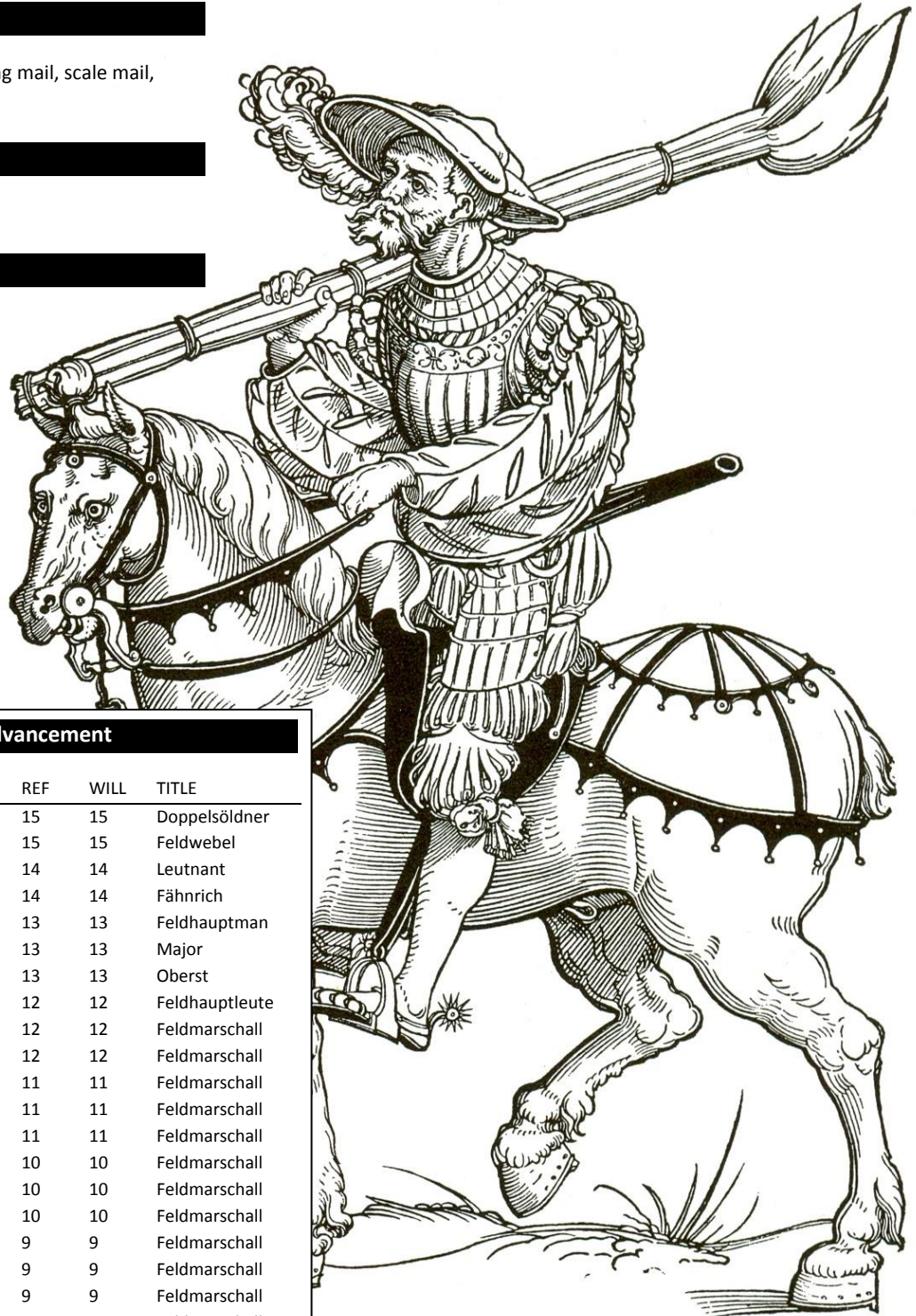


Table: The Landsknecht Class Advancement

LEVEL	HIT DICE	ATTACK	FORT	REF	WILL	TITLE
1st	1d6	+0	13	15	15	Doppelsöldner
2nd	2d6	+1	12	15	15	Feldwebel
3rd	3d6	+1	12	14	14	Leutnant
4th	4d6	+2	11	14	14	Fähnrich
5th	5d6	+3	11	13	13	Feldhauptman
6th	6d6	+3	10	13	13	Major
7th	7d6	+4	10	13	13	Oberst
8th	8d6	+5	9	12	12	Feldhauptleute
9th	9d6	+6	9	12	12	Feldmarschall
10th	10d6	+6	8	12	12	Feldmarschall
11th	+2 hp	+7	8	11	11	Feldmarschall
12th	+2 hp	+8	7	11	11	Feldmarschall
13th	+2 hp	+8	7	11	11	Feldmarschall
14th	+2 hp	+9	6	10	10	Feldmarschall
15th	+2 hp	+10	6	10	10	Feldmarschall
16th	+2 hp	+10	5	10	10	Feldmarschall
17th	+2 hp	+11	5	9	9	Feldmarschall
18th	+2 hp	+12	4	9	9	Feldmarschall
19th	+2 hp	+12	4	9	9	Feldmarschall
20th	+2 hp	+13	3	8	8	Feldmarschall

LANDS- KNECHTS AND LUTHERANS

Illustration by Jon Kaufman

As the land of the Brothers Grimm, Germany seems an obvious inspiration for a fantasy campaign. Castles, tiny kingdoms (or marks, duchies, palatinates, etc.), dark woodlands, towering mountains, Germanic mythology ... it all works.

Fantasy gaming has at its heart the notion of the fantasy post-apocalypse. Adventurers combing through the ruins of ancient civilizations for wealth and fighting the monsters that now control these ruins and wastelands to make the world safe for civilization. Medieval Germany might not be the best place to set a fantasy apocalypse ... but how about Germany during the Thirty Years War?

Round about 1618, Catholicism and Protestantism decided to have it out, and Germany was unfortunate enough to be located between the largely Protestant north and the largely Catholic south. As the war dragged on, religion became less of a factor, and the struggle between the Hapsburgs and Bourbons for the control of Europe took center stage. Whatever the opposing sides in the conflict, the German states took the brunt of it. Thousands died from war, famine and disease. Death, war, famine and disease – sounds like the apocalypse to me. Towards the end of the war, witch hunting came into vogue.

So what do we have? A once prosperous country ravaged by war, disease and famine. Numerous ruins and foreboding landscapes – a perfect setting for adventure. With all the disease and death, the undead are a natural. Undead creatures that spawn by killing make a great stand-in for plagues. You're in Germany, so all sorts of fey, giants and dragons make sense. As human civilization retreats, the monsters begin expanding their ranges. You have two formerly "Lawful Good" religions that have probably become

Lawful Neutral (at best) clashing over matters of liturgy and ritual, and opening the doors to Chaos. And, of course, plenty of treasure plundered from castles and cathedrals.

A BRIEF TIMELINE OF THE CONFLICT

1607 Protestants walk out of Reichstag after the Emperor authorizes Bavaria to occupy the Free City of Donauwörth and impose Catholicism; Protestant Union vs. Catholic League

1610 Frederick V, a Calvinist, becomes Elector of the Palatinate; stokes fears of Protestants of Catholic conspiracy

1618 Defenestration of Prague

1619 War between the Grand Alliance and the Bohemians

1621 War resumes between Spain and the Dutch; German city-states begin debasing currency (Kipper und Wipper)

1625 Denmark intervenes to save Protestants, but is crushed

1627 Anglo-French War

1629 Edict of Restitution; Italian plague

1630 Gustavus Adolphus invades Germany and fights his way to Munich before dying

1633 Cardinal Richelieu subsidizes Swedish war effort, France invades Lorraine

1634 Imperial and Bavarian armies crush Saxons and Swedes

1635 Peace of Prague; war enters political phase between Austria and Spain on one side, and France and Sweden on the other

1636 Tulip Mania in Holland

1640 Catalonia and Portugal rebel, Spanish power collapses

1645 Swedes crush Imperial army at Jankov

1648 Peace of Westphalia concludes war

RELIGION AND ALIGNMENT

Religion and alignment are always tricky, both because there are so many ways to consider both constructs, and because most game masters are trying to show their players some fun, not offend people or send game sessions off on a tangent and into discussions (or arguments) about religion.



The safest route is to use Catholicism and Protestantism, as well as other faiths, as factions with no particular connection to an alignment. Characters belong to a faith because they proclaim themselves to belong to that faith. They may believe deeply in that faith, or they may not. Some may change sides frequently.

Alignment will still be the determinant of behavior. Paladins are Lawful Good in alignment, whether they are Catholics or Protestants. Cardinal Richelieu is a Catholic, but he might also be Evil in alignment. His alignment does not determine his religion, and his religion does not determine his alignment.

CHARACTER RACES

If you are planning on keeping the level of verisimilitude high, you probably want permit only human characters. If keeping it real is not important to you, you can allow just about all fantasy races. Elves (light and dark) and dwarves as they are depicted in most fantasy games come from Germanic mythology, so fitting them in should be no problem. The dwarves probably come from the Alps (where Gandalf is or was their king). Elves might dwell in the

Black Forest, or even be extra-dimensional visitors from Alfheim. One could even use elves as the survivors of an ancient fey race native to Earth, and introduce the aasimar and tieflings as the light elves and dark elves of Norse mythology.

Half-orcs are fine if you have orcs in the campaign – perhaps they are sub-human marauders who are now spilling from the depths of the underworld to take advantage of the forces of Law being locked in a civil war.

Gnomes might hail from the Netherlands, where they are called kabouter. Halflings might be shy, retiring people descended from the fey of old, or simply assumed to live alongside human beings.

If you want to just focus on humans, you have plenty of nationalities to choose from. Many European peoples participated in the Thirty Years War. The Germans, of course, are present, though one should really think in terms of Saxons, Bavarians, Prussians, etc. The war was also fought by Swedes, Danes, Bohemians, French, Dutch, Transylvanians, Spaniards, Italians, Scots, Croats, Czechs, Poles, Hungarians, Lithuanians, and

Austrians. There is plenty of variety for players to choose from. It almost makes sense that a band of plunderers and mercenaries would hail from many different nations.

CHARACTER CLASSES

Depending on how based in reality you want your game to be, all of the normal fantasy classes work in a Thirty Years Campaign. Of course, if you want a game without magic, you have to leave all of the spellcasting classes out.

Fighters can be modeled on halberdiers, musketeers, pikemen or, best of all, zweihander-armed landesknechts. Many soldiers of the period likely turned to brigandage, and this makes a great origin for fighters in the party.

Paladins work well in the setting, and the clash between paladins of the different factions could be great fodder for adventures. The party might include a Protestant paladin trying to beat a Catholic paladin to holy magic items hidden in the dungeons of cathedrals throughout Germany.

Rangers are perfect guides through the chaos-infused wilderness, and since Cyrano de Bergerac was supposed to have participated in the war, duelists make sense as well.

Clerics can be Catholic or Protestant, and may represent the good members in those religions or anti-clerics sewing discontent while hiding under the banner of Christianity. Jewish clerics would make terribly interesting characters, though one does not usually associate Judaism of the period with religious knights. Perhaps rabbis would be better represented as sorcerers who draw spells from the Cleric spell list. Druids could be modeled as wise women or cunning men from the countryside, or hermits who follow a primitive Christianity that are trying to get back to the fundamentals of the faith.

Magic-users could be learned alchemists and pseudo-scientists, or they could be those witches the bishops were hunting down as the Thirty Years War crawled to a close.

Thieves and assassins are naturals in a setting like this, the assassins working for the different political factions, the thieves just being normal folks who have lost everything and had to turn to robbery to fill their stomachs.

THE CAMPAIGN

Bold adventurers delve into ruins in search of loot or holy relics (or both) and battle roving bands of brigands, mercenary companies and the monsters that are emerging from the fringes of civilization. Sometimes the adventurers retreat into France or Italy or England to rest, buy supplies and hire retainers. As the

campaign continues, they become powers in their own right, rubbing shoulders with kings and princes and generals, and eventually joining in the famous battles of the war – what a great excuse to drag out Chainmail and its fantasy supplement! Maybe the Erlking of the Alps is planning to join the war with his dwarves and elves and trolls and giants? The possibilities are many.

PEOPLE TO SEE

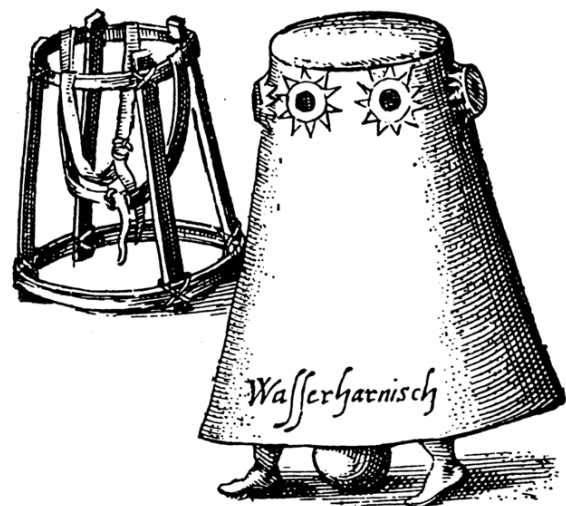
Many famous personalities played a role in the Thirty Years War, and there's no reason they couldn't show up as NPCs in a campaign, either as patrons of the PCs or their bitterest enemies.

CATHOLIC ALIGNMENT

Albrecht von Wallenstein (1583-1634): A Bohemian, Albrecht became Imperial Generalissimo to the Holy Roman Emperor and supreme commander of the Hapsburgs, as well as Admiral of the Baltic Sea. He commanded an army of 30,000 to 100,000 men. He was assassinated in 1634 with the Holy Roman Emperor's approval after several losses to the Protestants. Fighter 8.

Ferdinand of Bavaria, Prince-Elector Archbishop of Cologne (1577-1650): The ruler of the Archbishopric of Cologne and the prince-bishop of Hildesheim, Liège, Münster, and Paderborn, Ferdinand rose to prominence during the witch hunts that lasted until 1655. Cleric 8.

Franz Kessler (1580-1650): Kessler was a German painter, scholar, inventor and alchemist of the Holy Roman Empire. He wrote many pamphlets on scientific subjects, and is famous for inventing a diving bell. Kessler lived in Cologne, and though it is unknown what side he may have taken during the war, he might well have been a Catholic. Scientist 8.



Henricus Khunrath (1560-1605): Doctor Khunrath was a hermetic philosopher, alchemist and physician. He earned his degree from the University of Basel and practiced medicine in Dresden, Magdeburg and Hamburg. He traveled widely, and had a stay at the Imperial Court in Prague as guest to the Hapsburg Emperor Rudolf II, who was interested in mysticism. He met both John Dee (q.v.), Edward Kelly and Johann Thölde. Magic-User 9.

Johann Tserclaes, Count of Tilly (1559-1632): Tilly commanded the Catholic forces during the war, putting together a string of victories over the Protestants until he tangled with King Gustavus Adolphus (q.v.). Born in Brabant, he was educated in Cologne and joined the Spanish army at 15 and fought against the Dutch during the Eighty Years War. He then fought against the Ottoman Turks in Hungary and Transylvania as a mercenary, and became a field marshal in only 5 years. He served Emperor Rudolf II until he was appointed commander of the Catholic League forces by Maximilian I, Elector of Bavaria. Fighter 9.

Louis de Bourbon, Count of Soissons (1604-1641): Son of Charles de Bourbon and second cousin of King Louis XIII of France, Louis de Bourbon was governor of Dauphiné province (1612) and Grand Master of France, the head of the royal household. He conspired with his cousin Gaston d'Orleans and the comte de Montresor to murder Cardinal Richelieu and depose the king in 1636, but the plot failed. He took refuge in the independent principality of Sedan and continued to plot against Richelieu, where he aligned with the Spanish. His death might have been an accident, or might have been an assassination. Fighter 5.

Michael Sendivogius (1566-1636): Sendivogius was a Polish alchemist, philosopher and physician. A member of the Clan of Ostoja, he was acquainted with John Dee and Edward Kelley and spent time at the very enlightened court of Emperor Rudolph II. Magic-User 9.

Philipp Adolf von Ehrenberg, Prince-Bishop of Würzburg (1583-1631): The Prince-Bishop of Würzburg was an active witch-hunter and a fierce supporter of the Catholic cause. Cleric 8.

PROTESTANT ALIGNMENT

Armand Jean du Plessis, Cardinal-Duke of Richelieu (1585-1642): Cardinal Richelieu was the true power of France, and though a Catholic Cardinal, he supported the Protestants in the Thirty Years War to check the power of the Austrian Hapsburgs. Cleric 8.

Arthur Dee (1579-1651): Dee was an English alchemist and physician. He set up practice in London and later Manchester, and was appointed royal physician to the Tsar of Russia on the recommendation of King James I. He returned to England to serve as royal physician to King Charles I. Magic-User 7.



Cornelis Jacobszoon Drebbel (1572-1633): Cornelis Drebbel was a Dutch inventor, and the first person to build a navigable submarine. He contributed to the fields of optics, chemistry, and measurement and control systems, and had an interest in copper plate engraving and alchemy. By 1604, Drebbel had moved his family to England, probably at the invitation of King James I. Drebbel was an Anabaptist. Scientist 9.

Hercule-Savinien Cyrano de Bergerac (1619-1655): Made famous in the play by Rostand, Cyrano de Bergerac was a scientist, poet, swordsman and soldier. It is known that he was present at the Siege of Arras in 1640 between French and Spanish forces. Cyrano was an early writer of science-fiction. While ostensibly a Catholic, as a Frenchman, Cyrano would likely serve with French forces as allies of the Protestants. It is up to the Game Master to present Cyrano as the teenager he would have been during much of the Thirty Years War, or as the fictional Cyrano of Rostand's play. Duelist 4.

Gabriel Bethlen, Prince of Transylvania (1580-1629): Bethlen reigned as "anti-King" (i.e. uncrowned) of Hungary from 1620-1621, Prince of Transylvania from 1613-1629, and Duke of Opole from 1622-1625. A Transylvanian by birth, a Game Master might

want to work a vampire angle with Bethelen. Otherwise, he was a commander of Protestant forces during the war. Fighter 8.

Gustavus Adolphus, King of Sweden (1594-1632): Known as “the Great”, “The Golden King”, “The Lion of the North” and the “Lion of Midnight”, King Gustavus commanded the forces of Sweden during the Thirty Years War very ably. He was an innovative tactician, combining infantry, cavalry, artillery and logistics into a military whole. He was said to enter battle unarmored, claiming that “The Lord God, is my armor!” His daughter, Christina, succeeded him after he died at the Battle of Lützen. Fighter 8.

Kenelm Digby (1603-1665): Digby was an English courtier, diplomat, and natural philosopher. Digby spent time on the continent, where Marie de Medici fell madly in love with him, and later was a privateer, sailing against the Spanish in his flagship *Arabella*. Because his religion hampered his ambitions, he became an Anglican and a member of King Charles I’s Privy Council. As an alchemist, he pursued the “powder of sympathy”, a kind of sympathetic magic. Fighter/Magic-User 7.

Robert Munro (1601-1680): Munro held a command under Gustavus Adolphus, and also fought for the Scottish Covenanters during the Bishop’s Wars in Scotland. Fighter 7.

Rupert, Count Palatine of the Rhine (1619-1682): Rupert was a German soldier, admiral, scientist, artist and hunter of great renown. Nephew of King Charles I of England, he would later attempt a disastrous invasion of England to topple his uncle from the throne. A cavalier, he was known for being dashing. Fighter 5.

NEUTRAL ALIGNMENT

Adrian von Mynsicht (1603-1638): German alchemist, he was noted for his works *The Golden Age Restored*, *The Hermetic Museum* and *Dyas Chymica Tripartita*. He became a physician towards the end of his life. Magic-User 7.

Simplicius: Simplicius is the fictional hero of the picaresque novel *Simplicius Simplicissimus*, written in 1668 by Hans Jakob Christoffel von Grimmelshausen. Simplicius is a peasant and rogue who traverses the Germany of the Thirty Years War. He is really the perfect model of an adventurer in a Thirty Years War campaign. Thief 6.

MONSTERS

Just about any monster can be wedged into a Germany-centric campaign, of course, but there are a few new monsters that can be used to give the campaign a unique feel.

The following monsters from the *Blood & Treasure Treasure Keeper’s Tome* are especially appropriate for a campaign set in

Germany: Draugr, Hags, Kobold, Mermen (or Finfolk), Nixie, Werewolf, Wight and Wild Men.

The following monsters from NOD 4 should also prove useful: Alp, Gulon (also in NOD 21)

In addition, you might want to include these new monsters:

AUFHOCKER

The aufhocker is a vampire without a natural form. Instead, it assumes the forms of animals and humans to get close to its victims. When it is killed, it melts away into nothingness. The aufhocker has the stats of a vampire, but is capable of assuming the form of any animal or humanoid.

NACHTKRAPP

The nachtkrapp is an intelligent giant raven that preys on children (and maybe halflings) at night.

NACHTKRAPP, Large Magical Beast: HD 4; AC 15; ATK 2 claws (1d6) and bite (1d8); MV 10 (Fly 80); F10 R10 W14; AL Neutral (N); XP 200; Special—None.

NACHZEHRER

The nachzehrer is a ghoul that can shapeshift into a wild boar.

JMS

MAGIC ITEM

BOXES AND CHAINS

Illustration by Jon Kaufman

A couple magic items that popped into my head this weekend ...

BENTO'S BENEFICIENT BOX

Bento's Beneficient Box appears as a simple wooden box, about 6 inches long, 4 inches wide and 3 inches tall. Each time it is opened, it is filled with one meal's worth of food, the exact contents being random.

D6 MEAL

1	Human meal (Hard tack and salt pork)
2	Dwarf meal (Thick gruel that tastes of dark, bitter ale and salty crackers)
3	Elf meal (Thin wafers that taste of vanilla and daisies and a light salad)
4	Halfling meal (Meat pie and honey cakes)
5	Gnome meal (Mushroom stew and nutty cheese balls)
6	Orc meal (Grubs (still alive) soaked in bacon grease, something akin to pork rinds)

The food is healthy and free of disease, but those who partake of it must pass a Fortitude saving throw (vs. poison) or suffer the following side effects:

Human meal: Gain a +1 bonus to all saving throws, but suffer an inability to run away from a challenge for 24 hours

Dwarf meals: Gain a knack for noticing stonework, but become irascible and ill-tempered for 24 hours

Elf meals: Gain a knack for noticing secret doors, but become intolerably arrogant and snobby for 24 hours

Halfling meals: Gain a knack for moving silently, but become obsessed with food (consume double rations) for 24 hours

Gnome meals: Gain the ability to speak with burrowing mammals, but become an annoying practical joker for 24 hours

Orc meals: Gain a knack for survival, but become incredibly reckless and stubborn for 24 hours

DAISY'S DEVIOS CHAIN

This item appears to be a simple daisy chain that has been magically preserved. It is impossible to unravel the chain, and saves vs. damage as an adamantite item. The wearer of the daisy chain (helmets must be removed) gains magic resistance 5%, can discern creatures that have changed shape or that are capable of changing shape (such as lycanthropes or doppelgangers) and leaves no tracks in the wilderness. If the wearer of the daisy chain engages in battle with animals (not magical beasts), plant monsters or fey, the daisy chain animates and attacks the wearer. If fighting animals, the daisy chain becomes a constrictor snake; if fighting plants it becomes three assassin vines, and if fighting fey it becomes animated chains (per medium animated object).

In any event, the monster gains a free attack due to surprise (unless this has happened before, of course) and gains a tactical advantage in the first round of combat. After the monster has been defeated, or after it has killed its wearer, it turns back into a daisy chain.



PEN & PAPER FOOTBALL

Illustrations by J. C. Leyendecker

OR “First and Ten – Roll For Initiative”

Last Christmas, I received a replica of an electronic football game produced in the 1980s. It’s still pretty fun, but more importantly, it brought back memories of perhaps the first pen and paper game I ever created, when I was about eleven years old. At the time, the USFL had just began its existence as a Spring football league. Inspired by all of these new football teams, I decided to invent my own football league, complete with names and helmets. I decided that I need a way to play games with these teams, so I invented a simple way to generate game scores using a simple six-side dice.

The method was simple. Roll 1d6 for each team for each quarter to generate the points that team scores that quarter. Add the points up, and determine the winner. I think the old dice table looked something like this:

D6	SCORE
1	0
2	3
3	6
4	7
5	10
6	14

This simple game served to entertain me one summer on a long road trip back to Iowa. A went through several seasons and crowned any number of champions with such teams as the Ottumwa Hogs, New Jersey Battleships, Billings Mountaineers, Boise Diamonds, Canton Bulldogs (I always loved the classics), and Birmingham Yellowhammers.

Thirty years later, I think it’s time to update and expand this concept.

PEN & PAPER FOOTBALL

These rules are designed to allow for two forms of play, league play and head-to-head play. League play works the way my old game did, allowing a referee to run several team through a whole season of football. Head-to-head allows two players to put their teams against one another. The two forms of play can be combined, allowing, perhaps, for league play during the regular season and head-to-head play for championships.

The new rules allow for team development, keeping the game from being nothing more than random.

CREATING TEAMS

A team is defined by five stats – Quarterback (QB), Running Backs (RB), Kicker (K), Linemen (LM), Linebackers (LB) and Cornerbacks (CB). For each statistic, roll 3d6 to determine the team’s score in that statistic. Each score translates into a bonus or penalty. Scores cannot be lower than 3 or higher than 18.

SCORE	MODIFIER
3	-3
4-5	-2
6-8	-1
9-12	+0
13-15	+1
16-17	+2
18	+3

These scores are combined to determine a team’s Offense Rating (OFF) and Defense Rating (DEF) for league play, and are used individually during head-to-head play.

A team’s OFF is a combination of its bonuses for Quarterback, Running Backs and Kicking bonuses. A team’s DEF is a combination of its bonuses for its Linemen, Linebackers, and Cornerbacks.

Once you have rolled a team’s statistics, you need to name the team, choose its home city, and pick a logo and colors. More will be written below on the city’s one can choose from in a game based in North America.

EXAMPLE: THE HONOLULU DOLPHINS

STATISTIC	SCORE	MODIFIER
QB	14	+1
RB	8	-1
K	6	-1
LM	8	-1
LB	11	+0
CB	15	+1

This gives the Dolphins an OFF of -1 and a DEF of +0.

THE LEAGUE

Football games take place between the team in the fantasy league you create. The league may be as large or small as you like, with a minimum of six teams to keep it interesting. Each player should have one team of their own. If you have fewer than six players, you can create “Non-Player Teams” to fill the open slots. Games against non-player teams will always be decided using league play rules (see below).

A small football league of six teams might look as follows.

WEST DIVISION



DENVER EAGLES



HONOLULU DOLPHINS



LOS ANGELES LIONS

EAST DIVISION



CHICAGO BOARS



MIAMI PIRATES



NEW YORK KNIGHTS

LEAGUE PLAY

League play simulates a season’s worth of football games with simple dice rolls. Each roll of the dice determines the number of points a team scores during a quarter of football. Roll four times for each team, total the results, you have a winner.

A team’s scoring is determined by rolling a twenty-sided dice:

D20	POINTS
0-8	0
9-12	3
13	6
14-19	7
20-21	10
22	13
23	14
24	17
25+	21

Each roll of the dice is modified by the difference between a team’s OFF and the other team’s DEF. In addition, the home team adds +1 to its dice rolls. This is why the table goes beyond 100. A negative roll indicates 0 points scored.

A game that ends in a tie can either count as a tie, or the Referee can rule that an overtime quarter (or quarters) will be held to determine the winner. Many different tie-breaking schemes have been used in professional and college football, so feel free to draw up whatever rules you prefer for your league.

EXAMPLE: HONOLULU DOLPHINS AT MIAMI PIRATES

In this game, the Dolphins have an OFF of -1 and a DEF of +0. The Pirates have an OFF of +1 and a DEF of +2.

When the Dolphins roll their dice to determine points, they add the difference between their OFF and the Dragon’s DEF. The difference between -1 and +1 is -2. So, the Dolphins subtract 2 from each of their d20 rolls.

When the Pirates roll their dice to determine points, they add the difference between their OFF and the Dolphin’s DEF. The difference between +2 and +0 is +2. The Pirates will add +2 to each of their d20 rolls.

Since the game is being played in Honolulu, the Dolphins get to modify their rolls by +1, so in fact they’ll only be subtracting one from their dice rolls.

In the first quarter, the Dolphins roll 10, modified to 9. This equals 3 points, so the Dolphins manage to score a field goal in the first quarter of the game. The Pirates roll 17, modified to 19. This equals 13 points, so the Pirates manage to score two field goals and a touchdown during the first quarter.

Repeating this process for the second, third and fourth quarters, we get the following results:

TEAM	Q1	Q2	Q3	Q4	TOTAL
Dolphins	3	0	3	3	9
Pirates	13	0	0	3	16

HEAD-TO-HEAD PLAY

In head-to-head play, each team takes turn making a drive and attempting to walk away with points. Time is deducted for each drive, and drives are made by each team until time runs out. Head-to-head play is most appropriate for playoff games, championship games, pre-season challenge games and grudge matches between old rivals.

For each drive, the team on offense chooses to focus on the run or pass, and thus makes a running attack or passing attack. The team on defense must choose to focus their defense against the run or the pass, without knowing what the offense is going to do.

The defense's Defense Class (DC) against the run is equal to 10 + their Lineman bonus. Their defense against the pass is equal to 10 + their Cornerbacks bonus. If the defense chose to focus on the run, they add their Linebackers bonus to their run DC. If they chose to focus on the pass, they add their Linebackers bonus to the pass DC.

The offense will roll an attack against the defense's DC. A run attack is a roll of 1d20 plus the offense's Running backs bonus. A pass attack is a roll of 1d20 plus the offense's Quarterback bonus.

If the attack roll is equal to or higher than the defense's DC, points have been scored. The offense now rolls 1d6 to determine the score. A roll of 1-2 equals a field goal for 3 points. A roll of 3-6 equals a touchdown for 6 points.

If a touchdown is scored, the offense can choose to kick an extra point, rolling 1d20 plus their Kicking bonus and trying to equal or exceed a roll of 10 to succeed. They can also choose to make a pass or run attack (just as with a normal drive) to get two extra points.

On a natural attack roll of "1", the offense has had a mishap. Roll 1d6. On a roll of 1, the defense has scored a safety for 2 points. On a roll of 2 to 6, the offense has turned the ball over in their own territory. The other team's offense will now gain a +2 bonus on their attack roll for their next drive.

If a team's attack roll fails by 3 or fewer points, they have the option of attempting a long field goal. To do so, they roll 1d20 and add their Kicking bonus and try to meet or exceed a 15. If successful, they score 3 points. If they fail, treat it as though they have turned over the ball.

At the end of a passing drive, deduct 1d6 minutes from the clock. At the end of a running drive, deduct 1d10 minutes from the clock. Each half consists of 30 minutes, and drives continue until time for that half has run out.



If a drive begins with no more than 2 minutes on the clock, the team has to run a "hurry-up" offense, and suffers a -2 penalty to their attack roll.

A team can also try to run down the clock by making a running attack on their drive at a -4 penalty. At the end of the drive, deduct 2d6 minutes from the clock.

At the end of the game, make an injury roll as in league play.

If a team begins a head-on-head game with an injury, roll to determine from which statistic to deduct the injury damage.

D6	OFFENSE	DEFENSE
1	QB	LM
2	QB	LM
3	RB	LB
4	RB	LB
5	RB	CB
6	K	CB

EXAMPLE OF PLAY

The Dolphins are beginning a drive against the Pirates. The Dolphins decide to attempt a pass attack. They will roll 1d20 and add +1 to the result. The Pirates know that the Dolphins have a weak run game, so they opt to defend against the pass. They will

have a DC of 10 plus their Linemen bonus (+1) and their Linebacker bonus (+1), or 12.

The Dolphins roll a 13 (12+1) and score. Rolling to determine how much they score, they find that they score a touchdown. They opt to kick an extra point and manage to shank it (they roll a 7), and so have to settle for adding 6 points to their score. They roll a 1d6 and determine that 4 minutes are taken off the clock.

The Pirates now get to attempt a drive. They have a mediocre running attack and a great passing attack, but opt to go for the run. The Dolphins take the bait and opt to defend against the pass. For this reason, they will only add their Linemen bonus to their DC against the run.

If the Pirates roll a successful run attack, they will score points. If they miss their attack by 3 or less, they can try for a long field goal, but risk turning the ball over. If they roll a “1”, they may hand the Dolphins a 2-point safety, or turn the ball over.

THE POST SEASON

A team’s experiences in the post season are determined by two factors. The first factor is the team’s Overall Rating, which is determined by their success on the field during the season. The second is the size of their fan base.

OVERALL RATING

A team’s overall rating is determined by multiplying the team’s win percentage by 50, and then multiplying that value by the ratio of the points they score versus the points scored against them. A team’s win percentage is calculated by dividing their number of wins by the total of their wins and losses. Ties do not count when calculating this number.

EXAMPLE: Let us say that the Honolulu Dolphins end a season with a record of 8 wins, 3 losses and 1 tie. Their win percentage is equal to their number of wins divided by their number of games, not including ties. In this case, the percentage is 72%. 72% of 50 is 36. Their point ratio happens to be 1.2, giving them an Overall Rating of 36 times 1.2, or 43.2. We’ll round down to 43.

The team’s rating determines how popular they are with their fans, and the size of their market determines the team’s income.

MARKETS

North America is divided into one hundred major and minor markets. Each team begins play with one market in its fan base, this being the market they call home. If a team does well during the season, it expands its fan base to include additional adjacent markets. Teams that do poorly might see their fan base contract

(though they will not lose their home market until they actually lose their franchise – see below).

MARKETS (MAP AT END OF ARTICLE)

MAJOR MARKETS	MINOR MARKETS	
1. Atlanta	42. Albany	72. Milwaukee
2. Baltimore	43. Anchorage	73. Mobile
3. Birmingham	44. Austin	74. Montana
4. Boston	45. Boise	75. Nebraska
5. Charlotte (CLT)	46. Buffalo	76. Nevada
6. Chicago	47. Burlington	77. New Mexico
7. Cincinnati	48. Charleston	78. North Texas
8. Cleveland	49. Columbia (CLM)	79. Oklahoma City
9. Columbus	50. Corpus Christi	80. Paducah
10. Connecticut	51. Dakota	81. Pennsylvania
11. Dallas	52. East Georgia	82. Piedmont
12. Denver	53. East Texas	83. Providence
13. Detroit	54. Flint	84. Quad Cities
14. Houston	55. Fort Myers	85. Rochester
15. Indianapolis	56. Fort Wayne	86. San Antonio
16. Jackson	57. Fresno	87. Santa Barbara
17. Kansas City	58. Grand Rapids	88. Shreveport
18. Los Angeles	59. Green Bay	89. South Georgia
19. Miami	60. Greensboro (GRB)	90. South Illinois
20. Minneapolis	61. Greenville (GRV)	91. South Oregon
21. Nashville	62. Honolulu	92. Spokane
22. New Orleans	63. Iowa	93. Syracuse
23. New York	64. Jacksonville	94. Springfield
24. Newark	65. Kansas	95. Superior
25. Norfolk	66. Knoxville	96. Tallahassee
26. Oakland	67. Lexington	97. Tulsa
27. Orange County	68. Little Rock	98. West Palm Beach
28. Orlando	69. Louisville	99. West Texas
29. Philadelphia	70. Maine	100. West Virginia
30. Phoenix	71. Memphis	
31. Pittsburgh		
32. Portland		
33. Raleigh		
34. Sacramento		
35. St Louis		
36. Salt Lake City		
37. San Diego		
38. San Francisco		
39. Seattle		
40. Tampa Bay		
41. Washington DC		

Based on a team’s rating, each market within a team’s fan base contributes money to its operating income, as follows:

RATING	MAJOR	MINOR
Terrible (0-10)	\$10 million	\$5 million
Bad (11-30)	\$20 million	\$10 million
Good (31-60)	\$40 million	\$20 million
Elite (61+)	\$60 million	\$30 million

This revenue is spent on the team’s off-season development (see below), and money not spent can be banked for future seasons.

OFF-SEASON EVENTS

Terrible teams have to deal with the consequences of losing. Each team that ends a season with a terrible rating must roll 1d10 and consult the following table:

D10	CONSEQUENCE
1	Team folds due to lack of fans
2-3	Team moves to a different (not larger) market
4-10	Team loses one market from its fan base (unless it has only one market in its fan base)

Bad teams have a 50% chance of losing one market from their fan base (again, if they have extra markets to lose), but no chance of being forced to move or ceasing operations.

Good teams have a 50% chance of adding one market to their fan base (see below).

Elite teams always add one market to their fan base.

EXPANDING THE FAN BASE

When a team expands its fan base, it adds one market that is adjacent to any of the markets in its current fan base. A minor market added to a fan base is controlled by the team. This market cannot be taken away from the team unless its fan base shrinks due to poor play, or unless it is challenged by another team attempting to take that market and it loses the challenge match.

Major markets can be added to a team's fan base, but cannot be controlled by the team. This means that other teams can also add the major market to their fan base. If multiple teams share a major market, treat it as a minor market for purposes of determining any income they derive from it.

A team can "conquer" a market controlled by another player by challenging them to a preseason contest. This game can be handled per league play or head-to-head rules. The winner takes control of the market in question. A team cannot challenge for another team's home market.

TEAM DEVELOPMENT

The focus of any team is to procure more talent and thus build a team that cannot be beat. Teams do this by drafting new talent (players and coaches), improving existing players, concocting new offensive and defensive schemes and retaining star players.

At the same time, team rosters suffer setbacks. Current players may be injured or grow "old", newly drafted college stars may prove to be unworthy professionals, and once brilliant coaches might grow too conservative.

At the end of each season, all teams roll one six-sided dice to represent negative developments suffered by their team. The

number of points indicated on the dice must be deducted from the team's scores (i.e. QB, RB, K, LM, LB, CB) in whatever way the player wishes. The player might take all of the points from one score, or distribute them among several scores. Obviously, the aim will be to have the smallest possible impact on the team's OFF and DEF bonuses.

To draft and development talent, each team may roll one time on the table below. Terrible teams may roll twice, to represent their better position in the draft. Teams may buy additional rolls on the table at a rate of \$25 million for one additional roll, \$50 million for a second additional roll, \$100 million for a third additional roll, and so on. Three additional rolls, for example, would cost \$25 million + \$50 million + \$10 million, or \$175 million.

D20	TEAM DEVELOPMENT
1-13	No bonus
14	+1 to one stat
15	+2 to one stat
16	+1 to two stats
17	+3 to one stat
18	+1 to three stats
19	+2 to two stats
20	Recruit or steal all-star player

If the "recruit or steal all-star player" comes up, roll again on the following table:



D10	POSITION
1	Cornerback
2	Defensive End
3	Fullback
4	Kicker
5	Linebacker
6	Punter
7	Quarterback
8	Returner
9	Running Back
10	Wide Receiver

The all-star player represents the top player in that position in the league, and therefore there is only one all-star permitted in each position. If a team rolls an all-star already possessed by another team, they steal the all-star designation from that team. This might represent an all-star leaving one team for another, or it might represent one player getting old and losing his edge and another player becoming the league's all-star.

The effect an all-star has on the game is determined by the all-star's position, as follows:

CORNERBACK: +1 to DEF in league play, and when an interception is indicated, has a 1 in 6 chance of converting the interception into an instant touchdown.

DEFENSIVE END: +1 to DEF in league play, and has a 1 in 6 chance of knocking a starting quarterback out of the game after a failed pass attack. If this occurs, future pass attacks by that team during the game are made at a -2 penalty.

FULLBACK: +1 to OFF in league play, and can re-roll one failed run attack per game during head-to-head play.

KICKER: +1 to OFF in league play, and can re-roll one failed field goal attempt per game during head-to-head play.

LINEBACKER: +1 to DEF in league play, and opposing team has a "mishap" (see above) during head-to-head play on a natural attack roll of "1" or "2".

PUNTER: +1 to DEF in league play, and the opposing team suffers a -1 penalty to attacks after the punter's team fails an attack and does not attempt a long field goal.

QUARTERBACK: +1 to OFF in league play, and can re-roll one failed pass attack per game during head-to-head play.

RETURNER: +1 to OFF in league play, and the returner has a 1 in 20 chance per game of adding a score (roll as normal) due to running a kick back for a score or providing his team with superior field position due to their return skills.

RUNNING BACK: +1 to OFF in league play, and can re-roll one score per game after a successful run attack in head-to-head play.

WIDE RECEIVER: +1 to OFF in league play, and can re-roll one score per game after successful pass attack in head-to-head play.

EXAMPLE POST-SEASON: HONOLULU DOLPHINS

Above, we established that the Honolulu Dolphins had an overall team rating of 43, making them a good team. As a good team, they have a 50% chance of expanding their fan base. They roll D% and come up with a "33", indicating an expansion. The Dolphins now add Nevada to their fan base. (Little known fact – Hawaiians already refer to Las Vegas as the "ninth" island.)

Next, they roll 1d6 and get a "4". They will have to deduct four points from among their player scores.

As a good team with one minor market in their fan base, they earn an income of \$20 million. This is enough to give them one roll on the development table. They roll a "15", allowing them to bump one of their player scores by 2 points.

So, the Dolphins add a market, lose four points from their ability scores, add 2 back to one of those scores, and retain \$10 million dollars of their income that they can spend next year.

VARIATIONS

As designed, this game attempts to simulate modern American football. With a little work, though, it can be modified to simulate other eras and games.

The "Points Scored" table was created by analyzing the amount of points teams scored on a quarter-by-quarter basis during the 2014 professional football season. You can do a similar analysis to simulate games played in other eras. Likewise, you can analyze scores in college or high school games to simulate football at those levels of play.

With a little work, you could expand the markets included in the game to cover Canada, Mexico, Europe, etc. The basic assumption was that a major market includes about 2 million people, and minor markets have at least 500,000 people.

The rules can also be applied to other sports, like football/soccer, Australian Rules football, rugby, basketball, hockey, etc. For league play, you need to analyze the scoring in those sports and draw up a new points chart, and alter the positions in the game (QB, RB, K, LM, LB, CB) to represent positions in the other sports that are tied to offense and defense. For head-to-head play, you need to decide how many points are scored on a successful "attack", and how much time the attack takes. Again, some research into the average length of time between scores, or the average length of a "drive" should help with this. For basketball, in which scoring is frequent, you may wish to replace the concept of a "drive" with a "run", in which a team scores several times

while their opponent scores not at all. You might also assume that each team will score a minimum number of points each quarter, perhaps 10, and add other scoring to this.

RANDOM TEAM NAMES

The following table might come in handy when making teams:

D%	TEAM	D%	TEAM
1	Aces	51	Knights
2	All-Americans or All-Stars	52	Leopards
3	Americans	53	Lightning
4	Atoms	54	Lions
5	Aztecs	55	Mammoths
6	Bandits	56	Maroons
7	Barbarians	57	Mavericks
8	Barons	58	Meteors
9	Bears	59	Mules
10	Bears	60	Mustangs
11	Bisons	61	Olympics
12	Bombers	62	Outlaws
13	Broncos	63	Panthers
14	Buccaneers	64	Patriots
15	Bulldogs	65	Pilgrims
16	Bullets	66	Pirates
17	Bulls	67	Raiders
18	Cardinals	68	Rams
19	Celts	69	Rangers
20	Chargers	70	Reds
21	Chiefs	71	Rebels
22	Cobras	72	Riders
23	Comets	73	Rockets
24	Conquistadors	74	Royals
25	Cougars	75	Sabretooths
26	Cowboys	76	Scorpions
27	Daggers	77	Seahawks
28	Demons	78	Seawolves
29	Devils	79	Sharks
30	Dolphins	80	Smashers
31	Dragons	81	Spartans
32	Drillers	82	Stags
33	Eagles	83	Stallions
34	Eskimos	84	Stars
35	Falcons	85	Steamrollers
36	Fire	86	Stingrays
37	Flyers	87	Tanks
38	Gorillas	88	Terror
39	Griffons	89	Thunderbolts
40	Grizzlies	90	Tigers
41	Gunslingers	91	Tornadoes
42	Hawks	92	Trojans
43	Hogs	93	Vikings
44	Hornets	94	Vipers
45	Hornets	95	Warriors
46	Hurricanes	96	Wildcats
47	Independents	97	Wings
48	Indians	98	Wolves
49	Jets	99	Yankees
50	Kings	100	Yellow Jackets



RANDOM ECOLOGIES

Illustration by Jon Kaufman

When scientists cracked the DNA code, and started re-mapping the Tree of Life, they found some pretty interesting things – animals one would not think were related, it turned out, actually were. Goats and whales, for example, share some strands. Heck, just looking at a Chihuahua and Great Dane will tell you that nature is pretty mutable.

This led me to thinking about how one could randomly create weird, fantasy ecologies. Imagine dividing the animals in an ecology into broad categories – large predators, small predators, small scavengers, large grazers, for example – and then randomly picking from the various families of the animal kingdom to fill those niches. The next step would be hardest, of course – imagining how the selected animal family might fit into that niche. Of course, if you draw a feline for the large predator category, you can just stick in a tiger. But what about a large equine predator? What might that look like?

Okay – one note for what follows ... it ain't science. It's an affront to science. The idea here is to stimulate one's imagination and come up with a twisted ecology that will entertain and delight the people who play in your games. The below tables are designed to start with something you know, and then turn it into something you don't. Insectivores will become herbivores and herbivores will become carnivores, etc. Have fun, use your imagination and if you have a few bucks in your pocket, commission an artist to bring your creation to life.

ECOLOGICAL NICHES

First, determine the sizes of the animals in your fantastic ecology. This is dependent on the availability of food in the environment, which itself is usually dependent on the availability of water. For marine environments, it should probably be based on the availability of sunlight (SUNNY-MEDIUM-DARK).

	WET	MEDIUM	DRY
Huge	2	1	0
Large	2	2	0 or 1
Medium	3	3	1
Small	4	3	4
Tiny	2	2	2

Tiny creatures will rarely serve as anything but a prop when running an adventure; unless they swarm or are poisonous they won't threaten adventurers, and grand hunts are not organized to kill them. Hence, don't worry about creating too many.

For each animal size, determine its general strategy for feeding itself by rolling 1d6 on the following table.

	HUGE to LARGE	MEDIUM to TINY
Carnivores	1	1-2
Omnivores	2-3	3-4
Herbivores	4-6	5-6

Carnivores eat meat, and will usually hunt for it or scavenge the kills of smaller creatures

Omnivores eat meat and plants, and might pose a danger to adventurers

Herbivores eat plants, and are usually only dangerous in large, stampeding herds; they do, on the other hand, serve as prey for adventurers

This will give you a variety of interesting animals that might be encountered (randomly, of course) in a region by adventurers. The point here is not to build an actual viable ecosystem, but rather to build a dangerous backdrop for exploration and adventure. Naturally, you'll want to fill out a random encounter table with more fantastic monsters as well.

To determine what fills the niche, roll on the tables below. These tables are designed to produce something weird, so keep that in mind.

D%	ANIMAL FAMILY (LAND)
01-02	Aardvarks
03-04	Anapsida – turtles
05-06	Ants
07-08	Anura – frogs and toads
09-10	Apoidea – bees and wasps
11-12	Arachnids – spiders and scorpions
13-14	Bats
15-17	Birds – I could be more specific, but I like the possibilities of throwing them all into one category
18-20	Bovines – including cattle, goats, sheep, musk oxen and antelopes
21-22	Caelifera – grasshoppers, locusts, crickets and katydids
23-24	Camels – including llamas
25-27	Canines – wolves, dogs and foxes
28-29	Caudata – salamanders and newts
30-31	Coleoptera – beetles and weevils

32-33	Crocodylians – crocodiles and alligators
34-35	Dinosaurs – you should have no problem fitting them into any ecological niche
36-37	Diptera – flies, mosquitoes, gnats, and midges
38-39	Equines – including horses, asses, and zebras
40-42	Felines – cats, including the related sabre-toothed paleofelines
43-44	Hippopotamuses
45-46	Hyenas
47-48	Insectivores – including moles, shrews, hedgehogs, and moonrats
49-50	Lepidoptera – butterflies and moths
51-53	Lizards
54-55	Mantises
56-57	Marsupials – kangaroos, wombats, opossums
58-59	Mongoose and linsangs
60	Monsters – mythological beasts
61-62	Mustelids – weasels, badgers, otters, wolverines and the related skunks
63-64	Odonata – dragonflies and damselflies (dragons and damsels – funny)
65-66	Pangolins
67-68	Pecora – deer, giraffes, okapis, pronghorns
69-70	Pilosa – including sloths, extinct ground sloths and anteaters
71-72	Pinnipeds – seals and walruses
73-74	Primates – including lemurs, monkeys, apes and humans
75-76	Proboscids – elephants, mammoths and mastodons
77-78	Raccoons
79-80	Rhinoceroses
81-83	Rodents – rats, squirrels, guinea pigs, hamsters, porcupines and capybara!
84	Snails
85-86	Snakes
87-88	Swine – including peccaries
89-90	Synapsida – mammal-like reptiles from the primordial world
91-92	Tachyglossids – including echidnas and platypuses
93-94	Tapirs
95-96	Ursines – bears, including the extinct bear-dogs
97-98	Viverrids – civets
99-00	Worms
D30	ANIMAL FAMILY (SEA)
1-2	Cephalods – including octopuses, squids and cuttlefish
3-4	Cetaceans
5-6	Crustaceans – lobsters and crabs
7-8	Dinosaurs
9-10	Eels
11-12	Jellyfish
13-14	Lampreys
15-16	Manatees and sea cows
17-18	Monsters – fantastic creatures
19-20	Osteichthys – bony fish – i.e. fish with bone skeletons rather than cartilage
21-22	Placodermi – armored fish
23-24	Sharks and rays – including ghostsharks
25-26	Shrimp
27-28	Turtles
29-30	Roll on land table and adapt to marine environment

To help you along, you can consult the following table listing existing animals in each niche, modeling your make-believe animal on the survival techniques of a real animal.

WEIRD SAVANNAH

My weird savannah is dominated by tall, broad herbivores descended from crocodiles. They have short snouts and thick tongues that pull in grasses. Mostly slow and ponderous, they retain their crocodylian patience and ability to generate a short burst of speed. The grazing tortoises are about the size of water buffalo, with shells that are spiked, providing a means of defense. The savannah is also grazed on by wombat-like creatures that resemble long-legged, antelopes. The swiftest herbivores on the savannah are medium-sized descendants of rhinos; they look like springboks with rough, rhino-like skin and small horns on their foreheads. Seeds on the savannah are collected by sparrow-sized dragonflies and a rodent that resembles a cane rat.

The only true carnivore on the savannah is a burrowing, carnivorous hedgehog that preys on the rodents and dragonflies. Packs of these creatures prey on such creatures as the long-fingered and ring-tailed raccoons that live in colonies in large trees, and the small anteaters that scurry like lizards among the tall grass. The savannah also has a wolf-sized feline that feeds on smaller animals and the long, purple fruit that grows on the savannah trees, and a panther-sized arachnid that hunts at night in small prides.

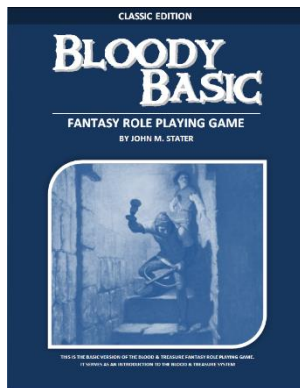


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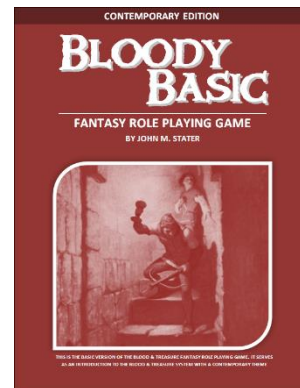
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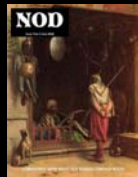
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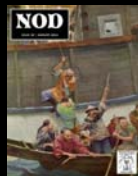
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