

# NOD

RPG MAGAZINE

30

## The Nine Deaths of Lavender McCoy

An adventure for Grit & Vigor

## The Undiscovered Country

A Namera hex crawl for Bloody Basic

## A Weird Day at the Faire

## The Wages of Fame



KEVIN AVIES ©1984

October 2016

# NOD

30

Edited by John M. Stater

Written by John M. Stater and Sándor Gebei

Cover illustration by Kevin Davies

Interior Illustrations by Jon Kaufman, Denis McCarthy,  
Kaitlynn Peavler, Jeshields, John D. Batten, Pieter  
Brueghel and John Neill

The Undiscovered Country	I
Racial Archetypes	26
The Wages of Fame	32
A Weird Day at the Faire	33
Not Ready for Prime Time PC's	36
Divination from A to Z	38
A Maiden's Best Friend	40
Heavy Metal Fantasy	42
The Nine Deaths of Lavender McCoy	46



NOD 30 is Copyright 2016 John M. Stater

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.

Cover image copyright © 2011 Kevin Davies. All rights reserved. Used with permission.



# THE UNDISCOVERED COUNTRY

Illustrations by Jon Kaufman and Denis McCarthy

In a country of warm waters, towering peaks and cool rain forests, the natives are growing restless. King Kumultuk must control a kingdom divided by explorers from across the eastern mountains and traders (or conquerors?) from beyond the Western Ocean. Venture into the Undiscovered Country, a land of elemental gods, fierce monsters, rebellious priests and a civilization of halflings determined to remain free.

The wooded lowlands of the Undiscovered Country weren't always as pristine as they look now. Once upon a time, a great civilization of philosopher kings was nestled here between sea and sky. Like most civilizations, especially those that pride themselves on their higher faculties, they grew complacent and decadent and eventually disappeared, or at least appeared to disappear. Left behind were the wee folk, the beautiful, saffron-skinned halflings who now form a confederation of hunter-gatherer tribes under their king, Kumultuk. Protected and nourished by their mystic guardian spirits and their "tall brothers" who wander the woods, they live in relative isolation in a virtual paradise ... or they did.

Just a few years ago, newcomers appeared on the scene. From the east, a party of explorers from a far land breached the mountains and constructed a wooden fort. They have now survived a few of the freezing winters, and several children have been born to their little colony. They have tread carefully on this seemingly placid, but really quite fierce land, and seem to desire a peaceful coexistence with the halflings of the low country. From the west, though, came the long ships of the crab people who call themselves klaxons. The klaxons came seeking trade, but they have begun the construction of stone forts, and appear to be building their numbers in preparation for conquest.

King Kumultuk has chosen to ignore these threats, trusting in the power of the guardian spirits to maintain the borders of his kingdom, and perhaps they will. But the priests see these

incursions as abominations, and want to stamp them out. The priests threaten rebellion, but still King Kumultuk does nothing. How long can this last?

## Adventures in the Wilderness

The Undiscovered Country is a rain forest of spruce, fir, pine, redwoods and hemlock, covered with thick mosses and ferns. The lowlands are thickly wooded and border on the chilled waters of the Western Ocean. The land rises as one travels east, turning into great mountains, also thickly wooded. The climate is cool and humid much of the year, turning terribly cold in the winter.

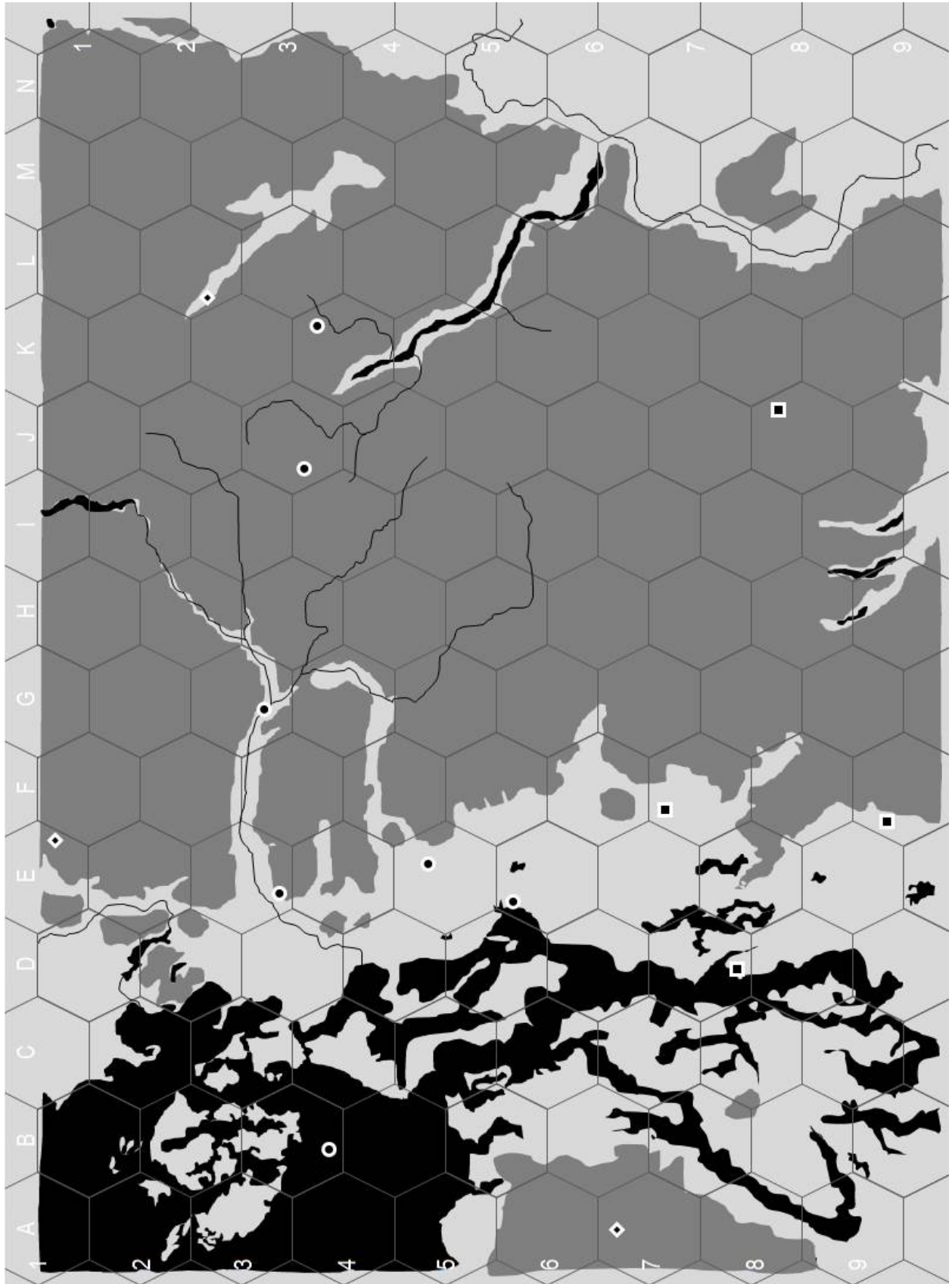
The hexes on this map are 12 miles wide from one side to the other. Random encounters with monsters should be diced for each day and each night, with encounters occurring on the roll of 1-3 on 1d6.

The monster or monsters encountered depend on the terrain in which the adventurers are traveling. Unlike dungeons, in which the monsters on the upper levels are usually less powerful than the monsters on deeper levels, wilderness encounters are quite variable in their challenge, and low level characters face death every time they step out of the confines of civilization. Experienced adventurers will discover that settled lands are not as dangerous as the rugged wilderness.

D10	Woods	Mountains	Sea
1	Green Dragon (1)	Green Dragon (1)	Triton (1d6)
2	Halfling (2d6)	Northmen (2d6)	Giant Crab (1d6)
3	Nim*(1d4)	Guardian Orb* (1)	Giant Frog (1d6)
4	Klaxon* (2d6)	Nim* (1d6)	Orca (1d4)
5	Black Bear (1d3)	Brown Bear (1d3)	Giant Eagle (1d3)
6	Wolf (2d4)	Dire Wolf (1d6)	Klaxon**
7	Giant Fox * (1)	Giant Eagle (1d3)	Sea Giant*
8	Hill Giant (1d4)	Hill Giant (1d6)	Sea Cat (1d6)
9	Morlock* (2d6)	Morlock* (2d8)	Sea Hag (1d3)
10	Nymph (1d3)	Annis Hag (1)	Storm Demon *

\* New monster detailed at the end of the book

\*\* Klaxon encounters at sea are with one of their galleys



D10	What Are They Doing?
1	Arguing loudly
2	Fighting with other monsters (determine randomly)
3	Fleeing from something
4	Hunting
5	Lurking in ambush
6	Lying dead, bodies looted
7	Making camp
8	Marching
9	Reveling
10	Searching for something

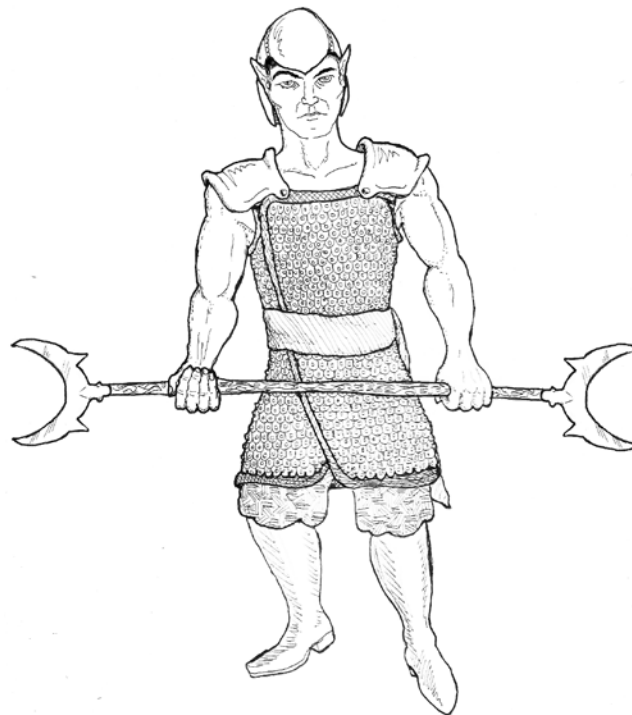
## Peoples of the Undiscovered Country

**Celestians:** To treat the celestians as simply another people of the Undiscovered Country would be foolish, for they are far more powerful than mortal men. Celestians are energy beings from another dimension who came to this country ages ago to experiment on the local flora and fauna. Eventually, they created a vat-grown race of people known as the halflings. The halflings were something like the pupae stage of another, more mentally and physically developed race, the nim. Over time, impurities in the creation process have resulted in the nim sometimes undergoing a third transformation into the beings known as the morlocks. Only a few celestians yet remain in the Undiscovered Country, and they have become decadent and far removed from their old creations.

**Halflings:** The halflings of the Undiscovered Country are not true halflings. They are in fact the juvenile stage of a vat-grown humanoid species created by the celestians. As virtual children, they have a child's attitude towards the world, an attitude made possible in part by the Guardians who stand watch over their villages and by the presence of the nim, who are their adult stage. The halflings are saffron-skinned creatures with blond hair and eyes that range from icy blue to deep maroon. Females outnumber the males by 10 to 1. This was not by design, but rather was a flaw in the celestians' design. Despite the fact that they are the juvenile stage of the nim, halflings are capable of breeding true. Halflings hunt and fish using simple weapons (spears, nets, slings).

The Guardians of the halflings are metallic "totem poles" capable of using the following spell-like effects: At will—*anti-magic shell*, *magic missile*, *wall of force*\*; 3/day—*create food and water*, *summon animals*\*; 1/day—*control weather*.

**Summon Animals:** This effect summons 1d4 black bears or an equal number of HD of other animals.



**Wall of Force:** Creates an invisible wall of force up to 100 square feet in size. A *wall of force* is immune to all forms of damage save the *disintegrate* spell, which destroys it.

Halfling villages are led by small groups of elders who act as village priests, communing with the Guardian and the spirits of the woods. These priests in turn answer to a secular king, the current one being King Kumultuk. Kumultuk has multiple blood brothers in each tribe and they help him to keep the priests in check, though they are more popular.

**Klaxons:** The klaxons are humanoid crustaceans that came to the Undiscovered Country from across the Western Ocean. They are reavers and conquerors with little regard for the "rights" of other living beings. The klaxons travel in large galleys with outriggers that make them sea worthy. They have achieved a beach head in the Undiscovered Country, but have found the tritons, Guardians and nim to be formidable.

A klaxon galley has two oar decks, and is 50 feet long. They have about 40 oarsmen (all capable warriors, but unarmored) and 15 marines. A klaxon captain usually has 2 more Hit Dice than his men, and he or she has a first mate with 1 more HD than a normal klaxon warrior. Galleys are armed with a light ballista fore and a light catapult aft. Some forgo half their oarsmen to carry supplies and cargo.

**Nim:** The nim are the elder form of the halflings. They are tall men with saffron skin and black hair worn long and straight. The nim study and worship Reason. They are created by spilling halfling blood into vats of a special liquid kept in a

secret place. The blood forms a body as soon as it hits this liquid; within minutes, the body is fully formed and begins screaming. It grabs the dying halfling and quickly absorbs its memories and knowledge.

The nim wield pole arms with crescent blades on either end (1d10 damage) and dress in chainmail tunics and steel skullcaps that fit snugly over their heads. The nim do their best to protect the halflings, and are called by them “tall brothers”. Every ten years, a nim suffers an eruption of passions. When this state comes over them, they travel to the temple and attempt to enter a state of meditative calm. Those who fail transform into morlocks.

**Morlocks:** Morlocks are cruel humanoids who dwell underground, as their eyes are sensitive to the light. At night, they come out from their hiding places to hunt and torment smaller creatures. Because they were created by the celestians, they are ignored by the Guardians, who do not see them as unnatural. This allows them to prey on the naïve halflings. Naturally, the morlocks are despised by the nim, who hunt them at every opportunity. Most of the morlocks dwell in the Rampart City [J3].

**Northmen:** The umber-skinned humans from far to the east have found their way into the Undiscovered Country, led by Prince Ermo, the sole survivor of two brothers who left the Shattered Kingdom. Ytrolus was the nobler of the two brothers, and was killed by Ermo over a golden-skinned warrior woman they both loved. Ermo regrets this act deeply, and has named the colony he and his people have founded after his brother. The village has a population of 150, of which 74 are seasoned warriors. The warriors include archers, light footmen, several scouts and few knights.

## Rumors

When adventurers are seeking information or rumors in a settlement or from the lord of a castle, you can roll a random rumor from the table below. The hex number associated with the rumor is given in brackets. Rumors 1-10 are true, while rumors 11-20 are false.

D20	Rumor (1-10 are true, 11-20 are false)
1	Cute can be dangerous [A3]
2	An abandoned city is hidden in the southern woods [B8]
3	The klaxons have seized an ancient fortress along the coast – they have prisoners [D7]
4	The Fox halflings are probably the most adventurous of all the local tribes. [E3]
5	The celestians fear Raheel, the red dragon, for he has the power to vanquish them [G1]

6	There is dissension in the tribe of King Kumultuk [G3]
7	The celestians’ matrix is in the northern mountains [H2]
8	Sound the gongs to summon justice – but beware you do not summon more than you can handle [I2]
9	Greed will be your undoing [I6]
10	The city of the morlocks is located in the eastern mountains – avoid it at all costs [J3]
11	Avoid the black obelisk – it means certain death [A7]
12	Some halflings are feral and dangerous [C6]
13	The halflings of the Otter Tribe are more dangerous than they seem [E6]
14	The celestians are not to be feared, but worshipped – they can grant wondrous powers
15	You can find succor at the Empathy Dome [G4]
16	The strange men of the clouds serve the celestians [I1]
17	The great barrier in the eastern mountains can be crossed without harm by the virtuous [J1]
18	The cave of mirrors offers a unique insight into the mysteries of the universe [K1; semi-true]
19	The white obelisk is a doorway to the heart of the celestians’ invisible city [L2]
20	The freckled swordswoman leads to great wealth [L7]

## Encounter Key

### A3. Fuzzies | Wonder

This hex is dotted by several pleasant meadows. These meadows are inhabited by large colonies of furry creatures that look like hybrids of rabbits and toads. They have large, warm eyes and hop about in a lazy sort of way. The creatures give off a very pleasant gurgling noise in the back of their throat, a noise that is calming to most humanoids (though those of orc and goblin blood find it grating and annoying, and the klaxons hate it).

Those who pick up one of these creatures must pass a saving throw or find themselves very drawn to it. Any attempt to put the creature down requires an additional save at -2, and if the creature is taken from them they initially become violent, and one day later begin losing 1 point of wisdom and strength per day as they lose their will to live. While holding the creature, the adventurer enjoys a +2 bonus on saving throws vs. fear and to overcome charm-style spells.

The animals are not otherwise dangerous. They do not eat or drink as do most animals, but instead absorb precious metals. Each hour that one of the “fuzzies” is in a person’s possession, one gold or silver coin (they do not care for copper) within a 10’ radius disappears. Coins closest to the creature disappear first, and gold disappears before silver. After the fuzzy has

consumed 20 coins (of any type), it gives birth to 1d6 infants who are treated by the mother's owner just as he or she treats the mother, though they can also be claimed by others. When the creatures run out of coins to consume, they send mental signals of hunger and distress to their owner. If denied coins for more than 24 hours, they perish and their owners suffer a -2 penalty to all saving throws for 24 hours due to emotional distress.

### A5. Divine Egg | Wonder

It was many millennia ago that the king of the gods cast his daughter, an over-amorous trickster, to earth, sealing her in an egg of adamant. When the adventurers enter this hex there is a 1 in 6 chance that the egg has washed ashore. Otherwise it lies beneath 30 feet of water. The egg can only be opened if a mortal willingly sacrifices themselves on behalf of the goddess within. The goddess can communicate with people telepathically to a range of 100 feet. What happens when or if she emerges from the egg is up to the TK.

### A7. The Black Obelisk | Wonder

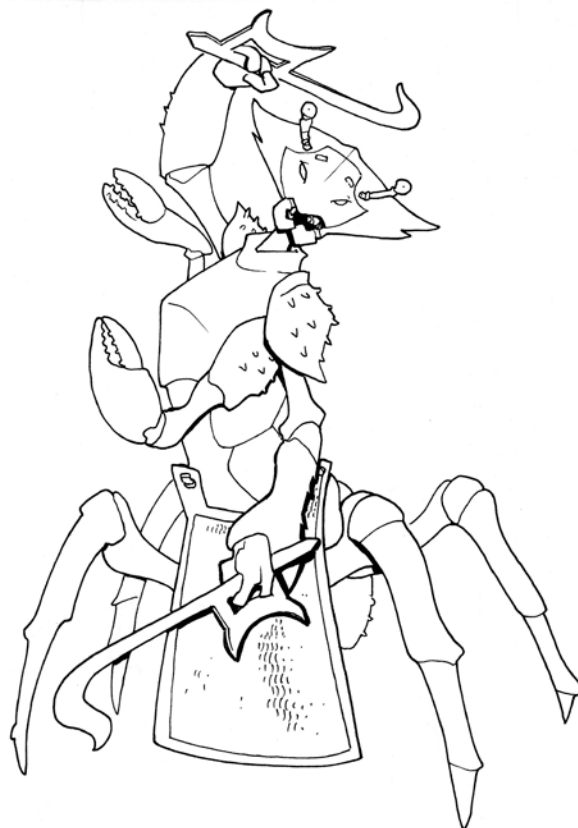
This hex holds a black obelisk that stands about 50' tall. It is made of a strange, glossy material, not quite metal and not quite stone. Touching this obelisk causes a clone of the toucher to be created next to a similar white obelisk in [L2]. The clone begins hunting down its original with the object of replacing it. It can only be identified as a clone by the small, white disc that is implanted on the back of its neck.

### A8. Ancient Warrior | Monster

An ancient warrior called Mathok (20th level fighter, 90 hp; +3 *longsword*, +1 *platemail*) dwells here in what appears to be a granite mausoleum. Mathok is well over 700 years old now and can remember the time before the coming of the celestians, when the fey still ruled the region. For whatever reason, Mathok cannot die – not naturally, or by violence. If one needs this in game terms, he is immune to poison, disease, fire, electricity, acid and regenerates 10 points of damage per round. He is also desperately sick of being alive, and would welcome death if any who give it.

### B1. Rastemar the Dragon | Monster

The iron-scaled dragon Rastemar dwells in this hex. One of the children of Raheel [G1], he has taken residence in an abandoned morlock foundry located near some spent iron mines in the mountains. The foundry still has three working furnaces, fueled by trees cut from the wooden slopes by a band of 20 kobolds who serve the dragon. Rastemar is more active than his mother and has a keen, probing intellect. He



keeps his treasure in a pit in the foundry, sleeping atop it near the burning furnaces. The hoard consists of 2,400 sp, 4,200 gp, an obsidian baton worth 100 gp and a large rose quartz sphere worth 700 gp that allows a person touching it to increase or decrease the temperature in a 100' radius by up to 20-degrees Fahrenheit.

Rastemar (Large Dragon)—HD 12 (44 hp) AC 18 ATK 2 Claws (1d6) and Bite (1d8) MV 50' (F100') SV F6 R6 W6 XP 3,500 AL C SP—3/day breath fire (30' cone, damage equal to current hit points).

### B3. Tritons | Monster

A settlement of tritons has been established in this hex, and is proving to be the greatest obstacle to the invading klaxons. The city looks like a vast ruin of granite foundations, but these are actually the roofs of buildings that are buried in the sand. Trapdoors lead into the buildings, which are connected by tunnels. The rooms are dark, but are decorated with shells and debris taken from sunken ships (often via trade with the locathah who dwell far to the south and north). The tritons now have a variety of trophies taken from slain klaxons. The settlement has a population of 1,000 tritons, including 50 warriors. It is ruled by Prince Ixos, a hoary old warrior who carries a +1 *trident*.

Triton (Medium Monster)—HD 5 AC 14 ATK Trident (1d8+1) MV 5' (S60') SV F13 R11 W11 XP 900 AL L SP—Magic resistance 90%.

## B4. Battle at Sea | Monster

A fleet of four klaxon war galleys, the *Mmotalakeiqu*, *Goguaqulaoli*, *Azskelog* and *Ntugachl*, is anchored here by a band of tritons using chains anchored to submerged boulders. The 26 tritons are slowly picking off the klaxons with their crossbows (62 remain), especially when they dare to enter the water. Some klaxons are becoming desperate and are preparing to launch an all-out assault on the tritons in a bid to free their ships, while others are planning to board their skiffs and make for shore. Wait until they meet the pod of seven killer whales allied with the tritons!

Klaxon (Medium Monster)—HD 5 AC 17 ATK 2 Swords (1d6) or 2 Slams (1d3) MV 30' (S20') SV F13 R11 W11 XP 900 AL N SP—None.

Triton (Medium Monster)—HD 5 AC 14 ATK Trident (1d8+1) MV 5' (S60') SV F13 R11 W11 XP 900 AL L SP—Magic resistance 90%.

Killer Whales (Large Animal)—HD 7 AC 15 ATK Bite (3d6) MV 0' (S80') SV F9 R10 W11 XP 1200 AL N SP—None.

## B8. Abandoned City | Monster

This wooded valley hides the remains of a long abandoned city. The city is composed of metal buildings (a mysterious substance that even dwarfs cannot identify) with weird bubble windows and narrow, triangular portals. The metal is pitted and covered with a blue corrosion that, in the presence of light, sparkles like sapphires. The buildings are spaced far apart, and the city is surrounded by the remains of a thick wall of black stone. The gates were made of the same metal as the buildings and have fallen on the ground. A skeleton lays under them, pressed into the damp clay soil, a *ring of fire protection* on one bony digit.

Black ceramic statuary indicates that the people who dwelled here were human, though in the statuary they are depicted with long, skinny arms and legs and bulbous knees and elbows. There is no sign of the people now, though their wells still produce fresh water in abundance and their vines of golden grapes still climb their walls. The people were cast out of their city by an invasion of cloakers. The cloakers still lurk in many of the buildings. There is a 3 in 6 chance per building of encountering 1d3 cloakers.

The city's keep, a fortified dome, still stands. It is full of wraiths and wights, the remnants of the garrison who stuck it out till the end against the cloakers. The old throne in the great hall is a secret door, hiding a shaft that leads into a dungeon of twists, turns and dead ends. These dead ends are protected by cunning traps, for the walls of these dead ends

are lavishly decorated with strange, abstract images that hide secret messages that explain the origin of the celestians and many of their deepest secrets. It appears that they were once worshipped as gods by the people of the city, but were rejected when the people discovered their ulterior motives and unwholesome feeding habits.

Cloaker (Medium Aberration)—HD 6 AC 17 ATK Tail (1d6) + Bite (1d4 + engulf) MV 10' (F50') SV F12 R12 W10 XP 1200 AL N SP—Cause fear or paralysis (1 minute) in a 30' radius by fluttering, engulf (save each round or 1d6 damage from suffocation, victim suffers half of all damage suffered by the cloaker), manipulate shadows as *phantasmal force*.

## C2. Maroons | Monster

A band of seven marooned klaxons are hiding in a sea cave here. Their boat was destroyed by boulder-throwing hill giants who live along the coast hunting and fishing. The 14 giants dwell in a stockade 1 mile away from the coast. Three hill giants are posted here as guards to watch for the klaxons attempting to escape. Two others are fetching their kin from the stockade or gathering brush in the woods to use to smoke the klaxons from the cave using a second "entrance", a very narrow hole too small for the klaxons and hill giants, but big enough to stuff in burning brush.

Klaxon (Medium Monster)—HD 5 AC 17 ATK 2 Swords (1d6) or 2 Slams (1d3) MV 30' (S20') SV F13 R11 W11 XP 900 AL N SP—None.

Hill Giant (Large Giant)—HD 8 AC 15 ATK Weapon or Boulder (2d8) MV 30' SV F8 R11 W12 XP 1500 AL C SP—None.

## C3. Nixie Cave | Monster

A sea cave here is inhabited by a band of 12 nixies. The nixies guard a celestian-made cylinder that looks like it is made of ruby, but is actually composed of a weird, cellular metal. The cylinder is a chime that, when struck, sends vibrations out that repulse nim, morlocks and halflings, and which can dispel the magic of the celestians.

Beyond the flooded portion of the cave there is a dry cave that has been converted by the nixies into a sort of smugglers' inn. The inn is warmed by several braziers that stain the ceiling of the cave with greasy smoke, and there are tables where grilled fish and other delicacies of the sea are served, along with fine wines pulled from shipwrecks. Smaller caves attached to this main room are decorated with flotsam and jetsam and serve as guest rooms. The most common visitors to this inn are the strange seafarers of the south, the violet-skinned reavers who sail north when the lords of the southern coast become fed up and hunt them in force.

Nixie (Small Fey)—HD 1 AC 14 ATK Trident (1d6) MV 20' (S40') SV F16 R13 W13 XP 200 AL N SP—Charm person 3/day, magic resistance 5%.

## C6. Rebellious Halflings | Monster

Not all of the halflings of the Undiscovered Country are childlike in their devotion to the Sentinels and Guardians. Many wish to break away from this hum-drum existence. Over time, these halflings have formed a community of their own, dwelling in a cave complex in this hex. They are rugged warriors and friends of the local wildlife. They work with the animals against the depredations of the morlocks. The entrances to their caves are small and well hidden. A human or fat dwarf has a 3 in 6 chance of getting stuck trying to wriggle into them. Encounters with these halflings occur on a roll of 1-3 on 1d6 during the daytime or nighttime, and they are usually waiting in ambush. The only creature they fear is the fearsome gronk, a horned ape that hunts in this hex.

Halfling Warrior (Small Humanoid)—HD 1 AC 13 ATK Weapon (1d4) MV 20' SV F13 R15 W15 XP 100 AL L SP—+1 damage with slings.

Gronk (Medium Beast)—HD 4 AC 14 ATK 2 Slams (1d4) + Bite (1d6 + Poison 2d6) MV 30' SV F11 R11 W15 XP 700 AL C SP—None.

## C7. The Silver Tower | Monster

A smooth tower of blue-silver metal rises above the trees here. The tower is topped by a dome of glassy steel and was once used by the celestians to observe the heavens. The tower is now inhabited by 13 strange morlocks, creatures with long, white hair and glowing, purple eyes. These morlocks have absorbed weird energies focused on this tower from the stars and now possess psychic powers. They have been contacted by an entity from the stars, a being called Zarath'xar. Zarath'xar looks like a giant, black starfish (30' in diameter) with a single, massive purple eye atop the beast and a lamprey-like mouth below, a mouth from which can emerge dozens of powerful tentacles. Zarath'xar seeks a new planet to devour, and has set its sights on Namera. It is currently several years away from arriving.

Psychic Morlock (Medium Humanoid)—HD 2 AC 13 ATK 2 Claws (1d4) or Weapon (1d6) MV 40' SV F12 R15 W15 XP 200 AL C SP—See in dark up to 120', blindness in sudden bright light, spells (at will—ESP; 1/day—charm monster, hold monster).

## D1. Klaxon Fortress | Monster

A stone fortress here has fallen to the klaxons. The fortress was occupied by a force of morlocks, and their shattered, rotting bodies are strewn on the rocks beneath the fortress, which overlooks the coast. The fortress is a wonder of architecture, with walls that seem to sweep up from the sea and then twist into three towers, each 100' tall and shaped like an alicorn. The seaward walls of the fortress are now pocked by many holes and bear signs of burning. The klaxons

are now working on rebuilding the fortress, though the seaward wall seems poised to topple due to the damage inflicted. Currently, there are forty klaxon warriors here. They are worried that the fortress is unstable, and would just as soon quit the place for their war galley, the *Dhignam*, which is named for the famed kraken-slayer of the klaxons.

Klaxon (Medium Monster)—HD 5 AC 17 ATK 2 Swords (1d6) or 2 Slams (1d3) MV 30' (S20') SV F13 R11 W11 XP 900 AL N SP—None.

## D3. Buried Treasure | Trap

There is a pit of poisoned spikes hidden here in the underbrush. Adventurers have a 1 in 20 chance of coming across it as they move across the hex. Beneath the spikes of the pit is buried an old wooden chest that contains 2,000 gp worth of gold ingots. The chest is buried about 1 foot below the bottom of the pit.

## D4. Plague Victim | Danger

An aging halfling woman dwells here in a simple hovel made of driftwood and covered with golden-green moss. The woman, Lorelle, carries a strange disease (treat as *mummy rot*) that does not affect her, but can be caught merely by breathing in her presence. She lives here alone and miserable, exiled from her people. Each day, food is delivered to her by her people, the food being left on a large stone about 500 yards from her cave.

## D7. Invader's Stockade | Monster

The klaxons have established a small stockade here 200 yards from the shore. The stockade is constructed of logs cut from the surrounding forest. The walls are 20' tall and the fort has four small guard towers, one at each corner, three barracks (made of wood, with pools of salt water that are kept replenished by the lower ranking klaxons) and an office for the camp commander, Klurg. In all, the fort houses 30 klaxons, 10 halfling slaves, and a single giant crab kept chained inside the gate, where it can take care of invaders attempting to enter the fort.

Klurg has recently come into the possession of a very valuable prize—Princess Cornflower, the daughter of King Kumultuk. She is being held in Klurg's office, chained to one of the walls, and two guards are always present to keep watch on her. The klaxons keep two bands of 6 warriors each patrolling the countryside. These patrols are encountered on a roll of 1-2 on 1d6, made each hour. The klaxons have one war galley, the *Narlat*, anchored just off the coast with five guards aboard. Besides the princess, Klurg keeps a treasure of coral, amber, and triangular coins worth 1,500 gp.

Klaxon (Medium Monster)—HD 5 AC 17 ATK 2 Swords (1d6) or 2 Slams (1d3) MV 30' (S20') SV F13 R11 W11 XP 900 AL N SP—None.

Giant Crab (Large Animal)—HD 7 AC 16 ATK 2 Pincers (1d8) MV 40' SV F9 R10 W15 XP 1200 AL N SP—None.

Klurg (Medium Monster)—HD 5 (30 hp) AC 17 ATK 2 Swords (1d6) or 2 Slams (1d3) MV 30' (S20') SV F13 R11 W11 XP 900 AL N.

## E2. Seven Blurs | Monster

This hex is home to a band of seven blurs, strange fey beings. The blurs dwell beneath a large tumbled tree that hides a series of rugged caverns through which flow several streams that eventually flow into an underground lake. The spirit of a time master dwells in and around the lake, unable to fully manifest itself after being victimized by the strange magic of the celestians. The blurs are hunters, seeking humanoid victims they can trade to the morlocks for food (for they hunger nearly all the time).

Blur (Small Fey)—HD 1 AC 19 ATK 2 dagger (1d3 + Paralyze 1 minute) MV 160' SV F16 R13 W13 XP 200 AL C SP—Spells (1/day—*levitate*, *light*, *phantasmal force*), invisible while motionless, permanently *hasted*.

Time Master (Medium Outsider)—HD 6 AC 18 ATK Strike (1d6 + time freeze) MV 40' (F80') SV F10 R10 W9 XP 1500 AL N SP— Touch freezes people in time for 1d6 rounds, time blast (1/day, 30' cone, ages people 1d10 years).

## E3. Fox Tribe | Monster

The Fox tribe consists of 200 halflings (65 men, 80 women,



55 children) living in a village of longhouses 5' tall and 10' long, with peaked roofs, doors on either end and small windows covered with woven mats. Above the doors of their longhouses the Foxes hang wooden masks carved to look like their totem animal. The heads of each house, male or female, don these masks at village ceremonies. At the center of the village stands the village Guardian, a totem pole about 20' tall and constructed of a strange, grainy metal. The pole is shaped in sharp angles and depicts a fox at the top, an otter below it, then a magpie and finally a salmon.

At dawn, midday and at nightfall, the tribal elders gather around the Guardian with wooden bowls. Gruel then appears in the bowls, materializing slowly with a buzzing sound in the air. The elders then hand the food bowls to the children of the tribe, who pass them among their kin.

As simple gatherers, the halflings have very little wealth, mostly woven baskets for flowers, their food bowls and masks. A few of the more adventurous halflings hunt and fish using crude equipment. These men and women also tend the village's giant flying squirrels, riding them into the woodlands to patrol. The Fox halflings have a good knowledge of the lands surrounding their village, and are probably the most adventurous of all the local tribes.

Giant Flying Squirrel (Medium Animal)—HD 3 AC 12 ATK Bite (1d6) MV 30' (Glide 20') SV F12 R12 W17 XP 300 AL N SP—None.

Halfling (Small Humanoid)—HD 1d4 hp AC 11 ATK Weapon (1d4) MV 20' SV F13 R16 W16 XP 50 AL L SP—None.

## E6. Otter Tribe | Monster

The Otter tribe of halflings dwell in long, roomy caves (really more like tunnels) overlooking the sea. The tunnels are circular, about 5' in diameter and run back about 30' to 40' into the earth. They are hung with oil lanterns that provide light and heat, and the floors are covered with rushes. The Otter tribe consists of 7 males, 70 females and 85 children. Their Guardian is 20' offshore, and looks like a metallic totem pole with an otter on the top, then salmon, fox and magpie in order below it. The halfling elders gather around this totem for each meal on their dugout canoes and wait for fish to materialize there. The fish are then rowed back to shore where they are distributed to the hungry masses. The Otter halflings keep giant white gulls which they use to soar over the countryside. Their Guardian has thwarted two klaxon attacks so far, and the Otters are now more timid than they would normally be towards strangers, hiding in their tunnels most of the time.



Giant Gull (Medium Animal)—HD 3 AC 12 ATK Bite (1d6) MV 10' (F50') SV F12 R12 W17 XP 300 AL N SP—None.

Halfling (Small Humanoid)—HD 1d4 hp AC 11 ATK Weapon (1d4) MV 20' SV F13 R16 W16 XP 50 AL L SP—None.

## E9. Misty Valley | Monster, Magic

This hex holds a secluded valley with steep-though-climbable walls. Atop one of these cliffs, adventurers might find an empty suit of chainmail lying on the ground. The suit holds a pile of mineral salts. A bandolier around the armor holds a

haversack containing moldy rations, flint and steel, a tinder-box and hunk of chalk.

From the cliffs, one can see the whole of the valley. The floor of the valley is covered by a thick fog. Cycads, magnolias and other odd plants jut up from the fog, and the floor, if one finds it, is thick with ferns and other primordial plants. The valley is also inhabited by 9 ankylosaurs, 8 edmontosaurs, 30 triceratops, 12 pachycephalosaurs, 17 ornithomimuses and a pack of 5 tyrannosaurs that prey on them.

The fogs of the valley hide two secrets. The first is a colony of sylphs, the ancient inhabitants of the Undiscovered Country, who were pushed aside and hunted down by the celestians centuries ago. Twenty sylphs dwell in the valley, hiding in the mist and tending the fruits of the valley and keeping hidden the ancient *Sword of Welleran*, a magical artifact that can only be wielded by elves and other fey.

The +2 *longsword* provides its wielder with immunity to enchantments, fear and mind control and grants the owner a +2 bonus to save vs. spells. Once per day, the *Sword of Welleran* can slice through the fabric of reality (per the spell *dimension door*), and, also once per day, the sword can also send arcs of electricity out to a radius of 10 feet, hitting all targets within that area with a 3 dice *lightning bolt*.

The other secret is that the valley is timeless. After a person has been in the valley for 24 hours, their body adjusts to its skewed temporal field. After this point, each hour spent in the valley will correspond to one year of aging after people leave the valley. The sylphs, if they are encountered, will warn people of this effect. While they know of no cure, it is possible that a magic-user, using various compounds found in the valley (berries, mineral salts, dinosaur glands, sylph's breath, etc.) can concoct a potion to protect a person from this aging.

Ankylosaurus (Large Animal)—HD 7 AC 19 ATK Tail (3d6) MV 40' SV F9 R10 W15 XP 1200 AL N SP—None.

Edmontosaurus (Huge Animal)—HD 14 AC 13 ATK Bite (2d6) + Tail (3d6) MV 40' SV F6 R8 W11 XP 4000 AL N SP—Trample (2d6).

Ornithomimus (Medium Animal)—HD 3 AC 12 ATK Bite (d6) MV 50' SV F12 R12 W17 XP 300 AL N SP—None.

Pachycephalosaur (Large Animal)—HD 7 AC 12 ATK Head butt (2d6) + Tail (d8) MV 40' SV F9 R10 W15 XP 1200 AL N SP—None.

Triceratops (Huge Animal)—HD 14 AC 16 ATK Horns (4d6) MV 40' SV F6 R8 W11 XP 4000 AL N SP—Charge for x2 damage.

Tyrannosaurus Rex (Huge Animal)—HD 14 AC 15 ATK Bite (4d6) MV 50' SV F6 R8 W11 XP 4000 AL N SP—Swallow whole.

Sylph (Medium Fey)—HD 4 AC 10 ATK Dagger (1d4) or Sword (1d6) MV 30' (F60') SV F14 R11 W11 XP 700 AL N SP—Turn invisible at will, summon medium air elemental 1/week, cast spells as 3rd level clerics.

## F1. Orc Army | Monster

An army of 100 orcs has made camp in this hex on an expedition into the Undiscovered Country from the north to see if there is anything here worth plundering, torturing or killing. The orcs are foul creatures with faces reminiscent of demonic mandrills. They have slavering jaws, bristly fur and bright blue faces. The warriors are mostly armed with ring armor, curved short swords and short bows. Their leader is Wark (4 HD, 20 hp), a one-eyed orc with some ogre blood flowing through his veins. Captives are tortured in a bid to learn more about the region (and because the orcs enjoy it), and ultimately killed and grilled over fire pits.

Orc (Medium Humanoid)—HD 1 AC 15 ATK Weapon (1d8) MV 30' SV F13 R15 W15 XP 100 AL C SP—None.

## F4. Magpie Tribe | Monster

The Magpie tribe is proof that not every halfling is a pleasant, grinning, child-like idiot. Some of them are devious, grinning, child-like idiots. Dwelling in a valley of giant redwoods, the Magpies live in small burrows bored into the trees. They are accompanied by their beloved magpies and also train furry serpents with faces like pug-nosed puppies to collect fruit and nuts. The elders of this tribe are especially rebellious against the edicts of the king. They have the knowledge of making herbal powders that have a 7% chance of curing any disease and a 15% chance of neutralizing poison (with a powerful emetic effect, unfortunately.)

Furry Snake (Medium Animal)—HD 3 AC 15 ATK Bite (1d4) MV 40' SV F12 R12 W17 XP 300 AL N SP—Bitten victims must save or be squeezed for 1d4 damage per round until they can escape.

Halfling (Small Humanoid)—HD 1d4 hp AC 11 ATK Weapon (1d4) MV 20' SV F13 R16 W16 XP 50 AL L SP—None.

## F7. Zarkon the Exile | Monster

A cave in this hex is guarded by a huge spider that has choked the entrance with webs. A skeleton garbed in golden brown leathers and bearing a head of shocking red hair is lodged in the webs, and the spider is skilled at making its caper and jump to frighten away explorers. Beyond the webs, the cave descends sharply into a great gallery of dark grey rock flecked with fool's gold. The air here vibrates and crackles and shadows seem to move at the edge of torch or lantern light. In the center of the cavern there is a small pedestal holding a crystal ball that glows with a dim, sapphire radiance.

The ball holds the mind of Zarkon, a celestian of such power and magnificence that his jealous peers felt the need to undo him and lock him away in this cave. Zarkon is not evil – not by a long shot, though his disregard for non-celestians is typical of his people. He desires, above all else, to transfer his mind into a humanoid agent (especially a magic-user) that he might unlock the secret door in this cave that leads down to his workshop. Here, he has two half-finished iron golems which he wants to complete so that he might transfer his mind into one. The other is for his life-mate, Sesheen, whose mind lies trapped in a similar crystal ball in the Rampart City [J3].

Giant Spider (Medium Animal)—HD 3 AC 14 ATK Bite (1d6 + poison) MV 40' SV F12 R12 W17 XP 300 AL N SP—Climb.

## F8. Zenok the Wanderer | Monster

A band of adventurers has made camp here. The band includes a Northman called Urvik (Neutral 3rd level ranger, 13 hp), a morlock called Jask (Chaotic Fighter, 3rd level, 16 hp), two rebel nims called Zvok (Lawful Fighter, 5th level, 18 hp) and Tular (Neutral Druid, 4th level, 12 hp), a halfling called Respin (Neutral Thief, 4th level, 10 hp) and their cult leader, a charming fellow called Zenok. Zenok is a celestian, though he hides this from others and nominally appears as a nim. He has gathered these people together to travel east, hoping to find the Land Beyond the Black Water. He attempts to use his mental powers to recruit others to his quest, for he does not wish to be burdened with labor and needs pawns to get him where he wants to go.

Zenok (Large Outsider)—HD 9 (35 hp) AC 17 ATK Weapon (2d6) MV 40' SV F8 R9 W8 XP 2600 AL N SP—Mental blast (3/day, 30' cone, stun for 1d6 rounds), mental powers (at will—ESP; 3/day—*charm monster*; 1/day—*phantasmal force, suggestion*), drain intelligence.

## G1. Raheel the Red Dragon | Monster

The red dragon Raheel keeps his lair here in a dormant volcano. Raheel is not only a wyrm of terrible ferocity and great intelligence, but is also a skilled necromancer. He commands an army of charred skeletons commanded by a wraith general called Malok, a nim who came to the Smoking Mountain to destroy the dragon and failed.

Several tunnels have been dug into the volcano to relieve pressure. Many of these are marked with crystalline deposits and all are filled with poisonous gas (1d6 hit points damage per hour of exposure) that does not bother the skeleton guards. Secret passages in these tunnels lead to a citadel occupied by Malok and Raheel. Raheel has a treasure trove of 3 bronze statues of dancing maidens (worth 200 gp each), a large grimoire written in the scent-language of a strange people from the north that tells of their fabulous history, a

working clock (weighs about 30 pounds, has a small sapphire worth 200 gp hidden inside), a pile of 8,000 cp, 1,300 sp and 400 gp, and the three *Crystal Rods of Caldonia*. These rods, when held aloft by three people surrounding a celestial, force it to take energy form and flee for 1d4 hours. The celestial can make a save at -4 to resist the effect of the crystal rods.

### G3. King Kumultuk | Monster

The tribe of King Kumultuk (Lawful halfling 3rd level fighter, 14 hp) is the Salmon tribe. They dwell in a village divided by a wide, rushing river. Their Guardian is located in the river between the two halves of the village. The king's lodge, which is home to a brotherhood of 20 halfling hunters, is on the northern side of the river while the people and their priests dwell on the south. The priests plot and whisper to their followers about the folly of their king. The king's spies roam the land and he is often in discourse with the nim, desperate to find a solution to the morlocks and the klaxon invaders. The hunters keep hawk-headed hounds to help in their work.

Hawk-Hound (Medium Animal)—HD 3 AC 12 ATK Beak (1d6) MV 40' (F60') SV F12 R12 W17 XP 300 AL N SP—Track by scent.

Halfling (Small Humanoid)—HD 1d4 hp AC 11 ATK Weapon (1d4) MV 20' SV F13 R16 W16 XP 50 AL L SP—None.

### G4. Empathy Dome | Wonder

This hex holds a dome of swirled white and gold marble. The dome has a radius of 100' and can be entered via a small portal that looks to the north. Within the dome there is a village of slight, pretty humanoids with pale skin, white hair and large, expressive eyes. The people stand as tall as elves and spend their days lounging by their warm pools or running on swards of strange, red "grass" that smells of peaches when trod upon. There are various stone structures within the dome that act as buildings, but they are put to no real use other than as places couples can find privacy. A golden statue of a celestial looks over this weird village, and it acts as one of the Guardians of the halflings, feeding the people and protecting them.

The people of the village are all empaths. They read people's emotions and can suffer physical pain from negative emotions, and incredible pleasure from positive emotions. For this reason, they despise the two celestians, Mephos and Gorgion, who dwell beneath their village. A secret door permits entrance to their catacombs. They use their abilities to run experiments on visitors, experiments in terror and hopelessness. This hurts the empaths, but they are not strong enough to fight back, and they fear being cast out of the dome.

Empath (Medium Humanoid)—HD 0 AC 10 ATK Fists (1d2) MV 30' SV F16 R16 W13 XP 50 AL N SP—ESP at will.

Celestian (Large Outsider)—HD 9 (35 hp) AC 17 ATK Weapon (2d6) MV 40' SV F8 R9 W8 XP 2600 AL N SP—Mental blast (3/day, 30' cone, stun for 1d6 rounds), mental powers (at will—ESP; 3/day—*charm monster*; 1/day—*phantasmal force, suggestion*), drain intelligence.

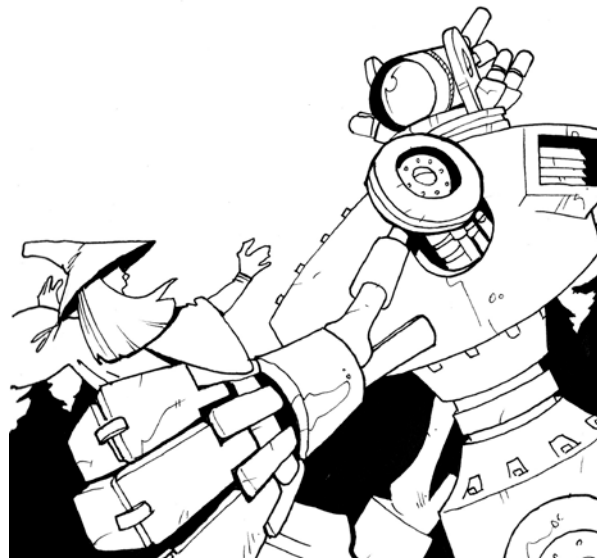
### G6. General Bear | Monster

The celestians not only created the Guardians to protect their wondrous little creations, but also the more powerful Sentinels who guard the region from incursions. Among the powers of the Sentinels is the ability to grant sentience, usually temporarily, to the animals of the wooded hills. The Sentinels use them as spies and sometimes to frighten away explorers. Over the years, though, a number of animals have retained their sentience. One of these is the creature known to the nim as General Bear. General Bear is a devoted protector of the region and its halflings, and an implacable foe of the morlock. She uses her limited telepathy to summon other animals to her aid, using them as the Sentinels do to act as spies and warriors. Whenever a band of adventurers fight a band of morlocks, there is a 1 in 10 chance that General Bear or one of her spies observes this and the adventurers gain an ally. General bear makes her lair in a cave in this hex. She has a small treasure trove consisting of 1,270 sp, 110 gp and a brass buckle worth 35 gp.

General Bear (Large Beast)—HD 8 AC 17 ATK 2 Claws (d3) and Bite (d10) MV 30' SV F9 R9 W12 XP 1,800 AL L SP—Hug.

### G7. Sapphire Warriors | Monster

A fortress sits on the seam of a strange white mineral that, when hit with enough force, explodes for 6 dice of damage in



a 60' radius. When an explosion occurs, there is a 3 in 6 chance that it sparks 1d3 additional explosions, which in turn can spark explosions. The fortress holds the remains of a Sentinel whose casing was destroyed by a powerful magic-user (who did not survive to enjoy his triumph). All that was left over was a massive collection of glowing spheres and metallic rods. In time, the Sentinel managed to create automatons from its own remains, and they in turn constructed this fortress. The Sentinel is determined to keep outsiders from entering the valley, and to this end is quite willing to set off the seam of explosive minerals that resides in this valley. The Sentinel speaks through the automatons that look like female nims in sapphire-colored tunics. They carry metal staves and daggers.

Automaton (Medium Construct)—HD 1+1 AC 16 ATK Staff (d6) and Dagger (d4) or Fists (d4) MV 30' SV FO RO WO XP 100 AL N SP—Resistance to electricity, immune to disease and poison.

## G9. Old Monastery | Monster

An old stone monastery in this hex that was once dedicated to the gods of the fey has recently been recovered by a druid from the south, Tirghanc (Neutral 11th level druid, 30 hp; +1 *scimitar*). Tirghanc is a druid of the violet-skinned people who live to the south. He dresses as do all the holy men of his tribe in a flowing black robe embroidered with wooden beads. Tirghanc wears leather armor beneath his robes and wields a +1 *scimitar* and sling. He is slowly gathering an army of sentient animals (12 wolves, five bears and an ill-tempered giant beaver), three werebears and 12 sea elves from [L9], emissaries from the nixie queen. Tirghanc is the spearhead of the coming fey Reconquista of the Undiscovered Country.

## H1. Time Portal | Wonder

A strange rock formation in this hex is pierced by a portal 6 feet in diameter. In the presence of sentient beings, the rock formation begins to glow in ever-shifting, pulsating lights and a voice speaks in people minds, informing them that it is a "window into what was". Leaping through the portal drops adventurers in the mid-1930s in the mountains outside Seattle, Washington. How they are to get back to the Undiscovered Country is up to them, of course, but perhaps a visit to Frater Perdurabo would do the trick.

## H2. The Matrix | Monster

A narrow pass leads into a valley here. Those who use this trail pass under the gaze of a crystalline statue. Within the valley, there are brilliant arcs of electricity gathered around a strange matrix of translucent rods in the center of the valley. Passing through the valley carries with it a 1 in 6 chance per round of being struck by a 4 dice lightning bolt. Even without

such an occurrence, the static electricity in the valley causes one's hair to rise and delivers painful shocks whenever one touches metal.

This matrix is the anchor that holds the celestians' energy forms stable and within this dimension. If destroyed, the celestians would disappear, never to be seen again. The crystalline statue is actually a coating of crystal covering the guardian of the valley, a giant robot that looks like a smooth, silver humanoid with a single red eye.

Destroying the matrix is not easy. It is immune to anything less than a 9th level spell or a +3 *weapon*, and can withstand up to 200 points of damage before being damaged. All the while, attackers are subject to a bolt of lightning (save to avoid) from its eye that does 4d6 points of damage if it hits.

Giant Robot (Huge Construct)—HD 15 (55 hp) AC 17 ATK 8 Lasers (2d6) or Fists (3d6) MV 30' SV FO RO WO XP 100 AL N SP—Immune to poison and disease, resistance to cold, electricity and fire.

## H4. Mountain Fortress | Monster

A mountain in this hex has been carved into a fortress. The fortress shares many characteristics with the abandoned city [B8]. It is composed of a large central tower (60' in diameter) with a conical roof pierced by three bubble windows facing in different directions. This central tower is surrounded by three smaller towers with flat roofs, each 20' in diameter and each equipped with a ballista that can be used to fire either stones or large bolts. The central tower is 90' tall (six stories, each with a 15' high ceiling), the smaller towers composed of three stories and standing 45' tall. These three smaller towers are connected to the larger tower by bridges located on the third floor. The walls are perfectly smooth.

The fortress is commanded by Sulamar (Chaotic 11th level magic-user, 20 hp; *wand of charm person* with 5 charges), a beautiful magic-user with a penchant for illusions and charms as well as gold and power. Sulamar commands a garrison of 40 walking slimes. She despises them, but they serve her purposes. The slimes bubbled up from the depths (the fortress' dungeon is crawling with slimes and jellies that, as nearly as Sulamar can tell, are waiting for some sort of leader to emerge from the depths to lead them to victory over the "flesh things". Sulamar knows she cannot rely on them forever, but in the meantime she means to gather as many celestial artifacts as possible. She also wishes to find a powerful fighter to serve as her consort and bodyguard; she is quite seductive, and very stubborn.

Walking Slime (Medium Ooze)—HD 3 AC 11 ATK Slam (d6 + turn to walking slime) MV 20' SV F14 R14 W14 XP 500 AL N SP—Turn into slime.

## H5. The Arena | Monster

Hundreds of black, octagonal plates are placed throughout this hex beneath the underbrush or sometimes in plain sight. Each one teleports a single person who steps on it into a subterranean arena that links to the Rampart City [J3] via a long and treacherous tunnel that crosses no fewer than three subterranean rivers and which is beset by many flocks of irascible darkmantles.

The arena is also shaped like an octagon, 40' wide and with a ceiling 20' above the floor. The walls, floor and ceiling are made of the same black material as the octagonal plates, a sort of metallic ceramic substance. Each wall can be dematerialized to permit access to rooms beyond. These rooms house three disembodied celestians,

Roddo, Jacoon and Fanta, who enjoy the thrill of violence and use the arena to stage combats between the poor souls who have fallen into their clutches against monsters found in the underworld or other unlucky adventurers.

The captives are controlled via silver helmets that fit snugly over their heads. These receive signals from the celestians, commands, as well as pain (from 1 to 10 points of damage per level or Hit Dice of the victim, determined by the celestians). The celestians are served by twelve automatons who look like silver-fleshed amazons armed with glaives that can, once every four rounds, deliver a shock of electricity that forces victims to pass a save or be stunned for 1 round. The automatons are sentient beings, and it is possible to sway them. Human emotions are new to them, and intriguing.

Celestian (Large Outsider)—HD 9 (35 hp) AC 17 ATK Weapon (2d6) MV 40' SV F8 R9 W8 XP 2600 AL N SP—Mental blast (3/day, 30' cone, stun for 1d6 rounds), mental powers (at will—ESP; 3/day—*charm monster*; 1/day—*phantasmal force, suggestion*), drain intelligence.

Silver Amazon (Medium Construct)—HD 4 AC 17 ATK Glaive (d8 + shock) or Fists (d4) MV 30' SV F14 R14 W14 XP 700 AL N SP—Immune to sleep, charm, fear, hold and inflict wounds spells, magic resistance 10%.

## H6. Coin Path | Monster

Most paths in this hex lead to a lake fed by several small creeks and emptied by a larger stream that flows east. Searching the banks of the lake, one might come upon a small, stone quay that might once have served lazy excursions out onto the lake. Ten gold coins have been spilled on the quay, and a path of coins leads into the woods.

The coins are cursed, placed here by morlocks who stole them from some forgotten vault in the Rampart City [J3]. Each time a coin is picked up by a person, it ages that person 1

year. In all, there are 200 coins leading into the woods. Putting a coin down does not reverse the aging process, and handing a coin to another person does not transfer aging to that person, though it does age them. The morlocks who left the coins patrol this hex at night looking for weakened victims they can attack and bring back to the Rampart City to fill their larders. Assume that there is a 2 in 6 chance of an encounter with 2d6 morlocks in this hex after dark.

## H8. Euphoric Meadows | Trap

This hex is composed of many inter-linked meadows, each a riot of purple coneflowers, rhododendrons and black-eyed susans. Hiding among these harmless flowers are strange orange blooms that can explode in a cone (5-ft. long, 3-ft. wide) of pollen that forces a person to pass a save or be overcome by a weird euphoria. The person's alignment instantly becomes Neutral, and they lose all interest in doing anything other than spreading the enlightenment of the flowers to others and serving the flowers in other ways.

The meadows are currently inhabited by three euphoric morlocks, a spacey nim and five zoned-out halflings, all the servants of the flowers. They seem peaceful at first, but they are dedicated to spreading the pollen, and may use mild force if necessary to reach their aims.



## 11. Cloud City | Monster

A high valley here is swathed in clouds. A fortress floats among the clouds, giving the valley the illusion of being a fog-shrouded plateau. The valley beneath the clouds is cast in eternal twilight. It is frosty and chilled, and is inhabited by a vicious pack of 20 winter wolves and other cold-loving monsters. The floating fortress is composed of several translucent bubbles pierced by round portals. The people of the fortress are thirty flying humanoid called caledjula.

The caledjula have heads reminiscent of bats, three-fingered hands and three-toed feet. They do not have wings, but can fly as gracefully as birds thanks to a magical organ in their heads. In all, there are 60 of these strange people dwelling in the floating fortress. They soar over the mountains, hunting and grabbing what supplies they can. The caledjula have a deep and abiding hatred for the morlocks and celestians, and would see them displaced.

Caledjula (Medium Humanoid)—HD 1 AC 12 ATK Dart (d4) or Sword (d6) MV 30' (F30') SV F13 R15 W15 XP 100 AL N SP—*Phantasmal force* 1/day.

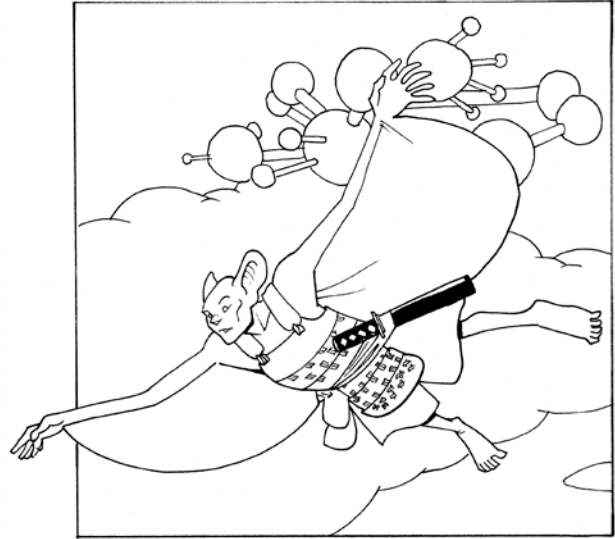
Winter Wolf (Large Beast)—HD 8 AC 15 ATK Bite (d8 + d6 cold) MV 30' SV F9 R9 W12 XP 1,800 AL C SP—Immune to cold, double damage from fire, breathe cone of cold (3/day, 15' long x 10' wide, 4d6 damage).

## 12. Temple of Justice | Wonder

Hidden under the sprawling branches of the trees in this hex there is a small structure of white stone, not unlike a Greek temple. The temple is 30' in diameter. In the center, there is a stone platform. Within the columns there are seven metallic plates, each is 3' in diameter and embedded fast in the stone. Removing a plate causes it to implode, forcing the thief to pass a saving throw or suffer 2d6 points of cold damage and have a 1% chance of losing a hand to fast freezing.

Over each of these metal plates there hang two cylindrical gongs, one 2-1/2' long and the other 1-1/2' long. Both are composed of some manner of green metal. A small metal stick hangs between them, and it seems obvious that it was used to strike the gongs. Once upon a time, this place was used by the high celestians, also known as the archons, to stand in judgment over others of their kind. They would appear on these metal plates, discuss the problem at hand, and render their verdict by striking one or the other gongs – the long one indicating guilt. Should curious adventurers strike at least four of the long gongs, an archon is summoned to punish a wrong-doer. If the archon discovers the error in summoning him, there is a 3 in 6 chance that it punishes the summoners.

Archon (Huge Outsider)—HD 11 AC 17 ATK Two-handed sword (2d6) or Fists (d8) MV 40' (F80') SV F5 R8 W7 XP 3500 AL L SP—Magic Resistance



75%, only harmed by +2 or better weapons, unaffected by spells from casters lower than 6th level, cast spells as 12th level cleric.

## 13. Alien Zoo | Monster, Trap

While walking through the woods, adventurers might (1 in 6 chance) encounter what appears to be a handsome man wearing a cloth-of-gold tunic, leather sandals and a golden circlet on his head. He is sitting cross-legged on a large, mossy boulder.

When he spots the adventurers (he always spots the adventurers, for he is an illusion triggered by their presence), he leaps to his feet and spreads his arms wide, exclaiming, "Come to me and receive my welcome!" The illusion engages people in conversation, always trying to lure them closer to the boulder and promising them knowledge of wonders they can scarcely imagine.

If people come within 10' of the boulder, the ground gives way (it was just a hallucinatory terrain cast over a horizontal force wall), dropping adventurers 20' into a cage. They are now exhibits in a celestian menagerie. The zoo is over-seen by Kavos, whose image was projected above ground to lure the adventurers into the trap. The adventurers are interred in a very comfortable 30' x 30' area surrounded by bars of transparent steel. Within the cage, there is an *anti-magic field*, keeping spell casters from causing problems. This field can be overwhelmed by three spell casters in different cages acting in concert. Other cages hold other sentient beings, as follows:

- Four blatto, as thick as thieves
- Three delfin, squeaking defiance at their captivity
- A single devil woman, studying her situation

- Three trilodites, huddled in a ball for comfort
- Two Martians, making plans of escape
- A ro-man warrior, hurling threats at the morlocks

The menagerie is tended by a gang of 10 morlocks who abuse the prisoners when their masters are not about. There is a 1 in 6 chance per day of a visit by Kavos and 1d4 other celestians to view the menagerie. The morlocks deliver food to the prisoners via green, metal discs in each cage. A similar disc can be found in the center of the zoo. The morlocks place food on the disc and wait a few moments. The food is then sent via a *dimension door* into the cage. Things can be sent back in much the same way. Only inanimate matter (including dead bodies) can be sent via these devices, but a person who has drastically slowed their heartbeat and breathing can be sent through. They must pass a saving throw to avoid being stunned for 1d6 rounds after they materialize.

The species of the prisoners are described in detail in the “new monsters” section below.

Blatto (Medium Humanoid)—HD 2 AC 18 ATK Weapon (d8) MV 30' SV F12 R15 W15 XP 200 AL C SA—Hate sunlight, resistance to acid, cold, electricity, fire, sonic, immune to disease and poison, regenerate 1d4 hit points per round.

Delfin (Medium Humanoid)—HD 3 AC 13 ATK Weapon (d8) MV 30' (S40') SV F12 R14 W14 XP 300 AL N SA—Blindsight 30'.

Devil Woman (Medium Humanoid)—HD 4 AC 18 ATK Weapon (d8) MV 30' SV F11 R14 W14 XP 400 AL C SA—Resistance to cold, electricity, fire, darkness (1/day, 60' radius, 10 minutes).

Martian (Medium Humanoid)—HD 2 AC 13 ATK Weapon (d8+1) MV 20' SV F12 R15 W15 XP 200 AL N SA—Immune to cold.

Ro-Man (Medium Monster)—HD 5 AC 17 ATK Fists (d4+2) or weapon (d8+2) MV 30' SV F13 R11 W11 XP 250 AL N SA—None.

Trilodite (Small Aberration)—HD 2 AC 14 ATK Weapon (d6) MV 20' SV F16 R15 W12 XP 200 AL N SA—Elastic bodies, +2 save vs. mind control and charm, +2 AC vs. grapple attacks, surprised (1 in 6).

## I5. Powerful Child | Monster

A halfling child called Thig escaped his morlock captors in this hex years ago, and has been living like a wild animal ever since. Now a teenager, he has psychic powers (see below). He is very immature and does not take kindly to people denying him whatever he desires, or people who make him feel embarrassed. He mostly lives in a mossy cave on a rocky embankment overlooking a silvery stream that widens under

his cave into a pond ringed by cattails. He mostly lives off fish from the pond and berries picked in the woods.

Thig (Small Humanoid)—HD 0 (2 hp) AC 11 ATK 2 Slams (d3) MV 20' SV F13 R16 W16 XP 50 AL N SP—At will—*ESP*; 3/day—*cause light wounds, phantasmal force, sleep*; 1/day—*astral spell, death spell*.

## I6. The Octagon | Wonder

A long tunnel in the side of a mountain is carved with simple bas-reliefs of dancing celestians, some of them holding a strange symbol, a circle orbited by two smaller circles. The tunnel leads into an octagonal gallery 20' across with walls 30' high. Each wall is carved in bas-relief in the image of a beautiful celestian casting its eyes down into the chamber. Each one of these carvings is 15' tall and holds in its hands a sphere. The base of each wall contains a secret door which is easy to find, but impossible to open without activating the sphere placed above it.

Each sphere can be activated by touching it. Once touched, all spheres in the room erupt in a powerful energy cascade that deals damage (see table below). The energy released is based on the color of the sphere touched:

Color	Damage
Black	Energy drain (save or lose 1 level)
Blue	Save or turned to stone
Green	3d6 points of poison damage (save for half damage)
Indigo	Save or struck with insanity (i.e. raving mad men and women)
Orange	3d6 points of acid damage (save for half damage)
Red	3d6 points of fire damage (save for half damage)
Violet	Teleported 1d6 hexes away in a random direction; roll separately for each person in the chamber who fails a saving throw
Yellow	3d6 points of electricity damage (save for half damage)

The secret doors all lead into small alcoves that hold nothing of value. The chamber is intended to be a death trap.

## I8. Covey of Hags | Monster

Three skinny hags dwell here. Each has a single amber-colored eye, a pug nose and a crooked mouth full of jagged teeth. They dwell in black robes and tend a fire of white flames that dances and spits, especially in the presence of Lawful creatures. A giant black cat (equivalent to a tiger) dwells with them. It is usually off stalking through the woods, but can arrive in 1d4+2 rounds if it hears trouble. The hags dwell in a crude stone hut with a large fire pit (mentioned

above) and a chimney. The roof is composed of waxed hides, many of them apparently flayed from nims, morlocks and halflings. The hut is situated atop a small rise overlooking an otherwise pleasant valley. The hags own 4,640 sp, 1,900 gp and a perfect peridot worth 165 gp).

Hag (Large Monster)—HD 8 AC 22 ATK 2 Claws (d4) MV 30' SV F10 R9 W9 XP 1,800 AL C SA—Gaze causes weakness (1 hour), spells fail against them 25% of the time, cast spells as 4th level magic-users.

Black Cat (Medium Beast)—HD 3 AC 13 ATK 2 Claws (d4+1 + rend) and Bite (d8) MV 40' SV F12 R12 W17 XP 300 AL C.

### J1. Psychic Static | Monster

The Sentinel meant to guard the mountain pass in this hex has been destroyed. The destruction, far from making the pass easier to traverse, has created a barrier of psychic static. The barrier appears as a glowing, swirling fog. Movement through the barrier is at half normal speed, and running is impossible. The barrier is 200' thick. Passing through it causes damage based on a character's intelligence:

Intelligence Score	Damage/Round
3-12	1d4
13-15	1d6
16-17	2d6
18	3d6

Those who pass through the barrier and survive have a chance to gain a random psychic power. The percent chance is equal to the character's intelligence, wisdom and charisma scores combined minus 30.

If a power is gained, roll on the following table:

d20	Power	Damage (see below)
1-6	<i>Charm Person</i>	1d4 Con
7	<i>Clairaudience</i>	1d8 Con
8	<i>Clairvoyance</i>	1d8 Con
9-11	<i>E.S.P.</i>	1d6 Con
12	<i>Hold Person</i>	1d8 Con
13-15	<i>Levitate</i>	1d6 Con
16-18	<i>Phantasmal Force</i>	1d6 Con
19-20	<i>Sleep</i>	1d6 Con

A power can be used once per day with no damage sustained. Each use after the first inflicts damage on the psychic as indicated above. Those who die crossing the barrier become spectres. Currently, two spectres already haunt the pass, attacking folks who attempt to enter the barrier. The spectres never leave the barrier.

Spectre (Medium Undead)—HD 7 AC 15 ATK Ghostly strike (1d8) MV 40' SV F12 R12 W9 XP 1,800 AL C SP—Only damage by silver and magic weapons, strike causes loss of one level if Fort save failed.

### J3. Rampart City | Dungeon

The Rampart City is a vast expanse of walkways, walls, arches and buttresses, covering two miles from one end to the other. It is located 400' above a damp, thickly wooded valley floor, with a system of ramps, stairs and tunnels from the valley floor to the city above.

The city belongs to the mysterious celestians, though precious few of them still dwell here. The celestians look like human beings, though they are terribly beautiful. They have golden skin and warm eyes of maroon or rust. Their hair ranges from burnished copper to blazing red. This, of course, is only their physical form.

In reality, they are beings of pure energy that can assume any shape they find pleasing. Over the ages, they have grown more and more insular, cerebral and decadent. They rarely take their energy form these days, preferring to dwell in hidden places within their mountain city attended by unseen servants (really very cleverly projected force fields), deep in thought and reverie.

The celestian city is now dominated by the morlocks. The morlocks long ago realized their masters were fools, lost in their own minds and in love with their assumed superiority.

In total, the halls and chambers of the city are wandered by as many as 1,000 morlocks. Hunting parties of the monsters (ostensibly repair parties meant to tend the Guardians but often leading away naïve halflings from their villages to be devoured) might be discovered throughout this hex in large numbers (3d6). The halls also contain all manner of strange items – floating metallic balls used by the celestians to project their feelings, strange tablets of glowing runes (when translated, they are usually weird chit-chatty conversations in 140 characters or less – nothing of importance), abstract crystalline sculptures, etc.

The deeper levels of the city hold more morlocks, their captives and grisly pantries, and strange creatures that they have engineered in the abandoned laboratories of the celestians. In essence, the Rampart City is a mega-dungeon of morlocks, weird beasts and technology so advanced it appears to be magic!

### J5. The Hermit | Monster

Hajile is an ancient nim who dwells as a hermit and seer in a cave surrounded by blackberry bushes. The bushes attract

the local bears, and Hajile appears to have good relations with them and with General Bear [G6], their nominal leader. Too old to adventure any longer, he now dwells here, huddled under a fur blanket near his small fire pit, reading signs in the flames and living on a diet of mashed roots and berries.

Buried beneath his fire there is an iron strongbox with a complicated lock (-10% to open). Within this box is very fine piece of faceted crystal. It has a warm, golden color to it, and the matrix within the crystal carries a great deal of information to those who can read it (a *read languages* spell might work, otherwise a character would need to roll 1d6, add their intelligence score, and attempt to roll higher than "21" to understand it, and even this would require many days of intense study).

The crystal is a map of the cosmos, or to be more accurate, a plan of the cosmos. As one understands it, they understand the inner workings of reality and become more capable of bending it to their will or maintaining its integrity. Those who study the crystal successfully either learn to cast spells as though they were one level higher than they really are, or they learn to counter-spell. Counter-spelling is like casting the spell *dispel magic*, except that it requires the dispeller to roll 1d20 under their intelligence score to do it properly.

Hajile (Medium Humanoid)—HD 3 (18 hp) AC 15 ATK Lajatang (2d6) or 2 Slams (1d6) MV 30' SV F12 R14 W14 XP 300 AL N SP—+2 to save vs. mind control, ESP at will, slam attacks stun for 1d4 rounds on a roll of '20', shape change 1/day, cast spells as 3rd level mage and 4th level cleric.

### J7. Golden Throne | Monster

There is a high plateau here, barren of vegetation and snow. Upon the plateau there is a small temple of twenty golden pillars and a honey-gold dome of transparent metal. The temple sits upon a pedestal of black marble, with a single set of steps leading up to the temple.

Within the pillars there is an inner sanctum bathed in golden light where sits a throne. A man rests upon this throne, alabaster skinned with golden locks and piercing black eyes. The man is the celestial Abdonai, who left his people long ago to build a kingdom of his own. His people, however, acted against him, and so he now sits alone on his throne, immortal but almost powerless. More than anything he wants to achieve his ambitions, but he needs followers to feed his hunger that he might work his magic and imagine his great city on the plateau into reality.

Abdonai (Large Outsider)—HD 9 (35 hp) AC 17 ATK Weapon (2d6) MV 40' SV F8 R9 W8 XP 2600 AL N SP—Mental blast (3/day, 30' cone, stun for 1d6 rounds), mental powers (at will—ESP; 3/day—*charm monster*; 1/day—*phantasmal force, suggestion*), drain intelligence.



### J8. Dangerous Dandy | Monster

A celestial called Sotho dwells in a fine manor here, fronted by impressive gardens. The manor is exceptionally plush and houses Sotho and his servants, 10 morlocks he has outfitted with 17th century military coats, knickers, shoes with silver buckles and powdered wigs. All, including Sotho, keep sabers (1d6+1 damage) on their belts most of the time, and most rooms in the manor have weapons (various types of swords and pole arms) and shields displayed on the walls, not to mention suits of platemail.

The manor holds 10 bedrooms, including a master bedroom (it looks as though it has never been used), a dining room, kitchen with extensive pantries (used by the morlocks, so the contents are quite grisly), a fine drawing room equipped with a grand piano, a library (the books are leather bound and devoid of writing, though an innard dwells in one of them), a smoking room (tobacco so fine that a halfling would trade his own gaffer for an ounce) with various hunting trophies and a strange room paneled by mirrors and only accessibly via a secret door.

The mirrors hide a large difference engine, which can display anything happening within the region on the mirrored panels,

and which is used by Sotho (or another with a 16 or higher intelligence who makes three successful intelligence checks in a row) to create illusions within this hex (he often creates an eerie fog and distant lights to attract people to his manor) and to manufacture items (such as the items that furnish this manor) seemingly from thin air. The difference engine cannot be moved, and any attempt to do so ruins it.

Sotho is a silly man who desires glory and domination of others above all else. He insults and challenges visitors, especially fighter-types, and demeans women and magic-users. He insists that travelers stay with him, and then makes a game of killing each and every one of them, disabling them with his puissance at arms, and then absorbing their minds for nourishment as is the way of celestians.

Morlock (Medium Humanoid)—HD 2 AC 13 ATK 2 Claws (1d4) or Weapon (1d6) MV 30' SV F12 R15 W15 XP 200 AL C SP—See in dark up to 120', save vs. blindness (d4 rounds) if exposed to bright light.

Sotho (Large Outsider)—HD 9 (35 hp) AC 17 ATK Weapon (2d6) MV 40' SV F8 R9 W8 XP 2600 AL N SP—Mental blast (3/day, 30' cone, stun for 1d6 rounds), mental powers (at will—ESP; 3/day—*charm monster*; 1/day—*phantasmal force, suggestion*), drain intelligence.

### **K1. Cave of Mirrors | Wonder**

Adventurers traveling through this hex have a good chance of noting a strange reflection high on the mountain when traveling west in the early hours of the morning.

This reflection comes from a very peculiar cave. The cave's walls are smooth and glassy and have a mirror-like sheen, much like a faceted gemstone. Touching one of these natural mirrors causes an instantaneous teleportation between the material plane and an alternate reality dominated by Chaos.

While an adventurer is sealed within the demi-plane of mirrors, their evil duplicate from the other universe is transported into his or her clothes. These duplicates have long been aware of this universe, and many have infiltrated it in the name of their strange master, the so-called Demiurge. In particular, the duplicates seek out the artifacts of the celestians, which they believe they can use to turn the mirror cave into a permanent portal between universes. The artifact in question appears to be a crystalline rod of shifting hues. It might be found somewhere in the Rampart City [J3].

### **K3. Fight Club | Monster**

A band of troglodytes dwells in a cave complex in this hex, running an arena for the entertainment of other subterranean peoples. The troglodytes do the fighting and use kobolds as their front men. They trade with the morlocks for prisoners, pitting them against one another or wild animals in fights to

the death. The kobolds make a fortune on the wagering, most of which they hide from the dimwitted troglodytes. Tunnels from the arena lead into living quarters for the troglodytes and kobolds, slave quarters for the gladiators and a subterranean inn for visitors. One can venture deeper into the underworld from this point if they so desire.

Kobold (Small Humanoid)—HD 1d3 hp AC 13 ATK Weapon (1d6) MV 20' SV F16 R13 W16 XP 50 AL C SP—None.

Troglodyte (Medium Humanoid)—HD 3 AC 15 ATK 2 Claws (1d3) and Bite (1d4+1) or Weapon (1d8) MV 30' SV F12 R14 W14 XP 300 AL C SP—Stench (save or spend round vomiting), chameleon skin (surprise on 1-3).

### **K4. The Veiled Folk | Settlement**

100 people dwell here in a town built of carved, painted wood buildings and limestone streets. The people have the bodies of demi-gods – well formed, athletic and in all ways beautiful – but their faces are so horrible as to induce madness in those who see them. For this reason they always shroud their heads in thick black cloth, a bit of gauze over their eyes to allow them to see, but to still hide their eyes from visitors.

In general, the veiled people do their best to keep others away out of a sense of mercy rather than xenophobia. They grow crops in their fields, herd animals, and are highly skilled with medicinal herbs and woodworking. Other than their veils, they dress in tunics, leggings and leather boots. They arm themselves with longbows and axes. The leader of the village is called Gulvo (Neutral 7th level druid, 23 hp; has three pinches of a magical powder that acts as a *hold monster* spell when thrown in a person's face). He is assisted by two aspirants (2nd level druids) called Willa (who wants to see the world) and Orv (who wants to see more of Willa or any other female he can get his paws on).

Veiled Folk (Medium Humanoid)—HD 1 AC 13 ATK Weapon (1d6) MV 30' SV F13 R15 W15 XP 100 AL N SP—Cause fear by revealing face (victim must save or flee, those who fail the save by 5 or more go insane).

### **K8. Rebel Nim | Monster**

Sulumor is a nim that believes that Reason demands Order. He and his followers dwell in a cliff monastery decorated with images of the All-seeing Sun, which they hold to be the true guise of Reason. They desire above all to expel the invaders of the Undiscovered Country (klaxons and humans) and take possession of the country themselves. To this end, they are slowly and quietly recruiting halflings, hiding them in subterranean caverns they can access through their monastery and training them to become warriors. The halflings are exposed to an object they call the *Sun Stone*, a large, golden stone taken from the celestians. This stone makes the halflings more aggressive and dangerous (+1 HD),

but also makes them more bestial in look and manner. Currently, Sulumor has 30 rebel nim and 100 beast-halfing warriors in his cult.

Sulamor (Medium Humanoid)—HD 3 (18 hp) AC 15 ATK Lajatang (2d6) or 2 Slams (1d6) MV 30' SV F12 R14 W14 XP 300 AL N SP—+2 to save vs. mind control, ESP at will, slam attacks stun for 1d4 rounds on roll of '20'.

Nim (Medium Humanoid)—HD 1+1 AC 15 ATK Lajatang (1d10) or 2 Slams (1d4) MV 30' SV F13 R15 W15 XP 100 AL N SP—+2 to save vs. mind control, ESP at will, slam attacks stun for 1d4 rounds on a roll of '20'.

Beast-Halfling (Small Humanoid)—HD 1 AC 11 ATK Weapon (1d4) MV 20' SV F13 R15 W15 XP 100 AL L SP—None.

## L1. Prismatic Pudding | Monster

A great prismatic pudding haunts the hex. It moves swiftly, like a snake, but can also rear up as a wave to engulf creatures or insinuate itself into the underbrush like a pool.

Creatures engulfed by the creature must pass a saving throw at +2 or be drained of one level. Each time the creature drains a level, it gains a hit dice and may split into two oozes, each with half the hit dice of the original (re-roll hit points). These oozes can merge back together when they wish, adding their hit dice together when they do.

The prismatic pudding is vulnerable to the magic of Lawful clerics. It can only be destroyed by pouring holy water directly into its heart. This inflicts 10 dice of damage to the monster, and causes it to bubble and pop down into an oily sheen on the ground. This oil can be processed by a skilled magic-user (minimum 6th level, intelligence 14) into a *potion of invisibility*.

Prismatic Ooze (Huge Ooze)—HD 10 AC 13 ATK Slam (3d6) MV 20' SV F7 R10 W10 XP 2,600 AL C SP—Surface causes *confusion* (save at +2 at beginning of combat), energy blast (once every 1d4 rounds, 10' radius, 2d6 points of fire, cold or electricity damage), immune to fire, divides when hit with lightning.

## L2. White Obelisk | Wonder

This hex holds a 50'-tall white obelisk. It is made of a strange, glossy material, not quite metal and not quite stone. Touching this obelisk causes a clone of the toucher to be created next to a similar black obelisk [A7] elsewhere. The clone begins hunting down its original with the object of replacing it. It can only be identified as a clone by a small, black disc implanted in the back of its neck.

## L4. Seven Sleepers | Wonder

This hex holds a rectangular pyramid 50' tall and built of a turquoise-colored stone. The pyramid has a single entrance framed in white stone which is chilly to the touch. This entrance is blocked by a piece of turquoise colored stone that, when struck with electricity, becomes ethereal and passable.

Inside the pyramid there is a large, square chamber that measures 25' on each side. This room is empty, the walls composed of the turquoise stone, and the floor composed of yellowish stone. Any use of magic in the room causes the yellow stone to become as water, 10' deep. Within this water (and below the level of the former floor) there are seven figures of humanoids in brilliant armor with spherical helms. Each holds a silver rod, about 4' long. They are frozen into columns of translucent stone that, when touched with silver, begins to rise and the water congeal back into solid stone (don't worry, it's fairly easy to escape).

As the translucent stone rises above the water it dissipates, releasing the warriors within. These seven knights of old are men with rust-colored skin and yellow eyes (the pupils are black). They speak a strange tongue, and appear to be of noble and Lawful disposition. In elder times, they were wizard-hunters, and in the presence of magic they attack the spellcaster with the intent to kill.

Ancient Knights (Medium Monster)—HD 5 AC 17 ATK Silver rod (1d8+1) MV 30' SV F13 R11 W11 XP 900 AL N SP—Magic resistance 15%, silver rods disrupt spell casting ability for 1 minute when they strike.

## L5. Beware the Vampire | Monster

An old male nim called Turon dwells in a lonely valley in this hex, in a celestial ruin of amber-colored domes. With him is a female nim called Tluva who is more than she appears.

Tluva is a vampiric doppelganger capable of assuming shapes pleasing to those who look upon her, though she always passes herself off as Tluva, the help mate of Turon. Tluva is a psychic vampire, feeding on life energy by grasping a victim's head and leaving purple fingerprints splayed across their temples and face.

Turon has a small stash of treasure and supplies, including 700 sp, 226 gp, three weeks of rations, 50 feet of rope and 20 candles.

Turon (Medium Humanoid)—HD 1+1 (3 hp) AC 15 ATK Lajatang (1d10) or 2 Slams (1d4) MV 30' SV F13 R15 W15 XP 100 AL N SP—+2 to save vs. mind control, ESP at will, slam attacks stun for 1d4 rounds on roll of '20'.

Tlupa (Medium Monster)—HD 5 (18 hp) AC 15 ATK Fists (1d3) MV 30' SV F13 R11 W11 XP 900 AL N SP—Change shape, *ESP*, immune to sleep and charm effects.

### L7. Land of Illusion | Wonder, Monster

This hex is sentient and capable of forming itself, both physically as well as with illusions, into whatever travelers most wish to see. Each day spent in the hex enjoying its pleasures robs a person of 1 point of intelligence (saving throw negates). One motif appears in all of the hex's illusions, the freckled swordswoman. The freckled swordswoman may appear as a person, a statue, a carving, etc. This is actually the physical manifestation of the hex's intelligence, which is actually a disembodied celestial called Relik who was punished by her fellows for enjoying physical intimacies with lesser creatures.

Relik (Huge Aberration)—HD 10 (41 hp) AC 10 ATK 10 slams (2d6) MV 5' (B5') SV F7 R10 W8 XP 2,600 AL N SP—Looks like normal landscape, *charm monster* 1/round (one slave at a time).

### L8. Golden Girdle | Wonder

A golden girdle hangs from a tree branch overlooking a pond here, along with a female adventurer's clothing and equipment. There is no sign of the adventuress here, for she is currently beneath the water seeking a portal into a fey dimension ruled by a nixie queen and her court of sea elf knights. The woman was once a Northman knight called Destuvian. He discovered the girdle, a cursed item that changes one's sex to its opposite. It can only be removed when the wearer completes a quest for the Nixie Queen.

Destuvian recently finished his/her quest, sneaking into the Rampart City and capturing a celestial artifact needed by the fey for their planned re-conquest of the land. There are still many preparations before the invasion can proceed, so anyone unlucky enough to discover the girdle will soon have a visit from a trident-armed elf knight who will provide them a dangerous quest.

### M2. The Vorta | Monster

The ground of a mountain pass in this hex has collapsed, undermined by the work of a vorta (see new monsters). The vorta's eggs (they look like russet geodes flecked with gold) were stolen by kobold miners who can now be found in the inn in [K4] trying to sell their ill-gotten booty.

The vorta is angry and attacks anything that even remotely resembles a kobold (i.e. most humanoids) on a roll of 1-4 on 1d6. Its tunnels are a maze and many are unstable (1 in 6 chance per hour of a cave-in dealing 6d6 points of damage).

Dwarves have a 1% chance per day of wandering the tunnels of finding a vein of silver. Encounters with the vorta occur on a roll of 1-2 on 1d6 made each hour.

If one can communicate with the vorta, they may calm it down and offer to retrieve its eggs from the kobolds. They will be rewarded with the discovery of a valuable vein of silver. The silver would take 1,000 man hours to completely mine, and is worth about 10 gp per man hour worked.

Vorta (Medium Earth Elemental)—HD 5 AC 20 ATK Slam (1d8 + 1d8 acid) MV 30' (B30') SV F11 R13 W14 XP 1200 AL N SP—Immune to acid, scent minerals 120' away.

### M3. Northman Emissaries | Monster

A small body of Northmen is moving through the woods here on the way to the village of the Veiled Folk [K4]. The group is carrying two princesses of the Northmen, the young daughters of Prince Ermo [N1]. The youngest, Hurla, is desperately ill and in need of the medicines of the Veiled People. Her sister, Thulac, is 17 years old and quite lovely, though she is also a spoiled brat. They are accompanied by three knights, Yorik the leader (Lawful Fighter, 6th level, 26 hp), Thrazzimo the rake (Neutral Fighter, 4th level, 18 hp) and Orem the Grim (Neutral Fighter, 5th level, 23 hp; +1 *dagger*) and 20 men-at-arms with chainmail, spear and light crossbow. The knights wear platemail and carry shields, lances and battle axes.

Northman (Medium Humanoid)—HD 1 AC 15 ATK Weapon (1d8) MV 30' SV F13 R15 W15 XP 100 AL N SP—None.

### M6. The Dagger | Monster

This hex is occupied by a strange entity, a foul celestial who was stripped of its ability to take physical form and bound in a knife that was buried beneath a large boulder. The boulder bears three glyphs that discharge *lightning bolts* (3d6), once every three rounds each. The sorceries binding the entity have slowly faded since his fellow celestians, besotted by their revelries, have forgotten him.

The entity is known as Osmius and he bears a significant grudge against females, having been bound by a female celestial after he showed a particular enmity towards living creatures. Osmius is incorporeal. He attempts to possess a male adventurer (saving throw permitted to resist, and the adventurer gains a new save at -3 whenever Osmius attempts to make him act against his character).

Osmius' main goal is the retrieval of his knife and its destruction in the volcano of the red dragon Raheel [G1]. If this is accomplished, he can re-assert his full powers and use his host as fuel to regenerate his own physical form, which is

that of a tall man with red-rimmed eyes and a cruel mouth. In the meantime, he finds it difficult not to unleash his rage on any female within his reach, though he will do his best not to jeopardize his mission.

Osmius' Physical Form (Large Outsider)—HD 9 (35 hp) AC 17 ATK Weapon (2d6) MV 40' SV F8 R9 W8 XP 2600 AL N SP—Mental blast (3/day, 30' cone, stun for 1d6 rounds), mental powers (at will—ESP; 3/day—*charm monster*; 1/day—*phantasmal force, suggestion*), drain intelligence.

## M7. Spider People | Monster

A large colony of 200 aranea dwell here, the masters of this hex and the determined foes of both the nims and morlocks. They view all humanoids as enemies to be captured, tormented and killed. The aranea dwell in a great village in the tree tops composed of webs and spherical, wicker huts. From the ground, the webs block out the sun and the ground here is barren of all but fungi, some of which has evolved into wondrous shapes and colors. The leader of the aranea is Tholos (Chaotic Magic-User, 5th level, 20 gp, *wand of charm person* with 4 charges and two silver daggers). She and her people hold a nim woman called Tobit prisoner. Tobit bears a message to her people from the Northmen of Ytrolus [N1].

Aranea (Medium Monster)—HD 5 AC 16 ATK Bite (1d6 + Poison 1d6) MV 30' SV F13 R11 W11 XP 900 AL N SP—Throw sticky webbing 6/day, cast spells as 2nd level mage, change shape into humanoid.

## M9. Fungi Drunk | Wonder

This hex has many weird fungal growths that look like long-stemmed plants topped by bulbous "flowers". The flowers are really just bunches of glossy, dark green fungal balls that explode outward when heat (even body heat) is brought within 3 feet of them. Folk struck by the spores must pass a saving throw vs. poison or begin acting as though they are intoxicated. Each time they would normally feel inhibited about an act, they must pass a saving throw to avoid acting on that impulse. The effect lasts for 1d6 days.

## N1. Ytrolus | Settlement

The Northmen of Prince Ermo have settled in this hex. They've undertaken the task of clearing the wooded hills and putting the ground to the plow, raising sweet potatoes and wheat. They dwell in several bunkhouses within a wooden palisade that is surrounded by a wide ditch. The village now includes 55 men (50 of them trained warriors), 27 women (24 of them trained warriors) and 18 children ranging in age from infant to teen. The ruler of the village, Prince Ermo (Neutral 10th level fighter, 53 hp; *helm of telepathy, +1 shield*), has given up a life of rapacious wickedness for one of

stoic nobility, though it doesn't come naturally to him. He dwells in a blockhouse in the middle of the village. The Northmen have a treasure of 2,800 sp, 2,240 gp and a necklace of copper and lapis lazuli (worth 400 gp) that serves as Prince Ermo's badge of office.

Northman (Medium Humanoid)—HD 1 AC 15 ATK Weapon (1d8) MV 30' SV F13 R15 W15 XP 100 AL N SP—None.

## N4. Ossuary | Magic

A ravine here is strewn with bones, apparently a refuse pit of the local carnivores. Hidden among these bones is a bone-white dagger (1 in 20 chance of noticing, 1 in 10 for elves; 1 in 10 chance of finding with a search, 1 in 6 for elves). The dagger is a shard of bone with leather wrapped around one end to form a pommel. It is a *+1 dagger* that sheds *darkness* in a 15' radius on command. If the point is held against a person's wrist, the dagger burrows into their flesh, causing 1d4 point of constitution damage. The dagger can be hidden in a person in this way and retrieved at will, the dagger springing from the person's arm and into their hand. The constitution damage cannot be healed while the dagger is hidden, but heals normally once it is removed.

## N5. Flying Machine | Monster

An ancient flying machine is hidden in this hex, overgrown by ferns and vines and guarded by a golden glutton. The machine is a wreck, though perhaps some very powerful magic could return it to working order. The object has a delta design, and was capable of vertical takeoffs and landings. One of the wings has been ripped half-way off the superstructure, and the engines are clogged with plants. The canopy is missing and so is the chair, perhaps indicating that the pilot had to bail out. Two missiles are held under the wings (one under each), and if tampered with a character must roll 1d20 under her intelligence score to avoid detonating a missile. If detonated, the missile will beep for 2 rounds and then explode, dealing 10d10 damage to all within a 100' radius. The golden glutton dwells in the cockpit.

Golden Glutton (Medium Beast)—HD 12 (63 hp) AC 19 ATK Bite (d8) MV 30' (B5') SV F0 R0 W0 XP 1,200 AL N SP—Surprise (1-3 on d6), resistance to fire, immune to poison.

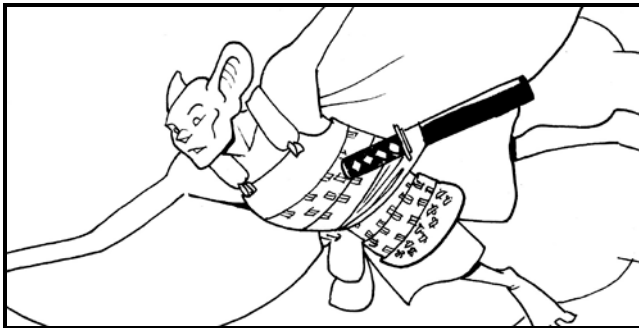
## New Monsters

### Blatto

Size/Type: Medium Humanoid  
Hit Dice: 2  
Armor Class: 18  
Move: 30'  
Attacks: Fists or weapon  
Damage: 1d2 or by weapon  
Saves: F12 R15 W15  
# Appearing: 1d6  
Alignment: Chaotic  
XP/Level: 200/3

*Special—Hate sunlight, resistance to acid, cold, electricity, fire and sonic energy, immune to disease and poison, regenerate 1d4 hit points per round*

The blatto are man-sized, walking cockroaches. They are junk collectors, traders and thieves. Blatto are hard to kill and seem to get into just about any place to help themselves to things not securely fastened to the ground.



### Caledjula

Size/Type: Medium Humanoid  
Hit Dice: 1  
Armor Class: 13  
Move: 30' (Fly 60')  
Attacks: Weapon  
Save: F13 R15 W15  
# Appearing: 1d10  
Alignment: Neutral  
XP/Level: 100/1

Caledjula have large ears and a strange gland in their head that permits them to fly without wings (though they sometimes use cloth wings for gliding).

### Celestian

Size/Type: Medium Outsider  
Hit Dice: 9  
Armor Class: 17  
Move: 40'  
Attacks: Weapon  
Saves: F8 R9 W8  
# Appearing: 1d3  
Alignment: Neutral or Chaotic  
XP/Level: 2,600/11

*Special—Mental blast (3/day, cone 30' long x 10' wide, save or stunned for 1d6 rounds), mental powers (ESP at will, charm monster 3/day, suggestion 1/day, phantasmal force 1/day), drain intelligence.*

Celestians in the Undiscovered Country usually assume a physical form, that of a beautiful, though severely so, man or woman with dark black eyes that seem to sparkle with star stuff. They usually have pale skin, but can have any hair or skin color they desire. They are typically garbed in shimmering tunics sandals, though again, they can make their clothing appear in any style that suits them.

Celestians are super intelligent and possess a number of magical powers. They are psychic vampires who feed on the intellects of sentient creatures. To drain intelligence, the celestian must grasp a victim's head. This either requires the victim to be stunned, or it requires a special melee attack at a -4 penalty. A victim who is touched must pass a saving throw or lose 1d4 points of intelligence. If a victim is reduced to 1 or 2 points of intelligence, they become, for all intents and purposes, an animal. If a victim is reduced to an intelligence score of zero, they die. Drained intelligence returns at a rate of 1 point per day. Most subsist on the morlocks, though this often makes them act as though they are intoxicated. They prefer to feed on intellectuals, including the nim.

### Delfin

Size/Type: Medium Humanoid  
Hit Dice: 3  
Armor Class: 13  
Move: 30' (Swim 40')  
Attacks: Weapon  
Damage: +1 to weapon damage  
Saves: F12 R14 W14  
# Appearing: 1d4  
Alignment: Neutral  
XP/Level: 300/4

*Special—Blindsight 30'*

The delfins are tall, gangly humanoids with rubbery blue-grey skin, bulbous foreheads, domed skulls, black eyes, pronounced jaws and mouths full of small, sharp teeth. Delfins adore jewelry, with most having about 1d6x10 gp worth. They also delight in combat, fighting with swords and crossbows. Their natural sonar allows them to fight in complete darkness without penalty and their bodies are as capable of cutting through water as their distant kin.

### Devil Woman

Size/Type: Medium Humanoid  
Hit Dice: 4  
Armor Class: 18  
Move: 30'  
Attacks: Weapon  
Saves: F11 R14 W14  
# Appearing: 1d6  
Alignment: Chaotic  
XP/Level: 400/5

*Special—Resistance to cold, electricity and fire, cast darkness once per day (10 minute duration, 60' radius)*

Devil women come from a female dominated society with a declining male population. They are undeniably attractive, though in a cold way, and they are merciless in their treatment of others. Devil women wear uniforms of a black, vinyl-like substance that is a surprisingly good armor.

### Giant Fox (Medium Animal)

Size/Type: Medium Animal  
Hit Dice: 3  
Armor Class: 14  
Move: 45'  
Attacks: Bite  
Damage: 1d6  
Saves: F12 R12 W17  
# Appearing: 1d2  
Alignment: Neutral  
XP/Level: 300/4

*Special—Pounce*

The giant fox is a bit larger than a wolf, with a burnished red coat with white highlights and black tips on its ears. Like normal foxes, they are solitary animals with a wicked pounce that allows them to instantly win initiative in combat on a roll of 1-3 on 1d6. If they fail this roll, roll initiative normally for the giant fox.

### Gronk

Size/Type: Medium Magical Beast  
Hit Dice: 4+1  
Armor Class: 14  
Move: 30'  
Attacks: 2 slams/bite  
Damage: 1d4/1d4/1d6 + Poison III  
Saves: F11 R11 W15  
# Appearing: 1d2  
Alignment: Chaotic  
XP/Level: 500/6

Gronks look like bulky gorillas with sharp teeth, sunken eyes and a large yellow horn jutting from their forehead. They are territorial, ill-tempered, and attack with little provocation.

### Guardian Orb

Size/Type: Small Construct  
Hit Dice: 2  
Armor Class: 18  
Move: Fly 45'  
Attacks: *Magic missile* or slam  
Damage: 1d4+1 or 1d4  
Saves: F16 R15 W15  
# Appearing: 1d4  
Alignment: Neutral  
XP/Level: 600/7

*Special—Magic missiles, lightning, heavy gravity field*

Guardian orbs are produced by the Sentinels, the strange constructions of the celestians, for use as mobile weapon platforms. A guardian orb looks like a smooth, silvery orb 2' in diameter. They are capable of levitating and flying, and can apparently sense creatures and objects up to 300 feet away. A guardian orb can generate a heavy gravity field (treat as a *slow* spell) in a 30' radius for up to 6 rounds (total) per day. They can also generate a 4 dice *lightning bolt* once per day, and can conjure 2 *magic missiles* per round at will.

### Halfling, Golden

Size/Type: Small Humanoid  
Hit Dice: 0  
Armor Class: 10 + armor  
Move: 20'  
Attacks: Weapon  
Save: F R W  
# Appearing: 1d12  
Alignment: Neutral  
XP/Level: 25/0

The golden halflings are an innocent, child-like people who are tended by the Sentinels and guardian orbs. They are usually (1-5 on 1d6) friendly. If the need arises, they can arm themselves with clubs and throwing stones (+1 to attack) that deal 1d4 points of damage.



### Klaxon

Size/Type: Medium Monstrous Humanoid  
 Hit Dice: 5  
 Armor Class: 17  
 Move: 30' (Swim 20')  
 Attacks: 2 slams or 2 weapons  
 Damage: 1d3/1d3 or by weapons  
 Saves: F13 R11 W11  
 # Appearing: 1d8  
 Alignment: Neutral  
 XP/CL: 900/6

Klaxons are humanoid crustaceans with pearl-colored carapaces. They have four arms (two short arms with pincers and two with three-fingered hands that wield hook swords or other weapons). They also have four legs, two longer legs in front, and two smaller legs in the rear. Female klaxons are slim, males stocky. Their faces resemble samurai masks (for males) or geisha faces (for females). In truth, these "faces" are only frontal face plates. These plates can be raised, revealing their mandibles. Their eye stalks peek out around the face plates. Klaxons are well armored naturally, but they do wear a sort of chainmail apron to protect their underbellies and hang beaded leather prayer strings from their shells.

### Martian

Size/Type: Medium Humanoid  
 Hit Dice: 2  
 Armor Class: 13  
 Move: 30'  
 Attacks: Weapon  
 Damage: +1 weapon damage  
 Saves: F12 R15 W15

# Appearing: 1d6  
 Alignment: Neutral (lawful tendencies)  
 XP/Level: 200/3

*Special—Immune to cold*

Martians are green-skinned humanoids of a warlike race. From an early age Martians are educated by thought waves projected from computer banks and received by cybernetic antennae jutting from helmets almost always worn on their heads. These helms act as communicator devices. Martians arm themselves with freeze ray guns. Most wear skin-tight green costumes, and leaders wear cloaks. Martians dwell in subterranean cities that abut their famous canals, which transfer water from the poles to the warmer climes.



### Morlock

Size/Type: Medium Humanoid  
 Hit Dice: 2  
 Armor Class: 13  
 Move: 40'  
 Attacks: 2 claws or weapon  
 Damage: 1d4 or by weapon  
 Saves: F12 R15 W15  
 # Appearing: 1d10  
 Alignment: Chaotic  
 XP/Level: 100/2

*Special—See in dark up to 120 feet, save vs. blindness for 1d4 rounds if exposed to bright light*

Morlocks are subterranean humanoids with ape-like features, light grey to dirty white fur and skin and large, reddish eyes that allow them to see up to 120' in complete darkness. Bright light blinds them for 1d6 rounds if they fail a saving throw. Morlocks would stand 5' tall if they didn't hunch, but since they do hunch they appear to stand about 4 to 4 ½' tall. They are crude and violent, though not stupid, and prefer to attack from ambush. Like many primates, they are deceptively strong. Although they can craft simple weapons (clubs and stone axes) and tools, they are often equipped with more advanced tools and weapons given to them by their celestial masters or stolen from others.



## Nim

Size/Type:	Medium Humanoid
Hit Dice:	1+1
Armor Class:	15
Move:	30'
Attacks:	Weapon
Damage:	By weapon
Saves:	F13 R15 W15
# Appearing:	1d2
Alignment:	Lawful
XP/Level:	100/2

*Special*—ESP at will, +2 to save vs. mind control, slam attacks stun for 1d4 rounds on a roll of '20'

The nim are tall humanoids with saffron skin and black hair. In combat, they often wield a pole arm with crescent blades on either end that deals 1d10 points of damage, quarterstaves or scimitars, and they dress in mail tunics and steel skullcaps that fit snugly over their heads. Nim are usually encountered alone, though at times they travel in pairs.

## Ro-Man

Size/Type:	Medium Monstrous Humanoid
Hit Dice:	5
Armor Class:	17
Move:	30'
Attacks:	Fists or weapon
Damage:	1d4+2 or by weapon +2
Saves:	F13 R11 W11
# Appearing:	1d3
Alignment:	Chaotic
XP/Level:	250/5

Ro-men are a species of electronic brain who implant themselves upon the bodies of gorilla-like creatures. The ape's head is removed and a spherical helm, with two long antenna, is secured to the neck. They are territorial and delight in the conquest of lesser beings.

## Trilodite

Size/Type:	Small Aberration
Hit Dice:	2
Armor Class:	14
Move:	20'
Attacks:	Slam or weapon
Damage:	1d2 or by weapon
Saves:	F16 R15 W12
# Appearing:	1d6
Alignment:	Neutral
XP/Level:	200/3

*Special*—+2 save vs. mind control, +2 vs. grapple attacks, surprised on 1 on 1d6

Trilodites are protoplasmic creatures consisting of an ooze-like interior and a pink, rubbery exterior. Trilodites stand 3' tall, usually on three pseudopods. They usually have three additional pseudopods emerging from higher on their bodies that they use as arms. Trilodites can use these pseudopods to manipulate small objects as a human uses hands, and can retract or grow additional pseudopods as they like, though eight seems to be their useful limit.

## Vorta

Size/Type:	Medium Earth Elemental
Hit Dice:	5
Armor Class:	20
Move:	30' (Burrow 30')
Attacks:	Slam
Damage:	1d8 + 1d8 acid
Saves:	F11 R13 W14
# Appearing:	1d4
Alignment:	Neutral
XP/Level:	1200/7

*Special*—Immune to acid, scent minerals (120')

Vortas are sentient creatures composed of rock with molten interiors. They generate fabulous amounts of heat, using it to burrow through stone at a rapid rate. Vortas are intelligent, but cannot communicate vocally. They are inoffensive creatures unless threatened.

# CHARACTERS

## RACIAL ARCHETYPES

Illustrations by Denis McCarthy, Jeshields, John Neill and  
Kaitlynn Peavler

---

Part of the fun of designing fantasy and science-fiction game worlds is in creating one or maybe several interesting new races for the players to play. These unique races give the campaign world its own character and give veteran players something new to learn and explore. These rules are designed to let you model races not found in the *Blood & Treasure Rulebook*, or whatever game you prefer.

### Attribute Modifiers

All of the archetypes in this document, except Aliens and Natives, are allowed to choose one set of attribute modifiers from the following list.

Pretty but foolish: +1 Charisma, -1 Wisdom

Quick but fragile: +1 Dexterity, -1 Constitution

Brains over brawn: +1 Intelligence, -1 Strength

Brawn over brains: +1 Strength, -1 Intelligence

Slow and solid: +1 Constitution, -1 Dexterity

Wise but shy: +1 Wisdom, -1 Charisma

### Classes

Assume that any creature you create can take levels in any class unless that class is only open to a specific race. You can choose at creation to allow the creature to dual-class as a human being does (i.e. start in one class and then switch to another later) or multi-class (i.e. advance in two different classes simultaneously).

Multi-classers must choose one of the following "base classes" as their favored class: Cleric, Fighter, Magic-User or Thief. Members of that favored class can then multi-class at first level in those other base classes. A creature who favors the thief class, for example, could multi-class as a thief/cleric, thief/fighter or thief/magic-user.

### Aliens

Aliens are defined by their strange physical and mental powers. They are the most versatile type of character. Almost any fantasy or science-fiction race of people can be created with the alien type, including the ever popular mutants of post-apocalyptic campaigns.

**Senses:** Normal – but see below.

### Special Abilities

Aliens can choose three powers from the following list.

**Note:** Aliens should be treated as 1st level spell casters for the purpose of using mental abilities. If an alien takes a psionic mental power multiple times, he increases his effective level for using that power by 1. Thus, an alien that took metabolic control three times would use the power at 3rd level.

**Alien Mind:** Creatures that try to read or control your mind must make a saving throw or be stunned for 1 round.

**Chameleon:** You can change your body's coloration (though not the color of items worn or carried) to match the environment, giving you a +2 bonus to hide.

**Clairsentience:** As the spell, usable three times per day.

**Dual-Mind:** You are capable of engaging in two mental tasks at once, making a task check for each (if necessary) at -2. You cannot cast two spells or use two psionic powers at the same time with this power. In addition, you also get to make two saving throws against mental affects. As long as one mind makes it save, you can ignore the effect.

**Energy Resistance:** You gain resistance to one energy (acid, cold, electricity, fire, or sonic). This can be power can be taken more than once, but it applies to a different energy form each time it is taken.

**ESP:** As the spell, usable three times per day.

**Extra Arms:** When using two-weapon fighting, you may make two secondary attacks instead of one. Alternatively, you may wield an additional shield in combat.

**Extra Legs:** You gain a +4 bonus to avoid being bull rushed, tripped or overrun. In addition, your carrying capacity is increased by 20%.

**Heightened Mentality:** Increase one mental attribute score (Int, Wis or Cha) by +1. This can be taken more than once, but no attribute can be increased beyond a score of 20.

**Heightened Physique:** Increase one physical attribute score (Str, Con, or Dex) by +1. This can be taken more than once, but no attribute can be increased beyond a score of 20.

**Heightened Senses:** You gain darkvision to a range of 30 feet and a +2 bonus to all listen task checks.

**Improved Speed:** Your base movement rate is increased by +5 feet. This can be taken more than once.

**Magic Resistance:** You gain 5% magic resistance. Each additional time you take this power you increase your magic resistance by 5%. If the character's class can cast spells, the magic resistance is cut in half (rounding down).

**Natural Armor:** You have scales, thick fur or thick skin that gives you a natural AC 12. Each additional time that you take this power you increase your natural armor class by +2.

**Natural Weapons:** You either gain a bite, claw, gore, slam, slap, sting, talon, or tentacle attack that deals 1d3 points of damage. This attack can be used in addition to weapon attacks at no penalty. Each additional time you take this power you can either gain an additional attack form, or increase the damage of an attack to 1d4.

**Quills/Spikes:** Your outer arms, back, head and legs are covered in quills or spikes. You gain a +1 bonus to natural AC, and can inflict 1 point of bonus damage when grappling or grappled. Opponents that strike you without using weapons suffer this damage automatically.

**Regeneration:** You double your natural healing rate.

**Spider Climb:** As the spell, usable at will.

**Stretch:** You can increase your reach by 5 feet at the cost of 2 points of strength. You can also squeeze into small spaces by roll 1d20 under your Dexterity score.

**Telepathy:** You can communicate with other sentient beings telepathically, as long as they are within 30 feet. Each additional time you take this power, you increase the range of your telepathy by 10 times.

**Tentacles:** Tentacles emerge from some portion of your body. They grant you a slam attack that deals 1d3 points of damage, and they grant you a +2 bonus to grapple attacks and task checks involving climbing. Tentacles can wield weapons clumsily, imposing a -2 penalty to hit.

**Venom:** You are venomous either through bite, skin contact, or writhing snakes on your head. Your venom acts as Poison I.

If taken a second time, it increases to Poison II, and a third time increases it to Poison III.



### Sample Alien: The Grays

The grays are humanoids from Zeta Reticulae, a demi-plane lodged in the far corners of the Astral Plane. While they are physically unimpressive, they compensate with powerful brains and terrific determination. Greys stand about 3 feet tall, with large heads, black eyes, spindly arms and legs and light to dark grey skin. While they typically go about naked in their own company, when adventuring they don whatever gear gives them the best chance of success.

Greys have the following characteristics:

They adjust starting ability scores as follows: Dex +1, Int +1 and Str -1. They can communicate telepathically (range 30 feet) and can use *ESP* three times per day.

### Beasts

A concept drawn from folklore, beasts are shapeshifting magical animals.

**Senses:** Darkvision to 30 feet.

Beasts can alternate their form between that of an animal, a humanoid, and a hybrid form of animal and human. Changing form requires one complete round during which the character can do nothing else. Armor and equipment do not change form along with the beast. In each form the character's level and attribute scores are unchanged.



When in animal form the beast is virtually undetectable from a normal animal. Beasts gain the ability to speak with normal animals when in their animal form. While in animal form, a beast cannot use any weapons, armor, or equipment, nor can they cast spells. They can understand any language they know, but may not be able to reply.

When in humanoid form, beasts look like normal humanoids of a type chosen during character creation (i.e. elf, dwarf, human, orc, etc.). Whatever their chosen humanoid guise, they always retain some distinctive feature of their beast form. The choice is up to the player. In humanoid form, the beast loses its darkvision.

A beast in hybrid form appears as a combination of animal and humanoid. Their exact appearance is up to the player. In this form, they retain the special attacks and qualities of their animal form, but also have working humanoid hands, and can speak humanoid languages.

In all forms, a beast can *speak to animals* at will.

### Sample Beast: Usagi no otoko

Usagi no otoko (usagi for short) are anthropomorphic rabbits. They dwell in large groups in burrows dug into hills, their warriors standing atop the hill watching for danger.

Usagi have the following characteristics:

They adjust starting ability scores as follows: Dex +2, Con -1 and Str -1. Usagi can take rabbit shape, humanoid shape (in which they look something like halflings with prominent front teeth) and a hybrid form. They prefer their hybrid form.

## Elementals

Elemental characters carry the blood of elementals in their veins. All elementals show this heritage in their physical appearance in dramatic ways, and they often exhibit certain “elemental” characteristics in their personalities as well.

**Senses:** Darkvision to 60 feet.

All elementals have resistance to one type of energy based on their elemental heritage:

Air	Resistance to electricity
Earth	Resistance to acid
Fire	Resistance to fire
Water	Resistance to cold

Elementals have special abilities based on their elemental heritage.

Air	Reduce falling damage by half, double normal jump distance
Earth	+2 AC vs. bullrush and overbearing attacks, +1 bonus to natural AC
Fire	Deal 1 extra point of fire damage with all melee attacks
Water	Breathe underwater, gain swim movement rate equal to double their land movement rate



### Sample Elemental: Monolith

Monoliths are stony-faced humanoids of grave disposition and senses of humor so dry they make the Sahara Desert look like a water park.

Monoliths have the following characteristics:

They adjust starting ability scores as follows: Con +1 and Dex -1. They have resistance to acid, a +2 bonus to Armor Class vs. bull rush and overbearing attacks and a +1 bonus to their natural base Armor Class.



### Gruesomes

Gruesomes are either born from the undead (i.e. their parents were made undead while they were in the womb, or they were sired by a vampire, or there was a strange ritual involved), the result of botched resurrections on their pregnant mothers, or maybe they are actually sentient undead. Gruesomes can choose to be intangibles (like ghosts, shadows, or wraiths) or corporeals (like zombies, ghouls or vampires). They can be small, medium, or large.

**Senses:** Darkvision to 60 feet.

Gruesomes are damaged by positive energy and healed by negative energy. Thus *cure light wounds* inflicts 1d8 points of damage on a macabre, while *inflict light wounds* heals them of 1d8 points of damage.

Gruesomes have a touch attack that stuns living creatures for 1d4 rounds if they fail a saving throw. They can use this attack once per day.

Intangibles can use *ethereal jaunt* once per day.

Corporeals have a 50% chance to ignore extra damage from backstabs and critical hits.

### Sample Gruesome: Geist

Geists are a race of demi-undead that haunts the deepest reaches of the Underworld. Unlike most undead, they are intelligent and more-or-less civilized, though their customs might seem frightful to the living. They look like pallid human beings with stark white hair and grey eyes.

A geist has the following characteristics:

Geists have the usual resistance to positive and negative energy and the stunning touch described above. As corporeal creatures, they have a 50% chance to ignore extra damage from sneak attacks, back attacks, and critical hits. They adjust starting ability scores as follows: Con +1 and Dex -1.

### Natives

The native is tied to where she has grown to adulthood, whether she is a barbarian of the forests or a city slicker.

Natives must designate one environment as their native environment. A native can choose from the following environments: Aquatic, Arctic, Desert, Forest, Jungle, Hills, Marsh, Mountains, Plains, Underground, or Urban. Man-made dungeons do not count as an urban or underground environment.

All natives receive a +1 bonus to initiative and to task checks that would benefit from familiarity with an area, and they increase their movement rate by +10 feet when they are in their native environment.

In addition, natives can choose to get either a +1 bonus to attack three traditional enemies of their people (chosen with the TK's approval), or a +1 bonus to attack with a traditional weapon of their people.

Natives gain one skill tied to their environment, perhaps swimming for ocean natives, mining and spelunking for underworld natives, or survival for most others.



Finally, natives get a +2 bonus to AC when fighting large monsters native to their native environment.

### Sample Native: Cimmerian

The Cimmerians of Robert E. Howard's Hyborian tales are native to a land of steep, rugged hills. The real Cimmerians inhabited what is now called Crimea. This was a land of mountainous coasts, but mostly semi-arid steppe.

Cimmerians have the following characteristics:

Cimmerians gain a +1 bonus to initiative and attribute checks and a +10 bonus to their movement rate when in grasslands. Against their traditional enemies, amazons and nomads, they are +1 to attack. Against large monsters native to their lands they have a +2 bonus to AC. They add their level to task checks involving riding horses.

### Prometheans

Prometheans are creatures that are manufactured by other creatures. They are sentient, and as capable of emotion as their player wishes them to be. Prometheans can be built from a variety of materials, including wood, metal, stone, clay, porcelain, or even un-living flesh.

Prometheans are immune to any effect that doesn't normally affect objects. They do not need to eat, sleep, or breathe, although they can benefit from imbibing magic potions.

Prometheans gain special abilities based on the composition of their outer shell:

Ceramic	+1 bonus on reaction checks
Cloth	+2 to task checks involving dexterity
Metal	Natural AC 12
Wax	<i>Change self</i> once per day, vulnerable to fire
Wood	Natural AC 11, swim movement rate equal to their land movement rate

Prometheans gain special abilities based on the composition of their innards:

Clockworks	+2 to grapple attacks
Fluff	+3 to save vs. cold attacks
Hollow	Conceal small objects inside their bodies
Sand	+3 to save vs. fire attacks
Sawdust	Half damage from bludgeoning attacks
Solid	25% chance to negate extra damage from backstabs and critical hits



### Sample Promethean: Patchwork

Patchworks are living dolls sewed by witch women who have grown lonely in their isolation. When their creators pass away, the patchworks sometimes live alone in the woods, taking up the magical arts, or other times they venture out into the wide world seeking adventure.

Patchworks have the following characteristics:

They adjust their starting ability scores as follows: Dex +3, Str -2 and Con -1. Their cloth bodies give them a +2 bonus on dexterity-related checks. Their fluff innards give them a +3 bonus to save vs. cold attacks. They are tiny in size.

## Uncannies

Uncanny characters have magical power in their veins. This is usually due to a fey, planar, or draconic heritage.

**Senses:** Darkvision to 60 feet.

Uncannies can choose to have a +2 bonus to save vs. up to three energy types, 90% resistance to sleep and charm effects, or a flat magic resistance of 10%.

Uncannies can choose two 1st level spells or one 2nd level spell to cast once per day. The uncanny character counts as a 1st level spellcaster with these spells. The spells chosen must be approved by the TK.



## Sample Uncanny: Nephilim

Nephilim are fiendish giants who descend from fallen angels and human women. They are tall and rugged, with handsome, cruel faces, vestigial horns and fangs and skin that varies from wine red to sable. Nephilim are curious and brave, but often discount the needs or desires of others when they are working towards a goal.

Nephilim have the following characteristics:

They adjust their starting scores as follows: Con +1, Str +1, Dex -2. Nephilim have 25% resistance to cold, fire and poison damage, and can cast *darkness* once per day. As large creatures, they increase their carrying capacity by 125%, and can use large weapons as though they were medium.

## Racial Subtypes

The following subtypes can be added to any racial type.

**Aquatic:** Aquatic creatures can breathe underwater and gain a swim movement rate equal to double their land movement rate. They must immerse their bodies in water at least once per day or lose become fatigued due to dehydration.

**Avian:** Avian creatures have working wings. They gain a fly movement rate equal to their land movement rate, but suffer a -1 penalty to constitution due to their hollow bones.

**Insectoid:** An insectoid's antennae give it the ability to fight without the benefit of sight. They suffer half the normal penalty when fighting blind or against invisible creatures.

**Subterranean:** Subterranean creatures have darkvision to 120 feet, but are -1 to hit in bright light.

**Size:** A creature's size is assumed to be medium-sized, i.e. between 5 and 7 feet in height. Optionally, it can be Tiny, Small, or Large.

Tiny (1-2 feet): +2 Dex, -2 Str, 50% normal carrying capacity

Small (3-4 feet): +1 Dex, -1 Str, 25% normal carrying capacity

Large (8-12 feet): +1 Str, -1 Dex, 125% carrying capacity

# THE WAGES OF FAME

It makes sense that a band of high level adventurers who are running about saving fat merchants from goblins, slaying dragons and spending loads of gold and silver would become very famous, but most game rules do not make an allowance for this fame.

Some rules exist to model this, most of them using new rules or new statistics to track to model fame. The system presented here relies on good old fashioned experience points to model fame, with a minimum of paperwork.

How do people become famous? Through their deeds! If Bob the peasant jumps over a cow at the local faire, people in the village will know that Bob is famous for his prowess at jumping (or perhaps that Bob acts like a moron when he is drunk). They'll tell others, and those others will spread the word, and in time Bob's fame at cow jumping will spread.

So it goes with adventurers. Since fame is tied to deeds, it makes sense that in a fantasy game fame is tied to XP. Of course, fame also requires some publicity. If Bob had jumped a cow without witnesses and just claimed to have done it, he might have become known as Bob the Liar rather than Bob the Jumper.

Thus, XP only contribute to fame when the deeds that generated the XP are either witnessed by others, or can be proved, such as with trophies or treasure. If you want to use this system, you'll need to record a second XP number in parentheses after the normal XP number.

Since we have a separate "fame XP", we also have a separate "fame level". Fame levels are on the table below. They confer the following benefits:

**Free Drinks & Rumors:** Chance to get free drinks and useful rumors in taverns.

**Invitations:** Chance of receiving an invitation by prominent people to attend parties, suppers, etc.

**Request Audience:** Chance to request an audience with a prominent person.

**Recognized:** Chance you are recognized by people for who you really are, disguised or undisguised.

Level	XP	Title	Free Drinks and Rumors	Village	Invitation		Request Audience	Recognized	
					Town	City		Disguised	Undisguised
1	0	Unknown	0%	0%	0%	0%	0%	0%	0%
2	2,000	Notable	9%	9%	7%	5%	8%	10%	5%
3	4,000	Personage	18%	18%	14%	10%	16%	20%	10%
4	8,000	Star	27%	27%	21%	15%	24%	30%	15%
5	16,000	Celebrity	36%	36%	28%	20%	32%	40%	20%
6	32,000	Worthy	45%	45%	35%	25%	40%	50%	25%
7	64,000	Luminary	54%	54%	42%	30%	48%	60%	30%
8	125,000	Superstar	63%	63%	49%	35%	56%	70%	35%
9	250,000	Folk Hero	72%	72%	56%	40%	64%	80%	40%
10	375,000	Living Legend	81%	81%	63%	45%	72%	90%	45%
11	500,000	Living Legend	90%	90%	70%	50%	80%	100%	50%
12	625,000	Living Legend	91%	91%	77%	55%	88%	100%	55%
13	750,000	Living Legend	92%	92%	84%	60%	96%	100%	60%
14	875,000	Living Legend	93%	93%	91%	65%	97%	100%	65%
15	1,000,000	Living Legend	94%	94%	92%	70%	98%	100%	70%
16	1,125,000	Living Legend	95%	95%	93%	75%	99%	100%	75%
17	1,250,000	Living Legend	96%	96%	94%	80%	99%	100%	80%
18	1,375,000	Living Legend	97%	97%	95%	85%	99%	100%	85%
19	1,500,000	Living Legend	98%	98%	96%	90%	99%	100%	90%
20	1,625,000	Living Legend	99%	99%	97%	95%	99%	100%	95%

## RANDOM

# A WEIRD DAY AT THE FAIRE

Illustrations by Pieter Brueghel the Younger

Oh, the little faire looked pleasant enough - a sort of company picnic for the feudal set, with children running about and young men trying to show off for the ladies. People strolling, eating, drinking, singing, dancing - a good time!

But since a band of adventurers are involved, there just has to be something sinister lurking just under the surface.

Roll d20 and then d4 a few times to generate some interesting or weird encounters at the faire - something the PCs can bump into as they wander. Some of these might even prove of value as game hooks - players arrive too late to stop something from happening, but are called on by the king to investigate and set things right.

### 1. Jugglers juggling

- 1 Juggler hits a PC with an egg he was juggling; it was rotten, the PC stinks until washed
- 2 Juggler passes a message to a PC, "The pellet with the poison's in the vessel with the pestle", says it must be delivered to the queen's champion (who turns out to be her lover ... and the message is bogus)
- 3 Juggler is actually a 5th level assassin juggling blades, one of them intended for a fat merchant's throat whose daughter was befriended the PCs
- 4 Those who watch the jugglers must pass a saving throw or be drawn into one of the balls, which is actually a weird pocket dimension (1-2. Mother Goose, 3-4. Toyland, 5-6. Universal Pictures version of Transylvania)

### 2. Dancing Bear

- 1 Bear gets loose and terrorizes the crowd
- 2 Bear's dance is a curse; save vs. *irresistible dance*
- 3 Bear is a werebear, here to kill a despoiler
- 4 Bear is polymorphed princess held prisoner by a wicked mage

### 3. Simple Simon

- 1 Simple Simon latches onto the PCs and won't leave them alone; very frustrating, but he is beloved by the townsfolk and they will not take kindly to him being abused
- 2 Tells the PCs where they can find a dragon sleeping ... turns out that it's just a newt
- 3 Curse of the Howards (and Fine)! Three PCs who interact with Simon are cursed to behave like the Stooges for the rest of the session - PC with the lowest Int is Curly, lowest Wis is Larry and lowest Cha is Moe
- 4 Simon is a sorcerer who accidentally and unknowingly casts spells (use a wild magic table if you have one); befriends the PCs whether they like it or not

### 4. Wandering Minstrel

- 1 Minstrel sings a lewd, embarrassing song involving one of the PCs; song also hides clues to a treasure - each PC has a percent chance equal to their Wisdom of catching the clues
- 2 Sings a song so romantic that two PCs fall madly in love for one session, and then won't speak to one another in the next
- 3 Starts playing "Yakkity Sax", causing the locals to chase after one of the PCs and beat them with brooms and purses (1d4 damage per round if caught) until they can pat a bald dwarf on the head. The beating will not kill, just render unconscious
- 4 Starts a scene from a musical; each player has to contribute four lines of a song about their last adventure (has to rhyme) or they lose one piece of treasure they gained from that adventure (or 10% of any coinage they gained)



## 5. Thundering Joust

- 1 Splinter from lance flies into crowd; player can choose for it to stab a woman or child (kills them 75% of the time) or take the hit themselves (1d6 damage)
- 2 If evil warrior wins, he gains the hand of the local princess – who will challenge him?
- 3 Boastful champion challenges PC warrior; if the challenge is refused, the PC's charisma drops to 3 for remainder of the faire and is treated as no higher than 6 throughout the kingdom for one year afterwards
- 4 Black knight turns out to be the King; assassins know his identity and plot to kill him in the joust

## 6. Fortune Teller

- 1 Steals a PC's purse, but gives them the benefit of an *augury* spell; fortune teller and her tent disappear after the PC leaves
- 2 An angry husband bursts into the reading threatening violence (he may be in the right)
- 3 Tells PC to beware some characteristic that happens to be possessed by one of the other PCs
- 4 A 5th level enchantress who takes a fancy to a PC and wants to use them in her act

## 7. Gigging Ladies

- 1 The giggling ladies are nearby whenever a PC fails at something; their laughter causes the crowd to laugh, inflicting 1 point of Charisma damage on the PC
- 2 The giggling ladies are smitten with a PC, and attempt a seduction; they are the daughters of the local blacksmith (18 Strength, 3rd level barbarian)
- 3 The giggling ladies are shapeshifted aliens scouting for a subject they can bring back to their dimension
- 4 The giggling ladies are a covey of shapeshifted hags looking for their next meal

## 8. Pompous Gentleman

- 1 If offended, insults a PC and challenges them to a fight; he brings 6 thuggish friends
- 2 If offended, insults a PC and challenges them to a fight; he's a 10th level Chaotic (CE) fighter or duelist
- 3 If offended, insults a PC and challenges them to a fight; he's a member of the royal family
- 4 If offended, insults a PC and challenges them to a fight; he is a 1st level assassin who will be avenged by his blood brothers

## 9. Archers Arching

- 1 Arrow flies off course (see Thundering Joust #1 above)
- 2 10 of the archers are bandits; their 100 friends are hiding in the woods waiting for their signal to attack

- 3 One archer is a cheating 7th level Chaotic (NE) mage who knows the golden arrow prize is really an *arrow of slaying*
- 4 One archer is a 6th level assassin who means to kill the queen!

## 10. Ale Flowing

- 1 Beerhall is crowded, patrons are drunk, bar fight erupts
- 2 Fattest PC challenged to drinking contest by a half-ogre (5th level fighter, 19 constitution)
- 3 Ale turns people into zombies (not undead), who follow a weird piping into the hills where they disappear into a derro mine
- 4 Ale is especially potent; PCs have percent chance equal to constitution score to avoid going on a drunken spree (1-2. Wind up in jail; 3-4. Wind up married; 5-6. Wind up naked in the wilderness)

## 11. Dwarf Wrestling

- 1 One dwarf goes berserk, starts putting people in headlocks and demanding they say "Uncle"; armpits smell atrocious
- 2 One dwarf gasps and falls to the ground dead from a poison dart, his brother swears revenge and tries to enlist any PC dwarves to help him for their honor of his race
- 3 Accept all challengers; they turn out to be 4th level monks
- 4 Bets adventurers a treasure map they cannot pin him; turns out to be a duergar capable of enlarging himself

## 12. Rowdy Folk Dancing

- 1 Dancing attracts 3d4 hill giants who want to join in; save vs. being trampled or try to run them off
- 2 Save vs. love or become smitten with a lively peasant boy or girl and give up the adventuring life (at least for a while) – retire the character for 1d4 game sessions
- 3 Tarantella – save vs. exhaustion or collapse and carried away behind the tents and robbed
- 4 Slap dancing – one PC paired with a feisty 6th level monk



### 13. Lovers Whispering

- 1 They are offended by the nosy PCs and call on the lesser god Cupid to curse them (1% chance he will)
- 2 They invite a PC back to their place for wine and naughtiness ... but are actually slavers who work for the Pirate Queen
- 3 They are plotting to kill the lady's wealthy husband and run away ... the wife has invited the PCs to her home to hire them
- 4 They part in anger, and must be brought back together lest the kingdom be destroyed ... the lovers are demi-deities and their parting causes all manner of natural catastrophes.

### 14. The Lord and Lady

- 1 The lord or lady trips while walking through crowd and a PC is fingered as the guilty party; it was really a guttersnipe, who sneaks away with a guilty smile
- 2 The lord is a sniveling coward who picks fights with people but uses his 9th level champion to actually fight
- 3 The lady is gruesome; elves and gnomes must pass a save or blurt out something insulting
- 4 The Lord and Lady are fighting, seek adventurers to join their factions and run dangerous errands

### 15. Maypole

- 1 A beautiful dancer attracts the attention of a PC; their betrothed, a 6th level fighter, notices
- 2 As they dancers dance, they are slowly turned into dumb beasts of the forest and scamper away
- 3 Save vs. magic or be compelled to join the dance; the pole and dancers are teleported to Fairyland and enslaved when the dance is over; they are forced to work in the treacle mines
- 4 A druid curses the maypole to turn into a treant and go on a rampage

### 16. Hawkers Hawking

- 1 Hawker passes a trinket that holds a secret message to a PC; the message is sought by the king's men and the local assassins
- 2 Hawker's cakes are infected with ergotism; causes PC to trip out and suffer from a disease
- 3 Hawker passes stolen merchandise to a PC; the sheriff is watching
- 4 Hawker sells trinkets infected with a curse (as *bestow curse*, can only be given away to be rid of them)

### 17. Prize Swine

- 1 Prize swine escapes and charges a PC; owned by the duke, who will not take kindly to the animal being harmed
- 2 Fairy swine, halflings and gnomes must save vs. charm person and ride away on it into the woods

- 3 A magic item sought by the PCs has been dropped in the swine's stall; the item is also sought by thieves working for a wicked enchantress
- 4 Prize swine is really a wereboar who will kidnap someone beloved by a PC in the night and savage them

### 18. Wine Seller

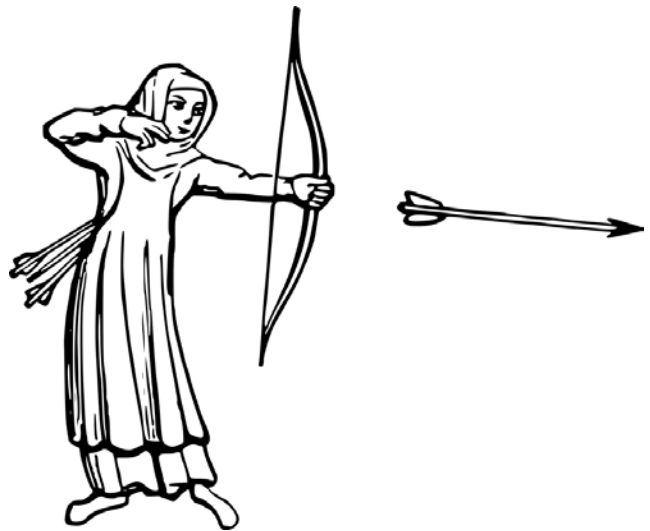
- 1 The wine is drugged, save vs. sleep
- 2 A royal child hidden in a barrel; part of kidnapping plot
- 3 The barrels contain gunpowder; part of assassination plot
- 4 The wine is tainted with werewolf blood; save vs. lycanthropy; 1d20 people already infected; full moon tonight

### 19. Silk Merchant

- 1 The silk catches fire, merchant blames the PCs but he did it himself, as it was stolen and he feared exposure
- 2 The silk is infested with lice
- 3 The silk merchant is a sorceress who weaves wicked charms into the cloth she sells
- 4 A notorious womanizer, he tricks women into going back to the city with him, only to leave them destitute and alone

### 20. Pick Pockets

- 1 Steal something vitally important to PC
- 2 Disease carriers; save vs. disease or be infected
- 3 Plant incriminating evidence on a PC
- 4 If caught, turn out to be son or daughter of the local warlord



## CLASSES

# NOT READY FOR PRIME TIME PC'S

While I was writing the 2nd edition of *Blood & Treasure*, a few ideas I had did not make it into the book. In particular, the following special class abilities were dropped because they were just more than I needed for the classes.

### Random Berserking (Barbarians)

Roll 1d10 and add your barbarian level. You may roll once for the combat, or roll each round, with the effect lasting for that round and then ending.

D10	Effect
1-6	+1 to attack, +2 to damage; +1d6 damage vs. non-humanoids
5-11	+1 to AC, +2 to all saving throws
12-15	Two attacks each round
16-18	+2 to attack, +4 to damage; +2d6 damage vs. non-humanoids
19-20	Immune to fear and spells of 2nd level or lower; +1d6 damage to spell casters
21	Opponents must save or be frightened
22	Continue fighting after reaching 0 hit points; save vs. death at end of combat or die
23	Immune to spells of 5th level or lower; +2d6 damage to spell casters
24	Three attacks each round
25	Roll twice, combine results

All other rules for raging or berserking apply.

### Courtly Love (Paladins)

Before reaching 5th level, a paladin may select a charming man or woman as their object of courtly love. The chosen must have a Charisma score of 13 or higher, and must be a

member of the aristocracy, nobility or royalty. They may be married, but must not be Chaotic.

The paladin holds their chosen up as an ideal and does heroic deeds in their name and for their favor. The paladin may not deny their chosen any request, so long as it does not violate the paladin's alignment and code of conduct, though if the object of courtly love becomes displeased the paladin suffers a -1 penalty to attack and to all saving throws until they are once again happy, even if their request is one the paladin cannot fulfill. The paladin remains true to their courtly love forever. They may not "break up" with them without losing their paladin status.

When the paladin performs a heroic deed for their courtly love, there is a chance in 20 equal to the paladin's level that their love is pleased and grants them a love token (a scarf, a pin, a lock of hair, etc.) While in possession of this love token, the paladin may add their love's Charisma bonus to an attack roll, damage roll or saving throw up to three times.

When the chosen is pleased by their devoted paladin, there is a percentage chance equal to the paladin's Charisma score that the courtly love is overcome by emotion and attempts to seduce the paladin into a true romance. The paladin may not give in to this temptation without breaking her code and losing her paladin status. Unfortunately, to refuse makes the courtly love displeased. A Lawful love does not press the matter, but suffers as per a *geas* if their love is not returned. A Neutral love presses the matter, forcing the paladin to pass a saving throw to resist the temptation. The TK may add the paladin's Wisdom bonus to the saving throw, but must subtract his love's Charisma bonus from the roll as well.

### The Barbarian Edge (Any)

The barbaric edge allows a character to increase their Strength, Dexterity, Constitution or Wisdom bonus to +3, as though they had a score of 18. Each morning, a character with the barbaric edge can decide which ability they will boost.

Note that druids who boost their Wisdom do gain extra spells for having high Wisdom, but clerics do not unless they worship something wild and primordial. One might permit it for a cleric of Thor, for example, but not a cleric of Minerva.

**Example:** Crom the Barbarian wakes up one morning and stretches his iron sinews. He normally has a strength score of 13 (a +1 strength bonus). Today, he'll increase his bonus (but not his actual strength score) to +3. Tomorrow he might be feeling especially cat-like, and improve his +0 dexterity modifier to a +3 dexterity bonus.

## Gaining the Edge

How does one obtain a barbaric edge? By living rough in the wilderness and eschewing the soft pleasures of civilization. This means that the barbaric edge is open to any class, provided they do the following:

1) Always sleep outside in the wilderness. In a pinch, sleeping in an alley or field will do. This means no beds, no pillows, and no more than an animal pelt to protect you from the elements.

2) You can keep 10% of your found treasure to spend on equipment and gear (maybe more if you use a system that requires paying for training to level up), but must give the rest away. Treasure is there to be won, not enjoyed - think of it as catch-and-release. Treasure not kept can be discarded as though it were trash, given to others (who may not spend it on you) with a hearty sniff of contempt, or spent in a tavern on booze and sex (i.e. drinks on the house, and you must drink until you collapse or get in a rip-roaring fight).

3) No fancy clothes or armor; you retain the barbarian edge by wearing no more than leather armor or maybe a chainmail shirt if they are used in the campaign. You cannot wear silks and satin - really just a loincloth and sandals or fur boots will do when you're not fighting.

4) Mistrust for civilization and civilized people. A barbarian can adventure with civilized men and women, but they must be kept at an emotional distance and the barbarian must sneer at and criticize their soft living and decadent morality. This is primarily done through role playing.

5) Your food must come from your own hunting, gathering or fishing rather than from "iron rations" and magic. If this means going hungry, so be it. The barbarian may indulge at a tavern after an adventure, but only once and only in terms of a tavern crawl as in (2) above.

## Losing the Edge

Breaking any of these rules means the barbaric edge is lost. It can only be regained by living by the above rules for a full month of game time (or perhaps for two or three game sessions if that's easier to keep track of). Only after that time spent living wild does the barbarian shake off the decadence of civilization and regain his barbaric edge.

## Eschewing Armor (Any)

This was originally a system I created when I wrote my Asia-inspired Mu-Pan hex crawl a few years ago. I thought about including it in 2nd edition *Blood & Treasure* as a boon to the fighter, but decided it might clash with the duelist class, or at a minimum add too much variation to a class-based system.

In this system, any character that normally wears armor can exchange some of their allowed armor for a bonus combat-related feat (even if feats are not normally used in the game).

The system works as follows:

A character that can normally wear up to plate armors gains one bonus feat by restricting him or herself to leather and mail armors, two feats for restricting him or herself to leather armors, and three feats for restricting him or herself to no armor (not including shields).

A character that can normally wear up to mail armors gains one bonus feat by restricting him or herself to leather armors and two feats for restricting him or herself to no armor (not including shields).

A character that can normally wear up to leather armors gains one bonus feat by restricting him or herself to no armor (not including shields).

The decision to forgo armor availability must be made at 1st level and the decision cannot be reversed later.

The combat feats available to those who eschew armor are as follows: Bull Rush, Cleave, Disarm, Expertise, Grapple, Overrun, Power Attack, Precision, Pugilist, Sunder, Trip, Two-Weapon Defense, Two-Weapon Fighting, Weapon Finesse, Weapon Focus and Weapon Proficiency.

A fighter, for example, might willingly restrict herself to wearing no more than the mail armors in the game in exchange for gaining the Cleave feat. She benefits from less protection in a fight, but is more dangerous on offense.

Another fighter, who wants to go the 1980's bare-chested barbarian route, could forgo all of his allowed armor and instead take the Cleave, Power Attack and Weapon Focus (two-handed sword) feats. Again, he's going to be easier to hit, but he's also going to deal more damage.

## RULES

# DIVINATION FROM A TO Z

---

Divinations in fantasy games are usually a matter of spell-casting – memorize *augury* or *divination*, cast it, done.

Belief in divination, however, was usually the belief not in casting a magic spell, but in interpreting signs that were available to anybody who knew what to look for and how to interpret what they saw. In other words, divination was a skill that was handed down by priests, hedge wizards, wise women and witches.

The following is a guide to a few of the different forms taken by divination in ancient and medieval times, including the equipment these forms required, if any. It is followed by a brief rule for both *Blood & Treasure* and my *Quick and Easy* games to allow you to use divination as a skill rather than as a set of magic spells.

### Divination Systems

**Abacomancy:** Divination by dust; highly useful in dungeons.

**Aeromancy:** Divination by observation of the atmosphere.

*Anemomancy:* Divination by wind.

*Astrapomancy:* Divination by lightning.

*Brontomancy:* Divination by thunder.

*Nephomancy:* Divination by clouds.

**Alveromancy:** Divination by sound; useful for bards.

*Chresmomancy:* Divination by lunatic ravings.

*Clamancy:* Divination by shouts and cries.

*Geloscopy:* Divination by laughter.

*Ologygancy:* Divination by the howling of dogs.

**Animals:** Divination by the observation of animals.

*Ailuromancy:* Divination by cat

*Augury:* Divination by bird formations.

*Batraquomancy:* Divination by frogs.

*Canomancy:* Divination by dogs.

*Hippomancy:* Divination by horses.

*Hyomancy:* Divination by wild hogs.

*Ichthyomancy:* Divination by fish.

*Meilomancy:* Divination by moles (including brain moles).

*Myomancy:* Divination by rodent (including giant rats).

*Myrmomancy:* Divination by ants (including giant ants).

*Ophidiomancy:* Divination by snakes.

*Plastromancy:* Divination by the cracks formed by heat on a turtle's shell.

**Anthropomancy:** Divination by human sacrifice.

*Dririmancy:* Divination by blood and other bodily fluids.

*Hepatoscopy:* Divination by the liver.

*Cephalomancy:* Divination by skulls.

*Oculomancy:* Divination by eyes.

*Odontomancy:* Divination by teeth.

*Osteomancy:* Divination by bones.

*Pilimancy:* Divination by the patterns in human hair.

**Apantomancy:** Divination by random encounters.

**Arachnomancy:** Divination by spiders.

**Arithmancy:** Divination by numerical value of letters.

*Numerology:* Divination by numbers.

**Aruspicina:** Divination by the entrails of a sacrificial animal.

**Astragalomancy:** Divination by the casting of dice.

**Astrology:** Divination by observation of celestial bodies.

**Belomancy:** Divination with arrows.

*Aichmomancy:* Divination with sharp objects.

*Axiomancy:* Divination with axes.

*Nacharomancy:* Divination with swords and knives.

**Bumpology:** Divination by the bumps on the skin.

**Cartomancy:** Divination by cards.

*Taromancy:* Divination by tarot cards.

**Catoptromancy:** Divination by mirror.

**Cephaleonomancy:** Divination by boiling a donkey's head.

**Cheirromancy:** Divination by reading palms. Extra XP can be awarded to jester characters who ask, "Do you want your palm read", and then paint the palm red.

**Cometomancy:** Divination by comet tails.

*Meteormancy:* Divination by meteor.

**Demonomancy:** Divination by demons

*Dracomancy:* Divination by dragons.

*Hagiomancy:* Divination by saints.

**Dendromancy:** Divination by trees, especially oaks

*Kau cim:* Divination by bamboo.

*Phyllomancers:* Divination by leaves.

**Geomancy:** Divination by earth.

*Lithomancy:* Divination by gems.

*Molybdomancy:* Divination by molten metal.

**Hydromancy:** Divination by water.

*Ceromancy:* Divination by dripping wax in water.

*Cryomancy:* Divination with ice.

*Cyclicomancy:* Divination by swirling water in a cup.

*Lecanomancy:* Divination with a basin of water.

**Ichnomancy:** Divination by footprints.

**Idolomancy:** Divination using idols.

**Lychnomancy:** Divination by candles.

**Numismatomancy:** Divination by coins.

**Oenomancy:** Divination by wine.

**Oneiromancy:** Divination by the interpretation of dreams.

**Pyromancy:** Divination by fire.

*Anthracomancy:* Divination with burning coals,

*Capnomancy:* Divination by smoke.

*Carromancy:* Divination by melting wax.

*Knissomancy:* Divination by incense.

*Spodomancy:* Divination with soot.

**Rhodomancy:** Divination by rods, staves and wands.

**Rumpology:** Divination by observing the buttocks.

**Spatilomancy:** Divination by animal excrement.

**Tasseography:** Divination by reading tea leaves.

## The Divination Skill

Characters with the divination skill must specialize in a single form of divination (see above). In order to use their skill, they will need to meet the requirements of their specialty – this will keep the player from over using the skill. If a player wants to learn multiple types of divination, allow it, but force them to divide their skill bonus between them.

The task check or skill roll's difficulty is determined by how far into the future the diviner wants to peer.

Distance into Future	D20 Penalty	Q&E Dice
An hour or less	-3	1D
Up to a day	-6	2D
Two days to a week	-9	3D
Eight days to a month	-12	4D
More than a month	-15	5D

If the diviner is asking a yes/no question, you need not apply an additional penalty. If they are attempting to learn something without specification, apply an additional penalty of -3 in *Blood & Treasure* and *Grit & Vigor* games, or an additional 1 dice penalty in *Quick and Easy* games.

## CLASS

# A MAIDEN'S BEST FRIEND

Illustration by John D. Batten

Are you sick and tired of playing player characters with two legs and opposable thumbs? Hey – who isn't? Well, here's your chance to break away from the boring everyday fighters and magic-users and play something new ... the unicorn!

A maiden's best friend, unicorns are all the craze these days with the kids. We've endured many years now of sneering, leather-clad, spiky-shouldered, ridiculously-large-weapon-wielding wannabe bad asses in dungeons, perhaps it's time for something sparkly.

### Requirements

Wisdom and Charisma 13+, Lawful in alignment

### Weapons Allowed

None

### Armor Allowed

Up to chainmail barding

### Skills

Unicorns add their level to the following task checks:

**Find Secret Door**—By merely passing within 10 feet of a secret or concealed door, a unicorn has a 2 in 6 chance of detecting it. If they are searching, they make a task check modified by their wisdom score to find it.

**Hear Noise**—Unicorns can hear incredibly quiet noises through doors or from far away.

**Move Silently**—Unicorns can walk slowly without making a sound if they are not in metal armor.

**Survival**—Unicorns have the same ability to survive in the wilderness as a ranger.

**Note on Climbing:** Unicorns, having the legs of goats, are actually quite capable climbers, so long as they have even the smallest ledge (or its equivalent) on which to rest their hooves. For sheer surfaces, unicorns are going to need some help involving ropes and people to pull them.

### Special Abilities

Unicorns are medium-sized creatures with the bodies of goats, heads of horses, snowy-white hair and pearlescent horns growing from their foreheads. They are capable of speaking both Common and Sylvan.

Unicorns can make one attack each round, either with their alicorn for 1d8 damage, or with their two hooves (as though attacking with two weapons) for 1d4 damage each.

Unicorns are naturally immune to poison. They have double the normal jump distance based on their strength.

A **2nd level unicorn's** alicorn strikes as a +1 weapon. This innate magical bonus improves to +2 at 4th level, and +3 at 8th level.

A **3rd level unicorn** becomes immune to charm and compulsion-type spells, unless they are cast by a Lawful female spellcaster.



A **4th level unicorn** gains the innate ability to cast spells with its alicorn. Spells that require a touch require the unicorn to touch the subject with its horn. The unicorn need not speak to cast these spells, nor otherwise move.

A **5th level unicorn** can undertake a quest, guided by a divine vision, to find and gain the service of a chaste, lawful (good) female elven companion. This companion is either a cleric, fighter, magic-user or paladin (roll 1d4) who begins as a 1st level character, but advances one level each time the unicorn advances one level. If the unicorn's companion dies, it must atone (per the atonement spell) and then wait until gaining another level of unicorn to undertake the quest again.

A **10th level unicorn** can choose a woodland clearing to serve as its lair. A 12 mile radius circle around the clearing must be cleared of all evil influences before the unicorn can consecrate the clearing. Once consecrated, the unicorn attracts 1d10 creatures to act as guardians of the clearing and allies in its fight for law and good. Roll on the following table to determine these companions.

d10	Follower
1	Aasimar
2	Black bears (1d2)
3	Brownies (1d4)
4	Brown bear
5	Druid (2nd level; either human, elf or gnome)
6	Dryad
7	Giant eagle
8	Pixies (1d4)
9	Unicorn
10	Wolves (1d4)

## Unicorn Spell List

### First Level Unicorn Spells

Bless	Calm animals
Charm Person	Cure Light Wounds
Detect Evil	Detect Poison
Freedom of Movement	Light
Obscuring Mist	Remove Fear
Sanctuary	Shield of Faith
Slow Poison	Virtue

### Second Level Unicorn Spells

Aid	Animal Messenger
Cure Moderate Wounds	Dimension Door
Lesser Restoration	Neutralize Poison
Protection from Evil II	Remove Paralysis
Shield Other	

### Third Level Unicorn Spells

Charm Monster	Cure Serious Wounds
Prayer	Protection from Energy
Remove Curse	Searing Light
Teleport	

### Fourth Level Unicorn Spells

Air Walk	Cure Critical Wounds
Divine Power	Restoration
Smite	Teleport without Error

## Unicorn Class Advancement

LVL	XP	HD	ATK	SV	Spells per Day			
					1	2	3	4
1	0	1d6	+0	16	-	-	-	-
2	1,600	2d6	+1	15	-	-	-	-
3	3,200	3d6	+1	15	-	-	-	-
4	6,400	4d6	+2	14	1	-	-	-
5	12,800	5d6	+3	14	1	-	-	-
6	25,600	6d6	+3	13	1	-	-	-
7	51,200	7d6	+4	13	1	-	-	-
8	100,000	8d6	+5	13	1	1	-	-
9	200,000	9d6	+5	12	1	1	-	-
10	300,000	10d6	+6	12	1	1	1	-
11	400,000	+2	+7	11	1	1	1	-
12	500,000	+2	+7	11	2	1	1	-
13	600,000	+2	+8	10	2	2	1	1
14	700,000	+2	+9	10	2	2	2	1
15	800,000	+2	+9	10	2	2	2	1
16	900,000	+2	+10	9	3	2	2	1
17	1,000,000	+2	+11	9	3	3	3	2
18	1,100,000	+2	+11	8	3	3	3	3
19	1,200,000	+2	+12	8	3	3	3	3
20	1,300,000	+2	+13	7	4	3	3	3

# MAGIC

# HEAVY METAL FANTASY

By Sándor Gebei  
Illustration by Jeshields

It is believed that the world has always existed and was never changing, for nothing could ever exist without Law and Order. Angels of the World Above served the incredible power that is the Operator and watched over mankind, inhabitants of the World Below, with ever vigilant eyes. None would have suspected that it be one among them who would betray the very foundation of the known universe.

Ledsabbath, an angel of the highest rank, found the never changing notes of the divine choir boring and the mortal crowds' uniformity pathetic; he wanted something that was never conceived before, something new.

He knew that the lesser minds would be far easier to tempt, so he stole the divine spark, planted it into a musical instrument of his own design, and traversed the Void between the World Above and the World Below on Black Zeppelin, a legendary vehicle.

Upon arriving, Ledsabbath sounded the instrument, now known as the Ultima Guitar, and lo: the chaotic powers let loose, like a virus, infecting and essentially freeing the minds of mortals as they heard the pure awesomeness that is metal music. Mankind was no longer under control whatsoever.

The Operator and His angels tried to save their lost children, but their attempt so far have been unfruitful. For his grave sin, Ledsabbath was cast into a pocket dimension and chained to a rock on an impossibly high mountain top, where a thirteen-strong angelic choir shall sing painfully monotonous melodies to him - forever.

Since that, the World Below has never been and shall never be the same again. Metal music has torn the very fabric of reality, springing forth mystic creatures and horrible abominations into existence.

## Guitars

Guitars are instruments of creation, but this power is nothing compared to that of the Operator. In fact, it is pure Chaos that operates these devices and makes their loud, distorted sounds possible.

### Random Guitars

When random treasure generation results in the placement of a magical sword, there is 4-in-6 chance that it is a magic guitar, instead. To determine, what type of guitar it is, roll 1d20 and consult the table below.

D20	Bonus	Powers	Save	Value
1-5	+1	0	16	1,000 gp
6-9	+1	1 (d10)	14	1,500 gp
10-12	+1	2 (d10)	12	2,000 gp
13-15	+2	2 (d20)	10	3,000 - 4,000 gp
16-18	+2	3 (d20)	8	3,500 - 5,000 gp
19-20	+3	3 (d30)	6	4,500 - 7,500 gp

**Bonus:** You may add your guitar's bonus to checks made during guitar battles and to attack rolls when wielding it as a (magical) two-handed weapon. It also determines the maximum number of dice allowed to activate powers.



**Powers:** Generate that many random powers on the table below rolling the die type given in parentheses.

**Save:** Use this value when an item saving throw is required, for instance when the guitarist is hit by a fireball, you may use these figures. A failure indicates the destruction of the guitar, and the powerful energies set free deal 3d6 magic damage to every creature within 20' per guitar bonus.

**Value:** The (very theoretical) market price of a guitar is 1,000 gp per bonus plus 500 gp per power level per power.

## Guitar Powers

When you attempt to use a guitar's power, you may roll up to a maximum of [1 + guitar bonus] number of six-sided dice to beat a target number set by the power's level: 7 for first level, 10 for second level, and 13 for third level powers.

Regardless of success or failure, such actions take a whole combat round. Since guitars are vessels of chaotic energies, there may be unexpected consequences of tempering with such devices of Chaos: Doubles and triples trigger distortions and overdrives, respectively.

Some of the powers require playing the guitar for more than one round. During this time, the guitarist may not attack, cast spells, or activate another power without terminating the power currently used. He may, however, move at a movement rate of 3.

D30	Random Power
1	Battlesong (Level 1) provides +4 bonus to attack and to morale to fellow party members for a single round, or a +2 bonus for as long as the guitarist continues playing
2	Berserker (Level 1) allows all fellow party members one additional attack per round and a -2 penalty to their Armor Class and saving throws as long as the guitarist plays
3	Countersong (Level 1) counters the effects of a sound-based spell; the target number for successfully using this power is increased by the level of the targeted spell or power
4	Flametongue (Level 1) deals 2d6 fire damage to a single target within 60' (save for half damage)
5	Flashbang (Level 1) creates a dazzling flash and an ear-splitting bang that blinds and deafens everyone within 30' for 2d3 rounds
6	Inspiration (Level 1) provides +4 (or +20% on d100 or +1 on d6) to a fellow party member on a single non-combat activity
7	Power Slide (Level 1) causes one or more creatures to become friendlier to the guitarist; the target number for successfully manifesting this power is half the intelligence score of the targeted creature

8	Reveal Invisibility (Level 1) reveals invisible creatures and objects in a 60' radius
9	Sonic Wrecking (Level 1) immediately shatters glass objects within 60' and destroys a non-magical object of choice within the same range
10	Terrify (Level 1) forces one or more creatures with no more HD than the guitarist to make an immediate morale check
11	Blazing Glory (Level 2) deals 2d6 fire damage to every creature within 30' of the guitarist; they are also blinded for one round unless they make a successful saving throw
12	Confusion (Level 2) renders 3d6 + guitar bonus HD worth of creatures unable to control their actions for 2d6 rounds; each round, their actions are determined randomly: 1) stand idly; 2) walk away; 3) sit down and eat or chew something; 4) recite poetry; 5) attack the nearest creature; 6) attack the nearest enemy
13	Chain Lightning (Level 2) deals 3d6 lightning damage to a target no farther than 60', then 2d6 to a second and 1d6 to a third target; secondary and tertiary targets must be within 20' of the primary target (save for half)
14	Mend Wounds (Level 2) restores 1d6 hit points to one subject within 30'
15	Mighty Leap (Level 2) allows the guitarist to leap up to 20' and either attack a single target or strike the ground with her guitar; if a single target is attacked, they suffer double normal guitar damage + 1d6 lightning damage; if the ground is struck, all within 30' must roll 1d20 under their strength score or be knocked prone
16	Power Scream (Level 2) deals 2d6 sonic damage to every creature within 30' of the guitarist; they are also stunned for one round unless they make a successful saving throw
17	Protection from Malignity (Level 2) prevents supernatural creatures of any kind from contacting the guitarist as long as he continues playing and for 1d3 rounds thereafter
18	Solo (Level 2) as long as the guitarist continues playing, no spell may be cast within 60' of him
19	Stairway to Heaven (Level 2) creates a phantasm tricking the minds of observers, considered real for all senses and purposes as long as the guitarist continues playing (suspicious creatures are allowed a saving throw to disbelieve and effectively erase the phantasm)
20	Wail of the Demon (Level 2) causes all within 60' to suffer from fatigue and be <i>slowed</i> (as the spell) for 1d6 rounds
21	Children of the Grave (Level 3) animates up to as many HD worth of undead as the guitarist's level and puts them under the guitarist's control; this power allows the animation of skeletons (½ HD), zombies (1 HD), and ghouls (2 HD) only
22	Hero's Return (Level 3) allows the guitarist, after playing uninterrupted for three rounds, to bring one Lawful party member who died up to 6 turns ago back to life. The character restored to life has maximum HP, gets +2 on to-hit rolls and saving throws, and is able to cause damage to any Chaotic creature (even incorporeal ones); if the hero

- returned is still alive at the next dawn or dusk (whichever comes first), he with all of his equipment turns to dust, only to be blown away by the wind in an emotionally touchy way
- 23 Master of Puppets (Level 3) grants the guitarist control over a single target having no more HD than he has (a successful saving throw negates the effect); the power lasts 2d6 turns, and the victim counts toward the limit of maximum retainers imposed by the guitarist's Charisma score
- 24 Revivification (Level 3) revives a creature dead for no longer than three days (requiring one round of uninterrupted play for each day); the creature is restored to half its maximum hit points and is no longer under the effects of any previously contacted disease or poison
- 25 Stormbringer (Level 3) instantly slays a mortal being; if they pass a saving throw it instead reduces their hit points by half
- 26 Too Young to Fall in Love (Level 3): unless the target makes a successful saving throw, he instantly ages backwards until becoming his 13-year-old self (or equivalent in case of creatures with different life spans)
- 27 Wail of the Banshee (Level 3) forces all creatures within 15' to make a saving throw or suffer 1 point of level damage; for each point of level damage inflicted, the guitarist gains a +1 bonus to her next attack or guitar power check
- 28 Wall of Fire (Level 3) conjures a blazing curtain of standing fire that is 5' thick and up to 60' long and 20' high for as long as the guitarist continues playing; it is impenetrable for creatures of fewer than 4 HD, and even those with 4 or more HD suffer 2d6 fire damage for passing through
- 29 Wall of Ice (Level 3) conjures a steaming cold bulkhead of hard pack ice 5' thick and up to 60' long and 20' high for as long as the guitarist continues playing; it is impenetrable to creatures with fewer than 4 HD, and even larger creatures have 2-in-6 chance of breaking through, suffering 1d6 cold damage per attempt
- 30 We Will Rock You (Level 3) inflicts, if the guitarist plays uninterrupted for three consecutive rounds, inflicts 1d6 points of sonic damage to all within 30' in round one, 1d6 lightning damage to all within 60' in the round two and 3d6 magical damage to all within 90' in round three

### Distortion Effects

When doubles are rolled on a power check, the guitar creates a distortion. Roll d20 on the table below to determine the exact distortion effect.

D20	Distortion
1	Your body freezes in the position you are currently in; you are effectively paralyzed for 1d6 rounds.
2	Your vision becomes blurry and you become dazed; your attack rolls are penalized by -4 for 1d6 rounds.
3	You are lifted 10' up into the air and continue elevating at this rate as long as you keep playing. When you stop, you fall and take damage accordingly.

- 4 The chaotic energies burn your skin; you take 1d6 fire damage immediately plus the same amount in the next 1d4 combat rounds.
- 5 You lose your voice for 2d4 rounds, rendering sound-based spellcasting and activating guitar powers impossible.
- 6 You become confused for 1d6 rounds (as per the guitar power Confusion).
- 7 You puke horribly for 1d6 rounds; determine the actual vomit randomly: 1) acid (may be used as a missile attack with 15' range dealing 1d6 acid damage); 2) maggots; 3) tiny rats; 4) human fingers; 5) lunch; 6) colorful ribbons; 7) organs (hopefully not yours); 8) guitar picks
- 8 The guitar's sound comes out extremely loudly; there is double the normal chance of a random encounter occurring.
- 9 Your skin becomes bright blue if Lawful, bright red if Chaotic or bright yellow if Neutral; this lasts 1d6 days
- 10 Your voice becomes loud and distorted for the next 1d3 turns, increasing the chance of a random encounter by 1 in 6 if you speak.
- 11 You immediately lose all the hair on your body, and every finger- and toenail you have falls off. They will grow back in the normal course of time.
- 12 Metal objects you have become magnetized until the next sunset or sunrise (whichever comes sooner).
- 13 Everything you say until the next sunset or sunrise (whichever comes first) is unintelligible to others. On the other hand, you gain +1 bonus on activating guitar powers.
- 14 Your appearance and one random nearby creature's swaps for 1d6 turns. Physical qualities are also exchanged (possibly affecting natural attacks, muscles, speed, and size), but not supernatural ones (i.e. you would not get a medusa's petrifying glance or a hag's spellcasting ability).
- 15 You lose control over the power; you need to randomly determine a new target in place of the original. If the effects can be sustained by continued playing, you are required to do so for 1d6 rounds.
- 16 Add the effects of a randomly determined power (d30) to the one's you just activated.
- 17 Your tongue becomes twice as long as normal; displaying it causes revulsion in the Lawful and Neutral, and increases the morale of the Chaotic by +1
- 18 Double the numeral effectiveness of the power that has been activated, including damage, bonuses, penalties, duration, range, etc.
- 19 Until the next sunset or sunrise (whichever comes first), you are damaged by healing effects and healed by damaging effects, including spells, guitar powers, and special abilities.
- 20 You manifest an entirely different power than you intended; roll 1d30 to determine which one. The target, if there is one, remains the same.

## Overdrive Effects

When triples are rolled during a power check, the guitar produces an overdrive effect. Roll d20 on the table below to determine the exact effect.

D20	Overdrive Effect
1	You grow a pair of wings on your back, allowing you to fly at a rate of 40' per round. Roll to determine their look: 1) white feathered wings; 2) bat wings; 3) black feathered wings; 4) insect wings; 5) dragon wings; 6) ethereal rainbow wings
2	The patterns you are made up of are imbalanced; two randomly determined ability scores switch scores.
3	The power having been activated becomes its own entity. It has HD equal to twice its level, AC equal to 10 + HD, and damage as many d6 as its level. Other properties may be added as the Referee deems appropriate based on the power's original effects.
4	You develop some mark of the devil: 1) horns; 2) hooves; 3) forked tongue; 4) reddish skin; 5) sulfurous smell; 6) third nipple
5	Your hair grows to an incredible length, making it hard to see and hear (surprised on 1-3 on 1d6); small creatures must reduce their speed by 10' per round to avoid tripping
6	You develop a taste for blood, and must drink it once per day or suffer fatigue
7	A strange storm appears from nowhere; roll to determine what it actually rains: 1) frogs; 2) blood; 3) chunks of ice; 4) fire; 5) cats and dogs; 6) men
8	You grow to twice your normal size, increasing your strength score by +4 and constitution score by +2, but reducing your dexterity and intelligence scores by 2 each
9	When you swig alcohol of any kind, you can breathe fire in a 20' cone that deals 3d6 points of fire damage
10	You grow 1d4 squishy tentacles on randomly determined body parts. This decreases your Charisma score by 2 points.
11	You can <i>stomp</i> (as the spell) or slam your guitar into the ground to cause an <i>earthquake</i> (as the spell); slamming your guitar requires it to make a saving throw or be destroyed
12	Your eyes become hypnotic (as a vampire) for 1 week
13	You are surrounded by a crimson aura that gives Chaotic creatures a +2 bonus to attack and save, and imposes a -2 penalty to attack and save to Lawful creatures
14	A random creature type becomes frightened (no save) at the sound of your guitar: 1) aberration; 2) animal; 3) construct; 4) dragon; 5) fey; 6) giant; 7) monster; 8) ooze; 9) outsider; 10) undead
15	You lose one randomly determined limb. Roll to determine what happens after it falls off: 1-2) rots away in seconds; 3-4) reattaches itself to a random creature within 15' of you; 5-6) animates and attacks (HD 1+1, AC 11, ATK 1 slam (1d4); MV 15'; SA—Immune to fear

- 16 Your skin becomes as crystal, giving you resistance to acid but making you vulnerable to sonic damage; you glow with hellfire from within
- 17 You grow a bestial maw that gives you a free bite attack each round for 1d4 points of damage
- 18 You exude a miasma of Type II poison in a 10' radius
- 19 You gain the stench and paralyzing touch of a ghoul, as well as its unwholesome eating habits
- 20 Roll on the Distortion Effects table; the side effect becomes permanently associated with this power if activated by you playing this guitar.

## Guitar Battles

In this strange land, dueling takes an entirely different form that not only does require skill, endurance, courage, but musical affinity, as well. Heroes, leaders, and demon lords all agree that a guitar battle is the noblest form of competition. Outplaying a well-known guitarist is one of the greatest deeds a man can achieve.

When two guitarists face each other, they take turns soloing, escalating the tempo and the complexity of techniques until one of them cannot keep up. Each turn, both guitarists roll 1d20 + HD + Charisma modifier + guitar bonus, trying to beat an increasing target number and the opponent, as well.

The target number starts at 5 and increases in increments of 5 each round. The guitarist who rolls lower than their opponent takes 1 HD worth of elemental damage: 1-2) fire, 3-4) lightning, 5-6) sonic. Not beating the target number creates a random distortion effect for the first time, a random overdrive effect the second time, and destroys the magical guitar the third time. A guitarist is free to surrender and avoid such calamities at any point of the battle. If a guitar of higher bonus is destroyed, the surviving guitar's bonus increases by 1 and gains a power determined randomly.

Winning a guitar battle in itself brings great prestige (and experience points equal to defeating the enemy guitarist in mortal combat), and it's not unheard of to wager one's instrument, servitude, or other such things of great importance. Devil lords are especially easy to tempt into guitar battles.

# THE NINE DEATHS OF LAVENDER MCCOY

---

The 1920's was known for many female criminals, from Ma Barker to Bonnie Parker, but New Yorkers might remember the tale of the infamous Lavender McCoy. A chorus girl-turned-silent movie star-turned-gun moll for gangster Marco "The Mustache" Zaccardi, Lavender's life and death occupied the readers of New York's daily rags for several weeks in the late 1920's.

It seems that after relieving a bank of almost \$100,000, Marco was nabbed by the police. The money was never found, and most believed that Lavender had it stashed in her posh country house, though the police never could find it, and the gun moll had an air-tight alibi for the day of the robbery.

Marco and Lavender corresponded while he was in prison, though gradually his letters began to outnumber hers, until she stopped writing entirely. In time, Marco was released from prison and never heard from again, while Lavender, it is said, closed up her country house and sailed for Europe in 1929 on the S.S. *Hellespont*.

Unfortunately, the ship went down in the North Atlantic with a complete loss of crew and passengers. Not long afterward, Lavender's house was seized by the county for failure to pay taxes, and they started trying to sell it. That was when the reports of hauntings began. The house, now considered one of the most haunted in the country, has sat empty for more than a decade.

## The Real Story

After his release, Marco went to see Lavender. Her maid, Mary, let him in as Lavender was descending the stairs. She was frightened and angry, and told him to take the money and leave her alone. He pled for her to just listen to him, that he wanted her and not the money, and followed her into the

conservatory where his temper got the best of him. He chased her into the billiard room and killed her with his knife.

After killing Lavender, Marco dragged her body into the garden and behind the bushes. He then went back into the house to find the maid, Mary, locating her in the cellar. She is frightened, but he consoles her and comes up with a plan.

Marco offers Mary a deal. He'll send her to Europe with \$500 (a debt he collected once he was out of the joint). All Mary needs to do is dress as her mistress to pass herself off as Lavender and never come back to America. She agrees, tossing her apron on the floor. Marco hides his knife in the coal bin and picks up the shovel.

While Mary packs a case and dresses in her mistress' clothes, Marco goes outside and buries the body in the garden behind some bushes. They both leave in Lavender's car. Mary boarded the S.S. *Hellespont* and Marco went into hiding, assuming a false name and working odd jobs until he felt it was safe to look for the stolen loot.

## The Set-Up

In the mid-1940's, the adventurers are approached by an elderly man with a Brooklyn accent and a voice like a Bronx cheer. The man calls himself Mark Smith, which happens to also be the name of the detective that was hot on the trail of Marco and his moll back in the 1920's.

Sickly and shaky, Mark reveals to the fortune hunters that he believes he knows the whereabouts of a fabulous treasure, but needs their help to retrieve it. He can provide the general location, but they'll have to actually find the money. He'll pay \$1,000 up front and a 15% finder's fee when the money is found. He'll also warn them that the house is haunted!

The old man is Marco Zaccardi, of course. He will follow the adventurers (about 15 minutes behind) and shadow them as they explore the house, keeping out of sight. When they find the money, he plans to kill them and take it.

## The Adventure

The adventure takes place in a haunted mansion far out in the country, obscured by tangled trees and approachable by a narrow dirt road.

The adventure contains supernatural elements, so the player characters should be prepared for such a challenge. They should probably have at least one magic user among them, and they should probably be equipped with silver bullets and holy water before they go busting in on the spirit world.

The adventure takes the form of eight challenges involving the undead spirit of Lavender McCoy, as she guides them through her last resting place in a bid to uncover her murder. These challenges might involve combat or just peaceful interaction, and each provides a clue to the next place they must go. Of course, the adventurers can explore any way they like, but encountering things out of order might make the adventure more difficult to complete successfully.

## The House

The home of Lavender McCoy is constructed of brick, with a slate roof. It consists of four levels – a cellar, ground floor, second floor and attic. The grounds around the house were once quite nice, but are now overgrown. There is a large pond of mucky water that is now home to a variety of frogs and an old wooden gazebo with a leaky roof. The gardens and lawns are now badly overgrown, but they extend about 300 feet around the house. Beyond the gardens there is forest.

The house is set about half-a-mile back from a main road, through a gate of brick and iron. The gravel road that leads back to the house is in bad repair – rough and uneven and for most of it is flanked by tall trees.

## Encounter Areas

These areas are written out in the order in which they are best tackled, but of course players may encounter them in a different order.

### 1) THE FOYER

The foyer is dark and very dusty. The floor is tile (white and black), the walls dingy grey and thick with cob-webs. To the right there is a half-moon table, atop which is a vase of dried flowers and a tarnished police badge. To the left coat hooks with a single dusty, moth-eaten overcoat hanging there. Ahead of you there are stairs curving up to the second floor. To the right, the foyer opens into a conservatory and to the left a sitting room.

When the adventurers create some light, they see a faintly luminescent woman walking down the stairs. She is slender and lovely, with a bobbed haircut. She wears a silk robe in the Chinese-style and looks frightened. As she descends, her fright becomes anger. She fires a volley of questions, giving little time to answer one before launching the next.

“Did Mary let you in? Why are you here Marco? Why did you come back? Is it the money? You can have the money, I don’t care. Just leave me alone!”

The badge on the table belonged to Detective Mayfair, and was left there on his last visit, when he slammed it on the table and then ran upstairs to pledge his love to Lavender. He would promise to leave the force if only she would promise to run away with him, but she refused. He didn’t pick the badge back up when he left. The coat on the rack belonged to Marco.

The ghost (or haunt, actually) was Lavender McCoy. It wants soothing – pleasing words, flattery. If it gets it, it will laugh and lead the adventurers into the conservatory [2].

If the adventurers are not soothing, it begins throwing things with its mind – the vase in the foyer, but also vases and boxes and such from the sitting room and conservatory. It will charge at people, screaming and moving through them. If the ghost is defeated, the adventurers will have to guess what should be their next move.

☠ Lavender’s Haunt (Medium Undead): HD 5 AC 14 [silver] ATK Corrupting touch (1d6) MV Fly 45’/450’ F13 R13 W11 AL CE XP 500/6 SP—Incorporeal, natural invisibility, possess sentient creature by merging with it (Will save negates).

The stairs up the second floor are guarded by a black hound.

☠ Black Hound (Medium Outsider): HD 3 AC 19 [silver] ATK Bite (1d8 + trip) MV 50’/550’ F12 R12 W13 AL CE XP 300/4 SP—Howl (All within 300’ must pass Will save or flee for 2d4 rounds).

## 2) THE CONSERVATORY

This is a music room, though it really only contains a piano as well as two sofas, three plush chairs and a coffee table stacked with magazines from the late 1920’s. The furniture is dusty and moth-eaten. The floor is wood and covered by a beautiful Persian rug. The French doors are behind heavy curtains, and look out onto the overgrown garden.

If the adventurers follow Lavender’s ghost into the room, she will walk to the piano and sit down. Otherwise, the ghost will appear when the adventurers enter, again at the piano. She begins playing an old tune “Five Foot Two, Eyes of Blue” and laughing. She’ll play through the tune once, and will be unresponsive to questions, and then turn to look at one of the adventurers with eyes aghast. She’ll scream, and then run into the adjacent billiard room.

Note that once adventurers enter this room, rain will begin falling softly outside. A minute later, the wind will whip up and the rain will fall harder. Ten minutes after that, it begins to thunder and lightning. This storm will last for two hours.

### 3) THE BILLIARD ROOM

Opening the heavy oak doors into this room, you are greeted with a scene of horror. A bloody body lies on the billiard table face down with a switchblade sticking from her back. The body belongs to Lavender McCoy, and the table is soaked with her blood. As they look on this scene, the French doors are thrown open – one might think from the wind, though the doors fly outward, not inward. At this, the body rises from the table, bloody and horrible, and moves aggressively towards the nearest adventurer.

The body is an apparition. If it is defeated, it disappears, as does the blood on the table. In one of the pockets, there is an old brass key, small enough to fit in the palm, wrapped up in a pink scarf. The scarf is stained with real blood, turned brown due to its age.

Adventurers looking outside might see people moving around in the bushes, about 50 feet away, in the dim moonlight, or in a flash of lightning if the storm has advanced that far.

☠ Apparition (Medium Undead): HD 2 AC 12 [silver] ATK Corrupting touch (1d6) MV Fly 40'/400' F15 R15 W12 AL CE XP 200/3 SP—Sight of apparition deals 1d4 temporary strength, dexterity and constitution damage (Fort save negates).

### 4) THE GARDENS

The gardens are overgrown and tangled, and in the dim light there is not much to see. In the distance there are large bushes, and there appears to be movement in the bushes. Beyond them is a broad lawn, and then woods.

The bodies moving around are ghouls, and they are huddled around a shallow grave. They will be happy to attack fresh meat if it makes the mistake of approaching too close.

☠ Ghouls (Medium Undead): HD 2 AC 14 ATK 2 claws (1d3) and bite (1d6 + disease) MV 45'/220' F15 R15 W12 AL CE XP 200/3.

The grave has been dug up long ago, but still holds a few of Lavender's bones, as well as scraps of her silk dressing gown and pajamas, as well as her shoes. Nearby, partially obscured by weeds, is an old shovel. The shovel is not a garden spade, but a coal shovel, the kind one would use to shovel coal into a furnace. Around the back of the house, one can find exterior doors that lead down into the cellar. The kitchen also holds a door that leads to stairs down to the cellar.

From the grave, one can see a garden shed about 50 feet away. Inside, there is a hole leading into the narrow tunnels of the ghouls. The tunnels hold three more ghouls, and lead

both to a graveyard about a mile away to the north, and to the banks of a stream about half-a-mile away to the west.

### 5. THE CELLAR

The cellar is damp and smells of mildew and rot. One corner is taken up by a large furnace, the door of which is slightly open. Near the furnace is a coal bin loaded with coal, some of it having spilled onto the cellar floor. An apron, as would be worn by a maid, lies next to this spilled coal. Across the room, a warped door leads into a well-stocked wine cellar. The main cellar contains numerous crates and boxes containing all manner of odds and ends.

Characters poking around the coal bin will be surprised to hear a fire spring to life in the furnace. The furnace gives off an eerie white glow, which grows brighter as the furnace grows hotter. As this happens, the doors into the cellar slam closed. The doors are almost impossible to open by prying or bashing, requiring a Strength task check at a -5 on the dice roll. They can be chopped down if somebody has an axe, or perhaps opened via supernatural means, though this requires the magician to roll 1d20 + his or her level and get a '25' or higher on the roll.

The dumbwaiter can be used to escape, though only one person can fit at a time (and only if they are not quite fat) and the trip takes 1 round to go up to the kitchen and another to send it back down.

One can hide in the wine cellar if they can get the door open, and this protects them for one minute, after which they begin suffering 1 point of fire damage per round.

In the meantime, the blazing furnace deals 1d4 points of fire damage to everyone in the main cellar each round.

Marco's switchblade knife is hidden in the coal bin. It takes 1d6+1 rounds of digging to find it. If the knife is found and people realize who it belonged to (a small M.Z. is carved on the handle), the furnace suddenly goes cold and the doors can be opened without difficulty.

### 6. THE KITCHEN

The kitchen is a disaster area. There are the usual counters, two ovens, an icebox (containing the remnants of food, now moldy beyond recognition), pots, pans, glasses, utensils, etc. The ceiling is bowed and wet, and drips water onto the tile floor below. The walls are covered in a slimy sheen. A dumb waiter provides access to the cellar and master bedroom.

After one minute in the kitchen, three poltergeists form, appearing as blurry spheres that float in the room and give off

an uncomfortable chill. They begin throwing knives, pots, pans and the like at the intruders.

☠ Poltergeists (Medium Undead): HD 1 AC 11 [silver] ATK Slam (1d6) MV Fly 45'/450' F15 R15 W13 AL N XP 100/2 SP—Incorporeal, natural invisibility, rejuvenate 2d4 days later.

## 7. THE MASTER BEDROOM

The master bedroom reeks of mildew and a heavy perfume (Chanel No. 5). The floor is wet and the carpets moldy and it bows in the center. The wallpaper on the walls is peeling. The door into the bathroom is ajar, and one will hear water running in the bathroom and flowing under the door. One might also hear weeping coming from the bathroom.

The room contains a large bed, a wardrobe (filled with mildewed clothes from the 1920's), bed stands, a chest of drawers, a vanity (with silver hairbrush set) and a large cedar chest at the foot of the bed.

On the wall the master bedroom shares with the guest bedroom there is a fireplace.

If adventurers open the door into the bathroom, read them this description:

The door creaks open to reveal a well-appointed room with a Turkish motif. The floor is tile and covered in water that spills onto it from a claw-foot tub. A haggard, ghostly woman is hunched over the tub, washing out a dress. She wears what looks like a black dress with white frill – like something a maid would wear. Her clothes are soaked and her flesh looks water-logged. She turns to face you, her face contorted and hateful, and begins to wail!

The banshee, the tormented spirit of Mary, Lavender's maid, fights whoever enters the bathroom, and follows them as far as the master bedroom, but not into the hall.

The cedar chest in the bedroom is locked, but can be opened with the small key that was left in the billiard room. The chest holds quilts, some costume jewelry, the cover of a book on architecture, and an old scrapbook. The scrapbook holds old newspaper clippings about Lavender's career, Marco's criminal past, a detective by the name of Mark Smith who investigated them. These cover the bank job and Marco's trial, with old photos that people might link to the man who hired the adventurers to enter the house (percentage chance equal to their Wisdom score). In the back of the book there is a bundle of love notes written to Lavender by M. S.

An old police revolver lies under the bed with a single bullet in the cylinder. It was dropped there by the aforementioned detective when he made a last attempt to win Lavender's heart. The gun was kicked under the bed.

☠ Banshee (Medium Undead): HD 3 AC 12 [silver] ATK Corrupting touch (1d6) MV 45'/220' (Fly 45'/450') F14 R14 W12 AL CE XP 300/4 SP—Incorporeal, natural invisibility.

## 8. THE LIBRARY

This small library has wood-paneled walls, a reading desk, two comfortable chairs (now damp and grimy) and shelves lined with moldy, old books.

This library holds the book on architecture whose cover can be found in the cedar chest located in the master bedroom [7]. The book contains floor plans and photos of many large, beautiful homes, including of the very home they are now in. This photo set has a picture of the fireplace in the guest bedroom, with arrows pointing to three points on the paneling above the fireplace.

The library also holds a revolving bookcase that permits access into the Sun Room [13]. Anyone searching for a book is likely to trip the bookcase (5 in 6 chance).

## 9. THE GUEST ROOM

This is a guest bedroom, smaller than the master bedroom but similarly appointed. It contains a bed, chest of drawers and wardrobe, as well as a fireplace.

The paneling over the fireplace contains decorative features. Hidden among them are three buttons which, if depressed, cause the fireplace to swing open, revealing a secret room. The location of the buttons is revealed in the architecture book in the library.

Inside this room, which contains a lever behind a secret sliding panel that allows one inside the room to open the door, there is a safe. The room is very cold, and one who enters it will here whistling in their ears – the song "Five Foot Two, Eyes of Blue", which Lavender's ghost played on the piano in the conservatory earlier. This song is the clue to the combination of the safe – 5 right - 2 left - 2 right.

The safe holds a sack of the \$10,000 stolen in the bank job all those years ago, as well as Marco's love notes to Lavender. The later notes reveal how desperate he became near the end, including his promises of revenge.

While adventurers are dealing with this, Marco will have followed them here. He will reveal himself after they have

retrieved the money. He is armed with a hand gun, and will demand the money and will force people into the secret room and close the door. The room is airtight, and people will suffocate to death if they do not find the secret panel that allows them to open it from inside.

Fortunately, Lavender’s ghost is not through yet! As Marco orders people into the room, her ghost will appear before him for just a moment, breaking his concentration. This permits the adventurers a chance to roll initiative and engage Marco.

☠ Marco Zaccardi: NE Rogue, LVL 7, HP 27, AC 12, ATK Fists +5 (1d2+1) or Revolver +6 (1d6), MV 40’, F12 R8 W13, Str 14 Int 8 Wis 7 Dex 16 Con 15 Cha 15 XP 700/8 SK—Appraise Value, Cant, Don Disguise, Drive Car, Gamble, Hide in Shadows, Open Lock, Sleight of Hand; KN—Bend Bars, Communicate; SP—Backstab for +2d6 damage, note concealed items (1 in 6).

**10. THE SITTING ROOM**

The sitting room holds no supernatural presences or activity. There are two long sofas here and three chairs. One wall holds a radio and phonograph. A book shelf holds mostly knickknacks and a few old books.

**11. THE BALLROOM**

This grand room features a parquet floor and a bandstand in front of the windows. One can hear faint humming when they enter this room, but nothing else.

**12. THE DINING ROOM**

The dining room features a long table surrounded by eight chairs in bad repair. A moth-eaten tablecloth covers the table, and there is a wide vase of dried flowers as a centerpiece.

There is also a sideboard that holds silverware.

**13. THE SUN ROOM**

This room is decorated with a tile floor and numerous metal stands and tables holding dried ferns and flowers. There is a small table and several metal chairs here.

**14. OTHER UPSTAIRS ROOMS**

The other rooms upstairs cannot be easily entered. The roof has collapsed above them, and they are filled with debris and are quite wet.

**13. THE ATTIC**

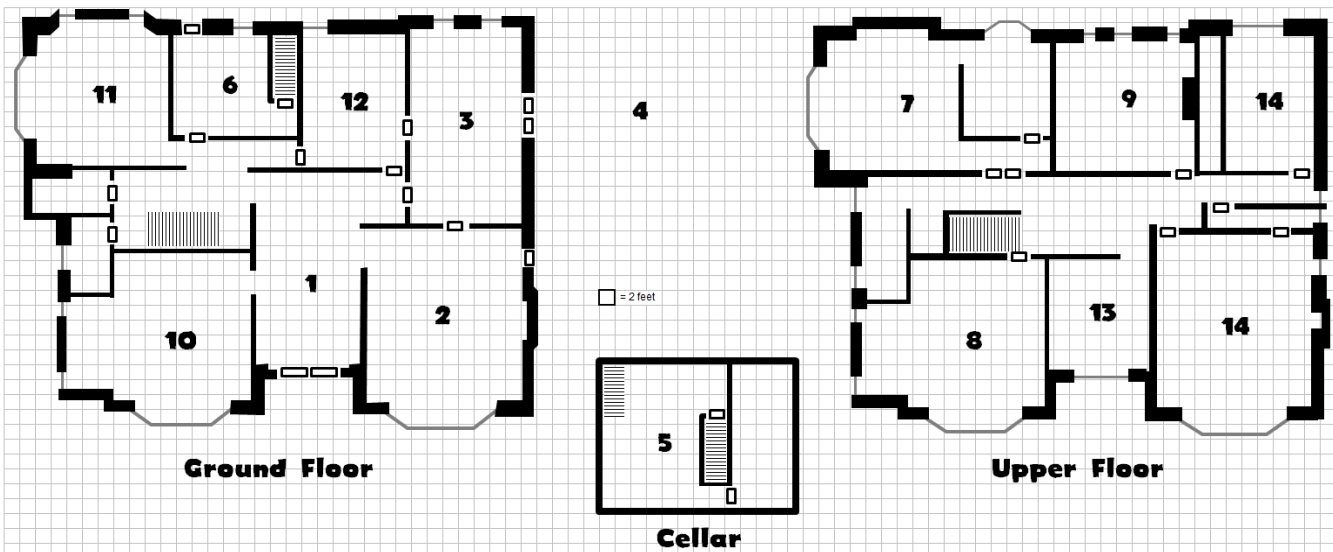
Half of the attic has collapsed into the room below due to rain damage. The other half is exposed to the elements, and is filled with all manner of detritus. An owl nests in the attic, but it is easily chased away by intruders.

**Epilogue**

If the adventurers retrieve the money and turn it into the police, award them 10,000 XP to split among them. If they keep it, award them 1,000 XP. If they solve the murder of Lavender McCoy, award them an additional 6,000 XP.

Supernatural threats that are dealt with successfully are worth the normal XP reward. Surviving the fire trap in the cellar is worth 600 XP. Capturing Marco is worth 700 XP.

Goods stolen from the house are worth no XP.



**Designation of Product Identity:** The following items are hereby designated as Product Identity in accordance with Section 1(e) of the Open Game License, version 1.0a: Any and all logos and identifying marks and trade dress, such as all John M. Stater product and product line names including but not limited to *1800 – American Empires™*, *Action X™*, *Blood & Treasure™*, *Bloody Basic™*, *GRIT & VIGOR™*, *Mystery Men!*, *NOD™*, *LAND OF NOD™*, *PARS FORTUNA™*, *Queen & Kaiser™*, *Space Princess™*; any specific characters and places; capitalized names and original names of places, artifacts, characters, races, countries, geographic locations, gods, historic events, and organizations; any and all stories, storylines, histories, plots, thematic elements, and dialogue; and all artwork, symbols, designs, depictions, illustrations, maps, and cartography, likenesses, poses, logos, or graphic designs, except such items that are in the public domain or used via a Creative Commons license (and edition). The above Product Identity is not Open Game Content.

**Designation of Open Game Content:** Subject to the Product Identity designation above, the following portions of NOD 30 are designated as Open Game Content: the names, spell parameters (range, duration), descriptions and game mechanics of the new spells; the names, statistics, and text for the new monsters; the names, statistics, special abilities and advancement table for the new classes; the statistics for the characters; and anything else contained herein which is already Open Game Content by virtue of appearing in the System Reference Document or some other Open Game Content source.

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

**The License:** This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

**Offer and Acceptance:** By Using the Open Game Content You indicate Your acceptance of the terms of this License.

**Grant and Consideration:** In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

**Representation of Authority to Contribute:** If You are contributing original material as Open Game Content, You represent that Your Contributions are Your

original creation and/or You have sufficient rights to grant the rights conveyed by this License.

**Notice of License Copyright:** You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

**Use of Product Identity:** You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent

**Agreement with the owner of each element of that Product Identity.** You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

**Identification:** If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

**Updating the License:** Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

**Copy of this License:** You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

**Use of Contributor Credits:** You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

**Inability to Comply:** If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

**Termination:** This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

**Reformation:** If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

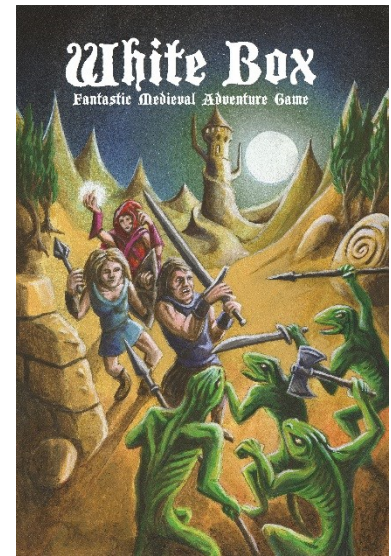
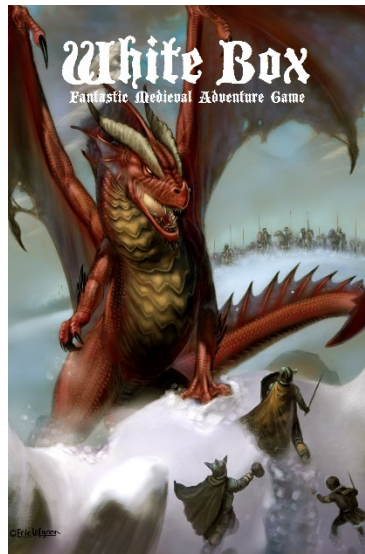
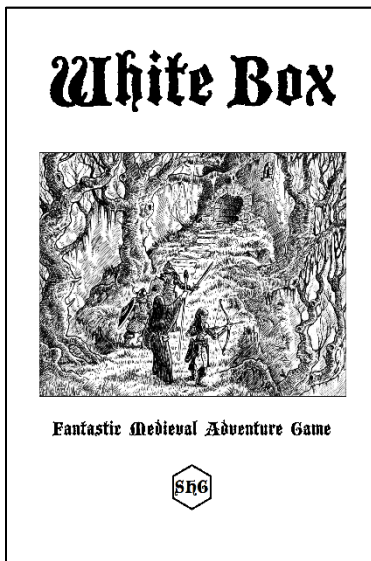
System Reference Document Copyright 2000-2003, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, Andy Collins, David Noonan, Rich Redman, Bruce R. Cordell, John D. Rateliff, Thomas Reid, James Wyatt, based on original material by E. Gary Gygax and Dave Arneson.

Modern System Reference Document Copyright 2002-2004, Wizards of the Coast, Inc.; Authors Bill Slavicsek, Jeff Grubb, Rich Redman, Charles Ryan, Eric Cagle, David Noonan, Stan!, Christopher Perkins, Rodney Thompson, and JD Wiker, based on material by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, Peter Adkison, Bruce R. Cordell, John Tynes, Andy Collins, and JD Wiker.

**NOD 30**, Copyright 2016, John M. Stater. Author: John M. Stater.

END OF LICENSE

# Adventure Like in the Days of Old!



## Choose Your Cover!

**White Box: Fantastic Medieval Adventure Game**

**By**



**Learn More At:**

<http://whiteboxgame.blogspot.com/>





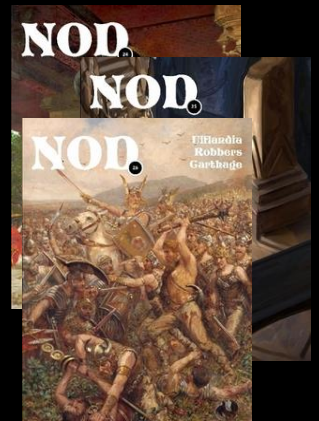
# OTHER PRODUCTS YOU MIGHT ENJOY



## BLOOD & TREASURE

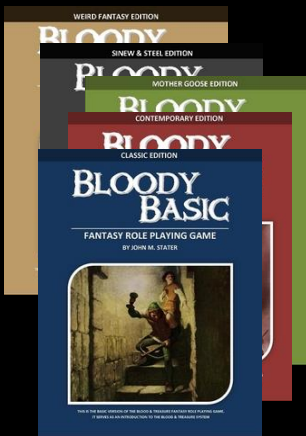
A rules lite fantasy game that embraces 40 years of gaming - play your game your way!

BLOOD & TREASURE | NOD ACOMPANION | MONSTER TOME



## NOD MAGAZINE

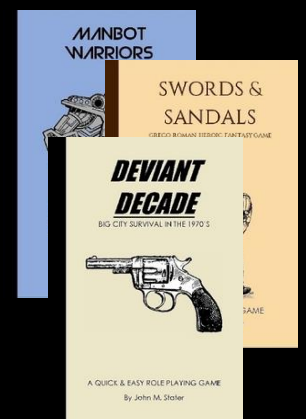
Articles ranging from fantasy to sci-fi to super heroes to historical



## BLOODY BASIC

Boils B&T down to the essentials, in five different flavors

CLASSIC | CONTEMPORARY | MOTHER GOOSE | SINEW & STEEL | WEIRD FANTASY



## QUICK & EASY

Simple games you can play with pencil, paper and ordinary dice

MANBOT WARRIORS | SWORDS & SANDALS | DEVIANT DECADE

**PLUS SPACE PRINCESS, PARS FORTUNA & COMING SOON ... GRIT & VIGOR**

<http://www.rpgnow.com/browse/pub/5747/John-M-Stater>

<http://www.lulu.com/spotlight/jmstater>