

Zothay



by Gabor Lux

Zothay

Writing, cartography, cover and layout: Gabor Lux

Playtesting: Akos Laszlo (Brignestor Kraberdengel, gnome Thief/Wizard)
Gabor Acs (Narg, human Paladin; Anrunn, human Wizard)
Laszlo Gramantik (Luther Lightbringer, human Fighter/Paladin)
Tamas Striczky (Olaf Gunarsson, Skandik Fighter)
Zsolt Badi (Liana, human female Bard; Hemtram, human Cleric)
Istvan Veres (Somo, halfling Thief)
Sir Dunfalcon (NPC, human Paladin)

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Gentle Reader,

The city supplement you are reading right now is a fan's vision of Zothay, a smaller city state found in the lands of Barbarian Altanis. The information found below is not intended to be taken for official – indeed, as its elements were drawn from my home campaign, there are certain differences between this interpretation and what is found on the pages of the *Player's Guide to the Wilderlands* or the forthcoming *Wilderlands of High Fantasy* boxed set, both published by Necromancer Games and Judges Guild. These differences are explained in a sidebox, below. Although the supplement offers a lot of aid in developing a campaign set in and around Zothay, there remains a lot to do. Many of the rumors were left undetailed. Tasks given by the Thieves Guild and others remain vague hints. It is up to you to fill them with content and present them to your own group. May this free product serve you well in your gaming – and if it does, please don't hesitate to tell me in e-mail (gabor.lux@gmail.com) or on the Necromancer Games message boards.

Gabor Lux

Assumptions and Differences

I. It is assumed in this booklet that the history of the Wilderlands progressed somewhat differently from the descriptions of the *PGtW*. Zothay, a smaller city state on the shores of Damkina Bay, didn't fall before the Skandik raiders and the orcs of Horaja. In a desperate battle, much of the invading army was destroyed. Although the remaining forces could still have defeated its armies, Zothay could secure a more favourable peace treaty than crushing defeat. This accord let it keep its walls and armies, as well as its independence, although at a steep cost. The barbarian king of Ossary would appoint a governor to watch the town's tyrant closely and collect a tribute every year. There are some who would challenge this status quo from both sides, but no one has made a move – at least not yet.

II. It is also assumed that Zothay was, and remains of slightly more importance: in this interpretation, it was built on the ruins of an older city from the age before the seas swallowed the ancient empire of Altanis, and before their foes, the haughty Orichalans, became mere shadows of their former selves. This means Zothay's population, even in its reduced state, exceeds 4000 people, among them 1500 able bodied men with some combat ability.

III. This supplement was not originally written for the standard d20 system (and that should be evident after a cursory glance). Many assumptions were drawn from older editions and the **Castles & Crusades** RPG, published by Troll Lord Games, further molded by the author to give him the feel he wanted. The Warrior, Commoner, Adept and Expert NPC classes are not used in the campaign, and 6th or higher level spells are generally not available. 7th to 9th level NPCs are considered to be relatively powerful; on the other hand, levels 1 to 4 are common in the general population. In a way, this worldview is closer to Original and, to a lesser extent, 1st edition than third. This doesn't mean Zothay is unusable in another Judge's home game – but a few modifications may be in order. Ultimately, you are in charge, and you shouldn't let one man's vision dictate your own.

IV. Monster entries are significantly reduced. Only hp, AC, damage and the most relevant special qualities are listed. The Judge should refer to the appropriate book for more details. Monsters from the *Tome of Horrors* are marked with with an asterisk (*). NPC stats are likewise abbreviated. Stats for wizards include the spells in their personal spell books, while their daily selection is marked with asterisks, multiple ones for duplications. For clerics, spells with a dagger (†) are domain spells. Domains are listed in parentheses.



1. General Guidelines

ZOTHAY (Small Town): Conventional; AL N/LG; TL 5; 800 gp limit; Assets 55,500gp; Population 4000 (Able bodied 1500); Mixed (human 70% [50% Mixed/Alryan, 20% Gishmesh, 10% Tharbrian, 10% Skandik, 10% Altanian], half-elf 15%, elf 10%, dwarf 5%, halfling 4%, other 6%); Resources: Market.

Surroundings

Zothay is a small walled town on the coasts of Damkina Bay, a mostly calm haven of the vast Winedark Sea. The lands about are varied: to the north and northeast lie desolate wastelands with a few small rivers winding their ways through deep canyons. Only hardy weeds and stunted trees grow here, although a few Altanian herdsman also try to make a living. To the southwest, one can find thick, almost junglelike forests where live the elves of Onhir – these master gemcutters are friendly to the inhabitants of the town and are found there in large numbers, especially higher class areas and the fertile peninsula to the southeast. Further to the west, the rugged peaks of the Ered Perack loom over unknown valleys. Many have been lost looking for abandoned tombs and the like. The virgin priestesses of Hecate live in their domed temple on the lower slopes. Their divinations and omens are sought by the wealthy and the foolish – for these services never come without a price.

Zothay's most safe link to the north is the Old South Road. This paved road, built between Onhir and the City State of the Invincible Overlord, is frequently patrolled from Onhir to the Bellystone Ford. A more recent addition, a well defended and mostly straight elevated roadway runs from the

gates of Zothay to the well worn stones of this ancient trade route. All manner of men, from slave traders to pilgrims, can be found traveling along its length. The section beyond Black Baron Pass, however, is ill maintained and unsafe, for both brigands and monsters (misshapen bird-men, beggars serving the fell god Shakkur, sometimes even undead spectres who can control mirages and enthrall others' minds, drawing them into nightmarish dreams with no awakening) prowl in Queans Waste. The Lord of Black Baron Pass, one Dhazi Kathari, is known to be a foe of these evildoers, although his own methods and goals are also frequently questioned.

The immediate surroundings of the town are just as varied as the wilderness described above. The Arthiop Mud Flats surround it from the north and the west, serving as a natural barrier from would be conquerors. Alas, this is a mixed blessing: the man-eating lizardmen (whose lair is described in the classic Judges Guild module, *The Book of Treasure Maps II*) pose a threat to travellers venturing beyond the town gates. Muddy hills hide unknown peril... demons and perhaps other things. Five hundred years ago, it is said that an eldritch glow was seen in the skies, and a tower of metal appeared on the slopes of a muddy hill. Whether this was mere hallucination is possible, for the tower was never seen again in its entirety – although some still claim its silvery metal spire is visible from afar.

Zothay's agricultural produce comes from the peninsula to the southeast. In stark contrast to the untamed wilderlands, this hilly area is dotted with small manor houses (inhabited by extended farmer families – these are all fortified, since orc or lizardman

raids are never an impossibility). The soldiers of Zothay and the clerics living in the Temple of the Lady of Wisdom (a monastery dedicated to Athena) do well to protect this pastoral land. Olives, heavy grains, fruit trees and grapes are all found in abundance.

Finally, to the south lay the endless seas. Zothay's fishing boats provide food and lamp oil for the town's inhabitants, while its single galley, Zothay's Sword, watches for pirates and raiders (mostly independent Skandiks). There are some islands near the coast which aren't found on most ordinary sea charts – no doubt thanks to their small size and minor importance. These are detailed in APPENDIX V.



Persons and factions

Kritas the Red: the benevolent tyrant of the city (see area 1., Palace), Kritas is known for his stern demeanor and calm judgement. While fair, he puts the interests of Zothay above his personal conviction at times. Kritas maintains a sizable army within the walls, as he distrusts the Skandiks and orcs. His personal secret police watches strangers and unsavory types, waging a covert war against the Thieves Guild. All religious leaders – all but the Prophets of the Wastes – owe him allegiance. His predecessor, Zennon, was assassinated by strangers who reputedly had connections to the religion of Set – for this reason, Set's priests aren't welcome in Zothay, although not even Kritas dares to challenge their power outside his domain.

The following armed forces are at the beck and call of Kritas: out of the 500 armed men at his command, **200** are **city guards** (Ftr2; hp 12 avg; AC 15 (ring mail, shield); Str 12, Dex 10, Con 12, Int 10, Wis 10, Cha 10; shortsword and spear) and 300 are soldiers.

The army consists of **100 veteran footmen** (Ftr3; hp 20 avg; AC 15 (as above); Str 12, Dex 10, Con 12, Int 10, Wis 10, Cha 10; longsword and spear), **100 trained light horsemen** (Ftr 2; hp 14 avg; AC 14 (leather, shield); Str 12, Dex 10, Con 12, Int 10, Wis 10, Cha 10; longspear and longsword) and **100 veteran bowmen** (Ftr3; hp 18 avg; AC 13 (studded leather); Str 10, Dex 14, Con 11, Int 10, Wis 10, Cha 10; longbow and shortsword). An additional **500 townsmen** may be called up in case of an all out war (Ftr1 or Ftr2 equivalent).

The Old Guild: the old Thieves Guild of Zothay fell on hard times when the new thieves moved in. To make matters worse, a band of adventurers mistakenly killed their leaders after a drunken night of debauchery. A former courtesan, **Sanjis Tharsa** (CG Rog5, see area 7., The Three Plates Resthouse) reorganized the society and swore allegiance to Kritas. Today, the guild forms the backbone of the secret police and does not get involved in petty burgling, specializing in espionage and the occasional assassination instead.

Thieves Guild: operating from the Beggars Quarter, these lowlives are the second most powerful force in Zothay. Their leader, Revin Olthar (LE Ftr5) masquerades as a gate captain, while Hak the Black (LE Rog3), his lieutenant, runs day to day affairs by the Slave Market (see areas 26. and 37., Thieves Guild). There is a weak alliance between Revin Olthar and the Skandik Sjorald Ivarsson.

The Skandiks: when the Skandiks defeated Zothay's forces in battle, they left on the condition of installing their governor under the city's tyrannos, as well as a monthly tribute. The interference of the governors and the amount of the tribute waxed and waned as the relative strengths of the two sides did. At the moment, the weight of the tribute is 800 gp per month, delivered four

times per year on a separate ship. The appointed governor, Sjorald Ivarsson (NE Ftr5, see area 23.) has been stealing from the tribute, and he is feeling the ground slip from beneath his feet, as both Kritas and his masters in Ossary are becoming dissatisfied with his presence. He is thus desperate to regain favour with King Alkazed – or, should all things fail, find succor with his hated „subject”, the crafty tyrant of Zothay, in exchange for confidential information.

The Gishmesh: the Gishmesh arrived at the coasts some 90 years ago, exiles fleeing from the rule of Edario I. of Tarantis. Led by a famed hero, Ösdal, they settled south of the city – which soon built new walls to protect their quarter. Although they are not involved in town politics, their sympathies are with Zothay and not the Skandiks – certainly not the orcs of Horaja. Recently, there have been rumors that Ösdal has returned to lead his people once again – see APPENDIX VIII. for more details.

Religions: the most common religions practiced in Zothay are the faith of Mitra (see area 13.), Nephtlys (see area 2.), Athena (see area 39.), they also have a monastery at 3913) and Selanii (see area 20.). Other deities are also revered (including such evil ones as Set, Shakkur and (reputedly) an orgiastic mystery cult of Tama Hama to the southeast), but they do not have temples within the walls of the city. The most mysterious group is the Prophets of the Wastes, who have their own square and a tall, eons old tower in the Beggars Quarter (see area 38.). These ascetics want to be left alone and do not permit others near their holy ground.

Quarters

The walls of Zothay: these thick walls and squat towers are built from dried mud and reinforced with an outer layer of burnt bricks. Most fortifications are quite ancient, and have stood for 1700 years – the walls of the Old City, now the Beggars Quarter are of even older make, but they are built into the houses themselves and possess no defensive significance. All walls are 6 to 8 metres tall (20’-25’), while towers and gatehouses are 10 to 13 metres (30’-40’). They are in good condition to the east and south, less so to the north. Archers and city guards patrol them day and night.

Town of the Elect: this is the eastern and more prosperous half of Zothay. Streets are straight, houses are relatively new and in good condition and the area is safe and well patrolled. It is inhabited by craftsmen, merchants and the wealthy, often with their own guards and slaves. Most of the elves and half-elves also dwell in this area. This section was rebuilt by Themeles the Bull-slayer, before the rule of Zenon and of Kritas. During the reconstruction, he also unearthed artifacts from the time of Altanis – it is said that there are still a few sealed entrances in the area which lead to the Underworld.

Riverwatch: the River Mageven flows by Zothay, providing a natural buffer against organized raiders. Still, it is not advisable to venture out at night unarmed, because **lizardmen** (2 HD; hp 10 avg; AC 15; dmg 1d8) periodically swim through the river to kidnap and kill. They are encountered in bands of 2d6. Otherwise, the area is mostly safe, patrolled at night by the Temple of Mitra. Common men – fishermen, craftsmen and sailors – live in larger houses. This area also includes the houses near but *outside* the Beggars Quarter.

Gishmesh Quarter: this section of the town is still a world of its own. Streets are

crooked, houses are small and many-terraced, and the Gishmesh men protect their own as well as any guard could. Most of the inhabitants are fishermen, coppersmiths or potters.

Beggars Quarter: the Old Town of Zothay, or at least what became of it. This is a place with an ill reputation, and its gates are shut for the night. Attempting entry or egress is punishable by death. The buildings within the Beggars Quarter are old, run-down and large – most have three or four stories, hidden doors and passages which lead into each other, not unlike in the City State of the Invincible Overlord. By the agreement between Zothay and Ossary, the town must let the quarter be and allow the Slave Market to operate unhindered. Both Kritas and the majority of the citizens detest this situation. The Beggars Quarter is sparsely populated – many buildings stand empty or abandoned after a plague wiped out many of its inhabitants fifteen years ago. The Thieves Guild controls most of the district (including the northeastern gate), except the Tower of the Prophets and its surroundings.

Laws

Zothay has a code of laws based on precedence and old teachings. Obvious and minor cases are always handled by a present authority figure (a guard captain, a bureaucrat or a city official), while more serious and complicated legal problems are solely in the hands of Kritas himself, who is

bound by his judgement only. The following laws are always enforced and recited to strangers entering Zothay by one of its gates.

I. Outlanders may only find accommodations on their ship, or the following resthouses: Saddak's Pub (5.), The Three Plates (7.) and Thaskhotar's Tavern (14.). All other lodgings must be reported to the authorities.

II. The Beggars Quarter and the outside gates are closed for the night. Anyone who would attempt entry or egress, or aid another in the same will be killed on sight.

III. Scaling a wall or a tower, or magical flight is punishable by death.

IV. Trade is only allowed with a permit by a city official.

V. Proselytizing and proclaiming any god save those who are recognized by Zothay is strictly forbidden. (Certain officials interpret this as „no other clerics with openly displayed holy symbols“.)

Minor offenses are punishable by fines, serious ones (such as V.) by lifelong exile (often with the confiscation of most/all wealth) and grave ones by death. There is a jail under the palace, but it is only used for important people. Most criminals are weighted and thrown into the sea or beheaded before the gates of the palace at dawn. There is said to be a now sealed tomb (the Dismal Pits of Ykhar Laron) where the most serious criminals were once confined – placed under a curse that would turn them into undead when they starved. This method is not in use anymore and the tomb's location is unknown.



2. Within the Walls

1. Palace: a squat, square building built from burnt clay bricks and surrounded by date trees. Four glistening cupolas loom over the rooftops, one larger in the middle and three smaller in a row. Always guarded by **50 veteran footmen** and **20 elite bodyguards**, this is the residence of **Kritas the Red**, Zothay's tyrant. The rooms and corridors of the palace are decoated with simple and sparse ornaments. The rooms of Kritas lie beyond a small garden. There is also an unmarked personal altar for his use. The throne room is a smaller hall with two rows of columns, as simple as the rest of the building. The dungeon level houses the treasury and a few prisoners deemed important enough to keep here – three spies from Ossary, a lizardman shaman and **Remalthes** (CN Ftr2), a corrupt official caught red handed when he was embezzling funds. The only tower of the Palace is Kritas's Harem. His wives and concubines are guarded by an **Aerial Servant***.

Kritas the Red: male human Wiz6; hp 23; AC 18 (16 Bracers, +2 Ring); AL LG; Str 10, Dex 11, Con 15, Int 16, Wis 13, Cha 13; *ring of fire resistance*, *scroll (fireball, fear)*, *golden headband of ESP* (may use spell two times per day, 6th level of ability), *potion of healing*; Spells: 4/4/4/3, 0: detect magic*, read magic*, detect poison**, 1: sleep, unseen servant, shield*, protection/evil*, burning hands, hold portal*, magic missile*, identify; 2: see invisibility*, protection/arrows*, invisibility*, ray of enfeeblement*, ESP, knock, acid arrow; 3: fireball, lightning bolt, slow*, dispel magic, suggestion**, sepia snake sigil, clairaudiance; 4: remove curse, dimension door, minor globe of invulnerability.

Veteran Footmen (50): Ftr3; hp 18 avg; AC 15 (ring mail, shield); Str 12, Dex 10, Con

12, Int 10, Wis 10, Cha 10; longsword and spear.

Elite Bodyguards (20): Ftr4; hp 28 avg; AC 18 (chainmail, shield, Dex); Str 14, Dex 12, Con 12, Int 10, Wis 12, Cha 10; bastard sword and spear.

Aerial Servant*: HD 16; hp 76; AC 19; dmg 2d8+12; DR 10/+1.

2. Temple of Nephtlyss: low, flat roofed building. The worship area is a columned hall slightly below street level, where exotic flowers and scented oils are burnt before a stylized silver spilder idol (worth 4000 gp) and various other valuables (silver and gold items, gold embroidered silks worth an additional 1400 gp total). The **ten priestesses** live in quiet and cold cells, whereas **High Priestess Telviris Viridis** has her own locked quarters with sacred scrolls and a font of holy water. **14 small spiders** also inhabit the shrine, attacking thieves and infidels. The priestesses of Nephtlyss administer healing and blessings at 50 gp per application (lasting 1d6 days), and Telviris Viridis can be persuaded to find an omen by augury (150 gp) or remove a curse (250 gp). The temple also functions as a banking house. Certificates for 100, 200 and 500 gp are available at a 10% markup. These may be redeemed at any other temple dedicated to the goddess and are forgery-proof (DC 32).

Telviris Viridis: Female Viridian Clr5; hp 34; AC 12; AL LN; Str 10, Dex 14, Con 11, Int 9, Wis 12, Cha 7; staff, *scroll of wyrmwatch*, *conjure phase spider*; Spells: [Law, Luck] 5/3/2/1, 0: light, detect poison**, virtue**, 1: bless, bless water, cure light wounds, cause fear, protection from chaos[†]; 2: augury, chant, calm emotions[†]; 3: remove curse, magic circle vs chaos[†].

Priestesses (10): Female Clr2; hp 13x4, 4, 11x2, 9, 8, 14; AC 10; AL LN; staff; Spells: [Law, Luck] 4/2, 0: detect magic, light**, purify food/water; 1: cure light wounds, bless, entropic shield[†].

Small Spiders (14): HD 1; hp 4 to 8 avg; dmg 1+poison (d6/d6 Str).

3. Guard Captain: this is the house of Broktend, captain of the palace guard (Ftr6). He is a dwarf with a mean temper and an unorthodox agenda – when not on active duty, he haunts the Beggars Quarter in disguise, hiring outlanders to do away with real or imagined criminals. See areas **8e.** and **31.** for more details.

4. House of Kleantes the Wizard: formerly the apprentice of Timon (see area **17.**), Kleantes soon got fed up with his master and became an adventurer. He spent fifteen years in the lands of Tarantis, before finally stumbling upon a tomb protected by a potent curse – ever after, all Gishmesh would feel unreasoning hatred against him, no matter what he did or said. Even since he returned home in haste, he has avoided the southern streets, and is mortally afraid of Gishmesh or those who look like one. Kleantes is in favour with Kritas, who prefers his company to the cynical and sarcastic Timon. As a result, he has become rather wealthy in the last years, allowing him to engage in costly but pleasurable pursuits – wine, drugs and the company of his lover, Sanjis Tharsa (through whom he is connected to the secret police). He maintains a well tended garden terrace built on the ruins of an old city wall section, 20 feet above ground. A three storied tower with eight colourful glass panes on the top floor rises from the level of the terrace, while his slaves and servants (who may not set foot in his quarters) live in dark rooms under the street level. **Nine**

guards watch the two entrances and the terrace.

Kleantes the Wizard: male human Wiz6; hp 18; AC 18 (16 bracers, +1 cloak, +1 Dex); AL N; Str 13, Dex 13, Con 9, Int 13, Wis 12, Cha 13; dagger, *cloak of defense +1*; Spells: 4/4/3/2, 0: light*, detect magic**, read magic*, detect poison, dancing lights, cantrip; 1: sleep, color spray, identify*, burning hands*, floating disk*, charm person*; 2: ESP*, levitation, hideous laughter*, acid arrow*, locate object; 3: fireball, hold person*, suggestion*, major image, 4: minor globe of invulnerability, wizard eye.

Kleantes can also conjure a *variant mirror image* once per day: 1d4+2 images for 12 rounds, which attack as 3 HD Fighters and inflict 3d4 cold damage with their touch.

Guards (9): Ftr2; hp 10 avg; AC 15 (scale, buckler); Str 11, Dex 10, Con 10, Int 10, Wis 11, Cha 10; shortsword and bow.

Miscellaneous Missions

These are some of the missions Kleantes may hire a party or a prospective apprentice for. Expansion, particulars and remuneration are up to the Judge.

1. A man named Othran of Ard has been asking about him and his house in the Beggars Quarter. Find out what he is looking for.
2. Find a certain standing stone in the Arthiop Mud Flats and copy the writing found on its surface. Beware the open way, for it shall not stay open for long.
3. Write an epic poem in his honour, specifically about the defeat of the Lich Lord Tallaric.
4. Find out where Timon is at the moment. Report on his whereabouts every third hour, but don't let him notice anything.

5. Acquire an intact mummy from the jungle tomb of Dullah – preferably still in its sarcophagus. Do NOT attempt to take anything else, or even stray beyond the Dreaming Doorway.

6. Meet a certain stranger in Ösdal's garden (19.) after midnight. Take the package he hands you and immediately smuggle it into the Slave Market (35.). Someone will be waiting for it – kill him quietly and leave the unopened package in his hands.

7. A secret door is rumored to be found near the Garden of Heroes (19.). See if this rumor is true and investigate what lies behind if it is.

8. A visiting Gishmesh alchemist in town is selling rare metals useful in various magical experiments. Approach him and negotiate the purchase of all the metal. Try to convince him the party was sent by Timon.

5. Saddak's Pub: strangers and caravans (60% chance to be present, see APPENDIX III.) are Saddak's main patrons, although agents of the secret police also like to drop by and listen. **Saddak** used to be a caravan guard and knows many tales about the wastelands from the city of Khauran to the lands of Oricha, which he is happy to share with patrons who tip well. **Omnion**, an old philosopher clad in a green trimmed white toga, is sipping his wine in the corner. He traveled here to visit the archives of the Temple of Lady of Wisdom – „and seek the sacred scrolls, said to consider the treatise of Mon the Great, delineating certain questions of ethics, most notably the effects and aspects of non-action.” In fact, he would like to spy out the whereabouts of his fellow cleric, Thezemus - this fellow was caught sneaking about and promptly imprisoned in a delicately constructed mosaic. **Omnion** is a 7th level cleric of Cornno, God of Thieves. **Six old guards** are frequently found here retelling their tales of valour: the luck

bringing standing stone near Horaja (where one must sacrifice a bull to earn the favour of the gods), the unsuccessful military campaign against the Redrock orcs and the taking of Romag's Stockade.

Saddak: male human Ftr3; hp 23; AC 10; AL N; Str 12, Dex 10, Con 18, Int 10, Wis 14, Cha 14; dagger and falchion.

Omnion: male human Clr7; hp 31; AC 16 (chainmail, Dex); AL CN; Str 10, Dex 12, Con 9, Int 13, Wis 16, Cha 16; dagger (poisoned – DC 18, 4d6/4d6 Hp), *scroll of slay living*, *potion of silence*; Spells: [Luck, Travel] 6/5/4/2/1, 0: purify water**, detect magic, detect poison**, light*; 1: command**, cure light wounds**, sanctuary, entropic shield† 2: hold person, silence, cure moderate wounds, slow poison, aid; 3: speak w dead, searing light, nondetection† 4: divine power, freedom of movement†.

Old Guards (6): Ftr2; hp 12x2, 5, 8, 10, 13; AC 15 (ring mail, shield); AL LG; Str 9, Dex 10, Con 11, Int 12, Wis 12, Cha 10; shortsword and spear, medals.

Saddak's Rumor Mill

1. It is best to avoid the northern pass through the Ered Perack. Jarmoco is an unfriendly place with some strange people – they are so glum they don't even seem human.

2. Three demons dwell amidst the Arthiop Mud Flats. They have slain five adventurers who were searching for their treasure filled lair.

3. A stranger was caught trying to sneak into the northeast tower and carried to the palace for interrogation.

4. A man with greenish skin – clearly a Viridian – was looking for mercenaries on an expedition to the nearby isles. (see area 15.)

5. Dishonest men live in the Court of Akho. They deal in merchandise forbidden in this town, but only serve those who know the right words.

6. It is said that an ancient evil slumbers beneath far away Red Moon Pass.

7. Lizardmen have kidnapped a family living on the Riverwatch.

8. The Three Plates is taking away the best customers. Those houris and she-devils sure know how to enthrall men.

9. Not long ago, a man in chain mail and a white tabard with an olive branch visited the pub – he placed six gold pieces on the counter and mentioned that he is in need of strong mercenaries. He can be found at an abandoned manor house to the southeast. (See APPENDIX VI.)

10. Timon and Kleantes are always looking for old writings and books. They are said to pay handsomely, although some of their requests go beyond the limits a honest man should go.

11. The fabled jungle city of Strantath is ruled by the sorceress queen Tritag Ledhron. She is the lover of a demon and lives in a prosperous palace high above the city's teeming slums.

12. A caravan arrived in port and headed straight south into the jungle – they were transporting heavy sacks and large coils of iron chains.

6. Marketplace: a crowded place with shouting men and colourful tents, pickpockets (15% chance, Rog2) and women haggling for a bargain. There are copper cauldrons and iron pots, fine cloths and woven rugs, various wines („the best – with pine resin and urom leaves”), weaponry (curved blades, mostly – among them a most decorative scimitar for the low, low price of 60 gp) and fruits. Bagpipe players and drummers clad in shaggy fur coats are

drawing attention to the Three Plates Resthouse.

7. Three Plates Resthouse (Brignestor's Den of Iniquity): one of the licensed inns in Zothay, this three tiered building serves as an inn, a brothel and the former headquarters of the Old Thieves Guild. As the tale goes, the old masters of the place were killed to the last after a night of rowdy revelry, out of sheer misunderstanding. The culprits, a band of treasure hunters called „The First Imperial Expeditionary Division”, departed in haste – but their influence remained, for six comely prostitutes were charmed by *potions of love* formerly carried around by Brignestor Kraberdengel, a gnome illusionist. These ladies of the night were so impressed by Brignestor's manly prowess (not to mention the potions) that they took over the remains of the establishment and renamed it in his honour before turning their own organization into an arm of the secret police. Currently, the Resthouse (distinguished by its engraved copper plates) is the most expensive inn in town. **12 guards**, **9 thieves** (3*Rog1, 4*Rog2, 2*Rog3, mostly women) and **11 fiddle girls** (Rog1) look after the needs of guests. Their leader, **Sanjis Tharsa** lives on the third floor, in the former rooms of the old guildmasters.

Sanjis Tharsa: female Tharbrian Rog5; hp 22; AC 11; AL CG; Str 13, Dex 13, Con 13, Int 15, Wis 13, Cha 16; dagger, opium and sleep poison.

Guards (12): Ftr1; hp 8 each; AC 13 (leather, buckler); AL N; Str 13, Dex 11, Con 10, Int 10, Wis 10, Cha 10; shortsword.

8. Barracks and Gates: these buildings house Zothay's army and guards. Since the danger of an orcish or Skandik invasion is still ever present, troops are well equipped and at a high alertness. The toll is 1 sp per

head, 1 sp per horse or mule, 1 gp for armed men and 5% of wares for merchants. All outlanders are told the more important laws before allowed through a gate.

8a. Cavalry Barracks: **Commander Strephon Arthon** and **100 trained light horsemen** with their **10 officers** are stationed in this compound. Drills are held daily at the central courtyard, and three patrols of 20 horsemen with an officer each are out on the road at all times.

Commander Strephon Arthon: male human Ftr8; hp 68; AC 17 (banded, Dex); AL LN; Str 12, Dex 12, Con 15, Int 15, Wis 11, Cha 10; two handed sword.

Trained Light Horsemen (100): Ftr 2; hp 14 avg; AC 14 (leather, shield); Str 12, Dex 10, Con 12, Int 10, Wis 10, Cha 10; longspear and longsword.

Cavalry Officers (10): Ftr 4; hp 26 avg; AC 16 (chainmail, shield); Str 12, Dex 10, Con 12, Int 10, Wis 10, Cha 10; longspear and longsword.

8b. Arthiop Gate: **Gate Captain Thidion**, **20 veteran bowmen** and **20 city guards**. Thidion is the last remaining member of the once prestigious Torin family, as described in APPENDIX VI. He doesn't care about his fortune, letting it fall into ruin.

Gate Captain Thidion: male human Ftr6; hp 25; AC 15 (chainmail, shield, Dex); AL N; Str 15, Dex 7, Con 13, Int 9, Wis 15, Cha 13; longsword and longbow.

Veteran Bowmen (20): Ftr3; hp 18 avg; AC 13 (studded leather); Str 10, Dex 14, Con 11, Int 10, Wis 10, Cha 10; longbow and shortsword.

City Guards (20): Ftr2; hp 12 avg; AC 15 (ring mail, shield); Str 12, Dex 10, Con 12, Int 10, Wis 10, Cha 10; shortsword and spear.

8c. Guard Barracks: **Watch Commander Tal Ong** is a weak fighter, but his supreme

intellect and organization skills more than make up for his shortcomings. He is also an agent of the secret police, currently concerned with the disarray at Glorious Gate. **100 city guards**, about half of them on duty all time. There are rumors of ghosts, as dismal shrieks and moaning can be heard on some nights. A secret entrance from the western alleyway leads to an unused underground meeting room haunted by **38 giant rats**. Below is yet another level, flooded and empty.

Watch Commander Tal Ong: male human Ftr4; hp 18; AC 16 (chain shirt, shield); AL LG; Str 10, Dex 11, Con 9, Int 18, Wis 11, Cha 14; dagger.

City Guards (100): Ftr2; hp 12 avg; AC 15 (ring mail, shield); Str 12, Dex 10, Con 12, Int 10, Wis 10, Cha 10; shortsword and spear.

Giant Rats: HD ½; hp 4 avg; AC 13; dmg 1-4.

8d. Glorious Gate: the older gate of Zothay was built a long time ago by an eccentric tyrant, Rames the Great. The whole surface of the structure is full of randomly protruding bricks, sometimes forming patterns which may or may not mean something. Atop the southern bastion stands the brass statue of a bull with the head of a bearded man. In his final prophecy, Rames promised it would one day reveal its secrets to the wise. **Gate Captain Landar Themizar**, once a sailor, is known to care little about his tasks. Themizar is obsessed with the sounds coming from below the gatehouse, and spends much of his time looking for hidden entrances. The **20 veteran bowmen** and **20 city guards** are lax in their duties and easily bribed.

Gate Captain Landar Themizar: male human Ftr4; hp 23; AC 17(chain mail, shield); AL N; Str 14, Dex 11, Con 13, Int

12, Wis 9, Cha 15; longsword and light mace.

Veteran Bowmen (20): Ftr3; hp 18 avg; AC 13 (studded leather); Str 10, Dex 14, Con 11, Int 10, Wis 10, Cha 10; longbow and shortsword.

City Guards: Ftr2; hp 12 avg; AC 15 (ring mail, shield); Str 12, Dex 10, Con 12, Int 10, Wis 10, Cha 10; shortsword and spear.

8e. Army Barracks: another large compound, these buildings house the **100 veteran footmen** who guard the palace. **Commander Broktend** is rarely here, relying on **Sergeant Velt Ren** for day to day affairs.

Commander Broktend: male Dwarf Ftr6; hp 44; AC 15 (chain shirt, shield, Dex); AL NG; Str 15, Dex 8, Con 17, Int 12, Wis 17, Cha 15; warhammer.

Sergeant Velt Ren: male human Ftr4; hp 26; AC 19 (chain shirt, shield, Dex); AL LG; Str 15, Dex 16, Con 8, Int 13, Wis 11, Cha 18; flail.

Veteran Footmen (100): Ftr3; hp 20 avg; AC 15 (as above); Str 12, Dex 10, Con 12, Int 10, Wis 10, Cha 10; longsword and spear.

8f. Guard Barracks: a thin tower rises above the newly built southern barracks. From the **100 city guards** and **100 veteran bowmen** here, 10 are always in reserve on „tower duty“. These are all trustworthy men who watch the sea but also try to spy on the goings on of the Slave Market and the Beggars Quarter. **Guard Captain Glant the Ham** is an old veteran known for his kindness and the heroic songs he knows.

Guard Captain Glant the Ham: male Tharbrarian Ftr3; hp 14; AC 12 (Dex); AL LG; Str 13, Dex 14, Con 7, Int 11, Wis 16, Cha 12; shortsword and spear, *potion of fire breath*.

City Guards (100): Ftr2; hp 12 avg; AC 15 (ring mail, shield); Str 12, Dex 10, Con 12, Int 10, Wis 10, Cha 10; shortsword and spear.

Veteran Bowmen (100): Ftr3; hp 18 avg; AC 13 (studded leather); Str 10, Dex 14, Con 11, Int 10, Wis 10, Cha 10; longbow and shortsword.

9. Chimera Bath: grotesque, weird reliefs and statuettes adorn the sooty walls of the venerable bathhouse, a greenish brass dome with small glass windows standing above its large, circular chamber. Entry is 3 cp for citizens, 2 sp for outlanders, 2 sp for a thorough massage. **Ratoglek Gorp** is famed for the exotic bath salts (5 gp) he mixes and sells – a thorough application heals 3 hp worth of wounds. A private luxury bath is available at 10 gp for half a day. This is a small columned hall with colourful mosaics, soft cushions and brocade curtains. **Five assassins** lie in wait for their prey, Tazoon the Goldsmith. Tazoon got word of the attempt and is long gone from town, but the cutthroats will attack any nondescript male human, preferably while naked and unarmed. Their leader, **Arzanai** waits outside and locks the door soon after when the victim steps inside, and won't open it until signaled from within. He is in service of the Thieves Guild and works as a bathhouse attendant during the day.

Ratoglek Gorp: male human Wiz1/Alc2; hp 10; AC 9; AL N; Str 11, Dex 8, Con 12, Int 13, Wis 12, Cha 10; dagger, spellbook lost.

Assassins (5): Rog2; hp 10, 5, 6, 10; AC 11, AL LE; Str 10, Dex 13, Con 10, Int 11, Wis 10, Cha 10; poisoned dagger (DC 16, d6/d6 hp).

Arzanai: Rog2; hp 9; AC 11, AL LE; Str 10, Dex 13, Con 10, Int 11, Wis 10, Cha 10; poisoned dagger (DC 16, d6/d6 hp).

10. Sun Tower: followers of the Sun God abandoned this shrine after their patron was slain by the Demon Lord Tsathoggus. The three floors are empty and in need of repair. The once vivid murals are faded and crumbling, stairs are perilous (30% chance of a collapse) and the stained glass windows are broken. A bare altar stands on the top floor. If a LG fighter prays or sacrifices here, he will be visited by a dream promising *divine championship* (as per *Player's Guide to the Wilderlands*).

11. Grain Storage: huge amounts of grain is stored in the building. This is mostly an emergency supply for sieges and such, and **15 city guards** watch for disturbances. **Sergeant Dwyn** hates lizardmen and frequently organizes hunting expeditions against their kind.

City Guards (15): Ftr2; hp 12 avg; AC 15 (ring mail, shield); Str 12, Dex 10, Con 12, Int 10, Wis 10, Cha 10; shortsword and spear.

Sergeant Dwyn: male human Ftr3; hp 22; AC 15 (ring mail, shield); AL LN; Str 12, Dex 10, Con 12, Int 10, Wis 10, Cha 10; shortsword and spear, *oil of cure serious wounds*.

12. Sage: Yam Ord Tal Amthra is a skilled astronomer and astrologer, also versed in plant lore and herbalism. He will divine someone's future for 250 gp (the Judge should provide a few subtle hints which may be useful in a forthcoming adventure) or reveal the location of hidden things for 400 to 800 gp (only aboveground locations and objects – in the latter case, these must be fairly rare or unique items). He also sells herbal mixtures such as: goldenroot elixir, 80 gp (curative, 3d4 hp), fire pea balm, 50 gp (turns stone hard when exposed to heat) and silverweed, 480 gp (a most dangerous

injective stimulant/poison, its primary effect is newfound vigor; +4 Str and +4 on initiative. After 10 minutes, however, a DC 16 saving throw must be made or the user suffers 3d6 Con damage. Silverweed is also known to raise the recently dead if used within 1d6 minutes, although its secondary effects make this a risky gamble indeed.) Yam Ord Tal Amthra bears the Mark of the Snake, a sign on his hands which makes any sort of venom inert on touch (as per slow poison). This service he performs for free. His tower contains books of elder lore, and his garden is full of herbs, miniature fruit trees and exotic plants of all kinds. A **sylvan fairy** protects the garden and it can also call a **large air elemental** to its aid.

Yam Ord Tal Amthra: male karakhan Sag9; hp 22; AC 10; AL LG; Str 8, Dex 9, Con 10, Int 16, Wis 13, Cha 12.

Sylvan Fairy: HD 3; hp 20; AC 11; AL NG; no physical attacks; spells: 0/4/3/2/1, 1: shield, magic missile, color spray; 2: hypnotic pattern, web, mirror image; 3: suggestion, major image; 4: minor globe of invulnerability.

Large Air Elemental: HD 8; hp 52; AC 20; dmg 2d6+2; whirlwind.

13. Temple of Mitra: lion statues, decorative tapestries and small fonts adorn Mitra's solemn sanctuary. The temple is old and well respected, for its clerics are adept healers who help the needy free of charge. Holy water is available at 20 gp per vial, although only the trustworthy may buy them. The current high priest, **Melchior Goldengown**, is clad in the Armaments of Mitra all day. These sacred clothes were once worn by a prophet of the religion. The prayer on the illuminated scroll hidden within the head of the mace is believed to call a full army of the deity into being – thus far, no one has tried to investigate the

legend. **14 clerics** administer rites and look after the needs of worshippers. The temple also organizes night vigils to watch for raiding lizardmen. A cache of scrolls is found in the high priest's personal shrine (*neutralize poison*3, cure critical wounds*2, cure disease*2, cure blindness, remove paralysis*3, raise dead*).

Melchior Goldengown: male dorin Clr8; hp 50; AC 25 (*full plate +2, shield +1, Dex, cloak of defense +1*); AL LG; Str 13, Dex 13, Con 12, Int 10, Wis 17, Cha 14; *mace +1, cloak +1*; Spells: [Healing, Fire] 6/5/4/4/2; 0: purify water**, light, detect poison, create water**; 1: bless, create holy water, cure light wounds, command, protection from evil, burning hands†; 2: chant, augury, spiritual weapon, cure moderate wounds*†; 3: cure disease, dispel magic, searing light, resist fire†; 4: divine power, divination, wall of fire†.

Clerics of Mitra (14): Clr2; hp 7, 11*2, 14, 12, 13, 15, 6*2, 10, 8*2, 17*2; AC 16 (chain shirt, shield); AL LG; Str 12, Dex 10, Con 10, Int 11, Wis 11, Cha 12; *mace*; Spells: [Healing, Fire] 4/2, 0: purify water, create water, virtue, resistance; 1: cure light wounds*†, command OR create holy water, bless, cure light wounds† OR detect evil, cure light wounds, burning hands.

14. Thaskhotar's Tavern: the wizard-fighter Thaskhotar, originally of Ghinor, is long dead, but his morose son, **Kamali Itlari** kept the name for familiarity's sake. He sealed the underground laboratory of his father - as the rumors say, he was almost killed by some kind of magical trap that left him scarred for life. In his locked quarters, he keeps an ebony idol of the Jedahad Bird. This statue has three diamond eyes and is worth 4500 gp in all, but each eye is protected by a magical trap (Reflex DC 18; 4d8 hp fire damage, 4d8 hp cold damage, 6d8 hp lightning damage) that may only be

disarmed by the proper incantation. Merchants, seamen and travellers frequent the establishment. These include the following: appearing as a squat man with a shaved head and a flat nose, **Kush** is a polymorphed **ogre mage** waiting for an accomplice. He may sell two pieces of *incense of meditation* to a sufficiently infamous character at 600 gp each. **11 Skandik barbarians** have just sold a load of stolen goods on the black market (area **36**.) and are busy to get parted from their 360 gp. **Eldwyn**, a Tharbrian mercenary is looking for a group to join. Her rodentlike appearance has made her few friends, and she will try to make up some wild tale so that she will be accepted - such as how two men in green cloaks (one a half orc) have been inquiring about a party member. **Zedomus**, a Viridian is also looking for mercenaries (although NOT Eldwyn) on a sea expedition. See area **15**. for more details.

Kamali Itlari: male Ghinoran Rog6; hp 24; AC 10; AL LE; Str 17, Dex 11, Con 14, Int 10, Wis 13, Cha 11; dagger and shortsword.

Kush, Ogre Mage: HD 5; hp 30; AC 16; halberd; fly, invisibility, cause darkness, polymorph at will, regeneration 1 hp per round, charm person, sleep, gaseous form, cone of cold (8 dice) once per day.

Skandik Barbarians (11): Ftr2; hp 5, 7*3, 13*2, 11*2, 8, 14*2; AC 16 (chain shirt, shield); AL CN; Str 13, Dex 10, Con 12, Int 9, Wis 9, Cha 11; battleaxe or longsword.

Eldwyn: female Tharbrian Ftr6; hp 36; AC 18 (chainmail, shield, Dex); AL N; Str 15, Dex 13, Con 6, Int 15, Wis 15, Cha 6; bastard sword, silver horn, ancient engraved cold iron dagger (a family heirloom).



Tales at Thaskhotar's

1. Not long ago, a man in chain mail and a white tabard with an olive branch visited the pub – he placed six gold pieces on the counter and mentioned that he is in need of strong mercenaries. He can be found at an abandoned manor house to the southeast. (See APPENDIX VI.)

2. Grantion, captain of the Fire Breather seems impatient, as if he was waiting for something.

3. Not long ago, an old statue of a naked woman with bat wings was caught in a fisherman's net. Beshtal Teg the Idol Maker bought it for a large sum (see area 28.).

4. It is said one of Kritas's secret agents was sold on the Slave Market. Who knows who bought him?

5. Zedonus, a Viridian staying at the tavern is looking for mercenaries to explore the nearby islands.

6. Grantion was looking for the services of a magic-user a few days ago. („Already solved.” – he grunts if asked about it)

7. The faint sounds of chimes may be heard in the tavern's Haunted Room. The incorporeal form of a woman is seen at times.

8. The dead body of a mer-elf was found washed up on the shore.

9. Sorm the Sailor sells old glass vials he finds in the sea. It looks like he has found a steady source, for he never seems to run out of them. (See area 15.)

10. The nearby courtyard is guarded day and night and iron bars have been installed to keep out visitors. What's that old well guarded for?

11. Lizardmen have attacked a fisherman and kidnapped his two sons.

12. The sunken town of Azamar, 60 miles to the southeast, hides a palace with breathable air and a maiden who longs for her long lost love.

15. Harbor: fishermen, travellers, merchants and cheap courtesans frequent the harbor. Main wares include fish, pearls (2d6*10 gp worth, 2d6 available any given day), wine and oil (one amphora full for 30 gp), grain (5 gp per large sack) and ironware. **Sorm the Sailor** sells decorative glass vials for 1d10 gp each, which he recovers from a sunken galley (a small bay in hex 3812). A large fishing ship, seaworthy but said to be cursed, is available for the price of 180 gp. Noteworthy ships in port include: the *Fire Breather*, a large merchant ship, bound for the Isles of Etherial Bells with a cargo of pitch, olive oil and wine. **Captain Grantion, 60 sailors** and a trained **carnivorous ape**. *Zothay's Sword*, the town's warship, is a large galley with a crew of **60 men**. **Captain Rillin** is known for his bad luck and bumbling ineptitude, secretly sacrifices people to imaginary sea gods. *Thor's Son*, a Skandik longship, is preparing for a raiding expedition. **40 men** are lead by the blood brothers **Axe the Great and Ska the Magnificent**. They may take recruits if suitably impressed by their „manly provess”. The *Pteranon*, a small but sturdy Viridian vessel, is owned by **Zedonus** the Viridian. With **30 men** and his trusted guards, **Roidus, Sandés and Belisar**, he is looking for the enchanted sword of his exiled forefather, Aldar Visidius. He seeks competent mercenaries on an expedition to the isles nearby; afterwards, learning that the sword had been stolen (as described in APPENDIX V.), he may go after the „thief” who took it, take up piracy to at least regain his losses or (most likely) both. Zedonus is likable, charming and fond of outrageously tall tales – not to mention completely untrustworthy. Although he wouldn't murder a hireling, he would be happy to disarm one and leave him to fend for himself.

Sorm the Sailor: male human Ftr1; hp 5; AC 12; AL N; Str 12, Dex 15, Con 10, Int 11, Wis 9, Cha 12; dagger.

Captain Grantion: male human Ftr5; hp 35; AC 16 (leather, buckler, Dex); AL N; Str 14, Dex 16, Con 11, Int 12, Wis 12, Cha 9; scimitar, crossbow and dagger.

Grantion's Crew (60): Ftr1; hp 7 avg; AC 13 (leather, buckler); Str 11, Dex 11, Con 10, Int 10, Wis 10, Cha 10; shortsword and dagger.

Carnivorous Ape: HD 5; hp 23; AC 15; dmg 1d6+3/1d6+3/1d8+3.

Captain Rillin: male human Ftr4; hp 25; AC 17 (chain shirt, shield, Dex); AL CE; Str 13, Dex 13, Con 13, Int 13, Wis 13, Cha 13; bastard sword.

Rillin's Crew (60): Ftr2; hp 12 avg; AC 15 (ring mail, shield); Str 12, Dex 10, Con 12, Int 10, Wis 10, Cha 10; shortsword and spear.

Axe the Great and Ska the Magnificent: Ftr3; hp 22, 26; AC 16 (chainmail, Dex); AL LE; Str 17, Dex 13, Con 13, Int 10, Wis 8, Cha 10; greataxe and greatsword.

Skandik Raiders (40): Ftr2; hp 14 avg; AC 15 (ring mail, shield); Str 12, Dex 10, Con 12, Int 10, Wis 10, Cha 10; battleaxe.

Zedonus: male Viridian Ftr6; hp 39; AC 18 (chain shirt, shield, Dex); AL CN; Str 17, Dex 13, Con 9, Int 12, Wis 8, Cha 18; longsword, light crossbow (poisoned quarrels – DC 18, 2d6/2d6 hp), *potion of cure light wounds**2, *potion of cure serious wounds*, *potion of controlling humans* (32 levels, Will DC 18, 5d6 rounds).

Roidus, Sandés and Belisar: male Viridian Ftr3; hp 18, 19, 20; AC 17 (chain shirt, shield, Dex); AL N; Str 14, Dex 12, Con 12, Int 11, Wis 10, Cha 10; longsword OR battleaxe, 4 javelins.

Zedonus' Crew: Ftr1; hp 8 avg, AC 13 (leather, buckler); Str 11, Dex 11, Con 10, Int 10, Wis 10, Cha 10; scimitar.

16. Courtyard: bars of wrought iron block the arched passage between two buildings. Two guards, one a **veteran footman**, one a **recruit** stand watch and block access. They have orders to note and report anyone asking suspicious questions to the secret police. The courtyard itself is a dark and empty place, save for an old, abandoned tower and a dried up well. About halfway down, there is an opening leading to a narrow horizontal crawlway leading to the Court of Want (**32.**) – also, a side passage leads to old rooms under the tower and the Place of Stone Death. This dungeon is detailed in APPENDIX VII. Note that the entrance to the tower is bricked up; it is easier to climb the walls and enter it through a window.

Quamos, Veteran Footman: Ftr3; hp 26; AC 15 (ring mail, shield); Str 12, Dex 10, Con 12, Int 10, Wis 10, Cha 10; longsword and spear.

Verix, Recruit: Ftr1; hp 8; otherwise as above.

17. Timon the Wizard: a smaller one-story house built from rough stones; green plants and vines can be seen on its flat terrace. Beyond the sparse interior lies a corridor that ends in a locked iron door (DC 24). There is only a 10'*10' room behind, however, and that is occupied by an enraged **wind walker***. The true way to the wizard's rooms is through another secret door to the west. A domed hall with skylights of multicoloured glass serves as Timon's retreat, while his repository of scrolls and books is found in the small cell below. Another **wind walker** guards the quarters. **Timon's** graying, wild hair, unkempt beard and reddish nose, as well as his patched robes suggests a foolish old man. These outward signs are false, however, as his disciplined intellect, friendly yet often insultingly sarcastic demeanor and restless curiosity make him one of the strongest

personalities in Zothay. Timon taught both Kritas the Red and Kleantes (4.), but neither could tolerate his inquisitiveness and the jabs about their own work. Timon isn't especially interested in visitors, but he is willing to teach spells for a steep fee or services rendered. His spellbooks are kept under lock and protected by six sepia snake sigils each. Spare copies are found in an abandoned, walled up chamber two days from here; these have explosive runes in addition to the sigils.

Timon the Wizard: male human Wiz7; hp 28; AC 18 (*bracers +3, cloak +3, ring +1, Dex*); AL LN; Str 9, Dex 13, Con 12, Int 18, Wis 12, Cha 10; *bracers +3, cloak of defense +3, ring of protection +1, wand of polymorph* (28 charges, polymorphs to small animals only), *iron flask* (contains rakshahsa), *potion of diminution, potion of polymorph self, potion of invisibility, potion of cure light wounds*2, potion of cure serious wounds, scroll of teleport*; Spells: 5/5/4/3/1, 0: light*, detect magic*, read magic*, detect poison*, dancing lights*, prestidigitation*, 1: sleep, identify*, burning hands*, charm person**, unseen servant, magic missile*, jump, 2: knock*, flaming sphere*, acid arrow*, cont. light, locate object, levitation*, 3: fireball*, protection from normal missiles, clairvoyance**, sepia snake sigil, 4: remove curse, dimension door*, shout, 5: conjure elemental.

Wind Walkers* (2): HD 6; hp 34 each; AC 17; dmg 2d6+6; detect thoughts, ethereal, invisible.



Miscellaneous Missions

Timon is rumored to be the bane of any apprentice, demanding the impossible and being delighted by pointing out the inevitable failure. These rumors are all true; however, he is just as generous with rewards and will never undercut his disciples.

1. Consult with Daepheros the Water Naga about the effects of inverted water and the alchemical properties of blacksilver. She lives in the Spring Temple of Ai, located at hex 3416.

2. Enter the Beggars Quarter and observe the goings on at night. Report anything out of place, especially people transporting larger items.

3. There is an old alcove in the Square of Red Dust, with an idol depicting a goat's head. Sacrifice a goat at its base, preferably at midnight. Should clerics of Mitra complain, point out that this is perfectly legal thanks to an obscure but very specific edict found in Zothay's ancient legal documents.

4. Acquire an intact mummy from the jungle tomb of Dullah – preferably still in its sarcophagus. Do NOT attempt to take anything else, or stray beyond the Dreaming Doorway. Bring the mummy to Kleantes the Wizard and greet him with an epic and outrageously exaggerated poem about his greatness. Watch him squirm as he tries to remain calm and polite.

5. Slay a chimera and bring back its corpse; one is said to live in the Broken Wastes. Try not to damage it too much.

6. The priestesses of Hecate in the Ered Perack range keep enchanted scrolls printed on fine sheets of metal. Steal at least three – once properly deciphered, they often reveal never before seen spells.

7. There have been subtle rumors that someone is planning to assassinate Kritas. Find out who this man is and what his motives are; just don't kill him yet. (See area 31. for more on this.)

8. Bring expensive gifts to Dhazi Kathari, the Lord of Black Baron Pass (found along the Old South Road to the north). Try to find out if the rumours about his spellcasting powers are true. If they are, find out whether he would be willing to exchange a few spells.

18. Ösdal's Mausoleum: Ösdal, hero of the Gishmesh, was one of those who bitterly opposed the rise of Edario I. in Tarantis. Unlike many others, he chose exile over submission, bringing his most loyal subjects across the Winedark Sea in 4342. At this time, Zothay was ruled by Zaides the Trader, a prosperous merchant driven by an almost religious dedication to conquer the Broken Wastes and unearth the mysteries of its past. One rival of his, Narmothran, allied with Ösdal to bring his reign to a bloody end. In exchange for these services, the Gishmesh were allowed to settle and prosper south of the city – which eventually built new walls to protect their enclave from orc raids. Ösdal's reputation as an almost semi-divine hero grew over the years, and his body was enshrined in this columned hall, constructed from the purest limestone and marble. His iron sarcophagus, suspended from four thick iron chains five metres over ground level, may not be opened by any earthly force. The mausoleum is open to all who want to pay their respects or learn about Ösdal's many deeds. The mausoleum doesn't contain any treasure.

19. Garden of Heroes: the graves of Ösdal's warriors lie under the carved headstones of this elevated garden one story above street level. Each stone looks to the northeast, in the direction of Tarantis. The surrounding walls are all that remains of Ösdal's original keep. A small bridge leads to the walkway encircling the Mausoleum,

where verses carved in stone praise the heroes of old. The small alley east of the garden hides a secret door. At night, people can be seen vanishing behind it, and they only return in the morning. It leads to an exclusive drug den (formerly a chapel of Selanii) run by Ikaitan the Unblessed, a strange man from the Valley of the Ancients. See APPENDIX VIII. for more details on the establishment and its patrons. Note that some Gishmesh who have visited this place consider it holy ground, and the underground place doubly so – visitors should better mind themselves.

20. Temple of Selanii: Selanii, Paldorian Goddess of the Sea, is the most revered deity among Zothay's Gishmesh. Her temple doubles as a ritual bath for those of the faith – others, while admitted, may not join the rites or receive temple services. Even Gishmesh outlanders are treated with suspicion, unless they demonstrate their open contempt towards King Atar. The sea winds constantly blow through its spacious chambers, even on otherwise calm days. **Thuunis of Thalanzar**, the high priest, is still a young man with little experience, who got his position after his predecessors departed on a holy quest two years ago. He doesn't like to be bothered, as his studies of the sacred texts keeps him occupied all the time. Instead, **five acolytes** serve in his stead. Thuunis knows about Ikaitan's den (APPENDIX VIII.) and regards him with suspicion, thinking him to be a false prophet. Unless proven right, however, he doesn't dare to take action.

Thuunis of Thalanzar: male Gishmesh Clr4; hp 31; AC 18 (breastplate, shield, Dex); AL CG; Str 8, Dex 12, Con 12, Int 10, Wis 16, Cha 15; *trident +1*; Spells: [Healing, Water] 5/4/2, 0: purify water**, light, create water**, 1: create holy water**, protection from elements, command, 2: augury, spiritual weapon, hold person.

Acolytes (5): Clr1; hp 8, 6, 3, 6, 8; AC 12 (steel shield); AL CG; Str 14, Dex 10, Con 11, Int 12, Wis 11, Cha 13; mace; Spells: [Water, Healing] 3/1, 0: purify water, create water**, 1: cure light wounds, obscuring mist[†]; mace.

21. Court of Akho: protected by ancient customs, only the merchants living in the Court of Akho may sell pure oil in Zothay. Their shadowy courtyard and the crumbling houses surrounding it don't even hint at the wealth they possess, but every scoundrel worth his name knows the wild tales about rooms filled with gold and secret deals about more than the commonly available goods. If there is a smuggling operation here, it remains a well kept secret. Otherwise, all kinds of oils are available to the curious, from lamp oil to opium oil for 30 gp (a most popular relaxant among the well to do), pure opium for 25 gp, scented oil for 5 gp, meditative oil for 8 gp, oil of the deepest dreams for 14 gp, etc. In the middle of the courtyard, ten steps lead down to a wall fountain carved to resemble a donkey's head. Rumors say the donkey will open a secret passage if the correct words are spoken.

22. Monument to Themeles: this 20' tall bronze colossus standing on a 10' pedestal depicts an idealized image of Themeles the Bull-slayer, clad in a loincloth and triumphantly presenting the severed head of a slain adversary. Unknown to most, it is also the receptacle of a **wraith**, the restless shade of a worker murdered and buried here during the monument's construction. The vengeful spirit whispers promises of power and glory to those who would listen to it, and tries to lure them back at night to prey on their life essence. It can be slain in combat, but only some sort of exorcism can drive it off permanently.

Wraith: HD 5; hp 32; AC 15; dmg 1d4+1d6 Con; incorporeal, TR +2.

23. Governor: Sjorald Ivarsson, the appointed governor from Ossary dwells in this fortified house. As the „second most powerful man in town”, as well as the emissary of the hated King Alkazed, he has few friends and many enemies. He is always accompanied by **eight mercenaries**, and **six bowmen** stand guard atop his squat and ugly tower. As Sjorald has been stealing from the monthly tribute, and some are starting to notice it, he is anxious to unearth a plot or rebellion plan which he can present to Ossary. He would pay well for any sort of convincing evidence, and is especially curious about the well guarded Northeast Tower. His collection of silver cups and drinking vessels is worth 1600 gp. Unknown to all, one of the goblets is magical; any poison or magical liquid poured into it loses effectiveness immediately.

Sjorald Ivarsson: male Skandik Ftr5; hp 34; AC 18 (scale, shield, Dex); AL NE; Str 18, Dex 13, Con 16, Int 10, Wis 6, Cha 14; battleaxe.

Mercenary Guards (8): male Skandik Ftr3; hp 21, 16, 15, 14, 20, 24, 17, 22; AC 17 (chainmail, shield); AL LE; Str 14, Dex 10, Con 13, Int 9, Wis 10, Cha 12; battleaxe and light crossbow.

Bowmen (6): male Skandik Ftr2; hp 14, 13, 16, 11, 14, 15; AC 15 (ring mail, Dex); AL LE; Str 12, Dex 15, Con 13, Int 9, Wis 10, Cha 12; longbow and longsword.

24. Northeast Tower: although it looks like the other wall towers from outside, this building is guarded constantly and even anyone entering the street leading to it will be regarded with suspicion, questioned and told to „mind his business”. **Five veteran footmen** watch the street from well defended

positions, **six veteran bowmen** on the battlements and **six** on the top of the tower report any suspicious activity, while both interior levels are guarded by another **ten veteran footmen**. Below a locked iron trapdoor (DC 18), there is a smaller, recently constructed basement. There are signs that the ground has been disturbed. Indeed, five coffins with protective lead sheets and locked iron bands (DC 18) are buried under a feet of loose earth. They contain five dead bodies. This is just a ruse: the bodies belong to common criminals executed in the palace dungeons and brough here in relative (although not particularly well maintained) secrecy. While they are just decoys, several parties are interested in recovering and questioning them using *Speak with Dead*. Rumors of their disappearance would inevitably surface and attract a lot of attention. The real treasure lies under a further five feet of packed earth and stones: a lead shielded vault magically protected from both divination and teleportation magic. To make sure no news ever get out, a **guardian daemon*** is instructed to slay and devour any intruder who fails to immediately utter the words, „*I have come for the armaments from beyond the greater spheres, and hereby announce your dismissal.*” The vault contains a cache of 20 laser pistols (touch attacks to hit, 2d10 damage, 100’ range), three laser rifles (as above, but 3d10 damage and may hold two cartridges at a time), 140 cartridges with six shots each, the metal boxes the items were found in, plus two small warheads with disposable launching platforms. Either warhead could reduce a small citadel or village to molten slag, and this doesn’t even include the radiation poisoning. Only Kritas, the wizard Timon and the architect who constructed the vault (Brenna the Avalonian, enjoying her „exile” among the elves of Onhir) know about the vault’s existence, only Kritas and Timon know about its contents and none of them

realize the destructive power at their disposal, although Timon at least suspects it.

Veteran Footmen (25): Ftr3; hp 26 avg; AC 17 (chainmail, shield); AL LN; Str 14, Dex 11, Con 15, Int 11, Wis 14, Cha 10; longsword and spear.

Veteran Bowmen (12): Ftr3; hp 21 avg; AC 15 (studded leather, Dex); Str 10, Dex 15, Con 12, Int 10, Wis 10, Cha 10; longbow and shortsword.

Guardian Daemon*: HD 8; hp 56; AC 21; dmg 4d4+4/2*1d6+2; fire breath every 1d4 rounds, 5d6 fire (DC 16), DR 20/+2.

25. Gates: originally, more than 2500 years ago, these small towers marked the edge of the town and were meant to keep people out. Now that Zothay has expanded beyond them, they no longer fulfill this defensive function – on the other hand, they do a decent job of keeping the inhabitants of the Beggars Quarter in. After nightfall, they are closed (the only exception is the gate at the Square of Red Dust, which has its guard tripled instead) and not opened until dawn. Anyone trying to get out or get in at this time is assumed to be up to no good and arrested; scaling the walls or otherwise circumventing the gates means an instant death sentence. Each gate is garrisoned by **10 guards** and **five archers** who report to Guard Captain Glant the Ham (see area **8f.**). One of the guards in the towers has a horn he will blow in case of an emergency. This whole arrangement is quite costly for Zothay, but the agreement with Ossary prevents better measures. Note that the western gate (area **26.**) has been taken over by the Thieves Guild.

City Guards (10*5): Ftr2; hp 12 avg; AC 15 (ring mail, shield); Str 12, Dex 10, Con 12, Int 10, Wis 10, Cha 10; shortsword and spear.

Veteran Bowmen (5*5): Ftr3; hp 18 avg; AC 13 (studded leather); Str 10, Dex 14, Con 11, Int 10, Wis 10, Cha 10; longbow and shortsword.

26. Western Gate: with the right amount of bribes, **Revin Olthar**, secret head of the Thieves Guild, became the commander of this gate. After securing the position, he had the bribed official assassinated and gradually replaced the guards with his own **15 men** (these people are ill trained and it shows – they also believe Revin Olthar is Hak the Black's underling, not vice versa). Although business goes on as usual, the „watch” turns a blind eye to people who enter Savim's Opium Den (area 27.) and step out of Beshtal Teg's Shop of Idols (area 28.). Only a few members of the guild (including the owners of the aforementioned establishments) know the secret way, and it isn't used for simple smuggling. Currently, Revin Olthar is trying to plant a spy in the secret police – and, eventually, probably with the aid of the Skandiks, topple the government and grab the tyranny for himself. Thus far, his progress has been slow, as Sjorald Ivarsson, the Skandik governor, is uneasy about an alliance. He realizes the shakiness of his power, and is always careful in his dealings, trying not to appear too relevant to the authorities.

Revin Olthar: male Tharbrian Ftr5; hp 42; AC 17 (chain shirt, shield, Dex); AL LE; Str 15, Dex 15, Con 10, Int 10, Wis 12, Cha 10; scimitar.

Thug Guards (10): Ftr1; hp 3*4, 10*2, 5*2, 8, 2; AC 15 (ring mail, shield); Str 11, Dex 11, Con 10, Int 10, Wis 10, Cha 10; shortsword and spear.

Thug Archers (5): Rog 1; hp 4, 2, 1, 3*2; AC 14 (studded leather, Dex); Str 10, Dex 12, Con 11, Int 10, Wis 10, Cha 10; longbow and shortsword.

27. Savim's Opium Den: this tiny and cramped den is the favourite of those who would enjoy a pleasant dream but lack the money to do it in their own homes, or afford the right drugs. **Savim** sells cheap, opium laced tea (2 gp per serving). This diluted concoction is of little value – more discerning customers can get the right stuff for 20 gp, and a pleasant bed to go with it. Savim discourages theft in his own establishment, and a **burly bouncer** makes sure nobody makes trouble. A secret passage is located in a separate room nobody uses otherwise.

Savim: male human Rog2; hp 11; AC 13 (Dex); AL CN; Str 14, Dex 18, Con 13, Int 10, Wis 14, Cha 7; dagger (poisoned – DC 18, 2d6/2d6 hp).

Bouncer: male human Ftr2; hp 21; AC 13 (studded leather); AL N; Str 16, Dex 10, Con 13, Int 6, Wis 10, Cha 8; club and dagger.

28. Beshtal Teg's Shop of Idols: although unable to cast spells, the proprietor of this store, the Ghinoran Beshtal Teg is a wizard in his own right. With the eldritch powers at his disposal, he is able to bind evil spirits into his crudely carved idols. These guardians are for sale to those who are willing to pay for them. He himself buys ancient statues, idols and figurines both for enchantment and his collection. Although Beshtal Teg is able to fashion more types, the following kinds of idols are generally available: **guardian idols** (500 gp) can use a mental strike once per day on anyone who passes by them. Will DC 12 to resist, 6d6 hp subdual damage if failed, none otherwise. **Idols of observation** (800 gp) observe, listen to and report suspicious events. While they are continually active, they will only speak once per day. **Idols of control** (1000 gp) may, once per day, take over the body of

an unwilling subject for 1d4 rounds (Will DC 12) and control its basic physical movement – e.g. attack as a 5 HD monster, walk, jump, try to break an object, etc. More delicate tasks are impossible, and control doesn't extend to the psyche and the mind. The subject is aware the whole time. As the spirits inhabiting the idols are malevolent, they are risky to use. Guardian and control idols may harm their owner, and idols of observation can (and often do) lie, omit information or distort the truth. They will happily contribute to the downfall of their master. They aren't particularly bright (Int 8), but possess a crude animalistic cunning. Each idol can use its powers once per day – they can do it twice, but in this case, the connection between the idol and the inhabiting spirit is severed and the statues have to be reenchanted to function properly. Apart from the multitude of lesser, unenchanted idols in the shop, there are **two guardian idols, two idols of control and an idol of observation** set to watch the secret door leading to Savim's Opium Den. If Beshtal Teg is attacked or slain, they do everything in their power to destroy the killer. A kneeling statue of a naked woman with bat wings, horns and a smile that would make a whore of Viridistan blush, is undergoing enchantment (it will become some sort of charming type).

Beshtal Teg: male ghinoran Wiz4; hp 7; AC 13 (Dex); AL CE; Str 14, Dex 16, Con 7, Int 14, Wis 12, Cha 6; dagger (poisoned – DC 18, 2d6/2d6 hp), no spells.

29. Sealed House: this abandoned, four story house once belonged to a mercenary company (still evident from the stone relief depicting two crossed swords, one vertical and one horizontal, above the entrance), disbanded by Zennon, the predecessor of Kritas the Red. After learning of an assassination plan (formented by the cult of

Set), he had the mercenaries imprisoned in the house after confiscating their wealth. Without food and water, the prisoners soon turned to cannibalism, but not even this could prevent their demise. Since then, they have risen as **ghouls**; 20 of them still remain, waiting for something or somebody to sate their hunger. The door to the house is *wizard locked* (DC 24).

Ghouls: HD 2; hp 13 avg; AC 14; dmg 1d3/1d3/1d6; paralysis.

30. Lamp Light Pub: although the Tharbrian propertior, **Ragnar**, is only permitted to sell drinks, he also rents a well hidden room for thieves at 1 gp per day. Suspicious travellers, petty criminals and the poor of the Beggars Quarter frequent the foul smelling and dark establishment. A few cheap trollops (Rog1) ply their trade nearby, also trying to pickpocket their guests. Visitors looking for work receive some uncertain hints at first („*There is this... there is that...*”). After a generous palm greasing (a few gold pieces), they are directed to the Court of Want to talk to Old Gor. After leaving the pub, a filthy beggar named Thorm will bump into a character and whisper „*Pst, meet me at the walled up tower after sundown*”. He is in the service of Broktend and tries to recruit the characters if they look capable enough.

Ragnar: male Tharbrian Rog2; hp 7; AC 11 (Dex); AL N; Str 12, Dex 12, Con 10, Int 10, Wis 10, Cha 11; longsword.



Table Talk

1. Not long ago, a man in chain mail and a white tabard with an olive branch visited the pub – he placed six gold pieces on the counter and mentioned that he is in need of strong mercenaries. He can be found at an abandoned manor house to the southeast. (See APPENDIX VI.)

2. Three foolish thieves tried to sneak into the Tower of the Prophets at night. The fanatics noticed them, immediately smahed in one's head, and broke the arm of the second.

3. Several guards have been spotted near the harbor. They seem to be looking for something.

4. Hak the Black, head of the Thieves Guild recently acquired a new slave girl, rumored to be an Altanian princess.

5. If you are looking for a fence, Kritas is the man to seek. Yeah, Kritas the Cripple, not Kritas the Red. You can find him at the slave market, just ask around.

6. Trellan, the son of Old Gor has gone missing. Some say he left town because of some quarrel with one of Hak's men... others claim he took a suspicious job, because he was talking about a lot of easy money in the nearby farmlands. (Trellan was offed by fanatics of Dorak. See rumor 1.)

7. There are undead in the abandoned tower, but there is also treasure; somebody who could open the magical lock and avoid the guardians could find the real wealth of the mercenaries – a secret room full of gold and other valuables.

8. The corpse of an old tramp was found near one of the gates, his body drained of all blood. There were deep cuts on his wrists and neck.

9. There is going to be a raid on the streets again... the soldiers are getting restless.

10. A cleric of Set was seen buying sacrificial victims on the slave market. He slipped something about „the altar of opals” and the southern swamps.

11. The Gishmesh are not people to mess with. They are very suspicious of foreigners in their quarter – bah, as if they belonged here.

12. Watch for eyes and ears, they will hear your words if you don't learn to talk silently. For example, look at that man... yes, he is one of *them*.

31. Broktend's Second House: **Commander Broktend**, usually in charge of the army footmen (see area 8e.), leads a double life. He masquerades as a travelling merchant, only visiting his dwelling on rare occasions. As he always makes sure to don simple clothes and mess up his otherwise carefully maintained beard on these occasions, no one suspects the connection. Most of the time, the house is locked, with a regular and a hidden lock (both DC 18) to discourage entry. He usually approaches the house through a secret door to the west (from the apartment of a tailor who also happens to belong to the secret police). Broktend is constantly looking for outsiders with mercenary leanings and tries to use them against the Thieves Guild. His tasks are assassinations or kidnappings of key underworld figures, and are always well paid (as appropriate for the campaign – the values given would be normal for a stingy Judge).

Commander Broktend: male dwarf Ftr6; hp 44; AC 9/15 (chain shirt, shield, Dex); AL NG; Str 15, Dex 8, Con 17, Int 12, Wis 17, Cha 15; shortsword.

Hired to Kill

1. Vit Torin, a guard on the Slave Market; a tall blonde man with a beard. 40 gp. Avoid unnecessary casualties.

2. Sumay, an old fisherman (in reality a smuggler and an informant for slavers). 24 gp. Make him disappear.

3. Enkidu, a city guard serving at the Western Gate of the Beggars Quarter. 70 gp. No traces; try to take him alive. If the attempt is successful, bring him to Sun Street at night, where someone will be waiting to pick him up.

4. „And now, you will need to kill the man himself, Kritas...” This refers to the fence at the Slave Market, but Broktend likes to watch the surprise. 300 gp, and torch his cellar as well. Should anyone be with him, kill them as well. If the would be assassins are too eager *before* they learn which Kritas to kill, Broktend will be extraordinarily careful with them later and make sure agents of the secret police follow their steps while they stay in Zothay.

5. Arzanai, an assassin. 70 gp. See area 9. Try to interrogate him about his mark before he is done away with.

6. Sjorald Ivarsson. This is a hard task, but the 1000 gp reward will be more than adequate. If at all possible, try to pass the blame on his guards somehow, or any other Skandik the characters can find. Once the deed is done, it would be best to leave town for a few months. He tries to reassure the mercenaries if they seem uneasy – „It is sure that Kritas and his guards will not really press matters, because we... we are sure they would be more than happy to see him dead.” If the party looks extraordinarily trustworthy and essentially good natured, he will give them the medals of the City Guards in addition to the reward amount with a laugh, and warn them to „*behave like good lads now*”. Further tasks of a more political nature – probably given by Kritas himself – are possible, with the appropriate rewards.

32. Court of Want: the most destitute, the dregs of society inhabit the houses nearby. Even the other street scum shun them. Most of the dusty, dried up square is occupied by the kennels of **Old Gor**, who sells skinny and mostly worthless **dogs** for 1 sp each. A man with dirty stubble reeking of rotgut and filth, Old Gor has always been a miserable coward of a thief. He never got far in his sixty years (especially once he was caught and his ear was lopped off), and currently serves small men who are still greater than himself. This way, he can make a living and spare a few coins for his no-good son, Trellan. When dealing with others, he is always reluctant to pay and never tired enough to haggle on the smallest price. Gor stands on the lowest rung of the Thieves Guild, and is usually the first man to test a potential newcomer. After a few (1d4) tasks, he sends him/them to Hak the Black. Despite his old age, he is tough as a nail and meaner than his dogs. A tunnel opening from a dry well in the courtyard leads to another court outside the Beggars Quarter (16.). A side passage connects to the basement of an old tower and the Place of Stone Death (see APPENDIX VII. for more details).

Old Gor: male human Rog3; hp 24; AC 11 (Dex); AL CN; Str 13, Dex 13, Con 16, Int 14, Wis 10, Cha 8; dagger in cane.

Dogs (27): HD 1; hp 6 avg; dmg 1d4+1.

Miscellaneous Missions

1. A guest of the Chimera Bath, a sickly fellow by the name of Jornil, should suffer a minor accident. Nothing serious, just a reminder.

2. There is a long chest in the Lamp Light Pub (Ragnar will know which). Smuggle it out of the city and throw it into the swamp. Don't open it in any case.

3. Examine the dry well in the court. There is a secret passage, but the men he sent last time never came back. Report on the findings, especially if there is an exit outside the Beggars Quarter. (see area 16. for more)

4. A certain young urchin stole from someone higher up. Find the boy and give him a solid beating.

5. There is a small silver statue in the Temple of Selanii. It depicts a triton and is rumored to be unguarded. Find out if the rumor is true and steal it if possible.

6. The merchants in the Court of Akho are behind in protection money. Take a vial of poison (a small vial of contact poison, DC 18, harmless but causes excruciating pain for 2d4 hours) and somehow inject it into an amphora of bathing oil. Place a secret mark on the amphora and blackmail the merchants. [Someone from the guild, a rival of Gor's, will spy on the characters, remove the mark and place it on another amphora.]

33. Alchemist: Mulsargon, a skilled charlatan, wears embroidered blue robes with mystical symbols and sells fake goods to the easily duped. His wares include: Potion of Strength, Potion of Combat Might, Dust of Warding Off Evil, Lockgrease (to make opening locks easier), Elixir of Love and Blade Balm. All cost 20 to 40 gp, depending on how gullible the customers look, and are completely useless – except Blade Balm, which is mildly poisonous (DC 12, 1d6/1d6 hp) and costs 40 gp.

Mulsargon: male human Rog3; hp 14; AC 12; AL N; Str 12, Dex 15, Con 8; Int 13, Wis 10, Cha 17; staff and dagger (with Blade Balm).

34. Weaponsmith: although Zothay isn't known for the quality of its blacksmiths, there are a few who practice this trade. **Olaf**

the Hunter is one of them; he makes arrows and shortwords for the Thieves Guild. His shop also sells a few suits of armor: two chainmails 60 gp each, scale mail 20 gp, breastplate 95 gp. All of these are in need of repair.

Olaf the Hunter: male human Ftr4; hp 26; AC 12 (Dex); AL N; Str 12, Dex 14, Con 12, Int 10, Wis 10, Cha 10; longsword.

35. Slave Market: this large square was once the site of Zothay's old palace, still evident from the remaining walls that surround it. Small houses – slave and guard barracks – cling to its perimeter. Captives come mainly from Skandik raids to the Ebony Coast and Tarantis, Altanian and orc villages to the south and southwest, occasionally elsewhere. Auctions are held for special slaves twice per month. There are usually 2d4*10 human, 1d3*10 nonhuman and 1d6+1 extraordinary slaves on the market. General prices are 20 gp for an average manual laborer, 40 gp for a strong laborer, 60 gp for a trained fighter (Ftr2 or Ftr1), 30 gp for a woman and 15 gp for a child; nonhumans 10 to 20 gp extra. For more exact pricing, see the guidelines in *City State of the Invincible Overlord*, published by Necromancer Games and Judges Guild. Currently, there are 20 average laborers, 25 strong laborers, 5 fighters, 8 women and 5 children, as well as the following extraordinary slaves: **Tharr**, an orc barbarian and a trained gladiator (Ftr4, 400 gp, Str 18), **Regdolet**, a Tharbrian fighter (Ftr3, known to steal valuables, 150 gp) and **Ya'a**, an „amazon princess" (Ftr1, 200 gp, Cha17). **Zosimos**, a mediocre man both in trade and leadership, is in charge of the market. He is more often found sampling the excellent wines of the countryside than at work. Nevertheless, he has quite a lot of experience under his belt and knows the seas and major trade routes of Barbarian Altanis

like his palm. **20 guards** make sure nobody escapes and the merchandise remains unharmed. They all dread Zosimos's drills.

Zosimos: male human Ftr3/Rog4; hp 46; AC 14 (studded leather, Dex); AL N; Str 12, Dex 12, Con 13, Int 10, Wis 12, Cha 6; mace and throwing daggers.

Market Guards (20): male human Ftr2; hp 12 avg; AC 14 (studded leather, buckler); Str 12, Dex 10, Con 11, Int 10, Wis 10, Cha 10; shortsword and club.

36. Fence: under an old rug in an empty (but guarded) shack, a trapdoor leads to stairs which lead down to the wet and sickly smelling cellar of **Kritas the Crippled**, the fence of the Thieves Guild. All kinds of stolen goods – tapestries, brass and copperware, weapons, objects of art and even wine – are stockpiled in the little room, leaving little room for sitting. Kritas is a small, weak man, his pale face and thin beard continuously twitching. He can't walk properly and speaks in a hushed tone with great difficulty. Once the most promising thief in the guild, he was cursed with this wretched state by an undead cleric for disturbing his resting place, and no priest or wizard could remove his condition. As a fence, he buys stolen goods at 25 to 30% of market value and asks no questions. He won't buy items appraised over 1000 gp, unless he can find a buyer beforehand (50% chance, -5% per additional 500 gp value; 2d4 weeks). He sells various mundane items at 75% their normal price, as well as two magic items: a *cloak* with embroidered golden flies (+1 to Fortitude saves, wearer develops an urge to rub his hands together when excited, 450 gp) and a *potion of levitation* (190 gp).

Kritas the Crippled: male human Rog8; hp 18; AC 9; AL LE; Str 7, Dex 6, Con 3, Int 17, Wis 11, Cha 8; noncombattant.

37. Thieves Guild: the „new guild“, established 40 years ago by an exile from Kauran, has since become the second most powerful organization in the city, and has managed to virtually destroy their rivals. Nevertheless, they possess little combat effectiveness and couldn't stand a chance in an open confrontation with the authorities. Their building, a sprawling complex with multiple exits and lots of empty rooms, is easily abandoned in case of an emergency. In addition to thieves, defenses include **five guardian idols**, **four idols of observation** and **two idols of control**, as described under area 28. (and a few nonmagical idols to confuse intruders). The guildmaster, Revin Olthar doesn't even operate from here – leaving **Hak the Black**, a gutless dupe to do his dirty work. Hak knows he is a miserable failure as a leader and has developed an unhealthy persecution complex; being haunted by desperation, he has turned to opium and other drugs. For all important decisions, he has to consult Revin Olthar, limiting his effectiveness. The elite thieves don't even bother with him – since they know the boss, they see no need to go the hard way to reach his ear. Currently, there are **nine apprentices**, **11 footpads**, **four cutpurses** and **three elite thieves** in the guild. Revin Olthar's treasures and the guild locker – which only he has the access and keys to – are found in a hidden room beneath the building. Thieves looking for work – those who have proven their worth before, or are well known in the area – may gain work and guild protection for 20% of their take; they will also be able to sell the stolen goods at a higher rate – 40 or 50%. The guild can provide weaker sorts of venom, information, a hiding place and (if this service isn't abused and the thugs return in good health most of the time) hired muscle for risky endeavours.

Hak the Black: male human Rog3; hp 17; AC 14 (leather, buckler, Dex); AL N; Str 14,

Dex 14, Con 16, Int 12, Wis 8, Cha 5; scimitar.

Apprentices (9): Rog1; hp 1*3, 4*2, 3, 6, 5*2; AC 13 (leather, Dex); Str 11, Dex 12, Con 10, Int 12, Wis 10, Cha 10; dagger and shortsword.

Footpads (11): Rog2; hp 9*2, 11*2, 12, 7, 5, 4, 10, 13*2; AC 15 (studded leather, buckler, Dex); Str 11, Dex 12, Con 10, Int 12, Wis 10, Cha 10; dagger and shortsword.

Cutpurses (4): Rog3; hp 16, 12, 19, 14; AC 15 (studded leather, buckler, Dex); Str 11, Dex 12, Con 10, Int 12, Wis 10, Cha 10; shortsword, shortbow and dagger.

Elite thieves (3): Rog4; hp 21, 22, 20; AC 16 (studded leather, buckler, Dex); Str 11, Dex 15, Con 15, Int 15, Wis 10, Cha 11; scimitar and throwing daggers (both with poison – DC 18, 2d6/2d6 hp).

Miscellaneous Missions

1. A man living near the Square of Red Dust has stolen a golden goblet from the Temple of Mitra and tried to pawn it. Steal the goblet for the guild and give the fool the beating of his life.
2. People have been observed vanishing behind a secret door in the eastern wall of the Garden of Heroes. Find out what lies beyond the door and report back for further instructions.
3. A member of the guild was captured on a job and taken to an unknown location. Find his whereabouts and rescue him.
4. The Temple of the Lady of Wisdom (hex 3913) is renowned for its wealth. Steal the mask of Thothmes from the high priest, Vanir Tholemestes. Be careful – the place is well guarded and even a small mistake may result in failure. Better return empty handed than not return at all.
5. Try to infiltrate the Glorious Gate and if possible, find a way to bribe or blackmail

Gate Captain Landar Themizar so that smugglers will have an easier time. Reasonable expenses will be paid for by the guild.

6. A merchant at the Court of Akho recently bought a treasure map. Acquire this map for the guild and investigate the location of the treasure. The guild will provide henchmen, equipment and transportation.

7. There is a good deal to be made in grain – the harvest has been bad and the stores have been spoiled. Travel to Ossary and negotiate a trade deal with a merchant named Avars – an old friend and business partner.

8. A guard captain named Revin Olthar has become dangerous for the guild. He must be slain in complete secrecy and without a single trace, preferably while he is asleep. There are three thieves who are allied to him – they must also die before they can react. The reward will be extremely generous. [Needless to say, this is Hak's attempt against the guildmaster himself – at this point, he believes he can take over and erase the traces of his boss and his closest underling. Should the attempt be successful, the PCs might become his lieutenants. It is also possible that an eavesdropper hears of the plan and decides to complicate matters – this is for the Judge to decide.]

38. Poorhouse: while there are many beggars in the Beggars Quarter, the ones who live in this abandoned ruin are reputed to be the worst of their kind. The reputation is well deserved, for they are the degenerate disciples of their fell deity, Shakkur, Lord of Beggars and Master of Naught. Their band steals food for sustenance, often „procuring” human flesh to devour in their dank cellar. The **30 beggars** are only semi-intelligent but possess a feral cunning. As a blessing from their god, **ten** have been given the powers of „resurrection” and vampirism. These, once killed, stand up once again to fight against

their foes with full hit points. They may also carry some kind of disease at the Judge's option.

Beggars of Shakkur (20): HD 1; hp 3 avg; AC 9; dmg 1d6-1 (club) OR 2d4-1 (bite).

Shakkur's Blessed (10): as above, but they return to life if slain, and once they successfully bite an opponent, they remain attached until killed, draining 2d4-1 hp worth of blood per round.

39. Tower of the Prophets: this barren and empty plaza with its worn stone tiles is the center of a mysterious cult – if it is a cult at all. As described in APPENDIX IV., the fanatical and ascetic „prophets” (who serve *the* Prophets of the Wastes, although the distinction isn't something most people care about) don't tolerate anyone near their worship ground. Any given time, there are at least 2d8 fanatical dervishes sitting cross-legged on the ground in their loose and plain white linen garbs, absorbed in prayer and quiet contemplation. There are an additional 20 to 30 in the tower, making their rounds. Occasionally, four or five come down, only to be replaced by their companions. On major holy days (20% chance any summer month, 10% chance otherwise), there are 2d4*10 below and the same number above. Venturing near the plaza is suicide at this time, for the enraged prophets attack infidels in a screaming frenzy if approached. As for the tower itself, it is the most ancient building in the whole town, dating back to the times before Altanis was a flowering land – probably even the Kelnoran Age. It shows signs of more recent additions: a shimmering, colourful brass cupola and a 4 metres (13') wide „collar” near the very top; a walkway for the procession of prophets. The total height of the tower is 60 metres (200'); 40 to the collar, an additional 5 to the rim of the cupola and 15 to the very top. Its base is 20 metres (approx. 66') wide,

narrowing to 18 metres (60') at the top (the collar adds 26' to this, for a total of 86').

There is only one entrance to the tower, leading to a small chamber and a narrow, steep circular stairway upwards. This leads to the aforementioned circular walkway. The dervish-prophets tread this ancient and well worn platform in a ponderous monotone, doing their circles in double or triple file. Joining them is not without risk: apart from the harsh winds from the sea and the lack of any railings, the Presence which fills the prophets is extraordinarily strong here; so strong, in fact, that it can easily seize a person of weak will. Anyone here must make three successful Will saves (DC 18). If all three are failed, the victim's own momentum brings him over the edge; where he will plummet to his death. Even a single failure will cause a disturbance in movement the prophets will detect, and if two are unsuccessful, they will surely recognize the infidel is in their midst! However, if all three saving throws are passed, the character gains some sort of insight or guidance regarding the nature of his problems or dilemmas in the form of a sudden understanding. If someone is aware of the powers of the place, he can guide his own thoughts towards a specific conundrum; otherwise, the most pressing concern is „answered”. This function of the tower isn't well known and rarely used by those familiar with it.

Furthermore, the eons old stone pillar hides yet another secret: it is the „home” of the real Prophets of the Wastes. Only someone actively looking for the secret of the tower and one who has then contemplated it in the heights can find the well hidden secret door leading to the stairs *downwards*... spiralling to depths equal to the height of the structure. Here, in a dusty and forlorn chamber, sit three unmoving figures behind a crude stone table, clad in loose, dusty and tattered robes which cover their bodies. One rests his hand on the table; another crosses them before his

chest. Their faces are hidden by the hoods of their garments and golden masks with no human features – just two small, round holes for eyes, a small, protruding nose guard and a slightly larger circular hole where the mouth should be; covered by a fine metal mesh. This is how the moldering figures have been, and this is how they will always be. They are mere projections of the Entity or Entities behind them, illusions without real physical being, reflecting the appearances of the first visitors to ask it a question. What kinds of powers the prophets are will have to be decided by the Judge, as well as the nature of their counsel, should the characters acquire it. In the author's campaign, they were a singular but disjointed entity formed from the slowly disintegrating geosynchronous satellite system orbiting above the surface of the planet, which has evolved into a sort of semi-divine being with vast psionic potential. Other Judges will doubtless find their own answers.

Prophets of the Wastes (quite a lot): male Ftr2; hp 16 avg; AC 11 (Dex); AL N; Str 12, Dex 12, Con 12, Int 12, Wis 12, Cha 12; flail; immune to mind affecting spells, always make Will saves, berserk rage.

40. Temple of Athena: as the patron goddess of Zothay, Athena, Lady of Wisdom has a temple on this hill, although her main sanctuary is found to the southeast (hex 3913). The pathway to the hill is flanked by 10 statues depicting scenes symbolizing the wisdom inherent in human activity – such as city planning, writing, war, marriage, education, etc. Clerics of deities with access to the Knowledge domain may spend a few days here in meditation; upon completion, they can learn an unique spell the Judge feels appropriate to dispense. Athena's temple, a marble and limestone building, is surrounded by healthy fruit trees, well tended grapes and quiet areas of rest. Inside, there is a spacious

hall with a statue of the goddess, plus side rooms for the clergy. **Perena of Zothay** is the high priestess, a consort of Kritas the Red and the most important spiritual guide in the town. She is served by **six priestesses** and **20 slave guards**. The temple doesn't sell magical items, but anyone who is generous with sacrifices (wine, a prize bull or anything of that sort over 200 gp value) may receive a potion or an appropriate spell scroll. Beyond simple rites, Athena's temple also holds funerals before its gates. As the flames of the funeral pyre die down and the ashes are blown away by the winds from the sea, the priestesses try to look for an omen – equal to an *augury* in most cases, *divination* for large sacrifices or a remarkable person (moderately well known character of at least 5th level) or *communion* for a great hero or ruler with excessive offerings.

Perena of Zothay: female human Clr5; hp 25; AC 15 (bracers 13, Dex) or 22 (as above, shield, full plate); AL LG; Str 12, Dex 15, Con 10, Int 15, Wis 15, Cha 14; spear and dagger; Spells: [War, Knowledge] 5/4/3/1, 0: purify water, detect magic, detect poison, read magic**, 1: bless**, detect evil, protection from elements, cure light wounds, magic weapon[†], 2: enthrall, slow poison, augury, spiritual weapon[†], 3: prayer, clairaudience[†].

Priestesses (6): female human Clr2; hp 11, 12*2, 8, 16, 9; AC 11 (Dex); AL LG; Str 12, Dex 13, Con 10, Int 11, Wis 12, Cha 14; spear; Spells: 4/3, 0: create water, detect magic, light**, 1: create holy water, bless, cure light wounds.

Slave Guards (20): male human Ftr1; hp 6 avg; AC 10; AL non-evil; Str 12, Dex 10, Con 10, Int 10, Wis 10, Cha 8; shortsword.

Appendix I.: Rumors

These general rumors are appropriate to be dropped into a conversation, used as adventure hooks or as a basis for further expansion. Some could exist in multiple, very divergent variants; their veracity may also be doubtful.

1. The lizardmen living in the Arthiop Mud Flats have a hidden temple among old ruins. They worship a demonic idol of enormous proportions.
2. Zothay was built on ancient ruins. It is said there are still a few entrances to this underground realm.
3. A corrupt bureaucrat in the palace will be beheaded next week.
5. An island nearby hides the tomb of a cursed hero.
6. Giant frogs were observed in the woods to the southwest in great numbers. Could that have anything to do with the legend of Thonos Zamothoor, arch-hero of Tsathoggus?
7. Danger lurks in the Tower of the Prophets. Traps so insidious that no common thief can come back with the prize they protect.
8. An exiled merchant, Vnathim Ar-Taman is petitioning Kritas to return him to his old home. He seeks someone who would take up his case.
9. Dhazi Kathari, the Lord of Black Baron Pass, has made the Old South Road safer, but he is a strange man himself. It is said he is a slave trader who only sells the most worthless scum one can find.

10. The Altanian tribes are expected to gather any time now and start their traditional campaign against the lands to the north. Better wait with travel for a while.

11. A thief claimed to have found the Dismal Pits of Ykhar Laron, an old prison-tomb sealed hundreds of years ago. Unfortunately, nobody knows where he disappeared to.

12. Kleantes and Timon are old rivals, constantly scheming and plotting against each other. It seems Kleantes is in favour with Kritas right now.

13. A merchant caravan plans to cross the mountains through a recently discovered pass that would greatly reduce travel time. They are looking for recruits to guard the pack animals.

14. Once, another goddess inhabited Athena's temple. She and her followers were driven away and even their names were erased.

15. Lizardmen haven't been seen for a while. They might be planning a big raid.

16. A huge talking serpent with spellcasting powers lives in the Broken Wastes.

17. In a clash with smugglers, city guards killed an innocent man just minding his business. The watch denies these rumors... why do they think they can fool us? (20% chance said by agent provocateur)

18. Ossary plans to increase the tribute again, due to pressure from Kauran.

19. An enormous bird lives on a small island far to the west.

20. An abandoned, overgrown garden is found in the jungles to the south. A crazy hermit inhabits it, said to possess fearsome magical powers.



Appendix II.: Random Encounter Tables

Random encounter tables are only used at night. During the day, assume all kinds of people are present, most of whom aren't interested in harrassing the characters. Separate charts are provided for the town in general and the quarters in particular. Roll random encounters every hour or whenever they are appropriate. Actual encounters occur on a 1:6 chance, 2:6 in the Beggars Quarter.

General Chart (2d4)

1. Thief (1, Rog2)
2. Drunks (2d4, usually 1 HD equivalent or Ftr1-2)
3. Townspersons passing by (1d6)
- 4-6. as per quarter
7. Prostitutes (1d3)
8. City official (1, 20% 1d6 Ftr1 guards)

Town of the Elect (1d6)

1. Faint whispers (if near the Street of Themeles, beckoning to area 22.)
2. Guard patrol (10 city guards)
3. Prosperous citizen (1, 10% 1d6 Ftr1 guards)
4. City official on important errand (1 plus 10 city guards)
5. Foreigner going for a walk
6. Townspersons passing by (1d6)

Riverwatch (1d6)

1. Lizardmen (2d6)
2. Mitra's watch (Clr2 plus 2d6 Ftr1s)
3. Guard patrol (10 city guards)

4. Robbers (2d6 Ftr1s, only approach weaker groups)

5. Fishermen preparing for work (1d6) or smugglers

6. Shady type (1)

Gishmesh Quarter (1d6)

- 1-3. Militia patrol (1d6+6 Ftr1s, all locals)

4. Shady type (1)

5. Gishmesh group enjoying the night (4d6)

6. Water zombies (2d6)

Beggars Quarter (1d6)

1. Beggars (2d6, 20% of Shakkur, see area 38.)

2. Drunks (2d4, usually 1 HD equivalent, Rog1-2 or Ftr1-2)

3. Giant rats (2d10)

4. Stray dogs (3d4)

5. Robbers (2d6 Ftr1s, only approach weaker groups)

6. Shady types (1d4, „just hanging around”)



Appendix III.: Sample Caravans

These two caravans are provided as random encounters found at Saddak's pub, along the Old South Road, or anywhere else the Judge wants them to be.

Caravan #1: this company usually travels between Zothay and Warvik, occasionally visiting Kauran or Ossary. They specialize in wares from Valon, Malikarr and Thunderhold. In return, they bring spices, silks, fine Ghinoran glass and wood carvings to the north. Right now, the pack mules carry the following goods:

- dwarven weapons from Thunderhold, total value 900 gp. Battleaxes, swords and daggers.
- clothes from Valon, made from the pelts of northern white cats, 1000 gp.
- dyes from Malikarr, 1000 gp.
- scented oil from Malikarr, delivered to the Court of Akho, 800 gp.

Three merchants, **Angore the Iron-head**, **Thornir** and **Varos Leng**, own the assets. Angore is a Dorin from the west, thin and fast-spoken, fond of wild tales and curious legends. He is a faithful worshipper of Mitra, his patron, and contributes generously to the faith. Thornir is an older dwarf from Thunderhold, his red beard greying around the edges. He spends most of his free time at the bathhouse, trying to cure his skin affliction. Varos Leng, a Tharbrian, looks constantly tired and not too communicative. In truth, he is afraid of the Stalking Fate, a mysterious force that seeks to kill those who possess the *sacred scrolls of Y'a*. He brings them to Revin Olthar, who was in turn hired by clerics of Set to recover them. Unlike regular scrolls, these writings are equivalent to a spellbook. The scrolls, if studied, reveal the following spells: *call forth a type II*.

demon, wrack the spirit, exorcism, animate the restless dead (double powered variety, Wiz3 spell, hazardous as it doesn't grant control) and *contact the outer void* (this contacts some kind of malevolent supernatural power like Yog or Nyarlathotep). The exact details of the spells (and the Stalking Fate!) are „up to the Judge”™. The caravan is protected by **30 guards, three sergeants** and **Gerthyun Gwyld**, a skilled mercenary (the strong, silent type).

Angore the Iron-head: male Dorin Ftr5; hp 27; AC 16 (studded leather, shield, Dex); AL LG; Str 12, Dex 12, Con 9, Int 11, Wis 12, Cha 11; scimitar and composite longbow.

Thornir: male dwarf Ftr6; hp 49; AC 18 (chainmail, shield, Dex); AL LG; Str 13, Dex 13, Con 18, Int 12, Wis 12, Cha 8; battleaxe.

Varos Leng: male Tharbrian Rog4; hp 26; AC 14 (leather, buckler, Dex); AL N; Str 11, Dex 13, Con 16, Int 11, Wis 12, Cha 9; scimitar and dagger.

Gerthyun Gwyld: male human Ftr4; hp 28; AC 18 (chainmail, shield, Dex); AL LN; Str 14, Dex 12, Con 13, Int 11, Wis 8, Cha 12; bastard sword, composite longbow.

Sergeants (3): Ftr3; hp 21, 25, 14; AC 16 (chain shirt, shield); AL N; Str 12, Dex 10, Con 12, Int 10, Wis 10, Cha 10; scimitar OR longsword.

Guards (30): Ftr2; hp 12 avg; AC 15 (ring mail, shield); Str 12, Dex 10, Con 12, Int 10, Wis 10, Cha 10; scimitar.



Caravan #2: this two-man organization is involved in the southern trade, buying anything they hope they can sell at a profit elsewhere. They are always on the move and often try untrod routes, discovering new supplies and markets. Their current manifesto, bought cheaply in Barath (2133), includes:

- powdered sulfur in large sacks, 600 gp.
- 40 strong orc slaves, 50 gp each (purchased at 10 gp), for a total of 2000 gp.
- unrefined scorpion venom, 11 doses, 50 gp each, 550 gp (a new endeavour, much more will be available next year)
- five long wooden chests with mummies (unanimated) inside. This cargo is worth 1500 gp and is bound for the Isles of Etherial Bells via the *Fire Breather* (see area 15.).

On the return trip, they intend to bring weapons and armour – something the Arang-Tok orcs pay well for. The leaders of the caravan are **Kron Oltarg** and **Sthran Hald**. Kron Oltarg is a morose half-orc with a black, scorched face and a hideously burned left arm. He covers these wounds with fine white cloth and constantly wears an old

chain shirt with a pointed helmet, also blackened by fire. He is careless about himself and others, only loyal to his companion. Sthran Hald, a Tharbrian in much better humour, smiles often, showing his rotted teeth. He wears a brown travelling cloak and isn't opposed to admitting new members into the partnership – something Kron Oltarg isn't too enthusiastic about. **36 guards** and **four sergeants** accompany the group. Many of these are orcs or half-orcs, supplemented with a few Altanian outcasts.

Kron Oltarg: male half-orc Rog6; hp 38; AC 21 (chain shirt, shield, ring +2, Dex); AL LE; Str 13, Dex 15, Con 17, Int 10, Wis 11, Cha 6; scimitar, shortbow, dagger (scorpion venom – DC 18, 1d6/1d6 Str), *potion of haste*, *ring of protection* +2.

Sthran Hald: male Tharbrian Ftr4; hp 30; AC 19 (plate, shield); AL LE; Str 16, Dex 10, Con 13, Int 12, Wis 18, Cha 10; *flail* +1.

Sergeants (4): Ftr3; hp 24, 17, 40, 32; AC 16 (chain shirt, shield); AL N; Str 12, Dex 10, Con 12, Int 10, Wis 10, Cha 10; heavy mace.

Guards (30): Ftr2; hp 12 avg; AC 13 (ring mail); Str 12, Dex 10, Con 12, Int 10, Wis 10, Cha 10; falchion.

Appendix IV.: The Prophets of the Wastes

These militant ascetics are found in the northeastern parts of Barbarian Altanis, namely the Broken Wastes (from River Mageven to the Lake of Temple Deeps) and Quean's Waste (from Black Baron Pass to the Hetflas Dunes, Map 1 – City State). They are dervishes who belong to no formal order (or normal society in general), but often stick together, driven by their fanatical zeal and

the Presence that seizes them. Those individuals who are „touched by the wasteland” are changed forever and remade in its image. A prophet is always male, his skin tanned by the sun, with shrunken skin and deep wrinkles hiding an obsessed gaze. They wear simple garments – brown and white cloaks and burnouses, with some kind of melee weapon (flails first and foremost).

Prophets are eternal wanderers, shunning civilization. It is not known how they survive so long on the little wealth they possess (a few goats, a spring and date trees are typical), but they do – they say that as long as they follow their „faith” with complete dedication, they are immortal. Indeed, their timeless look and complete immunity to any spell or power that requires a Will save suggests a supernatural influence. It is hard to find one who is willing to interact with strangers, and even then, they don't like to talk.

When encountered, the dervishes (2d6+2 in number, occasionally 2d4*10+10) are usually seen whirling atop barren hills or sand dunes, lost in the harmony of prayer and contemplation. If this harmony is disrupted by infidels, they whip out their flails and attack with a righteous fury, screaming for the death of the heathens. This usually means anyone approaching a group, especially those who could offer some sort of temptation (women, loud people, clerics

of any religion – virtually anyone except their own and Altanians, whom they grudgingly respect but still avoid), since according to the tenets of the Great Prophets in Zothay, straying from virtue invites destruction. The berserk rage grants them unearthly precision in combat (see below). The usual prophet is equivalent to a 2nd level Fighter with some specific traits:

Prophets of the Wastes (2d6+2): male Ftr2; hp 16 avg; AC 11 (Dex); AL N; Str 12, Dex 12, Con 12, Int 12, Wis 12, Cha 12; flail; immune to mind affecting spells, always make Will saves, berserk rage.

Berserk Rage (Su): a dervish can derive unearthly precisity from perfect movement. If he hits an opponent, he gains +1 on his next attack and damage roll. If the new attack is also successful, the bonus increases to +2 and so on (+5 maximum). Once the rhytm is broken by a failure, the cycle starts anew.

Appendix V.: The Isles of Zothay

Four isles near Zothay can't be found on ordinary maps and sea charts – since they are pretty small and are of little significance, they have been omitted from prior works. Their description is found below.

Idyllic Isles

3513 Isle of Nestorius: Thick foliage and unpleasant, wet forests mark this isle. Fine, shimmering nets or webs hang from tree branches. These are poisonous on touch (Con save, d6/2d6 Hp) and fairly fire resistant. Towards the unstable rock spires of the west, adventurers can find an overgrown stone road winding its way between toppled obelisks. The terminus of this road is a larger

open space before the black basalt wall. A dangerous rock slide leads to an open cavern mouth. There are faded and old pictures on both sides (standing, running, curled up and kneeling men) and the following inscription: *"The cavern of Nestorius. May fate be cursed that so many excellent men had perished so needlessly."* The mysterious veils are even more common inside the cavern. They are hard to remove, made even more perilous by the monsters: gaunt, blackened corpses entangled and covered in the webbings. There are ten of these. They are like zombies in all respects save their HD (4) and the poisonous touch of their veils. They grab and grapple opponents. Proceeding further, the adventurers arrive at

the entrance of a narrow, damp hemispherical grotto. There is an inscription on the floor: *"The crypt of Nestorius. Neither salve, nor tears, nor death can ease his nightmare."* There is a simple black basalt sarcophagus in the middle of the grotto. Sounds of faint writhing movement emanate from within. The ebony black corpse is what remains of Nestorius, and merely touching him is poisonous! (Con save, d6/2d6 Con) He does not attack or communicate, just writhe. His body is completely impervious to sword or spell. He is wearing a nettle green cloak woven from some plantlike filament. This is a *cloak of poisonousness*. Once uncursed by Remove Curse, Exorcism or such spells, the curse is broken and the island is returned to normal.

Zombies of Nestorius (10): HD 4; hp 26, 12, 23, 24, 27, 13, 24, 21*3; AC 14; dmg poison on grapple (DC 14, d6/2d6 hp); may not be turned.

3514 Isle of Ash: A smaller, barren islet of broken stone slabs and ash everywhere. On the southern end stand empty stone huts, with some broken clay vessels inside. One has a charred table with a skeleton nailed to it. On the slope of a minor stone outcropping are five broken and weatherworn statues depicting kneeling men, grotesquely oversized palms in their laps, their large mouths leering emptily. Ash crumbles from the mouth of the centermost one periodically, as if it was breathing regularly.

3613 Isle of the Dragonettes: A long island with the northern half raised and the southern submerged (one can see it continue miles underwater with sunken terraced gardens). A wide road covered with crushed rocks goes up this gentle slope to a minor plateau. There are several large boulders standing at this location, mostly piled atop each other. In the middle of a small

"clearing", a huge stone carving (?) rises from a deep, narrow and broken crack in the earth: a human hand, three men high, with spread fingers. The workmanship is absolutely perfect. This area is also inhabited by **six dragonettes** (tiny dragonlike creatures) who attack without hesitation. The dragonettes keep their treasure in a hidden lair among the rocks (Escape Artist DC 12 to access): 100 cp, 300 gp, six gems (3*50 gp jaspers, small opal on a fine golden chain, 270 gp, 70 gp pearl, 350 gp aquamarine), a *potion of water breathing* (two doses, porcelain vial with three horizontal bands, smells like cinnamon) and a copper and glass container with five doses of *Keo's ointment*, all in a miniature cauldron.

Dragonettes (6): HD 9 (regarding attacks and saves only); hp 10 each; AC 15; #atk 3; dmg d4*2 (claw), 2d4 (bite); line of acid breath (DC 18, 10 hp), three can cast one spell each with the power level of a 9th level Wizard, #1: magic missile (5d4+5 hp), #2: shocking grasp (d8+9 hp), #3: jump.

3715 Isle of Perfect Dawn: A mountain dominates this island. Thick forests and dense undergrowth covers all. A herd of **miniature bison** (1 HD, harmless) grazes on the slopes, their smell cloaked by the scent of wild orchids. Two small streams cross an empty field where the topsoil has been washed away, leaving barren rocks and a few hardy bushes stubbornly clinging to the surface. The island hides the resting place of Aldar Visidius, an exiled nobleman from Viridistan. (see area 15. for more)

A. Landing: there is a regular stone pile here. An old log rises from the top, and a rusted and empty bull's eye lantern hangs on a nail. This was some sort of signaling device. The area is a safe anchoring point. While the old road to the plateau has been washed away, reasonably observant

characters may find a mostly clear path cut into the jungle.

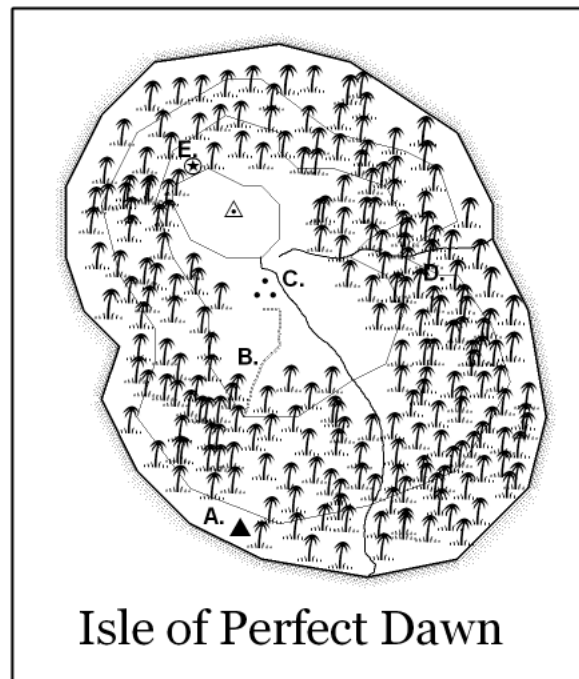
B. Old Road: the stones of this path are still seen on the rocky slope.

C. Abandoned Village: seven empty stone houses clustered around a paved central courtyard. This place used to be the colony Aldar Visidius established in his late years for his followers and servants. After his death, it stagnated and eventually faded away. The houses only contain wrecked furniture (too rotted to be usable); the second largest has three unfinished statues and stoneworking equipment left here in disarray. At night, harsh winds blow through the empty landscape and faint sighs can be heard from the jungle. The **three unfinished statues**, awakened by primordial forces, hunt down intruders in their land, smashing through doors and pursuing in the jungle with single minded determination. As they are impervious to most weapons and spells, eluding or trapping the statues may be the only way to deal with them. At dawn, they cease animation.

Stone Statues (3): HD 7; hp 35, 42, 52; AC 14; dmg 3d8+3; DR 20/+2; SR 20; construct immunities.

D. Hidden Valley: the undergrowth is especially thick in this steep ravine. The smell of orchids is overpowering, their fragrance laced with a subtle hint of decay. There is no animal life, neither is there a path along the streamlet. Ancient, faded paintings cover the walls under an overhang. They form primitive geometric patterns with likewise ancient writing resembling debased Altanian. The only phrase one can make out (Decipher Script DC 18) is „...far away, beyond shunned lands, dwells the Master of Dzan, he who sits on the back of the bull and plays a pipe of tung. To venture into his domain, stand you on the tall rock and offer yourself for the flames. Such is the call of Dzan's Master, and such is the way to reach

him.” Anyone who heeds these words and offers himself as a burning sacrifice on the island's highest point will die a terrible death but he will also rise in a strange sub-dimension, or perhaps the far future. Here, under the faint light of a dying sun, lives the Master of Dzan. Whether he is demi-god or demon, and of what sort is up to the Judge, as are the benefits and risks of visiting him. Death by fire in that world is the only way to return to the Wilderlands (along with all equipment).



E. The Grave of Aldar Visidius: a life sized human statue stands before the mountain, facing northwest (the direction of Viridistan!). It depicts a stern looking older man with noble features. The following words in Viridian are carved into the statue's base: „*I leave this life with forgiveness for my enemies and love for my fair land, Viridistan. May the banners of the Green Emperor always fly in triumph.*” This location is the final resting place of Aldar Visidius, whose body once rested in a small crypt nearby. The crypt consists of a single room with a sarcophagus - the heavy stone slab marked with his name and the family

crest (a harpy pierced by a vertical long sword). Unfortunately, the site has been plundered and only a golden brooch remains (20 gp worth, depicts the harpy and the sword). The old nobleman's enchanted bastard sword (also a symbol of Viridian knighthood and a priceless treasure for his living descendants) was taken by one Terfin Vidali, formerly a poor fisherman, now the powerful head of the extensive Vidali

family. Terfin used the treasures of the mausoleum to buy his ship, the *Orc Headed Mermaid*. This merchant vessel is now involved in the trade between Zothay and Kauran, occasionally even venturing to Ossary. Terfin has become a prosperous man and a spy for his home city. As such, he is well known to the higher authorities, reporting to Kritas himself in most cases.

Appendix VI.: The Abandoned Villa

The abandoned villa is located some way south of Zothay, in hex 3812, just off the Shepherds Road. It is surrounded by untended vineyards and avoided by honest folk. Twenty years ago, the prosperous holding was attacked by a small orc warband from Horaja. The landlords (members of the Torin family), their guards and the slave working in the fields were all killed in the raid, but the orcs were not to enjoy their plunder, as the clerics of Athena to the south (hex 3913) arrived just in time to ambush and slay them. As the sole remaining (if distant) family member, Thidion (see area **8b.**), didn't care for maintenance, the buildings and vines fell into disrepair. For a while, they lay empty, only inhabited by the occasional beggar or pilgrim; today, it is inhabited by **Bofred the Sainly** and his merry companions.

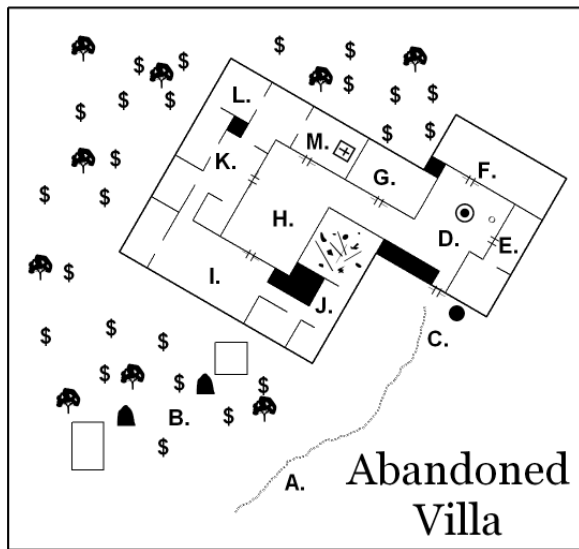
Bofred, a devoted follower of Dorak, God of Peace, is a perfect exemplar of his faith. He is tall and handsome, with a winning smile and a positive outlook on life. He gladly talks about the „crusade against evil” and like matters. Otherwise, he is a pretty dim and gullible type. To maintain peace and stamp out evil, he visits shady dives in Zothay and entices various ruffians and

never-do-wells into the villa (with generous promises of gold), where he and his companions slaughter them, attacking from ambush. The group wears chain mail and Dorak's ceremonial attire – white tabards with an embroidered green dove and an olive branch, as well as Dorak's sacred weapon, the two handed flail. They take themselves and their quest very seriously.

If, upon entering the villa, Bofred detects evil on the characters (or if a „well hidden evildoer” [i.e. anyone he doesn't like] gives himself away with an accidental slip), he and his men attack. If the intruders pass their test, they are invited to join the crusade and help the case of Dorak. This means bringing in as many evildoers as possible – preferably in numbers that don't exceed the „optimal rate” – that is, 2:1 to Dorak's side. They offer no money, because virtue is its own reward and greed is a form of evil itself.

Bofred the Sainly: male human Clr3/Ftr4; hp 57; AC 15 (chainmail); AL CG; Str 18, Dex 10, Con 16, Int 8, Wis 11, Cha 14; two handed flail (1d10+6 damage); Spells: [Strength, War] 4/2/1, 0: detect magic, virtue*3, 1: bless, detect evil, enlarge[†], 2: cure moderate wounds, spiritual flail[†].

Cultists of Dorak (7): male human Ftr3; hp 21, 24, 29, 18, 20, 15, 20; AC 15 (chainmail); AL CG; Str 12, Dex 10, Con 12, Int 8, Wis 10, Cha 11; two handed flail.



A. Road: worn stones lead to the gates of the Torin estate. Weeds and a few small bushes have sprung from the gaps.

B. Vineyards: these vines are overgrown with weeds, but still yield good grapes in the autumn. There are a few olive trees as well. Two small brick buildings contain vats, presses and other winemaking equipment. The cellars (interconnected) are mostly empty, although there are twelve full barrels with good wine in a side passage.

C. Gates: a broken stone statue of Losborst, God of Winemaking stands by the crumbling wooden gates.

D. Outer Courtyard: remains of battle are still seen in the dust – arrowshafts, broken weapons and a split helmet. There is also a well with good water and a stone pillar with an inset iron ring. Grass and weeds grow by the walls.

E. Oil Press: a huge wooden press used for crushing olives lies dusty and abandoned. Two amphoras remain, their contents rancid and unusable.

F. Stables: the roof has collapsed over the stalls. A fresh grave hides the remains of one of Bofred's companions, who was slain by a hardier ruffian.

G. Slave Quarters: beds, small chests and shelves are in disarray. The wooden beams have been exposed to fire, and there is a charred pile of broken wood neatly gathered in the middle of the room.

H. Inner Courtyard: the grass here has been cut and there are signs of human presence – tracks, a sawhorse, neatly chopped wood and a sack filled with sawdust serving as a training dummy.

I. Great Hall: the huge wooden table and chairs were recently repaired and the cobwebs dusted off the small stone statues by the walls. Bofred and companions spend the evenings here in revel, drinking, feasting and boasting. Game is roasted in the large fireplace, and wine is drunk in great quantities.

J. Private Quarters: this wing is empty, as the roof has collapsed. A few wild doves nest in the nooks. Dorak's followers leave them alone. The chamber in the corner serves as the pantry.

K. Followers' Quarters: the seven followers sleep in these rooms. The conditions are simple but neat. They have few personal belongings.

L. Bofred's Room: the well appointed bedchamber is Bofred's sleeping room. Like his companions, he has little in the way of furnishings.

M. Chapel: the former barracks has been converted to a place of worship. A simple shrine, a few candles and the dove with the olive branch in its beak mark it as Dorak's sacred ground. By the wall near the altar is the heavy chest of the company. The chest is locked (DC 18) and contains 1100 sp, 410 gp, a two handed flail, two suits of chainmail, an aspergillum, six doses of holy water, candles, scented oil, sticks of incense and a *potion of neutralize poison*.

Appendix VII.: The Place of Stone Death

This extremely perilous dungeon is found deep below Zothay's Beggars Quarter, somewhere between area **16.** (Courtyard) and **32.** (Court of Want). It has only relatively recently been uncovered, and thus far, nobody has emerged alive. The wise will leave it alone and heed the warnings at its entrance, for there is much risk here – although the rewards are just as extraordinary.

Level I.: Old Tower

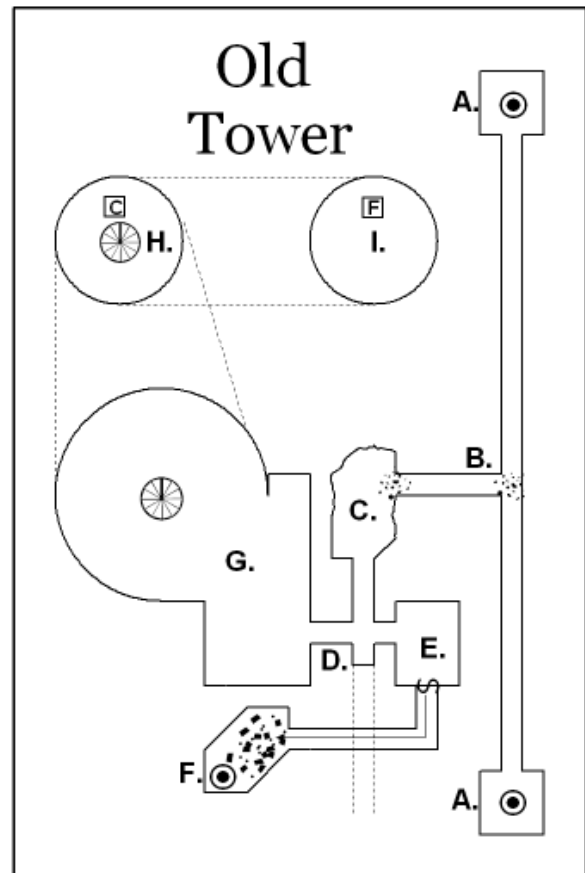
The old tower once belonged to a moderately powerful illusionist, the first to discover (and fall prey to) the deadly trap below the town. His squat, two level tower lies abandoned, but a few rooms still hide some overlooked valuables.

A. Wells: both wells are dry and empty, as they have been for more than sixty years, since the construction of deeper and larger wells in other parts of town. Debris covers their bottom; the northern one also has a few canine bones – Old Gor sometimes dumps dead dogs in it! The passage in between is 4’ wide and arches 6’ high. Numerous small gaps in the brick wall are visible – this is where the water flowed in. For a while, thieves and bandits used the passage, but after the disappearance of the illusionist living in the old tower, the authorities saw it fit to seal off the southern courtyard altogether. The Thieves Guild, being a relatively new organization in town, does not know of this connection, although they know the passage exists on the northern side. They once sent two apprentices to investigate, but neither made it back alive.

B. Gap in the wall: the western wall has crumbled here, exposing a small and narrow

crawlway. It leads to the chambers below the tower, whose master found it when he noticed drops of water leaking from his wall during excavation. He prudently had it covered with new masonry, which the thieves who were infiltrating the tunnel noticed and opened up.

C. Unfinished chamber: this chamber was under construction at the time of the illusionist's disappearance. Abandoned chisels, pickaxes and buckets lie in disarray. Someone has placed a dog's skull on an upturned bucket facing the entrance.



D. False corridor: a clever illusion covers the southern wall. It is in the image of a gently descending corridor blocked by an invisible wall. The corridor's end may not be seen: after 50 feet, it takes a turn to the west.

Naturally, the mirage doesn't allow anyone to enter the corridor, as it simply doesn't exist. Detection spells radiate moderately strong illusion magic – and immediately reveal an *illusory script* on the wall. The script contains a *suggestion* (DC 16) to „get out of this place”. The message contained in the script (readable by anyone passing the saving throw) is the following: „*As my disciple, you already possess the key to this lock; neither magical nor corporeal, simple yet elaborate.*” The message is a red herring designed to confuse and disorient a particularly unruly apprentice. A successful *dispel magic* destroys it permanently.

E. Storage room: old crates, chests and clay pots fill this dusty chamber. They contain bales of decayed cloth, rotten sticks of exotic wood, brass nails and other assorted mystical paraphernalia. The contents of the room have been disturbed recently. It is apparent that somebody conducted a thorough search in the area and didn't care about leaving things in order. The secret door to the south is open, and an iron piton driven into the wall makes sure it stays that way. The sharply descending passage beyond the door is old, worn by water and age.

F. Hexagonal vault: crude, rectangular stone blocks are piled up on the floor of this room. Debris, broken bits of statuary and crumbling pillars make the going hazardous. The walls reach a height of 25 feet before they meet at the top. Niches in the wall – arranged randomly about the vault – leer emptily, only filled by dust and decay. There is a round, deep well in the SW corner, surrounded by an ornamental ring of open eyes carved in the stone floor. Above the well stands a large, sturdy iron tripod, a long, long chain ladder hanging from it, going down to the depths. The ladder is 190' long and completely safe, being made of an extremely durable alloy. The high grade iron used in its construction in the ancient days makes it worth 2 to 3000 gp if

recovered and sold. A small bundle of black cloth lies by the well. It contains a flask of old water, some foulness that might have been dried fruits a few months ago, and a moldy roll of cheese.

G. Empty room: the room below the tower had been thoroughly ransacked at the time of the illusionist's disappearance. There are a few remaining interesting bits, however: a silver thaumaturgic triangle inlaid into the floor, surrounded by a similarly constructed golden circle; a faded mural on northern wall and an iron chest under the spiral staircase – apparently overlooked by the looters! The **circle and the triangle** in the floor are used in the creation of elaborate illusions. With the proper instructions (found in location **I.**), an illusionist (and an illusionist only) may cast any illusion related spell and form them into appropriate permanent mirages – items, monsters, terrain or anything the caster desires. These illusionary creations will function as the magic used to create them, so a *color spray* turned into a handkerchief or an elixir will have the effects of the same when used. The various effects attainable by this magical manipulation must be carefully considered by the Judge before allowed into the game; it is advised that the guidelines for constructing magical items be used if permanent creations are desired. The **mural** on the wall depicts a dark skinned, cloaked man reading a scroll. The writing of the scroll is *illusory script*, with a *suggestion* to „go above and abase yourself before the master of this tower” (DC 16 to resist). Should the message hidden by the script be deciphered, the letters turn into water and trickle down the wall, forever lost. The **iron chest** is a valuable looking illusion; impossible to open and hard to transport. If carried outside the tower, it crumbles to rusty dust in 2d4*10 minutes. On the other hand, there is a real chest hidden behind a false one; it is invisible and contains two *potions of cure light wounds* and two *potions*

of miscibility. The latter may be mixed with any other potion and results in a double dose of the base liquid (90% chance) or explodes as a 6th level *fireball* (10% chance). Two *potions of miscibility* yield one dose of the same; however, if mixed with yet another potion, the end result will be an *elixir of youth* (restore 2d6 years to the imbiber).

H. Lower level: this 30' diameter room is empty and desolate. Cobwebs hang from the ceiling and dust covers the floor. No items of any sort are to be seen. The entrance to the tower is walled up. A locked iron trap door allows access to the upper level (DC 18 to pick).

I. Upper level: the upper level appears to be a spartan bedroom. A decaying cot and a writing desk are the only contents. The windows overlooking the town are open; birds have found this place to be an excellent shelter; thus, the floor and the cot are both covered in feathers and guano. Seagulls nest in the rafters. The writing desk is a spartan piece of equipment. Its drawer contains a tin censer and two blocks of incense. The incense is foul smelling and unpleasant (being made of bat guano, sulphur and other unwholesome substances), but it is the key to the secrets of this room. Inhaling the fumes induces a sort of trancelike catatonia (or just mild nausea if the character attempts to resist, DC 12). In this dream-state, the character finds himself in the same room.

This time, it is a richly appointed suite with luxurious red-and-blue carpets, mahogany and teak furniture and a pleasant bed with satin pillows. The windows overlook Damkina Bay; however, no other buildings are in sight... it is as if Zothay had never existed! A shelf next to the writing desk contains all types of books, from poetry to more arcane matters, the most interesting ones being a treatise on using the thaumaturgic triangle in the basement, a tract describing alchemical recipes (the incense

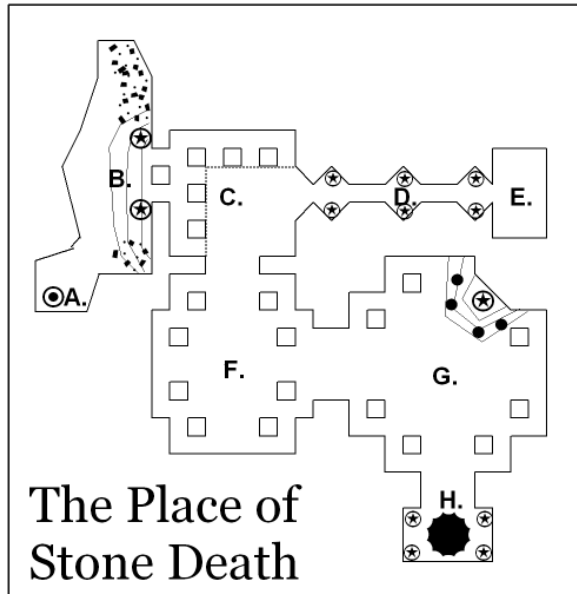
used to get here, a double strength acid and various mind altering substances), a guide to some exotic locale of the Judge's choice and a *scroll of phantasmal killer* sealed with black wax. The wax is a form of contact poison resembling nitharit (DC 12; 0/3d6 Con), and becomes an inhaled poison if melted. A silver plate holds a goblet of spiced pomegranate wine and a handful of nourishing wild grapes. Unlike in reality, the trapdoor to the lower level doesn't exist in the dream.

Time passes in the suite as it would outside. The incense burns for eight hours, after which everything returns to normal. The same happens if someone attempts to exit the tower via the windows while drugged... also, he has to make a Balance check (DC 18) or fall down, suffering 2d6 points of damage and possibly attracting attention from the guards posted at the entrance of the courtyard (see area 16.). All objects in the room fade back into nothingness when the dream ends, unless someone firmly holds onto them. The same goes for anything else brought *into* the dream; such valuables may only be recovered by visiting the suite once more. Drugged characters are dreaming and helpless. They can be woken by removing them from the room or extinguishing the censer and clearing the air.

Level II.: The Place of Stone Death

Deep below the streets of Zothay lies this strange grotto. It has been here since time immemorial, and its existence is a mystery to everyone, except the spirits of the dead who have succumbed to its deadly wonders. It is necessary to note that escape from the place is only possible through the well leading up to the basement of the old tower. Teleportation or trying to access other planes from the grotto prove ineffective.

A. Well: the chain ladder from above ends in a small side-chamber. The black basalt walls are rough, the floor littered with small stones. A moldering human corpse in a black cape lies on the ground. He apparently fell from a great height, as there is not a single intact bone in his body. The backpack of the corpse is full of large rocks. He wears a short sword and two daggers on his belt.



B. Entrance cavern: the eastern wall of the cavern is worked – large, roughly cut blocks surround a 15' high double portal, flanked by two stone statues. The statues are less crude, and their likeness is definitely human. They are 20' and radiate magic if checked for. The statues are **stone golems** which animate if the treasures at **E.** or **G.** are disturbed. If all thieves have been slain or driven out, they return to their inanimate state. Their size makes it impossible for them to enter area **C.** If the characters examine the loose debris around the entrance, they can find numerous crushed skeletons. They have no valuables, although there is a 25% chance of finding a corroded, blunt brass dagger on one of them. Ancient glyphs are carved into the huge pillar between the entrances. Once deciphered (DC 12, ancient Altanian), they yield the

following message: „*Beyond lies the Place of Stone Death. Stay away, stay away, thief, or you'll be sorry...*”

Stone Golems (2): HD 14; hp 120 each; AC 26; dmg 2d10+9; DR 20/+2; *slow*, spell immunity.

C. Columned hall: the western and northern side of the area is a colonnade, the rest is „open” – compared to the 20' height of the hall, its 60' is certainly impressive. The stonework is even rougher here than in area **B.** Numerous stones look unstable, as if the columns were just a good shove away from collapsing. A corpse clad in a back cape lies slumped against the pillar separating the entrances, a bit of chalk in one hand and the hilt of a shortsword in the other. Above the broken body, a single word can be made out: „*stay*”. In the open area, fifteen niches are arranged mostly randomly in the walls. Their contents are old skeletons clad in rotted finery and equipped with silver baubles – worth about 600 gp total, double for a collector. These are of ancient Altanian or Orichalan make. Finally, there are more Altanian glyphs by the eastern passage (DC 12): „*Here is stone and stone is here.*” to the left and „*Men of stone, men of flesh, stone and stone and stone and death.*” to the right.

D. Passage: this passage is of a better workmanship than the other rooms, and has a considerably lower ceiling (only 11'). The blocks in the wall are smooth and well arranged. Six stone statues – slightly more refined than at the entrance – stand in triangular niches, each one 9' tall. The statues are **stone golems** and animate if the treasure at areas **E.** or **G.** is disturbed. The archway at the end of the passage has yet more glyphs (DC 12): „*Here they lie, the treasures of stone. They are of death and shall nourish no man's lust.*”

Stone Golems (6): HD 14; hp 100 each; AC 26; dmg 2d10+9; DR 20/+2; *slow*, spell immunity.

E. Stone tomb: a plain sarcophagus lies in the room at the end of the passage, surrounded by sizable stone jars. An extinguished lamp lies on its surface and a bundle of thieves tools – lockpicks, small hammers, chisels and screws – are spread neatly on a sheet of oiled leather. The nine stone jars are heavy (about 20-25 pounds each) and sealed with a kind of cement: the tops have to be broken off to reveal their contents. One of them has been shattered and lies empty. The other eight contain uncut semiprecious stones, value 2d6*100 gp per jar. The lid of the sarcophagus is likewise sealed, and would require eight man-hours of hard work to open. A human skeleton lies within. Its burial shroud crumbles to dust as soon as it is touched, revealing the linen-wrapped body underneath. The mummy wears gold and platinum jewelry: a headband worth 3000 gp, bracers worth 2000 gp for the pair (*bracers of armor +6*) and four rings worth 200, 900, 1200 and 800 gp, respectively. The third ring is a *ring of elemental command (earth)*. A tome clutched in the hands of the corpse is a *manual of gainful exercise*. Finally, the heart of the cadaver has been replaced with an irregularly cut brownish gemstone worth 10,000 gp: as an *earth gem*, it breaks and releases a huge (16 HD) earth elemental if held up or hurled at the ground. Within the Place of Stone Death, the elemental will be hostile!

This treasure is quite extraordinary; however, it is affected by a potent double curse. First, if any of the valuables are removed from the tomb proper, the stone golems at **B.**, **D.** and **H.** animate and move to destroy all intruders. Second, the gemstones and precious metals bear another hex: once they go a certain distance from their proper place, they turn into ordinary stone.

Furthermore, this transformation increases their volume by three and weight by ten, likely bursting flimsy sacks and weighting down backpacks. This usually happens when the enterprising thief is almost all the way up the chain ladder at area **A.** – resulting in a 140' fall, with a further 6d6 hp damage for the rough rubble at the bottom. And then there are still the golems to avoid upon arrival...

Although the recovery of these riches may look like a daunting task (with no retries possible in most cases), it is not impossible. If revealed and held up, the *ring of elemental command* or the *earth gem* holds the golems at bay if accompanied by the appropriate command, but they will not obey further instructions. There is a cumulative 10% chance that the control is broken each round. Magic items – including those covered by a temporary dweomer such as *Nystal's magic aura* – don't turn to stone as long as the enchantment persists. A *remove curse* removes the first curse on the valuables, and a *break enchantment*, *exorcism* or a spell of similar power removes both. Finally, certain spells – *gaseous form*, *fly* and the like – may at least allow a speedy retreat if all else fails.

F. Hall of graves: like area **C.**, this large hall has 22 niches in its wall, each holding the remains of a single person. The total value of the precious jewelry at this location is 800 gp, double for a collector.

G. Vault of the stone titan: the dimensions of area **G.** are cyclopean. The ceiling reaches a height of 120', lost in the darkness above. The worked stone wall gives way to rough natural basalt – unworked but not without its own peculiar symmetry. Steps lead up to an enormous throne under a huge rocky overhang supported by four slender columns. A humanoid figure, a veritable titan who would be 30' tall if he stood up sits on the seat in quiet solitude. It is a **stone titan**, a monstrous godling from the time of creation,

once worshipped as a deity but long forgotten – a handsome man of unyielding grey stone. The titan doesn't move, even if disturbed, attacked or climbed on, unless it is wounded for 20 hp or more, or its treasure is disturbed (see below).

One of the titan's hands is raised, and it is obvious the colossus holds something in his upturned palm. It looks like its eyes are focused on objects within. These are precious gemstones, uncut but of great value (19,000 gp). Removing up to one fourth of the stones doesn't cause any trouble (although the gems are under the effect of the second curse, as detailed above), and even more may be taken if they are replaced by regular rocks. Removing more than one fourth, or physically touching/standing in the hand, however, activates the titan which first shakes itself (DC 24 to hang on if desired), crushes **everything** held in its hand (no save, sorry) and stands up to meet the unfortunate thieves.

Once awake, the stone titan is a terrible opponent. It is equivalent to two stone golems, but resistant to almost all weapons. It chases down opponents and crushes them with its hands or tramples them under its feet. It can also hurl large rocks as a full round action. If a hurled rock misses its target, there is a 50% chance it strikes a column, which shatters and falls if it receives at least 20 hp worth of damage (Rfx DC 18 to avoid falling column, otherwise 10d8 hp + instant death). The titan also uses its *hold monster* spells on distant targets. Rousing the titan also rouses the other golems (at areas **B.**, **D.** and **H.**)!

Although a nigh unstoppable force of nature, even this juggernaut has weaknesses. The *ring of elemental command* or the *earth gem* from area **E.** holds it at bay **regarding the wielder of the ring only**. Unfortunately, neither item is potent enough to ward off both the titan **and** the other golems; they

have to be used together to have effect. Even then, the items can protect the wielder and company from the titan only or the wielder from the titan and the whole party from the golems. The titan may not be commanded, and neither can the the golems after their demigod awakes. Finally, even without any magical protection, there may be some hope yet. The titan doesn't „watch its step”, and if a victim can quickly get to the far end of the pit at area **H.** and await his pursuer there (eluding thrown rocks and the other golems, of course), the colossus will fall in the abyss and be forever destroyed. If the party is victorious, award XP appropriate for defeating a demigod – they have earned it.

Treat the stone titan as if it were an iron golem with respect to its ability scores, etc., but not its special abilities. Unlike other golems, the titan can execute two actions in a melee round, including using two spells, etc. Its wounds bleed crystals worth 10 gp per hp. If it is bested in single combat, twice as much can be extracted from its still bleeding body (along with another *earth gem* from its heart).

Stone Titan: HD 18; hp 210; AC 30; dmg 2*2d10+11 or hurl boulder for 3d8+11; DR 20/+2; spell immunity as stone golem; spells: *hold monster* (this ability may be used three times per day and requires the titan to point at the intended victim), *imprisonment* (this ability may be used once per day on a *held* victim. The subject sinks into the depths of the earth in 3d4 rounds, forever lost).

H. Prismatic pit: this side hall is bathed in an intense multi-hued radiance, at once white and of all possible colours. The light emanates from a wide bottomless pit in the center of the room. The walls of the pit are like crystals in the colours of the rainbow and they slowly change their tones as one watches. This effect is mesmerizing. Looking at the pit requires a DC 12 Will

save each minute. If the save fails, the spectator is transfixed and stares at the radiance with fascination. If it is successful, he successfully averts his eyes. Transfixed individuals may be pulled away, „slapped out of it” or just subdued with the appropriate methods. Unless so removed, they must make another save in ten minutes (DC 18). If the second save is successful, the victim can „get out”; otherwise, he will permanently stand here gazing into the depths, unless he is willing to go forward and jump. The radiation finishes off a victim in a few days (1d6 points of permanent Con loss daily).

Falling into the pit is equivalent to stepping through six *prismatic spheres* and invites certain destruction. Even artifacts aren’t immune to this power, and those who survive are sent to another plane at once. A person surrounded by a *prismatic sphere* (or

dressed in a *robe of scintillating colours*, enclosed in a *bead of force* or *Otluke’s resilient sphere*, etc.) himself may descend into the pit and travel to a plane of his choosing. This trip is one way only and another method must be found to return.

A few steps from the brink, there is a small, approximately human sized heap. It is just a pile of rags. The bones inside have disintegrated and turned into colourful sand. This is all that remains of the illusionist of the tower above, for he was neither strong enough to break away, nor bold enough to meet his fate below. Finally, there are an additional four stone golems here, who are activated by actions in either **E.** or **H.**

Stone Golems (4): HD 14; hp 100 each; AC 26; dmg 2d10+9; DR 20/+2; *slow*, spell immunity.

Appendix VIII.: Drug Den of Ikaitan the Unblessed

Ikaitan the Unblessed is one of the strangest inhabitants of Zothay. He has been living under the Garden of Heroes for five years, in rooms which were once used for religious rituals. At first, he provided rich men with appropriately expensive drugs in an appropriately mysterious environment. Later, a Gishmesh elder found his way into his establishment and was overcome by a vision – although Ikaitan never claimed to be anyone but himself, the old man recognized his features to be of Ösdal, hero of the Gishmesh as he looked in his advanced age. Since then, Ikaitan has become much more than a drug merchant. There aren’t many who know of him, but they revere him as a returned prophet or a demigod, which has been easy to prove to the few doubters – spells and weapons didn’t harm his body,

and he could do miracles – some pretty subtle, other straightforward. Indeed, virtually all family heads in the Gishmesh quarter believe him to be their saviour.

In reality, Ikaitan is a rakshasa, an evil spirit encased in human flesh and a master of deceit and illusions. He hails from the Valley of the Ancients, where he was uncovered and almost defeated. Although he could flee from his pursuers, a curse made it impossible to deny his true nature – even his name had to contain a clue regarding his powers. Ikaitan, like others of his kind, almost always appears as a human. His form is of an older, gaunt man with brownish skin, white beard and moustache and piercing, dark eyes above a proud, hawklike nose (coincidentally, the almost exact likeness of

Ösdal – the duplication was unconscious but very successful). He dresses in silk robes and always wears a tourban. He hides his misshapen hands in the folds of his robe.

Ikaitan is not automatically hostile and may function as a merchant of exotica – drugs, spell components, even the occasional magic item (see below). He neither denies nor acknowledges rumors that he **is** Ösdal returned, preferring to sidestep questions with indirect answers such as: *„I am an old man; how old I am, I cannot say. Some have indeed called me Ösdal in the past, and some say I am Ikaitan the Unblessed. I have been called a hero, a monster, a demon and a thief, and there are some who believe me a prophet, which others deny. Some of these rumors are merely fabricated, others are more accurate yet still far from the truth. It is my preference that they remain rumors, as either confirmation or refutation invites yet more gossip, which I do not wish to be an object of.”* As his knowledge of history and other matters is indeed impressive, he can easily fool anyone, except those who know a lot of details about Ösdal’s life **before** he left Tarantis: the Gishmesh have talked at length about his later years, but not his youth.

If the rakshasha is asleep, away or expects trouble, he fills his den with illusions of all sorts (a possible array is described in the room descriptions below). Creating phantoms and mirages comes naturally to him, and if all things fail, he can count on his „disciples” to come to his aid. Ikaitan only enters melee if all other options fail. Even in this state, he is almost invulnerable. Of course, a blessed/good aligned piercing weapon (such as a crossbow bolt) slays him immediately. If he suspects opponents know of his weakness, he first uses an illusory decoy to draw fire – this fake, naturally, does **not** possess the special weakness. After he has convinced the foes he is not what he was suspected to be, he „teleports” the image away and attacks a few rounds afterwards,

this time to kill. He casts spells as a 7th level Wizard.

Ikaitan the Unblessed, Rakshasha: HD 7; hp 58; AC 23; AL LE; dmg 2*1d4+1/1d6 or by weapon; *scimitar* +2, *cloak of defense* +2, *wand of fireballs* (6th level, 9 charges); detect thoughts at will, change shape, illusions, DR 15/good+piercing, SR 27, Spells: 4/5/3/2/1, 0: light, detect magic**, read magic, dancing lights**, 1: identify*, burning hands*, charm person*, shield*, 2: ray of enfeeblement, invisibility**, knock, mirror image, mel’s acid arrow*, 3: fireball, vampiric touch*, haste*, 4: dimension door (this is accompanied by a loud bang and a puff of smoke)*, fire shield.

Illusions: note that Ikaitan is capable of creating all kinds of illusions – assume he can cast any related spell (up to fourth level) once per round. This use of illusions doesn’t negate his invisibility or count towards his daily spellcasting limit.

Exotic Goods

These wares are generally available at Ikaitan’s. If requested, he can try to track down other materials and spell components. Quantities available at a time are noted in parentheses. Note that thanks to a secret agreement with the merchants at the Court of Akho, Ikaitan *can* sell refined oil.

incense block	(2d4*10)	1 gp
scented oil	(2d4*5)	5 gp
acid	(3d4)	10 gp
spell component pouch (2)		20 gp
sedative ¹	(5d4)	20 gp
opium	(1d4*10)	25 gp
opium oil	(1d4*5)	30 gp
snake oil ²	(7)	40 gp
<i>oil of magic wpn</i> ³	(1)	55 gp
<i>potion of CLW</i> ³	(4)	60 gp
stallion’s blood ⁴	(1d4+1)	80 gp
pearl (for identify)	(1d4+2)	110 gp

snake venom ⁵	(2d4)	170 gp
Maleorg's formula ⁶	(1)	200 gp
white lotus ⁷	(3)	200 gp
elixir of love ³	(2)	280 gp
potion of CMW ³	(3)	330 gp
silverweed ⁸	(3)	450 gp
zombie dust ⁹	(2)	600 gp
eye of detestable abomination ¹⁰		800 gp
gemstones (1d6)		2d6*50
gp each		

¹ Ingested or inhaled, DC 12, -2 to rolls/sleep

² Topical, cures 1d4+1 hp, reroll saves for contact poison if applied immediately

³ As per spell/item of the same name

⁴ Potent sexual stimulant

⁵ Injected, DC 12, 1d6/1d6 Con

⁶ Created by Maleorg the Sybaritic of Malikarr, ingested, DC 12, causes strong and especially pleasant hallucinations

⁷ Inhaled DC 18, hallucinogen/tranquilizer

⁸ A most dangerous injective stimulant/poison, its primary effect is newfound vigor; +4 Str and +4 on initiative. After 10 minutes, however, a DC 16 saving throw must be made or the user suffers 3d6 Con damage. Silverweed is also known to raise the recently dead if used within 1d6 minutes, although its secondary effects make this a risky gamble indeed.

⁹ Sprinkled on freshly killed bodies, it raises them as shambling zombies who can be controlled with simple commands. Affects 2d6+12 HD.

¹⁰ An electrum globe in the shape of an eye. If held before a normal eye, the viewer sees a distortion of the world – people become monsters, strange beams of light or animals, structures become hazy and insubstantial, liquids look like molten metal, etc. Fancy but practically useless.

A. Entrance: the secret door to the den is hidden in the alley north of Copper Street. This narrow street is usually deserted, since

almost no one lives in it – save for an old, nearly blind coppersmith at the north end. Pushing a rock in the wall (DC 12 to locate) opens the door for three rounds. On the other side, a lever provides the same function. Stairs descending into the den are flanked by small niches with burning lanterns.

Defenses: in case of an assault, the stairway is crisscrossed with a thick web composed of light. Touching the strands produces a pleasant sound like a lyre. The strands are thin and extremely durable (like stainless steel wire!), causing 3d6 points of slicing damage if someone falls in it (and a tripwire makes sure he does, DC 12). If the lights are extinguished, the strands vanish.

B. Meeting room: Ikaitan usually meets with visitors here. The floor is covered with an expensive Tarantine carpet and there are wooden chests (containing blankets, silk and brocade) covered with fur and animal skins to sit on. A low table has pleasant refreshments for the customer – scented water, sugared fruits and sorbet. The air is heavy with the sweet smell of incense.

Defenses: the room looks empty when opponents are expected and everything looks normal. If the intruders let their guard down (or some time has elapsed), three animal skins – one of a gazelle, one of a lion and one of a leopard – rise from the chests, fill themselves with air and animate. If they are „killed” (wounded to ½ their hp), they sink back to the floor, „defeated”. This, however, is a ruse. As soon as they aren't watched closely, they leap on the back of a victim and fight until destroyed!

Animated skins (3): HD 4; hp 18, 26, 17; dmg 2*2d4+1/1d6.

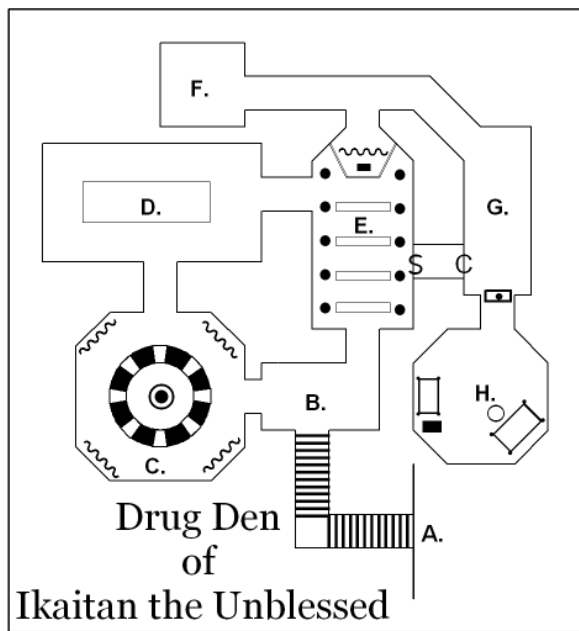
C. Dome and font: this is a larger octagonal room with a stone gazebo in it. A font, its water emitting soft, yellowish light is in the middle. Heavy tapestries hang in the corners. The room is a gathering place for the guests.

The waters of the font are sweet and pleasant to drink

Defenses: the light of the font is a *hypnotic pattern* (DC 13) in the case of an attack, attracting hapless victims to the water – which forms into a large serpent if approached! The serpent tries to drown its victims in the pool.

Water serpent: HD 3; hp 15; dmg 1d8; DR 10/blunt, fire immunity, reform in two rounds if killed, *purify water* destroys immediately.

D. Dining room: the large, 1' high table and the cushions around it are used for feasts and meetings (particularly when Gishmesh elders visit Ikaitan). Unless a feast is going on, the place is empty.



E. Temple: the long hall was a place of worship for the Gishmesh in Ösdal's time; after the construction of the Temple of Selanii, it was abandoned and eventually forgotten. The walls are still adorned with paintings of sea creatures, the sea and the lands of Tarantis. Two rows of columns flank wooden pews facing a pulpit where Ikaitan sits on silk pillows. Sometimes, Gishmesh elders gather to hear his words on

philosophy, history and mysticism. At times like this, opium oil burns in brass vials, creating a calming atmosphere. A mural of a merman hides a secret door to the east (DC 18).

Defenses: sedative drugs and opium is mixed and burnt if an attack is in progress (inhaled, DC 12, -2 to rolls/sleep). The haze of the smoke obscures vision (like light fog) and creates illusory opponents; insubstantial, distorted monsters that change, dissolve and reform constantly. At any time, there are 2d4 illusory monsters in the temple. They are similar to *mirror images* (i.e. they disappear if hit), but they can fight as 3 HD monsters, their touch inflicting 2d4 points of damage. Once all are destroyed, 1d4 reform per round, up to a maximum of eight. Extinguishing the vials and clearing the air destroys the phantoms.

F. Storage room: food, spare carpets and cushions, copper and brassware, plates and wine is stored here.

G. Personal quarters: once used by clerics of Selanii, the side room contains a few comfortable divans around a marble table. Dates, figs and grapes lay on a silver platter. The door to the south is made of reinforced wood and locked (DC 18).

Defenses: wisps of black smoke linger in the air before the door. If approached, they congeal and form into a black panther who attacks.

Smoke panther: HD 3; hp 20; dmg 2*1d3+1/1d6+3; DR 5/+1, semi-incorporeal (20% miss chance).

H. Study: Ikaitan lives and sleeps here. Thick furs cover the stone floor and a lantern hanging from the ceiling provides illumination. A heavy writing desk is against the SE wall while a comfortable divan lies to the west, a large iron trunk at its end. The trunk is locked (DC 18); it contains the precious items Ikaitan sells (all valued at 40

gp or above), a set of *divination sticks* (casts *augury* once per day) and a deadly **cobra**. The spellbook of the rakshasha is hidden in a depression below the chest (DC 18 to locate), along with a *scroll of teleport* which Ikaitan uses as a last resort.

Defenses: the cobra is let out and benefits from a *mirror image* enchantment that results in 1d4+2 duplicates.

Cobra*: HD 4; hp 15; dmg 1d3 +poison (DC 18, 1d8/1d8 Con).

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