LAMENTATIONS
of the
FLAME PRINCESS
ADVENTURES
WORLD
OF THE
LOST
RAFAEL CHANDLER

QUICKSAND, JUNGLE ROT, AND PSYCHOTIC ROBOTS

Each year, the citizens of Khirima offer a massive tribute of silver to the demons which dwell within the Temple of Ages That Are Not. To acquire the silver for themselves, adventurers must face bellowing dinosaurs, plague demons, and a dungeon where time is a weapon.

World of the Lost is an adventure for characters levels 1-4, featuring a 200-encounter wilderness hexcrawl, a city sourcebook, a dungeon, quests, diseases, new spells, and new magic items.

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CHARACTERS WANT TO...	PAGE	SECTION
Ask about local rumors	**24**	Rumors
Buy new weapons and armor	**16-17**	Equipment
Carouse, and get into trouble	**15**	Carousing
Explore the palace	**26**	Generating the Palace
Find someonewho might hire them	**38**	Missions
Get *Cured* or *Healed* at a temple	**9**	Holy Square Locations
Get *Cured* or *Healed*, but can't pay for it	**39**	Quests
Get food at a tavern	**14**	Food and Lodging
Wander near the palace	**22**	Royal Rituals
Wander through the city	**30**	Incidents

THE EIGHT DISTRICTS OF KHIRIMA (PAGE 7)

Blade Square: center of military strength; barracks, training fields, and a weapons depot.
City Square: residential area of square homes made from red clay.
Guild Square: darkened by soot from blacksmiths; a place where artisans create works.
Holy Square: where the prophets of two competing religions represent their deities.
Justice Square: a civic center, including a courtroom, prison, and council chambers.
Mercy Square: Khirima has no beggars; here, the King feeds and shelters the poor.
Noble Square: where the wealthy and powerful weave their various schemes.
Trade Square: a noisy merchant bazaar where caravans hawk wares and sleep in tents.

FACTIONS

Eagles: Guild Leader, guild members, traders, merchants
Leopards: King, nobles, courtesans, royal guards, attendants
Pangolins: Army Commander, military officials, soldiers
Pythons: High Cleric, clerics of various faiths, acolytes

PROMINENT NPCS	HEX	PAGE
Ajimuda, chieftain of Akabo	10-B	**70**
Burns All Hands, high priestess of pterians at Aerie	12-H	**76**
Ishola, king of Khirima	5-N	**57**
Nameless Druid, caretaker at the Spire	13-K	**80**
Lavender Mire, queen of the plasmics	4-F	**50**
Zafirah, leader of exiles at Bata	20-E	**96**

WEAPONS	*Dam.*	*Cost*	*Range*
1. Abreba (dagger)	1d4+1	4sp	10'/20'/30'
2. Arrows	1d6	3sp	
3. Assegai (spear)	1d8	20sp	15'/30'/45'
4. Eben (large sword)	3d4	75sp	
5. Gubasa (longsword)	1d8+1	25sp	
6. Ida (wide sword)	2d4+1	35sp	
7. Muder (dagger)	1d3	4sp	20'/50'/80'
8. Nzappa-Zap (axe)	1d10	50sp	20'/40'/60'
9. Otonsi (spear)	3d6	n/a	25'/50'/75'
10. Takouba (longsword)	1d6+1	20sp	

ARMOR	*Rating*	*Cost*
1. Bracers made of brass	+1	25sp
2. Shield of wood and hide	+1	30sp
3. Helmet of crocodile hide	+1	30sp
4. Wooden chestplate	13	35sp
5. Padded mail over leather	14	45sp
6. Crocodile hide armor	15	65sp
7. Chainmail hauberk	16	100sp
8. Bronze plate	17	500sp

GEMS, D20

1. Amethyst
2. Anklet
3. Aquamarine
4. Arm band
5. Bracelet
6. Brooch
7. Carnelian
8. Coral
9. Diamond
10. Earring
11. Emerald
12. Garnet
13. Gold
14. Jasper
15. Pendant
16. Ring
17. Statuette
18. Tapestry
19. Topaz
20. Tourmaline

VALUE, D6

1. 1d100sp
2. 1d10 x 50sp
3. 1d10 x 100sp
4. 1d4 x 500sp
5. 1d8 x 500sp
6. 1d100 x 100sp

LIST OF HEX ENCOUNTERS

These are hexes for which descriptions have been written. For hexes not on this list, use random encounters (see page 113).

1-I	6-Q	10-G	15-J	21-Q
1-J	7-C	10-I	15-K	22-B
1-K	7-D	10-J	15-L	22-D
2-E	7-E	10-M	15-M	22-E
2-F	7-F	10-N	15-Q	22-H
2-J	7-G	11-A	16-B	22-I
2-M	7-H	11-D	16-D	22-K
3-D	7-I	11-F	16-F	22-L
3-L	7-J	11-H	16-I	22-M
3-M	7-K	11-I	16-J	22-Q
3-N	7-L	11-J	17-A	23-A
4-F	7-M	11-K	17-D	23-C
4-G	7-P	11-N	17-E	23-D
4-H	7-Q	12-A	17-F	23-E
4-I	8-D	12-G	17-R	23-G
4-J	8-E	12-H	18-D	23-H
4-K	8-F	12-I	18-E	23-K
4-M	8-G	12-K	18-G	23-L
4-N	8-H	12-L	18-I	24-F
5-D	8-I	12-M	18-L	24-H
5-E	8-J	12-N	19-C	24-L
5-F	8-K	13-G	19-D	24-R
5-G	8-L	13-H	19-E	25-J
5-H	8-M	13-J	19-M	25-M
5-I	8-Q	13-K	20-A	25-P
5-J	9-A	13-L	20-D	25-Q
5-K	9-E	13-M	20-E	26-N
5-L	9-F	13-N	20-F	26-P
5-N	9-H	13-R	20-G	27-C
5-R	9-J	14-E	20-I	27-D
6-D	9-K	14-H	20-J	27-Q
6-E	9-L	14-I	20-L	28-E
6-F	9-M	14-J	20-Q	28-I
6-G	9-N	14-K	21-A	28-N
6-H	9-P	14-L	21-D	28-R
6-I	9-Q	14-Q	21-E	29-G
6-J	9-R	15-A	21-G	29-H
6-K	10-B	15-C	21-J	29-K
6-L	10-D	15-E	21-K	29-M
6-M	10-E	15-H	21-L	
6-P	10-F	15-I	21-P	

QUICK HEXCRAWL INFO

DISTANCE
1 hex equals 5 miles.

RATE OF TRAVEL PER HEX
Rainforest (hacking through greenery with blades): 4 hours
Mountains (slippery stones; rockfalls; treacherous terrain) : 3 hours
Savannah (flatland; grasses range from waist-high to 6 feet): 2 hours

REGIONS OF PLATEAU
North: Pterians
South: Spire, walking plants
East: Exiles, crash site
West: Plasmics, contamination
Center: Temple, robots

IMPORTANT LOCATIONS

Abscess, source of Contamination:	**5-H**
Aerie, home of pterians:	**12-H**
Akabo, city overrun by undead:	**17-A**
Bata, village of exiles :	**20-E**
Crash site of alien spaceship:	**22-K**
Entrance to plateau through cave:	**9-N**
Khirima, city where king reigns:	**5-N**
Lake where the island rises:	**7-P**
Lavender Mire, plasmic queen:	**4-F**
Spire, home of Nameless Druid:	**13-K**
Temple of Ages That Are Not:	**15-I**

WEATHER
1-7 ***Clear skies:*** foraging is easier (as per *Rules & Magic*, p. 34)
8-14 ***Cloudy, overcast, or drizzling***
15-16 ***Rain:*** reduced visibility (cut by one-quarter), ranged attacks at -1
17-18 ***Torrential downpour:*** reduced visibility (cut by one half), ranged weapon attacks at -2, range halved; speed half normal
19-20 ***Monsoon:*** Speed is one-quarter normal; visibility reduced to 10'; no movement through rainforests

HAZARDS

Bees: Will attack anyone within 100' of their nest, and will chase their prey for up to a mile. Victims save vs. poison or take 1d3 damage per round.

Cashew tree: Exudes a resin that causes a serious skin irritation (1 point of damage per day until treated). If set on fire, the smoke causes irritation to the lungs, which may be fatal (save versus Breath Weapon or take 1d10 damage).

Falling: When falling into water, damage is 1d3 per 10', but the first 20' are ignored (so a 40' drop inflicts 2d3)

Flash flood: Dexterity check each round to d3 damage from debris, and a Strength check to avoid drowning

Mudslide: Victim must make a Strength check each round or be swept away; there's a cumulative 1 in 6 chance per round that the victim will fall off a cliff

Rockfall: Victim takes a point of damage each minute; must make a Strength check to escape

Quicksand: Victim must make a successful Dexterity and Strength check each round or drown; the player subtracts the Bushcraft score from the roll

Sandstorm: Visibility is reduced to 1d6'x10, and anyone exposed takes 1d2 damage per hour

Tarantula Hawk: The agonizing sting of this wasp causes a victim to scream uncontrollably for 1d4 minutes, unable to move or act.

Tsetse flies: A biting fly with a large proboscis, the tsetse infects its victims with sleeping sickness (roll on page 174, but add disrupted sleeping cycle).

Volcano: Lava inflicts 1d10 points of fire damage per round; anyone who falls into lava takes 4d20 per round; flaming ejecta falls from the sky for 1d20 (treat as an attack from a powerful monster)

ENEMIES

A quick-reference list of hostile entities.

Animal, predator: Armor 15, Movement 150', 4 Hit Dice, 24 hit points, attack 1d10, Morale 12

Animal, snake: Armor 15, Movement 60', 1 Hit Dice, 5 hit points, attack 1d2 plus venom 1d8, Morale 10

Dinosaur, armored herbivore: Armor 17, Movement 60', 4 Hit Dice, 24 hit points, attack 1d4, Morale 9

Dinosaur, herbivore: Armor 15, Movement 60', 4 Hit Dice, 24 hit points, attack 1d4, Morale 9

Dinosaur, large herbivore: Armor 15, Movement 60', 9 Hit Dice, 54 hit points, attack 1d8, Morale 10

Dinosaur, large predator: Armor 14, Movement 150', 10 Hit Dice, 60 hit points, attack 2d6, Morale 12

Dinosaur, predator: Armor 14, Movement 180', 5 Hit Dice, 30 hit points, attack 1d8, Morale 11

Dinosaur, winged: Armor 16, Movement 240', 6 Hit Dice, 36 hit points, attack 1d6, Morale 10

Exile: Armor 14, Movement 120', 2d8 hit points, club 1d6, Morale 11

Ogbanje: Armor 13, Movement 90', Hit Dice 2, 10hp, Damage 1d4, Morale 12.

Plasmic: Armor 15, Movement 120', 5 Hit Dice, 30 hit points, attack 1d8, Morale 10

Pterian: Armor 14, Movement 180', Hit Dice 2, 12 hit points, bone dagger 1d6, Morale 12

Robot: Armor 15, Movement 180', 5 Hit Dice, 30 hit points, laser attack 1d8, range 50', Morale 12.

LAMENTATIONS *of the* FLAME PRINCESS ADVENTURES

WORLD OF THE LOST

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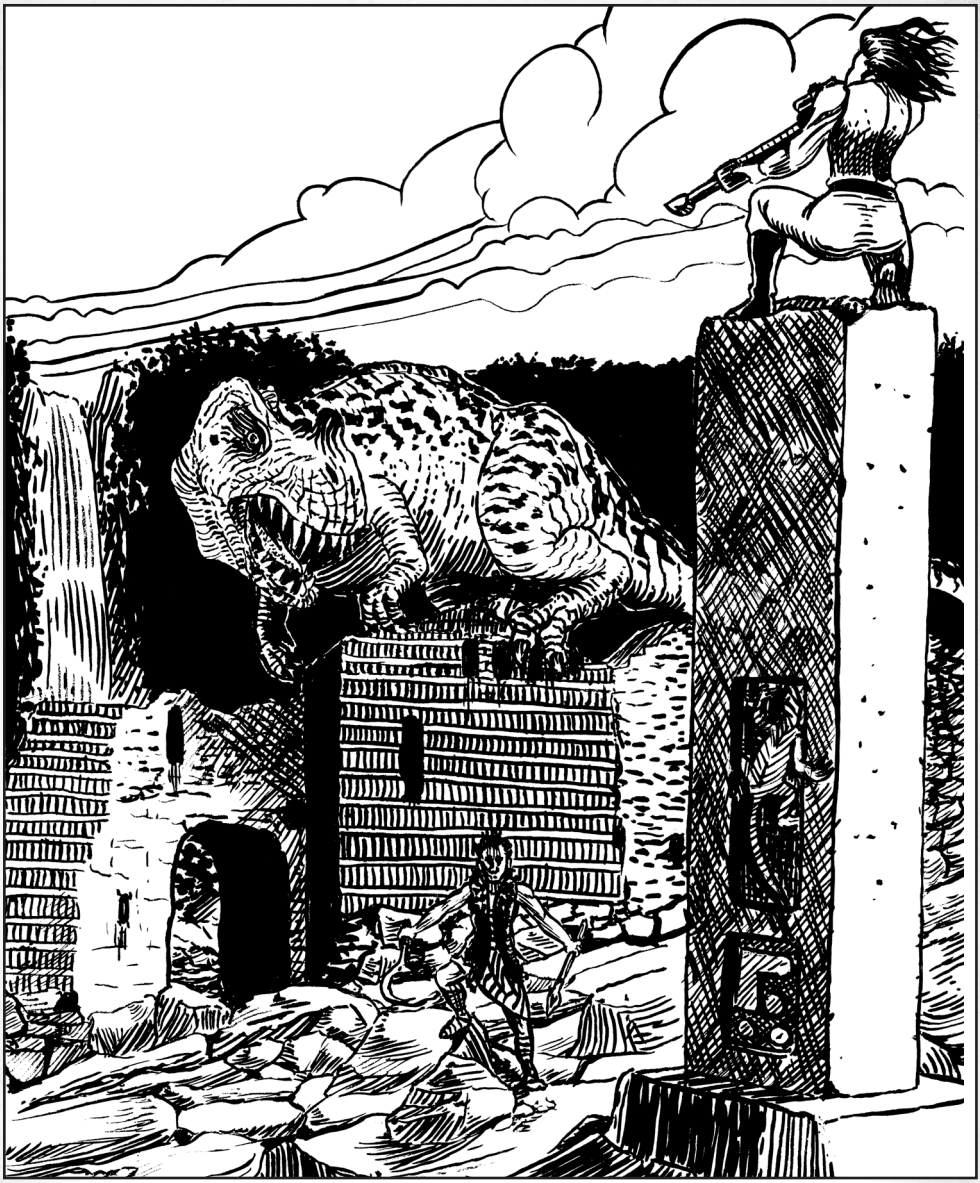


World of the Lost

World of the Lost is set near the fictional city of Khirima, in 17th-century Nigeria. The territory depicted in the map is dominated by a large plateau inhabited by bellowing dinosaurs and strange monsters.

The first chapter is about the **city** of Khirima, which is located in hex **5-N**. The people of this city pay a tribute of silver each year; they believe that this placates the monsters atop the plateau, but it actually helps to maintain the inner workings of a research station constructed by aliens. There is no map of Khirima, because it's randomly generated by the Referee.

The second chapter of this book details 200 of the hexes on the **plateau**. This strange place is the site of a three-way war between exiles (barbaric humans), pterians (winged dinosaur-people), and plasmics (grotesque slime creatures). It's also inhabited by murderous robots and vicious dinosaurs.

Chapter three is about Temple of Ages That Are Not, a **dungeon** located in hex **15-I**. This dungeon consists of nine rooms, and the player characters may wander through all nine of them without encountering a single door, triggering any traps, or fighting any enemies. On the other hand, the adventurers might inadvertently kill billions of people.

The fourth chapter is a **bestiary** describing the creatures of this strange place: robots, dinosaurs, plasmics, exiles, pterians, and the ferocious undead known as the ogbanje.

The **front endpapers** contain the table of contents, along with reference information pertaining to the city of Khirima; the **back endpapers** provide hexcrawl info, as well as descriptions of inclement weather, environmental hazards, and generic monster stats.

Note: The MP3 file (described on page **120**) will be bundled with the PDF version. LotFP provides a free PDF with purchase of the printed version (send proof of purchase to lotfp@lotfp.com).

Chapter 1: City

Khirima (kurr-EE-mah) is the capital of a large kingdom surrounded by villages and towns for many miles. On the large map, Khirima is located in hex **5-N**.

The city is laid out in a well-planned grid of square city blocks and wide avenues (which was rather common; for examples, see Benin City or the Kingdom of Loango). Khirima is broken up into 8 square districts surrounding the square grounds of the palace (where King Ishola dwells).

King Ishola has no use for military conquest; instead, he wields commercial power and religious authority to keep cities, towns, and villages loyal.

A progressive leader, he has spent much time studying *iwe-uki* (a forerunner of astronomy) and *ilm al-hisab* (mathematics which include decimal fractions, irrational numbers, and the number zero), which has been spread through this region by travelers from Muslim nations to the north.

In addition to the study of stars and the science of mathematics, Khirima also benefits from a local banking system which allows individuals with fortified buildings (and numerous guards) in Trade Square to keep the cowries of others in return for commission. Loans are made, but there is no fixed interest rate (the figure must be haggled over during the initial arrangement).

The following pages describe Khirima, but because most of the details will be randomly generated, no two Referees will describe the same city.

CHARACTERS WANT TO...	SECTION, PAGE
Ask about local rumors	Rumors, page **24**
Buy new weapons and armor	Weapons, page **16**
Carouse (and get into trouble)	Carousing, page **15**
Eat or sleep at a tavern	Food/Lodging, page **14**
Explore the palace	Palace, page **26**
Find work	Missions, page **38**
Get *Cured* or *Healed*	Quests, page **39**
Wander near the palace	Royal Rituals, page **22**
Wander through the city	Incidents, page **30**

KHIRIMA

The city is described on the following pages in the form of a series of tables. Roll the appropriate dice on each page to establish details, create the layout of the palace, or generate NPCs that the player characters encounter while exploring Khirima.

Note that all of the content in these lists is true; rolling one result on a table doesn't invalidate all the other entries. The lists are numbered for the convenience of the Referee, so that in any situation, dice can quickly be rolled to determine a random detail. Or the Referee can use the tables to generate rumors or tips from NPCs as the player characters explore the city.

1. Trade Square	2. Blade Square	3. Mercy Square
4. Holy Square	**5. Royal Square**	6. Justice Square
7. Guild Square	8. City Square	9. Noble Square

Example of randomly-generated city layout.

The city is randomly generated by the Referee during play. Roll d8 to see which district has been entered. Then roll on the location tables (pages **8-10**) to see what kind of building is encountered.

Example: The Referee rolls a 6, indicating that the player characters enter the city in Mercy District. The Referee rolls a d4 to see what kind of building is found; a 3 is rolled, meaning that the building is a hospital. 1d8+2 is rolled, and the result is a 3 (meaning that the hospital is 5x5).

If the players are searching for a specific kind of building (for instance, a particular hospital in Mercy Square), then it's only a matter of time before they find one, so mark a random square with an X and have them explore the district until it's found -- or simply tell them that they've found it, and roll on the Unique Building table on page **10** (or roll a random encounter using the Incidents on page **30**).

1. FIRST IMPRESSIONS

The wall outside of Khirima is miles wide. It is a massive earthwork (the largest on the planet, and second only to the Great Wall of China in size), manned by hundreds of guards. Beyond the wall is a 50' moat. It's dry, and full of thornedhedges and wooden spikes shoved into the earth at an angle.

Each of the wall's four sides features enormous fortified gateways; these are large enough to accommodate the endless stream of crowds entering and exiting the city.

Within, the city is laid out in a rigid grid of parallel streets and square buildings. The streets are wide, clear lanes of packed dirt; pedestrians stroll alongside carts pulled by donkeys and camels.

The city is divided by smaller walls into nine districts. The center district is the royal palace, and the other eight include the Trade Square, the Guild Square, and the Noble Square (the exact layout of these eight districts is to be determined randomly by the Referee).

The city is colorful, active, warm, and orderly. Avenues are lined with coconut palms and carved elephant tusks. Locals know better than to disturb the latter (it is a crime punishable by death).

Common animals within city limits include cattle, chickens, dogs, donkeys, goats, sheep. It's also possible to see larger beasts, such as elephants, rhinos, or giraffes.

The tables on the following pages will furnish additional details.

LAWS, D6

These are the most seriously-enforced laws of Khirima. If a law is broken, a Mission must be completed (see page 38) to avoid severe punishment. Roll on this table if you want someone to accuse a player of a crime, or if there's a public execution taking place, and the players want to know what the crime was.

1. It is illegal to own coral if you are not of the leopard faction.
2. Never make eye contact with those who carry silver to the waterfall.
3. You must never inquire about the sacred craft of metalworking.
4. Outsiders must never speak of the king or the royal family, ever.
5. No sacred animal (python, leopard, pangolin, eagle) may be injured or killed.
6. Necromancy of any kind is illegal.

THE EIGHT DISTRICTS

1. Blade Square: center of military strength; barracks and armories.
2. City Square: residential area of square homes made from red clay.
3. Guild Square: darkened by soot from blacksmiths; a place where artisans create works.
4. Holy Square: where the prophets of two competing religions represent their deities.
5. Justice Square: a civic center, including a courtroom, prison, and council chambers.
6. Mercy Square: there are no beggars in Khirima; here, the King feeds and shelters the poor.
7. Noble Square: the wealthy and powerful weave their schemes.
8. Trade Square: a noisy merchant bazaar where caravans hawk wares and sleep in tents.

BLADE SQUARE LOCATIONS, D4

At any time, the King can mobilize 20,000 soldiers; with a few days to prepare, he can assemble a fighting force of over 100,000. Some of the city's soldiers are in Blade Square, while others stand atop the walls, or patrol the area around the city, or walk the corridors of the palace.

1. Barracks
2. Training field
3. Armory
4. Stable

CITY SQUARE LOCATIONS, D4

Homes in Khirima consist of 20'-50' square buildings with red clay walls. Typically, the first room is an ante-court where guests sit on straw mats (visitors sometimes camp here). The second room is a large family room with sleeping alcoves along walls. The third room is a quiet room, where work is done and business is transacted (for example, residents spin and weave cotton, or dye it). The fourth room contains cooking stoves and a garden; the roof is open, letting in sunlight and starlight.

1. Small single person residence
2. Cozy home for one couple
3. Family house
4. Large home with extended family

GUILD SQUARE LOCATIONS, D10

1. Blacksmith
2. Herbalist
3. Leather shop
4. Silversmith
5. Tailor
6. Tanner
7. Woodworker
8. Potter
9. Warehouse
10. Granary

HOLY SQUARE LOCATIONS, D8

These are the eight types of building found in Holy Square.

1. Temple of the Edo faith: a warm, dark, sturdy building
2. Shrine of the Igbo faith: a tall, shiny, elegant structure
3. House of the Dibia (Edo): the place where Edo Clerics cook and sing
4. House of the Ohen (Igbo): where Igbo Clerics study and instruct
5. Public altar: this prayer space is near a small tree and a single skull on the ground
6. Burial ground: one tomb is actually an entrance
7. Garden: a nondenominational place of quiet contemplation
8. Library: some say that the librarians never sleep or eat

JUSTICE SQUARE LOCATIONS, D4

These are the four types of structures in Justice Square. Roll to determine the kind of building encountered.

1. Civic center
2. Court of law
3. Prison
4. Council chamber

MERCY SQUARE LOCATIONS, D4

The poor and sick do not beg in Khirima. They are housed, clothed, and fed, and they dwell in Mercy Square. Those who are able to work are welcome at the workhouse, but this is not an expectation (merely a way for those who receive the King's gold to maintain their dignity).

1. Kitchen
2. Residence
3. Hospital
4. Workhouse

NOBLE SQUARE LOCATIONS, D8

1. Estate of ill repute: no one talks about how this family got wealthy
2. Performance hall: artists gather here to perform (then fornicate)
3. House of merchants: they purportedly smuggle illicit goods
4. House with religious affiliation: ties to temple are now strained
5. Estate of heroic lineage: the warriors of old would be ashamed now
6. Museum: hallowed relics, mysterious artifacts, odd devices
7. Old silver: wealth passed down from ages past, but possibly cursed
8. House of patrons: they sponsor the arts, but whispers tell of a terrible price that must be paid every so often

TRADE SQUARE LOCATIONS, D8

Note: For food and miscellaneous supplies, use the Price List in the *Rules & Magic* book as a reference (characters will pay City prices). For weapons and armor, see page **16**.

1. Food stall (page **14**)
2. Weapons (page **16**)
3. Armorer (page **16**)
4. Caravan supplier
5. Fish seller
6. Tavern (page **15**)
7. Clothier
8. Spice seller

UNIQUE LOCATIONS, D10

As the player characters explore Khirima, it's possible that they'll encounter the same type of building more than once (for instance, while visiting Guild Square, they might encounter a blacksmith, only to encounter another one soon after). Roll on the table to give recurring locations unique characteristics:

1. This building is cursed, and clerics are trying to cleanse it.
2. Strange weather afflicts this place; it is dry when the rest of the city is wet, or cold while all other places are hot.
3. This is a crime scene, and the guards have been summoned (they'll arrive in 1d20 minutes).
4. An unusual animal (such as a tiger or elephant) is kept here.
5. The building is on fire.
6. A mysterious person is moving into this building.
7. People are rebuilding this structure, because it has been burned or otherwise damaged.
8. Royal guards are blocking the entrance to this building.
9. A crowd gathers here to witness a miracle of some kind.
10. Someone is selling a unique item here; they are eager or desperate.

2. FACTIONS

The city's power is concentrated around four factions (military, royalty, religion, and the working people, championed by Guild Leaders).

Recent events have intensified the conflict between these groups, and what was a balance of power is now a volatile situation. Player characters will be perceived as outsiders who might be able to help shift that balance of power.

Each faction has an animal as its symbol, and these often appear on flags, garments, buildings, and armor.

1. Eagles

Eagles are said to prophecy the future. The guilds and traders and merchants of the city are regarded as the ones who will determine the success or failure of the city, and so they are Eagles. They are the source of wealth, but they demand much from the King, but are never satisfied. Led by the Guild Leader.

2. Leopards

This includes nobles, courtesans, royal guards, attendants, and anyone else who works or dwells within the palace at the center of Khirima. The King is often referred to as the Leopard, because that animal is regarded as the king of the beasts. He keeps leopards, which are brought out on important occasions, such as parades and festivals. Led by King Ishola.

3. Pangolins

It is said that the pangolin fears not the leopard, because of its scaly armor; by the same token, the leader of the Pangolins does not fear the King. Military officials wear tunics patterned like scales, to show that they are not dominated by the king. Led by the Army Commander.

4. Pythons

There are two faiths (the religion of the Edo and the religion of the Igbo), but the city has only one High Cleric at any given time, so plots and coups are common amongst the most powerful of the holy. The python is the king of all snakes and the messenger of the gods, so those who work in temples and shrines wear that snake's image as an emblem. Led by the High Cleric.

FACTION OCCUPATIONS

Roll on the following tables to randomly generate an NPC's profession.

EAGLE (GUILDS), D20

1. Armorer
2. Baker
3. Blacksmith
4. Brass caster
5. Butcher
6. Carpenter
7. Clothier
8. Farmer
9. Fisherman
10. Guild Leader
11. Herbalist
12. Merchant
13. Potter
14. Silversmith
15. Stable worker
16. Tailor
17. Tanner
18. Thatcher
19. Weaver
20. Woodworker

ARTISTS, D6

Note: Though the following are considered to be members of the Eagle faction, they are often looked down upon by those who create or sell actual goods.

1. Actor
2. Singer
3. Dancer
4. Musician
5. Poet
6. Sculptor

PANGOLIN (MILITARY), D10

1. Archer
2. Caravan guard
3. Caravan scout
4. Guard of the city
5. Guard of the court
6. Guard of the granary
7. Guard of the prisons
8. Sentry
9. Soldier
10. Trainer of soldiers

LEOPARD (ROYAL), D20

1. Scholar of alchemy
2. Astronomer
3. Chancellor of the Royal Coffers
4. Concubine
5. Court Scribe
6. Emissary
7. Scholar of history
8. Judge of law
9. Librarian
10. Mathematician
11. Menagerie attendant
12. Minister of Finance
13. Minister of Law
14. Museum curator
15. Noble
16. Royal Guard
17. Scholar of law
18. Translator
19. Treasurer
20. Servant

PYTHON (RELIGION), D4

1. Acolyte
2. Dibia (Edo Cleric)
3. Ohen (Igbo Cleric)
4. Physician

THE MINO

All of the royal guards in Khirima are female. They are known as the Mino ("our mothers"). They have no children, and are considered to be married to their work. They cannot be dissuaded, bargained with, bribed, or intimidated. They are honorable, and will fight to the death to protect the king. Treat Mino as 2nd to 5th level Fighters.

Mino training is brutal, and includes fighting armed prisoners to the death. Because enemies use envenomed arrows, the Mino have their front teeth extracted (so that if they are poisoned, and begin to convulse, the antidote can be poured through their clenched teeth).

Their motto is *Conquer or die*. This is their victory song:

"The blood flows
You are dead
The blood flows
We have won
The blood flows
The enemy is no more"

> *"I watched as a teenage recruit, a girl named Nanisca who had not yet killed anyone, was tested. Brought before a young prisoner who sat bound in a basket, she walked jauntily up to him, swung her sword three times with both hands, then calmly cut the last flesh that attached the head to the trunk... She then squeezed the blood off her weapon and swallowed it."*
> *(Account of Jean Bayol, French officer)*

THE STRANGLED

The silver tribute is delivered to the Temple of Ages That Are Not by fearless warriors known as the Strangled. They are given this name because at the end of their rigorous training, each of them is strangled to death by the King, and then immediately resuscitated (via CPR). Those who are able to draw breath once more are treated as royalty, for it is believed that they are dead, yet continue to serve the king because they are pure of heart.

They spend most of their time training, but once a year, the King sends a group of the Strangled to deliver a large quantity of silver to a secret location (a dark pit in a cave; see hex **9-N**, or read about the Temple on page **119).**

The Strangled are fanatics, and have no interest in money or power; they cannot be bribed, seduced, or intimidated. Treat them as 2nd to 5th level Fighters or Magic-Users.

To make eye contact with one of the Strangled is a crime, and violence will surely follow such an infraction.

3. MERCHANTS & TRADE

FOOD AND LODGING

Most food is imported from villages and farming communities throughout the city, and sold in Trade Square.

MEALS, D4

1. Unsavory: 5cp
2. Typical: 1sp
3. Fine: 2sp
4. Gourmet: 10sp

MEATS, D4

1. Dried fish
2. Chicken
3. Beef
4. Goat
5. Venison
6. Sheep

CROPS, D10

1. Beans: fried, steamed, or in a pudding
2. Kola nuts: contain caffeine; often chewed
3. Maize: grain: cooked, roasted, or fried
4. Manioc: sweet root; fried, boiled, or pureed
5. Millet: a small grain; boiled, roasted, or baked into bread
6. Okra: green pod vegetable; soups and stews
7. Peppers: powerful seasoning
8. Plantains: like bananas; boiled or fried
9. Rice: with nutmeg, ginger, and peanut oil
10. Yams: tubers; served roasted or mashed

LODGING

Sleep can be had in a 5sp tavern, but it's not safe; cutthroats and robbers prey upon the unwary in such places. A night in a decent tavern costs 10sp, but such places are dull and lifeless. A 50sp tavern is raucous, and facilitates both carousing and rumor-mongering (see page **15** for Carousing, and page **24** for rumors). Such establishments are popular with merchants and adventurers in search of treasure and glory.

PRICES

For standard equipment, such as torches, rations, and rope, use the city prices in *Rules & Magic*. If the player characters want to sell their loot, merchants will pay half city prices. If the player characters are extremely well-connected, this might get bumped up to three-quarters. Black market items (forbidden or stolen) will get one-quarter city prices.

CURRENCIES

Cowry: sea snail shell
20 cowries = 1 copper
240 cowries = 1 silver
12,000 cowries = 1 gold
Manilla: small copper rod
1 manilla = 1 silver
50 manillas = 1 gold

ANIMALS

Boar, 25sp
Donkey, 50sp
Elephant, 500sp
Giraffe, 200sp
Goat, 10sp
Rhino, 500sp
Sheep, 10sp

TAVERN NAMES, D10

1.	The Dancing	1. Antelope
2.	The Drunken	2. Cobra
3.	The Jumping	3. Elephant
4.	The Laughing	4. Gorilla
5.	The Playful	5. Hyena
6.	The Regal	6. Jackal
7.	The Running	7. Lion
8.	The Sacred	8. Mamba
9.	The Scowling	9. Mongoose
10.	The Singing	10. Tiger

BEVERAGES, D4

1. Banana wine: made with sugar and lemons
2. Burukuto: sweet, pinkish sorghum beer
3. Orogoro: distilled from juice of Raffia trees
4. Palm wine: made from fermented sap

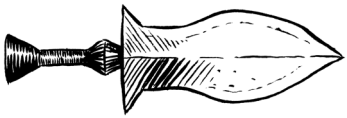
CAROUSING RESULTS, D6

Do the player characters carouse? Have them roll d6x10 to determine the percentage of their wealth that has been guzzled or gambled away. Then roll d6 to see what happens the morning after.

1. A map has been tattooed on your forearm. Under the map, the word "Trove" has been tattooed. You recall hearing someone talk about diamonds. You're holding a big one.
2. The ground is shaking. No, wait, that's you. Someone is shaking you, and yelling at you. He says that you have saved the kingdom, and will soon be honored by a visit from the king. You have 20 minutes to learn all the formalities of such a meeting. If you offend the king, you will be imprisoned. If you do well, you'll be rewarded.
3. There is sand in your mouth. Waves crash nearby. A crocodile approaches you cautiously. Your hands are tied. The golden sword on that sand dune looks familiar. The crocodile is wearing a silver necklace. Why?
4. The bad news is, you now owe some very powerful people 10,000 silver, and you've got 24 hours. The good news is, you've got a crystal orb in your pocket (but you can't remember how to make it do that amazing light-up thing that it did last night). Wait, did it turn someone into a dinosaur?
5. You wake up holding a note thanking you for your courage, and offering to repay you with silver and information. Oddly, someone else is wearing your trousers.
6. You regain consciousness in the jungle, tied with vines to the crumbling pillar of an old temple. There's a helmet in front of you, and it's full of blood and gold. Something screams as it crawls toward you.

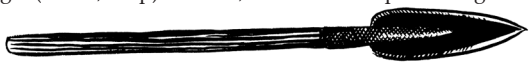
WEAPONS, D10

1. Abreba (1d4+1, 5sp): A short, wide dagger, used by the Igbo people.

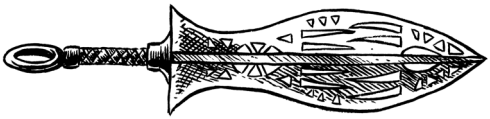


2. Arrows (1d6, 3sp): Tipped with barbed iron heads. Fletched with stiff paper.

3. Assegai (1d8+1, 20sp): A short, wide-bladed spear. Range: 15'/30'/45'



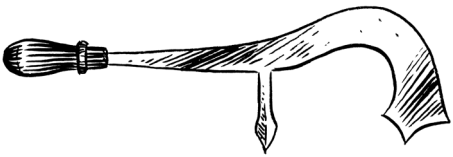
5. Eben (3d4, 75sp): Gorgeous two-handed sword from the kingdom of Benin. Known as "the blade of authority."



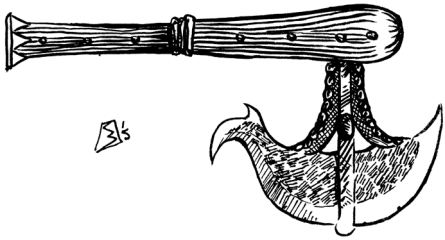
4. Gubasa (1d8+1, 25sp): Long iron sword with a curved blade.

6. Ida (2d4+1, 35sp): Sword with a blade that widens toward the tip, like a long leaf. A weapon of the Yoruba people.

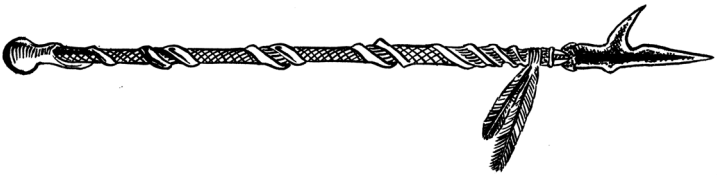
7. Muder (1d3, 4sp): A throwing knife with diamond-shaped tips. Range: 20'/50'/80'



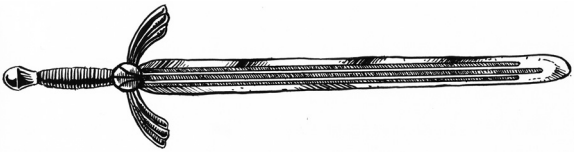
8. Nzappa-Zap (1d6+1, 50sp): A wrought-iron hatchet with a brass-bound wooden handle; balanced for throwing. Range: 20'/40'/60'



9. Otonsi (3d6): The "spear of peace," which is carried from city to city by agents of the King when performing ritual and political functions (enacting codes, approving shrines, et cetera). Cannot be purchased. Range: 25'/50'/75'



10. Takouba (1d6+1, 20sp): A one-handed longsword favored by the Tuareg. Its straight blade ends at a rounded point; three grooves run from the hilt to the tip.



ARMOR, D8

1. Bracers made of brass (Armor +1, 25sp)
2. Shield of wood and hide (Armor +1, 30sp)
3. Helmet of crocodile hide (Armor +1, 30sp)
4. Wooden chestplate (Armor 13, 35sp)
5. Padded mail over leather (Armor 14, 45sp)
6. Crocodile hide armor (Armor 15, 65sp)
7. Chainmail hauberk (Armor 16, 100sp)
8. Bronze plate (Armor 17, 500sp)

4. RELIGION

There are two primary religions in Khirima: the Edo faith and the Igbo faith. All Clerics, Edo and Igbo, are led by one High Cleric, who is elected by all of them.

Because the High Cleric is of one faith or the other, the selection process is very political, and there are many secret meetings and conspiracies (and sometimes murder) surrounding the election and ceremony. The current High Cleric is nearing the end of their term.

THE EDO FAITH

According to the Edo people, all of creation is divided into two worlds: the visible realm that we inhabit (known as agbon), and the world of spirits (erinmwin). The spirit world was created by Osa, the supreme deity. An Edo Cleric is known as a Dibia.

EDO DEITIES, D6

1. **Esu:** Patron of coup d'etats. God of power and cunning.
2. **Iso:** Sky god, holder of water and light.
3. **Obiemwen:** Mother of all, and goddess of childbirth.
4. **Ogiuwu:** Death god who drinks blood and eats flesh.
5. **Olokun:** Goddes of oceans and wealth. Revered by those who travel on water.
6. **Osanobua:** Supreme deity, created other gods.

THE IGBO FAITH

The Igbo believe that Chineke is the creator of all things, and can be reached via other deities. This approach is taken through reverence of special objects in our world (for example, small shrines or wooden figures). An Igbo Cleric is known as an Ohen.

IGBO DEITIES, D6

1. **Ala:** Rules the underworld and carries dead ancestors in her womb.
2. **Amadioha:** God of thunder and lightning. He represents the will of the people.
3. **Anyanwu:** Dwells in the sun, and represents human perfection.
4. **Chineke:** Supreme deity. Brings the rain, controls all things.
5. **Ekwensu:** Trickster god, and a powerful negotiator. Loved by merchants.
6. **Ndebunze:** Deified spirit of deceased ancestors.

OTHER GODS

To create a new deity, roll 6d10. The first three results will furnish the god's name. The next two results will provide the deity's epithet. The last die will indicate the god's holy sumbol. For example, a roll of all 4s would produce "Elejekun, Father of Fiends, whose symbol is a shield."

Then roll 5d10 on the next two tables to create a cult: the first three columns are for the name, and the next two will tell you its purpose.

D10	N1	N2	N2	E1	E2	SYMBOL
1	A	ba	go	Child of	Darkness	Crocodile
2	Ba	du	gua	Eater of	Death	Fish
3	E	gan	ja	Enemy of	Disease	Moon
4	Ele	je	kun	Father of	Fiends	Shield
5	Ib	la	lu	Firstborn of	Flesh	Skull
6	Olo	mi	ma	King of	Hope	Spider
7	Orun	no	nie	Mother of	Light	Sword
8	Shan	ri	run	Protector of	Oceans	Teeth
9	U	sho	shi	Queen of	Tricksters	Tree
10	Ye	ta	yin	Slayer of	Wisdom	War horn

D10			
1	Brotherhood of	Castrated	Believers
2	Cabal of	Divine	Demons
3	Circle of	Fervent	Hounds
4	Coven of	Glistening	Liars
5	Cult of	Patient	Meat-Cutters
6	Faith of	Ravenous	Pilgrims
7	Path of	Resurrected	Saviors
8	Sisterhood of	Scarred	Virgins
9	Temple of	Smoldering	Wastrels
10	Way of the	Unbeheld	Whores

D10		
1	Aid the enemies of...	Adventurers
2	Cleanse the world of...	Dynasties
3	Deceive and manipulate...	Magic users
4	Disgrace and implicate...	Priests
5	Eviscerate and display...	Royalty
6	Humiliate and defile...	Sinners
7	Murder the best of all...	The innocent
8	Protect and uplift...	The righteous
9	Rob and weaken...	Thieves
10	Terrify and render impotent...	Warriors

NEW FIRST-LEVEL CLERIC SPELLS

These new spells can be learned by praying at old temples, or by completing a sacred mission. To create a new spell, roll 8d8, one at a time. Write down the results. Note that the ninth column (unexpected side-effects) is not included in this 8d8 roll; a new side-effect is rolled randomly each time this spell is cast.

d8	*Name 1*	*Name 2*	*Duration*	*Range*	*Effect 1*	*Effect 2*
1	Astral	Chant	1 Round/level	Touch	Reduces enemy's	Armor
2	Blessed	Circle	1 Minute/level	5'	Boosts ally's	Attack bonus
3	Divine	Fire	1 Turn/level	10'/level	Reduces enemy's	Damage
4	Glorious	Hammer	1 Hour/level	20'/level	Boosts ally's	Dexterity
5	Holy	Light	1 Day/level	50'/level	Reduces enemy's	Hit points
6	Moon	Stone	1 Week/level	100'/level	Boosts ally's	Saving throw (random)
7	Spirit	Symbol	1 Month/level	500'/level	Reduces enemy's	Skill (random)
8	True	Water	Permanent	1 mile	Boosts ally's	Strength

Under *Effect 2*:
1. Damage refers to the amount of damage that the spell's target can inflict on others.
2. For Saving Throw and Skill, roll a d6 to determine which one is affected by this spell, and write it down. Each time this particular spell is cast, the same Saving Throw or Skill is affected.

d8	*Effect 3*	*Visual manifestation*	*Unexpected side-effect*
1	by 1	as a distant volcano rumbles and belches smoke.	For the next 24 hours, the caster's worst memory takes physical form and stalks the caster relentlessly.
2	by 1d2	as a river of blood snakes across the heavens.	Every animal in a 1-mile radius immediately tries to kill as many people as possible before being slain.
3	by 1d3	as a vast elephant stampedes across the sky.	However, a portal to another world opens up, and creatures beyond the caster's control swarm the area.
4	by 1d4	as phantasmal bats darken all with their wings.	Magical anomalies erupt throughout the land, warping reality and transforming people and beasts.
5	by 1d6	while a column of spectral army ants marches.	The area around the target is changed permanently: darkness now has weight, and can cause damage.
6	by 1d8	while ghostly crocodiles appear devour the sun.	The spell causes massive fluctuations in time, causing a significant recent event to change retroactively.
7	by 1d10	while black lightning snakes from earth to sky.	The spell creates a memory vortex, implanting false memories in the minds of all those within range.
8	by 1d12	while ancestral spirits war among the clouds.	Unfortunately, the spell draws the attention of extremely powerful beings from another dimension.

5. EVENTS

ROYAL RITUALS, D4

Roll to see which major event is taking place in the city.

1. King Ishola walks the streets, flanked by many guards who shade him from the sun with their shields. He wears a crown of blue coral, and his tunic is woven from red coral beads, brought from far away to the north. He presents gifts to those he favors. The gifts are in circular boxes, and tied shut with silk ribbon.

2. The king inspects work of craft guild. His tunic bears the emblem of the mudfish, because it can hop out of water and move on the land, and the king has authority over land and sea as well. The king's guards are impatient and angry, because there are rumors of an assassination attempt, but the king insists on the inspection.

3. The ritual of Mmanwu. This masquerade takes place at night. Men with masks scream as they walk the streets; all others are forbidden to leave their homes (it is illegal to walk the streets on this night if one is not part of the ritual). The true significance of the horrid masks is only understood by those who are participating. Of the dozens of men who wander, screaming in the darkness, one of them is the king.

4. Death ceremony of a prominent person. The body of the deceased is washed and dried, then dressed. Amid singing and lamenting, masked men armed with blades escort the body to the burial chamber. The body is interred with dearly beloved objects, and then covered with wooden planks and matting. Months (or even a year) later, a second funeral is held. This is a celebration of the deceased, and is marked by feasting and joy. Amid song and dance, the deceased is finally freed from this world.

MUSIC, D4

All spectators must participate in the music. Roll to see which instrument the characters are given.

1. Seven-foot drums covered with goat skin at one end
2. Copper cauldrons, struck with mallets
3. Hollowed elephant tusks, blown like horns
4. Quadrangular copper bells, rung rhythmically

6. STRANGE STRUCTURES

Scattered throughout the city are weird remnants of magical experiments. When the Sodality of Conjurers vanished, they left these strange places behind. They're generally ignored by the people of Khirima, who know better than to muck about with magic (after all, the Sodality of Conjurers was a bunch of magical experts, and they're all gone, so what does that tell you?). It's not uncommon to see a horrid tower of talking bones, right next to a tent where fruit is sold, or a courtyard where children play. Roll 4d10 to see what kind of structure it is, what's unusual about it, what makes it dangerous, and what kind of reward can be found therein. Rewards are unique, and generally can only be used/experienced once.

TYPE, D10	DESCRIPTION, D10
1. Bridge	1. Apparitions flicker into view and sing
2. Cemetery	2. Bulbous growths pop, spraying sticky fluid
3. Courtyard	3. Constructed from bones which tell sad stories
4. Fountain	4. Contained within a sphere maded of water
5. Garden	5. Floating 100' up; ropes dangle to the ground
6. Library	6. Glowing runes slide over every surface
7. Obelisk	7. Metal flowers blossom and insects emerge
8. Ruin	8. Organic; whole structure is a living being
9. Shrine	9. Overgrown with sentient vines that scream
10. Tower	10. Patrolled by a statue made of living flame

THREAT, D10

1. Aggressive monkeys wearing tiny suits of chainmail
2. Ancestral ghosts; can only be injured by silver
3. Any words spoken will inflict damage on listeners
4. Army ants swarm the area (see back **endpapers**)
5. Gravitational anomaly flings victims into air
6. Hungry carnivorous dinosaur on a thick chain
7. Invisible men with visible masks and daggers
8. Localized monsoon strikes (see back endpapers)
9. Random blasts of fire; save versus Breath Weapon
10. Sentient traps that prowl for victims

REWARD, D10

1. Blessing: for the next hour, animals obey you
2. Bonus of +10 to next saving throw, one-time effect
3. Gemstones worth 1d8x500 sp
4. Magic chime; makes sound 100'-600' feet away in random direction
5. Magic key that opens any door (can only be used once)
6. Potion: be any age you want to be, immediate/permanent
7. Potion: take no damage for 30 seconds
8. Scroll: double hit points for 24 hours
9. Shimmering gateway to Narcosa, the Happy Place
10. Sword does 1d4, then 1d6, and so on; after 1d20, vanishes

7. RUMORS

Roll d20 to see what the player characters learn while carousing or shopping or snooping about (the veracity of this rumor is indicated in parentheses):

1. It is the worst thing: the quiet men with hammers are coming. (It is up to the Referee; it may well transpire that horrible men who do not speak are going to arrive in Khirima, and that these men will wield hammers.)
2. The warrior and his allies battled an undead creature; then he made his camp. Now he has found an ancient temple to some long-forgotten deity, and is busy restoring it to its former glory. Somewhere in the jungle, he toils; perhaps he should not do so! (All true; see **2-E**, **2-F**, **2-G**, and **3-D**.)
3. Someone in the city of Khirima is trying to sell a map. Instead of money, this person wants a certain service performed in exchange for the map. This nameless individual is extremely powerful, and also extremely nervous about certain upcoming events. If only there were some amoral strangers in town who could be talked into doing something horrible in exchange for a map leading to a glorious treasure! If only such strangers would please be outside the Temple of the High Cleric at midnight tonight. And it would be lovely if they would bring swords, rope, masks, and perhaps some soap and rags. (Referee's discretion.)
4. The king is dying; they say he has a few days left. (Up to the Referee. The king's death would cause some turmoil, as he had no children with the queen, but had several young children among his other wives, and quite a few with his concubines.)
5. In the Temple of Ages That Are Not, time is a weapon and memory is an illusion. (True. If the player characters enter the Temple, and learn to use the devices found therein, they can alter time and memory.)
6. Bandits plan to steal this year's tribute of silver, which means that the magics upon the plateau will falter -- and the monsters will descend to destroy us all. (True. Bandits planned to steal the silver. See hexes **28-I**, **29-G**, and **29-H**.)
7. The king is not potent; all of the children that his wives and concubines bore him are from other men. (The king has several young children from his wives and concubines, but whether they are his or not is up to the Referee. To repeat this rumor is an act of treason, with serious legal consequences.)
8. A caravan has just returned with strange news. Heading east, en route to Akabo, they saw strange lights, and became fearful of sorcery, so they turned back. One merchant claims that a group of cultists were performing some forbidden ritual. A bounty has been announced. (All true. See the descriptions for hexes **26-N**, **26-P**, **27-Q**, and **28-R**.)
9. A horrid necromancer has afflicted many persons with undeath, and there are multiple bounties on her head. She was last seen near Akabo, far to the north. (True. See hex **23-A**.)

10. There's a forgotten treasure hidden in one of the orchards in the palace; it's a small bag of emeralds worth thousands of silver. Word has it that an innocent maiden has found the map depicting the specific tree that one must dig beneath. (Referee's discretion.)
11. One of the king's concubines is actually a spy from Akabo. (Referee's discretion.)
12. An island is hidden below the lake to the east of Khirima. If one swims down to it, wonders will be found. It is also possible that one might cause the island to rise, if one climbs up to the plateau and finds the place of hateful red light. (True. Those who visit the Abscess at hex **5-H** will see a vision of the island at hex **7-P**. Also see hexes **6-P**, **6-Q**, **7-Q**, **8-Q**, **9-Q**, and **9-R**.)
13. Beings from beyond this world have landed on the plateau, riding fire-breathing monsters made of silvery metal. They wield strange and glorious weapons. (Some of this is true. The extraterrestrials aboard the spaceship were actually killed in the crash, but the rest is accurate. See hexes **13-N**, **18-E**, **20-F**, **20-L**, **21-J**, **21-K**, **22-K**, **22-L**, and **22-M**.)
14. Someone is trying to kill the High Cleric, because he is secretly a heretic who worships a forbidden deity. (Referee's discretion)
15. Merchants are angry because the King's soldiers can't protect caravans along the eastern trail. The merchants are looking to hire guards for the dangerous trek. (True. See the Missions in the **endpapers**.)
16. The leader of the Eagle faction (a wealthy merchant who is the Guild Leader) is being blackmailed because of her involvement with a nefarious cult. She is desperate, because if the wrong people find out, she will lose her position as Guild Leader, and might even be killed. She is trying to find someone who can help her. (Referee's discretion.)
17. The Ogbanje, those who have returned from death, are walking in the jungle. These undead bear the scars of mutilation, and their violence is limitless. (This is true. A necromancer has raised the dead; see hexes **10-B**, **11-A**, **12-A**, **15-A**, **16-B**, **17-A**, **20-A**, **21-A**, **22-B**, **23-A**, and **23-C**.)
18. Above the front gate of the palace is a gigantic brass python. This serpent is alive. If an enemy of the King enters the palace, the brass python will awaken and attack. (Referee's discretion.)
19. The plateau is inhabited monsters, such as the ravenous Gbahali, a giant crocodile that devours all; the Mokele-mbembe, a mammoth reptile that shakes the ground as it walks; and the Sasabonsam, a bat-demon that hungers for human flesh. The only way to keep these fiends away is to placate them with silver, which is dumped into a cave behind a waterfall. (True, more or less. For more information, see **Chapter 2: Plateau**.)
20. A high-ranking member of the Pangolin faction (a military leader of some kind) is said to be plotting a coup against the King. (True. Numerous people currently plot against King Ishola; see hexes **3-L**, **4-M**, **28-M**, **28-N**, and **29-M**.)

8. PALACE

The Palace of King Ishola takes up one-ninth of the city. It's the center of a 3x3 grid (the other eight squares are districts). Four robust walls of thick glazed clay surround the palace. Atop the four towers at the corners, keen-eyed archers sweep the ground below for targets. Armed soldiers patrol the perimeter constantly.

The front gate is decorated with a massive brass python worth 1000 silver (and a death sentence). It's flanked by enormous leopards made of ivory. It's said that they will awaken one day, in a time of war, and they will fight alongside the champions of Khirima.

Within the palace, the walls are decorated with brass plaques and ivory sculptures depicting past glories; pillars are decorated with copper castings of enemies killed in war. The clay walls are glazed and polished; they're cool in the day, warm at night. In direct contrast to the rigid organization of the city outside, the palace's interior is an unpredictable labyrinth.

GENERATING THE PALACE

To generate rooms within the palace, roll a d6 and a d4. If there are doubles, re-roll until you have two different numbers.

1. The higher of these will tell you the shape of the room (triangle or square). Room walls are typically 30' to 50' long.
3. The lower number will tell you how many furnishings (desks, tapestries) there are in the room. It will also tell you how many other doors are in the room (not counting the one the players came in through).
4. Insert corridors (usually 20' to 50' long) as needed, to prevent room overlap.
5. Roll a d20 to determine the type of room, then roll as many d20s as needed to generate the furnishings.
6. Roll a d6 for each furnishing to see if it's special in some way; if so, roll 1d8.
7. There are 1d2 NPCs in this room. Roll a single d10 to see who they are; then roll a single d4 to determine how they feel about the player characters. For more details about these NPCs, use the tables on pages **31-37**.

*For a pre-generated map of part of the palace, see pages **28-29**.*

ROOMS, D20

1. Armory
2. Bathing pool
3. Courtyard
4. Courtyard
5. Dining hall
6. Gallery
7. Garden
8. Guard barracks
9. Kitchen
10. Library
11. Menagerie
12. Observatory
13. Orchard
14. Pantry
15. Prayer room
16. Royal Quarters
17. State chamber
18. Storage
19. Study
20. Treasury

FURNISHINGS, D20

1. Altar
2. Armoire
3. Brazier
4. Chair
5. Chest
6. Dais
7. Desk
8. Floor pillows
9. Gong
10. Lamp
11. Mosaic
12. Painting
13. Persian rug
14. Plaque
15. Pool
16. Sculpture
17. Statue
18. Table
19. Tapestry
20. Throne

ODDITY, D10

There is a cumulative 1 in 6 chance that one piece of furniture is odd somehow. If so, roll d10 (players must successfully search the room to find this item):

1. Concealed map
2. Contains venomous animal
3. Cursed
4. Enchanted item is discovered
5. Encrypted warning
6. Hidden note: prophecy
7. Hideous monster is released
8. Key
9. Secret door
10. Trapped

PALACE INHABITANTS, D10 AND D4

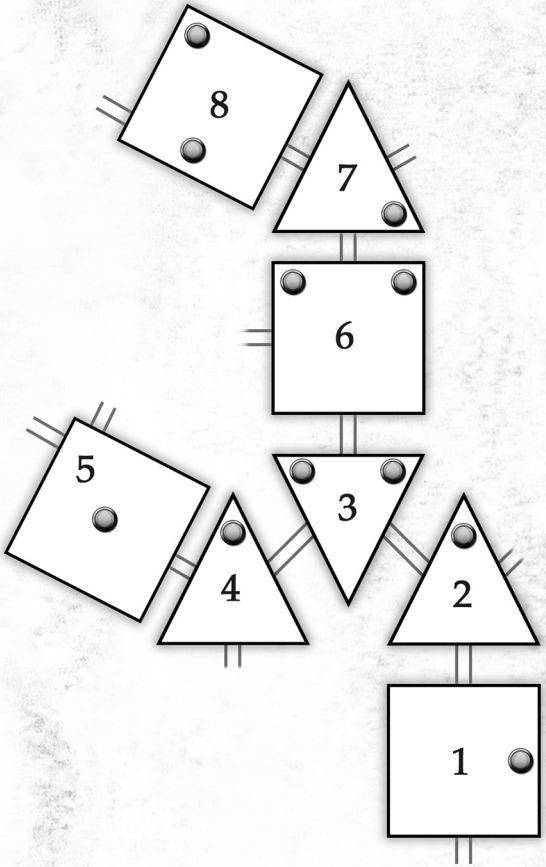
Roll to see who's in the room, and how this person feels about the player characters. If a character is anxious, roll another d4 to find out why (the players won't know this, of course).

1. Artisan
2. Bureaucrat
3. Concubine
4. Guard
5. Noble
6. Physician
7. Priest
8. Scholar
9. Servant
10. Translator

1. Anxious
2. Friendly
3. Hostile
4. Neutral

1. Cultist
2. Impostor
3. Spy
4. Traitor

THE PALACE OF KING ISHOLA



EXAMPLE OF GENERATED PALACE:

1. Prayer room
A physician is lost in thought; her name is Oboli, and she is from the Kingdom of Nri. She's in the process of covering up a crime (you see, Oboli knows exactly where the silver is). There's a throne against the eastern wall of this room.

2. Courtyard
In the courtyard, a concubine named Uloma waits for someone. She's quite irritable. Uloma wants a map of the plateau, and she's used to getting her way. Currently, she's gazing at a valuable painting of tigers.

3. Armory
Two guards (Amua and Toba) guard the Armory. In the northwestern corner of the room, there's a dais, which contains a secret: a hidden map. The guards are nervous because they're traitors.

4 Bathing pool
Ogbeo the Cleric is hostile. He doesn't need to be polite; he's well-known in this land (they say that he was hanged and resurrected). He wears raffia cloth, striped and checked in bright colors. Ogbeo wants redemption for past failures, and is looking for a way to prove himself.

5 gallery
In this gallery, where the king proudly displays the artwork of his people, two historians are having a lovely chat. They are Judith and Helena, foreigners from the distant north, and they're quite friendly. They also harbor a deep hatred for King Ishola.

6 Library
An artisan named Yazid sits on some floor pillows in the northeast corner of this room. He's flipping through some old manuscript. Yazid is bound by an unbreakable oath: he must slay those who deny the truth.

7 observatory
This triangle-shaped room contains an extremely valuable item: a telescope. This is where the king studies iwe-uki (a forerunner of astronomy). Someone peers through the lens: Ekalia, a nobleman from Awka. He suffers from apocalyptic visions, and believes that he is destined to awaken an ancient evil.

8 kitchen
A servant named Gbemi prepares food in the kitchen. He's quite nervous; he needs the bones of a monster for a magic powder, and he has no idea how to obtain such a thing.

9. NPCs

INCIDENTS, D8

Khirima is laid out in a perfect grid, and its order and structure are a thing of beauty; nonetheless, life here is unpredictable. Roll on the following table to establish the incident that leads the players to make contact with an NPC.

1. A cart full of crates rolls past, followed by someone chasing it (while weeping bitterly).
2. A runaway animal knocks someone to the ground. Then something strange happens.
3. A woman falls from a nearby rooftop and dies, and someone runs to the PCs.
4. City guards pursue someone, who turns to the PCs for help.
5. PCs find a dead body in the street; the corpse is that of a prominent person.
6. Someone screams for help, then sees the PCs and becomes very quiet.
7. Someone yells that plague has broken out in one of the districts, then approaches PCs.
8. Whispered conversation turns to stares, and then someone approaches the PCs.

PREGENS, D3

These are three pregenerated NPCs, creating using the tables on the following pages:

1. Beatrice, a French blacksmith. Arrogant, but cheerful, Beatrice hides a secret addiction: she needs the bones of a monster in order to create a magic powder, which she ingests regularly.

2. Elaweh, from the Songhai Empire. He is a Judge of Law. Rather imperious. Tends to travel in disguise. Desperately needs to have an exorcism performed so that he can destroy the demon.

3. Hsiu Mei, from China. She is a woodworker, and very honest. She loves someone who must not be loved, and she seeks to destroy a sacred artifact.

4. Nenrot, from the village of Ominara. He works as a caravan guard. He's quite pious, but is part of a conspiracy, and is compelled to slay those that would deny the truth.

ORIGIN, D20

In the same way that African explorers visited Peru and Mexico in the 16th century, many explorers from across the globe made their way to Africa. These persons include Wang Dayuan (China, 14th century), Ibn Battuta (Morocco, 14th century), Zheng He (China, 15th century), and Leo Africanus (Morocco, 16th century). Roll a d12 to determine the origin of the NPC (or player character, if applicable).

1. France
2. Morocco
3. Portugal
4. China
5. England
6. Netherlands

7-12. Local (see below)

LOCAL ORIGIN, D8

If the character is local (see above), then he or she is not from the city of Khirima, but instead from a nearby city or village:

1. **Irighon**, a small village near a strange lake where the pythons gather to mate.
2. **Benin City**, capital of the Benin Empire, whose mammoth walls took hundreds of years to build. The people of Benin produce art of bronze, iron, and ivory.
3. **Ominara**, whose village chieftain has fallen ill with a mysterious sickness.
4. **Awka**, known for power, wealth, and the brilliant metalworkings of its blacksmiths.
5. **Iyekeze**, a village located near a dark forest haunted by the Sasabonsam (an iron-toothed vampire that hangs from trees with its hooked feet).
6. **The Kingdom of Nri**, now in decline. Its borders, maintained by ritual oaths, expanded for hundreds of years. Now chaotic intruders from Beyond menace the kingdom, and all seems lost.
7. **Amagba**, a quiet village that vanished into thin air, leaving behind a single bronze statue in the shape of a crocodile.
8. **The Songhai Empire** to the northwest, known for its canals, agriculture, trade, efficient collection of taxes, and administration of justice.

FEMALE NAMES

Depending on the NPC's place of origin, roll on one of the following tables. These can also be used for player character names, of course.

LOCAL (1)	CHINESE	ENGLISH	MOROCCAN
1. Abiamu	1. Chao	1. Ariette	1. Abbasah
2. Adaku	2. Fan	2. Beverly	2. Amina
3. Aisien	3. Feiyan	3. Carolyn	3. Atikah
4. Akunna	4. Hou	4. Constance	4. Banah
5. Anazia	5. Hsiang Ling	5. Deanna	5. Fazila
6. Chigozie	6. Hsiu Mei	6. Edith	6. Ghaniyah
7. Eduwa	7. Ji	7. Ellen	7. Hasanah
8. Ekatte	8. Jiangnu	8. Grace	8. Jamila
9. Elaweh	9. Jo Lan	9. Holly	9. Kadija
10. Iyabo	10. Kuei	10. Judith	10. Khayra
11. Lolo	11. Lihua	11. Katherine	11. Marajil
12. Mansurah	12. Lun	12. Kimberly	12. Mariyah
13. Nanavi	13. Na	13. Margaret	13. Maysun
14. Nare	14. Pao Lin	14. Mary	14. Rahmat
15. Nenrot	15. Shao Chun	15. Melissa	15. Ryaa
16. Nibokun	16. Shu Cheng	16. Roberta	16. Sahla
17. Noroyin	17. Tiao Chan	17. Sarah	17. Shifa
18. Oboli	18. Yen	18. Shirley	18. Sumayya
19. Sulola	19. Yueh	19. Wendy	19. Utbah
20. Yebetu	20. Zhi	20. Willa	20. Zainab

LOCAL (2)	DUTCH	FRENCH	PORTUGUESE
1. Adaora	1. Aleid	1. Anne	1. Amelia
2. Adesuwa	2. Amalia	2. Beatrice	2. Clara
3. Azeri	3. Angelein	3. Blanche	3. Cristina
4. Chinenye	4. Anneke	4. Diane	4. Filipa
5. Ebere	5. Betje	5. Eleanor	5. Helena
6. Efehi	6. Cilla	6. Elisabeth	6. Joana
7. Ekalia	7. Cokkie	7. Emma	7. Laura
8. Eniye	8. Elise	8. Gertrude	8. Leonor
9. Fasina	9. Evelien	9. Helvis	9. Lurdes
10. Idia	10. Gisela	10. Jeanne	10. Madalena
11. Jadesola	11. Heleen	11. Joan	11. Manuela
12. Kalika	12. Jantje	12. Josephine	12. Margarida
13. Moji	13. Jozefien	13. Judith	13. Mariana
14. Nanisca	14. Katrijn	14. Mahaut	14. Paula
15. Ofega	15. Liesbeth	15. Marguerite	15. Raquel
16. Ominira	16. Margreet	16. Matilda	16. Rita
17. Sakinah	17. Marloes	17. Pauline	17. Rosa
18. Uchenna	18. Prisca	18. Sophie	18. Susana
19. Uloma	19. Saskia	19. Sybilla	19. Teresa
20. Zayleen	20. Veerke	20. Yolande	20. Vera

MALE NAMES

Depending on the NPC's place of origin, roll on one of the following tables. These can also be used for player character names, of course.

LOCAL (1)	CHINESE	ENGLISH	MOROCCAN
1. Aganju	1. Buwei	1. Axton	1. Abdallah
2. Akachi	2. Changdong	2. Bardrick	2. Abu
3. Akechi	3. Fuling	3. Beresford	3. Ahmad
4. Akenzae	4. Gao	4. Carlyle	4. Ali
5. Ebowani	5. Han	5. Charles	5. Harun
6. Edoni	6. Jizi	6. Denton	6. Hisham
7. Ejikeme	7. Ju	7. Edward	7. Ibrahim
8. Ekene	8. Kang	8. Ellard	8. Ishaq
9. Ewuke	9. Long	9. Kirkley	9. Ismail
10. Jaachike	10. Lun	10. Lawson	10. Khalid
11. Kalu	11. Mang	11. Mitchell	11. Muhammad
12. Kunle	12. Qi	12. Morton	12. Musa
13. Lah	13. Taizong	13. Norwood	13. Nasr
14. Mboso	14. Wan	14. Prentiss	14. Said
15. Nakpe	15. Xian	15. Ramsay	15. Salih
16. Odafin	16. Xin	16. Sanford	16. Sulayman
17. Odua	17. Yang	17. Thomas	17. Thabit
18. Orobiru	18. Zheng	18. Walter	18. Umar
19. Roji	19. Zhongyu	19. Waverly	19. Yazid
20. Saro	20. Zhuo	20. William	20. Yusuf

LOCAL (2)	DUTCH	FRENCH	PORTUGUESE
1. Achike	1. Adriaan	1. Alfred	1. Afonso
2. Adzua	2. Aldert	2. Antoine	2. Alexandre
3. Amua	3. Barent	3. Armand	3. Andre
4. Anekwe	4. Braam	4. Charles	4. Antonio
5. Apan	5. Cornelis	5. Claude	5. Bartolomeu
6. Chimeka	6. Floris	6. Etienne	6. Diego
7. Diambu	7. Frederik	7. Felix	7. Domingo
8. Eshu	8. Gerrit	8. Fernand	8. Ferdinand
9. Ewedo	9. Hendrik	9. Francois	9. Francisco
10. Gbemi	10. Ignaas	10. Gustave	10. Gabriel
11. Iduhon	11. Jacobus	11. Henri	11. Galeote
12. Ije	12. Jan	12. Jacques	12. Goncalo
13. Ikem	13. Jeroen	13. Jean	13. Joao
14. Ogbeo	14. Johannes	14. Joseph	14. Juan
15. Ohuan	15. Joris	15. Jules	15. Luis
16. Ojoula	16. Maarten	16. Justin	16. Mario
17. Oluchi	17. Pieter	17. Laurent	17. Nicolau
18. Suanu	18. Ruurd	18. Michele	18. Pedro
19. Toba	19. Sebald	19. Paul	19. Roberto
20. Zorle	20. Willem	20. Philippe	20. Tristao

NPC TABLES

After selecting a name, roll 4d20 on any of the following tables to create a random NPC. Each NPC has a personal quest, and will either try to recruit the player characters to help, or will perceive the PCs as an obstacle which must be destroyed.

Table 1 is for commoners. Table 2 is for those who are somehow affiliated with martial or legal matters. The NPCs of Table 3 are fairly well-known in Khirima (their reputations precede them).

Citizens of Khirima

NPC TABLE 1

OCCUPATION	QUEST
1. Armorer	1. Abolish monarchy
2. Blacksmith	2. Acquire the silver in the Temple
3. Brass caster	3. Become wealthy
4. Butcher	4. Construct puzzle for others
5. Carpenter	5. Convert all to the correct form of worship
6. Clothier	6. Create art that will change the world
7. Cook	7. Defeat nemesis in public
8. Farmer	8. Deliver grim news
9. Fish seller	9. Destroy sacred artifact
10. Gardener	10. Doesn't want to go back; but has to
11. Goatherd	11. End this curse
12. Herbalist	12. Find a lost person
13. Merchant	13. Get out of bad relationship
14. Servant	14. Hoard artwork and sculpture
15. Silversmith	15. Investigate prominent person
16. Stable worker	16. Kill someone, anyone
17. Tailor	17. Learn the secrets of time control
18. Tanner	18. Needs bones of a monster for magic powder
19. Weaver	19. Prove valor and courage
20. Woodworker	20. Recover enchanted item

PERSONALITY	SECRET
1. Ambitious	1. Buried a small corpse yesterday
2. Arrogant	2. Committed horrible murder
3. Calculating	3. Consumed by an addiction
4. Calm	4. Covered up an atrocity
5. Clever	5. Creates excellent forgeries
6. Compassionate	6. Expert blackmailer
7. Cruel	7. Harbors a hatred for the King
8. Cynical	8. Has stolen a sacred relic
9. Demanding	9. Haunted and pursued
10. Greedy	10. Headed for the plateau tomorrow
11. Honest	11. Is the sole survivor
12. Humble	12. Knows the truth about her
13. Impatient	13. Loves someone who must not be loved
14. Kind	14. On a holy mission
15. Lecherous	15. Plotting an assassination
16. Lethargic	16. Seeks redemption for a crime
17. Noble	17. Slew an innocent person
18. Paranoid	18. Suffers brutal abuse
19. Violent	19. Traitor to the kingdom
20. Warm	20. Was denied forgiveness

NPC TABLE 2

OCCUPATION

1. Archer
2. Caravan guard
3. Caravan scout
4. Chancellor of Silver
5. Court Scribe
6. Elephant hunter
7. City guard
8. Guard of the court
9. Granary guard
10. Prison guard
11. Judge of law
12. King's guard
13. Minister of Finance
14. Royal scribe
15. Scholar of law
16. Sentry
17. Soldier
18. Trainer of soldiers
19. Translator
20. Treasurer

PERSONALITY

1. Abrupt
2. Bombastic
3. Brave
4. Chatty
5. Competitive
6. Coy
7. Deceitful
8. Hostile
9. Imperious
10. Irritable
11. Loyal
12. Optimistic
13. Patient
14. Pious
15. Pompous
16. Sensual
17. Stoic
18. Vain
19. Weary
20. Wry

QUEST

1. Awaken ancient evil
2. Collect bounty
3. Cover up crime
4. Cure this horrible disease
5. Deliver item
6. Drive the Pangolins and Leopards to war
7. Humiliate someone important
8. Kill specific person
9. Map the plateau
10. Perform exorcism and destroy this demon
11. Punish self for atrocities
12. See a monster in the flesh
13. See that martial law is declared
14. Slay those who would deny the truth
15. Take up the blade once more
16. To become a legend
17. To exact sweet revenge
18. Trade sister's spirit to the demon
19. Unleash the great beasts on the plateau
20. Wants to perform a forbidden ritual

SECRET

1. Bound by an unbreakable oath
2. Grew up in chains
3. Has a bloody bag of silver
4. Has a magical weapon
5. Has apocalyptic visions
6. Has renounced faith
7. Knows facts about plasmics
8. Knows where the silver is
9. Loved him, then killed him
10. Not actually human
11. Part of a conspiracy
12. Remorseful; wronged an innocent
13. Seeks vengeance; will not rest
14. Serves a necromancer
15. Suffered death in the family
16. Survived a demon's attack
17. Travels in disguise
18. Visited by undead spirits
19. Working with a con artist
20. Worships an evil deity

NPC TABLE 3

OCCUPATION

1. Actor
2. Astronomer
3. Concubine
4. Dancer
5. Dibia (Edo Cleric)
6. Emissary
7. Guild Leader
8. King's sorcerer
9. Librarian
10. Menagerie attendant
11. Museum curator
12. Musician
13. Noble
14. Ohen (Igbo Cleric)
15. Painter
16. Physician
17. Royal clothier
18. Scholar of faiths
19. Sculptor
20. Singer

APPEARANCE

1. Bakongo raffia cloth; striped and checked
2. Blue dye on eyebrows, hands, and feet
3. Bright blue modesty cloth tied about the chest
4. Clothing that has been dyed an iridescent blue; bright and metallic
5. Copper rings and brass bracelets
6. Decorative scarring; clad in red silk
7. Garter made of cowries; copper bangles on arms
8. Hair dyed with oil from nuts: greenish-yellow
9. Hair in spikes, like a sea urchin
10. Hair: long braids dyed white
11. Ivory armlet etched with leopards and eagles
12. Jewelry: spirals, coils, and snakes, all symbolizing power
13. Long hair adorned with red coral
14. Necklace of shark teeth; hair in long braids
15. Net shirt with a coral bead at each knot
16. Silver bracelets, ivory anklets
17. Spectacular conical hat, like a tower of fabric
18. Tattoos upon arms and neck; golden bracelets
19. Wild wreath of red hair
20. Wrapped in bright green silk

QUEST

1. Avenge humiliation
2. Conceal true identity
3. Destroy the Temple on plateau
4. Earn their respect
5. Escape blackmail
6. Explore lair of a monster
7. Find distraction from hateful life
8. Fulfill blood-soaked destiny
9. Heed the call of darkness
10. Hunt and destroy evil
11. Kidnap someone innocent
12. Protect family member
13. Redemption for past failure
14. Reputation restored
15. Rule at all costs
16. Seduce someone powerful
17. Sell this worthless map
18. Tell everyone about the prophecy
19. To expose a coward
20. Wants a key to a special box

REPUTATION

1. Avaricious, but kind
2. Battled a monster
3. Bearer of ill news
4. Bound by honor
5. Breaker of oaths
6. Champion of the poor
7. Dying, but still dangerous
8. Fierce warrior
9. Generous lender, brutal collector
10. Hanged and resurrected
11. Hero of famous battle
12. Jovial and sadistic
13. Left hand of evil
14. Lost and damned
15. Lover of torture
16. Murderer
17. Serves darkest of gods
18. Slew the white tiger
19. Stands for justice
20. Survived a horrid plague

10. MISSIONS

Missions are jobs handed out by powerful people in the city. Player characters who are caught breaking the law may be tasked with missions in order to avoid imprisonment. Roll 2d4 to see what the nature of the task is, then roll on each of the subsequent tables as instructed.

1. DEFEND
1. Caravan
2. Merchant
3. Dignitary
4. Messenger

2. DELIVER
1. Artwork
2. Deadly animal
3. Map
4. Strange device

3. ESCORT
1. Leader
2. Noble
3. Concubine
4. Ambassador

4. INFILTRATE
1. Enemy camp
2. Underground dwelling
3. Lair of beast
4. Suspicious caravan

LOCATION, d6
1. Hex 1-G
2. Hex 1-R
3. Hex 3-A
4. Hex 13-Q
5. Hex 14-R
6. Hex 16-S

PARAMETERS, d4
1. and make contact with _____
2. but don't let _____ find out
3. then kill a member of _____
4. defend the area against _____

AGENTS OF, d4
1. (the military)
2. (the king)
3. (a guild)
4. (evil sorcerers)

COMPLICATION, d8
1. Assassins
2. Quicksand
3. Army ants
4. Flash flood
5. Undead
6. Mudslide
7. Bandits
8. Monster

REWARD, d4

Treasure: 1d4 x 200 silver per character.

In addition:
1. Additional 1d4x200 per character
2. Map: leads to great treasure
3. Audience: Meeting with a person of great power in Khirima.
4. Secrets: Forbidden secrets and lore, which can include useful tips about the plateau and its denizens.

Example: Let's say that the Referee rolls a 3 on every single die. That means that the players must escort a concubine to hex 3-A, and then kill a guild member who will be found there. If they complete this task, they will be rewarded with 600 silver apiece, and will also receive an audience with a very powerful person in the city. The problem is, as the characters near the location, army ants swarm the area.

11. QUESTS

Quests are assigned by priests of any faith, and can be a test of a Cleric's mettle; payment to the temple for *Cure* or *Heal* spells; or simply paid undertakings. Roll 2d4 to see what the nature of the task is, then roll on each of the subsequent tables as instructed.

1. DESECRATE
1. Temple
2. Shrine
3. Monolith
4. Graveyard

2. DELIVER
1. Animal
2. Holy icon
2. Message
4. Scriptures

3. DESTROY
1. Evil talisman
2. Idol
3. Shrine
4. Unholy text

4. ESCORT
1. Acolyte
2. Virgin
3. Dying person
4. Sinner

LOCATION, d6
1. Lake shore (hex 9-Q)
2. Shrine in Akabo (hex 17-A)
3. Ikom monoliths (hex 2-E)
4. Ancient temple (hex 3-D)
5. Cave of Wraiths (hex 5-R)
6. Glade of the Beast (hex 28-R)

PARAMETERS, d4
1. before _____ gets there
2. after _____ have searched area
3. make it look like _____ did it
4. but don't let _____ find out

AGENTS OF, d4
1. (another faith)
2. (a rival Cleric)
3. (the military)
4. (evil sorcerers)

COMPLICATION, d8
1. Betrayed by ally
2. Civil war breaks out
3. Dinosaur attack
4. Diseased bandits
5. Hunted by animals
6. PCs framed for crime
7. Pursued by assassins
8. Someone is a demon

REWARD, d4
Treasure: 1d4 x 200 silver per character. in addition:
1. Additional 1d4x200 per character
2. Magic: a new spell (see the new Cleric spells on page **20**).
3. Favor: A debt that will be repaid by the religious institution.
4. Healing: A promise to use magic to heal or otherwise help afflicted adventurers.

Example: Let's say that the Referee rolls a 3 on every single die. That means that the players must travel to hex 2-E and destroy an evil talisman there, then make it look like soldiers from Khirima were responsible for it. If they complete this task, they will be rewarded with 600 silver apiece, and will also earn a favor from the religious institution that issued this Quest. The problem is, while trying to carry out this task, the player characters are attacked by a dinosaur.

Chapter 2: Plateau

Many years ago, entities from Beyond populated this region with giant creatures from the past (which they had harvested from different epochs of time). For a time, they studied the dinosaurs and other megafauna, and they even experimented with hybridization (creating the dinosaur-humans known as pterians), but then they abandoned their research.

The specimens bore young, and their young grew to maturity and had progeny of their own. Each successive generation was more savage than the one before, as food was scarce and escape was impossible.

There is only one influx of new life: humans. Periodically, adventurers enter the plateau, hoping to seize the vast quantities of silver rumored to be hidden within. These humans find themselves trapped by the forcefield, and they either perish, or they join the exiles.

The exiles, barbaric humans who dwell in the northeast, are locked in an endless war with the pterians (winged dinosaur-people), and both groups despise the plasmics (slime monsters from the west).

Adventurers journeying here will find themselves amidst warring factions, dinosaurs, robots, giant ambulatory plants, and an extraterrestrial spacecraft that was somehow able to penetrate the forcefield.

Getting Involved

Some of the hex encounters will be conflicts between humanoids and creatures, or groups of humanoids against each other. If the player characters do not get involved, then whoever wins the battle will most assuredly go after the PCs next.

If the adventurers interfere in some way, then they might make an enemy, but they also stand to gain information, weapons, treasure, and allies (all of which are described in the hex descriptions). Both the pterians and the exiles have bases of operations where the player characters can rest, heal, and prepare for their next foray into the plateau, and they will reward adventurers for their help.

THE FORCEFIELD

The plateau is surrounded by an invisible and irregularly-shaped forcefield; it's impossible to get in or out, except at hex 9-N, where it's possible to enter the plateau. To exit the plateau requires that one enter the Temple at **15-I**. See Chapter 3: Dungeon for more information (page **118**).

The field forms an invisible dome, high over the plateau, and even extends into the earth and stone below (making it impossible to penetrate through flight or tunneling). Since the forcefield permits air and other gases to pass through, *Gaseous Form* can be used to enter and exit the plateau.

On the large map, note that the plateau is separated from the areas below by rocky terrain; the invisible forcefield is in place all the way around the plateau, at the top of the incline. This means that adventurers can climb up and stand on the edge of the forcefield, looking into the plateau, to get an idea of the horrors and strangeness that await them there.

This is a list of all the hexes through which the forcefield passes. Some of these hexes are detailed in the hexcrawl on the following pages. For the remainder, the Referee should roll random encounters, but note that the players may find themselves confronted with a vast invisible wall.

2-K	4-G	8-P	13-B	18-B	22-M	26-N
2-L	4-L	9-B	13-P	18-C	23-C	27-E
3-E	5-D	9-N	14-B	18-P	23-M	27-L
3-F	5-L	10-C	14-P	19-B	23-N	27-M
3-G	6-D	10-N	15-B	19-N	24-D	28-G
3-H	6-M	10-P	15-N	20-C	24-N	28-H
3-J	6-N	11-B	16-C	20-N	24-P	28-I
3-K	7-C	11-P	16-N	21-C	25-D	28-J
3-L	7-N	12-C	17-C	21-M	25-M	28-K
4-E	8-C	12-P	17-N	22-C	26-E	28-L

If the forcefield is shut down, the city of Khirima (and, in fact, the whole region) will soon be overrun by dinosaurs, pterians, robots, and slime monsters.

REGIONS AND ENTITIES

Mentally divide the plateau into five regions: north, south, east, west, and center:

* ***North***: The realm of the pterians. Created centuries ago, these pterosaur-human hybrids dwell atop the Aerie (hex **12-H**), where they are led by Burns All Hands.
* ***South***: Dominated by the Spire (**13-K**), a weird artifact surrounded by walking plants.
* ***East***: The land of the exiles. Led by Zafirah, these humans are the descendants of adventurers from all over the world who came to the plateau in search of silver; their ancestors failed, and could not escape the plateau, so they settled in the east and called themselves exiles. They believe that the dungeon is sacred, and must not be tampered with; recently, the exiles found a crashed alien spaceship, which contains miraculous weapons that might help them slay the pterians and the plasmics. They dwell in the village of Bata (hex **20-E**).
* ***West***: The Contamination Zone, home of the plasmics. These intelligent slimes and oozes, which communicate telepathically serve their queen (named Lavender Mire) in the northwest (**4-F**).
* ***Center***: In the middle of a 10-mile disc of grey metal is the Temple of Ages That Are Not (hex **15-I**). Strange robots inhabit this region.

HEXCRAWLING

Hexcrawling is a bit like dungeon-crawling, except that it takes place aboveground, and the player characters are free to go in any direction. Different RPGs present the process in different ways; the system detailed below has worked quite well during playtesting, and has been used by the author for years. You'll need a blank hex-map, easily obtained online. This will be filled in by yourself, or the players, as each hex is explored.

Each hex represents 5 miles.

Rate of Travel

Each day, the adventurers can travel for about 8 hours before fatigue sets in. If they push past that limit, in the sweltering heat, their movement becomes a forced march (see page 39 in the *Rules & Magic* book).

* *Rainforest* (hacking through greenery with blades): Traversing a hex takes 4 hours
* *Mountains* (slippery stones; rockfalls; treacherous terrain) : 1 hex takes 3 hours
* *Savannah* (flatland; grasses range from waist-high to 6 feet): 1 hex takes 2 hours

Thus, the party could travel at normal speed through 4 savannah hexes in a day, or two rainforest hexes.

It is best to disregard extraneous mileage. If the party travels for 8 hours, and then sets up camp one-third of the way through a hex, simply ignore the remaining miles when travel begins a new the following day. The fun isn't hidden in that 1.67-mile stretch of savannah, so drop it and move on to the action.

Encounters

Every time the adventurers enter a new hex, the Referee must check to see if there's a described encounter. For quick reference, there's a list of described hexes in the **endpaper**s at the back of the book.

If there is an encounter listed for the hex, then the Referee presents it to the group, automatically assuming that they have stumbled across the temple, or battle, or wild animal, or what-have-you.

While some encounters contains secrets (which are later revealed through searching), the encounters themselves are automatic, and should be presented to the players without requiring any effort on their part.

Random Encounters

If there's no description for the hex:

As the players move through the hexes, roll a 1d10. The result tells you how many hexes they can go before they have a random encounter. If they move that number of hexes without running across a hex encounter that's described in this text, roll on the following tables (depending on whether they're outside the plateau, or atop it). Start over again each time the players have any kind of encounter. Note: When they enter a hex they've already explored, it counts as "no encounter."

Example: Let's say that the players are at 13-F, where they've just had an encounter, and they want to go north.

1. You roll 1d10, and you get a 3.
2. If they move 3 hexes without any encounters, then on hex 3, you roll something up randomly.
3. They head due north, up through 13-E, 13-D, and 13-C.
4. No encounters are written for any of those, so...
5. At the third one, 13-C, you roll on the Atop Plateau encounters to see what you get.

Rest

After any encounters have been described and resolved, the Referee should make note of the hex terrain, and calculate how much time was spent traversing the hex, as well as how much time was spent dealing with the encounter.

If the players rest, calculate the reduction in rations (assuming that the Referee tracks such things; the author of this adventure does not).

Moving On

Player characters may be able to see into the next hex before deciding which direction to proceed:

* *Mountains*: Afford an excellent view of surrounding areas (can see 3 hexes, roughly 15 miles, in any direction).
* *Rainforests*: Covered by thick foliage and canopies of leaves that block out the sun (can't see more than 100 feet).
* *Savannah*: Flat land makes it possible to see into the next hex without difficulty.
* *Some landmarks*, such as the Spire, are visible from several hexes away.
* *For all other situations*, the Referee determines how far the player character can see.

Direction

The players must then choose a direction: north, northeast, southeast, south, southwest, or northwest. (At this point, some Referees check to see if the characters become lost, but since the author of this adventure does not know how such rules work, they are not provided here.) The Referee describes the terrain of this new hex, and returns to step 1.

Note: If the players insist on traveling east or west, accommodate them, and simply roll a die to determine whether they're traveling along the southern part of the northeastern hex, or the northern part of the southeastern hex, or what-have-you. In this way, they'll be able to travel more or less in a straight line east or west, and no additional bookkeeping will be required of you.

River Travel

A raft (the primary form of water travel on the plateau) has 1-3 ship hit points (SHP). To build a raft takes 4 to 12 hours; each 4 hours equals 1 SHP. In addition, 30' of rope are required for each SHP; a 3 SHP raft will quickly fall apart without 90' of rope.

If a monster attacks, each 10 points of damage to the vessel equals 1 SHP. Each time the raft loses 1 or more SHP, everyone aboard must make a Dexterity check or fall into the water. When the raft reaches 0 SHP, it falls apart, and everyone goes into the water.

HEX STORYLINES

These are the various narratives played out over various hexes.

An adventurer restores an abandoned shrine, accidentally unleashing a demon: **2-E, 2-F, 2-G, 3-D**

Exile defectors flee Bata and plot to kill Zafirah: **15-E, 16-D, 23-D**

Exiles at war with pterians: **6-M, 7-J, 7-M, 8-D, 9-M, 11-H, 12-G, 12-H, 15-C, 20-E, 20-G, 23-E, 23-L**

Pterians at war with plasmics: **4-F, 4-G, 4-J, 4-K, 5-F, 5-J, 6-K, 6-L, 8-I, 8-J, 8-K, 12-H**

Rosalind's death cult unleashes the Glistening Slur: **26-N, 26-P, 27-Q, 28-R**

She Who Never Lives rises from a lake near Khirima: **5-H, 6-P, 6-Q, 7-P, 7-Q, 8-Q, 9-P, 9-R**

Theft of silver tribute, which was intended for delivery to the plateau: **28-I, 29-G, 29-H**

Treason against King Ishola, by guild leaders and military leaders: **3-L, 4-M, 28-M, 28-N, 29-M**

UFO crash site, where powerful weapons have been scattered: **13-N, 18-E, 20-F, 20-L, 21-J, 21-K, 22-K, 22-L, 22-M**

Undead, which have been unleashed by a necromancer, destroy Akabo: **10-B, 11-A, 12-A, 15-A, 16-B, 17-A, 20-A, 21-A, 22-B, 23-A, 23-C**

HEX DESCRIPTIONS

1-I

Geertje, a Dutch adventurer (3rd level Fighter), is working as the scout for a group of mercenaries. She's hacking a path through the rainforest, three or four miles ahead of the others (who are currently in hex **1-J**). A short while ago, she hacked a path northeast, into hex **2-J**, but her path was blocked by a mudslide, so she doubled back and traveled here, into **1-I**. This cost her group a bit of time, and they're irritated with her, so she moved ahead rather than rest and eat. She likes the solitude. She also likes silver, and she's heard tales of a ruined temple to the north, where a legendary thief purportedly stashed a large quantity of treasure. It wouldn't take much convincing to get her to abandon the mercenaries and strike out in search of treasure.

1-J

Five mercenaries trudge through the rainforest en route to Akabo, a city to the north. Their scout, Geertje, is hacking a path for them (in hex **1-I**). The mercenaries are irritated about delays (including a trio of marauders that they fought in hex **1-K**), and eager to get to the city so they can rest. The mercenaries were hired by the chief of Akabo, who fears that an infamous necromancer will attack the city soon. The mercenaries, led by a Moroccan named Kharouf (4th level Specialist), are supposed to help defend the city against the necromancer's foul magic. Kharouf is far more interested in Menka, a merchant woman that he met in Akabo a few months ago; he intends to marry her and settle down.

1-K

Three dead marauders, stripped of all treasure and weapons (except for two items that were missed, detailed below). The bodies are on a trail that someone recently hacked through the rainforest. Investigation will reveal that the marauders attacked from behind, were engaged by their targets, and then were quickly cut down. It does not appear that the marauders were able to injure their opponents. One of the marauders has a crude map tucked into his boot; it points to a sacred shrine (located to the north, at hex **3-D**). Another marauder has a gem sewn into the lining of his cloak (a red garnet, 600sp).

2-E

A circle of statues carved from rock. In a large clearing in the rainforest, where grasses grow because the trees have not blocked the sunlight, eight statues face each other in a circle. The statues are five feet tall, and they're arranged in a circle fifty feet wide. These dark grey statues are known as Ikom monoliths; shaped like phalluses, they're engraved with human faces, hands, and geometric shapes etched across the torso. Anyone who prays before these monoliths (regardless of faith) will receive a bonus of +3 to all saving throws for the next 24 hours, and a tattoo shaped like a monolith's face will appear on the person's arm.

If someone with a monolith tattoo is harmed by an ogbanje, the attack will do no damage (regardless of dice rolled by the Referee); the tattoo will then fade away, and further attempts at prayer will not result in a new tattoo appearing. In the center of the ring of monoliths, someone has discarded a suit of crocodile hide armor (Armor 15) and a nzappa-zap (an iron throwing axe that deals 1d6+1 damage). Footsteps indicate that someone entered this clearing from the south (hex **2-F**) and headed northeast (hex **3-D**).

2-F

A campfire, in the eastern part of this hex, where the rainforest gives way to mountainous terrain. Against a shelf of rock, someone constructed a small camp and rested recently (footprints indicate that the traveler came here from **2-G**). A 30′ length of hemp rope and a grappling hook are tucked into a space between two large stones.

There is also a note, written on wrinkled paper. If translated from Chinese, the text reads, "I spent my life studying starlight in the reflection of dark waters, but failed to see that the water itself was a reflection of the void between stars. Now let me drink the dark until sated, let me drown until the light of stars is washed away." After extinguishing the campfire, the traveler headed north to hex **2-E**.

2-G

The site of a gruesome battle. Three adventurers, gutted and torn, are scattered about. Scavengers have been at the bodies. A rotting ogbanje is impaled upon a longsword, which has been driven through his mouth and into the trunk of a tree. The ogbanje (Armor 13, Movement 90′, 2 Hit Dice, 10 hit points, claw 1d6, drains 1d10 x 10 experience points on a successful hit, Morale 12) struggles to get loose; and though the sword has left him with only a few hit points, he is still able to deal damage to any who get within range. If the bodies are looted, the player characters will find a wooden chestplate (Armor 13), a suit of padded mail over leather (Armor 14), an enchanted adreba (a short, wide dagger; 1d4 damage; +2 to hit; automatically inflicts maximum damage anytime it is employed in a Sneak Attack), and an ogbuadana (double-edged machete with wide head; 1d6 damage). It appears that one person survived the carnage. The trail leads north to **2-F**.

2-J

A mudslide, caused by steady rains, washed down from the mountains and blocked any north-south travel through this hex. A tiger (Armor 15, Movement 150′, 4 Hit Dice, 9hp, bite 1d12, Morale 11) was caught in the mud, and several of its bones were broken. It still struggles to get free, but is too weak and dehydrated. It languishes in a thick cluster of mud, stone, and broken branches. A path, hacked by machete from hex **1-J**, leads here; there's no exit, which suggests that the traveler turned back when confronted by the mudslide.

2-M

Eweka, an adventurer from a nearby village (3rd level Cleric), and Bernard, a French adventurer (2nd level Fighter). Eweka is leading a small caravan, currently at hex **3-M**, and Emile is his man-at-arms. The two of them went ahead to cut a path through the rainforest, but fortunately stumbled across the path cut by Geertje (currently at **1-I**). The two men debated heading back to rejoin the rest of the caravan, but they're enjoying private conversation on a variety of subjects (women, food, and sport), so they've decided to just slow their pace a bit to let the others catch up eventually. Eweka has not told Emile the truth about his mission. He's actually working for the king of Khirima, and is delivering a small present of coral (worth 1000sp) to the chieftain of Akabo.

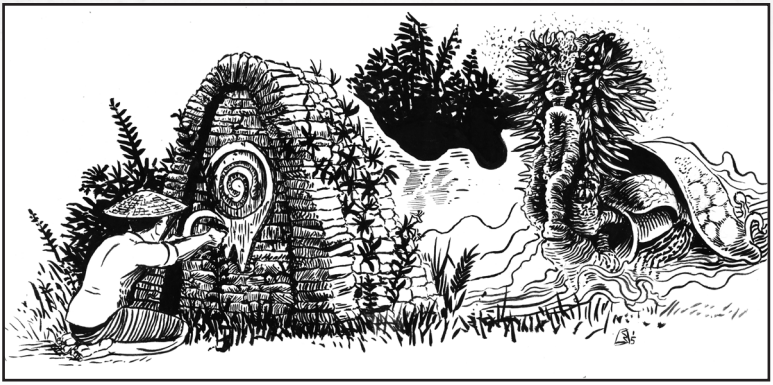
3-D

Qian, a warrior from China (3rd level Fighter) is busy restoring an ancient temple. He and his group fought an ogbanje (at 2-G), and Qian was the only survivor. He left behind the only family he'd ever known, and he discarded his belongings at **2-E** and **2-F**; then he walked into the rainforest to die. He found this temple, which is little more than a shack made of stone, with an altar in the main room.

Blissfully throwing himself into the work of clearing away vines and piling bricks atop one another, he will not notice adventurers until they announce their presence. He wants someone to help him restore the temple, even though he has no idea which deity it's for. Any Cleric who helps him, or who shows respect to the shrine, will receive a new spell:

TREAT DISEASE
Cleric Level 1
Duration: Instantaneous
Range: Touch
This spell allows the Cleric to treat any disease, but not to cure it. The recipient will be restored to his or her previous state: lost hit points or attribute points are regained. However, at the next disease interval (as described on page 35 of *Rules & Magic*), the target must roll a saving throw as normal, or suffer the consequences.

The temple belongs to a demon of pestilence (Armor 15, Movement 120', 3 Hit Dice, 15hp, claw 1d6, inflicts random diseases from page **174**, Morale 12), and trespassers are bound to attract the attention of the fiend.



Qian works to restore the temple at 3-D

3-L

A corpse is sprawled across the rocks. The man was bitten by a carpet viper (Armor 15, Movement 90', 1 Hit Die, 4hp, bite 1d2 plus poison, Morale 10); the snake is still around, and it is still agitated. The man was an emissary from Akabo's chieftain, traveling in secret to meet with a representative from Khirima's guild leaders; the representative is currently waiting at hex **4-M**. Posing as a merchant, the emissary traveled with a caravan, then snuck away for the rendezvous, but startled the snake while climbing up the rocks. He has a note in his pocket; this is a paraphrase of its contents: "The king will not help the people of Akabo defend themselves against this necromancer, so perhaps he will not protect his own people, either. A different ruler, a stronger ruler, might be found. A generous patron such as yourself might be able to hire an army of mercenaries to help protect us, and then perhaps we could discuss ways that Akabo could reciprocate." He has 350 silver pieces in his pocket.

3-M

A caravan heading to Akabo: donkeys haul wagons, merchants walk and swat mosquitos. They're following the scouts in **2-M**. Golibe is the caravan leader; she's a trader from Khirima. A dozen other merchants ride with her. The leader of her guards is Baltasar, a Fighter from Portugal (4th level). Golibe's got a long journey north, and wouldn't mind some company. She's heard a lot of rumors, and would be willing to trade gossip (but she can suss out lies and exaggerations pretty quickly). Baltasar is gorgeous, with sharp cheekbones and a strong jaw. He's also prone to jealousy.

3-N

Kambadje, a frightened merchant. He left the caravan at **3-M**, and is now heading south. he took a few of his bags of goods, then sold the rest for a fraction of their worth. He doesn't care. He had a bad dream, a terrible nightmare, and he's been sweating all day. He can't go to Akabo, because he's afraid of what he'll see there. The last time this happened, seven years ago, his nightmare came true. He knows better than to ignore this feeling. He doesn't think it'll be safe anywhere near the plateau; he doesn't want any company, he just wants to be left alone.

4-F

Lavender Mire squats atop the carcasses of other plasmics. She has Armor 18, Movement 240', 8 Hit Dice, 64hp, 1d12 damage, Morale 12. She can spray acid for 1d12 damage (save versus Magic or take an additional 1d8 per round for 1d8 rounds, save halves). She takes half damage from blunt weapons and double damage from electricity.

The only plasmic with a name or gender, Lavender Mire dwells near the edge of the plateau, looking down at rainforest below. The other plasmics come to her for solace as they die, and their psyches are absorbed into her own (and thus the plasmics are strengthened). She's a peaceful creature, content to let her subjects do the fighting; she just wants to see the outside world. "So many minds in pain," she says telepathically. "I could ease their suffering. I could bring you inside me and save you." She will not fight unless attacked. Amid the dried-out husks of dead plasmics, adventurers will find 1d100sp, a ceremonial dagger worth 400sp, and a large piece of red coral worth 800sp. The dagger belonged to the daughter of a powerful person in Khirima; if the dagger is seen in that city, it is likely that someone will recognize it. The daughter in question was adventurous and foolish, and is probably dead; her bereft parents may blame the weapon's wielder, or possibly reward them (or one parent may choose the former, and the other parent, the latter).

If Lavender Mire is killed, a magic item can be found inside her body: the Scabbard of Infection. Any normal-sized sword that is sheathed in this scabbard will become infected with a disease. The next time the wielder of this sword rolls a 17 or higher to hit, someone within 40' (chosen at random, possibly including the wielder) must save versus Poison or be infected by a random disease (roll on page **174**).

Lavender Mire, at 4-F

4-G

An azure fungus lurks in a tree. It guards Lavender Mire. If anyone tries to move north into **4-F**, the azure fungus attacks. Armor 17, Movement 180', 7 Hit Dice, 49hp, 1d10 damage, Morale 12. If slain, it telepathically congratulates its opponents as it dies. It urges them to seek out the spire at **13-K**, the source of all silver on this plateau (this is a lie).

4-H

Amid a cluster of fifty-foot sapele trees with bright yellow petals, there is a contamination. Anyone moving through this area will experience a bright flash of light, followed by a moment of disorientation. All characters must save versus Magic. Failure means that there is a moment of darkness, and when the characters open their eyes again, they see their own bodies, naked and dead, upon the ground (this only applies to those who failed their saving throws). If the bodies are cut open, 1d10 grubs are found inside each carcass; they are 1 hit point monsters that attack for 1 point of damage per round as they tunnel into skin. If fed bits of meat now and again, they can be kept alive for 1d4 days.

4-I

The ground is red and glowing, and emanates the heat of a furnace. The trees in this area are oddly rubbery, bending and flexing as they exude droplets of hot sap. Anyone passing through this area for more than 1 hour must save versus Magic or appear corpselike. The skin becomes taut, eyes are dark and sunken, and sores all over the body weep blood and other fluids. The victim loses 1d3hp, and is vulnerable to *Turn Undead*. The victim also becomes immune to *Sleep*, *Charm*, and poison or venom. This effect only lasts for 24 hours. A dead exile is sprawled under a tree with bite marks across his torso (probably from a dinosaur). He clutches a laser pistol (damaged, no longer functional) and a shovel with dirt on it. If the adventurers search the area, they'll find the earth has been disturbed. There's a bullet-shaped alien escape pod buried here. It is damaged, but still functional. If they can get it to work (multiple Intelligence checks or skill checks, Referee's discretion) it seats 5, and it has 4 SHP, travels at 5 miles per hour, and has a side-mounted laser rifle (100' range, 2d6 damage, 12 shots left).

4-J

Pterians fly overhead, dropping stones on a beige mucus (Armor 13, Movement 30', 1 Hit Die, 2hp, 1d2 damage, Morale 9). The mucus is trying to hide under trees. If anyone gets within a half-mile, it will beg for help telepathically; it promises information about the plateau. The pterians will reward anyone who helps them kill it, but anyone who helps the plasmic will be marked by them, and the pterians will regard these characters as enemies going forward.

4-K

A verdant scum (Armor 14, Movement 90', 2 Hit Dice, 8hp, 1d3 damage, Morale 9) devours a pterian feet-first while the pterian screams in pain. Telepathically, the plasmic warns interlopers to stay away until the meal has been digested, or else they will be next. The pterian is the son of Burns All Hands, high priestess of the Aerie (hex **12-H**).

4-M

Intisara, a Specialist from Morocco (2nd level), waits impatiently. She has given up on adventuring, and settled down in Khirima, where she's worked her way up to the status of Guild Leader. She's standing next to a pair of bodyguards, waiting for the emissary from Akabo (who is late). She has no idea that the man was bitten by a carpet viper and is now dead (hex **3-L**). She might be interested in hiring someone to find the emissary.

4-N

Jamalia, a merchant from Khirima, pursues the caravan at **3-M**. She says that she's been cheated, and she wants recompense. This merchant is well-respected, and she's accompanied by several sons and cousins (all ready to fight, if necessary). In actuality, the person who swindled Jamalia was one of her cousins, but she doesn't know that yet. Jamalia is very powerful, and has many connections in Khirima.

5-D

The river ends here at a cluster of fan palms. Below the thick leaves is a hole in the ground. Six feet down, there's some kind of mesh made of a metal that can't be destroyed using the weapons of this world. Through the mesh, one can see grinding gears of metal down below, and water sluicing through. A splinter of bloody bone clings to a shaft that turns one of the larger gears. Nearby, there's a spellbook containing a new Magic-User spell:

MANAKIN
Magic-User Level 1
Duration: 12 hours/level
Range: 10'/level
Unbeknownst to the target, the caster has created a manakin, a tiny golem, which will follow the target around in an effort to carry out one of two tasks: protecting the target or killing the target (the caster must decide which). The manakin is created from a tiny wad of flesh, either from an animal or a person; the caster must hold this flesh in hand when casting the spell. The flesh is transformed into a tiny meat-doll.

The manakin starts with Armor 12, 1 Hit Die, 1hp, claws 1d4, Morale 12. With each hour, the manakin grows by one inch, until it is roughly the size of a small dog. In addition, it will gain 1hp each hour (to a maximum of 24hp). Every six hours, its damage die goes up once (so at 12 hours, it inflicts 1d8 damage), to a maximum of 1d12. If instructed to keep the target safe, the manakin follows him around and attacks anyone who threatens him. It will fight to the death. If instructed to kill the target, it will usually wait until it is near its maximum hit points before striking (unless a perfect opportunity presents itself early on). If the manakin is killed, the caster suffers: there's a 90% chance that the caster takes 1d6 damage, and a 10% chance that the caster permanently loses 1 hit point.

5-E

Two exiles battle against a mutant Diatryma (its exoskeleton gives it Armor 16, Movement 90', 5 Hit Dice, 21hp, bite 2d4, tentacle attack inflicts 1d6 plus paralysis for 1d3 rounds, save negates, Morale 11). The gigantic flightless bird has bitten and clawed one of the exiles quite badly. His name is Gerome, and he has a magic item in his possession: an artifact he stole from a pterian, who in turn acquired it from the wreckage at the crash site (hex **22-K**). The artifact is a compressed cosmos, which is an entire universe housed in a poly-baryonic containment lattice (which looks like a dark jewel until one studies it more closely). Different facets of the crystal show different realities. The crystal must never be broken.

5-F

Pterians have trapped a burgundy sludge (Armor 15, Movement 90', 3 Hit Dice, 3hp, 1d4 damage, Morale 10) in a pit, and are hurling flaming logs atop it. It screams telepathically for help, and begs for rescue. If it receives any kind of mental reply, it promises to guide adventurers through the contamination zone safely. It may or may not be telling the truth. If the characters are receptive to conversations about history or lore, the sludge will help them.

5-G

This area is menaced by a swarm of bees in the shape of a man (Armor 14, Movement 90', 2 Hit Dice, 12hp, punch 1d6; save versus Poison or take additional 1d4 from stings, Morale 12). If appeased with sweets, the swarm will converge on the offering, and then the bees will fly away. If killed, or if the swarm disperses, they will leave behind a bit of ivory carved to look like honeycomb; this talisman provides protection from insects both normal and magical (they will neither bite nor sting the person holding the ivory honeycomb).

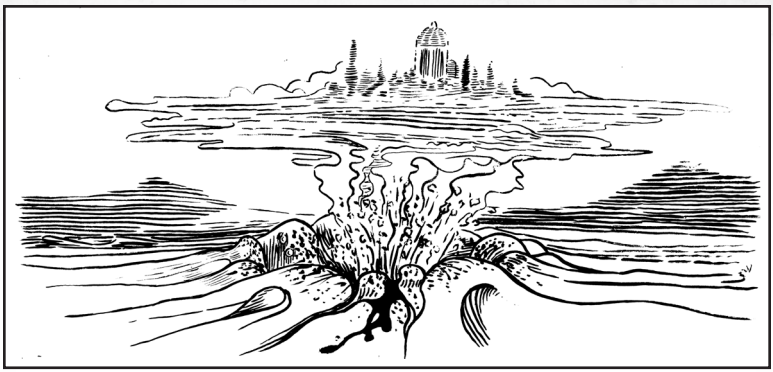
5-H

The Abscess: here, the ground is swollen and red, like infected flesh. From a massive orifice at the center, crimson fluids spurt up into the air. Here, the waste products generated by the Temple are pumped out. Additives in the river's water supply prevent these chemicals from adversely affecting the local fauna, but anyone who nears the Abscess risks mutation.

Those who walk through this hex must save versus Breath Weapon or experience a dreamlike vision: a beautiful island appears in the lake (hex **7-P**), and all is now right with the world. The precise location of the island is known to the person experiencing the vision. The inhabitant of the island is now aware of the character, and will dispatch emissaries (or perhaps assassins).

After 10 minutes in this area, all humans -- including adventurers and exiles -- must save versus Magic or become mutated: effectively, they are transformed into pterians (the process is described on the following page; for more information about pterians, see page **170**). A pterian can only be returned to human form with *Remove Curse*. If the saving throw is successful, it must be made again every ten minutes until the character leaves the hex.

(description continues on next page)



Roll on the following tables to establish the nature of the mutation: what type of dinosaur the character now resembles, which body parts have been transformed, which attributes have been improved or worsened, and what the character's flying speed is.

TYPE:
1. Caiuajara (page **156**)
2. Pteranodon (page **161**)
3. Quetzalcoatlus (page **161**)
4. Yi Qi (page **163**)

MOVE RATE:
1. 120'
2. 150'
3. 180'
4. 240'

WINGS:
1. In lieu of arms and hands (Dexterity -5)
2. Growing from character's back

OTHER AFFECTED AREAS:
1. Head (beak and possibly crest)
2. Legs (thick, clawed; movement halved)
3. Torso (short, feathered; armor no longer wearable)
4. Roll twice; reroll until you have two unique results

CHANGED ATTRIBUTES:
1. Constitution
2. Dexterity
3. Strength
4. Constitution and Dexterity; roll for each
5. Constitution and Strength; roll for each
6. Dexterity and Strength; roll for each

ATTRIBUTE ADJUSTMENT:
1. -2
2. -1
3. +1
4. +2

5-I

Because of the red dust in air, it's hard to see more than 10' in this area. It's also somewhat difficult to breathe. Each hour, save versus Poison or suffer a -1 to all rolls for one hour (save negates). Anyone who sleeps in this hex must save versus Magic or develop a terrible fear of all animals (-2 to any roll involving an animal). Furthermore, all animals (natural beasts like tigers and dinosaurs, not enchanted creatures like plasmics) hate the character, and will attack him or her on sight. This effect lasts for 1d6 days.

5-J

Pterians in the sky tried to dive bomb an amber dreck. During the ensuing melee, the plasmic pulled one to earth, and the other fell into a tree. The amber dreck is Armor 14, Movement 90', 2 Hit Dice, 10hp, 1d3 damage, Morale 10. It's trying to pull the unconscious pterian down out of a tree; behind it, the other pterian is writhing in pain from a broken leg, a broken arm, and two broken wings.

5-K

A burgundy sludge (Armor 15, Movement 90', 3 Hit Dice, 14hp, 1d4 damage, Morale 10) is laying an egg. Vulnerable in this awkward moment, the plasmic telepathically begs for mercy. It asks to be spared, or that the adventurers at least spare the youngling. It promises to give them information about the crash site (at hex **22-K**). The burgundy sludge doesn't actually know much; it just has a vague idea of where it is, and will make up a few details to pad the story out. If attacked, it will send out a distress call to the other plasmics, and if the egg is destroyed, then all the plasmics in the area will declare war on the adventurers and will hunt them across the plateau if need be.

5-L

Characters passing through this part of the rainforest must make a successful Dexterity check or tumble into a sinkhole (2d6 damage). The hole leads to massive cave network. It's dark, but dry. The central cave is several miles long, emerging at 10-J. In each hex, there is a 1 in 6 chance that the bats roosting within will attack: Armor 13, Movement 180', 1 Hit Die, 1hp, bite 1 plus disease, Morale 9.

5-N

The city of Khirima. By day, thousands pour through the gates of this metropolis; by night, the massive city walls are lit by torches. For more information, see page **3**.

5-R

At the far end of a hundred-foot gully, muddy puddles form in recent bootprints. These lead to a small cave entrance. Etched into the sandstone walls are the words, "Venture not," next to some sort of evil-looking runes. The smell of decay wafts from below. This cave might lead to a foul dungeon, or the crypt of a necromancer -- or it could simply be the lair of brigands who hope to scare away the superstitious with the stinking carcass of a dead rat and some fanciful scribbles.

6-D

Slumped against an wide-branched abura tree is a hippo carcass, partially eaten by plasmics. If the corpse is examined, the adventurers will find an unhatched plasmic egg inside the hippo's stomach. If kept warm, it will hatch in another 1d4 days. If thrown, the egg sac will burst, and the acidic fluid within will eat through human flesh (1d6 damage for 1d6 rounds, save versus Breath Weapon each round negates).

6-E

Near the end of the river, on a bank of mud and silt, an aquamarine goo (Armor 16, Movement 120', 3 Hit Dice, 16hp, 1d6 damage, Morale 11) suns itself. The plasmic ignores passersby; if approached, addresses it them via telepathy. The aquamarine goo says, to one member of the group, "I can see you inside that flesh, and I am going to rip it open and set you free."

6-F

On the banks of the river, a mutated achillobator waits for prey (Armor 15, Movement 180', 4 Hit Dice, 24hp, bite 1d10, Morale 12; on a natural 18 or higher, mauls for an additional 1d12; unharmed by non-magical weapons). The dinosaur reeks of the Contamination Zone's enchantment: a hot, fungal odor emanates from it in waves. If the prey is on foot, or in a small vessel, it will attack. If the prey is on boat that's longer than 8', there's a 4 in 6 chance it'll reveal itself, but take no action unless threatened.

6-G

Here, the river forks. To the west, the eery pink glow intensifies. To the east, the glow seems fainter. There's a leather knapsack hanging from a branch on the northern bank; it contains a bit of chalk, an empty metal flask, a 40' length of string wound around a wooden peg, and a half-dozen slices of hard brown bread. There's a note, in Dutch, begging Nicolaas to wait an hour or two before leaving.

6-H

The river is interrupted by a ford. Here, the river is wide enough to cross on foot, but too shallow to navigate in a vessel; the raft or boat will need to be walked over. An indigo muck (Armor 16, Movement 120', 4 Hit Dice, 20hp, 1d6 damage, Morale 11), its blue body invisible under the water, has spread itself thin near the western bank, and waits for someone to get close.

6-I

The churning river curves wildly, then plunges down into a 30' waterfall. If the player characters fail a Dexterity check, then they're unable to get to shore (or get out of the vessel) before going over. Falling into the churning waters below results in 1d12 damage. If at least one character succeeds in the Dexterity check, then there's a chance to get the boat to shore (via grappling hook and rope, or ten-foot pole, or other method). Still, continuing to the river below will be a challenge, as the stony path down is slick, and choked with tangled roots.

6-J

On the eastern shore, a hippo (Armor 15, Movement 150', 6 Hit Dice, 36hp, bite 1d10, Morale 12) raises its massive head, water dripping from its tusks. Anyone on the western shore is safe unless they provoke it. The beast will attack anyone on the same side of the river, and will attempt to flip any vessel on the water.

A thin steel chain is looped around one of the hippo's tusks. There is a pendant, also of steel, on this chain, depicting an Eagle devouring dead Leopard. This pendant identifies the bearer as a member of a secret conspiracy of religious fanatics who wish to overthrow King Ishola. More information about the factions of Khirima can be found on page **11**.

6-K

A crimson gel (Armor 17, Movement 150', 6 Hit Dice, 36hp, 1d8 damage, Morale 12) has pulled leaves over itself. It waits for prey to walk past, then strikes. It doesn't want to kill, it wants information, and interrogates those whom it has attacked and injured. It promises to spare their lives in exchange for intelligence about the enemy. It will pay with "those shiny metals that your species craves." It wants information about the pterians and the exiles; if the group contains either, then the crimson gel will fight to the death.

6-L

A magenta filth (Armor 17, Movement 150', 5 Hit Dice, 25hp, 1d8 damage, Morale 11) is wrestling with a dying triceratops (Armor 16, Movement 60', 6 Hit Dice, 7hp, horns 1d8, Morale 11). The filth telepathically curses anyone who approaches: "This is my food. Get your own." Surly and unimpressed, regardless of circumstance, the magenta filth will abandon the dinosaur and attack anyone who threatens it. However, if amused, it will reciprocate with advice. "The exiles and pterians are mating now. How irregular. Perhaps a truce is in the offing? Perhaps they're finally joining forces against us? Either way, if you head into the Temple, bring yards and yards of rope and chain. You'll need it."

6-M

A pterian is trying to rescue an exile from danger. The exile, named Charlotte, broke both her legs when she slipped and fell into a ravine. The pterian, Warm Green Eyes, is injured from combat, and can't figure out how to get Charlotte out. If rescued, Charlotte will reward the adventurers with a magic ring in her possession. It is called Viscera, and the magic phrase that activates it is "liver and lights." When this phrase is uttered, the wearer of the ring may cause one human's bowels to achieve sentience, and to desire freedom. If the target (who must be an ordinary human, not a demihuman or mutant -- though the human may be a Magic-User or other wielder of otherworldly power) fails the saving throw against Magic, then the entrails rip free of the body, inflicting 1d20 points of damage. The victim will die in 1d20 hours. The entrails want to experience life, and to enjoy every moment of glorious freedom; however, they are not ungrateful, and may reward their liberator in some way. The ring may be used two more times, and then it will turn into dust.

6-P

On the shores of the lake, crocodiles grunt in unison. It is strange and disturbing, and many warriors are gathering to debate what should be done. A Portuguese Cleric named Catarina says she's seen this before, and then she flees (no further information about her is available, the Referee must decide if she is honest, deceitful, dramatic, or insane). As for the crocodiles, they await She-Who-Never-Lives, a goddess who may well appear at **7-P**, if the player characters enter the Temple.

6-Q

Out in the blue waters of the lake, crocodiles swim in a circle. They will not attack, even if approached. They will defend themselves, but if left to their own devices, they swim in a long slow circle, eagerly awaiting the rise of She-Who-Never-Lives, a goddess who may well arise at **7-P** (depending on the actions taken by the players, or NPCs, in the Abscess at hex **5-H**).

7-C

Nailed to a tree is a 6' length of twine with six knots tied in it. These knots are tight, and undoing them will take some time. Cutting or burning the twine will have no effect (other than destruction of the twine), but if the knots are puzzled out and undone, then grave consequences will befall one of the most populated cities on the planet. Each time a knot is unraveled, one of the biggest cities in the world will be destroyed in a monstrous undoing: cities will be ripped asunder and reduced to rubble, hundreds of thousands of people will be turned inside-out, and debris will be flung miles into the air. Characters will not realize what has happened until much later. The resulting chaos will plunge nations into war, cause millions of deaths, and (perhaps most distressingly to the player characters) have a negative impact on numerous investments. The cities are:

1. Agra, India
2. Beijing, China
3. Cairo, Egypt
4. London, England
5. Osaka, Japan
6. Paris, France

7-D

Anyone passing through this hex must save versus Magic. If a character fails, he sees himself committing a terrible crime, as though it were happening before his eyes, and he merely a helpless bystander watching, and then the vision is gone. Another player (not the Referee) must describe the crime in question. If the player character winds up perpetrating that particular offense at a later time (getting a significant number of the details correctly), the Referee must award 1d4 x 500xp. Until the envisioned crime is committed, the character will be like a beacon for the ogbanje; the undead see him from miles away, and will head towards him in search of blood and flesh.

7-E

An amber dreck (Armor 14, Movement 90', 2 Hit Dice, 10hp, 1d3 damage, Morale 10) and a beige mucus (Armor 13, Movement 30', 1 Hit Die, 6hp, 1d2 damage, Morale 9) are having a telepathic conversation. They pause when they see PCs. An awkward silence ensues; what happens next depends on the player characters. The two plasmics are thinking about defection; they want to see the outside world, and they're not content to wait. They're ready now, and they'll happily work with the player characters if there's a decent plan. Nearby is a dead exile. On her person is a ruby worth 2000sp, and a crude map leading to hex **8-H**, with specific warnings about how to disarm the trap.

7-F

Butterflies swarm over the river; there is no danger here, just a moment of quiet and calm. On the north side of the river, someone has partially buried a rough bag of woven grasses. Inside, there's a stone knife (1d4), potion of healing (2d8hp, can be split into two doses of 1d8 each), and a lock of hair with a length of red ribbon tied around it. On the ribbon, someone has scrawled a warning about the Devil Hunters, a group of exiles who wander the plateau in search of outsiders. The warning says that the Devil Hunters have strange magics that can transform darkness into a physical thing; this corporeal darkness is intelligent and angry, and obeys the Devil Hunters.

7-G

Pterians soar above, battling with a winged dinosaur. They stab it with bone spears while it shrieks. Blood droplets cascade downward -- and then all of the combatants notice the player characters.

7-H

Weirdly, the river's water rises above the riverbed in this one spot (it only happens in one particular part of the hex). The water rises up, as if guided by an invisible bridge, and flows into the air to a height of about ten feet, then touches back down into the riverbed about a hundred feet to the north. In this spot, bewildered fish flop out of the river, and it's possible to walk in the riverbed while remaining completely dry.

7-I

A malformed newborn plasmic, little more than a large white glob of fluid, screams telepathically. Eventually, a beige mucus (Armor 13, Movement 30', 1 Hit Die, 6hp, 1d2 damage, Morale 9) comes to the tiny creature's aid. Any PCs in the area when the newborn plasmic dies must save versus Magic or be driven temporarily insane by the psychic shockwaves (failure to save means that the PC must attack the nearest target, which may include fellow adventurers or the beige mucus).

7-J

The river wends past a gorgeous statue of sandstone. It depicts a plasmic rising up above a pile of dead humans. Someone has piled small animal carcasses atop the statue's pedestal; the blood has attracted a lone crocodile (Armor 16, Movement 120', 3 Hit Dice, 15hp, bite 1d8, Morale 11), which eyes the adventurers warily. Among the animal carcasses is a magic wand made from a sharpened elephant tusk and the spine of a dead boomslang.

If it is used to draw blood, the wand creates strange anomalies that affect the victim. Roll 1d12. A score of 1-4 indicates that the result is gravitational; a 5-8 means that the anomaly has something to do with temperature, and 9-12 means magnetism. An even score means an increase (example: temperature increases, causing fire) or decrease (example: gravity decreases, causing victim to float away). The wand can only be used 1d6 times; after its final use, the wielder is subjected to a random anomaly.

7-K

Venomous snakes (Armor 14, Movement 60', 1 Hit Die, 5 hp, bite 1d2 plus poison, Morale 10) dangle from branches. They drop down and bite at the necks of the unwary.

7-L

A scarlet jelly (Armor 13, Movement 60', 1 Hit Die, 4hp, 1d2 damage, Morale 9) builds a shrine. It struggles to pile brick atop brick, but if approached, telepathically warns, "Leave me to my worship, idolaters." Nevertheless, it will not actually refuse help, and may reciprocate with information or resources.

7-M

Tsui Ping, a female exile, and Cluster of Fruit, a pterian male, are hunting for food. They have bone weapons, but are arguing about whether they should try to find some weapons from the crash site. These two have a sanctuary at **9-L**. They're open to trade with friendly strangers.

7-P

All is quiet here, unless someone has been to the Abscess and experienced a vision (at hex **5-H**). If anyone (player character or NPC) has seen this vision, then a mysterious island now exists in the center of the lake. If the player characters have not been to the plateau, there's a 1 in 6 chance that the island exists; if the players have been to the plateau, but haven't been had the vision while in the Abscess, the odds are 3 in 6. Of course, if they've been to the Abscess and seen the vision, then the island automatically appears.

It is roughly circular, and about two miles in diameter. There is a shrine of white alabaster upon the grassy hill at the center of this island, and a glorious light shines from within this shrine, purifying all those who stand before it; this is the place where She-Who-Never-Lives will arise (nothing else will be written about this deity; the Referee must decide what all of this means).

7-Q

Dead animals are piled up on the shore: oxen, monkeys, snakes, and hyenas. Two tigers (Armor 15, Movement 150', 4 Hit Dice, 24hp, bite 1d12, Morale 11) watch from the treeline, but they dare not approach. They are frightened, and cringe if threatened. Tonight, something will emerge from the water to eat. Then it will attack the city.

8-D

Pterians soar overhead; they'll attack anyone they see. They're searching for humans with metal weapons that they can steal. They're weak from injuries and hunger, but desperate, and unlikely to negotiate (unless they're losing the battle).

8-E

Gabrielle, an exile far from home, wanders in the woods, lost. She just needs someone to guide her back to Bata. She was with a group of exiles who sought to negotiate a truce with the plasmics, but the pterians attacked, and she's a long way from home. If aided, she can provide details about what's going on.

8-F

Near a forested inlet, a mandrill is drinking from the river. It watches the PCs intently. Nearby, there's a dead body: an adventurer with stone spear in his skull, and reptilian footprints around the corpse. He's been stripped of weapons, but they left his treasure: 141 sp. The footprints came from southeast (hex **9-E**).

8-G

The sandbar in the river is too high for a vessel to pass; the raft or boat will need to be moved around it. There are cane rats (Armor 14, Movement 90', 1d2hp, bite 1, Morale 9) in the water, and they bite.

8-H

A trap has been laid at the base of the mountain: rocks tumble down. Rocks, lengths of bone, and cord made from sinew have been crafted into a hidden tripwire, and anyone who sets it off will trigger a rockfall that inflicts 1d12 damage (a successful Dexterity check negates damage). Investigation suggests that the trap was rigged from someone higher up the mountain (this clue leads to **9-H**).

8-I

Here, plasmics have constructed a horrid tableau: pterian skeletons, all booby-trapped, have been nailed on trees, with their fleshless wings spread wide. The remains have all been decorated with leaves and fruit. This is how the plasmics hope to taunt the pterians into making mistakes. One of the plasmics, a violet discharge, is actually a pacifist, and has written a note to the pterian people apologizing for this atrocity. The note explains why the plasmics are doing this, and talks a bit about the Abscess (hex **5-H**), where the plasmics keep their treasure. The violet discharge truly is a kind creature, but cannot help but lie, so this note is full of complete falsehoods.

8-J

A violet discharge (Armor 15, Movement 60', 3 Hit Dice, 12hp, 1d4 damage, Morale 10) adjusts a crude ballista made from dinosaur bones and sinew. A wooden javelin serves as the missile. The discharge is so intent on its work that approaching player characters may surprise it with ease.

8-K

Pterians stalk through the rainforest, clubs of wood in their hands. They intend to destroy the foul display at **8-I**, but are cautious enough not to approach from the air. The three of them just passed a canoe (SHP 3), hidden in the woods under a pile of foliage. They're certain it was brought into the plateau by humans from Khirima.

8-L

Above the river, spiderwebs like bedsheets between trees; the arrangement is oddly beautiful. The webs shake in the wind, and small birds writhe while spiders big as hands tiptoe across the silk. Tucked into one of the webs is a clumsy map depicting the plateau as a skull: Bata and the Abscess for eyes, and the Temple for a nose.

8-M

This is the exit from the cave at **9-N**, and is probably the first hex inside the plateau's forcefield that the players will encounter. The plateau is much hotter than the world outside, due to the temperature controls within (and the Abscess at **5-H**). The players see high mountains to either side, and a weird pink glow from the rainforest ahead. Streams cascade from the mountains, down into a river that heads north through the jungle.

A Stygimoloch (Armor 14, Movement 120', 5 Hit Dice, 30hp, horns 1d10, Morale 10) drinks from the river; it is wary, but will not attack unless provoked. The Strangled (see page **13**) have already thrown the offering of silver (goblets, jewelry, and so on) into the pit. Robots have gathered most of it, but if the adventurers poke about, they'll find 1d100 x 10 sp worth of treasure scattered about. If the player characters take the silver, a robot will come looking for them later.

8-Q

A small boat (4 SHP) sits upon the still waters at the center of the lake. It is empty, save for 50' of bark rope (made from the root bark of the baobab tree) coiled in the bottom. The boat is full of blood; the rope is drenched, but can be rinsed and dried out. The boat is narrow. If the players haul it up to **9-N** and drop it in, it will fit, and they'll be able to use it when they get to the plateau.

9-A

Esige, a Cleric from Akabo, flees the city. The dead have risen, and there are too many of them to fight. Soldiers covered his escape from 10-B, but Esige was mauled by one of the undead, and is down to 1 hit point. He is near death, shivering in the sweltering heat; if found, he begs the adventurers to take him to his family in Khirima; if left in the jungle, he will die. He has information about the necromancer, including her name (Henriette), her location (**23-A**), and her possessions (some kind of magical dagger, and a purse full of silver). He'll trade this information for protection.

9-E

Pterians strip the body of a Magic-User they've slain; they wield weapons of bone and wood. He was a Magic-User, and didn't have much in the way of weapons or armor. The pterians are disappointed. When they see the adventurers, the pterians straighten up and then wait silently to see how things play out.

9-F

A chasmosaurus (Armor 16, Movement 60', 6 Hit Dice, 36hp, horns 1d8, Morale 11) drinks at the south side of the river. If approached by PCs on land, it may panic and charge; if they're on the other side, or on river, it snorts and watches. Jutting from the sand behind it is a boot. Investigation will reveal the clumsily-buried body of an adventurer (slain a few days ago and buried in the sand). His body has been stripped of most possessions, but there is a gem in his boot worth 200sp, and a scrawled note: "Lavender Mire."

9-H

Two pterians stalking a pair of duikers (small antelopes; Armor 13, Movement 120', 1 Hit Die, 5hp, bite 1, Morale 9). Another flies overhead, holding a wooden spear. The pterians will fight if they believe that someone's trying to steal their kill. One of the pterians wears a doublet and hose, which were taken from an adventurer; the doublet has holes torn in it to accommodate his wings. In the doublet's pocket is a potion of healing (restores 3d4hp, cures all diseases and curses; can be quaffed in a single gulp, or three small sips each restoring 1d4hp).

9-J

A verdant scum (Armor 14, Movement 90', 2 Hit Dice, 8hp, 1d3 damage, Morale 9) tends to the plant life in this part of the jungle. It excretes a clear fluid, which causes the trees and vines to grow rapidly, amid cracking noises and a pale green glow. As it feeds the plants, the verdant scum sings a strange, plaintive song.

If the scum is killed, it regurgitates the partially-digested body of an adventurer that it killed and devoured. The corpse has a few useful items (a dagger, a mirror, an empty metal flask). There's also a magic ring on the partially-digested finger. This ring ("Corporeant") has the power to create physical matter out of powerful emotions. Anytime the wearer elicits a strong sentiment from another person, there's a 1 in 10 chance that this feeling will take physical form. The manifestation is random, but seems appropriate: a poisoned dagger for hate, a puppy for affection, a flaming corpse full of camel spiders for fear, etc. The ring has 4 charges left.

9-K

A spring of fresh, cool water bubbles up here. If anyone nears it a water demon rises up (Armor 12, Movement 120', but cannot leave the spring, 3 Hit Dice, 18hp, bite 1d8, Morale 12). This creature, made of water, resembles the upper half of a reptilian humanoid, and attacks anyone who gets close. It is killed instantly if exposed to magical fire or cold. If it is slain, drinking the water will restore hit points: 1d6hp per person, per day (any number of people can drink from the spring). The water can be stored in a flask or bottle, but again, each person gets a single 1d6 per day, regardless of how much water is consumed.

9-L

Four exiles and three pterians dwell in a vine-covered temple. Right now, two of them are out foraging at **7-M**. The remaining seven are preparing weapons and mending garments. They're led by Hums While Cutting, a pterian female; her husband, John, is close by her side. They wish to create a new society, one free from war and suffering. However, they need metal weapons and tools. They're eager to meet 'outsiders,' and will pester adventurers with questions about the outside world. Hums While Cutting found a spellbook, but none of them know how to read it. The spells within are *Beseech Elder God*, *Burn Scar Mouth*, *Diminished Hope*, *Meat Splice*, *Unravel Flesh*, and *Voice of Disquiet* (effects are left to the Referee).

9-M

A Megistotherium (Armor 14, Movement 150', 6 Hit Dice, 36hp, bite 1d10, Morale 11) prowls along a ledge of rock, sniffing for prey. Overhead, a robot (Armor 13, Movement 60', 2 Hit Dice, 9hp, claw attack 1d6, Morale 12) heads for **8-M**, where it will pick up the silver offerings (unless the adventurers have already swiped it, at which point the robot may start looking for them).

9-N

The path up the side of the mountain is treacherous, because the spray from the waterfall makes the rocks slick. If one makes it to the top, and ducks into the cave behind the waterfall, cave paintings glow in the darkness, lighting the way. The cave meanders for a hundred yards, then dead-ends at a pit in the ground, ten feet wide. The hole leads to a smooth shaft of polished stone, set at an angle. A weird light flickers at the bottom. Anyone who enters the shaft slides straight down for several minutes, passing through a strange light.

This is the Membrane, part of the forcefield around the plateau. This is the one place where someone can enter (but never exit) the plateau. It's a one-way door; any attempt to climb back up will result in hitting the same invisible (and impenetrable) wall that surrounds the plateau. The shaft evens out, and the adventurers gradually slow until the reach the bottom, where a ten-foot-wide conveyor belt moves them along the eight-mile length of the cave. This system was not designed for people, really; it's intended to carry loads of silver into the plateau, so that the robots can harvest it and use it to maintain the Temple of Ages that Are Not (located in **15-I**; for more information, read **Chapter 3: Dungeon**). The adventurers eventually reach the mouth of the cave at **8-M** (immediately turn to that hex description).

This is a forbidden place -- it's where the Strangled (see page **13**) deliver the silver each year; if anyone local sees the player characters trespassing here, they will probably report this treason to the authorities.

9-P

A serval (Armor 15, Movement 120', 2 Hit Dice, 10hp, bite 1d6, Morale 10) drinks from the lake. Nearby, there are bootprints in the sand. They lead to a makeshift camp in a tree, where someone piled branches together to form a rough bed in the fork of two large branches. Investigation reveals that someone spent a few days here, but built no fire and did not eat much food. The person came from 9-R, then headed along the coast to **9-Q**.

9-Q

On this rocky shore, there's evidence of some kind of strange ritual: bloody weapons lie on gore-spattered stones, odd markings are drawn in the sand, and an ancient book written in a foreign language lies on the ground.

Anyone who studies the book for more than an hour will experience a permanent Intelligence boost of 1, and then the book will turn to dust. Unfortunately, the victim has been infected with a sentient idea; the idea, which was imprisoned in the text, was released when it was understood. The victim will not be able to remember the specifics of the idea, but will be aware that it is ransacking the victim's mind, looking for smaller and weaker ideas to devour.

This process results in a sharper and faster thought process, but takes its toll on the victim's synapses. For each week that goes by, the victim's Intelligence will go up 1, but the Dexterity score will drop by 1d6. This affliction can be treated magically (for example, *Heal* or *Remove Curse).*

Investigation reveals that someone came to this hex from **9-R**, then took a boat out to the lake (and is now at hex **8-Q**; the resolution of this mystery is left to the Referee).

9-R

In a ring of blue flowers, in the center of a clearing, there is an iroko tree. A character who knows local lore will remember this fact: according to the people of Khirima, there is a spirit within this tree, and anyone who sees the spirit's face will go insane, and then die. There is a likeness carved into the trunk: a face of some kind. Something moves in the trees.

10-B

Where the rainforest gives way to rocky grey hills, 17 ogbanje (Armor 13, Movement 60', 2 Hit Dice, 10hp, claw 1d6, drains 1d10 x 10 experience points on a successful hit, Morale 12) lurch northwest. These walking corpses are mostly citizens of Akabo who were infected and are now undead. Behind them, a dozen dead bodies twitch; soon, they will rise up. One of these is Ajimuda, the chieftain of Akabo (**17-A**). Ajimuda is Armor 15, Movement 150', Hit Dice 5, 25hp, Damage 1d8, Morale 12. Special attack: level drain. Anyone struck by Ajimuda must save versus Magic or lose 1d20 x 20 experience points. The other 11 twitching corpses were the last of his royal guard. Aijmuda wears the symbol of the leopard, as do the men around him. Hidden under his garments, Ajimuda has a pouch full of blue coral worth 1800sp. He also carries the Key to Hateful Doors (no further information about this item is available; the Referee must decide what the key does). The dead are marching northwest, to **9-A**, in shambling pursuit of the Cleric who escaped them. Behind them, footprints lead back to **11-A**.

10-C

A pterian (named Cave Bird) and an adventurer named Elise are staring at each other in a circle of crumbling stones. These two are enemies, but have a grudging respect for each other. Both are neutral to the player characters. There's a tiger nearby, gnawing on a corpse. If the dead body is searched, there's a camwood carving of a pangolin worth 400 silver.

10-D

A Ceratosaurus (Armor 15, Movement 120', 12 Hit Dice, 72hp, bite 2d8, Morale 12) devours a limp and bloody exile. Three other exiles run away; they are injured and desperate. They are three brothers, all young and inexperienced. Their plan failed, and now their father is dead. Their cousin, who was to deliver the killing blow, panicked and ran to **10-E**. They will kill him for his cowardice.

10-E

Geoffrey, a large exile with a polearm and a stone hatchet, is on the run. He was overcome with fear when attacking the ceratosaur in **10-D**, and he fled, leaving his cousins and his uncle to die. He is now unable to return home, and will be rejected by his people. He may well be killed by his cousins, if they find him. He has one chance: kill his cousins, so that no one ever finds out what happened. He'll try to persuade the PCs to help him with this: "In return, I will be your guide. Just help me kill them, and then I will show you the safe places to walk, and the places where the silver treasures are hidden."

10-F

A dagger of bone (1d3), a 40' length of rope, and a stone-tipped spear (1d6) lie on an abandoned raft on the south riverbank. Footsteps lead north to **10-E**. The dagger (damage 1d8) is haunted; the hideous entity that possesses the weapon may reveal itself if the dagger is used to draw blood. If so, it will prove its strength by eating something large, like a mountain.

10-G

An exile (Catherine) and an adventurer (Lucien) are tangled up in a sorcerous web, the remnant of a spell cast by some Magic-User. These two people both know where some weapons are hidden (a laser gun recovered from the crash site, and a blade that gives its wielder cancer). In addition, there's a treasure nearby: two gems wrapped in fabric, worth 2000 silver. They beseech the player characters for help, because they can't get free.

10-I

Atop a jagged crag, three pterians carve up a gorilla for meat. Four others circle above, keeping watch for intruders. They're unlikely to share with strangers, and will probably be hostile. The leader of this group is called Seven Demons. She is a horrible witch, and she has three fingers left. If she is angered, she will cut off another one of her fingers, and then she will be Eight Demons, and someone will be sorry.

Seven Demons says that hunting parties and war bands have gone out, but have not returned. The pterians are anxious. This is no time for foolish intruders with their selfish needs and wants; however, if the PCs have something to offer, then a palaver may be had.

10-J

Against the base of the mountain, behind a large boulder, there's a narrow entrance to a cave. It leads southwest, to **5-L**. Hidden near the mouth of the cave is a Blood Bow. This enchanted longbow has 1d10+10 points; these can be spent to improve to-hit rolls when firing arrows. The archer must declare in advance how many such points will be spent (for example, the archer might have 18 points, and might elect to spend 8 of them on the next roll, leaving 10 remaining). After all points are spent, the bow crumbles to dust.

10-M

A Smilodon (Armor 17, Movement 30', 10 Hit Dice, bite 2d6, Morale 10) prowls. It limps because its thigh was singed by a plasma rifle, which left a long, thin burn mark along the fur. If the player characters are able to trace the creature's steps backwards, they may find the dead body of an adventurer or time traveler (from the Temple) armed with a plasma rifle. The weapon does 3d4 damage, with exploding 4s: for every 4, another die is rolled. There are 9 charges left.

10-N

The shallow lake at the end of a stream is saturated with carbon dioxide and methane. The player characters will not know this, of course, but they may realize that the huge quantity of bubbles rising from the center of the lake signal some sort of danger. In fact, it is a limnic eruption: an explosion of built-up gas will soon fling sheets of water in all directions, virtually emptying the lake like a fist slammed into a bowl of water. The foul-smelling gases will flood the hex, sickening any who are present when the eruption takes place. Those within a mile of the lake must save versus Poison or become sickened: -1d6hp, -2 to Constitution and Strength, halved move rate; a successful save results in -1d2hp, -1 to Constitution and Strength, move rate reduced by a quarter. The effects last for one day.

11-A

Flies buzz around an army of the dead: 1d100 ogbanje (Armor 13, Movement 60', 2 Hit Dice, 10hp, claw 1d6, drains 1d10 x 10 experience points on a successful hit, Morale 12) wander through the rainforest. Violeta, a 3rd-level Magic-User from Portugal, was part of a larger group (in **12-A**). She's now hiding in a tree, terrified. She knows the identity of the necromancer (Henriette), but not her location. Violeta says there's no way to reverse this, no way to cure the infected; they are lost. If the necromancer is caught, and her skull brought to Akabo, the curse will be broken, and the dead can all rest. Footprints indicate that the ogbanje came from hex **12-A**.

11-D

Four exiles hoping to make peace with the plasmics; they're led by Irekanmi, a warrior woman. They're heading west, hoping to establish a truce, because the other exiles (in **20-E**) are preparing for war, and a great many lives will be lost. If anyone helps them, Irekanmi has information that may be useful: there is another crash site. She saw a golden ship fall from the sky and smash into a mountainside, several weeks ago. Though she didn't get close, she could see that there were tentacled beasts crawling out of the wreckage, armed with strange weapons. Wherever these monsters walked, giant purple flowers bloomed. (Details left to Referee.)

11-F

Here, the river is thick with rapids. A river hog watches from the north bank. It is motionless, because it is dead. It's been hollowed out, and filled with bone spikes. There are also pit traps filled with spikes along the banks of the river. Studying the hog from a distance will reveal that there are pterian footprints around it.

11-H

Dead exiles are strung up by the pterians, head-down, as a warning to others. These corpses have attracted insects and a hungry Achillobator (Armor 16, Movement 180', 5 Hit Dice, 30hp, claw 1d8, Morale 11).

11-I

The path to the Aerie curves around a cliff. It doesn't actually reach the Aerie, and furthermore, it's trapped. The path is only there to kill exiles. To get to the Aerie, one must fly, or use magic. The traps include tripwires with spike traps, pit traps, loose ledges, and thousands of small pebbles that suddenly pour down steep inclines.

11-J

The skeleton of a dinosaur sags on the ground. It's been stripped to bone within the past few hours. The forest is completely silent. To a height of six feet, all trees have been stripped of bark, and all leaves have been eaten. The ground is disturbed in a huge swath of dark earth a mile wide. This battle ant trail continues into **11-K**.

11-K

Creatures flee en masse; predators and prey ignore one another and scramble for safety. Battle ants, inch-long destroyers marching in a column of millions, head southwest (from **11-J**). Their formation is a mile wide and three miles long. Anyone caught in their path must save versus Breath Weapon or take 1d20 damage (save halves) for each round that the person is in their path, or subject to their bites. Their column moves at a half-mile per hour. In their wake is a dead adventurer who climbed into a tree, then succumbed from his injuries. He clutches a dagger of bone, etched with meaningless runes. Anytime it draws blood, *Weird Vortex* is cast on a randomly-selected target by the dagger's wielder (which may mean that the wielder casts it upon himself).

11-N

Two Therizinosaurs (Armor 14, Movement 90', 4 Hit Dice, 24hp, claws 1d6, Morale 9) forage on a narrow spine of mountain. They're dangerous if approached, but if left to their devices, they continue to pull leaves down and devour them greedily. Something shiny hangs from a nearby branch; it is a silver necklace, snatched from hex **8-M** by an inquisitive bird. The colorful bird perches above the necklace, and will screech if anyone nears it. The necklace is worth 600sp.

12-A

The ogbanje march southwest (to **11-A**). There are 1d6 x 100 of them, silent as they tramp through the rainforest. They will bite, infect, and assimilate any that stand in their way. They will not stray from their path. Those who stand aside are spared. This swarm is not interested in small groups, but instead intends to march to Khirima and infect everyone they encounter.

12-G

Three pterians chase a lone exile; they're overhead, and he's scrambling along the river, yelling for help. He just killed a pterian (Blue Water Smile, a mother of two) in cold blood, right near the aerie; now they want revenge for their fallen friend.

The exile, named Jeremiah, clutches a magical blade that he found on the corpse of an adventurer. The short sword, which has the word Unerring etched on the blade, inflicts 1d6 damage. In addition, any time it strikes, it does additional damage equal to the difference between the roll and the target's Armor (if the player rolls a 19, and the Armor score is 15, then the weapon does an additional 4 points of damage). If the roll is a miss, then the 1d6 damage is inflicted upon the wielder, as is the difference between the Armor and the roll (so if the player rolls a 10, and the Armor score is 15, the player character takes 1d6+5 damage).

12-H

This is the Aerie, a network of caves where the pterians dwell, atop the highest mountain on the plateau. From there, there is an excellent view of the rainforest, other peaks (such as **15-E**), the Temple (at **15-I**), and the Spire (at **13-K**). Over 80 pterians live here. Many of them fly overhead on patrol.

Their leader, Burns All Hands (Armor 16, Movement 180', 30hp, Morale 12), is terse and warlike. She wants to destroy the exiles, and seize their metal weapons, so that the pterians might use them against the plasmics and seize control of the plateau. If the adventurers can help, then she will consider a temporary alliance.

She wields a laser pistol that inflicts 3d4 damage (with exploding 4s: any time a 4 is rolled for damage, another d4 is rolled). 1d10 charges left in the pistol.

Pterians keep many weapons about (spears and swords of bone), as well as a few flying animals and monsters, which serve as sentries and hunting companions. A few high-ranking pterians are equipped with high-tech weapons or devices, including a gravity eraser, a null void generator, a plasma wave distributor, and a sentient quasar containment sphere. None of the pterians know how to operate the devices properly, but a button is a button, right?

12-I

An exile (Chao) and a pterian (Bright Shore) are standing atop a vine-covered ziggurat. These two once covered up an awful truth together. The exile has a treasure in his pack: a python-engraved bar of gold worth 1300 silver. The pterian, who wants the gold, has been joined by several other pterians, and violence seems inevitable. The exile is friendly to the adventurers, and offers to split the profits from the gold bar in exchange for help.

12-K

A 100' tall ambulatory plant covered in purple blossoms as big as a man, the giant butterwort (Armor 12, Movement 90', 12 Hit Dice, 72hp, 1d10 damage, Morale 12) stalks through this hex in search of fresh meat. In combat, it strikes with thick stalks that inflict 1-10 damage; anyone hit must make a Dexterity check or get trapped in the sticky fluids on the butterwort's yellowish leaves. Victims who are stuck to the plant are unable to get loose, and can only attack (or perform other actions that require no running or walking) at a -2. Getting loose requires a successful Strength check. Each round that someone is stuck to the butterwort, he takes 1d6 damage from digestive fluids (unless wearing metal armor, in which case it's 1d3 damage). If the butterwort is killed, its seed-pod can be harvested, and perhaps sold to the right buyer for a few hundred silver pieces.

12-L

A giant sundew (Armor 13, Movement 90', 11 Hit Dice, 66hp, 1d4 damage, Morale 12) devours a group of adventurers.

Its sticky stalks coated in leaves, dirt, insects, and small animals, the massive ambulatory plant stomps along on roots as thick as tree trunks. Each of its thirty-foot branches is covered in thin white stalks ending in glistening red bulbs. A hit from one of these inflicts 1-4 points of damage, but the victim must then make a Dexterity check or be enfolded in 1-20 other stalks, each inflicting an additional point of damage from digestive enzymes (a save versus Poison halves this damage). Getting free from the syrupy-sweet fluids requires an action. If the sundew is killed, its stalks can be weaponized.

12-M

The mountain range is nearly impassable here. Across a wide, yawning chasm stretches a rope bridge; it looks sturdy, but is built to break when anyone reaches the center. Below, broken dinosaur bones have been lashed together; they're painted black and grey, making them hard to see from above. This trap, set by pterians, is periodically cleared of bodies; there is a 1 in 6 chance that someone (probably an unwary adventurer in search of silver) has died here recently, and the bridge is broken.

12-N

The mouth of a cave, thick with bat guano. If the bats are startled, they may attack (Armor 13, Movement 180', 1 Hit Die, 1hp, bite 1 plus disease, Morale 9). Inside the cave are a few candles, burned to stumps, an empty pouch, and two boots, partially gnawed. There are 104 tally marks etched on the wall with chalk, and someone has carved this message: *Today, I will venture into this horrible place once more. My fellows are all slain, and I fear that I am next, for the beasts here are as ravenous as they are unholy. Emile Beaulac, Swordsman of the Company of the Iron Dragon, Paris, France.* At the back of the cave is a spring of clear, fresh water. Anyone drinking from this spring is healed of 1d10 points of damage. A character can only be healed by this water once per 24 hours. After it has healed 66 total hit points (regardless of how many people drank from it, or how often), anyone who drinks from it becomes a pterian (just like the Abscess on page **56**).

13-G

The river slows at the bend; mosquitos gather. Anyone passing through this area must save vs. Poison or contract a random disease from a mosquito bite (see page **174**). The banks of the river are very high, but one can cross here by swinging across on thick vines (1 in 6 chance that a given vine will snap; 3 in 6 chance that there's something in the water; it's either 1d4 tigerfish or a pannoniasaurus). On the northern bank, there's a dead adventurer; he was killed by the bite of a venomous snake. Near his body, there are two weapons: a muder and an assegai. In his pocket, a bit of coral shaped like a pangolin, which is worth a great deal to certain military leaders in Khirima.

13-H

A dead body, bloated and grey, lies atop a pile of ferns by a dead campfire. The body is that of an adventurer; he carried a weapon (1d6) and some armor (14), as well as 20′ of rope and a book containing the names of powerful people:

* Ishola, King of Khirima
* Burns All Hands, the pterian priestess
* Ajimuda, Chieftain of Akabo

The air is thick with mosquitos, and anyone who nears the stinking corpse must save versus Poison or be bitten and infected with Red Fever (unless precautions are taken): incubation period 1d12 hours; interval 12 hours. Effects include vomiting and pain. Victims suffer -1 to all rolls and lose 1d4hp at each interval. Duration of 1d4 days.

13-J

A giant manchineel tree (Armor 13, Movement 60′, 12 Hit Dice, 72hp, 1d10 damage, Morale 12) stomps through the jungle. This 150′ monstrosity towers over the highest trees in the forest and causes widespread devastation. Anyone within 40' of this ambulatory tree develops severe blisters and takes 1d3 damage per round of exposure. During combat, the tree strikes with massive brown branches. Hidden among the shiny green leaves are clusters of hard green fruit, like three-foot-wide apples. Victims take 1-10 points of damage, plus 1d4 per round for 1d4 rounds (save versus Poison negates). If near death, the tree spits out milky white sap that causes blindness (spray 100′ long and 60′ wide, save versus Poison or go blind for 1d10 minutes). If slain, its body remains toxic to anyone within 40′, but can be harvested of its milky sap (which can be weaponized by the clever).

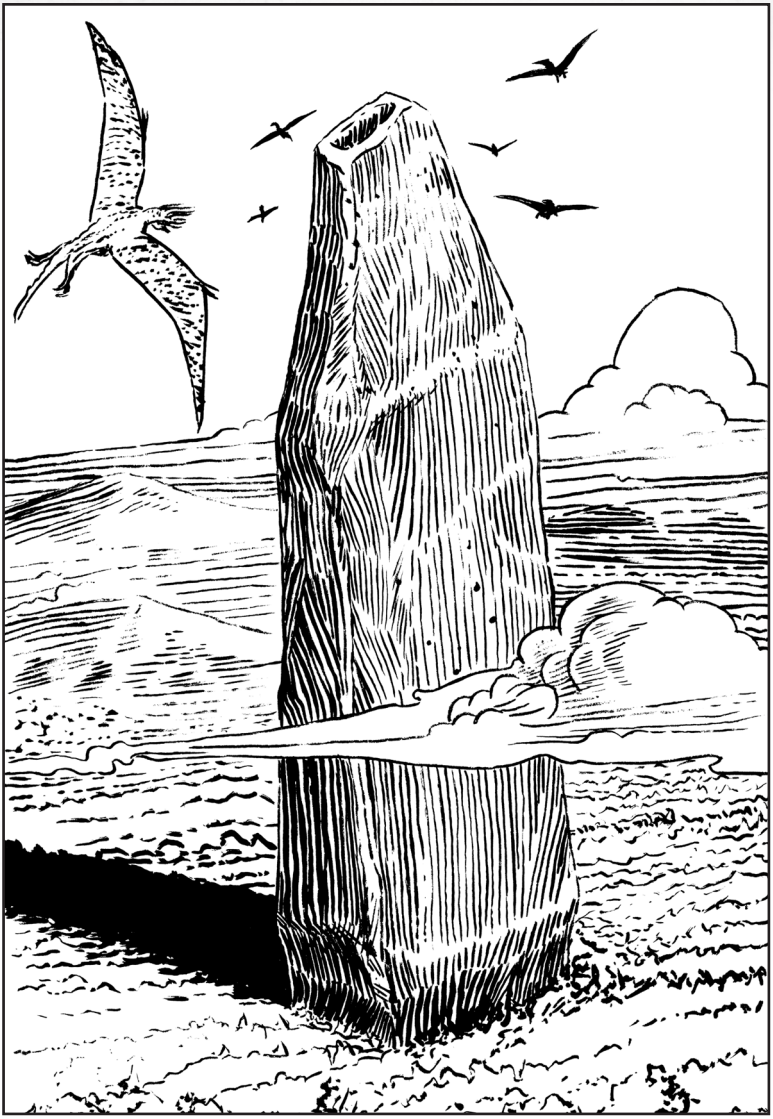
13-K

The Spire. This enormous red obelisk, 2000′ tall and 800′ wide, is made of a strange crimson metal. At the base of the spire is a skeletal corpse (a dead adventurer with rusting weapons and a ruby tucked into his boot, worth 1200sp).

In the single room at the top of the Spire, the nameless Druid studies botany. She has a plain brown dress, tangled grey hair, and a careworn face.

Anyone who passes through this hex must save versus Magic or become oddly afflicted: the character will benefit from direct contact with sunlight (it increases the character's Strength by 1, but only while in the light), and the character will be immune to plant-based toxins; however, the victim will take double damage from fire, and will suffer a -1 to all rolls in darkness. Worst of all, the Druid will know, and she will be angry.

(description continues on page 82)



The Spire at 13-K

She is a 9th level Cleric with numerous strange powers, including the ability to float up or down while touching the Spire (descending 800' from its top in a matter of moments, without taking damage). Perceiving the characters as interlopers who wish to steal her powers, she may well come after them and try to kill them for their arrogance. If they demonstrate reverence for plant life, and are diplomatic in their dealings with her, she may give them a bit of useful advice, or possibly even heal an injury or affliction.

Clerics who display humility or courage may be taught one or more of her unique spells. The Nameless Druid knows the following spells (details left to the Referee): *Animate Wind, Conjure Storm, Control Animal Seed, Create Disease, Invisible Fire, Lightning Forest, Purify Weather, Repel Magic, Speak With Death, Summon Plague Elemental, Transmute Earth to Flesh,* and *Wall of Insects*.

13-L

An enormous pitcher plant (Armor 13, Movement 90', 13 Hit Dice, 78hp, 1d8 damage, Morale 12) crawls around the Spire on vines as thick as tree trunks. A slap from one of its vines does 1-8 damage, and the victim must make a successful Dexterity check to avoid being snared, hoisted aloft, and hurled into the plant's pitcher-shaped body. The waxy purple tissue within is slippery and smooth, making it difficult to climb out; worse, the liquid is poisonous. Each round, the victim must save versus Poison or lose a point of Strength, Dexterity, or Constitution (roll randomly). This effect lasts for 1d3 days. If the pitcher plant is killed, the gallons of juice inside its pitcher can be used as a poison. There's a dead cleric inside with an aspergillum (a mace with holes it, for dispersing holy water with each impact). Clever adventurers can fill this with the plant's digestive enzymes to inflict additional harm. Each of the plant's fist-sized seed-bulbs is worth 1d20x100 silver.

13-M

Four dead adventurers lie atop a rocky hill. They've been picked over, and all weapons and armor are gone (except for a dangerous, yet harmless-looking artifact called the Reality Shroud, which must not be torn, unless the person holding the fabric knows a very good seamstress, or else perhaps is completely insane). There is a robot (Armor 13, Movement 180', 2 Hit Dice, 7hp, laser attack 1d8, range 50', Morale 11) hovering over the bones of the dead, sobbing quietly.

13-N

Three Quetzalcoatluses (Armor 15, 6 Hit Dice, 28hp, 31hp, 33hp, bite 1d8, Morale 12; picks up prey on natural 18 or higher) attack a pair of exiles armed with spears. One of the exiles recovered something from the crash site at **22-K**; it's a small metal device covered in buttons. The specific effects of the device's features are left to the Referee, but here is a list of functions:

1. Cortical inhibitor blast
2. Single-dimension neural interface
3. Terraforming initiator
4. Subspace flux manipulator
5. Nanomed deployment
6. Ship controls

13-R

The rainforest gives way to the six-foot grasses of the savannah. Towering above them is an 18′ termite mound. Yelling comes from within; if it's broken open, a Cleric tumbles out. Her names is Agnes, and she's from Troyes, France. Her hands are tied with rope, and she has a black eye. She tells a preposterous story to tell about a group of violent rabbit-people who knocked her off her donkey, stole her sword, and tied her up. The players will probably never find out how she actually got in there, because she can't utter a declarative sentence that makes any sense or contains any truth. Agnes is completely insane. She is also a 5th Level Cleric, and will cheerfully cast spells like *Cure Disease* or *Cure Light Wounds* on those who help her (she may also steal all their silver and run away in the night).

14-E

Three exiles battle a wounded Smilodon (Armor 16, Movement 180', 7 Hit Dice, 21hp, bite 1d10, Morale 11). They don't believe in Zafirah's leadership, and think that she's leading the exiles down a path of ruin. They were headed up the mountainside when the Smilodon attacked. The exiles intend to live on this mountain. They know some secrets about the Temple of Ages That Are Not (**15-I**), which they will share in exchange for assistance. They could also use some food and fresh water, and can repay the favor with temporary refuge and a safe place to rest (hex 15-E).

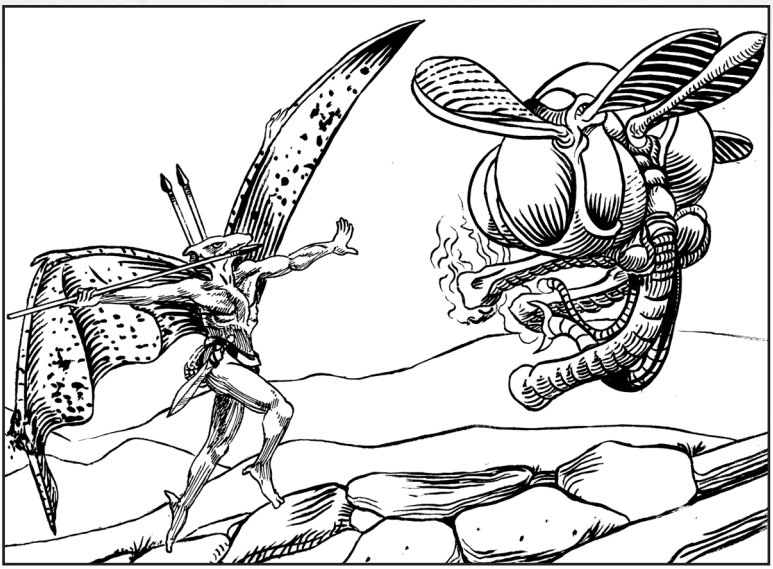
14-H

A 30' long giant beetle (Armor 15, Movement 60', 5 Hit Dice, 25hp, attack 1d6, Morale 12; on a natural 18 or higher, the beetle fires a chemical spray from its abdomen, which inflicts an additional 1d12 points of damage) trundles through the rainforest. Persons dressed in metal armor will be perceived as threats, and the beetle will attack. It has somehow snagged a 40' length of chain and a grappling hook on one of its rear legs.

14-I

The Perimeter. Here, the soil ends in an enormous circle of grey metal that is 15 miles across. As one walks on it, the color ripples, changing from grey to mother-of-pearl. Clouds do not pass overhead; they go around it, leaving a perfect circle of clear sky above. Birds and insects steer clear of the perimeter, and animals will balk and scream if forced to walk upon that strange metal (they'll die within a mile or two).

A robot (Armor 16, Movement 60', 4 Hit Dice, 20hp, flamethrower 1d6, range 30', Morale 12) patrols the area. It has just killed three adventurers; two are burned to a crisp, along with their still-smoking gear and clothing. The third was decapitated by a laser blast. In the dead woman's pockets, player characters will find a dagger, a small mirror, and a vial of fragrant fruit juice labeled Sense of Scents. Anyone who drinks this potion gains the ability to see odors and pheromones in the air. These appear as long wisps of smoke, thin puffs of vapor, or large thick clouds. Different scents have different colors; the character might be able to track someone through a crowd.



14-J

See the Perimeter description (hex **14-I**, page **84**) to describe the terrain. A pterian with broken wings throws javelins at a robot (Armor 15, Movement 120', 3 Hit Dice, 15hp, laser attack 1d8, range 90', Morale 12). The robot clearly has the upper hand, and the pterian (named Lightning At Dusk) will be dead soon if nothing is done. He has three items that he took from the corpse of a dead adventurer: a shortsword, a 20' length of rope, and well-detailed designs for a harness that will allow one to ride a winged dinosaur. Though Lightning at Dusk finds this idea repulsive, he has read enough of the pages to realize that the accompanying ideas (methods for training winged dinosaurs to accept a rider) would probably work, enabling one to fly about the plateau. He will happily give all of these belongings, except maybe the shortsword, to his rescuers as a gesture of gratitude. If he is incinerated by the robot, the pages (tucked into his garments) will likely be burned.

14-K

This hex is crowded by thousands of giant venus flytraps (Armor 12, Movement 0', 8 Hit Dice, 48hp, bite 1d12, Morale 12). Cultivated by the Druid in **13-K**, these are a nearly-impassable obstacle to progress toward the Spire. Even if this were not the case, the millions of giant flies and giant crickets that the Druid summons to feed her children are a source of misery and danger for any who enter this place. All the same, near the southwestern end of this hex, there is a clearing with a single tree, which bears a single red fruit. The fruit is bitter, but anyone who eats the whole thing will receive a permanent bonus of 2 points to any skill.

14-L

Giant toadstools (Armor 9, Movement 0', 1 Hit Die, 2hp) fill this hex. Anyone passing through this area will be exposed to hallucinogenic spores; save versus Poison or experience illusory foes, dangers, and persons or events from memory. Sometimes, these hallucinations will overshadow actual dangers (such as dangerous terrain or wandering monsters). If the 50' tall toadstools are punctured, they will release more potent spores, so powerful that they actually bring the hallucinations to life as physical beings (a typical hallucination has 1d4+11 Armor and 1d6 Hit Dice, and does 1d4 or 1d8 damage).

14-Q

Asfoureh is a warrior from Morocco (3rd level Fighter). She's madly in love with Mishkalta, one of the city guardsmen. He's escorting Khirima's ambassador to Akabo (they're currently in hex **15-Q**). She's a scorned suitor, and she knows that her passion is folly, but she won't give up. She's been thinking about hiring someone to pretend to be bandits and attack the ambassador, so that Asfoureh can ride in and save the day (thereby impressing Mishkalta). She has a few other ideas, all equally brilliant.

15-A

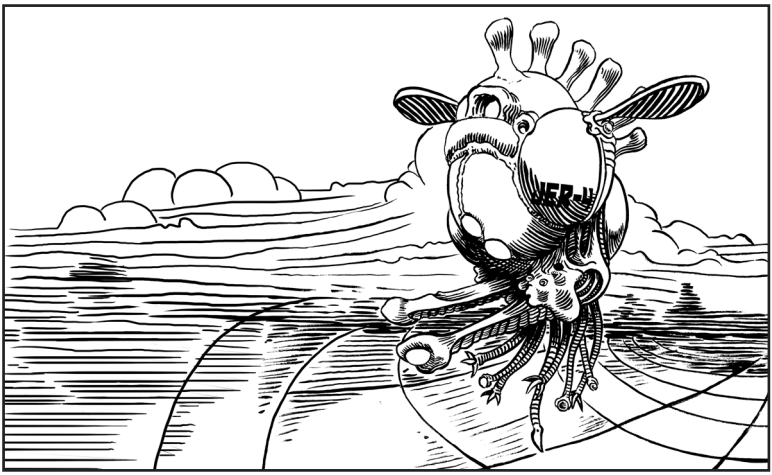
Faith, a Specialist from England, and Koenradd, a Dutch Cleric (both 2nd level), are fighting off a group of 5 ogbanje. They warn the PCs to stay back, and to save themselves. If aided, they'll explain that the undead came from **16-B**, and that there is a gigantic army of them massing at Akabo (**17-A**). A necromancer cursed the city. These adventurers want to get to Khirima, to warn the king.

15-C

A pterian spies on the exiles in **16-D**. He saw them moving, so he flew ahead and then landed, and now he's crawling through the rainforest, trying to catch a glimpse of them. His name is Stone Hands, and he is curious about the exiles. He's not a violent creature, but will fight if need be. He's got a crude map of the Contamination Zone, including the locations of Lavender Mire and the Abscess, marked with a note about two powerful items that someone hid there. Yesterday, he saw smoke rising from the "fire mountain" to the east. Something enormous flew up into the cloud of smoke.

15-E

A dozen exiles, led by a woman named Enore, are trying to create a home for themselves in a narrow cave atop the mountain. They've spotted dinosaurs in the area, and are debating whether to attack them (for meat), scare them off, or ignore them. There may also be some discussion of how to deal with pterians: build a weapon to fling projectiles at them, or perhaps just sharpen dozens of spears? The exiles have a single metal weapon, a sword (1d8), but are desperate for more armaments. Armor, too, is valued by them. They claim to know of a place where a silver statue walks like a man; this strange entity stalks the mountains nearby, and emits a high-pitched whistling noise when it sees a pterian. They have avoided it until now, but they know that outsiders value silver, so Enore promises to lead the adventurers to this "silver man" in exchange for metal weapons or armor. The details of this are all left to the Referee.



15-H

See the Perimeter description on page 84 to describe the terrain. A robot (Armor 16, Movement 180', 4 Hit Dice, 24hp, acid spray, 1d3 per round for 1d3 rounds, save halves, range 50', Morale 12) cruises overhead. During combat, it hovers at a height of 90' and bombard foes with the acid spray. The robot (which identifies itself as JER-4) is addled by a glitch, and repeats nonsensical riddles during combat. If anyone actually answers three consecutive questions, the robot shuts down. Examples: "When is deceit most powerful? Where have you concealed time? What is it that you truly seek?"

15-I

A six-mile circle of white sand, strewn with bones from all manner of life forms (discarded by the scientists in the Temple, years ago). The bones rattle and whisper as people walk through this hex. As the player characters near the center of this hex, they catch glimpses of people that they have killed. The dead stand around, bleeding and smiling. (The Referee might name and describe these persons.) At the center of the hex is a 30′ wide hole in the ground, leading to a 100′ vertical shaft lined with grey metal. This leads to the Temple of Ages That Are Not. For more information, see **Chapter 3: Dungeon**.

15-J

See the Perimeter description on page **84** to describe the terrain. A robot (Armor 15, Movement 120′, 7 Hit Dice, 40hp, laser attack 2d4+4, range 90′, Morale 12) battles with a ceratosaur (Armor 15, Movement 120′, 12 Hit Dice, 21hp, bite 2d8, Morale 12). The dinosaur wandered into the Perimeter and was promptly attacked by the robot. If anyone moves past them, and gets closer to **15-I** than the dinosaur is, the robot will abandon its target and go after the adventurers. The ceratosaur, crazed with hunger, and near death from the Perimeter's invisible anti-animal defenses, will also attack anything that looks edible.

15-K

A hyena (Armor 14, Movement 150′, 2 Hit Dice, 10hp, bite 1d6, Morale 9) is tangled in thick green vines which constrict like serpents. The vines are Armor 12, Movement 0′, 1 Hit Die, 7hp, constrict 1 point of damage per round, Morale 12. There are dozens of vines, two of which have already snaked around the unfortunate hyena. If it rescued, it will respond with loyalty.

15-L

Some massive entity has knocked a tree over, exposing its roots; instead of falling to the ground, the tree has slammed into another tree. If the tree is disturbed, branches might snap, and the trunk might come slamming down, causing severe injury to anyone climbing. There's also the possibility that a winged predator might swoop in to attack. Caught in the branches 100′ up, is a dead pterian holding some kind of strange metal device. The device is a small sphere with a green button on the side. When the button is pushed, the wielder turns invisible for 1d6 minutes. The button can only be pushed 8 more times. Each time the button is pushed, there is a cumulative 1 in 8 chance that the wielder will suffer a hideous allergic reaction in the presence of metal. Getting within 10′ of a metal object will cause the victim to break out in red sores, and will cause a point of damage for each round until the victim moves away from the metal (or vice versa). This condition is permanent until treated with *Cure Disease*.

15-M

At the edge of a clearing, someone has hidden a glider (based on the 1488 designs of Leonardo da Vinci) made from animal skin, bone, and sinew. The glider, which was flown from a nearby mountain, was landed here during its maiden voyage. The pilot then covered the glider up with woven mats made of reeds, and covered these with branches. The glider now sits, only discovered if the adventurers are searching the hex. Transporting it to a height may prove challenging, but the vehicle works, and can support the weight of two persons. It can be used to travel at a rate of approximately 15 miles per hour (Dexterity checks will be required). From a high position to the groud below, the glider will travel a total of 1d3+3 hexes before landing.

15-Q

A group of riders on a hill. If the player characters approach, they're ordered to go around. The riders are clustered around a woman, cloaked and hooded in white. Her name is Ivie, and she is the ambassador from Khirima. She was chosen by the king to make contact with powerful people in Akabo, so that they might usurp the chieftain. She's waiting for her contact from Akabo to arrive. If the adventurers insist they have news, she will order her soldiers to stand down, and will hear the PCs out. Her 16 guards are all disguised as caravan merchants, but they're not fooling anybody. One of the guards, Mishkalta, looks troubled; he recently rebuffed a woman's advances, but now he wonders what might have been.

16-B

Here lie the remains of hundreds of people from Akabo who were unable to escape. They are now nothing but bones and scraps of fabric, not enough left to rise up and join the army of ogbanje (in **12-A**). The bones and ligaments rattle and shake as the players approach. Though torn apart and lacking teeth, these sundered bones are still undead, and wish to bite. A name is etched in the dirt: HENRIETTE (this is the name of the necromancer in **23-A**). A trail of footprints from this area leads to 15-A. If the remains are searched, the player characters will find a shiny sphere, little more than a bauble. In 1d100 hours, it will hatch, and the dreadful thing that emerges will quickly grow to an immense height -- and it will cause great devastation. However, it will always be loyal to the person that it first laid eyes upon.

16-D

Two exiles named Hazel and Qasim meet in secret. They have a plan to kill Zafirah and make it look like one of the pterians did it. These two are convinced that this will push the war effort forward, and create a power vacuum so that Hazel can take control of the exiles. They need help, and they're not sure who they can trust. They'd be interested in talking to the PCs, but will be coy about their plan at first, because they're not sure about the loyalties of the PCs.

16-F

The exiles in **15-E** camped here recently, in a narrow cave, and they left behind a serval's carcass, its roasted flesh picked off the bones. The back of the cave is blocked by rubble, but part of a cave painting is visible. If the rubble is cleared away somewhat, the painting is revealed: it's a crude map of the plateau's center, roughly indicating the positions of the Aerie (depicted with winged men), the Temple (surrounded by insectile robots), and the Spire (accompanied by a toothed flower). Hidden under a pile of stones is a bone dagger with four notches in its handle; nearby, there's a small bag with four teeth in it.

16-I

See the Perimeter description on page **84** to describe the terrain. A robot lies on the ground, smashed beyond repair. Three adventurers lie dead on the ground; a fourth (Iguedo, a 7th level Magic-User from Akabo), still lives. She is poisoned and dying (3hp left, will only survive another two rounds), but still dangerous. Crazed with pain and terror, she will attack anything that moves, casting spells like *Magic Missile* (7d4) and *Sleep*. She has a magic dagger on her person, and the name Cut-Throat is etched upon the blade. It inflicts 1d4 damage, but anytime the to-hit roll exceeds the victim's Armor score by 4 or more (after all modifiers have been calculated), the blade inflicts 2d6 damage. On the adventurers' corpses, player characters will find a few swords, a 40' coil of rope, three torches, and 1d1000 silver.

16-J

See the Perimeter description on page **84** to describe the terrain. A robot (Armor 13, Movement 60', 2 Hit Dice, 1hp, claw attack 1d6, Morale 12) lies on the ground, surrounded by dead exiles. Most of the exiles are armed with clubs and spears, but one of them carried a weapon like a shiny metal musket (a laser rifle: damage 2d8, range 100'/200/400', 7 charges remaining). During the battle, the exiles were killed, and the robot was damaged so badly that its core was ruptured. Anyone getting close enough to grab the rifle from the dead exile will be exposed to radiation from the damaged robot (save versus Poison or permanently lose a point of Constitution and 1d4hp).

17-A

The city of Akabo. By day, smoke from the fire is visible from adjacent hexes; by night, one can see the glow from the flames. A necromancer named Henriette (now in hex **23-A**) cursed the city, and the dead have risen. These undead, known as ogbanje, attacked the living, and the curse spread to those who have been bitten. The entire city is overrun. Countless swarms of ogbanje (1d100 per swarm) wander the streets. Most survivors fled north, rather than brave the bandits and wild beasts around the plateau. Should the adventurers enter the city, they'll find its layout similar to that of Khirima (**Chapter 1: City** can be used to flesh out details). Most of the city is ablaze, and other than a few survivors hiding from the ogbanje, Akabo belongs to the undead.

17-D

A crowned eagle walks on the ground, wings pulled in tight, and it emits a soft whistle. Small, grey-furred monkeys descend from the trees, fascinated, and make a tentative approach. They are helpless to resist the allure of the whistle, and eventually, one of them will get close enough for the crowned eagle to strike, at which point it devours the maimed primate. On a branch nearby, someone has concealed a bone scroll case and covered it with leaves, but one of the monkeys is about to knock the leaves off by accident. The scroll contains two spells: *Levitate* and *Shield*.

17-E

At the edge of the rainforest, where it meets the broken stones of the savannah, a Scolosaur has laid three eggs. The dinosaur was apparently attacked by a predator of some kind, and inspection of the area will reveal that the Scolosaur inflicted heavy injuries with its spiked tail. After the predator fled, the Scolosaur finished laying its eggs, then died. The eggs are in a shallow pit in the dirt, and they're about 8 inches tall. The dead body will attract scavengers. Under one of the eggs, someone has tucked a scroll with two spells on it: *Fly* and *Wall of Ice*. If the body is touched or moved in any way, the predator (a mutated dinosaur) will emerge from the jungle and attack. It is a mutated Kaprosuchus -- injured, but still dangerous (Armor 17 Movement 180', 4 Hit Dice, 7hp, bite 1d10, Morale 12; on a natural 18 or higher, it mauls for an additional 1d12; body covered in organic metal plates; has giant metal arm emerging from back, gets extra claw attack each round, inflicts 1d6+3).

17-F

In the river, tigerfish will attack anyone foolhardy enough to swim. Those in boats are not safe, as the five-foot predators will leap from the water to attack (at which point they're extremely vulnerable, since they asphyxiate quickly). Armor 15, Movement 90', 1 Hit Die, 1hp, bite 1d3, Morale 11.

17-R

A small merchant caravan is stuck on the savannah. Their ox and donkey have both died from some kind of sickness, and the wagons are too heavy for the merchants to haul the goods by themselves. The leader of the caravan, a Dutch woman named Fleurette, has sores on her arms and face. She says that the merchants need help getting to Akabo. She'll pay for any kind of animals, or armed escort, or help carrying the goods. Her merchandise isn't all that valuable; there's a lot of it, but it's mostly cheap ware, and will bring her less than 100sp. The truth is, she's trying to find someone who can cure this disease. The so-called merchants are all people who are suffering from this mysterious plague and can find no cure.

18-D

Three bloodied exiles nurse their injuries. They just finished killing a dinosaur, and the battle was a fierce one. Now, they roast the creature's meat and bind their wounds. One (Angelique, a Specialist) wants to go to the crash site (**22-K**) in search of metal weapons, and the other two think this is folly; they're tired, and hungry, and they just want to eat.

Angelique has a fairly good idea of the crash site's location, and believes that there are fantastic weapons to be found there. Yesterday, she saw a pterian fiddling with some kind of metal sphere; he did something to it and it turned him inside-out, and then the sphere disappeared. Therefore, she's not interested in any sphere-shaped items. However, she'll want a weapon that she could use against the pterians. In exchange for such a reward, she'll guide the players to the site via the route which she (correctly) deems to be safest: **18-E,** 18-F**, 18-G,** 19-F, **20-G, 21-G, 22-H, 22-I, 22-J, 22-K**. All of these are described encounters (on the following pages), except for 18-F and 19-F.

18-E

A small dinosaur (a mere eight feet long) lies here, butchered and filleted. The blood trail leads to the exiles at **18-D**. In the branches, small grey parrots mimic the sounds of bloody battle. If spoken to, they repeat phrases they overheard while the exiles were hacking up the dinosaur that they'd killed:

"We should go east."
"Why?"
"The metal weapons at the crash site can shoot fire. We can use them to destroy our foes."
"We dare not venture south of the lake. It is too dangerous."
"You are a coward."

18-G

A mongoose (Armor 15, Movement 90', 1d4hp, bite 1d2, Morale 10, any hit against a snake is instantly fatal) fights a boomslang (Armor 15, Movement 60', 1 Hit Die, 4hp, bite 1d2 plus poison, Morale 10). If it is victorious, the mongoose will probably eat the snake. If treated well, it will permit itself to be handled, and could even become a pet.

18-I

Thick tar bubbles in a pit. An injured Scolosaurus (Armor 17, Movement 90', 10 Hit Dice, 31hp, tail 2d6, Morale 10) struggles to get loose. A roaring Smilodon (Armor 16, Movement 180', 7 Hit Dice, 42hp, bite 1d10, Morale 11) claws at the dinosaur's armored hide, but its own hind legs are sinking into the tar. Soon, both predator and prey will be dead. An adventurer sinks into the tar, his body covered in horrible injuries. In one of his pouches is a diamond worth 1000sp. He also has a metal scroll case; the scroll includes two new spells: *Infect Patient Zero* and *Vaccination*.

18-L

A Giganotosaurus (Armor 15, Movement 120', 15 Hit Dice, 90hp, bite 3d8, Morale 12) stomps across the land, searching for food. A severed arm dangles from between two of its knife-like teeth; sunlight glints off of metal. It's an Otonsi, a powerful spear that inflicts 3d6 points of damage. The dinosaur's territory includes a tall black obelisk, its rectanguar sides etched with foreign runes. If they are translated, the obelisk will unfold as though it were made from paper. Inside the obelisk is a Transference Cylinder, a thick rod of shiny metal covered with buttons and knobs. Anyone who attempts to interact with the Transference Cylinder (which was designed by the same highly advanced beings who constructed the Temple and established the forcefield on the plateau) will switch this planet's sun (or its largest sun) with a random sun from another system, causing utter chaos.

19-C

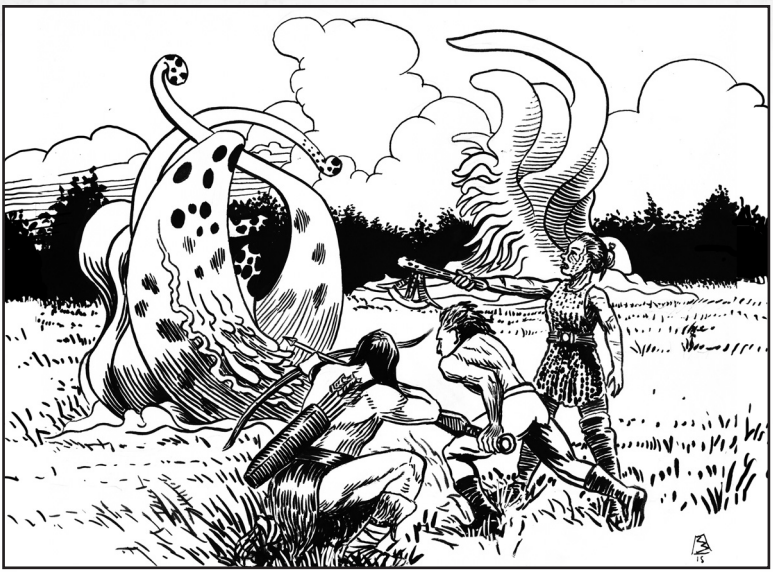
A half-dozen exiles patrol the rainforest. They're led by Hakim, who believes himself to be a mighty warrior (in truth, his Strength and his combat skill are unimpressive). He assumes that any PCs he encounters are desperate, afraid, and in need of rescue. Hakim demands that they surrender their weapons and accompany him to Bata (hex **20-E**); if they refuse, he's baffled, pointing out that there is no other safe place, because of giant lizards in the south and east, and plasmics and pterians in the west. If there is any kind of tension at all, Hakim will claim that the PCs are spies sent by the pterians. Hakim wears bracers made of bronze, which bear the emblem of the Pangolin. Anyone who wears these bracers in Khirima will find that certain locked doors will now be opened freely.

19-D

A well-disguised treehouse sits in the thick branches of a massive baobab tree. It's sturdily constructed, the roof is thatched, and the handholds are discreetly carved into the trunk of the baobab. Inside, the room is furnished with a rough table and floored with a Smilodon skin. Upon the table is a clumsy map of the underground caverns linking 5-L and 10-J, along with schematics for a Charonosaurus harness and instructions on how to tame the duck-billed dinosaurs. According to the map, these dinosaurs dwell near a lake to the east (**22-H**).

19-E

Three exiles fight a mutated Crimson Gel (Armor 17, Movement 150', 6 Hit Dice, 38hp, 1d8 damage, Morale 12; attacks twice per round) and a Burgundy Sludge (Armor 15, Movement 90', 3 Hit Dice, 10hp, 1d4 damage, Morale 10; a magic weapon is required to hit). Led by a scarred huntress named Marie, these exiles were trying to get to the Temple. They broke into the armory at Bata (hex **20-E**) and grabbed weapons and gear, including the exiles' only suit of chainmail (which Marie now wears; Armor 16).



This theft is expressly forbidden by Zafirah, leader of the exiles, and is punishable by death. Now, these exiles are desperate to find a way off the plateau. Marie believes that life outside of the plateau is peaceful and beautiful, and that people live in harmony and prosperity. Anyone who helps them fight the plasmics will be rewarded with a weapon made of silver.

19-M

This is an elephant graveyard: elephants, mastodons, and Amebelodons come here to die (and survivors come here to grieve). A long line of them thunder towards this place, now, rumbling their sorrow, shaking the ground as they march. The graveyard is laden with tons of ivory and bone, but anyone who snatches so much as a tusk will be hunted relentlessly.

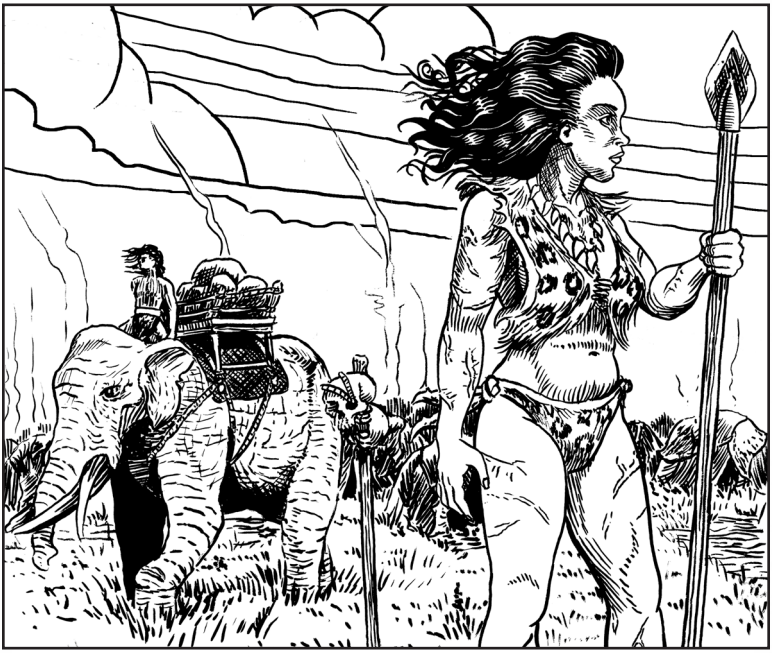
On some nights, a strange rite is performed here, and a presence makes itself known by assembling thousands of bones into shapes: a huge face, a giant mouth, a bipedal shape.

20-A

Angry villagers who survived the horror at Akabo are heading east after the necromancer, Henriette (now at **23-A**). Their leader, Osenko, is a 3rd level Fighter. He's very suspicious of anyone he meets ("How do we know you're not with her?").

20-D

Exiles argue while building fortifications. Matthew, a 3rd level Specialist, is in charge of the construction, and he is annoyed by the numerous delays. The exiles are expanding their village (Bata, located in hex **20-E**) to the north, and they're trying to erect new walls and a watchtower in this area. It's going badly. Some of the exiles have given up on construction and are just sharpening spears.



20-E

The village of Bata (which is the Igbo word for "enter; come in"). The exiles who live here are led by Zafirah, a 5th level Fighter (Armor 16, Movement 150', 25hp, spear attack 1d8, Morale 12). She recently sent scouts to **22-K** to find out what happened. There was a light in the sky, and a sound of thunder. The scouts returned with reports of strange metal men with glorious magical weapons, so Zafirah sent an expedition to the south to retrieve those weapons. She's eagerly awaiting news. The exiles are at war with the pterians and the plasmics, and newcomers will be greeted with skepticism. Still, all the exiles are descendants of adventurers from the outside world, so a bit of hero worship (and curiosity) is inevitable. At any given time, there are 3d20+20 exiles in the village (and dozens elsewhere, hunting and foraging), which contains dozens of huts and several domesticated animals and megafauna.

20-F

A dozen exiles ride south on the orders of Zafirah (hex **20-E**). They are happy to see the adventurers, and will be glad to inform them that there's no escape from the plateau, so they might as well join the exiles. ("Be with us now, as you will forevermore.") These warriors are headed for the crash site (hex **22-K**), and hope to retrieve fabulous magical weapons to use against their hated enemies, the pterians and the plasmics.

20-G

Four exiles patrol the river near their village (Bata, at hex **20-E**). They're led by a woman named Monique; she's a 4th level Fighter with a complex web of ritual scars up her left arm. She wants to hire adventurers to kill pterians, and will pay with roasted dinosaur meat. One of Monique's exiles covets something that one of the player characters has, and he'll do anything to get it.

20-I

A strange pyramid made of dinosaur bones lashed together with sinew. Anyone who stands atop it can see himself from a great height. The player can then tell the Referee which direction he wants to look in, and then may "move" his gaze in that direction, taking in the terrain, along with any major landmarks, thereby getting a bird's eye view of the hexes on the plateau. The character may view up to six hexes in this way before the effect ends. At that point, the character can no longer use the pyramid, and someone else must climb atop it to see from above (starting, as before, with a bird's eye view of hex **20-I**). For example, if the player tells the Referee "south," then the Referee tells the player that the hexes to the south contains savannah and rainforest, and that there's a massive canyon full of smoke and strange debris, 15 miles south of the pyramid. If the player says "east," then the Referee describes the lake, and a rough estimate of its distance. Each use of the pyramid requires a saving throw versus Poison; failure means that the character takes 1d6 points of damage as pain sears the character's nerve endings.

20-J

A mutated dinosaur (Armor 17, Movement 90', 1 Hit Die, 1hp, bite 2d8, Morale 12) staggers through the savannah, bellowing its agony and hatred. It has the massive body of an Argentinosaurus, the head of a Tyrannosaur, the horns of a triceratops, a spiked tail like a stegosaur, and the armored back of an ankylosaur. If injured even slightly, it will explode, inflicting 1d12 damage to anyone in a 100' radius (save halves) and scattering chunks of rancid meat in all directions. Any creature that eats one of the dinosaur's major organs (heart, brain, lungs, pancreas, or spleen) will either gain a permanent 1d4 to hit points, or become a mutant (fifty-fifty odds). See page **175** for mutations.

20-L

This is where the spacecraft (hex **22-K**) first crashed. There are huge grooves in the earth, along with smoking scorch marks. A burned dinosaur skeleton, blackened from the fire, has attracted scavengers. The path of the spacecraft leads to **21-K**. Those who spend time searching this hex will find a tube of nutrient paste (heals 1d6+8 points of damage) and a lockbox containing the following high-tech devices (details left to the Referee): weaponized graviton projector, pathogen sequencer, and quark-shifting terminal.

20-Q

Marius, a Dutch merchant, flees the caravan at **21-Q**. He swiped something belonging to another merchant; it's a sphere of shiny metal, and Marius has no idea what it is. It looked valuable, so he killed the merchant, and blamed it on bandits. He's desperate for protection. The metal sphere is actually a suit of collapsible osmium power armor (Armor 17, confers a Strength bonus of +1 while worn, also gives wearer leukemia). To turn it on, one must push a series of buttons in the correct order (successful Tinkering roll required).

21-A

Seven ogbanje (Armor 11, Movement 90', 3 Hit Dice, 15hp, claw 1d8, anyone hit must save versus Magic or lose a point of Strength for 1d12 hours, Morale 12) are chained together. They were left behind by the necromancer Henriette (hex **23-A**), and they're wandering around, looking for prey. There are actually six of them. The seventh is a person who's pretending to be infected, and he's doing a pretty good job so far. His name is Akenbedo, and he's an actor from Khirima. He rubbed blood and dirt all over himself, and was so convincing that Henriette fell for it; she chained him to the others then turned them loose. He got a good look at her, and knows which direction she's going in. He also knows a few other rumors.

21-D

Exile spearmen return from the hunt. They caught a boar, but are hoping to go back out again soon. They make an offer: bring us food and you can stay in Bata (hex **20-E**), where it's safe. They're also open to trading weapons and equipment. They strongly advise hundreds of feet of rope or chain when exploring the Temple.

21-E

Exiles escorting a female hunter named Mikpo; her water just broke, and she's going to have a baby, which is a sacred event. It looks like there will be complications, and the exiles need help.

21-G

Crocodiles (Armor 16, Movement 120', 3 Hit Dice, 18hp, bite 1d8, Morale 11) sun themselves on the riverbank. They won't attack unless they smell blood. Nearby, a crude canoe on the sand contains a light crossbow, two torches, and a suicide note.

21-J

An exile toys with a "metal musket" (laser rifle; 1d20 damage, 50'/100'/200' range; 3 charges left) that he found at the crash site. His name is Zhanghuai, and he's not afraid of anybody. He saw something strange the other day: a mountain unfolded, as though it were made of paper, and something flew out (it also seemed to be made of paper). Zhanghuai wrote this all down on a piece of bark, because he thought that he was going to die, and he wanted others to know what he had seen.

21-K

Jagged chunks of twisted shrapnel are strewn amid deep furrows in the earth. These lead to the crash site at **22-K**. Many creatures were attracted by noise and light, and this area may include a number of megafauna. The ground is covered with damaged components of the crashed spacecraft, which may explode for 1d10 damage (20' range, save versus Breath Weapon negates). Those who explore have a good chance of finding a laser pistol (2d6 damage, 50'/100'/200' range, 1d6 charges left) or a grenade (100' range, 2d6 damage). Of course, there's also a good chance that the characters won't recognize these items as weapons and will injure themselves.

21-L

Exiles stalk an Achillobator (20' long bipedal raptor with bright green feathers and sickle-shaped claws; Armor 16, Movement 180', 5 Hit Dice, 31hp, claw 1d8, Morale 11; on a natural 18 or higher, the dinosaur inflicts an additional 1d4 damage with its hooked claw), which ran off with a small bit of technology swiped from the debris at **21-K**. The device is a portable medkit; a successful Tinker roll means that the player character has figured out how to use it. This device injects nanobots, which can heal 2d4hp per injection (the medkit has 1d10 injections remaining).

21-P

A dead merchant with a dagger in his back lies atop an anthill; the insects swarm his corpse. The dagger is small and ornate, and definitely not the weapon of a bandit. Footprints lead southwest to **20-Q**. The dead merchant was named Omobe, and he was the son of a guild leader in Khirima (hex **5-N**). Omobe and a friend were fleeing the bandit attack in **21-Q**, when the friend murdered Omobe, stole one of his treasures, and then fled (to **20-Q**).

21-Q

Merchants and guards fight bandits; if aided, they will reward their rescuers with goods and a bit of silver. The leader of these guards is Shengtong (a 3rd level Fighter from China). She has excellent connections in Khirima, and if she deems the adventurers to be good people, she'll introduce them to some major players in the city.

22-B

Everyone in this caravan is dead. It was a small group of merchants, accompanied by donkeys pulling wagons, and a few guards. They stumbled into Henriette's path (the necromancer is now at **23-A**). Many of the necromancer's bodyguards fell here in a bloody battle. Now, everything is aflame. If the player characters search this area, they'll find one jar of pepper worth 200sp and a few weapons.

There is also a tiny metal disc wrapped in several layers of cloth and leather. It is the hazard interface from a starship; in the event of an emergency, it activates and records all communications (like to the black box on an aircraft). If anyone makes skin contact with the ring, terabytes of extraterrestrial data will be shoved telepathically into the victim's skull.

22-D

A slow, silent chase. A giant tick (Armor 15, Movement 30', 4 Hit Dice, 30hp, bite 1d6, Morale 9) pursues an injured exile named Jacques. The man is trailing blood, and near unconsciousness; he limps and crawls as fast as he can, knowing that the 12' monster is close behind. They make their way quietly through the six-foot grasses of the savannah. Jacques has found a jasper stone worth 1100sp and a bag containing 400 cowries (worth 400sp). He will gladly award these treasures to his rescuers.

22-E

Five soil samples: towering cylinders of dirt, 80' wide and 200' high, extracted from the earth by some alien process and then set down on the plains by some unimaginable force. A transparent energy field holds the dirt in place. Anyone approaching will see a perfect cross-section of the layers of soil, mud, and clay. If a tower is touched or disturbed, the energy field will shut down, and the tons of dirt will cascade in all directions. Near the towers are five circular holes in the ground, also 80' wide and 200' deep, where the soil samples were extracted. There's something at the bottom of one of these holes, and it's making a lot of noise. (If in doubt, assume it's a giant animal. Roll 1d12 on the Rainforest table on page **114**, and whatever the result is, the creature is 30' long and has base 6 Hit Dice. Then roll on the Mutation table on page **175**.)

22-H

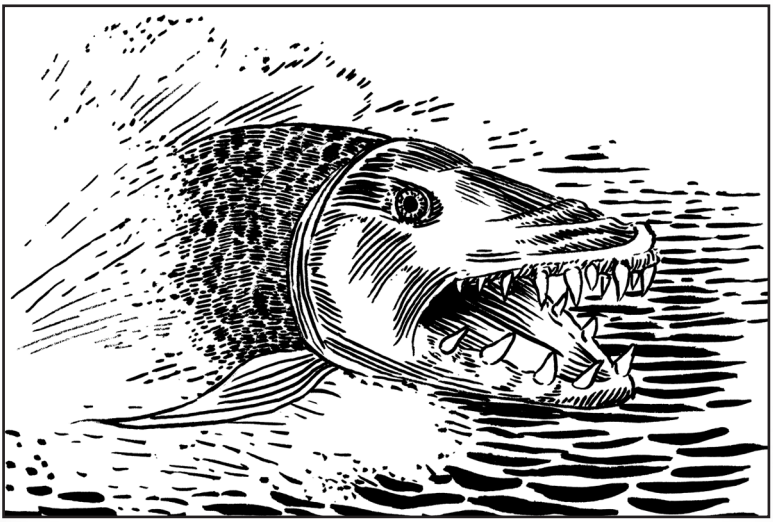
Six Charonosaurs (Armor 13, Movement 90', 4 Hit Dice, 24hp, bite 1d6 damage, Morale 9) drink at the lake. They're very wary, and make soft honking noises at each other. They're easily startled, and must be approached carefully. They can can be fed, but will panic at loud noises or sudden movements. If players have been to **19-D**, they may be able to saddle the dinosaurs.

22-I

Something glows in the lake; it's a dead body, which has been irradiated with some strange energy that causes it to emit a bright light. Nervous tigerfish swim around the corpse, but dare not get too close. If anything else enters the water, the tigerfish will attack; there are 1d3+1 of them, and if there's blood in the water, another 1d8 will soon arrive (Armor 15, Movement 90', 1 Hit Die, bite 1d3, Morale 11).

The dead body is that of an adult male; there's a leg iron about one of his ankles, which is connected to a chain looped about some large stones at the bottom of the lake. The dead man's pockets contain a few emeralds (worth a total of 1000 silver) and a tiny map carved on a shark tooth.

Oddly, the corpse glows as long as it's immersed in water. It emits light with a radius of 50'. Chunks of the body retain the phosphorescence for a number of days equal to the weight in ounces (a 2-ounce chunk of flesh will glow for 2 days if it's submerged in water).



22-K

The crash site. A disc-shaped craft of unknown metal crashed here, after initial impact in hex **20-L**. There was only one survivor, and it is now dead in hex **22-M** (the other creatures were torn apart in the crash, and their remains are scattered over the savannah).

The ship itself is smashed into pieces, and much of the wreckage is aflame, as are the trees and grasses. Numerous predators have been attracted by the smoke and noise, as have various pterians and exiles. A skirmish between the two factions is about to break out.

A metal crate aboard the spacecraft smashed open, scattering high-tech devices across the savannah:

Laser pistol: 50' range, 1d6 damage, 1-6 charges (then weapon becomes useless).

Laser rifle: 100' range, 1d10 damage, 1-6 charges; anyone who fires it must save vs. Breath Weapon or be irradiated (roll a random disease).

Grenades: 2d6 damage to a 40′ radius; before throwing, must be activated by pushing red button first; 2 in 6 chance that pushing the red button will detonate the grenade immediately.

Teleporters: Two devices; one is thrown or placed, and the other has a button that instantly teleports the user to the thrown device. 1-8 charges left. Each time, 1 in 6 chance that user will be deformed horribly by the teleportation process.

Levitators: Large metal discs that can be used to float up or down, but can only be used to move a total of 1d10 x 100′ before they stop working. No warning, the discs just fall to the ground.

22-L

Three dinosaurs have been blown to smithereens by someone wielding weapons from the crash site (**22-K**). Scavengers are closing in on the still-smoking carcasses. Nearby, a dead exile (head bitten clean off) clutches something. If his fingers are pried apart, the adventurers will find a rough map of the contamination zone, indicating the path of the river, the location of the Abscess (5-H), and the location of Lavender Mire (**4-F**).

22-M

A strange shrine near a creek. Atop a pile of carefully-arranged flat stones, someone has lain three dinosaur skulls, each with a rune etched on its brow. Nearby, a strange creature lies dead. Its body is oval-shaped, surmounted by a starfish-shaped head; five tentacles radiate from its midsection, and five pseudopods at its base served as feet. Its flesh has an iridescent metal sheen to it. If the flesh is eaten, it advances or reverses the being's evolutionary progress (possibly reducing a foraging predator to a small mammal or fish, or perhaps advancing it aeons' worth of evolution until it stands erect and begins to ask questions). This being was one of the pilots of the ship that crashed at **22-K** (its tracks come from the south). This world's atmosphere was toxic to it, and now the creature is dead.

If the skulls are arranged in the correct order, a bracelet on the thing's wrist will activate, displaying the holographic image of his superior officer (a similar being, which will scream in rage when it realizes that one of its soldiers has been killed).

Under one of the skulls is a small medical device (a finger-sized bit of metal with a few tiny display screens and a single silvery button) which instantly heals injuries (restores 1d10hp per use). Each time, there's a cumulative 1 in 6 chance that the device will explode, causing 1d4 damage.

22-Q

Clear water bubbles up from a fresh spring. This is where the merchants watering their animals were when the bandits attacked (the merchants fled southwest to **21-Q**). There are hoofprints everywhere, along with a few water skins, and a map of a path around the plateau (to the east, indicating locations of a few obstacles like mountains, advising a path through the flatlands at **28-S** and **29-R**).

23-A

Henriette, a necromancer from Paris (7th level Magic-User) has left a trail of carnage across **20-A, 21-A, 22-B**, and the city of Akabo in **17-A**. She carries 1500sp, but really doesn't care about money; she just wants death.

She carries a spellbook with the following incantations: *Cull Innocence*, *Defiled Sanctuary*, *Eternity of Coprophagia*, and *Necrotic Impregnation*.

She seeks the resurrection of a death god, but does not know its name (she has merely felt its presence). Now that she has honored her deity with the slaughter at Akabo, she will summon more undead in another city to the east. In addition to 1d4+4 warriors who ride by her side,

Henriette is served by a monster that she summoned: a crab with a glowing shell (AC 15, Movement 120', 7 Hit Dice, 45hp, attacks twice per round, claw 1d6, Morale 10). The monster can cast *Animate Dead* at will, and its innards contain glowing pearls worth 3500sp.

23-C

An exile named Bahir stares through the forcefield at the world outside the plateau. He's writing it all down on sheepskin. He saw something interesting: a woman in black robes, followed by armed men and walking corpses. She walked along the mountainside, right next to the forcefield (if it hadn't been there, Bahir could have reached out and touched her). The armed men glared at him, but the woman in black (Henriette, now at **23-A**) ignored him. She walked along the mountains, heading west to the city of Akabo, and then she was gone.

23-D

Four exiles, led by a woman named Yongtai, quietly plot a coup around a fire pit. They don't believe in Zafirah's leadership ability, and fear that dark days will come to the village of Bata (**20-E**) if she is left in charge. If they meet adventurers, they'll try to hire them. Yongtai has a large bag, and will pull out a few silver coins and lob them at the player characters. The rest of the bag is full of scraps of tin, a broken spoon, and some stones, so it's unlikely that she will voluntarily open the bag for the player characters to look inside. They want to lure Zafirah out of the village, perhaps by using the problems at the watchtower (hex **20-D**) as a pretext; there they can have a proxy kill their leader and get someone new in charge.

23-E

Loud music is heard from within a crude hut amid the tall grasses of the savannah. A group of exiles, led by a woman named Obia, have spent the afternoon rehearsing traditional war music in preparation for Zafirah's invasion of the Aerie (hex **12-H**). Zafirah, leader of the exiles (**20-E**), believes that the conquest of the plateau begins with the eradication of the pterians, and she wants to celebrate impending victory with a feast, and music, and dancing. Then, when the exiles are ready for battle, the march begins. The musicians discuss all of this between songs. If approached, they will be irritated. Obia will suggest that the adventurers head due south and try to recover the silver from the bottom of the lake (there is no silver at the bottom of the lake, but there is an enormous Pannoniasaurus at **23-H**).

23-G

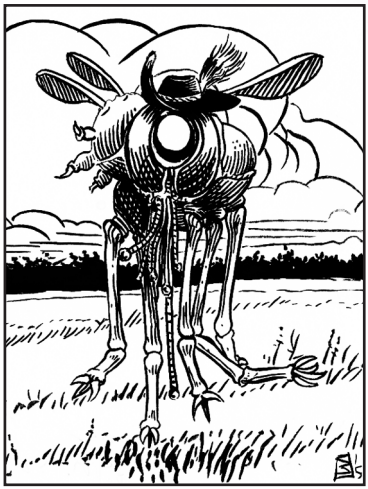
An exile just killed a hog. She'll trade some meat for stories of the outside world. Her name is Kemi, and she's curious about life in Khirima. Like all the other exiles, she's watched the people below through the forcefield, and even chatted with a few over the years, but she wants to walk the streets of a city someday. She will tell friendly adventurers that the only way to escape is to enter the Temple in the southwest. The way is dangerous, and the pterians are bloodthirsty monsters. There's silver there, and freedom, but there is also danger.

23-H

A Pannoniasaurus (50' long aquatic dinosaur with four flippers and a long snout; Armor 14, Movement 120', 9 Hit Dice, 54hp, bite 3d6, Morale 12) swims through this area, searching for prey. The creature will attempt to flip any watercraft that passes through this hex. In its belly is a Celestial Beacon, a device of extraterrestrial origin that summons an alien research team; this device will be activated if the creature dies.

23-K

A robot (Armor 15, Movement 180', 4 Hit Dice, 24hp, liquid nitrogen spray 2d4, range 100', Morale 12) strolls through the savannah. It accidentally got the wrong programming (it received the infiltrator-bot program by mistake) and thinks that it looks like a person named Harland. It believes that it is wandering the streets of a major city, making idle conversation, passing for human. It is not dangerous unless provoked or insulted. It may inadvertently reveal important information if handled properly.



23-L

Three pterians search the area for exiles. If they see adventurers, they will probably attack. One has a net, and hopes to capture a live specimen. His name is Sharp Stone Tooth, and he wants to be a leader one day. These pterians recently captured a group of adventurers, who are chained and caged nearby. If rescued, these adventurers will show their gratitude by offering advice (since they have no possessions of value). They'll suggest staying to the northeast, because the southern part of the plateau is dangerous because of the Spire and the crash site, and the western part has plasmics.

24-F

Two robots (Armor 15, Movement 120', 3 Hit Dice, 15hp, laser attack 1d8, range 90', Morale 12) watch as nine exiles construct a temple near the rainforest. It is a shrine to ancestors, and to those who built the Temple. Their shrine is lined with the fur of great cats, and decorated with bowls of dinosaur teeth. The exiles have painted their bodies with symbols, and they have ingested hallucinogens. This is a rite of passage, and one that is not to be disturbed. If they complete the ritual, something will appear in the sky above.

24-H

A Kaprosuchus (12' long crocodile with long legs and three sets of tusk-like teeth; Armor 15, Movement 180', 4 Hit Dice, 24hp, bite 1d10, Morale 12; on a natural 18 or higher, mauls for an additional 1d12) stalks the shore, eager for prey. It doesn't realize that it's close to a large stretch of lakeside quicksand. A rope made of knotted clothing indicates that a person may have fallen in recently (in fact, the victim was an adventurer who stripped off his clothing and threw it, hoping to latch on to something, but failed; he has some silver in his pockets, and a graven dagger of coral, which he stole from the king of Khirima).

24-L

A robot (Armor 13, Movement 90', 2 Hit Dice, 9hp, claw attack 1d6, Morale 12), crawls to the crash site (**22-K**) on a combat mission. Its job is to patrol the plateau, and it just saw the crash, so it's investigating. However, because its wings were damaged in a battle, the robot is crawling.

24-R

Sixteen Mino (warrior-women of Khirima) return from their kill (hex **29-H**). These royal assassins were sent by the king of Khirima to thwart conspirators. They'll warn anyone they meet, in no uncertain terms: "Seek not the silver delivered to the Temple, for it will be your death." They're led by Nyima (Fighter, 5th level). One of them was wounded during the fight with the would-be robbers; she's being carried by her sisters. It's a long way back to the city (at **5-N**), and she probably won't make it, because the Mino are traveling on foot. If someone can provide faster transport of some kind, her chances improve.

25-J

Three Carnufexes (giant bipedal crocodile, Armor 17, Movement 240', 5 Hit Dice, 25hp, bite 1d10, Morale 12; on natural 18 or higher, does additional 1d6) stalk this area, hungry and agitated. They picked up a blood trail: a wounded exile fleeing them climbed up a tree, and did a fairly good job of masking her trail, so they're not sure where she is. She's nearly dead from her injuries. Her unconscious body is still in a tree, with a pair of magical spheres in her woven-grass knapsack. She never could figure out how to make them work, because the words that activate them are etched into the glass in a language she doesn't know how to read (French). The spheres allow communication (audio and visual) between two wielders, as long as both spheres (Crystal Spheres of Communion) are activated at the same time. Each can be used for up to 10 minutes per 24-hour period. While the giant crocodiles are having trouble finding her, any adventurer should be able to spot her from afar without too much difficulty.

25-M

An exile named Vicente is caught in a trap set by pterians. His leg is broken and bloody, and he's weak from blood loss. Scavengers are closing in, and he knows he'll die soon if someone doesn't help him. If anyone gets close, Vicente begs for help; he claims to know how to get the silver out of the Spire. This is a lie. He does, however, know how to get a bit of silver out of the Temple: by descending from above and grabbing a floating box of metal from the Temple (at **15-I**). The chamber in question is the Field Chamber, which is described on page **125**.

25-P

Five hyenas (Armor 14, Movement 150', 2 Hit Dice, 10hp, bite 1d6, Morale 9) picked up the blood trail of the wounded Mino and attacked them here. The Mino killed the hyenas and left their bodies, the continued to 24-R. One of the hyenas was run through with an Otonsi, a gorgeous spear (1d10) used by agents of the king during ceremonial rites. It belongs to Nyima (currently in **24-R**), and in her haste to get her injured comrade home, she left the spear in one of the hyenas' bodies. The Otonsi is sacred, and for Nyima to return home without it will be disgraceful.

25-Q

Pilgrims march to Akabo. These death-god worshipers are dressed in red robes. If given good news, they're dejected; if told of misery and calamity, they brighten up. Their leader is a Cleric from Morocco named Faruq. He's quite cheerful, because really, things seem fairly horrible across the board. His group has a few warriors among them, but he wouldn't mind hiring a few guards to make sure that the pregnant woman (Justine) gets to Akabo in time to birth her demon baby. If the baby is born, it will reach adulthood in about six hours, and the demon will then try to do the following things:

1. Spread fornication through the land
2. Destroy all temples and shrines
3. Recruit a Magic-User to be its war-mage, and teach him or her the following spells: *Cure Sobriety*, *Disrobe Self*, *Power Word: Dance*, *Wall of Sex*, and *Water to Wine*.

26-N

Rosalind, a Magic-User from England (5th level) is a cult leader preparing to cast a powerful spell. Her cult is to the south (hex **26-P**), praying. Her guards are heading west in disgust; they haven't been paid, and they're walking away from Rosalind and her cult. Rosalind, who is quite insane, will try to hire adventurers as guards, but she doesn't have any money. All she has is a spellbook, which she claims will allow her to bring down the forcefield. This is a lie. Instead, her spell was used to summon an entity in hex **27-Q**. She also knows a few offensive spells, which she'll use if someone tries to stop her.

26-P

Seventeen cultists stand in a circle and pray, hands joined and heads bowed. They all wear rags, with no treasure and no weapons. They were protected by a pair of mercenaries, but their protectors have left in disgust. These cultists follow Rosalind, a self-proclaimed Magic-User who is performing a ritual in hex **26-N.**

One of the cultists, Tamla, is the daughter of the King of Khirima. She's been thoroughly brainwashed. She knows that guards are looking for her, but she doesn't care. A thin ribbon of smoke curls up from a cluster of bushes a hundred yards away; it's a bit of debris from the spaceship crash at **22-K**.

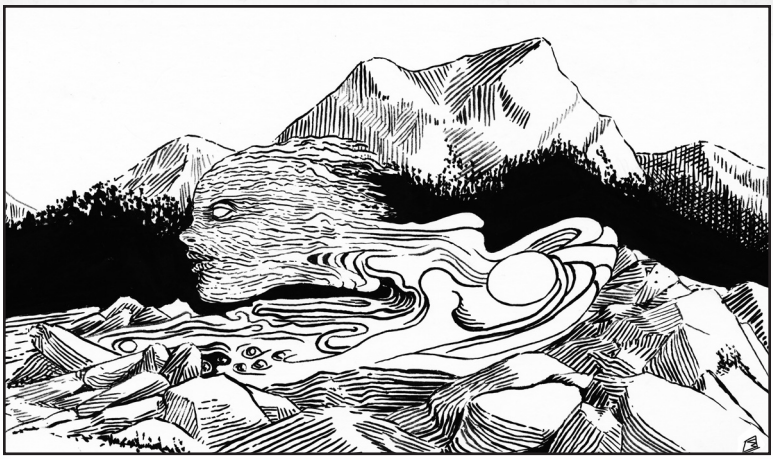
Because the alien spaceship's unique construction enabled it to pass through the forcefield with ease, it also meant that pieces of the smashed vessel could pass back out. In this case, a cargo container flew from the wreckage and bounced over the plateau before finally landing here. The container is damaged, and most of the contents are ruined, but a suit of proto-osmium flight armor (Armor 17, 1 in 8 chance of exploding for 1d6 damage each time it is struck; after this, it is ruined) can be found within. The cultists will assume that this is a gift from the gods, and Rosalind will order them to retrieve it at all costs (while wielding branches and stones, of course).

27-C

An ogbanje (Armor 14, 5 Hit Dice, 19hp, bite 1d6 plus level drain: save versus Magic or lose 1d20 x 20 experience points, Morale 12) lies pinned under a boulder. Nearby, a mangled body lies on the ground. In the ogbanje's pocket is a silver key with a pangolin marked upon it. The key opens up an armory of powerful weapons (location is left to the Referee). There's a blood trail that leads to **27-D**.

27-D

A dead body is buried under a pile of stones; this is Eki, sister of Yemaja (who can be found at **28-E**). Eki is wearing a silver ring with three interlinked triangles etched upon it, each with a small emerald in the center. The ring is worth 800sp. Eki is now an ogbanje (Armor 13, Movement 90', 3 Hit Dice, 15hp, bite 1d4 plus level drain: save versus Magic or lose 1d10 x 10 experience points, Morale 12), and will rise and attack if anyone nears her grave.



27-Q

As a result of the ritual being performed in hex **26-N**, something heinous and vast is undulating from a gaping hole in the ground. This creature is called the Glistening Slur, and it will stumble west to Khirima unless stopped. It eats hope and dignity, and excretes hatred and xenophobia. Children cannot see it. The monster wears a mask made out of the names of its victims, spun into strips of flesh and woven together; if this mask is taken off, a dangerous new emotion will be discovered by humans and demihumans. This new feeling is unlike any other, and spreads through eye contact. Tracks lead to **26-P**.

28-E

Religious pilgrims heading for Khirima; they're led by Yemaja, 3rd level Cleric. They were attacked in **27-C**, and buried their dead in **27-D**. They're still heading south, but the loss of her sister has caused Yemaja to question her faith. If she sees anyone wearing her sister's ring, she will attack.

28-I

An exile named Tamla saw the violent battle that took place in **29-H**. He is hoping to find out what happened to that Magic-User. She was beautiful, and he longed to meet her in person.

28-N

A messenger is heading southwest from **29-M**. He's been tasked with delivering a message to the Clerics who oppose the king of Khirima, and who want to see him deposed. The message, written in code, is SUNSET TOMORROW. That's the time when the Clerics are to be at hex **29-M** to discuss the matter with the other conspirators. The messenger is Wan, a 3rd level Fighter from China. She's riding her camel hard; she's tired and thirsty.

28-R

A dead lion with 17 spears and swords jammed into its body. It seems like a ritual killing of some kind; all the weapons are in good working order. One of them is an assegai tipped with a silver spearhead (damage 1d8). The animal had thick foam around its mouth, which might be a clue to the players that it was drugged. Rosalind had her cult feed this creature poisoned meat. It took the bait, and then they all took turns attacking its unconscious body. The tracks from this place lead northwest to **27-Q**.

29-G

The dead body of a woman. Her journal, nearby, is soaked with blood, but a reading of the unstained pages will indicate that this woman was a Magic-User who planned to steal the silver from the cave at **9-N**. She and her compatriots were heading south, when they were ambushed by the Mino (soldiers who serve the king of Khirima) at **29-H**. The Magic-User fled, but knows that the Mino will find her. "If this text is found, and you are a sorcerer," she writes, "then avenge me. Kill the king, and all of his Mino. The silver can be found in a cave behind a waterfall, at the northeastern end of the lake near Khirima."

29-H

Yesterday, adventurers headed south with a plan to raid the silver tribute from Khirima and take it from the cave. They were attacked by the Mino, who fired poisoned arrows at them and hung them up as a warning to others. The area is thick with footprints and puddles of blood. It appears that one of the persons attacked by the Mino fled to **29-G**. The exile at **28-I** saw the whole thing, and was smitten with the Magic-User who fled.

29-K

The savannah gives way to a mile-wide forest glade full of glowing insects and beautiful people dancing. They are full of joy until the sun goes down, at which point they will take off their faces and reveal their true selves. These creatures are Disquieters, and they abhor sunlight. The entrance to their lair glows in darkness, and the stairs are lined with phosphorescent runes. Deep underground, the Disquieters keep mewling children in thick silver chains (in order to protect humanity; woe unto those who release the children).

29-M

A guild leader from Khirima (**5-N**), a ranking military officer who defends Khirima, and a chieftain from a smaller city to the east are all gathered here (accompanied by dozens of loyal soldiers). They're discussing the king, and what to do about him. He's sick and has no heir, and the kingdom suffers for it. What if Khirima is invaded? It's time, they believe, to stage a bloodless coup and replace the king with a triumvirate (a high-ranking member of the military, a guild leader, and a High Cleric) whose members can be replaced without concerns about lineage. One of them is thinking of an assassination, such as poison or smothering, that will look like natural causes. These three leaders are desperate, and will be interested in hiring amoral cut-throats to get the job done. If anyone eavesdrops on this conversation, it will probably result in all manner of complications later down the line.

RANDOM ENCOUNTERS

ATOP THE PLATEAU

Roll d100 to determine what kind of creature is encountered. Most of these are megafuana, and are described on pages **155-163**. For other entities, page numbers will direct the Referee to the listing in the Bestiary. If the result is an exile or pterian, and the Referee wishes to add some complexity to the encounter, turn the page for additional tables.

1-3. Achillobator
4. Amebelodon
5. Argentinosaurus
6-7. Caiuajara
8-10. Carnufex
11-13. Ceratosaurus
14. Charonosaurus
15. Chasmosaurus
16-18. Diatryma
19-26. Exile (**154**)
27-28. Giant Ant
29-30. Giant Beetle
31-32. Giant Mantis
33-34. Giant Scorpion
35-36. Giant Spider
37-38. Giant Tick
39-40. Giant Wasp
41-44. Giganotosaurus
45-48. Kaprosuchus
49-52. Megistotherium
53-60. Plasmic (**166**)
61-64. Pteranodon
65-72. Pterian (**171**)
73-76. Quetzalcoatlus
77-85. Robot (**172**)
86-88. Scolosaurus
89-92. Smilodon
93. Stygimoloch
94-96. Therizinosaurus
97-100. Yi Qi

MUTATION

To make an animal or megafauna even more dangerous, use the Mutation tables on page **175**.

MEGASAUR

Megasaurs are chimera-like beings constructed of parts from different dinosaurs. These can be created using the tables on page **176**.

OUTSIDE THE PLATEAU

Depending on terrain, roll 1d12 to determine the type of animal that is encountered. If the animal definitely needs to be dangerous, roll 1d4. These creatures are detailed in the Bestiary, on pages **148-153**.

For additional complications, roll on the tables on page **117**, and/or use weather and hazards from the **endpapers** in the back of the book.

RAINFOREST

1. Monitor lizard
2. Tiger
3. Gaboon viper
4. Python
5. Serval
6. Cane rat
7. Bat
8. Mamba
9. Centipede
10. Mandrill
11. Hyena
12. Boomslang

MOUNTAINS

1. Black rhino
2. Carpet viper
3. Golden cat
4. Spitting cobra
5. Duiker
6. Mangabey
7. Colobus
8. Goat
9. Hyrax
10. Pangolin
11. Gorilla
12. Hartebeest

RIVER/LAKE

1. Crocodile
2. Tigerfish
3. Boar
4. Hippo
5. Forest buffalo
6. Egret
7. Patas monkey
8. Manatee
9. River hog
10. Antelope
11. Oribi
12. Mongoose

SAVANNAH

1. Cheetah
2. Leopard
3. Puff adder
4. Lion
5. Civet
6. Jackal
7. Wild dog
8. Savannah hare
9. Aardvark
10. Warthog
11. Baboon
12. Elephant

ADDITIONAL ENCOUNTER DETAILS

For exiles and pterians, roll a d4 to determine who is in the scene. Then, roll any of the following, at the Referee's discretion:

1. Roll d8 to see how they know each other
2. Roll d12 for a valuable item in the scene
3. Roll d12 for names
4. Roll d20 to include some kind of dangerous or mysterious element
5. Roll d6 if the situation is complicated by other entities just now approaching the area
6. Roll d4 for each of the two main characters in this scene, to see how they respond to the player characters

EXILES, D4

1. Exile and adventurer
2. Exile and plasmic
3. Exile and pterian
4. Two exiles

PTERIANS, D4

1. Pterian and adventurer
2. Pterian and exile
3. Pterian and plasmic
4. Two pterians

RELATIONSHIP, D8

1. Both know where weapons are hidden
2. Covered up an awful truth together
3. Enemies with grudging respect
4. Old, relentless hatred
5. One hunts the other
6. Share a dreadful secret
7. Strong dislike, but they have sex anyhow
8. They're trying to build new community

TREASURE, d12

1. Aquamarine (400sp) and emerald (2000sp) wrapped in fabric
2. Bar of gold, engraved with python (1300sp)
3. Camwood carving of pangolin (400sp)
4. Ivory statue of dark goddess (900sp)
5. Jars full of kola nuts (430sp)
6. Large polished chunk of red coral (1100sp)
7. Neatly stacked in a wooden box, 1100 copper manillas (1100sp)
8. Pouch containing 55 carnelian beads (550sp)
9. Sacks containing 240,000 cowries (1000sp)
10. Seven drams of palm oil (700sp)
11. Tapestry depicting megafauna (850sp)
12. Velvet bag containing rare coins (620sp)

NAMES, D12

Exile children are named after those who have died most recently, so it is not uncommon for an exile who appears African or Asian to sport a name like Genevieve, or for an exile who looks Moroccan to be named Yuan.

Pterian children are not named until they have survived a brush with death; the child is at that point regarded as an actual person, and receives a proper name (which is inspired by personality, physical characteristic, or some unique circumstance from the child's life).

EXILE, FEMALE

1. Catherine
2. Eki
3. Enore
4. Genevieve
5. Ibie
6. Obia
7. Ohaga
8. Sami
9. Susanna
10. Teuna
11. Wan
12. Yemaja

EXILE, MALE

1. Amir
2. Chao
3. Ezoti
4. Foster
5. Gaspar
6. Georges
7. Holcomb
8. Hugh
9. Oduwa
10. Omobe
11. Tolland
12. Yuan

PTERIAN, FEMALE

1. Blue Cold Wave
2. Bright Shore
3. Cave Bird
4. Dagger Blossom
5. Fast Biter
6. Flower Gold
7. Grass Hair
8. Hates Everyone
9. Nails Down Words
10. Slow Angel
11. Song About Monsters
12. Tiger Jaw

PTERIAN, MALE

1. Climbs While Singing
2. Coiled Vine
3. Doesn't Like Music
4. Empty Light
5. Fallen Cloud
6. Heavy Bones
7. Old Stick Breaking
8. Pulls Out Hair
9. Red River Boiling
10. Sands of Dreaming
11. Silver Teeth
12. Smiles At Stars

CIRCUMSTANCE, D20

1. A crude hut; carefully-preserved manuscript
2. Animal lair; claw marks and fresh blood
3. Body of water; bubbles rising fast
4. Brushfire; animals fleeing in panic
5. Burial ground; corpse being dug up
6. Carcass; hand-written note near body
7. Circle of crumbling stones
8. Clear skies; smoke on horizon
9. Dank cave; something shuffling in darkness
10. Dead body; terrible surprise in pocket
11. Something flying overhead; it descends
12. Enchanted item; it is sentient
13. Grassless clearing; weird whistling noise
14. Gravitational anomaly
15. Insect swarm; but they're avoiding one place
16. Mudslide; save or be swept away
17. Powerful magnetic field
18. Ravine; someone screams for help
19. Vine-covered ziggurat
20. Weird obelisk; odd tools nearby

ADDITIONAL ENTITIES, D6

1. **Adventurers:** 1d4 people who have recently arrived from the outside world, and are trying to reach the Temple and its riches. They may be hostile to the player characters, or they may propose an alliance. They'll probably be hostile to pterians and plasmics, but neutral to exiles.
2. **Allies:** One of the two characters in this situation has just been joined by a group of allies (for example, if you rolled a 2 and got "exile and pterian," then flip a coin to see whether a group of exiles just arrived, or a group of pterians).
3. **Animal:** A wild animal is in the area, and it's probably going to attack. Use the terrain-based tables on page **114** to see what kind of creature is encountered.
4. **Megafauna:** Roll 1d20 on page **113**.
5. **Mutant:** Pick an animal or megafauna and roll on the mutation table on page **175**.
6. **Robot:** Create a robot on page **172**.

Chapter 3: Dungeon

Though it is known to the people of Khirima (and the plateau) as The Temple of Ages That Are Not, this dungeon (found in hex 15-I) is actually a research station. It was constructed by entities who are long-gone. Perhaps they were androids from the future; or the Incas, who traveled here from Peru; or extraterrestrials; or the Ancient Ones, tentacled monstrosities from Earth's past.

Whatever the case, the creators of the Temple studied our planet and its inhabitants, bending matter and time to their will, and then they abandoned the project, leaving the dinosaurs and other beasts to fend for themselves.

First Impressions

The Temple of Ages That Are Not is plagued by strange anomalies (time travel, biological contaminants, and so on). There are 9 large rooms, each in the shape of a 110′ cube:

1. Field Chamber, page **128**
2. Magnetism Chamber, page **130**
3. Gravity Chamber, page **132**
4. Atmosphere Chamber, page **136**
5. Temperature Chamber, page **138**
6. Biology Chamber, page **140**
7. Plasmic Chamber, page **142**
8. War Chamber, page **144**
9. Time Chamber, page **146**

About These Rooms

1. The 9 rooms are laid out in a 3x3 grid.
2. Because there are no doors, player characters in the starting room (Field Chamber) have unrestricted access to the 8 other rooms.
3. It is dangerous to walk through certain parts of some rooms, but if the characters hug the walls as they move from room to room, they can proceed without trouble.
4. In each room, various objects (cubes, pyramids, spheres) lay dormant; interacting with these can be harmful or beneficial.
5. Each room is connected to at least two other rooms. Each doorway is 10′ wide, 10′ long, and 110′ high.

ACCESSING THE TEMPLE

The circular hole in the ground (located in hex **15-I**) leads to a 50' vertical shaft lined with grey metal. Below that is Room 1 (the Field Chamber).

SCIENTIFIC RESEARCH GONE WRONG

This dungeon is a research station controlling the forcefield on the plateau, which kept the prehistoric creatures trapped therein. The station was plagued by technical difficulties and eventually abandoned by its creators. However, the robots continue their work, oblivious to the fact that the scientists are long gone. The names of the various rooms are etched on the walls in an alien language, but use of *Comprehend Languages* (or similar magic) will provide a translation. It's also possible that an NPC familiar with the Temple might communicate these various names to the PCs at some point (for instance, a time traveler).

TRIBUTE PAID IN SILVER

A small quantity of silver is required to keep the facility running (and to keep the forcefield working), so once a year, the people of Khirima hurl silver into a dark pit inside a cave (hex **9-N**). They don't know that silver's catalytic properties make it useful as a catalyst in oxidation reactions, or that silver has the highest electrical conductivity of all metals. They don't know that robots use the silver to keep the forcefield running. All they know is that a yearly deposit of a small quantity of silver will keep the monsters of the plateau from descending into their city.

If the player characters were to somehow intercept the tribute, it would doubtless result in colossal XP bonuses, so it is advised that the delivery of the tribute should always take place **just** before the PCs get involved. This is underhanded and sneaky and that's why you should do it.

THE PROCESS

1. South of the plateau, the people of Khirima drop silver into a dark pit (hex **9-N**).
2. The silver plummets down a long shaft, rolls down a long slope, and emerges at the base of a mountain (hex **8-M**).
3. Robots carry the silver across the plateau, then enter the dungeon at hex **15-I**.
4. For the next year, the robots use the silver to re-coat various silver objects.
5. This keeps the plateau's forcefield active, and keeps the people of Khirima safe.

AUDIO

While playing through the dungeon, the Referee is encouraged to play the bundled MP3 file, which features an audio soundtrack. The file consists primarily of low-volume ambient sounds, which shouldn't interfere with the game. At the 50-minute mark, a hideous alarm will sound. If you don't want to use the audio file, a stopwatch works fine; set it to 50 minutes. *Note: Test the audio before play to ensure that the alarm (at the very end of the file) isn't too loud.*

The Alarm

This alarm means that there has been a disturbance in the time-field, and beings from another time have appeared. Because the player characters don't belong in this place, the time-travelers will generally appear in the same room as the players (or in an adjacent room).

At that point, the Referee must look at page **125** and roll dice as instructed, in order to see what kind of entities they are, as well as what their reaction to the PCs is. They might be hungry dinosaurs, or friendly humans from the Bronze Age. Typically, these entities have not traveled through time of their own volition; they've been plucked from their own times and transported into the Temple against their will. They may blame the player characters, or may try to escape (and get themselves killed in the process).

Referee fun

It may be useful to have the NPCs make decisions that are nothing like what the players would do. Reckless players are faced with cautious and paranoid NPCs, and methodical players get deranged risk-taking NPCs who grab things and get killed.

Enemies may spawn in an adjacent room and begin following the player characters stealthily, waiting for them to get into a vulnerable position before attacking. It may be that a group of time-travelers has already appeared in the dungeon, and are immediately aware of the PCs.

Tip: When they first start exploring the dungeon, start playing the MP3 file from the middle of the track, so that they have their first encounter with time travelers early on. Then let the track loop as normal.

DEVICES

The Temple contains 9 devices, which are used to control orgones (cosmic life energy). Being carbon-based lifeforms, player characters will not be able to access the interface, so the devices are useless to them.

These devices are made of pure silver, and quite heavy. Each is worth 1d4 x 500sp, so their combined value is somewhere between 4,500sp and 18,000sp. The typical haul, if all 9 devices are gathered, will be worth around 11,000sp; for a group of five adventurers, this amounts to about 2250 experience points per character.

INTERACTION

These orgone-controlling devices were used to conduct experiments by the creators of this research facility, so touching or moving one may cause strange phenomena to occur. Because a thin layer of silver is periodically burned off during pulses of device energy that sweep this facility (harmless to humans), the robots are constantly adding more silver to each of the objects.

Most devices are harmless, but:

1. The device in room 1 (the Field Chamber) has the power to shut off the forcefield surrounding the plateau.
2. The one in room 8 (the War Chamber) has the ability to kill millions of people.
3. The one in room 9 (the Time Chamber) will implant false memories in those who disturb it.

ACQUISITION

Devices generally float in the air, and must be pulled or knocked down. An arrow, dagger, or other projectile will have no effect. Grappling hooks, chains, and ropes will get the job done, as will physically grabbing and hauling the devices. Yanking a device from its stasis field requires a combined Strength modifier of +2, or a combined Strength score of 30.

METAL

The walls, floor, and ceiling of the Temple are made of a strange metal, which is impervious to weapons of this world. It is shiny, and feels somewhat oily to the touch, but causes no ill effects upon contact. The metal can be pale, dark, some other color, or translucent; the effects are always the same:

* If the metal is struck, black sparks cascade. Roll a random Cleric spell (roll 1d4 for level), and treat it as though it were cast directly on the person who struck the metal. If no one was directly responsible, then nothing happens. The random spell is rolled up each time. Always use reversed versions of spells (it's never *Cure Light Wounds*; it's always *Cause Light Wounds*).
* If a spell is cast directly on an object made from the metal, a blast of blinding light strikes the caster, who must save versus Poison or fall ill (half move rate, half Constitution, and -2 to hit for 1d20 minutes).

TRICKING ENEMIES

If the player characters want to lure an enemy into a trap of some kind, then one of the players must roll "to hit" against the monster's (or robot's) intelligence. To calculate an enemy's intelligence, roll the dice listed below:

* Animals: 1d4
* Intelligent animals 1d6
* Hominids: 1d6+3
* Humans: 1d12+3
* Genius future-humans: 1d12+5
* Robots: 1d8+8

If the enemy is injured, or aware that the player characters intend harm, add +1 to the intelligence score (reflecting the enemy's heightened suspicions).

The player must roll higher than the intelligence score on a d20 in order to successfully trick the foe. For every piece of gear (grappling hook, torch, what-have-you) that the characters use in a clever way, add a +1 to the player's roll. For every magic item, or piece of weird technology (found in the Temple) that the characters use creatively, add a +2 to the player's roll.

"I HAVE A PLAN"

For a quick-and-dirty way to calculate the success of the player characters' gonzo schemes,
roll "to hit", and treat the difficulty of the task as Armor. For example:

* An easy task: roll 10 or higher
* A challenging task: roll 15 or higher
* A nearly impossible task: roll 20 or higher

At the Referee's discretion:

* Add +1 to the roll for each additional PC who is helping (the players must specify how they are actually contributing).
* Add +1 or +2 for the use of gear, as detailed in the Traps section above.
* Add +1 for the clever (and successful) use of a skill, such as Architecture, Climbing, Search, or Tinkering. Make it +2 if the character is a Specialist.

ATTRIBUTE CHECKS

Periodically, characters will be flung across rooms, tossed into the air, entangled, or knocked down. Even if they survive these travails, they'll still need to make frequent Dexterity checks in order to avoid touching dangerous objects, inhaling lethal gases, or bumping into oblivious robotic sentries (which will become quite hostile if touched). Similarly, Strength checks will be needed to pull heavy objects.

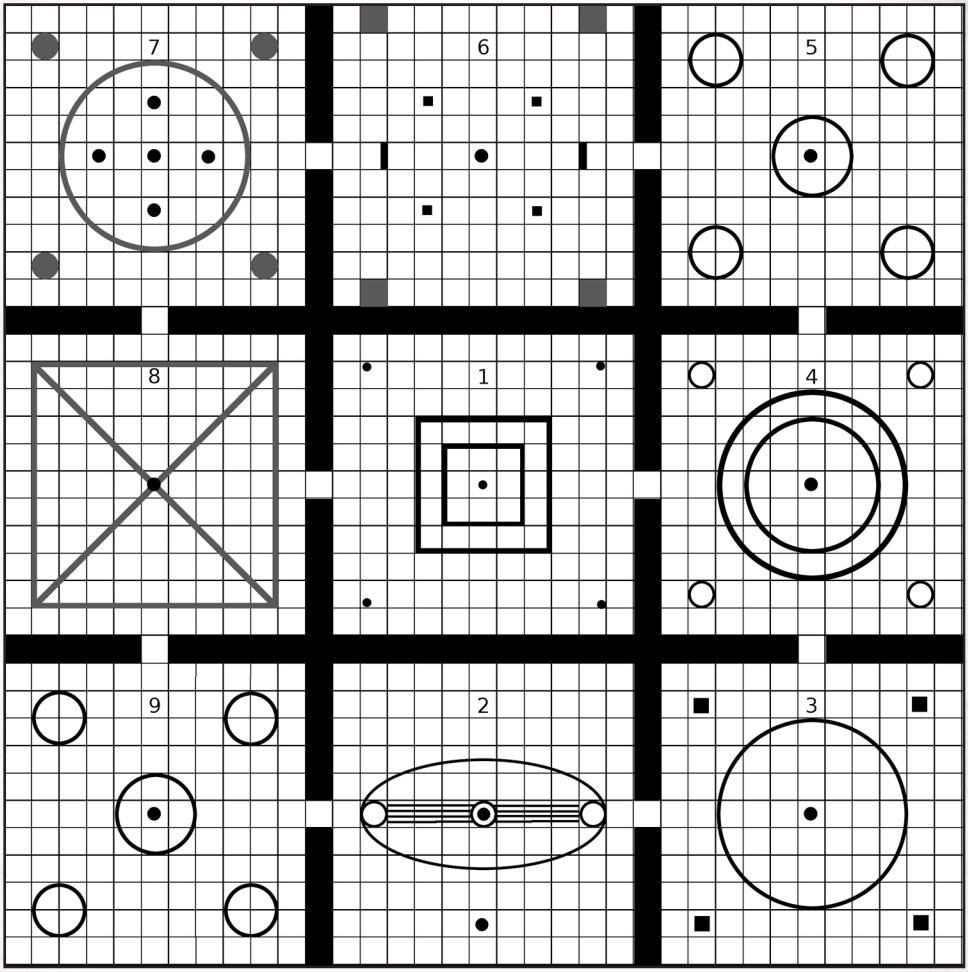
ROBOTS

Strange robots patrol the dungeon, keeping treasure-hungry adventurers out. Though the entities that built this place are long-gone, the robots continue to carry out their research. They tend to fight with long-range weapons and keep their distance.

Each robot is unique. Some are long-limbed and thin; others are squat and covered in tentacles; some are covered in silvery metal, and sing odd songs; while others are bright blue and spit profanities as they attack. Statblocks are provided in encounter descriptions. For more detail, see page 172 in Chapter 4: Bestiary.

If one robot gets into a fight, all other robots in the room will assist.

The Temple of Ages That Are Not



TIME TRAVELERS

CATEGORY, 1D10

Every time the mp3 file plays the alarm sound, roll to see which sort of time travelers have appeared. Use the provided stats, then roll for additional features on page ***127*** *(as instructed). For other entities, use the human stats and monster stats on page* ***127****.*

1. 22nd-century soldiers: Equipped with ballistic armor and plasma rifles. No treasures to speak of, but wondrous technologies. Treat as hostile 3rd level Fighter: Armor 17, Movement 120', 3 Hit Dice, weapon 1d10, Morale 10 (then roll on disposition, situation, and abilities tables; note that abilities are not magical, but are instead functions of high-tech devices brought with them).

2. Hominids: Apelike people from aeons past. Armed with weapons of bone, wood, and stone. Few treasures, if any. Treat as frightened 1st level Fighter: Armor 13, Movement 90', 1 Hit Die, weapon 1d6, Morale 9 (then roll on disposition table).

3. Humans from the distant future: Enlightened explorers with large craniums. Equipped with high-tech sensors, which may be used as weapons in an emergency. Treat as friendly 3nd level Magic User: Armor 13, Movement 120', 3 Hit Dice, weapon 1d10, Morale 10, has devices which function as *Charm Person*, *Shield*, and *Sleep* spells (then roll on disposition, situation, and abilities tables).

4. Humans from the recent past: Wood or bone weapons. One of them may be a Cleric or Magic-User. Treat as hostile 2nd level Fighter: Armor 15, Movement 120', 2 Hit Dice, weapon 1d6, Morale 10, (then roll on disposition table).

5. Invaders from the distant future: Biomechanical conquerors who enslave humanity in the 23rd century. Carrying futuristic weapons, and possibly some incomprehensible devices which may be mistaken for treasures. Treat as hostile monsters: Armor 16, Movement 120', 3 Hit Dice, 18hp, laser weapon for 1d8 damage, Morale 12 (then roll on disposition, situation, and abilities tables).

6. Megafauna, carnivorous: Armor 15, Movement 180', 4 Hit Dice, bite 1d10, Morale 12. Only one appears. There is a 1 in 6 chance that it has just fed, and will only attack to defend itself. Otherwise, it is hungry.

7. Megafauna, herbivorous: Armor 16, Movement 60', 7 Hit Dice, horn or tail 1d6, Morale 11. Startled, hostile if provoked. Roll 1d4 to see how many there are. If there are 3 or 4 of them, one will be young, and the others will immediately attack to protect it.

8. Megafauna, underwater. This behemoth is so large that its mere presence may trigger elements of the dungeon. It is dying, because it cannot breathe. Because it is from the depths, it will soon explode, due to expanding bladders.

9. Player characters from the near future: They look just like the player characters, but are slightly older (150% current experience points, one random magic item, and afflicted with a disease or curse). They are actually transported from an alternate timeline, and may have no clue what is going on here.

10. Player characters from the recent past: These are nearly identical to the player characters, but just a little bit younger (50% current experience points, no magic items from this adventure). Because they're from an alternate timeline, they may have no idea where they are, and may have no idea what they're doing in the Temple. These might be evil versions of the player characters (clones, robots, or doppelgangers).

11. Post-apocalyptic humans: Scavengers, heroic survivors, ragtag medics, resistance fighters, or traitors who work for the inhuman entities that have enslaved people. Liable to carry gold and gems, as well as a few high-tech items. Treat as 2nd level Fighter: Armor 15, Movement 120', 2 Hit Dice, firearm 2d4, Morale 11 (then roll on disposition and abilities tables).

12. Tentacled horrors: Nightmarish beings who rule this planet in the distant future. No weapons, not treasures, just glistening pseudopods, gaping maws, and rivulets of slime. Treat as hostile monster: Armor 15, Movement 120', 7 Hit Dice, 42hp, tentacle 3d8 plus insanity, Morale 12 (and roll on abilities table).

DISPOSITION, 1D6
1. Contemptuous
2. Deceitful
3. Friendly
4. Frightened
5. Hostile
6. Uncertain

SITUATION, 1D8
1. At least one of them is injured, possibly dying.
2. Just trying to get back home; will do anything to find a way back.
3. They're carrying strips of silver circuitry (worth 1d100 x 100sp).
4. Knew that they would find the PCs; they're here for a reason.
5. Chose to come here; looking for something specific.
6. They have no clue where they are, or how they got here.
7. There's a dangerous artifact that has affected them.
8. They're in search of adventure and treasure.

ABILITIES (OR WEAPONS/TECH), 1D10
1. Acid: 1d3 damage per round for 1d3 rounds
2. Additional attack per round
3. Armor +3 (chitin, brass plate, or high-tech)
4. Energy drain: Absorbs 1d10 x 100 XP
5. Insanity: treat as *Confusion* spell
6. Maximum hit points
7. Movement rate doubled
8. Paralyzes for 1d4 rounds, save negates
9. Regenerates 1d3 hits points per round
10. Unconsciousness: treat as *Sleep* spell

HUMAN STATS, 2D6
1. Roll 2d6
2. Multiply numbers to determine hit points
3. The high number, plus 10, equals Armor
4. The lower number is the NPC's level
5. Low number: how many items are carried

MONSTER STATS, 2D8
1. Roll 2d8
2. Multiply numbers to determine hit points
3. The high number, plus 10, equals Armor
4. High number times 30: creature's Movement
5. Low number: monster's damage in d4

1. FIELD CHAMBER

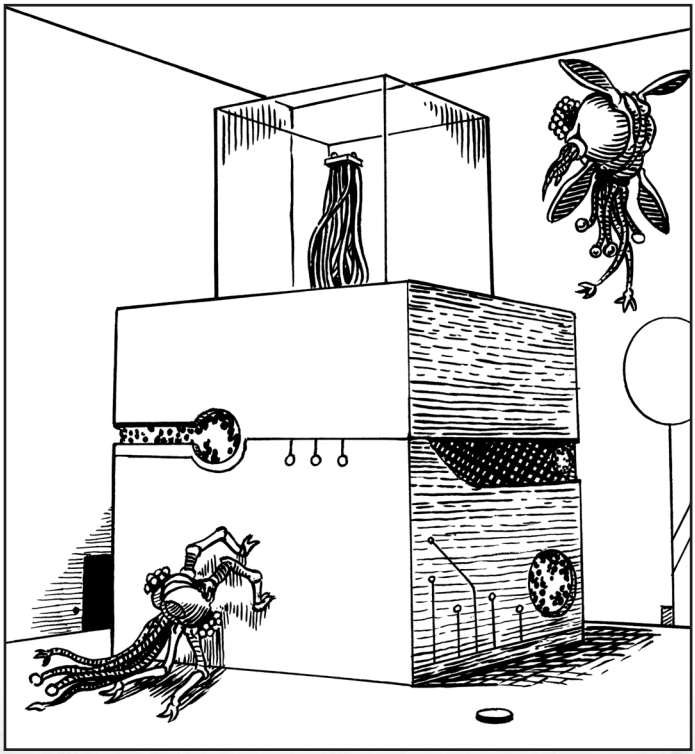
Referee note: This chamber controls the forcefield surrounding the plateau.

FIRST IMPRESSIONS

* A 30′ wide, 50' shaft leads into this room.
* The ziggurat is 50' wide and 80' high.
* From the ceiling, it's a 30′ drop to the ziggurat.
* Something is humming softly.
* There's a clicking noise from below.
* There's something shiny in the ziggurat.

ZIGGURAT

The ziggurat is made of two cubes. One is a huge cube of pale metal, 50' high and wide, and atop it, there's a cube of translucent metal (which looks like glass); this one's 30' high and wide. Floating inside the smaller cube is a device made of silver.



ROBOT

A robot is crawling around at the base of the ziggurat. If anyone disturbs it, or if anyone walks on the floor, the robot will attack. Armor 14, Movement 150' (flying), 2 Hit Dice, 9hp, laser attack 1d8, range 90', Morale 12. It tends to attack while flying, from a range of about 80'.

DEVICE

It's a silver box, two feet wide and one foot high, adorned with silver buttons, knobs, and wires. Value: 1d6 x 1000sp. Though it looks very heavy, it's floating inside the translucent metal cube.

If the device is touched or disturbed in any way, a pulse of red light will emanate from it and pass through the room; unbeknownst to the player characters, this means that the forcefield will be turned off (on the plateau above). Those near the forcefield (which may include megafauna, plasmics, exiles, or pterians) will eventually notice that the forcefield is down. Over the next few days, they will begin to make their way into the world below, with potentially disastrous results.

BUTTONS

There are four buttons in this chamber, in the corners of the room. Each ten-inch-wide button is a different color, and embedded in the floor.

1. Red button: A personal forcefield surrounds a random character in this room, providing Armor 19. The character is surrounded by a soft glowing field, and most attacks will visibly bounce off this field. Unlike the field surrounding the plateau, this one is not permeable. The air supply will run out in 1d4 minutes, and death will soon follow. The only way to shut it off is to push the blue button.

2. Blue button: A panel in the wall opens, and another robot emerges. Armor 16, Movement 90', 4 Hit Dice, 20hp, laser attack 1d8, range 90', Morale 12. It tends to attack while flying, from a range of about 70'. If the red button has been pressed, the blue button will turn off the personal forcefield.

3. Green button: The 40' cube sinks into the floor, and is permanently gone. The 20' cube is now on the floor.

4. White button: The 20' cube vanishes, and the device falls with loud clunk. Toxic fumes fill a 30' range area around the 20' cube; anyone in range must save versus Poison or take 1d10 damage (save halves). The fumes quickly (and visibly) get sucked up into the hole in the ceiling and the area becomes safe.

2. MAGNETISM CHAMBER

FIRST IMPRESSIONS

* Two 10′ spheres of dark metal on opposite ends of the room
* A weird device in the middle of the room, about 50′ up
* A robot flying overhead
* Weird etchings in the floor
* A small object on the ground, near the wall

SPHERES

Two spheres of dark metal, 10′ in diameter, are on opposite ends of the room. They're 70 feet apart.

* Any metal that passes between them will be pulled to one sphere or the other at high speed.
* A person wearing armor, or holding a metal object (and refusing to let go) will be dragged across the room, and will slam into one of the spheres, suffering 1d2 points of damage for each 10 feet traveled.
* It is safe to pass above them, or near them; the only danger is in passing directly between the two spheres.
* If either sphere experiences skin contact with an organic being, all metal objects currently attached to either sphere will be flung violently in randomly directions (and will then clatter across the floor, or perhaps injure someone).

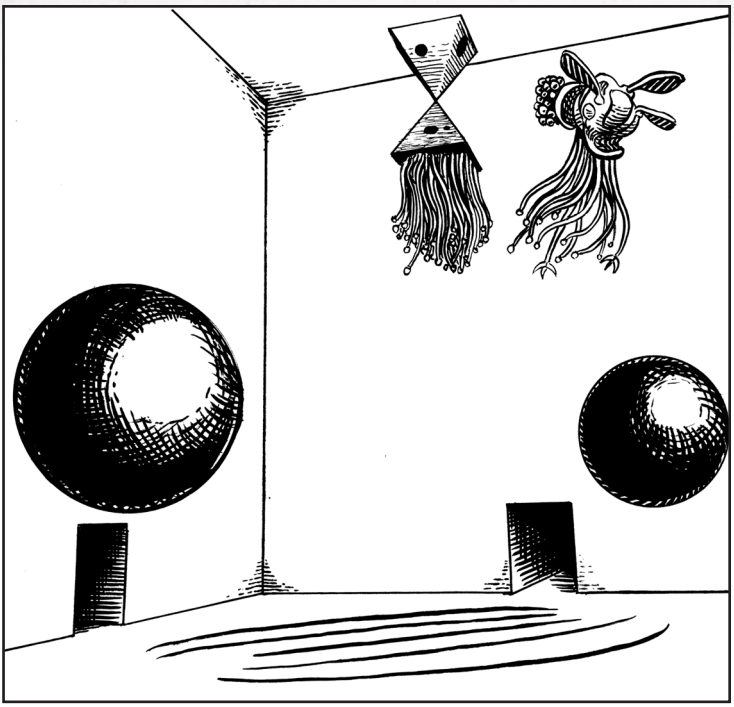
DEVICE

The device is suspended in the air, 50′ above the center of the room. It looks like a pair of pyramids joined together at their tips, with numerous thin wires of silver dangling from the bases. Value: 1d6 x 1000sp.

ETCHINGS

Unfamiliar lines and curves are etched in the metal of the floor. It is possible to examine them without getting between the spheres.

If the etchings are touched, they begin to glow with a bright green light. The two spheres fly across the room and smash into each other, and then begin to spin around wildly and careen around the room. They veer toward random targets. Anyone in their path must make a Dexterity check or take 1d8 points of damage.



ROBOTS

Two identical robots buzz in circles overhead. They're neutral until someone tries to interact with the device, or until the etchings are touched; then the robots attack. Armor 16, Movement 120', 4 Hit Dice, 24hp, acid spray: 1d4 per round for 1d4 rounds, save halves, range 50', tentacle strike 1d4+4, Morale 12 .

RING

Near the wall is a foot-wide ring of pale metal, which weighs about 10 pounds. This powerful magnet is activated by a small red switch on its side. When it's turned on, a powerful magnetic attraction yanks it toward the nearest metal. To pull it off requires a group of people with a combined Strength modifier of +5, or a combined Strength score of 60 (or for someone to simply flip the switch again, which will turn off the magnetic field).

The device can only be turned on 1d4+2 times. After that, the device begins to glow red, and it rattles violently. Turning it off will not help. After 1d4 rounds, the ring will explode, inflicting 2d8 damage to a 40' radius (save versus Breath Weapon halves).

3. GRAVITY CHAMBER

FIRST IMPRESSIONS

* Large disc on the floor; another in the ceiling
* Wall-to-wall mist, about 50' up (smells like oranges)
* Four small metal cubes on the floor
* The device, on the ceiling
* A robot scuttling about on the floor

DISCS

A 70' wide disc, about one inch thick, is in the center of the room. There's another on the ceiling, directly above it.

* These pale metal structures cannot be moved.
* These discs generate the gravity effects in this room.
* The discs can't be damaged or turned off.

MIST

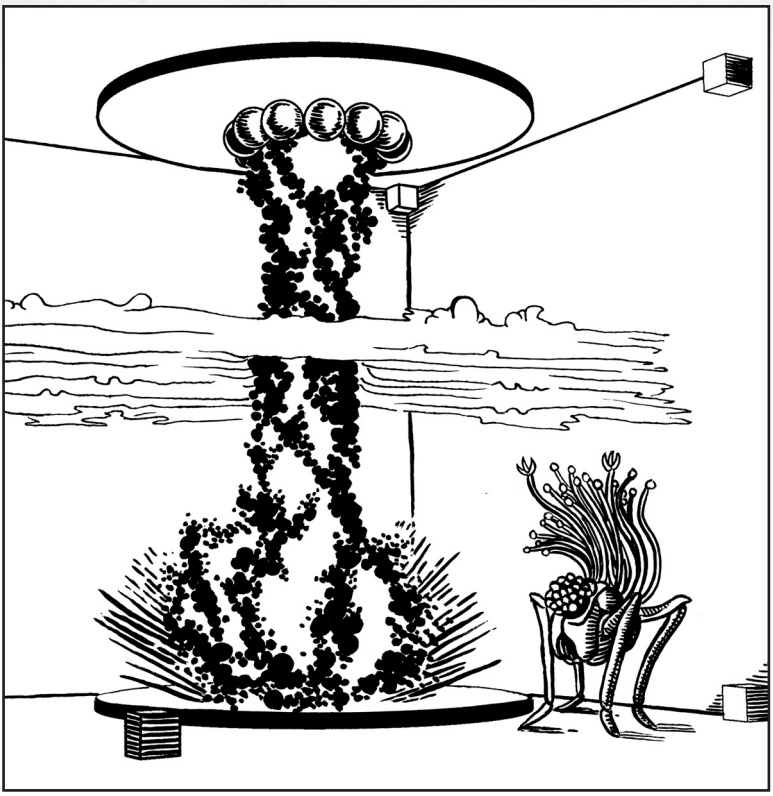
A layer of liquid droplets stretches across the entire room. It's about 50' up, and held in place by a weird gravitational anomaly.

* The liquid is colorless, smells like citrus, and is highly flammable.
* If ignited, the fire will inflict at least 1d6 per round for a period of 1d20 rounds.
* If all the liquid is somehow gathered or concentrated on a single target, it could inflict as much as 4d6 per round, but will burn out in 1d4 rounds.
* It can be extinguished like any other oil fire.

GRAVITY

Any character climbing, jumping, or otherwise reaching a height of 50' will discover that there's a thin (10 feet high) layer of zero-gravity across the room.

* Any projectile thrown or fired up into the air will slow down and start floating when it reaches 50', and will float between 50' and 60'.
* This effect will be disabled if any of the cubes are activated.
* In that case, the 'mist' will behave like droplets, and will either fall, or float, or disperse throughout the room in zero gravity.



DEVICE

The device floats against the ceiling. It looks like a series of small silver spheres joined together in a ring. Value: 1d6 x 1000sp.

Shifts in gravity will not cause it to fall. It must be wrenched free from the containment field that holds it in place (a Strength mod of +2 or combined Strength score of 30 is necessary).

ROBOT

A robot scuttles about on the floor. It is accustomed to gravity changes, and will be able to avoid collisions. Robot: Armor 16, Movement 120', 7 Hit Dice, 42hp, flamethrower attack 3d4, two attacks per round, range 150', Morale 12; immune to fire attacks; knows player characters' names and secrets; intimidated by nudity or profanity.

CUBES

The four cubes in the corners of this room are all imbued with weird gravity effects. Each is ten inches in size, and is made from a different metal; each has a blue button on its top.

When the players first enter the room, all four buttons are up -- the button must be held down in order to activate the effect. The moment the button-pusher lets go, the effect ends.

It is not possible to activate two buttons at the same time; only one cube's effect can be used. If two buttons are pushed at the same time, one of them will be just a few microseconds faster; the Referee will roll to see which one it is.

Any use of any of these cubes will permanently disable the zero-gravity field at 50', which will cause the flammable liquid droplets to fall to the ground (or fall to the ceiling, or float around the entire room, as the case may be). All of these effects are only active inside this room, and the cubes do not work if taken outside the room.

1. BRONZE: The entire room is now a zero-gravity chamber, and some method of propulsion (pushing against the wall, casting spells) will be required in order to navigate the room effectively. The droplets will spread all around the room, coating virtually everything.

2. COPPER: When the button is pushed, gravity in the room is reversed, and everything (except the discs) will immediately hurtle to the ceiling, which is now the room's floor. If the button is let go right away, then normal gravity will be restored, and it's safe to say that no one sustained any serious damage. If the button is not let go, then everyone will hit the ceiling (which is 110' away), as though they'd fallen from a great height (11d6 damage). If the button is let go halfway up, or part of the way up, then calculate damage accordingly.

3. IRON: The room's gravity intensifies, halving all movement rates and making it impossible to jump; missile weapon ranges are one-third normal.

4. BRASS: The room is now low-gravity, like the surface of the moon. It's possible to leap twice as far, and twice as high.

MAGIC

Anytime a spell is cast in this room, a random effect produced. The range and duration are the same as whatever spell the caster intended, but the effect is generated by use of the tables below. If the results do not fit the situation, reroll. Note: all effects are for the duration of the spell; after that, all transformations and so forth are cancelled, and conjured entities (monkeys, gods) vanish without a trace. But damage stays until healed.

1. A randomly-selected entity...
2. The caster...
3. The entity (in room) closest to caster...
4. The entity (in room) farthest from caster...
5. The entity which the caster likes least...
6. The entity which the caster likes most...

1. becomes the animated statue of a...
2. believes self to be a...
3. can mentally communicate with a...
4. emanates vibrations which take the shape of a...
5. gives birth to a...
6. is attacked by a...
7. is symbiotically linked with a...
8. is turned into a...

1. corpse.
2. deity.
3. demon.
4. dinosaur.
5. giant mouth.
6. monkey.
7. plasmic.
8. robot.

1. Furthermore, a randomly-selected entity...
2. In addition, everyone in the room...
3. Next, the caster...
4. Then, the spell's target...

1. becomes intangible.
2. can force other entities to answer all questions honestly.
3. can walk on metal walls as though they were the floor.
4. has an Armor of 18.
5. inadvertently (and inexplicably) casts Summon.
6. is burned (and permanently scarred) for 1d12 damage.
7. is damaged by acid for 1d3 points of damage over 1d3 rounds.
8. regenerates 1d10 hit points.
9. sees into another dimension, and draws the attention of entities there.
10. switches minds with another entity in the room.

4. ATMOSPHERE CHAMBER

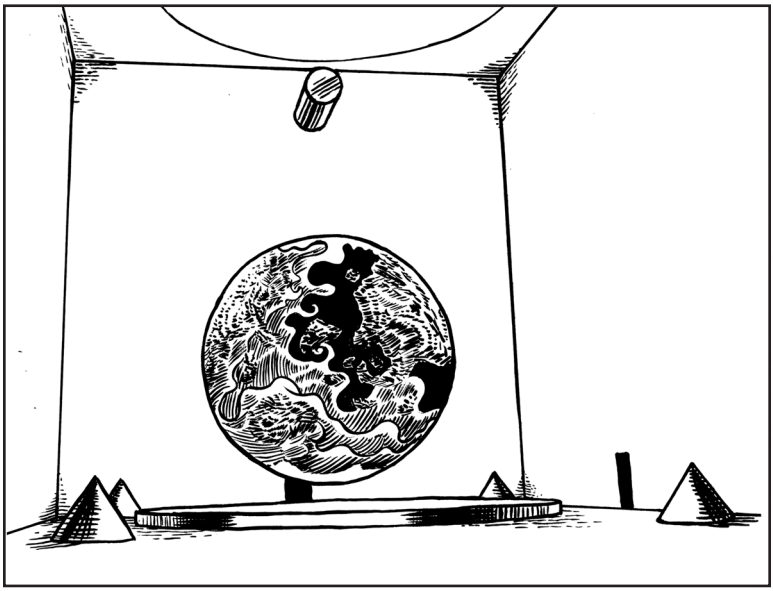
FIRST IMPRESSIONS

* Huge disc on the floor
* Large sphere, like a translucent planet, full of swirling smoke
* Device in center of sphere
* Four cones of dark metal on the floor

DISC

The pale metal disc on the floor is 70′ in diameter, and about 1" thick.

* If any organic tissue gets within 5′ of it, gases spew from the cones.
* This includes getting within 5′ of the disc from above.



SPHERE

The translucent 50' sphere in the center of the room resembles a planet. It sits atop the disc.

* Inside, below blue oceans and green-and-brown continents, smoke tumbles and swirls around the device at the center.
* The spheres has a porous membrane that keeps gases in, but can be passed through by any person.
* If anyone enters the sphere they're transported to the purple-hazed realm of Narcosa. There's a similar structure on the other side that can be used to return to this chamber.

CONES

The four dark metal cones (10' wide and 10' tall) in the room's corners are all covered in small nozzles. Whenever anyone nears the disc in the middle of the room (5' or closer), one of the cones will spew forth gases. If the nozzles are plugged up, the cones will eventually explode, flooding the chamber with multiple gases.

The gas is intelligent, and pursues creatures in the room. It can move 10' per round, and remains active in areas it's already been through. Multiple gases can exist in the same space, causing multiple effects.

1. Tear gas: The victim automatically loses initiative and suffers a -3 to all rolls for 1d4 rounds.
2. Hallucinogen: The Referee describe what the the victim sees. Be merciless.
3. Paralysis: The victim must save versus Paralyze or be rendered immobile for 1d4 rounds.
4. Flammable gas: Torches and lamps ignite the gas, inflicting 1d8 damage to anyone within 10' (save versus Breath Weapon halves).

DEVICE

The device is 90' up, floating in the air above the giant sphere. This cylindrical rod of silver must be wrenched free from the containment field that holds it in place (a Strength mod of +2 or combined Strength score of 30 is necessary). Value: 1d6 x 1000sp.

5. TEMPERATURE CHAMBER

FIRST IMPRESSIONS

* Large cylinder in center of room.
* Four spheres in room's corners (two red, two blue).
* Device in cylinder.
* Robot on ceiling.

CYLINDER

The transparent cylinder in the center of the room is 30' high and 30' in diameter. It is a structure made of light, and cannot be moved or destroyed; it can, however, be entered and exited. Within, the device floats, 25' up. If the cylinder is disturbed, touched, or affected in any way, a blast of extreme heat or cold will detonate somewhere in the chamber. Consult the dungeon map to determine the following:

* Start from a square in one of the corners, and roll a d10; move that many squares horizontally.
* Then roll 1d10 and move that many squares vertically.
* This will tell you the center of the blast, which has a 20' radius.
* Roll 1d12 for damage; if it's an even roll, then it's a giant ball of fire; if it's odd, then it's a brutal wave of frost.
* Anything above 20' is safe from this effect.

While it's pleasant inside the cylinder, the membrane of light that makes up its form is always extremely hot or cold. Anyone passing through the cylinder (entering or exiting) must save versus Breath Weapon or sustain 1d6 points of burn of frostbite damage.

DEVICE

The device (a 2' silver sphere) floats 25' off the ground, inside the transparent cylinder. It must be wrenched free from the containment field that holds it in place (a Strength mod of +2 or combined Strength score of 30 is necessary).

* Doing so produces a sudden a blast of frost that inflicts 2d8 damage (save versus Breath Weapon halves).
* This blast is contained to the cylinder's interior. Value: 1d12 x 500sp.

SPHERES

Four spheres, 20' in diameter, are located in the room's corners. Two are red (the one in the northwest corner and the one in the southeast) and two are blue (northeast, southwest).

* From the outside, the spheres are opaque; however, they are not solid (they're holograms), and can be entered.
* If one steps inside, the spheres are translucent.
* Inside, each sphere contains a small disc, a foot across, floating about a foot off the ground.

Two of these spheres provide protection from all extreme temperature, and two of these are harmful if touched or entered.

1. Red, northwest corner: If one steps into it, and stands on the disc, then the sphere provides protection from all extreme temperatures. On the disc, there is a small wad of crystal that looks like fire. It may well be mistaken for actual flames, at least initially, but the crystal never moves. It will ignite anything flammable that it touches, but the crystal provides neither heat nor warmth.
2. Blue, northeast corner: Anyone touching or entering this sphere will sustain 1d8 damage from severe frostbite (save versus Magic halves).
3. Red, southeast corner: Anyone touching or entering this sphere will be burned, sustaining 1d8 damage (save versus Magic halves).
4. Blue, southwest corner: If one steps into it, and stands on the disc, then the sphere provides protection from all extreme temperatures. On the disc, there is a small wad of crystal that looks like ice. It may well be mistaken for a brick of ice, at least at first. It will chill anything it touches (same effect as a very cold night: water will freeze, people will shiver, and so on), but the crystal itself is room temperature, not cold to the touch.

ROBOT

A six-legged robot scuttles across the ceiling. If anyone nears the cylinder, it will attack. Armor 17, Movement 240' (flying), 3 Hit Dice, 12hp, liquid nitrogen spray 2d4 (save versus Breath Weapon or be affected as by *Ray of Enfeeblement*), range 100', Morale 12.

6. BIOLOGY CHAMBER

FIRST IMPRESSIONS

* Four cubes of glass, containing small animals
* Two large mirrors facing each other
* Four platforms near the ceiling
* A device on the ceiling

CUBES

Inside four cubes of glass (5'), tiny specimens are frozen in stasis. The four animals are a rhino, a tiger, a hippo, and a crocodile, all 2' long. Animals: Armor 12, Move 30', 1 Hit Die, 6hp, 1d4 damage, Morale 9.

If anyone gets closer than 10' to any of the cubes, the glass will dissolve and the creature within will be released. The animals are neutral, because they're still groggy and sedated from stasis. Their mood could quickly shift to panicked or hostile if provoked. In theory, the animals could be befriended.

MIRRORS

These frameless mirrors (10' wide, 1' thick, and 80' high) face each other from across the room. Scintillating colors across the reflecting surfaces; the backs are made of pale metal. If anything passes between the mirrors, biological changes occur. Save versus Magic negates, but a new save must be made each time the character passes between the two mirrors.

1. Microbes take control: The player character's consciousness is switched with that of the microbes in his intestines. They have always desired control over the entire body, and now they have it. The player character now attacks his own allies. Trapped in his own bowels, he will be able to sabotage these attacks by inflicting damage on himself with debilitating cramps. Each one that he provokes will prevent an attack against a friend, but will cause him 1d2 damage. Lasts 1d4 rounds.

2. Altered biology: The character now thirsts for blood, and must have a pint of it every hour or lose 1d3hp per hour (starting immediately). Lasts 1d6 hours.

3. Disease: Save versus Poison or become sick: incubation period 5 minutes, infection time 1d4 x 20 minutes, interval 20 minutes. Effects include nausea (-1 to all rolls), cramps (Movement rate halved), and dizziness (-2 to Dexterity for the duration of the sickness).

4. Mind-switch: Every other organic lifeform in the room must save versus Magic. Failure means that anyone who failed the roll will switch consciousness with another person (or animal, or entity) that failed the save. If no one else fails the save, then the person who stepped between mirrors is in luck, and nothing happens. If two other people fail the save, then each of the three will trade consciousness with one of the other two. Duration: 1d10 minutes.

If either mirror is broken, everyone in the room must save versus Magic or sustain one of the aforementioned effects. At that point, however, the other (unbroken) mirror is no longer functional, and is just a mirror.

If anyone holds a mirror up between the two large mirrors, a tentacle will emerge from one of the large mirrors and snake toward the player character's mirror. This tentacle (Armor 18, 666hp) does not attack, but it will not stop advancing (20' per round) until it has snatched that small mirror and slithered back to wherever it came from. It is miles long, and quite patient. If struck, it squirts blood whose fumes are toxic (anyone within 20' must save versus Breath Weapon or lose 1d6hp).

PLATFORMS

Four platforms of dark metal, 10′ square and 1′ thick, jut from the walls at a height of 90′. They contain refuse piled up by maintenance robots:

1. Human bones, scraps of clothing
2. Pair of daggers
3. Grappling hook and 20' of slender chain
4. 1d1000 sp

DEVICE

The pyramid-shaped device is on the ceiling. It must be wrenched free from the containment field that holds it in place (a Strength mod of +2 or combined Strength score of 30 is necessary). Value: 1d6 x 1000sp.

7. PLASMIC CHAMBER

FIRST IMPRESSIONS

* Large cylinder of pale metal
* Four discs in corners, hovering
* Robot flying around ceiling

CYLINDER

The pale metal cylinder (70′ wide, 30′ high) in the center of the room has five objects on it: four spheres and the device.

DEVICE

The device, a pair of cubes connected by a 3' rod, rests on the center of the cylinder. If touched in any way, it emits a blinding flash of light, and flings the object or person away: 1d6x10′ in random direction, Dexterity check to halve the distance. This effect happens each time the device is touched, unless it is damaged in some way (at least 1 point of damage).

1. Up: Fly 10′ into the air, fall for 1d6 damage
2. North
3. South
4. East
5. West
6. Down: slammed into ground; 1d3 damage

The flash of light will shatter all of the glass atop the cylinder, releasing the plasmics.

Anyone (or anything) flying north, south, east, or west, at distance of 20' or more, will collide with one of the plasmics.

SPHERES

These 1′ spheres are arranged atop the cylinder; each is about 20′ away from the device in the center. The spheres rest atop glass cylinders (6" wide, 8" high), each with an open top (like large glass tankards without handles).

Each sphere contains a different plasmic (an amorphous blob-like entity): gold, electrum, silver, and copper. The four plasmics are small (they only take up a small space within the spheres), and would easily fit into the glass cylinders.

They're squirming around, trying to get out of their glass prisons, but can't. If released, they will attack. These creatures exude a thick oil, which is extremely acidic; a successful hit means that the victim takes 1 point of damage each round for an additional 1d4 rounds (unless the acid is scraped off, causing an additional point of damage and requiring one action). The effect is cumulative. They are Armor 15, Movement 90', 4 Hit Dice, 24hp, acid touch 1d6, Morale 12.

1. **Gold:** Immune to edged weapons, fire, and electricity.
2. **Electrum:** Immune to edged weapons and fire.
3. **Silver:** Immune to edged weapons.
4. **Copper:** Immune to fire- and lighting-based magic.

If a plasmic gets loose, and the others are still imprisoned, it will try to release its brethren by hurling broken glass at the other spheres.

If frozen, plasmics die immediately; their slimy bodies become hard and brittle, and break apart, revealing chunks of metal (gold, silver, et cetera) within. Value: 1d100 sp.

DISCS

At each corner of the room, there is a disc of pale metal (10' diameter, 1' thick) floating in the air. One is at 20', another at 40', then 60', then 80'.

These discs can't be raised or lowered; their height remains fixed. However, anyone with a Strength score (or combined Strength score) of 18 can haul them around, provided that there's some way to do so; these discs are smooth and round, so it's difficult to snare one with just a rope or grappling hook.

Atop the highest disc, there are 1d1000 pieces of silver. A robot is guarding these until they're needed.

ROBOT

The robot buzzes around overhead. If anyone gets above a height of 20', the robot will attack. Armor 16, Movement 180', 3 Hit Dice, 18hp, squirts high-pressure mist spray that infects its victim with a randomly-generated disease (the spray has a 50' range, and requires a successful hit from the robot, no saving throw; incubation period of 1 round, interval of 10 minutes, infection time of 1 hour, 2 symptoms; roll for the name, symptoms, and aftereffects on page 174), Morale 12.

8. WAR CHAMBER

FIRST IMPRESSION

* Massive pyramid dominates room
* Disc-shaped device floats above it
* Robots overhead
* Map of world on ceiling

PYRAMID

The dark metal pyramid has a 90′ square base, and is 70′ tall.

* Partway up the sides (30′), there are four platforms of pale metal jutting out; each platform is 5′ square and 6" thick. They are attached, and cannot be moved. Atop the southern platform, the robots have piled silver treasures.
* On the other three platforms are coils of chain; they're fashioned from some strange greenish metal which glows slightly.

1. **North:** The length of chain (40′) turns into a rod when the button at one end is pushed. Another button push turns it back into a chain.
2. **East:** Intelligent and snakelike, this 15′ chain wakes up if disturbed. It's neutral, but that can change. If it is petted and decorated, or treated with respect, it becomes friendly; if it's put in danger, it becomes hostile. Armor 16, Movement 120′, 3 Hit Dice, 15hp, whips chain-tail for 1d6 damage, Morale 12.
3. **South:** A pile of silver goblets and armbands worth 1d100 x 10sp.
4. **West:** An incredibly sticky chain (50′). It sticks to anything it touches (except pale metal). A Strength mod of +3 (or a combined strength score of 40) is required to pull it off something, or to straighten it if entangled. It will stick to skin, but cutting the flesh will remove it if Strength is insufficient.

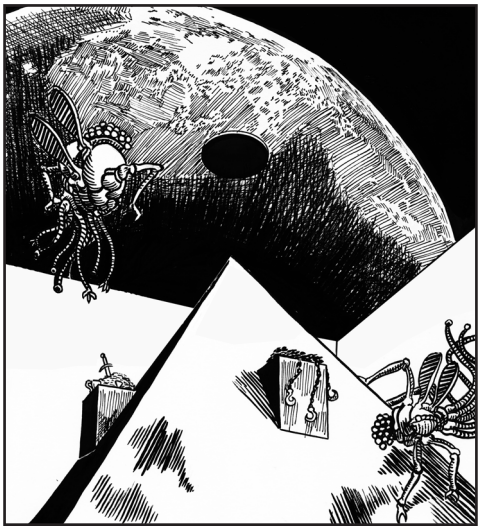
The disc-shaped device floats at about 90′ (20′ above the pyramid). If the device is touched or disturbed, a beam of light is fired from its center, up into the map overhead (see next section). It must be wrenched free from the containment field that holds it in place (a Strength mod of +2 or combined Strength score of 30 is necessary). Value: 1d6 x 1000sp.

CEILING

The entire 110′ square ceiling is a massive screen, on which appears an aerial view of the planet. Continents and oceans pass by; the view periodically (and unpredictably) switches to another location, or zooms in or out.

If device is disturbed, a beam of light shoots up at the map. Roll to see where the beam of light touches, then roll to see which part of that continent is affected. Everyone in that region is killed (all people and animals simply keel over and die; supernatural entities are not affected). The effect is instantaneous, meaning that anyone can safely voyage there afterwards. The players may or may not realize what they have done (Referee's preference). This does not affect those atop the plateau.

Continent, 1d6	Section, 1d6
1. Africa	1. Center
2. Asia	2. North
3. Australia	3. South
4. Europe	4. East
5. North America	5. West
6. South America	6. Entirety (all beings on continent die)



ROBOTS

Two robots crawl on the walls; after a few rounds, they will begin to disassemble the silver and use it to perform maintenance on the device. Any interaction with anything in this room will cause them to attack; their numerous tentacles all sport serrated blades, which spin around and lash at the victim from all directions. Armor 14, Movement 60', 2 Hit Dice, 9hp each, tentacle attack 2d8, Morale 12. They can access human memories via blood contact; anytime one of the robots successfully injures someone, it reads the victim's mind and talks gleefully about what it has seen.

9. TIME CHAMBER

FIRST IMPRESSIONS

* Pale metal cylinder in center of room
* Device on the ceiling
* Four floating discs in corners
* Robot crawling around cylinder

CYLINDER

The 50′ high, 30′ wide cylinder is made of pale metal.

Atop the cylinder is a small golden coin with an hourglass on it (a Time Coin). If the bearer of the Time Coin dies, time is rewound for that character, and he returns a moment shortly before death, with the ability to make a different choice. Then the coin crumbles to dust.

DISCS

Four discs (20′ diameter) of dark metal hover at 80′. Atop each are 3 small spheres of glass (12 total). These spheres are as small as apples, and filled with sand.

These are time grenades, and when one is thrown, the glass shatters and the target experiences strange time anomalies:

1. The target experiences accelerated time. He or she receives an extra attack and an initiative bonus of +2. Lasts for 1d4 rounds.
2. The target ages prematurely; add 1d20 years. This may result in death, if the resulting age exceeds the typical lifespan for the entity in question.
3. The target moves forward 1d10 minutes and effectively disappears, then reappears later. For the target, only an instant has elapsed.
4. The victim becomes 1d20 years younger, which may result in the target becoming a fertilized egg.
5. The target receives a premonition, and can see a few seconds into the future. Receives a bonus of +6 to next roll.
6. The victim slows down, automatically loses initiative, moves at a quarter of normal rate, and suffers a -3 to all rolls for 1d4 rounds.

ROBOT

The robot in this chamber (Armor 14, Movement 150', 6 Hit Dice, 29 hp, missile attack 1d10, 70' range, Morale 11) appears as a cluster of interconnected spheres of black metal. Soft blue light glows from various sensors. It quotes bits of nonsensical poetry as it floats around the chamber.

DEVICE

At 60' above the cylinder, a device is attached to the ceiling upside-down. It looks like a knot of silver tubes and cables, coiled around a rod of silver. Value: 1d6 x 1000sp.

It must be wrenched free from the containment field that holds it in place (a Strength mod of +2 or combined Strength score of 30 is necessary).

If it is touched or disturbed, everyone in the room must save versus Device or experience new memories (which are relayed by the Referee as though they were epiphanies or revelations; they are not public, so they probably ought to be written down and passed to individual players).

1. You have a child, who currently lives in the palace of the king.
2. The beings who constructed this temple spoke with you just as you entered the Field Chamber. They warned you that if you left this Temple alone, all would be well, but if you brought anyone with you, then all hope would be lost forever.
3. You assassinated the king, and an impostor sits on the throne.
4. You watched one of the nobles strangle one of the king's concubines, and you helped bury the body.
5. You are a member of a demon-worshiping cult. You remember all of the heinous rituals that you have participated in.
6. You helped build this temple, and your job is to lure fools within.
7. A thousand years ago, your starship crashed in the savannah, southeast of here.
8. One of the people in this room committed a terrible crime, and you saw it happen.

Chapter 4: Bestiary

ANIMALS

Aardvark
Armor 13, Movement 90', 1 Hit Die, bite 1, Morale 9. A burrowing mammal with long ears and snout, and sharp claws.

Antelope
Armor 14, Movement 180', 2 Hit Dice, bite 1d2, Morale 9. A fast-moving, deer-like herbivore.

Baboon
Armor 14, Movement 150', 1 Hit Die, bite 1d4, Morale 9. A large, ground-dwelling monkey.

Bat
Armor 13, Movement 180', 1 Hit Die, bite 1, Morale 9. Nocturnal, easily startled, and often carriers of disease.

Black rhino
Armor 15, Movement 120', 7 Hit Dice, charge 1d12, Morale 11. Aggressive and tends to charge immediately.

Boar
Armor 14, Movement 120', 2 Hit Dice, tusk 2d4, Morale 10. A territorial beast with poor eyesight, but an excellent sense of smell.

Boomslang
Armor 15, Movement 60', 1 Hit Die, bite 1d2, Morale 10. A venomous green snake. Their venom inflicts 1d20 damage, but is slow-acting, and the damage will not be subtracted until 1d6+6 hours after the bite (save versus Poison halves).

Cane rat
Armor 14, Movement 90', 1 Hit Die, bite 1, Morale 9. A large, short-snouted rat that typically carries disease.

Carpet viper
Armor 15, Movement 90', 1 Hit Die, bite 1d2 (plus 1d8 damage, save negates), Morale 10. A venomous brown snake with a diamond pattern on its back.

Centipede
Armor 12, Movement 30′, 1 Hit Die, bite 1, Morale 9. This arthropod is over a foot long. The venom inflicts an additional 1d8 damage (save negates).

Cheetah
Armor 15, Movement 240′, 3 Hit Dice, bite 1d8, Morale 10. A keen-eyed daylight hunter that uses stealth to get close.

Civet
Armor 16, Movement 150′, 1 Hit Die, bite 1d4, Morale 10. A small carnivorous mammal with dark dots on tawny fur.

Colobus
Armor 13, Movement 120′, 1 Hit Die, bite 1d2, Morale 9. A small black-and-white monkey with long fur.

Crocodile
Armor 16, Movement 120′, 3 Hit Dice, bite 1d8, Morale 11. This powerful reptile is 15′ to 20′ long. It automatically grapples on a roll of 17 or higher and drags prey into water to drown it.

Duiker
Armor 13, Movement 120′, 1 Hit Die, bite 1d2, Morale 9. A small, short-horned antelope.

Egret
Armor 13, Movement 120′, 1 Hit Die, bite 1d2, Morale 9. This long-legged, long-necked bird is often found wading.

Elephant
Armor 15, Movement 180′, 8 Hit Dice, trample 1d12, Morale 10. Male elephants in rutting season are extremely aggressive, as are females with young.

Forest buffalo
Armor 13, Movement 120′, 3 Hit Dice, horns 1d6, Morale 9. This beast has a reddish-brown hide and tends to form small herds (5d6 buffalo).

Gaboon viper
Armor 15, Movement 60′, 2 Hit Dice, bite 1d3, Morale 11. A venomous snake with brown-and-tan bands. Their venom inflicts an additional 1d8, save halves.

Goat
Armor 13, Movement 150', 1 Hit Die, bite 1d2, Morale 9. Nigerian Dwarf Goats are small (under 2 feet) and agile.

Golden cat
Armor 15, Movement 150', 3 Hit Dice, bite 1d8, Morale 10. A medium-sized wild cat.

Gorilla
Armor 15, Movement 120', 4 Hit Dice, bite 1d6, Morale 10. These gentle herbivores travel in groups of 5-10. They are dangerous only if provoked.

Hartebeest
Armor 14, Movement 90', 3 Hit Dice, charge 1d6, Morale 10. A large antelope with a hump on its back.

Hippo
Armor 15, Movement 150', 6 Hit Dice, bite 1d10, Morale 12. A swift, aggressive herbivore often found in water. On a natural 19 or higher, does additional 1d4 damage.

Hyena
Armor 14, Movement 150', 2 Hit Dice, bite 1d6, Morale 10. These carnivorous mammals are skilled hunters that will fight lions over a kill.

Hyrax
Armor 13, Movement 60', 1 Hit Die, bite 1, Morale 9. A small, stout mammal that resembles a rodent.

Jackal
Armor 14, Movement 120', 1 Hit Die, bite 1d4, Morale 9. These are small, cunning canines that hunt in packs.

Leopard
Armor 15, Movement 180', 3 Hit Dice, bite 1d8, Morale 11. A large cat, a nocturnal hunter and excellent climber that spends much of its time in trees.

Lion
Armor 15, Movement 180', 4 Hit Dice, bite 1d10, Morale 11. These cats are large and powerful hunters who work in groups of a dozen or more. On a natural 18 or higher, does additional 1d6 damage.

Mamba
Armor 15, Movement 180', 2 Hit Dice, bite 1d4, Morale 10. A venomous black snake that is eight to ten feet long. One of the fastest snakes in the world. Their venom inflicts additional 1d3 every hour for 1d6 hours; save halves (victim must save each time).

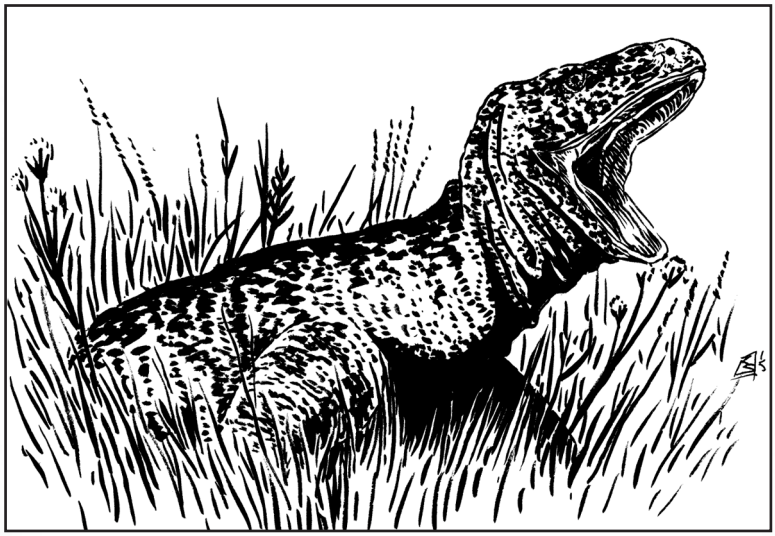
Manatee
Armor 13, Movement 90', 1 Hit Die, bite 1, Morale 9. A stout grey water-dwelling mammal.

Mandrill
Armor 14, Movement 150', 1 Hit Die, bite 1d4, Morale 11. A large monkey with blue-and-red facial markings and long canine teeth.

Mangabey
Armor 13, Movement 120', 1 Hit Die, bite 1d2, Morale 9. A large long-tailed monkey with white eyelids.

Mongoose
Armor 15, Movement 90', 1 Hit Die, bite 1d2, Morale 10. A two-foot-long carnivorous mammal with a long body and short legs.

Monitor lizard
Armor 16, Movement 150', 3 Hit Dice, bite 1d12, Morale 11. A ten-foot reptile with a powerful tail.



Oribi
Armor 14, Movement 150′, 2 Hit Dice, bite 1d2, Morale 9. A thin-legged, long-necked antelope.

Pangolin
Armor 14, Movement 60′, 1 Hit Die, bite 1, Morale 9. A small burrowing mammal covered in tough scales.

Patas monkey
Armor 13, Movement 120′, 1 Hit Die, bite 1d2, Morale 9. A small red monkey with a dark face.

Puff adder
Armor 15, Movement 90′, 1 Hit Die, bite 1d2, Morale 10. A five-foot venomous snake with dark triangular markings on its tan scales. Their bite typically results in gangrene and necrosis; the victim must save versus Poison three times (at 12-hour intervals) or take 1d6 damage each time; save halves.

Python
Armor 15, Movement 30', 3 Hit Dice, squeeze 1d3, Morale 10. This snake is ten to twenty feet long. On an 18 or higher, it grapples automatically and inflicts 1d4 per round.

River hog
Armor 14, Movement 60', 1 Hit Die, bite 1d4, Morale 10. These are nocturnal pigs with reddish-orange fur. The males are very aggressive when defending the herd.

Savannah hare
Armor 13, Movement 90', 1 Hit Die, bite 1, Morale 9. These hares are small and nocturnal, and rely on camouflage to avoid predators.

Serval
Armor 15, Movement 120', 2 Hit Dice, bite 1d6, Morale 10. A three-foot-long cat with long neck and legs.

Spitting cobra
Armor 15, Movement 60', 1 Hit Die, bite 1d3, Morale 11. A six-foot venomous snake that flares its hood when agitated. It can spit venom at targets within 10', has excellent aim, and typically goes for the eyes. It spits four times per round (or bites once). On an 18 or higher, the victim has been struck in the eye and is blinded for 1d20 minutes (save halves); the victim also takes 1d10 damage from poison (again, save halves). A bite from the cobra inflicts 1d20 damage (save halves).

Tiger
Armor 15, Movement 150', 4 Hit Dice, bite 1d12, Morale 11. These are nocturnal predators that ambush prey and use body weight to knock it to the ground, following with bites to the neck. On a natural 17 or higher, does additional 1d6 damage. Excellent swimmers.

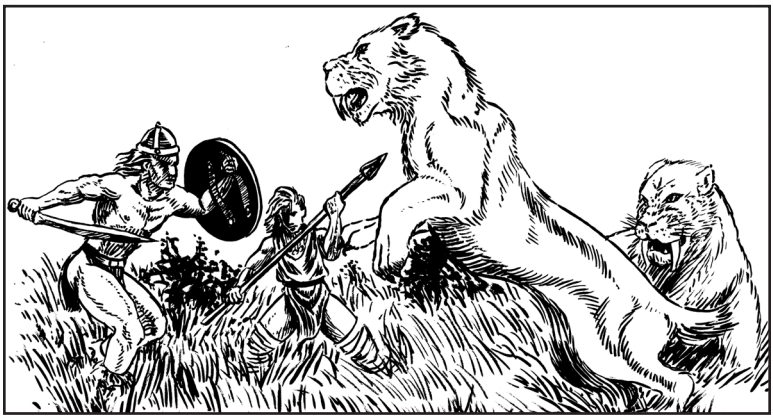
Tigerfish
Armor 15, Movement 90', 1 Hit Die, bite 1d3, Morale 11. These fish are aggressive, and 4' long, with olive scales and razor-sharp teeth.

Warthog
Armor 14, Movement 150', 1 Hit Die, tusk 1d4, Morale 9. Despite their fierce-looking tusks, the warthogs would rather flee than fight. They are often found wallowing in mud.

Wild dog
Armor 14, Movement 60', 1 Hit Die, bite 1d6, Morale 10. The dogs are diurnal hunters. They are social animals that work in packs of one or two dozen.

EXILES

Over the years, travelers from all over the world have journeyed to the plateau in search of silver. Those who entered found themselves trapped within, imprisoned by the forcefield. Over time, these survivors banded together and called themselves the Exiles. Their children, and their children's children, have grown up on the plateau, and have never known any other kind of life. For them, life among pterians, dinosaurs, and plasmics is no hardship: it is merely life.



Exiles are a tough and barbaric people, accustomed to violence and risk. They are muscular and scarred, even the very young and the very old.

Oddly, they are obsessed with cleanliness. They spend hours grooming themselves and one another, and can frequently be seen scouring their caves and huts. The first order of business after a hunt or battle is a communal scrubbing. Soap and perfume are worth more than gold or steel to an exile.

Warrior
2nd level Fighter: Armor 14, Movement 120', 2 Hit Dice, club 1d6, Morale 11

Sorcerer
3rd level Magic-User: Armor 13, Movement 120', 3 Hit Dice, bone dagger 1d4, Morale 11, can cast *Magic Missile* and *Shield*

Chieftain
5th level Fighter: Armor 16, Movement 150', 5 Hit Dice, spear 1d8, Morale 11

MEGAFAUNA

The dinosaurs of the plateau are nimble, feathered creatures. The plateau is also inhabited by herbivorous and carnivorous mammals from different time periods.

Achillobator
Armor 16, Movement 180′, 5 Hit Dice, claw 1d8, Morale 11. A 20′ long bipedal raptor with bright green feathers and sickle-shaped claws. On a natural 18 or higher, the dinosaur inflicts an additional 1d4 damage with its hooked claw.

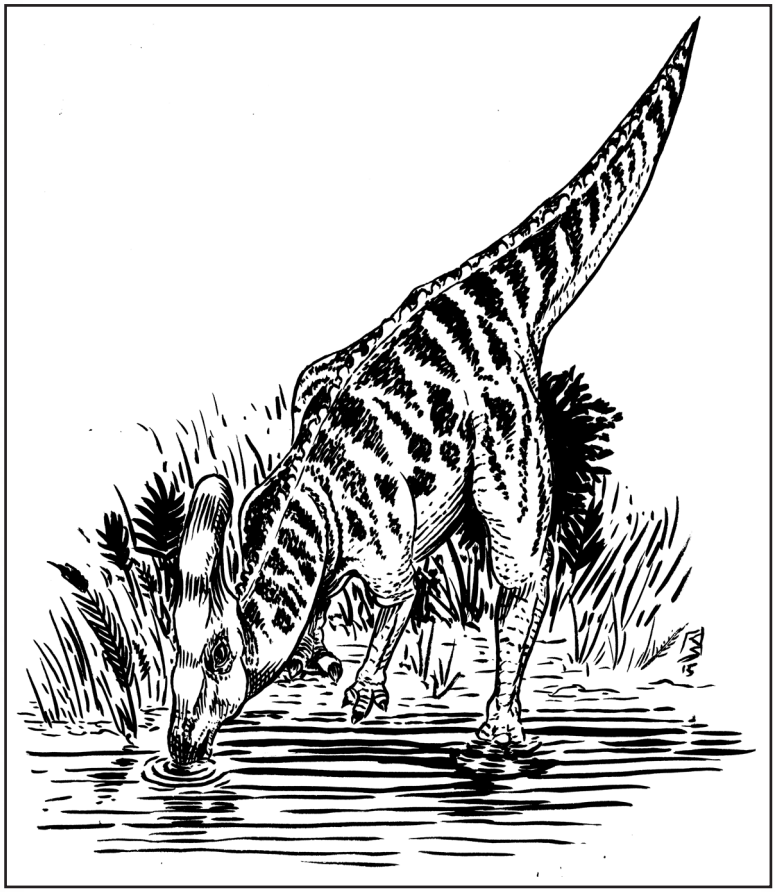
Amebelodon
Armor 14, Movement 60', 10 Hit Dice, tusks 1d10, Morale 11. A 10' tall elephant with two upper tusks and two lower tusks shaped like a large shovel. On a natural 18 or higher, the amebelodon inflicts an additional 1d4 damage by goring with its upper tusks.

Argentinosaurus
Armor 13, Movement 60', 14 Hit Dice, kick 1d20, Morale 10. A 120' long and 70' tall herbivore with long neck and tail. On a natural 18 or higher, the 100-ton creature inflicts an additional 1d20 by trampling directly on its target.

Caiuajara
Armor 14, Movement 120', 4 Hit Dice, bite 1d6, Morale 10. A brightly-colored pterosaur with an 8' wingspan and a large triangular expansion of bone atop its head. On a natural 18 or higher, the dinosaur soars skyward, then dive bombs its target for 1d4 damage, and the victim must make a Dexterity check or be knocked down and automatically get last initiative during the next combat round.

Carnufex
Armor 17, Movement 240', 5 Hit Dice, bite 1d10, Morale 12. This 9' crocodile walks on its hind legs, and is capable of running at extremely high speeds. It tends to operate in small packs. On a natural 18 or higher, it tears a chunk of flesh out of its victim (additional 1d6 damage).

Ceratosaurus
Armor 15, Movement 120', 8 Hit Dice, bite 2d6, Morale 12. A 13' carnivore with horns above its eyes and on its nose (uses these for combat during mating rituals). On a natural 18 or higher, it inflicts additional 1d6 with its blade-like teeth.



Charonosaurus
Armor 13, Movement 90', 4 Hit Dice, bite 1d6 damage, Morale 9. These are crested, duck-billed herbivores. They are nervous and prone to panic. They grow to a length of 30 to 40 feet.

Chasmosaurus
Armor 16, Movement 60', 6 Hit Dice, horns 1d8, Morale 11. A 16' long quadruped with a spiked frill of bone and three horns. On a natural 18 or higher, the dinosaur has rammed the target, knocking the victim back 1d10 x 10' and inflicting an additional 1d4 points of damage.

Diatryma
Armor 15, Movement 120', 5 Hit Dice, bite 2d4, Morale 11. A 7' tall flightless bird with a powerful beak. On a natural 18 or higher, the diatryma does not let go, and the hit is a successful grapple attack.

Giant ant
Armor 14, Movement 60', 2 Hit Dice, bite 1d6, Morale 11. These insects are four feet long, and typically encountered alone or in small groups, unless they are at the nest. A giant ant formation is utterly destructive: it is miles wide and dozens of miles long. Anyone caught in their path must save versus Breath Weapon or take 1d100 damage (save halves) for each round that the person is in their path, or subject to their bites. Their column moves at 5 miles per hour.

Giant beetle
Armor 15, Movement 30', 5 Hit Dice, bite 1d6, Morale 12. These beetles are slow, but dangerous. On a natural 18 or higher, the ten-foot-long beetle fires a chemical spray from its abdomen, which inflicts 1d20 points of damage (save versus Breath Weapon halves).

Giant mantis
Armor 13, Movement 60', 3 Hit Dice, claw 1d6, Morale 9. A twenty-foot-tall, fast-moving predator. It grapples automatically on a natural 18 or higher.

Giant scorpion
Armor 16, Movement 60', 4 Hit Dice, claw 1d8, Morale 11. These arthropods are twelve feet long and have shiny black exoskeletons. On a natural 18 or higher, they sting for 1d12; save versus Poison halves damage.

Giant spider
Armor 14, Movement 90', 4 Hit Dice, bite 1d8, Morale 10. A spider as a large as a horse. On a natural 18 or higher, it injects venom for an additional 1d8; save versus Poison negates.

Giant tick
Armor 15, Movement 30', 4 Hit Dice, bite 1d6, Morale 9. Slow-moving pest that feeds on injured prey. On a natural 18 or higher, it drains blood for an additional 1d3.

Giant wasp
Armor 15, Movement 120', 3 Hit Dice, sting 1d6, Morale 10. This flying wasp is six to ten feet long, aggressive, and territorial. On a natural 18 or higher, their sting induces paralysis; save versus Poison or be paralyzed for 1-2 rounds.

Giganotosaurus
Armor 15, Movement 120', 15 Hit Dice, bite 3d8, Morale 12. A fierce carnivore, 22' tall, with a thick, powerful tail and a massive skull full of serrated teeth. On a natural 18 or higher, the Giganotosaurus devours prey whole. Treat the victim as someone who is grappled, and must fight their way out; the victim will die in 1d6 rounds from asphyxiation, and takes 1d3 damage per round from stomach acid.

Kaprosuchus
Armor 15, Movement 180', 4 Hit Dice, bite 1d10, Morale 12. A 12' long crocodile with long legs and three sets of tusk-like teeth. On a natural 18 or higher, it mauls for an additional 1d12.

Megistotherium
Armor 14, Movement 90', 6 Hit Dice, bite 1d10, Morale 11. A 13' long carnivorous mammal with long, powerful jaws. It looks like a cross between a lion, a bear, and a wolf. On a natural 18 or higher, the monster's bite inflicts 1d20.

Monoclonius
Armor 16, Movement 60', 7 Hit Dice, horn 1d6, Morale 11. An 18' long quadruped with a frilled shield of bone about its head and neck. On a natural 18 or higher, the dinosaur gores its target with the single bone protruding from its snout, inflicting an additional 1d10 damage.

Pannoniasaurus
Armor 14, Movement 120′, 9 Hit Dice, bite 3d6, Morale 12. A 50' long aquatic dinosaur with four flippers and a long snout. On on a natural 18 or higher, grapples with its prey, which gets dragged underwater.

Pteranodon
Armor 14, Movement 180′, 4 Hit Dice, bite 1d6, Morale 10. A winged predator with a 20' wingspan; tends to hunt near water, where it preys on fish. On a natural 18 or higher, also rakes its prey with claws for 1d4.

Quetzalcoatlus
Armor 15, Movement 180′, 6 Hit Dice, bite 1d8, Morale 12. A 20' tall winged dinosaur with 40' wingspan and a long, sword-shaped beak. On a natural 18 or higher, it grabs its prey and hauls it up to a height of 10-40′ before dropping the prey; Dexterity check means the victim got free and avoided this additional damage.

Scolosaurus
Armor 17, Movement 30′, 10 Hit Dice, tail 2d6, Morale 10. A 20' long armored dinosaur with a spiked tail. On a natural 18 or higher, it sweeps with its spiked tail for an additional 1d12.

Smilodon
Armor 17, Movement 30', 10 Hit Dice, bite 2d6, Morale 10. A 6' long feline predator with scythe-shaped canine teeth. On a natural 18 or higher, it slashes with its massive fangs for and additional 1d10.

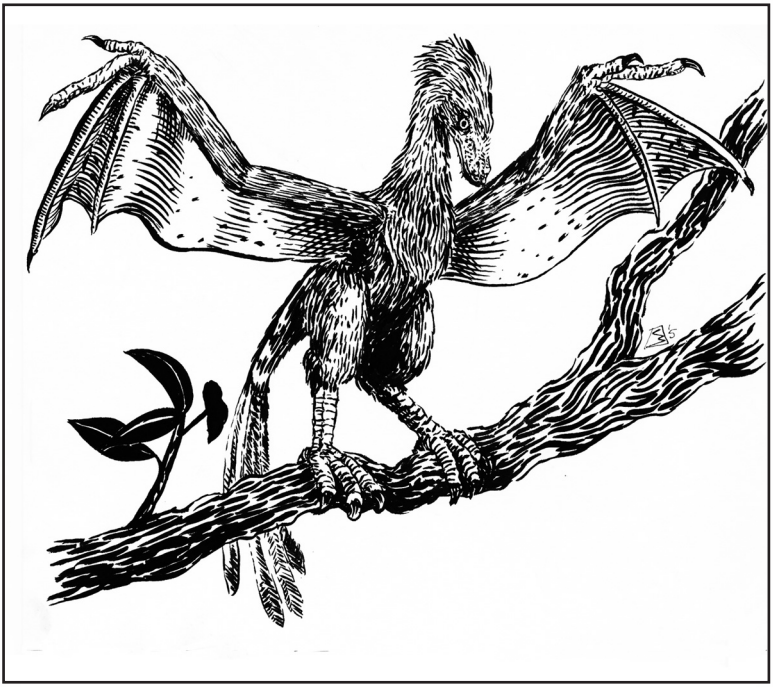
Stegosaurus
Armor 16, Movement 60', 9 Hit Dice, tail 3d4, Morale 10. A 15' long herbivore with thick plates along its back and a spiked tail. When it attacks with its tail, any 4s rolled for damage mean that another d4 is rolled (and so on).

Stygimoloch
Armor 14, Movement 120', 5 Hit Dice, horns 1d10, Morale 10. A 10' herbivore with a thick skull ridged with long horns. On a natural 18 or higher, inflicts double damage.

Therizinosaurus
Armor 14, Movement 90', 4 Hit Dice, claws 1d6, Morale 9. A 26' long herbivore with a bulky build and long thin claws for ripping open termite mounds.

Tyrannosaurus Rex
Armor 16, Movement 120', 18 Hit Dice, bite 5d6, Morale 12. The most powerful of the dinosaurs, with teeth like daggers and a thunderous roar. On a natural 18 or higher, its victim loses a limb at random (roll 1d4); the dinosaur immediately devours the arm or leg.

Yi Qi
Armor 14, Movement 120', 1 Hit Die, claws 1d3, Morale 9. This small creature has membranes on its wings, like a bat (though it has feathers over the rest of its body).



OGBANJE

These undead were conjured by Henriette, a necromancer who can be found in hex **23-A**. She refers to them as "ogbanje," referring to a local myth about undead children. In reality, these undead are simply mindless ghouls summoned by her necromantic incantation; still, ogbanje is as good a name as any.

OGBANJE: Armor 13, Movement 90', Hit Dice 2, 10hp, Damage 1d4, Morale 12.

To create a unique undead, roll as instructed below:

Armor: 1d4+11
Movement: 1d6 x 30'
Hit Dice: 1d8
Damage: 1d6
Morale: 12

APPEARANCE, D8

Some ogbanje are more than just rotting corpses. Roll on this table to give this particular ogbanje an unusual appearance.

1. Dripping, mouth-like sores that scream
2. Fungal growths, pods full of spores
3. Insectile appendages, bristles, wings
4. Reptilian, slitted eyes; fanged mouths
5. Rubbery suction-cupped tendrils
6. Skinless, glistening
7. Swollen, corpulent
8. Translucent, spectral
9. Animal (pick one, or roll on page **114**)
10. Megafauna (pick one, or roll on page **113**)

MOVEMENT, D8

Instead of rolling d6 for movement, you can roll d8 on this table.

1. Crawls on hands and knees, 30'
2. Scuttles on all fours, 60'
3. Flies, darting rapidly, 150'
4. Floats, arms hanging limply, 120'
5. Lunges, teeth snapping, 150'
6. Sprints madly while howling, 180'
7. Teleports, blinking in and out, 240'
8. Undulates like a centipede, 90'

SPECIAL ATTACKS, D6

Roll once to determine any special attacks, unless the ogbanje has 7 or 8 hit dice, in which case roll twice.

1. Disease: save versus Poison or contract Blood Fever; incubation period 1d20 hours; interval 24 hours, duration 1d8 days. Nausea, dizziness, and delirium; lose 1d4hp and movement is halved.
2. Paralysis: save versus Magic or be paralyzed for 1-2 rounds.
3. 1d10 damage per attack.
4. Level drain: save versus Magic or lose 1d20 x 10 experience points.
5. Strength drain: save versus Magic or lose 1 point of Strength for 24 hours (cumulative).
6. Sleep: save versus Magic or fall unconscious for 1 round

SPECIAL DEFENSES, D4

1. Armor +2
2. +2 to all saving throws
3. Must have magic weapon to hit
4. Must have silver weapon to hit

MOTIVATION, 1D20

Any ogbanje with 7 or 8 hit dice is intelligent, and will probably ignore the commands of a summoner. Such entities have their own motives, and will be able to command other ogbanje to do their bidding.

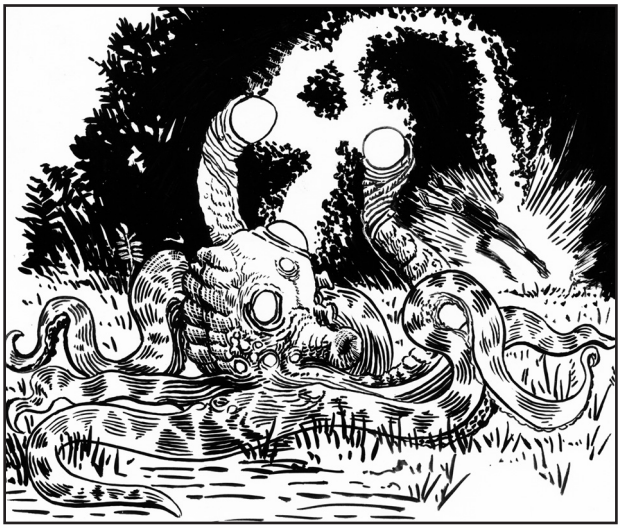
1. Avenge murdered victims
2. Capture, then hunt human prey
3. Carry out will of demonic lord
4. Colonize human civilization
5. Construct elaborate dungeon, and lure prey
6. Create art from the bodies of victims
7. Crucify those who offend its god
8. Destroy those who break marriage vows
9. Destroy those who worship other gods
10. Feed on the flesh of those who grieve
11. Humiliate those who are revered
12. Hunt and devour those who kill
13. Imbibe the blood of drunkards
14. Obliterate all forms of government
15. Observe and report to a higher power
16. Seek out the flesh of cadavers
17. Seeks to create a cult of lunatics
18. Stalk and kill adulterers
19. Torment victims of abuse
20. Violate bodies of men (women are spared)

PLASMICS

These slimy blobs of translucent tissue are intelligent and telepathic. Of the twelve breeds of plasmic that inhabit the plateau, one is unique: their leader, Lavender Mire. The other eleven breeds are numerous, and they're all the same (all amber drecks are filled with hatred for pterians; all aquamarine goos love stories about the ocean).

Amber Dreck
Armor 14, Movement 50', 2 Hit Dice, 1d3 damage, Morale 10. This slime dissolves metal on contact. It can eat through chainmail in 1 round, and plate in 2. However, it does no damage to stone or glass. To organic matter, such as flesh, it merely inflicts damage upon a successful hit. It takes no damage from conventional weapons unless they are made of silver (in which case they do maximum damage with each hit). Amber drecks are prejudiced against pterians, and attack them on sight.

Aquamarine Goo
Armor 16, Movement 120', 3 Hit Dice, 1d6 damage, Morale 11. This plasmic attacks with a bolt of lightning that has the same range as the creature's movement rate. It is immune to all kinds of electrical and lightning attacks; however, if a healing spell of any kind is cast upon it, the aquamarine goo will die instantly. Aquamarine goos are homesick for the ocean, but this is merely a racial memory, as they grew up here, within the forcefield. They long to hear tales of the sea, and will listen to such stories for hours.



Azure Fungus
Armor 17, Movement 180', 7 Hit Dice, 1d10 damage, Morale 12. It attacks with a blast of freezing air (damage as normal, plus the victim must save versus Breath Weapon or automatically lose initiative next round). The azure fungus is immune to cold, but takes double damage from fire. The azure fungi are petty and self-absorbed; they are also greedy for dairy products.

Beige Mucus
Armor 13, Movement 30', 1 Hit Die, 1d2 damage, Morale 9. It can cast *Slow* (as the reverse of the Magic-User spell, *Haste*) once per day. When a spell (of any kind) is cast upon the beige mucus, it gains hit points equal to the spell level plus the level of the caster; it experiences no other effect. This plasmic takes double damage from silver weapons. Beige muci are overconfident, and can often be led into obvious traps.

Burgundy Sludge
Armor 15, Movement 90', 3 Hit Dice, 1d4 damage, Morale 10. It dissolves wood on touch. A magic weapon is required to hit. The sludge can't eat through metal. Burgundy sludges are fond of lore, information, and trivia. Never get one started on the topic of history, as the sludges are also quite long-winded.

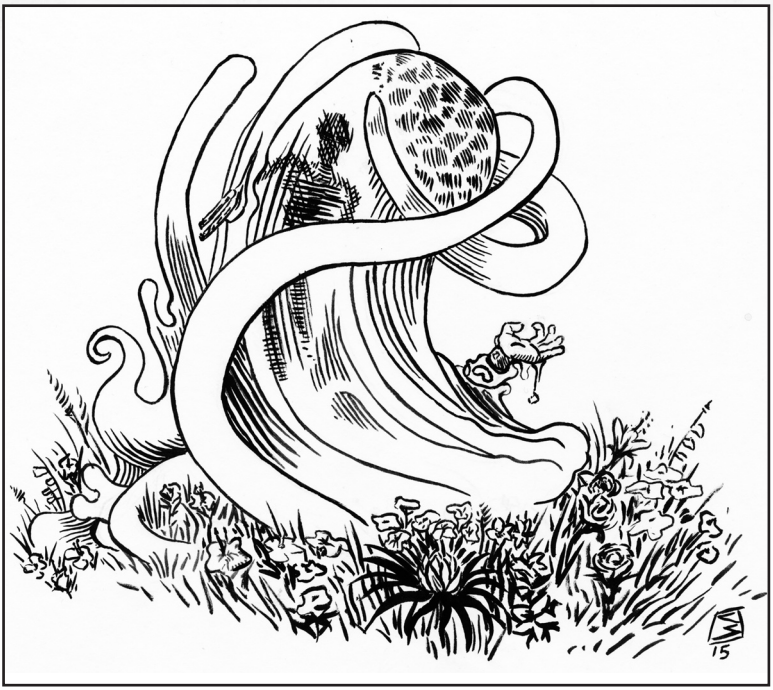
Crimson Gel
Armor 17, Movement 150', 6 Hit Dice, 1d8 damage, Morale 12. This plasmic throws off heat like a furnace. It attacks by touching its victims, inflicting 1-8 points of burning damage. It's immune to fire, but cold-based magic kills it instantly. Crimson gels are warlike; they crave information about enemy actions, and are not above hiring mercenaries.

Indigo Muck
Armor 16, Movement 120', 4 Hit Dice, 1d6 damage, Morale 11. The indigo muck only inflicts 1-6 points of damage, but on a natural 18 or higher, temporarily takes over the mind of its victim, causing him to attack his nearest ally at full force. This plasmic is immune to magic, except for *Sleep*, which kills it instantly. Indigo mucks are cheerful jokesters, and will forgive much if someone can make them laugh.

Lavender Mire
Armor 18, Movement 240', 8 Hit Dice, 64hp, 1d12 damage, Morale 12. This unique entity is the leader of the plasmics. She can spray acid for 1d12 damage (save versus Magic or take an additional 1d8 per round for 1d8 rounds, save halves). She takes half damage from blunt weapons and double damage from electricity. See hex **4-F** in Chapter 2: Plateau.

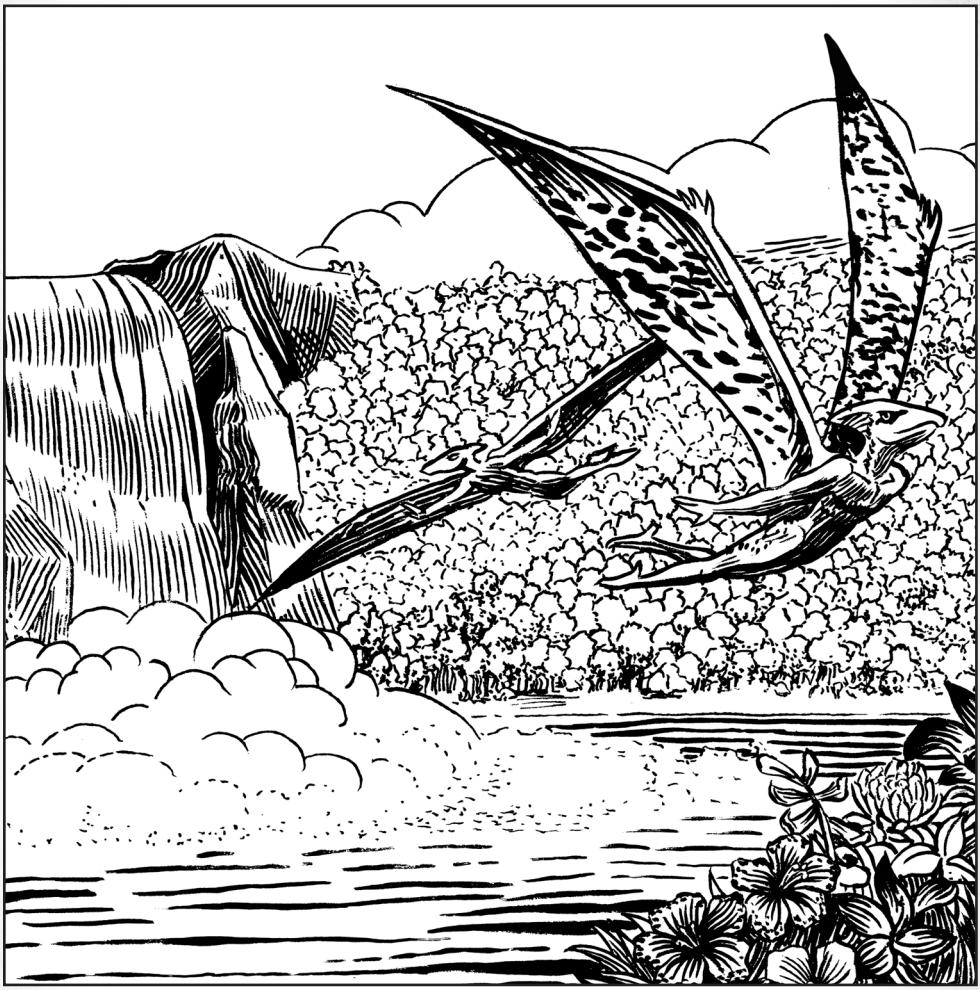
Magenta Filth
Armor 17, Movement 150', 5 Hit Dice, 1d8 damage, Morale 11. Anyone struck by this plasmic must save versus Poison or be infected with Magenta Rot (incubation period of two hours, interval of twelve hours, infection time of 2 days, and the effect of 1d4 points of damage and of lowering Constitution by 1 point, cumulative, which lasts for the entirety of the infection time). The magenta filth is repelled by *Turn Undead*, and takes 1d6 damage from each splash of holy water. Magenta filths are always hungry, and love to be entertained. They like to think of themselves as merciful and kind to their lessers.

Scarlet Jelly
Armor 13, Movement 20', 1 Hit Die, 1d2 damage, Morale 9. On a natural 18 or higher, the jelly automatically grapples its prey. It takes half damage from edge weapons, but double damage from magic attacks. Scarlet jellies are deeply religious, and find the beliefs of other faiths to be extremely offensive.



Verdant Scum
Armor 14, Movement 40', 2 Hit Dice, 1d3 damage, Morale 9. On a natural 18 or higher, the verdant scum inflicts an additional 1d6 points of acid damage. If struck with an edged weapon, it takes no damage, but splits into two new plasmics: a small one with a single hit point, and the other larger one with the remaining hit points. When the larger of the two is reduced to 1 hit point, it stops splitting into new ones, but still takes no damage from edged weapons.The little verdant scums all do the same amount of damage. Any light or darkness magic will kill the creatures instantly. Verdant scums are sadistic, and enjoy killing bipeds slowly; however, they adore plant life, and often sing magical hymns to trees.

Violet Discharge
Armor 15, Movement 60', 3 Hit Dice, 1d4 damage, Morale 10. Anyone struck by this plasmic must save versus Paralyze or be paralyzed for 1d3 rounds. It takes double damage from cold, and is dissolved by any magical potion. Violet discharges are very kind, but they are incapable of telling the truth, even when they want to.



PTERIANS

Mutated by the magics of the Abscess (hex **5-H**), the pterians are winged dinosaur-human hybrids. Hated by adventurers and exiles alike, the pterians dwell in the Aerie, a mountaintop stronghold (page **76**).

Because of the random nature of the mutation, some pterians have human faces, and some have beaks; some fight with weapons, and others slash with their claws.

Pterian culture is matriarchal. The leader is always female, and when she dies, a new leader is chosen by combat: up to six contenders, chosen by council, fight in a pit until one is left standing (the bodies of the other five will be used as dinosaur bait, which is considered an honor).

Pterians collect the teeth of defeated enemies. They believe in an afterlife known as the Great Devouring, during which one's soul battles for supremacy with all of the other predators who have died and ascended. The more teeth one collects in this life, the more teeth will be found in the mouth of one's soul in the next life.

Teeth taken from a living conquest are considered lucky, and afford one special status; naturally, losing one's teeth is the worst thing that can happen to a pterian. They take excellent care of their teeth, cleaning and polishing them with softened animal hide dipped in the nectar of giant flowers. Pterians die with their teeth bared, biting to the last.

Any adventurer exposed to the Abscess, and transformed into a pterian, will be welcomed by a family of new brothers and sisters at the Aerie.

Pterian
Armor 14, Movement 180', Hit Dice 2, 12 hit points, weapon or claw 1d6, Morale 12

Shaman
Armor 15, Movement 180', Hit Dice 3, 18 hit points, weapon or claw 1d6, Morale 12, can cast *Bless* and *Command*

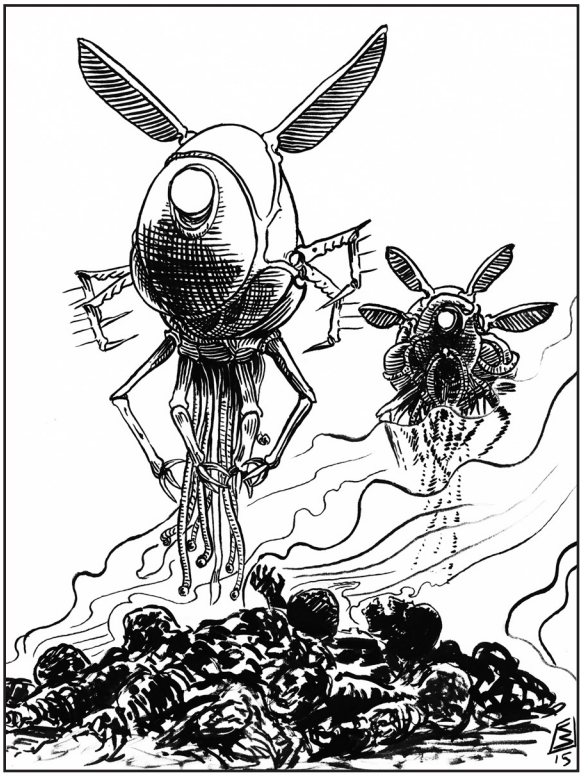
Leader
Armor 16, Movement 180', Hit Dice 5, 30 hit points, bone sword 1d8 or claw 1d6, Morale 12

*If a player character or NPC is exposed to the Abscess and becomes a pterian, consult the tables on page **56**.*

ROBOTS

These metal guardians were created by the mysterious architects who built the Temple of Ages That Are Not. In the absence of their builders, these robots are malfunctioning: they exhibit weird tics and compulsions (see below). Though some robots speak, they are unable to communicate any real information about those who built them; if a connection of some kind is established, a robot might utter cryptic references or drop hints (Referee discretion).

If a robot is destroyed without damaging its exterior (for example, through the clever use of magic), there is a 3 in 6 chance that its exoskeleton may be salvaged with a successful Tinkering roll. The exoskeleton can be used as armor, with the same Armor rating that the robot had before it was slain. If the robot had any special defenses (see below), then the character wearing its armor will receive a +2 whenever saving versus that type of attack.



COLOR/ARMOR: D6

1. Black metal: 14
2. Blue metal: 15
3. Coppery metal: 13
4. Red metal: 17
5. Silvery metal: 16
6. White metal: 12

SIZE (in feet): roll 2d6

HIT DICE: roll 2d4

ERRATIC BEHAVIOR, D8

(Note: These do not prevent the robot from engaging in combat or defending itself.)

1. Asks random questions
2. Sings strange songs
3. Repeatedly performs pointless task
4. Grumbles, twitches
5. Makes small talk, even in combat
6. Mutters to self
7. Occasionally caresses self
8. Quotes bits of nonsensical poetry

APPEARANCE / MOVEMENT RATE: D20

1. Biped with the proportions of a newborn: ground 90'
2. Birdlike, beaked, with curved talons: flight 240'
3. Centipede with undulating tendrils along back: ground 180'
4. Clawed insect with weapon instead of stinger: ground 120'
5. Cluster of heads facing in different directions: flight 120'
6. Cube, floating; six thin tentacles, one from each side: flight 150'
7. Cylindrical, floating; covered in tiny metal fibers: flight 120'
8. Humanoid torso with massive arms, headless and legless: ground 60'
9. Interconnected spheres which emit blue light: flight 150'
10. Inverted pyramid body on three legs: ground 90'
11. Jellyfish, ribbons of wire dangling: flight 120'
12. Layers of foil in a rose-petal shape: flight 150'
13. Long thin limbs around spherical body: ground 180'
14. Resembles the root system of a tree, upside-down: ground 90'
15. Skinny-limbed quadruped, floating gracefully: flight 180'
16. Snake with metal feathers and gills: flight 240'
17. Sphere that pulses with pattern of red lights: flight 150'
18. Wasp-winged biped with long antennae: flight 240'
19. Winged reptile with dozens of tiny lenses on its head: flight 150'
20. Writhing coils of wire around a loop of metal: flight 120'

CATEGORY / ATTACK / DAMAGE, D6

1. Custodian (tries to keep dirt and debris to a minimum): stabbing attack 1d6
2. Drone (keeps watchful eye on silver in the Temple): flamethrower 1d6, range 30'
3. Harvester (searches for data): acid spray, 1d3 per round for 1d3 rounds, save halves, range 50'
4. Scientist (analyzes intruders and other phenomena): laser attack 1d8, range 90'
5. Sentry (guards Temple against interlopers): missile attack 1d10, range 70'
6. Technician (repairs malfunctioning equipment): liquid nitrogen spray 2d4, range 100'

APPENDIX: DISEASES

NAME 1, D12

1. Bilious
2. Bloody
3. Consumptive
4. Crimson
5. Demonic
6. Infernal
7. Miasmic
8. Pale
9. Scarlet
10. Vile
11. Wasting
12. Withering

NAME 2, D12

1. Agony
2. Bane
3. Blight
4. Curse
5. Death
6. Delirium
7. Flush
8. Grippe
9. Plague
10. Pox
11. Scourge
12. Turmoil

INCUBATION, D6

1-2. 1d4 minutes
3-4. 1d4 hours
5-6. 1d4 days

INTERVAL, D4

1. 6 hours
2. 12 hours
3. 24 hours
4. 48 hours

INFECTION TIME, D4

1. 2 days
2. 1d4+1 days
3. 2d4 days
4. 2d6 days

SYMPTOMS, D6

1-4. 1 symptom
5-6. 2 symptoms

SYMPTOMS, D8

1. Convulsions: -1 to Constitution
2. Coughing blood: -1d4 hit points
3. Dizziness: -1 to Dexterity
4. Fever: -1d2 hit points
5. Gangrene: -1 to Strength
6. Pain: -1 to all die rolls
7. Vomiting: Movement halved
8. Roll twice, keep both results

AFTEREFFECTS, D4

There's a 10% chance that a disease will cause some lingering effect after it has run its course (or been cured).

1. Aquatic being: The character now has gills, and can breathe underwater. Movement rate for swimming is tripled.
2. Cursed: No longer aided by *Cure* or *Heal* spells. Can be fixed with *Remove Curse*.
3. Physical change: Two of the character's physical attributes (Constitution, Dexterity, or Strength) are switched randomly.
4. Frozen flesh: The victim's skin turns bone-white and exudes cold. The victim is impervious to cold attacks, but takes double damage from fire attacks. Each round that the skin is exposed to direct sunlight, the victim takes 1 point of damage from burns.

APPENDIX: MUTATIONS

MUTATIONS, D20

Animals and megafauna who are born in the Contamination Zone (outlined in red on the map) are mutants.

To create a mutant, roll d20 twice, and make the appropriate changes to the creature's stats and appearance.

For mutant dinosaurs which are amalgams of several other dinosaurs, see the following page.

1. Alpha monster: translucent, has maximum hit points
2. Armored hide (spikes, plates): +1d3 to Armor
3. Basilisk gaze: Save vs. Paralyze or be immobilized for 1d3 rounds.
4. Biomechanical: on page **173**, roll for color/armor, defenses, and category/attack/damage
5. Enchanted: attacker needs a magical weapon to hit
6. Energy drain: victim must save vs. Magic or lose 1d100 XP
7. Exoskeleton: +2 to HD, immune to Sleep spells
8. Extra limb: 1d3 additional limbs, 1 extra attack
9. Fungal: infects victim with random disease (page **174**)
10. Gaseous: immune to physical attacks, attacks psionically
11. Hollowed-out carcass stuffed full of straw: double damage from fire, half damage from all other attacks
12. Hybrid, roll up another creature of the same kind (animal or megafauna), and combine physiologies, using the best stats from each
13. Mercury-based lifeform: quicksilver; metal weapons pass through without causing harm
14. Regeneration: 1d4hp per round
15. Serpentine: venom adds +3 to bite damage
16. Skinless, with exposed muscle: +4 to all saves, immune to illusion and invisibility
17. Speed: Double movement rate
18. Stone entity: Half damage from acid, cold, and fire attacks
19. Tentacled: Each time it lands a successful hit, gets to roll another attack.
20. Witch-Sight: Can see a few seconds into the future. Armor +1, saves at +2.

APPENDIX: MEGASAUR

Start with Armor 13, Movement 60', 4 Hit Dice, damage 1d6, Morale 10.
If you're feeling particularly sadistic, add mutations (from the previous page).

BODY, D4

1. Argentinosaurus: +8 Hit Dice
2. Giganotosaurus: +1 Armor, +5 Hit Dice, base damage +2, +30' Movement
3. Scolosaurus: +2 Armor, +4 Hit Dice
4. Stegosaurus: +3 Armor, +3 Hit Dice

HEAD, D4

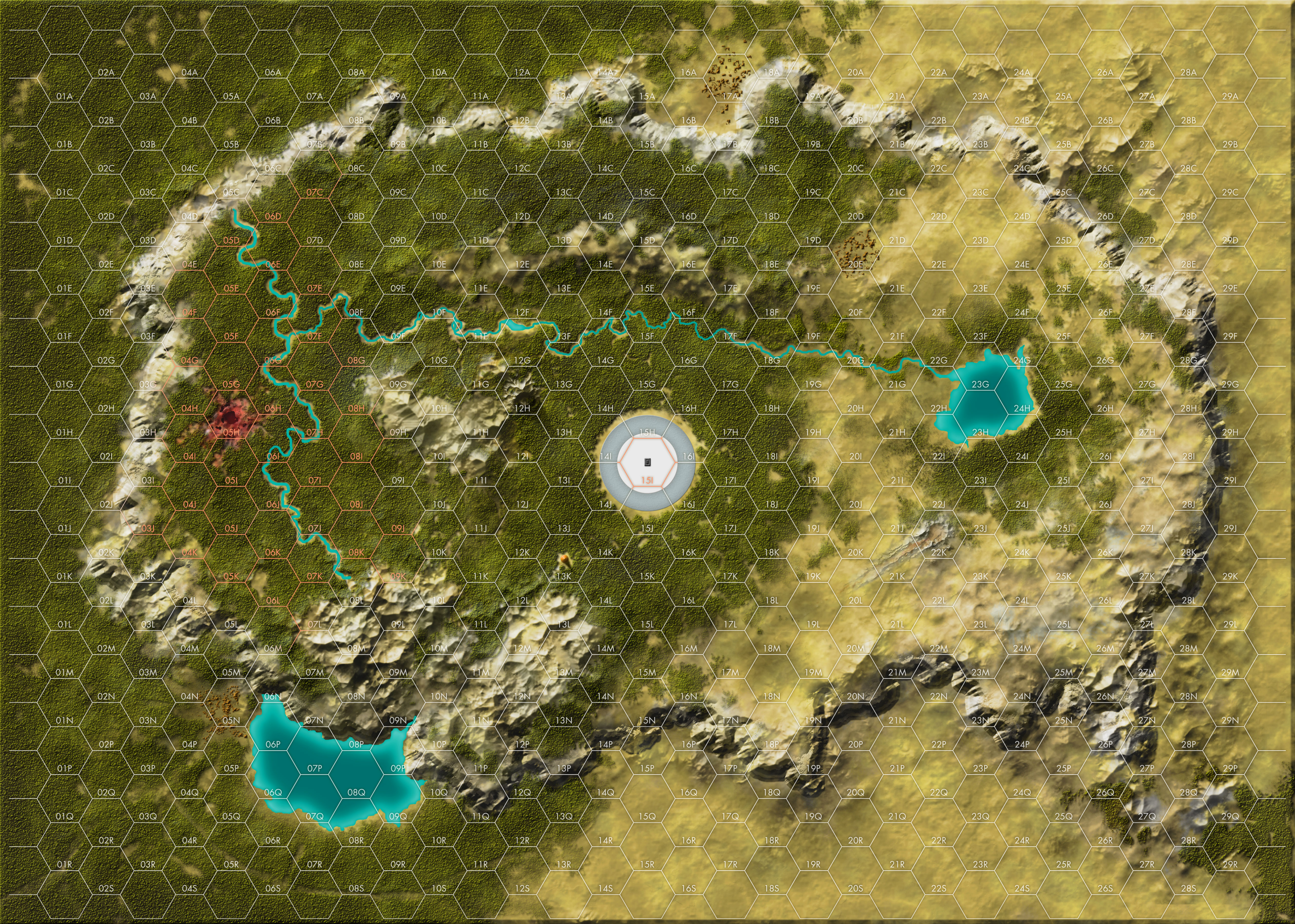
1. Ceratosaurus: bite damage +4, +2 Morale; on a natural 18 or higher, it inflicts additional 1d6 with its blade-like teeth
2. Chasmosaurus: horn damage 1d8, +2 Armor; on a natural 18 or higher, the dinosaur has rammed the target, knocking the victim back 1d10 x 10' and inflicting an additional 1d4 points of damage
3. Monoclonius: horn damage 1d8, +2 Armor; on a natural 18 or higher, the dinosaur gores its target with the single bone protruding from its snout, inflicting an additional 1d10 damage
4. Tyrannosaurus Rex: damage goes up to next die, +2 Morale; on a natural 18 or higher, its victim loses a limb at random (roll 1d4); the dinosaur immediately devours the arm or leg

LEGS, D4

1. Achillobator: +60' Movement; on a natural 18 or higher, the dinosaur inflicts an additional 1d4 damage with its hooked claw
2. Argentinosaurus: on a natural 18 or higher, it inflicts an additional 1d12 by trampling directly on its target
3. Chasmosaurus: on a natural 18 or higher, the dinosaur has rammed the target, knocking the victim back 1d10 x 10' and inflicting an additional 1d4 points of damage.
4. Kaprosuchus: damage goes up to next die; +90' Movement

APPENDAGES, D4

1. Caiuajara wings; on a natural 18 or higher, the dinosaur soars skyward, then dive bombs its target for 1d4 damage, and the victim must make a Dexterity check or be knocked down and automatically get last initiative during the next combat round
2. Quetzalcoatlus wings; on a natural 18 or higher, it grabs its prey and hauls it up to a height of 10-40' before dropping the prey; Dexterity check means the victim got free and avoided this additional damage
3. Scolosaurus tail; on a natural 18 or higher, it sweeps with its spiked tail for an additional 1d12
4. Stegosaurus tail; +2 Armor; damage goes up to next die; on a natural 18 or higher, inflicts double damage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