

Yoon-Suin

the Purple Land





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The Journal of Laxmi Guptra Dahl

Being an account of a traveller in distant places

The Geographical Society of the Yellow City

The Yellow City and the South

The city at the mouth of the God River has many names. The City of Topaz, the City of Gold, the City of Gods, the City of Whores. The Old City, the First City, the One City. The Grand Lady. The Great Stink. But this humble author will call it the Yellow City, which is what the people of his home call it, because of the way it glows in the light of hot sunny days.

The humble author is sure that even the distant reader is familiar with the Yellow City and its venerable history. He would therefore not seek to patronise with an account of its origins. He will instead describe some aspects of its character that will be of note to a visitor from foreign climes. It is the greatest city in Yoon-Suin and undoubtedly the world, however, so the account must regrettably be incomplete.

First, the inhabitants. It never fails to impress a visitor to the Yellow City that its citizens are by turns the wealthiest, most refined, and most educated people in all the world, yet at the same time capable of the most malicious cruelties and licentious depravities. Like all those whose societies are ancient and rich, they are also cynical and filled with ennui. The most singular feature of their life, which strikes any visitor the moment he arrives, is their strict hierarchical stratification, which all inhabitants obey without question.

In the highest strata are the slug-people, the race who built the city's first buildings, founded its great civilisation, and who have lived there since, they say, the dawn of time. They alone are permitted to own fixed property, to import and export goods, and to attend many of the city's libraries, archives and madrassas. They are a pompous and effete people, fascinated by clothes and fashions and the decoration of their own appearances, though they love learning and study and pursuits scientific, aesthetic and sorcerous.

Below the slug-people are human beings, who are themselves separated into castes. Some are warriors in private employ (for there is no public military in the Yellow City), others are shopkeepers or sailors, while others fight for money or sell their love (the whores in the Yellow City being notable for their beauty and skill). Their lowest rank is called the *ulufo*, the people who herd giant cockroaches in the darkest alleyways. These cockroaches eat the city's litter and are in turn eaten by their herders, a sight which can be seen on any street corner around the docks and the river side. The scent of the roasting insects seemed to the humble author to resemble chestnut, though he did not eat the meat.

Lowest of all are the crab-people, who live outside the city in the mangroves and the rocks called the Topaz Islands, and are not permitted to enter the city proper except in servitude. They are unintelligent things, but strong and

tough, and they are sometimes forced to do manual labour or simple tasks, on pain of death or torture and for scant reward. They are undoubtedly unfortunate and pathetic beings, very meek of character, though the people of the city think of them as the reincarnated souls of criminals and breakers of taboo, and deserving of their miserable lot. They do not generally have names, though those in employment are often daubed with paint to signify who is their master. The humble author saw one goaded into executing a criminal: it severed the man's head from his neck with one movement of its claw, without showing any emotion on its arthropod countenance.

The people of the Yellow City are many and varied, but they are united in their love for three things: opium, knowledge, and tea.

It is difficult to say which of these vices is the worse, for all have their merits and their flaws. Opium keeps the people in a pleasant state of bliss. But its abuse is widely acknowledged to cause loss of ambition. Knowledge makes the city a seat of learning the envy of all the land. Yet its pursuit has given the Yellow City a surfeit of sophists and learned fools. Tea pleases the tongue. But it also makes the bladder weak.

Opium, knowledge and tea each flow down the God River to the city in a constant stream. The opium and tea comes from distant Sughd, where growing conditions are best, and in the city seventeen cartels traditionally monopolise their trade.

These cartels are the most powerful bodies in the Yellow City, and their leaders, who sit in council once a month, are what passes for rulership there. These families are slugmen all. One can sometimes see them about the town, being carried on palanquins by muscular eunuchs from Druk Yul. Usually their power is only outdone by their corpulence.

Knowledge comes from traders, but also from the exploring guilds. The rich slug-man families of the city clamour for knowledge of the world outside, since they leave the Yellow City so rarely, and so they give patronage to institutions which send men forth to gather strange beasts, draw maps, and survey for minerals. The biggest of these exploring guilds is the League of the Road, whose home is in a great palace many thousands of years old: its ceilings are painted deep blue and dotted with white spots which resemble distant stars, signifying to its members the nature of their desires. The League sends explorers far and wide, ranging over Yoon-Suin, seeking ever more about the world and its contents. It claims to have a menagerie of beasts deep in its halls that no outsider has ever seen, and its archive has as many books as there are people in the Yellow City. There is more knowledge forgotten there, men say, than is known today many times over - in ancient books and scrolls written in languages no longer understood.

That brings our account to a description of the city itself.

There are two things that the visitor will note as soon as he arrives. The first is that the city is yellow. Although this is

naturally to be expected from the name, it is no less striking when one sees it for the first time. The rock from which the buildings are made glows like gold in the sun, from the topaz shot through it, so even from a great distance one can see it sparkling like some barbarian's image of heaven. (It is only when one starts to smell it that one realises how far this is from the truth.)

The second is the river. Or, rivers. At the Yellow City is where the God River, running down from the north, meets the sea, and shatters into a great delta. The city has grown up around the waterways, almost as if the sediment and detritus washed downstream has built up about the mouth of the river, layer on layer, over thousands of years, until one day it came to be a living metropolis and the city was born.

If he stays a little while, two days or more, and strolls about it, the visitor will be struck by the architectural legacy which the city's thousands of years of history have endowed to it. Everywhere are palaces, towers, temples, tenements and domes of different styles and heritages, which have been converted into residences, religious institutions, offices of bureaucrats, indoor markets, ghettos and back again many times over.

On the river banks, one always finds temples and shrines. The Yellow City is a city of gods, and this is one of the reasons why the God River is so called. Nobody can count the many spirits, divinities, powers and deities worshipped there. But each has their temple, each their cult, each their

little patch of the river bank. The scent of incense mixes with the stench of blood sacrifices and sewage whenever one finds oneself close to the water.

The Old Town

As one moves West the city gradually quietens and grows less and less busy. First houses, then entire streets, then finally entire neighbourhoods seem abandoned and partly overgrown.

Curious about this phenomenon, the humble author often went walking in these areas in his time in the Yellow City. At first the humble author did so tentatively, fearing thieves and whatever strange beasts might live there. But he soon came to see these places as dominated by feelings of melancholia and incredible age, rather than danger.

As he ranged deeper and deeper into the Old Town, as it is called, the humble author began to discover the city eventually merging with the very jungle itself. First he found streets given over to trees and bushes, pushing their way up through the pavements. Then he came across great plazas, palaces and temples from the Yellow City's distant past, covered with vines and mosses, with trees growing through their cracked floors and up through their broken roofs. Ultimately, these buildings come to resemble not so much human constructions but eerie vegetation-covered monoliths haunting the forest.

These jungle ruins indicate that once the city was even larger than it is now, but over millennia its population has receded and moved southwards, leaving ancient suburbs to rot in the jungle. The humble author subsequently heard that the people of the city-proper fear the Old Town, and tell of ghosts and spirits living there, as well as criminal exiles and mad men. The humble author came across none of these. The people also believe that in the ruins are treasures and strange artefacts beyond the imagination of ordinary men. Unfortunately, the humble author came across none of these either.

Làhàg

To the West of the Yellow City, beyond the Old Town (or, perhaps, as an extension of it) lies Làhàg, the haunted jungle. This dense, dark, deathly wilderness is barely explored, and forms a great natural shield which divides the Yellow City from the grassland of the Hundred Kingdoms: on the one hand the ancient refined indolence of the greatest city in the world; on the other the vibrant, savage energy of the plains peoples. Between them, thick forest roamed by ghosts and cruel beings.

The humble author did not travel far and wide in Làhàg. Few do: only the brave and curious employees of the League of the Road and other exploring guilds. He did, however, talk with some such men, though at all times the humble author was acutely aware that those who enter into Làhàg are must needs of a hard and suspicious character. To them,

everything is a source of danger; as one put it to the humble author, "In the West [their name for Làhàg], even to be safe is to be in peril."

Lù Yàk è was one exception - an educated and thoughtful man who the humble author spent several afternoons with in the tea shop of the fallen Lamentrix, transcribing his anecdotes. The humble author vividly remembers those days, sitting cross-legged with È in the Lamarakhi style around a low opium table overlooking the Triangular Quarter with its pyramids and prisms. He often hinted that his forays into Làhàg were not of his own choosing, and the humble author began to suspect that È told his stories mostly because he wanted some record of his life. Given the subject nature of his reminiscences, the humble author was happy to oblige. Here are some notes from those meetings, unorganised, in the order in which the humble author heard them:

1. Làhàg, I was told, is famous for its pits - huge holes, up to a mile across and two hundred yards deep, which plunge down into the forest floor. Their floors are carpeted with jungle vegetation, and their walls are lined with caves which, it is said, link together under the surface of the earth in a vast network of labyrinths and tunnels.

Strange beings - unable or unwilling to climb to the surface - lurk in the holes and in the caves which link them. They are nameless entities without

discernable language or culture. They create nothing and have no apparent emotion. They exist only to eat, which they do with reckless abandon - anything living which comes into the holes is attacked and devoured unless it is strong or fast enough to escape.

The sage ;Yi Klu of the Explorer's Cult did much work to study the beasts - until they brought about his end. His journal was taken back to the Cult's library by his assistants, where it is still very occasionally read. He describes the beasts as "somewhat like a fanged frog, somewhat like an octopus, and somewhat like a man, though with a cruel and uncaring nature all of their own."

II. I was curious to hear what Lù Yàk è knew of the Brown Worm. Of all the creatures which explorers in Làhàg fear, this is the most poignant, for the way it kills. This creature, it is told, sprays a noxious liquid from its face which coats its victims and immediately hardens into a thick, glutinous resin; this substance admits of no solvent and, once bound, a man will never be freed and the worm can devour him at its leisure. Moreover, anything coming into contact with this resin will likewise be bound. Lù Yàk è of course had encountered Brown Worms and, indeed, he told me that there were few explorers in Làhàg who had not, as he put it "delivered mercy" to a comrade caught in a worm's spray. The alternative - letting such a man live - would only mean a cruel death: either

being devoured by the worm itself, or abandonment by his comrades because there would be no hope of carrying him.

III. The jungles of Làhàg are haunted. Ghosts lurk in their darkest places. Some of them are the spirits of travellers and explorers lost in the forest. Others are entities of a more ancient and unearthly heritage. One of these is the being called Yapefulu the Skinner. He makes his home in the jungle canopy and comes down to the forest floor at night, searching for human prey. Those he captures he skins alive; their cries of pain echo through the jungle night. The skins are then hung in the high branches of the forest, though nobody knows what Yapefulu does with the flesh and bones.

Those who have seen Yapefulu describe a creature like an ape, yet thin and wasted, featureless and black like shadow. His eyes are like tiny stars shining in the darkness.

IV. In the haunted jungles west of the Yellow City live many ghosts. Some have lived there since time began. Others are of a more recent lineage, being the souls of travellers lost in the forest.

One of these latter types is Bapele, Whose Belly is Empty. Bapele was an explorer who left the Yellow City in search of a lake in the forest that was said to be carpeted with emeralds. He never found it, and

starved to death alone in the dark of the jungle, abandoned by his sherpas and comrades. Now his spirit wanders the forest, forever in search of more food, though his appetite is never satisfied. The pain of his insatiable hunger drives him ever onwards.

Bepele appears as a small man in rags with a distended belly and wizened arms and legs. If he manages to catch a living thing he will try to eat it, whatever its size. His mouth opens wide like a python, growing bigger and bigger and bigger, as he forces his prey down his engorged throat. Yet his body never seems to grow in size, no matter what he swallows. His victims simply disappear deep within him and are never seen again.

V. Làhàg gives every impression of being a wilderness, but occasionally one comes across signs that it was not always so.

There was a Lamarakhi man of Lù Yàk è's acquaintance, who he knew only as "U" (Lamarakhi names are impossible for people of the Yellow City to pronounce, although I never found them difficult). "U" was crazed and withered even among explorers of Làhàg; Lù Yàk è said often he had "Been away from fellow humans too long." Yet he had also ranged far in the haunted jungle and had traversed its breadth more than once, each time arriving safe in the Hundred Kingdoms and back again.

"U", Lù Yàk è said, had seen many things in the forest which had convinced him that once a race of people lived there. What seemed to be a face, nearly overgrown with moss, carved into a cliff face. A group of thin, tall boulders amongst the trees, positioned as the fingers and thumb of a hand poking from the surface of the earth. Peculiarly straight rivers which, when he followed them, ended in small rhomboid-shaped lakes thick with dead water lilies. And he had seen great, thick trees hollowed-out in a manner he was sure had been done by human hand, although something in the nature of these hollows terrified even he, so that he would not enter nor tell others where he had seen them.

VI. In exploring Làhàg, loneliness can drive a man weak and mad. This makes him susceptible to the wiles of forest spirits which take female form and beckon him from behind a tree, or through morning mist, or from the mouth of a cave in a rain storm. Such spirits require the seed of a human male to breed, but they prefer to take it not from seduction but by ripping the source from the body itself. The bleeding will almost always kill the owner, though Lù Yàk è knows some who have survived such attacks: they are known by members of the exploring guilds as "forest eunuchs", and, it is said, often have a strange serenity of character, though they are also often widely mocked.

The humble author's conversations with Lù Yàk è went on for the course of several weeks; eventually he set off again exploring, going in search of ruins in the haunted forests under the employ of a guild of sages in the city. To the humble author's knowledge he has not yet returned.

The Topaz Isles

Beyond the quaysides and the harbours of the Yellow City which cluster the vast mouth of the God River are the jewels of the Southern Sea - the Topaz Isles. A myriad of rocky islets that stretches all across the Gulf of Morays like so many necklaces. Those members of the League of the Road who are expert in such matters say that the isles rose to the surface because they were belched forth from the blazing hot depths of the earth and cooled in the ocean; they brought a rich vein of gem stones with them that has never been fully mined.

Chief among the inhabitants is the Dragon. Some say she is forged from the very rocks which comprise the isles themselves. Some say she came from the north and has simply lived there so long that her very essence has been slowly transformed. Some say she is so old and strong it is she herself who brought the isles up from the bottom of the sea. None know the truth of it. But she is often seen in the far distance on bright days after a storm has passed from the quays of the Yellow City, soaring amber-gold against blue. To those who make the Yellow City their home, she is what

counts for their symbol and emblem, even though she will occasionally destroy a passing vessel when the mood takes her.

For the crabmen who also live on the Isles, she is a capricious scourge who protects them from domination but takes a heavy price in return: her appetite is gargantuan and she devours as many of them as she can find. Many of the free crabmen clans on the Isles, it is said, give their young to her to keep her fat and sated. When she is not flying, she is basking on the rocks, laying flat and letting the hot sun wash over her while she digests her meals.

Because of the Dragon the crabmen on the Isles are free, not slaves as their brethren in the Yellow City are. This gives them the time to pursue artistic endeavours: strange sculptures made from the jetsam of ruined ships, and geometric patterns in the sand. These are highly sought-after in the Yellow City, not least because of their fragility. The humble author has seen some of these works, and they indeed have a haunting, melancholy beauty which is difficult to describe.

The humble author met a trader in such work at the Indigo Square. He said that some magicians know of spells which they use to preserve the art of the crabmen long enough to be taken back to shore. But he said the perils of this pursuit were many: not merely the Dragon and sometimes the crabmen themselves, but also thieves who would steal the art for sale. There are smugglers, too, out there on the rocks: men who bring trade from far Xinjiang and seek to take it to

the city proper without paying due tribute to the trading families. "Such men do not take prying eyes kindly," the trader said. The humble author thought he spoke figuratively, but later learned he in fact spoke literally: one smuggling clan will pop out and eat the eyes of those they catch, as deterrence to others.

Elsewhere on the Isles there are signs of human habitation, both current and ancient. Seaborne nomads populate the coasts of the Gulf of Morays and sometimes venture up to the Isles themselves to trade; they also, doubtless, have agreements with smugglers to help with the carriage of their cargo. But in older times, clearly, the people of the Yellow City also made greater use of them - ruins of former occupancy are everywhere. The humble author befriended a sage from the Brotherhood of the Thorny Hand during his time in the city and went together with him on his catamaran to tour some of these old buildings. The old observatory at Pómélú fascinated the humble author: its towers still stand visible, though crumbled and worn, and though the boat only passed the isle at a distance he was sure he caught sight of some of the automata which once served the creators wandering slowly amongst the ruins.

Beyond the Topaz Isles and out past the Gulf of Morays is the Great Blue Reef, the home of the squid-men, of whom the suspicious do not speak, and of whom even the wise know little. Even on those days after an autumn typhoon, when the winds have swept the air clean, the reef is too distant to be seen from the coast or anywhere on the Isles, and those

few vessels which come to the Yellow City to trade invariable do so by a wide detour close to the Gulf's Eastern coast, as far from raiders as can be. There are tales, of course, with which the reader will be familiar. Suffice to say, the humble author elected to exclude the blue reef from his journey.

Lamarakh and the Hundred Kingdoms

The God River is really many rivers, which flow down from the Mountains of the Moon and gather at its foothills into a mighty confluence. This is Lamarakh - the river-forest. The rainy land. Or, just, the wet.

Where is the border between Lành and Lamarakh? Of that the humble author is not sure. But somewhere, the forest becomes less dark, less brooding, less fraught. More alive, more lush, and more human. Though also, more wet. The many rivers flood so often they are more akin to lakes, and the spots of dry land in between them are more akin to islands. The people long ago stopped bothering to make permanent homes, if they ever did. Instead, they go everywhere on boats. Rafts, skiffs, barges, coracles, catamarans, sloops...and often tied together to make whole floating villages to ride the waterways.

For the human population of the Yellow City, who usually only speak the trade tongue, the Lamarakhi are another species entire, though they are as human as any city dweller. Their names are unpronounceable, their language an unsolvable puzzle, and their sexual proclivities abhorrent: in Lamarakh when a woman marries a man with brothers they too become her husbands and cannot take wives of their own. The humble author asked some of the Lamarakhi he travelled with about this practice and their explanation was instructive. They told him that if a man has a boat and has more than one son, since he cannot divide their inheritance

(a boat being indivisible) he must give his boat to all of his sons. And thus all the sons must marry the same woman, so that all of their sons are of the same mother and their inheritance will be similarly undivided. The logic is impeccable, although the humble author did not envy them their lifestyle.

In other respects Lamarakhi are charming and vivacious. Their lives are carefree, living as they do off the fruit of the forest and the fish of the rivers, and smoking their scented cigarettes which they call *kojo*. Some tribes are head-hunters who raid the Hundred Kingdoms for sport and the flesh of cattle (and sometimes men), but the most part are engaged in peaceful trade. They are the go-betweens from the Oligarchies of the mountains, distant Sughd, and the Yellow City and Hundred Kingdoms down river. All trade in Yoon-Suin passes through their hands. Lapis lazuli, peridot, silver, copper, palladium, jade, opal, aquamarine, amethyst, tiger-eye...and tea and opium by the sackful. The humble author saw more riches travelling with the boat people of Lamarakh than ever he saw in the mansions of the trading clans of the Yellow City, the palaces of the great kings of the plains, the villas of the plantation owners of Sughd, or the vast halls of the Oligarchs. Yet having nothing to spend it on or use it for, the Lamarakhi treat it as mere trinkets. If this is wise or foolish, the humble author is not sure.

The Hundred Kingdoms

At some point South of Lamarakh the ground becomes drier, the forest sparser, until gradually it peters away into settled grassland. Here, the grass grows high in the mighty sunshine and the plentiful rains, and so do crops, and that means the people and the cities do too. They are scattered across the plains like the termite mounds of Lower Druk Yul, and the people are as plentiful as white ants.

How does one describe the Hundred Kingdoms? Each has its own ruler, its own spirits, its own schools of fakirs, its own enemies, its own intrigues, its own allies, its own particular cruelties. It is in every sense varied. And yet in that very variety there is unity. Though the people living in each city-state abide by their own laws and customs and often war viciously against their neighbours in the name of their ancient rights, at the end of each day the same farmers return home to eat flat bread and curry and suck on hookah pipes while they watch the sun set; at each road-side passers-by pay homage to the same fakirs performing feats of strange and horrible endurance; in the fields groups of devout holy fighters practice with the same tulwars, gurb, barcha and bagh nakh. If ever the Hundred Kingdoms were to unite, they would expand to devour the world.

The humble author spent much of his time in Runggara Ban, which is towards Lamarakh. Elephant Priests are the religious leaders in Runggara Ban. They direct the worship of

the Elephant Demon and channel his rage and hunger in battle.

The cult of the Elephant Demon is a new one, but now widespread in Runggara Ban - where until a century ago it had its own entire pantheon of spirits. Now the people say that the Elephant Demon has devoured all those other gods and will not stop until he has devoured the world. It is rare to find a place where the cult has not transplanted the old native beliefs.

The cult's practices are byzantine and rarely spoken of aloud. They involve much sacrifice; often victims are people captured in battle. The unfortunates have their limbs and ribs broken and are then thrown, dead or alive, into a pit called the Elephant's Mouth, to rot. This vast pit is hugely elaborate and decorated all around with golden statues; but the stench is appalling and the cries of the still-living victims in the pit enough to make the heart of even the hardest of men quiver. But those devout in the worship of the Elephant Demon care nothing for the pain of those given to its hunger.

Life in Runggara Ban was easy, and the humble author tallied some months there. Food is plentiful and the people are rich and healthy. The women too are beautiful and brown. Yet perhaps because of its very ease, life there is also cheap. Death comes at the slightest whim and waits around every corner. At any moment a chattar might decide to try his newly-forged tulwar on a beggar; an Elephant priest might

require a dozen sacrifices; a pack of dogs might attack a lost child; a fakir might lose his life in some bizarre holy pursuit. To the outsider, life takes on the aspect of a painting, and the longer he spends there, the more he suspects he will never break the veneer of the surface to take part in the picture itself, and the more terrified he grows that if he ever does, his life will become as transitory as the people in it.

Druk Yul

When the humble author was in the Oligarchy of Silaish Vo, he came across a young woman with unusual silver-grey eyes who asked the humble author many questions about his home, his childhood, and his family. Because she was not unattractive, the humble author was glad to be questioned in this way. It was only later that he began to think there had been something strange about it, as none of the topics of the conversation were at all interesting.

The humble author brought the matter up with some locals over a game of dominos at the tea shop of Liangyu Hui. They were unanimous in telling the humble author that he had almost certainly had an encounter with one of the dragons of Upper Druk Yul who, they continued, enjoy descending from their high mountain home to investigate the affairs of mortals in the lowlands. It seems that the peoples of the Mountains of the Moon believe that in the high glaciers of Upper Druk Yul - where the very air is so thin that no human being can even gain enough breath for life - there is a kingdom of dragons living in great pavilions of ice and snow. These dragons are so wise, ancient and powerful that their magicks can disguise them in any form they choose.

The humble author did not fully believe this story, though undoubtedly the peaks of Upper Druk Yul are so distant, so high, and so unattainable, that when one looks at them one experiences many wild and wondrous imaginings about what could be in such a place. For his part, the humble

author imagined that up there beyond the clouds there might be entire citadels carved from blue ice and home to people born from the sky itself.

Lower Druk Yul is a place more prosaic. It is a rough, sparse country, rugged and crumpled like old blankets. Few trees grow there, and the hills are thick with yellowed-grass.

It is a wild borderland without any form of authority; the dragons of Upper Druk Yul, if they exist at all, care little for conquest, and the traders of Lamarakh are ill at ease away from the riverland. Otherwise it is sometimes crossed by travellers going to or from far Xinjiang, but that is all.

A race of humanoid grasshoppers inhabit the area. They have so little contact with other peoples that they are barely known outside of Druk Yul; in the languages of Lamarakh and the lowlands they are called only by names meaning 'Grasshopper men'. They are aggressive and territorial, and tend to attack any intelligent being which enters what they deem to be their land. But they can sometimes be bartered with or placated with gifts, if a method can be devised for communication.

They roam in bands, herding great, hairy caterpillars which grow to some 8 or 9 feet in length. These caterpillars excrete a kind of honeyed nectar which the grasshopper-men chiefly feed on; they have, it seems, a kind of potion or balm which they use to prevent the caterpillars from ever growing to an adult butterfly (and what a butterfly such a thing would be!).

The humble author was able to travel with one such band for a time, placating them with gifts of meat, fish and cheap Sughd tea. There were a dozen males and perhaps twice as many females, and some young. The males, it seems, live shorter lives; they are constantly engaged in fights with males from other bands, and all the males in the band I travelled with were covered in horrid scars from these battles. Communication was difficult, as their language is composed as much of posture as it is of sound, but the humble author was able to make himself understood enough for them to take him to some of the ancient monuments of the hills: lonely standing stones and odd barrow-like mounds which dot the landscape and tell of a past unspeakably distant and unfathomable, beyond the imagining of even the ancient dragons who call the mighty mountain peaks their home, and have dwelt there since before ever men walked the earth.

Sughd, Syr Darya and the Mountains of the Moon

The great mountain range which stretches across the north of Yoon-Suin is the cradle of its human civilisation. The slugmen built the Yellow City and it is their ancestral home. Society in the Hundred Kingdoms is too cruel and transitory to be reckoned civilised. But it was humans and humans alone who created the great cities of the North. For a traveller from outside, then, it is these mountains which feel most comfortable, though they have many dangers yet.

In the days before there were humans, there were dwarves. They built citadels in the high places, many of which go down to the very roots of the mountains - though one would not guess it, because their entrances are so high and so well hidden. A guide, however, did show the humble author such a place on a mountainside north of Silaish Vo: the dwarven halls of Sangmenzhang. The door to this great ruin was of tiny and humble scale, giving little indication of the treasures supposedly lying within. The guide informed the humble author that it was haunted and that the locals shun the place; the author's abiding memory is of the two statues on either side of the doorway which were its only decoration: a humanoid figure with the head of a yak, and a stylised scorpion thing. Both were of fearsome aspect, and something in the way they had been hewn gave an impression of an alien hand. The humble author did not inspect them long.

There are still some dwarfs spread through the oligarchies, although they are very few in number and most are very old. They are known as jewellers and dealers in gold, and one will sometimes see them at markets, selling their wares. They are also famed for being excellent swordsmen, and some yet find work as mercenaries or guards.

The humble author asked several dwarfs who he met what had become of their citadels and their ancient civilisation, but it appears the story has become so attenuated by time that it is impossible to know the truth of it. Some say they were mostly killed by a wasting disease which turned them into stone; others say it was civil war; others say the old dwarfs created servants which destroyed them; still others say they awoke evil and strange things in the roots of the mountains which devoured them. Whatever the case, their citadels have not been inhabited for thousands of years and the dwarfs remaining are but shadows of what their ancestors once must have been.

Silaish Vo is but one of many city-states in the mountain valleys. Indeed, each such valley has at least one such city-state, and some have others further downstream. Collectively, they are known as the Oligarchies, for they are near-universally ruled by those who control their trade. In the case of Silaish Vo this is the Bui family, and the trade is in lapis lazuli and copper which they send downstream to Lamarakh and thus the Hundred Kingdoms and the Yellow City in the sultry south. In return come primarily slaves, for like all the oligarchies the population of the city is not large

and it is perpetually in need of workers and eunuch soldiers. The Bui family itself lives in extraordinary opulence in a palace made of cedar wood and surrounded by canals filled with carp as big as children, and are rarely seen, except occasionally when six powerful eunuchs rush by down crowded city streets, carrying a palanquin.

The use of eunuchs has an ancient history in the mountain cities. Almost all of the soldiers who fight and die in their petty wars are eunuchs, save for the small number of hereditary warriors. And bands of eunuch mercenaries commonly ply their trade there; some have been operating for hundreds of years and have long and florid historical records.

When the humble author was in Silaish Vo a war broke out between it and the city-state Gamagadhi of the neighbouring valley, over some arcane slight. The humble author climbed to the top of the ridge known as The Spine to watch the armies of the two oligarchies array themselves across a distant field. Both had brought with them dozens of giant crayfish, which led their charges. At some point the crayfish of the Oligarch of Gamagadhi became frightened or enraged and circled back to overwhelm his own lines. The armies of Silaish Vo carried the day. Afterwards the humble author examined the battlefield with some local farmers who were planning to use the bodies as fertiliser for their rice paddies. A thousand or more men had died, we decided - many simply trampled, others horribly mutilated by the powerful claws of the crayfish. A week or so later peace was declared, but the

humble author was unsure if there was any change in circumstances. He was assured that such occurrences were not uncommon.

The greatest fear of the mountain people are the yak-men, who prey on travellers and those in isolated places, coming down from the high peaks and spiriting away the unwary to be their thralls. These creatures are powerful tricksters, mighty in arms but able to manipulate the wind and snow itself to cloak their movements or bewilder their victims.

Sughd

At the Western extreme of the mountains is the land of Sughd, whose high valleys are at the very heart of Yoon-Suin, since it is there that all of the tea which is drunk in all of the purple lands grows. Some mysterious quality of the earth, mixed with the high mountain air and the closeness of the sun, makes the tea bush flourish there like no other place. Opium too is grown there, and silk, in vast plantations - the sight of a poppy field in Sughd, stretched out on either side of the track like the silk carpets in the hall of the temple at Walun, with bees and butterflies dancing hither and thither all around and the guards patrolling on giant beetles striding through like carp in a red lake...it is one of the humble author's deepest abiding memories.

Syr Darya

Syr Darya, the City of Dweomers, sits in the centre of Sughd like some deep, dark sapphire in a bed of jade. It is a place of ancient reknown, famed for its mysteries, its knowledge, its ghosts, and its secrets.

Before the humble author arrived in Syr Darya he had of course heard of the strange appearance of its populace. After all, apart from the city's architectural beauty and the power of its magic, it is that for which the city is chiefly famed. But nevertheless on his arrival the humble author was shocked by the throngs of deformed and ungainly half-men who hopped through its streets, and he could barely stand to enter the city from revulsion. Nothing in the tales of travellers had prepared him for the sight.

After several weeks in Syr Darya the humble author had grown somewhat used to its wretched people, and he ventured out of his dwelling to find out why they had become this way. He went in search of one of the city's elders, an Ogre Magi by the name of Wahid Qasemi, who he had been told was favourably disposed to outsiders and something of an expert on his city's history.

The Ogre Magi are the only people living in Syr Darya who are whole (apart from some travellers and merchants). The humble author asked him why it should be that those of his own race were unaffected by the affliction, while all of the human citizenry were stricken so.

"It is a long tale whose details I will spare you," he told the author, "But it began some five centuries ago, when my people first came to this city. At that time we were wanderers from plague and war in the West, and we came to the mountains seeking fortune and employment as mercenary warriors. At that time the people of Syr Darya were handsome, black-haired and tall, indeed a wondrous sight."

He paused and blew a great cloud of smoke from his hookah. "My ancestors found employ with the Rajah of Syr Darya, who used us in his many battles against rival states in the mountains - cities which are now long left to ruin. With our aid he laid all of his enemies low, and all of Sughd paid him homage. But even then his greed overtook him and he refused to offer us payment for our years of service.

"Now, my people is a learned one, and we had heard legends of a great demon living in these mountains, known as The Shikk. The Shikk can perform any task he is given, but he is both capricious and hungry, and he always demands a heavy toll for any boon he grants. My people were prepared to make any sacrifice, however, to exact revenge on the greedy Rajah. They summoned The Shikk and asked him for his aid in stealing Syr Darya away from the Rajah forever, and taking the city for their own.

"The Shikk granted their wish, and destroyed Syr Darya's armies while my ancestors stormed the palace. There they

took the Rajah and his many wives and children and sliced them into pieces, spending three nights and three days in the process. Finally they were sated, and they looked out upon the beautiful city which they now intended to make their own.

"But The Shikk had taken a heavy toll indeed. The great demon believed that, since he had done at least half the work, he should also have half the prize. So he took the left side of every human being in the city for his own, leaving the people of Syr Darya forever cursed with but the right half of their bodies. My ancestors gained the city, but it has only ever been a pale imitation of what it once was."

Wahid Qasemi had been animated in the telling, particularly as he described the deaths of the old Rajah and his many wives and children. But now his voice became bitter and he said, "The people you see in the city today are the same as lived here five hundred years ago. Whether because of The Shikk's magic of some other reason we do not understand, the nasnas are undying, and can never die. We Magi are the rulers of but half a city and will be forever more - until, perhaps, we one day find a way to take back from The Shikk what he took from us."

The city itself is a beautiful but haunted place. The nasnas who populate it are silent, shameful things which do not associate with outsiders - or, seemingly, each other. And many of its great buildings - its halls, its mausoleums, its domes, its tenements - lie empty and filled with dust and

sighing ghosts. The ogre magi live in towers and minarets, where they stare longingly to distant horizons and ponder their tragic past. No matter the time of day, there is always a feeling that it is twilight. And you might sometimes hear music being played as you wander its streets at night, but you will never find its source.

Editor's Afterword

Yoon-suin has long been cut off from the outside world. It is bound to the North by mountains in places ten thousand metres high; to the South by ocean; and to the East and West by near-impenetrable forest. Though it has long had trade with the men of Xinjiang, it has otherwise developed in almost complete isolation. Its politics, languages and religions are its own, as are many of its peoples. But its wealth and the fame of its wonders also draws travellers, and the especially brave, talented or foolish occasionally reach it from other lands.

One such traveller was the philosopher and poet Laxmi Ghuptra Dahl, who, beginning in the twentieth year of the reign of the oligarch Suyong-bui, journeyed from Silaish Vo through Lamarakh all the way south to the Yellow City - and then later from Druk Yul to Syr Darya, where he met his death. He recorded detailed accounts of his journeys in a journal, which was brought back to the Yellow City by members of the Geographical Society long after his soul had passed into nothingness, and which you have just read. In one of its final entries, Dahl wrote:

I have travelled long in this world and lived in it for nigh fifty years, but I have never seen such beauty and horror as exists in the lands between Silaish Vo and the Yellow City. The Mountains of the Moon are as cold and as dry as hell, but when I first saw the sunlight dance on their snowy ramients I felt as if it was what heaven must look like. The jungles are thick with deathly moisture which lays against your skin like the hot

breath of a wolf, but they are so green and lush that they can feed all of the world's life a thousand times over. The God River is so wide and fast that to set foot in it is to be swept to oblivion and never again stand on solid earth, but to watch the fish leap in its waters at sunset gives one the same pleasure as watching one's own son at play in the village square. And though dread monsters throng its waters, the Gulf of Morays has such glory in its myriad colours that to look away from it for even a second is a great heartbreak. Beautiful or horrible; I know not which word best describes Yoon-suin. I am glad of it and afraid of it, and that is all I can write.

It is fitting that he wrote these words from a tower room in one of the minarets of Syr Darya (though there is some controversy amongst scholars with regard to dates). He had been poisoned somewhere in the Hundred Kingdoms, perhaps by an insect, and his last days were spent in considerable torment while gazing out over one of Yoon-suin's most beautiful and least-travelled cities.

Introduction – How to Use This Book

This book allows the owner to create his or her own Yoon-Suin campaign. It is a tribute to the TSR campaign settings of old, but with a twist: there is no single Yoon-Suin, and no Yoon-Suin is ever the same as any other – nor the same way twice. It is a place which is always the same, yet always different, depending on whose game it is, and how the dice are rolled.

This book should be used as follows.

First, pick a region in which you wish to begin your campaign. Turn to the relevant chapter, and the relevant map (p. 307-315).

Second, begin using the tables to generate the set-up for the campaign. Each chapter is, broadly, arranged as follows, though there are some variations:

- I. Initial tables to generate details about the location where the campaign begins [not all chapters contain such tables].
- II. The PCs' social circle. Tables for generating a number of social groups who the PCs have ties to, followed by tables to generate local 'personages' who the PCs have contact with – or for when a player asks, "Does my PC know anyone who...?" Use these tables to create an initial social web for the campaign.
- III. General rumours and hooks. Use these tables for generating miscellaneous rumours of work and/or adventure.
- IV. Random encounter details, and other useful tables.
- V. Surrounding geography. A series of tables to create locales – small communities and monster lairs – with which to populate the relevant hex-map. Each chapter also has around 20 sample hex locations to add to the map as desired.
- VI. Each chapter may also contain other bespoke tables for specific types of adventure (for instance, the Yellow City and Topaz Isles chapter has a number of tables to be used to run adventures in the Old Town).

Third, since you now have enough information and detail to flesh out the initial set-up for a campaign, and a good deal more, begin doing so! An example of how to do this can be found on the new few pages.

Fourth, use the tables in play. The players ask whether they know an NPC who lives in the local area. Roll on the relevant 'personages' table. The players come to a new hex when hexcrawling which you have not yet filled. Roll a random lair or place one of the sample hex contents. The players are strolling through the Yellow City. Roll a random encounter. And so forth.

Example of a Campaign Setup

The following pages contain an example of using this book as the set-up for a campaign beginning in the Yellow City.

The first task is to generate the PCs' social circle. The DM decides that the PCs have connections to 5 social groups. He rolls a d12 five times and consults the 'Group Type' table, generating a Noble House, two Shrines, a Philosophical Society, and an Exploring Guild.

He details the Noble House, rolling a conflict source of 'adultery'. He decides to consult the 'Noble House' table and rolls to determine which NPCs are in this adulterous relationship: it's the spouse of the matriarch and the teacher of the matriarch's children. The Noble House begins to take shape. He also rolls a rumour/hook: somebody tried to poison one of the high-ups in the family, but accidentally killed a taster instead. The family wants to know the culprit. His mind whirring, he wonders whether the teacher of the matriarch's children has been trying to kill off the matriarch herself? He calls the Noble House the Kulu Family.

He then repeats this process with the other four social groups in the PC's social circle, and gets the following information:

The first Shrine, to a hawk-aspected demigod with food, males, and death as her spheres of influence. She demands sacrifices of invertebrates, and her holy colour is green. [See Appendix M for details of deity generation.] He calls her Mansur.

Conflict: Addiction. NPC: Head sacrifice. The head sacrificer at the shrine has an incurable addiction to a certain type of opium.

Rumour/Hook: An important holy artefact has gone missing.

*

The second Shrine, to a crane-aspected demigod with famine as her sphere of influence. She demands sacrifices of mammals, and her holy colour is black. He calls her Parkij.

Conflict: Theft. NPC: Mad visionary. A mad visionary has stolen something from the shrine.

Rumour/Hook: Under the shrine there is a network of catacombs the members believe to be haunted.

A Philosophical Society, who practice sophistry. He calls them the Society of Sophists.

Conflict: Madness. NPC: Important scion of a Noble House. One of the members, an important scion of a Noble House, has been driven mad by his ruminations.

Rumour/Hook: The society wants a former member, who has renounced its beliefs, assassinated. There is a further rumour that the society wants hallucinogens to further expand its theoretical insights.

*

An Exploring Guild, who he calls the Society of Many Journeys.

Conflict: Treachery. NPC: A magician patron. A magician patron is betraying the guild by passing secrets to a rival.

Rumour/Hook: The group have recently brought a strange, puissant artefact back from a journey - and powers in the city want it.

Looking at these five social groups, more ideas form in the DM's mind. Thinking about the second shrine, to Parkij, he imagines the mad visionary having stolen something important – and then fled into the very catacombs which the members believe haunted. Sounds like a job for adventurers.

He then wonders whether the scion of the Noble House who the Society of Sophists have driven mad might be the scion of the Kulu Family – and they may pay handsomely for a cure (or revenge).

He then thinks about the Society of Many Journeys. A magician patron passing on secrets to a rival. It sounds as though one of these secrets might be the fact that the guild has recently brought a puissant artefact back from a journey. Who are these rivals, and what will they do to get this artefact? Conversely, what will the Guild do to stop them?

Next, the DM decides to generate a few individual NPCs to widen the PCs' initial social connections. He decides to roll up four humans and three slug-men using the “Yellow City Personages” tables on page 97. These are as follows:

(Humans)

A cockroach butcher, over-friendly, called Palla bá. He desires adventure.

An embezzler, called Ru shék, who is always accompanied by a small child. He has a rival.

A jeweller, with a haunted, desperate air, called Rá khi. She has a rival.

An assassin, with white pupils, called Ma hek. She is jealous of the possession of another.

(Slug-men)

A scholar of automata, called Po Le, who is always accompanied by two slaves. He desires more knowledge.

A teacher, called Polaha Vo, who is especially slimy. He needs to pay off crippling debts.

A magician, called Malaba, who is a lover of the arts. He hates an enemy.

Ideas are again floating around the DM's mind. Perhaps Ru shék the embezzler's rival is Rá khi? Undoubtedly the PCs could become entangled in that. Po Le desires knowledge – a reason to hire the PCs, maybe?

Third, the DM turns to section 2 of the Yellow City chapter: General rumours and hooks. He first consults the random connections table, and rolls:

A holy man needs to transport something to an assassin.

A cockroach clan chief wants a dwarf refugee kidnapped.

A philosopher wants something stolen from a beggar.

He then uses the Yellow City Rumours table to generate a few more hooks for good luck, generating:

Russet mould has taken over a ghetto and is turning everyone in it into mould men.

A vampiric mist has made its home in a park in the grounds of a palace.

Golden wormlings have burrowed from somewhere into the basement of an archive and have been eating all the books and scrolls.

All very satisfactory and perhaps more than enough to begin 'seeding' the campaign, but the DM also wants to fill in the wilderness areas around the Yellow City in case his players want to venture outside of the metropolis right from the start. He goes to section 4 and starts to generate some 'Yellow City Surrounds'. He decides that four small communities will do, and generates:

A Mine, which mines turquoise. It has 13 guards, a 2 HD leader, and 75 slaves, with 16 units of turquoise ore. The ferry, which is the only line of communication with the city, has sunk, leaving the mine isolated. Three significant NPCs were rolled up: the ferry captain; a disloyal, influential slave; and a brutal foreman.

Another Mine, which mines tourmaline. It has 12 guards, a 2 HD leader, and 60 slaves, with 19 units of tourmaline ore. A gang of slaves are sneaking resources out to smugglers. Three important NPCs were rolled up: two brutal foremen, and a chief engineer.

A Smugglers' Den. The smugglers are being actively sought after for retribution by a Noble House. It is a medium-sized network, with 60 members. In the den they have Treasure Type E, 14 units of opium, 15 units of tea, and 6 slaves.

An Observatory. Important equipment has recently gone missing. There are 10 clay golems, 10 slaves, 10 guards, 11 astronomers, and 1 2 HD head guard, and Treasure Types K, L, N and O.

He then places these on hexes he deems appropriate. He also decides to also place some lairs, and likewise creates four. He generates:

Makara. They are 8 in number. The makara are waiting for the return of an ancient artefact; one of them, obviously marked out as a leader, seems to be holding its hands out in waiting. Once the artefact is returned, the makara will serve the returner for one lunar month. Treasure: Lx5.

-The ancient artefact is a disc, 18 inches in diameter, of complexity 10. It is made of shell. It emits a shimmering sword of sheer force which can be wielded as per the Mordenkainen's Sword spell, activatable once per day for d6 turns.

Locathah. 150 in number, with a 5 HD leader, 12 3 HD guards. Treasure Type: A. The locathah are experts at capturing squid-men and have d3 of them captive on any given day.

Sea naga. It lairs in a deep cave in a cliff face which curves back on itself in a spiral; the naga's home is in the middle. It has Treasure Type G. It is worshipped by a group of tamsic men (gibbon men, 16 in number, with Treasure Type B).

Tamsic Men. 19 in number, axlotl men. They have uncovered an ancient artefact during their miserable attempts at mining.

-The ancient artefact is a star, of complexity 2. It is made of stone. It can be activated for prismatic spray 1/week.

He then places these in appropriate hexes.

Finally, wanting to flesh out a couple more hexes, he selects a handful of samples from the ‘Sample Hex Contents’ for the Yellow City Chapter on pages 115-118, and likewise places them in hexes he considers appropriate.

Looking at all of this, the DM now has plenty to be getting on with. Any good sandbox campaign starts off with a list of rumours, and he wants to provide his players with a good number of these. He produces the following list:

- 1) Somebody recently tried to poison the matriarch of the Kulu Family; they will pay handsomely to find out who. [The DM has decided it is the teacher of the matriarch’s children, wanting to have the matriarch’s spouse to him/herself.]
- 2) A mad visionary has stolen a holy heirloom from the Shrine to Parkij, and fled into the maze of catacombs beneath.
- 3) The Society of Sophists wants a former member, who has renounced its beliefs and publicly humiliated the Society, assassinated.
- 4) A cockroach clan chief, known to the PCs, wants a dwarf refugee kidnapped. The dwarf borrowed money from the clan and has failed to repay it.
- 5) A strange sickness has taken over one of the city’s ghettos; the people there are being transformed into zombie-like, mindless ab-humans. [The cause is Russet Mould.]
- 6) Gardeners and other servants have been disappearing from a Palace owned by a Noble House called the Balule Family, who are curious to find the cause. [The cause is a vampiric mist.]
- 7) An archive, the Library of Automatists, have been experiencing problems in some of the deepest basements of their building; books and scrolls of great and ancient heritage have been destroyed. [The cause is golden wormlings entering from a vast tunnel network.]
- 8) There has been no contact with a turquoise mine out in the Topaz Isles for some time; the Noble House who own it desire to discover why. [The ferry has sunk – perhaps destroyed by squid-men, or a rival.]
- 9) The Kulu Family want a group of smugglers destroyed. [The group of smugglers generated through the ‘small communities’ tables.]
- 10) Po Le, a slug-man scholar of automata, will pay handsomely for information about an old laboratory abandoned in the old town.
- 11) Raakhi, a jeweller, is plotting to bring down her rival, Rusheek. She wants to hire a likely crew to plunder his shop.

The DM thinks that rumours number 2, 7 and 10 could very well lead to dungeon or even mega-dungeon exploration, and uses them as seeds for beginning the process of mapping out underworld or ruin-type adventure locations.

He also begins brainstorming and considers which of the various NPCs he has created might be connected to each rumour. The cockroach butcher who desires adventure, called Palla bá, seems like he may be connected to rumour number 4. The slug-man magician, Malaba, has an enemy – maybe he is responsible for bringing the vampiric mist mentioned in rumour 6 to the garden of the Balule, as his enemy could be a member of that Noble House. And so forth.

The DM now has the basic structure for his campaign to commence. Of course, the information generated here is just the beginning. New NPCs, rumours and hooks will develop as the players increase their interactions with the city and the people within it. The tables provided in the relevant section will only provide further grist for this process.

The Four Mysteries

There are four mysteries in Yoon-Suin; four elements that are left deliberately lacking in detail. The detail is your job.

Create your own Yoon-Suin.

The First Mystery – Outsiders

The people of Yoon-Suin all know that there are Outsiders in the Purple Land. There is no doubting it: that there are things from *beyond* and they are amongst us is simply something that is known. Who, or what, they are, is up to you.

The Second Mystery – The Dragons of Upper Druk Yul

Upper Druk Yul has the highest of all Yoon-Suin's great mountains. Its peaks are so high, and its glacial fields so cold, that human life simply expires and not even the dwarfs could colonise it. It is home only to crystal dragons and their pavilions of ice. But the dragons sometimes descend to the lowlands in human form, for reasons unknown. Why they do this, for what purpose, is up to you.

The Third Mystery – Syr Darya and the Shikk

Syr-Darya was once a beautiful city, ruled by might rajahs, with a healthy and thriving populace. It is now a slowly decaying ruin, inhabited only by nasnas and the ogre mages who are tied to its doom. What happens in the city's dark shadows, amongst its eerie elegance, is up to you.

The Fourth Mystery – The Squid-men and the Kraken

Out in the reefs past the Topaz Isles and the Gulf of Morays lurk the squid-men: alien, hostile, hateful, unknown. All the inhabitants of Yoon-Suin understand is that the squid-men mean violent death. And beyond the squid-men, in the great depths of the open ocean, swim baleful gods of the underworld: the mighty kraken, avatars of ancient dark malice. Their purposes, their goals, their role in the world, and the nature of their alien reason, is up to you.

Chapter One



Character Generation

Race and Background

Characters in a Yoon-Suin campaign may be ‘foreigners’ – i.e. characters from any other fantasy setting, including of the DM’s own creation. This is the recommended course of action for DMs who think their players would respond to exploring Yoon-Suin as strangers in a strange land. In such a game, the recommended starting point is the Yellow City or one of the Oligarchies, although creative DMs will be

able to think of many other reasons why a band of non-native adventurers would find themselves in the Purple Land.

Alternatively, characters may be Yoon-Suin natives. The following series of tables allows a player creating a Yoon-Suin native to determine his or her background and origin.

Geographic Origin

For humans, roll in the following table. Humans are the most widespread and varied race in Yoon-Suin.

Result	Geographic Origin
1-3	The Mountains of the Moon
4-5	The Yellow City
6-7	Lamarakh
8-9	Sughd
10-11	The Hundred Kingdoms
12	Seaborne Nomad

Background

For humans, roll on the following table, unless from the Yellow City, Lamarakh or a seaborne nomad, in which case consult the sub-tables which follow. Suggested parentages are examples only.

Result	Background
1-3	Slave (if male, 50% chance of being a eunuch)
4-7	Very low caste (born of a prostitute, vagrant, criminal, cockroach breeder)
8-12	Low caste (born of a rice farmer, worm breeder, waged labourer, servant)
13-14	Merchant caste (born of a trader, salesman)
15-16	Warrior caste (born of a soldier, guard, assassin; if male, 60% chance of being a eunuch)
17-18	Artisan caste (born of a jeweller, weaver, dyer, refiner, tea brewer)
19	Landowning caste (born of a plantation owner or landed aristocracy)
20	Nobility (born of a ruler)

Yellow City human

Result	Background
1-3	Slave (if male, 50% chance of being a eunuch)
4-7	Very low caste (born of a prostitute, criminal, cockroach breeder)
8-13	Low caste (born of a waged labourer, servant, entertainer)
14-16	Commercial caste (born of a stall or shop owner)
17-19	Warrior caste (born of a soldier; if male, 90% chance of being a eunuch)
20	Artisan caste (born of a jeweller, weaver, dyer, refiner)

Lamarakh/Seaborne nomad

Result	Background
1	Slave (re-roll to on geographic origin table for parentage)
2-4	Ordinary parents
5-7	Born of a skilled hunter or fisher
8-9	Born of a powerful warrior
10	Born of a shaman or summoner

For slug-men roll on the following table. All slug-men are from the Yellow City.

Slug man

Result	Background
1-2	Oligopolist family (opium, tea, or slave traders)
3	Criminal family (smugglers)
4-6	Brahmin family (sages, tax collectors, archivists, poets, bureaucrats)

For dwarfs, roll on the following two tables; first to determine background, then to determine the PC's belief about why his or her home citadel was ruined. All dwarves are from the Mountains of the Moon.

Dwarf

Result	Background
1	Swordsman family – guards, mercenaries, assassins
2	Remnant aristocracy – the family believe they claim descent from nobility
3	Jewellers – a family of expert appraisers

Result	Reason for Ruination
1	Plague or famine caused by angry gods
2	Haunting by ghosts of the ancestors driven wild
3	Civil war between rival leaders
4	Demons from the roots of the mountains
5	The golem servants created by the dwarves themselves
6	A great mystery

All crab-men are from the Yellow City and are slaves. The player should pick or randomly determine another player's PC to be the master.

Character Classes

Character classes in Yoon-Suin are as set out in the core rules of whatever variant is used; however, a ‘Cleric’ is referred to as a ‘Holy-man’ (or -woman), a ‘Fighter’ as a ‘Warrior’, a ‘Magic-User’ as a ‘Magician’, and a ‘Specialist’, ‘Rogue’, etc., as an ‘Adventurer’.

A PC of a given race may choose his class as follows:

Human: Any

Slug-man: Magician or Holy-Man

Dwarf: Warrior or Adventurer

A player of a Holy-man character may randomly determine his deity using the table in Appendix M.

Yoon-Suin also has a unique character class: the crab-man.

Crab-man: Crab-man class

Note: Slug-men are hermaphrodites. They may choose to refer to themselves as being male or female when dealing with humans or other races, but equally they may prefer to be referred to with the sex-neutral “it”.

Crab-Man Class

Crab-men are at the extreme lowest rank in any hierarchy in Yoon-Suin. In all societies they are viewed with contempt – except, perhaps, in the extremities of Druk Yul or the Mountains of the Moon, where they are completely unknown. They

are stoical, obdurate, endurable, slow-witted, and strong.

Crab-men may not use most human equipment as they lack the capacity to manipulate it with their large claws. However, in battle they are ferocious.

Saving Throws							
Level	XP	Hit Points	Death Ray/Poison	Magic Wands	Paralysis/Turn to Stone	Dragon Breath	Rod/Staff/Magic
1	0	1d8+1	8	9	10	13	12
2	2,200	+1d8+1	8	9	10	13	12
3	4,400	+1d8+1	8	9	10	13	12
4	8,800	+1d8+1	6	7	8	10	9
5	17,000	+1d8+1	6	7	8	10	9
6	35,000	+1d8+1	6	7	8	10	9
7	70,000	+1d8+1	4	5	6	7	6
8	140,000	+1d8+1	4	5	6	7	6
9	270,000	+1d8+1	4	5	6	7	6
10	400,000	+3	2	3	4	4	3

*Note: Constitution bonus still applies to hit points. Crab-men continue to gain levels; their saving throws do not improve and they continue to gain +3 hit points per level.

A crab-man's only attack is with his claws. Crab-men are so strong and their claws so powerful that each successful hit causes *double* damage: roll to hit as normal and then roll 1d8x2 to determine HP loss.

Crab-men's ability to hit improves as they gain levels in exactly the same manner as Warriors.

Crab-men have a natural AC of 5 from their tough shells. This improves to 4 at level 3, 3 at level 5, 2 at level 7, and 1 at level 9.

Crab-men cannot speak human languages, though they can understand what they are told and communicate with gestures to some degree.

Crab-men begin the game with no wealth whatsoever.

Crab-men cannot manipulate magic items, or indeed do anything requiring fingers, and cannot learn how to read or write. They cannot wield weapons.

Chapter Two



Bestiary

Arowana, Giant

A grumpy-looking, voracious fish, which mindlessly swallows and devours anything alive. It is an astonishingly powerful jumper, and is able to leap from the water to make an attack before thrashing its way back into the river.

HD 5+1, AC 5, #ATT1, DMG 2d6, Move 30 (Swim 180), ML 7, Save As: F4, TT: None (V)

*If the bite attack beats the AC of the target by more than +4, the Arowana swallows the target. The target will die in 5 rounds unless the Arowana can be killed or sliced open.

*The Arowana can leap 20' to make an attack.

Found in shoals of 2-12.

Treasure is often contained in the belly, due to swallowing humanoid victims.

Asura

A race of mighty spirits exiled from the great mountains of Upper Druk Yul long ago, and cursed to wander the low places of the earth. They have three heads, each with three faces, and four or six arms. They are wrathful, proud, vengeful, boasting, jealous, and deceitful.

4-armed:

HD 4+4, AC 4, #ATT 2, DMG By weapon+2/By weapon+2, Move 150, ML 9, Save As: F4, TT: F (U)

6-armed

HD 6+6, AC 3, #ATT 3, DMG By weapon+3/By weapon+3/By weapon+3, Move 150, ML 9, Save As: F6, TT: F (U)

*All Asura carry a two-handed great weapon in each pair of arms.

*Asura are never surprised.

Usually encountered in groups of 3-18. Of these, 1 in 10 will be 6-armed.

Refer to the *Lairs* table in the chapter for Lamarakh and Lower Druk Yul.

Baital

A hostile dead spirit, intelligent and manipulative, which seeks to inflict its own displeasure on humankind. It is able to inhabit and animate any corpse, but it can also affect the thoughts and emotions of the weak-willed – driving them to madness or suicide and causing miscarriages. It delights in ‘revealing’ itself as a demigod in order to dominate an unfortunate lunatic, but it might likewise be dominated by powerful magicians who seek to use its abilities for their own ends.

In its true form it is recognisably the image of its former self, but it is able to appear as a winged skeleton; a dark, hooded figure; or a many-armed, dancing spirit.

HD 3, AC 5, #ATT 1, DMG *, Move 120 (Fly 240), ML 7, Save As: M3, TT: L (S+T)

*Touch attack does 1d8 in shocking/freezing damage, and drains 2 levels.

*Can *charm person* 3/day.

*Can cast *audible glamer* and *phantasmal force* 3/day.

*Is semi-corporeal; immune to non-magical weapons.

Often enslaved by a magician or engaged in the torment of an unfortunate individual.

If encountered randomly will usually (1-4 on a d6) be inhabiting a corpse; this is noticeable on close inspection. On a roll of 5, it is enslaved by a powerful magician and engaged in the performance of some task.

Alternatively (on a roll of 6), it may manifest itself as a demigod, demon or spirit plaguing a lunatic.

Barnaclid

A diminutive humanoid with features of a barnacle – including a chitinous exoskeleton and feathery antenna. It lives in coastal areas and cannot spend longer than a few hours away from salt water. It feeds by dragging the bodies of still-living animals or humans to the sea and butchering them in the water so it can filter out their nutrients.

HD 1, AC 6, #ATT 1, DMG By weapon, Move 90 (Swim 120), ML 7, Save As: F1, TT: C (P)

*Will die if kept away from saltwater longer than 3 hours.

Lives in clans of 75-150.

If encountered on land, will be a raiding party of 2d6, with a 25% chance of having d6 human captives.

Typically armed with nets made

from kelp and harpoons so as to take living captives.

Belu

A forest ogre, with twice the body mass of a human and an insatiable appetite for raw flesh; it wears a plume of peacock feathers in its hair and carries a sharp skinning knife, and can change its shape.

HD 4+1, AC 5, #ATT 1, DMG 1d10 (by weapon +6), Move 150, ML 8, Save As: F5, TT: E (R)

*The belu's skinning knife is a *blade of sharpness*, and severs a random limb (1-4 arms and legs, 5-6 head) if doing full damage.

*Can *polymorph self* 3 times per day.

Often solitary; may live in groups of up to 8.

Has a 25% chance of having captives (1d6 humans per Belu if in lair; 1 human per Belu if outside lair).

Bhoot

The restless dead. Appears as it did in life, though often wearing white, and casting no shadow. Its feet face backwards rather than forwards, and it dislikes touching earth directly.

Bhoot are usually tied to a specific area – whether the site of their death, a site which was significant to them in life, or the place they once lived. If this is a house, it is referred to as a *bhoot bangla*. They typically seek revenge on those they deem responsible for their death.

HD 5+3, AC 4, Move 120 (40), #ATT 1, DMG *, Move 120, ML 8, Save As: M5, TT: None

*The Bhoot's touch attack does no damage, but ages the target by 10 years.

*The Bhoot aims to trick or tempt a victim into isolation and then possess their body with a *magic jar* spell, in order to use it for their own ends.

Tied to: 1-4 – A house, 5 – A bridge, 6 – A tree, 7 – A field, 8 – A building

Was murdered by: 1-4 – A family member, 5 – A master, 6 – A servant, 7 – A magician, 8 – A holy man

Bhuta

In the highest peaks of the Mountains of the Moon, at altitudes where human beings can barely breathe, there live tribes of goblins known as *Bhuta* in the local tongues. It is said that these creatures are so fleet of foot that they can walk on the snow without leaving a mark, so well camouflaged that they are invisible, and so quiet that they can move through the clouds without a sound. The yak-herders of the mountain passes believe that the bhuta come down to steal babies in the night and carry off pregnant women; it is said that the cries of their abductees can be heard carried on the wind from the mountain peaks in the dusk and early morning.

Bhuta will attack anything travelling through the mountains, always at night, and usually under cover of fog. They are cowardly beings who prefer to overwhelm their victims; children and smaller beings like dwarfs are carried away if possible - to what fate, nobody knows. In appearance they are naked, pale blue (so pale to be almost white), with large, splayed feet. They generally arm themselves with javelins and kukris.

HD 1-1, AC 6, #ATT 1, DMG By weapon, Move 120, ML 6, Save As: F1, TT: J (V)

*Never attack during daylight.

*Always surprise opponents if outside in a snowy environment.

Bombardier Snail

A gastropod the size of a big man's hand, which, if threatened, is able to spew a mixture of unstable and explosive chemicals at its attacker.

HD 1hp, AC 9, #ATT 1, DMG See below, Move 90, ML 7, Save As: F1, TT: None

*Will squirt chemicals at any large living thing approaching within 3 feet. The squirt hits automatically and causes 3 hp damage.

Tribes of 101-200; encountered in hunting groups of 2-40.

In a given group half will be armed with javelins, the others with clubs or kukris and nets.

6 bhuta acting together can summon a thick fog through a ritual taking 1 round to perform.

Found in groups of 2-12.

Brown Velvet Worm, Giant

Also known as the hunting worm, fanged worm, or spit worm, this stealthy hunter is eight to ten feet in length and a voracious hunter. Wild, it prowls the mangroves and jungle at night, searching for prey. Domesticated, it is used as a guard and war-beast. Like all velvet worms it is single-minded and brutish; it will attempt to kill and eat more or less anything it comes across. Spit worm handlers therefore raise the creatures from birth to associate certain pheromones with poison, and protect themselves from attack from their own worms by smearing those pheromones on their skin.

Solitary if encountered randomly.

Never randomly encountered in daylight.

Like all types of velvet worm, spit worms are silent and fast, but also practically deaf and almost blind. They sense entirely by scent and touch. As they prowl, their long feelers (known as 'lips' to their handlers) move this way and that, attempting to detect prey. As soon as a potential victim is detected, the spit worm immediately raises its head and sprays two coils of a noxious glue-like substance from nozzles beneath its mouth. This glue immediately binds the prey, paralyses it, and partially digests it, and the spit worm begins to eat it alive.

HD 4+4, AC 5, #ATT 1, DMG 2d6, Move 150, ML 7, Save As: F3, TT: None

*Can spray glue instead of making a melee attack, at range 12'. The target is paralysed immediately; no save is permitted. The glue may only be removed by special solvents designed for the purpose.

*Always surprises enemies at night.

Carnivorous Lungfish, Giant

A large fish capable of emerging from the water to move about on land for extended periods, though it largely prefers to stay in the water. The lungfish is so belligerent it will attempt to swallow anything smaller than itself which it comes across, and its belly is just about capacious enough to contain an adult human.

Found in shoals of 2-12.

HD 6+6, AC 6, #ATT 1, DMG 2d6 (see below), Move 30 (Swim 180), ML 6, Save As: F6, TT: C

*On a successful hit which does 8+ damage the lungfish will take the target in its mouth. The following round it will forego making any further actions in order to swallow the target completely, doing a further 2d6 damage automatically; if it does 8+ damage on the second attack it swallows the victim entirely. If not, the victim struggles free.

Chinthe

A magical being resembling both a dog and a lion, or a mixture of the two, with green, blue or red fur that shines iridescently in sunlight. It shows strict obedience to its master, who must feed it 5 electrum or 1 platinum piece per day of service, and is often used as a guard or hunter.

HD 7+7, AC 0, #ATT 3, DMG d4+1/d4+1/d10, Move 180, ML 9, Save As: F7, TT: None

*If a Chinthe barks for 6 rounds, it automatically *gates* d6 additional Chinthe to aid it.

If randomly encountered, will usually be guarding or hunting for something for a rich and powerful master (3 in 4) or searching for employment (1 in 4). If the former, the master is: 1 – A malevolent magician, 2 – A mighty holy man, 3 – A great warrior. The Chinthe are guarding TT: F, N and O.

Usually encountered in small groups of 1-6.

Chint-on

A race of ant-men with the thorax and abdomen of an ant and a chitinous, yet oddly humanoid torso, with compound eyes and sharp mandibles set within a disturbingly man-like face. Divided into castes of workers, warriors and 'queens'; once a year winged 'kings' are released to mate with new queens. These fly in an ungainly, weak fashion, like oversized dying moths.

Usually encountered as wandering workers in a loose band of 1d20, with one warrior per 10 workers. Workers can summon 3d6 warriors by releasing pheromones; the

Worker

HD 1, AC 9, #ATT1, DMG 1d4, Move 150, ML 10. Save As: F1, TT: None

*Can spray acid, hitting automatically for d4 damage and -1 to AC, once per day.

Warrior

HD 2, AC 7, #ATT1, DMG d6+2, Move 150, ML 11, Save As: F1, TT: None

*Can spray acid, hitting automatically for d4 damage and -1 to AC, twice per day.

Queen

HD 12, AC 2, #ATT1, DMG 3d8, Move 30, ML 12, Save As: F10, TT: Lx4, Nx4, Ox4

*Can communicate using ESP; this ability can also be used for psionic blasts, doing d8 damage to any hostile interloper automatically; a save versus death reduces this by half.

King or New Queen

HD 8, AC 4, #ATT1, DMG 2d6+2, Move 90 (Fly 60), ML 7, Save As: F6, TT: None

Chu-srin

A powerful and intelligent spirit which manifests itself with the front of a terrestrial animal and the rear of a marine or riparian beast. It may be malignant or benign; some are worshipped, others lead solitary and hostile lives, while others act as wise counsellors – or malicious schemers. They are typically of great size and considerable magical power.

Roll for appearance as follows:

(Front end)

1. Crocodile
2. Turtle
3. Peacock

warriors will appear within 3d6 turns.

Lairs may be composed of up to 10,000 individuals.

There is a 1 in 10 chance a random encounter will be with d20 kings and d20 new queens in the act of mating.

Refer to the *Lairs* sub-table in the Mountains of the Moon chapter.

Usually solitary – may occasionally be found as a pair.

If randomly encountered will be:
1-2 – Solitary, 3-5 – Accompanied by human worshippers (2-12 1 HD acolytes, d3 2 HD Holy Men), 6 – Head of a sizeable cult (100-200 acolytes plus an appropriate number of Holy Men).

(Rear end)

1. Fish
2. Seal
3. Sea snake

Roll a d3 to determine basic character: 1 – Malevolent schemer, 2 – Hermit, 3 – Benign counsellor

HD 9, AC 2, Move 90 (Swim 150), #ATT 2, DMG 2d10/3d10, ML 9, Save As: M9, TT: M

*Can cast spells as a Level 9 Magician.

*Can cast *confusion* at will.

Clockwork Golem (Automaton)

A humanoid construct composed entirely of ticking, whirring, moving gears and cogs. Some are human-sized, relatively frail and imbued with simple magical energy; others are up to twice the height of a normal man, contain a human soul, and possess vast strength.

(Lesser)

HD 3+3, AC 4, #ATT 2, DMG d6+1/d6+1, Move 60, ML N/A, Save As: F4, TT: None

*Suffers ¼ damage from slashing or piercing weapons.

*Cannot lift itself if toppled.

(Greater)

HD 14, AC 2, #ATT 2, DMG 3d10/2d10, Move 90, ML N/A, Save As: F12, TT: None

*Suffers no damage from non-magical weapons.

*Can cast *haste* 5 times per day.

Elemental

A being created of pure elemental power – imbued with sentience and purpose by the magic of a great sorcerer or spirit. It may be of five types – Earth, Water, Fire, Wind, or Void – but any guise will be a being of terrible might.

Elementals appear as a roughly humanoid figure composed entirely of the element they instantiate. For every HD they have, they are 1' in height.

HD 8/12/16, AC 2/0/-2, #ATT 1, DMG 1d8/2d8/3d8, ML 10, Save As: F8/12/16, TT: None

Move: Wind (flying) 360, Earth 60, Fire 120, Water 60 (Swim 180), Void 360

*Elementals cannot be harmed by non-magical weapons.

*An earth elemental causes twice the normal rate of damage (i.e. 2d8/4d8/6d8). It cannot cross a body of water wider than its height.

*An air elemental flings opponents it hits d6x10 feet in a random direction for 2d6 damage.

*A fire elemental automatically sets on fire anything it hits in combat. It cannot cross a body of water wider than its height.

*A water elemental cannot travel more than 60' from a source of water. When in water it can submerge and drown an opponent if it successfully hits and forgoes further attacks on any other opponent for 3 rounds.

*A void elemental touches to energy drain, draining 1/2/3 levels per hit in addition to damage caused.

*Elementals are conjured by a 5th level spell, *Conjure Elemental*. A magician can only control an elemental of a level equal to or less than his own; an elemental of a higher level will go berserk. Likewise, if during the conjuring process the conjurer is distracted the elemental will go berserk. Berserk elementals attack a random target and, after 5 rounds, flee in a random direction, attacking anything they come across.

Feathered Man

A social race of intelligent bird-men living in high mountain areas. It has wings with grasping claws at the 'elbow', enabling it to manipulate rudimentary weapons, but its beak prevents it from communication with humans. It is dirty, illiterate, and uncouth, though not necessarily hostile.

HD 1+2, AC 7, #ATT 1, DMG By weapon, Move 120 (Fly 240), ML 7, Save As: F1, TT: C (P)

*Three feathered men can together summon *lightning* if outdoors.

Lives in tribes of d20+d20 members; there is one 'big man' and one priest, both of 2 HD.

May be encountered as a hunting party of 2d6 males.

Figment

An imp-like spirit born from the hallucinations of opium eaters. It often appears as a small person with devilish features and strangely coloured skin, though it may take any appearance.

HD 1+1, AC 7, #ATT 2, DMG d3/d3, Move 120 (Fly 180), ML 6, Save As: F1, TT: (P)

*Each Figment or group of Figments will have d3 of the following abilities.

- | | |
|------------------------------|---|
| 1. Blink 3/day | 11. +2 HD |
| 2. Darkness 10' radius 3/day | 12. AC 2 |
| 3. 90% magic resistance | 13. Create Mist 3/day |
| 4. Magic Missile 3/day | 14. Level drain as wraith |
| 5. Cause Fear 3/day | 15. Breath fire, 5' cone, d6 damage |
| 6. Dancing Lights 3/day | 16. Invisibility 3/day |
| 7. Stinking Cloud 1/day | 17. Blind 3/day |
| 8. Colour Spray 1/day | 18. Grease 3/day |
| 9. Vampiric Touch | 19. Stone to Mud 1/day |
| 10. Fly (240') | 20. Attacks damage armour as rust monster |

Usually encountered in groups of 3-18.

When encountered randomly, roll a d10: on a 1-4 they are 'wild'; on a 5-10 have been enslaved or engaged in service by a local magician or spirit and have one of the following missions: 1 – Guarding treasure (TT: L, N, O) or an artefact; 2 – Hunting for victims for sacrifice or experiment; 3 – Spying on a rival; 4 – Conveying an important message or item.

Flesheating Oyster, Giant

Huge freshwater oysters lurk in the waters of the God River, filtering algae and other nutrients from the water. Most are harmless and make a tasty meal - which has certain well-known effects on the eater. Rare breeds, however, have developed the ability to kill.

This occurs when an unsuspecting water-dweller or swimmer passes nearby. The oyster lies with its shell wide open so that both halves are flat against the river bottom. When its thin hair-like tendrils detect movement in the water nearby, the halves immediately snap shut. Smaller animals are taken whole, while larger animals are caught in the jaws. Either way, they eventually starve to death or drown - or, if they are lucky, lose a limb. Then their nutrients are gradually absorbed by the oyster.

HD 5, AC 0, Move 0, #ATT 1, DMG 1d6, Move 0, ML N/A, Save As: F3, TT: E

*Successful hit means victim is caught in the oyster's jaws and will bleed to death at a rate of 1d4 hp per round. If completely submerged, will drown.

*Giant oysters are never surprised and surprise opponents 5 out of 6 times.

Encountered in groups of 1-6 spread over an area of river.

There is a 1 in 10 chance of also encountering a person who is still alive, caught inside an oyster, with TT: (P+Q)

Gejigeji

A species of giant hunting centipede-like creature with 15 pairs of legs and powerful poisons. Wild they are nocturnal predators, but they are frequently domesticated - prized as one of the few creatures which naturally preys on giant velvet worms.

Always solitary if encountered randomly.

Voracious creatures which exist only to hunt, kill and eat, they are horridly fast, efficient and remorseless, using their excellent eyesight and long antenna to pinpoint victims. They have four modified legs arrayed around their head which they use to inject paralysing poison - strictly speaking a sting, rather than a bite.

HD 4+4, AC 4, #ATT 2, DMG 2d4/*, Move 180, ML 7, Save As: F2, TT: C

*Sting victim must save versus poison successfully or be paralysed permanently. This can only be healed by a *cure poison* or *wish* spell.

God River Dolphin

A species of spade-nosed river dolphin, big and powerful enough to hunt human prey. Some are even known to attack canoes and other small river craft, knocking their crew into the water to be devoured. They are intelligent, fast, and can deafen and disorient prey with their sonar blasts.

HD 4, AC 6, #ATT 1, DMG 2d6, Move 0 (Swim 180), ML 7, Save As: F3, TT: None

*Can concentrate a blast of sonar at prey. The blast hits automatically and has a range of 20'; victims must successfully save versus breath magic or be *stunned* (-4 to hit rolls, no spells, movement rate halved) for d3 rounds.

Live in groups of 3-18 adults, plus half that number in juveniles with 2 HD.

Can be tamed and trained by those skilled in animal training.

Golden Wormling

Humanoid velvet-worms, diminutive and weak, with mucus-covered, felt-like golden flesh. Their saliva dissolves armour and flesh alike.

HD 1-1, AC 8, #ATT 1, DMG *, Move 120, ML 7, Save As: F0, TT: C (P+Q)

*Golden wormlings grab with their arms and bite to attack. Their saliva does d6 damage for the first round, then d4 damage and d3 damage in subsequent rounds. It permanently damages armour by 1 AC per round. This can be washed off with ordinary water.

*Some wormlings can spit 6', with damage as above.

Usually encountered in groups of 2-12, one of whom is a 2 HD leader; there is also a 1 in 6 chance of an accompanying 1 HD magician. Tribes may consist of thousands of individuals.

When encountered randomly, are: 1-2 – Hunting/scavenging; 3 – Searching for a holy artefact; 4 – On an obscure pilgrimage; 5 – Refugees from a disaster; 6 – Looking for captives to sacrifice.

Grasshopper Men

A race of humanoid grasshoppers inhabiting Lower Druk Yul. They have so little contact with other peoples that they are barely known outside of Druk Yul; in the languages of Lamarakh and the lowlands they are called only by names meaning "Grasshoppermen". They live a simple lifestyle, feeding mainly off giant cicadas and locusts and nectar produced by the giant caterpillars they breed, and roam about in bands consisting of around 20 adults and 30 juveniles. They are aggressive and territorial, and tend to attack any intelligent being which enters what they deem to be their land. But they can sometimes be bartered with or placated with gifts, if a method can be devised for communication.

Powerful fighters, they usually attack by leaping on a foe and wrestling them to the ground to be devoured. Though they do not wear armour or use weapons, they have tough exoskeletons and massive jaws which can crunch through steel. They grow to be 8 or 9 feet tall and can fly for short distances.

HD 3+1, AC 5, #ATT 3, DMG 1d8/1d4/1d4, Move 150 (Fly 90), ML 8, Save As: F5, TT: None

*Can sacrifice all attacks to perform a leap of 200' in the movement phase.

*If both claw attacks hit, the Grasshopperman may wrestle his opponent to the ground. Its bite attacks them automatically hit for maximum damage each subsequent round. The grasshopperman will only release a wrestled target if reduced to 1/2 of its hit points calculated from the number of hit points it had when the wrestling attack was made.

Gyalpo

A powerful and malevolent trickster spirit, who seeks godhood. Usually it appears as a great holy man or sorcerer living in a beautiful temple or palace, which is rich in silver and gold and full of devoted followers. This will be a sham, as the followers are usually cursed, fooled, or charmed, and the gyalpo himself intends only to expand his power and influence.

Typically encountered as a hunting party of 3-18 adult males or as 2-20 adult herders with twice that number of giant caterpillars (3 HD, AC 9, DMG d6).

A full clan will contain 20 adults plus 30 juveniles, with one 'big man' of HD 6.

Refer to the *Lairs* section of the Lamarakh and Lower Druk Yul chapter for further details.

Will typically have 2d20 ordinary 1 HD followers, and d6 followers with d6 levels (divide equally between warriors, magicians, and holy-men).

HD 10, AC 0, #ATT 2, DMG 2d10/2d10, Move 120 (Fly 180), ML 10, Save As: M10, TT: M

*Can cast spells as a level 12 Magician.

*Can cast *geas* 1/day, *charm person* 5/day, *sleep* 5/day, *curse* 3/day.

Refer to the *Lairs* section of the Mountains of the Moon chapter for further details.

Hohool

A thin, wasted, grubby, mannish thing with long, lank hair and mournful eyes. Like something which is attempting to be human, but failing.

Lives in clans of 8-80.

It lives in dark places in clan groups, gnawing on bones and gathering copper coins. It likes to gather items apparently decided at random – especially those which it does not understand and has no hope of understanding, such as books, clothes, and musical instruments.

Refer to the *Lairs* section of the Mountains of the Moon chapter.

HD 1, AC 8, #ATT 1, DMG By weapon, Move 120, ML 7, Save As: F1, TT: C (P)

Ice Ghost

The shrieking, tortured, hateful soul of somebody who died in an avalanche or snowstorm. It haunts the mountains screaming in unending fury, and its voice speaks of death.

Encountered alone or in groups of 2d6.

HD 3, AC 6, #ATT 1 DMG: Special, Move 0 (Fly 150), ML 8, Save As: F4, TT: None

*Is immune to non-magical weapons.

*The sight of an ice ghost causes *fear* – failing a saving throw versus magic results in the victim fleeing in terror for d6 rounds and dropping any items carried.

*The sound of an ice ghost's screams cause instant death to any living thing within 50 yards on failure of a saving throw versus death.

Karaweik

A large bird-of-paradise with florid colours and a seductive, melodious cry – which it only uses at night. Anyone hearing this cry must successfully save versus magic or be seduced into seeking out the karaweik, whereupon it bestows upon them a *geas*. This is usually the destruction of a nearby enemy of the karaweik, such as a *belu*, *yaksha*, or other forest being.

HD 1+1, AC 5, #ATT 2 (bite/scratch), DMG d4/d2, Move 0 (Fly 240), ML 6, Save As: F1, TT: L

Usually solitary.

Geas goal: 1 – To kill a nearby *belu*; 2 – To recover an item from a nearby *yaksha*; 3 – To kill a group of hunters

Kenku

A humanoid bird, with both arms and wings, and a head like a kingfisher, peacock, or crow. It is a trickster by its nature, and delights in misleading and deceiving human beings by appearing wise, benevolent and friendly.

HD 3, AC 6, #ATT 3, DMG 1d3/1d3/1d6, Move 120 (Fly 180), ML 7, Save As: M3, TT: (V)

*Can perfectly disguise self as a human 9 times out of 10.

*Can change its shape for 7 days, 1/month.

*Can cast *invisibility* at will.

*Can cast *magic missile*, *shocking grasp*, *mirror image* and *web* 1/day.

Usually solitary or working in a group of d3.

Roll to determine head type: 1 – Kingfisher, 2 – Peacock, 3 – Crow. Kingfisher types are malicious and use their deceptions to cause misery and pain. Peacocks are self-centred and use their deceptions for their own egos. Crows are avaricious and use their deceptions to gain magic items and treasure.

Kinnara

A mystical half-human, half-bird, which always appears as a near-identical mated pair. The head is human, as is the torso, but the arms are wings and the legs, clawed. The pair are eternal lovers, who never have offspring nor separate, existing to take pleasure in each other alone; if one dies, so does the other. They are beings of immense power which are pressed into the service of mighty holy men on rare occasions.

Always appears as a mated pair.

HD 7+7, AC 5, #ATT 2, DMG d6/d6, Move 120 (Fly 240), ML 9, Save As: F7, TT: L+N+O (V)

*Can use spells as a 7th level holy man.

*Exude an aura of power which generates a -2 penalty to all attacks against them.

*Can *dimension door* at will.

Kítú

A spirit composed of hundreds of moths who flock together into vaguely humanoid shape. It lives in forest glades savouring communion with nature and may be curious, neutral or hostile.

Usually encountered alone.
Always encountered in their lair.

HD 3-8, AC *, #ATT 1, DMG *, Move 0 (Fly 150), ML 8, Save As: HM3-8, TT: N+O

* Kítú cannot be harmed by weapons – any weapon will simply waft through the moths.

*Attacks to energy drain (2 levels per attack) or drain magic (d4 spells are forgotten). Enemies are treated as having AC 9, except where they have magical protection.

* Kítú cast spells as a magician of a level equivalent to their HD.

Desires:

- 1 – Knowledge of the outside world
- 2 – Magic
- 3 – Love

Leopard Worm, Giant

The largest domesticable velvet worm. The fact that it often grows larger than 12 feet in length, and the ease with which it can be manipulated by pheromones, means that it can be used as a steed in battle (though it is unsuitable for long journeys). This takes considerable skill, as leopard worms have none of the intrinsic empathy of a horse. About all a rider can hope for is to point his steed in the direction of an enemy, and then cling on.

Always solitary if encountered randomly.

The leopard worm does not spit, but relies on its speed and ferocity to capture prey. It therefore relies less on stealth, unlike its relatives, and is diurnal. It has rudimentary eyes which can sense movement.

HD 9, AC 3, #ATT 1, DMG 2d8, Move 180, ML 7, Save As: F6, TT: None

Light Golem

A golem fashioned from moonlight or sunlight. It is ethereal and almost completely invisible except in the dark; if seen, it has a vaguely human or animal shape. It attacks by focusing its 'limbs' into concentrated beams of intense light, which slice through flesh, metal, or stone alike.

HD 9, AC -4, #ATT 2, DMG 2d10/2d10, Move 90, ML N/A, Save As: F9, TT: None

*Is immune to non-magical weapons.

*Is immune to *sleep*, *charm*, and similar spells.

*Attacks ignore armour.

*Attacks have a chance of severing limbs as the Belu's skinning knife.

*Is invisible during daylight or when there is the light of a full moon.

Limpet Man

A diminutive humanoid with mollusc-like features and a large cone-shaped shell which it bears on its shoulders; it hides beneath this shell to protect itself against attacks, completely concealing itself under the cone. It is nearly impossible to dislodge in this state, with an effective STR of 20 and an AC of -2. It cannot, however, move or attack when under its shell.

HD 1, AC 2/-2, #ATT 1, DMG By weapon, Move 90, ML 10, Save As: F1, TT: C (P)

Lives in clans of 4-24, with one 'big man' of 2 HD.

Fashions rudimentary weapons out of rocks and jetsam.

Liquid Golem

A golem made from water, wine, or, more rarely, blood. It takes the form of an animated, liquiform, splashing, sloshing figure which advances inexorably on victims and drowns them. It can form its limbs into dense concentrations of fluid to bludgeon its way past obstacles or crush opponents.

HD 10, AC -2, #ATT 2, DMG 2d6/2d6, Move 60, ML N/A, Save As: F10, TT: None

*Is immune to non-magical weapons.

*Is immune to *sleep*, *charm*, and similar spells.

*Can forego making its two limb attacks in order to entirely envelope and drown a victim, entering the target's mouth, nostrils, and other orifices. It will kill a victim this way within 3 rounds unless destroyed.

Mantid

The children of an old mantis god, created from the souls of those who were sacrificed to him. They have the hooked arms of a mantis, flapping wings, and a head which twitches and turns on an immobile neck, but their features are otherwise semi-human. They cling on to their miserable lives, for that is all they have.

Usually roam in groups of 3-18.

May be enslaved by more powerful and intelligent humanoid groups.

HD 1, AC 7, #ATT 2, DMG 1d3/1d3, Move 120 (Fly 90), ML 7, Save As: F1, TT: C (P+Q)

*If both arm attacks hit, the mantid will attempt to bite the face for an additional d3 damage and a permanent -3 to CHR.

*Can remain motionless, and always surprise opponents if they themselves are not surprised.

Masan

Appearing as a small child, male or female – the only difference from any other young child being that the shadow appears abnormally long (this is noticeable on deliberate inspection, or ordinarily with a 1 in 6 chance). The creature is in fact a vampire, which attempts to trick victims into positions of weakness before killing them and draining them of their blood.

HD 8+3, AC 2, #ATT 2, DMG d4+4/d4+4, Move 120, ML 9, Save As: HM 8, TT: I (U)

*Hurt only by magical weapons.

*Regenerates 3 hp per round; is only killed by reducing hp to zero and then burning the remains.

*Unaffected by *sleep*, *charm* and *hold* spells.

Always solitary.

Attempts to trick victims by:

1.- Claiming a parent or grandparent is injured somewhere, 2 – Claiming to be lost, 3 – Claiming it has lost a pet, toy or similar, 4 – Claiming to be an escapee from a kidnapping.

Mi-go

A huge carnivorous white ape-like creature that inhabits the high mountains. It lives off yaks and their human herders, who sometimes develop symbiotic relations with it, sending a child once a month in return for safety. It likes to hoard shiny objects, and often keeps bodies frozen in chasms or ice caves as a primitive larder.

HD 7+7, AC 4, #ATT 2, DMG 2d6+3/2d6+3, Move 180, ML 9, Save As: F5, TT: B

Usually solitary or a mated pair.

There is a 1 in 10 chance a randomly encountered Mi-go will have a relationship with a local group of herders.

Mountain Witch

A malicious old woman with a bent and twisted frame, thin lank hair, and impossibly wrinkled features. Only females recognise her as such; to males she is young, nubile, beautiful, and voluptuous. The sight of her acts as a *charm* spell on males, who are subsequently enslaved

HD 8, AC 4, #ATT 1, DMG By weapon, Move 120, ML 7, Save As: M6, TT: I

*Can cast spells as an 8th level Magician.

*Is immune to *sleep*, *charm*, and similar.

Always solitary, but always with paramours: d6 charmed males of d4+1 levels each – there is a 1 in 10 chance of each male being a holy man or a magician; otherwise they are warriors. They will be armed appropriately and will defend the mountain witch to the death.

Mukesid

A race of humanoid fungus beings, which create quasi-civilised societies with hierarchical structures in dark, damp places. They communicate with each other through gesture, extra-sensory communication and the release of spores; lacking vocal chords, they find it difficult to interact with non-fungal beings.

They grow in size and strength as they age; a 1 HD mukesid does 1d6 damage, whereas a 6 HD mukesid does 6d6 damage. The stat line below is for a standard, 1 HD type.

HD 1, AC 8, #ATT 1, DMG 1d6, Move 90, ML 7, Save As: F1 TT: L+N+O

*Can release spores once per day per hit dice. Spore release types are as follows:

Distress – alerts other mukesids of danger, expands at 40' per round

Rapport – allows mind-to-mind communication with a human who inhales the spores; the human must save versus magic or be driven insane for 1 week by the experience

Pacifier – target must save versus poison or be rendered totally passive for 10 rounds per mukesid HD

Lives in extended cities of up to 10,000 individuals.

If encountered randomly may be a patrol of d6+3 individuals, two of whom are of 2 HD.

There is a 1 in 10 chance a random encounter is a seed group journeying to found a new city. This comprises one 6 HD 'king', with d6 4 HD and d20 1 HD helpers.

Hallucinogen – target must save versus poison or suffer violent hallucinations with these effects for 10 rounds per mukesid HD:

1-10 – Cower in terror

11-15 – Stare into nothingness

16-18 – Flee shrieking

19-20 – Attack the nearest living thing

Mummified Monk

A powerful holy man who has undergone the radical process of self-mummification and thereby gained immortality – sometimes, at the cost of his sanity.

Lawful mummified monks are meditative and serene. They do not generally communicate and spend much of their time in silent contemplation, though sometimes they can be persuaded to perform healing spells or remove curses. They are only ever found at monasteries or shrines in the company of other members of their order, who care for them meticulously. Neutral mummified monks are insane and either catatonic or imbecilic, though occasionally insights about their god, or the afterlife, can be gleaned from their ramblings. Chaotic mummified monks are malevolent and cruel; they usually kill the other members of their order or flee their company, and can most often be found lurking in ruins, caves or graveyards. They are sometimes accompanied by ghouls, who they exercise a strange power over, or, rarely, weak-willed evil humans who venerate them.

Never encountered outside a lair (refer to *Lairs* section of the *Mountains of the Moon* chapter).

Often found in groups of 3, 5 or 7.

HD 6+4, AC 6, #ATT 2, DMG 1d4/1d4, Move 90, ML 9, Save As: C10, TT: G

*Can cast spells as a level 10 Holy Man.

*Can only be harmed by magical or silver weapons.

Nāga

A snake-like demigod, intelligent, wise, patient and proud, which is revered throughout Lamarakh. They live peaceful, contemplative lives, often sleeping for weeks at a time in their watery homes. Their sentience is reptilian, cold, calculating, rational – but alien.

HD 10, AC 4, #ATT 2, DMG 1d4/1d8+2, Move 150 (Swim 180), ML 9, Save As: M10, TT: G

*Can cast spells as a 10th level magician.

*Has natural ESP extending 90’.

*Sting in the tail does 1d8+2 damage, plus 1d8 additional damage and 2d4 rounds of sleep on a failed save versus poison.

Found in groups of 3-18.

Usually has worshippers - refer to the *Lairs* section of the Lamarakh chapter for further details.

Nasnas

The cursed inhabitants of Syr Darya, each of whom has had his left side taken by the Shikk. A nasnas can hop and wield a single weapon, but lacking full vocal cords, and, having only half a mouth, it can only hoot and hiss in a pathetic and mournful fashion.

HD 1+1, AC 7, Move 90 (30), #ATT 1, DMG By weapon, Move 90, ML 7, Save As: F1, TT: E (S)

Usually encountered in Syr Darya, though exile populations found throughout the Mountains of the Moon. If randomly encountered may be solitary, a small group of 1-6, or a large group of 3-18.

Desire: 1 – To be relieved of their misery, 2 – To join civilisation, 3 – To amass wealth and power

Nudibranch, Giant

A soft-bodied, slug-like marine mollusc, often brightly and unusually coloured and with strange frills, spines, tentacles and protrusions. It enjoys the taste of flesh and will eat it voraciously with its rubbery mouth. Often lives symbiotically with crab-men who feed it and receive its protection in return.

HD 6, AC 4, #ATT 1, DMG d10+2, Move 90 (Swim 150), ML 7, Save As: F4, TT: Nil

*On a successful hit, can clamp and devour – continues to damage the same target each round automatically until death of the victim – or itself.

*Roll a d3 to determine chemical defences:

- 1 – Secretes acid 1/day, does d4 damage to anything within 10 feet for 3 rounds
- 2 – Bite is poisonous – save versus poison or faint for d3 hours
- 3 – Bite is poisonous – save versus poison or constitution permanently halved

Always solitary when encountered, unless as part of a crab-man war party.

When encountered, roll a d6. On a roll of 6, the nudibranch is a guardian for a crab-man tribe.

Nymph

A spirit which takes the form of a ferociously beautiful, diminutive young woman. It loves to cavort with human males, but to do so frequently results in the death of such males – to the nymph's fleeting chagrin.

Encountered in small groups of 1-4.

There are two varieties – frost nymphs and water nymphs. For both types, the nymph will attempt to seduce a random male PC, which he can resist (if desired) by successfully saving versus magic. A seduced male is taken away to a secret place. Sex will result in death, either by drowning or by freezing, depending on the variety of nymph, unless the male is able to successfully save versus breath weapon at -2. If he survives, he will be freed, and will henceforth have the ability to summon a minor elemental of the appropriate type 1/week,

lasting for 1 hour. The nymph will give birth to a child in a year and a day, which is human if male, nymph if female.

Nymphs are so beautiful that any male attempting to attack one can only do so if he successfully saves versus magic.

Water nymph:

Encountered on river banks and lakesides. Appears as a beautiful young woman with pale skin and green eyes and hair.

HD 4, AC 9, #ATT N/A, DMG N/A, Move 120 (Swim 120), ML 5, Save As: F4, TT: B

*Can *control water* within 30'.

*Can take on a liquid form in water, allowing complete invisibility.

*Can spit venom 20', blinding the target for 2d6 rounds.

Frost nymph:

Encountered on snow fields and glaciers. Appears as young woman with white skin and pale blue eyes and hair.

HD 4, AC 9, #ATT N/A, Move 120, ML 5, Save As: F4, TT: B

*Can *pass without trace*.

*Can fire an ice bolt, hitting for d6 damage.

*Can change colour of skin to camouflage against the snow, becoming invisible.

Ogre Mage

An interloper in northern Yoon-Suin, from distant lands, which has made the haunted city of Syr Darya its home. Blue skinned, tall, and thin, it can manipulate magic – and its own physiology. Yet, thwarted and cursed, it is tied to its half-city and is doomed to eventually return no matter how far it may travel.

HD 5+3, AC 5, #ATT 1, DMG 1d12, Move 150 (Fly 150), ML 8, Save As: F4, TT: (V)

*Can cast *fly*, *invisibility*, *darkness* 10' radius, *polymorph self* at will.

*Will regenerate 1 hp per round.

*Can cast *charm person*, *sleep*, *gaseous form* and *cone of cold* (for 8d8 damage, 60'x20') 1/day.

If encountered outside Syr Darya will be traders, usually solitary but occasionally 1-6 in number. Will typically be accompanied by 2-20 nasnas or other guards.

Will always have a randomly determined cargo of 20 units as per Appendix D, with appropriate pack insects as per Appendix J.

Ophilione

A race of giant, intelligent arachnids, with a comparatively small, bulbous body undivided into abdomen and thorax, two eyes, and very long, arched, spindly legs. They are omnivorous and will eat guano or fungus as readily as flesh, but will not reject the opportunity to devour succulent human meat. They are natural cowards and have two detachable legs to distract enemies when they flee.

HD 3+1, AC 6, #ATT 2, DMG d6/d6, Move 150, ML 6, Save As: F1, TT: B

*If both leg attacks hit, the ophilione drags the target to the mouth and bites for d8+1; this hits automatically.

*If an ophilione loses 75% of its hp or more, it will flee and shed two of its legs. These legs fight on as 1HD monsters, with AC 14 and doing d4 damage.

*A successful hit on an ophilione has a 1 in 6 chance of detaching a leg, which will fight on independently as above.

Usually encountered in hunting groups of 3-18, one of whom is a 4+1 HD leader; a clan has 101-200 members. There is a 1 in 6 chance on encountering a hunting group that the clan is nearby.

When encountered randomly, roll a d6 to determine what activity they are engaged in:

- 1-2 – Hunting
- 3 – Spying on an enemy
- 4 – Searching for a lost member
- 5 – Exploring
- 6 – Searching for a lost artefact

Pajikot

Beneath a glacier in the high peaks of Upper Drongukk there once lived a spider goddess called Zard-kuh. According to legend, Zard-kuh became envious of a beautiful princess of Silaish Vo, who all of the princes of the Mountains of the Moon desired to marry. Zard-kuh knew that her arachnid form could never compete with the slender femininity of the princess, so she used her venom to paralyse those men who she could; she would then spirit them away to her mountain home and force them to mate with her before she ate them.

The children of Zard-kuh and these unfortunate men of ages past are called the Pajikot, and they are found throughout the northernmost places of Yoon-Suin. Typically, they appear as a giant spider with a legspan of 6'. On the tips of their legs are human hands, and their heads are those of men, with 8 eyes clustered in their foreheads. They are wretched things that cannot speak but can communicate a kind of mute desperation even as they devour all that they come across.

HD 1+1, AC 7, #ATT 1, DMG 1d4, Move 150, ML 7, Save As: F1, TT: E

*Can launch silk from the abdomen to bind opponents. Instead of making its bite attack, the pajikot spreads silk over the target to bind it, attacking against AC 12 whatever the target's armour. The target is bound and effectively paralysed until it makes a successful STR check to break the bonds.

Usually encountered in groups of 4-24.

Are usually concerned only with their own ravenous hunger, though there is a 1 in 4 chance they will attempt to capture humans (male or female) to satisfy their mute carnal lusts.

Pishacha

A humanoid evil spirit, with black skin and bulging red eyes. It eats human flesh and can alter its own appearance in order to mislead or ambush. It lives in extended groups and is a skilled forger of arms.

HD 1+1, AC As armour, #ATT 1, DMG By weapon, Move 120, ML 7, Save As: F1, TT: C (P+Q)

*Can polymorph self 1/day.

Lives in groups of 10-50.

If randomly encountered will be disguised as 1 – Pilgrims, 2 – Lepers, 3 – Eunuchs guarding courtesans, 4 – Farmers, 5 – Animals, 6 – Explorers

Planarian, Giant

Slithering through thick forest topsoil, this blind, predatory, hammerhead flatworm searches endlessly for human or animal flesh. Completely blind, it operates by scent alone.

Almost always solitary.

The Giant Land Planarian can reach up to 12-18' in length as an adult. It attacks by winding itself around its victim, covering it in thick mucus, before inserting its tube-like mouth into the unfortunate's body and sucking it dry.

HD 6+6 – 9+9, AC 4, #ATT 1, DMG See below, Move 120, ML 7, Save As: F6, TT: None

*The Land Planarian attacks by constricting its foes and sucking them dry. On a successful hit roll, the creature causes no damage, but immediately rolls again to hit. If the second roll succeeds, it can entwine itself in its victim and begin to feed. It drains the blood and organs from its target at a rate of 8 hp per turn through its tube-like mouth. The creature will not relinquish its hold unless it has lost 90% of its hit points or it is confronted by fire.

*Suffers only half damage from bludgeoning and piercing weapons; takes double damage from fire.

*Automatically recovers hit points at the rate of one per turn, and can only be properly destroyed by being reduced to 0 hp by fire or acid.

*On a successful critical hit with a slashing weapon, the body will break at the point of attack.

Parts of the body that are severed immediately begin to grow into new individuals; the creature's remaining hit points should be shared between the two portions according to length. New individuals regenerate at the same rate as the main body; by the time they have gained 10 more hit points they have grown a new head and a new mouth with which to feed.

*Keen sense of smell; never surprised.

Preta

The ghost of a person whose main character trait was their greed. Preta appear as very thin, gaunt humans, with grossly distended stomachs. They have an insatiable appetite for faeces, human corpses, moss, or other distasteful things: though they loathe its taste, they cannot help but eat the subject of their desire, and are never sated.

HD 1+1, AC 8, #ATT 1, DMG d4*, Move 120, ML 6, Save As: HM 2, TT: None

*Roll for hunger type:

1. Faeces
2. Corpses
3. Refuse
4. Moss
5. Bark
6. Grass

*Preta are invisible, although not inaudible.

*Damaged only by magical weapons.

*Can energy drain, for 1 level per hit.

May be solitary, a pair, or a group of 4-24.

When encountered randomly will be searching for their hunger type.

Psionic Gharial

A crocodilian with long, narrow jaws that inhabits muddy, murky freshwater where vision is poor. Its calculating reptilian brain has developed psionic communicative abilities as a result – which it can also turn to attack.

Lives in groups of 3-24

HD 3, AC 5, #ATT 2, DMG 1-8/1-6 (bite/tail slap), Move 90 (Swim 150), ML 7, Save As: F3, TT: B

*Psionic abilities – refer to Appendix E.

*Can wait in ambush under water - -2 to opponent's surprise rolls.

Rakhosh (major)

A powerful and malevolent spirit, three-headed, which drinks blood through its palms. It can transform itself into any form and delights in trickery and deceit; it may conceal itself in a human population for decades in order to savour the thrill of secrecy and the performance of hidden malicious deeds.

Always solitary.

HD 6+4, AC 2, #ATT 2, DMG By weapon+3, Move 120 (Fly 150), ML 10, Save As: M6, TT: K+L+N+O (V)

*Can *polymorph self* 3/day, *blink* 5/day, *cast darkness*, 15' radius 3/day, *improved phantasmal force* 3/day, *phantasmal force* at will, and *audible glamer* at will.

*Can use a touch attack to cause bleeding; an unsuccessful save means the target loses 1hp a round for d10 rounds.

*Can use a touch attack to drain blood; the rakhosh foregoes making a weapon attack and grabs the target – a successful hit causes the target to lose d6 hp and the rakhosh to gain a corresponding amount.

Never encountered in its genuine form in the wilderness. Will take the shape of 1 – A frail old person; 2 – A beautiful woman; 3 – A beggar; 4 – A child in distress; 5 – A pilgrim; 6 – A benevolent magician or holy man.

Rakhosh (minor)

An unrighteous spirit, taking the form of a fierce, black-skinned ape-like creature, which loves the taste of human flesh. Some have more than one head; others have palms facing outward. They make decorative weapons and armour for themselves, and organise themselves into militaristic bands.

HD 2+1, AC As armour (usually 4 or 6), #ATT 1, DMG As weapon+1, Move 120, ML 7, Save As: F1, TT: A (Q)

*Can take on a *gaseous form* 1/day.

Group themselves into pseudo-military troops of 20-200. 1 in 10 of these will be magicians of 3 or 4 HD. Typically they will have spells that lend themselves to trickery and illusion.

If encountered randomly, may be a scouting or hunting party of 2-12, with one 3 HD leader.

Ro-langs

The risen dead. Unable to speak or bend its body or limbs, it walks stiffly and waggles its tongue towards its victim as it approaches. Its skin is shrivelled and hardened by wind and cold, and its eyes are rotten.

There are two types of ro-langs: tantric ro-langs, which are created by a sorcerer as servants – or merely to enjoy exercising power over the dead; and the bgegs ro-langs, which is inhabited by an evil spirit, the bgegs, which spreads from person to person by the touch of the ro-langs' tongue.

If randomly encountered will usually be a bgegs ro-langs.

Usually solitary but may exist as a horde; refer to the *Lairs* section of the Mountains of the Moon chapter.

HD 1+1, AC 8, #ATT 2, DMG 1d3/1d3, Move 90, ML 12, Save As: F1, TT: None

*For a bgegs ro-langs, if both fist attacks hit, the creature will touch its tongue to the victim and transmit the bgegs, turning it into another ro-langs under control of the DM. No saving throw is permitted and the process can only be reversed by a wish spell.

Sai

A rhinoceros demon, semi-corporeal, semi-humanoid, with overlapping, plate-like armoured skin. It embodies blind rage and blinkered aggression.

HD 5+2, AC 2, #ATT 1, DMG 2d8+1, Move 150, ML 8, Save As: F4, TT: C

*Does double damage on a charge and may attack up to three foes if sufficiently close.

*Hit only by magical weapons or those containing ivory.

Usually solitary.

When encountered randomly, roll a d6:

1-4: the sai was summoned by a local archmage or sorcerer and has gone wild

5-6: the sai has come to the world of the living for revenge or in search of a lost love

Shikk

A great and powerful demon, which in its mature form is near god-like in status. It appears as a man or woman, but it can at any time separate down the middle into two halves, which function as individuals each with all of the powers of the Shikk. The Shikk of Syr Darya is commonly referred to as 'The Shikk', but there are many others throughout Yoon-Suin.

Minor Shikk

HD 10, AC -2, #ATT 3, DMG 1d10+8/1d10+8/1d10+8, Move 180 (Fly 240), ML 10, Save As: F10, TT: 1x3, Nx3, Ox3.

*Immune to all non-magical weapons.

*Can cast *detect invisibility*, *detect magic*, *dispel magic*, *fear* and *suggestion* at will.

*Has spells of a 12th level magician.

Major Shikk

HD 14, AC -4, #ATT 3, DMG 2d10+8/2d10+8/2d20+8, Move 180 (Fly 360), ML 10, Save As: F14, TT: M, Nx5, O×5.

*Immune to all non-magical weapons.

*Has all the abilities of a minor shikk.

*Has spells of a 20th level magician.

*Can cast *limited wish* once a day, and *wish* once a month.

Shishi

A magical lion-like spirit composed of raw elemental power. May be righteous and holy, aggressive and proud – or sinful and cruel. Usually encountered alone or in a pair.

HD 5+3, AC 4, #ATT 3, DMG d6+2/d4/d4, Move 150, ML 8, Save As: HM4, TT: D

*Non-magical weapons do no damage, and cause the wielder d4 damage in shock on a successful hit.

*Each round of combat, roll a d3:

1. The shishi can breathe fire – d6 damage, 3' radius cone
2. The shishi can breathe lightning – d8 damage, 12' range
3. The shishi can *blink*

If encountered randomly, are the guardians of a nearby holy site, hidden artefact, or notable individual.

Slagling

The material and sentient remains – or wastage - of a dwarven magical experiment, usually composed of animated molten metal or rock, or organic matter, arranging itself into a vaguely humanoid form. It is typically hateful and miserable, with no reason for its continued existence but no way to end it. Encountered in groups of 2-12.

HD 2, AC 6, #ATT 2, DMG 1-4+1/1-4+1, Move 30, ML 9, Save As: F2, TT: None

*Immune to *sleep*, *charm person* and similar.

*Can wait inert and shapeless, appearing as a lump of slag, in order to attack when opportune. In such cases it always surprises its opponents.

Each slagling contains d100gp worth of valuable scrap, weighing an equivalent amount in cn.

Slug Giant

A 16' tall slug-man, with great slimy strength and none of the civilised ways of its smaller cousins. It enjoys kidnap, torture, cannibalism, and fighting.

HD 12, AC 0, #ATT 2, DMG 2d8/2d8. Move 180, ML 8, Save As: F12, TT: H (V)

*Can forego making fist attacks to pick up a victim and devour it. The victim is permitted a dexterity check to avoid the attack. Failure indicates certain death.

*Can throw rocks and boulders up to 100' for 2d10 damage.

Usually solitary; in its lair will have 2d6 human captives with all limbs broken waiting to be eaten.

Solifuge

An arachnid being, like a spider, with four pairs of legs and a grasping pair of pedipalps which drag food towards the ravenous, slicing maw. Its jaws can slice through steel and stone alike, and it attacks anything larger than 2' which it sees.

Almost always solitary.

HD 4, AC 4, #ATT 1, DMG 1d12 Move 180, ML 6, Save As: F2, TT: None

*The solifuge's bite attack slices through armour. Ignore any armour when determining if it succeeds in a 'to hit' roll.

Sone

A wretched, shrivelled old woman, who almost always lives with two sisters who are her twins. She is spiteful, vicious, vengeful and carnivorous; she uses her considerable magical power to enslave, murder, and spread unhappiness and pain. A favourite trick is to force human males to provide sexual pleasure before they are killed.

Either solitary or encountered as a three.

Refer to the *Lairs* section in the Laramakh chapter.

Sone move with horrible speed and, though they disdain combat, they tear and bite with their teeth and nails with ferocious abandon.

HD 7+7, AC 2, #ATT3, DMG d8+8/d8+8/d6+3, Move 180, ML 9, Save As: M7, TT: A

*Can cast spells as a magician of 7th level.

*Can *change self* at will.

*Can *charm person* through eye contact 3/day.

*When acting in concert with her sisters, can cast *curse*, *polymorph other*, *animate dead*, *control weather*, *veil*, *vision*, *forcecage*, and *mind blank*, each 1/day.

Squid-man

A ferocious, powerful humanoid squid, with arms and legs and hunting tentacles. It is xenophobic, murderous and alien. Living out in the reefs beyond the Gulf of Morays, where it is believed to have a highly developed society or societies, it is known to the people of Yoon-Suin only as a rapacious raider, kidnapper and killer.

Usually encountered as a raiding party. 3d6+3 individuals, 1 in 10 of whom are leaders with 5+1 HD. One individual will be a *wokan* with 5 HD.

HD 4+1, AC 5, #ATT 1, DMG By weapon+2, Move 120 (Swim 120), ML 10, Save As: F2, TT: (V)

*Can squirt ink. Acts as a *Darkness*, 10' *radius* spell for 1 round on surface, 6 rounds underwater.

*Squid-men use box-jellyfish toxins on their weapons. A successful hit causes incapacitation for d3 hours and halves hit points; successful save versus poison incapacitates for d3 rounds.

Typically armed with tridents and harpoons.

Starfish, Giant

A huge, inexorably moving mass of flesh, with 5 vastly powerful limbs capable of crushing steel and splintering bone before ushering the victim into its ravenous mouth. Usually solitary.

HD 6+6, AC 4, #ATT 3, DMG 2d10, Move 90, ML 8, Save As: F5, TT: None

*A hit which does more than 10 damage crushes hard metal armour, rendering it useless.

*A hit which does more than 15 damage pulls the victim into the mouth where he is devoured.

Tamasic Men

A person who in life has been selfish, slothful, negligent or ignorant is reincarnated after his death as a tamasic man – a mixture of his previous human form and some kind of unhappy beast – as punishment for his ignorant ways. These shameful, wretched beings congregate in dark places, away from the eyes of the world, to live out their lives in miserable secrecy. Live in groups of 6d6 individuals. A random encounter will be a hunting party of 2d6 individuals.

Tamasic men may be of one of 6 types:

1. Gibbon men (do +1 damage thanks to long, muscular arms)
2. Axlotl men (have perfect infravision and can breathe underwater)
3. Butterfly men (can perform weak, slow flight at 90 (30))
4. Dhole men (have excellent sense of smell and are never surprised)
5. Woodlouse men (have natural AC of 6)
6. Goat men (have an extra head-butt attack doing d2 damage)

HD 1, AC 9, or by armour, #ATT 1, DMG by weapon, Move 120, ML 7, Save As: F1, TT: B (P)

Thayé

A ghostly figure, tall and dark, with a long, drooling tongue, huge ears, and a fat pot belly. They haunt an area in groups, appearing at night and spreading sickness, melancholia and starvation.

HD 2+2, AC 6, #ATT 2, DMG d6/d6, Move 120, ML 7, Save As: F1, TT: B (S)

*Will grab and bite for d10 damage if both fist attacks hit.

*Can see in the dark; never surprised at night.

*Can cause disease, poison food and water.

*Touch causes sickness: failed save results in -4 STR, DEX and CON for d6 days, with onset taking place the next day.

Roam in groups of 3-18.

Are only encountered at night. If encountered randomly, will be going to or from a nearby village. Generate the village as necessary using the appropriate table.

The Beasts from the Holes of Làhàg

Described by the sage ;Yi Klu as "somewhat like a fanged frog, somewhat like an octopus, and somewhat like a man, though with a cruel and uncaring nature all of their own."

HD 1+1, AC 8, #ATT 3, DMG 1d6/1d4/1d4, Move 150, ML 9, Save As: F1, TT: None

Only found under the surface of the earth in the holes of Làhàg. Encountered in groups of 1-100.

Tiger Beetle Man

An energetic and vigorously aggressive humanoid beetle-creature, with powerful mandibles and long, immensely strong legs which propel it at vast speeds. They live in extended clans and hunt in packs; while uncreative, they can manipulate simple weapons.

HD 1+1, AC 6, #ATT 1, DMG d6 or by weapon, Move 240, ML 8, Save As: F1, TT: B

Lives in clans of 40-400. 1 in 10 have 2 HD and one is a 'big man' of 4 HD and +3 DMG.

If encountered randomly may be in a hunting pack of 2-12.

Tiger Spirit

The ghost, or bhoot, of a tiger which was slain by hunters and now spends eternity hunting and killing humans. It appears as a normal tiger, but with the colours reversed – its fur is black, the stripes fiery orange-red. It can sometimes be identified by the fact that it leaves its victims mauled and torn to death, but not devoured.

HD 6, AC 4, #ATT 3, DMG d4+1/d4+1/2d6, Move 180, ML 9, Save As: F6, TT: None

*If both claw attacks hit, the tiger spirit bites automatically for full damage.

*The eyes of the tiger spirit hypnotise victims. The spirit can elect to stare at an enemy, instead of making an attack, stunning the target for 2d6 rounds. A saving throw versus magic is permitted.

*The tiger spirit is a master of camouflage and opponents are at -3 to surprise rolls (unless possessing infravision).

Always solitary.

A random encounter may be with a mauled victim such as a hunter.

Tulpa

The thoughts of the ancient dwarves, hidden away in their citadels in the high mountains, turned to suspicion, greed, and secrecy. Since over time thoughts can become real and imbued with a sentience of their own, this gave rise to a species of spirit that are hateful, avaricious, and deceitful. In many of the abandoned dwarven citadels of the high peaks they are all that remains – gnawing the bones of the dead dwarfs and clutching their wealth.

Tulpa embody suspicion of outsiders, grasping greed, and muttering malevolence. They appear as a humanoid manifestation of those qualities.

HD 1+1, AC 6, #ATT 1, DMG By weapon, Move 120, ML 6, Save As: F1 TT: G (V)

*Tulpa surprise opponents when underground on a roll of 1-5.

Appear in hunting or raiding parties of 2-16, or entire clans of 60-600. One of these will be a 'king' of 4 HD.

Tulpa can become spellcasters. 1 in 10 of a given group will be a 2 HD individual with spells as a 2nd level magician.

Undead Amphisbaenid

The amphisbaenid is a squamous, limbless, burrowing worm-like reptilian thing, eyeless and with a thick body covered in ring-like scales. At both ends is a ravenous mouth. Always solitary.

Amphisbaenids never stop growing, and as they do they sometimes gain a rudimentary intelligence which grows in proportion to their size. These amphisbaenids sometimes, for reasons unknown, are able to extend their life beyond death and live an immortal existence in the deep forests of Láhág.

HD 5+3, AC 4, #ATT 2, DMG 1d8/1d8, Move 90, ML 9, Save As: F5, TT: F

*If both heads strike, the amphisbaenid can pull the victim in half; it succeeds in doing so unless the victim rolls a successful save versus death.

*Cannot be harmed by non-magical weapons.

*Can cast spells as a Level 5 Holy Man.

Vinegarroon, Giant

A voracious scorpion-like hunter which grows to the size of a bear, and attacks anything greater than 2' in size. They are eight legged and armed with strong pincers and long whip-like tails. Usually solitary – a random encounter may be with a mated pair (1 in 10 chance).

They take their name from the acetic acid they produce, which has a pungent, not unpleasant vinegarish smell. This odour may seem attractive to travellers - and this is usually their downfall.

Vinegarroons are astonishingly agile for their size and hunt by lying in ambush, often under dead leaves or thin loamy soil.

HD 4, AC 5, #ATT 3, DMG 1d10/1d10/1d6, Move 150, ML 9, Save As: F3, TT: None

*Can spray acid once per day instead of making melee attacks. This hits anything within a 5 yard radius for 1d8 hit points of damage, permanently damaging armour by 2 points; CHR is reduced by 3 points on a failed save versus poison.

*Always surprise opponents, unless they recognise the source of the smell.

War Crayfish

When the people of the Mountains of the Moon go to war, they employ phalanxes of specially bred giant crayfish - their equivalent of heavy cavalry. These crayfish are usually armoured with additional special barding and sharpened claws.

There are many problems associated with the use of war crayfish. They are stupid, belligerent and usually half-starved to make them more aggressive, so they are as likely to attack their own side as the other if they are not properly controlled. Though they have been bred for many generations to live out of the water, they still have to return to fresh water once a day. And they are totally incapable of following any but the most basic commands - essentially: face left, face right, face straight ahead, attack, halt. But timed correctly a crayfish charge can destroy entire formations of foot troops.

War crayfish are controlled with the aid of special magical items - *Helms of Crustacean Control* - which are operated by a religious cult of mercenary eunuchs. These eunuchs travel the oligarchies of the Mountains of the Moon, offering their services to the highest bidder; they are paid only in platinum and slave boys, who they train as apprentices. They have their own religion, which is based on the worship of a pantheon of crayfish gods, and call themselves the *Kep kep*.

As well as being used in military formations, individual war crayfish are sometimes kept as pets or bodyguards, or found in gladiatorial arenas.

Usually only encountered as part of a mercenary band.

May rarely be encountered in the wild, alone or as a pair. If so, there is a 1 in 2 chance the crayfish is owned by the nearest oligarch or mercenary warband and have escaped.

HD 4+4, AC: 0 (with barding; 2 with shell only), #ATT 2, DMG 2d6+4/2d6+4, Move 120, ML *, Save As: F3, TT: None

*One eunuch controller commands up to 30 war crayfish; if he is killed, the war crayfish attack the nearest warm-blooded creature – or, failing that, move randomly in search of water.

*War crayfish *cause fear* against horses and henchmen. Horses flee automatically for d6 turns; henchmen are permitted a save versus magic.

Were-Ape

A human who can turn himself into something akin to an ambulatory orang-utan, with shaggy orange hair and ferociously powerful arms. The standard rules for lycanthropy apply.

HD 5, AC 4, #ATT 2, DMG By weapon+1 (human form) or 1d6+2/1d6+2, Move 120, ML 8, Save As: F4, TT: E (V)

*Instead of performing two attacks, the were-ape can, when in ape form, pick up the target and throw it d8 yards for 2d6 damage. This causes d4 damage to anyone hit by the thrown victim.

*Were-apes are only harmed by magical or silver weapons when in ape form.

Were-Moray Eel

A type of Lycanthrope encountered in coastal regions. They typically have three forms: human, giant moray eel, and a hybrid form in which the facial features and torso take on the appearance of the eel but arms and legs are retained. At the top of the food chain, they accumulate toxins from reef creatures, so their bite is cripplingly poisonous: if the victim does not succumb to Lycanthropy, he may well die from catastrophic diarrhoea.

HD 5+3, AC 5, #ATT 2, DMG By weapon+2/by weapon+2*, Move 120, ML 8, Save As: F5, TT: E (U)

*In hybrid form, has #ATT 3 and DMG By weapon+2/by weapon+2/bite d8, plus Swim 150.

Either solitary, or appearing as a pair or group of 1-6.

Will conceal their true character unless the reaction dice indicates hostility.

As intelligent beings of

*In moray form, has #ATT 2 and DMG d10/d10, plus Swim 180.

*Harmed only by silver or magic weapons.

*Bite is poisonous: failed save versus poison results in sickness and continuous diarrhea; victim can only move at half rate, and loses 1 point of CON per day for 2d6 days. If he runs out of CON, he dies. If the 2d6 days expire and he still has a CON score, he survives and regains his CON at the rate of 1 point per day.

considerable power they sometimes take dominion over others. If encountered randomly there is a 1 in 3 chance of having a group of brigands or sea raiders (3-18 1 HD humans) under their sway.

Whelk, Giant

A huge snail-like predator at home in seawater and on land, with a hollow maw which secretes acid and an insatiable appetite for flesh. Armour is near-useless against it, and its skin is tough like rubber underneath its rock-hard shell.

Almost always solitary.

Attacks voraciously.

HD 5+1, AC 2, #ATT 1, DMG 1d8+special, Move 90, ML 7, Save As: F4, TT: None

*When the whelk bites, it leaves acidic secretions which dissolve armour; the armour loses 1 AC for two rounds and is completely useless on the third round unless washed clean. If the target is not wearing armour the acid does 1 hp damage per round unless washed off.

Yak-man

Humanoid yaks, intelligent, capricious and powerful, who inhabit glacial fields in the tallest mountain peaks, beyond even the high dwarven citadels. They come in the night, and especially during storms, to human villages to steal children, and are able to manipulate the weather to cloak their movements. They have longstanding pacts with mountain spirits and ghosts of the wind, and can call on them for aid.

Refer to the *Lairs* section of the Mountains of the Moon chapter.

If encountered randomly will be a group of 2-12 on their way to or from abducting children from a human village.

HD 4+4, AC 4, #ATT 1, DMG 2d6+2, Move 120, ML 8, Save As: F4, TT: I (V)

*Three yak-men acting in unison can summon a mountain spirit, equivalent to a wind elemental of 8 HD, 1/day.

*Three yak-men acting in unison can *control weather*, 1/day.

*Yak-men can *pass without trace*.

Clans consist of 41-60 individuals.

Always accompanied by snow or fog.

Yaksha

A benevolent nature spirit which appears as a rotund, merry gentleman or full-figured, voluptuous woman. It is usually attached to a single large and ancient tree; deep, isolated lake, or mountain peak. It is acquisitive and typically has secret treasure hoards concealed near its lair.

HD 8+1, AC 1, #ATT 2, DMG d10/d10, Move 150, ML 10, Save As: F8, TT: G

*Can pass without trace.

*Can cast spells as a level 9 Magician.

*Damaged only by magical weapons.

Always solitary.

Are not encountered far from their lair – refer to the *Lairs* table in the Lamarakh and Lower Druk Yul chapter.

Yali

A mythical beast with a body like a great cat, the tail of a serpent, and the tusks of an elephant. A spirit of vengeance or protection, it is often summoned by a powerful holy man for some great purpose – though it may turn wild if it escapes or its master dies.

HD 7, AC 4, #ATT 3, DMG 2d8/d4/d4, Move 180 (Fly 240), ML 8, Save As: F4, TT: F (None if on a mission for a master, unless guarding treasure)

Often encountered in pairs.

When encountered randomly, roll a d6. On a 5-6, it is wild. On a 1-4, it is on a mission for its master: a powerful NPC Holy Man.

Yuthada Vaanara

The foothills of the Eastern Barat range, which extends southwards from the Mountains of the Moon, are home to hereditary bandit clans who make their homes in the thick forests and range far and wide to raid farms and river traders.

They breed and train captured apes who they use as shock troops. Each clan might have a herd of 100 or more of these apes - or *yuthada vaanara* as they are known - and they are typically allowed to roam free around the clan's territory to scare away intruders. When the time comes for a raid, the clan gather up as many adult males as they can using special calls and whistles (each clan has a different variant) and lead them to the attack.

Yuthada vaanara are fearsome in battle. They target the eyes, jaws, and hands, and typically horribly disfigure those they leave alive. They have dark green fur which camouflages them well in the undergrowth, and they move with alarming speed.

HD 2+1, AC 5, #ATT 3, DMG 1d8/1d4/1d4, Move 120, ML 7, Save As: F1, TT: None

*In forests, ranged attacks against *yuthada vaanara* are -2 due to the creature's camouflage.

*If the bite attack does maximum damage (i.e. 8) it randomly removes the left eye, right eye, left hand, or right hand.

Usually roam in groups of 1-10. There is a 1 in 4 chance a handler from a local village will also be present.

When encountered randomly, roll 2d6. On a roll of 2, the encounter is with a herd of d20+100 accompanied by handlers equivalent to 1 in 10 of the total number, on the way to war or a raid on another local village.

Chapter Three



The Yellow City and the Topaz Isles

Introduction

The Yellow City. The largest, most ancient, and most terrible city in all of Yoon-Suin. The city of the slug-men, which they rule as a Brahmin caste of aristocrats, merchant families and scholars – the only ones who may bring goods to the city, the only ones whose lives are protected by law, the only ones who may own land. As their home it reflects their needs and desires: their love of knowledge, their refined intelligence, and their cold and self-regarding arrogance.

A seething mass of humanity and crab-men exists below then – to live, to breed, but above all to serve the rulers of the city. For them life is cheap, short, intense and, depending on one's definition of the word, interesting.

Beyond the Yellow City to the South is the Gulf of Morays: a widening expanse of blue, dotted by the Topaz Isles. Beyond it is the open sea and the reef homes of the squid-men. Beyond them is the mighty ocean and the great kraken gods who roam it.

Running a Game in the Yellow City

The Yellow City is a good starting point for a Yoon-Suin campaign. A group of non-native PCs may have arrived at the docks, whereas a group of native PCs may be city dwellers intending to get their hands on some of the vast wealth around them – or simply escape the oppressive intensity of city life.

Opportunities for adventure abound. The PCs may become caught up in the intrigue of high Yellow City society. They may become involved in smuggling, theft, or other criminal activities. They may choose to explore the

ruins of the Old Town to recover its treasures. They may sell their services to the great exploring guilds of the city. Or they may take sides in a conflict between philosophical societies or criminal gangs.

Use the tables in this chapter to create the initial set-up for a Yellow City-based campaign. After having generated the PCs' social circle, the city's surroundings, and a list of rumours there should be more than enough material to tie your players into the campaign – or spur your creativity for a narrative campaign.

1. The PCs' Social Circle

Social Groups

Choose or roll a group type, then a source of conflict and a rival group. Repeat as required or desired.

Dice	Group Type
1	Cockroach clan
2	Shrine
3	Archive
4	Crab-man fighting stable
5	Club fighting troupe
6	Noble House
7	Tea shop/Opium den
8	Seekers of Secret Knowledge
9	Place of learning
10	Criminal band
11	Exploring guild
12	Philosophical society

Dice	Conflict Source
1	Treachery
2	Adultery
3	Fraud or Theft
4	Addiction
5	Ambition
6	Madness
7	Love
8	Folly
9	Paranoia
10	Rivalry (for rival type see below)

Dice	Rival Type
1-4	Same type
5-6	Different type

Cockroach Clan

At the bottom of the Yellow City's social hierarchies, save for the crabmen below them, these extended families herd giant cockroaches with the use of pheromones and gestures, and butcher them for their sustenance. Their swarms scour the city of its endlessly replenishing refuse.

Dice	NPCs	Other NPCs	Rumours/Hooks
1	Headman	Child cockroach herder	The clan is in danger of being destroyed by a more powerful rival
2	Wise Elder	Cockroach day guard	The cockroaches have contracted an unknown disease
3	Expert Breeder	Local outlaw taken in	The clan knows the locations of secret, ancient tunnel networks beneath the city
4	Strongman	Orphan hanger-on	The clan's cockroaches secrete a special pheromone that can be used to make magic potions
5	Prophet	Aged invalid member	The clan harbours an exile or outcast from a noble house
6	Butcher	Former rival for headman-ship, now disgraced	The clan have discovered a valuable heirloom that was lost by a powerful NPC in a rubbish heap
7	Headman's Spouse	Headman's concubine	The clan has bred a new type of cockroach that is aggressive and impossible to control
8	Headman's heir	Skilled musician - clan entertainer	The clan are engaged in procuring runaways for a magician to use in his experiments
9	Headman's favourite daughter	Skilled dancer - clan entertainer	A young member of the clan has fallen in love with a member of a rival and the pair have run away together
10	Tattooist	Mad man - 'clan idiot'	The clan can ink magical tattoos

Shrine

All along the God River, on both banks and in the tributaries feeding into it, are shrines. Many of them are to a single demigod with only a few dozen worshippers; others are major cults with congregations a thousand strong; others are to no god at all. In some they practice sacrifice, in others holy prostitution, in others meditation, in still others all three. A random deity generator can be found in Appendix M.

Dice	NPCs	Other NPCs	Rumours/Hooks
1	Mad visionary	Earnest acolyte	A member of the order has genuine prophetic visions
2	High priest	Shrine Prostitute	A member of the order is widely thought to be a miracle worker
3	Widely recognised next-in-line	Old shrine caretaker	The order knows secret, powerful summoning magicks
4	Respected adviser	Severe teacher	The order is in contact with Outsiders
5	Reformer	Skilled interpreter of prophecy	An important holy artefact has gone missing
6	Archivist/historian	Wealthy convert	The order has captive the son or daughter of a notable NPC and plan to sacrifice him or her
7	Sacrificer	Zealous fanatic	Under the shrine is a network of catacombs that the order believe to be haunted
8	Head of shrine guards	Acolyte without genuine belief	A member of the order needs escorting to a sister order in the oligarchies
9	Charismatic preacher	Shrine beggar	The shrine has a branch in the Topaz Isles but the order has lost all contact with it
10	Wealthy beneficiary	Frail, elderly regular attendee	A statue, figurine, mummy or carving has shown signs of being alive...

Archive

The accumulated knowledge of eons of history is collected in the Yellow City. There are hundreds of archives spread throughout, each with its own society of patrons, board of trustees, staff of sages and librarians, and associated exploring guilds and researchers. These renowned institutions are often impossibly ancient, with storage chambers so labyrinthine and vast that they have never been properly catalogued and have areas nobody has visited in years.

Dice	NPCs	Other NPCs	Rumours/Hooks
1	Head sage	Old, addled cleaner	There is a secret chamber of hidden, ancient knowledge deep within the archive, which powers in the city want to get at
2	Next in line	Quiet, shy librarian	There is a secret tunnel going from this archive to another; the members are engaged in secret theft of obscure books
3	Oldest sage	Scribe	Materials from the archive are appearing in markets around the city; somebody on the inside is secretly selling them
4	Promising archivist	Bookish neophyte	One of the archivists is secretly engaged in destroying archived material for a rival
5	Skilled appraiser	Independent scholar	A guardian golem or spirit which has gone wild and barricaded itself into an area of the archive
6	Head of the guards	Incompetent neophyte	The archive knows of a valuable book, map etc. that is held by another social group in the city; they want it stolen and brought to them
7	Magician guard	Beggar hiding in a cranny	The knowledge god has cursed the archive for some slight; needs appeasing with fresh knowledge, difficult to obtain
8	Lead librarian	Supercilious night guard	A hidden kenku is always moving books from one place to another
9	Wealthy beneficiary	Retired explorer	One of the archivists is a dragon from Upper Druk Yul in disguise; this is known by some city high-ups who want him captured
10	Renowned subject expert	Chaplain to knowledge god	There is a huge section of the archive that is so rarely used it has become infested with ghosts, spirits, insects, and/or other undesirables

Crab-man Fighting Stable

Betting on crab-man fighting is a venerable and popular pastime in the city, and those who train crab-men fighters can amass considerable wealth and power – if their stable members regularly win. A typical crab-man stable contains up to a dozen crab-men fighters, with several trainers and a large array of hangers-on, including book-makers, pick-pockets, apprentices, fans, and patrons – with dancing girls who daub their champions with vivid paints and breeders casting their expert eyes over egg clutches and the occasional religious lunatic shouting obscure slogans.

Dice	NPCs	Other NPCs	Rumours/Hooks
1	Head breeder	Young stable hand	One of the fighters has disappeared - run away or escaped
2	Head trainer	Book-maker	There are rumours that one of the stable's fighters is of legendary strength
3	Stable chaplain	Drunken gambler constantly lurking for tips	A member of the stable has an uncanny ability to pick crab-man eggs which will hatch into good fighters; rivals want him
4	Stable magician	Apprentice trainer	The stable has cheated at a recent fight; rivals or losing gamblers want revenge
5	Head breeder's spouse	Mutilated former trainer	A rival or patron of a rival wants spies to sabotage goings on at the stable
6	Heir to the stable	Apprentice breeder	A group of bored dilettantes has kidnapped one of the crab-men
7	Egg supplier	Favoured "champion"	The stable know about crab-man lairs in the Topaz Isles and want fresh breeding stock
8	Wealthy sponsor	Retired crab-man fighter, now stud	One of the fighters has artistic talent and high-ups want to know what clan or island he came from
9	Wealthy sponsor's heir	Pick pocket who steals money from spectators	One of the fighters killed a human and local militia want him executed; the stable are desperate to protect him or smuggle him from the city
10	Healer	Scholar making a history of crab fighting	Criminals are running a protection racket against the stable; the stable wants the criminals removed

Club Fighting Troupe

A band of club-fighters – tough, strong, and often badly brain-damaged from the practice of their trade. Typically managed by retired fighters and accompanied by female and male attendants, gamblers, and holy men. The lives of the fighters are brutal and short, but often a luxurious stream of sex, opium, and conspicuous wealth.

Dice	NPCs	Other NPCs	Rumours/Hooks
1	Owner	Young dogsbody	Fighters in the troop keep losing in improbable circumstances – they have unknowingly been cursed
2	Head trainer	Book-maker	One of the members of the troop has a personal rival in another troop and wants him/her killed
3	Chaplain	Drunken gambler lurking for tips	One member sees visions due to a blow the head; these may or may not be accurate prophecies
4	Healer	Promising apprentice fighter	One of the members of the troop cheated at a recent fight; rivals want revenge
5	Owner's spouse	Fighter known as a bully	The troop are going to travel to the Hundred Kingdoms on a grand tour and need bodyguards
6	Owner's heir	Idiot youth who hangs around	The troop's treasury has been raided by thieves
7	Star fighter	Incompetent apprentice fighter	A fighter was blessed as a child; rivals want him kidnapped
8	Wealthy sponsor	Retired fighter, addled, taken care of out of loyalty	There are rumours one of the fighters has a magical club which he uses to gain advantages in a fight
9	Wealthy sponsor's heir	Pick pocket who steals money from spectators	The top fighter has been brain-damaged; he needs a rare and powerful cure from somebody or somewhere obscure
10	Influential retired fighter	Opium seller who supplies the fighters	The star fighter has been kidnapped and a ransom note recieved

Noble House

One of the great trading families of the city: an extended clan of slug-man patricians who by ancient custom have the license to export and import goods beyond its boundaries. They are immensely powerful and influential individually, and grouped together their assets are rivalled only by the other trading families who are their peers. They spread largesse and fear in equal measure, and can call on miniature private armies, client magicians and sorcerers, and huge resources of knowledge.

Dice	NPCs	Other NPCs	Rumours/Hooks
1	Patriarch/Matriarch	Family fortune teller	A youthful Romeo from the family loves a rival's Juliet; this must be resolved
2	Heir apparent	Family historian	The family want to bring down a rival's pet project (a crab-man stable, club fighting troop, or other)
3	Rival to the heir apparent	Old, trusted servant	Important documents have been stolen; nobody knows the culprit
4	Old human servant, wise advisor	Assassin	A favoured servant has been kidnapped or murdered; the family want revenge
5	Seneschal	Magician courtier	The family know of powerful artefacts hidden in the Old Town which they want recovered without rivals knowing
6	Favoured concubine	Tea taster	Somebody tried to poison one of the high-ups in the family but killed a taster; the family want to know who
7	Spouse to the patriarch/matriarch	"Governess" - teacher of the Patriarch's children	The family is in full-scale cloak-and-dagger war with a rival and is in need of recruits
8	"Fixer" who gets things done	Courtier, spy for another family	The family has a young apprentice or adoptee who they want educated in the ways of the world
9	Sibling to the Patriarch	Scion of another family	One of the family members has contact with Outsiders
10	Chief valet	Artist patronised by the family	One of the family high-ups has strange sexual proclivities which need to be sated

Tea Shop or Opium Den

Tea shops and opium dens are the social lubricants of the Yellow City: places of congregation and exchange, of fleeting glances and flirtatious eye contact, of secrets passed in dark corners, of obsessive pursuit of pleasure, of gossip and speculation, of amateur philosophizing and the construction of nefarious plots.

Dice	NPCs	Other NPCs	Rumours/Hooks
1	Owner	Constant customer; addict	The only person who knows all the recipes and blends has gone missing
2	Owner's spouse	Cleaner	An eccentric magic-user who pays money for magic items frequents the shop/den
3	Owner's son/daughter	Attractive server	A group of criminals are running a protection racket; the tea shop owner wants them removed
4	Garrulous regular	Connected server who knows everybody in the neighbourhood	A heretical holy-man holds forth each day in a corner; a local religious order want him dead
5	Known lothario	Gourmand who is convinced it is the best place in the city	A regular client is a destitute former high-up in a local social group who wants to win back his or her status, or be revenged
6	Brewer/preparer	Apprentice brewer/preparer	A rival wants the recipes or blends stolen
7	Regular prestigious customer	Lazy guard	There is a phantom or <i>bhoot</i> associated with an area of the den or shop which bothers the owner
8	Wealthy patron	Beggar who lurks outside	A local lothario is hiding at the shop/den from a lover's husband
9	Favoured entertainer	Beautiful whore	The tea shop or den relies on a smuggling gang – and the local trading family would pay for information on it
10	Head guard	Muse: paid to inspire with stories or dance	A regular client can read fortunes in tea leaves/smoke

Seekers of Secret Knowledge

A group of learned specialists, secretly pursuing lore and expertise in disciplines esoteric and/or taboo.

Dice	NPCs	Other NPCs	Rumours/Hooks
1	Powerful magician	Young, impressionable magician	Internechine rivalry means that one of the members has been singled out for clandestine assassination
2	Summoner	Young, zealous holy man	One member has convinced the others he has contact with Outsiders
3	Golem maker	Eccentric, befuddled scholar	One member is secretly a major rakhosh who is killing the other members one by one
4	Dwarf refugee	Incompetent dabbler	The group has summoned something ancient and horrible, which is involved in disappearances in the local area
5	Historical researcher	Curious, eager neophyte	The group have worked out that there are artefacts, treasures or magicks buried at a certain location in the Old Town
6	Wealthy noble scion	Apprentice summoner	One of the members want escorts for a journey into Láhág
7	Holy man	Retired explorer	The group needs certain rare and obscure materials for making golems, summoning, etc.
8	Astronomer	Loyal assistant	The group is a ripe target for thieves
9	Ancient, frail scholar	Beautiful/handsome muse	The group know of tunnels under the city which lead to secret places
10	Promising neophyte	Succubus, leaching the life force and magic of the group	The group have angered a prominent independent arch-mage with their investigations

These groups are myriad within the city. Roll on the table below to determine their type, field, and further hooks.

Dice	Specialty/Hooks/Field
1	<p><i>Investigators</i></p> <p>Hooks: 1 - Know of a place in the Topaz Isles with documents relating to their field, 2 - A rival group has information they want, 3 - Know of a scholar in the Oligarchies who has information they want, 4 - Need to find couriers to bring items from Sughd, 5 - Had items stolen by a rival, 6 - Had items stolen by common burglars</p> <p>Field: 1 - Ancient languages, 2 - Ancient religion, 3 – Weapons, 4 – Maps, 5 – Trade, 6 – Botany, 7 – Zoology, 8 – Astronomy, 9 – Squid-men, 10 - Grasshopper men, 11 – Shikk, 12 – Ghosts, 13 – Crab-man art, 14 – Opium, 15 – Tea, 16 – Architecture, 17 – Diseases, 18 – Dreams, 19 - The Old Town, 20 - The Holes of Lahag</p>
2	<p><i>Experimenters</i></p> <p>Hooks: 1 - Have created a substance wanted by a trade family, 2 - Desire ingredients from Sughd, 3 - Desire ingredients from Druk Yul, 4 - Are developing strange powers, 5 - Are slowly dying from poison, 6 - Are mutating</p> <p>Field: 1-9 – Alchemy, 10-12 – Hallucinogens, 13-18 – Potions, 19-20 – Explosives</p>
3	<p><i>Magicians</i></p> <p>Hooks: 1 - Desire contact with an arch-mage in the Mountains of the Moon, 2 - Have developed magicks wanted by a rival, 3 - Desire materials from the Old Town, 4 - Have contact with Outsiders, 5 - Have attracted attention of a Dragon, 6 - Know of a source of magic in the Old Town</p> <p>Field: 1-10 – Spell research, 11-16 – Magical item creation, 17-18 – Sorcery, 19-20 - Cantrips</p>
4	<p><i>Summoners</i></p> <p>Hooks: 1 - Have accidentally summoned something they cannot control, 2 - Think they are summoning something weaker than what they actually are, 3 - Need human sacrifices, 4 - Need living vessels, 5 - Plan to summon a might being to destroy rivals, 6 - Are summoning beings to give them knowledge of distant places</p> <p>Field: 1-10 – Rakhosh or Shikk, 11-16 – Elementals, 17-18 – Figments, 19-20 - Outsiders</p>
5	<p><i>Animators</i></p> <p>Hooks: 1 - Have lost control of one of their creations, 2 - Have created an unusually intelligent, sentient being, 3 - A creation has been stolen, 4 - Need living souls to power their creations</p> <p>Field: 1-4 - Golems (flesh), 5-10 – Golems (clay, wood), 11-14 – Golems (stone, metal), 15-16 – Golems (liquid), 17-18 – Golems (light), 19-20 – Automata</p>
6	<p><i>Necromancers</i></p> <p>Hooks: 1 - Are stealing corpses from the river, 2 - Are learning secrets from the dead, 3 - Are kidnapping live victims for experimentation, 4 - Are communing with evil spirits masquerading as the dead</p> <p>Field: 1-7 – Reanimation, 8-16 – Communication, 17-20 – Prolonging life</p>

Place of Learning

In the Yellow City, knowledge is everything. Schools, madrassas, colleges and studios are everywhere, teaching everything from the correct manner in which to brew tea, to exotic martial arts from distant Druk Yul. Many have wealthy alumni and large grounds; others are tiny, back-street affairs surviving on subscription fees.

Dice	NPCs	Other NPCs	Rumours/Hooks	School Type
1	Eldest teacher	Unpopular, incompetent teacher	Secret passageways abound beneath the school; a student went exploring down there and never returned	Martial arts
2	Chief librarian	Cook	The students have revolted against poor treatment and are holding the teachers hostage	Magical arts
3	Chief groundskeeper	Impoverished student	A researcher needs escorts for a field trip	Cartography
4	Caretaker	Wealthy student's slave	The school's donor has disappeared and without him there are no funds	Tea
5	Excellent teacher	Scullery servant	The treasury has been raided and funds stolen	Opium
6	Wealthy student	Young pupil	The school is haunted by a <i>bhoot</i>	Poetry and fine arts
7	Prominent governor	Eccentric, well-loved teacher	A beloved teacher has been found murdered in mysterious circumstances	Scrivening
8	Treasurer	Lazy student	The school has a bitter rival it wants destroyed	Fauna
9	Admissions tutor	Prominent governor's spouse	An idiot savant at the school is a target for kidnappers	Flora
10	Chaplain	Wealthy donor	Somebody at the school is a major rakhosh, gradually killing off the student body	Dancing, erotic arts

Criminal Band

Smugglers, thugs, assassins, thieves, slavers, money-lenders, kidnappers... a city the size of the Yellow City would be expected to have them all, and naturally it does.

Dice	NPCs	Other NPCs	Rumours/Hooks
1	Leader	Whore	The criminals are looking for ‘associates’ to raid a smugglers’ stash
2	Second-in-command	Young, eager member	The criminals have been betrayed by a former colleague and want revenge
3	Brutal enforcer	Desperate debtor	The criminals know secret tunnels and ruins like the backs of their hands
4	Allied fence	Local corrupt trade family tax collector	The criminals breed assassin worms
5	Friendly magician	Aspiring member	The criminals have stolen something important or valuable from a magician, holy order, or philosophical society
6	Trusted foot-soldier	Local corrupt holy man	One member has an important lover in another social group who would not want the matter made public
7	Elderly avuncular member	Protection racket victim	The gang recently kidnapped the child or spouse of an important Yellow City NPC
8	Allied trading family member	Spy from a rival group	The criminals are engaged in a brutal war against a rival and need hired help
9	Brutal young maverick	Local pickpocket	The criminals are under the sway of a major rakhosh and are kidnapping victims for it
10	Allied holy man	Spouse of an important person	The criminals have a large consignment of smuggled goods they have just brought to the city

Exploring Guild

One of the many organised groups of explorers headquartered in the city who range through Láhág, Druk Yul, and other place distant and dark. They may be mere mappers, or may be more actively engaged in the collection of samples, kidnapping of natives, or discovery of hidden artefacts.

5

Dice	NPCs	Other NPCs	Rumours/Hook
1	Leader	Lamarakhi head-hunter scout	A rival guild has recently returned from a foray into Láhág; the guild want their maps
2	Second-in-command	Young, green member	All of the guild's wealth is in the name of one member, who has disappeared
3	Important scholar	Son of a nawab from the Hundred Kingdoms, seeking his fortune	One member has a sixth sense for danger and is available to hire – for a high price
4	Guild historian	Wicked exiled criminal, now member of the guild	The group knows of secret treasures in the depths of Láhág
5	Allied fence	Leader of a rival guild	The group needs hired guards for a journey into the jungle
6	Allied archivist	Local map maker	The group knows of secret treasures hidden in the Old Town
7	Magician patron	Crippled former member	The group have recently brought a strange, puissant artefact back from a journey – and powers in the city want it
8	Holy man patron	Young child, mascot	An exploring party went to the jungle recently and came back <i>changed</i>
9	Mad veteran	Crab-man slave/sherpa	The guild recently brought a creature back from the forest; it has escaped and is causing havoc in the neighbourhood
10	Skilled scout	Healer	One member is an exiled prince from the Hundred Kingdoms; there is a huge price on his head

Philosophical Society

Meeting in the tea shops and opium dens are countless groups discussing ideas. These groups are not actively engaged in magical experimentation or political conspiracy, but their chattering and theorizing fill the air throughout the city, and their petty rivalries and disputes are often fought out in dark alleyways, hidden attics, and ruined tenements.

Dice	NPCs	Other NPCs	Rumours/Hooks
1	Powerful magician	Philosophy student	A local holy order want the society destroyed for its bizarre beliefs
2	Pre-eminent scholar	Idiot savant	It is rumoured one member is a crystal dragon who would hate to be exposed
3	Golemologist	Scrivener	One member has convinced the others he communes with Outsiders
4	Scion of a noble house	Socially awkward young member	One member is the scion of a noble house who has renounced wealth; the family want him 'persuaded' back
5	Important bureaucrat	Astronomer	The society have discovered a network of underground tunnels and believe they need to inhabit them to gain the solitude they need
6	Revolutionary thinker	Benefactor in a noble house	A member of the society wants to visit a colleague in the Oligarches; he needs escorts
7	Crazed, charismatic prophet	Former member, now renounced	The society were formerly peace-loving but have fallen under the sway of a baital and are now violent and hateful
8	Mysterious thinker	Spy for another philosophical group	One member has driven himself insane and needs a rare cure
9	Zealous doctrinaire	Holy man, opposed on theological grounds	The group want a former member, who has renounced their beliefs, assassinated
10	Genius mathematician	Young girl or boy considered a 'muse'	The group have fallen into the worship of some beast, concept or object which has gained divinity as a result – and now seeks blood and destruction

If desired, roll on the following table to determine the type of ideas the group believes in, and further adventure hooks.

Dice	Field	Further Hooks
1	Epicureanism	Believe there is a vast conspiracy against them
2	Solipsism	Believe in exodus; require guards for travel
3	Stoicism	Require hallucinogens or opiates
4	Deism	Need messengers to take messages to associates in a distant location somewhere in Yoon-Suin
5	Acosmism	Desire to inspect crab-man art
6	Sophism	The leader is a shikk or major rakhosh from the North (secretly, or with the knowledge of the members)
7	Anarchism	Are fermenting rebellion
8	Cynicism	Are planning a great conflagatory mass-suicide
9	Apotheotism	Are involved in a blood feud with a rival philosophical society
10	Nihilism	Are planning a heist from a prominent archive



Yellow City Personages

Humans

Dice	NPC 1	Spice	NPC 2	Name (Male)	Name (Female)	Motive
1	Magician's apprentice	Has a missing facial feature	Magician	A jit	Drú tí	Hatred of enemy
2	Archive guard	Is a small person	Archivist	Ha rij	La bú ki	
3	Low-level smuggler	Is grossly fat	Low-level tea-seller	Hri thik	Ma ga na	
4	Beggar	Is thin and skeletal	Leper	Ra u nak	Na li ka	Desire for knowledge
5	Embezzler	Always carries an umbrella	Fraudster	Ru shék	Gun jit á	
6	Assassin	Constantly smokes opium	Failed assassin	Ven dan é	Pa nit á	
7	Sculptor	Has white pupils	Famed dancer	Vyo mang	Ha yám	Unrequited love
8	Astronomer	Walks on tip-toe	Common lunatic	Man jul á	Tan ésh	
9	Cockroach butcher	Is very good looking	Translator	Pu li	Da dhij á	
10	Dyer	Is very ugly	Tanner	Gí ri áj	Pa la má	Desire for pleasure
11	Scrivener	Is very old	Gambler	Om swar óp	San tú	
12	Messenger	Has a hunchback	Silk-weaver	Hí lan	Ta li ka	
13	Lamp boy or girl	Is plagued by visions	Burglar	Lal cha nú	Ik sha	Desire for adventure
14	Pick pocket	Always accompanied by a small child	Explorer	U tha man	Ru pí	

15	High class whore	Smells awful	Martial art teacher	Dí pit	Fa ha	
16	Low class whore	Dandy with tattered, faded clothing	Abacus operator	Ó jit	Ni lan í	Competition with rival
17	Brigand	Covered in tattoos	Guard	Ga gan	Lohit á	
18	Hired thug	Has no legs – walks on hands	Sell-sword		Ka nai	
19	Fortune teller	Is extremely shy	Domino player	La li tesh	Rá khi	Jealousy of other's possession
20	Street performer	Is loud, boorish and obnoxious	Snail-roaster	Ma ha neth	Ha rush á	
21	Journeyman club fighter	Has a club foot	Crab-man tattooist	U dú ban	Fa li da	
22	Tax collector	Speaks very softly	Labourer	Ab hra	Kala	Unrequited love
23	Book-maker	Has a haunted, desperate air	Fallen priest	É has	Ma hek	
24	Fakir	Is over-friendly	Fallen fakir	Chan dak	Ga la ti	
25	Scavenger	Is obsequious and eager to please	Ferryman	Dar shak	Oli kodi	Desire for knowledge
26	Mason	Is absurdly tall	River trawler	Palla bá	Pa vi	
27	Jeweller	Laughs inappropriately	Fisherman	Chi dat ma	Sri ja	
28	Goldsmith	Constantly makes innuendo	Hired worshipper	É kash	Idit lí	Pay off crippling debts
29	Metal worker	Is cheerful and polite	Singer	Alo ké	Ojé ta	
30	Merchant	Roll twice	Idiot	Chan chal	Ú dip ti	

Slug-Men

Dice	NPC 1	Spice	NPC 2	Name	Motive
1	Magician	Is socially inept	Magician	Po Le	Hatred of enemy
2	Expert cartographer	Is unspeakably arrogant	Expert cartographer	Afagu	
3	Historian	Is especially slimy	Historian	Malaba	Unrequited love
4	Philosopher	Constantly smokes opium	Philosopher	Kaleva	
5	Tax official	Is a narcissist	Tax official	Wulele	Desire for knowledge
6	Money lender	Always accompanied by two slaves	Money lender	Eki Ulele	
7	Tea taster	Has a perverse fascination with human sexuality	Tea taster	Befi	Pay off crippling debts
8	Scholar (fungi)	Is always eating dandelion leaves	Scholar (fungi)	Papali	
9	Scholar (plant life)	Is grossly fat	Scholar (plant life)	Ulafala	Desire for pleasure
10	Scholar (squid men)	Is polite and kindly	Scholar (squid men)	Hapa U	
11	Golemologist	Is very old and can barely move or speak	Golemologist	Lufahasa Ga	Desire for adventure
12	Scholar (automota)	Cannot tell the difference between male and female humans	Scholar (automota)	Huki Loma	
13	Teacher	Always carries a cane	Teacher	Wu U	Jealousy of possession
14	Librarian assistant	Has exceptionally long eyestalks	Librarian assistant	Hu A	
15	Apprentice mathematician	Thinks humans are disgusting and can barely tolerate their presence	Apprentice mathematician	Ui Yi	Competition with rival
16	Minor poet	Loves the sound of own voice	Minor poet	Mapa Afa	
17	Theologist	Is preoccupied and thoughtful	Theologist	Polaha Vo	Desire for pleasure
18	Architect	Talks about own dreams all the time	Architect	Aihono	
19	Dream interpreter	Is a lover of the arts	Dream interpreter	Fiame	Desire for knowledge
20	Idle hedonist	Roll twice	Idle hedonist	Luhagala	

2. General Rumours and Hooks

Random Connections

Dice	NPC	Is trying to...	NPC
1	Magician	Kill	Magician
2	Astronomer		Astronomer
3	Club fighter	Steal from	Club fighter
4	Criminal		Criminal
5	Philosopher	Kidnap	Philosopher
6	Explorer		Explorer
7	Beggar	Steal the spouse of	Beggar
8	Street performer		Street performer
9	Assassin	Transport goods to	Assassin
10	Smuggler		Smuggler
11	Cockroach clan chief	Extort from	Cockroach clan chief
12	Archivist		Archivist
13	Tea shop owner	Intimidate	Tea shop owner
14	Opium den owner		Opium den owner
15	Prostitute	Spy on	Prostitute
16	Holy man		Holy man
17	Dwarf refugee	Kill	Dwarf refugee
18	Fortune teller		Fortune teller
19	Dancer	Steal from	Dancer
20	Conman		Conman

Yellow City Rumours

Dice	Rumour	Dice	Rumour
1	There is an abandoned palace in a run-down area of the city which has been taken over by outlaws, thieves, evil spirits, and hermits; in its bowels are basements and prisons which extend far below the surface of the earth.	11	People have been turning up dead in the local area, torn apart by crab-man claws. Some crab-men in a local ghetto are attempting to start a race war.
2	There is a witch living on an island in the Topaz Isles who can make potions which allow the drinker to breathe underwater.	12	An old and almost-forgotten sect buried its dead in some catacombs. Recently people have been hearing whisperings and moanings from its entrance.
3	There is a crab-man clan out in the isles which produces art with magical teleporting and summoning properties.	13	A bored scion of a prominent noble house wants to see the Topaz Dragon.
4	There is a group of young, bored, idle sons and daughters of merchants who like to hunt and kill crab-men for sport. They want fresh victims brought to them.	14	Golden wormlings have burrowed from somewhere into the basement of an archive and have been eating all the books and scrolls.
5	A sect of money-worshippers has recently brought in a huge consignment of gold, silver, and platinum from the Mountains of the Moon.	15	A group of scholars have made it known they would pay vast amounts for a live captive squid-man to study.
6	A prominent archmage has not emerged from his tower in several months.	16	Russet mold has taken hold in a ghetto and is turning everyone into mold men.
7	Bodies are disappearing from an islet in the God River that is used as a cemetery; they are being used by necromancers. Somebody is offering a reward to find their exhumed loved-one.	17	A vampiric mist spirit has made its home in a park in the grounds of a palace.
8	A callow magician has summoned something awful from beyond space and time; it roams the streets of an area of the City at night.	18	A hermit dwelling in the Topaz Isles has dealings with Outsiders.
9	A lunatic fakir visiting from the Hundred Kingdoms has declared End Times; he and his followers have started a campaign of arson and random assault.	19	A mine in the Topaz Isles has discovered a new type of gemstone which has strange, mutative or magical effects.
10	There are tunnels underneath an abandoned building which lead to an ancient, buried suburb.	20	Members of a cockroach clan have started to develop cockroach-like characteristics; their numbers are expanding through kidnap or disease.



3. Random Locations and Encounters

‘Round the Yellow City

Roll two d30s; the first gives the encounter while the second provides a location.

Dice	Encounter	Location
1	2d6 slug-men dandies who invite the PCs to play dominos with them (if slug-men present)	By a dark back alley
2	An old fortune teller who thinks a PC has a destiny she has seen in a vision	Under a foot bridge
3	Cockroach clansmen baiting a crab-man with their cockroaches; a PC is spattered by cockroach ichor which: 1-3 – Causes 1 hp damage; 4-6 – Dyes skin permanently	By an expensive tea shop
4	A weeping child – a slave who has run away from a beating, with nowhere to go – comes running towards the PCs	By a run-down tea shop
5	A minor potentate of a noble house being carried by palanquin; the palanquin topples over as they pass	By an expensive opium den
6	A drunken club fighter who sees a PC as a likely candidate and challenges him to a fight	By a run-down opium den
7	A street entertainer’s collecting hat is stolen by a petty thief who runs away in the direction of the PCs	By a tannery
8	A pick-pocket targets the PCs	In a small market
9	A man or woman claiming to be a representative of an exploring guild approaches the PCs as a group of ‘likely looking types’	In a large market
10	A dead body lying in the gutter and a figure fleeing the scene	By a small park
11	A PC hears the scream of a <i>hijra</i> being abducted by a jealous lover	By a cemetery
12	A PC glimpses a flash of mysterious magical light in a high window of a tenement building; it is a magician performing summoning experiments	Crossing a bridge over a canal
13	Somebody the PCs recognise is about to be summarily burned alive in public after accusation of rape, theft or murder – this may be true or false	In a courtyard
14	A parade of holy men and their disciples passes by: smoke from burning incense causes one of the PCs to have an allergic reaction and this is taken as a sign for great holiness – or the opposite	In a small square

15	A group of musicians and entertainers – one of them, a fool, takes a shine to one of the PCs and starts following him or her	In a large square
16	A duel between two dandies – they ask one of the PCs to adjudicate	Under an archway
17	Somebody the PCs recognise as highly respectable is seen in deep conversation with somebody else the PCs recognise and know to be a ne'er-do-well	In a busy, main thoroughfare
18	A funeral at a small shrine; as the PCs pass, the corpse comes to life, possessed by a baital, and attempts to flee into the city	Down a quiet side street
19	A group of crab-men slaves escaped from a chain gang and on the run from pursuit of armed guards	By the bank of the God River
20	A lunatic starts following the PCs everywhere, ranting and raving that one of them is the reincarnation of his/her lost wife, husband, son or daughter	By the grounds of a palace
21	A slug-man high-up of a noble house riding a giant leopard worm, with a group of guards; the worm goes wild and begins to rampage	Opposite a large, abandoned tenement building
22	A kenku disguised as a soldier of fortune approaches the PCs and asks to accompany them; he plans to steal from them or cause other mischief	By a cesspit
23	An associate of an enemy of the PCs spots them and starts following	By a huge old tree
24	A sacrifice victim being carried to a nearby shrine – he or she screams to the PCs for help, offering a reward of some kind	By a small shrine
25	A group of cockroach clansmen using some of their herd to hunt and kill, so that they can eat the victims and sell their possessions	By a large shine
26	A gang of simple street thugs looking for targets	By a gaol
27	A PC spots what looks like a minor rakhosh sneaking around a corner or into a darkened doorway	By the grounds of an archive
28	A blockade around an abandoned old mansion: a robber has kidnapped a local child and is holding him or her hostage inside; vigilantes have him surrounded	By an abandoned palace
29	A group of strange patterns scrawled on the floor in chalk; if stepped on, will transport the victim to the secret study of a powerful magician for experimentation	By a guarded mausoleum
30	A crab-man fight being put on in a square; if the PCs stop to watch, a pick-pocket strikes.	By a crab-man ghetto

City Neighbourhoods

If a definitive geography of a section of the city is required, either during setting creation or in-game, generate a few city neighbourhoods and lay them out as appropriate. The entire city should not be planned out: its vastness does not bear close cataloguing.

Refer to the following table to determine the nature of these neighbourhoods. It is recommended that you roll several times for ‘features’ for each neighbourhood.

Dice	Wealth	Character	Features	Example Name
1	Very poor – slums, tanneries, refuse piles, abandoned buildings (entirely humans and crab-men; -2 to reaction rolls)	Recreational	Club fighting pit	Assassins’ Quarter
2			Place of learning	Scholars’ quarter
3	Poor – tenements, allotments, abandoned buildings, junk markets, dingy opium dens (humans and crab-men; -1 to reaction rolls)	Residential	Park	Cemetery quarter
4			Large well	The Gardens
5			Archive	The Valleys
6			Domino hall	Temple Row
7	Moderate – tenements, some houses, large markets, tea shops (mostly humans; some slug-men; only crab-men present are slaves)	Commercial	Well-known tea shop	The Old Gate
8			Well-known opium den	The Scrying Quarter
9			Arboretum	The Lakes
10	Wealthy – apartment buildings, large houses, exclusive tea shops and opium dens, markets for exotic goods, colleges, gardens and archives (humans and slug-men; +1 to reaction rolls)	Riverside	Well-known seraglio	Red Hill
11			Huge cemetery	The Old Swamp
12	Very wealthy – palaces, mansions, colleges, archives, museums, cemeteries (mostly slug-men, some humans; +2 to reaction rolls)	Seaside	Zoo	The Twins’ Quarter

4. Yellow City Surrounds

To the South of the Yellow City is the sea: the Gulf of Morays, peppered with the Topaz Isles – a vast sweep of largely barren rocks – and beyond them, the Sea: and in it, Kraken.

The Gulf itself is lined with seemingly endless beaches of fine sand which sit placidly between land and sea. On those apparently empty coasts are people: smugglers who have secret inland routes to the Hundred Kingdoms and ship goods to and from the Yellow City under the noses of the Noble Houses; pearl divers and fishing communities; and nomadic tribes of boat people. The crab-men too, of course – the wild, free clans. Finally, soaring above it all and calling it all his own: the dragon.

Small Communities

Dice	Community Type
1	Smugglers – violent gangs bring contraband in and out of the Yellow City
2	Mine – a group of pioneers or an organised operation in the Topaz Isles
3	Sea nomads – boat people roaming the coasts of the Gulf
4	Observatory – astronomers based in the isles, making use of the darkness away from the city
5	Fishing community – fishermen isolated from the city proper
6	Pearl diving community – villagers who sell pearls in the city to survive

Smugglers

A group based in the Gulf, usually engaged in circumventing the traditional trade routes in and out of the Yellow City by moving contraband from the Hundred Kingdoms to the city via the sea. Typically have a network of contacts stretching all the way from a friendly polity in the Kingdoms to criminal gangs in the metropolis.

Dice	Major NPCs	Twist	Size
1	Leader	Rivalry between two major NPCs	<i>Small</i>
2	Second-in-command	The smuggled resource (tea, opium, etc.) is scarce	d6x5 members 1 2 HD leader
3	Trusted older member	Persecution by agents of a Noble House	TT: B, 2d6 units opium, 2d6 units tea
4	Incompetent member, favourite of the leader	Local crab-men have taken a dislike to the 'intruders' and become warlike	<i>Medium</i>
5	Youthful 'apprentice'	The smugglers have somehow drawn the attention of squid-man raiders	d6x10 members 1 2 HD leader 2 2HD lieutenants
6	Big dumb brute	The group has a huge stash of a smuggled resource – and other local smugglers know	TT: E, 3d6 units opium, 3d6 units tea, 1d6 slaves
7	Contact in the city	The smugglers have kidnapped somebody important	<i>Large</i>
8	Contact in the Hundred Kingdoms	The smugglers have accidentally awakened an ancient evil at a local ruin	[d6+2]x10 members 1 3 HD leader 3 2 HD lieutenants
9	The 'brains' of the operation	The smugglers have a blood feud with a rival group	TT: D, 3d6+1 units opium, 3d6+1 units tea, 1d6 slaves
10	Malicious, bloodthirsty member	The smugglers are addicted to the resource they smuggle	<i>Very Large</i> [d8+2]x10 members 1 3 HD leader 5 2 HD lieutenants TT: A, 4d6 units opium, 4d6 units tea, 2d6 slaves

Mine

The Topaz Isles are so named for the lodes of topaz streaking through them, but other minerals are also present – from diamonds to iron. The noble houses of the city sometimes engage in the extraction of these resources, although the existence of these mines is precarious – the supply might be exhausted or become impossible to extract, and squid-men or sea nomad raiders find them easy targets. Each mine has 4d6 1 HD guards, plus a 2 HD leader, and at any given moment 4d6 units of the mined resource are waiting to be shipped. There are typically 5 times the number of slaves as guards.

Dice	Major NPCs	Twist	Resources
1	Head foreman	Some or all of the slaves are planning imminent revolt	Topaz
2	Brutal foreman	Local crab-men have taken exception to the mine, believing the islet to be sacred	
3	Loyal, influential slave	A strange sickness seems to be emerging from the mine itself	
4	Disloyal, influential slave	Evil spirits lurk in the darkness, picking off miners	Agate
5	Chief engineer	The ferry which is the mine's only line of communication with the city has sunk	Aquamarine
6	Scrivener	The tunnels are flooded	Tourmaline
7	Big, mute slave	The miners have found their way into deeper, ancient tunnels	Copper
8	Doctor	A gang of slaves are sneaking resources out to local smugglers	Tin
9	Ferry captain	A squid-man shrine has been discovered in the mine	Jet
10	Beautiful slave girl, 'wife' of a foreman	A tribe of sea nomads believe the mine is in their territory	Turquoise

Sea nomads

Wandering tribes of boat-people scuttle up and down the East and West coasts of the Gulf of Morays - targets for raiding, enslavement and murder by all that surround them. Add 20% to the number of members to find the amount of non-combatant children.

Dice	Major NPCs	Twist	Size
1	The big man	The nomads have been driven from their traditional fishing grounds by squid-men	<i>Small</i> d20+30 members 1 2 HD big man 1 2 HD rival 1 2 HD sea shaman Treasure: B
2	The big man's favourite wife	The nomads are all infected with a horrible disease	
3	The big man's firstborn son	The nomads are migrating due to prophetic visions by their shaman	
4	Potential rival to the big man	The nomads are engaged in a brutal war with a rival tribe	<i>Medium</i> d20+60 members 1 2 HD big man 1 2 HD rival 1 2 HD lieutenant 1 2 HD sea shaman Treasure: E
5	The big man's favourite daughter	A fishing vessel, with all its sailors, has disappeared	
6	The best fisherman	The nomads are plagued by sea-faring rakhosh	
7	The best whaler	The nomads are being persecuted by a smuggling gang	<i>Large</i> d20+100 members 1 3 HD big man 1 2 HD rival 3 2 HD lieutenants 1 3 HD sea shaman Treasure: D
8	Translator girl	The nomads are starving refugees of a dragon attack	
9	Young child mascot	The big man's favourite daughter or son has been enslaved by agents of a noble house in the Yellow City after a raid	
10	Sea shaman	There is a potential conflict brewing between rival candidates to be the big man	<i>Very large</i> d20+150 members 1 3 HD big man 1 3 HD rival 5 2 HD lieutenants 1 3 HD sea shaman Treasure: A

Observatory

Away from the Yellow City on isolated islets the night is very, very black. Astronomers from the City occasionally set up observatories on such rocks to take advantage of the lack of light. Some of these societies merely aim to study the night sky; others do so believing they can use the position of the stars to predict the future. A very few think that the stars are home to other beings and life-forms: Outsiders.

Dice	Major NPCs	Twist	Treasure, servants
1	Astronomer-in-chief	Important equipment has gone missing	Treasure: K, L, N, O 10 automata 3d6 slaves 2d6+3 1 HD guards 2d6 astronomers 1 2 HD head guard
2	Retired former astronomer-in-chief	A member has gone missing in mysterious circumstances	
3	Respected member of the inner sanctum	Something strange and portentous has been spotted in the night sky	
4	Treasurer	One of the telescopes can be trained on the lair of the dragon	Treasure: K, L, N, O 10 flesh golems 3d6 slaves 2d6+3 1 HD guards 2d6 astronomers 1 2 HD head guard
5	Talented, upper-ranking star gazer	One of the telescopes can be trained on the Yellow City	
6	Archivist	There is a ferocious rivalry between the astronomer-in-chief and an important star-gazer in the inner sanctum: neither speak to one another and have divided the observatory in two	
7	Young apprentice	Squid-men have been spotted in the vicinity – apparently spying for some unknown purpose	Treasure: K, L, N, O 10 clay golems 3d6 slaves 2d6+3 1 HD guards 2d6 astronomers 1 2 HD head guard
8	Cleaner/caretaker	Spies or thieves from another observatory are present	
9	Lens grinder	A <i>kenku</i> is at the observatory causing mischief	
10	Head guard	The automata or other servants have become corrupted and strange	Treasure: K, L, N, O 10 <i>charmed</i> yuthada vaanara 3d6 slaves 2d6+3 1 HD guards 2d6 astronomers 1 2 HD head guard

Fishers or Pearl Divers

As well as the sea nomads, more permanent human villages are present closer to the Yellow City. In these villages the people scrap a measly existence fishing or diving for pearls, which they trade with merchants from the Yellow City for food or the goods they need to survive.

Dice	Major NPCs	Twist	Size
1	Chief	Sinister-looking underwater ruins have been discovered	<i>Small</i>
2	Beautiful daughter or handsome son	A cursed artefact has been discovered in the sea bed and brought to the village	d20+30 members 1 2 HD chief 1 2 HD rival
3	Savant-type child	A favourite diver or fisherman has gone missing	1 2 HD witch doctor Treasure: J, N
4	Chief's favourite wife	The witch doctor runs the community like a cult	<i>Medium</i>
5	Witch doctor	A destructive storm is on its way, or has recently laid waste to the settlement	d20+60 members 1 2 HD chief 1 2 HD rival
6	Expert craftsman	The community is divided between two petty chiefs	1 2 HD lieutenant 1 2 HD witch doctor Treasure: J, N, O
7	Popular youth	The villagers are not what they appear – they are under the control of a major rakhosh hidden in their midst	<i>Large</i>
8	Village idiot	One of the villagers has murdered another and gone into hiding	d20+100 members 1 3 HD chief 1 2 HD rival
9	Weird outcast	Fish or pearls have suddenly become scarce for some mysterious reason	3 2 HD lieutenants 1 3 HD witch doctor Treasure: K, N, O
10	Wise man	In the vicinity lives a chu-srin	<i>Very large</i> d20+150 members 1 3 HD chief 1 3 HD rival 5 2 HD lieutenants 1 3 HD witch doctor Treasure: K, L, N, O

Lairs

Crab-man Clan

Numbering 20-200, with a nudibranch guard per 10 crab-men. Led by a 5 HD, AC 2 big-man, and with d6 4 HD shamans – treat as magicians of equivalent level. TT: C, plus 2d6 art works whose essence is worth 500 gp (essence can be captured with a *Preserve Crab-man Art* spell, a 2nd level spell which extracts and preserves the essence of a piece of crab-man art).

Dice	Twist	Art
1	The crab-men have fresh larvae, d6x100 in number. The larvae are worth 10gp each in the city as trainee slaves or fighters; they weigh 20cn and must be kept moist.	Coral
2		Geoglyphs
3	The crab-men are of a particularly puissant variety, able to summon water elementals of 12 HD if at least 10 of them gather together for a 3-round ritual.	Shell arrangements
4		Sand swirls
5	The crab-men are allied with an influential kelpie who they revere. They protect her unto death, and deliver to her humanoid males as symbols of their devotion.	Flotsam and jetsam
6		Cave painting

Island Witch

A witch, with d3 daughters, who lead a lonely existence on a small island amidst the waves. She is a magician of level d6+3; her daughters have half her levels, rounded up. She has TT Lx3, Nx3, and Ox3, and has a certain random power she can use after a prolonged ritual (d6 hours), in return for a favour.

Dice	Power	Favour
1	Bestow underwater breathing	Marry one of her daughters
2	Powerful scrying	Destroy a nearby threat
3	Bestow or remove curse	Sacrifice a powerful magical item

Tamasic Men

A band of outcasts scratching out a pathetic existence on an island they have made their home. They are 6d6 in number, with one 2 HD big man. TT: B.

Dice	Type	Twist
1	Gibbon men	The tamasic men have kidnapped a group of explorers or travellers (d6 in number) but are unsure what to do with them.
2	Axlotl men	
3	Butterfly men	The tamasic men are wreckers and recently achieved a major success; they have TT: A and 40 units of cargo, destined for the Yellow City.
4	Dhole men	
5	Woodlouse men	The tamasic men have uncovered an <i>ancient artefact</i> during their pathetic attempts at mining. See page 127 for details.
6	Goat men	

Locathah

A tribe of weak-willed, tremulous fish-men living in a shallow lagoon or kelp forest. They are 20-200 in number; if the total is less than 100, they have a 4 HD leader with four lieutenants of 3 HD; if the total is more than 100, they have a 5 HD leader with 12 3 HD guards. TT: A.

Dice	Twist
1	The locathah cultivate Portuguese man o'wars, who they send out into the surrounding seas in vast quantities for some unfathomable purpose.
2	The locathah are experts at capturing squid-man raiders and have d3 of them on any given day.
3	The locathah worship an <i>ancient artefact</i> (see table on page 127).
4	The locathah like to capture seafarers to sacrifice them to their demigod, a gargantuan clam (see Appendix M – Deities).

Sea nāga

A solitary nāga, which may be worshipped by local sea nomads (1 in 3), crab-men (1 in 3) or tamasic men (1 in 3). TT: G.

Dice	Lair
1	Within a deep cave in a cliff face, which curves back on itself in a spiral; the nāga's home is in the centre.
2	Within the hull of a wreck broken on a reef – contains 50 units of cargo, destined for the Yellow City.
3	In a huge sphere composed entirely of living crabs, assembled at the nāga's will.
4	Within a forest of kelp taking the shape of a snake's skull.

Makara

Crocodilian statues made of granite or marble, carved by some ancient civilization which has been forgotten even by the slug-men. Sometimes they are submerged entirely in shallow areas; at others they can be found on dry land or rocky reefs. Treat as kapoacanth; each lair has 2d6 members, and TT: Lx5.

Dice	Twist
1	The makara wait in ambush. As soon as one statue is touched, all will attack.
2	The makara come alive at night, roaming neighbouring hexes and attacking anything they come across.
3	One of the makara statues holds an <i>ancient artefact</i> (see table on page 127).
4	The makara are waiting for the return of an <i>ancient artefact</i> ; one of them, obviously marked out as a leader, seems to be holding its hands out in waiting. Once the artefact is returned, the makara will serve the returner for one lunar month.
5	A treasure trove of TT M is buried amongst the makara statues; as soon as it is touched, the makara will attack.
6	Once a week, a group of squid-men come to visit, and have silent communion with, the makara statues.

Sample Hex Contents

The Dreaming Crabs. An area of beach infested with small white crabs. They have been eating the local seaweed, which is imbued with magic due to the proximity of ancient ruins, which are now entirely covered by sand. Anybody passing through the area will see strange illusions caused by the collective magical dreaming of the crabs. (Roll d6 to determine illusion type: 1 - Giant crabs, 2 - Giant urchins, 3 - Giant starfish descending from the sky, 4 - Giant blennies diving out of the sky to bite, 5 - Giant slithering ragworms, 6 - Giant tentacles appearing out of thin air). The illusions are as those generated by a *phantasmal force* spell and will do 'damage' unless disbelieved. A magician staying the night in the area will find he can memorise an extra level 1 spell from his spellbook.

Yuhapu, the Beach Comber. A stretch of beach patrolled by Yuhapu, a beach-comber and hermit. Yuhapu is a magician of some power (5 HD) but appears as an old man, decrepit and in rags. He has befriended 4 kelp dryads who act to protect him if necessary. In his hut is Treasure Type N and O in special items, potions and scrolls. (Kelp Dryad: HD5+1, AC16, #ATT 1 DMG D8/Energy Drain, ML10; damaged only by magical weapons); he knows the Topaz Isles extremely well and will provide information in exchange for magical gifts.

The wreck of The Red Lady. A shipwreck can be seen on the rocks 50 yards from shore, gradually decaying. Jetsam is still

strewn on the beach; concerted searching for a day will uncover d3 special items here. In the channel separating the rocks from the shore lurk sharks (roll number encountered as per bestiary entry). On the ship itself is a figurehead of a woman carved from red wood. She cannot move, except for her head, but she shrieks constantly if anyone approaches, causing *fear* and *slowness*. She can cast a *ray of enfeeblement* 5 times per day, *lightning bolt* 5 times per day, and *summon storm* once per day. The ship contains Treasure Type B.

The Fuyipi grove. A grove of jungle trees which bear a fruit called the fuyipi. This fruit, if thrown, explodes and sprays vomit inducing, stinking liquid over a 3 yard radius. Anyone in this radius must save versus poison; a failure is as a *stinking cloud* spell, while success is incapacitation through retching for d3 rounds. Fuyipi fruits hang 30' up and are fed on by a breed of beetle monkeys (3d6 encountered) which vigorously defend their territory with shrieks and thrown fruit, but will flee combat. (Beetle monkey: AC 7, HD1-1, #ATT3, DMG d3/d2/d2, ML 5)

The Corpse of the Sea Beast. A huge vertebrate sea beast died here long ago. Only the bones remain, picked clean and bleached by the sun. It is used as a cache by smugglers (generate on the appropriate table above) who stash opium or tea in the massive skull, ready to be collected by comrades and taken to the Yellow City. On any given day

there will be 5 units in weight of ordinary opium or tea in 10 small barrels. A lookout is permanently positioned in a well-hidden stone cairn nearby and will summon aid (20 smugglers in 4-man skiffs) with smoke; they will arrive within d6x10 minutes.

The Sacrifice Grounds. An area of rocks used by the local sea nomads (generate on appropriate table above) as an attempt to appease squid-man raiders. Every month 12 people are tied to iron poles planted into the rocks above the line of the high tide. There is a 1 in 4 chance the poles are occupied when the hex is passed through. Roll d6 for each to determine the occupant: 1-3 member of a rival tribe, 4 - member of same tribe, 5 - stranded fisherman, 6 - special (1 - minor noble from the Hundred Kingdoms, 2 - slugman from the Yellow City, 3- Outsider).

The Pool of Éhulé. A tidal pool which, when full, can be used to see clairvoyantly. The user must hold in his mind what he wishes to see (a place, a person, an object, etc.) and slice open his forehead, spilled 1 hp of blood into the pool. What he wishes to see will then materialise in the pool in the form of the blood as it spreads through the water.

The Face in the Rock. A sheltered, rocky cove where, in a low cliff, a face was carved long ago. It is worn and weathered so the features are indistinguishable, but it is a face without question. It is said that once a year on a given date the face can be communicated with and will answer 3 questions truthfully; its knowledge is boundless.

The Spout. The rocks by the shore here are weathered into strange shapes. In one spot they form a funnel, so when a wave rushes in it is forced through a small gap and sprays upwards, dozens of feet in the air. The local sea nomads (generate on the appropriate table above) worship this as a god. The water, if caught in mid-flight, acts as holy water. There are always d6+10 guards stationed here, with one level 2 holy man and a 2 HD leader. They have 1d100 copper pieces and various holy symbols (2d6) each worth d6x100 gold pieces.

The Observatory at Pómélú. An ancient observatory which was used by a brotherhood of astronomers to study the stars and commune with Outsiders. It is now fallen into disrepair but haunted by the crazed former servants – or Outsiders - who drove out or killed the brotherhood. (Map as appropriate.)

The Were-Morays. Two twin sisters live on an islet in an overturned boat hull transformed into a hut. They are actually were-moray eels and as a result live as outcasts from their home tribe of sea nomads. They have coral ornaments worth a total of 800 gold pieces, and *The Husk of Yómú*, a dried, mummified octopus amulet which functions as an *amulet of control animals* for sea creatures.

The Old Man in the Lagoon. A deep lagoon in a channel surrounded by tiny islets, where an old man can be found, sunning himself on the rocks, swimming, or eating fish he catches and consumes raw. He is always naked. He is a stoic

philosopher who gave up everything to live an existence devoid of complication. But he is a level 9 holy man and will use his power to aid others - provided they sacrifice an item of great value (i.e. 500 gp or greater) by throwing it into the lagoon.

The Shallow Atoll. A circular atoll of sandbars surrounding a shallow circle of sea, around 3-4 feet deep. Rays lurk under the sand. Anyone crossing has a 1 in 6 chance for every 2 rounds spent in the water of being stung; save versus poison against death/20 (see Appendix A). In the middle of the atoll is an old squid-man shrine, built from rock and carved into a great kraken eye. It takes 4 rounds to reach the shrine. Touching the kraken eye and focusing the mind on it allows communication with a Deep God, which bestows great benefits - at the price of sanity. Roll d100 twice on the following table:

Dice	Power	Insanity
1-10	Permanent ESP	Character performs compulsive rituals; suffers -2 to initiative rolls because of necessity to perform ritual before acting
11-20	Permanent <i>talk with animals</i>	Character has permanent hallucinations (determined by the DM; whenever the PC is called on to do anything there is a 1 in 10 chance he can't due to crippling terror)

21-30	Permanent <i>invisible</i>	see	Character is paranoid and cannot keep henchmen or hirelings
31-40	Can <i>summon</i> minor rakhosh 1 x per day; they last for d3 hours		Character has a severe phobia (1 - heights, 2 - animal type, 3 - dark places, 4 - monsters, 5 - open spaces, 6 - crabmen), must save versus petrification each time he tries to confront the object of the phobia
41-45	Can <i>conjure</i> figments 1 x per day; they last for d3 hours		Character develops aberrant sexual desires (exhibitionism, necrophilia, nymphomania, teratophilia, foot fetish, slug man fetish/human fetish) which is overriding or incapacitating on a 1 in 6 chance
46-55	Can <i>blink</i> 3 x per day		Character develops an attachment to a lucky charm and cannot function without it
56-65	Permanent <i>bless</i> on self		Character develops psychosomatic blindness, deafness, loss of use of a limb
66-75	Can <i>conjure</i> sea animals 1 x per day; they last for 1 hour		Character has uncontrollable tremors and tics (-4 to all rolls unless purely mental in nature)

76-85	Can control weather 1 x day	Character has an unreliable short-term memory and forgets things at the drop of a hat; 1 in 2 chance of forgetting any memorized spell when trying to cast it
86-90	Can summon major rakhosh 1 x week	Character has bouts of psychosis - is crippled by lunacy on a 1 in 6 - roll every day
91-95	Can further commune with the Deep God 1 x week	Character loses ability to communicate through speech
96-100	Permanent find the path.	Character becomes completely catatonic

The Obelisk at Fírlú. Built on a tidal island and only above the surface for 6 hours a day is this obelisk; plain, white, and worn. Laying hands on it acts as a spell of *conjure sea animals* which lasts for 1 week, but this ages the caster 5 years. The ritual can only be performed once per lunar month.

The Punishment Holes. Some forgotten potentate of the Yellow City used to put criminals in holes in the sandstone here so they would drown with the incoming tide. In one of these holes is a gold amulet worth 350 gold pieces, set with 3 emeralds worth 1000 gold pieces each. But it is protected by its former owner: touch it and his bhoot will appear.

The Lagoon of Exquisite Dreams. A lagoon filled with strange rays which twist and turn in the darkness; the lagoon itself may be bottomless. Swimming in the lagoon will bring the swimmer into a dream-like fugue state, where his body floats suspended. This period lasts indefinitely unless a *dispel magic* spell is cast. During the period of suspension the swimmer recovers all hit points (within one day), heals diseases and poisons (within two weeks), and heals lost body parts (within a month). On initially entering the lagoon the swimmer must save versus death magic or panic and drown.

The Topaz Dragon's Lair. A cave with its only entrance below the water; the dragon's treasure is in a cavern deep inside, although above the waterline. The entrance to the cave is guarded by a huge mantis shrimp, which has a symbiotic relationship with the dragon - the mantis lives off scraps of crabmen the dragon devours, and the mantis guards the entrance. (Huge Mantis Shrimp: HD 8, AC 1, #ATT 2, DMG d10+2/d10+2; Attacks punch through armour: a successful hit destroys any 'hard' armour type)

Hala-Ufa and the Sea Foam. An eccentric magician lives on a hovel on a small rocky islet; he believes sea foam can be converted by recondite processes into jewels and gold and other treasures lost at sea. His hut is guarded by runes of protection: anybody attacking him or taking anything from the hut will incur the wrath of five small *conjured* elementals of each kind. The hut contains Treasure Type F.

5. Adventuring in the Old Town

A major location for exploration and adventure for PCs based in the Yellow City is the abandoned and overgrown neighbourhoods of the Old Town. This section provides rules for governing what happens during forays into those areas.

Process

Each day adventuring in the Old Town is split into 3 segments: **morning**, **afternoon** and **evening**. (The night can be split into 3 corresponding segments if desired.) It takes one segment to travel to the Old Town from the outskirts of the Yellow City and one segment to travel back. For each additional level of Enc. (401-800; 801-1200; etc.) this increases by one segment.

During each segment spent exploring, the DM should roll 4d6.

The first d6 indicates a *random encounter* on a roll of 1 (or 1-2 at night)

The second d6 indicates a discovery of *special site* on a roll of 1

The third d6 indicates a discovery of an *inhabited ruin* on a roll of 1

The fourth d6 indicates that the PCs have become *lost* on a roll of 1

The relevant tables should then be consulted.

If a guide is present, the numbers are respectively 1, 1-3, 1-3, and 0.

If the PCs are searching for a known location, simply roll a d3 to determine the number of segments taken to reach it. For each segment, roll a d6 to determine if there is a random encounter and a d6 to determine if the PCs become lost.

Inhabited ruins should be mapped, either on an ad hoc basis at the table, or as pregens.

The following tables provide a sample random encounter table, mechanisms for generating special sites and inhabited ruins, and a table of events for determining what happens when PCs become lost.



Sample Old Town Random Encounter Table

Roll d10+d20

Dice	Encounter	Dice	Encounter
1		16	Outlaws. A group of criminals living a brutish existence amongst the ruins. A random encounter is with 2d6 individuals; a lair encounter is 6d6. All outlaws have 1 HD, except a 2 HD leader. TT: (P, Q) B.
2	Mummified Monks. A mausoleum containing mummified monk(s), with 2d6 holy man slaves of levels 1-3. The mausoleum contains TT G.	17	Giant centipede. Roll to determine type: 1 – Giant; 2 – Huge; 3 – Megalo-. TT: Nil.
3	Druj. An evil spirit inhabiting a single body part. Roll to determine type: 1- Eye, 2 – Hand, 3 – Skull. TT I, O, V.	18	Giant insect. Roll to determine type: 1 – Giant bees; 2 – Giant hornets; 3 – Giant Mantis; 4 – Large Hunting Worm; 5 – Cave cricket; 6 – Giant tick.
4	Magician. A magician searching the Old Town for treasures, magic items, spells, and so on. TT (V) (never encountered in a lair).	19	Minor Rakhosh. Malicious and militaristic spirits, doubtless plotting mischief. Generate as per Bestiary entry. TT: (Q) A.
5	Gelatinous Cube. A quivering mass of jelly wandering the empty streets and dark places of the Old Town. TT (V) (never encountered in a lair).	20	NPC explorers. A group of d4+3 explorers of levels 1-3. One magician, one holy man, and the rest are warriors. TT: (U) (never encountered in a lair).
6	Powerful Exile. A criminal, heretic or outcast eking out his or her life in the ruins. A level d3+6 warrior or holy man, with appropriate spells and items. TT (U) F.	21	Pilgrims. A group of religious zealouts in search of some forgotten sacred place in the Old Town. 10d10 in number; each has 1 HD. There is also 1d6 2 nd level holy men, 1d4 4 th level holy men, and 1d2 6 th level holy men. TT: I.

- 7 **Masan.** A small vampiric child of great power. TT (U) I
- 8 **Fear.** An entity born from fear, roaming the Old Town in search of the misery it hopes to inflict. TT Nil.
- 9 **Mukesids.** Patrol of d6+3 individuals searching for food or enemies, with two 2 HD individuals, with a 10% chance of being a seed group (see Bestiary entry); inhabitants of a city of 10,000 individuals. TT (Nil) L, N, O.
- 10 **Figments.** A group of 3d6 spirits born from the hallucinations of opium eaters. TT (Nil) P.
- 11 **Bhoot.** Generate as per Bestiary entry.
- 12 **Exiles.** A small group of exiles – religious outcasts, philosophers, or political outsiders – attempting to live a new life in the Old Town. 3d6 in number, 1 HD, though with a 2 HD leader; TT (P, Q, R, U) E.
- 13 **Vinegarroon.** A solitary beast or pair lying in ambush in an alley, sewer, etc. TT: Nil.
- 14 **Pishacha.** Demonic shapechanging spirits congregate in the dark places in the Old Town. TT: (P, Q) C.
- 15 **Tamasic Men.** A group of miserable outcast beings, hiding from polite society. Generate as per Bestiary entry. TT: (P) B.
- 22 **Giant beetle.** Roll to determine type: 1 – Bombardier; 2 – Boring; 3 – Fire; 4 – Rhino; 5 – Stag; 6 – Carrier (Appendix J).
- 23 **Pajikot.** A group of the children of Zard-Kuh. Generate as per Bestiary entry. TT: E.
- 24 **Giant spider.** Roll to determine type: 1 – Crab; 2 – Black Widow; 3 – Tarantella.
- 25 **Preta.** Mournful, starving embodiments of pathetic greed. Generate as per Bestiary entry.
- 26 **Chinthe.** Magical guardians. There is a 50% chance they are guarding a special site (1-3) or treasure trove (4-6; TT I); and a 50% chance they are searching for employment.
- 27 **Major rakhosh.** Generate as per Bestiary entry. Will seek to mislead the PCs or perhaps gain their trust in order to return with them to the City proper and inveigle themselves into social circles.
- 28 **Sone.** A triumvirate of hags. Generate as per Bestiary entry.
- 29 **Squid men.** A party of raiders, far from shore, in the Old Town for some nefarious and unfathomable purpose – kidnap, spying, or recovery of some ancient artefact. Generate as per Bestiary entry. TT: (V).
- 30 **Light Golem.** A golem fashioned from moonlight who guards a small, collapsed shrine. Within is the grave of a holy man, which contains his treasures inside a monument of stone: TT M.

Special Sites

Use the following table to pre-generate special sites (it is recommended to have half-a-dozen or so on hand), or on discovery of a special site to determine its nature. A special site is one which is magical or otherwise notable in some sense, though not permanently inhabited by living beings.

The 'Interaction' column indicates what must be done to cause or prevent a certain effect. For instance, 'touch' when combined with a 'haunted' nature may mean that ghosts appear when the special site is touched. 'Sacrifice of a body part' when combined with 'mesmerising' may mean that sacrifice of a body part is required to break the mesmerising hold.

Dice	Site	Cosmetics	Special Nature	Trick/Trap/Treasure Type	Interaction
1	Fountain	Overgrown by ivy, weeds	Haunted. The special site is the lair of a ghost or ghosts.	N/N/None	Touch
2	Plinth	Covered in spider webs; spiders are poisonous (see Appendix A)	Non-magical (benevolent). The special site has a non-magical but beneficial effect, such as healing mushrooms or similar.	Y/N/None	
3	Arch	Strangely pristine	Magical (benevolent). The special site has a benevolent magical effect when interacted with.	N/Y/None	Living sacrifice of a human or slug-man
4	Patio	Half-collapsed, riven by cracks	Non-magical (malevolent). The special site has a non-magical but harmful effect such as poisonous lichen or similar.	N/N/B	
5	Plaque	Seems to throb with magical energy	Magical (malevolent). The special site curses or bestows ill-effects when interacted with.	Y/N/B	Sacrifice of a body part
6	Column	Communicates a wistful, melancholic feeling	Knowledge. The special site provides information of value.	N/Y/D	

7	Well	Has sections embossed with copper or bronze weighing 1000 cn total and worth 1000 sp as scrap	Ancient artefact. The special site is home to an <i>ancient artefact</i> (see the table on page 127).	N/N/E	Dance or special gesture
8	Dome	Decorated with etchings appropriate to its nature	Transportation. The special site allows transportation to a distant location or other universe.	Y/N/I	Special words
9	Mural	Decorated with etchings inappropriate to its nature	Mesmerising. The special site causes hypnosis, petrification or similar when interacted with.	N/Y/I	
10	Walled Garden	Overgrown with weird fungi or lichen (has a random narcotic effect – see Appendix B)	Mutative or transformative. The special site causes bodily transmogrification of a permanent or temporary kind.	N/N/N	
11	Statue	Seems totally out of keeping with its surroundings	Summoning effect. The special site brings beings from distant places or universes when interacted with.	Y/N/A	Special material (blood, gold dust, sand from a certain beach, etc.)
12	Courtyard	Is very cold to the touch	Scrying. The special site allows observation of distant places, past or present.	N/Y/M	

Sample special sites follow if inspiration is lacking or an immediate result is required.

d30 Special Sites

Dice	Special Site	Dice	Special Site
1	A plinth on top of which is a sundial which does not cast a shadow; in the light of the moon, the shadow points to a treasure trove of TT M; it is guarded by a moonlight golem.	10	The statue is of an impressive slug-man wielding a sword engraved with a single name. This is an heirloom of a noble house, who will grant a boon for its return.
2	A statue holding out one hand, palm up. Placing a silver or platinum piece there causes its fist to close around the coin. This bestows a blessing; the next time a dice is rolled where the result is death for the PC who placed the coin in the hand, re-roll it.	11	A mural which depicts d6+2 figures arranged in a row, with arms folded. Behind the mural, within the wall itself, are buried prisoners from the antique past, with their possessions. They are now akin to mummies (treat as such); they have TT I, L, N and O.
3	A statue of an old chattar holding a conch shell to his mouth. Putting ones ear to the shell causes a rumour to be whispered (see Yellow City Rumours, page 101).	12	A walled garden which is the allotment of three sone, and obviously in active use. There is a 1 in 6 chance the sone will be visiting on a given day.
4	A fountain full of frogs and newts which can be eaten to recover a hit point (must be eaten alive).	13	A 100' high column with a statue on top, weathered and worn; it carries an <i>ancient artefact</i> (see table on page 127).
5	A well which can be used for scrying; the surface is preternaturally still and dark, and somewhere on it is carved a single eye with a crescent moon. Dropping a single silver piece into the pool in the moonlight reveals whatever it is the person dropping the coin wishes to see.	14	A high column which a group of 3d6 minor rakhosh use to hang victims. On any given day there is a 1 in 6 chance the rakhosh will be present with a victim(s); at other times there will be d4 corpses hanging.
6	A dried out well, at the bottom of which is a series of caverns inhabited by three creatures or groups generated by the random encounter table, plus TT E.	15	A plinth imbued with the spirit of a criminal from ages past who cannot move but can communicate through the mouth of a person laying their hands on the plinth's surface; he craves release.
7	A walled garden which is the home of three benevolent female spirits who attempt to charm visitors so as to keep them in the garden in safety for the rest of their days; treat as dryads.	16	A courtyard with a hole in the centre through which sewage was once poured into a cesspit below. It is long dried out but there is a magical amulet at the bottom. The hole is 12 inches across; the cesspit is 6 feet deep.
8	A well whose water is a water weird who waits patiently for his surface to be disturbed before striking.	17	A lage dome which is the remains of an observatory; there are d3 minor automata within it, which will attack automatically, plus TT V.

9	A walled garden which contains many olive trees. One of them is alive, and baleful. Treat as a quickwood; there are another 2d4 olive trees in the garden which it controls.	18	A fountain home to three tiny water spirits in the shape of 3' tall maidens; they will grant a <i>limited wish</i> if they can be conveyed with all the fountain's water to the sea.
19	A walled garden which is home to a bhoot of a young girl who was recently taken to the garden, murdered there, and buried by a lover. Her first instinct is to attack, but if communicated with she will ask for her body to be interred and returned to her family in the Yellow City. Of the merchant caste, they will pay TT D as a reward, or more for revenge.	25	A dome which is the remainder of an old palace; it contains d6 silver statuettes, each worth d3x100 gps and weighing 200cn, d6 tapestries worth 50 gp each and weighing 200cn, plus d3 antiques worth 1000 gp each and weighing 500cn. It takes one round to remove all of each category of item, and each round there is a 1 in 3 chance the roof will collapse from the noise, causing 2d6 DMG to all inside.
20	A mural which depicts the scene of a crowd, but one randomly determined viewer seems to be among them. This viewer is stricken with <i>bestow curse</i> . This only happens once.	26	An arch covered in sigils of the phases of the moon, which, when stepped through at a full moon, leads to the study of a powerful and ancient arch-mage in the Mountains of the Moon; he uses it to travel back and forth to the Old Town.
21	A patio covered in moss and lichen which preta come to feed on each night; the preta will perform services for the promise of banishment and release.	27	A well full of perfectly clear water; around 30' down can be seen a box or chest; this contains an <i>ancient artefact</i> (see table on page 127).
22	A dome inside which the echoes seem to whisper; these are the voices of phantom-like, ancient bhoot who tell of secret places in the Old Town. Generate another special site – the voices provide all relevant information to the PCs. The first time the PCs visit the dome, the voices tell the truth; thereafter, there is a 1 in 3 chance of lying, then a 2 in 3 chance, and finally a 3 in 3 chance).	28	A patio with a roof supported by columns; the columns are decorated with a recurring ancient rhyme in a mysterious script. Standing in the centre and reciting this rhyme once the script is deciphered summons three yali to serve the summoner for a lunar month, although they will attack the summoner if he fails a save against spell.
23	A plaque which appears to contain the names of the reader. Doppelgangers appear a short distance away and flee towards the Yellow City with the aim of taking over the PCs' lives.	29	A patio which is an illusion – an antique phantasm. Stepping on it will cause the victim to plummet 30 yards down a hole with sheer, unscalable walls, suffering 2d6 damage in the fall; at the bottom are the remains of previous victims and TT V.
24	A statue holding in its hands an <i>ancient artefact</i> (see table on page 127) If the artefact is removed, the statue breathes a cloud of poison gas (Death/20; see Appendix A) in a 30' cube in front of it.	30	A courtyard is overlooked by windows; the figure of a young boy stares out of one of them at intruders. This is a masan who pretends to have been abandoned by his parents and wants to be returned to the Yellow City.

Ancient Artefacts

An ancient artefact is something whose usage is forgotten or mysterious. The method of activation may be researched, or a PC may attempt to figure it out. The method for figuring out is as follows: roll a d20 and add the Complexity rating for a Target Number. For every 10 minutes spent attempting to figure out the artefact, the PC rolls a d6. These are cumulative and once the Target Number is reached the PC figures out how to activate the artefact at will. If any d6 roll results in a 1, there is an unfortunate event (see table below).

Dice	Shape	Complexity	Material	Power
1	Perfect sphere	1	Wood	Provides a permanent sphere of light (12') once activated
2	Rod, 18 inches	2		Shoots a beam of concentrated light which does 1d6 DMG, d3 times/day
3	Ring, 6 inch diameter	3	Stone	Allows the wielder to <i>blink</i> , d3 times/day
4	Egg-shape, 10 inch long	4		Provides a permanent translucent barrier to missile attacks (+2 AC against them) once activated
5	Necklace	5	Ceramic	Provides <i>improved invisibility</i> for d6 turns, 1/ day
6	Bracelet or anklet	6		Emits a shimmering sword of sheer force which can be wielded as per the <i>Mordenkainen's Sword</i> spell, activatable once per day for d6 turns
7	Stick with ball on the end	7	Metal	<i>Monster Summoning V</i> 1/week
8	Corkscrew or spiral, 12 inches	8		<i>Flame Strike</i> 1/week
9	Disc, 18 inches diameter	9	Shell	<i>Earthquake</i> 1/week
10	Hollow cone/funnel	10		<i>Creeping Doom</i> 1/week
11	Twisted tube, 6 inches	11	Unknown	<i>Reverse Gravity</i> 1/week
12	Star shape	12		<i>Prismatic Spray</i> 1/week

Unfortunate Events

Dice	Unfortunate Event
1	The artefact simply flashes for a moment and then breaks – it is forever unusable
2	The artefact explodes, doing 2d6 damage to everybody within 15'
3	The artefact flashes a beacon: moments later monsters are summoned in the manner of a <i>Monster Summoning V</i> spell to attack the PC
4	The artefact opens a <i>gate</i> through which steps an 8 HD abomination
5	The artefact dissolves into gas, as per a <i>Stinking Cloud</i> spell
6	The artefact <i>teleports</i> itself and the activator away to a randomly determined hex
7	The artefact creates a permanent <i>Darkness, 10' radius</i> spell around itself
8	The artefact changes its shape, material, and power
9	The artefact draws the life force of the would-be activator, draining 2 levels
10	The artefact lets off a bright flash which blinds the would-be activator permanently

Ancient artefacts can be sold to collectors in the Yellow City for complexity x 1000 gp.

Inhabited Ruins

Roll on the following table to determine the details of the ruin, then map as appropriate. Sub-tables on the following pages provide further details.

Dice	Ruin Type	Main Inhabitants	State of Decay
1	Palace	Cultists	Oddly pristine
2	Tenement	Exiles	Old and overgrown
3	Plaza	Sentinels	
4	Tower	Golden wormlings	
5	Temple	Squatters	Old, overgrown, crumbling
6	Ziggurat	Hermits	
7	Tomb	Revolutionaries	
8	Gardens or park	Magician	Old, overgrown, crumbling, partially collapsed
9	Manse	Ghosts	
10	Fortress	Evil spirit	Old, overgrown, crumbling, reclaimed by forest

Cultists

An esoteric religious sect living in isolation (voluntary or enforced) in the Old Town.

Dice	Type	Twists	Size
1	Millenarian	The cult has been infiltrated by a charismatic arch-mage and is being used for his ends	<i>Small</i> 1 leader (d4 level holy man) d3 authority figures (level 1 holy men) d10+5 members (1 HD) TT: C <i>Medium</i> 1 leader (d4+2 level holy man) d6 authority figures (level 1 holy men) d20+5 members (1 HD) TT: B <i>Large</i> 1 leader (d6+2 level holy man) d6+2 holy men (1 level 2; others level 1) d20+20 members (1 HD) TT: E
2	Doomsday	The cult is engaged in summoning evil spirits	
3	Isolationist	The cult is despised and persecuted by a religious sect in the city proper	
4	Cruel	The cult competes for resources with a local [x] (where [x] is another nearby ruin's inhabitants)	
5	Sexual	The cult has a mystical artefact they believe has immense power and which they guard jealously (there is a 50% chance the artefact is a fake)	
6	Roll twice	The cult has kidnapped the son or daughter of an important Yellow City NPC	

Exiles

Outcasts from the city proper. They may be homeless wanderers, lunatics, escapees, criminals, or the dispossessed.

Dice	Type	Twists	Size
1	Homeless vagrants	The exiles have turned to cannibalism in order to survive	<i>Small</i> 1 leader (2 HD) 1 lieutenant (1+1 HD, max hp) d8+1 members (1 HD) TT: C
2	Lunatics and crazies	The exiles have uncovered an <i>ancient artefact</i> (see table on page 127) and plan to use it to recover what they have lost	
3	Dispossessed cockroach clan	The exiles compete for resources with a local [x] (where [x] is another nearby ruin's inhabitants)	<i>Medium</i> 1 leader (3 HD) d3+1 lieutenants (2 HD) 2d6+3 members (1 HD) TT: B
4	Escaped slaves (33% chance of being crab-men)	The exiles are wanted by a powerful NPC in the Yellow City – for revenge, information, or similar	
5	Bandits	The exiles know a secret passage to a larger, more dangerous ruin	<i>Large</i> d3 leaders (3 HD) d6+1 lieutenants (2 HD) d20+5 members (1 HD) TT: E
6	Escaped criminals	The exiles have a pet hunting worm they feed captives to; they have several such captives currently in their control	

Sentinels

A group of mindless guardians created in the ancient past for some purpose now obscure and forgotten.

Dice	Type	Twists	Size
1	Golems (clay)	The sentinels immediately attack interlopers, but subdue and capture rather than kill – they currently have some half-starved captives (d3+1 in number, TT S), as well as a collection of genuinely starved corpses (d6+1 in number, TT U)	Small d3 sentinels
2	Golems (stone)	The sentinels are so old they have become unreliable and only attack intruders 1 in 6 times – check each time an area occupied by a sentinel is entered	Medium d6+1 sentinels
3	Guardian chinthe	The sentinels have gained a measure of sentience and can be communicated with; their chief desire is servitude to a powerful master	
4	Automata	The sentinels aim to seek out and destroy magic users, who they can sense within 120 yards	
5	Golems (flesh)	The sentinels are guarding a powerful and ancient spirit or Outsider which was summoned to the Old Town long ago	
6	Golems (wood)	The sentinels are powered by an extremely valuable energy source (internal or external)	Large d10+1 sentinels

Golden Wormlings

These creatures have infested the ruin and turned it into a labyrinthine and grotesquely sticky nest.

Dice	Twists	Size
1	The wormlings compete for resources with local [x] (where [x] is another nearby ruin's inhabitants)	<i>Small tribe</i> 4d6 adults, 1 leader (2 HD), 2 champions (maximum HP) 2d6 young TT: B
2	The wormlings keep human slaves (d6+1 in number) who through years of abuse and servitude have come to love their masters with insane dog-like loyalty	
3	Magpie-like, the wormlings collect treasure (Roll 3 times for treasure)	<i>Medium tribe</i> 6d6 adults, 1 leader (3 HD), 1 magician (2 HD), 3 champions (maximum HP) 3d6 young TT: E
4	The wormlings worship an ancient statue that may or may not have genuine magical power (50% chance) – roll a d6 to determine effect: 1 - Reincarnation, 2 - Death, 3 - +1 Random stat, 4 - Change sex, 5 - Permanent weakness spell, 6 - Permanent ESP (the wormlings may or may not lie about the effect)	
5	The wormlings believe anybody who can cast holy man spells must surely be a god or a genuine representative	<i>Large tribe</i> 10d6 adults, 1 leader (4+1 HD), 2 magicians (2 HD), 3 mighty warriors (2 HD, maximum HP), 3 champions (maximum HP) 5d6 young TT: D
6	The wormlings have captives who have links to a 1 – Prominent exploring guild, 2 – Prominent archive, 3 – Powerful smuggling gang	

Squatters

A family or group of families who have taken the ruin as their home and have attempted to make it habitable. A third of the population are children.

Dice	Twists	Size
1	The squatters compete for resources with local [x] (where [x] is another nearby ruin's inhabitants)	<i>Small group</i> D10+10 population 1 leader (2 HD)
2	The squatters are escaped slaves who have set up a <i>quilombo</i> -like settlement in the ruin; their former master is a powerful member of a Yellow City noble house	10% chance of a holy man being present TT: C
3	The squatters are escapees from a magical experiment, and regenerate 1 hp per round; physically they have the characteristics of: 1 – Owls, 2 – Bats, 3 – Gulls, 4 – Crocodiles, 5 – Cockroaches, 6 - Centipedes	<i>Medium group</i> 3d10+30 population 1 leader (3 HD), 2 lieutenants (2 HD)
4	The squatters believe they have contact with Outsiders	1 holy man (1 HD) TT: B
5	The squatters grow an immensely powerful form of opium which they have perfected over the generations (randomly generate the opium – refer to Appendix B)	<i>Large group</i> 5d10+50 population 1 leader (3+3 HD)
6	The squatters have inhabited the ruins for generations, and inbreeding has turned them into a strange subspecies: 1 - Psionic (constant ESP), 2 - Infravision to 120', 3 - Experts at camouflage (always surprise opponents), 4 - Expert mimics (can mimic the calls of any creature or monster), 5 - Immensely strong (+1 to hit and damage), 6 - Roll twice	1 champion (3 HD, full hit points) 3 lieutenants (2 HD) 1 holy man (3 HD) TT: E

Hermit

A powerful holy man lives a reclusive existence in the ruin. He has a 50% chance of having disciples, who typically leave him to his solitude but wait faithfully for eventual enlightenment.

Dice	Twist	Power
1	The hermit has heretical beliefs which forced him away from his sect; they wish him destroyed, and he, they	<i>Hermit</i> Level d4+2 holy man – spells as appropriate TT: L, O Disciples: d6 1 HD holy men, and/or 1 shishi
2	The hermit has learned how to commune with the dead	
3	The hermit can see beyond space and time	<i>Powerful hermit</i> Level d6+3 holy man – spells as appropriate TT: L, N, O Disciples: d3 2 HD holy men, d6+1 1 HD holy men, and/or d3+1 shishi
4	The hermit attempts to dominate others to his will and make them his "disciples" through use of <i>charms</i> ; he already has d3 of these, one of whom is the son or daughter of an important Yellow City personage	
5	The hermit has become crazed and unremittingly hostile, in the belief that to live is to sin against the universe (though this does not apply to him)	<i>Very powerful hermit</i> Level d6+5 holy man – spells as appropriate TT: L, M, N, O Disciples: d6+1 2 HD holy men, d20 1 HD holy men, and/or d6+1 shishi
6	The hermit longs for revenge against his ungrateful former disciples who have since left him	

Revolutionaries

A band of rebels and outcasts who wish to overturn the established (dis)order in the Yellow City.

Dice	Type	Twist	Size
1	Utopian socialists	The leader of the revolutionaries is an evil spirit, corrupt magician, sone or similar who is using the revolutionaries for personal ends	<i>Small band</i> 2d6 members 1 leader (2 HD) TT: C
2	Against the caste system	The revolutionaries are in alliance with local [x] (where [x] is another nearby ruin's inhabitants) and plan to use them as the first wave of revolution	
3	Against organised religion	The revolutionaries have unearthed a powerful ancient artefact they intend to unleash on the Yellow City and destroy it	
4	For the emancipation of crab-men	The revolutionaries have agents acting within a noble house, archive, or shrine and intend to bring it down	<i>Medium band</i> 2d20+10 members 1 leader or a ruling council of 1 leader per 6 members (leader has 2 HD) 1 2 HD "enforcer" per 10 members TT: B
5	For genocide against slug-men	The revolutionaries pay lip service to their beliefs but have abandoned themselves to wanton hedonism and cruelty	
6	For giving over the Yellow City to the squid-men	The revolutionaries are being hunted by a powerful Yellow City NPC or social group	<i>Large band</i> 5d20 members 1 leader or a ruling council of 1 leader per 6 members (leader has 2 HD) 1 2 HD "enforcer" per 10 members) TT: D

Magician

The ruins are the home of an isolated magician and his servants.

Dice	Servants	Twist	Power
1	Golems	The magician welcomes visitors – especially other magicians who he can kill when their guard is down and steal their spell-books	<i>Powerful magician</i> Level d4+4 magician TT: I, N, O
2	Figments	The magician is thirsty for knowledge of the outside world and will pay in kind for information	
3	Automata	The magician collects souls and keeps them in bottles for his own amusement	<i>Very powerful magician</i> Level d6+4 magician TT: K, I, N, O
4	Baital	The magician has a powerful arch-rival in the Yellow City who he wants killed and vice-versa	
5	Sai	The magician has gone mad, and on any given day is: 1 – Aggressive, 2 – Welcoming, 3 – Terrified of human contact, 4 – Mischievous, 5 – Paranoid, 6 – Lascivious	<i>Arch-mage</i> Level d10+4 magician TT: M, N, O
6	Elementals	The magician wants body parts to create flesh golem slaves	

Ghosts

The ruins are the haunt of ancient ghosts of the Old Town. Treasure and size are as the bestiary entry for the ghost type.

Dice	Type	Twist
1	Bhoot	Mischievous – thieving but not murderous
2		Seductive – aiming to charm and fascinate
3	Spectre	Murderous
4		Mournful
5	Baital	Fearful
6		Vengeful – want revenge on a Yellow City NPC or social group

Evil Spirit

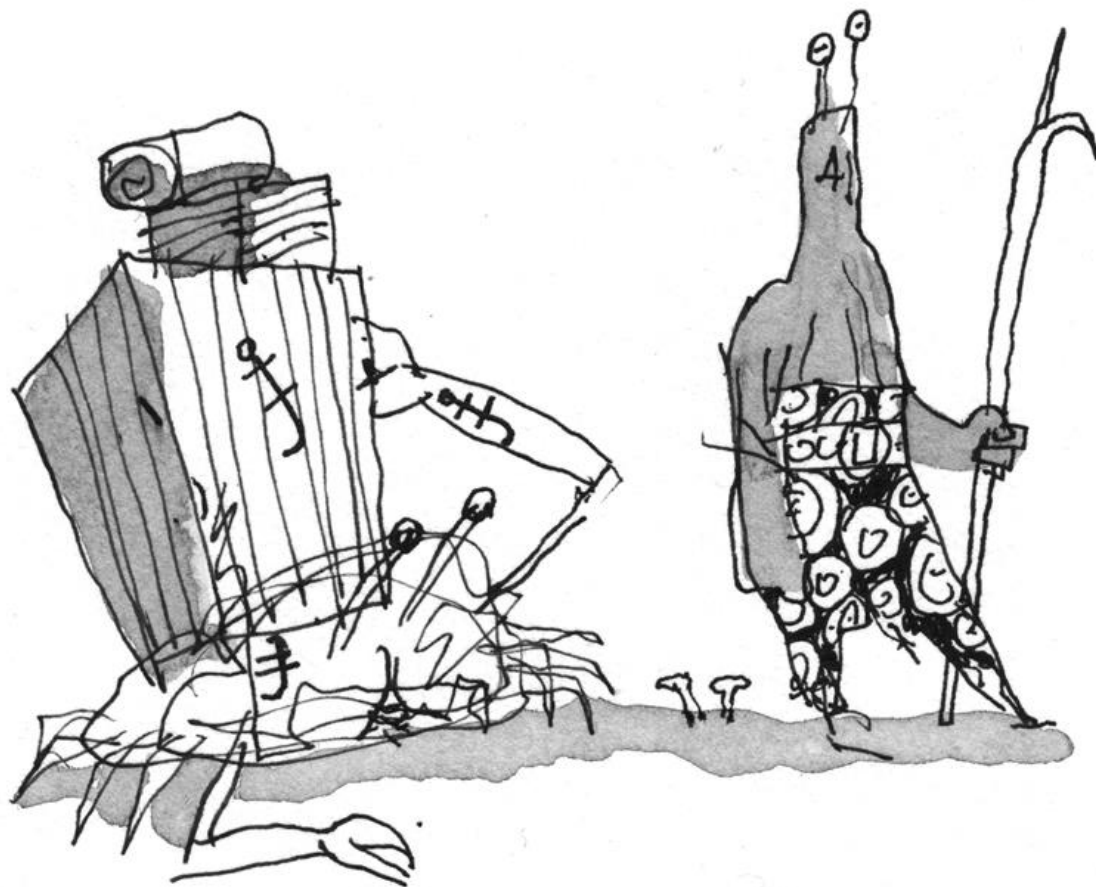
The ruins are inhabited by a major rakhosh and his servants.

Dice	Twist	Size
1	The rakhosh has an unending appetite for human flesh; he seeks captives to ‘farm’ and breed (already has 2d6 captives)	Major rakhosh 3d6 minor rakhosh
2	The rakhosh is avaricious and hoards wealth (additional TT: F)	TT: L, I
3	The rakhosh has a rival rakhosh nearby; the two are of equal power	Major rakhosh
4	The rakhosh desires slaves and can <i>charm</i> victims; he often appears as a beautiful woman or handsome man (already has 2d6 slaves)	4d6 pischacha 1 Yali TT: L, I
5	The rakhosh has created a beautiful, illusory palace to trick the foolhardy into entering; those that spend the night can never leave	Major rakhosh 5d6 minor rakhosh
6	The rakhosh was cursed by a holy man of the Yellow City and can never leave his ruin; desires revenge	3 Yali TT: L, I, N, O

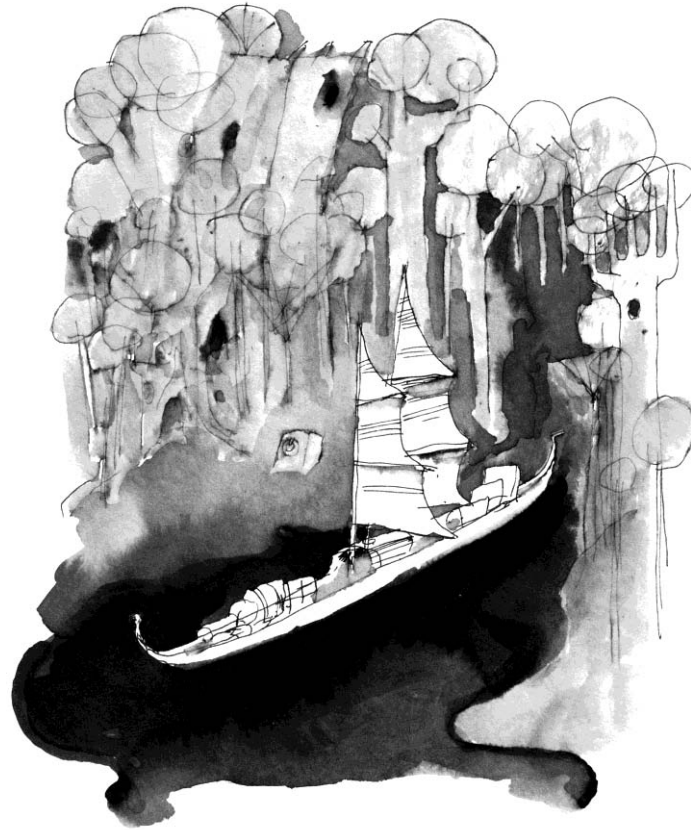
Getting Lost

If a party becomes lost, it takes 3 segments to get back to their original position; for each segment, roll for a random encounter as normal. In addition, roll a single d6; if the result is a 1, roll again once on the following table to determine additional consequences.

Dice	Consequence
1	The party discovers an <i>ancient artefact</i> buried amongst weeds, rubble, refuse, etc.
2	The party comes across a party of NPC adventurers.
3	The party wanders deep into the Old Town and discovers an ancient evil – a demigod (consult Appendix M) with appropriate powers which desires sacrifices and worshippers.
4	The party comes across a crystal dragon in human form who is investigating the ruins.
5	The party comes across a powerful ghost (use the Ghosts of Láhág tables on page 189 onwards to determine its type).
6	The party comes across an Outsider.



Chapter Four



Làhàg and the Hundred Kingdoms

Introduction

Beyond the Yellow City to the West is the vast and haunted wilderness of Láhág: thick forests echoing with shrieking bestial cries or blanketed in oppressive silence; dark ravines where the fog never lifts and only moss and fungus survive to cluster the long dead trunks of mighty trees; great pits where the earth has sunken in on itself to reveal the openings to its veins; and barren hill tops rising above the trees like the bald heads of slumbering giants. The wilderness gives way, finally, to the verdant grasslands of the Hundred Kingdoms: a wide

region where life is so plentiful and potent it comes and goes as easily as the moon rises and sets. Here human civilizations grow from small roots to the mighty peak of their zenith, before collapsing into decadence and decay to be swept aside by their neighbours or the next wave of kingdom-building. Men and women die like flies in the heat and light of the sun which beats down on all of them, uncaring and somehow cold despite its great heat.

Running a Game in the Hundred Kingdoms

The Hundred Kingdoms are the ideal location for campaigns involving revolution, politicking, war, conquest, or exploration.

The PCs might become involved in the problems and internal strife in a single polity. They might rise up to become rulers of a polity itself. They might travel from place to place, each time finding a unique set of problems and solutions – or causing problems and solutions of their own. They might use the Hundred Kingdoms as a base for the exploration of the jungles, sinkholes and hidden places of Láhág. They might try to

smuggle goods from the Kingdoms to the Yellow City. Or anything else in between.

Use the tables in this chapter to create the initial set-up for a Hundred Kingdoms-based campaign. After having generated a polity, its rivals, its problems, its assets, and its surroundings, there will be inspiration enough to draw up a list of rumours to tie your players into the campaign – or spur your creativity for a narrative campaign.

1. Generating the Starting Polity

Basic Information

Use the following tables to generate the polity in which the campaign begins.

Dice	Rulership Style	Type	Symbology	Religiosity
1	Authoritarian – the rulership is firm and unbending	Kritarchy – rulership by judges: a number of judges (choose, or roll a d20) whose role it is to create, decide and enforce the law	Scorpions	Monotheistic
2	Aggressive – the rulership is expansionist, believing in conquest		Crayfish	
3	Cruel – the rulership practices widespread torture, human sacrifice, massacre		Mantis	Two twinned gods
4	Puritanical – the rulership enforces belief and ‘correct’ behaviour		Dragonfly	

5	Benevolent – the rulership attempts to work for the populace	Mageocracy – rulership by magicians: a group of sorcerers (choose, or roll a d20), allied or rivals, who divide the rulership between them	Moth	Pantheon of demigods
6	Debauched – the rulership is primarily concerned with pleasure		Trident	
7	Grasping – the rulership is primarily concerned with enriching itself	Theocracy - rulership by god: a group of holy men (choose, or roll a d20), allied or rivals, who are elected in accordance with their holiness	Eye	Atheistic
8	Scholarly – the rulership is characterized by philosophical and artistic pursuits		Hand	
9	Paranoid – the rulership is terrified of losing its power to hidden enemies	Tyranny – rulership by a tyrant: a sole, authoritarian sovereign	Fire	Pantheistic
10	Peace-loving – the rulership attempts to avoid war at all costs		Blade	
11	Efficient – the rulership is generally wise and effective	Diarchy – rulership by diarchs: two sovereigns with different, though equal, power	Ant	Ancestor worship
12	Mandarin – the rulership is characterised by excessive and suffocating bureaucracy		Spider	



Issues & Assets

Each polity has d6 Assets and begins the campaign with one Issue. These provide further setting information and material for rumours, hooks and adventures, and are described in more detail on pages 149-155 Each game month roll a 2d6; if the first is a 1 another issue arises; if the second is a 6 the first issue is somehow resolved.

Dice	Assets	Issues
1-2	Major temple	Rival nawabs/zamindars
3-4	Major pilgrimage site	Bandits
5-6	Cult of the Elephant God	Witch hunt
7-8	Martial school	Famine
9-10	Subterranean ruins	Disease
11-12	Slum	Peasant revolt
13-14	Velvet worm breeding pits	Slave uprising
15-16	Great forge	Rival agents
17-18	Great bazaar	Rakhosh insinuation Incompetent rulership
19-20	Great waste pit	Mercenary uprising Visiting circus

Flavour Locations and Characteristics

Each polity has d3 of the following locations or characteristics (or more if desired).

Dice	Location or Characteristic	Dice	Location or Characteristic
1	Peacock garden – a large walled park roamed by peacocks and peahens and echoing with their mournful cries	9	Beggars' paradise – the people of the polity are obliged to give a tithe in alms each month, and beggars flock there from the entire region
2	Rhododendron garden – a large sculpted garden with many varieties of rhododendron and other flowers, some of them toxic or magical	10	Sulphur pits – holes and crevasses in the earth billow out stinking sulphur, though the hot volcanic water provides famed hot baths
3	Rhinoceros beetles – a herd of tame giant rhinoceros beetles owned by a prominent figure and wandering the grounds of a palace or temple	11	Constant rain – due to some atmospheric condition (or ancient curse) the rain is unrelenting; almost nothing can grow except moss and fungi
4	Butterfly house – a glass structure filled with different species of butterfly and the plants they feed on	12	Sacred vultures – the people have a religious duty to feed the flocks of vultures which festoon buildings and trees in the polity
5	Terracotta army – an ancient ruler had a personal army carved from stone to accompany him in afterlife, and these are situated in a building or square	13	Quipu – the people of the polity do not read and write, but use knotted string to communicate over distance
6	Cave mausolea – the city's rulers are traditionally buried in deep caves burrowed into a vast complex of cliffs	14	Enforced silence – the people of the polity are not permitted to speak except in certain circumstances
7	Sacred monkey troop – a tribe of monkeys wander the city and must not be harmed or interfered with	15	Troglodytism – the people largely live underground in caves and cellars

8	Elephant racing circuit – a place for the great and good to gamble on elephant races	16	Extreme xenophobia – the people do not welcome non-humans
17	Ornamental lake – filled with rare and wonderful fish, turtles, flamingos, and so forth	24	Mystic river – a river flows through the polity and the people believe that washing in it brings visions of the past, future, or what could be
18	Ancient monoliths – the city is scattered with pyramids, obelisks or other relics from earlier eras	25	Renowned beauties – the women and/or men are extraordinarily good looking
19	Snake pit – where unfortunates are thrown for sport or sacrifice	26	Identical statues – an ancient ruler of the city had statues of himself, in an identical pose, placed all around it, in squares, on street corners, and on top of buildings
20	Mystical fountain – thought to have magical fortune telling, healing, or other qualities	27	Hidden fortress – the rulers of the city live in a huge fortress that is nestled in vast, wooded grounds, away from the eyes of the populace
21	Special dyes – the polity is known for the production of indigo or other dyes, and the people of the city coat their skin in blue, red, yellow or green powder	28	Elephantism – a large percentage of the populace suffer elephantism
22	Powerful curry – the polity is known for the power of its curries, which are practically inedible for those brought up elsewhere	29	Permanent mist – due to some atmospheric condition (or ancient curse) the mist never lifts from the city
23	Steel grass – a local species of grass is incredibly hard and sharp, and the people of the polity use it to make armour and weapons	30	Artistic savants – the populace has a high percentage of artistic savants, who produce sculptures and jewellery of great renown

Descriptions of Issues and Assets

Issues

Rival nawabs/zamindars - Two or more aristocrats have a personal rivalry which threatens to spill over into outright violence, manifests itself in subterfuge, or is splitting the kingdom's elite into rival factions.

NPCs: A manipulative courtesan playing both men against one another. A malicious sorcerer acting in consort with one of the zamindars. A skilled assassin. A peace-making bureaucrat. A neutral zamindar avoiding conflict. A wise religious leader, confidante of both parties.

Hooks: Suspicious-looking outsiders are gathering in the city, lurking on street corners and opium dens. There is assassin work for those who are looking for it. By the same token, there is also guard work.

Things: Rumours of civil war. Armed men practicing in the streets. Dead bodies appearing in rivers and roadsides with stab wounds in the back.

Bandits - Local bandits have grown powerful and insouciant. The roads in and out of the polity are dangerous and not well travelled. Refugees from the countryside flock to the city. Mercenaries swagger through the streets waiting to be hired.

NPCs: A bandit leader, cunning and cruel. A mercenary leader, wondering if he can infiltrate the elite if he removes the bandits. A spy, informing bandits where hunting parties are

searching. A nawab from the countryside, pleading for military aid. A group of farmers hoping to hire help. Honest volunteers.

Hooks: A merchant with important wares that need to reach a distant location. A group of refugees hoping to return home to their fields. A slugman scholar wanting to return to the Yellow City.

Things: An important trade caravan. A cache of weapons. A secret bandit hideout.

Incompetent rulership - The rulership is either incompetent or insane or both. They are overtly cruel, fiscally inept, grown senile or strange, or obsessed with conquest, pleasure or the accumulation of personal wealth.

NPCs: The venal allies of the rulership. A malevolent internal force taking advantage of the regime's weakness. The leader of a powerful faction in the city, enraged by the regime's failings. A disfavoured elder statesman, working for the greater good. A religious leader undertaking charitable activities. An unfortunate victim of the regime's failings.

Hooks: A friend of the PCs is a victim of the rulership's ineptitude. An honest zamindar seeks the PCs' help. There are rumours that a rival city will move against this one.

Things: "Mislaid" taxes. Escaped criminals. Battle plans.

Famine - The polity is facing drastic food shortages and widespread starvation. People steal, fight and turn to cannibalism. Children hunt cockroaches and beetles for their families to eat.

NPCs: A corrupt official hoarding food to sell at a vastly inflated price. A person consuming rice supplies. Agents of a rival polity cutting off supply. A charitable religious leader or merchant. A priest of a food god preparing rituals of harvest. An honest official distributing stores.

Hooks: Bandits barricading the main routes to town to hold rice for ransom. A plague of locusts sweeping into the area. Local farming villages withholding rice to save themselves.

Things: An old hidden food store. A secret underground route to another city. A caravan bearing rice.

Disease - The polity is plagued by a disease (roll for type: 1 - Pox, 2 - Fever, 3 - Vomiting/diarrhea, 4 - Coughing, 5 - Necrotisation, 6 - Bleeding). People barricade themselves in their homes. The dead lie burning in mass graves.

NPCs: A fake healer, capitalising on the vulnerable. A religious leader calling for mass sacrifice to appease the gods. The cult of a disease god wishing to perpetuate the suffering. A genuine healer. A mercy killer, putting the dying out of their misery. A competent official quarantining areas of the city.

Hooks: An official desperate to escape. Wild mobs of looters rampaging the city. A healing holy man in need of special magical healing materials.

Things: A magical source of the disease. A distant, mighty healer. A fake medicine which has insanity-inducing side-effects.

Peasant revolt - Brutal taxes, the need for human sacrifice, conscription, execution of a beloved outlaw, or revolutionary agitation have caused back country nawabs and farmers to rise up in open revolt.

NPCs: A brutal, oppressive member of the rulership. A charismatic, power-hungry nawab. A major rakhosh, disguised as a revolutionary. A sensible village headman, skilled at negotiation. A desperate nawab who will stop at nothing to prevent conflict destroying his lands. A concessionary member of the urban elite.

Hooks: The spouse of a key instigator is more interested in peace than war. Both instigators and urban elite are looking for hired swords. Rural instigators need spies within the city.

Things: Public executions of disobedient peasants. Urban bureaucrats ambushed and captured in isolated villages. Recalcitrant farms burned and looted.

Slave uprising - The lives of slaves in the hundred kingdoms are nasty, brutish and short, but those slaves in this kingdom have risen in uprising to force better treatment - be it more food, less work, or less harsh treatment. This may be violent, demonstrative, or a concentrated campaign of deliberate laziness. Mobs of slaves gather in public spaces, and the armed troops of the elite watch them with threatening eyes.

NPCs: A fanatical slave leader whose real aim is power. A leader of the guard who relishes mayhem and bloodshed. An enemy agent stirring up trouble and hoping his own polity can gain an advantage. A member of the elite siding with the slaves in an effort to improve their existence. A slave leader urging

peaceful protest. A young firebrand willing to martyr himself for the cause.

Hooks: The ringleaders of the uprising have been identified and a reward offered for their capture. The slaves have rampaged through, and looted, a temple and stolen its treasures. A slave leader has been captured and is to be executed; the slaves are planning his rescue.

Things: A mob rampaging through the streets. Stolen goods. A captured armoury.

Mercenary uprising - A large band of mercenaries has revolted over a lack of pay, ill-treatment, or simple greed, and have fortified themselves in an area of the city, are laying siege to the citadel of the rulership, or are rampaging through the city, burning and looting.

NPCs: A powerful veteran and tactical genius. A magician in the entourage of the mercenaries. A cowardly or incompetent bureaucrat. An aged champion of the city. A member of the rulership willing to negotiate. A mercenary leader who desires only to leave the city in peace.

Hooks: The mercenaries have captured sons/daughters of the rulership and hold them hostage. The mercenaries plan to raise the city to the ground with fire. The mercenaries have allies in nearby polities and need to send messages for support.

Things: A bribe of treasure to persuade the mercenaries to leave. A message rousing allies. A plea for aid from the rulership.

Rival agents - Servants of a rival polity have infiltrated the city in an attempt to cause mischief - be it through poisoning water

supplies, fermenting rebellion, murdering officials, or spreading curses.

NPCs: A holy man cursing buildings, food supplies, streets, animals or people. Rumour-mongers corrupting loyal subjects. Poisoners. A spy master hunting the enemy. A street whore with suspicions. A local community elder who knows everything that happens in his neighbourhood.

Hooks: An important official has disappeared. Animals are sickening and dying in part of the city. Rumours of disgruntlement are spreading like wildfire in some districts.

Things: A poisoned well with the bloated corpses of animals. A hideout. An unholy artefact.

Rakhosh insinuation - One or several major rakhosh have inveigled themselves into the city to undermine it from within and feed on the suffering which ensues.

NPCs: A rakhosh disguised as a whore, building an army of zombie-like slaves from her patrons who spread the disease further. A rakhosh who has removed a prominent member of the elite and replaced him/her; the disguise is perfect. A rakhosh who ferments jealousy, sexual proclivity and self-disgust wherever it goes. A holy man who knows the truth. A friend of the PCs who has suspicions something is terribly amiss. A savant child who can feel the presence of evil spirits.

Hooks: A strange rabies-like disease is spreading through the city's slums. Women and men alike are engaging in wanton public depravity throughout the city. The city is preparing for war on its immediate neighbour.

Things: Mobs of frenzied citizens roaming the night-time streets. Knife-fights over women (or men). Suicides and self-immolations.

Witch hunt - The people of the city have become obsessed with rooting out what they believe to be malicious internal enemies or heretics, who they have been hanging, burning alive, burying alive, or forcing into exile.

NPCs: A fanatical rabble-rouser, drunk on power. A gleeful executioner. A genuine internal enemy - a witch, malign magician, or heretic. An unfortunate holy man. A friend of the PCs, member of a sect deemed heretical. A kind-hearted zamindar sheltering victims.

Hooks: A zamindar is sheltering targets of the witch-hunt, and they need to be helped to flee the city before a mob gathers. A friend of the PCs has been captured and is to be executed by

the throng. The throng has turned its attention towards outsiders in general.

Things: Bodies burning in pyres. Thuggish men roaming the streets in bands with machetes looking for victims. A crowd watching an execution.

Visiting circus - A travelling band of entertainers come to ply their trade with gaudy tricks and lascivious dances.

NPCs: Hidden thieves amongst the players. A lecherous magician. A circus ghost. A beautiful dancer. A charismatic fire-breather. A snake charmer with unearthly knowledge.

Hooks: Suspected thieves. An abducted beauty. An audience volunteer, disappeared.

Things: Mysterious fortune tellers lurking in dark tents. Wrestlers and fencers. Beautiful dancers and whores.

Assets

Major temple - An important place of worship which draws visitors from the entire local area. A bustling, crowded place packed with beggars, performers, monks, pick pockets, zealots, temple whores and supplicants; a noisy, bloody place of sacrifices stinking of human entrails...or a quiet, pristine, near-empty place of contemplation and meditation.

NPCs: A charismatic, fascistic zealot. A grasping, power-hungry abbot. A major rakhosh, hidden. A pure-hearted monk. An eccentric fakir. A questing holy man

Hooks: The temple is riven in two between competing factions. The temple is of a different faith to the rulership and faces a crack-down. The temple wants the recovering of ancient relics from deep below the surface of the city, from the thieves who stole them, or from a pit in Láhág.

Major Pilgrimage Site - The burial site of a hero of former time, an old battlefield, the birthplace of a saint: a place where pilgrims travel to pay their respects.

NPCs: The insane leader of a cult devoted to resurrecting the fallen hero, warriors, saint, etc. Assassins or kidnappers masquerading as pilgrims. A corrupt tax collector levying a “pilgrimage tax” with his cronies. A kindly caretaker of the site. A religious warrior devoting himself to the subject of the site. An earnest but just guardsman.

Hooks: An important NPC is a regular pilgrim to the site and assassins are planning to kill him there. There are rumours of sightings of ghosts and strange spirits at the site. An extremely wealthy visitor from a distant place is planning to visit.

Cult of the Elephant God - The polity is home to a branch of the cult of the Elephant God, who have slowly spread their influence throughout its elite.

NPCs: A powerful and charismatic Elephant priest, drunk on blood and sexual conquest. Crazy fanatics who will stop at nothing to obey the strictures of their faith. A city bureaucrat or subahdar trying to use the cult for his own ends. A heretical member of the cult attempting to reimagine the religion in a more peaceful incarnation. A worried zamindar aiming to stave off civil unrest. A priest of a more established and staid religion.

Hooks: A kidnapped relative of an associate of the PCs. A sacrificial killing band roving the city at night. A young scion of a noble family corrupted into the ways of the cult.

Things: The Elephant's Mouth. Captives waiting to be sacrificed. A local shrine to a local god, beleaguered and vandalised.

Martial School - A place of learning for an esoteric martial art, specialising in exotic weapons or armour. A place to hone the skills of young chattars - or a quasi-religious sect taking in orphans and transforming them into killing machines.

NPCs: An apparently kindly but strict teacher who in fact trains assassins and hires them out. A crazy brute who enjoys inflicting beatings on the neophytes. A psychopathic killer who leaves the cloisters at night to commit horrific murders. A strict teacher with the best interests of the students at heart. A wise old master who has seen and done everything. A young, earnest, pure-hearted neophyte.

Hooks: The child of an influential subahdar has decided to devote his life to studying for war against the wishes of his father. The school is hosting a tournament. The school encourages its neophytes to sell their skills.

Things: A practice ground. A secluded dormitory. An exotic magical weapon.

Subterranean ruins - The city is itself extremely ancient or has been built on top of a pre-existing ancient ruin. Underneath the feet of its current inhabitants there exists a labyrinth, tunnels, caverns, submerged streets and houses, or a combination of the same.

NPCs: A hidden religious sect driven into hiding because of their aberrant practices. A race of ancient ghosts. A secret society of thieves, beggars or thugs. A clan of orphans banding together to survive. A scholar searching for knowledge of the ancient civilisation. A hidden religious sect driven into hiding because of their heretical beliefs.

Hooks: A renowned outlaw has hidden deep in the ruins. There are artefacts weird and puissant down there below. The tunnels go down, down, down into the heart of the earth.

Things: Strange ancient artefacts. A lost child. Endless blackness.

Slum - A vast, ramshackle labyrinth of hovels and huts which outsiders dare not enter. The streets and alleys are a yard wide at best; the stink of human waste fills the air; the endless cycle of the life and death of thousands goes on unnoticed in the city proper.

NPCs: A corrupt magician experimenting with summoning, away from prying eyes in the city proper. A sinister holy man bending souls to his will and aiming to rule the ghetto entire as his personal fief. A psychopathic scion of an elite family, killing or raping the unfortunate out of boredom and depravity. A community leader trying to build for the future. A charitable holy man from the city proper, healing the sick and tending to their spiritual needs. A brothel madam taking orphans under her wing.

Hooks: People are going missing, and nobody outside of the ghetto knows or cares. Something weird and horrible has been unleashed in the heart of the ghetto - something not of this world. Wanted criminals have fled into the ghetto and need recovering.

Things: What once was a lake, now a cesspool where the waste of thousands drains and sits stagnant. A brothel, pathetically tawdry. A funeral parlour where bodies are taken to be burned, and the constantly-smouldering pit where they are thrown.

Velvet worm breeding pits - Famous breeding pits for hunting worms of various kinds. Master breeders teach apprentices, slaves are fed to the worms, and alchemists brew combinations of pheromones to control the hunters.

NPCs: An agent from a rival polity, planning to release the worms and have them rampage through the city. A trainer who delights in feeding people to his worms. A priest of a velvet worm deity. A skilled breeder renowned throughout the Hundred Kingdoms. A young, promising apprentice with expert knowledge of velvet worm breeds. A brewer of pheromones creating hallucinogens for sale.

Hooks: A rare and special worm has escaped. A sample of a rare breed of worm which lives deep in the jungle is desired. A child of an ally of the PCs, kidnapped for consumption.

Things: The hatching pits. The pheromone laboratories. The slave cages.

Great forge - A huge foundry where weapons and items of copper and bronze are forged. Slaves running hither and thither covered in sweat and soot; smiths labouring with hammers and tongs, waves of heat and steam billowing into the air.

NPCs: A brutal overseer working his slaves to death and ruin. A slave leader planning a revolt. A son of a zamindar who enjoys testing freshly-forged weapons on unfortunate slaves. A master smith, genius at forging. An innocent young slave with a desperate family. An enterprising worker who sells items he smuggles from the forge.

Hooks: A great weapon forged for an important NPC has gone missing. A special consignment of arms is being forged. The slaves are hiding arms away for a possible revolt.

Things: Piled weapons. Massive slack tubs and forge fires. Piles of charcoal.

Great bazaar - A mighty market, where anything imaginable is for sale. A thronged, stinking mass of human life jostling

amongst stalls in the vain hope of finding what they need, while merchants haggle and bellow for custom.

NPCs: An expert pickpocket. A wily con-man, selling fake objects of great value. A tax collector, enforcing a "purchasing tax". A community leader, head of the watch for his corner of the bazaar. An honest guide boy or girl with expert knowledge of the bazaar. An honest bureaucrat attempting to eliminate graft.

Hooks: A wanted man hiding in the throngs. Kidnappers. Items wanted by merchants selling exotic wares.

Things: Massed crowds. Stolen items. Weird and wonderful wares.

Great waste pit - A vast, stinking, smoking pit on the edge of the city where waste and dead bodies are thrown and burned, and where swarms of flies and herds of giant cockroaches congregate to feast and procreate.

NPCs: A murderer who dumps his victims in the waste. An evil spirit born from foulness. A malignant fly demi-god. An old dump-picker scavenging a living. A holy man who helps to lay the souls of the dead to rest. An honest official searching for ne'er-do-wells.

Hooks: An escaped prisoner hiding in the pit. A hateful supernatural force. A lost artefact.

Things: Swarming insects. Piles of rotting muck. Clouds of impenetrable smoke.

2. The PCs' Social Circle

Social Groups

Choose or roll a group type, then a source of conflict, before turning to the relevant table for NPCs related to the conflict and other rumours/hooks. Repeat as required or desired.

Dice	Group Type
1	Shrine or Temple
2	Place of Learning
3	Criminal Band
4	Zamindar Household
5	House of Pleasure
6	Elephant Racing Stable
7	Tea shop/Opium den
8	Fakirs

Dice	Conflict Source
1	Treachery
2	Adultery
3	Fraud or Theft
4	Addiction
5	Ambition
6	Madness
7	Love
8	Folly
9	Paranoia
10	Rivalry (see below for rival type)

Dice	Rival Type
1-4	Same type
5-6	Different type

Shrine or Temple

The Hundred Kingdoms produces gods in as verdant, varied and fertile a fashion as it produces people and empires. Few claim power beyond the polity in which they are worshipped; some have a single large temple, others small roadside shrines, still others natural formations such as trees, rocks or lakes. They commonly demand sacrifices in a greedy and lustful manner, and exhort their followers to paroxysms of zealotry out of all proportion to their power.

Dice	NPCs	Other NPCs	Rumours/Hooks
1	Crazed fakir	Earnest acolyte	An attendee has genuine prophetic visions
2	High priest	Opium preparer	Somebody has been stripping gold leaf from the roof, statues, etc
3	Next-in-line	Old temple caretaker	The high priest knows secret, powerful summoning magicks which will be handed down to the next in line
4	High Priest's secret lover	Incense burner	A collection of ancient sutras in the temple's safekeeping contain knowledge of the afterlife
5	Officious brahmin	Gibbering prophet	The order has captive the son or daughter of a member of the PCs' social circle and plan to sacrifice him or her
6	Zealot	Zamindar convert	An important holy artefact has gone missing
7	Head of temple guards	Temple assassin	The temple's most holy members know vedas which are transmitted orally and pass on knowledge of Outsiders
8	Wealthy zamindar beneficiary	Temple prostitute	The order have a new source of incense, fungi, tea or opiates which amplifies their faith and power
9	Treasurer	Temple beggar	The order is planning a campaign of murder, assassination, and mayhem for some religious purpose.
10	Sacrificer	Frail, elderly regular attendee	A statue, figurine, mummy or carving has shown signs of being alive...

Place of Learning

The Hundred Kingdoms are not renowned for their scholarship or learning; the constant war and cataclysm and the sweeping away of established orders precludes the gathering of knowledge and frequently results in the conflagration of archives and libraries. Nonetheless, schools, madrassas, forums and sages do exist for the education of the scions of rich families.

Dice	NPCs	Other NPCs	Rumours/Hooks	Specialism
1	Eldest teacher	Unpopular teacher	A researcher needs escorts for a field trip	Martial arts
2	Chief librarian	Cook or quartermaster	The students have revolted against poor treatment and are holding the teachers hostage	Magical arts
3	Chief grounds-keeper	Impoverished but promising student	Secret passageways abound beneath the school; a student went exploring down there and never returned	Torture and execution
4	Caretaker	Wealthy student's personal slave	The school's donor has disappeared and without him there are no funds	Poetry and fine arts
5	Popular teacher	Scullery servant	The treasury has been raided and funds stolen	Bureaucracy
6	Wealthy student	Eccentric scholar	The school is haunted by a <i>bhoot</i>	Slaving
7	Prominent patron	Lazy student	A beloved teacher has been found murdered in mysterious circumstances	Law
8	Treasurer	Wealthy donor	The school has a bitter rival it wants destroyed	Dancing, erotic arts
9	Chaplain	Wealthy parent	An idiot savant at the school is a target for kidnappers	Dyeing
10	Owner or master	Spy from a rival	A teacher at the school has revolutionary ideas which have led other schools to seek his death	Worm breeding

Criminal Band

As anywhere in the world, desperation, poverty, innate cruelty and fecklessness causes men and women to group together for nefarious ends throughout the Hundred Kingdoms. They engage in robbery, assassination, kidnapping, intimidation, loan-sharking, racketeering and vandalism, and sometimes manage to extend their influence into the higher strata of the elites.

Dice	NPCs	Other NPCs	Rumours/Hooks
1	Leader	Whore	The criminals are looking for ‘associates’ to raid a nawab’s estate
2	Second-in-command	Young, eager member	The criminals have been betrayed by a former colleague and want revenge
3	Brutal enforcer	Desperate debtor	The criminals know secret tunnels and ruins like the backs of their hands
4	Allied fence	Corrupt tax collector	The criminals breed assassin worms
5	Friendly magician	Aspiring member	The criminals have stolen something important or valuable from a magician, holy order, or zamindar
6	Trusted foot-soldier	Corrupt holy man	The criminals are led by a corrupt, cruel sadist who uses them merely to advance his or her own pleasure in the infliction of suffering
7	Elderly, avuncular member	Protection racket victim	The gang recently kidnapped the child or spouse of an important NPC in the polity
8	Allied zamindar	Spy from a rival group	The criminals are engaged in a brutal war against a rival and need hired help
9	Young, extreme maverick	Local pickpocket	The criminals are kidnapping victims for a thug cult in the local countryside
10	Allied holy man	Spouse of an important NPC	The criminals are owed money by gambling debtors who have disappeared from the polity

Zamindar Household

The elite classes of the Hundred Kingdoms are the zamindars, nazims, subahdars, and men of other such ranks, who maintain extensive households and their own miniature courts. Their children become bureaucrats, officials, priests and governors; their wives write poetry and consume opiates; collectively, they have the power to destroy the established order in their polity and replace it with something more to their tastes.

Dice	NPCs	Other NPCs	Rumours/Hooks
1	The zamindar	Family fortune teller	The zamindar has gone mad and nobody can find a cure
2	Heir apparent	Family historian	The zamindar is plotting to overthrow the established rulers
3	Rival to the heir apparent	Rival zamindar	The zamindar has a ferocious rival and has openings for those willing to do his dirty work
4	Elderly servant, wise adviser	Assassin	The household has an ancient heirloom with mystical magical properties (refer to the <i>Ancient Artefact</i> table on page 127)
5	Seneschal	Magician courtier	The zamindar's favourite concubine, heir, bastard son or daughter, etc., has been kidnapped by a rival
6	Favoured concubine	Tea taster	The zamindar is secretly a dragon; rivals suspect this and want proof
7	Spouse to the zamindar	Teacher/nurse of the zamindar's children	The zamindar has had an associate of the PCs taken captive on suspicion of spying
8	The zamindar's personal "fixer"	Courtier who is a spy for another household	The zamindar has expensive tastes for exotic opiates and will pay handsomely for them
9	The zamindar's younger sibling	Scion of another household	The zamindar's bastard son or daughter is a sadist who demands a constant stream of victims to 'play' with
10	The zamindar's bastard child	Body guard	One member of the household practices occult magicks and requires materials for his or her experiments

House of Pleasure

A pleasure house, where the rich and powerful – or the poor and pathetic - sate their physical desires. The courtesans may be male, female or *hijra*, and are protected by eunuchs or, in the wealthiest and most luxurious establishments, magical guardians. Deals are done and decisions made in dark corners, shrouded in the smoke of opium pipes, away from prying eyes.

Dice	NPCs	Other NPCs	Rumours/Hooks
1	The madam	Regular patron (loathed)	A regular client is an eccentric magic-user who pays money for magic items
2	The most beautiful or handsome courtesan	Regular patron (liked)	A group of criminals are running a protection racket; the madam wants them removed
3	The most skilled courtesan	Poet who sees the courtesans as his muses	A regular client is a destitute former high-up in a local social group who wants to win back his or her status, or be revenged
4	A powerful patron	Idiot cleaner	The madam is a major rakhosh who uses the clientele for her 'needs'
5	The head guard	Local voyeur	One courtesan sees beyond space and time at the moment of climax
6	The opium master	Spy from a rival polity who meets a contact at the House	One courtesan worships a god of sex and is secretly a powerful holy man/woman capable of mighty feats
7	The mightiest, most intimidating eunuch	Thief who robs from patrons while 'distracted'	One courtesan has the ear of a powerful member of the rulership; she only has to say the word and he or she follows
8	The son of a zamindar and frequent visitor	Fortune teller	The house has a rival; the madam wishes to harm their business with underhand tricks
9	A visitor who must attend in secret	Procurer of fresh 'talent'	A zamindar wants his favourite courtesan kidnapped
10	The madam's young son	Holy man engaged in ridding the polity of dens of impurity	One of the courtesans is the runaway son or daughter of a zamindar

Elephant Racing Stable

The elites in the Hundred Kingdoms love to gamble on the outcome of elephant races, which occur at regular festivals and during certain periods of the year. An elephant race is a brutal affair, in which trained bull elephants rampage around a dirt track scattered with obstacles: frequently, the bulls lose all thought for their training and the race simply devolves into violence, which the crowd greets with baying excitement.

Dice	NPCs	Other NPCs	Rumours/Hooks
1	Head breeder	Young stable hand	One of the elephants has disappeared - run away or stolen
2	Head trainer	Book-maker	A rival or patron of a rival wants spies to sabotage goings on at the stable
3	Stable holy man	Drunken gambler lurking for tips	A member has an uncanny ability to train elephants; rivals want him
4	Stable magician	Apprentice trainer	The stable has cheated at a recent race; rivals or losing gamblers want revenge
5	Head breeder's spouse	Mutilated former trainer	There are rumours that one of the stable's elephants is of legendary strength; rivals want it
6	Head trainer's heir	Apprentice breeder	The stable's treasury has been raided by thieves
7	Young child, mascot	Hunter who captures wild elephants for studding	There are rumours of a herd of elephants in Láhág that are led by a bull of phenomenal size and speed
8	Wealthy sponsor	Rabble-rouser	The stable's elephants have been poisoned and a cure is needed
9	Wealthy sponsor's heir	Pick pocket who steals money from spectators	A Priest of the Elephant God wants to release the stable's elephants to rampage the city
10	Healer	Priest of the Elephant God	Criminals are running a protection racket against the stable; the stable wants the criminals removed

Tea Shop or Opium Den

While not as important to the life of a Hundred Kingdoms polity as they may be within the social fabric of the Yellow City, tea shops and opium dens still play a significant role. People are people, and as weak for the leaf and the poppy seed as elsewhere.

Dice	NPCs	Other NPCs	Rumours/Hooks
1	Owner	Constant customer; addict	The only person who knows all the recipes and blends has gone missing
2	Owner's spouse	Cleaner	The owner is a retired mercenary who knows where his band's treasure is buried – but he never tells anyone where it is
3	Owner's son/daughter	Attractive server	A group of criminals are running a protection racket; the tea shop owner wants them removed
4	Garrulous regular	Connected server who knows everybody in the neighbourhood	A heretical holy-man holds forth each day in a corner; a local religious order want him dead
5	Known lothario	Former, fallen fakir	A regular client is a destitute former high-up in a local social group who wants to win back his or her status, or be revenged
6	Brewer/preparer	Apprentice brewer/preparer	A rival wants the recipes or blends stolen
7	Regular prestigious customer	Lazy guard	There is a phantom or <i>bhoot</i> associated with an area of the den or shop which bothers the owner
8	Wealthy patron	Beggar who lurks outside	A local lothario is hiding at the shop/den from a lover's husband
9	Popular entertainer	Beautiful whore	The place has a special brew or seed which kills 1 in 10 users; it is immensely popular with young men keen to prove their bravery
10	Head guard	Poet selling poems for his fix	A regular client can read fortunes in tea leaves/smoke

Fakirs

Religious zealots band together to support each other in their feats of extremity. These range from abstaining from food or sex, to the extremes of bodily mutilation. The holiness they gain from their concentrated sacrifices is potent and gives them collective powers and visions beyond the ken of ordinary people, which they can only exercise when acting in unison. They typically live off the largesse of their fellow citizens.

Dice	NPCs	Extreme Behaviour	Powers
1	The charismatic leader	Endless beard/hair growth	Prophetic visions (see Appendix F)
2	A member having doubts	Never standing up	Cure disease
3	An iron-willed, humourless ultra-zealot	Genital mutilation	Remove curse
4	The cast-off wife or husband of a crazed convert	Facial mutilation	Teleportation
5	The secret lover of a supposedly abstentious member	Sleeping on beds of nails	Monster Summoning
6	A young and faithful apprentice	Endless fingernail growth	Identify
7	An old, wise, sage-like master	Penis stretching	Locate item
8	The best beggar	Contortionism	Transmute metals
9	One whose sacrifices inspire him to great poetry or art	Gradual finger/toe amputation	Restore lost XP levels
10	One who the others believe has transcended death	Never washing	Resurrection

Hundred Kingdoms Personages

Dice	NPC1	Spice	Motive	NPC2	Name (Male)	Name (Female)
1	Merchant	Has a missing facial feature	Hatred of enemy	Murderer	Krishna	Gursimrah
2	Slave foreman	Is a small person		Conman	Shivam	Arshpreet
3	Farmer	Is grossly fat		Singer	Yuvraj	Guneet
4	Slum community leader	Is thin and skeletal	Pay off crippling debts	Dancer	Kush	Harjot
5	Street whore	Always carries an umbrella		Tanner	Hari	Jaseneet
6	Beggar	Constantly smokes opium		Teacher	Ishaan	Muskan
7	Pickpocket	Has white pupils		Street guide	Nikhil	Manjot
8	Thug	Walks on tip-toe	Jealousy of possession	Henna artist	Darsh	Parneet
9	Bandit	Is very good looking		Hair dyer	Aadi	Nayanaprit
10	Fakir	Is very ugly		Ascetic	Siddharth	Harneet
11	Scavenger	Is very old	Desire for wealth	Blade-sharpener	Sachin	Simar
12	Perfumier	Has a hunchback		Armourer	Aarav	Sukhami
13	Embezzler	Is plagued by visions		Labourer	Rajan	Abhati
14	Jeweller	Is a <i>hijra</i>	Desire for fame	Slave	Dhruv	Manroop
15	Goldsmith	Smells awful		Burglar	Rishi	Maleeha
16	Snake charmer	Dandy with tattered, faded clothing		Apprentice in an obscure craft	Jai	Harnoor
17	Mercenary	Covered in tattoos		Bird breeder	Veer	Kaur

18	Metal worker	Has no legs – walks on hands		Hypnotist	Ashwin	Nimrit
19	Dyer	Is extremely shy	Addiction	Martial artist	Shiv	Simran
20	Incense maker	Is loud, boorish and obnoxious		Spy	Karan	Nayana
21	Assassin for hire	Has a club foot		Vagrant	Arun	Ananda
22	Executioner	Speaks very softly	Competition	Wilderness guide	Aryaan	Sheza
23	Torturer	Has a haunted, desperate air	with rival	Architect	Dev	Jasmeet
24	Expert domino player	Is over-friendly		Scrivener	Pranav	Navkiran
25	Messenger boy or girl	Is obsequious and eager to please	Competition	Carpenter	Yash	Ramneet
26	Tax collector	Is absurdly tall		Gardener	Ravi	Tanvi
27	Low-level bureaucrat	Laughs inappropriately		Fire-eater	Ajay	Jaskiran
28	Maker of religious symbols	Constantly makes innuendo	Sexual perversion	Expert in some obscure craft	Amrit	Abhijaya
29	Quack healer	Is cheerful and polite		Guard	Anish	Laraib
30	Minor magician	Roll twice		Fortune teller	Jaya	Zayna

3. General Rumours and Hooks

Random Connections

Dice	NPC	Is trying to...	NPC
1	Magician	Kill	Magician
2	Mercenary		Mercenary
3	Chattar	Steal from	Chattar
4	Criminal		Criminal
5	Poisoner	Kidnap	Poisoner
6	Yogi		Yogi
7	Beggar	Steal the spouse of	Beggar
8	Street performer		Street performer
9	Assassin	Transport goods to	Assassin
10	Street seller		Street seller
11	Rat catcher	Extort from	Rat catcher
12	Worm breeder		Worm breeder
13	Musician	Intimidate	Musician
14	Poet		Poet
15	Prostitute	Spy on	Prostitute
16	Fakir		Fakir
17	Dwarf refugee	Kill	Dwarf refugee
18	Fortune teller		Fortune teller
19	Dancer	Steal from	Dancer
20	Conman		Conman

Hundred Kingdoms Rumours

Dice	Rumour	Dice	Rumour
1	A revolt is brewing among the slum-dwellers and they intend to take to the streets in an outbreak of mob violence.	11	A zamindar's favourite peacock has gone missing from his private garden.
2	A new variety of opium is sweeping through the polity; it takes away all drive, energy and vigour, and must surely have been introduced by an enemy or rival.	12	An NPC associate of the PCs has been captured by a lynch mob who accuse him of committing some act of theft or insult.
3	A graveyard is being haunted by preta who are raiding the graves and upsetting mourners.	13	On the outskirts of town a bhoot is haunting a tree, field, bridge, etc., making it impossible for locals to use.
4	An extremely valuable velvet worm has escaped from a breeding pit and fled into the sewers, rice paddies, or similar.	14	An old, abandoned and deconsecrated temple somewhere in town has become somehow infested with figments; nobody knows what could have created them.
5	A small child with a preternaturally long shadow was recently seen in a district of the city.	15	A zamindar's heir is about to be wed; rumour has it that a rival zamindar will mount an assassination attempt.
6	A chu-srin living in the local countryside is said to have disappeared, leaving its lair unguarded, though the local farmers are too scared to verify this.	16	Workers building the foundations of a building have uncovered a network of deep tunnels extending below the city.
7	An area outside the city is used for depositing corpses of executed criminals; a strange figure was recently seen walking stiffly and unnaturally in the vicinity.	17	A particular zamindar enjoys throwing orgies at a zoological garden he owns, and he is always ready to pay for exotic animals brought to him.
8	A nawab living in the countryside near the polity is plotting rebellion; he wants spies within the city to report to him.	18	An NPC associate of the PCs has been captured by members of the Cult of the Elephant God for sacrifice.
9	A famous fakir is visiting the city; it is said that he will bestow great blessings on anyone who comes to him and does his bidding.	19	A sage from the Yellow City has arrived in the area and is looking for volunteers to accompany him on a mission of 'great significance and interest'.
10	A dispossessed and exiled chattar seeks help to recover his family fort and estate, now owned by his bitter rival.	20	An arsonist is setting fires on a nightly basis in different areas of the city.

4. Random Locations and Encounters

'Round the Hundred Kingdoms

Dice	Encounter	Location
1	A zamindar rides past with his entourage on elephants; a child is trampled and his/her legs are broken	On a busy thoroughfare
2	A man is burning a huge pile of bodies; one of the bodies waiting to be burned shows signs of life	On a quiet side street
3	A woman about to be executed for a trivial crime (e.g. dyeing shoddily; stealing fruit; looking at a man who isn't her husband) screams for help	By the entry to a dark alley
4	A band of monkeys comes begging for food; these are sacred monkeys which must not be harmed	By an opium den
5	A herd of d6 rhino beetles owned by the ruler of the city wander by; one of them takes against one of the PCs and begins a threatening display	By a fakir's tent
6	A giant spider kept by its owner and made to dance for money; as the PCs pass by it suddenly makes a bid for freedom	On a street full of street performers
7	An old fortune teller who thinks a PC has a destiny she has seen in a vision	By a small bazaar
8	A street entertainer's collecting hat is stolen by a petty thief who runs away in the direction of the PCs	By a big bazaar
9	A pick-pocket targets the PCs	By a large temple
10	An associate of an enemy of the PCs spots them and starts following	By a small temple
11	A PC spots what looks like a minor rakhosh sneaking around a corner or into a darkened doorway	By a tannery
12	A PC hears the scream of a <i>hijra</i> being abducted by a jealous lover	By a dyer's emporium
13	Somebody the PCs recognise is about to be summarily beheaded in public after accusation of rape, theft or murder – this may be true or false	By a mortuary where bodies are being burned
14	A group of musicians and entertainers – one of them, a fool, takes a shine to one of the PCs and starts following him or her	By a river
15	A woman dressed in white approaches the PCs and asks for aid as they pass an old bridge; this is a <i>bhoot</i> who will try to enlist them in her quest for revenge	On a bridge over a river

16	A duel between two chattars – they ask one of the PCs to adjudicate	By a pond
17	Somebody the PCs recognise as highly respectable is seen in deep conversation with somebody else the PCs recognise and know to be a ne'er-do-well	By a flock of peacocks
18	An explosion occurs at a nearby building as a golemologist accidentally destroys himself; d6 lesser automatons lurch out and begin attacking people at random	By a stream of raw sewage
19	A pack of 2d6 wild dogs are savaging a child by the roadside	By a private garden
20	A gang of bored children begins following the PCs and mimicking their movements	By the city wall
21	A gang of simple street thugs looking for targets	By an open refuse pit
22	A mercenary leader banging a drum and announcing that he is recruiting for help raiding the territory of an enemy polity	By the strung-up carcasses of criminals
23	A farmer from out of town approaches the PCs and offers to hire them to help him with bandits or other problems his village has encountered	By a field of corn
24	A group of fakirs identify one of the PCs as the avatar of a demigod and demand he perform some feat of pain endurance to evidence his holiness	By a crowd watching an execution
25	A band of vigilantes who are looking for 'foreigners' to beat up	By a herd of sacred cows
26	The PCs see the body of somebody they know lying half-concealed nearby	On a sacred hill top
27	The owner of a warehouse standing outside pleading for aid – giant rat things (actually were-rats) have burrowed underneath and stolen all his bread	In heavy rain
28	A lost, apparently desperate child – it is actually a masan	In fog
29	The PCs spot the son or daughter of a prominent NPC emerging from a whorehouse	By a guard post
30	A huge festival is taking place with people throwing fistfuls of dyes into the air. In the crowd, a pick-pocket strikes.	By a training ground for chattars

5. Rural Areas

The pattern in each of the Hundred Kingdoms is similar; a capital city-state, usually walled, surrounded by some miles of agricultural land dotted with wilderness. In rural areas local nawabs hold sway over primitive villagers who lead dirty, miserable and short lives. However, it is often those in rural areas who survive an invasion or rebellion, knowing as they do where to hide and store grain, whereas city dwellers frequently find themselves swept by famine or plague – or indeed, massacred – during times of strife or conflict. Every ‘settled’ hex should have at least d3 farming villages if realism is desired.

Small Communities

Dice	Community Type
1	Farming village – rice farmers and cow herders gathered together for support
2	Mercenary encampment – bands of hired swords lurking around waiting for employment
3	Bandit hideout – a lair of thieves and brigands
4	Nawab estate – the mansion and grounds of a country land lord
5	Thug cult – a band of religious murderers
6	Refugees – a group of wanderers fleeing from war or famine



Farming Village

A peasant village where rice is grown in paddies, outsiders are looked at with wide-eyed suspicion, and the occasional cow staggers from here to there and back again.

Dice	NPCs	Special	Problem
1	A mad hermit	A secret stash of savings is hidden under the village hall, worth Treasure Type D.	The villagers are plagued by a group of bandits who live nearby
2	A hedge witch (25% chance of being a level 1 magician; otherwise a charlatan)	The villagers are very hospitable, but kill, rob and eat visitors who stay the night	
3	A holy man (25% chance of being an actual level 1 holy man; otherwise a charlatan)	The villagers are unusually sweaty and hairless; it is rumoured that in the distant past their ancestors were slug men who mated with humans	
4	An expert guide who knows all the contents of the hex and surrounds	The villagers worship a crocodile chu-srin who lives nearby	The villagers are plagued by poisonous scorpions which inhabit the fields, rendering them unusable
5	A locally renowned beauty	The villagers are very hospitable, but abduct visitors who stay the night and sell them into slavery	
6	A retired hero	The villagers breed hunting worms	
7	An exiled criminal living as an anonymous farmer	The villagers speak an unusual dialect that is impossible for outsiders to understand	The village is frequented by gamblers
8	An expert baker	The village has a fighting pit, and the locals will challenge visitors to wrestle their champion	
9	An old man revered for his extraordinary wisdom	The villagers eat disgusting moths they consider a delicacy	
10	A locally renowned hunter	The village has a mud bath spa	The local nawab is abusive and cruel

11	A locally renowned story teller	There is a great tree in the centre of the village which is thought to be sentient	The villagers have a blood feud with the next village
12	A great sitar player	The villagers have a pet giant frog who has a 10% chance of becoming aggressive whenever visitors enter the village	
13	A great singer	The villagers eat a type of mushroom that is mildly poisonous; they build an immunity from an early age but outsiders will be violently ill and incapacitated for 3 days if they eat the fungus	The village is divided in two between two large families and their allies, who are hostile towards each other
14	A visiting sage, studying the local night sky	There are weirdly colourful snails everywhere because of some vagary of the local climate	
15	A visiting sage, studying the local wildlife	The villagers worship a mantis god who demands sacrifices from visitors	A house set a little way away from the village is a bhoot bangla
16	A visiting sage, studying the local dialect	The villagers shelter a group of bandits	
17	A fortune teller	The villagers know where there is a tiger spirit lair	Almost all the menfolk were conscripted to go to war two years ago, and none returned The villagers must sacrifice a young girl to a local sai once a year
18	A man who has been panning for gold in the local stream for years	The villagers harvest a kind of moss which has health benefits	
19	An escaped slave	The villagers are cannibals	
20	An escaped eunuch	The villagers have a spell book a wandering magician once 'left behind'	

Mercenary Encampment

Armed bands of mercenaries – from a dozen sell-swords to legions hundreds strong with proud histories and traditions – roam the Hundred Kingdoms, selling their might to any who need them. If camped in rural areas these groups will typically be waiting for employment, although they may also be guarding something (1 in 4 chance of guarding: 1 – Treasure; 2 – Magical artefact; 3 – Captives; 4 – A relative of an important NPC in hiding) or looking for something (1 in 4 chance of searching for: 1 – Treasure; 2 – Magical artefact; 3 – A rival band; 4 – 'Entertainment', whatever it may entail).

Dice	NPCs	Twist	Size
1	Captain	The band carries an <i>ancient artefact</i> (see table on page 127)	<i>Very small.</i> One leader of d3+1 levels. 20 troops, 25% chance of being light horsemen, 25% chance of being archers, otherwise light footmen.
2	Big eunuch.	The leader of the band is a were-tiger or were-ape who must eat living human flesh on full moons	<i>Small.</i> One leader of d3+3 levels. One officer of d3+1 levels. 25 light footmen+25 light horsemen, mounted bowmen, archers or heavy footmen.
3	Runaway son of a nawab	The leader of the band is a dead body controlled by a baital	
4	Cruel, lunatic sell-sword	A mascot or fakir can communicate with Outsiders	
5	Young child mascot	The band can call on a single favour from a noble house in the Yellow City	<i>Medium.</i> One leader of d6+2 levels. Three officers of d3+1 levels. 75 heavy footmen+25 medium horsemen or archers.
6	Fakir holy-man or chaplain	The band were all mutated by a magical attack	
7	Beautiful camp follower	The band is famous for only using non-lethal weapons	
8	Huge, mute strong-man	The band is entirely comprised of women	<i>Large.</i> One leader of d6+3 levels. Five officers of d3+1 levels. 100 heavy footmen or light footmen+50 archers+50 medium horsemen or 25 heavy horsemen.
9	Major rakhosh in disguise	The band flay captives alive and are widely feared	
10	Crab-man torturer	The band has a buried treasure hoard (TT: F)	<i>Very large.</i> One leader of d6+3 levels. Seven officers of d3+1 levels. 100 light footmen+50 heavy footmen+50 archers+50 light horsemen+50 medium or heavy horsemen.

Bandit Hideout

Robbers, highwaymen, thugs and murderers. They may be a small band of desperate men, or a miniature army who terrorise a region.

Dice	Major NPCs	Twist	Size
1	Chief	The bandits are controlled by a sentient artefact which manipulates them for its own ends	Small d6x5 members 1 2 HD leader Treasure: B
2	Weakling runt	The bandits have kidnapped an important NPC	
3	Trusted older member	The bandits have a blood feud with a rival group	
4	Youthful apprentice, favourite of the leader	The bandits have murdered somebody important and are wanted in the local polity	Medium [d6+2]x10 members 1 2 HD leader 2 2HD lieutenants Treasure: Bx2
5	Runaway courtesan, favourite of a major NPC in the local polity	The bandits have awakened something terrible in the wilderness	
6	Big dumb brute	The bandits have a spy in a local polity who informs them what goods are coming and going	
7	Corrupt fakir	The chief of the bandits is the lover of the daughter of a local nawab or zamindar	Large [d8+2]x10 members 1 3 HD leader 3 2 HD lieutenants Treasure: Dx2
8	Fence in the local polity	The bandits are allied to a chu-srin to whom they pay tribute	
9	Minor magician	The bandits worship a hateful demigod	
10	Malicious, bloodthirsty murderer	The bandits are the lovers and slaves of three sone	Very Large [d12+2]x10 members 1 3 HD leader 5 2 HD lieutenants Treasure: A

Nawab Estate

Landed noblemen owe their allegiances to the rulers of local polities, but they dominate the countryside in their own petty fiefs. Each has a large court with many wives, sons and daughters, and is the political centre of the local area.

Dice	Important NPC	Other NPC	Twist
1	The nawab	Family fortune teller	The nawab is secretly plotting with others to rebel
2	The nawab's eldest son	Family historian	The nawab is engaged in a blood feud with a rival
3	The court magician	Rival nawab	The court magician is a svengali-like figure who seems to have the nawab under his complete control
4	The court fakir	Assassin	The court magician lusts after the nawab's daughter(s) and wants to marry into the family
5	The nawab's favourite wife	Aesthetic guide	The nawab is a sadist who enjoys meting imaginative punishments on supposed wrongdoers; the peasants are close to rebellion
6	The nawab's favourite concubine	Tea taster	The nawab was long ago killed and replaced by a major rakhosh; nobody else knows
7	A trusted and valued elderly slave administrator	Teacher/nurse of the nawab's children	The nawab made a bargain with a local crocodile chu-srin that he would give his first born to be eaten at the age of 13; the first born will be 13 next month
8	The head of the guard	Courtier who is a spy for another estate	The nawab was cursed by a sone; he and all of his children are mute, and the curse can only be lifted by the sone herself
9	An out-of-favour son or daughter	Scion of another estate	One of the nawab's wives is bullied by the others and wishes to escape
10	The nawab's most beautiful daughter	Potentially rebellious slave	The estate is haunted

Thug Cult

A gang of brigands who treat robbery and murder as religious rites. They roam the wild areas of the Hundred Kingdoms, befriending travellers and then killing them in grotesque ways.

Dice	NPCs	Murder style	Size
1	The boss, the chief, the head	Strangulation	Small d6x5 members
2	Fakir and devotee of the death god the cult worships		1 3 HD leader
3	Apprentice holy man	Drowning	1 2 HD lieutenant
			1 2 HD holy man
4	Beautiful temptress to lead travellers astray	Skinning	Treasure: E
5	Bullied slave		Medium d6+2x10 members
6	Minor rakhosh		1 3 HD leader
			2 2HD lieutenants
			2 2 HD holy men
			Treasure: F, N
7	Extremist even more bloodthirsty than the rest	Thousand cuts	Large d8+2x10 members
8	Snake charmer	Stoning	1 3 HD leader
9	Poisoner		3 2 HD lieutenants
			1 3 HD holy man
			2 2 HD holy men
			Treasure: F, N, O
10	Weaponsmith		Very Large d12+2x10 members
			1 3 HD leader
			5 2 HD lieutenants
			2 3 HD holy men
			3 2 HD holy men
			Treasure: Fx2, N, O

Refugees

Drifting unfortunates who have lost their homes and livelihoods in war or rebellion or the destruction of an empire. They may be miserable slaves driven to greater misery – or the remnants of a ruling dynasty brought low.

Dice	Type	Twist
1/2	Wandering farmers – their village burned, their fields sewn with salt and scorpions	The refugees are plotting vengeance The refugees have been forced into cannibalism and robbery to survive
3/4	A ruined nawab and his family of impoverished exiles	The refugees have turned to the worship of an evil demigod during their journeying The refugees are starving, miserable beggars who are facing certain death
5/6	The remnants of a house of pleasure, wandering together for mutual support	The refugees have been enslaved by a sone The refugees are attempting to set up a new life and a new society in the wilderness
7/8	A zamindar and his family, banished from their home	The refugees have collective dreams that they believe are guiding them to a mythic promised land The refugees still carry potent magical or religious artefacts which they took with them when they fled
9/10	An exiled religious order, their faith apparently in vain	The refugees have come to believe that poverty is a virtue, and travel around destroying wealth and property The refugees are plagued by a malicious kenku who has convinced them he is a patron spirit or benevolent magician

Lairs

Dice	Lair
1	Tamasic men
2	Minor Rakhosh
3	Karaweik
4	Chint-on
5	Tiger Spirit
6	Shishi

Tamasic Men

A group of miserable half-men, persecuted and feared by local nawabs and peasants, trying in a half-hearted fashion to scrape a living from unproductive land. They are 6d6 in number, with one 2 HD big man. TT: B.

Dice	Type	Twist
1	Gibbon men	The tamasic men have kidnapped a group of travellers or peasants (d6 in number) but are unsure what to do with them.
2	Axlotl men	
3	Butterfly men	
4	Dhole men	The tamasic men have formed an alliance with a kítú, who commands them to perform knowledge-gathering tasks.
5	Woodlouse men	
6	Goat men	The tamasic men have degenerated into corrupt sexual or religious practices which makes them abhorrent to a local holy order.

Minor Rakhosh

A band of malicious spirits living on the hinterlands between human civilization and wilderness. They are in love with anything nefarious, cruel, and hateful. They are d10x20 in number; 1 in 10 of them are 4 HD magicians. TT: A.

Dice	Twist	Dice	Twist
1	The rakhosh are engaged in a project to summon a shikk and conquer the nearest polity; to do so they need a certain artefact that is buried in the area.	4	The rakhosh have kidnapped the son or daughter of a nearby nawab and are sending small pieces of his or her body to the nawab on a weekly basis.
2	The rakhosh are steadily poisoning the water supply of local villages.	5	The rakhosh are digging beneath the earth to excavate a major automaton.
3	The rakhosh are addicted to opiates, and the Figments which their hallucinations create are appearing throughout nearby hexes in a kind of phantasmic plague.	6	The rakhosh have d6 <i>ancient artefacts</i> (roll on the table on page 127).

Karaweik

A magical and seductive avian spirit which lures victims within range until it can bestow on them a *geas*. TT: L

Dice	Geas	Dice	Geas
1	Recover an <i>ancient artefact</i> (see table on page 127) from a ruin infested with (roll d6) 1: Golden wormlings; 2 – Mantids; 3 – Pajikot; 4 – Ro-langs; 5 – Ghouls; 6 – Feathered men	4	Banish a clan of local thayé or preta by spreading a special herb found only in a distant hex
2	Rescue the karaweik's mate from the aviary of a local nawab	5	Take the karaweik to a kítú in a distant hex who can restore him or her to his lost human form
3	Perform one of the standard karaweik geas goals (refer to bestiary entry)	6	Revenge the slain mate of the karaweik at the hands of a zamindar hunter

Chint-on

An entire city of ant-men, with up to 10,000 individuals roving the nearby countryside in a constant unthinking quest for resources.

Dice	Hook	Dice	Hook
1	The chint-on are at war with a giant colony of mukesids, and are in deadlock	4	The chint-on tunnels are contiguous with much deeper and more ancient tunnels stretching down below the surface of the earth; they have awakened an ancient and terrible malice down there which is starting to destroy them
2	The chint-on are in a cycle of releasing new queens and kings, which spread across the grassland for miles around	5	The chint-on queen has a taste for human flesh which her servants bring her
3	The chint-on are battling a deadly fungal infection and are desperate for a cure	6	The chint-on queen has recently died and the remaining workers and soldiers are engaged in a chaotic die-off, scouring the local area at random

Tiger Spirit

The vengeful spirit of a tiger killed by hunters.

Dice	Twists	Dice	Twists
1	The spirit is slowly killing off, one-by-one, the members of the household of the nawab who hunted it	4	The spirit is rational and can be communicated with; it can teach the willing to travel in the spirit world – for a price
2	The local villagers know the spirit well and sacrifice travellers to it to preserve themselves	5	The spirit's rage and hatred are so powerful that it can cause huge earth quakes once a month
3	The spirit has been 'adopted' by a holy man who directs it against his enemies	6	The spirit is looking for its former mate, who is still alive somewhere

Shishi

A pair of elemental lion-spirits who are usually guarding a sacred site, artefact, and so on (there is usually TT: D at the site in addition to anything else suggested in the table).

Dice	Guarding a....
1	Mausoleum of a famous archmage. Within is the desiccated corpse of the magician, which will <i>bestow curse</i> on anybody taking anything from the tomb.
2	Son or daughter of a famous magician or holy man. The shishi have been appointed to guard the youth as he or she wanders in the grassland and forests and learns ‘the ways of the world’.
3	Burial site of an <i>ancient artefact</i> (see table on page 127). The shishi have been appointed to protect the artefact and will do so to death or banishment.
4	Holy altar, which was used for worship in ancient times. It is still functional and sacrifices can be made there to the demigod who haunts the local area in exchange for its knowledge.

Other Hundred Kingdoms Lairs

Use the following table for inspiration for other miscellaneous lairs and lair locations.

Dice	Lair	Dice	Lair	Dice	Lair	Dice	Location	Dice	Location
1	Giant spider	8	Pishacha	15	Gejigeji	1	In a cave or cave network	7	On a river island
2	Preta	9	Basilisk	16	Giant frog	2	In a bower made of tall grasses	8	In a roadside shrine
3	Were-dhole	10	Chu-srin	17	Bhoot	3	In the hollowed-out shell of a giant tortoise or beetle	9	Under a bridge
4	Hermit holy man	11	Water nymph	18	Sai	4	In a hollow, fallen tree	10	In an elephants’ graveyard
5	Hermit magician	12	Mukesids	19	Were-ape	5	In an abandoned termites’ nest	11	At an important crossroads
6	Masan	13	Wild Yali	20	Jackalwere	6	In an abandoned mill or barn	12	In an abandoned tower
7	Giant planarian	14	Mantids						

Sample Hex Contents

Bapele, Whose Belly Is Empty. Bapele was an explorer who left the Yellow City in search of a lake in Láhág that was said to be carpeted with emeralds. He never found it, and starved to death alone in the dark of the jungle, abandoned by his sherpas and comrades. Now his spirit wanders the forest, forever in search of more food, though his appetite is never satisfied. The pain of his insatiable hunger drives him ever onwards.

Bepele appears as a small man in rags with a distended belly and wizened arms and legs. If he manages to catch a living thing he will try to eat it, whatever its size. His mouth opens wide like a python, growing bigger and bigger and bigger, as he forces his prey down his engorged throat. Yet his body never seems to grow in size, no matter what he swallows. His victims simply disappear deep within him and are never seen again. (HD 7, AC 2, #ATT 2, DMG 1d8/1d8, Cannot be harmed by normal weapons; if both fist attacks hit the same target he will begin the process of swallowing the victim, which takes 3 turns and cannot be reversed once accomplished.)

Yapefulu, the Skinner. Yapefulu the Skinner makes his home in the jungle canopy and comes down to the forest floor at night, searching for human prey. Those he captures he skins alive; their cries of pain echo through the jungle night. The skins are then hung in the high branches of the forest. Nobody knows what Yapefulu does with the flesh and bones.

Those who have seen Yapefulu describe a creature like an ape, yet thin and wasted, featureless and black like shadow. His eyes are like tiny stars shining in the darkness. (HD 9, AC 1, #ATT 2, DMG 1d10/1d10, Cannot be harmed by normal weapons; paralysis as ghoul - a paralysed victim will be dragged up into the tree canopy and can only be released with an opposed STR test from an ally).

The Luminous Grove. A grove of jungle trees deep in Láhág which have been infected by a virulent disease. The blotches and lesions which appear on their trunks glow with faint luminescence, creating an eerie light even during the daytime thanks to the dark shade of the canopy above. The sap from these lesions will glow endlessly if gathered. If consumed, it causes the skin of the eater to shine with pale blue light, making it impossible to hide and meaning foes are only surprised on a 1 in d10 when underground or at night.

The Temple of Elder Days. A mossy, overgrown ruin mostly covered in thick loamy soil, which indicates that once the deep forests of Láhág were inhabited by people of a kind. Menhir-like rocks stand amidst the trees and lead in rows towards a cavern-like door in the ground, barely visible unless undergrowth is scraped away. This leads to an endless network of tunnels under the surface of the earth.

The Red Bower. A bower hidden in the high grasses. It is head height, made from strands of grass bent and tied together to form an arch; these strands have been dyed red - closer inspection will reveal the dye to be a mixture of red berries and blood. Underneath the arch are gathered various treasures - garnets, decorative items made of copper and clay, red feathers, and red fruits. The owner of the bower is a sone, and the treasures are protected by a kind of gate spell; touching them will cause the sone to appear.

The Liberated Shishi. The lair of a shishi that was liberated from its protective duties after a hundred and one years of service. It now makes its home by a riverside in an old mill, where it has become the lover of a chu-srin. These two lovers desire isolation, though more than that they desire to become human so they can have a true marriage. Under the mill is hidden the remains of various heroes who have come to attempt to slay the pair (Treasure Type I, N, O).

The Eternal Larvae. An area of marsh and small lakes where a golem was long ago destroyed in a battle. The sorcery which gave that golem its life seeped into the waters of these marches and infused them, and the larvae of water beetles which hatched here likewise became imbued with magic. These larvae have grown slowly larger over the decades while remaining in endless preservation and never progressing to adulthood, and their hunger causes them to range far and wide in search of prey. (HD 4+1, AC 5, #ATT 1, DMG 1d10; A hit that succeeds by 4 or more causes the larva to latch on and drain blood at a rate of 6 hp per round until death. Treasure Type C).

The Asphalt Spirits. An area of shrub between forest and grassland where bitumen seeps up the surface from the depths of the earth, creating a stinking lake of tar. Anything falling in becomes trapped and finds it impossible to escape, and will consequently die of starvation or exhaustion; rotting corpses of animals can be seen here and there half-submerged. If PCs find some way to search the pit they will discover Treasure Type C and I. Lurking in the pit are the sentient spirits of unfortunate people who have fallen into the pit; these form hostile bitumen humanoids (2d4 encountered; HD3, AC 4, #ATT 2, DMG 1d4/1d4, can regenerate at 1 hp per round if in the pit).

The Asura and the Mediator. A statue, 30 feet high, of a cross-legged, meditating figure. It is old and weathered and largely covered in moss, but structurally still robust. In the back is an opening to a ladder which leads to the head, which contains a small compartments where an Asura has made his home. Like all of his kind he is enraged and embittered, and spends his nights bellowing in fury - his angry shouts echo for miles around. He keeps his treasures in a compartment hidden in the statue's base (Treasure Type F).

The Crane Fly Swarm. A local nawab bred big, ungainly crane flies in the periphery of his lands for hunting season. However, unusually strong winds blew them away, and they now roam this wide area in their many thousands. They are edible and not poisonous, and completely harmless, but they are a constant distraction to anybody in the hex - spell-casting will only succeed if the caster saves against paralysis to keep his concentration, and missile attacks are at -3.

The Lady Pit. A large volcanic pit, 30 yards in diameter and 100' deep, which is haunted by a female ghost who wanders through the vegetation around its edge and will try to push anybody standing around the edge of the pit to their certain death - there is a 1 in 6 chance she will do this on the first turn PCs are at the lip of the pit, and this will increase to 2 in 6, 3 in 6 and so on for every turn they remain there and each time they return to the pit,. Roll randomly to determine the victim. The victim has a flat STR check to avoid falling if forewarned of the ghost's presence. The ghost is invisible, though those who possess the means will see a beautiful, middle-aged woman in a dark shawl, with green eyes. She is hateful and quite mad, although those who can communicate with her will discover she was taken to the pit and murdered by her husband at the bequest of his younger lover. Her remains, at the pit bottom, include 5 randomly determined items of jewelry.

The Slug Giants and Their Maidens. Two slug giants who have made their home in a huge cave behind a waterfall. They have kidnapped a number of *hijra*, who they keep as their slaves deep within the cave, apparently for the amusement they get from watching the *hijra* dance. The maidens are too frightened to leave, lest the giants track them down. There are 2d8 *hijra* in the cave; one of them (randomly determined) comes from a nearby village which has a treasure trove hidden underneath its shrine, worth Treasure Type A; the *hijra* also have bangles and jewellery of Treasure Type Vx3.

The Pool of the Psionic Octopodes. A deep pool in the grassland filled with small fish and purple and black blotched octopodes

(treat as a 4 HD swarm; the octopodes do mind-blasting attacks on enemies, hitting automatically and causing d6 hit points of damage, paralyzing for d6 turns with a save versus paralysis permitted). The octopodes long ago killed a famous zamindar who fell to the bottom of the pool, 30 yards down - he had Treasure Type Vx3.

The Rhinoceros Beetle God. Gendabitala, a mighty rhinoceros beetle, the size of a house. She is worshipped by the local villages, who feed her vast quantities of fruit and devote their existence to growing it, often themselves only a slight remove from starvation. The beetle's divinity manifests itself in knowledge: touching its horn allows one to tune one's mind towards an answer to any question that can be answered 'yes' or 'no'. Each such question reduces the asker's constitution by 1 - permanently. (Gendabitala: HD 12, AC -1, #ATT 3, DMG 1d10+6/1d10/110, Fly 90' - the carapace is worth 5,000 gold pieces and can be fashioned into 5 shields of superior quality, proving +1 bonus to AC and halving damage from fire or electricity.)

The Dreaming Gharial. A very old, very large male Gharial slumbering in the middle of a swamp, surrounded by 23 others. In his sleep, he dreams of distant places; anyone sleeping within 1 mile of the swamp will find themselves entering his dreams on a 1 in 6: roll on the following table for the location of the dream and randomly generate a creature from the Yoon-Suin bestiary or an appropriate other source; the creature will attack the dreamer, and the effect occurs if the dreamer wins. No person can enter the Gharial's dreams twice.

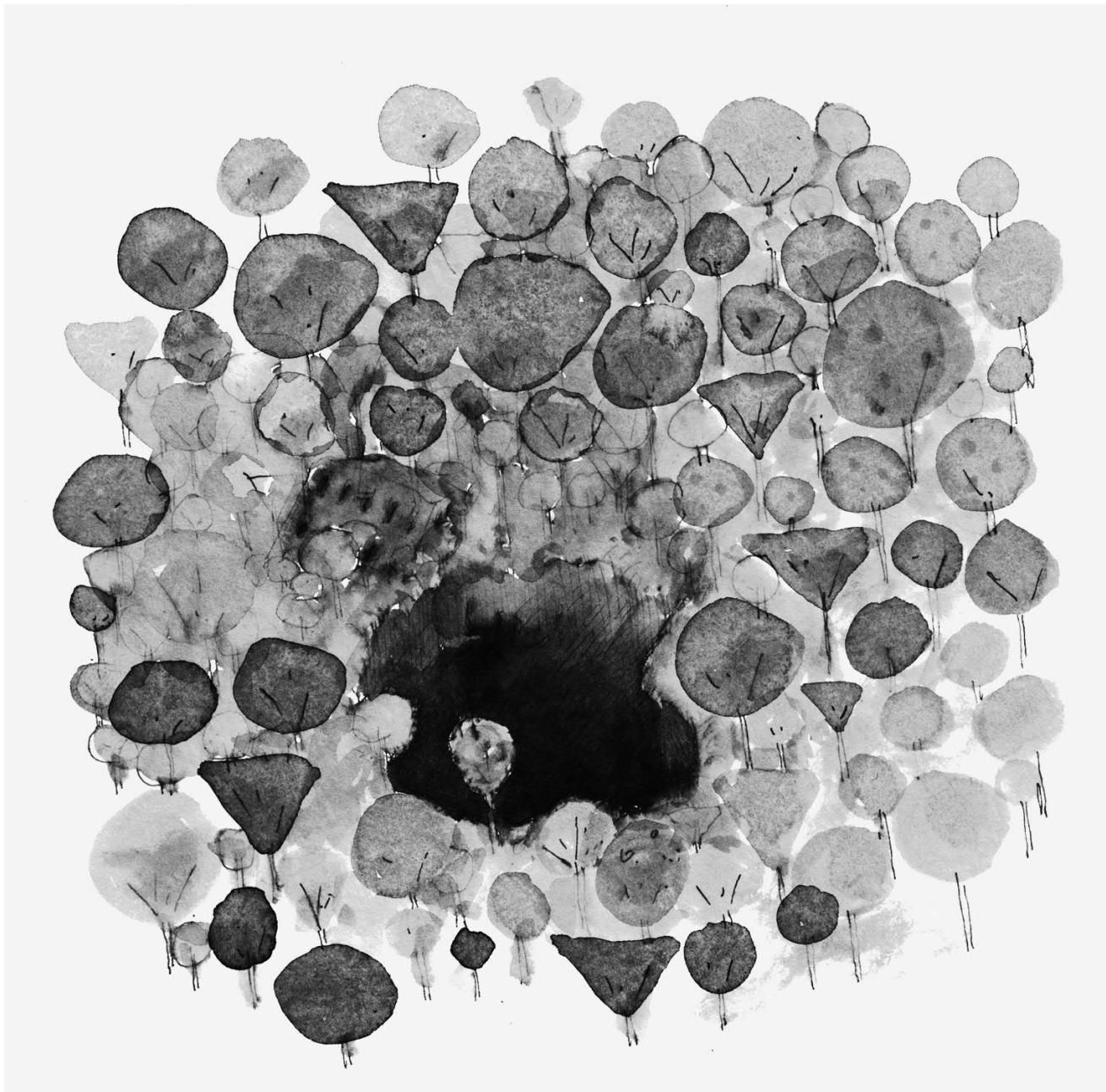
D8	Location	Effect
1	A great desert of purple sand	Permanent +10% magic resistance
2	A jungle of blue	
3	A shallow lake of yellow	A random 1st level spell-like ability 1/week
4	An empty city of black houses	
5	A wilderness of red ice	1 in 3 chance of detecting magic encountered
6	Rice fields of white	
7	Atop a cloud of green	1 in 6 chance of being able to <i>phase door</i> to avoid a successful hit in combat
8	Beneath an orange sea	

The Stagnant Hollow. A dip in the earth, 30 feet deep, caused by an ancient meteor impact, which gathers the rains and is perpetually replenished by rain water. The water is near stagnant and covered with algae; it is noxious to drink and causes vomiting (save versus poison; failed save indicates debilitation for d6 hours). At the bottom of the pool remain

alien metals created by the impact. These ingots are worth their weight in gold - 5,000 gps for 5,000 cn in weight, divided into d8 separate chunks. They can be used to forge superior (non-magical) weapons which do +1 damage (1 sword per 100 cn in ingot weight). The water contains rat-tailed maggots, which lodge inside the anus if exposed through swimming or diving; this causes a permanent vomiting illness, equivalent to a *ray of enfeeblement*, which lasts until cured.

The Lair of the Thugs. A river island which a band of thugs have made into their lair. The thugs worship a god of murder, and they kidnap the weak and unwary and strangle them to death in the dark. Their lair is hidden among willow trees, under which are buried the treasures they have stolen from their victims - Treasure Type D. The leader is a 3rd level holy man and does +2 damage from STR; he has 18 1 HD comrades and a 2 HD lieutenant. There is always one thug on look-out in the centre of the island on a tree top; he can see approaches from all directions.

The Cursed Village. A village which has become the target of a group of 8 thayé, which have poisoned its water supply and spread sickness among the population, making them lethargic and weak (as standard thayé sickness); death occurs within d6 weeks. Only the thayé themselves know where a cure can be procured: this is a mixture of various spices and herbs. The village has some wealth hidden (Treasure Type B).



The Ghosts of Làhàg

Use the following tables to generate unique ghosts as desired.

Basic Ghost Type

Dice	Type	Emotion
1	Solitary, roaming	Hatred
2		Mischief
3	Solitary, tied to a location	Woe
4		Hunger
5		Love
6	Group	Revenge

Details

Dice	Shape	Dice	Shape	Dice	Appearance	Method of Haunting
1	Human – young male	11	Human - girl	1	Putrescent	Skinning – the ghost skins the hides of its victims
2		12		2	Made of shadow	Strangulation or suffocation – the ghost murders through deprivation of air
3	Human – young female	13	Quadraped mammal	3	Grossly distended	Capture – the ghost captures victims and keeps them in stasis of some kind
4		14		4	Horribly thin	Terrorizing – the ghost strikes mortal fear into the heart of its victims
5	Human – old male	15	Bird	5	Eyeless	Cannibalism – the ghost eats its victims
6		16		6	Headless	Sanity-blasting – the ghost's appearance or puissance assaults the mind
7	Human – old female	17	Reptile	7	Extremely pale	Disruption – the ghost's mere presence warps reality in the local area
8		18		8	Strangely coloured	Pestilence – the ghost's mere presence spreads disease and famine
9	Human - boy	19	Insect	9	Rotting	Collection – the ghost collects body parts, items, or treasure
10		20		10	Beautiful – a paragon	Seductive – the ghost is hideously and irresistibly beautiful, charming, or fascinating

Abilities

Dice	Ability	Dice	Ability
1	<i>Magic jar</i> 1/encounter	16	<i>Death spell</i> , 40' range
2	Strikes for <i>aging</i> , 1d4x10 years	17	Continual anti-magic sphere, 30' radius
3	Attacks cause <i>paralysis</i> as ghoul	18	<i>Hold person</i> 3/encounter
4	Causes <i>fear</i>	19	<i>Dweomer drain</i> – drains magic from an item (one +1 per drain for weapons, or all charges from a wand) permanently, range 10'
5	<i>Death wail</i> – save versus magic	20	<i>Telepathy</i> , range 120'
6	Attacks cause <i>energy drain</i> , 1 XP level	21	<i>Suggestion</i> , 3/encounter
7	Touch causes <i>disease</i> – lose 1 STR and 1 CON per day unto death	22	<i>Charm person</i> , 3/encounter
8	<i>Cone of cold</i> 3/encounter	23	<i>Summon undead</i> – summons 1d6 3 HD undead, 1/encounter
9	<i>Ray of enfeeblement</i> 3/encounter	24	<i>Conjure shades</i> , 1/encounter
10	Attacks cause victim to become under the ghost's sway as <i>domination</i> – save versus magic	25	<i>Finger of death</i> , 1/encounter
11	<i>Sleep</i> 3/encounter	26	<i>Irresistible dance</i> , 3/encounter
12	<i>Fog cloud</i> 3/encounter	27	<i>Power word, blind</i> , 1/encounter
13	<i>Change self</i> 1/encounter	28	<i>Trap the Soul</i> , 1/encounter
14	<i>Curse</i> 3/encounter	29	<i>Imprisonment</i> , 1/encounter
15	<i>Polymorph other</i> 3/encounter	30	<i>Prismatic sphere</i> , 1/encounter

Adventuring in Làhàg

It is envisaged that a campaign starting in the Hundred Kingdoms will be close to Làhàg so that the PCs can explore the haunted jungles if they desire (they may also wish to do so if based in Lamarakh or the Yellow City). Rules for adventuring in Làhàg are as follows.

Each Làhàg hex has one obvious location and 3 hidden locations (or more if desired). When the PCs enter a new Làhàg hex for the first time, they come across the obvious location and will also do so on subsequent visits unless trying to avoid it.

However, PCs can also explore each Làhàg hex to search for hidden locations. One complete day of exploration will uncover

one hidden location; random encounters should be rolled for while searching in the normal way.

In addition, for each day spent exploring, roll a d3; on a roll of 1 the PCs become lost and exit the current hex at a randomly determined edge. If they have a knowledgeable guide the chance of becoming lost is 1 in 12.

The following pages contain a table for randomly generating hex locations and a d30 table of sample locations, along with a sample random encounter table for Làhàg.



Dice	Base Location	Base Contents	Issues	Treasures/Items (d3)
1	Bald hill	Basic contents (simply the geographical content suggested by the base location)	Evil magic (curses, debilitation, etc.)	None
2	Hole/Pit		Benevolent magic (blessings, healing, new abilities, etc.)	
3	Boulders			
4	Ravine			
5	Ancient tree		Natural spellbinding or hallucination effect	
6	Fungus grove	Ruin (ancient temple complex, settlement, fortress, shrine, tomb, etc.)	Beast (a naturally occurring, animal threat)	Basic, low-value treasure trove
7	Lake		Illusion (illusory scenery, inhabitants, etc.)	
8	Waterfall		Silk spinners (spiders, gloomwings, ettercaps, phase spiders, etc.)	Basic, medium-value treasure trove
9	Stink plants		Degenerates (fallen humans, remnants of lost civilisations)	
10	Blasted ground		Hidden tunnels/caves (simple natural formations or artificial)	Hostile vegetation (treants, carnivorous plants, etc.)
11	Tar pits	Evil spirits (pishacha, rakhosh, undead beings, etc.)		
12	Swamp	Monoliths (of ancient or more recent heritage; a symbol, place of worship, or marker of a tomb or sacred spot)	Ghost (see tables above)	Low-level magic item(s)
13	Dead zone			
14	Permanent mist	Building(s) in use (arch-mage's tower, secret cult temple, stockade, etc.)	Natural beneficial effect (beneficial waters, fungus or plants, etc.)	Medium-level magic item(s)
15	Fallen tree and clearing			
16	River or lake island	Dead or dormant leviathan (the body of a gargantuan beast, dead or slumbering)	Monster (the lair of a powerful supernatural being)	High-level magic item(s)
17	Impenetrable jungle	Ancient monument (statue, column, totem pole or similar)		Ancient artefact (see table on page 127)
18	Cliff face	Insect nests (many termite or ant nests dotting the landscape)	Natural danger (earthquakes, magma, crevasses, falling rocks, etc.)	Ancient documents or tomes
19	Geysers	Ancient battlefield (an area where a great conflagration once took place , full of skeletons, rusted weapons, or magical remnants)		Stone tablets
20	Field of flowers	Special (golems, crystals, spirit warriors, volcano, gate to another reality, etc.)	Ancient entity (old demigod, exiled demon, or Outsider being)	Valuable ancient mundane items

30 Sample Locations

1. A clan of 3d6 individuals who are the remnant of a fallen civilisation. They have been alive for centuries, possibly millennia, and are quite mad. They spend their time foraging and copulating in a bonobo-like fashion; visitors will be 1 - begged for food; 2 - begged for sex; 3 - fled from. They are weak-willed and can be easily forced, cajoled, or persuaded into servitude or more benevolently-motivated ends.
2. A perfectly clear pond which was once the scrying pool of some long-dead astronomer-magician. It is preternaturally still and transparent by day, and does not ripple when anything falls in. By moonlight, it shows scenes from distant places (1 – the location of treasure; 2 – the lair of a magical beast; 3 – the current activities of a major NPC), though if the person looking into the pool concentrates on a specific person or place, the pool will show it. The viewer must save against magic or be rendered insane, doomed to continue seeing the same image over and over for the rest of his or her natural life.
3. A grove of mushrooms taller than a man. As living things pass through, the mushrooms release spores, which act as a sleep spell. On waking, the victims' movement once again causes the release of spores. Eventually starvation ensues, providing the mushrooms with their nutrients.
4. A hole which is the entrance to the tunnel of a gargantuan worm; its vast corpse lies rotting somewhere hundreds of yards below the surface, and its remains are rumoured to have magical or mystical properties.
5. A waterfall with a pool underneath containing three mated water weards which, if acting together, can cause their pool to become a portal to the realm of elemental water. The water weards delight in spiriting swimmers or drinkers away to torment them at their leisure.
6. A group of 3d6 misfits, outcasts and wanderers who have been drawn by the malice of a ghost (generate the ghost using the tables above). They venerate the spirit and follow it everywhere, and are always seeking to bring it 'tribute' in the form of captives.
7. A clearing decorated with a geolymph of a bird, geometric shape, humanoid, or arrow. Walking along it from start to finish causes a momentary slippage-and-return into a different dimension, giving the walker a glimpse of a reflection of his current reality. Treat as a prophecy (see Appendix F). This can only be done once ever lunar month; once done it draws the attention of nearby supernatural beings sensitive to disruptions in space-time; roll on the random encounter table discarding non-supernatural results.
8. 3d8 stones of a strange volcanic type. They are burial stones for members of an ancient race who lie in everlasting slumber beneath the earth; they will attempt to communicate psionically with anybody who comes across the stones, urging them to dig. Once exhumed and exposed to sunlight they will awaken and serve their 'rescuer' as level 4 warriors, though they behave erratically and, after one lunar month, will become uncontrollably sociopathic.

9. 3d6 tribespeople who have come under the sway of a powerful were-ape and live symbiotically with 3d6 orang-utan (treat as 2 HD monsters with AC 7) who they breed with to produce young. There are 2d6 young half-orang-utan, of whom 1d6 have reached adulthood (treat as 1+1 HD monsters with AC 7).

10. A small, bare hill which is the shell of a giant tortoise which has been slumbering beneath the topsoil for millennia and has gained a covering of earth, moss, and grasses. If the PCs spend any amount of time on the hilltop they will identify a low, rumbling sound of snoring. If they can identify the location of the head they can awake the tortoise; treat as a zaratan.

11. A deep hole which is completely flooded and presents as a deep pool; diving into its depths will reveal extensive submerged tunnels in its floor. It is full of carnivorous lungfish and worse.

12. A stinking pit which is used by a clan of pishacha, 40 in number, to produce large quantities of tar-statues from human captives. Each captive is lowered screaming into the tar, then removed and dried out so the tar sets solid, encasing them. There are 2d6 tar statues 'on-site' at any one time; each has a 1 in 6 chance of the person inside being still alive. There is a 1 in 3 chance that the pishacha are currently on-site with 2d6 captives on any given night.

13. A stream at the bottom of a ravine appears to sparkle and shimmer; a *detect magic* spell will reveal that it is magical. It has passed over the resting place of a dead demigod and carries his or her dreams with it; drinking from the stream gives a portent of the future – treat as a prophecy (see Appendix F).

14. A tall tree containing a tree house made by a fakir who has discovered a means of transcending life and death through severe asceticism and communing with nature. He attempts to avoid all human contact, though he knows many secrets of the forest and many divulge such secrets in return for significant sacrifices. He is a 9th level holy man, with TT: I and two *bang nakh of sharpness*, +3.

15. A whispering tree with rudimentary psionic abilities, which allow it to read the minds of people passing through the area and whisper their secrets aloud.

16. An area of quicksand which keeps those who have sunken in (2d6 in number) in a permanent state of tormented undeath. Their moans fill the air as they plead for release, and they rise to the surface, grasping for aid. Their aim is to pull would-be rescuers into the mud, in exchange for their freedom. They pull with STR 18 and have stats as tantric ro-langs. Anyone stepping into the mud or pulled in will sink in [1d6+STR bonus] rounds, by a force of STR 20.

17. A bog which is a rift to a universe of ooze, caused by some gargantuan ooze demon tearing the fabric between the dimensions. He reaches through into our reality in an attempt to seize passers-by and pull them back into his own. He grasps blindly - roll a d8 to determine the compass direction. If anything living is within his grasp he hits automatically (unless the target succeeds on a DEX check) and pulls whatever he has grabbed back into his universe for closer inspection.

18. A crater formed by a meteor strike some years prior, 100 yards across and 50 yards deep. Trees and vegetation are beginning to grow, but in strange forms - with leaves shaped like monkey paws

or dragonfly wings, branches like insect legs, and chitinous bark. Fragments of reddish rock lie scattered everywhere. This is stone from an alien planet; being within 10' of a fragment for longer than 24 hours results in a debilitating sickness (move at half rate and attacks at -2 to hit), and for longer than a week results in the mutation of a limb (roll a d4 to determine the limb - the most common mutation is an animal form). In the area are 2d6 mutant beasts, mixtures of insect, mammal, reptile and bird akin to broken ones. The stone can be used by an expert smith to manufacture *weapons +2 of poisoning*.

19. A giant obelisk, 20 metres tall, intricately inscribed with 4 randomly determined 3rd level spells, one on each side. Transcribing the inscriptions onto paper allows the production of scrolls or addition of the spells to a spell-book, though in order to read each spell properly the would-be magician must be able to climb to the top of the obelisk – as well as scrape it clear of lichen. The lichen releases spores which act as a paralysing poison with onset of 1d6 minutes.

20. A vastly thick, black ruin of a tree, shattered by lightning. It is the source of deep, blind hatred and anger against the uncaring universe which ruined it. Its rage seeps from its roots into neighbouring trees and from them into others; anybody entering the hex is attacked by trees (treat as 7-8 HD treants) every d3 hours. The tree itself is a 13 HD treant which can fire d6 *lightning bolts* 1/3 turns. Once destroyed its hatred dissipates. Its roots contain 20,000 gp worth of diamonds.

21. A ravine with walls coated with a strange blue moss which enjoys the damp climate within. The moss can be harvested and eaten for certain effects; these change according to the body

chemistry of the person eating the moss, and other environmental fluctuations, and cannot be predicted. Roll a d10 to determine the effect each time some of the moss is eaten. 1: Complete memory loss. 2: Life draining – loss of an entire XP level. 3: Death. 4: Cures poison and any other negative health effects. 5: Allows the eater to memorise an extra spell for one week, if a spellcaster. 6: Gives continuous ESP for 1 week. 7: Allows *speak with animals* for 1 week. 8: Causes one randomly determined limb to cease functioning for 1 week. 9: Causes blindness, but in return gives the eater psionic abilities (see Appendix E). 10: Gives *see invisible* for 1 week.

22. 10 thin, long black rocks sticking up through the forest floor arranged into two groups of 5; they are the fingers of a demigod imprisoned in a subterranean tomb. Over the eons he has stretched his hands up towards the surface in a vain attempt at escape. Standing in the middle of one of the 'hands' causes the fingers to close, grabbing the victim and crushing him or her to death instantly on a failed DEX check. The demigod then leaches the victim's soul to empower his eventual escape. Careful inspection of the area may reveal old bones and treasures equivalent to TT Sx3, Tx3, and Ux3 around the fingers – the remains of previous travellers the demigod has killed.

23. A hill used by minor rakhosh for festivals and ribald dances at full moons. On other occasions the remnants of their festivities will be present – rotting body parts, dried blood, scattered refuse, and TT: C in scattered treasure – plus an escaped human captive sheltering in a hidden spot.

24. A group of 3d6 fat, bloated maggots suspended by silk from the branches of a large, tall tree. Each is approximately 12 inches in length. Their mandibles constantly bite the air; if anyone

approaches within 5 yards they will notice that each of the maggots contains a human face staring out of the maw, behind the mandibles. These are victims of three sone who have, kidnapped, shrunk and imprisoned them inside the maggots for their own amusement. They can be freed by slicing the maggots open, though they will remain less than a foot in height.

25. A beautifully still, clear, lake that shows a clear reflection in its surface. As soon as somebody looks into its depths the lake begins to create a replica of somebody from that person's memory or past in its depths, and this simulacrum is active within three days. It then leaves the lake and begins to take on a malicious, twisted life of its own - its first task being the assassination of the person it is a replica of. It has 5 HD and AC 5, and can only be identified as an imposter when cut - as it bleeds water.

26. A huge jungle tree that is completely covered in silk produced by millions of ugly, bulbous caterpillars. The caterpillars, rather than individually pupating, are forming themselves into vaguely humanoid clumps, 3d6 in number. These emerge to attack intruders; they attack with 2 fists doing d4 damage, and explode on a single successful melee hit, spraying ichor for 5 yards which burns for d3 damage. This does not affect the other caterpillar-zombies. At the heart of the tree, burrowing its way within, is a malevolent lepidopteran entity with 6 HD and the abilities of a 7th level magician; it is half-way through the process of creating a pupa out of the entire tree trunk. Its body is worth 1,000 gp to the right scholar.

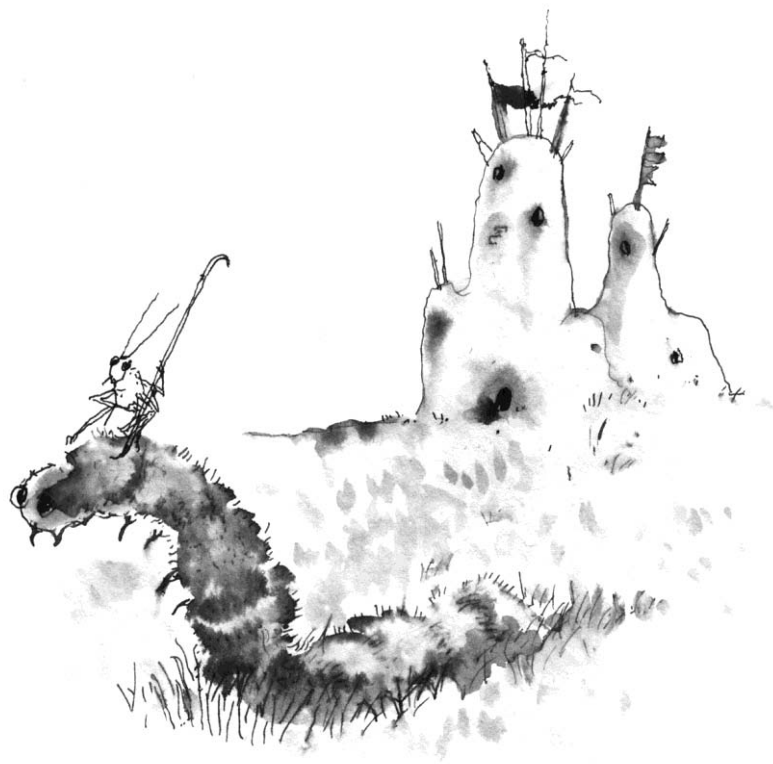
27. A witch who spins spider silk into gold in her hut at the base of a vast tree. She is a magician of 8th level, and can summon 2d6 4HD giant spiders (poison of immediate onset, Death / 10 hp effect) to aid her once per day; they arrive within two rounds. She has 5,000 gp worth of gold thread in her hut at any given time, which weighs 5,000 cn. She intends to use the thread to create a gold golem servant.

28. A giant tenebrous worm which has formed a cocoon of shadows in an exceptionally dark glade which sunlight never reaches. It can spin darkness itself into a web, shooting tendrils of un-light at intruders which hit automatically and prevent movement indefinitely; only magical light can repel them.

29. 3d20 tribespeople engaged in a near-mindless, religiously-motivated mission to build a tower to heaven. It is built from thick staves of wood piled thickly at all angles into a precariously-balanced stack. It is currently 90' high and in danger of falling; it falls at least once a year and when it does so the tribespeople kill their holy man and elect another.

30. A large lake with an island in the centre containing what appear to be a small hut and shrine. It is home to a friendly-seeming hermit holy man. He will attempt to induce travellers to sleep in his home; if anyone does so they will awake in his servitude, compelled to do his bidding. He is a kind of evil spirit, with 7 HD and a level-draining attack as a wraith; he cannot be harmed by non-magical weapons. His 'bidding' will typically involve fetching magical items or magical ingredients from distant places.

Chapter Five



Lamarakh and Lower Druk Yul

Introduction

At some point beyond the haunted forests of Láhág the jungle becomes fecund, green, full of noise and life. This is Lamarakh, the flooded lands, where the God River and its tributaries seep beyond their banks again and again over the course of the year, creating a near lake around the roots of the mighty trees. It is roamed by the boat tribes, who live in entire towns created from rafts and other vessels roped together to create floating settlements, which can travel with the waters as they flow and recede. To the east, away from the waters, the jungle peters out

into the rolling savannah and hills of Lower Druk Yul, a great and empty land without civilization or agriculture or human settlement. It is roamed by grasshopper-men tribes, forgotten exiles, hidden cults, and spirits of rage and desolation – though remnants of ancient empires apparently remain.

These two regions have little in common except for their being the great swathe of wild which cuts across Yoon-Suin in a band to separate the sweltering South from the cool North.

Running a Game in Lamarakh or Lower Druk Yul

Lamarakh and Lower Druk Yul are prime locations for wilderness-based campaigns of exploration, travel, and trade.

The PCs might become involved in trade wars, river-piracy or war between boat tribes in the flooded lands. They might steal cargos to sell in the Yellow City, hire themselves to boat tribes

as assassins or raiders, or search the jungles for rare creatures to return to the Yellow City for study by commission of sages. Or they might travel through Lower Druk Yul searching for buried treasures or lost ruins and artefacts, outlaws and exiles from the Yellow City or the Mountains of the Moon, or famed and mythical hermits and sorcerers.

Procedure

For the Lamarakh portion of the map, generate at least one boat tribe using the tables on pages 197-199 and place it on a waterway. Then place Lamarakh lairs and locations on the map, together with additional boat tribes if desired. Choose a boat tribe to act as the base point for the PCs if the campaign begins in Lamarakh. For the Lower Druk Yul area of the map, generate and place lairs and hex locations as desired, and select a tor village to act as the base for the PCs if the campaign begins in that region.

1. Generating a Boat Tribe

Special NPCs

Each boat tribe has a number of special NPCs; roll d4 times per tribe, or choose.

Dice	NPC	Desire
1	Famous witch doctor. A powerful holy man able to curse or bless the living and speak with the dead.	Revenge on another NPC for a real or imagined slight
2	Mighty head-hunter. A great warrior, renowned and feared throughout the waterways.	
3	River dolphin master. Able to communicate with and control God River dolphins.	A mystical artefact, rumoured or lost
4	Child with ghost sight. Able to sense the presence of supernatural beings.	
5	Magical weaponsmith. Able to create magical blow guns, darts, nets, clubs, etc.	Sacrifice of innocents for greater power, strength or potency
6	Shapeshifter. Able to transform into forest animals.	
7	River shaman. Able to control the water and bend it to his will.	An unrequited love or sexual craving
8	Magical tattooist. Able to decorate his body and those of others for magical effect (see Appendix K).	
9	Famed storyteller. Known throughout the waterways, with stories so profound they bless or curse the listeners.	Death of a rival in another boat tribe
10	Master of kójó. An expert at creating potent kójó cigarettes of unique types (use Opium tables in Appendix B).	
11	Iguana oracle. An ancient, fat, huge iguana who is able to predict the future through the flicks of his tail, eye blinks, and aggressive rasps.	Specific works of art or cultural artefacts that must be of exacting types and execution
12	Half-man. A child born cursed, merged with an arowana, crayfish, oyster, or other unexpected creature, and worshipped as a manifestation of the divine.	

Special Features

Dice	Special Feature	Dice	Special Feature
1	The tribe have developed a 'twitching poison' which they use on their weapons; it causes a long and agonising death (See poisons, Appendix A).	11	The tribe deem magic to be taboo and will mutilate and kill magic users.
2	The tribe worship a single huge tree which they believe is hollow and leads down to the centre of the world.	12	The chieftain is always the eldest girl of pre-menstrual age. As soon as she reaches pubescence she is replaced.
3	The tribe are led by a giant freshwater octopus who swims alongside, and sometimes rides, the rafts.	13	The tribespeople only breed with each other and all have webbed hands, oddly shaped skulls, and other deformities.
4	The tribe have trained large arowana which aggressively attack outsiders unless restrained.	14	The tribespeople brew a certain kind of tea which transforms them into frenzied killing machines in combat.
5	The tribe engage in 'dream quests' involving imbibing hallucinogenic fungus and the extensive use of opiates and kójó.	15	The tribespeople insist visitors eat a certain forest fruit, which has a 1 in 12 chance of causing instant death on consumption, if they wish to interact.
6	The tribe engage in piracy against other river tribes in violation of ancient taboos.	16	The tribespeople worship a giant oyster who they feed outsiders to.
7	The tribe members sew shut their own mouths, leaving a small hole to eat liquid foods, and communicate through sign language.	17	The tribespeople put rocks in their cheeks to stretch them into sacks, which they use to amplify their voices akin to the manner of bullfrogs.
8	The full tribe members are all women; they kill male children and propagate through breeding with male slaves.	18	The tribe partially propagate through willing sexual contact. This functions as a permanent <i>charm</i> spell which affects the non-member.
9	The tribe are cannibalistic head-hunters.	19	The tribespeople do not swim and hold the entering of the God River to be taboo.
10	The tribe members engage in ritual scarring covering their bodies. They expect guests to take a scar somewhere prominent - on the face or hands.	20	The tribespeople use the bite of a certain spider as a drug; they build an immunity from an early age, but for outsiders it is a quick sickness poison with a 1d6 minute onset.

Hooks

Dice	Hook
1	The tribe are at war with another, more powerful neighbour.
2	The tribe have abducted the son or daughter of the ruler of a polity in the Hundred Kingdoms to keep as a slave.
3	One of the young men plans to challenge the chief and take over.
4	The tribe are conveying a special cargo, containing a powerful magical item, ancient treasure, or unique tea or opiate.
5	An assassin or group of assassins is travelling with the tribe in secret to the Yellow City to kill a prominent NPC.
6	A water nymph exists within the tribe and is slowly <i>charming</i> her way through the male populace; nobody is aware of this, and the ‘victims’ keep it as a close secret.
7	The tribe are currently in famine due to the failure of a seasonal food source.
8	The tribe believe a local <i>nāga</i> to be a demon, and its cult, demon-worshippers; they desire them destroyed.
9	The tribe have found a new drug of some kind which they have rapidly become addicted to; their lives are no entirely devoted to accumulating more.
10	The tribe believe themselves to have been cheated by a plantation owner in Sughd or a noble house in the Yellow City and want revenge.

Other Significant NPCs

Dice	NPC	Motive	Other NPC
1	Powerful fighter	Hatred of enemy	Powerful fighter
2	Elder		Elder
3	Skilled fisher	Unrequited love	Skilled fisher
4	Kójó roller		Kójó roller
5	Sub-chief	Jealousy	Sub-chief
6	Animal trainer		Animal trainer
7	Shaman	Desire for status	Shaman
8	Navigator		Navigator
9	Scout/hunter	Excitement	Scout/hunter
10	Expected heir	Addiction	Expected heir
11	Skilled craftsman	Competition with rival	Skilled craftsman
12	Young, eligible woman	Cruelty	Young, eligible woman

2. Lamarakh Lairs

Sone Coven

Sone are almost always a coven of three sisters.

Dice	Home	Servants (dice in parenthesis indicates number per sister)	Desires	Special Treasure (in addition to normal sone treasure type)
1	Inside the hollow trunk of a long-dead and lightning-blasted tree	Ghosts of dead female captives (d4)	Simple and pure malice	D12 uncut sapphires - function as ioun stones
2	Inside a giant gourd which the sone can roll from place to place	Jungle treants (d3)	Enlarge their number of slaves	Copper <i>machete of slicing</i> +2
3	In abandoned nāga pools; the sisters live in submerged tents made from human skin, which are perfectly watertight	Monkeys inhabited by the souls of dead, but still dedicated, lovers of the sone (d6)	Summon and bind a chu-srin to their will	D6 <i>potions of invertebrate control</i> inside gourds made of scarab beetle carcasses
4	A tree house on the side of a mighty tree, where gravity is sideways – right is up, left is down	Baitals inhabiting the shattered bodies of the former enemies of the sone (d3)	Revenge against the local boat tribe for an ancient slight	Monkey paw - 50% chance of being lucky (re-roll failed dice rolls) or unlucky (re-roll successful dice-rolls) each day
5	In a hut on stilts, in the middle of a river	Undead amphisbaenas (d4)	Magical power	3d4 pickled spiders, provide <i>water breathing</i> for 1 day each when eaten
6	Inside a house-sized carrion flower	Captive <i>charmed</i> children (d6)	Sexual gratification	River dolphin mummy, functions as a <i>bag of holding</i>
7	Inside a giant abandoned tortoise shell	Giant vinegarroons ridden by pischacha slaves (d6)	Rulership of their own polity	Ruby necklace of <i>sex reversal</i>
8	In a pagoda which rides on the back of an army of ants	Giant plenarians made sentient, imbued with the life force of aborted children of the sisters (d6)	To be told something they have never heard before.	<i>Necklace of Stretching</i> - stretches neck by 5'; impossible to remove except by <i>wishing</i>

Yaksha

Yaksha always appear alone. Each has 3 treasure troves, hidden at separate locations, and will exchange items of treasure in return for doing his or her obscure bidding.

Dice	Lair	Troves	Special Artefact (d3)	Obscure Bidding
1	In a cavern under a mossy boulder; requires a combined STR of 48 to move	Ax3	The Sword of the Depths. A sword +3 which bestows the power to see in darkness, detect doors and passages, and breathe without air. The hilt is made of obsidian, the blade slate.	Bring an object from a distant, difficult location
2	In a hut perched on top of a tree on an impossibly thin branch	Ax2, G	A scroll of <i>delay</i> , containing the spells <i>charm monster</i> , <i>haste</i> and <i>hold person</i> . Written on the dried skin of a slow worm.	Travel to a distant place and back again
3	In an old wasp's nest, inflated to a size large enough for the Yaksha to live in one of the compartments	A, G, I	A <i>collar of invertebrate calming</i> . This ivory collar, when worn, causes the wearer to emit pheromones which calm invertebrates and allows them to be trained as mammals.	Marry a certain NPC
4	By a river side, amongst reeds, in a hut made from long rushes formed into a bower	Gx2, I	An <i>Egg of Wonder</i> , containing: 1 - Hunting worm, 2 - Giant crayfish, 3 - Giant scarab, 4 - Giant tiger beetle, 5 - Giant centipede, 6 - Giant plenarian	Kill a certain NPC
5	In an island on a small lake on an island in a larger lake	G, H, I	The Arrows Which Find. 6 <i>arrows</i> +2 which can <i>blink</i> . Provided the firer knows the location of his target, the arrows will blink in and out of existence to avoid obstacles and friendlies.	Bring a certain NPC
6	Within the skull of a river dolphin, inflated to a great size	G, I, M	The Heart of the Dragonfly. A <i>ring of quickness</i> once owned by one of the oligarchic dynasties of the Mountains of the Moon. Consists of a desiccated dragon fly, curled into the shape of a ring.	Find a rare variety of item, animal or plant
7	Within the exposed roots of a huge tree, which, from a certain angle, form a face with a large, open mouth – it can only be entered from that angle	G, H, M	The Rod of Rahul. A club made of solid iron, functions as a <i>club</i> +2, but is +4 versus dragons. It allows the wielder to <i>teleport</i> three times per day. It was wielded by Rahul, an ancient hero of Druk Yul when it was still inhabited by humans, who fought against dragons.	Bring a certain type of poison and drink/eat it in front of the Yaksha
8	In the centre of a dense, ever moving swirl of leaves and forest litter	Hx2, M	True Death. A crossbow +2, which is +4 versus undead and allows the wielder to <i>see invisible</i> . A very unusual item from distant lands; crossbows are not made in Yoon-Suin.	Do an impossible, Herculean task

Nāga

Nāga live in groups of 3d6 in number, with an appropriate number of servants – d8 per nāga is suggested.

Dice	Home	Servants	Hooks
1	A collection of shallow pools in concentric circles, joined by narrow canals	Mindless humans mesmerised into eternal servitude	The Nāga have in their possession a mighty and potentially apocalyptically powerful artefact
2	A pyramid structure with entrances and halls, entirely submerged in water	Devoted cultists who worship the nāga as demigods	The Nāga are the arch-rivals of a local coven of sone
3	Two pools, one at the top of a hill and one at the bottom; water flows continuously down a staircase from the higher to the lower pool, but without any apparent replenishment	Mukesid tribe who serve the nāga in return for protection	The Nāga seek the death of a local gharial demigod
4	A canal arranged in the shape of a square which seems to flow continuously upward at each stage, yet somehow remains level	Freshwater octopodes, made sentient by the nāga magicks	The Nāga long to meet a crystal dragon to exchange knowledge, dreams and philosophies
5	A series of tunnels filled with water, with a number of wells leading up to the surface	Humanoid beings created by severing giant plenarians into sections and forging them into human shape	The Nāga want a powerful artefact brought to them from afar
6	A fountain in the centre of a pool 111' across, covered in lillies	The results of a cross-breeding experiment between humans and dragonflies, mosquitos, spiders, millipedes, or earwigs	The Nāga despise their servants and desire fresh ones

River Pirates

Bands of armed men who travel the waterways, attacking Lamarakhi traders and selling the goods in the Yellow City or elsewhere. Typically a mixture of rogue Lamarakhi head-hunters with poison darts and magical tattoos, robbers and bandits from the Hundred Kingdoms or the Mountains of the Moon, and runaway crab-men or slaves.

Each band of river pirates has d3 rival bands who should be generated accordingly.

Dice	Hooks	Size
1	The pirates are addicted to a type of opium or tea and are engaged in piracy simply to gain more of their drug of choice	<i>Small</i> , d20+10 members 1 3 HD chief
2	The pirates have degenerated into utter debauchery and cruelty under the sway of a charismatic but murderous leader	1 2 HD rival Treasure: B
3	The pirates carry a magical disease caught off a puissant artefact they discovered; they are slowly transforming into moss and bark	<i>Medium</i> , d20+20 members 1 3 HD chief
4	The pirates have a treasure trove hidden far away in Lower Druk Yul.	1 2 HD rival
5	The chieftain of the pirates is a quasi-religious leader who hopes to extend his power and influence and reach godhood.	2 2 HD lieutenants Treasure: E
6	The pirate chieftain is an exile from the Hundred Kingdoms who is plotting revenge.	<i>Large</i> , d20+40 members 1 3 HD chief
7	The pirates are actually pishacha who use human form to disguise their true nature and often appear as merchants or boat tribesmen.	1 2 HD rival 3 2 HD lieutenants Treasure: D
8	The pirates have become vampiric due to the curse of a masan and quest for blood incessantly	<i>Very large</i> , d20+70 members 1 3 HD chief 1 3 HD rival 5 2 HD lieutenants Treasure: F

Chu-srin

There is a 10% chance a Chu-srin lair is inhabited by a pair. Chu-srin are found throughout Yoon-Suin, but most commonly in Lamarakh.

Dice	Hook	Wisdom Type	Worshippers
1	The chu-srin is malignant and hostile, and uses its worshippers to inflict misery and oppression on others	Geographical	1 4 HD holy man, with a magical weapon 2 2 HD holy men 12 1 HD holy men TT: E
2	The chu-srin is isolationist and uses its worshippers to ward away others; it has special treasures (TT: N and O in addition to normal chu-srin treasures)	Magical	1 5 HD holy man, with a magical weapon and potion 1 3 HD holy man, with a scroll or wand 2 2 HD holy men 15 1 HD holy men TT: F
3	The chu-srin is neutral and trades its wisdom for treasures	Social	1 4 HD holy man, with a magical weapon 20 1 HD holy men TT: E
4	The chu-srin has an agenda of conquest and trades its wisdom for help expanding its power	Historical	20 2 HD holy men TT: F
5	The chu-srin is benevolent and shares its wisdom with those who can prove their purity, motivation, or desire	Undead	1 6 HD holy man with a magical weapon, ring and potion 3 5 HD holy men each with a magical weapon, ring, or wand, plus a scroll TT: E
6	The chu-srin is actively friendly and attempts to work “for the good” of the region	Outsiders	1 5 HD holy man with a magical weapon 3 3 HD holy men 150 1 HD holy men TT: D

Psionic Gharials

A float of psionic gharials.

Dice	Lair	Hook
1	On a large, muddy sandbank in the middle of a river; the mudskippers living there function collectively as an <i>antimagic shell</i> covering the sandbank	The gharials have an agenda of conquest and are attempting to spread their influence beyond their territory
2	In a flooded cave system within the base of a cliff under a large hill	The gharials enslave human beings and attempt to use their psionic powers to analyse the nature of the human mind
3	In the root system of an ancient and mighty tree, which has been exposed over time by the movement of the waters	The gharials are the enemies of a nearby chu-srin
4	In an abandoned nāga lair; see table above	The gharials secretly control several river pirate bands for their own ends
5	On an island surrounded by vicious rapids; the gharials use a flooded tunnel which leads from the island to a place in the river bottom several hundred yards downstream	The gharials are plotting a method of summoning Outsiders
6	On a single, giant rock which rises from the surface of the river; when in contact with the rock, the psionic powers of the gharials are enhanced (double the effects of all dice rolls)	The gharials know secret waterways leading below the surface of the earth to the great depths beneath

Other Ideas for Lamarakh Lairs

Dice	Lair	Dice	Lair	Dice	Lair
1	Giant water beetles	8	Giant arowanas	15	Giant vinegararons
2	Rhinoceros beetles	9	Giant piranhas	16	Mukesids
3	Giant crayfish	10	Electric eels	17	Undead amphisbaena
4	Jungle dryads	11	Grippli	18	Mantids
5	Water weird	12	Kítú	19	Yellow musk creeper
6	Water nymphs	13	Wild Yali	20	Shambling mound
7	Ettercap	14	Flesheating oysters		

3. Sample Lamarakh Hex Contents

The Treehouse Sorcerer. Takayutpi, an 8 HD magician who lives in a high tree house, safe from the floods and the movements of the waters. He festoons the surrounding branches with the hearts of those he has killed, in the belief that their original owners will serve him in the afterlife. The trunk of the tree is hollow, allowing him to climb up and down; the entrance is hidden. He has TT: L, N, I, O and is served by a pair of kinnara.

The Cave Behind the Waterfall. Behind a high waterfall a cave houses an abandoned shrine, which contains 3 golden idols each worth 500 gold pieces, d6 randomly determined scrolls, a holy book worth 1,000 gold pieces to the right collector in the Yellow City, and d3 other randomly determined special items. In the pool outside frolic three water nymphs, who will attempt to *charm* any males who enter. If this fails, they will transform into crocodiles and attempt to devour them.

The Crescent. An oxbow lake, abandoned by the river which birthed it, and slowly returning to the land. It is filled with a few feet of water with thick mud underneath, and is overgrown by lillies, reeds and grasses. Anyone walking through will sink into the mud; he must make a STR check each round to stop from sinking below the surface. Once this has occurred he will die within 3 rounds unless he can perform an addition STR check at -2 to get back to the surface. A person trapped in the quicksand can only be rescued with a rope or similar and a successful STR

check by a helper. In the middle of the Crescent is a small island of solid ground. Here is the skeleton of an explorer who died there of starvation long ago. This man had a plain-looking copper ring of *fire resistance* and a *short sword* +1 which was once owned by a nawab family from the Hundred Kingdoms.

The Butterfly Glade. A glade in the forest where a species of butterflies congregates in the millions before migrating north to the mountains. This occurs for one month during the year. A person with the magical ability to communicate with or control insects can use these butterflies to transport himself to their destination in Sughd or the Mountains of the Moon.

The Red Fortress. An empty keep that was once a palace, now almost totally overgrown. It has inhabited by a tribe of golden wormlings and various other creatures of the jungle. In its heart is what seems to be a statue of a chattar, 12' high, made of iron. This is an assassin that was sent as a gift to the noble who used to live in the fortress; once installed, it came to life and murdered him and his entire household in their sleep. If anybody spends a night in the red fortress the statute will reawaken and attempt to kill them. It has 10 HD, AC -2, and 2 attacks doing d12+4 damage, with Move 90 (30).

The Opal Pavilion. A great circle of stone in a clearing in the forest, with a huge opal set on a plinth in the centre.

Surrounding the plinth are four statues of gargoyle-like *chinthe*. If anybody touches the opal, the *chinthe* will emit black smoke from their mouths, which forms into 4 sentient mists which move at 90 (30) and envelop to drain d3 levels; they are indestructible except by strong wind and will follow the opal wherever it goes.

The Whorled Roots. An area where the exposed roots of numerous ancient trees have interwoven over the centuries to create a solid, warren-like structure spanning several square miles and inhabited by jungle creatures and populations of mukesids, golden wormlings, and similar. The trees themselves have combined into a semi-sentient, single entity, which is hostile to outsiders and has a weak form of control over the beings living within it, allowing them to detect intrusion and work to remove it.

The Lion Temple. A temple complex inhabited by its former *chinthe* guardians. Though the monks, novices and priests disappeared centuries or millennia ago, the *chinthe* maintain the temples, doomed to their original bidding of keeping it sacrosanct and free from the pollution of the outside world.

There are 27 *chinthe* in total. Within one of the buildings is an archive containing holy scriptures and relics, such as jewellery and mummified body parts of ancient saints. There are 100 tomes and collections of scrolls, each worth 50 gp and weighing 5cn, 2d6 body parts, each worth 10 gp to a collector, and d3 randomly generated necklaces, d6 randomly generated rings, d6 randomly generated amulets, and d6 silk robes worth 100 gp each.

The Oyster Beds. A cluster of 12 giant flesheating oysters in a shallow river bed. This functions as a natural ambush point for a group of river pirates, who frequently set some of their number in place to watch for unfortunate passers-by. If travellers become trapped or entangled with the oysters these onlookers will strike. There will be 6 1 HD pirates, each armed with a blowgun and poison darts, plus a spear, club or machete. They are members of the nearest pirate band and, if driven away or allowed to escape, will return in force.



4. Lower Druk Yul Lairs

Isolated Fakir Cult

A collection of zealous holy men who have given their lives to extreme displays of their own devotion. They are 3d6 in number and each is of 2-6 HD with appropriate magic items; there will be one 1 HD disciple or helper per fakir.

Dice	Lair	Devotional Display	Area of Expertise
1	In wigwam style tents constructed from the wings of giant butterflies	Rolling. The fakirs do not walk, but roll everywhere	Magic
2	In termite mounds hollowed-out and made into huts	Sitting/standing. The fakirs never move, but just sit or stand	Outsiders
3	Simply in an area of exposed grass, entirely exposed to the elements	Self-mutilation. The fakirs cut themselves, beat themselves, sleep on sharp rocks, etc.	Geography
4	In a big ball-like nest of long grass which they all share	Suspension. The fakirs hold up one arm continually, so that it gradually wizens and ossifies	Telling fortunes
5	On a single large platform of wood suspended on top of a circle of boulders	Stretching. The fakirs devote their lives to making themselves inhumanly flexible	Identification/appraisal of holy items
6	On a series of small tors, each of which is the seat of one fakir	Silence. The fakirs have all taken a vow of silence	Curing diseases

Grasshopper-men

A roving clan of grasshopper-men, tied to a territory. There are 6d6 adult males, double that number of females, and half that number of young. There are 3 giant caterpillars (3 HD, AC 14, Move 90 (30), #ATT 1, DMG 1d6) per adult male.

Dice	Desires/Problems	Hidden Knowledge
1	Overgrazing resulting in the need for new feeding grounds for their caterpillars	The grasshopper-men have information about the contents of all hexes in a 3-hex radius
2	Persecution by hunters from outside Lower Druk Yul	The grasshopper-men know the location of an ancient treasure trove
3	War with rivals	The grasshopper-men know the location of an evil artefact from the antique past
4	The grasshopper-men are suffering a debilitating disease	The grasshopper-men know the location of an ancient, hidden ruin
5	The grasshopper-men were cursed by a fakir and want the curse lifted	The grasshopper-men know where an evil spirit has been interred for eons
6	The grasshopper-men accumulate shiny objects	The grasshopper-men know how to meet a crystal dragon

Asura

A group of Asura, joined together in their common emotion. They are 3d6 in number.

Dice	Lair	Emotion
1	A crevasse, inside which is a nest made of pajikot silk that has been fashioned painstakingly for years.	Jealousy. The asura hate and fear the possibility of anybody stealing their treasures and guard it with suspicion beyond measure.
2	A meteor crater with a tower in the centre, fashioned from the remains of ruins buried under the sand and exposed by the impact.	Rage. The asura fly into aggressive anger at any opportunity.
3	A series of abandoned giant butterfly chrysalises, fashioned into sleeping quarters and covered in grasses.	Covetousness. The asura want to possess anything of value they see.
4	In a mound of loose earth in which the asura bury themselves, to emerge when approached.	Lust. The asura are filled with the need for sexual conquest.
5	In the barrows of ancient kings and heroes which have been desecrated, the bones and treasures cast about the vicinity.	Bitterness. The asura are obsessed with returning to Upper Druk Yul to cast the dragons down.
6	In holes in the earth created by giant wasps to lay their eggs.	Yearning. The asura yearn for a 'true home'.

Pirate Treasure Trove

A place where river pirates from Lamarakh have buried treasures (TT: G).

Dice	Time Since Burial	Method of Hiding
1	Recent – the pirates frequently return and will notice removal	Buried in a pit
2		On a ledge inside a deep crevasse
3		On a small island in the middle of a crater lake inhabited by electric eels and carnivorous lungfish
4	Distant past – the pirates are dead or have forgotten	In an abandoned network of ankheg tunnels now inhabited by hook horrors
5		In the roots of a giant sundew
6	Ancient past – the pirates are long dead and have returned to haunt their treasures (treat as <i>bhoot</i>)	At the bottom of a deep, dried out well too narrow for a person to climb down

Tor Village

A stockade settlement set upon a tor rising up from the plain. May be the home of exiles, mutants, cultists, escaped slaves, or other misfits; or a combination.

Dice	Inhabitants
1	Exiles – a group of persons exiled from the Oligarchies, the Hundred Kingdoms or elsewhere
2	Mutants – the remnants of a magical experiment or the victims of the malign puissance of an ancient artefact
3	Cultists – followers of a heretical sect seeking complete isolation
4	Escaped slaves – a quilombo set up by escapees from the trade on the God River
5	Degenerate tribe – an antique remnant of a civilisation that once existed on the plains
6	Dwarfs – a group of dispossessed descendants of the escapees from the fall of a citadel in the Mountains of the Moon

Roll on the following sub-tables for further details.

Exiles

Dice	Hook
1	The exiles are a clan of aristocratic enemies of an oligarch and seek to return to wreak vengeance for their banishment
2	The exiles were banished because of some debauched and taboo group practice they all engaged in (incest, cannibalism, necrophilia, bestiality)
3	The exiles are a rebellious or anarchist group exiled because of their dangerous beliefs; they are plotting from afar to make civilisation anew
4	The exiles are a utopian band aiming to create a new paradise out in the plains
5	The exiles are the fallen rulership of a polity in the Hundred Kingdoms, complete with all the faded trappings of their former glories
6	The exiles are a leper colony or band of lunatics ejected from the civilised world and forced to fend for themselves in the wilderness

Mutants

Dice	Mutation	Hook
1	Hybridisation with a species of invertebrate	The mutants are desperate to find a cure for their condition so they can live like ‘real people’
2	Extra eyes, noses, ears, mouths	The mutants have come to believe they are the master race – a superior form of human being
3	Grossly elongated necks or limbs	The mutants were created by a nearby archmage who they long to bring low
4	Grotesque growths and goitres	The mutants are stoical and have accepted their lot; they wish to find some way to be accepted into an ordinary society
5	Heads or limbs facing the wrong way round or in the wrong places	The mutants long for the release of death and await a messiah-like figure who will deliver it
6	Males have female sex organs and vice versa	The mutants have psionic powers as psionic gharials

Cultists

Dice	Cult Type
1	Doomsday – the cult are waiting for the end of all things, which they predict will occur on a certain date
2	Hypersexual – the cult leader has gathered a flock of devoted sex slaves
3	Millennial – the cult are awaiting the arrival of a god or mighty saviour
4	Destructive – the cult wants to bring entropy and disorder, and its members act accordingly
5	Transcendental – the cult members believe (rightly or wrongly) that they have discovered the means to unlock true human potential
6	Rejectionist – the cultists have rejected the world and devote themselves to meditation, astral projection, and other such pursuits

Escaped Slaves

Dice	Hook
1	The slaves are wanted by bounty hunters employed by the original owners
2	The slaves are crab-men who live in a rainwater lake on the tor top
3	The slaves had their tongues removed by their previous master
4	The male slaves are eunuchs and the village needs fertile males to survive
5	The slaves cultivate a hallucinogenic fungus they brought with them from their home land (use Appendix F for visions)
6	The slaves have created a hybrid society with local grasshopper-men

Degenerate Tribe

Dice	Hook
1	The tribe worship an idol made out of obsidian – which houses the spirit of a powerful daemon imprisoned in the distant past
2	The tribe have hybridised with galeb duhr over the millennia, gaining rock-like properties such as a natural AC of 18.
3	The tribe live in burrows that go down through the centre of the tor into a vast labyrinthine underground city; the tribe do not go within, but know that it was once the greatest city on earth
4	The tribe have regressed into an ape-like state, though some more than others; half the population are aggressive simians – treat as yuthada vaanara
5	The tribe have regressed into a brutish existence and think only of their own survival and advantage; at any opportunity they will murder and devour outsiders
6	The tribe are obsessed with drugs and tea from the outside world and will do anything in their power to get more of these scarce luxuries

Dwarfs

Dice	Hook
1	The dwarfs have burrowed into the tor and found a deep lode of semi-precious or precious gems
2	The dwarfs have burrowed into the tor and found a lode of meteorite-based metal which creates bladed weapons which do +1 damage
3	The dwarfs have burrowed into the tor and discovered metal imbued with a mysterious puissance, which has given them obscene strength: they have 3 HD and do +4 damage in combat
4	The dwarfs have been away from their home so long they have begun to degenerate into earth elementals; they need to return to their citadel in order to recover their original state
5	The dwarfs are building the tor ever higher, with the plan to create a mountain as high as their original home and dig a citadel within it
6	The dwarfs have tunnelled deep down below the surface of the earth and awoken something terrible in the dark depths at the roots of the world

Tor Special Features

Dice	Feature
1	A lighthouse, despite the fact that the sea is hundreds of miles away. On full moons the villagers light it and it summons gloomwings out of the night; the villagers feed them animals and, if possible, human captives, as a means of saving themselves from their predations.
2	A graveyard for ancient insectoid beings: chitinous shells are scattered around the place, and can be fashioned into plate armour which adds +1 to AC
3	The villagers bury their dead in caves burrowed into the sides of the tor; once a year, the ghosts come to life and dance with the villagers, bringing with them secrets of the afterlife.
4	The tor is the giant tomb of a humanoid gargantuan who will awake at a certain confluence of circumstances.
5	One of the villagers experiments with cannons and other black powder weapons which he fires across the plains; the remains litter the area for miles around.
6	A huge sinkhole which the villagers say extends to the centre of the earth.
7	Singing stones; boulders which 'hum' in the wind. Legend has it that this communicates something, though nobody knows what.
8	A great meteorite which lies fully formed in a crater near the tor; it creates an anti-magic shell which extends for three miles from its centre.
9	The ribs of a leviathan beast emerge from the earth and stretch up into the sky for dozens of feet nearby the tor; under the earth is the rest of the skeleton. The skull contains the brain, which is preserved by its own psionic power and whispers rumours about locations in random hexes to those sleeping nearby.
10	The tor was apparently once the home of a civilization who worshipped ape gods. Ape statues are found here and there around its surface amongst the settlement: their arrangement perfectly mirrors the stars at a certain point during the year. At that time, certain words can be uttered which summon the ape gods from their slumber. As far as the villagers are concerned, the statutes have always been there and are of no interest.

Experimenter

An experimenter or experimenters, taking advantage of the isolation available in the empty plains. A solitary magician or group of 1d6 magicians, of levels d6+4, with appropriate equipment and magical items.

Dice	Type
1	Summoners. Engaged in summoning elementals, rakhosh, gargantuan, or Outsiders.
2	Alchemists. Engaged in the transmutation of various substances into puissant forms.
3	Golemology. Engaged in the creation of golems.
4	Teleporters. Engaged in the creation of spells to allow long-distance magical journeys.
5	Animators. Engaged in animating the dead.
6	Imbuers. Engaged in imbuing rocks, plants or animals with human intelligence – or human souls.

Sai

A rhinoceros demon, roaming the plains.

Dice	Hook
1	The sai was summoned by an archmage, broke his bonds, and devoured his erstwhile master. He knows the location of the archmage's tower and treasures; in return he desires to be returned to the afterlife, which can only be achieved through a <i>banishment</i> spell.
2	The sai has returned seeking his lost love. This is an NPC or relative of an NPC somewhere in the locality or elsewhere in Yoon-Suin – choose appropriately.
3	The sai has returned seeking revenge on an NPC who wronged him in business, in love, in war, or in politics.

Ancient Barrow

The burial site of a king, hero or priest from the antique past.

Dice	Subject
1	A war hero or great military leader. TT: A
2	A wife or favoured daughter of a mighty king. TT: G
3	A holy man or saint. TT: Ix2
4	A prince or king. TT: H

Dice	Features
1	The original inhabitant was buried alive, and stalks the place still. Stats as a lich or death knight as appropriate.
2	The original inhabitant is a <i>bhoot</i> and will seek to take over a living body to allow it to live as a human being once more.
3	The barrow was looted and the looters cursed; they are withered trees surrounding the barrow itself – close examination will reveal dimly visible facial features in the bark. Anyone stealing the treasure becomes rooted to the spot and turns into a tree over the course of d6 weeks.
4	The barrow's tunnels have been infested by phycomids and violet fungi.
5	The barrow was imbued with sentience to protect its secrets. If anybody attempts to remove the treasures within the barrow itself will collapse on top of them, doing 8d6 damage.
6	The original inhabitant was buried in perfect stasis and can be reawakened with the contrivance of an arrangement of mirrors and moonlight.
7	The inhabitant of the barrow was an individual of exceptional cruelty but also exceptional will; after death he forced his way back up from the depths of hell and transcended to the heavens, leaving a tunnel in his grave that leads to the bowels of the underworld.
8	The barrow was cursed by the jilted lover of the inhabitant on his or her death; the barrow is surrounded by a sphere of utter silence of 1 mile radius.

5. Sample Lower Druk Yul Hex Contents

The Whispering Grasses. The long grasses in this area of the plains whisper and sigh continuously, causing a distraction; magicians and holy man must successfully save vs magic in order to cast a spell, and PC parties are always surprised by grasshoppermen and other natives of Lower Druk Yul.

The Folly. A tower built of rough-hewn chunks of granite. There is no door, but anybody climbing the tower will discover the roof is open. At the bottom are the remains of people thrown there to starve and die; the inner walls are slippery and smooth and cannot be climbed. Amongst the bones is a *Ring of Fire Resistance*, made of platinum with a single ruby.

The Ghost Buffalo. Ghost of buffalo which roam the grassland; the souls of a herd who were slaughtered long ago for the funeral of some king or potentate. They are encountered in groups of 5d6 and charge to level drain, sapping 1 level on a successful hit. They cannot be destroyed except by turning.

Senovat the Red. An impossibly frail old hermit who lives by a river in the plains. He spends his time panning for gold, which he uses to power three clockwork automata, two of which are human in shape and the other of which is a monkey (treat all as iron golems of 4+4 HD). The monkey seems to be the master of both Senovat and the other automata, and issues them with continual angry commands. The hut contains around 10 gp worth of gold dust at any one time, in 5 small pottery jars.

The Moonlight Monoliths. Except when there is a new moon a moonlight being of minotaur-like appearance forms in the middle of a stone circle in the plains, summoned to appear by an ancient magic. It is effectively trapped and can only be released by pushing over the monoliths to break the circle, which requires a combined STR of 30. The being will then serve the liberator but will attempt to misinterpret his or her commands; if the liberator dies the moonlight being is free.

The Slumberer. A woman of indefinite age who sleeps continually under the open sky. There is a 1 in 6 chance of encountering her when passing through the hex; she can be wakened readily and will report her dream to those who woke her. Her dream is a fortune (refer to Appendix F).

The Amberite. A man encased in amber from a time in a distant aeon when Lower Druk Yul was forested. He is half buried in the soil and weighs three tons; his encasement can, however, be smashed with heavy hammers. He is a powerful warrior of 10 HD, with an AC of 22 and *The Spear of the Amberite*, a short stabbing spear which is enchanted to +3 and causes permanent wounds which leak 1 hp per round after a successful hit, until death. If his casing is smashed he will return to life and leave in a random direction, aiming to conquer for himself a realm.

The Amethyst Medusa. A woman with hair composed of living, moving centipedes, whose vision transforms her victims into pillars of pure amethyst. She lives on an island on a lake on an island on a lake. Her stats are as a standard medusa. She has a potion of *gaseous form*, a potion of *invulnerability*, 20 platinum pieces in a pouch made from human skin hidden under a rock, and 20 randomly determined gems and semi-precious gems.

The Open Gate. A large H-shaped structure, made of wood painted red. Passing under the arch of the 'H' causes an individual to pass into an alternate multiverse, to be replaced by an exact copy, with exactly the same memories – except with two randomly determined stats reversed.

The Punished Man. In the hills in this area is a man the crystal dragons of Upper Druk Yul punished for the slight of attempting to travel to their pavilions of ice. He is condemned to wander the hills, losing his skin each day; it peels off gradually and sloughs off entirely by dusk, to re-grow during

the night. He knows the way back to their pavilions, though will only help those who can offer him relief from his curse.

The Canals. A network of canals which go apparently nowhere and are unconnected to any water source. They were apparently built by a forgotten people, in a forgotten age; their only inhabitants are carp. These carp have, over the millennia, evolved into something resembling a sentient state. A person submerging themselves beneath the lilies which carpet the surface of the water can commune psychically with the fish; doing so alters his mind irrevocably. He can now use psionic abilities if the ruleset used permit it; otherwise, he gains three 1st level, two 2nd level, and one 3rd level spell slots (in addition to any he may have already). In return, he loses his ability to speak with non-aquatic life forms.

Chapter Six



Sughd and The Mountains of the Moon

Introduction

To the North of Lamarakh and Lower Druk Yul rise first hills, then mountains, then peaks so high that no human being can draw breath and there are only fields of ice and the endless howling wind. Up in the high peaks are the abandoned, haunted citadels of the dwarfs – and the yak-men who make the wind itself their realm.

Water pours down from the ice fields and etches river valleys through the hills on its way to the God River below. In these river valleys are the oligarchies: city states whose people mine the resources of the mountains and send them downstream in return for slaves and exotic luxuries. The rulers are impossibly wealthy, and war with each other for sport and amusement. In the West the mountains are lower, the weather warmer. This is

Sughd, the beating heart of luxury in Yoon-Suin: the home of the tea and opium by which the people of the Purple Lands live and die in unison.

Sughd is divided into plantations, owned by families who guard their livelihoods with fierce jealousy and pass them down to their children and their children's children in turn. Their fields are patrolled by their servants and the giant insects they domesticate, while slaves toil and die in the heat of the sun.

In the heart of Sughd lies the city of Syr Darya, the haunted home of the ogre magi, the nasnas, and the Shikk to whom they owe their infinite fealty.

Running a Game in Sughd and the Mountains of the Moon

The Mountains of the Moon are a good starting point for a Yoon-Suin campaign. A group of native PCs may be some of those many hired swords, adventurers, escaped slaves or traders who populate the oligarchies in vast numbers, looking for work.

Opportunities for adventure abound. The PCs may delve into abandoned dwarf citadels in search of the treasures within.

They might hire themselves out to the local oligarch in return for food, board and gold. They might become involved in smuggling or theft. They might explore the great, craggy wilderness at their doorstep. Or they may involve themselves in legitimate trade and brave the dangers of the great God River itself.

1. Generating the Starting Oligarchy

Basic Information

Dice	Trade Resources (d3) ¹	Issues (d3)	Assets (d3)
1	Lapis lazuli	Resource shortage	Major temple
2	Onyx		
3	Jade	Bandits	Major site of pilgrimage
4	Silver		
5	Gold	Mercenary/slave uprising	School of crustacean control
6	Copper		
7	Tin	Rival agents	Octopus breeding pits
8	Aquamarine		
9	Iron	Impending war	Great bazaar
10	Amethyst		
11	Sapphires	Corrupt tax collectors	Mighty quarry or mine
12	Tiger's Eye		
13	Peridot	Incompetent rulership	Great aviary
14	Agate		
15	Garnet	Famine	Grand seraglio
16	Tourmaline		
17	Turquoise	Disease	Glacier
18	Opal		
18	Sunstone	Roll twice	Eunuch barracks
20	Moonstone		

¹ Only roll for an oligarchy in the Mountains of the Moon. All Oligarchies in Sughd produce tea and opiates.

Flavour Locations and Characteristics

Each policy has d3 of the following locations or characteristics (or more if desired).

Dice	Location or Characteristic	Dice	Location or Characteristic
1	Dragon statue. A huge statue of bronze, wood, or stone, which is rumoured to be dormant and waiting for the chance to turn into a real dragon once more.	11	Desert troll wise man. Operating a tea room or similar, this desert troll offers wisdom and advice, and is connected to everybody in the city in some way or other.
2	Blessed <i>hijra</i> . A <i>hijra</i> who is said to be able to cure any disease simply through the act of kissing her feet.	12	Wishing pool. A pool of icy glacial water which is rumoured to grant wishes if coins are tossed in.
3	Arboretum. A cultivated woodland where trysts and clandestine meetings are often arranged; in spring cedar pollen billows in clouds through the city, causing those with hay fever (1 in 6 chance) to be at -1 to all dice rolls.	13	Castrati singer. Travellers come from across the mountains to hear him. He can use his song to cast <i>charm person</i> , and can cast it on behalf of one audience member against another for the price of 5 platinum pieces.
4	Butterfly breeder. A famous breeder of moths and butterflies which can be used for messages or eaten for special effects.	14	Black powder artisan. An expert in the creation of cannons and exploding devices, which can be purchased at great cost.
5	Waterfall. A waterfall which spills down from a mountain cliff face to the rear of the city. When it freezes solid in winter it becomes a rite of passage to climb it.	15	Dwarf metal worker. An old refugee from a fallen civilisation, maintaining the skills of his ancestors. He is able to forge in a fashion no human can match.
6	Magical tattooist. A magical tattooist lives and works in the city; refer to Appendix K for details.	16	Silk weaver. An expert weaver of nets, ropes, and other objects using silk of incredible strength.
7	Dwarf statues. The city has dwarf statues on every street corner. These occasionally seem to whisper in an ancient dwarf language. Nobody alive today has any knowledge of it.	17	Chrysanthemum grove. An extensive garden filled with chrysanthemums, hydrangeas, rhododendrons, etc. On occasions pixies appear (1 in 6 chance per visit).
8	Observatory. The mountains are closer to the stars, and the air is thinner. They attract astronomers, who set up telescopes to examine the sky and attempt to communicate with Outsiders.	18	Carp pool. A decorative pool created by the oligarchs for their pets carp. Reaching into the pool to caress the carp is said to bestow blessings; this can be done on a successful DEX check.
9	Magical perfumier. In the city there resides a magician who creates perfumes which attract, repel, allow detection of alignment, protect against effects of certain spells, or other magical effects.	19	Bath house. A famous cold bath house using icy glacial run-off. Remaining in the water for any length of time requires a successful CON check, but doing so trebles the rate of healing for each day a bath is taken.
10	Patron god of explorers. A shrine to the god of explorers, where hirelings come from miles around to exchange knowledge and skills.	20	Patron god of mercenaries. A shrine devoted to mercenaries, where hirelings and mercenary bands are always available to hire.

Descriptions of Issues and Assets

Issues

Each polity has d6 Assets and begins the campaign with one Issue. These provide further setting information and material for rumours, hooks and adventures. Each game month roll a 2d6; if the first is a 1 another issue arises; if the second is a 6 the first issue is somehow resolved.

Resource Shortage - One of the resources which the city relies upon for its trade has run low or been rendered inaccessible. Pay for the mercenaries and guards is in arrears. The citizens are squeezed for higher taxes. Luxuries run low and the populace grows disgruntled.

NPCs: A brutal tax collector trying to raise revenue any way he can. A rabble-rouser attempting to rile up the populace. A mercenary leader of a mind to desert the city's forces. A loyal militia leader. A community spokesperson. A holy man praying for deliverance.

Hooks: A merchant on the verge of bankruptcy. A new source or route to the source. A rival's interference.

Things: Angry crowds. Mercenaries turned to extortion. Empty barges lined up at the docks.

Bandits - Local bandits have grown powerful and insouciant. The roads in and out of the city are dangerous and not well travelled. Barges heading downstream need double their usual guards. Mercenaries swagger through the streets waiting to be hired.

NPCs: A bandit leader, cunning and cruel. A spy, monitoring goods moving in and/or out of the city. A leader of the militia

hunting bandits who has been bribed. A group of farmers from the countryside hoping to hire help. Honest volunteers. An earnest leader of the militia.

Hooks: A merchant with important wares that need to reach a distant location. A group of miners driven to the city for safety, hoping to return. A slugman scholar wanting to return to the Yellow City.

Things: An important trade consignment. A cache of weapons. A secret bandit hideout.

Slave uprising - The slaves in this oligarchy have risen up to force better treatment - be it more food, less work, or less harsh treatment. This may be violent, demonstrative, or a concentrated campaign of deliberate laziness. Mobs of slaves gather in public spaces, and the armed troops of the ruling dynasty watch them with threatening eyes.

NPCs: A fanatical slave leader whose real aim is power. A leader of the guard who relishes mayhem and bloodshed. An enemy agent stirring up trouble and hoping his own polity can gain an advantage. A member of the elite siding with the slaves in an effort to improve their existence. A slave leader urging

peaceful protest. A young firebrand willing to martyr himself for the cause.

Hooks: The ringleaders of the uprising have been identified and a reward offered for their capture. The slaves have rampaged through, and looted, a temple and stolen its treasures. A slave leader has been captured and is to be executed; the slaves are planning his rescue.

Things: A mob rampaging through the streets. Stolen goods. A captured armoury.

Mercenary uprising - A large band of mercenaries has revolted over a lack of pay, ill-treatment, or simple greed, and have fortified themselves in an area of the city, are laying siege to a citadel of the oligarchs, or are rampaging through the city, burning and looting.

NPCs: A powerful veteran and tactical genius. A magician in the entourage of the mercenaries. A cowardly or incompetent official. An aged champion of the city. A member of the oligarchy willing to negotiate. A mercenary leader who desires only to leave the city in peace.

Hooks: The mercenaries have captured sons/daughters of the oligarchs and hold them hostage. The mercenaries plan to raise the city to the ground with fire. The mercenaries have allies in nearby polities and need to send messages for support.

Things: A bribe to persuade the mercenaries to leave. A message rousing allies. A plea for aid from the rulership.

Rival agents - Agents of a rival have infiltrated the city in an attempt to cause mischief - be it through ruining food supplies, fermenting rebellion, murdering officials, or spreading curses.

NPCs: A holy man cursing buildings, food supplies, streets, animals or people. Rumour-mongers corrupting loyal subjects. Poisoners. A spy master hunting the enemy. A street whore with suspicions. A local community elder who knows everything that happens in his neighbourhood.

Hooks: An important official has disappeared. Animals are sickening and dying in part of the city. Rumours of disgruntlement are spreading like wildfire in among the populace.

Things: A murdered official. A hideout. An unholy artefact.

Impending War - Conflict often brews between the oligarchies, over resources, influence, revenge, or even petty slights. This city is likely to soon be at war with another local rival.

NPCs: A eunuch mercenary leader. A brutal champion. A beautiful mascot. A spy from the rival, with money for bribes. A cowardly militia leader.

Hooks: A military leader has been assassinated. A group of militia men have deserted. A local has suspicions about spies.

Corrupt Tax Collectors - All oligarchs live off taxes and tax collectors are their avatars. Yet the temptations of graft, embezzlement and abuse are ever-present.

NPCs: A tax collector embezzling tax monies. A tax collector abusing his position for sex or power. A victimised merchant. A victimised whore. An official representing the authorities cracking down.

Hooks: The PCs are approached. The PCs are witness to intimidation. An ally of the PCs is targeted.

Incompetent rulership - The oligarch is either incompetent or insane or both. He is overtly cruel, fiscally inept, grown senile or strange, or obsessed with conquest, pleasure or the accumulation of personal wealth.

NPCs: The venal merchants of the city. A malevolent internal force taking advantage of the regime's weakness. Leader of a powerful group of merchants in the city, enraged by the regime's failings. A disfavoured elder statesman in the oligarchy, working for the greater good. A religious leader undertaking charitable activities. An unfortunate victim of the regime's failings.

Hooks: A friend of the PCs is a victim of the rulership's ineptitude. An honest merchant seeking the PCs' help. There are rumours that a rival city will move against this one.

Things: "Mislaidd" taxes. Escaped criminals. Battle plans.

Famine - Due to lack of rain the rice harvest has failed and the oligarchy is facing drastic food shortages and widespread starvation. People steal, fight and turn to cannibalism. Children hunt cockroaches and beetles for their families to eat.

NPCs: Corrupt official hoarding food to sell secretly at a vastly inflated price. Agents of a rival polity cutting off supply. Rice farmers come to the city to steal. Benevolent: A charitable religious leader or merchant. A priest of a food god preparing rituals of harvest. An honest official distributing stores.

Hooks: Bandits barricading the main routes to town to hold rice for ransom. A plague of locusts sweeping into the area. Local farming villages withholding rice to save themselves.

Things: An old hidden food store. A secret underground route to another city. A consignment of rice from an ally.

Disease - The oligarchy is plagued by a disease (roll for type: 1 - Pox, 2 - Fever, 3 - Vomiting/diarrhea, 4 - Coughing, 5 - Necrotisation, 6 - Bleeding). People barricade themselves in their homes. The dead lie burning in mass graves.

NPCs: Fake healer, capitalising on the vulnerable. Religious leader calling for mass sacrifice to appease the gods. Cult of a disease god wishing to perpetuate the suffering. Genuine healer. Mercy killer, putting the dying out of their misery. Competent official quarantining areas of the city.

Hooks: A prominent merchant desperate to escape. Wild mobs of looters rampaging the city. A healing holy man in need of special magical healing materials.

Things: A magical source of the disease. A distant, mighty healer. A fake medicine which has insanity-inducing side-effects.

Rival Factions - There is a schism within the ruling family, between old and young, conservative and progressive, or simply between different power bases. While open conflict is suppressed, there is continual jostling, manoeuvring and counter-manoevring of the followers of those factions away from prying eyes.

NPCs: The current oligarch. A young upstart. An embittered brother. A loyal agent. An ambitious wife.

Hooks: Weapons or poisons being smuggled into the city. A famous assassin seen in the city. The body of an important official, discovered.

Assets

Major temple - An important place of worship which draws visitors from the entire local area. A bustling, crowded place packed with beggars, performers, monks, pick pockets, zealots, temple whores and supplicants; a place of pyres, braziers and roaring furnaces...or a quiet, pristine, near-empty place of contemplation and meditation.

NPCs: Charismatic, fascistic zealot; grasping, power-hungry abbot; capricious kenku disguised as a monk. Pure-hearted monk; eccentric, all-knowing fakir; questing holy man.

Hooks: The temple is riven in two between competing factions. The temple wants the recovery of ancient relics from deep below the surface of the city. The temple is in dispute with the officials of the oligarchy over taxes on donated money.

Things: Ancient relic; tome of mantras; guardian statue

Major site of pilgrimage - The burial site of a hero of former times. An old battlefield. The birthplace of a saint. A place where pilgrims travel to pay their respects.

NPCs: Insane leader of a cult devoted to resurrecting the fallen hero/warriors/saint/etc; assassins or kidnappers masquerading as pilgrims; corrupt tax collector levying a "pilgrimage tax". Kindly caretaker of the site; religious warrior devoting himself to the subject of the site; earnest but just guardian of the site.

Hooks: An important NPC is a regular pilgrim to the site and assassins are planning to kill him there. There are rumours of sightings of ghosts and strange spirits at the site. A rival oligarch is planning to visit.

Things: Runic inscription in a mysterious language nobody fully understands; holy weapon buried at the site; strange visions associated with the site.

School of Crustacean Control - The control of crayfish is something that only those who have been trained since their youth can achieve - an exacting skill that involves a profound understanding of the way the creatures communicate and behave (and usually castration). This city has a school whereby controllers are trained - a process which is often involuntary, as the life of a crayfish controller is not pleasant.

NPCs: A strict, overbearing teacher. A wise old head. A slugman scholar studying the habits of the crayfish. A young acolyte with burning ambition. A sadistic gelder.

Hooks: The school's ancient treasure - a helm of crustacean control - has been stolen. A promising neophyte has been murdered. A child known to the PCs or an ally has been kidnapped and forced into service.

Great bazaar - A mighty market, where anything imaginable is for sale. A thronged, stinking mass of human life jostling amongst stalls in the vain hope of finding what they need, while merchants haggle and bellow for custom.

NPCs: An expert pickpocket. A wily con-man, selling fake objects of great value. A tax collector, enforcing a "purchasing tax". A community leader, head of the watch for his corner of the bazaar. An honest guide boy or girl with expert knowledge

of the bazaar. An honest bureaucrat attempting to eliminate graft.

Hooks: A wanted man hiding in the throngs. Kidnappers. Items wanted by merchants selling exotic wares.

Things: Massed crowds. Stolen items. Weird and wonderful wares.

Mighty Quarry or Mine - A mineral resource and the community of slaves and overseers who take it from the earth. Bigger than any other mine or quarry for miles around. A place of hard labour, short lives, and painful effort.

NPCs: A kindly, paternal overseer who treats the slaves like a strange extended family. A brutal foreman. A slave, relative of the local bandits. A sick slave. A corrupt guard who abuses his position. An agent of a rival spreading discontent.

Hooks: Disease spreading through the slaves. Missing minerals. A brewing rebellion.

Great Aviary - The oligarchs of the city have a vast collection of exotic birds they keep in a huge hall, dome, or labyrinth of corridors and chambers. These are fed on a luxurious diet of choice insects and fruits, and regularly displayed at events - particularly where there is a possibility to show them off at local festivals where other oligarchs will be present.

NPCs: A master falconer. A mighty guard. A thief hoping to mastermind stealing one or more of the birds. A young member of the oligarch's family obsessed with falconry. An elderly caretaker who has a mystical connection with the birds. An agent of a rival oligarch on a mission to do damage.

Hooks: A missing bird. Birds dying from poison. A distant exotic breed which the oligarch longs for.

Grand Seraglio - The oligarch has a sizeable harem who are kept together, with eunuch guards, in palatial opulence. Those concubines who are impregnated become the oligarch's wives; the others live out their lives in comfort and safety as concubines until their deaths. Every year, young women are brought into the seraglio to live as members of the harem.

NPCs: The most beautiful concubine, beloved by the oligarch, though ageing. A youthful and wild new concubine who the oligarch is very excited by. A kenku disguised as a eunuch. A powerful eunuch guard who is obsessively protected of 'his girls'. The oldest wife of the oligarch, who runs the harem with an iron hand.

Hooks: A missing concubine. A murdered concubine. A concubine desirous of a rare, exotic tea or opiate.

Octopus Breeding Pits - The oligarchs of the city breed and keep freshwater octopodes, who are especially prized for the colours and their intelligence - many species are able to communicate in a rudimentary fashion with their masters through gesture or colour change.

NPCs: An idiot savant who can communicate with the octopodes better than anybody else in the city. An official poisoner who extracts poisons from one or more of the breeds. A child of the oligarch who enjoys swimming in the octopus pool. A priest of an octopus deity. A hunter who ranges far and wide to gather specimens for breeding.

Hooks: The octopodes seem to have an awareness of an impending threat. There are rumours of a subterranean breed that can be found in underground lakes and waterways. The octopodes are developing a malevolent group intelligence.

Glacier – The mountains above the city are home to a glacier, which glows a pale white and blue, and sparkles in the sun. The people worship it as a god, fear it as a devil, etch caves into its surface to hide their treasures, send sacrificial victims naked to wander its surface, or throw criminals from its edge.

Eunuch Barracks – The city contains a barracks where eunuchs are reared, castrated, trained, and live.

NPCs: A castrator who relishes his duties with hideous sadism. A young recruit who was enslaved after being stolen from his family, who are rich and powerful and searching for him. An older eunuch who acts as a benevolent uncle to the others. A runaway.

Hooks: An important and valuable recruit has fled. An heirloom *pincers of castration* has disappeared. One of the eunuchs is a warrior of exceptional, legendary talent – and is wanted by rivals.



2. The PCs' Social Circle

Social Groups

Choose or roll a group type, then a source of conflict, before turning to the relevant table for NPCs related to the conflict and other rumours/hooks. Repeat as required or desired.

Dice	Group Type
1	Shrine or Temple
2	Place of Learning
3	Criminal Band
4	Cadet House
5	Seraglio
6	Dwarf Exiles
7	Tea shop/Opium den
8	Guild of Mercenaries

Dice	Conflict Source
1	Treachery
2	Adultery
3	Fraud or Theft
4	Addiction
5	Ambition
6	Madness
7	Love
8	Folly
9	Paranoia
10	Rivalry (for rival type see below)

Dice	Rival Type
1-4	Same type
5-6	Different type

Shrine or Temple

The Mountains of the Moon, like everywhere else in Yoon-Suin, produce demigods, hearth spirits and atheistic paths to enlightenment with verdant glee. Each oligarchy is home to dozens of sects, each of which may have only a handful of followers. Use the demigod creation system in Appendix M for further details.

Dice	NPCs	Other NPCs	Rumours/Hooks
1	Mad visionary	Earnest acolyte	The order is in contact with the crystal dragons
2	High priest	Acolyte who lacks genuine belief	A member of the order has genuine prophetic visions
3	Next-in-line	Old shrine caretaker	The order knows, and occasionally uses, a secret network of caves cut into the face of a glacier - they extend deep into the ice
4	Adviser to high priest	Severe teacher	The order has captive the son or daughter of a notable NPC and plan to brainwash him or her into their sect
5	Reformer	Skilled interpreter of prophecy	The order knows secret, powerful and near-legendary dwarfish magical tantras
6	Archivist/historian	Wealthy person on the verge of converting	One of the temple prostitutes has fallen in love and intends to marry - a grave affront to the order and the god they worship
7	Sacrificer	Zealous fanatic	An important holy artefact has gone missing
8	Head of temple guards	Temple prostitute	The shrine has persuaded a wealthy worshipper to give up his worldly possessions
9	Charismatic preacher	Temple beggar	One member is widely held to be a miracle worker, though he or she acts extremely capriciously
10	Wealthy beneficiary	Frail, elderly regular attendee	One member is said to have received enlightenment and ascended to another realm - but he is the only one who knows the location of the order's secret treasure trove

Place of Learning

The Oligarchs of the Mountains of the Moon are often patrons of the arts and learning. Their great wealth and luxury provides them with the time, the means, and the inclination towards self-improvement – or, perhaps more frequently, the boredom to devote themselves to esoteric pursuits.

Dice	NPCs	Other NPCs	Rumours/Hooks	Specialism
1	Eldest teacher	Unpopular, incompetent teacher	A venerable expert in a specialised field has lost all of his memories	Martial arts
2	Chief librarian	Cook or quartermaster	A spy is stealing valuable ancient texts	Magical arts
3	Chief groundskeeper	Impoverished but promising student	A former teacher has absconded with funds	Torture and execution
4	Caretaker	Wealthy student's personal slave	The school is haunted by the spirit of a deceased former teacher	Poetry and fine arts
5	Most popular teacher	Scullery servant	The treasury has been raided and funds stolen	Bureaucracy
6	Wealthy student	Eccentric scholar	A scholar needs escorts for a field trip to a dwarfish ruin	Slaving
7	Prominent patron or governor	Lazy student	A rare bird is nesting in the gardens and is seen as a good omen; rivals want it stolen or killed	Law
8	Treasurer	Wealthy donor	The school has access to hidden archives of the knowledge of dwarfish civilizations	Dancing, music, erotic arts
9	Chaplain	Wealthy parent of a student	A student has been found murdered	Dyeing
10	Owner or master	Spy from a rival	An idiot savant at the school is a target for kidnappers	Crayfish breeding

Criminal Band

The Mountains of the Moon provide unique opportunities for thieves, embezzlers, and smugglers. From stealing crops in the plantations of Sughd to sell elsewhere, to smuggling goods past guards to avoid taxation in the oligarchies, to raiding boats or caravans in the wilderness, the chances for a desperate or immoral person to make a fortune are more than plentiful. Many groups of criminals are found within the oligarchies themselves, comprising a reservoir of menace and nefariousness beneath civilised society.

Dice	Important NPC	Other NPC	Rumours/Hooks
1	Leader	Whore	The criminals have been betrayed by a former colleague and want revenge
2	Second-in-command	Young, eager member	The criminals are engaged in a brutal war against a rival and need hired help
3	Brutal enforcer	Desperate debtor	The criminals are plotting a heist against a rich plantation owning family
4	Allied fence	Local corrupt tax collector	The criminals are looking for ‘associates’ to raid a smugglers’ stash
5	Friendly magician	Aspiring member	The criminals are plotting to steal heirlooms from dwarven exiles
6	Trusted foot-soldier	Local corrupt holy man	The criminals are in league with yak men and supply them with kidnapped children
7	Elderly, avuncular member	Protection racket victim	The criminals have a large stash of smuggled goods they need taken to a rendezvous downstream
8	Allied noble	Spy from a rival group	The criminals are under the sway of a major rakhosh and are kidnapping victims for it
9	Young, extreme maverick	Local pickpocket	The criminals know the location of a huge dwarf hoard but are too scared to go and recover it
10	Allied holy man	Spouse of an important NPC in another social group or the ruling elite	The criminals have stolen something important or valuable from a magician, merchant, or cadet house

Cadet House

As well as the ruling family, each Oligarchy typically has a number of cadet houses – hereditary noble families who pay taxes to the ruling family in return for a slice of trade. These families are often immensely powerful, with private armies and vast wealth of their own, and it is from these families that rulers tend to be replaced through revolution or coup.

Dice	Important NPC	Other NPC	Rumours/Hooks
1	The head of the household	Family fortune teller	A favoured servant has been kidnapped or murdered; the family want revenge
2	Heir apparent	Family historian	Somebody tried to poison one of the high-ups in the family but killed a taster; the family want to know who
3	Rival to the heir apparent	Head of a rival cadet house	The family has a young apprentice or adoptee who they want educated in the ways of the world
4	Elderly servant, wise adviser	Assassin	One of the family high-ups has strange sexual proclivities which need to be sated
5	Seneschal	Magician courtier	The family's ancient curse has returned
6	Favoured concubine	Tea taster	The family's private eunuch army has rebelled and laid siege to their city manse
7	Spouse to the head of the household	Teacher/nurse of the head's children	A bastard son has gone rogue and divulged secrets to the family's rivals
8	The head's personal "fixer"	Courtier who is a spy for another household	The family is plotting a coup
9	The head's younger sibling	Scion of another household	A dwarven exile has appeared in the city claiming he is a member of the family and the house is descended from dwarves. The house wants the scandal to go away
10	The head's bastard son or daughter	Body guard	One of the members of the family practices occult magicks and needs sacrificial victims

Seraglio

A pleasure house, where the rich and powerful – or the poor and pathetic - sate their physical desires. The courtesans may be male, female or *hijra*, and are protected by eunuchs or, in the wealthiest and most luxurious establishments, magical guardians. Deals are done and decisions made in dark corners, shrouded in the smoke of opium pipes, away from prying eyes.

Dice	Important NPC	Other NPC	Rumours/Hooks
1	The madam	Regular patron (loathed)	The madam is a minor shikk; each time somebody at the seraglio climaxes, her power increases
2	The most beautiful or handsome courtesan	Regular patron (liked)	A renowned, wanted criminal is hiding at the seraglio
3	The most skilled courtesan	Poet who sees the courtesans as his muses	The seraglio contains a scrying pool
4	A powerful patron	Idiot cleaner	The seraglio has a consignment of a new and extremely potent opium, which rivals want the secret of
5	The head guard	Local voyeur	One of the courtesans worships a god of sex and is secretly a powerful holy woman
6	The opium master	Spy from a rival polity who meets a contact at the House	A poet and regular attendee wants a rival poet (more successful with the courtesans) killed
7	The mightiest, most intimidating eunuch	Thief who robs from patrons while ‘distracted’	One of the courtesans has a rakhosh ally – or blackmailer
8	The son of a noble and frequent visitor	Fortune teller	A low-level street war is going on between rival ‘talent scouts’
9	A visitor who must attend in secret	Procurer of fresh ‘talent’	A group of magicians uses the seraglio for clandestine discussions about new spells
10	The madam’s young son	Holy man engaged in ridding the polity of dens of impurity	One of the courtesans sees beyond space and time at the moment of climax

Dwarf Exiles

The Oligarchies are where most of the dwarf population of Yoon-Suin can nowadays be found. They group themselves into small, embittered clans who engage in a traditional variety of pursuits – appraisal, fencing, forging, and acting as sherpas or mountain guides.

Dwarfs are not to be trusted and there is a 25% chance they will betray those they work with or who employ them (by, for instance, forging weapons which break, leading people off track in the mountains, undervaluing or overvaluing goods, etc.).

Each dwarf exile group knows the location of 3 dwarf ruins in the mountains.

Dice	Important NPC	Rumours/Hooks	Long-term Goal
1	Especially bitter, charismatic leader	Some of the youngsters chafe in exile and long for adventure	Cleanse their old home of tulpa and other inhabitants
2	Youngster adapted to living in the human world	The exiles have a powerful magical heirloom	
3	Expert mountain guide	The exiles are secretly tunnelling somewhere near the city for gems or minerals	
4	Expert forger (makes weapons that do +1 DMG)	One of the exiles has genuine prophetic visions of the group's future	Wreak awful revenge on another group of exiles in another city who they believe brought them low
5	Expert appraiser	The exiles are constructing a golem in secret, to help them in achieving their aims	
6	Older woman, matriarch	One of the exiles is a major rakhosh or kenku in disguise	
7	Minor magician	The clans know the contents of nearby ruins	Recover an artefact lost somewhere in Yoon-Suin
8	Holy man, keeper of the “old ways”	A dwarf somewhere in the city knows the secrets of the exiles' past and they want him destroyed	

Tea Shop or Opium Den

The mountains may be where tea and opium is grown for sale down river, but that does not stop the population enjoying these luxuries.

Dice	NPCs	Other NPCs	Rumour/Hook
1	Owner	Constant customer; addict	The only person who knows all the recipes and blends has gone missing
2	Owner's spouse	Cleaner	The owner is a retired mercenary who knows where his band's treasure is buried – but he never tells anyone where it is
3	Owner's son/daughter	Attractive server	The shop/den has a continuous game of multiplayer backgammon going, which players join and leave but which never ends. There are sometimes huge quantities of money at stake
4	Garrulous regular	Server who knows everybody in the city	The owner is the power behind the throne of the city
5	Known lothario	Former, fallen fakir	A regular client is a destitute former high-up in a local social group who wants to win back his or her status, or be revenged
6	Brewer/preparer	Apprentice brewer/preparer	A rival wants the recipes or blends stolen
7	Regular prestigious customer	Lazy guard	A kenku is 'haunting' the shop/den out of sheer caprice, stealing or misplacing items and generally causing a nuisance
8	Wealthy patron	Beggar who lurks outside	A local lothario is hiding at the shop/den from a lover's husband
9	Popular entertainer	Beautiful whore	The owner is a the deposed former oligarch, wearing a disguise and biding his or her time
10	Head guard	Poet selling poems for his fix	The shop/den has a guard dog who will bark once for yes and twice for no to any yes/no question it is asked

Guild of Mercenaries

An organised trading union for the mercenaries who throng the Mountains of the Moon. A place for hired swords to congregate, share rumours and gossip, recruit comrades, and plot.

Dice	NPCs	On the Grapevine
1	The guildmaster	There is a statue made entirely of precious metals and jewels hidden in a dwarf tomb in a valley deep in the mountains
2	The archivist	A nearby oligarch needs adventurers to recover his daughter, who has been kidnapped by a powerful sorcerer
3	The quartermaster	Mercenaries have overthrown a nearby oligarch and stand poised to begin a campaign of conquest through the mountains
4	A haughty, famed sellsword	A demon imprisoned behind great walls of granite on a high mountain peak calls incessantly for release
5	A scarred veteran sellsword	An entire mercenary warband was laid waste while travelling by a giants, or dragons, and their great wealth taken
6	A beautiful whore	An ogre mage trading in the oligarchies has discovered a means to cheat the Shikk and avoid ever returning to Syr Darya
7	A young dreamer	A falling star was seen plummeting to earth and landed somewhere on a mighty glacier
8	A fat eunuch	Beyond the mountains is the distant land of Xinjiang, a great empty plateau full of weird and wonderful civilizations and with many opportunities for glory and adventure
9	A eunuch crayfish master	A great chattar guards a high mountain pass, having decided to duel with all comers for a year and a day; if anyone defeats him he will grant them a boon of some kind
10	A dwarf	Strange sounds have been heard emanating from the entrance to a long abandoned dwarf citadel

Oligarchies Personages

Dice	NPC1	Spice	Motive	NPC2	Name (Male)	Name (Female)
1	Beggar	Has a missing facial feature	Hatred of enemy	Quarry-man	Tsanyang	Jetsunma
2	Embezzler	Is a small person		Perfumier	Jungne	Manna
3	Assassin	Is grossly fat		Retired soldier	Gendun	Sainyukta
4	Dyer	Is thin and skeletal	Unrequited love		Aaryan	Deevyah
5	Messenger	Always carries an umbrella		Idle rich	Madan	Aspru
6	Low level scrivener	Constantly smokes opium		Explorer	Tsepon	Amita
7	Guard/militia man	Has white pupils	Jealousy of possession	Labourer	Chagdud	Riea
8	Low level tax collector	Walks on tip-toe		Undertaker	Nyoshel	Birsha
9	High class whore	Is very good looking		Dream interpreter	Namkhai	Maya
10	Low class whore	Is very ugly	Desire for wealth	Food taster	Lobsang	Niharika
11	Scavenger	Is very old		Idiot	Chokyi	Heena
12	Merchant	Has a hunchback		Poet	Khyentse	Pema
13	Sellsword	Is plagued by visions	Sexual perversion	Palanquin-carrier	Tulsi	Tsamchoe
14	Fortune teller	Is a <i>hijra</i>		Barber	Udit	Swornima

15	Street performer	Smells awful		Smith	Tsering	Menkhu
16	Lamp carrier	Dandy with tattered, faded clothing	Desire for fame	Exorcist	Gyeme	Sang
17	Jeweller	Covered in tattoos		Basket weaver	Arjun	Aayusha
18	Middle-man	Has no legs – walks on hands		Slave	Kiran	Sunita
19	Executioner	Is extremely shy	Pay off crippling debts	Water carrier	Nabin	Aspru
20	Slaver	Is loud, boorish and obnoxious		Fish feeder	Yash	Rekha
21	Entertainer	Has a club foot		Guide/tracker	Bishal	Jharana
22	Scholar	Speaks very softly	Cruelty	Spy for hire	Lok	Kesang
23	Metal worker	Has a haunted, desperate air	Excitement	Unemployed farmer	Sarojbatsa	Namrata
24	Eunuch	Is over-friendly		Tailor	Sarbodaya	Choden
25	Yak handler	Is obsequious and eager to please	Addiction	Unemployed yak handler	Anyen	Lhamu
26	Magician's apprentice	Is absurdly tall		Dancer	Ashish	Mala
27	Appraiser	Laughs inappropriately		Carp breeder	Marut	Tripti
28	Buyer	Constantly makes innuendo	Competition with rival	Hunter	Samir	Dulkar
29	Dock hand	Is cheerful and polite		Singer	Umesh	Sumi
30	Barge hand	Roll twice		Carpenter	Nischal	Usha

3. General Rumours and Hooks

Random Connections

Dice	NPC	Is trying to...	NPC
1	Magician	Kill	Magician
2	Jeweller		Jeweller
3	Prospector	Steal from	Prospector
4	Criminal		Criminal
5	Philosopher	Kidnap	Philosopher
6	Explorer		Explorer
7	Beggar	Steal the spouse of	Beggar
8	Street performer		Street performer
9	Assassin	Transport goods to	Assassin
10	Smuggler		Smuggler
11	Sherpa	Extort from	Sherpa
12	Tea shop owner		Tea shop owner
13	Guard	Intimidate	Guard
14	Eunuch		Eunuch
15	Prostitute	Spy on	Prostitute
16	Holy man		Holy man
17	Dwarf appraiser	Kill	Dwarf appraiser
18	Fortune teller		Fortune teller
19	Dancer	Steal from	Dancer
20	Conman		Conman

Oligarchy Rumours

Dice	Rumour	Dice	Rumour
1	There are rumours the ruling oligarch and his sister are lovers; rival oligarchs will pay vast rewards for evidence this is true.	11	A crayfish owned by a clan of mercenaries in the oligarch's employ has been showing signs of intelligence.
2	There is talk from villagers from a certain area of the mountains that a dwarf ghost has been seen wandering at night; he resembles a hero (or villain) of legend.	12	The oligarch's niece has demanded that somebody bring her something impossible – the roots of a mountain, a blue rose, a strawberry grown in autumn, a trustworthy man, etc.
3	A roc has carried away the oligarch's grand-daughter and flown away with her into the mountains.	13	A dragon was seen plummeting to earth in the high mountain peaks.
4	A high glacier is said to have a city carved into its interior; it is full of antique treasures, but anyone venturing in will surely die from the cold.	14	An oligarch from a neighbouring valley has been mustering mercenaries from far and wide.
5	A cabal of merchants are planning to assassinate the oligarch's favourite tax collector.	15	Soothsayers are predicting powerful storms rising from the South, bringing with them mighty snows.
6	The heir of a cadet house was lost as a child; somebody resembling him was seen by a hunter high in the mountains working as a slave for yak-men.	16	Mysterious armoured men have appeared downstream and in the mountain passes, claiming a tithe on all goods; nobody knows who they represent.
7	An avalanche has entirely swept away a rich monastery with all its treasures.	17	Patrons of a popular seraglio have been turning up in canals and gutters dead, with their hands removed.
8	A man stumbled into a nearby small village not long ago; he claims to have fallen asleep in a mountain cave in the reign of an oligarch who died five hundred years ago, and to have only recently awoke.	18	A mad monk has been proclaiming from street corners that the Outsiders are coming, and only he knows why and from where.
9	Voices can be heard whispering and moaning in an unknown tongue from deep within a dark crevasse in the forest.	19	All of the carp from the oligarch's favourite pond have disappeared – but there is no way in or out.
10	Two travellers have arrived, claiming to be from beyond the other side of the mountains.	20	Mysterious music can be heard in the city at night, but nobody knows the source.

4. Random Locations and Encounters

'Round the Oligarchies

Dice	Encounter	Location
1	A pick-pocket targets the PCs	By an expensive tea shop
2	A dead body lying in a gutter and a figure fleeing the scene	On a bridge crossing a canal
3	A lunatic starts following the PCs everywhere, ranting and raving that one of them is the reincarnation of his/her lost wife, husband, son or daughter	In a main thoroughfare by a dark back alley
4	Somebody the PCs recognise as highly respectable is seen in deep conversation with somebody else the PCs recognise and know to be a ne'er-do-well	By a run-down tea shop
5	An associate of an enemy of the PCs spots them and starts following	By an expensive opium den
6	A gang of simple street thugs looking for targets	By a tannery
7	A yali, a servant of a holy order, goes on the rampage and is molesting an important NPC and his/her entourage	By a run-down opium den
8	A group of guards are beating somebody to death; this person is loudly proclaiming their innocence	In a small bazaar
9	A woman approaches the PCs being chased by eunuchs; she has fled from a nearby seraglio	In a large bazaar
10	An old fortune teller who thinks a PC has a destiny she has seen in a vision	By a small park
11	A dwarf jeweller with a posse spots one of the PCs and accuses him of theft	By a cemetery
12	A PC hears the scream of a <i>hijra</i> being abducted by a jealous lover	By an abandoned temple
13	Somebody the PCs recognise is about to be summarily skinned alive in public after accusation of rape, theft or murder – this may be true or false	In a courtyard
14	A group of 2d6 mercenaries betting on scorpion fights invite the PCs to join them	In a small square
15	An expensive-looking bird of prey or bird of paradise flies down from the sky to perch somewhere close to the PCs. It is obviously an escapee from an aviary.	In a large square

16	A wooden pagoda on fire in the grounds of a temple; people are trapped on the top floor	Under an archway
17	A representative of a merchant approaches the PCs to act as guards for a caravan heading to another oligarchy through dangerous territory	In a busy, main thoroughfare
18	Two groups of d6+2 mercenaries each, engaged in a brawl. A small child is trapped in the melee.	Down a quiet side street
19	An old gypsy woman approaches the PCs and asks them to buy a charm; if they choose not to, she curses them – this may or may not have actual effects	By an aviary
20	A kenku disguised as a soldier of fortune approaches the PCs and asks to accompany them; he plans to steal from them or cause other mischief	By the grounds of a palace
21	Children trying to poach the oligarch's koi from a canal; the PCs spot this at the same time a guard does	By a seraglio
22	A book lies, apparently lost or dropped, under a pile of dead leaves; the owner is a magician who will attempt to kidnap anybody returning the book to him, to act as his slaves	By a place of learning
23	A woman appears in a nearby house screaming that her baby has gone missing; she believes yak-men have stolen it	By a huge old tree
24	A PC spots what looks like a tulpa sneaking around a corner or into a darkened doorway	By a small shrine
25	A group of monks are burning prayers in a pyre; ashes blow over one of the PCs and the monks take this as a sign he is anointed by their god	By a large shine
26	A hedge wizard plays with cantrips; something goes awry and a magical item owned by a PC begins to glow conspicuously	By a fighting eunuch training yard
27	A young scion of the ruling family rushes by on a howdah carried by crayfish; he or she spots one of the PCs and demands a dance for his/her amusement	By the grounds of an archive
28	A group of musicians and entertainers – one of them, a fool, takes a shine to one of the PCs and starts following him or her	By a crayfish breeding lake
29	A street urchin being carried off by eunuchs to be castrated; he screams for help	By a guarded mausoleum
30	A snake charmer is jostled while performing and the snake bites a member of the audience	By a large warehouse

5. Rural and Wilderness Areas

The river valleys of the Mountains of the Moon, especially in the Southern reaches and foothills, have enough fertile land to support villages of rice farmers. Further West, towards Sughd, all available agricultural land is devoted to plantations producing opiates and teas. Each 'settled' hex on the map should have d3 farming villages or d3 plantations depending on the area.

Small Communities

Dice	Community Type
1	Farming village/Sughd Plantation (for hexes in the Mountains of the Moon/Sughd respectively)
2	Yak herders
3	Isolated mine
4	Monastery
5	Retreat
6	Mercenary encampment
7	Archmage's tower
8	Ogre mage trader camp
9	Bandits
10	Refugees



Farming Village

A peasant village where rice is grown in communal paddies and the occasional cow or pig wanders from here to there.

Dice	NPCs	Special	Problem
1	A mad hermit	A secret stash of savings is hidden under the village hall, worth Treasure Type C	The villagers are plagued by a group of bandits who live nearby
2	A hedge witch (25% chance of being a level 1 magician; otherwise a charlatan)	The villagers are very hospitable, but kill, rob and eat visitors who stay the night	
3	A holy man (25% chance of being an actual level 1 holy man; otherwise a charlatan)	The villagers shelter a group of bandits	The villagers are plagued by poisonous scorpions which inhabit the fields, rendering them unusable
4	An expert guide who knows all the contents of the hex and surrounds	The villagers worship a giant crayfish who lives in a nearby lake	
5	A locally renowned beauty	The villagers are very hospitable, but abduct visitors who stay the night and sell them into slavery	The village is frequented by gamblers seeking to avoid taxation in the nearby oligarchy
6	A retired hero	The villagers breed yuthada vaaanara	
7	An exiled criminal living as an anonymous farmer	The villagers speak an unusual dialect that is impossible for outsiders to understand	All of the village children disappeared one night, and the villagers are convinced it was yak people
8	An expert rice-cake baker	The village has a fighting pit, and the locals will challenge visitors to wrestle their champion	
9	An old man revered for his extraordinary wisdom	The villagers eat disgusting moths they consider a delicacy	The harvest failed and the villagers believe the mountain spirit is angry
10	A locally renowned hunter	The villagers have a spell book a wandering wizard once 'left behind'	

11	A locally renowned story teller	The villagers have the skeleton of a yak folk on display in the hall who they believe is secretly watching them	The villagers have a blood feud with the next village
12	A great flute player	The villagers have a pet giant frog who has a 10% chance of becoming aggressive whenever visitors enter the village	The village is divided in two between two large families and their allies, who are hostile towards each other
13	A great singer	The villagers eat a type of mushroom that is mildly poisonous; they build an immunity from an early age but outsiders will be violently ill and incapacitated for 3 days if they eat the fungus	
14	A visiting sage, studying the local night sky	There are weirdly colourful beetles everywhere because of some vagary of the local climate	
15	A visiting sage, studying the local river octopodes	The villagers are unusually short and stocky; it is rumoured that their ancestors were dwarfs who bred with humans, though everybody knows this is impossible	
16	A visiting sage, studying the local dwarven ruins	The villagers worship a mantis god who demands sacrifices from visitors	Almost all the menfolk were conscripted to go to war two years ago, and none returned
17	A fortune teller	The villagers know where there is a mi-go lair in the mountains	
18	A man who has been panning for gold in the local stream for years	The village has a hot spring which is used by travellers and local nobles	The villagers have a blood feud with a clan of yak herders in the nearby hills
19	An escaped slave	The villagers harvest a kind of moss which has rare health benefits	The villagers must send a virginal girl or boy to the local archmage's tower each year
20	An escaped eunuch	There is a group of ancient statues in the village that it is rumoured are golems which will one day come to life	

Sughd Plantation

A plantation in the hills with its hereditary family owners, slaves, guards, and insect servants (see Appendix J) Typically a sprawling area of hills, valleys, rivers and fields, with a central manse where the family lives, along with its most trusted servants and administrators.

Dice	Resource	NPCs	Other NPC	Twist
1	Tea (refer to Appendix C)	The owner	A beautiful slave girl	The owner was long ago killed and replaced by a major rakhosh who is plotting the construction of an empire
2		The owner's heir	Family fortune teller	One of the foremen recently came up with a new breed of tea or opium - but he has since disappeared
3		The family magician	Family historian	The slaves, long mistreated, are plotting a rebellion
4		A trusted slave administrator	Rival plantation owner	One of the owner's wives is bullied by the others and wishes to escape
5		A trusted foreman	Assassin	The plantation is plagued by crop blight and the family faces ruin
6	Opium (refer to Appendix B)	The owner's beautiful daughter	Aesthetic guide	A number of the plantation's insect servants have gone berserk and turned the fields into a no-go area
7		The owner's favourite wife	Tea taster/opium sampler/etc.	The crops are being poisoned or ruined by a spy from a rival
8		The owner's pampered youngest son or daughter	Courtier who is a spy for another plantation	The owner's heir is incompetent and the family wants him removed - without being implicated themselves
9		The head of the guard	Scion of another plantation household	The family magician has long lusted after the owner's daughter and has spirited her away
10		An ancient, wizened uncle or grandfather	Potentially rebellious slave	One of the owner's sons or daughters is a sex maniac

Yak Herders

In high valleys and hills where the soil is too poor or the air too thin for agriculture roam clans of yak herders, eking out a meagre existence and frequently supplementing their yaks' milk with food traded or stolen from the villages in more fertile areas. They typically practice polyandry.

Dice	Special	Problem
1	The herders overwinter in the entrance to a dwarf citadel which they believe houses a god.	The herders have a blood feud with a village down in the valleys.
2	The chieftess of the herders has a <i>Horn of Avalanches</i> , the heirloom of her clan.	
3	The herders are expert archers who are +2 to hit when firing bows.	Two brothers married to the same wife have become jealous and have broken the clan in two.
4	The herders conduct a dragon dance once a decade which summons a dragon; they can ask of it one boon.	
5	The herders have a shaman who imbues cow bells with spirits which communicate distress to the herders no matter the distance.	The shaman summoned an air elemental which has become devilish and now attacks the herders at night if they venture outside of shelter.
6	The milk produced by the herders' yaks is of a rare and special quality and can be sold for 10sp per fl. oz.	
7	The herders know a route through a huge glacier to distant Xinjiang beyond the Mountains of the Moon.	The chieftess has become lust-crazed and demands constant male captives to be brought for her satisfaction.
8	The herders are the remnants of a degenerated civilization from a forgotten eon, and still have the blood of dragons in them; their blood is like an acid that melts metal (destroying weapons as <i>rust monster</i>).	
9	The herders connive with yak-folk to provide them with slaves.	The herders are afflicted with a disease which slowly turns their bodies into inflexible ice; anyone in contact with them has a 10% chance per day of contract this illness.
10	The herders can mould ice into golem servants inhabited by the spirits of murdered foes.	

Isolated Mine

A mine or quarry high in the mountains, set up for the recovery of a specific rare resource and far from civilisation.

Dice	Resource	NPCs	Hook
1	Diamonds	A competent foreman	There is something awful living down there in the darkness
2	Rubies	A strong and very loyal slave	Voices can be heard calling out in the deeper tunnels, but whoever is calling is never seen
3	Garnets	A disloyal slave plotting rebellion	A vulnerable NPC has been lost in the tunnels.
4	Emeralds	A slave who is a spy for local bandits	The slaves have rebelled and have occupied the tunnels while the foremen keep them under siege; it is a stalemate
5	Sapphires	A brutal slave driver	Bandits have a spy who informs them when goods are being removed from the mine and where they are going
6	Platinum	A guard who treats slaves generously in return for sexual favours	The regular food caravans have not been arriving due to bandits or adverse weather, and the inhabitants are starving
7	Palladium	A bandit leader	Most of the inhabitants have become ro-langs and the few survivors are blockaded in the tunnels
8	Adamantium	A foreman driven mad by isolation	The miners have found an ancient, powerful artefact hidden in the depths
9	Osmium	A foreman's lonely wife	The miners have discovered a burial chamber where dwarfs or humans from a long-lost civilisation are held in stasis, waiting to be reborn
10	Bones of ancient beasts	A child slave used to enter narrow spaces	The miners have discovered an underground lake of huge and unexplored extent

Monastery

A group of monks, acolytes and disciples gathered together in the mountains for solitude and quiet. Has TT: E in holy artefacts and treasures.

Dice	Type	Area of Expertise	Hook
1/2	Devolved – a group of 3d6 holy men, each of d6+3 HD, each with d6 1 HD acolytes	Life	The order practices self-mummification and there are d6 mummified priests in the monastery
		Healing diseases and poisons	An heirloom has been lost or stolen
3/4	Charismatic leader – a 10 HD holy man with 3d20 1-2 HD acolytes	Clairsentience	An acolyte is a kenku with designs on stealing treasures and magical items
5/6	Meditators – a group of 2d20 monks devoted to peace and meditation, without holy man class abilities	Banishment	The monks have become possessed by <i>baital</i> or other undead spirits
		Ghosts and evil spirits	The monks have gone mad and suspicious in their isolation and will attempt to sacrifice visitors
		Outsiders	The monastery are considered wicked heretics by an established religious order in a nearby oligarchy
7/8	Keepers of ancient knowledge – scribes and experts who transcribe chronicles and annals of times past (2d20 sages without holy man class abilities)	Enchantments and curses	The monastery houses special tantras written on ancient scrolls which can cure the ro-langs plague
		History and archiving	The monks practice martial arts in which they can train outsiders ; 6 months of training gives a +1 to hit bonus, and 12 months gives +2 to hit and +1 to damage
9/10	Hierarchical – an abbot of d6+3 HD, three lieutenants of 4 HD, d20 1 HD holy men acolytes, and double that number of 1 HD neophytes without holy man abilities	Death	The monks are experts in poisons
		Prophecy and foreseeing	The monks are shapechangers and can transform into bears, wolves, hawks or apes

Retreat

The wealthy members of the civilisations of the Mountains have always enjoyed the use of baths, gardens, spas, menageries, retreats, and so forth, both for relaxation and also as neutral places for diplomatic meetings or secretive locations for trysts.

Dice	Type	Owner	Guardians
1	Bath house or spa	A beautiful witch (level d6+3) with no arms, but hands which float about at her mental command	12 yak-men, with <i>kukri of slicing</i> +2
2	Garden or arboretum	A trio of sisters, all exactly alike except one is blonde, one brunette, the other red-headed	6 air elementals
3		A two-headed magician (level d6+3); one head is an ancient crone, the other a young boy	13 1 st -level warriors who are instantly replaced by identical warriors the moment they are killed
4		A galeb duhr, considered heretical by his kin	33 yuthada vaanara
5	Menagerie or aviary	An ogre-mage, who one month out of every 13 returns to Syr Darya and closes the retreat	2 twin mi-go, with their trainer, a 6 th -level warrior with a <i>helm of mi-go control</i>
6	An isolated guest house, tower, or tea room	A falcon-headed demi-god who notes the name of every visitor in a great tome made from human skin, for purposes unknown	5 white-masked 5 th -level holy men, with magical <i>brigantine armour of blinking</i> +3
7		A diminutive old woman who is actually a dragon	2 statues of chinthe which are 12 HD golems and AC -2
8		A dozen kenku who inhabit one body which speaks with 12 voices	3 doppelgangers, 7 th level warriors, who in the eye of any observer appear exactly as him- or herself.
9	Lake island	A storm giant	An undead chattar from the ancient past (treat as death knight)
10		A yak-man and his hag lover	3 yali, one appearing as a tiger, the other an ape, and the third a phoenix

Mercenary Encampment

Mercenaries in the Mountains of the Moon tend to be eunuchs, and tend to be found more frequently than elsewhere in Yoon-Suin thanks to the region's constant wars.

Dice	NPC	Other NPC	Rumours/Hooks	Details
1	Captain	Incompetent sell-sword	The band have a buried treasure trove; roll twice for their TT	<i>Very small.</i> One leader of d3+1 levels. 20 troops, 25% chance of being light horsemen, 25% chance of being archers, otherwise light footmen. TT: C
2	Disgraced chattar, now a sell-sword	Rival captain		
3	Runaway son of an oligarch, now a sell-sword	Yuthada Vaanara	The leader has a magical item which terrorises the others	<i>Small.</i> One leader of d3+3 levels. One officer of d3+1 levels. 25 light footmen+25 light horsemen, mounted bowmen, archers or heavy footmen. TT: B
4	Flutist or drummer	Castrater		
5	Eunuch magician	Beautiful camp follower	The leader can communicate with the dead	<i>Medium.</i> One leader of d6+2 levels. Three officers of d3+1 levels. 75 heavy footmen+25 medium horsemen or archers. TT: D
6	Cruel, lunatic sell-sword	The Captain's son or daughter		
7	Torturer	Major rakhosh, disguised as a sell-sword	The mercenaries are all mutants and act as shock troops	<i>Large.</i> One leader of d6+3 levels. Five officers of d3+1 levels. 100 heavy footmen or light footmen+50 archers+50 medium horsemen or 25 heavy horsemen+5 war crayfish. TT: F
8	Trusted lieutenant	Local oligarch		
9	Young child mascot, not yet castrated	Former employer	Rivals have abducted a young mascot, flutist, or other notable NPC	<i>Very large.</i> One leader of d6+3 levels. Seven officers of d3+1 levels. 100 light footmen+50 heavy footmen+50 archers+50 light horsemen+50 medium or heavy horsemen+10 war crayfish. TT: A
10	Chaplain	Huge, mute, strongman		

Archmage's Tower

Dice	Archmage Eccentricity	Servants	Tower	Hook
1	Eats small, living things (cockroaches, bats, rats, mice, sparrows, spiders)	6 clay golems, created to resemble humans with rhinoceros heads	A huge menhir, burrowed through with tunnels	The arch-mage is constantly experimenting with the creation of golems and automata and releasing them into the surrounding countryside
2	Feigns not to understand what is spoken unless it is of particular interest	50 Yuthada Vaanara, given sentience and the ability to communicate through signing	An arm grasping for the sky	The arch-mage has had an important magical item stolen by a rival
3	Requests guests speak only in rhyme	101 Tantric ro-langs	A whorled structure like the horn of a unicorn	The servants have rebelled and have the arch-mage trapped
4	Spends all of his time in a steam bath; guests must join him in it, naked	A single <i>gyalpo</i> , bound to serve the arch-mage through love or enslavement	A lighthouse, transplanted from the sea	The arch-mage gains his magic from powerful Outsiders
5	Collects fingers and hands, which he animates	9 asura, six-armed, who loathe the arch-mage but are bound to serve him	A giant cypress tree, hollow on the inside	The arch-mage has a ferocious rival he wants destroyed
6	Always wears a mask, and a different one each day	Figments, of which 2d20 appear each day	A pyramid made from obsidian	The arch-mage's wife has fled and wants to return to a normal life
7	Has no face on his head and one face in each palm; the two always give conflicting statements	8 shishi, in 4 mated pairs	In a fortress held up from the earth on the shoulders of four petrified giants	The arch-mage is planning to raise an army of pishacha and other spirits with the aim of conquering the nearby oligarchy
8	Is permanently invisible	5 elementals, one of each variety	A pillar with a platform on top, on which are built the arch-mage's living quarters	The arch-mage is planning to excavate a nearby dwarf citadel which he believes, in its death, holds the key to eternal life
9	Makes origami animals which come awake at night	3 major rakhosh, who are perhaps more masters than servants	A gargantuan phallus	The arch-mage is dying and needs to find his descendants in order to bequeath his estate
10	Is slowly building an extension to his tower that will allow him to reach the stars	A single, exact clone of the arch-mage	In a finger of rock carved from the face of a glacier	The arch-mage has cloned himself, but the clone has taken against him and the two are at war within the tower (re-roll if the arch-mage already has a clone)

Ogre Mage Trader Camp

Ogre mages typically travel between oligarchies and plantations conducting arbitrage. Some set up semi-permanent residences (in game terms, appearing in one of a range of 6 hexes each month; roll a d6 each month to determine the hex, in which the trader has a 50% chance of being present) selling special items.

Roll to determine the trader's interest. On each appearance he will have d6 randomly determined items within that interest, and d3 other randomly determined items from other interests. He will also have 3d10 units of cargo.

The trader will also have 3 rumours (in game terms, adventure seeds) relevant to the local area. Refresh these rumours every month.

Dice	Interest	Guards	Character
1	Potions	Mercenaries (6 2 HD fighters and 10 1 HD fighters)	Honest (price 150% of XP value of item)
2	Scrolls	Yuthada Vaanara (12)	Miserly (price is double XP value) Depends on the month
3	Wands, staves, rods	Grasshopper-men (4)	
4	Weapons	Figments (2d6)	
5	Armour	Nasnas (16)	
6	Miscellaneous	Clay golems (2)	

Refugee Camp

Drifting unfortunates who have lost their homes and livelihoods in war or rebellion. They may be miserable slaves driven to greater misery – or the remnants of a ruling dynasty brought low. Roll on the following table to generate the type of refugees, and generate NPCs as appropriate using the tables in the social groups and small communities pages of this chapter.

Dice	Type	Twist
1/2	Wandering farmers – their village burned, their fields sewn with salt and scorpions	The refugees are plotting vengeance
3/4	A ruined oligarch and his family of impoverished exiles	The refugees have been forced into cannibalism and robbery to survive
		The refugees have turned to the worship of an evil demigod during their journeying
		The refugees are starving, miserable beggars who are facing certain death
5/6	The remnants of a seraglio cast out for particularly decadent and heretical sexual acts, wandering together for mutual support	The refugees have been enslaved by a mountain witch
		The refugees are attempting to set up a new life and a new society in the wilderness
7/8	A wandering band of castratos who failed in their martial training and are now considered useless both as men and eunuchs	The refugees have collective dreams that they believe are guiding them to a mythic promised land
		The refugees still carry potent magical or religious artefacts which they took with them when they fled
9/10	An exiled religious order, their faith apparently in vain	The refugees have come to believe that poverty is a virtue, and travel around destroying wealth and property
		The refugees are plagued by a malicious kenku who has convinced them he is a patron spirit or benevolent magician

Bandit Hideout

Robbers, highwaymen, thugs and murderers. They may be a small band of desperate men, or a miniature army who terrorise a region.

Dice	Major NPCs	Twist	Size
1	Chief	Are controlled by a sentient artefact which manipulates them for its own ends	<i>Small</i> d6x5 members
2	Second-in-command	Have kidnapped somebody important	1 2 HD leader
3	Trusted older member	Have a blood feud with a rival group	Treasure: C
4	Youthful apprentice, favourite of the leader	Have murdered somebody important and are wanted in the local oligarchy or plantation	<i>Medium</i> d6+2x10 members
5	Runaway courtesan, favourite of a member of the elite in the local oligarchy or plantation	Have awakened something terrible in the wilderness	1 2 HD leader 2 2HD lieutenants Treasure: C
6	Big dumb brute	The bandits have a spy in a local oligarchy or plantation who informs them what goods are coming and going	
7	Corrupt holy man	The chief of the bandits is the lover of the daughter of a local oligarch or plantation owner	<i>Large</i> d8+2x10 members
8	Fence in the local polity	Are allied to a gyalpo who they pay tribute to	1 3 HD leader
9	Minor magician	The bandits worship a hateful demigod	3 2 HD lieutenants Treasure: B
10	Malicious, bloodthirsty murderer	Are the lovers and slaves of a mountain witch	<i>Very Large</i> [d12+2]x10 members 1 3 HD leader 5 2 HD lieutenants Treasure: D



Lairs

Dice	Lair
1	Hohools
2	Mi-go
3	Mummified Monk
4	Ro-langs plague
5	Gyalpo
6	Yak-men
7	Chint-on



Hohools

10d20 adults and half that number of young in total, with one 3 HD leader, one 2 HD champion per 15 adults, and one 1 HD woken per 20 adults. Hohools always collect something - usually a product of the human world which they think has significance.

Dice	Lair Location	Obsessively Collect...
1	In an underground warren infested with a poisonous fungus which does not affect the hohools (determine poison effects referring to Appendix A)	Shiny objects – coins and metals of any description
2	In huts in the middle of a large meadow, 1 square mile, of magical flowers which immediately shriek an alert if intruders attempt to enter the meadow	Bones
3	In the tomb of a forgotten oligarch, now ransacked and emptied; his shade wanders the ruin, unable to affect anything in the corporeal world and continually mocked and ridiculed by the hohools	Human children to use as slaves
4	A ruined village that the hohools have sacked and burned; they keep d20 captives as slaves and playthings	Books, papers, scrolls, anything with writing on it
5	In a pile of rocks shaped into a large circular platform on top of which the hohools sleep	Weapons
6	In caves in a cliff face, insulated, nest-like, with the collected hair of many generations of hohools	Human hair
7	In a former place of learning, which the hohools have turned into a travesty of a school, knowing its purpose but unable to comprehend the meaning of education	Musical instruments
8	On an island in the middle of a lake filled with freshwater octopodes	Clothes

Mi-go

Mi-go always live alone, unless they have captives.

Dice	Lair	Special
1	Within an ice cave inside the cliff face of a glacier; to even be inside it means to suffer -1hp damage per turn on a failed save versus death	The mi-go has prisoners who he is keeping for lean times. There are d10 of these, half men and half women, each with a 50% chance of being frozen to death on discovery. There is a 10% chance each is a levelled NPC adventurer.
2	In a burrow dug into the side of a deep chasm; must be abseiled into	The mi-go recently devoured an important hero from a nearby oligarchy and his possessions (TT: L, N, O) are somewhere in the lair. The man's family will want them returned.
3	In a cave in a mountain top that is permanently shrouded in cloud and fog, restricting visibility to 10'	The mi-go has a symbiotic relationship with a frost nymph who lures men to their deaths at its hands.
4	In an abandoned roc's nest made of tree trunks and boulders; has TT C in additional treasure from the former victims of the roc; and d100 fragments of roc egg shell worth 1 gp each.	The mi-go is placated by a local village who sacrifice a child to it every three months in an elaborate sacrifice.
5	In a series of caves, deep in the bottom of which lies a slumbering dragon which the mi-go never disturbs	The mi-go embodies the spirit of the mountains and can cast holy man spells as a holy man of its level in HD.
6	In the shattered remnants of a dwarf fortress which extends below the surface of the earth (map as small dungeon with levels 1-3)	The mi-go creates strange sculptures out of ice and snow which become animated by elemental spirits. These function as 4 HD golems which are immune to normal weapons and have two attacks for d6 damage.

Malevolent Mummified Monk

Malignant mummified monks are usually driven out by their order and make their homes elsewhere. They are often venerated by weak-willed doom cultists, mountain ghosts, or wild beasts which they make their own.

Dice	Lair	Followers	Hooks
1	An abandoned village with a ramshackle, dusty temple the mummified monk has made into a mock-shrine devoted to his own worship	A cult who venerate the mummified monk as a demigod (3d20 ordinary 1 HD members, d6 1 HD holy men, 2 3 HD holy men, 1 4 HD abbot or cult leader)	The monk desires to meet its descendants, which it knows to be in a certain location
2	A maze carved from ice and snow	Mountain ghosts attracted by the power and malevolence of the mummified monk (d6+3 mountain ghosts)	The monk requires a continual stream of captives to drain their life force, so as to preserve its own existence
3	In the depths of a pine forest where the sun barely breaks through the canopy and the trees stand cold and silent	Two mi-go, bound by spells of loyalty	The monk can wear the skin of a living human and thus take on his or her appearance; this lasts for a lunar month
4	On a high mountain peak surrounded by ancient dwarf burial cairns	Six dwarf wraiths, who have been promised release at the end of 101 years of servitude	One of the monk's followers is actually the heir to an oligarchy
5	In the gutted temple of its former order, decorated by the bones of the murdered monks and abbot	A group of slaves the mummified monk rescued from yak men and who now form his disciples (4d20 1 HD men and woman)	The monk wants a special artefact and will bind suitable candidates with a <i>geas</i> to find it
6	In an isolated holdfast – a tower surrounded by a 10' wall on top of a narrow ridge; the monk sits on the turret, impervious to the wind and sleet	Three major rakhosh, females, who are the mummified monk's lovers	The monk has knowledge of the afterlife; it can answer any question about any situation involving a death

Ro-Langs Plague

A horde of bgegs ro-langs. Each week of game time, check to see whether the ro-langs have moved from their original hex. There is a 10% chance of moving in a random direction (roll d6 to determine hex edge), and the ro-langs will act accordingly, attacking the hex contents and so on. The ro-langs may still have treasure and possessions appropriate to their origin.

Dice	Origin	The bgegs curse will be lifted if...
1	Was once the population of a village (101-200)	A lost magical amulet is brought from where it rests at the bottom of a glacial lake and returned to its original owner, an arch-mage in a distant hex
2	Was once a mercenary war band (31-50)	
3	Was once a merchant and his porters (14-24)	A crystal dragon is brought from the icy pavilions in Upper Druk Yul to dispel the curse
4	Was once a group of pilgrims (13-28)	
5	Was once a group of wandering entertainers (3-18)	The ancient dwarven sorcerer who laid the curse is finally laid to rest
6	Was once a leper colony (51-150)	

Gyalpo

A gyalpo will appear alone, usually manifesting as a great holy man or magic user living in a beautiful palace, rich in silver and gold, full of devoted followers and beautiful handmaids. This will be a sham, as gyalpo are negative influences and capricious tricksters who seek god-hood.

Dice	Obscure Desire	Those who sleep in the palace will...
1	Bring the girdle of a tribe of amazons living in Lamarakh	Wake up in a meadow in a nearby hex, with all possessions taken
2	Capture a yali	Wake to find their sex reversed
3	Steal apples from the garden of a nearby arch-mage	Be cursed with permanent invisibility
4	Steal from the crystal dragons of Upper Druk Yul	Wake up in an entirely different region of Yoon-Suin
5	Bring a squid-man captive	Be cursed to be unable to speak
6	Bring a bgegs ro-lang captive	Wake as children

Yak-Men

The lairs of the yak-people are high in the mountains, beyond even the dwarf citadels. Each clan has 3d6+20 adults and half that number of juveniles, with half that number of human slaves. They have TT: B.

Dice	Reason to search the yak-men out...
1	The kidnapped son or daughter of an oligarch
2	The disappearance of a diplomatic mission aimed at staving off war between two oligarchies
3	A magical artefact lost being transported from an oligarchy to a summer villa
4	A missing NPC comrade, ally, or family member
5	A lost sage whose knowledge is needed by an oligarch
6	A lost kidnapped magician who knows an important secret valued by an arch-mage

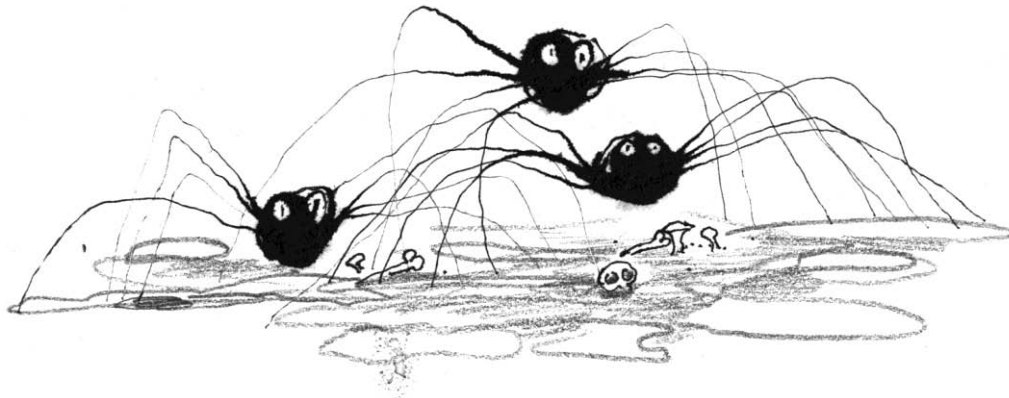
Chint-on

An entire city of ant-men, with up to 10,000 individuals.

Dice	Hook
1	The chint-on are at war with a giant colony of mukesids, and are in deadlock
2	The chint-on are in a cycle of releasing new queens and kings, which spread across the hills for miles around
3	The chint-on are battling a deadly fungal infection and are desperate for a cure
4	The chint-on tunnels are contiguous with a dwarf treasure hoard buried in a labyrinth under the mountains
5	The chint-on queen has a taste for human flesh which her servants bring her
6	The colony is a mega-nest with d6 queens psionically linked: they have designs on world conquest

Other Ideas for Mountains of the Moon lairs

Dice	Lair	Dice	Lair	Dice	Lair
1	Galeb duhr	8	Quaggoth	15	Mukesid
2	Dragon	9	Remorhaz	16	Manticore
3	Troglodyte	10	Pishacha	17	Medusa
4	Gargantuan spider	11	Minor Rakhosh	18	Werebear
5	Phase spider	12	Shishi	19	Ki-rin
6	Roc	13	Pajikot	20	Cryohydra
7	Oriental vampire	14	Tulpa		



Sample Hex Contents

The Jade Baths. A grand bathhouse stands half way between Charikot and Bharatput, where a hot spring broils up from the bowels of the earth. The oligarchs of the two cities, and the local chattaris, are regular visitors, and an ancient gentleman's agreement maintains its neutrality even during the (regular) wars which ravage the Vale of Flowers. It is said that Tamangh Nikil and Udit Ghimere shared a bath there together a month and a day after the Udit clan had slain Nikil's grandparents, and the two did not come to blows or draw blades.

The bathhouse is decorated everywhere with jade panels, statuettes and crenelations, although it is made of dark cedar. At the gate stand two jade lion statues; these are jade golems (ACo, HD11, Attacks 3, DMG d10/d10/d12, damaged only by magical crushing weapons) which will protect the life of the bathhouse's owner and any who serve there. The current owner is Jal, a beautiful but apparently ageless woman with three triplet sons, Dilip, Hari and Laxman (each is a level 5 magician). There is at least half a million gold pieces' worth of jade on the premises.

Altar Meadow. Here, in a small vale in the foothills, there is a wide area of pleasant meadowland dotted with flowers. In its centre is an altar of pale granite, covered with lichen; faint etchings in Old Sangmenzhang Dwarven indicate that this was an altar for the cult of Marvindhra, a local dwarven demigod long dead. The altar is haunted by 6 dwarven wraiths [stats as standard wraith] who appear in a circle around it d4 rounds

after it has been touched by hand; they are the servants of Marvindhra who await his resurrection, at which time they believe they shall live again. In the ground surrounding the altar are the remains of travellers who the wraiths have slain, and their belongings - a few assorted pieces of armour and weaponry and other equipment; approximately 200 silver pieces, 100 gold pieces, and 50 platinum pieces; and a suit of *Banded Mail* +1 and copper *Ring of Djinn Summoning*. The fact that these treasures lie beneath the soil is discovered on a roll of 1-2 on a d6 - roll separately for each party member.

The Mute Drifts. On the high plateau is an area of snow drifts around two miles in diameter; some quirk of topography creates a microclimate in which the air is perfectly still and no wind blows. It is so silent than any movement - even the crunch of a footfall on the snow - can be heard for hundreds of yards. A tribe of bhuta inhabit the area, taking advantage of these unusual conditions to surprise and attack travellers. There is a 2 in 3 chance that anybody travelling through the Mute Drifts will be spotted by these bhuta and attacked by 4d6 of them; the bhuta are never surprised, while their victims are always surprised. Encounter distance is calculated the normal way. The bhutas' lair is a series of caves carved into the inside of a crevasse; inside is a randomly generated treasure trove of type C, along with the bodies of 2d6 children encased in ice for later consumption.

The Lapis Lazuli Quarry. In the mountains is a large pit where slaves mine for lapis lazuli by hacking away at the walls with pickaxes and smashing the resultant rubble. The slaves (around 50) are the property of the nearby oligarch and officially all their lapis lazuli is sent to the oligarchy, where it is shipped downriver to Lamarakh and ultimately the Yellow City. But there is a smuggling ring involving 12 of the slaves and led by a once-beautiful woman called Red Eyes. They stow away lapis lazuli in a small cave near their latrine, and a group of bandits led by her brother, Sukraraj the Thin, sneak it away and take it by yak train to the oligarchs of Gamagadhi. The bandits come every 4 nights in a group of 6; in total, their band numbers 18. Their lair is an ancient holdfast in a neighbouring hex, in which they have 4,942 copper pieces and 1,074 platinum pieces in small clay pots, 1,600 gold pieces' worth of lapis lazuli (16 chunks) in sacks, and 8 donkeys, along with a potion of *antidote*, a potion of *speed*, and a scroll of *summon object* (the latter all presumably stolen from a magic-user they waylaid).

15 soldiers guard the quarry, led by a Chattar called Durga. He suspects lapis lazuli is being stolen as production is declining. He is terrified of being punished for this.

Chokgyur, Who Has Seen The Afterlife. A small, abandoned yak-herders' village is the home of an evil mummified monk, who styles himself Chokgyur, Who Has Seen The Afterlife. Malevolent and cruel, he lives with 17 worshippers - undead monks who he drained the life from and took with him when he left the Walung monastery. In the old village hall, now his temple, are an expensive carpet made from yak hair and

beautifully embroidered with sutras, worth 350 gps [5 square yards, 500 cn], a statuette of a dragon made from electrum and with emerald eyes worth 1000 gps [45 cn], a potion of *sight* in a small, plain copper cask, a scroll of *communication* written on something that looks suspiciously like skin, an opal chain worth 2000 gps, a silver necklace holding a single sapphire worth 5000 gps (known as the Eye of the Dawn, an heirloom of the Bui family, the oligarchs of Silaish Vo), and a dwarven *banded mail* +4, called The Sangmenzhang Suit to those who know it; this was made for a lord of that citadel hundreds of years ago by the greatest of its smiths. The steel seems to glow with a blueish hue.

[Chokgyur's worshippers: Move 120' (40'), AC 5, HD 2, #At 2 fist, 1 bite, DG 1d3/1d3/1d4 + *special* (10% chance that attacks cause a wasting disease which brings death within 2d4 days; save vs death to avoid effects), SV F2, ML10; *undead*]

The Walung Monastery. On a cliff edge at the end of a narrow, winding path is a monastery of the order known as the Walung, who practice self-mummification. There are 3 lawful and 3 neutral mummified monks in the monastery, and it is said that they hold secrets of the afterlife. The neutral ones can be induced to answer certain questions, oracle-like, for a price, about the world and its inhabitants, and the lawful ones will lift curses and heal terrible diseases - usually in return for a *geas*.

The mummified monks have 36 followers, led by an Abbot, called Samit Co, a 5th level cleric. Among the followers are 3 3rd-level clerics and 6 1st-level clerics; the rest are ordinary

humans. The treasures of their order are 1,934 gold pieces in a chest in a room behind their main ceremonial chamber, plus the following gems: a diamond worth 10,000 gold; onyx worth 50 gold; topaz worth 500 gold; 2 x amethyst worth 100 gold each; 2 x ruby worth 5,000 gold each; 4 x opal worth 1,000 gold each; 2 x emerald worth 5,000 gold each; turquoise worth 10 gold; and aquamarine worth 500 gold.

[Sokushinbutsu, AL L/N, Move 90' (30'), AC 5, HD 6, #AT 2 fist, DG 1d8/1d8 + *energy drain*, SV C6, ML 10; *undead*, *immune to normal weapons*; 6th-level cleric]

[Samit Co, AL L, Move 120' (40'), AC 4, HD 5, #AT 1 stave, DG 1d8, SV C5, ML9; 5th-level cleric]

The Lair of the Mi-Go. A cave in the mountains inhabited by a Mi-Go - a giant, insane, cruel and carnivorous yeti-like being which is something of a bogey-man for travellers going along the Spine Road to and from Silaish Vo. On cold, snowy nights it stalks the mountains in search of victims, who it carries alive back to its cave. It takes great delight in tormenting its captives, often eating their feet and hands while they are still alive. In the missen pile among the bones are two potions (of *clairaudience* and *invisibility*, both in sealed purple glass bottles - how they have not shattered is presumably pure luck) and a quiver of 15 magical Arrows +1. These arrows are made of a curious black wood, very strong and light, letters are etched into the shafts (these turn out to be the name of the original owner, a dwarven princeling of long ago). There are 1,081 electrum pieces in a chest discarded in a corner of the cave.

Jomosom. A walled town on a hilltop, population 4,000 (plus 1,000 slaves), ruled by the oligarch Bhak-ti. He has an uneasy relationship with the other nearby oligarchies, constantly working to undermine them but fearing their power at the same time. Consequently, he appears defensive and suspicious of outsiders, on the principle that outsiders must be working for his enemies.

The Shining River, which flows past Jomosom's walls, contains gold dust which the slaves pan for the oligarch; this gives the Ti their wealth. Along the length of the river for three miles upstream and downstream are heads placed on stakes at 100 yard intervals - these are the heads of slaves caught attempting to escape.

Jomosom is notable for containing a temple to something called the "Un-God" - the so-called deity of the Cult of the Self. This sect believe that power derives from the divinity of oneself, so their temple is merely a great octagonal hall, with each wall consisting of a large mirror reflecting infinite quantities of the person entering. At least, this is their story, and what appears to be the reality. In fact, the entire temple is a gate to the underworld, used by the leader of the cult, Prabal Gurung, to summon magical servants. If he sacrifices a human life inside the octagonal chamber, Prabal Gurung may cast a *create magical monsters* spell, bringing beings from the far reaches of Yoon-Suin to do his bidding. He may do this once per week. The temple is always guarded by 12 naked eunuchs, armed with huge two-handed mallets, their genitals and tongues entirely removed.

Prabal Gurung aims to destroy Bhak-ti and the Ti dynasty and take over Jomosom as his own. He hopes to do this while the oligarch's attention is distracted by his rivalry with Suyong-bui of Silaish Vo. He has a *Rod of Health*, a potion of *clairvoyance*, and an ointment of *healing*.

[Prabal Gurung: Move 120' (40'), AC 6, HD 6, #AT 1 weapon, DG 1d4, SV MU 6, ML7; 6th-level Magic User]

[Eunuchs: Move 120' (40'), AC 7, HD 3, #AT 1 weapon, DG 2d6, SV F3, ML10]

The Fort at Kurqug. This fortress used to guard the Spine Road between the Valley of Dragons and the Valley of Flowers. In a long forgotten war, predating even the founding of the oligarchies, it was sacked and burned and has lay abandoned ever since. Its walls are blackened, twisted and ruined, and its shell is now home to a pair of stone giants and their goats. The stone giants, twin sisters called Xu-yen and Xu-shu, request a toll from passers-by: there is a 50/50 chance they will accept *whatever is offered*. Their treasure is 13,928 silver coins, of dwarven origin, triangular in shape; a potion of *levitation* and a potion of *speed*, and a book on the breeding of crustaceans, written in the language of Old Sughdian, worth 90 gold pieces and weighing 6 cn.

[Xu-yen and Xu-shu: Move 120' (40'), AC 4, HD 9 (L), #AT 1 weapon, DG 3d6, SV F9, ML 9]

The Old Watchtower. This tower was built by a former oligarch

with the aim of guarding the approach to his city. It was poorly constructed and collapsed, lying on its side. One of Gulvedra's experiments [see below] has now set up home here - a clay golem inhabited by the soul of one of his captives. It is a melancholy thing that can speak only in a hoarse whisper and lacks the dexterity to do more than punch and carry large objects. It has forgotten its original name and sex and calls itself "me". In the basement of the tower is a scroll, made of very thin copper, which contains a map to a sword +2 in a nearby hex.

Gamagadhi. A large oligarchy, population 12,000, plus 3,000 slaves. It has an unusual design, being built to resemble a crescent moon and four stars: the main part of the city forms the crescent, with the rear curve facing the mountains, and the four "stars" are fortresses arrayed in front of the crescent in a semi-circle, making the whole city vaguely circular in shape. The four fortresses represent the Azure Dragon, the Vermillion Bird, the White Tiger and the Black Tortoise respectively, and their gates and walls are decorated accordingly. Each is garrisoned by 133 eunuch fighters and led by a mage-warrior of some renown.

The oligarchs of Gamagadhi are called the Gong. Their wealth is founded on iron, a rich vein of which comes close to the surface nearby where it is mined by slaves. Gamagadhi is famous for its whores, the most beautiful in the region, and its jewellers, who are exceptionally skilled.

The Flower Priest. In the foothills here there is a small, round stone building covered in earth and carpeted by alpine flowers which stretch over the grass around it in several directions. The small, lithe man who lives here brews potions from the flowers, which he sells for a fee:

Animal Control 250
Clairaudience 250
Clairvoyance 300
Climbing 300
Diminution 300
Dragon Control 700
Elixir of Health 350
ESP 500
Fire Resistance 250
Gaseous Form 300
Growth 250
Healing 200
Heroism 300
Levitation 250
Polymorph Self 200
Rainbow Hues 200
Speed 200
Sweet Water 200
Ventriloquism 200
Vitality 300
Water Breathing 400

Ruins of Sanmenzhang. One of the greatest of all the dwarven citadels of the Mountains of the Moon, now abandoned. Its inhabitants became swayed into the worship of two evil spirits they found in the depths of the mountains; one of which took the form of a yak and the other a scorpion. The dwarves split into two factions and destroyed themselves in civil war. All of them died, and their zombies remain - along with many scorpions and, somewhere, those mighty demigods who they worshipped. The ruins are so extensive they stretch for miles and it is believed that tunnels extend from them right the way to the other side of the Mountains of the Moon, allowing travel all the way to distant Xinjiang and the Cities of Silk, which the dwarves of Sangmenzhang once traded with. [Dungeon of very large size, for characters of levels 1-8]

Po Fe and Xqlo. Centuries ago, a eunuch mercenary-turned-warlord called Po Fe had the archmage Gulvedra [see below] take the soul from his body and put into a ruby as big as a large man's fist. Through this, Po Fe thought he could cheat death - Gulvedra would later remove Po Fe's soul from the ruby and put it into a younger, fitter, more virile body than Po Fe's original ageing and genital-less form.

But Gulvedra did not keep his side of the bargain, and he planned to use the ruby containing Po Fe's soul for other, more nefarious ends. Po Fe's followers managed to rescue the ruby but, lacking Gulvedra's skill, they were unable to transpose Po Fe's soul to another human body. Eventually, they constructed a giant puppet, 20' high, and placed the ruby within it, and thus Po Fe finally did achieve an immortality of a kind.

Po Fe can control his puppet to a point, though he cannot speak. He communicates with crude sign language and by writing in sand. This saps his energy and quickly exhausts him, at which point his helpers use cranes and pulleys to help his movements. His followers later constructed for him a companion - a giant wooden puppet dog called Xolo. Seven of these followers volunteered to have their souls imbued into this creature, and they have animated it ever since. Since they are seven in number they do not tire in the same way that Po Fe does, and they will protect him to the death if he is attacked.

[Po Fe: Move 60, HD 8+4, #ATT 2, DMG 2d8/2d8, Save As: F8, ML 7, Special: Tires after d6 rounds and becomes unable to fight]

[Xolo: Move 120, HD 8+8, #ATT 1 / 2, DMG 2d8/1d6/1d6, Save As: F8, ML 7]

Gulvedra's Tower. A tall tower, like a very thin cone, spiralled like the horn of a unicorn or narwhal. Inside is Gulvedra, an arch-mage of great power, who lives an isolated existence surrounded only by the golems and automata he creates. He has lived in the area for thousands of years and the nearby mountains and valleys are strewn with the remnants of his experiments – many inert, some still in operation. Gulvedra himself is a 12th level Magician, with appropriate spells and magical items, and in his tower are d6 operative clay golems and d6 operative clockwork golems. He has TT: B and I.

The Statue Glade. A bamboo glade where there are 72 statues arranged in 6 rows of 12. Each is slightly different, but depicts a human wearing armour and carrying a weapon of stone. Some are smashed. Legend has it that they can be awakened and will serve the person who wakes them for 72 lunar months before returning to their glade.

The Tomb of Marvindhra. An ancient warrior is buried in this huge marble tomb. It is half-overgrown with moss and bamboo, and is haunted by the spirit of Marvindhra, grown mad and hateful with the eons.

[Marvindhra: AC 2, HD 6, Move 150/Fly 300, #ATT 1 Touch, DMG 1d8 and energy drain of 2 levels; Save As: F6, ML 11]

The Magic Crocuses. A herd of 12 wild pigs roams this area, eating crocuses which have powerful effects on them – making them more powerful and aggressive. These crocuses can be gathered and eaten by humans to provide them with +1 to hit and +1 damage, with the effects lasting 1 day; a day's search will yield d6 crocuses per searcher).

[Hogs; AC 6, HD 3, Move 120, #ATT1, DMG 2d4+2, Save As: F2, ML 9]

The Quaggoths. A clan of quaggoths has their home in a mountainside, and sometimes roam down to raid the rice-farming villages around and about. They are called the Zengxin. There are 20 males, 7 females, and 8 juveniles; they are polyandrous. They delight in shiny things and have a vast hoard

of copper – 8,939 pieces – which they keep in a pile in a cave. Two of the females are shamans and can summon d6 ice demons once per day.

[Ice Demons: AC 5, HD 3, Move 120/Fly 240, #ATT 2, DMG 1d2/1d2, Save As: F3, ML7. Attacks chill the victim, causing them to lose 1hp per turn for 2 turns. Can also breathe ice shards 3x per day for d6 damage, range 20’.]

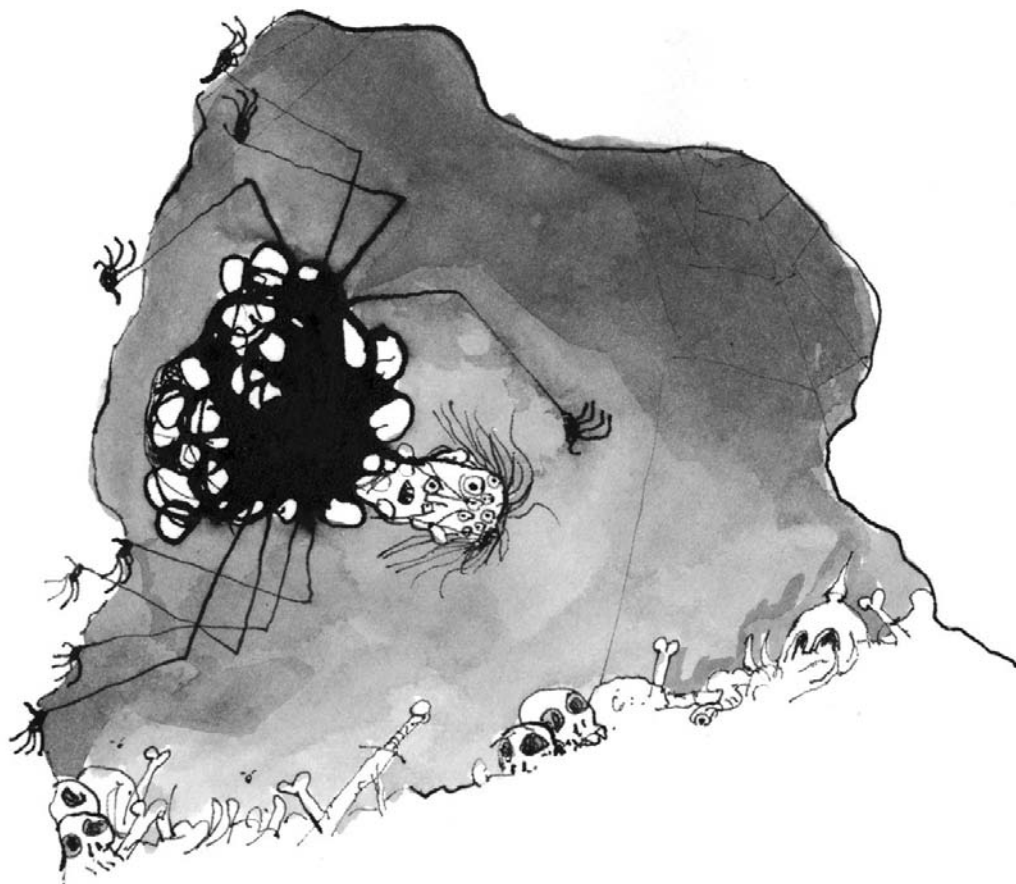
The Mad Eunuch. A wild man roams the hills and forests in this hex. Many believe he is a former king who was cursed to roam the wild like a beast for all eternity, never growing old. Time has rendered him insane, and what he may have done to deserve this punishment is long forgotten. He speaks Old Sughdian, a dead language, and his words are largely garbled nonsense anyway. But it is said that meaning can occasionally be discovered in his ramblings – hints of great secrets of ruins

and treasure. He is usually encountered in twilight or early morning looking for dew to drink (1 in 6 chance when passing through the hex). Will usually flee, but can be tempted by food.

[The Mad Eunuch: AC 5, HD 4, Move 120, #ATT2/1, DMG d3/d3/d2, Save As: F4, ML 5]

The Walled Garden. A small decorative walled garden that is owned by a local archmage, though he rarely visits. It is full of rhododendrons, hydrangeas and other flowers, and among the plants lurks a peacockatrice and his peahens.

[Peacockatrice: AC 6, HD 5, Move 120, #ATT1, DMG d3+petrification, Save As: F4, ML 8, when tail is spread it function as a *hypnotic pattern* spell, paralysing 24 HD of characters for 5 rounds or until attacked by the peacockatrice]



Appendices



Appendix A

Poisons

Yoon-Suin is a land of poisons, of origins reptilian, invertebrate, floral and fungal. Use the following table to generate poisons as required or desired, then follow the rules on pricing detailed underneath.

Dice	Method	Onset	Effect	Origin	Rarity
1	Injected (coated on blades, darts, etc.)	1d6 mins	Paralysis 2d6 hours / Half movement rate and always last for initiative 1d6 hours	A miniature velvet worm from Láhág	Uncommon
2				A tree-growing mushroom from Lamarakh	
3				A spitting lizard from Lower Druk Yul	
4		2d6 mins	Debilitation d3 days / Debilitation d3 hours	A snake living in cave systems	
5				A ragworm from the Topaz Isles	
6				A flower from the slopes of the mountains	
7		3d6 mins	Slow sickness / Debilitation d3 days	A sea cucumber washed up on beaches	
8				A freshwater nudibranch from the God River	
9	Injested (secreted in food or drink)			A trapdoor spider which lives in cellars	
10		1d6 hours	Quick sickness / Debilitation d3 hours	A scorpion which hides in corpses	Rare
11				A squid which hunts sea snakes	
12				Spores released by a breed of jungle fern	
13				The excreta of a type of amphisbaenid	
14	Inhaled (thrown as a powder or made into a vapour)	2d6 hours	Death / 10 hp	The sting of a drilling wasp	Very rare
15				Moss which grows on overgrown monoliths somewhere in Láhág	
16		3d6 hours	Death / 20 hp	The roots of a jungle tree	
17				Imme- diate	
18	Contact (skin contact)		Esoteric / No effect	The wastage of dwarfish magical experiments	
19				The dung of a type of rock lobster	
20				Insanity / No effect	An otherwise unremarkable mountain lichen

Notes on Effects

Paralysis: The character is completely immobile and loses all control over his muscles. He is, however, flexible, and can be moved around as required.

Debilitation: The character is critically weakened by excruciating pain, lethargy, or horrible bowel movements, though not in such a way as to prove life-threatening. All the character's ability scores are reduced by half with adjustments to AC, to hit rolls, etc. made as necessary. Character moves at 1/2 movement rate and always acts last in the combat round. Character does not heal lost hit points during the period of debilitation.

Slow Sickness: The character has a long-lasting illness that gradually saps his strength through vomiting, diarrhea, swelling, etc. Character loses 1 point of CON every day for 2d6 days. If his CON is reduced to 2, he dies. If the 2d6 days expire and he still has a CON score, he regains CON at a rate of 1 per day. All the effects of debilitation apply for the 2d6 day period.

Quick Sickness: As above, but the illness is more severe and sudden in its effects. Character loses 1 point of CON every hour for 2d6 hours. If his CON is reduced to 2, he dies. All the other effects of slow sickness apply, including debilitation.

Death: The poison causes cataclysmic seizures, brain haemorrhage or equivalent effects which are impossible to survive. Character dies within d6 minutes. On a successful save the character loses the number of hit points stated over the course of d6 minutes, but survives if he has hit points remaining.

Esoteric: The poison has an unusual, though not necessarily harmful, effect. Choose, or roll a d6 to determine the effect: 1 - Colouration (the victim's skin turns a certain bright colour, permanently); 2 - Love (effects of a *charm person* spell on the first person the victim sees after onset); 3 - Memory loss (the victim loses their memory of the past d6 months, including spells memorised); 4 - Babbling (poison affects power of speech, preventing communication for 2d6 days); 5 - Risk-taking (poison encourages risk-taking behaviour; for 2d6 days the victim actively makes the most dangerous choices available); 6 - Blindness (for 2d6 days)

Insanity: The poison alters brain chemistry, permanently. Roll a d4 to determine insanity type: 1 - Narcolepsy (must save versus poison at the start of combat; failure means the character falls asleep); 2 - Paranoia (CHA reduced by half); 3 - Multiple

Personalities (PC develops a second personality; each day toss a coin to determine which personality is in control that day - each personality has no memory or awareness of what happens when it is dormant); 4 - Lunacy (PC becomes utterly deranged and is under the control of the DM as an NPC).

Prices

The default price for a dosage of poison is 10 gps.

Then modify the default price as follows (the modifiers are *cumulative*; prices can be rounded to the nearest gp if desired):

Method	Onset	Effect	Rarity
Injected - x1	Minutes - x1.5	Paralysis - x1	Uncommon - x1
Ingested - x.5	Hours - x1	Debilitation - x.5	Rare - x1.5
Inhaled - x.5	Immediate - x2	Slow sickness - x1	Very rare - x2
Contact - x2		Quick sickness - x1.5	Exceptional - x3
		Death - x2	
		Esoteric - x1.5	
		Insanity - x1.5	

Examples of randomly generated poisons, with dose costs:

1. A poison, “The End”, made from the roots of a jungle tree, the kellermetassabiban. It is mashed into a paste which has to be injected to take effect. Onset is immediate, and causes Death / 20 hp. It is rare. One dose is 50gp.
2. A poison, “Slow Breath”, made from the spines of a stonefish, crumbled up into a powder which must be inhaled. Onset is after 3d6 minutes, and the effect is debilitative. It is uncommon. One dose is 4 gp.
3. A poison, “The Ghost’s Kiss”, made from moss which grows on monoliths in an old burial complex in Láhág. Mere contact with skin is enough to take effect. Onset is after 2d6 hours, and causes Death / 10 hp. It is rare. One dose is 80 gp.

Appendix B

Opium

Dice	Colour	Effect (roll d3 times)	Means of Ingestion
1	Blue	Depressant. Roll to determine effects as follows: 1 - The poppy deadens fear. The character gains immunity to all forms of <i>fear</i> , <i>spook</i> and similar for 2d6 hours.	The poppy is crushed and then made into tea.
2	Red	2 - The poppy deadens pain. The character may keep fighting even when reduced to 0 hit points or lower, to a maximum of -9, whereupon he or she dies instantly. The effects last for 2d6 hours. 3 - The poppy deadens the mind, and prevents the effects of illusions and other mind-affecting magic for 2d6 hours. 4 - The poppy lowers the blood flow and slows the spread of poison. Equivalent to a <i>slow poison</i> spell. Lasts for 2d6 hours.	The seeds are crushed into a paste which is rubbed into the eyes; there is a 1% chance this will cause permanent blindness.
3	Purple	Stimulant. Roll to determine effects as follows: 1 - The poppy prevents sleep. The character can stay awake for one night and the next day without suffering ill-effects, but must save vs. poison the following night or collapse from exhaustion for 2d6 hours. 2 - The poppy stimulates the senses. The character can hear noise and detect traps on a roll of d6 roll of 1-4 for the next 2d6 hours, and is only surprised on a roll of 1 during that period.	The poppy is crumbled, wrapped in paper, and smoked like a cigarette.
4	Yellow	3 - The poppy boosts energy. The character gains +1 to hit rolls and +1 to damage rolls for d6 hours. 4 - The poppy boosts the body's natural healing. Hit points are gained at twice the normal rate for the following 2 days.	The poppy is crushed and snorted.
5	Brown	Hallucinogen/Dream Inducing. Roll to determine effects (which always last 2d6 hours) as follows: 01 - 10 - The smoker's consciousness leaves his body and he gains the ability to communicate with a demigod. He may ask three questions of the deity, which will tell the truth five times out of ten, tell a lie four times out of ten, and refuse to answer once out of ten. Once all three questions have been asked the smoker enters a fugue state for the remaining duration.	The poppy is crushed, mixed with the blood of an animal, made into tablets, and swallowed.

6	Green	<p>11 - 20 - The smoker's consciousness leaves his body, and his spirit may travel through the spirit world to spy on goings-on elsewhere. Equivalent to the wizard spell <i>clairvoyance</i>.</p> <p>21 - 90 - The smoker is affected by powerful hallucinations. Roll 1d12 and consult the following sub-table to determine the nature of the hallucination. The DM should feel free to impose penalties on 'to hit' rolls, saving throws and so forth according to the results:</p> <p>1 - The smoker sees little purple men clambering over his skin like a swarm of fleas.</p> <p>2 - The smoker believes a cloud of locusts is approaching.</p> <p>3 - The smoker thinks something is eating him from the inside out.</p> <p>4 - The smoker is blinded by swirling colours which utterly obscure his vision.</p> <p>5 - The smoker believes all members of the opposite sex are irresistibly attracted to him/her.</p> <p>6 - The smoker believes he or she has changed sex.</p> <p>7 - The smoker feels an uncontrollable itching and can do little except scratch.</p> <p>8 - The smoker suspects his comrades of being cannibals.</p> <p>9 - The smoker hears incoherent moans and shrieks which he thinks are the voices of the dead.</p> <p>10 - The smoker thinks his eyes are bleeding uncontrollably.</p> <p>11 - The smoker sees demons cavorting in the periphery of his vision.</p> <p>12 - The smoker believes he is a child again.</p> <p>91 - 93 - The smoker's consciousness leaves his body and he meets an evil spirit, who will bind him with a <i>geas</i> spell to complete a certain task decided by the DM (such as assassinate one of the spirit's enemies or steal a magic item).</p> <p>94 - 96 - The smoker enters a fugue state for 2d6 days.</p> <p>97 - 98 - The DM should roll again on the hallucination sub-table; this time the hallucinations are permanent and can only be cured by a <i>wish</i> spell.</p> <p>99 - The smoker loses all of his memories.</p> <p>00 - The smoker's sanity is blasted and he acts as if under the effects of a <i>confusion</i> spell, permanently. He can only be cured by a <i>wish</i> spell.</p>	<p>The poppy is crushed, mixed with the blood of an animal, then taken into the bloodstream by smearing it on the sting of a Giant Bee and jabbing the sting into a vein.</p>
7	Black	<p>Nootropic. Roll to determine effects as follows:</p> <p>1 - The poppy boosts memory. One extra Level 1 spell may be memorised by spellcasters for one day.</p> <p>2 - The poppy boosts human perception. The character has a 50% of automatically <i>knowing alignment</i> of everybody he meets for 2d6 hours.</p> <p>3 - The poppy boosts judgement. The character has a 50% of automatically <i>detecting lies</i> for 2d6 hours.</p>	<p>The poppy seeds are crushed with water into a paste which is taken rectally.</p>
8	White	<p>4 - The poppy improves concentration. Missile attacks and spells requiring a 'to hit' roll are at +1 to hit for the next 2d6 hours.</p>	<p>The poppy is crushed and then smoked in a pipe.</p>

Addictiveness

Addictiveness is a function of potency. Roll a d20 to determine potency. There is a flat 10% of addiction on taking any one dose of a poppy, + potency score. (Thus, there is a 24% chance of becoming addicted on taking a poppy with a potency of 14.) On a successful save vs. poison, this is halved.

An addicted character must have a dose of the poppy every day from that point on, or suffer -2 to all stats that day, and -2 cumulatively for each day thereafter. If any stat reaches 0, the character dies. After 2d4 days, if the character is still alive, the addiction breaks.

Prices

The price for a dosage of opium depends on the effects. Add up the total number of effects and then calculate the total cost on the basis of the following table. Add 1sp for every point of potency above 10.

Effect

Depressant 1 – 5sp	Stimulant 1 – 3sp	Hallucinogen – 8sp	Nootrope 1 – 2gp
Depressant 2 – 7sp	Stimulant 2 – 9sp		Nootrope 2 – 5sp
Depressant 3 – 7sp	Stimulant 3 – 10sp		Nootrope 3 – 5sp
Depressant 4 – 5sp	Stimulant 4 – 7sp		Nootrope 4 – 7sp

Examples of randomly generated opiates, with costs:

1. A blue poppy, “Thoughts of Azure”, whose seeds are crushed and then smoked in a pipe. It is a nootrope which improves concentration, giving a +1 to missile and spell ‘to hit’ rolls for 2d6 hours. Its potency is 11. It costs 8sp per dose.
2. A brown poppy, “Reminiscences”, which is crushed and snorted. It is a nootrope which boosts the memory of spellcasters, allowing them to memorise an extra spell for one day. Its potency is 11. It costs 2gp and 1sp per dose.
3. A yellow poppy, “The Switch”, which is crushed, mixed with blood, and swallowed as tablets. It is a stimulant and a hallucinogen. It stimulates the senses, allowing detect traps and reducing the chance of surprise for 2d6 hours, and also causes the smoker to believe he has changed sex for that period. Its potency is 2. It costs 17sp per dose.



Appendix C

Specialist Tea

Second only to the poppy seed in its importance to the history, economy, culture and spirituality of the civilisations of Yoon-Suin is the tea leaf. There are, of course, many varieties of ordinary tea, but some have special, near-magical properties.

Dice	Colour	Traditional Preparation Method	Side-Effects	Rarity
1	Brown	Dried and crushed, mixed in hot water	Vomiting	Common
2		Roasted, mixed in hot water		
3	Blue	Muddled with blood, dried	Aphrodisiac	
4		Chewed by caterpillars, excreted		
5	Red	Chewed by yaks into cud	Hallucinogen	
6		Rolled into sticks, which are placed in water		
7	Purple	Boiled in a yak's stomach, resultant liquid squeezed out into cups	Relaxant	
8		Burned in a candle flame, ashes brewed		
9	Yellow	Crushed with eyeballs, made into soluble jelly	Stimulant	Uncommon
10		Mixed with sand; sand must be spat out		
11	Transpar ent	Boiled inside monkey skulls	Anti-toxin	
12		Mixed in cold brine		
13	White	Mixed with sea weed and ragworms	Truthfulness	Rare
14		Served cold with live whitebait; whitebait are subsequently eaten		
15	Green	Trampled underfoot and then brewed	Healing	
16		Swished around in the mouth and then shared mouth-to-mouth with a partner		
17	Black	Leaves floated on the surface of ice cold water	Oxidisation	Very rare
18		Burned; the smoke is inhaled while drinking hot water		
19	Orange	Mixed with urine and hot water	Revitalisation	
20		Served with gold leaf, mixed in hot water		

Notes on Effects

Vomiting - The tea is nauseating, though aficionados see this as part of the appeal. After drinking a cup, roll a saving throw vs. poison. Failure indicates the drinker is incapacitated for d3 hours by vomiting.

Aphrodisiac - The tea stimulates the libido. Any person who has drunk a cup will be open to offers of sex for d3 hours afterwards; a saving throw vs. poison is permitted (though not required).

Hallucinogen - See the Hallucinogen table in Appendix B - Opium, above.

Relaxant - The tea causes the drinker to become relaxed, reducing an NPC a level on the reaction table (e.g., from unfriendly to neutral). An NPC or PC who is concealing a secret has a 25% chance of blurting it out.

Stimulant - The tea stimulates the sense, adding +1 to surprise rolls for a day.

Anti-toxin - Strengthens the body against disease or poison; saving throws vs. poison can be re-rolled on failure for d6 days after drinking.

Truthfulness - Causes incautious honesty. A drinker will answer questions honestly for d3 hours if failing a saving throw vs poison.

Healing - Causes the drinker to fall into a deep and cleansing sleep. The sleeper must be uninterrupted for a day and night; on waking he or she will recover an additional hit point to the standard.

Oxidisation - The tea oxygenates the blood, permitting the drinker to breathe underwater for d3 hours after drinking.

Revitalisation - The tea cures debilitating illnesses, such as the effects of poisons, stinking cloud spells, and so forth.

Prices

The default price for a bag of specialist tea (10 cups) is 1 gp. Then modify the default price as follows (the modifiers are cumulative):

Side-Effect

Vomiting x1

Hallucinogen x2

Stimulant x3

Truthfulness x2

Oxidisation x4

Aphrodisiac x2

Relaxant x2

Anti-toxin x4

Healing x3

Revitalisation x4

Rarity

Common x1

Uncommon x1.5

Rare x2

Very rare x4

Unusual x5

Examples of randomly generated teas, with costs per bag:

1. A brown variety, “Caterpillar Sleeper”, which is chewed up by caterpillars and then excreted; the excreta is then brewed in hot water. It has revitalising effects and is common. The cost is 3gp per bag.
2. A brown variety, “Liar’s Cud”, which is chewed by yaks into cud; the cud is then mixed in hot water. It makes drinkers truthful, and is common. The cost is 2 gp per bag.
3. An orange variety, “Sandspit Antidote”, which is mixed with sand in warm water; the sand must be spat out as the tea is drunk. It protects drinkers against poison, and is uncommon. The cost is 6gp per bag.

Ordinary tea varieties typically cost 1sp per bag of ten cups.

Appendix D

Trade

The Hundred Kingdoms are fecund and fertile but resource-poor, so they produce lots of slaves and lots of animal produce. This is sent by river to the Mountains of the Moon and Sughd, where the demand for slaves is constant. Back down the rivers come tea and opium, and from the Mountains of the Moon, minerals.

Yet much trade also goes downstream to the Yellow City, whose wealth acts as a great magnet for trade. Its own wealth comes

from its magical power, its knowledge, its history, and from being the only port which traders from the outside world can reach.

However, much trade also takes place within regions, from village to village, town to town, city to city. These rules provide two things: a simple way to model trade if it is desired or relevant to do so, and a way to quickly calculate the values of cargos being transported by Lamarakhis, ogre magi traders, merchants, and so forth.

Value

Goods have three different values:

Value at source (meaning the value at the place the good is produced)

Value where in demand (meaning the value at a place where the good is not produced), which is x2 the value at source

Value where needed (meaning the value at a place where the good is especially desired), which is x3 the value at source

Thus, if a dye is 25 gp per unit at source, it is 50gp per unit where in demand, and 75gp per unit where needed.

Whether a good is at source (S), in demand (D), or needed (N), depends on the settlement. Use the following guidelines:

Yellow City	Polity in the Hundred Kingdoms	Polity in the Oligarchies	Settlement in Sughd	Settlement in Lower Druk Yul
Tea: N	Slaves: S	Slaves: N	Slaves: N	One agricultural or mineral
Opium: N	3 agricultural products: S	3 mineral products: S	Tea: S	product: S
Minerals: S	Minerals: N	All others: D	Opium: S	Everything else: N
Agricultural products: D	All others: D		All others: D	

Goods and their costs per unit **at source** are detailed below. Note, the prices for mineral products refer to goods in their unrefined/ore states. This means, in most cases, rocks that must be washed, milled, melted or crushed, and it requires an educated eye to recognise their contents.

Dice	Agricultural Product	Dice	Agricultural Product	Dice	Mineral Product	Dice	Mineral Product
	Opium*** – 25gp						
	Tea*** - 5gp						
	Slaves* - 60gp						
1	Dye – 135gp	16	Cocoa – 8gp	1	Lapis lazuli – 5gp	16	Tourmaline – 48gp
2	Hides – 6sp	17	Ashwaganda – 22gp	2	Onyx – 15gp	17	Turquoise – 6gp
3	Wool – 12gp	18	Nutmeg – 22gp	3	Jade – 50gp	18	Opal – 500gp
4	Silk – 400gp	19	Allspice – 17gp	4	Silver** – 5gp / 1000sp	19	Jet – 50gp
5	Cheese – 7gp	20	Mustard – 7gp	5	Gold** – 50gp / 1000gp	20	Moonstone – 18gp
6	Goat’s cheese – 4gp	21	Tarragon – 36gp	6	Copper** – 37 sp / 1000cp	21	Emerald – 2500gp
7	Chives – 36gp	22	Alfalfa leaves – 17gp	7	Tin** – 13sp / 13gp	22	Diamond – 2500gp
8	Garlic – 7gp	23	Anise Seed – 14gp	8	Aquamarine – 40gp	23	Ruby – 2500gp
9	Pepper – 16gp	24	Ginseng – 14gp	9	Iron** – 5sp / 5gp	24	Topaz – 250gp
10	Cinnamon – 13gp	25	Turmeric – 20gp	10	Amethyst – 50gp	25	Malachite – 6gp
11	Cardamom – 36gp	26	Cloves – 20gp	11	Sapphire – 500gp	26	Obsidian – 4gp
12	Ginger – 16gp	27	Cumin – 14gp	12	Tiger’s Eye – 6gp	27	Bloodstone – 13gp
13	Saffron – 145gp	28	Capsicum – 8gp	13	Peridot – 200gp	28	Hematite – 6gp
14	Vanilla – 150gp	29	Coriander – 8gp	14	Agate – 5gp	29	Quartz – 13gp
15	Wheat – 46sp	30	Mint – 62gp	15	Garnet – 225gp	30	Jasper – 14gp

*Slaves are measured on an individual basis, rather than by weight. The figure stated is for an average male worker.

**Two prices are listed: the cost of a unit of ore, followed by the cost of a unit of the refined metal.

***The opium and tea prices are for ‘standard’, non-special types.

Units are 1000cn, or 100lbs.

Generating a Random Cargo

First, determine the point of departure and basic cargo type by consulting the table below:

1. Yellow City Cargo: Topaz, mineral products	2-4. Hundred Kingdoms Cargo: Slaves, agricultural products	5-7. Oligarchies Cargo: Mineral products	8-9. Sughd Cargo: Tea, opium	10. Lower Druk Yul 1-3. Agricultural products 4-6. Mineral products
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Then, refer to the number of units of cargo for the encounter; it is recommended that the user also include a number of units figure in relevant entries in random encounter tables. Then, perform the following procedure.

1. Roll a d10. This is the number of units for the first cargo type listed above.
2. If the first cargo type is slaves, tea, or opium, then that is the number of units of that type present.
3. If the first cargo type is agricultural or mineral products, then either roll a d30 on the agricultural or mineral product table as indicated.
4. If there are any remaining units to determine, repeat the process, taking the second cargo type listed (if listed).
5. If there are any remaining units to determine, repeat step 2.
6. Continue until there are no outstanding units.

If the point of departure is Lower Druk Yul, simply roll a d6 to determine which table to consult, roll a d10 for the number of units, and repeat. If there is no point of departure, for instance a bandit's hoard, roll a d10 for type (1: Slaves, 2: Tea, 3: Opium, 4-7: Agricultural, 8-10: Mineral) x d10 units and repeat as necessary.

Valuation of cargo must take place at the point of sale. For instance, while a unit of cocoa is worth 8 gp where it is supplied, in the Yellow City it will be worth 24gp.

Appendix E

Psionics

No extensive psionics system is provided in this Yoon-Suin almanac. It is recommended, instead, that a DM wishing to incorporate psionics into his campaign use the rules from role playing games which shall remain nameless, or perhaps Courtney Campbell's free supplement, *Psionics*, which is available at the following link (<http://angband.oook.cz/steamband/Psionics.pdf>).

However, a rudimentary psionics system is offered here.

For every HD or level, something with psionic ability has d6 psionics points which can be expended to use psionic powers – and which recharge each night spent sleeping. Psionic abilities are as follows:

- Minor telekinesis (moving an object smaller than a dog, lifting something, levitating a small object) 1pp

- Major telekinesis (moving an object bigger than a dog, attacking with an item telekinetically) 2pp

- Psionic mind blast (does d4 hp damage per pp spent; hits automatically)

- Clairvoyance (can 'see' a known location within 100 yards per pp spent, for 1 minute per pp spent)

- Mind-reading (can ask the DM a single question about what an NPC knows) 2pp per question

Appendix F

Fortune Telling

The following table can be used as required or desired in order to generate a fortune or prophecy, or dream vision. The table can be used during a session, but it is recommended that the DM ruminate on the meaning of the prophecy (and the reaction of the relevant players) away from the table in order to introduce it as a specific event at an (in)opportune time.

Dice	Base	Modifier	Feeling
1	Figure	Shrouded in mist or a veil	Sorrow
2	Hound	Many strange colours	
3	Cat	Swathed in blood	Terror
4	Old man	Shrouded in darkness	
5	Old woman	Gleaming	Anger
6	Child	Calling to the PC	
7	Bird	Haloed	Love
8	Ship	Overgrown/entangled in thorns	
9	Tower	Lit by moonlight	Hate
10	Bridge	Weeping (only applies to a 'living' base)	
11	Spider	Submerged in water/the ocean	Peace
12	Snake	Silhouetted	
13	Mountain	On a cloud	Evil
14	Hand	In a storm or maelstrom	
15	Eye	On fire	Holiness
16	Key	Under a rainbow	

Appendix G

List of Suggested Traditional Monsters Found in Yoon-Suin

In addition to the monsters found in the Yoon-Suin bestiary, the following traditional monsters are also suggested for encounters in Yoon-Suin, in addition to humans, undead, ordinary and giant animals and whatever is in the DM's imagination:

The Yellow City and The Topaz Isles

Sahuagin
Locathah
Giant crab
Tako
Selkie
Basilisk
Reef giant
Giant squid

The Hundred Kingdoms and Lāhāg

Beholders
Ettercap
Gloomwing
Intelligent plants
Stirge
Wraith
Wight

Lamarakh

Bullywug
Catoblepas
Dryad (jungle)
Treant (jungle)
Grippli
Weretiger
Intelligent plants
Vodyanoi
Will o'wisp

Lower Druk Yul

Bulette
Ankheg
Gargantua
Cyclops
Hook horror
Jackalwere
Manscorpion
Medusa
Mummy

The Mountains of the Moon and Sughd

Giant crayfish
Tentacled blink cat
Dwarf
Galeb Duhr
Genies (in Sughd)
Cloud giant
Storm giant
Stone giant
Roc

Appendix H

The Yellow City Trade Tongue and Other Languages

The Trade Tongue arose out of the need for a common language which could be spoken by both humans and slug people. Slug people, lacking teeth and having only a rudimentary palate, cannot form many sounds which humans find easy to produce. Humans, on the other hand, cannot produce the pheromones which slug people use to augment their spoken language. This created a need for a simple language accessible to both races, and over centuries the Trade Tongue has evolved as a means to fulfil that need. It serves as the 'common tongue' for Yoon-Suin.

Consonants

There are ten consonants in the Trade Tongue, corresponding to the sounds **p, b, q, g, φ, j, x, u, l**, and **h**. In the roman alphabet these can be reproduced as, approximately, p, b, k, g, f, y, x, w, l and h. **x** is never produced as in 'xylophone' or 'extra', but always like the French **r**, the Spanish **j**, or the Portuguese **rr**. **f** is extremely light and is pronounced only with the use of the lips, not the teeth.

Vowels

There are five vowels - **a, i, u, e**, and **o**, almost identical to the Spanish equivalents. These can be elongated, commonly represented as **á, í, ú, é**, and **ó**, but also sometimes transcribed **aa, ii, uu, ee** or **oo**. When elongated, vowel sounds never mutate - thus **e** as in 'exit', **é** as in 'air', but never as in 'feed'.

Sound Structure

The Trade Tongue has a highly regimented consonant-verb-consonant-verb pattern. Two consonants are never found together. It also has a strict kind of vowel harmony which means that vowels are either regular or elongated in one word, but never both. Thus **aa, ii, uu, ee** and **oo** can be found in the same word together but are never found in the same word as **a, i, u, e** or **o**, and vice-versa.

Other languages that are widely spoken include:

Sughdian, and the extinct Old Sughdian, which is a poetic and liturgical language (although still the formal language of communication among the nasnas of Syr Darya)

Slug-man, which is a mixture of vocalisations, gestures, and emitted pheromones

Crab-man, which is a mixture of clicks and gestures.

Haludi, which is the human dialect spoken in the Yellow City.

Sauvi, which is the human dialect spoken in the Hundred Kingdoms.

Parbati, which is the human dialect spoken in the Mountains of the Moon.

Hayai, which is the language of the sea nomads.

Lamarakhi, which is spoken in Lamarakh.

In addition, each dwarfish citadel had its own language, which in many cases was thousands of years old and had gone through several distinct phases of evolution. For instance, the citadel of Sangmenzhang had its own language, Sangmenzhang Dwarfish, which had an older iteration referred to by scholars as Middle Sangmenzhang Dwarfish, and an even more ancient form known as Old Sangmenzhang Dwarfish. This is common to most dwarfish citadels, though most of these languages have been lost.

Ogre mages also have their own language.

Appendix I

Random Ruin, Lair & Dungeon Generation

When stocking a hex map, it will be necessary to come up with a large number of adventure locales. Each chapter of the almanac contains some methods for generating such locales (especially lairs), as well as ready-made locales, but additional tools are contained in this appendix. These are not extensive, but are intended to be spurs to the imagination when stocking a map.

Basic Random Adventure Locales

Roll on the following tables to generate basic random adventure locales; the first table gives artificial locales, the second, natural. Roll a d6 before consulting the artificial locales; on a 1-3 the locale is a ruin, and on a 4-6 it is still in use or recently vacated.

Dice	Locale Type	Dice	Locale Type		Dice	Locale Type	Dice	Locale Type
1	Monolith	11	Tower		1	Ancient tree	11	Dead zone
2	Palace	12	Cairn		2	Fungus ring	12	Boulders
3	Temple	13	Lighthouse/signal point		3	Cave system	13	Geysers
4	Fortress	14	Ziggurat		4	Chasm	14	Tar pit
5	Settlement, small	15	Geoglyph		5	Pool	15	Tor
6	Settlement, large	16	Tunnels		6	Sinkhole	16	Flower concentration
7	Mine	17	Tree-house		7	Bog	17	Permanent fog
8	Altar	18	Shrine		8	Dead leviathan	18	Mound
9	Statue(s)	19	Battlefield		9	Termite nests	19	Waterfall
10	Hermit hut	20	Terracotta Horde		10	Enchanted herd	20	Crater

A *geoglyph* is a large, usually geometric design etched into the surface of the earth and visible from on high.

A *battlefield* is the site of an ancient battle, where human remains and the detritus of war can still be found.

A *terracotta horde* is an army made from clay and intended to accompany a dead potentate into the afterlife.

A *dead leviathan* is the ancient skeleton of some gargantuan beast.

An *enchanted herd* is a herd of animals that have somehow been imbued with puissant energies.

A *dead zone* is an area where all animals and plants have died and nothing can grow.

A *flower concentration* is a meadow, jungle glade, etc., where flowers grow in great quantities and where breathing in the pollen may have unusual effects.

A *permanent fog* is an area which is constantly shrouded in mist.

A *mound* is a naturally occurring rock formation which emerges from the surface of the earth and rises several hundred feet into the air.

Once a basic adventuring locale has been generated, refer to the following table if necessary to determine a twist, or roll d3 times if desired.

Dice	Twist
1-10	Ancient buried or hidden artefact – a magical artefact, construct, or unnaturally powerful object is found in the area.
11-20	Haunting – a <i>bhoot</i> or <i>baital</i> or other supernatural entity is connected to the area.
21-40	Habitation by hostile beings – pischacha, minor rakhosh, tulpa, or other evil spirits inhabit the area.
41-50	Habitation by a magical being – a yali, sai, tiger demon, chinnara or other magical entity inhabits the area.
51-53	Outsiders – the area is in some way connected to, frequented by, or known to Outsiders.
54-65	Isolated hermit – a magician, fakir, wise-man, etc., who does not welcome intrusion.
65-70	Habitation by exiles – human outlaws, runaways, heretics, degenerates, etc.
71-80	Ordinary – if artificial, the ordinary use which suggests itself; if natural, simple special scenery.
81-85	Trick – an illusion created by a gyalpo, dragon, magician, etc. for the purposes of trapping the unwary.
86-90	Guardians – the area is guarded by magical sentinels; the purpose may be forgotten or unknown.
91-99	Dungeon entrance – the entrance to an extensive underground network.
100	Roll twice.

Appendix J

Useful Worms, Arachnids, and Insects

Player Characters can buy worker insects; similarly, plantations in Sughd are usually both guarded and worked by such animals. Basic information is as follows:

Insect Type	Cost	Carrying Capacity (Base move, 2/3 move, 1/3 move)	Special / Stats
Carrier beetle	100gp	0-250lbs, 251-375lbs, 376-500lbs	AC 4, HD 4, #ATT 1, DMG 1d4, Move 60 (Fly 120) – cannot fly with cargo.
Rhino beetle	500gp	0-500lbs, 501-750lbs, 751-1000lbs	AC 2, HD 12, #ATT 1, DMG 2d8, Move 60 (Fly 120) – can charge for 3d8 DMG; cannot fly with cargo
Hunting worm, small	20gp	0-15lbs, 16-20lbs, 21-30lbs	AC 5, HD 2+1, #ATT 1, DMG 1d6, Move 150
Hunting worm, large	150gp	0-30lbs, 31-50lbs, 51-90lbs	AC 4, HD 4+4, # ATT 1, DMG 2d6, Move 180
Assassin worm	75gp	-	AC 8, 1hp, #ATT 1, DMG 1hp+death/20hp poison, Move 60
Messenger beetle	10gp	-	AC 6, 1hp, no attacks, Fly 240. Functions as a homing pigeon.
Giant hornet	200gp	0-15lbs, 16-20lbs, 21-30lbs	AC 2, HD 5, #ATT 1, DMG 1d6, Move 60 (Fly 240)
Giant bee	100gp	0-15lbs, 16-20lbs, 21-30lbs	AC 6, HD 3+1, #ATT 1, DMG 1d4+poison, Move 90 (Fly 300)
Trained Mantis	400gp	-	AC 5, HD 6, #ATT 3, DMG 1d4/1d4/1d8, Move 150 (Fly 180)

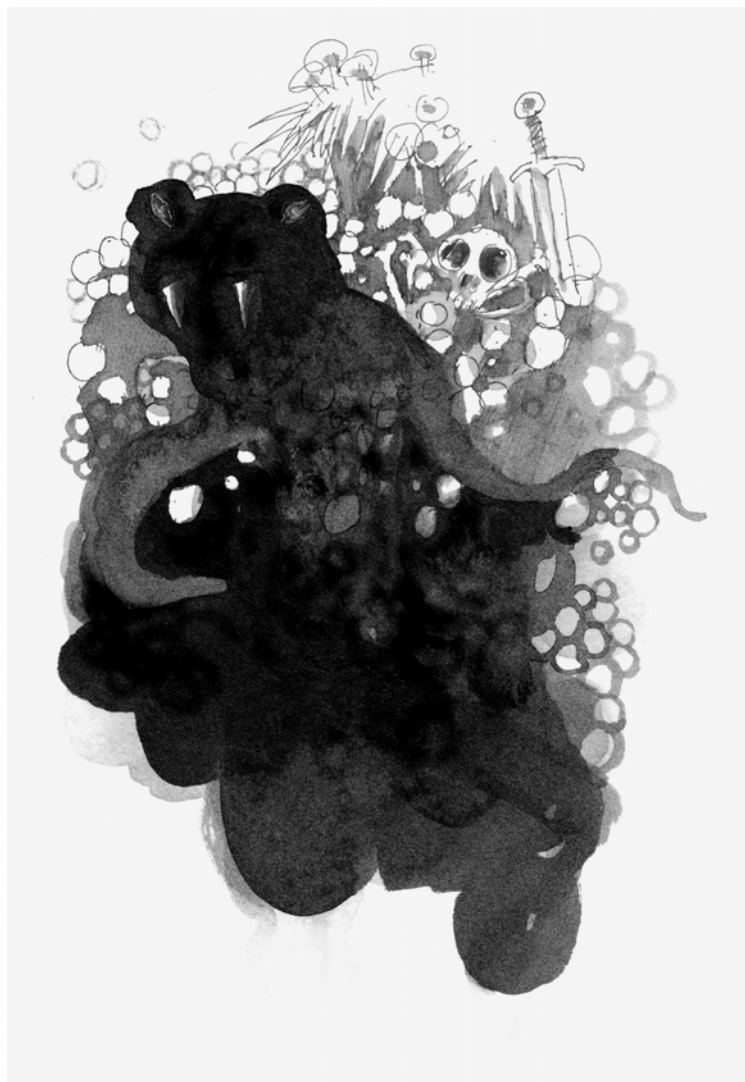
Appendix K

Magical Tattoos

In many areas of Yoon-Suin there are practitioners, mainly of Lamarakhi origin, of magical tattooing. Here are some examples of magical tattoos. Effects do not happen on all occasions or permanently, but have a 1 in 6 chance of providing a bonus when the player invokes them. Generally, this check should be made at the beginning of an action, with the effect lasting until the action is completed. If a tattoo does not take effect on the first attempt at a task, it will never do so for that task.

During the tattooing process a CON check must be successfully made or the candidate is debilitated as per the poison rules in Appendix A. Only one magical tattoo will function per limb, with one each permitted on chest and back.

Depiction	Effect	Depiction	Effect	Depiction	Effect
Humming bird	Floats as <i>feather fall</i> if falling from a great height	Spider	Climbs sheer surfaces	Lightning	Breathes underwater (d6 hours if taking effect)
Moth	Excellent night vision (d6 hours if taking effect)	Scorpion	Hides perfectly and surprises opponent automatically	Dragonfly	Can communicate with insects
Fish scales	Creates a jolt of electricity, stunning a person in skin contact	Octopus	Limb extends an extra 12 inches per hit point surrendered	Kirin	Does +1 DMG to evil creatures for the duration of a combat
Snake scales	Resists poison	Sun	Does not suffer harm from blinding effects	Eye	Close scrutiny of tiny or distant objects
Carp	Can communicate with fish	Moon	Detects magic	Monkey paw	Luck - re-roll a failed save against death
Flames	Does not suffer harm from fire	Stars	Allow navigation to a named location	Ant	Boosts STR to 18 for one lifting task
Skulls	Re-rolls failed saves against undead powers	Tree	Can communicate with plants	Cockroach	Resists disease



Appendix L

Hirelings

Use the following table to generate hirelings. As a general rule, 5gp must be spent at a minimum on message boys or town criers to attract hirelings; this attracts 5. Each additional gp spent attracts a further hireling. Suggested costs are 5sp per day for torch-bearers (0-level, ½ HD), and 1 gp per day for warriors (0 level, 1 HD). Torch-bearers have no weapons or armour.

Dice	Weapon and Armour	Name	Quirk	Other Possession
1	Short bow, no armour	Damodar	Big nose	Whistle
2	Short bow, dagger, no armour	Bhimsen	Always scratching	Hallucinogenic mushroom, 6 doses
3	Short bow, dagger, light armour	Rana	Only ever says “Yes”	50’ rope
4	Spear, no armour	Ranga	Has a missing eye	2d6 arrows
5	Spear, light armour	Puskar	Has a missing nose	Yak bell
6	Spear, light armour, shield	Mathabar	Has no teeth	Mirror
7	Spear, medium armour, shield	Jang	Is very old	2d6 days’ worth of rations
8	Sabre, no armour	Bam	Is barely out of childhood	10’ string
9	Sabre, light armour, shield	Renaudip	Has an incurable sweet tooth	‘Lucky’ feather
10	Kukri, no armour	Dev	Is a total coward	Spider in a small box
11	Kukri, light armour	Chandra	Is horribly reckless	Dead frog
12	Kukri, light armour, shield	Juddha	Does not obey even simple commands	Dried sea horse
13	Kukri, medium armour, shield	Padma	Fat and greedy	Comb

14	Lasso, no armour	Mohan	Always steals things	Vial of octopus ink
15	Great sword, no armour	Matrika	Knows a lot about an obscure subject; never shuts up about it	Book written in a dead dwarfish tongue
16	Long bow, light armour	Mahendra	Has a pronounced limp	Gold locket
17	Long bow, sabre, light armour	Tanka	Has a huge goitre	Giant's tooth
18	Two daggers, no armour	Kunwar	Has rickets	Dried scarab beetle
19	Bang nakh, no armour	Subarna	Carries a rat everywhere	Iron amulet
20	Bang nakh, light armour	Bishweshwar	Is a small person	Fossil
21	Sabre, medium armour, shield	Tulsi	Is deaf	'Lucky' finger-bone
22	Club, no armour	Surya	Constantly complains	Bag of leaves for chewing
23	Club, light armour	Kirti	Is always sweating profusely	Porcupine quill
24	Mancatcher, no armour	Nagendra	Never stops smiling	Cat tail necklace
25	Guandao, no armour	Lokendra	Is friendly and talkative	Battered telescope
26	Guandao, light armour	Marich	Is brave and steadfast	Spare bowstrings
27	Sickle, no armour	Girija	Is horribly thin	Yak horn for blowing
28	Axe, no armour	Man	Is incredibly tall	Random tea, 6 doses
29	Axe, light armour	Sher	Is huge and muscular	Random poison, one dose
30	Great axe, no armour	Prachanda	Has a mutation	Random magical item

Appendix M

Deities

Use the following method to generate demigods and deities. In the ‘aspect’ section the left hand entries are for the Yellow City, the Hundred Kingdoms, and Lamarakh; and the right hand entries are for the Mountains of the Moon and Sughd.

1. **Aspect.** Most gods take on an animal or plant form. Roll a d30 to determine this:

Dice	Aspect	Dice	Aspect
1	Rhinoceros/Yak	16	Crocodile/Crocodile
2	Elephant/Bear	17	Hawk/Eagle
3	Crane/Crane	18	Shark/Ape
4	Mantis/Mantis	19	Dragon/Dragon
5	Beetle/Beetle	20	Frog/Frog
6	Monkey/Monkey	21	Pitcher Plant/Venus Flytrap
7	River Dolphin/Vulture	22	Orchid/Poppy
8	Octopus/Freshwater Octopus	23	Lilly/Lilly
9	Tree/Tree	24	Hunting Worm/Hog
10	Turtle/Hydrangea	25	Lizard/Lizard
11	Tortoise/Tortoise	26	Ant/Ant
12	Spider/Spider	27	Stag beetle/Scarab
13	Scorpion/Scorpion	28	Hybrid (roll twice)
14	Snake/Snake	29	
15	Dog/Dog	30	

2. **Alignment.** Roll d3 to determine alignment: 1. Law, 2. Neutral, 3. Chaos

3. **Spheres of Influence.** Roll d3 spheres of influence.

Dice	Sphere	Dice	Sphere
1	Rivers	11	Men
2	Death	12	Women
3	Pain	13	Food
4	Pleasure	14	Disease
5	Creativity	15	Famine
6	Healing	16	Harvest
7	Dreams	17	Oceans
8	Magic	18	Trickery
9	Love	19	Weather
10	Sex	20	Sun, Moon, or Stars

4. **Determine Sacrificial Rites.** Roll a d6 to determine the type of preferred sacrifices: 1. Human, 2. Amphibian, 3. Mammal, 4. Bird, 5. Reptile, 6. Invertebrate

5. **Determine Holy Colour.** Roll a d10 to determine the holy colour worn by the god's acolytes: 1. Yellow, 2. Red, 3. Blue, 4. Purple, 5. Green, 6. Orange, 7. Black, 8. White, 9. Pink, 10. Brown.

6. **Determine Sex.** Roll a d100: 1-49. Male, 50-98. Female, 99. Hermaphrodite, 00. Asexual.

Appendix N

Inspiration

Books

M. John Harrison's *Viriconium* stories
Gene Wolfe's *The Book of the New Sun*
Kim Stanley Robinson's *The Years of Rice and Salt*
James Clavell's *Noble House*
China Mieville's *Iron Council*
Jorge Luis Borges's "The Analytical Language of John Wilkins"

Music

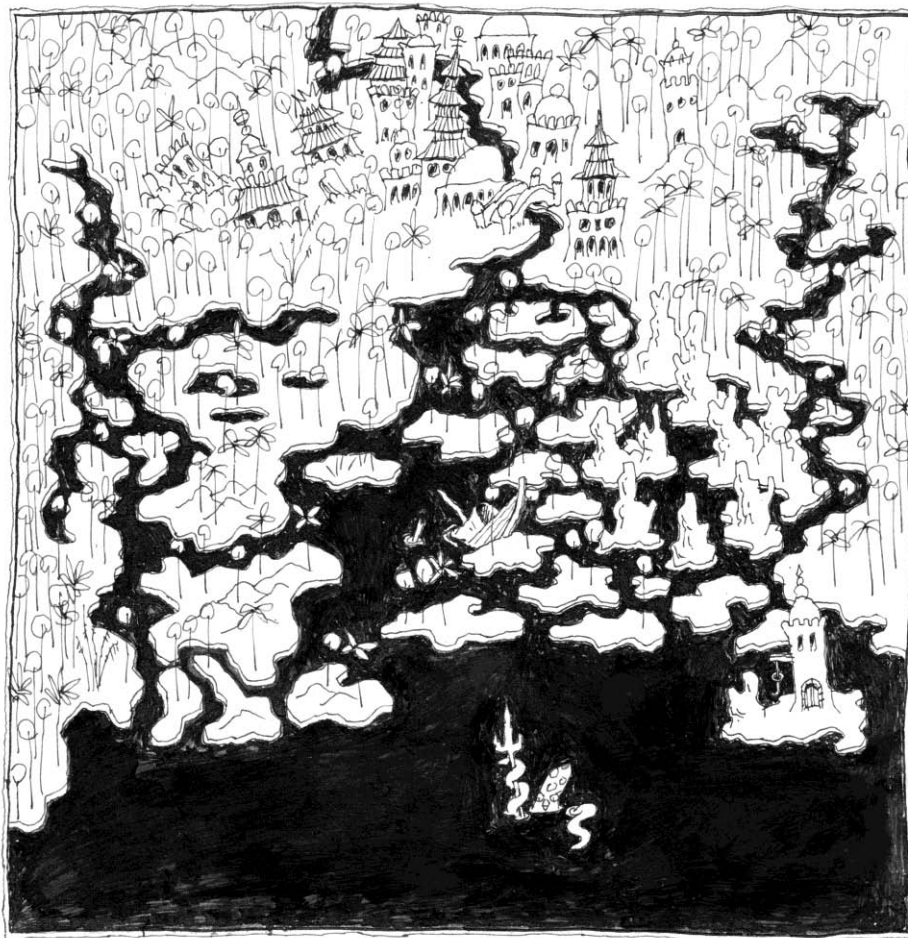
Stravinsky's *Le chant de rossignol* performed by the Chicago Symphony Orchestra, conducted by Fritz Reiner in 1958
Sibelius's Violin Concerto in D Minor
Serpents by Nitin Sawhney

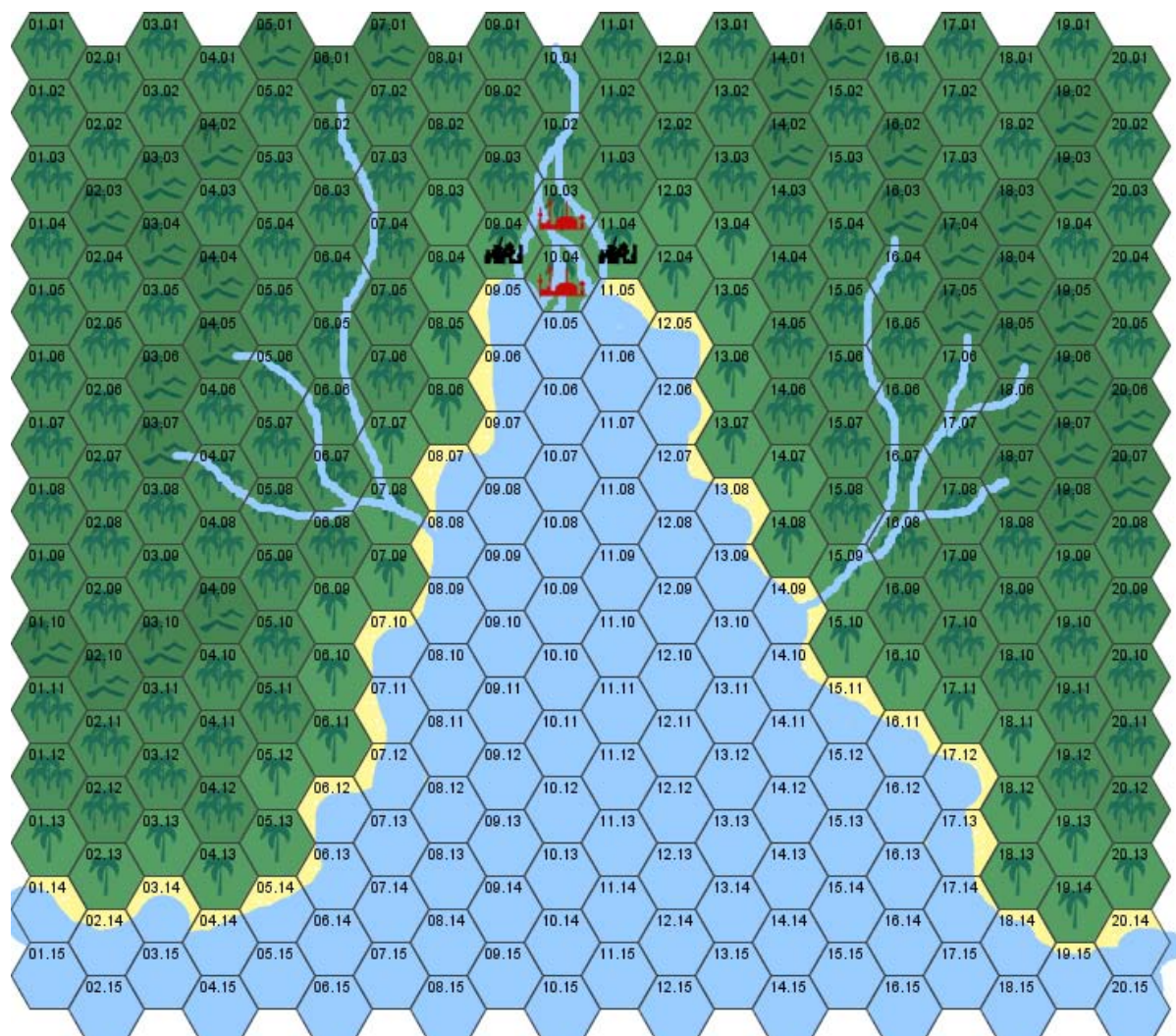
Games

The Al-Qadim Campaign Setting
The Planescape Campaign Setting
Kevin Crawford's *Sin Nomine*
Works (to which this book owes a considerable debt)

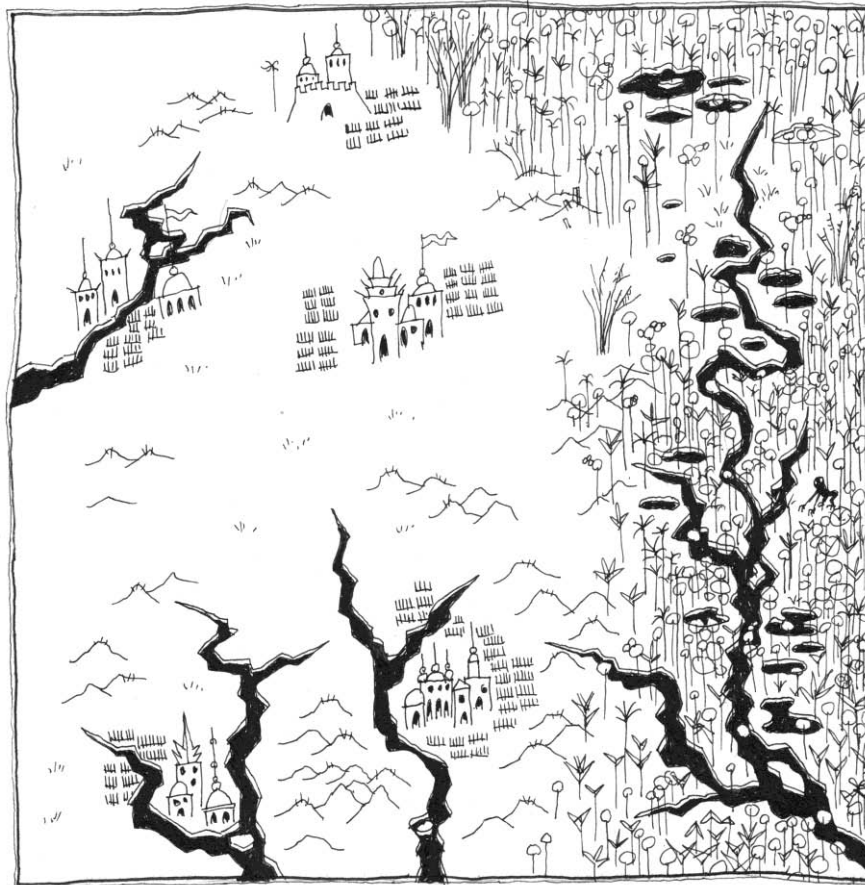
Maps

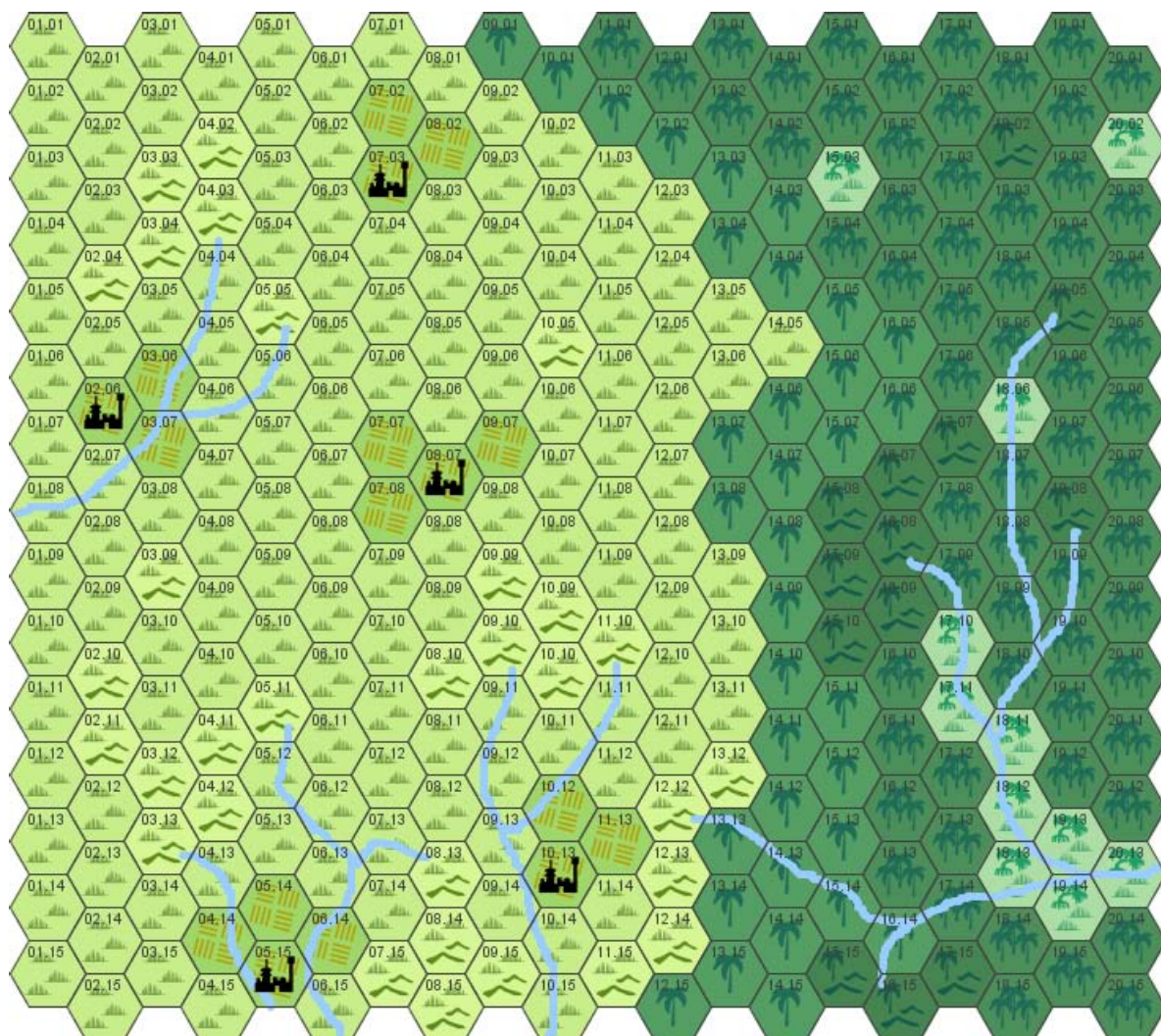
The Yellow City and the Topaz Isles



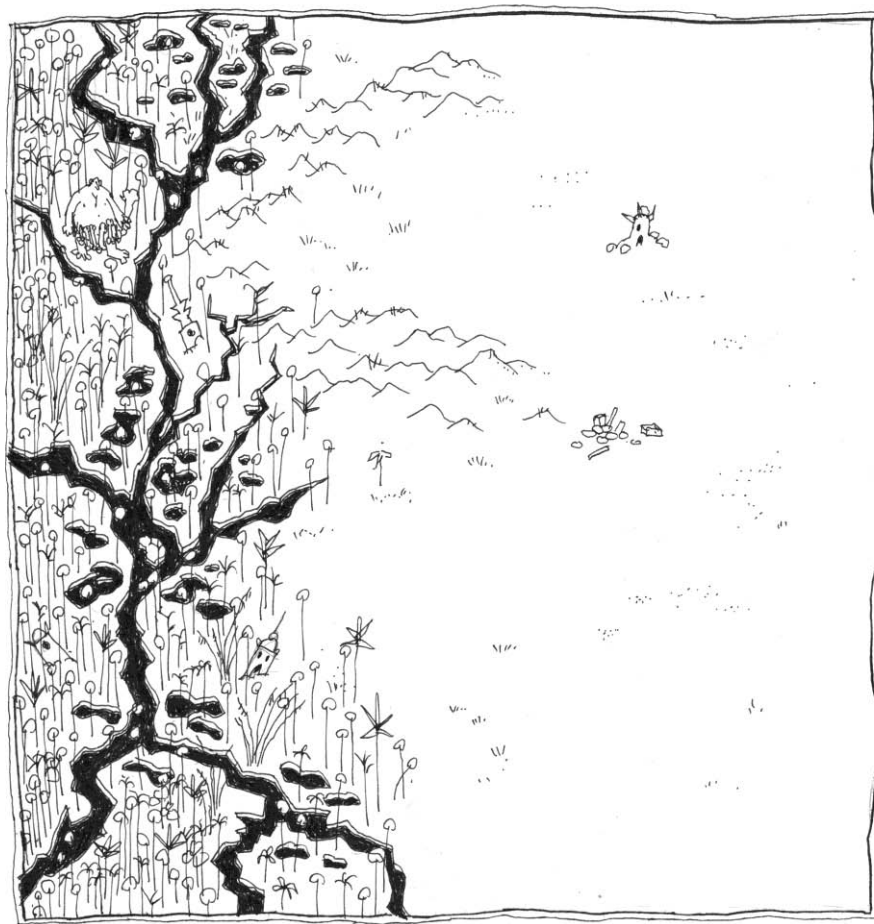


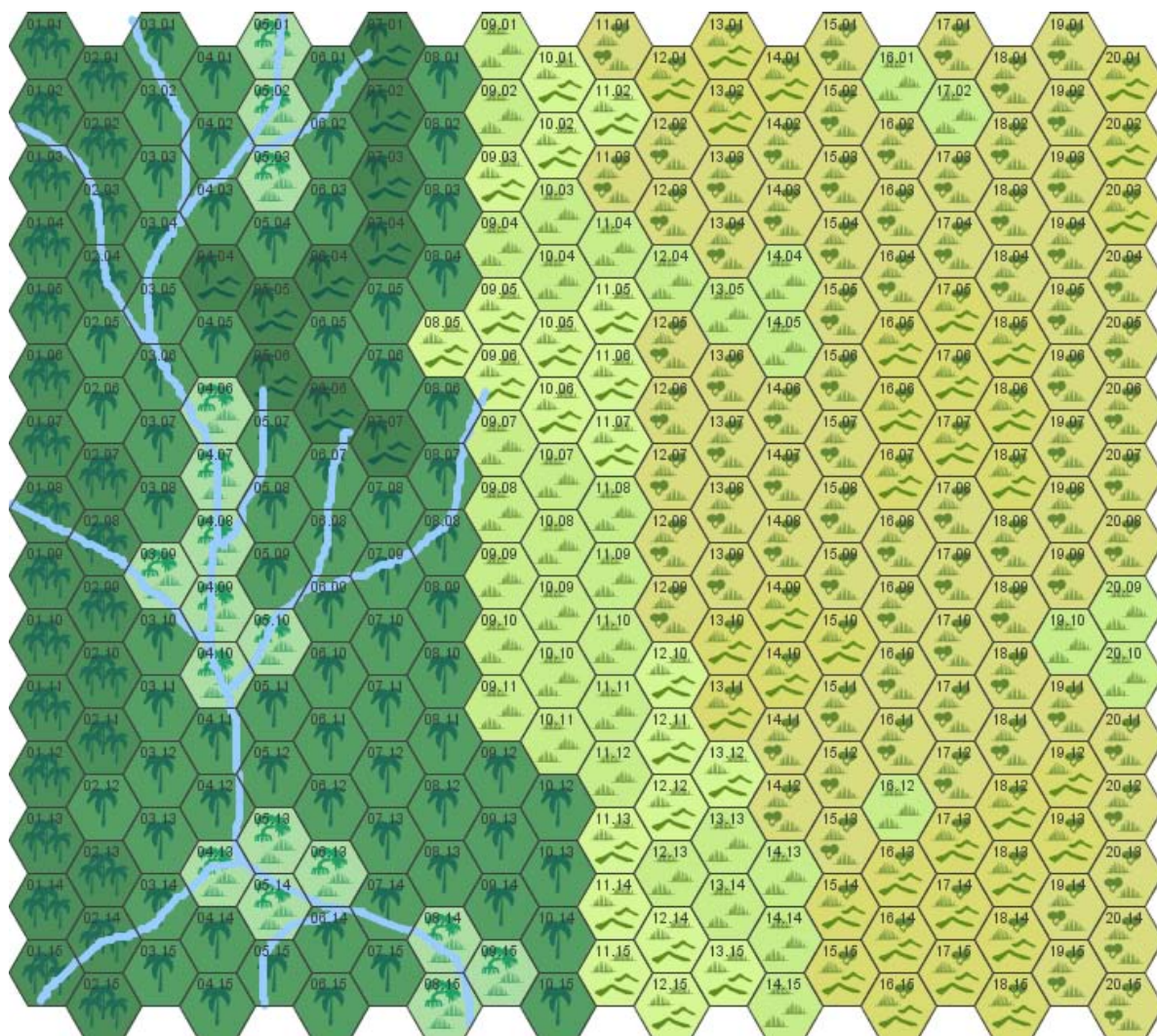
A Place Where the Hundred Kingdoms Borders Láhág



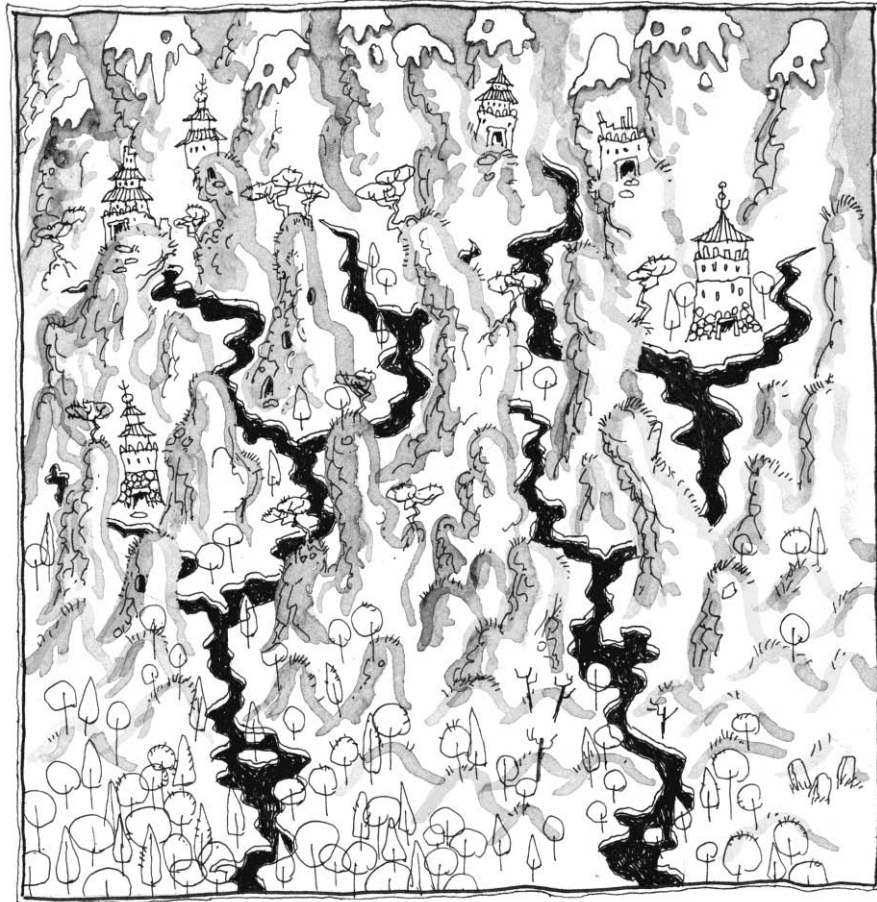


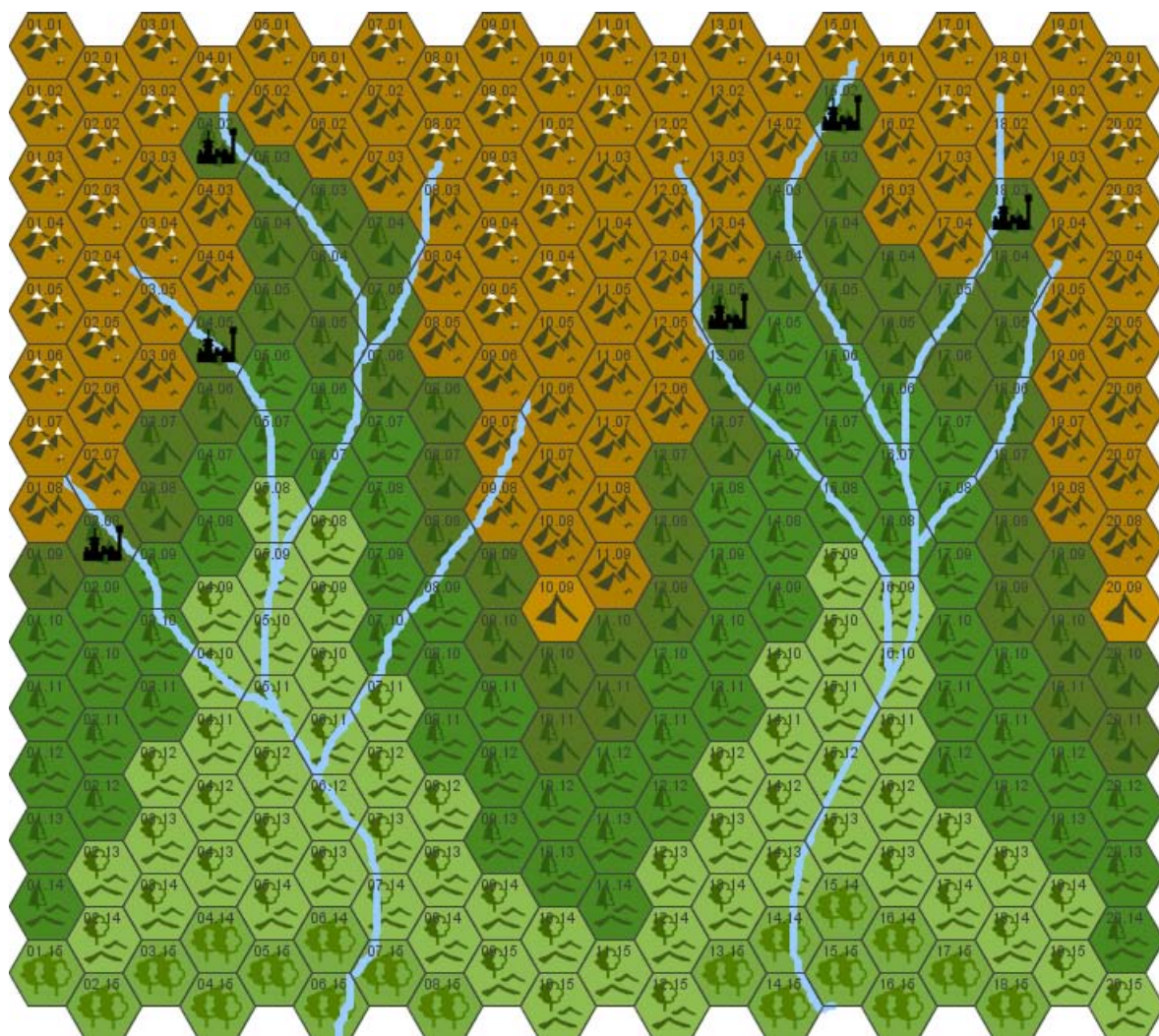
A Place Where Lamarakh Borders Lower Druk Yul





Part of the Mountains of the Moon





Credits and Thanks

Art

Matthew Adams

Map

Christian Kessler

Kind Comments

Mike Davison

Nathan Ryder

Matthew Adams

Commenters at <http://monstersandmanuals.blogspot.com> who are too many to mention
Commenters/Brain Trust on G+ who are too many to mention

Playtesting of Sorts

Patrick Stuart

Nathan Ryder

David Weaver

Inspiration

Patrick Stuart (falsemachine.blogspot.co.uk)

Zak Smith (dndwithpornstars.blogspot.co.uk)

John Arendt (dreamsinthelichhouse.blogspot.co.uk)

John Stater (matt-landofnod.blogspot.co.uk)

Tom Fitzgerald (middenmurk.blogspot.co.uk)

Courtney Campbell (hackslashmaster.blogspot.co.uk)

Other bloggers who are far too many to mention



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