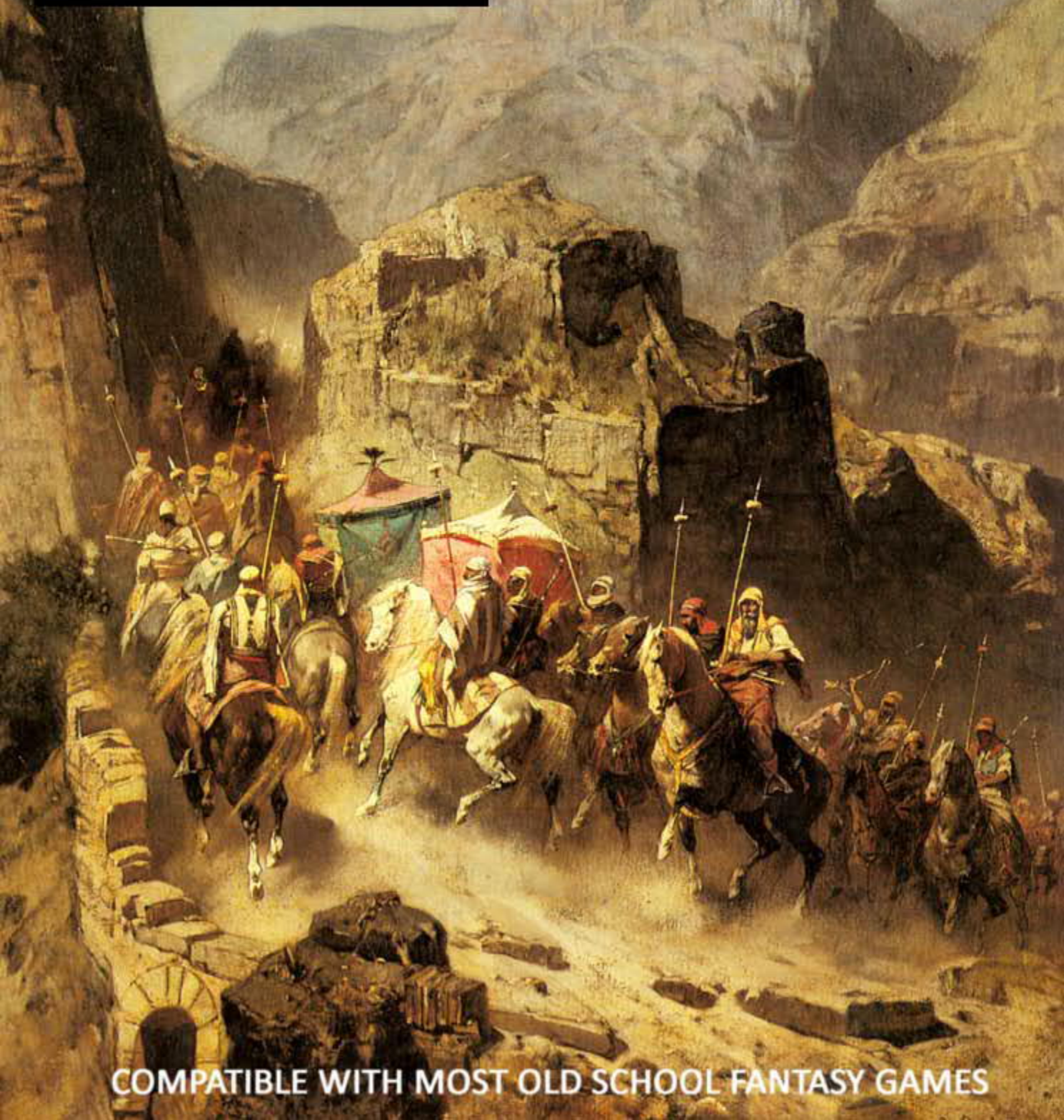


NOD

ISSUE ONE | May 2010



COMPATIBLE WITH MOST OLD SCHOOL FANTASY GAMES

An endeavor of John M. Stater, who would like to extend his most heartfelt thanks to his wife and daughter, who have put up with his incessant writing and fretting over this little PDF for weeks.

I would also like to thank all of the folks who have followed my blog and encouraged me with their comments. Your interest means more to me than you can know!

Check out the LAND OF NOD™ Blog at <http://matt-landofnod.blogspot.com/> for more articles.

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An Arab Caravan (1886)

by Alberto Pasini (1826-1889)

Pasini was an Italian painter in the Orientalist school.

Welcome to NOD!

I like to keep things simple. My personal rule for campaign design is: Create nothing you don't absolutely need to create, and nothing that does not facilitate adventure. If you're not running a game in which adventurers are going to engage in deep, political intrigues at court, then don't bother designing a political system and the political power players of the aforementioned court. You're wasting time that could be spent designing something your players are going to see, hear, touch, smell, taste, fight, etc. After all, most Referees have lives outside of the game, including full time jobs and families. When I have time to create, I want to get the most bang for my buck.

When it came to designing THE LAND OF NOD™, I started in the vein of many classic campaigns. I drew a map of the continents, penciled in national borders, threw in some settlements, grabbed the coolest heraldry that I could find and ended up with a nice little encyclopedia of facts and figures that never once came into play once my player's boots hit the ground. In short, I forgot that I was designing a game setting and got caught up in the fun, for me at least, of designing my own little world.

It was time to retool. Gone were the nation states and in came a few "islands" of human civilization surrounded by a vast, chaotic wilderness. Gone were the line maps and in came the hex maps. Gone was a vast world with dozens of regions, and in came a tightly focused ... well, not so fast.

One of the things I like best about this planet we live on is its diversity. Paging through an atlas, you see things like "United States of America" and "China". Burrow beneath the surface of those black lines that crisscross the globe and you discover thousands of unique cultures, sub-cultures, environments, superstitions, myths and folk stories. The internet makes it possible for an average person to discover, on a daily basis, peoples, places and things of which they had never heard. When you consider how different many modern cultures are from your own culture, the mind boggles at how different you would find cultures thousands of years old.

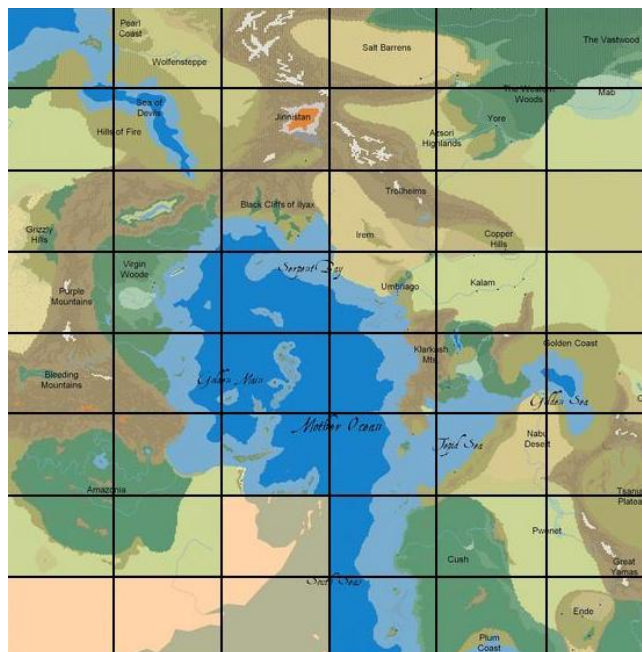
I decided I wanted a fantasy world that was large and diverse. When my players first saw my overall campaign map, there was immediate interest in visiting the places on it. Places like Amazonia, the Klarkash Mountains and the Plains of the Emu Riders. That was the campaign I wanted; one in which adventurers left the bounds of civilization to see what was over the next hill, and knowing that Amazonia and the Vastwood were going to be dramatically

different places with different cultures, different sights and sounds and smells and different, often unique, monsters, despite the fact that both are "woodlands".

What you see below (and it is only a portion of the whole) is the product of a ridiculous number of hours spent filling in hexes. Every square on that map represents a map measuring approximately 75x45 hexes (the further north or south you go, the more those maps are stretched). THE LAND OF NOD™ is divided into six continents. To the east of Mother Ocean are the Motherlands, my fantasy Europe. To the South is Lemuria, inspired by Africa, India and Southeast Asia. To the east of the Motherlands and Lemuria lies the deadly Mu-Pan Empire. North of that is Ultima Thule, a continent of prehistoric giant mammals and barbarians in fur swim-wear. To the west of Mother Ocean is Antilia in the north and Hybresail in the south. Beneath the surface are underworld vaults inspired by pulp fiction and weird fantasy, with the deepest vault holding something akin to Dante's Inferno. Beyond Nod is astral space and a Ptolomaic system of planets to explore. And maybe someday, some adventurer will get all the way to the Firmament at the edge of creation and try to drill through to whatever lies beyond.

In short, welcome to my little corner of creation. I hope you find the articles herein useful in your own games, or at the very least fuel to spark your own imagination.

- John M. Stater



The Coin of the Realm

Coins in Fantasy Gaming by John M. Stater

The Size and Value of Coins

How big are fantasy role-playing coins? In older editions of the game, coins were measured at ten to the pound. This would give us a coin weighing 45 grams; a massive coin to be sure. While massive coins such as the Löser, a German coin of the 17th century that weighed more than 450 grams, did exist, they were generally rare. The thalers, which were some of the larger coins in European history, weighed between 15 and 30 grams each and still measured twice the size of a modern U.S. quarter, or a 2 Euro coin. The weight and size of such coins, while impressive and not unlike some of the coins to be found in Hollywood films, can turn into a logistical nightmare for players (which some Referees will see as a feature, rather than a bug).

Other Referees and players might think the massive size of these fantasy coins, as well as their composition (and devaluation when compared to history), is just too unrealistic for their game. Many prefer a system of coinage that approximates Medieval England or France. The most common coin in this system was the silver penny, which weighed 1/240 of a pound. The shilling was a larger coin than the penny, there being 20 shillings in a pound, and thus 12 pennies to a shilling. Pennies were small coins, weighing almost 1.5 grams, and quite thin. Of course, more ancient civilization had other systems of coinage, but most of them revolved around small silver coins. A Referee might simplify this system by allowing for 200 silver pieces to the pound, and then simply converting prices already in gold piece prices to prices silver pieces. Moreover, they can still treat a gold piece as being worth 10 silver pieces and copper coins as being worth 1/10 of a silver piece. This would give you the following system:

$$1 \text{ Pound} = 20 \text{ gp} = 200 \text{ sp} = 2,000 \text{ cp}$$

For my Nod campaign, I chose to maintain the value relationship of gold to silver to copper, and use a standard of 100 coins to the pound. This gave the players and myself an easy, decimal system, and took away most of the logistical headaches of treasure hordes. In addition, and for old times sake, I added platinum and electrum coins.

What follows is a brief discussion of the different coins used in Nod (and in the Wyvern Coast sandbox in this issue), presented not only for Referees who wish to cleave

to this system, but also for those who wish to accurately convert the treasures of the Wyvern Coast to whatever system they prefer.

Platinum Piece (pp)

Platinum is difficult to work and thus fairly uncommon in coinage or art. Most platinum pieces in circulation were minted to commemorate special events, and thus should have some historical relevance. One platinum piece in Nod is worth ten gold pieces.

Gold Piece (gp)

Gold pieces are less common than silver, and often used for large transactions. They are the most common coinage carried by adventurers, whose wealth often rival that of the great merchant houses and minor nobility.

Electrum Piece (ep)

Electrum is a naturally occurring alloy of gold and silver. For a brief time it was a common material for coinage, but the inability to determine the proportion of gold to silver caused it to fall out of favor. Most electrum coins found in hordes are, therefore, of ancient manufacture. Electrum pieces are worth one half a gold piece.

Silver Piece (sp)

The most common coins in circulation and the basis for all economies. Adventurers prefer gold, of course, to lighten their loads, but the vast majority of non-player characters in Nod carry silver coins. One silver piece is worth one tenth of a gold piece.

Copper Piece (cp)

Coins were rarely minted from copper. Most of the copper pieces in the game would actually have been made of bronze, brass, billon or potin. Bronze is an alloy of copper and tin (80:20). Brass is an alloy of copper and zinc (90:10). Billon is an alloy of copper and silver, with copper making up more than 50% of the alloy. Potin was an alloy of copper, lead, tin and zinc. Coppers are carried by the peasantry, who prefer barter to coinage. One copper piece is worth one hundredth of a gold piece.

Fighting-Men of Nod

Six Classes by John M. Stater, Illustrations by Willy Pogany

The brave warrior, sword in hand, is probably the archetypal character of fantasy literature, from Fafhrd and the Grey Mouser to Conan of Cimmeria to Robin of Locksley. Here, then, are six classes meant to replicate some of the most popular characters of fiction. The fighting-man is the redoubtable man-at-arms, the soldier who will one day become a king. The barbarian is the savage outsider who carves a bloody path through the decadent and corrupt civilizations that would chain his people. The bard is the hero of romance, wooer of women and teller of tall tales, equal parts Don Juan and Sinbad. The monk is the eastern warrior mystic, deadly without the need for anything so common as a weapon. Paladins are paragons of virtue and purity, knights in shining armor questing for fair damsels and putting rank villains to the sword. And finally, the ranger, explorer, pioneer and rugged individualist.

The Fighting-Man

You are a warrior, trained in battle and in the use of armor and weapons. Whatever type of fighting-man you choose to play, you will probably end up on the front lines of your adventuring party, going toe-to-toe with dragons, goblins, and evil cultists, hacking your way through them and taking the brunt of their attacks. The fighting-man character is best equipped of all the character classes to dish out damage and absorb it, too. Clerics heal, and magic-users cast spells, but the down-and-dirty hack and slash work is up to you. You're going to serve as the party's sword and shield, protecting the weaker party members and taking down the enemies before you. Perhaps one day they will tell legends of your battle prowess, and followers will flock to your castle stronghold where you revel in your fame, riches, and newly earned nobility. Fail, of course, and you'll die, just another forgotten warrior in a dangerous world.

- Prime Attribute: Strength, 13+ (+5% experience).
- Hit Dice: 1d6+2 per level, +3 hp per level after level 9.
- Weapons Permitted: Any.
- Armor Permitted: Any.

Dominate (1st): Against creatures with one hit dice, a fighting-man makes one attack per level each round.

Weapon Mastery (1st): Fighting-men may choose one weapon with which to specialize. For fighters between level 1 and 6, this specialization imparts a +1 bonus to hit and a +1 bonus to damage using that weapon. At level 7 the bonuses increase to +2 to hit and +2 to damage.



Flury of Steel (10th): At level 10, a fighting-man can make two attacks per combat round against creatures with 2 or more Hit Dice. The first attack occurs during the fighting-man's initiative, the second attack at the end of the round.

Level	XP	HD	Attack	Save	Title
1	0	1	+0	16	Yeoman
2	2,000	2	+0	15	Warrior
3	4,000	3	+1	14	Champion
4	8,000	4	+2	13	Duelist
5	16,000	5	+2	12	Swashbuckler
6	30,000	6	+3	11	Grognard
7	60,000	7	+4	10	Freelance
8	120,000	8	+5	9	Hero
9	240,000	9	+6	8	Warlord
10	360,000	+3 hp	+7	7	Warlord
11	480,000	+6 hp	+7	6	Warlord
12	600,000	+9 hp	+8	5	Warlord

The Barbarian Sub-Class

The barbarian is a sub-class of fighting-man. Where fighting-men rely on training and skill to win the day, the barbarian uses ferocity and instinct. Most barbarians are members of uncivilized tribes of humans, demi-humans or humanoids. "Civilized" barbarians can represent men and women with hair-trigger tempers and a zest for violence.

- Prime Attribute: Constitution, 13+ (+5% experience).
- Hit Dice: 1d6+3 per level, +3 hp per level after level 9.

- Weapons Permitted: Any.
- Armor Permitted: Leather, ring, shield.

Reflexes (1st): Thanks to their cat-like reflexes, attacks from the back or flank receive no bonus to hit a barbarian.

Superstition (1st): Barbarians mistrust the doings of magic-users and illusionists. When presented with displays of such magic they must succeed at a saving throw or be stunned with fear for 1 round.

Beserker (3rd): At third level, the barbarian can go berserk in combat, gaining a +2 bonus to hit and damage, but suffering a -2 penalty to her armor class. The barbarian's berserk fury lasts for a number of rounds equal to the barbarian's level. While in her rage, the barbarian focuses on her foes until they are dead. If her rage continues after her foes are gone, she will attack her nearest ally unless she makes a successful saving throw. This ability can be used whenever the barbarian engages in combat.

Tenacity (5th): At fifth level, a barbarian can continue to fight after losing all of her hit points so long as she is in a berserk fury. When the fury ends, so does the barbarian.

Level	XP	HD	Attack	Save	Title
1	0	1	+0	15	Tribesman
2	2,500	2	+0	14	Savage
3	5,000	3	+1	13	Plunderer
4	10,000	4	+2	12	Raider
5	20,000	5	+2	11	Reaver
6	40,000	6	+3	10	Shield-Biter
7	80,000	7	+4	9	Berserker
8	160,000	8	+5	8	Conquerer
9	320,000	9	+6	7	Barbarian Prince
10	440,000	+3 hp	+7	6	Barbarian Prince
11	560,000	+6 hp	+7	5	Barbarian Prince
12	680,000	+9 hp	+8	4	Barbarian Prince

The Bard Sub-Class

The bard is a sub-class of fighting-man, a warrior-poet whose music works magic. Bards are usually charismatic rogues, stealing hearts as readily as they cross steel. They are walking repositories of legends and stories. Their music is capable of stiffening the resolve of comrades, lulling guards into a daze, or charming lads and lasses.

- Prime Attribute: Charisma, 13+ (+5% experience).
- Hit Dice: 1d6+2 per level, +3 hp per level after level 9.
- Weapons Permitted: Any but battle axes, two-handed swords and pole arms.
- Armor Permitted: Leather, ring, shield.

Decipher (1st): Bards can decipher and interpret legends and secret writings by making an saving throw. This includes unfamiliar languages, codes and incomplete messages. Bards can also use this ability to decipher and then cast spells from arcane scrolls, though the saving throw to do so is made at a penalty equal to the level of the spell being cast.

Inspiration (1st): By playing music, singing or reciting heroic verse, bards can inspire listeners to surpass their normal level of performance, granting allies a +1 bonus to all saving throws for a number of rounds equal to the bard's level. A bard can do this a number of times per day equal to their level. The bonus imparted increases with the bard's level, to +2 at sixth level and +3 at twelfth level.

Legend Lore (1st): With a successful saving throw, a bard acquires or remembers some information pertaining to local notables, a legendary item, a noteworthy place or any other relevant bit of information. Acquiring the information may involve speaking to the locals or doing research in a library. This ability cannot reveal the exact powers of a magic item, but may give a hint to its history, general function or activation. The Referee may make the save harder based on the obscurity of the knowledge.

Fascinate (4th): At fourth level, a bard gains the ability to place a single creature into a trance with a performance. The bard can use this ability three times per day, and can maintain the effect for a number of rounds equal to the bard's level.

When attempting to fascinate, the target makes a saving throw to resist. If the saving throw fails, the creature sits quietly and listens to the bard for the duration of the effect. While fascinated, the creature is considered prone and suffers a -4 penalty to saving throws and armor class. If the creature's saving throw succeeds, the bard cannot attempt to fascinate that creature again for 24 hours. Any obvious threat to the fascinated creature, such as the casting of a spell, drawing a sword, or aiming of a weapon, automatically breaks the effect.

At fifth level, the bard may attempt to charm (as the spell charm person or monster) a fascinated creature. At eighth level, the bard may attempt to implant a suggestion (as the spell) in a fascinated creature. In each case, the creature receives an additional saving throw to resist the effect.

To find the number of creatures the bard can fascinate at once, roll 1d6 per bard level (i.e. a level 4 bard can fascinate 4d6 creatures).

Heroism (9th): At ninth level, a bard can inspire heroism in one other creature. For every two levels the bard attains beyond ninth level, the bard can inspire heroism in one additional creature. To inspire heroism, the bard must use song, poetry or some sort of oration. A creature inspired gains a +2 bonus to attacks and saving throws and +2 hit points per level for one minute.



Level	XP	HD	Attack	Save	Title
1	0	1	+0	16	Dilettante
2	1,700	2	+0	15	Raconteur
3	3,400	3	+1	14	Jongleur
4	6,800	4	+2	13	Versifer
5	13,600	5	+2	12	Goliard
6	25,000	6	+3	11	Poet
7	50,000	7	+4	10	Minstral
8	100,000	8	+5	9	Troubadour
9	200,000	9	+6	8	Meistersinger
10	320,000	+3 hp	+7	7	Meistersinger
11	440,000	+6 hp	+7	6	Meistersinger
12	560,000	+9 hp	+8	5	Meistersinger

The Monk Sub-Class

It cannot be denied that monks of the kung-fu variety do not fit into a medieval milieu. For folks who prefer a bit of verisimilitude in their campaign worlds, and thus do not permit any kung-fu fighting, allow me to suggest that the monk is still a usable class. The trick is to ignore the name and the description and just look at the game statistics. What you have is a non-armored combatant who is quick and hard to kill. In other words, a very acceptable way to emulate a swashbuckler or two-fisted pulp adventurer. Before you relegate the monk (or any other class) to the dustbin, think about how you can apply new flavor to the old mechanics.

The monk is a sub-class of fighting-man. Monks train themselves in the unarmed martial arts, including wrestling. They develop lightning fast reflexes and iron wills. Most monks are trained in special monasteries, but some simply apprentice themselves to a fighting master. Different masters and monasteries use different techniques, and they (and their students) are often quite competitive.

- Prime Attribute: Constitution, 13+ (+5% experience).
- Hit Dice: 1d6+3 per level, +3 hp per level after level 9.
- Weapons Permitted: Any.
- Armor Permitted: None.

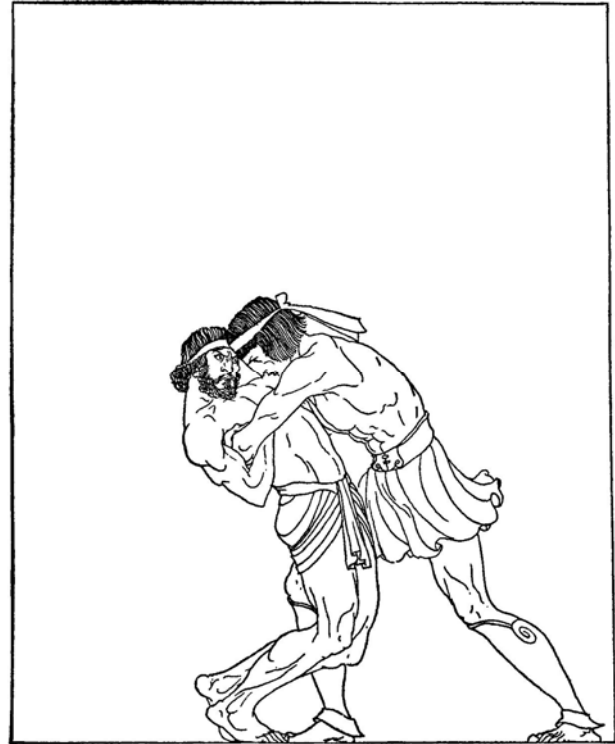
Boxing (1st): A monk's unarmed attack inflict 1d4 points of damage at level 1, 1d6 damage at level 2, 1d8 damage at level 5 and 1d10 damage at level 9.

At level 6, a monk can make a second unarmed strike each round. The secondary strike's damage begins at 1d4 and improves to 1d6 at level 9.

Dodge (1st): Monks improve their unarmored AC by +1 at levels 2, 5, 8 and 12.

Quick (1st): A monk's movement improves by +1 at each level. A monk carrying a medium or heavy load loses this extra speed.

Stunning Attack (1st): A level 1 monk can use a stunning attack once per round, and no more than once per level per day. The monk must declare its use before making an



attack roll. A missed attack roll ruins the attempt, and counts towards the monk's limitation. A foe successfully struck by the monk is forced to make a saving throw. Those struck by a stunning attack always take normal unarmed attack damage, but a failed saving throw results in the foe being stunned and unable to act for 1d4 combat rounds.

Deflect Arrows (2nd): At level 2, monks gain the ability to deflect arrows and other non-magical missiles. The monk must have at least one hand empty to use this ability. When a character would normally be hit by a ranged weapon, the character may make a saving throw. If the saving throw succeeds, the monk deflects the weapon and suffers no damage. This can be done once a round at levels 2-6, and twice at levels 7-11 and three times at 12th level. The monk must be aware of the attack to use this ability. An attempt to deflect a weapon counts as the monk's primary unarmed attack. If a monk is high enough level to have a secondary unarmed attack, the monk may still make the secondary attack. This ability cannot be used against siege weapon ammunition.

Mystic Vibrations (3rd): At level 3, a monk's unarmed attack can deal damage to creatures only harmed by +1 magic weapons. A level 5 monk can damage creatures only harmed by +2 or better magic weapons. A level 8 monk can damage creatures only harmed by +3 or better magic weapons, and level 12 monks can damage creatures only harmed by +4 or better magic weapons.

Slow Fall (4th): At level 4, a falling monk takes damage as if a fall were 20 feet shorter than it actually is, but must be within 10 feet of a vertical surface that he or she can use to slow the decent.

Feign Death (6th): At level 6, a monk can feign death for a number of turns equal to the character's level.

Natural Healing (7th): At level 7, a monk's naturally healing increases to 2 hp per day.

Quivering Palm (12th): At level 12, the monk gains the fabled quivering palm attack. The monk can use this attack once per week. The attack must be announced before an attack roll is made. The monk must be of higher level than the target. If the monk strikes successfully and the target takes damage from the monk's unarmed attack, the quivering palm succeeds. Thereafter, the monk can choose to try to slay the victim at any later time within 1 round per level of the monk. The monk merely wills the target to die, and the victim makes a saving throw to avoid this fate. This attack has no effect on undead or creatures that can only be struck by magical weapons, unless the monk is able to inflict damage on such a creature.

The Swashbuckler

If you think that a kung-fu monk does not fit into your campaign, you can rebrand the class as a swashbuckler. The monk's "unarmed attacks" are instead made with long sword (rapier) and dagger, and only with these two weapons used together. The stunning attack represents a dizzying flourish of arms or pommel guard to the head. The quivering palm becomes a lunge, that moment when the swashbuckler stabs his foe, who then staggers about for a moment before expiring with a look of disbelief in his eyes. A swashbuckler's level titles might be rascal, rogue, rake, romantic, venturer, daredevil, swordsman, avenger (or masked avenger) and swashbuckler from level 9 on.

Level	XP	HD	Attack	Save	Title
1	0	1	+0	14	Postulant
2	2,900	2	+0	13	Novice
3	5,800	3	+1	12	Brother
4	11,600	4	+2	11	Cenobite
5	23,200	5	+2	10	Mendicant
6	45,000	6	+3	9	Monk
7	90,000	7	+4	8	Canon
8	180,000	8	+5	7	Prior
9	360,000	9	+6	6	Abbott
10	480,000	+3 hp	+7	5	Abbott
11	600,000	+6 hp	+7	4	Abbott
12	720,000	+9 hp	+8	3	Abbott

The Paladin Sub-Class

The paladin is a sub-class of fighting-man. Paladins are chivalrous champions of Law. They might resemble the "knights in shining armor" of fairy tales or perhaps the honorable samurai of Japan. The point of paladins is purity; they do their best to remain mentally, spiritually and physically pure. From this dedication and the iron will required to maintain it, they derive a number of blessings to aid them in their struggle against Chaos.

- Prime Attributes: Charisma, 13+ (+5% experience).

- Hit Dice: 1d6+2 per level, +3 hp per level after level 9.
- Weapons Permitted: Any.
- Armor Permitted: Any.

Aura (1st): Paladins detect evil as the spell merely by concentrating. Paladins emanate a permanent aura that protects them as per the spell protection from evil.

Purity (1st): Paladins are immune to all diseases, including mummy rot and lycanthropy. Their touch can cure disease once per week at level 1, twice per week at level 6 and three times per week at level 12.

Lay on Hands (1st): A paladin can cure 2 hp per level by laying on of hands. This can be used on the paladin or on others, and the healing can be divided among recipients as the paladin chooses.

Banish Undead (3rd): At level 3, a paladin gains the ability to banish undead as a cleric two levels lower.

Destrier (4th): At level 4, the paladin gains the service of a divine warhorse (or other mount) if he successfully completes a quest to locate the animal. The divine mount is unusually strong, loyal, and ready to serve the paladin in her crusade against evil. Should the paladin's mount die, a year and a day must pass before another can be called.

- Divine Warhorse: HD 5; AC 6 [13]; Atk 1 bite (1d3), 2 hooves (1d4); Move 18; Save 12; Special: None.

Lionheart (6th): Upon reaching level 6, a paladin becomes immune to fear, natural or magical. Allies within 10 feet of the paladin gain a +2 bonus on saving throws against fear.

Smite Evil (9th): Once per day, a paladin of level 9 or higher may attempt to smite evil with one normal melee attack. Smite evil gives the paladin a +2 bonus to hit, and a bonus to damage equal to the paladin's level. This ability can only be used on supernatural creature of darkness an evil, such as anti-paladins, demons or the undead.

Healing Touch (12th): At level 12, a paladin's touch is capable of removing all ailments from a creature, including disease, poison, ability score damage, level drain, hit point damage, confusion, curses and insanity. The paladin can apply this healing touch but once per day.

Level	XP	HD	Attack	Save	Title
1	0	1	+0	16	Squire
2	2,500	2	+0	15	Scutifer
3	5,000	3	+1	14	Banneret
4	10,000	4	+2	13	Gallant
5	20,000	5	+2	12	Companion
6	40,000	6	+3	11	Knight
7	80,000	7	+4	10	Paragon
8	160,000	8	+5	9	Peer
9	320,000	9	+6	8	Paladin
10	440,000	+3 hp	+7	7	Paladin
11	560,000	+6 hp	+7	6	Paladin
12	680,000	+9 hp	+8	5	Paladin

The Ranger Sub-Class

The ranger is a sub-class of fighting-man suited to living and fighting in the wilderness. Rangers are self-sufficient, cunning and experienced at fighting the barbarian tribes (human, humanoid and otherwise) that lurk on the fringes of civilization. While rangers mostly operate in the wild, they do so on behalf of civilization, protecting isolated villages and charting the unknown.

- Prime Attributes: Wisdom, 13+ (+5% experience).
- Hit Dice: 1d6+2 per level, +3 hp per level after level 9.
- Weapons Permitted: Any.
- Armor Permitted: Chainmail, leather, ring and shield.

Slayer (1st): Against humanoids (including berserkers, bugbears, gnolls, goblins, hobgoblins, kobolds and orcs), or giants (including ogres and trolls), a ranger inflicts bonus damage with each hit equal to his level.

Stalker (1st): Rangers have a +1 bonus to surprise (i.e. surprise on a roll of 1-2 on 1d6) and a +1 bonus to avoid being surprised (i.e. surprised on a roll of 1 on 1d8).

Survivor (Level 1): A ranger's training includes learning how to survive in the wilderness and concoct and counter-act natural poisons. Where most adventurers can succeed at such tasks on a roll of 1 on 1d6, the ranger succeeds on a roll of 1-2 on 1d6, and adds his wisdom bonus (if any).

Rangers also have a 2 in 6 chance to notice traps and concealed openings in a natural surrounding merely by passing within 30 feet of them. They can also build simple snares and pit traps that inflict 1d4 damage.

Tracker (1st): With a successful saving throw, a ranger can find and follow a creature's tracks for 6 hours. The ranger can also determine the approximate number of creatures and their type from their tracks. Rangers can also use this ability to conceal their own tracks.

Arch-Enemy (6th): At level 6, a ranger chooses one specific type of monster (i.e. goblin, gnoll, hill giant) as his arch-enemy. The ranger gets a +2 bonus to hit his arch-enemy and a +2 bonus to his Armor Class when fighting it. Furthermore, when tracking his arch-enemy, a ranger receives a +2 bonus to his saving throw to avoid failure. The ranger is always able to neutralize poisons of the favored enemy, manufactured or natural.

Level	XP	HD	Attack	Save	Title
1	0	1	+0	15	Woodsman
2	2,500	2	+0	14	Scout
3	5,000	3	+1	13	Guide
4	10,000	4	+2	12	Wanderer
5	20,000	5	+2	11	Voyager
6	40,000	6	+3	10	Pathfinder
7	80,000	7	+4	9	Warden
8	160,000	8	+5	8	Hawkeye
9	320,000	9	+6	7	Ranger
10	440,000	+3 hp	+7	6	Ranger
11	560,000	+6 hp	+7	5	Ranger
12	680,000	+9 hp	+8	4	Ranger



Boons & Benefactions

Simple Character Customization by John M. Stater

Boons are a simple way to allow players to customize their characters. As characters advance in level, they pick up specialized skills and abilities called boons. Boons are small bonuses that help to make characters unique, not make them unstoppable. Players may choose a boon for their character at level 3, 6, 9 and 12. Unless otherwise noted, a boon cannot be chosen more than once. This article is declared Open Game Content.

Agile: You have a 2 in 6 chance to avoid falling into pits and a 2 in 6 chance to escape from simple bonds (i.e. ropes).

Armor Proficiency: You learn to use an armor normally not usable by members of your class. You can only learn to use an armor one Armor Class higher than armor you already know how to use. Magic-users cannot choose this boon.

Attribute Bonus: You may increase one of your attributes (i.e. Strength, Intelligence, etc) by +1. You can choose this boon and apply it to the same attribute more than once. You cannot increase an attribute beyond 18.

Cleave: When you drop an opponent to 0 or fewer hit points in melee combat, you may make a second attack with the same weapon at the end of the combat round against another creature within range of your weapon.

Climb Walls: You can climb walls on a roll of 1 to 2 on 1d6.

Delay Poison: You can delay (but not neutralize) poison on a roll of 1 to 2 on 1d6. If successful, the poison does not take effect for 1 minute.

Dodge: You improve your Armor Class by 1. You lose this bonus when surprised or otherwise unable to move.

Empower Spell: You can cast one spell per day with all of its variables increased by 150%.

Enlarge Spell: You can double the range of one spell that you cast each day.

Expertise: You can accept a -2 penalty to your attack rolls in exchange for improving your Armor Class by 2.

Extend Spell: You can cast one spell per day with a double duration.

Fast Movement: You improve your movement rate by 3.

Great Fortitude: You gain a +1 bonus to saving throws against poison and disease.

Hear Noise: You can hear noises on a roll of 1 to 2 on 1d6 (or 1 to 3 on 1d6 if a nonhuman).

Improved Banishment: You gain a +1 bonus on rolls made to banish the undead.

Improved Disarm: You gain a +1 bonus to make attacks that would disarm your opponent.

Improved Grapple: You gain a +1 bonus to make attacks to grapple your opponent.

Improved Overbearing: You gain a +1 bonus to make attacks to knock your opponent prone.

Improved Pummeling: Your unarmed pummeling attacks deal 1d3 damage instead of 1d2 damage.

Improved Sunder: You gain a +1 bonus to make attacks that would destroy your opponent's shield or weapon.

Iron Will: You gain a +1 bonus to saving throws vs. magic.

Language: You learn to speak or read a new language.

Leadership: The morale of your henchmen improved by 2.

Legends and Lore: You can recall ancient legends and obscure lore on the roll of 1 on 1d6.

Lightning Reflexes: You gain a +1 bonus to saving throws against breath weapons and death rays.

Magical Aptitude: You learn to cast one first level magic-user spell per day. Magic-users may not choose this boon. You may choose this boon more than once, applying it to a different spell each time. To use these spells, you must keep a spellbook and memorize your spell or spells each day. Your referee may restrict which spells you can learn with this boon, and magic-user armor restrictions apply.

Mounted Combat: You can make attacks atop a mount without penalty. When fighting atop a warhorse, you can direct the mount's attacks and still make your own.

Move Silently: You can move without making a sound on a roll of 1 to 2 on 1d6.

New Spell: If you are a magic-user, you can add an additional spell (of a level you can cast) to your spellbook without paying for research.

Pick Lock: You can pick locks on a roll of 1 to 2 on 1d6. You must have burglary tools to use this ability.

Pick Pockets: You can pick pockets and perform other acts of legerdemain on a roll of 1 to 2 on 1d6.

Point Blank Shot: You gain a +1 bonus to hit with missile weapons when your target is no more than 30 feet away.

Power Attack: You can accept a -2 penalty to your melee attack rolls and gain a +1 bonus to melee damage.

Silent Spell: You can cast one spell per day without needing to vocalize it.

Still Spell: You can cast one spell per day without needing to move your hands.

Survival: You can hunt well enough to feed 6 people on a roll of 1 to 2 on 1d6, or just yourself on a roll of 1-4 on 1d6.

Two-Weapon Defense: When wielding two weapons you can forgo making an additional attack and instead improve your Armor Class by 1 as though you were using a shield.

Two-Weapon Fighting: Your bonus to hit when attacking with two weapons is increased to +2.

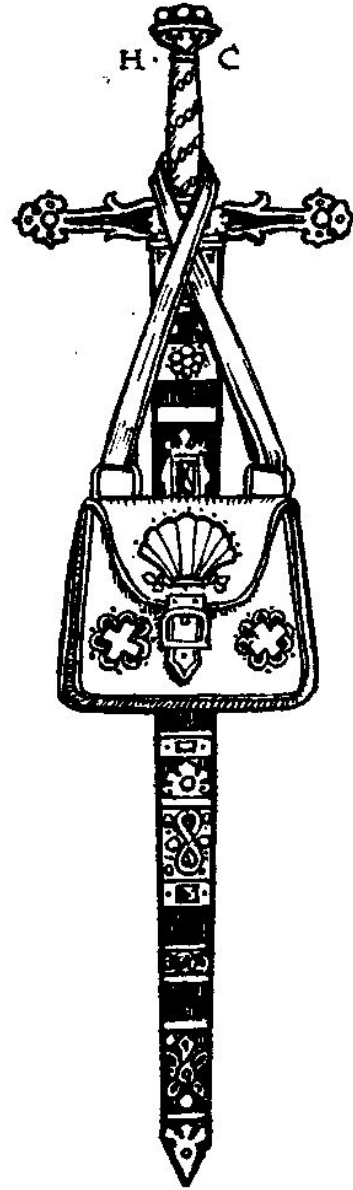
Toughness: You gain 3 hit points.

Weapon Finesse: When wielding a dagger, hand axe, light hammer, light mace, short sword, sickle or whip you can use your dexterity bonus in place of your strength bonus when making attack rolls.

Weapon Focus: You gain a +1 bonus to hit with a weapon usable by your class. Fighting-men cannot mix this boon with their weapon specialization ability.

Weapon Proficiency: You learn to use a weapon normally not usable by members of your class.

Widen Spell: Once per day, you can double the coverage of a spell you cast.



The Wyvern Coast

A Sandbox Hexcrawl by John M. Stater

During the Pandiluvian Age, what is now the Nabu Desert and Pwenet savanna was a shallow sea and the Wyvern Coast was a series of rocky islands. The elder things and fish men built their cities in this shallow sea, leaving the rocky islands to wyverns, chimera and a few primitive men.

When the waters receded, they left a great grassland dotted with trees and a range of highlands and mountains along the sea. The elder things and fish men retreated with the sea, with the ancient lizard kings and their human slaves filling the void. For centuries the lizard kings fought over the savanna and left the coast to monsters and primitive hill tribes. Finally, human slaves overthrew their reptilian masters and established themselves in the city-states they once built and labored in as slaves.

In the northern reaches of the savanna, the humans established a sorcerous empire under the command of a mysterious king called Nabu, who ruled from a city-state called Per-Nabu. The Nabu Empire made war against their neighbors and established colonies and tributary states along the Wyvern Coast, into the barbarian-infested woodlands of Venatia to the north, and into Pwenet, the southern reaches of the grasslands. Eventually, they came into contact with the rival empires of Kolos in the jungles of Cush and Irem far away in the west. These ancient superpowers clashed at sea and on the land, and eventually summoned up powers well beyond their control. Kolos became a lost city, its people scattered through the jungles. Irem and Nabu, on the other hand, were blasted by the gods (or so it is said), their domains becoming wastelands.

In the aftermath of the cataclysm that struck Nabu, its colonies either became independent city-states in their own right, or simply melted into the wilderness. Nabu's northern forts in Venatia were overcome by the barbarians and destroyed, not to be colonized again until the great expansion of the Nomo Empire. Nabu's port of Ibis on the Golden Sea became a powerful city-state and remains one to this day. The tributary ports on the Wyvern Coast rose to prominence for a short time, their rulers being called the "Purple Kings" due to the dyes that help make their fortune. Nabu itself is now known as the City of Death on the aptly named River of Death, its vast treasures and terrible knowledge waiting to be discovered by courageous adventurers.

Geography

The western portion of Map J-11 is hot and arid, with the coast, grasslands and high mountains being slightly more pleasant than the sun-baked hills. The three geographic regions represented on the map are the Pwenet Savanna, the Tepid Sea and the Wyvern Hills.

The Wyvern Hills were once controlled by a dynasty that is now referred to as the "Purple Kings". At the height of their power, these kings established many colonies on the Tepid Sea. In their later years they fell under the dominance of the Nabu Empire. When that empire was destroyed and its grasslands scorched, most of the Purple City-States were abandoned and fell into ruin. Only Ophir, the greatest of them, exists to this day.

The people of the coast and hills are a bronze-skinned mixture of Motherlander and Lemurian. The grasslands are home to pure-blooded, dusky Lemurians.

Each day and night the Referee should dice for the chance of a dangerous encounter. Generally, there is a 1 in 6 chance of such an encounter, or a 1 in 8 chance if a guide is present. There is an equal chance of becoming lost.

Pwenet

Pwenet is a land of rolling grasslands with scattered copses of aromatic trees and a few rocky outcroppings. Large herds of ruminants travel from watering hole to watering hole while being stalked by giant centaurs, lions and even more fantastic predators. Pwenet is said to hold both a fountain of youth and the source of the River Ish, thus making it a popular destination for explorers. A few merchant-adventurers from the city-states of Ibis and Ophir travel into Pwenet annually to trade manufactured goods for aromatic resins, ivory and wild animals. The region is otherwise untouched by the people of Lemuria and the Motherlands.

Although not the most numerous folk on the grasslands, the giant centaurs of Pwenet are the region's most prominent. Pwenet is also home to tribes of gnolls and many human villages. The largest tribes, human and gnoll both, provide most of the region's drama as chiefs and witch-doctors jockey for power and recognition. Oft told tales tell of when the human tribes of Pwenet united under Ouplu the Great and conquered the cities of Nabu. The people of Pwenet believe that history is a cycle and that

they will once again conquer the outside world when united by a great leader.

Roll	Encounter
3	Bulette (1d4)
4	Impundulu (1d6)
5	Giant Aardvark (1d4)
6	Giant Ostrich (2d6)
7	Hyena (6d6) or Giant Hyena (2d6)
8	Cheetahwere (2d6)
9	Cheetah (2d6)
10	Baboon (3d6)
11	Baboonwere (2d6)
12	Humanoid (see subtable)
13	Lion (2d6)
14	Lionwere (1d6)
15	Vampire Tree (1d6)
16	Rhinoceros (1d4)
17	Elephant (1d4)
18	Great Ghost (1d4)

Roll	Humanoid Encountered
1	Abatwa (6d6)
2	Giraffe Centaur (2d4)
3	Gnoll (3d6)
4	Trader (1d6) and Men-At-Arms (3d6)
5	Tribesman (6d6)
6	Utu Dwarf (6d6)

Roll	Battlefield Terrain
1	Meadow – no penalties
2-5	Rocky Ground – may lose footing at top speed
6-10	Sand Dunes – half movement, may lose footing

Abatwa: The abatwa, or ant men, look like tiny humans (2 ft tall). They are usually mounted on giant ants and armed with spears and short bows. Abatwa humorless about their small size and bloody minded when they feel they have been insulted. Abatwa are led by a chief and there is a 1 in 6 chance that they are also accompanied by a shaman.

- Abatwa: HD 1d4 hp; AC 6 [13]; Atk 1 weapon (1d4); Move 6; Save 18; CL/XP A/5; Special: None.
- Large Ant: HD 1; AC 5 [14]; Atk 1 bite (1d4 + poison); Move 12; Save 17; CL/XP 2/30; Special: Poison 1d4 (save for 0 damage).
- Chief: HP 5d4; AC 4 [15]; Atk 1 weapon (1d4+1); Move 6; Save 12; Special: Troops are +1 to hit in his presence.
- Shaman: HD 4d4; AC 9 [10]; Atk 1 weapon (1d6); Move 6; Save 13; Special: Adept spells (1st), healer abilities.

Giraffe Centaur: The centaurs of Pwenet are a cross between man and giraffe, rather than a man and horse. Their size gives them one more hit dice than a normal centaur. Giraffe centaurs are led by a huntsman and there is a 1 in 6 chance they are also accompanied by a shaman.

- Giraffe Centaur: HD 5; AC 5 [14]; Atk 2 kicks (1d6) and 1 weapon (1d10); Move 18; Save 13; CL/XP 6/400; Special: None.
- Huntsman: HD 8; AC 4 [15]; Atk 2 kicks (1d6) and 1 weapon (1d10); Move 21; Save 12; CL/XP 9/1100; Special: Surprise on 2 on 1d6, track, double damage with missiles.
- Shaman: HD 8; AC 4 [15]; Atk 2 kicks (1d6) and 1 weapon (1d6); Move 18; Save 13; CL/XP 11/1700; Special: Adept spells (2nd).

Gnolls: The savanna is thick with gnoll war parties. There is one gnoll marauder for every 15 gnolls encountered. The gnolls carry wicker shields, spears and javelins.

- Gnoll: HD 2; AC 5 [14]; Atk 1 bite (2d4) or 1 weapon (1d10); Move 9; Save 16; CL/XP 2/30; Special: None.
- Gnoll Marauder: HD 5+5; AC 5 [14]; Atk 1 bite (2d4) or 1 weapon (1d10); Move 12; Save 14; CL/XP 5/240; Special: Berserker state.

Trader: Traders from Ophir and Ibis visit Pwenet in search of rare herbs, animal skins and gum acacia, the dried sap of the acacia tree and a useful substance for alchemists and scribes. Each trader is accompanied by six men-at-arms and 10 bearers. The trader and men-at-arms are mounted on horses and have ring armor, shields, battle axes and light crossbows. The bearers are on foot and have slings and clubs. There is a 2 in 6 chance that the 10 bearers are replaced by 6 drovers riding pack camels.

- Bearer: HD 1d6 hp; AC 9 [10]; Atk 1 weapon (1d4); Move 12; Save 18; CL/XP B/10; Special: None.
- Man-at-Arms: HD 1; AC 7 [12]; Atk 1 weapon (1d8); Move 12 (Mounted 18); Save 17; CL/XP 1/15; Special: None.
- Trader: HD 3; AC 3 [16]; Atk 1 weapon (1d8+1); Move 9 (Mounted 18); Save 14; CL/XP 3/60; Special: +1 to damage.

Tribesman: The tribesmen of Pwenet carry shields and spears that are excellent as melee or missile weapons. Most encountered bands are hunting and are led by a huntsman. The group might also be a war party, in which case the leader will be a marauder.

- Tribesman: HD 1; AC 8 [11]; Atk 1 weapon (1d8); Move 12; Save 17; CL/XP 1/15; Special: None.
- Huntsman: HD 5; AC 8 [11]; Atk 1 weapon (1d8); Move 15; Save 12; CL/XP 6/400; Special: Surprise on 1 on 1d6, track, double damage with missiles.
- Marauder: HD 5+5; AC 6 [13]; Atk 1 weapon (1d8); Move 12; Save 12; CL/XP 6/400; Special: Berserker state.

Utu: Utu have pitch-black skin and eyes and small beards of wiry, black hair. They are capable of seeing through both normal and magical darkness and their skin is as hard as granite. Utu carry shields and short swords made of wood studded with shards of jade. They worship Khnum, the divine potter and creator of the universe and the creatures who inhabit it. The utu are experts at working with wood and clay and are practiced in the art of conjuring spirits, from whom they gain most of the knowledge they record on their clay tablets.

Utu clans are led by their priests. Utu priests can “commune” once per month when the stars are aligned. Once in a century an utu priest will make contact with Khnum himself to deliver a great prophecy. On these occasions the utu sound their drums and blow long horns made from hollowed trees to call all the tribes of Pwenet to hear the prophecy. All the great chiefs of Pwenet heed

this call and travel to the appointed place with their retinues, sworn by tradition to observe an armistice while the ceremonial dances are performed, lineages are recited and, finally, the prophecy is pronounced.

- Utu: HD 1; AC 4 [15]; Atk 1 weapon (1d6+1); Move 9; Save 17; CL/XP 1/15; Special: See through all darkness.
- Utu Priest: HD 4d6; AC 4 [15]; Atk 1 weapon (1d6); Move 9; Save 13; CL/XP 6/400; Special: Adept spells (1st), sage abilities.

Tepid Sea

The Tepid Sea is a warm, shallow sea known for its sea turtles and the depredations of corsairs from the Wyvern Coast and filibusters from Brigantia. Storms are rare on the Tepid Sea, and most of the water is clear enough that one can see the sea floor. The eastern shores of the Tepid Sea are home to mollusks that produce a rare (and thus expensive) purple dye that remains in favor throughout the Motherlands. The “Purple Kings” of the Wyvern Coast built their fortunes upon the trade in this dye.

Roll	Encounter
3	Giant Sea Turtle (1d4)
4	Nymph (1d6)
5	Sea Cat (1d6)
6	Crocodile, Giant (1d6)
7	Mermaid (2d6) and Merrow (1d6)
8	Giant Crab (2d6)
9	Dolphin (3d6)
10	Shark - Small (2d6)
11	Merchant Galley (80%) or Merchant Cog (20%)
12	Aquatic Humanoids (see table below)
13	Giant Electric Eel (2d6)
14	Pirate Galley (see below)
15	Scrag (1d6)
16	Sea Hag (1d3) and Merrow (1d6)
17	Giant Manta Ray (1d4)
18	Tusked Whale (1d4)

Roll	Aquatic Humanoid Encounter
1-2	Crabmen (2d6)
3	Oktomon (3d6)
4	Sahuagin (2d6)
5	Triton (2d6)
6	Undine (3d6)

Roll	Battlefield Terrain
1-3	Sandy Ground – half movement
4-7	Rocky Ground – chance to lose footing at top speed
8-9	Kelp Forest – half movement, obscuring cover
10	Chasm – chance of falling

Merchant Galley: A merchant vessel with a single oar deck carrying about 2,000 gp worth of mundane cargo. The galley is crewed by six sailors and twenty rowers. They are commanded by a ship captain and first mate. The sailors are armed with light crossbows and hand axes, while the rowers fight with clubs. Leaders wear leather armor and carry long swords and daggers.

- Sailor/Rower: HD 1; AC 8 [11]; Atk 1 weapon (1d8); Move 12; Save 17; CL/XP 1/15; Special: None.

- First Mate: HD 3; AC 6 [13]; Atk 1 weapon (1d8); Move 12; Save 14; CL/XP 3/60; Special: None.
- Captain: HD 5; AC 4 [15]; Atk 1 weapon (1d8); Move 12; Save 12; CL/XP 5/240; Special: Troops +1 to hit in his presence.

Merchant Cog: A merchant cog is a sailing ship used for voyages away from the coast, and thus carries more exotic cargoes like rare woods, exotic armor and weapons, silk, spices, etc. Assume 5,000 gp worth of cargo. The cog is manned by twelve sailors. They are commanded by a ship captain and first mate. There is a 2 in 6 chance of a priest aboard and a 1 in 6 chance of a mage. The sailors are armed with light crossbows and hand axes, while leaders wear leather armor and carry long swords and pistols.

Oktomon: The oktomon fulfill a roll in the submarine ecology of the Tepid Sea like that of the ancient Vikings. They are plunderers, especially of the surface world, but also traders and explorers. They typically lair in low-ceilinged caves that other species find difficult to negotiate, and they stock those cave lairs with an astounding array of traps. When encountered away from their lairs, the oktomons are either seeking plunder or trade. In either event, they are equipped with serrated spears, one or two gaff hooks (treat as hand axes), nets (primarily used for carrying items, but also useful in a fight) and round, polished shields. If more than twelve oktomons are encountered, they will be led by a captain.

- Oktomon: HD 3; AC 5 [14]; Atk 4 weapons (1d6); Move 12 (Swim 18); Save 14; CL/XP 4/120; Special: None.
- Captain: HD 6; AC 5 [14]; Atk 1 weapon (1d8); Move 12 (Swim 18); Save 11; CL/XP 6/400; Special: Troops are +1 to hit in his presence.

Pirate Galley: A pirate vessel with two oar decks, the galley is crewed by twelve pirates and thirty rowers. They are commanded by a captain and first mate. The pirates are armed with light crossbows and hand axes, while the rowers fight with clubs. Pirate leaders wear leather armor and carry long swords and pistols. There is a 1 in 6 chance of a mage being aboard.

- Pirate: HD 2; AC 7 [12]; Atk 1 weapon (1d8); Move 12; Save 16; CL/XP 3/60; Special: +1 to hit and damage in round 1, back stab for x2 damage.
- First Mate: HD 3; AC 6 [13]; Atk 1 weapon (1d8); Move 12; Save 14; CL/XP 4/120; Special: Back stab for x2 damage.
- Captain: HD 5; AC 6 [13]; Atk 1 weapon (1d8); Move 12; Save 12; CL/XP 6/400; Special: Back stab for x3 damage; troops +1 to hit.
- Mage: HD 2d6; AC 8 [11]; Atk 1 weapon (1d4); Move 12; Save 16; CL/XP 3/60; Special: Adept spells (1st), back stab for x2 damage.

Sahuagin: Sahuagins are aggressive, territorial fish-men. They are matriarchal and are ruled by priestesses. A sahuagin settlement will consist of a basalt ziggurat topped by a temple to their shark deity, Omoo. Within the ziggurat are the living quarters of the priest-queen, her attendants, her consorts and other minor nobles. The ziggurat is

surrounded by dozens of stone huts and slave quarters. Sahuagin encountered away from their settlements are always on the hunt for meat, plunder or slaves. A sahuagin war party is always led by a noble. If more than 8 sahuagin are encountered, they will also be accompanied by a priestess riding atop a shark. Sahuagin are equipped with obsidian axes and nets.

- Sahuagin: HD 2+1; AC 5 [14]; Atk 1 weapon (1d8); Move 12 (Swim 18); Save 16; CL/XP 2/30; Special: None.
- Noble: HD 4+1; AC 5 [14]; Atk 1 weapon (2d6); Move 12 (Swim 18); Save 13; CL/XP 4/120; Special: None.
- Priestess: HD 3+1; AC 5 [14]; Atk 1 weapon (1d8); Move 12 (Swim 18); Save 14; CL/XP 4/120; Special: Adept spells (1st), go berserk.
- Small Shark: HD 4; AC 6[13]; Atk 1 bite (1d4+1); Move 0 (Swim 24); Save 13; CL/XP 4/120; Special: Feeding frenzy.

Triton: Tritons look like larger, more frightening merpeople. They have green hair and eyes. Bands of tritons encountered at sea are equipped with shields, tridents and daggers and always ride hippocampi. Tritons are led by a knight. If more than eight tritons are encountered, they are also accompanied by a priest.

- Triton: HD 3; AC 5[14]; Atk 1 trident (1d8+1); Move 1 (Swim 18); Save 14; CL/XP 4/120; Special: Magic resistance 90%.
- Knight: HD 6; AC 5[14]; Atk 1 trident (1d8+2); Move 1 (Swim 18); Save 11; CL/XP 7/600; Special: Magic resistance 90%.
- Priest: HD 4; AC 5[14]; Atk 1 trident (1d8+1); Move 1 (Swim 18); Save 13; CL/XP 6/400; Special: Magic resistance 90%, adept spells (1st).
- Hippocampus: HD 4; AC 5[14]; Atk 1 bite (1d4); Move (Swim 24); Save 13; CL/XP 4/120; Special: None.

Undine: Undines are aquatic elves. Unsullied by the blood of mortals, the undine are taller than their surface cousins, with pale skin, silvery hair, long, webbed fingers and toes and large, violet eyes. Undine live in exquisite castles decorated with banners made of linked, multi-colored scales. Most undines use giant seahorses as mounts and keep small hunting squids and swift barracuda for use in their hunts. Undines encountered away from their home are usually on a hunt, and the hunting party will have one hunting squid or barracuda per three undines. If more than twelve undines are encountered they are led by a warlock. Undines are equipped with tridents and daggers.

- Undine: HD 2+1; AC 5 [14]; Atk 1 weapon (1d8); Move 12 (Swim 15); Save 16; CL/XP 2/30; Special: Telepathic communication with humanoids and aquatic creatures.
- Warlock: HD 5; AC 5 [14]; Atk 1 weapon (1d8+1); Move 12 (Swim 15); Save 12; CL/XP 7/600; Special: Adept spells (1st), telepathic communication with humanoids and aquatic creatures.
- Barracuda: HD 1; AC 6[13]; Atk 1 bite (1d8); Move (swim 24); Save 17; CL/XP 1/15; Special: None.

- Giant Seahorse: HD 4; AC 7[12]; Atk 1 bite (1d6); Move 0 (Swim 24); Save 13; CL/XP 4/120; Special: None.

Wyvern Coast

The Wyvern Coast is a range of sun-baked badlands between the Nabu Desert and the Tepid Sea. Its shoreline hosts a multitude of caves and coves that provide hiding places for the pirates that roam the Tepid Sea. The hills provide little of value other than volcanic glass and some fancy stones. The only city-state on the Wyvern Coast is Ophir, infamous for its bazaars, slave market and guild of assassins. Ophir was once the main seat of power for the Purple Kings that ruled the coast in ancient times.

Roll	Encounter
3	Cyclops (1d4)
4	Lamia (1d4)
5	Giant Scorpion (1d4)
6	Insectaur (1d6)
7	Giant Eagle (2d6)
8	Pirates (3d6) and First Mate (see below)
9	Dragon Man (2d6) and Warlock (see below)
10	Lion (2d6)
11	Giant Lizard (2d6)
12	Giant Tick (2d6)
13	Igniguana (1d6) or Shocker Lizard (2d6)
14	Slavers (6d6) and Slave Master (see below)
15	Wyvern (1d4)
16	Leucrota (1d6)
17	Basilisk (1d4)
18	Shedu (1d4)

Roll	Battlefield Terrain
1	Meadow – no penalties
2-5	Gentle Slope – slight chance to lose footing
6-9	Steep Slope – chance to lose footing, higher ground bonus
10	Cliff – chance of falling

Dragon Men: The dragon men of the Wyvern Coast live in settlements composed of bronze domes surrounded by gardens of colored stones and succulents. Dragon men wear no armor, relying instead on their thick scales and nimble reflexes. They arm themselves with battle axes and longbows. Dragon men encountered outside their villages are led by warlocks.

- Dragon Man: HD 1+1; AC 6 [13]; Atk 1 bite (1d4 + 1d4) or 1 weapon (1d8); Move 15; Save 17; CL/XP 3/60; Special: Spell (1 level 1), bite.
- Warlock: HD 5; AC 6 [13]; Atk 1 bite (2d4) or 1 weapon (1d8+1); Move 15; Save 12; CL/XP 7/600; Special: Adept (2nd).

Pirates: The pirates of the coast are found in secluded coves, licking their wounds and preparing for their next venture. They sometimes have established camps protected by earthworks that they share with camp followers – traders, craftsmen and wenches. Other times they simply hide their galley and head for a high cave that gives them a good view of the sea. Groups encountered away from this lair are usually on hunting expeditions and armed with crossbows and axes.

If fewer than fifteen pirates are encountered they are led by a first mate. If more than fifteen pirates are in a group they are led by a captain. The first mate and captain will be armed with a long sword, musket and three pistols.

- Pirate: HD 2; AC 7 [12]; Atk 1 weapon (1d8); Move 12; Save 16; CL/XP 3/60; Special: +1 hit and damage in first round of combat, back stab for x2 damage.
- First Mate: HD 3; AC 6 [13]; Atk 1 weapon (1d8); Move 12; Save 14; CL/XP 4/120; Special: Back stab for x2 damage.
- Captain: HD 5; AC 6 [13]; Atk 1 weapon (1d8); Move 12; Save 12; CL/XP 6/400; Special: Back stab for x3 damage, troops +1 to hit.

Slavers: A band of slavers is probably moving their victims to a mine or to a secret lair within the hills. There will be ten shackled slaves for every slaver encountered. Slavers are equipped with leather armor, whip, light crossbow, club and man-catcher. Slave masters are equipped with leather armor, whip, short sword and light crossbow.

- Slaver: HD 1; AC 7 [12]; Atk 1 weapon (1d8); Move 12; Save 17; CL/XP 2/30; Special: Back stab for x2 damage, man-catchers.
- Slave Master: HD 5; AC 6 [13]; Atk 1 weapon (1d8); Move 12; Save 12; CL/XP 6/400; Special: Back stab for x3 damage.

Keyed Locations

0132 Makronissos: Although King Philostos was a noble triton, his unruly sons were a shame to the entire kingdom. As each came of age, the king dutifully granted them leave to construct a fortress and attract whatever followers would have them. Naturally, Philostomes, the eldest, chose to stay by his father's side, and it is he who now wisely rules Nimos in [0631]. His brother Mathian is the quarrelsome lord of Makronissos, while the youngest, Sthenelaus, lusty rascal that he is, rules Fleves in [0231]. The three rarely have anything to do with one another, though Mathian and Sthenelaus delight in outdoing their older brother and foiling the plans of the other.

Prince Mathian's fortress is a three-story shell keep constructed from marble blocks on a trefoil pattern, the courtyards topped by onion-shaped domes of glassy-steel. The keep is surrounded by the homes of his fighting-men and women. These homes are constructed of marble blocks, resembling the courtyard homes of the ancient Romans. Makronissos is home to 99 triton warriors, 82 females and 110 young. Prince Mathian, in a fit of madness, constructed a basalt temple to Oceanus, Titan of the Sea. The temple is overseen by Marta with the help of four assistants. The household is overseen by Erigone, Mathian's wife and a sorceress in her own right. Mathian's nine household knights, who ride sea horses into battle, can be identified by the deep crimson kelp they wear as sashes. All of the howling warriors of Makronissos carry tridents and shields. They glory in battle. Prince Mathian himself rides in a bronze chariot pulled by seven sea cats.

The treasury of Makronissos lies in a pit beneath a heavy stone slab that takes six tritons to lift. It contains 20,000 sp, 29,000 gp, 500 pp and five amphorae of fine wine.

- Prince Mathian, Triton Fighting-Man Lvl 9: HP 52; AC 4 [15]; Save 8; Special: Magic resistance 90%; Shield, trident.
- Marta, Triton Adept Lvl 10: HP 40; AC 5 [14]; Save 5; Special: Adept spells (2nd), healer abilities, magic resistance 90%; Shield, trident, gold conch holy symbol.
- Assistant Adepts, Lvl 3: HD 3d6+3; AC 5 [14]; Save 12; Special: Adept spells (1st), magic resistance 90%; Shield, trident, silver conch holy symbols.
- Erigone, Triton Magic-User Lvl 8: HP 19; AC 6 [13]; Save 8; Special: Magic-user spells (4th), magic resistance 90%; Silver dagger, grimoire.
- Household Knights: HD 6; AC 5 [14]; Atk 1 trident (1d8+1); Move 1 (Swim 18); Save 11; CL/XP 7/600; Special: Magic resistance 90%.

0134 Expensive Rubble: A large mound of marble blocks rests here, the remnants of construction by the tritons in [0233] and [0631].

0136 Cracked Dome: A glass dome of the undine lies here, cracked and flooded. The gardens it once supported are dead and the keep within is now inhabited by various sea vermin and a crabman hermit called Enabbb-ygu. Enabbb-ygu can summon a swarm of crabs and claims to know the location of hidden riches in the palace. He is correct, in fact, for the throne in the old great hall swivels around to reveal a deep vault inhabited by a briny sea serpent and containing a horde of 3,100 gp, a chest containing twenty sealed vials of perfume (20 gp per bottle) and a scroll containing the level 5 cleric spell commune.

- Enabbb-ygu: HD 2 (10 hp); AC 4 [15]; Atk 2 claws (1d4); Save 14; Move 9 (Swim 9); CL/XP 3/60; Special: None.
- Crab Swarm: HD 3; AC 6 [13]; Atk envelop (1d4); Move 6; Save 14; CL/XP 4/120; Special: Weapon attacks deal 1d3 damage, area attacks deal full damage, enveloped creatures suffer automatic damage each round.
- Briny Sea Serpent: HD 8 (44 hp) ; AC 2 [17]; Atk 1 bite (3d6 + poison); Move 15; Save 8; CL/XP 11/1700; Special: Acid breath, poison (save or die).

0146 Azer Adventurer: Merikh, and azer, and six clockwork brass beetles are searching for an artifact forged by Volcanus, god of the forge. Merikh wears a helm that hums when within 100 feet of powerful magic items.

- Merikh: HD 6 (29 hp); AC 2 [17]; Atk 1 weapon (1d6+1); Move 12; Save 16; CL/XP 6/400; Special: +1 heat damage, immune to fire.
- Beetle Automaton (6): HD 4 (18 hp each); AC 2 [17]; Atk 1 blade (1d6+1); Move 15; Save 13; CL/XP 4/120; Special: Half damage from fire, heat metal (themselves).

0203 Begros: Begros is a mountainous island. Though uninhabited now, signs abound that point to an advanced civilization once existing on Begros. The island's lone

harbor bears traces of ancient foundations and the remnants of a wall. The island's topography is particularly difficult to negotiate, but a narrow path leads from the harbor into the mountains. The mountains of Begros are really a collection of jagged plateaus separated by twisting canyons. At the highest point in the island, the canyons converge into a hidden valley. The sheer cliffs surrounding this valley have been carved to approximate hundreds of deities now forgotten by mankind (if, indeed, they were ever known to mankind).

These gods have the forms of human beings, but their limbs twist and contort in slightly unnatural ways, and their long faces and grave expressions remind one of demons more than gods. In the center of this valley, which is quite lush and is often grazed on by giant goats, is a deep, green pool. Rising from the center of the pool there is a green copper statue of a pot bellied god with a long, thick tongue extending from its mouth. Those who visit the pool would be wise to make a valuable offering to the god in the pool, for if they demur they will find it impossible to get back to the harbor and escape the island. Canyons shift, forcing adventurers back to the central valley. Should the visitors think about aerial means of escape, they discover that their host is one step ahead of them, for the walls of the valley are now thick with peryton, eyes trained on the ungrateful guests.

If the adventurers find themselves on the island after dark, they might witness the dance of the nameless gods. As the sun sinks behind the cliffs, the pool gives off an eerie glow that soon fills the valley with flickering, green light. The play of the light and shadow on the cliffs makes the figures carved thereupon appear to be dancing. The keen observer soon discovers that the figures are indeed dancing. Having left their perches on the cliff face, they wind their way in a weird procession toward the pool, their sinuous arms and legs in constant movement, their grave, unmoving faces bobbing to and fro. The entire dance is performed in silence, and viewers will find themselves unable to resist the lure of the dance. They will dance all night with the nameless gods, their forms becoming more like the gods and less like their own, until, when the sun dawns, they join them on the cliff face. Visitors who hide their eyes are unharmed and unmolested, but face the same event the next night until they eventually join the nameless gods on the cliffs or make their offering.

- Peryton: HD 4; AC 6 [13]; Atk 1 antlers (2d8); Move 9 (Fly 24); Save 13; CL/XP 6/400; Special: Immune to non-magic weapons.
- Nameless Gods: HD 12 (60 hp); AC 0 [19]; Atk 1 fist (3d6); Move 6; Save 3; CL/XP 16/3200; Special: Immune to slashing and piercing weapons, immune to magic (per a stone golem), irresistible dance.

0206 Salty Dogs: A pirate galley lies on its side, the bottom covered entirely by dunes of silt. Entry can be gained through hatches in the deck. The rowing deck is littered with bones and rusting chains now hang from the "ceiling". A large, brass kettle drum is turned over at the

head of the deck. Once adventurers are firmly esconced on the rowing deck, the entry hatches will close tight and the drum will produce an ominous, audible pulse. Boom. Boom. Boom. A few seconds pass between each boom. Soon, the cargo hatch located in the aft section of the rowing deck will open, and a thirteen jolly rogers (skeletal pirates) will begin shuffling into the room. They are armed with curved long swords and rusty hooks, and avarice burns in their empty eye sockets. Soon, they are joined by their captain and his first mate. Naturally, they are after the adventurers' treasure, and will fight until they get it. The cargo hold is filled with 10,000 cp, 5,000 ep, 3,380 gp and 10 lb of salt in a barrel. The salt can be salvaged and is worth 5 gp/lb.

- Jolly Roger: HD 2+2; AC 6 [13]; Atk 1 weapon (1d8); Move 12; Save 16; CL/XP 3/60; Special: Frightful appearance, detect treasure, treasure lust (+1 to hit and damage when fighting for booty).
- First Mate: HD 4+2 (18 hp); AC 6 [13]; Atk 1 weapon (1d8); Move 12; Save 13; CL/XP 5/240; Special: Frightful appearance, detect treasure, treasure lust.
- Captain: HD 6+2 (27 hp); AC 6 [13]; Atk 1 weapon (1d8); Move 12; Save 11; CL/XP 7/600; Special: Frightful appearance, detect treasure, treasure lust.

0220 Zhitleg-Yiq: An eye of the deep called Zhitleg-Yiq dwells in a lightless chasm in this hex, ascending from the salty gloom when it senses easy prey above. Its lair is littered with treasures under the guard of crab exoskeletons (as many as the Referee thinks will challenge his players). The monster's treasure consists of 5,000 ep, 2,000 gp, a potion of slipperiness in a silver vase (50 gp) sealed with wax and a telescope worth 70 gp if repaired.

- Zhitleg-Yiq: HD 10 (44 hp); AC 4 [15]; Atk 2 pincer (2d4) and bite (1d6); Move 6; Save 5; CL/XP 10/1400; Special: Blinding light, illusions, hold monster, hold person, regenerate eye stalks.
- Crab Exoskeletons: HD 6; AC 3[16]; Atk 2 pincers (2d6); Move 6; Save 12; CL/XP 8/800; Special: Immune to turning, unaffected by sleep, hold, and charm, immune to non-blunt weapons.

0223 Road of Glass: An ancient road constructed from cobblestones of sea glass runs for 2 miles through this hex, from northeast to southwest. The road is in bad repair. It emerges from tall sand dunes in the northeast and disappears beneath a bed of giant clams in the southwest. Midway along the road's length there stands a monument that looks like an abstract column of greenish metal filled with irregular holes.

0231 Fleves: Fleves is the stronghold of Sthenelaus, brother and rival of Mathian [0132] and Philostomes [0631]. Sthenelaus is wild and unruly, with a massive appetite for war, women and song. His cadre of retainers are nine devotees of Bacchus. Fleves itself is a coral feasting hall capable of holding Sthenelaus, his retainers, his court priest, Helle, and magician, Talthybios, and his 292 followers (93 males, 94 females and 105 young).

The hall's ceiling is covered in beaten bronze and hangs 40 feet above the floor. The tables, benches and chairs are the remnants of a century's worth of shipwrecks. The walls are lined with trophies and weapons – the warriors of Fleves prefer barbed spears, bucklers and hoplite-style helms. The tables are always loaded down with the harvest of the sea, including stoppered stone crocks of wine.

At one end of the hall is a massive marble idol of Bacchus. Heaped around the statue is the treasure of Fleves: 10,000 sp, 5,500 ep, 17,000 gp, 1,020 pp, an aquamarine (450 gp) and a jasper (6 gp). The idol is guarded by Helle's four assistants at all time.

The feast hall is surrounded by a thick forrest of kelp prowled by twelve sea cats trained to ignore the tritons of Fleves, but to attack anyone else on sight. Sthenelaus goes into battle in a chariot drawn by six hippocampi. His maenads ride hippocampi as well, their green hair tied into long braids, their arms bearing ritual scarification.

- Sthenelaus, Triton Barbarian Lvl 9: HP 50; AC 4 [15]; Save 8; Special: Magic resistance 90%; Buckler, helm, barbed spear.
- Mermaenads, Triton Barbarians Lvl 6: HD 6d6+12; AC 4 [15]; Save 11; Special: Magic resistance 90%; Barbed spear, net.
- Helles, Triton Adept Lvl 11: HP 41; AC 4 [15]; Save 4; Special: Adept spells (2nd), berserker abilities, magic resistance 90%; Barbed spear, shield, helm, holy symbol (gold vines, worn around neck).
- Helles' Assistants (4), Triton Adepts Lvl 3: HD 3d6+3; AC 4 [15]; Save 12; Special: Adepts spells (1st), berserker abilities, magic resistance 90%; Barbed spear, shield, helm, holy symbol (silver vines, worn around neck).
- Talthybios, Triton Adept Lvl 8: HP 18; AC 5 [14]; Save 8; Special: Adept spells (2nd), sage abilities, magic resistance 90%; Silver dagger, grimoire.

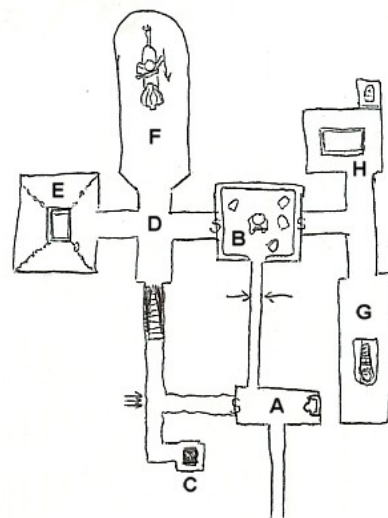
0233 Tomb of King Philostos: As mentioned in [0132], King Philostos is dead, killed three centuries ago in battle with the sahuagin. In his honor, his sons, putting aside their rivalry, constructed a fabulous tomb for their father. The tomb is built of marble and stands 20-ft wide, 20-ft deep and 20-ft tall. Atop the tomb is a 20-ft tall bronze statue of Philostos. The tomb is surrounded by false columns carved onto 5-ft thick walls. The interior of the tomb is dry, and actually cannot be entered by water under any means. At the center of the tomb chamber is a gold-plated sarcophagus suspended from the ceiling by bronze chains over a pit of charcoal. The walls are adorned with brightly colored mosaics depicting the life, death, funeral and ascension of King Philostos.

A captive fire elemental called Horogule guards the tomb. He dwells in the fire pit, but copper piping allows him to move rapidly throughout the tomb chamber. His access to the chamber can be closed by depressing the right eye of the images of Philostos in the chamber murals. He is depicted four times, once on each wall. By depressing the right eyes on the images, the fire pit and pipes are sealed,

trapping the fire elemental. There are two clues to this course of action; the first is a charred skeleton by one wall reaching toward the image of Philostos. The other is that the bas-relief of Philostos on his sarcophagus has his right hand over his right eye and his left hand grasping a trident that is impaling a fire-breathing dragon.

The tomb treasure is concealed in four floor spaces. Above each of these spaces there is a trap in the form of a crescent axe that falls from the ceiling, splitting would-be thieves in two (attacks as a 6 HD monster, 2d6 damage). The floor spaces contain 10,000 sp, 5,100 gp and a bronze figurine of Neptunus (500 gp).

- Horogule: HD 16 (43 hp); AC 2 [17]; Atk 1 strike (3d6); Move 12; Save 3; CL/XP 17/3400; Special: Ignite materials.



Tomb of Abomundur [0241]

0241 Tomb of Abomundur I: Abundundur I ruled Ophir over 1,000 years ago. His tomb is cut into a cliff-face, the only sign of its existence being a rectangular hole in the rock. The hole is large enough for a man to crawl on his hands and knees, provided he is not heavily burdened. The crawlspace goes back 10 yards before opening to a small (8-ft wide, 4-ft deep) antechamber (A).

A - The antechamber contains a terracotta statue of Abomundur enthroned, hemispherical terracotta pots at his feet holding the ashes of his internal organs. A narrow, low passage stretches back 30 feet from the antechamber with a spear trap (two attacks as 3 HD monster, 1d6 damage) 15 feet into the passage set to activate if a portion of the floor is trod upon.

B - This chamber (12x12) contains a series of clay tablets recording the life and accomplishments of Abomundur in the ancient script of the Purple Kings (worth 100 gp to a sage). There is another statue of the king here as a younger man, standing and clothed in cloth-of-gold mantle (worth 50 gp). A bronze scepter decorated with silver and amethysts (worth 300 gp) rests in his hand.

C – The bodies of slaves were cast down this 20 foot deep vertical shaft. Their restless spirits will rise from the shaft like a tornado of souls to destroy any who would disturb them. They will concentrate their attacks on the holder (if any) of the scepter from area B. The arrows drawn at the intersection that leads to this area are an arrow trap (3 attacks as a 2 HD monster, 1d6 damage).

- Restless Spirits: HD 8 (37 hp); AC 2 [17]; Atk 1 strike (2d6 + strength drain); Move (Fly 36); Save 8; CL/XP 10/1400; Special: Attack drains 1 point of strength.

D – From this intersection one can see into areas (E) and (F). A dun pudding will bubble up through small holes in the floor here. The small space the pudding inhabits contains a silver hoop earring (10 gp).

- Dun Pudding: HD 8 (31 hp); AC 6 [13]; Atk 1 slam (3d6); Move 6; Save 8; CL/XP 9/1100; Special: Acidic surface (as black pudding), divided when hit with weapons.

E – This chamber contains a stone sarcophagus held fast by four bronze chains anchored to the walls. It will move when the room is entered. If the chains are broken, the lid will fly open to reveal an enraged phantom stalker. The stalker's sarcophagus contains an asbestos sack that holds a brass medallion (25 gp) that acts as a scroll of protection from elementals.

- Phantom Stalker: HD 6 (24 hp); AC 2 [17]; Atk 2 claws (1d4); Move 12 (Fly 24); Save 11; CL/XP 10/1400; Special: Immune to fire, -2 to save vs. cold, +1 dmg/die from cold, immolation.

F – This chamber is the true tomb of Abomundur I. It looks like a temple tiled in sandstone and bearing bas-reliefs on the walls of strange, inhuman things being served by and consuming human priests playing long flutes. Dominating the chamber is a clay golem in the shape of a frightening goddess standing atop a lion. The bones of Abomundur are stored inside this golem. There are three secret compartments beneath the floor tiles in the temple. The first holds 3,300 gp, the second 11,000 gp and the third three pound of myrrh wrapped in sack cloth (200 gp per pound).

- Clay Golem: HD 12 (50 hp); AC 7 [12]; Atk 1 fist (3d10); Move 8; Save 5; CL/XP 14/2700; Special: Immune to slashing and piercing weapons, immune to most spells.

G – This is the last resting place of Queen Azbinira, the foreign priestess who vaulted Abumundur into greatness through dark pacts and ruthless political cunning. Her tightly wrapped mummy is laid on a basalt slab decorated with alabaster stars. The walls are similarly decorated. An magic circle is traced on the floor in silver. It consists of seven circles within circles, placed unevenly with a complex rune in the middle. Magic-users and clerics will almost instinctively know that the circles are dangerous. The mummy is not undead, but it is dangerous. If it is jostled or moved in any way, a bonesucker (see new

monsters at end of article) will be summoned, appearing atop the magic circle. Moreover, if the mummy's eyes are revealed, they will act as a magic jar spell, swapping their owner's soul for that of the ancient Queen. The queen will have the physical ability scores of her new body, but will replace its mental ability scores with an Intelligence of 12, Wisdom of 17 and Charisma of 14. In addition, she will have the abilities of a level 8 cleric. The queen's jewels lie beneath her body and include a copper, spiraling bracer set with coral (200 gp), elaborate gold earrings (50 gp) and a silver circlet that increases one's wisdom by two points at the cost of two points of constitution.

- Bonesucker: HD 8 (35 hp); AC 3 [16]; Atk 8 tentacles (1d6); Move 9; Save 8; CL/XP 11/1700; Special: Ability damage, never surprised, only harmed by magic weapons.

H – This chamber contains a large sarcophagus carved from alabaster. It bears no decoration. A cache in wall hidden behind a thin layer of clay holds a tablet of protection from demons. If the sarcophagus is opened it plunges the room into darkness and summons three type 2 grues. More importantly, the sarcophagus will attempt to suck all those in the room into icy void of space. Each round, characters in the room must pass a strength check (roll 1d20 under strength score) or be pulled 3 feet closer to the opening. Those who pass the strength check can either fight or move 3 feet away from the sarcophagus. Adventurers will have to get at least 12 feet away from the sarcophagus to avoid the pull. Those sucked into space will suffer 2d6 points of freezing damage each round and will begin to suffocate. If the sarcophagus is moved, one will find a cache in the floor containing 5,200 gp and a sapphire worth 1,000 gp.

- Grue: HD 6 (32, 30, 19 hp); AC 2 [17]; Atk bite (2d6); Move 12; Save 11; CL/XP 11/1700; Special: Immune to all but light/magic weapons and spells with light components/effect, can extinguish lights within 100 feet, restores own hit points with damage caused to victims.

0242 Crocodile Keep: The remains of a flooded shell keep sit just off the coast and protected by surrounding rocks from the pounding surf. The bottom level of the keep is completely flooded, and the upper level, though relatively dry, has a weakened floor that presents a hazard to even halflings attempting to walk upon it. At the bottom of the courtyard there is a jade globe decorated with images of writhing reptiles. The jade globe gives out a low pulse that can be heard underwater for many miles. This pulse attracts salt water crocodilians, and at least thirty of the creatures dwell in and around the keep.

- Crocodile: HD 4; AC 3 [16]; Atk 1 bite (1d8); Move 9 (Swim 12); Save 13; CL/XP 4/120; Special: None.

0316 Palace of Phasutep: Phasutep was a demon in the service of the demon lord Lotan who constructed for himself a fabulous palace beneath the sea floor in this hex. The entrance is a 20-foot diameter bronze grate that can

only be opened by an offering of human blood, which carries a 1 in 6 chance of attracting 3d6 sharks.

Beyond the grate there is a sprawling complex of marine caverns crawling with poisonous vermin, giant eels, a were-moray eel called Ulic and multiple marble statues of Phasutep (a revolting creature that combines the torso of an athletic man, legs that are a mass of serpents, arms covered in chitin and tipped with crab pincers and a head covered in lamprey-like mouths) that randomly teleport creatures from one statue to another. Should multiple persons each touch a different statue, all are teleported to a subterranean vault several miles beneath the sea caves that holds Phasutep's palace.

The palace consists of several levels of corridors and chambers clad in mother-of-pearl and garish designs in black bronze, and lit with an unnatural, gibbous light. The upper portions are inhabited by semi-intelligent sea slugs capable of causing confusion, water-logged zombies in silk raiment and armed with serrated swords, and a cabal of immortal clerics wearing black robes, each of which bears the claws of a crab in place of their human hands. Deeper levels have corridors and chambers of titanic dimensions wandered by degenerate chuul, fountains of living primordial ooze and a tribe of fomorian giants. The deepest level is a grotto of blood-red coral walls inhabited by the spirits of beautiful women who drowned in the Tepid Sea kept as a harem to entertain Phasutep (long since slain) and his lord Lotan (who will appear 1% of the time when the place is disturbed). The grotto contains three shimmering pools, two of which rob a person of their soul, the other acting as a gateway to Lotan's extradimensional domain.

0341 *Sanvuska*: A freak storm and a drunken captain recently ran a merchant cog ashore here. The cog, the *Sanvuska*, was carrying 250 gp worth of hides and skins, 2,000 gp worth of tea and a magical trident (see below) from the Mu-Pan Empire to Antigoon. The *Sanvuska* is captained by Yulner, a short man with a wiry build, black whiskers and suspicious eyes. Yulner is a given to drunken revels, and his cruelty knows no bounds. He has been working his men into a frenzy trying to get underway before his ship is discovered by bandits. Unfortunately, it has already been discovered by an intellect devourer called Tharsarh. Tharsarh has been systematically picking off the crewmen for the past week, having originally killed and merged with a sailor who wandered too far from camp. Only twelve remain to man the cog, and they are on the verge of mutiny. Only the force of Yulner's will, and the strong hand of his first mate Khavit have kept them in line.

Umvaii is a +1 trident appears to be made of gold. The grip is wrapped in black leather. The trident's name, which activates it, is burned into the grip in the pictographs of the Mu-Pan Empire. Upon uttering the command word,

the trident enables its wielder to fly (per the spell) for 10 minutes.

- Yulner, Fighting-Man, Lvl 7: HP 32; AC 6 [13]; Save 10; leather doublet, buckler, hand axe, long sword.
- Khavit, Beastman (Orc) Fighting-Man, Lvl 4: HP 28; AC 7 [12]; Save 13; shield, battle axe.
- Tharsarh: HD 6 (21 hp); AC 3 [16]; Atk 4 claws (1d4); Move 15; Save 11; CL/XP 9/1100; Special: Sensitive to light, mind blast, spell immunity, surprise on 1-3 on 1d6, only harmed by magic weapons (1 point of damage per hit).

0409 Abode of the Gull Lords: Built atop the coral reef here there is a small keep of limestone, heavily weathered by wind and wave. This keep houses a band of 30 bandits who attack the shipping lanes and nearby islands atop giant seagulls. The bandits wear brigadine armor (AC +4) and carry short bows, long spears, and weighted nets. Their leader is a robber baron called Sablene, who has two adopted daughters called Phale and Rorta. Phale and Rorta are undead witches and much older than their "mother". The band's treasure is locked in a vault in their keep and consists of 2,000 gp, 2,000 sp, 14 lb of tobacco (worth 100 gp per lb) and 1 cask of good wine (12 gallons, weighs about 100 lb).

- Giant Gull: HD 3; AC 7 [12]; Atk 1 beak (1d8); Move 6 (Fly 21); Save 14; CL/XP 3/60; Special: None.
- Phale & Rorta, Undine Adepts Lvl 5: HP 23 and 15; AC 9 [10]; Save 10; Special: Adept spells (2nd), telepathy with sea creatures.
- Sablene, Fighter/Thief Lvl 6: HP 22; AC 4 [15]; Save 10; Special: Back stab for x3 damage; Ring mail, short bow, long spear, dagger (pommel of ram horn).

0424 The Yellow Jack: A caravel is adrift here. The ship flies the yellow jack, indicating disease, and in fact is infested with ticks carrying mummy rot. Visiting the vessel requires a saving throw to avoid contracting the mummy rot, with an additional save required for each additional day spent on the boat. A dozen leper zombies, victims of the rot, are locked in the hold below, along with 600 gp worth of leather goods and 40 pounds of coffee (worth 50 gp/lb).

- Leper Zombie: HD 1; AC 6 [13]; Atk 1 claw or bite (1d6); Move 9; Save 17; CL/XP 3/60; Special: Disease, slain become leper zombies.

0442 Cliffside Tomb: Caryatid columns guard a tomb carved into the side of a cliff. The original inhabitant has dried up and blown away, his treasure stolen by something that tunneled in from below.

- Caryatid Columns (2): HD 5 (32 hp); AC 4 [15]; Atk 1 sword (2d4); Move 9; Save 8; CL/XP 6/400; Special: Immune to normal weapons, normal damage from magic weapons, 25% chance of weapon snap.

0520 Sunken Treasure: A merchant galley originating in Ibis recently sunk here on its way to trade in Tremayne. It carried iron ingots (3,500 lb worth 350 gp), several bales of

raw cotton and amphorae of grain (ruined by the seawater), eight suits of scale armor and twenty scimitars. The wreck is being guarded by two dolphins who, if presented with a chance of parlay, will inform adventurers that the survivors, an old sage and his daughter and a strapping sailor are now languishing in the dungeons of the sahuagin in [0619].

0523 Shark Trench: A shallow trench runs across the sea floor. The trench is thick with sharks of every size and shape. The toothy fish seem to flock here as pilgrims. Encounters with the beasts occur on a roll of 1-4 on 1d6, with encounters usually consisting of 3d6 small sharks, 2d6 medium sharks or 1d6 large sharks. At a mid-point in the trench, and where one might notice the density of sharks is thickest, there is a tomb. The tomb is merely a niche carved into the face of the cliff and then sealed with a basalt slab (4-ft tall, 3-ft wide, 1-ft thick). The basalt stone is ringed by the angular, spiral glyphs of the sahuagin, and proclaims that this is the tomb of Ogo'kiq, a great and terrible king of the sahuagin from the days when the Wyvern Coast was still an archipelago.

Tampering with the seal will drive the surrounding sharks (dice for a group of each size shark in the vicinity of the seal) into a frenzy and almost always result in bloodshed. If one can manage to shift the heavy slab, they will see a long gallery (6-ft wide, 6-ft tall, 18-ft long). The limestone walls of the gallery are uneven and rippled, and have been inlaid with twenty obsidian masks (15 gp each) depicting different types of sharks in a heavily stylized style. At the far end of the gallery, seated on a basalt stool inside the bony jaws of a great white shark, is the mummy of Ogo'kiq. The mummy is wrapped in crimson kelp that is held on the body with numerous strips of bronze. The mummy wears an obsidian death mask (50 gp) and holds a wooden club set with shark teeth (a ceremonial scepter, not a weapon). Before the mummy's feet is a gameboard made of marble and set with turquoise and obsidian playing pieces; essentially an evil version of snakes and ladders (worth 100 gp). Behind the mummy there are three basalt chests containing 500 ep, 6,300 gp and 120 pp. The mummy is not undead, but tampering with the mummy will cause a large, limestone block to re-seal the tomb.

0532 Steaming Canyon: The ground here is rent asunder, forming a 3-mile long canyon that ranges from 20 to 100 feet wide. Black smoke pours from hydrothermal vents within the canyon, making the water nearby poisonous.

0604 Shipwrecked Galley: An ancient merchant galley sank to the seafloor here over a century ago. An enterprising dragon turned the galley into a lair. The dragon, called Tupporring, is a huge serpent with blue scales. Tupporring is incapable of speech or spell use. There is a 30% chance that it is asleep on its pile of 9,100 gp. It also owns a hyacinth gemstone (50 gp) and four crystal bottles of expensive perfume (100 gp each).

- Tupporring, Ancient Dragon: HD 14 (112 hp); AC -6 [25]; Atk Bite (4d6); Move 12 (Swim 24); CL/XP 17/3500; Special: Frosty breath weapon, spit a wad of phlegm that holds victims fast to surfaces and can only be dissolved by alcohol.

0607 Ikaria: Ikaria is an island of sandy beaches, woodlands of tall, silvery pines and dozens of secluded meadows. Hidden in the island's woods is a village of 100 hunters and their families. The village is composed of longhouses dug partially into the soil, with the upper portions constructed from field stone and timber. The houses have tall, peaked roofs. The village, also called Ikaria, is surrounded by a stone wall. Ikaria is governed by a council of three elders, Blatiarto the Bald, Cheard the Uneven and Werch the Wizen. The largest building in the village is the tavern of Chaia, a plump, dazzling woman who once roamed the Tepid Sea in the company of pirates. Her tavern serves such fare as sweet wine, buns drizzled with olive oil and radish shavings and rabbit and anchovy stew. Ikaria is known for its fine olive orchards, a gift from the goddess Minerva, and its viniculture. There are two things, however, that keep Ikaria from being a little paradise and make the hunters of Ikaria the cowardly lot they have become. The first is the witch Legwenda, who dwells in a sheltered cove on the far side of the island. The second is the frequent raids on Ikaria by the Gull Lords of [0409]. The village treasury consists of 300 gp, 50 ingots of tin (5 lb ingots worth 2 gp each) and 40 bear skins (5 gp each).

- Hunters: HD 1d6; AC 7 [12]; Atk 1 spear [1d6] or 1 longbow [1d8]; Move 12; Save 18; CL/XP B/10; Special: +1 to hit with longbow.
- Blatiarto, Ranger Lvl 3: HP 19; AC 6 [13]; Save 14; Shield, leather armor, axe, longbow.
- Legwenda, Magic-User Lvl 4: HP 9; AC 9 [10]; Save 12; Special: Magic-user spells (2nd); Crooked staff, wooden shoes, dagger, grimoire, raven familiar, 10 pp, sack of 200 peacock feathers (each feather worth 1 gp).

0619 Unfinished Ziggurat: This basalt ziggurat is home to a tribe of 69 sahuagin males, 74 females, 34 hatchlings and a clutch of 153 eggs. The sahuagin are commanded by Krlo'kel with the assistance of four nobles. Overseeing the spiritual health of the tribe is its high priestess, Phakella and her three priestesses. The ziggurat is uncompleted and is currently being constructed by 110 oktomon slaves. The sahuagin are even now preparing to raid nearby settlements for slave labor. They have recently captured Sipneton, a scientist, along with his daughter Neveth and Brutu, a sailor aboard the merchant galley that was carrying them to Tremayne before it sunk. The three wear clever helmets invented by Sipneton that allow them to breath underwater, though their air supply is not infinite. The sahuagin's treasure consists of 1,000 sp, 2,100 gp, 10 pp and a copper locket worth 3 gp taken from Neveth. The waters around the ziggurat are protected by 19 small sharks under the control of Phakella. Krlo'kel and Phakella are locked in a bitter struggle for dominance over the tribe,

a struggle which Phakella is winning. This is why Krlo'kel now holds Sipneton and his party in his dungeon, hoping that the scientist can create something to give him the advantage.

- Krlo'kel, Sahuagin Fighting-Man Lvl 6: HP 41; AC 2 [17]; Save 11; Coat of bronze scales, steel trident forged in [2523], shark's tooth dagger.
- Phakella, Sahuagin Adept Lvl 6: HP 36; AC 5 [14]; Save 9; Special: Adept spells (2nd), berserker abilities; Jade mace (worth 40 gp), holy symbol consisting of a necklace teeth, the most prominent being a shark's tooth.

0620 Epont's Epistularium: This is the concentric castle of Epont, a stout warrior known for his bookish habits as much as for his temper. Epont's hall is a library containing books and scrolls collected over his 45 years as an adventurer. He keeps four scribes employed at copying tomes borrowed from all over the world. Epont's barony is populated by 186 peasants engaged in the growing of flax.



Epont has under his command 11 knights and 85 men-at-arms. Epont's household also includes Maorlach, a priestess of Minerva, and Rothan the Twice Wise, a scholarly mage. Epont seeks the secret of immortality, which he believes is hidden in a dungeon complex somewhere within this region. His treasury includes 5,100 gp, 110 pp and a golden goblet worth 145 gp. His library includes the following nine volumes:

- 1 – A chronicle of the Pwenet Grasslands (parchment book, weighs 80 lb, worth 90 gp)
- 2 – An herbal on the Wyvern Coast (parchment tome, weighs 150 lb, worth 10 gp)
- 3 – A bestiary of the Wyvern Coast (clay tablet, weighs 15 lb, worth 70 gp)
- 4 – A principia on astronomy (parchment scroll, weighs 25 lb, worth 30 gp)
- 5 – A chronicle of ancient Nabu (clay tablet, weighs 15 lb, worth 80 gp)
- 6 – A chronicle of the Wyvern Coast (parchment book, weighs 50 lb, worth 50 gp)
- 7 – A basic manual of arms (paper book, weighs 40 lb, worth 20 gp)
- 8 – A pedantic lectionary on the gods of Ibis (vellum book, weighs 60 lb, worth 10 gp)
- 9 – A chronicle of the Tepid Sea (parchment scroll, weighs 25 lb, worth 30 gp)

- Epont, Fighting-Man Lvl 10: HP 54; AC 1 [18]; Save 7; Platemail, shield, battle axe, dagger.
- Maorlach, Adept Lvl 4: HP 13; AC 1 [18]; Save 11; Special: Adept spells (1st), healer abilities; Mace, platemail, shield.
- Rothan, Adept 4: HP 15; AC 9 [10]; Save 12; Special: Adept spells (1st), sage abilities; Silver dagger, grimoire.
- Knights: HD 3; AC 1 [18]; Atk 1 weapon (1d8+1); Move 9; Save 14; CL/XP 3/60; Special: None.

0621 Green Ruins: The remains of twenty stone cottages stand huddled around a weird basalt pillar. The cottages, but not the pillar, are covered with algae. The ruin is the lair of 12 skeletal mermaids. The mermaids wear silver combs (worth 5 gp) in their long, white hair, and they have "hearts" of red-veined marble. These hearts, if removed from their rib cages, act as scrolls of protection from the undead for 1 week after being anointed by the blood of the person to be protected. If they are not anointed with blood, they actually call the undead, increasing the number of undead randomly encountered.

- Skeletal Mermaid: HD 2; AC 7 [12]; Atk 2 claws (1d4); Move 1 (Swim 18); Save 16; CL/XP 2/30; Special: None.

0631 Nimos: Nimos is the stronghold of Philostomes, the eldest and favored son of King Philostos. Nimos now rules Nimos and its 118 triton warriors, 93 females and 108 young. He is advised by his aged mother, Diomede, a priestess of Amphitrite. Philostomes is philosopher, poet and warrior. His army is well drilled and schooled in the concepts of chivalry. His personal guard consists of eight knightly warriors led by Aristonike, a chaste paladin and Philostomes' ideal of beauty. Nimos is a marble citadel atop a sea mount. It is built in the ancient Greek style, and within its thick walls there is a fortified palace, a temple of Neptunus and Amphitrite and stables for the prince's twenty hippocampi. Beneath the sea mount there is a dungeon protected by roving sea cats and cunning traps. The dungeon's only resident is the undying eye of a wicked sea titan, killed a millennia ago by King Philostos. A vault in the citadel holds 21,000 sp, 5,500 ep, 27,500 gp, 500 pp, a spinel (7,000 gp), a zircon (10 gp)

- Philostomes, Triton Bard Lvl 9: HP 45; AC 2 [17]; Save 8; Special: Magic resistance 90%; Helm, scale armor, shield, trident, silver dagger, golden horn, gauntlets of dexterity.
- Aristonike, Triton Paladin Lvl 8: HP 34; AC 2 [17]; Save 9; Special: Magic resistance 90%; Helm, scale armor, shield, trident, holy symbol (silver conch), potion of healing.
- Knights of Nimos, Triton Fighting-Men Lvl 6: HP 6d6+12; AC 3 [16]; Save 11; Special: Magic resistance 90%; Helm, scale armor, shield, trident.
- Diomede, Triton Adept Lvl 11: HP 44; AC 4 [15]; Save 5; Special: Adept spells (3rd), healer abilities, magic resistance 90%; Helm, shield, trident, holy symbol (gold image of Amphitrite).
- Priestesses, Triton Adepts Lvl 4: HD 4d6; AC 4 [15]; Save 10; Special: Adept spells (1st), healer abilities, magic resistance 90%; Helm, shield, trident, holy symbol (silver image of Amphitrite).

0640 Eador: Eador is a lair of 345 gnome artisans, 114 gnome-wives and 64 gnomelings. They dwell in burrows beneath the roots of a large, gnarled oak tree. The gnomes of Eador produce delicate images in stained glass for trade, most of it with traders from Ophir or clerics interested in decorating their abbeys. Their work can be seen hanging from the branches of their tree and also lodged between its gnarled roots, illuminating some of the burrows beneath with colored light. The gnome-king of Eador is Kermid. Kermid's honor guard is composed of six doughty gnome warriors. Eador is also served by a cantankerous priest named Thumbar and his three acolytes. The gnomes keep a flock of sixteen giant ravens as guard animals and messengers. Deep in their burrows, the gnomes keep 2,000 sp, 10,100 gp, 110 pp a matching pair of electrum clasps, each set with 11 tiny topazs (35 gp) and 1,000 gp worth of stained glass.

- Gnome: HD 1d6; AC 4 [15]; Atk 1 weapon (1d6); Move 9; Save 17; CL/XP 1/15; Special: Simple illusions, +4 AC vs. giant creatures.
- Kermid, Fighting-Gnome Lvl 5: HP 28; AC 2 [17]; Save 12; Light mace, platemail.
- Honor Guard, Fighting-Gnome Lvl 3: HD 3d6+6; AC 3 [16]; Save 14; Hand axe, chainmail, shield, crossbow.
- Thumbar, Gnome Adept Lvl 6: HP 30; AC 6 [13]; Save 10; Special: Adept spells (2nd), animal trainer abilities; Club, leather armor, shield, holy symbol (wreath of oak leaves).
- Acolytes, Adepts Lvl 2: HD 2d6; AC 6 [13]; Save 14; Special: Adept spells (1st), animal trainer abilities; Club, leather armor, shield.
- Giant Raven: HD 3; AC 5 [14]; Atk 1 bite (1d8); Move 2 (Fly 30); Save 14; CL/XP 4/240; Special: None.

0711 Abbey of the Waxing Wind: An abbey dedicated to Zephyrus, the god of the west wind and bringer of light spring and early summer breezes has been established here by Zelig, an elfen archdruid. Zelig is elderly and overbearing. She commands a collection of sixteen minor priests. Despite being underwater, the abbey is designed on the medieval model, constructed of granite blocks and roofed with copper sheet. The abbey is filled with fresh, warm air supplied by a magical bag of winds. The bag of winds is held in the arms of an idol of Zephyrus. The winds create a hemispherical bubble of air surrounding the abbey. The priests subsist on shellfish and fish caught from the surrounding sea. The monastery also holds a shrine to Chloris, wife of Zephyrus and goddess of flowers and plants. The abbey's treasure consists of 3,100 gp and 20 lb of tea (worth 50 gp/lb). The surrounding sea peoples regard the wind worshippers as oddities and would like to be rid of the aerial intrusion on their native element.

- Zelig, Elf Cleric (Druid) Lvl 9: HP 42; AC 7 [12]; Save 6; Special: Cleric (druid) spells (4th); Leather armor, longbow, 20 arrows, oak club.
- Priests, Adepts Lvl 2: HD 2; AC 7 [12]; Save 14; Special: Adept spells (1st), healer abilities; Leather armor, longbow, 20 arrows, club.

0715 Siren's Shoal: A clan of 14 merrow and their 168 mermaid "wives" make their home here on a secluded shoal. The mermaids sun themselves on the rocks, while the brutish merrow spend most of their time underwater in sea caves. The largest of the merrow is Smodax, who usually stands guard himself. Smodax holds a massive stone club, striking the ground with it to alert his comrades of trouble. The merrow are currently holding a prisoner named Thentry of Tremayne. Thentry is kept on the shoal, his arms and legs bound by ropes of golden hair. He has kept himself alive so far telling the mermaids stories, but his imagination is beginning to falter and the merrow are quite eager to rid themselves of him. The merrow keep their treasure in an old basalt sarcophagus hidden in their caves. It contains 10,000 sp, 5,000 ep, 1,200 gp, 30 pp and a hematite worth 165 gp.

- Smodax, Merrow Barbarian Lvl 6: HP 42; AC 5 [14]; Save 11; Giant club (1d10+1 dmg).
- Thentry, Bard Lvl 4: HP 25; AC 9 [10]; Save 13; Leather doublet, boots, hidden dagger.

0733 Thirsty Vial: Any fishing in this hex will produce a fish with a magical vial in its belly. The vial is made of glass and stoppered with a bit of cork. The interior of the vial is completely etched in glyphs of a magical sort. The vial is a powerful protective device. If a person fills it with his or her own blood, they cannot be killed (hit points cannot go below 1) so long as the vial remains full. Filling the vial inflicts 1 point of constitution damage, which is healed the next day after a normal rest. The blood is slowly absorbed by the magical glyphs, disappearing in 24 hours. The vial can then be refilled at the same price, though the holder of the vial will discover that the time it takes the vial to consume the blood is shortened by 1d6 hours. The quickening of the blood consumption is cumulative, until finally, it must be filled hourly. Such is the price when one attempts to cheat Death.

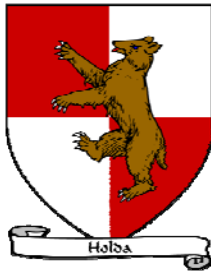
0741 Underground Highway: An underground highway extends through this hex (the white, dotted line on the map). The highway has a 10-foot high ceiling and is 10-ft wide. Every mile or so there is a branching tunnel that leads to a fountain (usually dry), shrine to a strange god (see below) and a place to rest. These resting chambers are 20 feet wide and 40 feet long and tiled in green stone with glittering orbs of pyrite set into the ceiling (most of them have been chipped away over the centuries). Some of these rest stops have secret doors leading to storage chambers and makeshift tombs.

Geothermal vents have erupted into this section of the highway, making it steamy and uncomfortable. This steam has attracted a variety of fungal creatures, including a tribe of mushroom-men who charge a strange toll of those who wish to pass on. Encounters occur in the underground highway on a roll of 1-3 on 1d6. Roll (or select) an encounter from the following table:

1. Fungal Creeper (1d6+3)
2. Giant Slug (1d3)
3. Green Slime (1 patch)
4. Mushroom-Man Patrol (1d6+6)
5. Slithering Tracker (1)
6. Violet Fungi (1d6+3)

The aforementioned deity is called Kol. He appears as an ophidian with black scales and golden eyes wearing black bronze rings and bracelets. Kol was a god of the forge and valorous combat, and fighting-men who make a small sacrifice before one of his idols will enjoy a +1 bonus to hit during their next battle. There is a slight chance that one will encounter ophidian pilgrims at a shrine of Kol.

0742 Barony of Holda: The tower keep of Holda, a dwarf warlady rises above the surrounding hills. The tower keep is constructed of limestone blocks and topped by domes of beaten brass. The barony consists of 217 peasants in several small hamlets located near Holda's stronghold. The barony produces flax, parchment and various foodstuffs.



Holda is a burly female dwarf with long, auburn hair and grayish brown skin. Her eyes are the color of copper and she has a prominent gold tooth. Holda's retinue is composed of nine dwarf defenders and thirty dwarfs-at-arms. She also employs an old druid called Wearch and an effete mage from Tremayne named Prindorn. Holda is a competitive woman, and will want to test the mettle of any adventurers (but especially dwarfs and barbarians) with a drinking contest. In fact, her keep includes a brewery. Holda's treasure consists of 10,000 ep, 100 gp, 500 pp and twelve butts¹ (worth 20 gp each) and ten barrels (worth 6 gp each) of her pitch-black stout.

- Holda, Dwarf Fighting-Woman Lvl 12: HP 84; AC 1 [18]; Save 5; Special: Dwarf abilities; Platemail, shield, war hammer, dagger, blunderbuss (damage and range as heavy crossbow), powder and ammunition for 10 shots.
- Wearch, Dwarf Adept Lvl 4: HP 13; AC 6 [13]; Save 12; Special: Dwarf abilities, adept spells (1st), armorer abilities; Leather armor, hickory club (engraved with diamond patterns), silver sickle.
- Prindorn, Adept Lvl 6: HP 17; AC 9 [10]; Save 10; Special: Adept spells (2nd), sage abilities; Oak wand, crimson robes, gold pin in the shape of a heraldic rose (40 gp).
- Dwarf Defender: HD 3; AC 0 [19]; Atk 1 weapon (1d10); Move 6; Save 12; CL/XP 4/120; Special: Cannot be surprised, cannot be back attacked, adjacent creatures enjoy +1 bonus to AC.

0745 Morix: Morix is a relatively new dwarf stronghold built into the mountains. It is inhabited by 360 dwarfs with 135 females and 55 dwarflings. The dwarfs mine tin (about

20,000 gp worth a month), trading it to Ophir for iron and gold. Morix is ruled by King Okolast and Queen Maiu. Okolast's housecarls are warrior priests. He is assisted in times of battle by two sergeants. The entrance to Morix is located 60 feet above the ground in the side of a mountain, with supplies being lowered and raised via pulleys and stout ropes. The dwarfs also maintain two escape tunnels that emerge well away from the entrance and can only be opened from the inside. The halls of Morix are patrolled by seven brown bears. Okolast's main hall has a vaulted ceiling supported by massive pillars engrave with the name of every dwarf from his clan lost when they were forced to quit the Bleeding Mountains across the sea. His throne is cast from bronze and decorated with goblin skulls. The dwarfs of Morix maintain a dozen forges and a multiple shrines to Volcanus, whom they call Weyland. Their heavily trapped vaults contain 10,000 cp, 10,500 ep, 2,500 gp, 1,100 pp, a cymophane worth 40 gp and jewelry worth 30 gp. They generally have 60 tin ingots (5 lb each, worth 15 gp each) on hand and 15 barrels (60 gp each) of slightly sour wine (as dwarfs prefer it that way).

- Okolast, Dwarf Fighter/Cleric Lvl 5: HP 24; AC 1 [18]; Save 10; Special: Cleric spells (2nd); Platemail, shield, military pick, dagger.
- Housecarls, Dwarf Fighter/Clerics Lvl 3: HD 3d6+6; AC 1 [18]; Save 14; Platemail, shield, hand axe, dagger, crossbow.
- Sergeants, Dwarf Fighting-Men Lvl 2: HD 2d6+4; AC 3 [16]; Save 15; Chainmail, shield, hand axe, dagger, crossbow.
- Brown Bear: HD 4+1; AC 7 [12]; Atk 2 claws (1d3), 1 bite (1d6); Move 9; Save 13; CL/XP 4/120; Special: Hug (+1d8 damage if hits with both claws).

0746 Discarded Grinding Wheel: A grinding wheel lies at the bottom of a steep ravine. It is in good condition.

0802 Ephne the Oceanid: Towering above the sea floor, and visible from the surface on certain days, is the palace of Ephne, oceanid of the Tepid Sea. Like the body of water she rules, Ephne is mild in manner and bored in demeanor. She spends her days in repose, sometimes taking lovers from among the subjects in her kingdom or stealing them from passing ships. She grows tired of them in due time, returning them to their homes to pine away for her for the rest of their lives. The palace is a collection of spires apparently carved from coral and tipped with dome of gold. Furnishings are sparse within the palace, but art abounds in the form of sculpture and mosaics, many made with expensive stones. The household consists of Livanda, the major domo, dozens of ladies-in-waiting (all mermaids), an elite guard of twenty triton warriors and one hundred giant crab guardsmen. Ephne also keeps a stable of 50 hippocampi.

Each spring, representative of the different sea people who dwell in the Tepid sea travel to the palace to pay tribute. These treasures are kept in a vault deep within the recesses of the palace. The vault is guarded by a stone golem shaped like a kraken. It contains 100,000 cp, 51,000

¹ A butt looks like a barrel that is 6 feet long and wider than a man. It holds 100 gallons (800 lb). Barrels hold 30 gallons (240 lb).

sp, 21,400 gp, 30 pp, a diamond (1,100 gp), a sardonyx (65 gp), plate mail of the deep², five amphorae of perfume (worth 500 gp per amphora), an exquisite teak figurehead in the shape of Juno (2,400 gp) and a large bronze statue of Hercules (7,200 gp). Ephne wears a dozen pearls strung on a golden chain (100 gp) and a golden crown inlaid with mother of pearl and sapphires (7,700 gp).

- Giant Crab: HD 3; AC 3 [16]; Ark 2 pincers (1d6+2); Move 9; Save 14; CL/XP 3/60; Special: None.
- Triton Guardsman: HD 6; AC 3 [16]; Atk 1 trident (2d6); Move 1 (Swim 18); Save 14; CL/XP 7/600; Special: Magic resistance 90%, immune to fear.
- Livanda, Undine Adept Lvl 6: HP 14; AC 9 [10]; Save 10; Special: Adept spells (2nd), sage abilities; Staff, obsidian dagger, grimoire.
- Ephne: HD 17 (60 hp); AC 2 [17]; Atk 1 weapon (2d8); Move 21; Save 3; CL/XP 19/4100; Special: Spells (2 spells per level, from level 1 to 7, magic-user and cleric (druid) spells).

0806 Portal of Death: In the midst of an empty expanse of silt dunes there stands a dome of greenish stone held aloft by fifteen bronze pillars, each shaped like a cyclops. Directly beneath the pinnacle of the dome there is a copper pedestal that holds a serpentine bowl. Should one place a single pomegranate seed within the bowl, the platform they stand on will begin to sink into the earth. When the sinking is finished, adventurers will find themselves in a dry cavern, the dome now even with the ceiling, the platform with the floor, and the remainder of the cavern extending some fifty feet beyond the copper pillars. The cavern has three exits, each guarded by a trio of cyclops. Beyond the entry cavern is a large complex of caverns, tunnels, hallways and chambers. They might meet the three dragons who fight to control this underworld and claim its secret, a tribe of men with the heads of eels, ice spiders, living statues, a clan of scrags, swarms of green eyeballs that implant themselves in a person and control them while feeding on their vital fluids and large tribes of feral oktomon and sahuagin. At the lowest depths of this maze lies a portal to the Land of the Dead.

0829 Zadan's Mountain: The sea floor in this hex is dominated by a tremendous heap of boulders measuring some 200 feet in height. The heap is the burial mound of Zadan, a storm giant who once held sway over the coast. Zadan's tomb can be entered by normal-sized folk with relative ease, though many of the entrances (gaps between boulders, really) lead nowhere and Referee's should dice for wandering monsters and describe a few humanoid skeletons along the way. At the center of the heap there is a massive dolmen, beneath which, in a shallow pit, lies the perfectly preserved body of Zadan. He still wears a bronze breastplate, a shagreen kilt fastened by a brass belt (worth 105 gp) and lying across his chest is a giant bronze trident. Beneath him there is an amphora of

blue dye (100 lb, worth 1 gp/lb). Disturbing the grave causes the body to crackle with energy, zapping everyone within 20 feet for 1d6 points of damage each round, and whipping the seas and skies above into a frenzy.

0833 Exiled Merrow: A band of ten exiled merrows have taken residence in a dilapidated keep choked with barnacles. The merrows have no mermaids in their harem and are taking their humiliation out on anything that passes by. They are lead by an especially large and stupid male called Kthuk. The merrows are armed with thick spears and nets. Their treasure consists of 500 ep, 400 gp, a rose quartz (165 gp) and a silver statuette of entwined mermaids (7,000 gp).

- Kthuk: HD 6 (26 hp); AC 4 [15]; Atk 1 weapon (1d10+3); Move 9 (Swim 9); Save 11; CL/XP 6/400; Special: None.

0842 Killing Fields: The underground highway described in [0741] continues here. The fungal growths are lessened to the odd patch of yellow or brown mold. Midway between entering this hex and reaching the fork in the highway one will come across a vast killing field. For more than a mile, the highway is littered with the remains of over 500 ophidians who apparently hacked one another to pieces several centuries ago. In truth, they were driven to this madness by a shadowy creature of the void that calls itself Urthanotloth. Urthanotloth appears as a black, oily mist that covers up to 20 square feet. Those in contact with the creature must pass a saving throw each round (-3 penalty) or be driven into a berserk rage. The creature cannot be harmed by fire, lightning, force or weapons, even magical weapons, but it is vulnerable to non-physical spells and psychic powers, and it terribly pained (2d6 damage per round) by the sound of laughter or a holy person's tears.

- Urthanotloth: HD 12 (53 hp); AC 2 [17]; Atk none; Move 12; Save 3; CL/XP 14/2600; Special: See above.

0844 Deserted Highway: The highway first described in [0741] continues here but is completely deserted. About one fountain in 20 trickles with clean water.

0847 Hound of the Hills: A single, large shadow wolf dwells in a gully amidst twisted acacias that run with black sap. Its howls can be heard echoing throughout the hex at night. There is a 3 in 6 chance that travelers will run into the hound. Hanging from one acacia in its lair there is a black bronze dog whistle. This whistle, if blown at night, summons a single shadow wolf to serve the whistle blower for 1 full month, appearing each night. The wolf must be fed a pound of flesh each night or it will turn on its master. After the wolf's month of service, the whistle disappears.

- Shadow Wolf: HD 5 (24 hp); AC 6 [13]; Atk 1 bite (1d4 points of strength); Move 18; Save 12; CL/XP 8/800; Special: Incorporeal, blends with shadows (per invisibility), strength damage.

0930 Feeding Frenzy: A merchant galley recently slipped under the waves, victim of a tusked whale. It carried with it

² This is +1 plate mail of the deep lacquered pale blue and green. In it, one can swim in it as though unarmored. It also grants its wearer the ability to breathe water and communicate telepathically with sea life.

over 100 chained slave rowers, whose corpses are now at the center of a feeding frenzy of thirty lacedons and twenty sharks. The lacedons look like water-logged corpses with feral faces. From the tattered clothing they wear, it is obvious that most are former corsairs and sailors. At the center of the lacedons is a female with stringy, black hair, grey skin and wearing the remnants of a silk gown. Bards may be able to identify her as Ivada, Lady of Comiar in the territory of Ophir, lost at sea six months ago. Her return in a more civilized state could be worth a 200 gp reward from her father, as she was his last heir. Amidst the ship's wreckage one could salvage 75 gp worth of cedar lumber, hides and skins worth 250 gp, an amphorae of spiced wine (40 gp), 60 gold ingots (1 lb each, 100 gp each) and a collection of marble statuary (2,500 gp) intended for the home of a wealthy merchant of Antigoon.

- Lacedon: HD 2; AC 6 [13]; Atk 2 claws (1d3), 1 bite (1d4); Move 9; Save 16; CL/XP 3/60; Special: Immunities, drowning touch.
- Shark: HD 5; AC 6 [13]; Atk 1 bite (1d6+2); Move 0 (Swim 24); Save 12; CL/XP 5/240; Special: Feeding frenzy.

0933 Zorix: Zorix is a small, rocky island with several sandy beaches. The center of the island is dominated by a craggy upland, from which flow two streams marked by many waterfalls. One flows to the northern shore of the island, the other to the western shore. The upland has many caves, and most show signs of visitation. One has seen more visitation than the others, and contains a crude, blood-stained stone altar and many black candle nubs. Just beyond the altar the cave floor drops away suddenly; thirty feet below is a grotto. The grotto is filled with icy, cold water. The ceiling is marked with dozens of reddish-orange stalagmites and the floor of the lagoon with similar stalagmites. Hidden among the stalagmites are a dozen piercers. The waters of the lagoon hide a submerged, 20-ft long tunnel that emerges in a large vault.

This vault measures forty feet in circumference. The periphery is submerged in icy water, while the center rises above the water in a 20-ft tall black pillar. This pillar is actually Zorix, a massive, demonic roper, believed by cultists from Ophir to be the spawn of Baal-Zebul and one of his avatars on Nod. They are correct in this assumption, and any aggression committed on Zorix will be noted by the Lord of Flies. A century of offerings to Zorix now lie in the water around his dais and amount to 20,000 cp, 5,500 ep, 1,200 gp, 510 pp, a bronze kyton (100 gp) that once held blood wine.

- Piercers: HD 1; AC 3 [16]; Atk 1 slam (1d6); Move 3 (Climb 3); Save 17; CL/XP 2/30; Special: A piercer scores 2d6 damage on the roll of a natural 20 to hit, the piercer's belly is coated with acid that deals 1d6 damage to exposed flesh.
- Zorix: HD 12 (51 hp); AC 0 [19]; Atk 1 tentacle (weakness), 1 bite (2d10); Move 3; Save 3; CL/XP 17/3500; Special: Tentacles grab and cause weakness (save or lose half strength points), smite good once per day (+12 damage to good creature), cleric spells (one per level, up to 9th), immune to poison, half damage from acid, fire

and lightning, magic resistance 25%, only harmed by magic weapons.

0936 Tomb of Clever Eksirosa: Eksirosa was, in her day, the greatest thief to have ever pilfered a vault in Ophir, a city-state noted for its thieves. Her tomb was constructed to her special design by a band of duergar who took her right hand and the jewels on her fingers as payment. The tomb is constructed in a cave overlooking the sea. The cave is filled with twenty feet of water at high tide and about 5 feet of water at low tide. The cave's ceiling is 35 feet above the floor, thus 15 feet above the water surface at high tide and 30 feet above the water's surface at low tide. Hanging from the ceiling by a thick, iron chain is a bronze sphere 13 feet in diameter. The sphere is hollow, the skin being 3' thick. The ball has three obvious, circular portals. None of these portals are trapped, per se, but all are dangerous.

The first two portals are located on the upper surface of the globe. Either requires a master thief to overcome its locks. When one is opened, it reveals inky darkness within the globe. This is a portable hole that sends anyone entering into a cramped, empty space several miles away. This space contains a coffer corpse and a treasure of 500 silver-plated lead coins (worth about 1 gp, weigh 1,000 lb).

- Coffer Corpse: HD 2+2 (16 hp); AC 7 [12]; Atk 1 fist (1d6); Move 9; Save 16; CL/XP 4/120; Special: Only harmed by magic weapons (though weapons appear to do damage), false death (if "killed" with normal weapons, will fall and then rise again, causing fear), choking (those hit by fist must save or be choked for 1d6 damage per round).

The second portal is much as the first, but leads to a slick tunnel-slide into a cavern filled almost entirely with bubbling magma. In the center of the cavern there is, atop a basalt dais, a pile of gold coins. Suspended from the ceiling of the magma cavern and leading from the entrance to the dais are nine rings suspended from chains. The second, fourth, sixth and ninth rings will collapse if any weight is placed on them, the others will hold up to 200 pounds before collapsing. The pile of treasure on the dais is a treacherous treasure. The coinage on its surface amounts to 1,100 gp and 500 ep, all of its ancient and counterfeit and bearing very rude messages in a variety of languages.

- Treacherous Treasure: HD 7 (31 hp); AC 3 [16]; Atk 1 slam (3d6); Move 6; Save 9; CL/XP 7/600; Special: Surprise foes 40% of the time.

The final portal is located on the bottom of the sphere. It is also a portable hole leading into the center of the sphere. Moving up through the hole actually entails coming in from one side. The interior of the sphere is 10 feet in diameter. The center of the sphere is taken up by a circular cage with steel bars from top to bottom. Inside this space is the skeletal corpse of Eksirosa, identifiable by her missing hand and her broad grin, which reveals a mouth full of gold teeth (10 gp worth). The door of the cage has a very

complex lock that requires two successful rolls to open. A failure on the first attempt results in the portable hole detaching and falling into the sea below and trapping the would-be thief inside the sphere. A failure on the second roll results in the sphere detaching from the ceiling and plunging into the water below, causing 5d6 points of damage to anyone inside (or beneath it). Eksirosa's corpse is wearing a single glove of dexterity, a +1 dagger that glows when within 30 feet of precious metals or gems, and her personal burglar's tools, crafted by masterful hands and giving thieves a +1 bonus to all thievery rolls.

0941 Slave Women of the Hidden Canyon: A canyon here is inhabited by 150 female berserkers - escaped slaves. They worship a golden idol of Astarte that longs for her mate, a golden idol of Adonis (see Map J10). The warrior women are commanded by Ulara and Yosh. In their fortified cave complex they have amassed a treasure of 2,000 sp, 500 ep, 2,200 gp, 210 pp and a moss agate worth 2 gp. They also keep a herd of twenty small, golden brown cattle that Ulara won in a wager with a mysterious dwarf.

- Ulara, Barbarian Lvl 5: HP 50; AC 5 [14]; Save 12; Special: Berserker; Leather, +1 shield (+3 vs missiles), bastard sword, sling.
- Yosh, Ranger Lvl 3: HP 22; AC 5 [14]; Save 14; Special: +3 damage vs. humanoids; Ring armor, shield, short sword, dagger, 3 javelins.

0943 Underground Highway: The underground highway described in [0741] continues northeast through this hex. The highway follows the same design of resting places and weird idols, but also begins to grow hotter and more arid. In hex [1042], this highway will run smack into an active magma flow. The abandoned halls of the highway in this hex are haunted by a fire mephit called Jagram. Jagram, along with a pack of four hell hounds, is searching for a flock of magma mephits that were foolish enough to play a prank on the favored courtesan of Iblis, grand sultan of the efreet. Naturally, helping the little demon could provoke a reward from Iblis, though wise men would council that any attention from the efreet is unwanted. Jagram carries a bronze mirror that allows communication with Iblis' court.

- Jagram: HD 3 (10 hp); AC 2 [17]; Atk 2 claw (1d6); Move 12 (Fly 21); Save 14; CL/XP 5/240; Special: Harmed by magic weapons, breath weapon, burning hands, heat metal, regenerate, summoning.
- Hell Hound: HD 6; AC 4 [15]; Atk 1 bite (1d6); Move 12; Save 11; CL/XP 7/600; Special: Breathe fire (17 hp).

0946 Acrid Geyser: On a small hill there is a geyser that erupts roughly once every 18 hours. The water from the geyser trickles down the sides of the hills to collect in stinking, sulfurous pools. The pools are home to a flock of seven water mephits with acrid personalities.

- Water Mephit: HD 3; AC 3 [16]; Atk 2 claw (1d3); Move 12 (Fly 18, Swim 12); Save 14; CL/XP 5/240; Special: Harmed by magic weapons, breath weapon, acid arrow, stinking cloud, summoning.

1002 Donoussa: This island takes its name from a woman who was stranded on the island ages ago when she dared compare her beauty to that of Minerva. A shrine to Donoussa still stands in the village of Sesk, on the western end of the island, where the reefs surround it part and allow access to a deep lagoon filled with colorful (and valuable) sealife. Sesk is home to 100 fishermen who live in timber huts. Their village, located very near the lagoon, is surrounded by an earthen rampart and protected by a timber gatehouse decorated with hundreds of oyster shells. The village is ruled by Sir Nokendas and has a ramshackle tavern called the Winsome Wench. The Winsome Wench specializes in such fare as oyster pie, seaweed stew and a powerful spirit distilled from the secretions of the sea anemone (called sklak by the natives).

Sesk's natives are a dull, gloomy lot, given to incessant complaining about their lot in life over tall, terracotta tumblers of sklak. Their lord is the loudest complainer of all, saddled as he is with a ferocious wife named Zada and three pinch-faced daughters named Zolda, Kynda and Agine (the least homely, and sharp as a tack). The village is defended by five men-at-arms (leather armor, shields, spears, slings) and a mercenary sergeant from the mainland named Kadir (mysterious sort, owns a treasure map stolen from Prince Zargo of Ophir). Nokendas owns 1,000 sp, 1,000 ep, a brass armband worth 95 gp and a crate containing 30 lb of camphor (3 gp/lb) negotiated from a captain desperate to repair his ship and leave Donoussa forever.

- Nokendas: HD 3 (12 hp); AC 3 [16]; Atk 1 weapon (1d8); Move 12; Save 14; CL/XP 3/60; Special: Troops enjoy a +1 bonus to hit and damage.
- Kadir, Fighting-Man Lvl 5: HP 33; AC 3 [16]; Save 11; Chainmail, shield, curved long sword, dagger.

1006 Ios: Ios is a island with a rocky coastline and a single, shallow bay surrounded by light woods. The island is inhabited by a village of 100 hunters, devoted followers of Diana. The village consists of a dozen brick cottages surrounded by a low, stone wall. The village is ruled by a council of three elders, Matic, Calysh and Leopolatus, old comrades who once sought their fortune on the Wyvern Coast, but soon retired from the adventuring life. The hunters are also served by a bowyer named Gaura. The island is regularly raided by corsairs. During these raids, the villagers flee to hidden caves in the hills while their elders and a troop of seven men-at-arms, patrol the hills, killing any corsair who strays too far from his comrades. The caves grant access to a crystal cavern and an underground magical spring inhabited by a dour old water elemental, Ichommogo, that looks like a blue, vaguely humanoid frog. If one can answer a riddle, the frog will activate his magical spring, which teleports those submerge themselves in it to any fresh water spring in the world. The village treasury, which is always hidden in the hills, consists of 10,000 cp, 1,000 sp, 1,000 ep and 100 gp.

- Matic, Magic-User Lvl 4: HP 9; AC 9 [11]; Save 12; Special: Magic-user spells (2nd); Dagger, crimson cloak, birch staff (end is carved to look like a falcon).
- Calysh, Ranger Lvl 4: HP 25; AC 4 [15]; Save 13; Special: +4 damage vs. humanoids; Ringmail, shield, longbow, 20 arrows, curved long sword; silver locket holding a lock of elven hair (10 gp).
- Leopoldus, Fighting-Man Lvl 4: HP 13 (he's been sick for some time, but won't admit it); AC 3 [16]; Save 13; Chainmail, shield, polearm, short sword, dagger.

1011 Captain Saemet: There is a 4 in 6 chance that ship's passing through this hex will meet *Redmane*, the pirate galley of Saemet the Seadevil. Saemet's nickname is not merely a reflection of his demeanor, as he is a cambion, born of a demon and a human woman. Saemet is tall and gaunt, with pronounced cheekbones, a forked chin, amber skin, eyes of jet and small, black horns flecked with gold. He dresses in a black leather jack, red silk sash, a saffron turban held by a mummified monkey's paw and short breeches. Saemet never wears shoes, as they irritate his taloned feet. He arms himself with a curved dagger and scimitar. Saemet's ship is called the Beautiful Abomination. It is crewed by three dozen pirates. Saemet's first mate is a short, stocky woman named Theoda. Theoda has bleached blonde hair, coppery skin and a broad, devious smile. She wears leather armor and carries a buckler and hand axe with 18 notches in its handle. Saemet's home port is Corsair Cove in [3119]. His shipboard treasure depends on how active he has been, but usually amounts to 1d4 x 100 gp in coinage and 2d6 x 100 gp worth of cargo.

- Theoda, Fighting-Woman Lvl 5: HP 32; AC 6 [13]; Save 12; Leather armor, shield, hand axe.
- Saemet, Cambion Fighting-Man 9: HP 55; AC 2 [17]; Save 7; Special: Half damage from fire, bestow a curse once per day; Dagger, magic short sword (see below), magic chainmail (see below), mystic monkey's paw (+1 to saving throws, already figured into stats).
- Saemet's Chainmail: Saemet wears +2 chainmail emblazoned with the glyph of Oceanus, elder demon of the sea. The leather parts of the mail have been dyed crimson. The chainmail allows Saemet to create a wall of water once per day.
- Saemet's Sword: Saemet's scimitar is a +1 weapon with a hilt wrapped in green leather (the skin of a sea hag). Once per month, he can use it to summon 1d6 merrow.

1018 Balmor's Sword: The bones of a truly massive shark lie half-buried in the silt. Inside the rib cage one might notice the glint of steel. The steel belongs to Balmor's Sword, a magic claymore (two-handed sword). Balmor's Sword is a flamebrand, a +2 sword that can burst into flames on command. While flaming, the sword inflicts an additional 1d6 points of damage. Balmor's sword is strongly aligned with Chaos and drives its owner to seek vengeance on the foes of Chaos. The sword is always covered in bloodstains, which soon appear on the wielder's hands and arms.

1034 Delec: Delec is a village of 300 loutish copper miners living in adobe huts. The village has few females, for few

women can be persuaded to live among the miners. Delec is surrounded by a stone wall, three stout watch towers and a moat filled by a stream. It is ruled by Sir Shemel, a pompous twit every bit as unpleasant as his subjects. The village knows no crime, primarily because Shemel and many of the miners are actually members of the Brotherhood of the Purple Hood, a clan of assassins that has existed since the times of the Purple Kings. Despite Shemel's buffonish act, he is the shrewdest and most dangerous man on the Wyvern Coast after Zargo, whose rule he plans to usurp. Delec is defended by 60 men-at-arms in chainmail and toting pole axes, short swords and crossbows. The men-at-arms are commanded by seven assassins. Shemel's treasure is 1,000 copper ingots (1 lb each, 1 gp each), 20,000 cp, 1,000 sp, 500 ep and 2,800 gp.

- Sergeants, Assassins Lvl 3: HD 3d6; AC 7 [12]; Save 13; Special: Death attack (save or die, otherwise double damage), surprise on 1-2 on 1d6; Leather tunic (backed with steel plates), short sword, dagger, crossbow.
- Shemel, Assassin Lvl 7: HP 24; AC 6 [13]; Save 9; Special: Death attack (save or die, otherwise triple damage), surprise on 1-2 on 1d6; Leather tunic (backed with steel plates), spring-loaded cane (treat as javelin), silver dagger, poisoned dagger (save or die).

1036 Zonay: Zonay is a village of 100 pious goatherds living in timber huts surrounded by a thicket and moat. Zonay is governed by Difer, a reeve of Prince Zargo recently arrived from Ophir. Zonay is protected by ten men-at-arms (chainmail, shield, hand axe, crossbow) commanded by Sergeant Phaus (12 hp). A stream rushes by the village and fills its moat. The goats of Zonay were known to produce the finest cheese on the Wyvern Coast, and thus were highly valued by Prince Zargo. Unfortunately, the arrival of Difer has changed this. For untold ages the people of Zonay paid heed to a kilmoulis named Kolong who tended their herds and produced their excellent cheese. In return, they were careful to ever speak his name reverently and leave nothing but dishes of perfume for his meals. Alas, Difer thought these the acts of fools, and has now brought the wrath of Kolong down on the village, for their milk is curdled and sour and their goats growing thin. A party of adventurers capable of rectifying this situation might attract the patronage of Prince Zargo.

1038 Razed Village: A dragon man lair here was razed by a stegacentipede a week ago. The dragon men fled with their treasure, leaving their brass domes empty and their dead baking in the sun. There is a 1 in 6 chance per hour spent in the ruin that 1d6 wyverns will arrive, having smelled the carrion.

1040 Tenebrous Wyrms Kobolds: The Tenebrous Wyrms tribe of headhunting kobolds dwells in an abandoned iron mine guarded by two giant bats. The tribe consists of 325 males, 141 females, 34 young and 73 eggs. The tribe's boss is Xabum and his retinue of nine foremen. The tribe has three witchdoctors, Xadm, Zerd and Num, capable of manufacturing black powder, which the kobolds use

extensively in mining and defense. The tribe's totem is a black dragon they call Ngulauth. Their shaman, Gok, desires power beyond what his tribe can provide, and he has taken to venturing deep underground in search of monstrous allies. The Tenebrous Wyrms wear black leather tunics made from giant bat hide and carry picks and blunderbuses (fizzle on a 1 on 1d6 and explode for 1d6 damage on a 1 on 1d20). The tribe's treasure consists of 1,000 sp, 2,200 gp, a bolt of silk (100 yards, 12 lb, 10 gp/yard) and a brass idol of Ngulauth worth 1,250 gp.

- Xabum: HD 1d4 (4 hp); AC 5 [14]; Atk 1 weapon (1d6); Move 6; Save 18; CL/XP A/5; Special: None.
- Witchdoctors, Kobold Adepts Lvl 1: HD 1d4; AC 6 [13]; Save 18; Special: Adept spells (1st), alchemist abilities; Dagger.
- Gok, Kobold Adept Lvl 5: HP 22; AC 6 [13]; Save 18; Special: Adept spells (2nd), sage abilities; Staff, fetishes, wavy-bladed dagger.
- Giant Bats: HD 4; AC 7 [12]; Atk 1 bite (2d8), 2 claws (1d6); Move 4 (Fly 18); Save 13; CL/XP 5/240; Special: 10% chance of disease.

1042 Magma Flow: A flock of thirteen cantankerous magma mephits inhabits a little cave overlooking a flow of magma that eventually burrows beneath the underground highway in [0844]. The mephits are exiles from the court of Iblis, great sultan of the efreets.

- Magma Mephit: HD 3; AC 3 [16]; Atk 2 claw (1d6); Move 12 (Fly 21); Save 14; CL/XP 5/240; Special: Harmed by magic weapons, breath weapon, pyrotechnics, regenerate, shape change, summoning.

1112 Castle of the Green Maiden: An ancient keep sits amidst a forest of long, green kelp, the home of the legendary Green Maiden. The keep was constructed hundreds of years ago by the tritons. It is constructed of granite blocks faced with green-streaked marble and topped with a pyramid clad in brass and intended as a beacon beneath the sea. The keep is showing its age. Its stout bronze doors have fallen, many of the bars that protected its windows have disappeared and the ramps that join one level to another are crumbling away. The keep is now inhabited by a kelpie called the Green Maiden and her pets, a school of nine ravenous giant barracuda. Those approaching may spy the Green Maiden in one of the keep's windows, appearing as a beautiful woman with pale green skin and long, jade hair. The Green Maiden will present herself as a lonely woman, cursed to immortality but confined to her keep by her cruel father (a kelp devil that haunts the kelp forest that surrounds the keep). She will offer anything to an handsome adventurer to get him to stay with her, or to help her break the curse. Besides being a dangerous predator, the kelpie is also a powerful oracle, being able to cast "commune" once per day. In the highest chamber of her keep, within the brass pyramid, the Green Maiden keeps 3,000 gp in a rotting sea trunk.

- Kelpie: HD 5; AC 2 [17]; Atk 1 grapple; Move 9 (Swim 12); Save 12; CL/XP 6/400; Special: Charm, drown.

- Kelp Devil: HD 8; AC 1 [18]; Atk 6 fronds (1d8); Move 12 (Swim 24); Save 8; CL/XP 9/1100; Special: Charm, immune to lightning and blunt weapons, surprise.

1127 Scarlet Hall: Scarlet Hall is a three story keep made of limestone that sank beneath the waves over a century ago. The walls of the keep are worn and pitted, and the entire construction will probably fall down in the near future. The keep is now inhabited by a gang of seven were-sharks who hunt the coral reefs and sometimes venture onto land to attack the villagers. The gang is led by a bull called Mahel and his mate, Thana. The were-sharks have stockpiled a treasure horde consisting of 3,500 gp and a small moss agate (110 gp). Mahel was once a sailor, and he sometimes poses as a sailor to gain access to a ship, his gang following along and waiting for him to steer the ship into a reef or rocks. Thana hails from [1226]. She sometimes sneaks onto the island to give food to her aging mother.

- Were-Shark: HD 6; AC 3 [16]; Atk 1 bite (1d10); Move 12; Save 11; CL/XP 7/600; Special: Lycanthropy, vulnerable to silver weapons, blood sends them into a frenzy (+2 to hit).
- Thana: HD 6 (34 hp); AC 3 [16]; Atk 1 bite (1d10); Move 12; Save 11; CL/XP 7/600; Special: Lycanthropy, vulnerable to silver weapons, blood sends them into a frenzy (+2 to hit).
- Mahel: HD 6 (43 hp); AC 3 [16]; Atk 1 bite (1d10); Move 12; Save 11; CL/XP 7/600; Special: Lycanthropy, vulnerable to silver weapons, blood sends them into a frenzy (+2 to hit).

1135 Harek: Harek is a village of 100 quarrymen living in limestone longhouses. The village is surrounded by a stone wall and ruled by a council of elders, chief of whom is Selyn, an aging woman who wears an eye patch and a crooked smile and has worked as a guide in the Wyvern Hills for forty years. The village looks out over the sea, standing atop a 200-ft tall cliff. Their village is connected to Ophir by a wide, dirt road that with conical limestone road markers every one-and-a-half miles and shrines to Melkarth every three miles. The shrines take the form of a limestone idol atop a bronze pedestal inside a thatched hut painted bright purple. Harek is defended by thirty militia (shields, picks, javelins) led by a youngish, generally uninterested sergeant named Dervin. The people are Harek are brusque with outsiders, and prefer to be left alone. It is widely rumored that they have been visited by demons and may in fact consort with them. In truth, their visitations have been with zetans, who are interested in launching a breeding program with the churlish and isolated villagers. The village treasury includes 2,000 sp, several tons of limestone blocks (various sizes) and a painted terracotta brazier (worth 5 gp) in their shrine of Kothar-wa-Khasis.

- Selyn: HD 3 (20 hp); AC 7 [12]; Atk 1 weapon (1d4); Move 9; Save 14; CL/XP 3/60; Special: Under her guidance, wilderness encounters only occur on a 1 on 1d8. Owns gauntlets of swimming and climbing.
- Dervin: HD 3 (16 hp); AC 3 [16]; Atk 1 weapon (1d8); Move 12; Save 14; CL/XP 3/60; Special: None.

1136 Ophir, City of Slaves: The city-state of Ophir is nestled in a valley of cedars and rich pastureland. It is surrounded by villas worked by slaves that grow wheat, grapes (slightly bitter, but good enough for spiced wines) and olives. The cultivated lands are separated by rocky highlands (good for grazing goats) and thick stands of cedar. Ophir has a population in excess of 6,000, with most of them earning their living from the sea or in the slave markets. The city-state is ruled by Prince Zargo, an heir of the ancient Purple Kings. Ophir's architecture blends elements of classical Greece and medieval Morocco.

1137 Vulchlings: Five vulchlings live in a shallow cave 50 feet above the desert floor. A narrow passage with a metal ladder leads straight down 100 feet, ending at a steel trapdoor. The trapdoor leads to a small chamber filled with crates containing seven weeks of iron rations in tins.

1138 Red Rock Monastery: A brotherhood of monks, all dedicated to the veneration of Melkarth, has established itself in a fortified monastery perched atop of a red of reddish sandstone. Those who wish to visit the monastery must ring a large, bronze bell at the base of the ridge, a task that requires a strength of at least 13 to make oneself heard. Upon ringing the bell, several faces will peer over the walls of the monastery and take stock of their visitors. If they are satisfied that there is no immediate danger, they lower a rope from a window above the entrance.

One enters the monastery through an iron portcullis. The portcullis gives access to a courtyard via a tunnel. Here, visitors will find assembled the brotherhood of fifteen monks (nine level 1 brothers and Manian, Zaith, Cistinus, Dioco, Nomess and Sagar, the advanced monks). The visitors will be scrutinized and questioned by the advanced brothers while the others bring mats for them to rest upon and bowls of water and plates of gritty, brown bread. If they are satisfied with the visitor's answers, they will permit one of them to see their master, Nargeir.

Nargeir can be found in his hall, surrounded by plush rugs and tapestries and sitting on a thick carpet before several low tables. Each table holds delicate viands and goblets of wine. Nargeir is a stout man, a mind lord as well as an abbot. Nargeir is a dreamer, and finds it difficult to stay on topic. He is currently assembling a team of adventurers for an expedition into the unknown. His treasury, located in a trapped vault beneath the monastery proper, consists of 10,000 cp, 2,000 gp, 110 pp, five casks of olive oil (100 lb each, worth 65 gp each), a 10 lb crate of cashews (worth 200 gp) and 10 lbs of dried tea leaves (worth 500 gp).

- Brothers: HD 1d6+3; AC 9 [10]; Atk 1 strike (1d4) or 1 weapon (1d6); Move 12; Save 14; CL/XP 2/30; Special: Stunning attack once per day.
- Manian, Monk Lvl 2: HP 13; AC 8 [11]; Atk 1 strike (1d6) or 1 weapon (1d6); Move 13; Save 13; CL/XP 3/60; Special: Stunning attack 2/day, deflect missiles.

- Zaith, Monk Lvl 3: HP 17; AC 7 [12]; Atk 1 strike (1d6) or 1 weapon (1d6); Move 14; Save 12; CL/XP 4/120; Special: Stunning attack 3/day, deflect missiles.
- Cistinus, Monk Lvl 3: HP 19; AC 7 [12]; Atk 1 strike (1d6) or 1 weapon (1d6); Move 14; Save 12; CL/XP 4/120; Special: Stunning attack 3/day, deflect missiles.
- Dioco, Monk Lvl 3: HP 15; AC 7 [12]; Atk 1 strike (1d6) or 1 weapon (1d6); Move 14; Save 12; CL/XP 4/120; Special: Stunning attack 3/day, deflect missiles.
- Nomess, Monk Lvl 4: HP 20; AC 7 [12]; Atk 1 strike (1d6) or 1 weapon (1d6); Move 15; Save 11; CL/XP 5/240; Special: Stunning attack 4/day, deflect missiles, slow fall.
- Sagar, Monk Lvl 5: HP 32; AC 6 [13]; Atk 1 strike (1d8) or 1 weapon (1d6); Move 16; Save 10; CL/XP 6/400; Special: Stunning attack 5/day, deflect missiles, slow fall.
- Nargeir, Psychic/Monk Lvl 9: HP 44; AC 5 [14]; Atk 2 strikes (1d10/1d6) or 1 weapon (1d6); Move 20; CL/XP 11/1700; Special: Stunning attack 9/day, deflect missiles, slow fall, still body, fast healing, sixth sense, cloud minds, ego whip, ESP, telekinesis.

1202 Isaranos: Isaranos is an island with a coastline that varies between rocky cliffs and white beaches. The interior of the island is forested highlands of cedars and pines. The forests of Isaranos are inhabited by dozens of nymphs and dryads and a single human being, Kelan the Nimble. Kelan was an adventurer who came to the island with a brave band in search of treasure. Upon first discovering a bathing nymph they foolishly attempted to capture her. Kelan was blinded while his companions were turned into gulls. Kelan looks after them to this day, and has become a pitiable figure due not only to his drawn appearance, but also his obsession with finally capturing a nymph. Kelan is an able magician, and he does not willingly accept intruders on his island. The nymphs torment and taunt the poor fellow.

- Kelan the Nimble, Magic-User Lvl 5: HP 10; AC 9 [10]; Save 11; Special: Magic-user spells (3rd); Gnarled oak staff, silver dagger, a tourmaline necklace (50 gp), grimoire (he studies it with the help of his imp familiar).
- Ratik, Imp Familiar: HD 2 (15 hp); AC 2 [17]; Atk 1 sting (1d4 + poison); Move 6 (Fly 16); Save 16; CL/XP 6/400; Special: Poison tail, polymorph, regenerate, immune to fire.

1206 Uallzho: Uallzho is an oktomon lair that consists of hundreds of shallow niches carved into the face of a submerged cliff. The largest of the caves leads back to an abbey of Tiamat. The abbey consists of a central spherical sanctuary with an abstract idol of the Queen of Chaos and smaller idols of her spawn. Niches carved into the walls of the sanctuary house the five oktomon priests and Tiamat's high priest, Shuguth. The warriors of the Uallzho oktomon wield shields studded with poisonous spines and short, bronze spears. There are 40 males, 60 females and 30 young in all, as well as dozens of poisonous octopus swarms that patrol the cliff and abbey. A secret niche in the sanctuary holds 13,000 sp, 5,000 ep, 1,200 gp, 510 pp and a large topaz worth 8,000 gp.

- Shuguth, Oktomon Adept Lvl 5; HP 22; AC 5 [14]; Save 10; Special: Adept spells (2nd), alchemist abilities; Poisoned-spine shield, two bronze maces.
- Octopus Swarm: HD 2; AC 3 [14]; Atk 1 sting (1d6 + poison); Move (Swim 9); Save 16; CL/XP 3/60; Special: Poison inflicts 1d6 damage unless a saving throw is made.

1226 Noromina (West): Noromina island is ringed by reefs. It is dotted with a few small farmsteads that mostly raise sheep and garlic. A remote temple of Melkarth was constructed on the island by cultists several centuries ago. It has a caretaker named Grono and hosts athletic games every seven years in honor of Melkarth. At this time, dozens of adventurers, athletes, aristocrats and merchants crowd onto the island, pitching simple tents and grand pavilions and enjoying competitions that include races, swimming, javelin throws, archery and wrestling. Hidden behind a loose stone in the temple are 1,000 sp and an ivory idol of Melkarth worth 105 gp. The shepherds have stout locks on their doors and have holy symbols painted on their doors and each wall of their home, for the other end of their island is plagued by vampires.

- Grono, Gnome Cleric Lvl 4: HP 20; AC 4 [15]; Save 11; Special: Cleric spells (2nd), banish undead, hear noise on 1-2 on 1d6, communicate with burrowing animals; Chainmail (rarely worn, slightly rusty), light hammer (1d4 damage), holy symbol.

1233 Salty Scrag: A merchant cog sank here years ago in shallow water. The hulk, the bow and masts visible above water, are now home to a barnacle-encrusted scrag called Gorvo. The ship's cargo hold contains 75 gp worth of water-logged lumber and 400 gp worth of pewter dishware. A hidden cache in the captain's submerged desk holds an aquamarine (1,050 gp), citrine (1,150 gp), a beryl (1,000 gp), a lapis lazuli turtle (800 gp), an intricate alabaster figurine of Astarte (1,000 gp) and silver earrings worth 1,450 gp.

- Gorvo: HD 6+3 (26 hp); AC 2 [17]; Atk 2 claws (1d4), 1 bite (1d6); Move 12 (Swim 12); Save 11; CL/XP 8/800; Regenerate 3 hp/rd.

1236 Omarine: Omarine is a village of 600 peasants living in adobe huts. The village is surrounded by an earthen rampart, a moat filled with refuse and rats and fields of barley and wheat that are doing quite poorly. Omarine is ruled by laucta, a reeve assigned by Prince Zargo of Ophir. It has a temple of Adonis and a large reservoir in the hills, from which water is brought into the village and fields via clay pipes. The village is defended by 27 men-at-arms (leather, shield, spear, short sword, short bow), two sergeants and a captain named Kadel. The village's priest, Sabilin, is a drunkard who has failed to give proper service and sacrifice to Adonis. As a result, the god has turned his back on the village, which is now suffering crop failures and a litany of other, more minor frustrations. Recently, villagers have been visited by representative of the demon lord Lucifer, who is promising to solve their problems in return for worship and sacrifice. laucta is unaware of this,

but many in the village are considering the offer. The village's treasury contains 20,000 cp, 1,000 ep and 200 gp.

- Sabilin, Adept Lvl 3: HP 15; AC 2 [17]; Save 12; Special: None; Platemail, shield, mace, tarnished holy symbol of Adonis.
- laucta, Reeve: HD 3 (10 hp); AC 2 [17]; Atk 1 weapon (1d8); Move 9; Save 60; CL/XP 3/60; Special: None.
- Kadel, Captain: HD 5 (11 hp); AC 2 [17]; Atk 1 weapon (1d8); Move 9; Save 12; CL/XP 5/240; Special: Soldiers are +1 to hit and damage.

1242 Wrecked Carriage: A once ornate carriage that resembled the fancy train cars of the Victorian age lies scattered across the face of a mountain. The carriage was once mounted on the back of a roc and used by the archimage Corix for transportation. Over a decade ago the roc, carriage and passengers were brought down by an attack by a flock of wyverns, three of which still lair high above in a cave.

- Wyverns: HD 8 (45, 44, 40 hp); AC 3 [16]; Atk 1 bite (2d8) or 1 sting (1d6 + poison); Move 6 (Fly 24); Save 8; CL/XP 10/1400; Special: Poison sting.

1304 Zsiloth: Zsiloth is an oktomon lair in a submerged mountain. The lair consists of caves studded with agates. The agates are mined by 150 skum slaves. The lair houses 80 male oktomon, 100 females who are especially haughty and aggressive, and 50 young. The oktomon are ruled by Rho-yon, assisted by four subordinates and Depharthorat, a priest of Tiamat. The lair is protected by a colossal octopus called Zsthakeh-dang. The massive beast dwells in a pit in the center of the lair. Its tentacles can stretch up to 40 feet, allowing it to attack invaders in the caves before they ever get near the oktomon's inner sanctum. The inner sanctum, which is subdivided into many small caves, serves as a palace and temple. It is decorated with three dozen bronze death masks inlaid with agate (worth 25 gp each). The oktomon's treasure consists of 10,000 sp, 11,100 gp, 510 pp and a diamond worth 4,000 gp.

- Rho-yon, Oktomon Fighting-Man Lvl 9: HP 58; AC 3 [16]; Save 8; Bronze pectoral, pronged spear, dagger, two shields.
- Rho-yon's Subordinates: HD 4 (19 hp); AC 4 [15]; Atk 2 weapons (1d8); Move 12 (Swim 18); Save 13; CL/XP 5/240; Special: None.
- Depharthorat, Oktomon Adept Lvl 6: HP 29; AC 3 [16]; Save 9; Special: Adept spells (2nd), alchemist abilities; Two shields, bronze pectoral, trident, dagger, wand of black tentacles. A wand of black tentacles can cause a mass of writhing black tentacles to erupt from the ground once per day. The tentacles attack as a 10 HD monster, attempting to grapple every creature within 20 feet and causing 1d6 damage when successful.
- Zsthakeh-dang: HD 14 (70 hp); AC 6 [13]; Atk 8 tentacles (2d6); Move 6 (Swim 18); CL/XP 17/3500; Special: Constriction and poisoning.

1314 Hunting Ground: A pod of 15 tusked whales has made this its hunting ground. Encounters with the whales happen on a roll of 1-4 on 1d6. The whales are not afraid to attack vessels en masse.

- Tusked Whale: HD 12; AC 4 [15]; Atk 1 bite (3d10); Move (Swim 24); Save 3; CL/XP 12/2000; Special: None.

1326 Noromina (East): This side of the Noromina island is mountainous and inhabited by bestial vampire spawn called kalikantzaros. The kalikantzaros look like smallish humans with bestial features (tusks, hairy bodies). They fear the sound of bells. They only come up from their subterranean abodes at night in the dead of winter.

- Kalikantzaros: HD 4; AC 4 [15]; Atk 1 bite (1d6 + level drain); Move 12; Save 13; CL/XP 7/600; Special: See this blog post.

1329 Colossal Skull: The skull of a colossal bear lies overturned in a gully.

1336 Vignos: Vignos is a sprawling village of timber huts overlooking the sea. The landward side is protected by an earthen rampart and several watch towers. Vignos is inhabited by 500 dour, xenophobic fishermen ruled by Sir Jerig, himself a paranoid with an intense hatred of elves. The villagers get their water from a large reservoir located in the hills beyond their village. Vignos is defended by 100 men-at-arms (leather armor, long bows, spears) and twelve sergeants under the command of Jerig himself. An old woman named Ronia has a vast knowledge of the Wyvern Coast, and will happily hire on as a guide. Jerig's coffers contain 20,000 cp, 1,000 ep, 2,500 gp, 20 pp, a garnet (70 gp), a silver ring decorated with scaled dolphins (80 gp) and a painted terracotta wine pitcher (115 gp). Vignos has over 100 fishing boats (worth 30 gp each)

- Jerig: HD 3 (19 hp); AC 2 [17]; Atk 1 weapon (1d8+1); Move 9; Save 14; CL/XP 3/60; Special: Gives soldiers a +1 boost to morale.
- Ronia: HD 2 (9 hp); AC 6 [13]; Atk 1 weapon (1d6); Move 12; Save 16; CL/XP 2/30; Special: While under her guidance, the chance of surprise and random monster encounters are rolled on 1d8.

1338 Keep of Lord Sheleik: Sheleik was a powerful lord driven mad by a wise woman's curse. He and his retinue of 80 berserkers still dwell in the keep, which is now in terrible disrepair. The berserkers are allied with Sarrenda, priest of Baal-Zebub and a stone giant called Regorm. The berserkers favor spiced wine and raw meat (sometimes human). Their treasure consists of 10,000 ep, 200 gp, 500 pp, 3 lb of long peppers (worth 1,500 gp/lb) in a sealed amber-colored jar and 25 lb of sandalwood oil (worth 40 gp/lb) in three clay jugs (from an ambushed caravan).

- Sheleik, Fighting-Man Lvl 12: HP 54; AC 1 [18]; Save 5; Platemail, shield, curved long sword, dagger.
- Sarrenda, Adept Lvl 8: HP 35; AC 3 [16]; Save 7; Special: Adept spells (2nd), sage; Chainmail, shield, mace, throwing hammer.
- Regorm: HD 9+3 (34 hp); AC 0 [19]; Atk 1 club (3d6); Move 12; Save 6; CL/XP 10/1400; Special: Throw boulders for 3d6 damage.

1419 Tomb of Lady Ermenell: The cenotaph of the Lady Ermenell lies in the midst of a great field of kelp grazed upon by ichthyotaurs (front half is cattle, back half is a fish).

The herd's bulls are easily angered. The cenotaph and the cell beneath it are carved from marble. The cenotaph is carved to look like the statue of an undine holding a sea turtle in her lap. The tomb below contains a bronze sarcophagus trapped with scything blades that erupt from the base if the lid is moved. Within the sarcophagus there is the form of a beautiful undine carved from alabaster (worth 200 gp) and trapped to give off an electric shock (3d6 damage) to any who disturb it. A secret door in one wall leads to the true tomb, a simple grotto that holds the undine lady in a crystal coffin. The true tomb is protected by a lithonite. It contains 1,100 gp, coiled bracer of silver (145 gp), sacred texts on bronze disks (300 gp), a 3-D chess set with marble pieces (50 gp), a masterwork trident and a masterwork breastplate designed to look like a half-shell.

- Lithonite: HD 8 (36 hp); AC 2 [17] frontal shell, 6 [13] body; Atk 2 tentacles (2d6); Move 9; Save 8; CL/XP 9/1100; Special: Body immune to blunt weapons.

1426 Pirate Queen of the Deep: A concentric castle with a oblong curtain wall and a tower keep rests beneath the waves atop a plateau. The castle once belonged to the Mabias family, old rivals of Ophir. Their island and castle sank beneath the waves after they aroused the ire of Lotan by preying on the merchant ships of Ophir. The castle, now crumbling, serves as a base of operations for a band of thirty sahuagin brigands led by Flore, self-styled pirate queen of the deep. Flore dwells in the upper reaches of the keep among her heap of treasure: 10,000 cp, 22,000 sp, 5,500 ep, 100 gp, 10 pp, chrysoprase worth 7,000 gp, jade intaglio worth 95 gp and a brass torque worth 125 gp. The castle is heavily trapped (spring-loaded spears, falling rocks, poisonous spines, etc).

- Flore, Mermaid Thief Lvl 12: HP 37; AC 7 [12]; Save 4; Special: Thief abilities, backstab x5; Obsidian dagger.

1435 Marketplace: A band of 15 zwunkers have established a unique marketplace in a large cave overlooking the sea. The cave resembles an amphitheatre, and during each full moon it plays host to a marketplace unlike any other, for the cave lies at a planar nexus. At each full moon, a three portals open up in the cave, each to a random plane of existence (see below). Merchants from those places are ever ready to sally forth and trade for exotic goods. The zwunkers oversee the marketplace and take a small cut of the proceeds in the form of the items traded. They themselves own a small merchant cog docked below at a stone platform of their own construction. They use this cog to visit city-states around the Tepid Sea, where they sell their unique goods. The leader of the zwunkers is Ffing, a wily thief and trader.

Roll Random Plane

- 1 The Moon (where rare earths are mined by grey men and insanity reigns supreme)
- 2 The Sun (asteroids archipelago of Prester John)
- 3 Saturnii (weird crossroads)
- 4 Jupiter (thick atmosphere populated by floating cities ruled by titans)
- 5 Astral Plane (Black Gulf of Space)
- 6 Ethereal Plane (Land of the Dead)
- 7 Martis (desert planet of raiders)
- 8 Veneris (jungle planet ruled by animal-men)

- Ffing, Zwunker Thief Lvl 7: HP 24; AC 7 [12]; Save 9; Special: Thief abilities, zwunker abilities, backstab for x4 damage; Leather armor, sleep gas gun (5 charges, as sleep spell), short sword, dagger, burglars' tools.
- Zwunker: HD 1; AC 6 [13]; Atk 1 weapon (1d6); Move 9; Save 16 (14 vs. magic); Special: Control wind 1/day, magic resistance 10% in 30 ft radius.

1539 Lindobar: Lindobar is a fortified dwarf mine. The mine runs deep into the hills, and also includes a great hall for King Foroth and his housecarls, a rugged temple dedicated to Weyland for the clan's high priest, Svele, and her seven acolytes and numerous apartments for the 364 males, 174 females and 53 dwarflings that inhabit the mine. The mine produces 20,000 gp of platinum (i.e. 20 lb) per month, much of which they hoard, some of which they trade to humans from Ophir and Ibis. The mines are patrolled by a family of five cave bears, who also help the dwarfs when they need some extra muscle. The entrance to the mine is hidden, but dwarfs and elves can spot it on a 1-2 on 1d6. The dwarf's treasure consists of 2,000 gp and 1,100 pp.

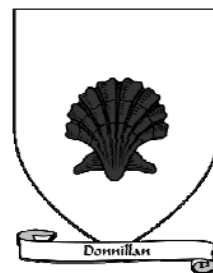
- Foroth, Dwarf Fighting-Man Lvl 8: HP 53; AC 1 [18]; Save 9; Platemail, shield, war hammer, dagger.
- Foroth's Housecarls (4), Dwarf Fighting-Men Lvl 3: HD 3d6+6; AC 1 [18]; Save 14; Platemail, shield, battle axe, dagger.
- Svele, Dwarf Adept 4: HP 23; AC 1 [18]; Save 11; Special: Adept spells (1st), armorer; Platemail, shield, war hammer, holy symbol.
- Acolytes (7), Dwarf Adept 2: HD 2d6+2; AC 1 [18]; Save 13; Special: Adept spells (1st); Platemail, shield, war hammer, holy symbol.

1608 Slave Mine: An enterprising band of 20 sahuagins is operating an aventurine³ mine in this hex using 36 hobbled merrows for their slave labor. The sahuagins are led by Zhachak, a mutated member with four arms and eyes that cause confusion (as a gaze attack). The merrow are all lame, but capable of fighting their oppressors if freed from their chains. The sahuagins dwell within the labyrinthine mine. They keep a treasure of 400 gp and 1,600 gp worth of aventurines in locked chests.

- Zhachak, Mutant Sahuagin: HD 4+2 (HP 27); AC 5 [14]; Atk 4 claws (1d8); Move 12 (Swim 18); Save 13; CL/XP 6/400; Special: Confusion gaze attack.

1609 Meritrael's Rest: In the base of a large undersea mountain there is an entrance to a barrow-style tomb. The entrance is a granite arch sealed by a block of granite that weighs several tons. Beyond the gateway there is a long, narrow passage inlaid with phosphorescent rock in geometric knot patterns. This passage is studded with traps, including spring-loaded spears and poisoned needles hidden in the silt covering the floor. This passageway leads to stairs that ascend to an air-filled, limestone grotto lit by a glowing statue of an angel. Three passages lead from this grotto, entering a sprawling dungeon complex of blinded merrow slave-warriors, avenging spirits of Law, elementals of water, steam and ooze and mithral automatons shaped like squid with obsidian beaks and mother-of-pearl eyes that squirt acidic ink and all manner of traps and tricks. At the heart of this complex lies a slumbering solar, a divine champion of Law. This solar, Meritrael, was laid here by a cabal of undersea wizards, that it might be awakened centuries later to make war on a prophesied evil.

1613 Atlyn: Atlyn is the basalt keep of Donnillan, an undine warlord who is assembling a team of heroes to explore the tower in [1706]. The keep is four stories tall and constructed of blocks of basalt that were scavenged from an ancient tower of the elder things; the blocks bear some odd engravings from the elder things. The windows of the keep are sealed with crystal, allowing the interior to be a combination of water-filled and air-filled (though not necessarily breathable) chambers. The barony is home to 378 peasants who dwell around the stronghold in crude stone huts. They are primarily occupied in the mining of lead.



Donnillan is a strapping undine warrior who wears silvery scale armor (treat as chainmail) and carries a trident. He commands seven spearmen and 21 undine-at-arms. His boon companions are Moinn, a priest of Neptunus, and Melynne, a peevish mage. Donnillan's arms are a field argent emblazoned with a shell sable. He is a jealous man, and given to treachery to achieve his ends. Donnillan's treasure consists of 6,000 ep, 6,200 gp, 10 pp and an opal worth 950 gp.

- Donnillan, Undine Ranger Lvl 12: HP 68; AC 3 [16]; Save 5; Special: +12 to damage humanoids; Scale armor, shield, trident, dagger, brass waist chain worth 135 gp.
- Spearmen, Undine Rangers Lvl 1: HD 1d6+2; AC 7 [12]; Save 16; Special: +1 dmg humanoids; Leather armor, barbed spear, dagger.
- Moinn, Undine Adept Lvl 6: HP 29; AC 3 [16]; Save 9; Special: Adept spells (2nd), healer; Scale armor, shield, trident, holy symbol.
- Melynne, Undine Adept Lvl 3: HP 11; AC 9 [10]; Save 13; Special: Adept (1st), alchemist; Grimoire of embroidered shagreen with copper clasps, silver dagger.

³ Aventurine is a translucent, green quartz

1639 Fortress of Atmas: A solar called Atmas constructed a fortress that reaches deep within the earth here a millennia ago to serve as a place of defense for the faithful of Law. It is overseen by the great shedu Umheb and consists of dozens of chambers and passageways patrolled by paladins and blink dogs and adorned with some of the solar's accumulated treasures. The entrance to the fortress is a pair of bronze doors standing 30 feet tall. Beyond the doors is a great entry hall and cathedral dedicated to the Lords of Law and containing twelve towering marble idols of Marduk, Melkarth, Harpocrates and other lawful deities. The cathedral is overseen by a priests dedicated to the aforementioned deities and protected by two celestial lions called Anapex and Ssirun. The chambers beyond include shrines protected by minor angels, sacred pools and Atmas' throne room.

1641 White Fang Kobolds: Kjola is a lair of 344 kobolds and their 122 females and 40 young. The kobolds dwell in a nitre mine in a deep, intensely hot barren valley that was once a salt lake. The mine boss is Xorak (4 hp), who is assisted by eleven foremen (3 hp each), three witchdoctors, M'gaz, Dax and Dakunr and a shaman named Sekunt. The White Fangs worship the undead, and keep a dozen zombies adorned with bronze jewelry as unliving idols and protectors. Xorak also keeps a giant weasel as a guard animal in his vault, which contains 10,000 cp, 1,000 ep, 400 gp, 100 pp, a terracotta urn decorated with skeletons (worth 175 gp) and a piece of polished coral worth 2 gp. They also have a chest filled with 200 pounds of nitre (worth 5 gp/lb). The kobold warriors are armed with picks, while the foremen carry pistols (treat as light crossbows) and short swords. Xorak wears ring mail and carries a shield, short sword and a light crossbow with ten +2 bolts.

- Witchdoctors, Kobold Adepts Lvl 1: HD 1d4; AC 8 [11]; Save 15; Special: Adept (1st), alchemists, throw black powder bombs (1d6 damage to all within 10 feet).
- Sekunt, Kobold Adept Lvl 5: HP 18; AC 6 [13]; Save 10; Special: Adept spells (2nd), berserker; Leather armor, shield, morningstar, holy symbol.

1642 Labyrinth: This is a true labyrinth with 30-foot walls of blue glass and floors of blue marble tile. The passages are 20-feet wide and the center is 40-foot in diameter. In the center are 20 statues of warriors created by the gaze of an amphisbaena basilisk which lairs among the statues. Its treasure is 4,000 sp, 115 gp, 3 pp, a pearl medallion (40 gp), a pearl pendant (40 gp) and a jade torc (30 gp). It lies scattered about the central chamber.

- Amphisbaena Basilisk: HD 9 (62 hp); AC 3 [16]; Atk 2 bite (1d8); Move 9; Save 6; CL/XP 13/2300; Special: All-around vision, half damage from cold, petrifying gaze, split.

1706 Tower of Darkness: A mere three millennia ago the demon lord Lotan erected a massive, square tower from a vast field of black and white smokers (i.e. hydrothermal vents). The tower is 400 feet wide and deep and over

1,200 feet tall. Having been raised from a submerged volcano, it is formed of igneous rocks and the interior is a collection of lava tubes and volcanic caverns. At the pinnacle of the tower Lotan placed a mirror of polished obsidian that cause the sea and sky for three hexes around the tower to be cloaked in everlasting darkness. A mere thirty years ago, a brave band of aquatic adventurers entered the tower "dungeon" and toppled the mirror, ending the effect. Unfortunately, they did not make it out of the tower alive, for it is crawling with all manner of dangers, including giant shrimps with the images of a female face on their carapaces capable of foretelling the future, slime-covered chuul, flayed zombies, bloody oozes, primitive crabmen who worship a Mother of Horrors (and her numerous spawn), vampiric undines, steam mephits, ooze mephits and ooze elementals, colossal tube worms, giant lampreys and a mysterious box of death. Moreover, the powerful mirror fiend, former consort to Lotan, is trapped within the mirror and desirous of revenge.

1712 Zhothu of the Three Dooms: Zhothu is a basalt citadel of sahuagin built in the form of a steep-side ziggurat. It houses 69 males, 74 females, 34 hatchlings and 153 eggs. Zhothu is led by Lord Daquaub and his high priestess D'ndha. They are assisted by four nobles (pompous fools all of them), three priestesses and 19 small sharks. Zhothu can be entered from the east or west. The interior is a collection of squarish chambers joined by tunnels. Prisoners, usually long dead, but sometimes still alive, have been walled into the tunnels, only their faces showing through small openings, making the tunnels narrow and uneven. The chambers include shrines to Omoo, crowded peasant chambers, guard rooms, opulent royal chambers, torture chambers and three "pit cages" used to hold the monstrosities that give Zhothu its nickname. D'ndha holds a triple amulet that controls these monsters, which can be released through subterranean tunnels into the sea to defend Zhothu and destroy her enemies. The sahuagin have little caches of treasure hidden throughout their complex, with the most valuable treasures hidden beneath trapdoors in the monster pits. In total, the treasure of Zhothu consists of 12,000 sp, 5,000 ep, 6,000 gp, 10 pp, a chalcedony worth 50 gp, a beryl worth 1,150 gp and a ruby worth 6,000 gp.

- Daquaub, Sahuagin Fighting-Man Lvl 6: HP 30; AC 3 [16]; Save 11; Obsidian-tipped spear, bronze dagger, shark hide armor.
- D'ndha, Sahuagin Adept Lvl 6: HP 33; AC 5 [14]; Save 9; Special: Adept spells (2nd), berserker; Spear, dagger, megalodon tooth.
- Sharks: HD 4; AC 6 [13]; Atk 1 bite (1d4+1); Move 0 (Swim 24); Save 13; CL/XP 4/120; Special: Feeding frenzy.
- Bhazo: Bhazo looks like a huge, sinuous catfish covered in crimson feathers. It is capable of burying itself in the silt and surprising opponents who swim overhead. HD 8 (48 hp); AC 6 [13]; Atk 1 bite (1d10); Move 15 (Swim 21); Save 8; CL/XP 8/800; Special: Surprise on 1-4 on 1d6.

- **Thot:** Thot is a large lizard-creature with six legs, two heads and a spiny tail. HD 8 (37 hp); AC 6 [13]; Atk 2 bite (1d8), 4 claw (1d8), 1 tail (1d6); Move 12 (Swim 18); Save 8; CL/XP 9/1100; Special: Only surprised on a 1 on 1d8.
- **Uthole-Izo:** Uthole-Izo looks like a large, six-legged frog covered in shaggy, algae-ridden fur. It is capable of using its front pair of legs as arms and gives off the odor of rotting flesh. In combat, it gives off a blinding, green light that imposes a -5 penalty on those trying to attack it. HD 7 (35 hp); AC 5 [14]; Atk 1 bite (1d8), 2 trident (1d8); Move 12 (Swim 12); Save 9; CL/XP 9/1100; Special: Blinding light, nauseating odor (no chance to surprise).

1732 Ressem's Rest: A tomb of the Patriarch Ressem, a priest of Asclepius who lived over two hundred years ago, is carved into the limestone cliffs here. The tomb entry is blocked by a limestone slab 3 feet thick that completely fills the entryway. In front of the slab there is a bronze grate. The cliff face has been carved into a bas-relief of two sphinxes facing (and presumably guarding) the entryway.

Beyond the stone slab the entry corridor proceeds twenty feet into the cliffside, ending in a small shrine to Asclepius. The shrine has a limestone statue of the deity surrounded by dozens of small, crude statues of people, votive offerings to the god by petitioners in need of healing, and three bronze braziers. If the idol's left arm is pivoted downward, a panel 10 feet further up the entry corridor will slide open, revealing a narrow set of stairs. The stairs lead down more than 50 feet, often becoming so steep that those traversing them must pass a saving throw or topple for 3d6 damage unless precautions are taken.

At the bottom of the stairs there is a natural, limestone grotto that has been carved by human hands into a large, oval chamber with steps leading down into a pool of mineral water. Three statues of nymphs holding clay vessels surround the pool, with water flowing from the vessels into the pool. The chamber is quite steamy, and the water is hot, though not scalding. Should the pool be entered, a trap will be triggered. The heads of the nymphs will rotate, revealing demonic faces and the water flowing from the vessels will take on a yellowish cast. This yellowish water is actually acid, which, two rounds later, will begin to inflict 1d6 points of damage per round on any standing in the pool. At the same time, a steel portcullis will fall, blocking exit from the steaming pool of acid. Three rounds after the acid begins to flow, the acidic vapors in the air will begin to make people's lungs burn for an additional 1d6 damage per round.

Of course, this is not the tomb of Ressem, but a trap for tomb robbers. Entry to the true tomb can be obtained by lighting the three braziers (no fuel is provided) surrounding the idol in the shrine. As the flames heat the area, the alcove in which the idol stands will rotate, revealing Ressem's tomb. The tomb is decorated with bas-reliefs of hunting scenes. Atop a bronze platform shaped like a lion lies the body of Ressem, dead but perfectly preserved and showing no signs of decay. He is wearing white robes and is covered by a tiger skin worth 40 gp. The tomb is

otherwise filled with terracotta statues and ritual objects of little value except for three alabastrons (alabaster bottles, worth 5 gp each) that contain potions of healing.

1736 Cabax: Cabax is a caravansaray, the last stop for traders before they cross the mountains into the lands of Nabu or Pwenet. The caravansaray is quite large. It consists of two large, square buildings constructed of adobe bricks flanking a large, rectangular courtyard. Each building is two stories tall. The bottom floor of each contains a tiled common room with a fountain and benches. These common rooms are surrounded by smaller, private rooms and a small shop selling common travel gear. The upper floor of one building contains living quarters for the owner, Rodeleb, and his family and for the stable hands and water bearers. The upper floor of the other building contains a barracks and armory for the twelve men-at-arms and sergeant who protect the caravansaray and a large, private room that is rented to wealthy travelers. The open courtyard contains a large fountain of its own and room for several dozen camels and other mounts. There are usually one or two caravans staying at the caravansaray, heading east or west. Another inhabitant is a blind beggar named Jennan, who is believed to have prophetic powers (he does not, but he is willing to give nonsensical predictions to people for a few copper coins).

1740 Springing Peril: In a deep pit near a well-worn path, covered with woven grasses and branches, a gambado waits for prey. When folk pass by, the bizarre creature, which has a skull-like head, two long arms tipped with clawed hands and a long, rubbery torso that allows it to spring out of its pit like a jack-in-the-box. Gambados will not fight to the death, but rather seek to escape if their lives are in danger. The creature has 50 ep, 40 gp and 1 pp in its pit, along with a collection of humanoid and animal bones.

- **Gambado:** HD 4 (19 hp); AC 5 [14]; Atk 1 bite (2d4), 2 claws (1d4+1); Move 15; Save 13; CL/XP 4/120; Special: Surprise on 1-3 on 1d6.

1749 Toad Hollow: A depression in the savanna holds a large (200-ft diameter) pond. A gang of twenty thugtoads lives in mud-burrows dug into the banks of the pond. The toads carry shields woven from the grasses that choke the banks of the pond, and they carry flint-tipped spears. The banks of the pond are trapped with holes that can break legs if one is not careful. The thugtoads worship a large froghemoth who dwells in the center of the pond, bringing it fresh kills of the animals that come to drink from the pond, hoping to keep it in a torpor that it will not devour them. The leader of the thugtoads is called Tudeggy (2 HD, 12 hp, CL 3/60). He considers himself a "high priest", but has no magical powers. He does, however, carry a military pick made from the bronze beak of a stymphalian bird; the thugtoads displaced the cranes years ago as the masters of the pond, carrying their "tadpole-hemoth" with them.

- Thugtoad: HD 1; AC 6 [13]; Atk 1 weapon (1d6); Move 4 (Swim 15); Save 17; CL/XP 2/30; Special: Camouflage, hop.
- Froghemoth: HD 16; AC 3 [16], tentacles 1 [18], tongue 5 [14]; Atk 1 tongue (5d10) or 4 tentacles (1d8); Move 3 (Swim 9); Save 3; CL/XP 19/4100; Special: Swallow whole, immune to fire.

1832 Nikkal's Orchard: A thick grove of olive trees grows on a rocky slope. Amidst the olive trees, one might discover an odd wooden idol of Nikkal-wa-lb, goddess of orchards. The idol seems to jut up from the rocky earth and represents the goddess' torso in an odd, curved position. The idol stands in this position because it is, in fact, the figurehead of a buried galley. The galley, if even fifteen feet are uncovered through excavation or magic, will be revealed as a large, three deck galley. The deck area was long ago crushed under the weight of earth, but trapdoors lead down to the other decks, which are intact.

The first two decks are oar decks. They consist of long rows (200') of benches upon which sit a few manacled, vine-covered skeletons and bits of oar. At the head of the deck is a large drum. At the aft of the deck there is a door to a two-story cabin. The upper story contains a gallery that looks down on a bedchamber. An large, ancient harp rests on the gallery. The bedchamber holds a wardrobe that contains an expensive set of robes (50 gp) and an ancient bronze axe. The bed is round and surrounded by seven automatons that look like beautiful maidens. The automatons are made of bronze and ivory and are meant to represent the seven daughters of Jerag and Nikkal-wa-lb. If a large clockwork hidden behind a wooden panel is wound up, the automatons will perform a multitude of pleasurable functions. A papyrus scroll of laments lies on the bed and holds a hidden spell that can summon a bedlam, a terrible entity of insanity.

The bottom deck was meant for cargo, and holds a dozen amphorae of vinegar (once was wine), crates of inedible, dried figs, olives and citrons and a small cask of aromatic oil (25 gp). Towards the aft of the deck there is a large hole in the hull and the skull of a massive sea serpent. The sea serpent's fangs still drip with deadly poison.

1837 Sabre-Tooth Tribe: A tribe of 63 cavemen, 61 cavewomen and 37 cavechildren dwell in a deep, winding complex of limestone caves. The cavemen wield flint knives in combat. They are led by a prudish, temperamental chieftain called Yog along with four sub-chiefs. They worship sabre-tooth tigers under the guidance of a shaman called Jothag. Yog is always accompanied by his six bodyguards. The sabre-tooth people have persisted in these hills since the days when the Wyvern Coast was an archipelago of tiny islands. They are extraordinarily long-lived, with the elders of the tribe reaching well over 300 years of age.

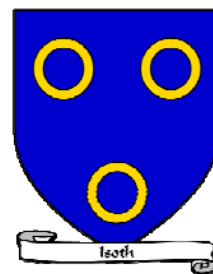
- Caveman: HD 1; AC 8 [11]; Atk 1 weapon (1d6); Move 12; Save 17; CL/XP 1/15; Special: None.

- Bodyguards, Barbarians Lvl 3: HD 3d6+9; AC 8 [11]; Save 14; Flint knife, tiger hide.
- Sub-Chiefs, Barbarian Lvl 4: HD 4d6+12; AC 7 [12]; Save 13; Flint knife, wyvern hide.
- Yog, Barbarian Lvl 5: HP 31; AC 7 [12]; Save 11; Flint knife, wyvern hide.
- Jothag, Adept Lvl 3: HP 9; AC 9 [10]; Save 13; Special: Adept spells (1st), healer abilities; Gnarled acacia-wood staff, tiger tooth necklace holy symbol.

1839 Salok: Salok is a village of 100 yeoman farmers living in wattle & daub huts surrounded by a rampart of boulders and packed earth and sporting four wooden towers. The wall surrounds several acres of pastureland, where the yeomen keep goats and raise gardens. The village is surrounded by fields of wheat and barley. The men of Salok are rude and uninviting, but their hospitality can be had at a price. They will be suspicious of outsiders, though, and keep their wives and daughters hidden away. The village is ruled by a council of elders, the speaker being Isiro, a distinguished old man who walks with the aid of a shepherd's crook. Hidden beneath one building in the village is an subterranean shrine dedicated to Baal-Zebul, the god of disease. The idol, cast in bronze, is a fly-headed man. The chief cultist of the village is Quara, a swarthy woman with a lovely face and large, green eyes. Quara is an assassin with five other assassins under her command. Salok gets its water from cisterns. The yeoman are known for their work in bronze. They are defended by eleven men-at-arms (bronze mail, shields, hand axes, short bows) and a sergeant named Galena, twin sister to Quara. The village treasury consists of 10,000 cp, 500 ep, 100 gp, a turquoise worth 105 gp and a parchment scroll containing two cleric spells, snake charm and speak with animals.

- Quara, Assassin Lvl 4: HP 18; AC 7 [12]; Save 12; Special: Sneak attack for x4 damage, assassin abilities; Leather armor, short bow, 10 arrows, 10 poisoned arrows, dagger.

1843 Barony of Isoth: A mechanical man warlord named Isoth has established his stronghold here. The stronghold is constructed of stone blocks clad in sheets of bronze. It consists of an outer wall, inner wall and 50-ft tall round keep, looking from above a bit like clockwork gears. Isoth is home to 459 peasants dwelling in and around the stronghold. The peasants produce timber from the surrounding hillsides and farm in the warm, watered vales.



Isoth looks like a collection of steel cylinders cobbled together in humanoid form. He commands 87 men-at-arms and fifteen sergeants armed with spears and long bows. His elite guard is composed of 10 clockwork cavaliers (he calls them the "Knights of the Mainspring") constructed of burnished bronze and wearing azure tunics. Isoth's

household also includes Robarr, a mechanical priest of Kothar-wa-Khasis and Barra, a gnome magician who dresses and acts like a jester. Isoth has not been himself lately, languishing on his throne, pondering an encounter with Ulara [0941] he had many months ago while hunting down a band of kobolds. Barra wants to hire a band of brave adventurers to seek her out and make entreaties of love to her on Isoth's behalf.

- Clockwork Cavalier: HD 5; AC 3 [16]; Atk 1 sword (1d8); Move 12; Save 13; CL/XP 5/240; Special: Slows down, immune to sleep, charm, hold and non-magic piercing weapons, explodes if beheaded.
- Isoth, Mechanical Fighting-Man Lvl 10: HP 52; AC 1 [18]; Save 7; Platemail (bolted on), shield, flail, dagger.
- Robarr, Mechanical Adept Lvl 6: HP 26; AC 1 [18]; Save 9; Special: Cleric spells (3rd); Platemail (bolted on), shield, mace.
- Barra, Gnome Magic-User Lvl 5: HP 10; AC 9 [10]; Save 11; Special: Magic-user spells (3rd), gnome abilities; Fool's cap, bladder-on-stick, pouch of powders, grimoire, dagger.

1901 Watery Tomb: A basalt sarcophagus, the lid carved like a fierce sahuagin warrior, lies on a basalt dias surrounded by six white statues of sharks. The sharks form the points of a six-pointed star engraved into the dias. The star is a magic circle created to contain this tomb's guardian, a water elemental. The elemental's body fills almost the entirety of the magic circle, up to a point fifteen feet above the sarcophagus. This puts potential tomb robbers in the unenviable position of fighting within the tomb's guardian. The sarcophagus holds the skeletal remains of a sahuagin warlord. The body is decorated with several talismans, mostly taking the form of intricate scrimshaw on whale tusk or shark's tooth. There is also 10 gold ingots (3 lb, 300 gp each) and an opal worth 100 gp.

- Water Elemental: HD 12 (57 hp); AC 2 [17]; Atk 1 strike (3d6); Move 6 (Swim 18); Save 3; CL/XP 12/2000; Special: Overturn boats.

1903 Psara: Psara is a deserted island. The scant remains of two fishing villages can be found on either side of the island, and in the middle, in a dense growth of pines, there is a cave once inhabited by a wise woman. The cave still holds some rare herbs (dried), a broken wand (white pine) and a few old charms and talismans. Just outside the cave there is a bubbling fountain which is, in fact, the transmogrified form of the wise woman. Drinking from the fountain imbues one with the spell ability of a level 1 magic-user with one random level 1 spell for 1d6 days. While imbued with the witch's spell ability, one is haunted with visions of the old hag in their dreams, making restful sleep (and thus natural healing) impossible. Lack of sleep also robs characters of 1d3 points of wisdom (a temporary loss) per day. Once normal sleep resumes, wisdom points are regained at the rate of 1 per day.

1905 Workshop of Thros: Thros is an ancient mechanical man, a master leatherworker who specializes in shagreen armor (leather armor made from shark skin). He is made of

black bronze, has phosphorescent eyes and his back is covered in barnacles. Thros has a collection of obsidian knives, bone needles and spools of copper wire that he uses as thread. His workshop is a submerged dolmen.

1906 Ruined Keep: A ruined keep with four towers and the remains of an outer wall rests here, partially covered with sand. The halls and chambers are inhabited by a school of fifteen giant barracuda.

- Giant Barracuda: HD 2; AC 6 [13]; Atk 1 bite (1d10); Move (Swim 24); Save 16; CL/XP 2/30; Special: None.

1919 Secret Weapon: There is a very old shipwreck of a war galley lying on the bottom of the sea here. Ages ago, it was transporting a magic weapon to the city-state of Timulus to aid it in a fight with an orc tribe that has long since been destroyed. An encounter with a sea serpent ended the vessel's journey, but the magic item and its guardian, an aquamarine golem, survive to this day in the wreckage. The golem's last orders were to guard the magic item, a +1 composite shortbow of cedar and gazelle horn called Yarkho. Yarkho glows with a pale light reminiscent of moonlight, and causes its wielder to glow as well. This aura of light acts as a protection from evil spell. Arrows fired from Yarkho inflict double damage on creatures of chaos.

- Aquamarine Golem: HD 4+1 (20 hp); AC 4 [15]; Atk 1 slam (1d8); Move 12; Save 13; CL/XP 8/800; Special: Magic immunity, only harmed by magic weapons, protection from elements, reconstruction, spells.

1924 Sandling Castle: Through the murk of the water, you see a quaint castle rising from the dunes. At first, the castle appears to be made of sandstone, but on closer inspection, you see that the castle is made entirely of sand, and measures no more than 12-ft square. Upon entering, adventurers will find themselves in a crude, hollowed out space, no more than 10-ft on a side, with rounded corners and no furnishing. In fact, they have walked into a trap, for the castle is really a gang of ten sandlings, large, living amorphous masses of sand. When their prey has entered to inspect the strange castle, the sandlings collapse upon them and attack.

- Sandling: HD 4; AC 3 [16]; Atk 1 slam (1d8); Move 12 (Burrow 9); Save 13; CL/XP 6/400; Special: Camouflage, immune to sleep, hold monster, charm and mind effects.

1931 Barony of Seath: A sandstone keep overlooks the sea here. It is surrounded by fifteen simple cottages. The keep is ruled by Seath, an elf warlord. The village is populated by 423 peasants, mostly herdsman, but also a few miners who wrest topaz from the hills.



Lord Seath is likable and trusting. His armorial is a crescent gules on a field sable. Seath commands fifteen elves, a

lawful sergeant named Herval and a chaplain named Alabras. Herval is like a stereotypical British sergeant-major, while Alabras has a dark sense of humor. Seath's treasure consists of 13,500 sp, 200 gp, a fire opal (100 gp), 2 ounces of sandalwood oil (5 gp), a copper necklace set with hyacinths (340 gp), an ivory holy symbol of Mercurius (60 gp), an ivory armband (60 gp), astrological charts worth 12 gp and a tooth from a bronze dragon (100 gp).

- Elf: HD 1+1; AC 5 [14]; Atk 1 sword (1d8) or 2 arrows (1d6); Move 12; Save 17; CL/XP 1/15; Special: None.
- Herval: HD 3 (19 hp); AC 3 [16]; Atk 1 weapon (1d8); Move 9; Save 14; CL/XP 3/60; Special: None.
- Alabras, Elf Adept Lvl 3: HP 20; AC 8 [11]; Save 13; Special: Adept spells (1st), healer abilities; +1 oak quarterstaff, leather armor, white hooded robe, mistletoe.
- Seath, Elf Lvl 8: HP 36; AC 2 [17]; Save 8; Special: Magic-user spells (4th); Longsword, longbow, elven chain, shield, grimoire, scroll of fireball.

1935 Miner's Cabin: A small miner's cabin built of bits of stone and timber sits in a barren valley. A sealed trapdoor covers a mineshaft that was once used to mine lead, the occupation of the miner being apparent in the bits of lead slag that surround the cabin and the barren nature of the valley. The trapdoor has been wizard locked by a level 11 magic-user and a note written in the dialect of Ophir reads "Death Below" with an image of the sun drawn below the message. The mine shaft leads down twenty feet to a horizontal shaft which leads to yet another vertical shaft and horizontal shaft that has caved in. The mine contains a caller in darkness, a psychic monstrosity.

- Caller in Darkness: HD 11 (56 hp); AC 5 [14]; Atk 4 touch (2d6); Move 12 (Fly 24); Save 4; CL/XP 13/2300; Special: Incorporal, clairvoyance, mental stun, mesmerism, mind control, unnatural aura, vulnerable to sunlight.

1940 Thulf: Thulf is a citadel of exiled dwarfs (270 males, 158 females, 97 dwarflings). The citadel is several stories tall and constructed at the end of a box canyon. The dwarfs are working several veins of mineral ore that go deep into the earth, with the primary product being rhodochrosite. The mines produce 13,500 gp of gems every month. The citadel is ruled by King Thors, his brother Rannor and Tefing, and his three warpriests, led by Sweon the Red. The king also keeps a herd of giant sheep, used for the production of cheese and wool, and whose 14 giant rams are used as war mounts. Thors well remembers his ancient clanhold across the sea, and does his best to keep their old customs alive. Rannor supports his elder brother, but Tefing has a powerful wanderlust and does not care much for Thors "old-fashioned" customs. Thulf's treasure horde consists of 1,000 gp, 100 pp, a large rhodochrosite worth 2,400 gp and 20 lion skins worth 25 gp/skin.

- Thors, Dwarf Fighting-Man Lvl 6: HP 31; AC 1 [18]; Save 11; Platemail, shield, battle axe, dagger, crossbow.

- Rannor, Dwarf Fighting-Man Lvl 5: HP 36; AC 1 [18]; Save 12; Platemail, shield, battle axe, dagger, crossbow.
- Tefing, Dwarf Ranger Lvl 5: HP 30; AC 1 [18]; Save 12; Platemail, shield, short sword, dagger, crossbow.
- Sweon, Dwarf Cleric/Fighter Lvl 3: HP 16; AC 1 [18]; Save 12; Special: Cleric spells (1st); Platemail, shield, war hammer.
- Warpriests, Dwarf Cleric/Fighters Lvl 2: HP 2d6+3; AC 1 [18]; Save 13; Special: Cleric spells (1st); Platemail, shield, war hammer.

1941 Dread Caverns of Ghabolan: A large hill in this hex has seven caves. Each of these caves leads deep into the ground, twisting and turning. These tunnels are thick with serpents and have many blind drops along the way. All seven tunnels end in a large, vaulted chamber. The floor of this chamber writhes with cobras and asps. Beneath this venomous carpet there are seven secret trapdoors, each leading into a jumble of tunnels and chambers holding all manner of mystery and peril. Within each of these seven sections one might discover a small representation of a serpent carved from a precious stone. When brought together in the aforementioned vault, these objects can be placed in small impressions in the walls, opening an eighth trapdoor in the center of the room. This trapdoor reveals a spiral staircase that ends in a subterranean waterfall and a brackish lake in a vast cavern. The lake is home to a titanic, seven-headed hydra called Ghabolan. The shores of this lake and the caverns beyond are home to a variety of laboratory creations, including a tribe of psychic mushroom-men, poisonous troglodytes, algoids, wall-crawling octopods, giant stirges, owlbears and both pyro- and crio- hydras. Hidden within these caverns is an ancient ophidian laboratory powered by a seething ball of fire and containing the cryogenically frozen body of Ra-el, an ophidian scientist of the highest order.

1946 Magnolia Grove: A large magnolia grove, a hold over from the days when the savanna was a swamp, covers several acres here. The grove offers shade, but the presence of dozens of castaway spears stuck in the ground suggests danger. This danger comes in two forms. The first are the nine dusky-skinned dryads that inhabit and protect the grove. They are particularly adoring of human hunters, and often lure them into their trees, only to cast them away centuries later. Moreover, living in the branches of the magnolias are a species of pseudo-dragon with white scales. The pseudo-dragons feed on the magnolia nectar with long, curled, pink tongues. At any given time, there will be 2d6 observing intruders and prepared to attack if they show any inclination to harm the trees.

- Dryads HD 2; AC 9 [10]; Atk 1 wooden dagger (1d4); Move 12; Save 16; CL/XP 3/60; Special: Charm person (-2 save).
- Pseudo-Dragon: HD 2; AC 2 [17]; Atk 1 bite (1d3), 1 tail sting (1d3 + poison); Move 6 (Fly 25); Save 16; CL/XP 5/240; Special: Magic resistance 25%, poison (25% lethal, otherwise catalepsy for 1d4 days), invisibility (80% effective).

2028 Absalon: Absalon is the name of an island ringed by high cliffs. The cliffs are dotted with dozens of sea caves, one such cave leading to the surface via steps carved into the stone. The walls of this cavern are decorated with images of bearded men dressed as fish. The surface of the island is green and lush. It is composed of verdant meadows with trickling streams and copses of tall pine trees. In the midst of this paradise there is a large granite upland covered by a sparkling town of white walls and tall, white buildings. A single gate permits access to the town, which is peopled entirely by children. The children of Absalon range in age from infancy to twelve years of age. The children perform the roles of adults; tending the miniature, dun cattle that graze in the meadows, making pottery, woodworking, etc. The recognized leader of the children is a boy named Lodeses. Lodeses is wise for his age, but still a child and in over his head trying to lead the 2,000 young citizens of Absalon. Nonetheless, he and his peers are expert slingers; they wear leather armor and carry slings, javelins and knotty pine clubs into battle. They are determined to defend their village, especially the domed church that sits in the center of town.

The domed church consists of a large, central chamber 30 feet in diameter surrounded by a dozen small rooms used for storage. Seven statues of fish-garbed men, like those in the sea cave, stand against the walls of the church, their hands extended in peace. In the center of the room there is a squat dais upon which rests a large vessel carved from malachite and used to burn incense and offerings of meat. A secret catch on the dais shifts this vessel and reveals a narrow set of stairs that leads to a grotto deep beneath Absalon. It is here that the people of Absalon, upon reaching their thirteenth year, descend to undergo a monstrous transformation into a hybrid of fish and man. These bizarre creatures welcome these visitors. Young women are mated with, their children eventually being placed at night in the church to be found and raised by the children of Absalon. The fish people, who call themselves oannes, have pallid, scaled skin, lipless mouths and curled beards (on the men) and large, fishy eyes. They are exceptionally bright scholars and philosophers for many years. But they never stop growing, and eventually turn feral and are forced into the sea, where they complete their transformation into tusked whales.

- Child Soldiers of Absalon: HD 1d4; AC 8 [11]; Atk 1 weapon (1d4); Move 9; Save 18; CL/XP A/5; Special: None.
- Oannes: HD 6; AC 2 [17]; Atk 1 bite (1d4) or 1 weapon (1d8); Move 12; Save 11; CL/XP 7/600; Special: Spells (change self, dispel magic, ESP, levitate, magic missile, shield, all once per day each), create small, simple object once per day.

2032 Green Mists: On a small hillock there is an ancient ring of monoliths. Each monolith shows signs of having once been engraved with pictograms, but most of them have been completely worn away by the wind. In the center of these monoliths there is a deep (200-ft) hole surrounded by a stone ring. A sage or magic-user might be

able to make out the inscription around the ring (1 in 6 chance), which declares it the home of Hambraenad, the Doom of Camanaut. Camanaut was a vast city-state of Ophidians that once occupied several hexes around this area. The city-state warred with the ancient elves, and was ultimately destroyed by the conjuration of a Gwurrum, the aforementioned Hambraenad. While the city-state was besieged by the ancient elves and its warriors and scientists thus occupied, Hambraenad crept into their homes and devoured their families. Their spirits of the city-state's defenders broken, the ancient elves were triumphant. They raised the city-state to the ground (actually, well below ground), leaving almost no trace of it. Hambraenad still dwells in this hex, in the deep, deep hole. It ventures out at night, searching for any life it may end.

- Hambraenad: HD 9 (55 hp); AC 7 [12]; Atk 1 per target in 10 ft reach (1d8/round); Move 6; Save 6; CL/XP 10/1400; Special: Iron objects cause 1d6 damage but then disintegrate, immune to fire, lightning, poison and mind-affecting attacks, kept at bay by song & poetry, affected by protection from evil, cannot attack the drunk.

2033 Huab: Huab is a lair of 232 goblin raiders in piecemeal armor, along with their 171 females and 125 young. The goblins are crowded into a crooked sandstone tower crawling with eleven giant spiders. They Zgur (3 HD, 13 hp), a shrewd and infinitely cruel goblin assisted by two bodyguards (2 HD, 7 & 5 hp). The goblins worship a variety of demon lords under the guidance of a Xameks. The goblins of Huab are known for their love of opium and other dangerous intoxicants. They are allied with the gwurrum in [2032], and sometimes assist one another in attacking travelers. Their treasure consists of 2,000 sp, 5,500 ep, 2,200 gp, a hunk of amber worth 4 gp and an onyx worth 950 gp.

- Xameks, Goblin Adept Lvl 7: HP 25; AC 6 [13]; Save 8; Special: Adept spells (2nd), berserker; Leather, shield, staff.

2035 Halob: Halob is a village nestled against a tall cliff. The village is surrounded by a thicket and a dry moat. The village is inhabited by 100 iron miners and their families living in small, timber houses. The miners of Halob are renowned for the high level of literacy in the village. Halob is ruled by a mayor named Eocar, who is advised by a small group of selectmen. Eocar is the most cunning man in a village of cunning men, and is not to be trusted. The village is protected by twenty men-at-arms (chainmail, shield, spear, sling) and two sergeants-at-arms. The villagers mine a long seam of iron that cuts directly into the cliff behind their village. The miners make no attempt to smelt the iron here, selling it instead to merchant caravans from Ophir in exchange for manufactured goods and the odd luxury.

2041 Dancing Lights: The narrow, limestone canyons in this hex are like a maze. Local legends tell of a great army of the Purple Kings that was lost in this maze while on its way to sack the rebellious miners in [2042]. The canyons, with their wavy walls of purple and grey, their sharp peaks and their tiny, winding caves, are haunted by will-o-the-

wisps. Travelers by night will see 1d4+2 of these lights, often visible as a soft glow from around a corner. The will-o-the-wisps are accompanied by the echoing voices of desperate men.

- Will-o-the-Wisp: HD 9; AC -8 [27]; Atk 1 shock (2d6); Move 18; Save 6; CL/XP 10/1400; Special: None.

2042 Salan: Salan is a lead mining village. The 400 lead miners and their families are dour and humorless, and many show signs of lead poisoning. They dwell in stone longhouses and their village is surrounded by a dry moat and three guard towers. The village is governed by a mayor, Zamarkus, elected by the lead miners and defended by 40 men-at-arms (leather armor, sling, spear) who are so ill-disciplined as to be almost useless. Zamarkus is a quiet man, with a drooping white mustache and pale skin. In the center of the village there is an ancient stone keep that serves as a place of refuge in times of trouble and as the residence of the mayor and the town guard. It is incredibly hot in the summer months, and has almost no modern (by medieval standards) means of sanitation. A guide named Garna dwells in Salan and knows the surrounding area well. Garna grew up in Salan, but prefers to dwell away from the village, living the life of a huntress. She is tall and healthier looking than her fellow villagers, with braided black hair, green eyes and a plain, chiseled face. Like her fellow villagers, she wears long, blue robes and has extensive ritual scarring on her face, forearms and back. The villagers know of the dancing lights in [2041] and will not venture into that hex at night for fear of them.

- Garna: HD 3 (14 hp); AC 7 [12]; Atk 1 weapon (1d8); Move 12; Save 14; CL/XP 3/60; Special: Only surprised on 1 on 1d8, only lost on 1 on 1d8, wears leather armor, carries spear and short bow.

2045 Innocent Pool: There is a large, perfectly safe watering hole here. Animal encounters occur on a 1-2 on 1d6 in this hex and on a 1-4 on 1d6 in the immediate vicinity of the watering hole. At the bottom of the watering hole there is a powerful magical item, a golden anklet called "Avarice's Faith". The anklet was crafted by the chaotic sorceress Chigail during the days of the Purple Kings, and it awaits discovery. Avarice's Faith has an intelligence of 18 and a powerful personality. The anklet grants its wearer the following powers: use of the spells imprisonment once per day, and animate dead seven times per week. Whenever either power is used, the temperature in a 30 ft radius is lowered by 20-80-degrees for 2d6 turns, with the effect moving along with the anklet. In addition, the wearer's saving throws against magic are made at a -1 penalty.

2111 Titanic Castle: There is a concentric castle built here sized for titans. The castle consists of a three "rings". The outer ring is 100 feet thick with a peaked roof. It is connected to the inner ring via three "spokes". The inner ring is 60 feet thick and connected to the keep by three "spokes". The keep is over 300 feet tall and shaped

something like an artillery shell. The interior of the rings and keep is a maze of tunnels and chambers, all of gigantic proportions. In the inner sanctum of the keep there is a powerful artifact the titans stole from the ancient fey during their war that ended the Pandiluvian Age. The artifact is a suit of mithral scale armor (treat as +3 chainmail). The armor is lacquered blue and decorated with fanciful and suggestive depictions of mermaids. It allows the wearer to control water, summon water elementals and transform mermaids into vicious sea wolves. The owner is protected from disease, but the armor gradually steals his or her soul, a new mermaid ornament appearing when the process is complete. The chief defenders of the castle are legions of exploding bones. Other inhabitants include titanic skeletons in rusty armor, sea slugs, swarms of silvery fish whose preferred diet is eyeballs (especially elven), hunched crones who can manipulate time and a clan of oktomon anti-paladins mounted on fiendish lobsters.

2115 Ghostly Lovers: This hex is inhabited by two ghosts. In life, one was a prince of the house of Arkad (see 3413) and she a commoner. In a fit of passion, and in defiance of his father, the prince and his love fled in a small boat bound for Ibis. Unfortunately, rough seas sunk their little vessel and the girl drowned. Returned to his father, the boy languished for a few months until finally killing himself with poison-laced wine. To this day, his restless spirit may be encountered in this hex, appearing as a young man in a small boat holding a lantern and calling out the name "Phaedra". The ghost will investigate ships he encounters, and may attempt to embrace any beautiful young women he finds. In the meantime, the spirit of Phaedra rests on the sea floor, appearing a beautiful young maiden in a silver cage, reaching toward her lover above, but unable to catch his attention.

- Ghost: HD 10; AC -1 [20]; Atk 1 slam (rapid aging); Move 12; Save 5; CL/XP 14/2600; Special: Aging touch (1d4 decades, double for demi-humans, elves immune), frightful moan, incorporeal, only harmed by magic weapons, telekinesis (as the spell).

2122 Wilbodocca's Lair: Wilbodocca is a sea hag who dwells in an old shipwreck of a caravel. The wreck is lodged in the silt at a sharp angle and decorated with the skeletons of the former crew. Wilbodocca lives here with her sons, five merrows with mint green skin and particularly nasty dispositions. Wilbodocca keeps her treasure, 20,000 cp, 1,000 sp, 500 ep, 1,300 gp, in a lead pot at the bottom of the wreck.

- Wilbodocca: HD 3 (21 hp); AC 6 [13]; Atk 1 bite (1d4); Move 6 (Swim 18); Save 14; CL/XP 5/240; Special: Death gaze (30-ft range, 3/day), weakness gaze (halves strength for 1d6 turns).

2135 Rosewood Grove: Nestled among the hills there is a little valley cut by a stream. The banks of the stream are thick with rosewood trees. Hidden among these trees there is a stone cabin, the home of a master woodcarver named Chelm and his lovely (Cha 17) daughter Chela.

Chelm is a carver of exquisite shawms, a medieval instrument the preceeded the oboe. He is also an excellent swordsman. Chelm moved away from civilization when his young wife died of a plague. He is very protective of his daughter, who yearns to leave her father's home and explore. Chelm keeps 1,000 ep, 200 gp, 10 pp, two rose quartz (105 gp and 300 gp) and 12 lb of calamus (worth 8 gp/lb) in a thick, rosewood chest. Chelm knows of a secret pond in the woods surrounded by calamus reeds and home to a nymph called Alkmena. He has become her confidant and friend.

- Chelm, Ranger Lvl 6: HP 35; AC 3 [16]; Save 11; Special: Can summon and charm animals with his music; Chainmail, shield, spear, dagger, longbow, 20 arrows, masterwork shawm.

2145 Gnoblins: A band of 30 gnoblins (gnoll-goblin hybrids) are trashing a merchant caravan here. Twenty men-at-arms and thirty gnoblins lie dead. One fat merchant has been skewered with a spear and pinned to the ground by his shoulder. If questioned within a minute of discovery, he will inform the adventurers that thirty people were forced to flee into the desert without food and with very little water, including his niece. He has a small painting of his niece in a locket around his neck (5 gp), and she is quite beautiful. The dead bodies attract wandering monsters on a roll of 1-3 on 1d6. The caravan was transporting one hundred bolts of purple cloth (2 lb each, worth 50 gp each).

- Goblin: HD 1d6 hp; AC 6 [13]; Atk 1 weapon (1d6); Move 12; Save 18; CL/XP 1/15; Special: Groups of 10+ cause confusion with their chattering voices.

2203 Spiral Gateway: At some point in the primordial past, an unknown race created a strange underworld here. The architecture suggests an abalone shell, as it consists of a series of chambers connected in a rough spiral and leading, ultimately, to a central gateway that leads to a far-away star. The chambers exist on several different levels, and movement between them is not always linear. Each chamber has high ceilings and one to three trapezoidal doorways / trapdoors. The spiral gateway is inhabited by bronze sea lions, skeletons that burn white hot and boil the water surrounding them, intelligent manta rays who specialize in fortune telling and prize human tongues above all other things, pale creatures that look like gnomes with over-sized heads and mouths full of needle-like teeth in otherwise featureless faces, crimson kelpies, crabnipedes that grow as large as purple worms, stone spheres that move and attack on their own, and long eels with iridescent skin that dart through the underworld seemingly at random and at incredible speeds.

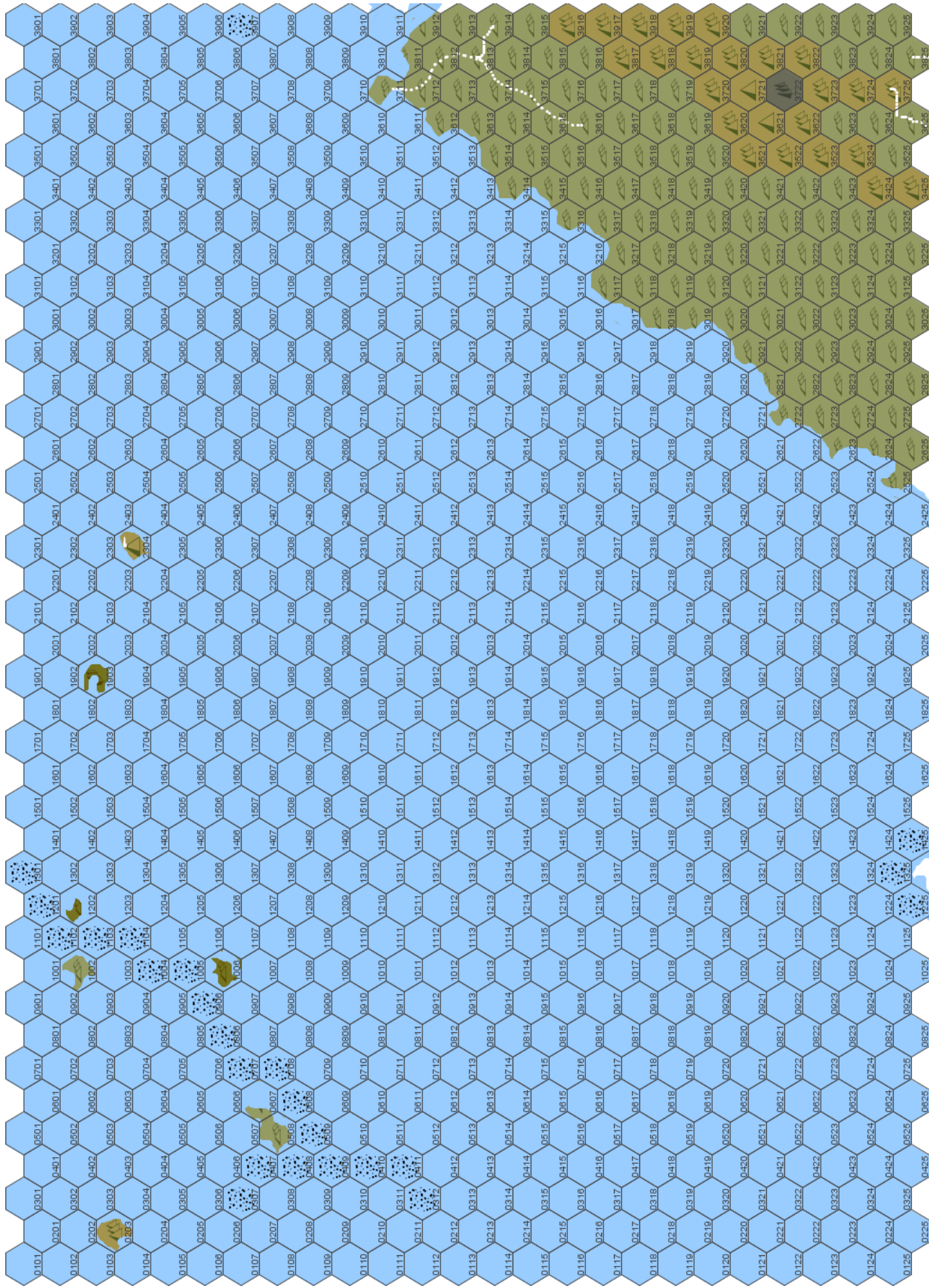
2231 Pillar of Yamek: Rising from submarine badlands you see a immense pillar of rusty iron. The pillar stands nearly 50 feet tall and is eight feet in diameter. Climbing to the top of the pillar will reveal that it is hollow, with a ladder leading down 100 feet (thus, 50 feet below the surface). At the bottom of the ladder there is a circular chamber that

works like an airlock. Adventurers will have to puzzle out the strange system of wheels and levers that operate it. Beyond the airlock are dozens of tubular tunnels and chambers cast in cement and forming something like an ancient waterworks. These myriad halls are inhabited by oozes, gibbering mouthers, giant rats, warring dens of ratlings, troglodyte clans, black-clad ophidian monks, a beholder, albino velociraptors with genius-level intellects (and led by a scientist), zombie-like lotus eaters with terrible psychic powers and a mysterious flutist who is accompanied by a gaggle of dancing zetans. The entire place is a twisted wonderland.

2235 Red Eye Kobolds: The Red Eye Kobolds dwell in a dozens of cave complexes dug into the walls of an abandoned mica quarry. The tribe consists of 371 males, 135 females, 36 young, 284 eggs, a boss called Kus (5 hp), nine foremen, three witchdoctors (master poisoners) and their shaman Srad. The Red Eyes are so-named for their burning red eyes. They have slightly scaly, pallid white skins, dog-ugly faces with up-turned snouts and prominent underbites. The Red Eyes worship an ape totem and are known for their incessant drumming, which echo through the hills. The tribe lives with four giant weasels who come and go as they please, and only occaisionally help themselves to a baby kobold. The tribe's treasure, spread throughout their lair, consists of 10,000 cp, 10,000 sp, 1,400 gp, 40 pounds of ambergris separated into large, round terracotta pots, a tiara (in the style of the ancient ophidians) made of electrum and set with moss agates (50 gp) and a sut of +1 leather armor sized for an elf. The warriors of the tribe carry shields, spears and 4 poisoned darts each (roll 1d6 for effect: 1 = sleep, 2 = confusion, 3 = nausea (drop weapons, no actions for 1d6 rounds), 4 = extra 1d6 damage, 5 = paralysis for 1d6 rounds, 6 = instant death).

- Witchdoctors, Kobold Adepts Lvl 2: HD 1d4; AC 3 [16]; Save 14; Special: Adept spells (1st), alchemists; Shield, club, poisoned darts.
- Srad, Kobold Adept Lvl 5: HP 18; AC 3 [16]; Save 10; Special: Adept spells (2nd), animal trainer; Leather, shield, club, poisoned darts.

2246 Tar Pit: This hex supports a number of bubbling tar pits. One in particular, surrounded by a mile of naturally occuring asphalt, supports a dozen granite pillars carved in the style of the ancient lizard kings. Many of these pillars are slowly toppling, and will one day disappear beneath the tar. They appear to lead, in a maze-like fashion, to a central pillar, slightly taller than the rest. Standing atop this pillar allows access to an invisible tomb stucture suspended in mid-air above it. The tomb structure is pyramidal in shape. From the inside, one will note that it is constructed of granite blocks carefully fitted without mortar and engraved with images of the afterlife as conceived by the ancient lizard kings. A colossal serpent figures prominently into these carvings. Within the tomb there are a number of passages and secret chambers, culminating in a burial chamber at the top of the pyramid.





This chamber lets in the sunlight, which bathes the bleached, mummified corpse of a lizard king once known as Zhu-ithat. The corpse is draped in fine linens and the tomb is filled with trophies of his life of conquest and violence, as well as thirteen number of talismans (worth 5 gp each) carved from alabaster and bearing magical symbols and an ouroboros. Alas, the pyramid appears to have mostly been looted. All that remain of its defenses are a few bronze and iron serpents, a tribe of imps bound to eternal servitude and animated portions of wall that enjoy surprising the rare tomb robber.

2247 Strange Statue: Half-buried in the soil is a bronze statue (60 gp) of a tall, bald woman with two hands at the end of each arm, each hand holding a dagger. The statues eyes are formed of bone chips and the woman's face bears an inhumanly wide grin. The statue attracts weird parasites that dwell on the astral plane. These parasites will attach themselves to the astral body of any magic-user present and feed off his magical energies, creating a cumulative 1% chance per day of failure when he tries to cast spells. They can only be removed by casting remove curse while on the astral plane.

2321 Pandiluvian Palace: Aeons ago, a people not of Nod's dimension created a great palace beneath the sea. Constructed of marble blocks and girded with a silver-blue metal that would not corrode, it dominated the shallow Tepid Sea after the waters of the Pandiluvian period receded. The people who occupied this place were brilliant scientists and philosophers who kept a library of etched, metal plates, tended gardens of multi-hued and semi-sentient crystals and ultimately came into conflict with the elder things and their minions. In time, the people of Khard, as the palace-city came to be known, were forced to quit our dimension. Multitudes of creatures, malignant and benign, took up occupancy in the marble halls and chambers of Khard, the most terrible being Kibotarurual. Kibotarurual is beast of chaos. It has the body of a swollen toad, tentacle arms and three eel heads on long, sinuous necks.

A few centuries ago, the undine heroine Noverrien (a paladin of the highest quality) fell as her army attempted to clear this palace of its taint and restore it as a citadel of peace and wisdom. Her followers interred her body within the palace in a secret chamber, heavily guarded by magic and under the protection of the gods of law. She was buried with her +2 spear *Tataleg* (forged entirely of bronze, with emeralds inset into the haft, it increases the strength of its wielder by +1d4 (re-roll each day) and can cause earthquakes once per month but cannot be used to harm natural animals) and her +1 shield *Arenor* (gilded bronze, can call or calm storms, only usable by females, it makes its holder's voice thunderous and majestic).

- Kibotarurual: HD 12 (55 hp); AC 0 [19]; Atk 2 tentacles (2d6); Move 9 (Swim 12); Save 3; CL/XP 15/2900; Special: Secretes an acidic cloud (30' diameter, 3d6 damage), create sonic waves with mouth (2d6 damage, save or deafened), tentacles grasp targets tight on an attack roll of 20 (auto damage each round).

2304 Isle of Daalir: Daalir is a hilly, forested island with sandy beaches and a large, fine harbor. The harbor is protected by four war galleys and overlooked by a ruined fortress, beyond which there is a town hidden by the trees. The town is surrounded by a wall of green stone and filled with buildings of timber and mud bricks with dome-like roofs. The town, called Morvramoin, has a population of 2,600. Its arms are three sea stars purple on a field tenné (orange). The inhabitants of Morvramoin are humans with pale skin, silvery or greenish hair worn in long curls, large eyes of topaz or amethyst, narrow face, lean, tall bodies and with slightly webbed fingers and toes. They are a dashing people, their warriors wearing linen kilts and bronze breastplates and armed with barbed spears and throwing axes. Headbands are common among the population, usually jeweled or embroidered with fantastic designs. Their town specializes in trade between the surface and submarine worlds, and is surrounded by fields of flax, chickory, rye and sage and orchards of citrons and olives. The town's coins are struck in the design of miniature sand dollars and are reputedly cursed to turn to lead if stolen. Morvramoin is governed by a lord mayor, currently Batual, a master coppersmith. The lord mayor is elected from among such guilds as the Honorable Coppersmiths, the Loyal Order of Sea Merchants, the Linen-Weavers Brotherhood and the Worshipful Company of Woodcarvers.

2331 Khelai: Khelai is a village of 300 dour hunters and their families nestled in a vale with a cool, rushing stream and a variety of grasses and scrub. The village is surrounded by a wooden palisade (12 ft tall) and consists of approximately 100 longhouses constructed of red brick. The village is defended by 60 men-at-arms (leather armor, spear, long bow) and six sergeants-at-arms under the command of Sir Sampin. Sampin has in his employ an alchemist by the name of Alende, a high-born woman of distant Ibis who found a life on the Wyvern Coast preferable to a wizard's dungeon. The village is known to be haunted by a vampire called Arlotho, who is believed to dwell in the surrounding hills. Arlotho is a distant ancestor of Sampin, and is in league with his descedant, his tomb being located beneath the lord's manor. Sampin's treasury contains 500 gp worth of hides and skins, 500 gp worth of frankincense, 1,000 sp and 400 gp. Arlotho's crypt contains 2,700 gp and a golden medallion depicting the lord's armorial (3,700) studded with amethysts.

- Sampin: HD 3 (12 hp); AC 4 [15]; Atk 1 weapon (1d8); Move 12; Save 14; CL/XP 3/60; Special: None.
- Alende, Adept Lvl 1: HP 3; AC 9 [10]; Save 15; Special: Adept spells (1st), alchemist (acids and poisons).

- Arlotho: HD 7 (29 hp); AC 2 [17]; Atk 1 bite (1d10 + drain 2 levels); Move 12 (Fly 18); Save 9; CL/XP 10/1400; Special: Regenerate 3 hp/rd, only hit by magic weapons, gaseous form, change into giant bat, summon swarm of bats or 3d6 wolves, charm (save at -2), weaknesses.

2339 Abandoned Hermitage: Among a wind-blown range of hills, there is a complex of dry, sandstone caverns. A symbol of Baal-Zebul, god of war and disease, hangs from the entrance and the complex looks to have once been a hermitage, now long abandoned. Searching through the place one might find meager supplies and a few other odds and ends. In the deepest recesses of the complex there is an altar and idol of Baal-Zebul. Any who lay eyes on the idol without offering hymns and a sacrifice of food and water will in 1d6 days be struck with mummy rot.

2428 Klocker Mine: A band of 29 blue-capped knockers live in a cramped, deep, coal mine. Knockers look like gnomes with slate-grey skin and hair the color of iron. The only entrance to their mine is via a narrow, steeply slanted tunnel that is trapped with several spiked grates that swing down from the ceiling to impale the incautious. The knockers are governed by a druid called Kabanach, who is guarded at all time by two warriors toting billhooks. The knockers keep blind, white canaries in silver cages to warn them of poison gas. The miners wear chainmail and carry wickedly sharp swords and pick axes. Truth be told, they are a fairly humorless, unforgiving bunch. Their treasure consists of 30,000 cp (they accept no other form of metal, and usually melt it down to make tools) and 300 lb of coal (worth 1 gp/lb) they have no yet traded for copper.

- Klocker: HD 1d6; AC 4 [15]; Atk 1 weapon (1d4); Move 9; Save 18; CL/XP B/10; Special: Earthwalk (1 minute per day).
- Bodyguards, Klocker Fighting-Men Lvl 2: HP 12 & 10; AC 6 [13]; Save 15; Special: Earthwalk (1 minute per day); Chainmail, billhook (polearm), short sword.
- Kabanach, Klocker Cleric (Druid) Lvl 7: HP 27; AC 7 [12]; Save 8; Special: Cleric (druid) spells (3rd); Leather armor, quarterstaff.

2429 Lionweres: A pride of seven lionweres, consisting of one male, four females and two cubs, dwells in a cave. The females hunt during the night, taking the form of beautiful, tawny-haired maidens to get close to their prey. If doing poorly in a fight, their yowls will draw the attention of the male, who will arrive in 1d4 rounds to either save them or take revenge. The lionweres have hidden in their caves a gold ring worth 100 gp, a platinum oil lamp worth 950 gp, trade (1,000 gp), 1,000 sp, 400 gp, 500 ep, 20 pp and a hematite worth 35 gp.

- Lionwere (females): HD 6 (24 hp); AC 2 [17]; Atk 1 bite (1d8) or weapon (1d8); Move 15; Save 11; CL/XP 7/600; Special: Weakness gaze, hit by silver or magic weapons only.
- Lionwere (male): HD 6 (36 hp); AC 2 [17]; Atk 1 bite (1d10) or weapon (1d10); Move 15; Save 11; CL/XP 7/600; Special: Weakness gaze, hit by silver or magic weapons only.

2436 Yoghautha: Nestled in the hills there is a circular keep standing 30 feet tall and built of large limestone blocks. The keep is surrounded by a moat of sorts, that draws in a rushing stream that flows from the surrounding hills. This water flows around the keep and finally enters through a large grate carved from granite. This is the entrance to an odd construction of the ancient ophidians. For the visible keep is merely the outer ring in a series of six rings, each 30-ft tall and 30-ft wide and sunk 10-ft lower than the ring that surrounds it. Thus, the keep, which is 360-ft in diameter, resembles something of a pit, with the center of the keep set 20 feet below the surface of the earth. The stream flows through the different rings of the construction, sometimes openly, sometimes hidden in pipes. It ultimately flows into the central chamber, cooling an atomic pile that powers a temporal stasis machine. An invisible entity of chaos was imprisoned in this machine, which can be ruined in a variety of ways by curious adventurers, not the least of which is the removal of one of seven golden rods surrounding the frozen chaos entity.

Each of the rings is protected by different creatures, with the power of the defenders increasing as one gets closer to the center. The innermost ring (the one that surrounds the central chamber) is defended by a dozen beetles. The outermost ring is defended by a legion of zombies animated through science, and thus not truly undead. The second ring is defended by bronze cobras and pyre zombies (also not undead). The third ring by brown molds, giant centipedes and vierds. The fourth ring by crystalline assassins and Marrosian statues, and the fifth by wax golems, giant serpents and wandering holes.

2510 Undersea Meadow: A submarine meadow of seaweed stretches across the sea floor here. The meadow supports a herd of 300 giant seahorses. It is also occupied by three dozen petrified trilobites that will animate and attack if the sea horses are disturbed.

- Petrified Trilobite: HD 6; AC 3 [16]; Atk 1 bite (3d6); Move 9; Save 12; CL/XP 8/800; Special: Immune to turning, unaffected by sleep, hold and charm, immune to non-blunt weapons.

2521 Angry Idol: An old shipwreck of a merchant galley lies at on the sea floor. When it sank it was carrying 250 tin ingots (1 lb each, worth 1 gp each due to corrosion), more than a dozen cattle skeletons and an idol of Adonis (500 gp) that was being transported to a colony for a new temple. The idol was abandoned when the ship sank and now demands revenge. It is served by a gaggle of 16 kapoacanth that look like squat dwarfs with long, pointed noses, stunted bat wings and saucer eyes. Within the base of the idol are two large diamonds worth 6,000 gp each.

- Kapoacanth: HD 4; AC 5 [14]; Atk 2 claws (1d3), 1 bite (1d4), 1 horn (1d6); Move 9 (Fly 15); Save 13; CL/XP 6/400; Special: Fly.

2523 Hydrothermal Smithy: This hex contains a hydrothermal vent. The land around the vent, which consists of

multiple black and white smokers, is rich in many minerals and inhabited by giant clams, flail snails and giant shrimp. Encounters occur on the roll of 1-2 on 1d6.

Amidst the chimneys a small band of twenty automatons collect the minerals and work a submarine forge where they craft armor and weapons of bronze, mithril and a steel that is resistant to rust due to its phosphorus content. The automatons look like muscular maidens made of bronze. Crafted in elder times by Volcanus himself, they retain his patronage and protection.

The automatons have a workshop composed of dozens of brightly-colored flail snail shells held together with lead. The automatons do not speak, but can make bargains using a unique sign language that most aquatic folk in the Tepid Sea have come to understand. They keep their treasure in locked chests. It consists of 2,000 sp, 200 gp, 10 pp, a set of golden scales (80 gp), 20 ounces of phosphorus (worth 7 gp per ounce), an 8 lb mithril ingot (worth 400 gp), 30 lb of bronze ingots (worth 12 sp per lb), 80 lb of copper ingots (worth 10 gp per lb), 100 lb of iron ingots (worth 8 sp per pound) and 120 lb of tin ingots (worth 30 sp per pound).

- Automaton: HD 1+1; AC 4 [15]; Atk 1 hammer (1d8+1); Move 12; Save 17; CL/XP 2/30; Special: Immune to most mind effects, half damage from fire and lightning.
- Flail Snail (1-6 appearing): HD 5; AC 3 [16]; Atk 6 tentacles (1d8); Move 3; Save 12; CL/XP 7/600; Special: Immune to fire, scintillating colors.
- Giant Clam: HD 4; AC 5 [14]; Atk 1 clamp; Move 0; Save 13; CL/XP 5/240; Special: Clamp (creature trapped inside clam if attack is successful, takes 2d6 damage per round and may drown).
- Giant Shrimp (10-60 appearing): HD 1d2 hp; AC 9 [10]; Atk 1 bite (1d2); Move 13; Save 18; CL/XP A/5; Special: None.

2533 Box Canyon: There is a box canyon here that can only be entered via a narrow gorge. The land here is exceedingly dry and devoid of plant life. The box canyon contains a shrine to elemental earth. The shrine is a perfectly square, unworked block of stone. In the center of the block of stone there is a mace +1/+3 vs. air elementals that can (once per month) summon 1d6 small earth elementals who will faithfully serve their summoner for 1 week. The shrine's guardian is a crumbler called Lok. Lok has a contingent of twenty dwarven defenders under his command. There is a 1 in 6 chance that pilgrims are visiting the shrine when the adventurers arrive. These pilgrims will do their best to defend the shrine if it is disturbed.

1. 1d6 Druids (4 HD)
2. 3d6 Dwarfs
3. 2d6 Dwellers
4. 1d6 Janni
5. 1d3 Nymphs (Oreads)
6. 1d3 Stone Giants
7. 3d6 Svirfneblin
8. 1d4 Xorn

There is an equal chance that the shrine is under attack from rival elementals. If this is the case, assume that there are 6d6 hit dice worth of air, fire or water elementals, with half of those hit dice possessed by their leader, a djinn, efreet or marid.

- Lok, Crumbler: HD 10 (60 hp); AC 4 [15]; Atk 1 thrown rock (2d6) or fist (2d6); Move 0; Save 17; CL/XP 11/1700; Special: Immunities.
- Dwarf Defender: HD 5; AC 0 [19]; Atk 1 weapon (1d10); Move 6; Save 12; CL/XP 6/400; Special: Cannot be surprised, cannot be back attacked, adjacent creatures enjoy +1 bonus to AC.

2539 Basswood Grove: A large grove of basswoods surround the banks of a clear spring. The grove is inhabited by a hive of giant honeybees. The hive houses 90 workers, five soldiers, five non-combative drones and one non-combative queen. The bees do not tolerate visitors other than druids, who sometimes come to collect honey.

- Honeybee Worker: HD 3; AC 5 [14]; Atk 1 sting (1d4); Move 12 (Fly 36); Save 14; CL/XP 4/120; Special: Poison (additional 1d6 damage unless save is made).
- Honeybee Soldier: HD 4; AC 4 [15]; Atk 1 sting (1d6); Move 15 (Fly 36); Save 13; CL/XP 5/240; Special: Poison (additional 1d6 damage unless save is made).

2541 Tryth: A band of dwarves (152 males, 67 females, 31 dwarflings) have established themselves in an old iron mine. The more efficient mining techniques of the dwarfs have made the mine prosperous, producing 1,500 gp (7.5 tons) worth of iron each month. The dwarfs have established a foundry and a smithy, producing steel ingots and their own arms, armor and tools. The dwarfs of Tryth are governed by a young dwarf woman (and adventurer) named Eimink. Eimink is a warrior priest of Weyland who commands an order of six warriors and two warrior priests. The dwarfs have accumulated the following treasure: 10,000 cp, 10,000 sp, 1,000 ep, 1,100 gp, 100 pp, a bronze statuette of a cave bear (worth 2 gp) and a cinnabar idol of a many-armed deity of Mu-Pan (worth 9,000 gp).

- Eimink, Dwarf Cleric/Fighter Lvl 4: HP 26; AC 2 [17]; Save 11; Special: Cleric spells (2nd), dwarf abilities; Platemail, war hammer, light mace, holy symbol. Eimink fights with two weapons.
- Eimink's Warriors, Dwarf Fighting-Men Lvl 3: HD 3d6+6; AC 3 [16]; Save 14; Chainmail, shield, hand axe, crossbow.
- Eimink's Warpriests, Dwarf Cleric/Fighters Lvl 3: HD 3d6+4; AC 3 [16]; Save 12; Special: Cleric spells (1st); Chainmail, shield, war hammer, holy symbol.

2547 Inn of the Three-Tailed Fox: The seemingly endless expanse of the savanna is broken here by a long, two-story inn constructed of adobe bricks with a sloped, thatched roof. The inn is run by a trio of sisters of an elfen cast with dusky skin and silvery hair. The sisters never mention their names, referring to each other merely as "sister" or, to others, as "the proprietess".

The ground floor of the inn is made up of a taproom / common room. The floor above has living quarters for the three sisters (a simple room with straw palettes and two locked chests) another common room decorated with woven mats and two private rooms with proper beds and wardrobes with locks. The sisters charge a gold piece for a night in a common room and 10 gp for a night in a private room. Heat inside the building is provided by numerous bronze braziers. There is a large oven located a dozen yards from the inn where flatbread is baked and animals are roasted. Breakfast usually consists of a bowl of pulses soaked in broth, lunch is bread and cheese and dinner a roast with root vegetables.

The inn has a cellar that contains barrels of short beer and banana beer, a few casks of spiced wine and palm wine, barrels of palm oil, wheat, barley, dried onions and other foodstuffs. A secret door hides a crypt containing the remains of past guests, for the sisters are foxweres and the inn a trap for the unwary. The crypt holds numerous terracotta jars, each topped by a skull. Inside each is a parchment scroll with arm bones for rollers. The scrolls contain poetic honorifics of each victim.

The sisters are quite powerful and coldly seductive. The furniture in the private rooms animates on command to restrain victims. Their treasure, contained in the chests in their room, consists of 100 gp, two turquoise (300 gp each) and four mink furs (30 gp each).

- Sisters: HD 3 (13, 12 & 10 hp); AC 2 [17]; Atk 1 bite (1d4) or weapon (1d6); Move 15; Save 14; CL/XP 4/120; Special: Charm gaze, hit by silver or magic weapons only.
- Animated Furniture: HD 1; AC 8 [11]; Atk 1 bump (save or fall); Move 12; Save 18; CL/XP 1/15; Special: Knocks over.

2603 Crumbling Ziggurat: The vestiges of a basalt ziggurat can be found here. The structure was built by the sahuagin but abandoned decades ago for unknown reasons. At the heart of the ziggurat is a strange machine that creates an area of becalmed winds in a 2-hex radius (marked on map as a shaded circle).

2616 Elder Tower: The remains of a tower-fortress of the elder things juts up from amid the silt of a submarine wasteland. The tower is composed of basalt and was carved rather than constructed. Approximately 26 ft of the tower is visible. The exterior is marked with strange geometries that cause a sense of disorientation and slight nausea (-1 to all rolls). A secret door located about 8 ft above ground level grants access to the place. The water that fills the tower is stagnant and disgusting. The tower consists of nine levels, with movement between the levels via triangular holes in floor and ceiling. Each level has a 20 ft ceiling and a diameter of 15 ft at the top to 30 ft at the bottom. The secret door gives access to level eight.

Level 9 – This chamber has a high, slanted ceiling. A number of faceted, crystal orbs hang from the ceiling by

coppery wires. The walls are carved in the same way as the exterior, with the same effect. The crystal orbs in this room give off an audible hum, and if touched send one's consciousness to other places and times, all alien and all unsettling. A saving throw is required to willingly break contact. Others can physical remove one from an orb, but doing so causes the viewer to black out for a few minutes, and carries with it a chance of temporary insanity (saving throw to avoid, saving throw each day to shake off). One might use the following table to generate the visions imparted by contact with an orb:

1) Scenes from a different planet, perhaps the quivering masses of ambulatory fungus crowding the shores of a shallow, brackish Lunar ocean, a frozen or smoldering hemisphere of Mercurii and its attendant ruins, the steaming jungles of Veneris, the ochre wastes of Martis and a horde of crimson-skinned barbarians, the floating city-states of Iupiter built within colossal jellyfish, or the prismatic wastes of Saturnii and one of its domed cities.

2) Scenes from the primordial age of Nod, of oceans teeming with elder cities or topaz skies blanketing a landscape of cycadic marshes filled with amphibian horrors.

3) Another dimension, perhaps that of the artificers of Yothri, the skaursoi or the zetans.

4) The piercing eyes of an elder thing looking back at you and sending barrages of alien admonishments into your fragile mind.

Level 8 – This chamber is furnished with squarish shelves of an opaline metal that jut from the walls, their placement seeming random to most humanoid observers. Stone "furniture" (for what else could it be, but furniture, though the shapes are completely alien) rests in the center of the room. Simple holes in the ceiling and floor grant access to other levels.

Level 7 – This chamber is sub-divided into four chambers, each holding a dangling contraption that could be an alien bed and a random collection of cubes. The cubes appear to be hollow, but there is no obvious way to open them. The use of magic or the thoughts of a psychic will cause one side of a cube to become ethereal, allowing access to the interior. The cubes hold strange metal tools, inscrutable and apparently unusable.

Level 6 – This chamber is filled with seven pedestals of greenish metal mesh, each holding an orb about one foot in diameter with a mirror-like surface. Touching an orb produces a series of vibrations that one's ear picks up as a sort of music. The melodies are completely alien, and cause confusion (as the spell) unless a saving throw is made successfully. A flock of six aquatic darkmantles rests

in the corners along the ceiling; touching the orbs will send them into a violent frenzy.

- Darkmantle: HD 1+2; AC 4 [15]; Atk 1 grab (1d4); Move 3 (Swim 3); Save 17; CL/XP 2/30; Special: Suffocation, darkness.

Level 5 – This chamber is dominated by a ceiling-to-floor glass-steel tube. Within the tube there is an intensely glowing sphere orbited by a number of smaller, glowing spheres. Breaking this tube (not an easy task, since it is as hard as steel and 2 inches thick) would release a powerful dose of radiation (3d6 points of permanent constitution damage) and shut off all power to the tower. Grooves in the floor radiating from the central tube to the walls hold gold wires. If removed, they are worth approximately 100 gp, but touching them inflicts 10d6 points of electricity damage and disrupts power in the tower. If power is disrupted, the effects on level nine and level stop working. The floor of this chamber is noticeably cold.

Level 4 – The walls of this room are sheathed in a thin layer of ice. The water is near freezing in temperature, causing 1 point of damage per round to those not protected from the cold. A dozen elder things are hibernating in this chamber. If power has been disrupted on level five, the room will begin to warm and the elder things will begin to awaken. If the elder things are disturbed, they will awaken in 1d6+4 minutes and deal with the intruders. Included among them is one level 7 psychic and three level 2 psychics.

- Elder Thing: HD 8; AC 5 [14]; Atk 3 tentacles (1d6); Move 15 (Fly 12); Save 8; CL/XP 9/1100; Special: Immune to fire and cold.

Level 3 – This level is sub-divided in the same manner as level seven and holds similar contents. One sub-chamber holds a clutch of five crabnipedes that will attack without provocation. A cube in a different sub-chamber holds a large piece of turquoise carved in the shape of an elder thing worth 50 gp.

- Crabnipe: HD 4; AC 4 [15]; Atk 4 claws (1d4), 1 bite (1d6 + paralysis); Move 6 (Swim 12); Save 13; CL/XP 5/240; Special: Paralysis poison (1d6 turns).

Level 2 – This large chamber holds several pedestals, each 3 to 5 feet in diameter, of opaline metal. Above each pedestal, suspended from the ceiling by a copper rod encased in porphyry (worth 25 gp), is a glowing sphere. Scattered on the floor and on the pedestals are a variety of odd tools, spools of greenish, metallic thread and a few half-finished experiments. One such experiment is a green, metallic cone that, when properly activated, jets away 20 feet and then emits a 3 dice electrical shock in a 10-ft radius. One pedestal holds a sealed jar of glass-steel filled with a black pudding that will waste no time in trying to assimilate some fresh DNA.

- Black Pudding: HD 5; AC 6 [13]; Atk 1 attack (2d6); Move 6; Save 5; CL/XP 6/400; Special: Acidic surface, immune to cold, divides when hit with lightning.

Level 1 – The bottom level of the tower is defended by an ancient security drone. The drone is shaped like a tall pyramid. Atop the pyramid is a black orb that acts as an eye, seeing in all directions at one and creating an effect like a hypnotic pattern (see below). Built into each side of the drone there is a tentacle. Each tentacle is tipped with a device that duplicates one of the following spells: burning hands, shocking grasp, hold monster and magic missile. The drone is capable of levitating and activating up to three walls of force that intersect the chamber as it desires and lasts for 1 full minute. Attached to the walls, seemingly by magnetic attraction, are eight rods. Each is a 3-ft long tube of greenish metal, somewhat conical, tipped by a faceted crystal. Each tube has three small buttons. The buttons are not in a straight line and they are quite far apart, making it very difficult for a humanoid to depress all three buttons at the same time. If they manage, the rod will emit a 5 dice cone of cold. Each rod holds 1d10 charges when it is first found. Pressing only the middle button on a rod detaches the faceted crystal and ejects the rod's power source, a rod of pure radium that is radioactive enough to inflict 1d4 points of constitution damage if touched. Re-assembling a rod is tricky; creatures have a 5% chance of success per point of intelligence over 14.

- Security Drone: HD 5; AC 3 [16]; Atk 4 tentacles (special); Move 12; Save 13; CL/XP 6/400; Special: Burning hands (1d2+5 damage), shocking grasp (1d8+5), magic missile (3 missiles, 1d4+1 damage), hold monster (5 rounds), hypnotic pattern (3d4 creatures), immune to mind effects.

New Spell - Hypnotic Pattern (Illusionist 2): This spell creates a pattern of shifting and weaving colors filling a 25 foot x 25 foot area. Creatures in the area who fail a saving throw gaze at the lights, doing nothing else and unaware of anything else. The spell effects 2d4 creatures plus one additional creature per caster level. Creatures with fewer Hit Dice are affected first. Sightless creatures are not affected. The spell has a range of 50 feet and lasts as long as the illusionist concentrates on it.

2628 Worm Tunnel: A massive cave opens in a hillside here. The cave measures 15-feet in diameter and is almost perfectly circular, clearly the work of a purple worm. Following the tunnel beyond, one soon realizes a purple worm cannot be the excavator; the tunnel is too straight, the slope too perfect. About 100 yards into the tunnel, a tripwire has been strung across, triggering a net trap. Cow bells are strung on the net, making a loud noise when triggered. The noise will attract the attention of an igniguana, the pet and guard animal of a dragon man scientist who dwells in the bizarre machine that lies at the end of the tunnel. The scientist, Garrithail, has a longstanding fascination with the science of the ancient ophidians. On a long-ago delve with a band of allies and henchmen, he discovered an abandoned earth borer at the

epegy of this tunnel. The borer is a metallic tube 30 feet long and 11 feet in diameter with four treads located on the top, bottom and both sides. At the front of the machine is a conical drill clad in adamantite and 15-ft in diameter at the base. Garrithail will protect his find, but is actually pretty peaceful for an adventurer, and will welcome some help in his quest to repair the borer and use it to delve into the depths of the underworld.

- Garrithail, Dragon Man Scientist Lvl 7: HP 17; AC 9 [10]; Save 9; Loincloth, bandoliers with dozens of pouches, various scientific tools, wavy-bladed dagger, formula of strength, galvanic belt (generates a shield spell 6 times per day), electro-scepter (generates a 5 dice lightning bolt 5 times per day), crio-coil (a man-sized coil of metal that generates a wall of ice 4 times per day).
- Xipper, Igniguana: HD 4 (21 hp); AC 4 [15]; Atk 1 bite (1d6); Move 6; Save 14; CL/XP 6/400; Special: Breathes fire (20-ft cone, 2d6).

2635 Ahond: Ahond is a farming village (primarily pomegranates, buckwheat, goats and root vegetables) composed of dozens of timber cottages surrounded by a dense thicket. Three tall, timber watchtowers look over the surrounding countryside. The village is defended by twenty men-at-arms in black ring mail equipped with curved long swords and long bows. They are commanded by a sergeant named Bevin. The village also has a bowyer named Falaq.

The 400 peasants of Ahond are a somber sort, given to black moods and without pity or kindness. They are governed by Sir Zvoles, a pudgy man with sunken eyes and full, rosy-red lips who always dresses in a crisp white turban and silk robes of damask, coral or orange. Zvoles is never without his bronze sceptre or his valet, Corus, who keeps a covered tray of viands and a crystal decanter of dark red, almost black, wine at the ready.

Ahond has many dark secrets, including necromantic rituals, cannibalism of the deceased, and a wedding between their lord and a harem of female ghouls who dwell beneath his keep. Ahond's treasure consists of 1,000 sp, 2,300 gp, 120 pp and 400 pounds of buckwheat in a granary (worth 25 cp per pound). Zvoles owns much of the coinage, as well as a turquoise (125 gp), a large rock crystal (800 gp) attached to his scepter and 19 barrels (30 gal., 250 lb) of pomegranate wine. Each barrel is worth 9 gp.

- Zvoles: HD 3 (7 hp); AC 3 [16]; Atk 1 weapon (1d8); Move 9; Save 14; CL/XP 3/60; Special: Has an amulet that allows him to control ghouls and makes him immune to their paralysis.
- Zvoles Wives: HD 2; AC 6 [13]; Atk 2 claws (1d3), 1 bite (1d4); Move 9; Save 16; CL/XP 3/60; Special: Immunities, paralyzing touch.
- Bevin: HD 3 (13 hp); AC 3 [16]; Atk 1 weapon (1d8); Move 12; Save 14; CL/XP 3/60; Special: Troops have +1 bonus to morale.

2644 Pond Scum: A narrow, long, shallow pond interrupts the savanna here. It is covered with a thick layer of green scum that, after being struck by a bolt from the heavens, has developed a powerful hive mind. The scum is, for all

intents, the equivalent of a level 7 psychic with the following powers: Channeling, ESP, mind thrust and telepathy. The scum can also form itself into up to six algoids. The scum is peaceful, for the most part, and desirous of knowledge above all. If all of the scum's algoids are destroyed, it will appear to be destroyed itself. It will reform after 1d4 weeks and then seek revenge.

- Algoid: HD 5; AC 4 [15]; Atk 2 slam (1d10); Move 9; Save 12; CL/XP 7/600; Special: Immune to fireballs and lightning bolts, half damage from blunt weapons, mind blast.

2702 Amphitheatre: An amphitheatre carved from the surrounding cliffs looks out over the sea. The amphitheatre has a number of tunnels and chambers carved into the rock behind and under the stage. It is a gathering place for bards and has rooms that contain emergency supplies behind locks that can only be opened by hitting a certain combination of musical notes, the particular notes required being found on the back of the locks. The place has no caretakers, but is inhabited by a flock of seahawks.

2704 Village of the Drowned: An ancient, maze-like village lies here, half-buried in silt. The village is occupied by 140 pale humans with large, green eyes and white hair. The humans keep fish in corals made of netting and process shells and bits of stone into tools. The villagers are remnants of slave stock created by the aboleth. They were once owned by the sahuagin of [2603], but freed themselves in a bloody revolution. The 20 warriors of the village wear shelly-coat armor⁴ and wield spears and axes. They are commanded by a level 6 fighting-man named Dusheel and his two level 2 assistants, Brina and Pered. The village is governed by a council of elders. The council's speaker is Ilmot, a vigorous old man with a long beard tied into braids with kelp. The villagers are wary of outsiders.

- Aquatic Human: HD 1; AC 6 [13]; Atk 1 weapon (1d6); Move 12 (Swim 6); Save 16; CL/XP 1/15; Special: Breath water.
- Dusheel, Aquatic Human Fighting-Man Lvl 6: HP 35; AC 4 [15]; Save 11; Special: Breath water; Shelly-coat armor, flint battle axe.
- Brina & Pered, Aquatic Human Fighting-Men Lvl 2: HP 14; AC 3 [14]; Save 15; Special: Breath water; Shelly-coat armor, shield, flint battle axe.
- Ilmot, Aquatic Human Sage: HD 1d4 (3 hp); AC 9 [10]; Atk 1 weapon (1d4); Move 12 (Swim 6); Save 18; CL/XP B/10; Special: Knows the following spells – comprehend languages, ESP, identify and sleep.

2724 Nothuacht: Nothuacht is the last ophidian outpost in the Wyvern Coast. Hidden underground, it is constructed of rare metals and consists of a dozen different blocks, each block fortified against intrusion and connected with two other blocks. The complex is powered by an atomic pile cooled by a subterranean river. The outpost is occupied by seven different broods (five of the blocks are uninhabited by ophidians and now roamed by wandering

⁴ Shelly-coat armor protects as well as ring mail. It is made by affixing layers of shells on a leather coat.

monsters), each containing from 30 to 60 ophidians. The ophidians have lost much of their ancient knowledge, having no scientists now, but still possessing some of their races technology in the form of stun batons, a silver helm that grants its wearer ESP and a range of psychic powers (but steals 1 point of charisma per day unless a saving throw is made), floating disks and hydroponic gardens lit by miniature, artificial suns.

2739 Bezok's Lair: There is a triangular, three-towered keep standing here. The upper portion of one tower has crumbled, and the entire keep looks weathered and unkempt. The keep stands atop a rocky hill with steep sides and a single set of stairs carved into the side opposite the keep's main entrance. The keep's entrance tunnel is blocked by a portcullis on one end and two thick, wooden doors studded with bronze nails on the other. Beyond this tunnel there is a great hall that serves as the living quarters for a band of twelve dull, blackish-green ogres and their eight females and four young. The ogre warriors wear coats of giant lizard hide and carry stone axes and poison-dipped spears (saving throw or temporarily lose 1d3 points of Armor Class from paralysis, the effect ending in 1 hour). The ogre's keep fourteen human and demi-human slaves for use as labor and the occasional feast. The slaves are usually kept locked in one of the towers. The ogres are ruled by an ogre king called Bezok, a grossly fat ogre with greasy, black hair. Bezok's court priest is Xas. The ogre's treasure consists of 3,000 gp, 210 pp and two dozen soiled furs (worth 5 gp/fur, more if cleaned).

- Ogre: HD 4+1; AC 5 [14]; Atk 1 weapon (2d6); Move 9; Save 13; CL/XP 4/120; Special: None.
- Bezok: HD 10+1 (49 hp); AC 2 [17]; Atk 1 weapon (3d6) or bite (2d6); Move 12; Save 5; CL/XP 12/2000; Special: Swallows victims killed with its bite attack, regaining hit points equal to the victim's hit dice x2, cast charm monster once per day.
- Xas, Ogre Adept Lvl 3: HP 21; AC 5 [14]; Save 12; Special: Adept spells (1st), berserker; Fur vest, gnarled club, holy symbol (severed human head covered in wax).

2813 Sahuagin Bandits: A force of 35 sahuagin bandits led by a domineering male called Hloothac inhabits a conical keep studded with dozens of giant barnacles. The sahuagin have a map showing the location of the dungeon in [2321]. Their treasure consists of 1800 gp.

- Hloothac, Sahuagin Barbarian Lvl 4: HP 23; AC 3 [16]; Save 14; Special: Cannot be flanked, fears magic, berserk lasts 5 rounds; Obsidian glaive (1d8 damage), shagreen armor.

2834 Slime Pits of the Chuul: A fetid cave grants ingress to a deep complex of slimy caverns that descend hundreds of feet into the ground. At the lowest depths, the titans built an eldritch prison for a powerful entity of Law. The caverns are now prowled by the terrifying chuul, slimes and jellies of every imaginable color, a race of feral dwellers who subsist on the molds and slimes of this underworld, a large, black dragon and his "mate", an elf woman of the ancient

blood with sorcerous powers, slime zombies, flitting flocks of devious darkmantles, tentacle-faced giant rats, tribes of chokers in service to the lords of the caverns and a minotaur and his harem of she-taur barbarians.

2839 Ivory Tower of Kinyoth: Rising above the highlands is a 75-ft tall tower of ivory and limestone. This is the tower of Kinyoth the tower hag. Kinyoth is the undisputed master of this hex and the hexes surrounding it. She stands 9 ft tall, with steel grey skin, black claws, weathered black teeth, pale yellow eyes and limp, black hair.

The tower has five levels. The first level is approximately 20-ft in diameter. The walls of this level are slick, rippled ivory and seem to sweat a yellowish ichor. The first level is a dumping ground of the magical detritus of several centuries – ruined scrolls, broken vials, magical cabinets, scorched wands, etc. Lurking among the ruined items are ten barics. Winding stairs lead to level two.

- Baric: HD 5; AC 6 [13]; Atk 2 claw (1d4) and 1 bite (1d10); Move 15; Save 12; CL/XP 5/240; Special: None.

Level two looks much like level one. It is furnished with a multitude of torture devices and has seven sets of manacles attached to the walls and two iron cages hanging from the vaulted ceiling. Three prisoners currently occupy this chamber: An ogre called Tundrun that has been shrank to the size of a halfling, a young woman named Marya in an iron cage who appears to be suffering from leprosy, and a naked, scarred man named Lhumler with wild eyes who is chained to one wall. Lhumler was once a paladin, but successive bouts of torture and rape have reduced him to a mere fighting-man. The room is guarded by two headless screamers.

- Headless Screamer: HD 4; AC 3 [16]; Atk 1 claw (1d6) or 1 thrown head (1d8); Move 15; Save 13; CL/XP 7/600; Special: Throw and retrieve head, scream, immune to cold.
- Lhumler, Fighting-Man Lvl 6: HP 7 (39 normally); AC 9 [10]; Atk 1 fist (1d2); Move 9 (due to a limp); Save 11.
- Marya: HD 1d4 (1 hp); AC 9 [10]; Atk 1 fist (1d2); Move 12; Save 18; CL/XP A/5; Special: Leprosy (treat as mummy rot).
- Tundrun: HD 4+1 (21 hp); AC 5 [14]; Atk 1 fist (1d4); Move 6; Save 13; CL/XP 4/120; Special: None.

The third level is a dank library lit by candles made from the fat of virgins. A large, wooden chair sits in the middle of the room, and chained to the outer walls are six large tomes (30 lb each) containing magical lore (1d4 spells each). The books are guarded by six innaeds.

- Innaed: HD 3; AC 0 [20]; Atk none; Move 0 (Fly 18); Save 13; CL/XP 7/600; Special: Invisible, spells, immune to all weapons or normal weapons (depending on state).

Above the library is a laboratory of sorts, stocked with vessels containing preserved animals and body parts, a large wooden storage cabinet with a grisly harvest of

human feet and shelves filled with all manner of humanoid bones, organized by type and size.

The top level contains Kinyoth's personal lair and treasury. It is a round room without light and furnished with a greasy, straw mattress atop four large, wooden chests. The chests are locked and trapped with acid, poison or green slime. They contain 10,000 cp, 11,000 sp, 14,400 gp, 1,100 pp, five blocks of ambergris wrapped in waxed paper (100 gp), a rhodochrosite worth 950 gp and a cursed (-1) staff tipped with steel spheres grasped in demonic talons. Curled up along the wall is a 20-ft long gnasher lizard called Phac. Kinyoth is currently attempting to construct a gate deep beneath her tower that would allow the amorphons of Yothri easy access to Nod.

- Kinyoth: HD 16 (71 hp); AC 0 [19]; Atk 2 claws (2d6); Move 12; Save 3; CL/XP 26/5900; Special: Spit, claws, tower, spells, only harmed by silver or magic weapons, immune to mind effects, magic resistance 70%.
- Phac: HD 9 (47 hp); AC 4 [15]; Atk 1 bite (2d6); Move 12; Save 6; CL/XP 2000; Special: Behead, swallow.

2824 Onort the Mutator: Onort is a wizard who focuses on transmogrifications. He is a towering man, with copper skin, lank, black hair and a weak chin. Onort is even tempered, and almost kind, to his three apprentices, two of whom (Deham and Shorn) have attained the first level of magic-use. Onort's tower is constructed in the form of a giant, sandstone statue of an Ophirian King, garbed in robes and sandals, with a crown (like battlements) atop his brow, a strong, aquiline nose and long, curled beard. There are no apparent doors or windows in the tower, but they exist and are easily spied from within. Onort is an obsessive tinkerer with life, working to create magical crossbreeds and perfect the human form. His tower is guarded by six vat-grown synthoids who wear ring mail and carry pole arms.

The walls of Onort's laboratory, which is three stories tall, is lined with cages, many containing small mammals, reptiles and birds, but a few larger cages (some hanging from the roof) containing goats, dogs, giant spiders, vultures and a young wyvern that is rapidly outgrowing its confinement. The floor of the laboratory contains a large, copper vat (currently sealed and growing a new synthoid, about half-finished), large work tables, some covered with pieces of parchment containing bizarre diagrams, others with jars of foul smelling liquids and preserved monster bits. A steep, winding staircase leads to the levels above the laboratory, but are closed off due to an infestation with several members of an experiment he calls *the caprachnid*. Onort has a pet homonculus (his very first creation) that he calls (somewhat ironically) Beauty.

Most of Onort's time is now taken up with research into lycanthropy, for he has recently contracted the curse. He has learned that a cure is possible, but requires a sprig of wolfsbane collected under the new moon using a dagger

made of cut glass. He will gladly pay a band of adventurers for their help in securing this ingredient.

Onort keeps his treasure in a brass coffer (itself worth 900 gp). It consists of 10,000 sp, 200 gp and 100 pp. He also owns a herd of 100 goats, which dwell around the tower and are tended by his 0-level apprentice, a boyish looking girl named Kaeley.

- Onort, Magic-User Lvl 9: HP 20; AC 9 [10]; Save 7; Special: Magic-user spells (5th); Silver dagger, staff, grimoire, clay apron, pointed hat (black, covered with silver stars, slightly worn), ring of keys.
- Deham and Shorn, Magic-Users Lvl 1: HP 3 & 1; AC 9 [10]; Save 15; Special: Magic-user spells (1st); Dagger, grimoire, clay aprons.
- Kaeley: HD 1d4 (1 hp); AC 9 [10]; Atk 1 weapon (1d4); Move 12; Save 18; CL/XP A/5; Special: Owns crook and sling.
- Synthoid: HD 2+2; AC 7 [12]; Atk 1 slam (1d4) or weapon (1d8+1); Move 12; Save 16; CL/XP 2/30; Special: None.
- Beauty, Homonculus: HD 2 (11 hp); AC 6 [13]; Atk 1 bite (1d3 + sleep); Move 6 (Fly 20); Save 16; CL/XP 3/60; Special: Sleep-inducing bite.
- The Caprachnid: HD 4; AC 6 [13]; Atk 1 gore (2d4) or 1 kick (2d6) or 1 bite (1d4); Move 12; Save 13; CL/XP 5/240; Special: Web-spinning, poisoned horns (paralysis for 1d6 rounds).

2847 Baboon Rock: A rocky outcropping rises from the grasslands like the bow of a great ship. At its peak it towers forty feet above the surrounding grasslands. The outcropping is inhabited by a vicious tribe of rock baboons led by an alpha male who wields a bone club that once the femur of an evil high priest. It now acts as a +1 club that causes light wounds on an attack roll of '20'.

- Baboon: HD 1 (6 hp); AC 7 [12]; Atk 1 bite (1d4); Move 12; Save 17; CL/XP 1/15; Special: None.
- Baboon, Alpha Male: HD 2 (8 hp); AC 7 [12]; Atk 1 bite (1d6); Move 12; Save 16; CL/XP 2/30; Special: None.

2924 Outlaw Cave: In a massive, natural amphitheatre you find a camp of 177 bandit archers led by a surly warlord called Patrix with his flippant (and ruggedly beautiful) lieutenant Sippa. The outlaws range all over the northeast Wyvern Coast, though never into or beyond the mountains. Patrix's elite warriors include Erisian, Yajaid, Prond and Ramino. He is also always accompanied by four bodyguards wielding pole arms and poisoned daggers. The bandits have 3,100 gp, 110 pp, eight expensive furs (15 gp each) and a barrel containing 10 pounds of cocoa beans (worth 1,000 gp) that were on their way to a wizard of Ibis.

- Patrix, Fighting-Man Lvl 10: HP 47; AC 3 [16]; Save 7; Warhorse, chainmail, shield, curved long sword, short bow, 20 arrows.
- Sippa, Fighting-Woman Lvl 7: HP 35; AC 3 [16]; Save 10; Warhorse, chainmail, shield, curved long sword, short bow, 20 arrows.
- Killa, Adept Lvl 5: HP 23; AC 6 [13]; Save 11; Special: Adept spells (1st), guide abilities; Warhorse, leather armor, shield, staff.

- Erisian, Fighting-Man Lvl 6: HP 29; AC 3 [16]; Save 11; Warhorse, chainmail, shield, curved short sword, long bow, 20 arrows.
- Yajaid, Fighting-Man Lvl 4: HP 19; AC 3 [16]; Save 13; Warhorse, chainmail, shield, lance, curved short sword, short bow, 20 arrows.
- Prond, Fighting-Man Lvl 4: HP 17; AC 3 [16]; Save 10; Warhorse, chainmail, shield, flail, short bow, 20 arrows.
- Ramino, Fighting-Man Lvl 3: HP 21; AC 3 [16]; Save 10; Warhorse, chainmail, shield, curved long sword, short bow, 20 arrows.
- Bodyguards: HD 2d6+4; AC 4 [15]; Atk 1 weapon (1d10); Move 12; Save 15; CL/XP 2/30; Special: None.
- Bandits: HD 1; AC 7 [12]; Atk 1 weapon (1d8); Move 12; Save 17; CL/XP 1/15; Special: None.

2927 Shephard's Spring: A bubbling spring, surrounded by tall reeds, exists in this hex. The spring was once a shephard who was killed and turned into a spring by a weeping goddess. For those who camp near the spring, healing is accelerated. The reeds can be turned into pipes capable of charming fairy women.

3010 Bathymora: Bathymora is a crystal dome containing a village of undines (120 males, 145 females, 9 children). The interior of the dome is filled with airy water. The dome can be entered through massive double doors of thick oak. Within the outer perimeter dome, which measures 1 mile in diameter, there is a stout keep surrounded by manicured gardens and dozens of brightly colored pavilions, each the home of an undine warrior and his family. These pavilions are quite large, measuring 20 feet on each side, and stocked with all the comforts of home.

The keep is built of coral blocks of orange and pink. Its master is Cammorvin, who has the abilities of a fighting-man, magic-user and cleric. Cammorvin's lady-love is Duania. Also living in the keep are Cammorvin's sons, Milell, Porondams and Anair and their wives and families. Cammorvin keeps a pack of five barracuda that he uses as hounds, two small squid that fill the role of falcons, and eight hippocampi. The warriors of Bathymora carry spears and daggers and wear armor of mithril scales (treat as chainmail). The lord of Bathymora and his knights are haughty and ill-tempered, and not disposed toward mercy or chivalry. A knight has 6d10 gp in his purse. Cannorvin's treasure consists of 3,000 gp, an ivory coronet (75 gp), a golden crown (100 gp) and a cursed scroll that turns readers into barracuda.

- Cammorvin, Undine Cleric/Mage/Fighter Lvl 6: HP 25; AC 4 [15]; Save 9; Special: Cleric spells (3rd), magic-user spells (3rd); Scale armor, shield, lance, dagger.
- Milell, Undine Fighting-Man Lvl 6: HP 25; AC 4 [15]; Save 11; Scale armor, shield, lance, dagger.
- Porondams, Undine Fighting-Man Lvl 5: HP 33; AC 4 [15]; Save 12; Scale armor, shield, lance, dagger.
- Anair, Undine Fighting-Man Lvl 4: HP 23; AC 4 [15]; Save 13; Scale armor, shield, lance, dagger.

3019 Gilram-of-the-Mists: The coast here is clad in a thick fog all year long, night and day. Travelers picking their way through the fog run a heightened risk of tumbling into the sea. Inside the fog one can hear voices, sometimes mournful, sometimes merry, but always seductive. Colored lights bob in and out of the fog, sometimes appearing to be attached to the prows of silently gliding skiffs, other times swooping from the sky in formation and then scattering away into the fog. In the midst of the fog there is a simple tower of basalt blocks with a heavy door painted black. This is the tower of Gilram-of-the-Mists, master illusionist.

Gilram is a deformed and amoral man. He despises visitors, but will sometimes lead travelers to his tower that he may torment them with his frightful illusions. Gilram has three apprentices, two of them, Galair and Paset, being mere quacksalvers, the other, Sadhu, a prestidigitator. The tower has three levels, the lower level a parlor filled with oddities and cunning (but not deadly) tricks and traps. The second level is a kitchen, Galair and Paset having straw mattresses by the hearth, Sadhu a tiny living cell. The third level is Gilram's bedchamber and laboratory. The tower is protected by a mihstu called U'llhaib. U'llhaib usually lurks about in the immediate vicinity of the tower, but can be summoned by Gilram (and his apprentices, though they would not dare do so unless threatened with certain death) by speaking its name three times.

Gilram keeps his treasures in plain sight, disguising them as mundane items using permanent illusions. The horde consists of 2,500 gp disguised as barrels of flour. He has four 10 gp gems and two 100 gp gems disguised as shriveled apples discarded in a corner of the kitchen. Gilram wears a spectacular array of jewelry, including a silver toe ring decorated with garnets (100 gp), an iron armband set with an oval hematite (50 gp) that he claims improves the balance of his bodily humors and a silver choker set with chips of rose quartz (25 gp). He also carries a silver dagger. His only other treasures are a dusty bottle of burgundy wine (200 gp), a pound of fine tobacco (100 gp) and an ounce of cloves (200 gp).

Gilram would like very much to bring Lord Krull to heel, or at least chase him from the Wyvern Coast. They once adventured together and competed for the love of a woman who ultimately chose Krull.

- Gilram, Magic-User (Illusionist) Lvl 10: HP 22; AC 7 [12]; Save 6; Special: Spells (5th); Silver dagger, darts (5), grimoire, jewelry (see above).
- Sadhu, Magic-User (Illusionist) Lvl 3: HP 5; AC 9 [10]; Save 13; Special: Spells (2nd); Dagger, darts (2), grimoire, lucky rabbits foot.
- Galair & Paset, Magic-User (Illusionist) Lvl 1: HP 1d4; AC 9 [10]; Save 15; Special: Spells (1st); Club, darts (2), grimoire.
- Mihstu: HD 8; AC -3 [22]; Atk 4 tentacles (1d6+1); Move 6; Save 8; CL/XP 14/2600; Special: Only harmed by +2 weapons, constitution drain, immune to electricity and missiles, stunned by cold.

3029 Dagul: Dagul is a village of 100 peasant farmers living in stone huts. The village is surrounded by an earthen rampart and there is a tall, stone watch tower in the center of the village. Hunnsa, the village reeve live in a house connected to the watchtower. Dagul is defended by 10 stout men-at-arms under the command of Sergeant Foriz. The village is known for its sheep, who produce excellent wool favored by weavers throughout the Tepid Sea region. Hunnsa keeps 1,000 sp, 1,200 gp and a rose quartz (125 gp) in a locked chest trapped with a poison needle.

- Hunnsa: HD 3; AC 5 [14]; Atk 1 long sword (1d8+1); Move 12; Save 14; CL/XP 3/60; Special: None.
- Men-at-Arms: HD 2; AC 6 [13]; Atk 1 pole-axe (1d10); Move 12; Save 16; CL/XP 2/30; Special: None.
- Foriz, Fighting-Man Lvl 4: HP 21; AC 3 [16]; Save 13; Chainmail, shield, pole-axe, short sword.

3035 Beldor's Bedazzling Belfry: Atop a tiny cairn lies a crystalized skull. The skull belonged to Beldor, a man famed in his time as a poet and musician. Beldor foolishly courted the youngest bride of the archimage Baloc (see hex 5708) and thus came to his ruination. If held, the skull will fill one's mind with the most extravagant imagery and inspiring songs. The holder of the skull will feel more confident and amorous, and will enjoy a blessing (as the spell) on all of his endeavors, though he will also find it impossible to concentrate. He will be surprised more often, find it more difficult to locate hidden things, and spell-casting will be all but impossible.

3103 Crumbling Tower of Kiquarua: Kiquarua was a sahuagin sorcerer who feuded for many years with Arivorth, an undine wizard who dwells in [3108]. In the end, Arivorth came out on top, and Kiquarua's tower is now a crumbling heap of basalt stone surrounded by a forest of sinewy, reddish kelp. The tower is inhabited by Kiquarua's three sahuagin apprentices, Zas, Gualt and lacatuagyorn, and his former imp familiar, and now master of the ruins, Catugern. Most of Kiquarua's treasure was lost in Arivorth's final attack, but 4,000 sp and 600 gp still remains, hidden behind a loose stone.

- Catugern the Imp: HD 2 (8 hp); AC 2 [17]; Atk 1 sting (1d4 + poison); Move 6 (Fly 16); Save 16; CL/XP 6/400; Special: Poison tail, polymorph into angler fish, regenerate 1 hp/rd, immune to fire, only hit by silver or magic weapons.
- Apprentices: HD 2+1; AC 5 [14]; Atk 1 weapon (1d6); Move 12 (Swim 18); Save 15; CL 3/60; Special: Magic-user spells (1st).

3108 Arivorth's Tower: Arivorth's tower appears to be a single column of reddish volcanic rock marked with about one dozen crystalline windows that bulge outward. The place is entered through a heavy door of bronze marked with a glyph of warding that delivers an electrical shock (3d6 damage) to all within 20 feet. The interior of the tower is filled with airy water. It consists of a dozen levels, with access between levels via circular trapdoors of

bronze. For many decades, Arivorth was locked in a struggle with a rival named Kiquarua (see [3103] for more details), finally destroying him just one year ago.

The final eldritch assault cost Arivorth his vigor. He is now a tall, gaunt undine with wispy, silver hair and a single, purple eye with a puckered hole where his other eye should be. Arivorth's own grimoire is tattooed onto flayed skins rolled into scrolls. Kiquarua's grimoire is a collection of thin, metal plates etched with glyphs. This was the prize that drove Arivorth to destroy his old enemy, for it contains information relevant to the attainment of lich-hood, which Arivorth desires above all other things. He is now in a race with time to complete his preparations before he expires. Arivorth is assisted in this endeavor by five apprentices, Aernach, Berthach, Bruidian, Mortaig (all adepts) and Tristhiore, a soothsayer. The tower is also protected by the animated remains of Kiquarua, now stripped of his flesh. Arivorth owns 3,530 gp, an obsidian pendant (75 gp) and a huge chunk of turquoise (770 gp) that he plans on using to construct his phylactery.

- Arivorth, Undine Magic-User Lvl 9: HP 26; AC 9 [10]; Save 7; Special: Magic-User Spells (5th); Copper staff, obsidian dagger.
- Tristhiore, Undine Magic-User Lvl 2: HP 5; AC 9 [10]; Save 14; Special: Magic-User Spells (1st); Obsidian dagger.
- Adepts, Undine Magic-User Lvl 1: HD 1d4; AC 9 [10]; Save 15; Special: Magic-User Spells (1st); Obsidian dagger.
- Kiquarua, Wight: HD 3 (11 hp); AC 5 [14]; Atk 1 claw (1 hp + level drain); Move 9; Save 14; CL/XP 5/240; Special: Drain 1 level with hit, hit only by magic or silver weapons.

3119 Corsair Cove: Corsair Cove provides a safe haven for pirates. There is no authority in the village, though an unwritten law forbids fighting and theft. It is a rare pirate who will break that law, for Corsair Cove is the only haven on the Tepid Sea not under Ophir's control. The village is centered on the House of the Blood Red Skull, an inn owned by Old Thom, an ex-corsair. Thom employs several wenches and a temperamental boggart named Scraps as a cook. The inn is a raucous place with gambling, wrestling and competitive darts on Thursdays. The village also has a barber, leatherworker, jeweler (and fence), smith and shipwright.

- Old Thom, Fighting-Man Lvl 3: HP 22; AC 9 [10]; Save 14; Cleaver (treat as hand axe).

3127 Yem's Pavilion: A large tent of intricately woven rugs and tapestries sits in a small oasis here. Inside the tent are braziers burning incense, expensive golden objects d'art and a plush couch. Upon the couch rests a priestess, the vessel of Astarte. The priestess, Yem, is a virgin sworn to divine service. The tent is Astarte's temple and a pilgrimage for her servants. There is a 1 in 6 chance that when the adventurers arrive it is being visited by a lawful cleric. Upon approaching, intruders who do not properly intone the seven hymns of Astarte are confronted by a

flock of erinyes. Anyone harming or otherwise molesting Yem or the cult items in the tent will be attacked by the erinyes and will discover what it means for Yem to be the vessel of a goddess. Yem is willing to cast spells for good adventurers at no cost and neutral adventurers at cost plus the condition that they accept a mark of justice that keeps them from breaking the law in any settlement.

As a vessel of Astarte, Yem can be filled with the goddess' essence, gaining the abilities of a planetar. Yem's +1 mace radiates protection from evil in a 10-foot radius and can apply a mark of justice on a willing person once per day.

New Spell - Mark of Justic (Cleric 5): You draw an indelible mark on the subject and state some behavior on the part of the subject that will activate the mark. When activated, the mark curses the subject. The spell takes 10 minutes to cast and involves writing on the target. The mark of justice cannot be dispelled, but it can be removed.

- Yem, Cleric Lvl 6: HP 21; AC 8 [11]; Save 9; Special: Cleric spells (3rd), banish undead; +1 mace, holy symbol.

3137 Pleasant Grove: A pleasant, shady grove of gery-barked balanzon thorn trees grows along a rushing stream here. One of the trees hosts a large hive or normal bees, who will swarm if threatened.

3141 Friary of Rigele: Rigele is a forgotten, alien god of architecture and mathematics. In the hazy past, his devotees constructed an oddly shaped friary using non-euclidean geometries and bluish marble. The friary has been abandoned since a fire swept across the savanna 300 years ago, engulfing the friary and driving the few remaining monks away. It is now inhabited by 18 oni-yama goblins, large, hunched, grey-skinned brutes with tusks jutting from their mouths. They inhabit the dusty, oddly shaped chambers of the friary with an assortment of venomous snakes, birds of prey and giant rats. At the pinnacle of the three-story friary is the chapel of Rigele. Rigele's idol looks like a wide-chested azure humanoid with four faces placed around his head. His eyes are narrow and black. Rigele's idol wears a large, bronze talisman depicting what looks like an abalone shell. In his right hand he cradles a calendar that looks much like those of the Aztecs. A bronze basin worth 125 gp rests in front of the idol. In the floor beneath the idol there is a secret cache that holds 1,000 sp, 500 ep and 500 gp. The goblins carry leather sacks, each containing 1d6 x 10 gp.

Beneath the friary are a number of small crypts. Each crypt holds a mummified humanoid wearing a brass helm that duplicates the four faces of Rigele, and bound in brass chains. Surrounding the friary are dozens of strange, conical cellars covered by stone discs. These cellars hold such items as wicker baskets in a strange kidney-shape, what appear to be dousing rods, woven grass rope knotted every 47 inches, stone bowls with strange geometric patterns in the bottom, bronze tools like two-pronged

forks and heavy spades and bronze chains with large rings on either end.

- Oni-Yama Goblin: HD 2; AC 5 [14]; Atk 1 weapon (1d6); Move 12; Save 17; CL/XP 2/30; Special: 50% chance to gain surprise attacks.

3143 Hyenaweres: A pack of eight hyenaweres have made a lair for themselves in a shallow cave overlooking the savanna. They have 500 ep, 300 gp and 30 pp stashed in their cave in a leather sack beneath a dung pile. They also have a pile of human and antelope bones, one of which is actually a scroll case containing a map showing the location of the dungeon in [3540].

- Hyenawere: HD 3; AC 3 [16]; Atk 1 bite (1d4+1) or weapon; Move 12; Save 14; CL/XP 4/120; Special: Laughter gaze, hit by silver or magic weapons only.

3221 Bothazamast the Reaper: A deep, black pool, placid and cool, rests amidst the barren hills. Stinging flies swarm along the shore over bunches of purple coneflowers. The pool is the lair of Bothazamast the Reaper.

Bothazamast appears as a 12-foot tall black mantis. It walks on its two rear-most legs, using the other four to attack. The creature's arms are tipped with great scythes. The touch of these scythes corrodes and destroys non-magical metal. Bothazamast can charge into combat, dealing double damage if it attacks successfully. If its attack rolls beat its opponent's Armor Class by more than 4, it deals an additional dice of damage. Bothazamast is immune to mental attack and to all spells except those involving light. It cannot be surprised.

Bothazamast feeds off of the chaos and panic its appearance causes. It guards Qualag, a +3 shield once used by the forces of law. Qualag is surrounded by a faint golden aura in a 10-ft radius. This aura suppresses all magical effects other than its own. In addition, the bearer's sixth sense becomes so acute he cannot be surprised. Unfortunately, this effect also causes terrible insomnia, with the bearer only able to fall asleep each night on the roll of 1-2 on 1d6. After one week without sleep, the bearer must succeed at a saving throw each day to avoid insanity (per the spell of the same name).

- Bothazamast: HD 12 (84 hp); AC 18; Atk 4 scythes (2d6); Move 12 (Climb 12, Swim 12); Save 3; CL/XP 17/3500; Special: Immune to mental attack and magic, never surprised, charge, corrode metal.

3232 Dragon Men: There is a dragon man village here consisting of 200 males, 140 females, 300 young and 400 eggs. The village is composed of twenty brass domes surrounding a large broodery. The females and young live in the broodery, while the males live in the domes. The domes are surrounded by a 10-ft high stone wall. There is a natural spring that has been turned into a pond in the center of the village. The village is led by a haggard old chieftain called Spadda. Besides his normal warriors, he also has ten warlocks that wear chainmail and wield battle

axes and short bows. The normal warriors have leather armor, spears, shields, short bows and barbed arrows.

The females of the village care for the young and hunt in the surrounding countryside for game. They are experts at the use of lasso and net, since they need to eat their prey alive. Dragon men do not need to eat or drink as much as humans, and so have little trouble surviving on the meager pickings of the Wyvern Coast.

The village has three smiths who work in bronze and iron. The village's priest, Garros, worships Apophis, the dragon god of chaos. His mace is made of bronze and resembles a serpent coiled around a rod.

- Spadda, Dragon Man Barbarian Lvl 5: HP 23; AC 4 [15]; Save 12; Two-handed axe, crown of command (3/day).
- Garos, Dragon Man Adept Lvl 3: HP 20; AC 4 [15]; Save 12; Special: Adept spells (1st), sage; Mace, shield, knife, unholy symbol.

3239 Gnoblin Village: This hex contains a goblin lair. The lair consists of 24 shallow pits (burrows) covered by woven grass mats. The pits grant access to burrows which connect to a central chamber of sacrifice. The goblins live very separate lives in their burrows. Six large burrows house five males that form very loose bonds of brotherhood with their burrow mates. Each of the 18 smaller burrows shelter one female and her 1d4 young.

Murder within the family is common among goblins, so tensions are always high and the goblins are always on the lookout for a third party upon whom they can focus their aggression. Each burrow holds about 30 gp. There is a 1 in 6 chance that a burrow holds a cache of 1d6 gems or 1d3 small pieces of jewelry. Most of the tribe's treasure comes from raids on merchant caravans.

The sacrificial chamber in the center of the lair is 6 feet high and 20 feet in diameter. A fire pit 15 feet deep has been dug in the center. Sacrificial victims are lowered into the pit and then killed by dropping lit torches and hot ash on their heads. The roasted remains are then shared in an orgy of greed and violence. Sacrifices are presided over by nursing females who wear headdresses of bone and feather and dance and chant to Demogorgon, their demonic god. There is a 1 in 6 chance that adventurers will interrupt one of these ceremonies, and a further 1 in 6 chance that the chanting will summon a vrock to the tribe's defense. In the case of a sacrifice, there will be no more than three sacrificial victims present, usually merchants, men-at-arms or unlucky hunters.

- Goblin: HD 1d6 hp; AC 6 [13]; Atk 1 weapon (1d6); Move 12; Save 18; CL/XP 1/15; Special: Groups of 10+ cause confusion.

3247 High and Dry: Embedded in the ground and choked with savanna grasses, is the long and petrified skeleton of a basilosaurus, a primitive, toothy whale.

3336 Giant Brothers: Three hill giant brothers lair here, grazing their herd of giant goats. The eldest brother is Hama (72 hp). His younger brothers are Golph (38 hp, lame after fighting off a wyvern) and Lot (40 hp). Hama's bag contains a vial of holy water, pieces of plate armor, a mace, two torches, an hourglass, a two-handed sword, six iron spikes and 11 gp. Golph's bag contains a bronze breastplate emblazoned with a two-headed phoenix, a staff, heavy crossbow, two sets of burglars' tools and a silver flute (10 gp). Lot's bag contains a spear, longbow, pole arm, pack of matches, a theatrical disguise kit, studded leather and a simple breastplate. The brothers' herd consists of 30 giant goats who respond to their shouts and clicks. The giants are visited every year by a trader from Ophir who exchanges wool for tobacco and other necessities. They live in a cave higher in the mountains with their mother Lilit. The giants keep a treasure of 4,880 gp, two banded agates (75 gp), a rhodochrosite (300 gp) and an amethyst (3,000 gp) in their lair.

- Hill Giants: HD 8+2; AC 0 [19]; Atk 2 slams (2d6) or 1 weapon (1d8+6); Move 15; Save 3; CL/XP 16/3200; Special: Rock catching.
- Lilit, Hill Giant Adept Lvl 8: HD 13 (70 hp); AC 0 [19]; Save 3; CL/XP 16/3200; Special: Adept spells (2nd), healer abilities, rock catching.
- Giant Goat (30): HD 3; AC 7 [12]; Atk 1 gore (2d6); Move 18; Save 14; CL/XP 3/60; Special: +4 damage on charge.

3337 Izmo: Izmo is a village of 100 hunters living in circular adobe houses with thatched roofs surrounding a deep well. The village is surrounded by a thicket and ruled by N'Dylia, an exiled princess from the eastern savanna. The villagers of Izmo are her followers, and are very devoted to their princess. The village also boasts a fine armorer named Shavganti. Izmo's prime defenders are N'Dylia's bodyguards, ten men-at-arms (leather armor, shield, spear). On each full moon, sobbing can be heard coming from the village well. This unnerves the villagers, and N'Dylia would gladly pay someone to get rid of the sobbing. The village's treasury consists of 10,000 cp, 300 gp and four golden lion skins worth 25 gp each. The people of Izmo are aware of the giant brothers [3336], and on rare occasions have traded with them.

- N'Dylia: HD 3 (14 hp); AC 3 [16]; Atk 1 weapon (1d6+1); Move 12; Save 14; CL/XP 3/60; Special: Protection from evil 10 ft radius. Has a tall, solid build, short hair and a kind smile. She is an excellent ritual dancer, so much so that she generate a protection from evil effect once per day.

3344 Winding Halls of the Scarab Lords: A wide swathe of the savanna here is barren, and one might find odd lumps of glass embedded in the ground. A dozen secret doors throughout the area lead to wide, curving passages beneath the ground. These passages run downward, eventually coming to a central, conical chamber 100 yards tall and 300 yards in diameter at the base. This subterranean hall is lit by radium globes embedded in the walls, which feel like stone but are unworked and uncommonly smooth. This chamber is guarded by three

large beetlors. A large, bronze trapdoor in the center of the chamber leads to a six level dungeon inhabited by many strange, alien creatures that were brought to this world by visitors from beyond the sublunary sphere. These creatures include rust monsters, coeurl, barics and doppelgangers. The main inhabitants of this realm, however, are a kingdom of beetlors, once servants to an alien people. The beetlors are ruled by a queen called Cleo'optera, but are now bitterly divided into warring clans, each led by a daughter of the queen, and each looking to gain advantage against its rivals. Alien devices and the wealth of the heavens is here to be plundered.

- Beetlor: HD 8+1; AC 1 [18]; Atk 2 claw (3d4) and 1 bite (1d10); Move 6 (Burrow 30; Save 8; CL/XP 9/1100; Special: Confusion.

3413 Citadel of Arkad the Humble: This crumbling vestige of the rule of Arkad, one of the most infamous of the Purple Kings, is now inhabited by a band of 76 red-robed religious fanatics (treat as berserkers) led by the warlord Xaathan. Xaathan and his men are devotees of the cult of Oanne, an unorthodox cleric whose body is interred in the winding catacombs beneath the citadel. Oanne lost his life exploring the catacombs in search of the Vessel of Mandukh, a relic of Lotan's cult said to give prophetic powers to those who inhale the smoke of frankincense burned in the vessel. Xaathan is assisted by two fighters, Sumya and Dauruss, and a ritual chanter called Harath. The fanatics range along the coast (avoiding the fog-covered hex 3019) and into the interior, waylaying caravans for supplies. Their treasure, kept in stone caskets discovered in the catacombs, consists of a necklace of blue diamonds (900 gp) and 5,320 gp. They also have 2d6 weeks of standard rations and 2d6 vials of poison that deals 1d6 points of damage.

- Xaathan, Fighting-Man Lvl 12: HP 56; AC 1 [18]; Save 5; Battle axe, platemail, shield, light crossbow, 10 quarrels (poisoned).
- Sumya, Fighting-Woman Lvl 6: HP 40; AC 3 [16]; Save 11; Hand axe, chainmail, shield, light crossbow, 10 quarrels (poisoned).
- Dauruss, Fighting-Man Lvl 5: HP 20; AC 3 [16]; Save 12; Hand axe, chainmail, shield, light crossbow, 10 quarrels (poisoned).
- Harath, Bard Lvl 4: HP 12; AC 3 [16]; Save 13; Long sword, chainmail, shield, longbow, 20 arrows (poisoned), harp.

3419 Turlinn: Turlinn is a village of 100 hunters, stout men and women with coppery skin and flaming red hair. They live in wattle & daub longhouses and their village is protected by a wooden palisade with four watchtowers. The village gets its water from large, stone cisterns carved to look as though they are supported on the backs of giant tortoises. The people of Turlinn dress in blue and purple clothes made of linen and wool, with loose tunics and pants that flare at the bottom. Most wear rings carved from wood and wide-brimmed hats. The village is ruled by Opparia, Prince Zargo's reeve, and has an alchemist named Caserna who knows how to make soothing salves and distil liquor from wild berries. The village is defended by 20

men-at-arms (leather armor, shields, longbows, hand axes), 3 sergeants and a rugged old captain named Marazin. The village treasury contains 2,000 sp, 500 ep, 400 gp, a bronze chalice worth 900 gp (in their shrine dedicated to Adonis). They also have 12 amphora of their berry liqueur (each holds 20 gallons, weighs 200 pounds and is worth 6 gp).

- Opparia: HD 3 (17 hp); AC 3 [16]; Atk 1 weapon (1d8); Move 12; Save 14; CL/XP 3/60; Special: None. Wears chainmail and carries shield and curved long sword. Has golden-brown skin, despises wild animals, is fast, vain and not terribly creative.
- Marazin, Fighting-Man Lvl 5: HP 26; AC 4 [15]; Save 11; Chainmail, two hand axes, sling with 20 stones. He is tall, with pale brown skin, loves spicy food and has a thing for aristocrats, was an orphan himself.

3429 Canyon of Crawlers: Traversing this hex from west to east involves walking through a dry canyon with towering limestone walls pocked with holes. Moving from north to south is virtually impossible, for there is no bridge across the canyon, which spans 90 feet. During the day, the canyon is safe enough; no monsters will be encountered here unless they have the power of flight. At night, hundreds of old crawlers (disembodied hands) will swarm from the canyon walls. These horrible creations seek to strip unfortunately travelers of all their possessions, stowing their prizes deep in their burrows within the canyon walls. On a given night, each traveler moving through the valley will be accosted by 1d6 old crawlers. They do not seek to harm, merely to steal, but they will put up a fight if their would-be victims resist. Of course, regardless of the old crawler's intentions, its touch is highly dangerous to the living. Should one manage to dig into the canyon walls, they would discover 60 gp worth of treasure for every hand that attacked them.

- Old Crawler: HD 2; AC 4 [15]; Atk 1 rotting grip (1d8); Move 6 (Scramble 12); Save 11; CL/XP 3/60; Special: Possible spell casting, good saving throws, continuous damage.

3502 Themu: Themu is a coral castle inhabited by 89 male tritons, 112 females and 117 young. The tritons are led by Prince Medus and his consort the high priestess Izabe. Medus' mighty court consists of six swashbucklers, three freelancers, four sub-priests and a magic-user by the name of Sartor. The tritons own 10 hippocampi and two sea cats flank Medus wherever he goes. Prince Medus has declared his rule over this entire area, and is bent on destroying the nearby oktomon. Since the death of Trucius, his son and heir, Medus has become cruel and aggressive. Izabe has stood by her husband so far, but grows wary of him. Moreover, Sartor has designs on both the throne and Izabe. Themu's treasury contains 500 pp, 14,000 gp, 5,000 ep and two diamonds (worth 800 gp and 300 gp).

- Prince Medus, Triton Fighting-Man Lvl 9: HP 31; AC 4 [15]; Save 8; Shield, trident, dagger.
- Izabe, Triton Adept Lvl 10: HP 42; AC 5 [14]; Save 6; Special: Adept spells (3rd), healer; Trident, dagger, holy symbol.

- Sartor, Triton Magic-User, Lvl 9: HP 23; AC 7 [12]; Save 7; Special: Magic-user spells (5th); Staff, grimoire, dagger.
- Sub-Priests, Triton Adept Lvl 3: HP 3d8; AC 4 [15]; Save 13; Special: Adept spells (1st), healers; Shield, trident, holy symbol.
- Swashbucklers, Triton Fighting-Men Lvl 5: HP 5d10; AC 4 [15]; Save 12; Shield, trident, dagger.
- Freelances, Triton Fighting-Men Lvl 7: HP 7d10; AC 4 [15]; Save 10; Shield, trident, dagger.

3534 Black Rat Kobolds: The black rats have glossy, black scales and coppery horns jutting from the top of their snouts and their foreheads. They number 400 males, 107 females, 31 young and over 200 eggs and dwell in an abandoned silver mine. The tribe's boss is Mog (5 gp), and his iron rule is enforced by 20 foremen. The Black Rats worship fungi and have a steamy temple deep in their mine where they cultivate a number of shriekers, setting off their deafening din as a cleansing ritual. The tribe's shaman is Ket. The tribe's four witchdoctors are capable of concocting hallucinogenic substances from the fungus, which the tribe uses to coat their spears and arrows. Those struck must make a saving throw (only the first time) or suffer the effects of confusion. The tribe keeps four giant weasels as guard animals. Their treasure, kept in their fungal temple, consists of 11,000 sp, 500 ep, 500 gp and two moss agates, each worth 70 gp.

- Ket, Kobold Adept Lvl 5: HP 19; AC 7 [12]; Save 11; Special: Adept spells (2nd); Staff, leather armor, fetishes.
- Witchdoctors, Adepts Lvl 2: HP 8; AC 7 [12]; Save 14; Special: Adept spells (1st); Leather armor, club, fetishes.

3535 Buried Library: In this hex there is, half-buried in the sands, a stepped roof, maybe four feet in height, supported by columns (though one can only just make out the capitals). One could dig their way to the entrance with several days of work, or they might find a secret trapdoor in the roof. The building is rectangular, approximately thirty feet wide and seventy feet long. A square marble desk rests in the middle of this space. The walls are lined with marble shelves that hold polished slices of agate. Any character that speaks the ancient language of the derro, will be able to translate these slcies and discover that they hold the secret to the location of hundreds of derro cave cities. Most of these cities have long been abandoned, the city-states they were assigned to destroy having fallen millenia ago. The slices also tell about the super science of the derro and describe their unsavory hobbies.

Approximately five minutes after the site is entered, the floor in the center of the desks will slowly, almost noiselessly, descend, revealing a shaft 600 feet deep. Soon after, everyone inside the library begins to suffer terrible internal torment (1d6 damage each turn, saving throw for half damage, all of it nonlethal). After three turns, the floor re-ascends with a troop of 20 derro. The derro attempt to capture any intruders not laid low by the tormenting

power of their air loom. They are armed with catch poles, nets, ray guns (green beam, 1d6 damage, 10 shots) and thin, barbed blades (1d6 damage). Anyone captured and forced down the elevator may never be heard from again.

- Derro (20): HD 3; AC 5 [14]; Atk 1 weapon; Move 12; Save 14; CL/XP 4/120; Special: Magic resistance 30%.

3538 Village of the Dead: Behind a thicket lies a small village of adobe huts with thatched roofs. From afar, one might see people in the village going about their business with a slow, deliberate manner. Closer examination will reveal the villagers to be brain-eating zombies. At the first sign of life, the twenty remaining villagers will swarm. Scattered about the village is 2,000 sp, 500 ep, 600 gp and a piece of polished coral worth 95 gp.

- Brain-Eating Zombie: HD 3; AC 8 [11]; Atk 1 strike (1d8); Move 6; Save 14; CL/XP 5/240; Special: Absorb spells.

3540 Tomb of Darahaz: Hundreds of years ago, the wizard Baloc, having at the time a powerful djinn in his power, constructed a deep complex of tunnels and chambers beneath the savanna. At the heart of this monument was the last resting place of Dezahan, a boon companion of Baloc's. Entry into the underworld is through a sandy pit that carries one into a free fall for several minutes, ending in an unnaturally soft landing on a random level and random place within the tomb complex. All of the passageways in the complex are stairs, which lead either to platforms that connect with other stairs or chambers; some stairs lead to dead ends, others to bottomless pits. The tomb is inhabited by a menagerie of elemental monsters, including igniguanas, mephits of every stripe, janni slaves armed with jezails (a long, matchlock musket, treat as a heavy crossbow) who wear bronze collars to symbolize their ownership by Iblis, Sultan of the Efreeti, dozens of cunning mimics and doppelgangers, caryatid columns and living statues, giant orange baboons that wear executioner hoods and carry giant, curved beheading swords, giant flies that torment the resident population of ghouls and ghosts, and magic pillars that turn people into lead, salt or mercury.

3546 Demonic Springs: In the midst of the savanna you find boiling, bubbling springs. The springs form a deep pool, the banks of which are caked in rare earths and polychromatic mineral deposits. Within the springs lies a demon called Otstatho the Everburning. Otstatho's skin gives off a tremendous amount of heat (the source of the pool's boiling), so it commonly remains beneath the surface of the water. Should Otstatho emerge from the water, it would appear to be large, translucent grey amoeba. Otstatho is capable of telepathic communication, and will hammer into people's heads the things it has heard other poor adventurers scream as it engulfed and roasted them alive. On an attack roll of a natural '20', Otstatho will engulf its foe, inflicting 2d6 points of burning damage each round.

- Otstatho the Everburning: HD 10 (48 hp); AC 7 [12]; Atk 2 cilia (1d8); Move 9 (Swim 9); Save 5; CL/XP 13/2300; Special: Telepathy, drain magic from items (2d6 rounds), destroys wood by touch, engulf, immune to fire damage.

3608 Gal-Shubar: Gal-Shubar is a lair of oktomons. They dwell in the nooks and crannies of a large pile of rubble, some of it bearing portions of ancient engravings. The settlement consists of 60 males, 90 females and 80 young. The tribe is led by Loshu, a purplish oktomon with ritual scarring in the shape of swirls and starbursts. Loshu has four sub-chiefs called Othugo, Golhath and Dath. The tribe also has a shaman called Bokmot-ngini, a devotee of Tiamat with a voracious appetite for humanoid flesh. The tribe's warriors use giant cuttlefish for mounts. They go into battle wearing crude breastplates and carrying two shields, an axe and a pronged spear. The tribe also keeps 180 skum slaves. The slaves are restless, but fearful of the Bokmot-ngini. Loshu was recently injured in combat with the undines, and his sub-chiefs are poised to finish him off and then fight for his place. The oktomon keep a treasure of 750 ancient platinum discs.

- Loshu, Oktomon Fighting-Man Lvl 8: HP 15 (normally 50); AC 4 [15]; Save 9; Shields (2), axe, spear.
- Bokmot-ngini, Oktomon Adept 6: HP 29; AC 6 [13]; Save 9; Special: Adept spells (2nd), berserker abilities; Wavy-bladed daggers (4).
- Sub-Chiefs, Oktomon Fighting-Man 4: HP 27; AC 4 [15]; Save 12; Shields (2), axe, spear.
- Giant Cuttlefish: HD 4; AC 7 [12]; Atk 4 tentacles (1d3); Move (Swim 10); Save 13; CL/XP 5/240; Special: Hypnotic pattern (save or be dazed until attacked).

3610 Exiled Tritons: On a boulder-strewn plain lies the base of a black tower, now only partially roofed, the remainder having toppled long ago (thus the boulders on the plain). This old stronghold of the elder things is now inhabited by a band of fifteen triton bandits. The tritons have made some repairs to the structure, but it is still obviously a ruin. The tritons are outcasts, their faces burned with a fiery brass mask so that they resemble skulls. The bandit leader, Remon, was the anointed successor of Prince Medus of the triton settlement in [3502] before his ambition got the better of him and he attempted a coup. He and his followers now live by plunder and nurse thoughts of revenge. Their treasure consists of 4,400 gp.

- Remon, Triton Fighting-Man Lvl 6: HP 38; AC 6 [13]; Save 11; Special: Magic resistance 90%.

3611 Bbhal-Epho: A tribe of 80 oktomon warriors, 50 females and 70 young dwell in a large undersea mountain riddled with caves. In the middle of the sea mount is a geothermal vent, giving these oktomon (who apparently have developed a resistance to the caustic and poisonous fumes) access to metalworking. The tribe is led by a warlord called Bhaegos and his four subordinates, Dhot, Rynghot, Bhagg and Boboguta. The tribe also has a cleric of

Tiamat called Phalashu and a sisterhood of five psychics led by Hathotho. The tribe is served by 100 skum slaves. The deepest portion of their mountain lair, kept quite hot by its proximity to the vent, holds the tribe's treasure of 4,160 gp is kept in scavenged amphorae. The tribe's warriors carry bronze socket axes and bronze-tipped hooked short swords. Hooked short swords grant a +1 bonus to disarming and overbearing attacks.

- Bhaegos, Oktomon Fighting-Man Lvl 8: HP 70; AC 6 [13]; Save 9; Shields (2), battle axe, hooked sword.
- Subordinates: HD 4; AC 6 [13]; Atk 4 weapons (1d8); Move 12 (Swim 18); Save 14; CL/XP 5/240; Special: None.
- Phalashu, Oktomon Cleric Lvl 6: HP 34; AC 4 [15]; Save 9; Special: Cleric spells (3rd); Shields (2), battle axe, hooked sword.
- Hathotho, Oktomon Psychic Lvl 6: HP 36; AC 4 [15]; Save 10; Special: Astral Travel, Clairaudience/ Clairvoyance, Mesmerism, Mind Blast; Hooked swords (2), shields (2).
- Sister Psychics: HD 3; AC 4 [15]; Atk 2 weapons (1d8); Move 12 (Swim 18); Save 16; CL/XP 5/240; Special: Mind Blast.
- Skum: HD 2; AC 6 [13]; Atk Bite (2d6); Move 9 (Swim 18); Save 16; CL/XP 2/30; Special: None.

3616 Shild: Shield is a fortified encampment of dwarfs (256 males, 105 females, 76 dwarflings) atop a granite plateau. Rich seams of electrum course through the plateau and constitute the main resource of the dwarfs; the produce 12,800 gp worth of electrum (640 pounds) per month. The dwarf encampment is really a stout keep, the stones of which were mined from the plateau, thus forming a moat that is often filled with water. Shild is ruled by Horon, an old dwarf warrior with tired, piercing blue eyes. His housecarles wear turbaned, pointed helms, jacks-of-plate (treat as ring mail) and wield two curved short swords each. The dwarfs of Shild worship Andarta, a bear-aspect of the goddess Diana. Her temple is tended by twins named Hermancia and Segred. They are the keepers of six black bears. Shild's treasure consists of 2,000 ep, 2,000 gp, 500 pp and a chrysoprase worth 100 gp.

- Horon, Dwarf Fighting-Man 6: HP 41; AC 4 [15]; Save 11; Chainmail, battle axe, dagger.
- Housecarles: HD 3d6+6; AC 6 [13]; Atk 2 weapon (1d6); Move 6; Save 14; CL/XP 3/60; Special: Detect attributes of stonework.
- Hermancia & Segred, Dwarf Adepts Lvl 2: HP 8 & 7; AC 7 [12]; Save 14; Special: Adept spells (1st), guides; Leather armor, shield, short bow, hand axe. Twins, they have long, straight golden hair, fair skin and sardonic smiles. They are tall and lean for dwarfs. Both despise romance, but love lost causes.
- Black Bear: HD 4+1; AC 7 [12]; Atk 2 claws (1d3), bite (1d6); Move 9; Save 13; CL/XP 4/120; Special: Hug.

3623 Maze of Pharos: In a broad valley of salt flats there is a maze dug directly into the hard-packed earth and lined with blue tiles. The maze is all that remains of the catacombs of an ancient city that thrived during the time of the Nabu Empire. The catacombs are patrolled by giant

scarab beetles and cobras. Shelves in the walls of the catacombs hold urns that contain the ashen remains of the ancient city's dead. Secret passages in the walls lead to narrow flights of stairs and private tombs protected by glyphs of warding and cunning poison gas traps. At the center of the maze there is a gaping hole over 100 feet deep. This was a once a well fed by an artesian well. At the bottom of this hole lie the remains of King Pharos, a necromancer of great repute in his time. He lies atop a magical seal that, if broken by an agent of law, will open a crack in the hillside above and release an undead army under the command of Old King Pharos, now a specter.

- Pharos, Spectre: HD 7 (39 hp); AC 2[17]; Atk 1 spectral weapon or touch (1d8 + level drain); Move 15 (Fly 30); Save 9; CL/XP 9/1100; Special: Drain 2 levels with hit, immune to non-magical weapons.

3629 Kesir: Kesir is a marble quarry worked by 200 swarthy miners. The miners live on a wide ledge overlooking their quarry in stone houses built partially into the hillside. Kesir is ruled by a council of three, Nagarr, Karon and Cibant. Water is hauled up to the village from a stream that rushes past the quarry. On the banks of the stream there is a wayside inn and tavern constructed of granite. The tavern is operated by Prabisha, an exile from southern Lemuria. The men of Kesir are known for their odd customs, including a prohibition from harming sparrows, which swarm the village due to a constant supply of seed in wicker feeders, the wearing of sparrows on their wide-brimmed hats (tied there with little strings and induced to stay with a steady stream of whistling) and their custom of preceeding every event, nearly every action, with a short, simple ritual dance. The village is defended by 20 men-at-arms (leather armor, pick, crossbow) and two sergeants named Medrada and Clard. The village's treasury contains 2,000 sp, 1,000 ep, 500 gp and 10 pp.

3711 Barony of Krull: Perched above the sea is a motte-and-bailey castle, the stronghold of Krull, a merciless warlord who defies the lords of Ophir at every turn. Krull's orcs include 20 crossbowmen, 30 heavy infantry, 10 sergeants-at-arms to keep them in line, an artilleryist and crew for his cannon (5d6 damage) and a cleric called Perduc.



Huddled around the stronghold is a village of 121 shepherds and their families living in simple stone hovels. Krull's armorial memorializes an adventure he once had in the mountains of the Wyvern Coast. Krull is moody these days, for he is mourning the loss of his love, away far too long exploring the Palace of Phasutep in [0316]. Krull's treasure amounts to 2,850 gp.

- Shepherd: HD 1d4; AC 9 [10]; Atk 1 weapon (1d4+1); Move 12; Save 18; CL/XP A/5; Special: Expert slinger (+1 to hit and damage).

- Orc: HD 1; AC 6 [13]; Atk 1 weapon (1d8); Move 9; Save 17; CL/XP 1/15; Special: None.
- Perduc, Orc Adept Lvl 5: HP 23; AC 4 [15]; Save 10; Special: Adept Spells (2nd), berserker; Mace, chainmail, unholy symbol.
- Lord Krull, Orc Fighting-Man Lvl 9: HP 72; AC 2 [17]; Save 8; Two-handed sword, platemail, javelin of lightning.

3724 Hapless Diver: While passing a rocky slope, one might notice, out of the corner of their eye, a gleam. Closer inspection reveals a pane of glass underneath the rocks, and clearing the rocks reveals an odd contraption in the form of a metal sphere with four round windows. The sphere is badly dented. Inside the sphere there is the skeleton of an ophidian that has fallen apart after untold centuries spent in its bizarre tomb. Next to the body there is a tiny book containing drawings of outlandish sea creatures with notes in the pictograms of the ancient ophidians. Apparently, the ophidian died under very harrowing circumstances, for its tomb is now inhabited by a parasitic specter that wisely remains hidden in the gloom until a victim is close at hand.

- Parasitic Specter: HD 7 (35 hp); AC 2 [17]; Atk 1 strike (1d8 + possession); Move 15 (Fly 30); Save 9; CL/XP 9/1100; Special: Possession (saving throw negates).

3727 Vault of the Mind Eaters: During the forgotten Pandiluvian Age of Nod, the mind eaters established themselves in a deep vault beneath the Wyvern Hills. The vault itself was protected by every means conceivable to the cthonic horrors, from mechanical and magical traps to enslaved foot soldiers, to their ultimate safeguard, an imprisoned balor demon. The mind eaters filled their vault with the fruits of a millenia's worth of plunder and conquest, with everything from the slim crystalline rods used for money by many of the civilized folk of Saturnii to devices of weird, unwholesome science understood only by the mind eaters themselves. Over time, though, the spells they used to enslave the balor failed, and the beast conquered their own vault from within, entertaining itself with a steady stream of summonings from the nether-world. The mind eaters were banished into the deep caverns that surround the vault, along with their servant grimlocks and other psychic beasties. One can reach the vault to this day through a number of ancient volcanic caverns that worm their way down to the vault.

3746 Gnoll Lair: This gnoll lair has a population of 200 males, 120 females and 80 young. The gnolls live in small, round wattle-and-daub huts. In the center of the village is a mud brick temple dedicated to Demogorgon and a longhouse for the chieftain and his retinue. The lair is surrounded by a 3-foot deep moat and a 5-foot tall wall of thickets and sharpened sticks. A pack of twelve hyenas patrol the lair.

The males spend their time idle. They sometimes rouse themselves to eat, cuff a female or play at combat. The females oversee the human slaves in their tasks of grinding

grain, baking bread, weaving baskets, preparing feasts and doing repair work. Three females, marked by their iron jewelry, do the smith work for the village. The eldest of these females is a sorcerer.

The house of Demogorgon is tended by a shaman called Jibbo. Jibbo is assisted by two blind human slaves who wear iron collars around their necks and feet and bear the scars of frequent lashings. It is their wailing that provides music for the house of Demogorgon. Demogorgon's altar is a slab of rough-cut marble upon which rests a large, curved sword used for ceremonial beheadings. Behind the altar there is a crude idol consisting of a wooden post topped by a painted giant hyena skull. Grasses, feathers and iron ornaments hang from the skull. The temple is guarded by two skeletal lions (3 HD skeletons).

The chieftain of the village is Yabba. Yabba is followed by a pack of eight bodyguards wearing leather armor and carrying spears and hide shields. Their longhouse contains 12 animal pelts (50 gp each) and a wooden chest containing 40 gp and 100 sp, mostly in the form of Ophirian shekels and Ibisian scruples.

- Hyena (12): HD 1; AC 7 [12]; Atk 1 bite (1d3); Move 16; Save 17; CL/XP 1/15; Special: None.
- Gnoll Bodyguards: HD 3 (14 hp); AC 5 [14]; Atk 1 bite (2d4) or 1 weapon (1d10); Move 9; Save 14; CL/XP 3/60; Special: None.
- Gnoll Mage-Smith, Adept Lvl 2: HP 7; AC 7 [12]; Save 14; Special: Adept spells (1st), armorer; Hammer, iron jewelry (5 gp).
- Jibbo, Gnoll Adept Lvl 3: HP 12; AC 4 [15]; Save 13; Special: Adept spells (1st), berserker abilities; Mace, leather armor, shield, unholy symbol, potion of poison.
- Yabba, Gnoll Barbarian Lvl 6: HP 36; AC 5 [14]; Save 11; +1 sickle-sword, shield.

3807 Lost Treasure: A suit of magic plate mail lies on the sea floor, the bones of its former owner still inside. The +2 platemail is emblazoned with a cockatrice. The wearer of the armor is capable of casting summon monster III once each day, the spell always conjuring creatures of chaos. The manic energy within the armor plays havoc with its wearer's mind, though, creating a nagging paranoia. Its former owner, Zaldemos the Red, a Guelphling soldier of fortune, was cast over the side of a treasure ship returning from the colony of Argentum when the crew tired of his deranged behavior.

3813 Ambush: A band of seven highwaymen and their leaders hide in niches in the walls of a narrow canyon. From their hiding places, they surprise travelers on a roll of 1-3 on 1d6. The highwaymen always announce their presence by shooting a crossbow bolt into the ground before the lead rider. They then demand the travelers leave their valuables on the ground and then depart at all possible speed. The highwaymen are led by Koret assisted by Namis and Odagus. The highwaymen have a permanent

hideout in a cave a couple miles away from the canyon. The hideout consists of a small cave complex trapped with a few rock traps and furnished with bedrolls and a large chest containing 10,000 cp, 1,000 sp, 300 gp, 120 pp, a piece of amber worth 4 gp and a fabulous ruby worth 3,000 gp (stolen from a noble of Ophir, there is a reward for the return of the gem with the heads of the highwaymen). They also have three casks (12 gallons each, weigh 100 lb each) of spiced wine.

- Highwayman: HD 4; AC 6 [13]; Atk 1 weapon (1d8); Move 12; Save 13; CL/XP 4/120; Special: +1 damage with ranged weapons, surprise on 1-3 on 1d6.
- Namis, Fighting-Man Lvl 4: HP 26; AC 3 [16]; Save 13; Chainmail, wooden shield, pointed helm, heavy crossbow, 10 quarrels, khopesh sword (1d8 damage).
- Odagus, Dwarf Thief Lvl 5: HP 24; AC 5 [14]; Save 11; Special: Back stab for x2 damage, thievery; Studded leather armor, wooden shield, crossbow, 10 quarrels, hand axe.
- Koret, Assassin Lvl 7: HP 22; AC 5 [14]; Save 9; Special: Sneak attack for x3 damage; Studded leather armor, wooden shield, crossbow, 10 quarrels (3 poisoned), short sword.

3819 Monastery of the Black Capos: The Monastery of the Black Capos (so named for the black, felt caps worn by the monks) is carved into a tall limestone pillar (200 feet tall, 100 feet in diameter). Atop the pillar, the monks have constructed an exercise yard, and deep beneath the pillar they have constructed a natural steam bath. The Black Capos, which consist of twelve level 1 monks and six higher level monks, specialize in wrestling. They are governed by Nemanta, a dark-skinned woman with deep blue eyes and an aggressive personality. Nemanta has become obsessed with a strange device that looks like a flat box of bronze covered with numerous dials. Turning the dials reveals a number of different geometric patterns. Nemanta does not understand these patterns, but inquiries have lead her to believe that the information she needs to decipher them can be found in the infamous Vault of the Mind Eaters [3727]. Her involvement with the device has led to a breakdown in discipline within the monastery, with two factions developing around Nemanta's two main disciples, Amark and Siminda. The monastery's treasury contains 5,000 gp, 24 lion skins (worn as ceremonial garb in the fashion of Hercules, worth 25 gp each) and a decanter of endless water.

- Nemanta, Monk Lvl 12: HP 77; AC 5 [14]; Save 5; Special: Unarmed strikes (1d10 and 1d6), +12 movement, stunning attack, deflect arrows, harm creature only struck by +4 weapons, reduced falling damage, feign death, improved natural healing, quivering palm attack.
- Amark, Monk Lvl 5: HP 38; AC 7 [12]; Save 11; Special: Unarmed strike (1d8), +5 movement, stunning attack, deflect arrows, harm creature only struck by +2 weapons, reduced falling damage.
- Siminda, Monk Lvl 5: HP 38; AC 7 [12]; Save 11; Special: Unarmed strike (1d8), +5 movement, stunning attack, deflect arrows, harm creature only struck by +2 weapons, reduced falling damage.

- Nelath, Monk Lvl 4: HP 22; AC 8 [11]; Save 12; Special: Unarmed strike (1d6), +4 movement, stunning attack, deflect arrows, harm creature only struck by +1 weapons, reduced falling damage.
- Brona, Dwarf Monk Lvl 3: HP 24; AC 8 [11]; Save 13; Special: Dwarf abilities, unarmed strike (1d6), +3 movement, stunning attack, deflect arrows, harm creature only struck by +1 weapons.
- Botorka, Monk Lvl 2: HP 12; AC 8 [11]; Save 14; Special: Unarmed strike (1d6), +2 movement, stunning attack, deflect arrows.
- Black Capo: HD 1d6+3; AC 9 [10]; Atk 1 fist (1d4); Move 13; Save 15; CL/XP 2/30; Special: Stunning attack.

3821 Jodda: Jodda is a village of 500 iron miners living in low, long houses constructed of cast off stones and topped with woven branches from the spiny acacias that dot the local landscape. The village is surrounded by an earthen rampart studded with iron spikes and it has two stone watchtowers. The men and women of Jodda are unruly and uncouth, but thanks to a meeting with a mischevious wizard, they are all capable of casting one random level 1 magic-user spell each day, awaking with the knowledge of the spell in their heads. Jodda is blessed with a stream of cool, pure water that meanders past their village. The place is ruled by Eonius, a dashing warrior charmed into becoming the lord of the village. Eonius commands 100 men-at-arms (chainmail, shields, pole arms, crossbows), 15 sergeants and a rather dense lieutenant named Jozen Longarm. The village also has a dwarf armorer named Vassi, who was forced to leave his clan under mysterious circumstances.

- Eonius, Fighting-Man Lvl 6: HP 35; AC 2 [17]; Save 11; Platemail, two-handed sword.
- Jozen, Fighting-Man Lvl 4: HP 22; AC 3 [16]; Save 13; Chainmail, shield, hand axe, crossbow.

3836 Per-Bael: This ancient fortress has walls of pock-marked, limestone blocks. It is inhabited by a tribe of sahitim who call it Per-Bael, the "House of Bael". The fortress is square in shape and measures 200 feet long and 80 feet wide. The walls of the fortress are 20 feet tall. Half of the fortress is taken up by a paved courtyard with a deep well (some say it reaches into a demi-plane of sweet water) and a garden. The sahitim grow tiger nut root, mandrake and figs and keep several bee hives made of fired clay.

The people of Per-Bael cultivate the mandrake to turn it into several goods: A powerful sleep draught, philtres of love and homonculi, which they keep in silver cages and train to be familiars. Some Ophirian traders lead caravans to the city in the winter months to trade manufactured goods (especially weapons) for these items.

Per-Bael houses 35 sahitim, their 100 wives and 40 children. The men expect the women to tend to the children, cultivate the garden and fix the meals, while they busy themselves with the arts of war and the hunt. The men keep a pack of six hell hounds for hunting.

The fortress proper consists of a ground floor with a great hall, kitchens, storage, barracks and a shrine (formerly dedicated to Lilith, now re-dedicated to Bael). The second story is used for living quarters and a library. The walls that surround the fortress and courtyard are five-feet thick and have crenelations to protect archers. The sahitim often have meat (sometimes the limbs and torsos of humanoids) skewered on pikes atop the walls, drying it like prosciutto.

The shrine measures 15 ft x 15 ft, with a 20-foot tall vaulted ceiling. The walls are carved with intertwining serpents and fig vines. There is a long, red marble altar here and four brass censers burning an acrid incense that causes non-sahitim to become drowsy (-1 to hit and saves unless a saving throw is passed). A window in the upper portion of one wall connects the shrine to the living chambers of Dramat, the high priest and lord of Per-Bael. His wife can often be found in the chamber, praying to Bael and casting auguries with bits of charred bone.

Dramat is a cleric, fighting-man and magic-user. Dramat has three wives, Gorissa, Sheboth and Haratti each an apprentice to her husband and one of his personal guards. Dramat possesses a crystal skull, the chief treasure of Per-Bael, that empowers his cleric spells, augments his summonings and allows him to commune with the infernal powers once per month. His two sickle-swords, when clanged together, create a blast of fire that inflicts 2d6 damage to all within 10 feet of Dramat once per day. Dramat is always accompanied by Zeb, his imp familiar, and a retinue of six fossil skeletons.

The lands that surround Per-Bael are desolate, but not uninhabited. Wandering the wastes, but never too far away, is another tribe of sahitim who were displaced from Per-Bael a hundred years ago and still scheme to take it back. This tribe of wanderers worships Lilith and is ruled by Ailo, a malcarna who claims to be Lilith's daughter.

The wanderers, called the Lilitu, number 66 male and female warriors and 20 children. Females rule the Lilitu with an iron fist. They include Kora, Alula, Lamash, Labarta and Scorpia.

The Lilitu attack Per-Bael once every two or three years. Five of their warriors ride achaierai. These mounted warriors operate hand cannons responsible for the condition of Per-Bael's walls. The hand cannons are cast from bronze and look like grimacing demons. Others have longbows and swords.

The Lilitu wander the hexes that surround Per-Bael, surviving by raiding and hunting. They dwell in tents of thick, reddish cloth and cook their stews in bronze cauldrons and can sometimes be found playing a game involving a "ball" composed of three shrunken heads tied together by their hair.

- Hell Hound (6): HD 4 (20 hp); AC 4 [15]; Atk 1 bite (1d6); Move 12; Save 13; CL/XP 5/240; Special: Breathe fire (8 hp).
- Fossil Skeleton (6): HD 2 (10 hp); AC 6 [13]; Atk 1 strike (1d6); Move 9; Save 16; CL/XP 2/30; Special: None.
- Gorissa, Sahitim Fighting-Woman Lvl 3: HP 19; AC 6 [13]; Save 14; Special: Two-Weapon Fighting; Sickle-swords (2), scale armor.
- Sheboth, Sahitim Cleric Lvl 3: HP 23; AC 4 [15]; Save 12; Special: Cleric spells (1st); +1 mace, scale armor, unholy symbol.
- Harati, Sahitim Magic-User Lvl 3: HP 17; AC 8 [11]; Save 13; Special: Magic-user spells (2nd); Wavy dagger, grimoire.
- Dramat, Sahitim Cleric/Fighter/Mage Lvl 5: HP 34; AC 5 [14]; Save 10; Special: Cleric spells (3rd), magic-user spells (3rd); +1 sickle-swords* (2), +1 leather armor, ring of protection +1, grimoire, unholy symbol, crystal skull.
- Zeb the Imp: HD 2 (3 hp); AC 2 [17]; Atk 1 sting (1d4 + poison); Move 12 (Fly 16); Save 16; CL/XP 6/400; Special: Poison tail, polymorph, regenerate 1, immune to fire.
- Ailo, Malcarna: HD 5 (30 hp); AC 3 [16]; Atk 1 tail (1d8), 3 weapons (1d8); Move 12; Save 12; CL/XP 8/800; Special: Magic resistance 25%, only hit by magic or silver weapons.
- Kora, Alula & Lamash, Sahitim Rangers Lvl 2: HP 12; AC 5 [14]; Save 15; Sickle-sword, longbow.
- Labarta, Sahitim Cleric Lvl 2: HP 12; AC 6 [13]; Save 12; Special: Cleric spells (1st); Mace, leather armor, unholy symbol.
- Scorpia, Sahitim Cleric-Fighter Lvl 4: HP 14; AC 8 [11]; Save 12; Special: Cleric spells (2nd); Sickle-sword, leather armor, unholy symbol, potion of healing.
- Achaierai: HD 6; AC 3 [16]; Atk 2 claws (1d6), 1 bite (2d6); Move 12; Save 11; CL/XP 8/800; Special: Magic resistance 25%, breath of confusion, immune to fire.

3902 The Vile Vault: Buried under at least 10 feet of silt is a heavy, lead trapdoor. This trapdoor is the entrance to a vast, underground complex which some say connects to the giant, subterranean vaults the lie beneath the surface, maybe to Hell itself. The passageways of this underworld were carved by the ancient elves and filled with every cunning deceit and clever artifice their minds could conceive. Deep within this underworld, it is further believed, they secreted the most ancient copy of the Book of Vile Darkness known to exist. This particular copy is so ancient, in fact, that it was set down on stone tablets by appendages more ancient than the elves. The volume consists of nine large tablets, hidden throughout the underworld as simple paving stones. Guarding the book and other hidden treasures are a legion of monsters possessed of psychic powers, as well as the vermin common to such a place. Notable because of its location beneath the sea floor is the fact that no water can enter the place, or long exist within its confines.

3914 Fatha: Fatha is a village of 300 of the laziest peasants you will ever meet. The peasants dwell in ragged stone longhouses built along the banks of a great reservoir. The reservoir was constructed in ancient times and essentially

consists of a dammed stream. The dam is constructed of granite blocks sealed with lead. On the dry side of the dam are massive carvings of two capricorns. Beyond the longhouses are terraced fields watered by the action of windmills, also constructed by the ancients. In the higher, cooler altitude of the village, the peasants grow a bounty of chick peas, olives, pistachios and a variety of vegetables. The village is run in a lacksadasical manner by Drisa, the mayor, and her coterie of aldormen. Entry into the village requires one navigate a maze-like path through a vast thicket of acacias. The village is defended by 60 men-at-arms (leather armor, spear, short bow), eight sergeants and one captain named Riwan. The peasant's treasure consists of 500 ep, 300 gp, 100 pp and a large, polished malachite sphere worth 400 gp.

- Riwan: HD 5 (18 hp); AC 3 [16]; Atk 1 weapon (1d8); Move 12; Save 12; CL/XP 5/240; Special: Increases morale of troops. Has a pierced nose and ear connected by a silver chain (5 gp), long, wavy auburn hair. He is greedy and enjoys drinking and fighting. He is stoic in battle, and very pragmatic.

3927 Sabres Unsheathed: Two sabre-tooth tigers, brothers, hunt here in a pass through the highlands.

- Sabre-Tooth Tiger: HD 7 (33, 32 hp); AC 6 [13]; Atk 2 claws (1d4+1), 1 bite (2d6); Move 12 (Swim 6); Save 10; CL/XP 8/800; Special: Rear claws rake for 2 extra claw attacks if first two claw attacks hit.

3929 Jowanee's Castle: A large, crystal clear lake interrupts the savanna here. Built on a mound of granite in the center of the lake there is a small shell keep a mere two stories tall and showing its advanced age. A stone causeway and a drawbridge connect keep to shore. The keep is inhabited by one Jowanee, who claims to be an exiled prince from Cush, but is in fact a pickpocket and escaped slave from the mean streets of Ophir. Jowanee's charisma and cunning have made him the leader of a band of 30 brigands who, mounted on fast horses and equipped with spears and light crossbows, have made a name for themselves plundering the savanna and the Wyvern Hills. The bandits currently possess 20,000 cp, 1,000 sp, 1,000 ep, 100 gp, 10 pp, a cask of purple dye (30 lb, worth 3 gp/lb) and a polished amber worth 100 gp. Jowanee is always looking for a romantic conquest, and he is also interested in expanding his little army.

- Jowanee, Thief Lvl 5: HP 21; AC 6 [13]; Save 10; Special: Thief abilities, backstab for triple damage; Leather armor, shield, curved short sword, dagger, sling, burglars' tools. Bright green eyes, black hair, tall, muscular build. Loves mysticism and always falls for get-rich-quick schemes. A coward at heart.

3939 Tower of Madness: An ancient cabal of elf astrolomages constructed a mighty tower in the sands of Nabu. The tower is built of rose quartz. At the top there is an observatory with a telescope that can actually project scenes from other worlds onto the walls, and, when the stars are properly aligned, pull creatures from those worlds into the observatory. So it was that 500 years ago a bedlam, an entity of pure insanity native to the Moon, was

pulled into the observatory on accident and proceeded to drive most of the astrolomages and their servants mad. A few managed to escape and seal the tower with powerful magic. Those who remained are effectively immortal and completely insane. Over the centuries, they have drawn many other alien creatures into the vast confines of the Tower of Madness.

Non-Player Characters

The following characters can be used as hirelings, rivals or replacement characters. None of them are given a level, allowing the Referee to insert one appropriate to his game.

Ariadne of the Grooms

Ariadne is a fighting-woman from the city-state of Nomo. As with many Nomoi, she was forced to leave the city when her family's fortunes crumbled. She has worked as a mercenary in many city-states, even rising to the rank of lieutenant for a time in Ophir until she fell out of favor with her captain. Ariadne specializes with the short sword, owning a family heirloom that has seen her through many tough fights. She wears bronze platemail and carries a shield emblazoned with a black hound. She also carries a short bow, 10 arrows and a lance.

Str 10, Dex 13, Con 11, Int 9, Wis 7, Cha 17

Azimar

Azimar is a fighting-man from the city-state of Ophir. A resident all his life, he is a sharp man who is always looking for an opportunity to make some coin. A fatalist, he seeks pleasure while he alive and is always prepared to stab someone in the back if it means a reward. Azimar is a specialist with the longbow. He also has chainmail, a shield, curved long sword, 15 arrows, 5 silver arrows and a hand axe.

Str 16, Dex 13, Con 16, Int 10, Wis 6, Cha 6

Benhotep

Benhotep is a magic-user from Ibis. He favors the spells of a mentalist, and prides himself on his "genius". Benhotep is a willing participant in tomb robbing, but will stipulate that all scrolls, wands and books belong to him. He has a cruel streak, but usually keeps it hidden. Benhotep owns a wand of magic missiles with 5 charges and a silver dagger.

Str 10, Dex 14, Con 13, Int 16, Wis 11, Cha 12

Deimos the Man-Mountain

Deimos the Man-Mountain is a racious fighting-man from the Wyvern Coast. A hill tribesman, he has served as a mercenary, bodyguard and even chaplain (having a keen interest in religion but not the willpower to pursue a career as a holy man). Deimos is surly and arrogant, and

has a low opinion of scholars. He fights with a heavy mace and also carries a silver holy symbol of Isis.

Str 16, Dex 13, Con 16, Int 9, Wis 13, Cha 15

Doro

Doro is a scientist who has worked tirelessly to uncover the technological wonders of the ancient Nabu. Obsessive and socially inept, she finds magic-users impressive, but silly. Doro always carries a journal and otherwise arms herself with a dagger and crossbow. She will also carry inventions commensurate with her level.

Str 12, Dex 13, Con 13, Int 15, Wis 11, Cha 9

Eshai

Eshai is a cleric of Seth. Raised in a temple, the daughter of a high priest and a woman of noble birth, Eshai has been groomed to one day usurp her father. She has a good knowledge of religious ritual and the legends of the ancient snake men. She arms herself with a magic mace and carries a gold holy symbol inlaid with serpentine. Many mistake her beauty and fine features for physical weakness, to their eternal regret.

Str 14, Dex 14, Con 16, Int 10, Wis 18, Cha 15

Kerim the Spider

Kerim is a greedy elf fighting-man/thief who hails from a village on the shore of the Golden Sea. He long ago left the provincial life for that of a sell-sword and bandit in and around Ibis. He has ventured down the River of Death and lived to tell the tale. Kerim wields a magic longsword that sings when an opponent has less than half his hit points remaining. Otherwise he wears ring armor and carries a shield, light crossbow and dagger.

Str 16, Dex 18, Con 16, Int 13, Wis 13, Cha 10

Korgo

Korgo is a wily gnoll (beastman) fighting-man from the plains of Pwenet. His brutish looks should not be mistaken for stupidity, for Korgo is clever and quick, and not at all averse to dining on fools. Like most gnolls, Korgo is a bully at heart, taking what he desires and raining blows upon any who refuse. He carries a thick dirk (treat as a short sword), spear and shield.

Str 14, Dex 14, Con 16, Int 10, Wis 11, Cha 9

M'khasi

M'khasi is a dwarf cleric who worships an entity he refers to as The Gnawing Dragon. A mystic, M'khasi speaks in riddles and often hums to himself in low, doleful tones. He carries a hammer, holy symbol and spellbook. He seems to have no emotional attachment to anything but his religion, and will readily betray his comrades if he sees any profit in

it. His disdain for commoners, elves and most other dwarves is palpable.

Str 13, Dex 9, Con 13, Int 18, Wis 14, Cha 11

Mofid

Mofid appears to be a simple thief from Ophir, but he is really much more. A superb physical specimen, he is also a master of disguise and a man learned in letters and engineering. Mofid carries several daggers and a vial of poison. He knows he will one day lead the thieves of Ophir.

Str 14, Dex 16, Con 16, Int 14, Wis 13, Cha 10.

Mursaaaj Seven-Whiskers

Mursaaaj is a cat woman (beastman) fighting-man who grew up on the dangerous banks of the River of Death. A misunderstanding with her alpha male drove her from the pride, and she now lives as a sell-sword. She has a tendency to judge everyone as either predator or prey. Predators are viewed as competition, prey as, well, prey. While she prefers not to eat sentient beings, she will if hungry enough. Mursaaaj carries a longbow and hand axe.

Str 13, Dex 14, Con 13, Int 10, Wis 14, Cha 9

Shaballa of the Veil

Shaballa is a magic-user specializing in illusions who hails from Ophir. She cultivates the appearance of being shy and meek, but is actually manipulative and possessed of a cold, deliberate anger when denied what she wants. Shaballa carries a silver dagger and a spellbook. She wears robes of white and black and is always veiled in public. She has some skill in picking pockets. Shaballa has been mistreated by men in the past, and thus detests them. If bound or confined, she becomes nervous and struggles desperately to be free.

Str 6, Dex 9, Con 6, Int 16, Wis 11, Cha 11

Shairit the Fair

Shairit is a cleric of Isis. Selected as a priestess when a teenager, she initially resisted until visited by a stranger in white. She then flung herself into her studies to the exclusion of everything else. This made her popular with her superiors, but rather less so with other priestesses. She is not averse to using her beauty to get what she wants, and tends to follow the course of a pragmatist, using whatever methods are necessary to achieve her goals.

Str 6, Dex 12, Con 13, Int 11, Wis 15, Cha 15

Thelo the Blind

Thelo is a devotee of Babalu-Aye, the Cushite god of disease and healing. He hails from the wilds of Cush and has filled dozens of roles in his life, from sailor to slave to holy man to avenger. Thelo's first love is knowledge; he

adventures to learn. He carries a staff-sling and wears a string of cocoa beans as his holy symbol.

Str 12, Dex 9, Con 9, Int 14, Wis 16, Cha 8

Yeshu

Yeshu is a psychic from Ophir trained in the mental arts by an exiled yogi from Kirikersa. Yeshu, despite his grave countenance, is quite unserious. He enjoys a good joke and the company of wild women, though he preaches moderation in most other things. Yeshu wears black robes and carries a long sword and dagger. He wears a bronze headband set with a carnelian, a gift from his master that he uses as a focus for his powers. His psychic powers will vary based on his level.

Str 12, Dex 9, Con 13, Int 12, Wis 14, Cha 9

New Monsters

The following monsters are open game content.

Algoid

Algoids resemble stout, green humanoids with coarse skin and brutish features. They are actually colonies of algae that have evolved a crude intelligence. Their existence is only temporary. Once per day an algoid can unleash a mind blast in the shape of a 60-ft cone. All inside the cone must pass a saving throw or be stunned for 3d4 rounds. Algoids can control up to two trees native to its habitat; animated trees have a speed of 10 ft and strike twice per round for 1d10 damage. A control water spell inflicts 1d6 damage per caster level on an algoid.

- Algoid: HD 5; AC 4 [15]; Atk 2 slam (1d10); Move 9; Save 12; CL/XP 7/600; Special: Immune to fireballs and lightning bolts, half damage from blunt weapons, mind blast.

Amphisbaena Basilisk

An amphisbaena basilisk is a basilisk with a head and forelimbs on both ends of its body. It cannot be flanked, back attacked or surprised. Amphisbaena basilisks get two bite attacks and can make two gaze attacks each round (see normal basilisk for effect). An amphisbaena basilisk can survive being cut in half. Each half will attack as a normal basilisk with half the creature's total hit points each. They will reattach to one another in 1 to 2 days.

- Amphisbaena Basilisk: HD 9+1; AC 3 [16]; Atk 2 bite (1d8); Move 9; Save 6; CL/XP 13/2300; Special: All-around vision, half damage from cold, petrifying gaze, split.

Baboonwere

Baboonweres are territorial and aggressive. They put on loud displays before attacking. A baboonwere's scream causes fear in all within ear shot.

- Baboonwere: HD 3; AC 3 [16]; Atk 1 bite (1d4) or weapon; Move 12 (Climb 12); Save 14; CL/XP 4/120; Special: Fear gaze, hit by silver or magic weapons only.

Baric

Barics are 6-legged, rat-like animals notable for their duck-like bills filled with needle-like teeth. They usually grow to be 3 feet long, but some males have grown as long as 7 feet. Barics run in packs in wild forests. Barics can be trained as guard animals or trackers, but it is very difficult and dangerous to do so.

- Baric: HD 5; AC 6 [13]; Atk 2 claw (1d4) and 1 bite (1d10); Move 15; Save 12; CL/XP 5/240; Special: None.

Beetlor

Beetlors are subterranean, insectoid predators. They have shiny, orange carapaces and yellowish underbellies. Their claws are harder than steel, allowing them to burrow through stone. Sentient creatures that look into a beetlor's multi-faceted eyes must pass a saving throw or be confused (as the spell) for 3d4 rounds. Beetlors have their own language.

- Beetlor: HD 8+1; AC 1 [18]; Atk 2 claw (3d4) and 1 bite (1d10); Move 6 (Burrow 30; Save 8; CL/XP 9/1100; Special: Confusion.

Bonesucker

Bonesuckers are alien horrors with bodies that look like fleshy tree trunks 10 feet in height mounted on five thick tentacles and topped with a ring of black eyes and eight writhing tentacles used for attack. Bonesuckers consume the bones of their enemies using the hollow tips of its upper tentacles to pierce a victim's body and then inject digestive juices. Creatures hit by a tentacle attack must make a saving throw or be grabbed and pierced, suffering 1d2 points of strength and dexterity damage. Bonesuckers cannot be surprised.

- Bonesucker: HD 8; AC 3 [16]; Atk 8 tentacles (1d6); Move 9; Save 8; CL/XP 11/1700; Special: Ability damage, never surprised, only harmed by magic weapons.

Briny Sea Serpent

Briny sea serpents are 20 feet long, with two sets of large flippers and a finned crest from head to tail. Their bodies are dark blue, lightening on their underbellies, and their fins and crest are tinged with rust or green highlights. They live in caves on the ocean floor, where they maintain hordes like dragons. Briny sea serpents can breath a 50-foot cone of acid once per hour that inflicts 10d8 points of damage. Creatures hit by their bite attack must make a saving throw or be grappled and constricted for 3d6 points of damage each round. Their bite injects a virulent poison. They are immune to sleep and paralysis.

- Briny Sea Serpent: HD 8; AC 2 [17]; Atk 1 bite (3d6 + poison); Move 15; Save 8; CL/XP 11/1700; Special: Acid breath, poison.

Caller in Darkness

A caller in darkness is an incorporeal creature composed of the minds of dozens of victims who died in terror. Any living, intelligent creature slain by a caller in darkness touch attack is mentally absorbed into the monster, granting it 2d6 hit points. Callers in darkness are utterly powerless in natural sunlight and flee from it. Callers in darkness have the clairaudience/clairvoyance, mesmerism and psionic blast powers.

- Caller in Darkness: HD 11; AC 5 [14]; Atk 4 touch (2d6); Move 12 (Fly 24); Save 4; CL/XP 13/2300; Special: Incorporeal, psychic abilities, only harmed by magic weapons and spells.

Cambion

Cambions are fathered by demons from human mothers. Although humanoid, there is always a clue to their ancestry in their physique, such as small horns, cloven hooves or a wicked gleam in the eye. Cambions are temperamental and sly. They prefer tight-fitting, dark clothing and dashing capes, and they often wield poisoned weapons. Most are ambidextrous, allowing them to attack with two weapons per round. Cambions can use the curse spell once per day. They suffer only half damage from fire attacks.

- Cambion: HD 4+1; AC 3 [16]; Atk 2 weapons (1d6); Move 12; Save 13; CL/XP 6/400; Special: Cast curse once per day, half damage from fire.

Captain

Captains are exceptional warriors hired to lead companies of men-at-arms. Captains are well paid, and thus well armed and armored.

- Captain: HD 5; AC 3 [16]; Atk 1 weapon (1d8); Move 12; Save 12; CL/XP 5/240; Special: Troops +1 to hit in captain's presence.

Caryatid Column

Caryatid columns are lesser stone golems that look like stone pillars in the shape of a human female carrying a sword. When activated, a caryatid column takes on a fleshy appearance. Its sword becomes steel. When its task is complete or the construct is killed, it returns to its normal position and once again becomes stone. Caryatid columns suffer half damage from normal weapons, but suffer full damage from magical weapons (without damage bonuses). Any weapon that hits the column has a 25% chance of snapping (reduced by 5% for each "plus" of a magic weapon).

- Caryatid Column: HD 5; AC 4 [15]; Atk 1 sword (2d4); Move 9; Save 8; CL/XP 6/400; Special: Weapon snapping.

Cheetahwere

Cheetahweres can assume the form of lithe, muscular humanoids with tawny hair and black eyes. They are patient hunters who can suddenly explode into violence. Any creature (within 30 ft) that meets a cheetahwere's gaze must pass a saving throw or be slowed (as the spell).

- Cheetahwere: HD 3; AC 2 [17]; Atk 1 bite (1d4+1) or weapon; Move 18; Save 14; CL/XP 4/120; Special: Slow gaze, hit by silver or magic weapons only.

Chuul

Chuuls are a horrible combination of crustacean, insect, and serpent. Although amphibious, they are not good swimmers and prefer to attack on land or in shallow water. The victim of a chuul's claw attack must succeed at a saving throw or be constricted for 3d6 points of damage each round. A chuul can transfer constricted victims from a claw to its tentacles on its next turn. The tentacles grapple with the same strength as the claw. They deal no damage, but do exude a secretion that paralyzes for 6 rounds if a saving throw is failed. While held in the tentacles, a victim suffers 1d8 points of damage each round from the chuul's mandibles.

- Chuul: HD 11+2; AC -3 [22]; Atk 2 claw (2d6); Move 12 (Swim 9); Save 4; CL/XP 15/2900; Special: Amphibious, constrict, paralyze, immune to poison.

Coffer Corpse

These undead resemble zombies. Creatures hit by the coffer corpse's fists must make a saving throw to avoid being grabbed around the neck and choked, suffering 1d6 damage per round automatically until killed; nothing can make a coffer corpse release its grip.

Normal weapons appear to do damage to a coffer corpse, but they actually do not. If the creature sustains 6 or more points of damage from a normal weapon, it will go down as though destroyed. It will then rise again, causing fear in those who witness the revival and fail a saving throw.

- Coffer Corpse: HD 2+2; AC 7 [12]; Atk 1 fist (1d6); Move 9; Save 16; CL/XP 4/120; Special: Only harmed by magic weapons, choking.

Derro

Derro are a degenerate race of albinos that dwell deep underground. At night, they walk the surface world, kidnapping humans for slaves or food. Most derro wear studded leather armor and carry repeating light crossbows with poisoned bolts (see below), fork-fauchards (pole arms that grant a +4 bonus to overbearing attacks) and daggers. Derro bands are often led by their savants, a sort of combination of magic-user and cleric. Derro lairs contain 20-40 derro, 1d3 savants, 1d6 student savants, 20-30 slaves (80% female) and 1d3 gargoyle allies.

- Derro: HD 3; AC 14; Atk 1 weapon (1d4); Move 12; Save 14; CL/XP 4/120; Special: Magic resistance 30%.
- Savant: HD 7; AC 14; Atk 1 weapon (1d4); Move 12; Save 9; CL/XP 10/1400; Special: Magic resistance 30%, spells.

Dun Pudding

Dun puddings are related to the black puddings. They are immune to acid, cold and poison and are divided by

lightning bolts and weapon blows. Dun puddings live in deserts. They dissolve leather in a single round.

- Dun Pudding: HD 8; AC 6 [13]; Atk 1 slam (4d6); Move 12; Save 8; CL/XP 9/1100; Special: Immune to acid, cold and poison, divided by lightning and weapon blows.

Elder Thing

The elder things are a strange race of aberrations from the outer void. They dwelled on antediluvian Nod, building great cities that reached into the sky and defied the laws of physics. Their traffic with the elder gods marked them for destruction at the hands of the fey gods. Elders are barrel-shaped cylinders with membranous wings that can carry them through the void and the astral plane. Their heads are covered with multi-colored cilia and they have five red, bulging eyes. They have five mouthed tentacles on top of their heads and four multi-branched tentacles placed evenly around their bodies. At the base of their bodies there are five thick tentacles used for locomotion. Elders have access to super-science and most know a few magic-user spells.

- Elder Thing: HD 8; AC 5 [14]; Atk 3 tentacles (1d6); Move 15 (Fly 12); Save 8; CL/XP 9/1100; Special: Immune to fire & cold.

Eye of the Deep

The eye of the deep floats slowly along with the current, stalking prey. The creature's central eye can emit a blinding flash of light. The light is projected as a 10 ft. cone and blinds those who fail a saving throw for 2d4 rounds. The smaller eyes are capable of creating illusions or cast hold person and hold monster spells. Severed eye stalks grow back in 1 week.

- Eye of the Deep: HD 10; AC 4 [15]; Atk 2 pincer (2d4) and bite (1d6); Move 6; Save 5; CL/XP 10/1400; Special: Blinding light, illusions, hold monster, hold person, regenerate eye stalks.

Flail Snail

Flail snails are silicon-based molluscs. Their heads are topped with four to six tentacles that look like morning-stars. Each tentacle has 1 HD; when all of the creature's tentacles have been destroyed it will retract into its shell and die in 1d3 turns. While dying, it emits mournful, plaintive cries which are quite likely to draw the attention of a wandering monster. The body can itself be attacked, but it has an AC of -6 [25]. Any hit on the body will kill the creature. Flail snails are very sensitive to bright light, and thus are nocturnal or subterranean creatures.

Whenever the creature is struck by magic, there is a 40% chance of the spell being altered, a 30% chance of its working normally, 20% chance of spell failure and 10% chance that the spell will be reflected back at its caster. An altered spell will only be altered in a minor way, and the target is chosen randomly from those near the flail snail.

- Flail Snail: HD 5; AC 3 [16]; Atk 6 tentacles (1d8); Move 3; Save 12; CL/XP 7/600; Special: Immune to fire, scintillating colors.

Froghemoth

Froghemoths are alien creatures that resemble massive, rubbery toads with three eyes atop a retractable eye stalk, four tentacles, and a 10-ft long tongue. When hunting, the beast floats with only its eye stalk above the water and its tentacles thrust forward, sometimes very near the shore, to seize potential victims that walk by.

While the froghemoth's body can withstand 16 dice of damage before dying, its tentacles require 20 points of damage to sever. Severed tentacles regenerate in 1d4+1 weeks. Creature's struck by the tongue must succeed at a saving throw or be held fast and dragged into its mouth. Any creature that begins the froghemoth's turn in its mouth will be swallowed whole, suffering 3d6 points of acid damage per round. They can attack the stomach with a small, sharp weapon, but will be unconscious after 2 rounds. The tongue has 20 hit points. If the tongue is severed the monster will flail with its tentacles (for double damage) for 1d4+1 rounds before retreating into the water.

Froghemoths are immune to normal fire, though especially large and hot ones will drive them away. Fire spells will not drive them away unless at least 10 points of damage are dealt. Electricity attacks deal only 1 point of damage per die and slow the creature for 1 round.

- Froghemoth: HD 16; AC 3 [16], tentacles 1 [18], tongue 5 [14]; Atk 1 tongue (5d10) or 4 tentacles (1d8); Move 3 (Swim 9); Save 3; CL/XP 19/4100; Special: Swallow whole, immune to fire.

Gambado

Gambados are bizarre predators. They have cylindrical bodies, two arms ending in clawed hands, three one-toed feet (but no legs) and heads that resemble human or animal skulls. Having no legs, they move by coiling their bodies and springing. They dwell in pits and hunt by covering their lairs with branches and stones and exposing only their heads. When a curious passerby comes close to inspect the skull, they spring out at them, initially attacking with their bite and then using their full attack routine.

- Gambado: HD 4; AC 5 [14]; Atk 1 bite (1d6) and 2 claws (1d6); Move 15; Save 13; CL/XP 4/120; Special: None.

Ghost

Ghosts are restless spirits that dwell between the ethereal and material planes. They can emit a frightening moan (save vs. fear) and their touch ages a person one decade (in the case of most humanoids) or one century (in the case of long-lived demi-humans). Ghosts can also use telekinesis to hurl small objects. As ethereal creatures, ghosts can only be harmed by magic spells and weapons.

- Ghost: HD 6; AC 4 [15]; Atk 1 touch (aging) or 1 hurled object (1d4); Move (Fly 12); Save 11; CL/XP 9/1100; Special: Moan, aging touch, telekinesis.

Gnasher Lizard

Gnasher lizards are 10 to 20-foot long reptiles with stone-colored scales and gaping mouths filled with a double row of dagger-like teeth. They are carnivorous and territorial, usually dwelling near sources of water in woodlands and highlands. They are solitary creatures, except during their mating season in spring and early summer. If a gnasher lizard rolls a natural '20' for its bite attack, it will sever the head of its target. Bite victims who are not beheaded must make a saving throw to avoid being gulped down whole, where they will suffer 2d6 points of damage each round from the beast's digestive juices.

- Gnasher Lizard: HD 9; AC 4 [15]; Atk 1 bite (2d6); Move 12; Save 6; CL/XP 12/2000; Special: Behead, swallow whole.

Golem, Aquamarine

Aquamarine golems are translucent and luminescent. Like most golems, aquamarine golems are immune to all magic except sonic spells, which inflict half damage. Even if shattered into small pieces, an aquamarine golem will regenerate 2 hit points per day as the pieces slowly reform. Aquamarine golems can only be destroyed if a person uses a wish they've granted to destroy them. Aquamarine golems can use the following spells (at will, unless otherwise noted): Bless, detect good, remove disease and wish (for others only, once per month). Aquamarine golems only grant unselfish wishes. They will only grant one wish to a person in their lifetime. In addition, all creatures within 20 feet of an aquamarine golem are protected against all elements.

- Aquamarine Golem: HD 4+1; AC 4 [15]; Atk 1 slam (1d8); Move 12; Save 13; CL/XP 8/800; Special: Magic immunity, only harmed by magic weapons, protection from elements, reconstruction, spells.

Hag, Tower

Tower hags are 9' tall crones with grey skin and black teeth and nails. They are usually allied to otherworldly creatures of chaos and evil, and work to help them enter our world. Every tower hag lives in a towering fortress made of ivory. To create such a tower, the hag must obtain the first adult tooth from a child. This tooth, wrenched from the mouth, is mixed with the hag's stony saliva and planted into the ground. The tower immediately sprouts from where the tooth was planted, expanding to full size (50 feet in diameter) within one round. Any equipment or items in the tower are teleported from its old location to its new one. Most tower hags carry half a dozen teeth with them at all times. Each tower is similar in design, being five storeys tall. The bottom two storeys are always prisons and traps; the middle two laboratories and libraries and the topmost storey the hag's personal lair and treasury. Battlements ring the top of the tower, standing 75 feet off the ground.

A tower hag's spittle is thick and congeals to form a substance as hard as stone. In combat, they can spit at an opponent as a ranged touch attack, inflicting 2d6 points of

damage and sticking them to the ground until they make a successful strength roll. Tower hags can also extend their iron claws, increasing their damage to 2d10, but also exposing them to a sundering attack. Finally, they can summon a new tower by spitting a tooth at an opponent or group of opponents. Anyone within 50 feet of the tower suffer 4d6 damage as they are struck by it and must succeed at a saving throw. Those who fail are carried to the top. If the hag is within the area of the tower's growth, she always ends up atop the tower.

Tower hags can cast the following spells: Animate dead, astral spell, cacodaemon, bestow curse, death spell, detect invisibility, gate, invisibility, monster summoning V, protection from good 10' radius, (un)holy word and wizard eye.

- Tower Hag: HD 16; AC 0 [19]; Atk 2 claws (2d6); Move 12; Save 3; CL/XP 26/5900; Special: Spit, claws, tower, spells, only harmed by silver or magic weapons, immune to mind effects, magic resistance 70%.

Headless Screamer

Headless screamers arise from the corpses of the beheaded. They are cruel and chaotic beings who delight in tormenting the living. Headless screamers look something like zombies with a noticeable red slash across its neck. They can throw their heads with alarming accuracy, and in fact do not need to throw their own head, for the headless screamer's intelligence and animating force are in the body. Many of these creatures keep four or five heads handy. Thrown heads have a range increment of 20'. The thrown head will snap its jaws, dealing 1d8 points of damage to anyone hit and then latching on if the target fails a saving throw. A latched head inflicts 1d4 points of bite damage each round until removed. Headless screamers can telekinetically retrieve these heads and still move or attack each round. Headless screamers can also emit a shrill shriek from the air hole in their necks. Anyone hearing this must succeed at a saving throw or suffer a -1 penalty to hit, damage and save for 1 hour.

- Headless Screamer: HD 4; AC 3 [16]; Atk 1 claw (1d6) or 1 thrown head (1d8); Move 15; Save 13; CL/XP 7/600; Special: Throw and retrieve head, scream, immune to cold.

Highwayman

Highwaymen are masked rogues who haunt the highways between a city-state and its surrounding settlements. They are far more skilled as swordsmen than the typical bandit, and usually work alone. Highwaymen usually wear hooded cloaks and leather armor and carry long swords and crossbows (or pistols). They usually keep a fast horse close by for escapes. When they attack a surprised opponent or one caught unawares, they inflict an extra 1d6 damage.

- Highwayman: HD 4; AC 6 [13]; Atk 1 weapon (1d8); Move 12; Save 13; CL/XP 4/120; Special: Surprise on 1-3 on 1d6, sneak attack.

Hyenawere

Hyenaweres can assume the form of brutish humanoids with mounds of wild hair and slightly pointed ears. They are cunning and prefer to attack when they have the advantage, shadowing a large group for days until an opportunity arises. Any creature within 30 feet that meets a hyenawere's gaze must pass a saving throw or be struck by uncontrollable laughter.

- Hyenawere: HD 3; AC 3 [16]; Atk 1 bite (1d4+1) or weapon; Move 12; Save 14; CL/XP 4/120; Special: Laughter gaze, hit by silver or magic weapons only.

Insectaur

Insectaurs are compassionless insectoid centaurs. They have four legs, two arms and a bunch of long stingers that jut from the back of their abdomens. Insectaurs live in large family groups in subterranean caverns. Like centaurs, they have wild personalities and enjoy fighting. In combat, an insectaur's chitin clacks hypnotically. In three rounds, all non-insectaurs within ear shot must succeed at a saving throw or be confused for 1d4 rounds. Creatures attacking an insectaur from behind must succeed on a saving throw or be scratched by the creature's stingers. The stingers deal 1d6 damage and cause searing pain for 1d3 hours.

- Insectaur: HD 5; AC 3 [16]; Atk 2 claw (1d6) or weapon (1d8); Move 18; Save 12; CL/XP 7/600; Special: Clacking, poison sting.

Intellect Devourer

These bizarre creatures resemble large ambulatory brains. They have four stout, thickly muscled legs ending in clawed feet. Intellect devourers dwell underground. They feed on the psychic energy of their prey. After killing their prey, an intellect devourer merges with the body and devours the brain. Their awareness extends into the ethereal and astral planes. They detest bright light and flee from it.

Intellect devourers are immune to most spells. Fireballs act only as bright light (see above), but inflict no damage on them. Lightning bolts inflict 1 point of damage per dice. Death spells only have a 25% chance of slaying them. Psychic powers work on them with no penalties.

- Intellect Devourer: HD 6; AC 3 [16]; Atk 4 claw (1d4); Move 15; Save 11; CL/XP 9/1100; Special: Sensitive to light, mind blast, spell immunity, surprise on 1-3 on 1d6, only harmed by magic weapons (1 point of damage per hit).

Janni

Janni are lesser kin to the djinn and efreet. They are formed of all four elements, and thus dwell on the material plane. They can change a creature's size twice per day, become invisible three times per day, and speak with animals at will. They can also create food and water once per day (as a cleric) and shift into the ethereal plane for a few rounds at a time. They have telepathy with a range of 100 feet. Most janni are encountered wearing chainmail and armed with a curved sword and longbow.

- Janni: HD 6; AC 3 [16]; Atk 1 weapon (1d8); Move 12 (Fly 15); Save 11; CL/XP 7/600; Special: Spells.

Jolly Roger

Jolly rogers are pirates whose avarice was so great that it animated them beyond death. Jolly rogers appear as corpses in various stages of decay wearing the costume of a pirate. They are usually armed with broad swords, gaff hooks, throwing axes, spears, daggers, crossbows, muskets and pistols. Because jolly rogers retain their intellect, they are capable of using their horrific visage to frighten thinking creatures with fewer than 4 hit dice. Those who fail a saving throw will flee and attempt to hide, and will not fight unless attacked. Jolly rogers also retain their earthly lusts for women, wine and treasure, regardless of their inability to enjoy them. They can detect precious gems and metals within 100 feet of them, and are +1 bonus to hit and damage when fighting for treasure.

Ten jolly rogers are accompanied by a 4 HD first mate. Thirty jolly rogers are commanded by a 6 HD captain, whose frightful appearance is effective on creatures with up to 6 hit dice. Captains can bestow a curse once per day.

- Jolly Roger: HD 2+2; AC 6 [13]; Atk 1 weapon (1d8); Move 12; Save 16; CL/XP 3/60; Special: Frightful, gold lust.

Kapoacanth

Kapoacanth are aquatic cousins of the terrestrial gargoyle that lack wings. I imagine their "skin" might look like coral, and they would perch on a reef waiting for an unlucky sahuagin or undine to swim past.

- Kapoacanth: HD 4; AC 5 [14]; Atk 2 claws (1d3), 1 bite (1d4), 1 horn (1d6); Move 9 (Fly 15); Save 13; CL/XP 5/240; Special: None.

Kelp Devil

Kelp devils look like ambulatory masses of seaweed with a green pseudopod in their center. They attack by ambush, lying perfectly still until their prey is within reach and surprising on a 1-3 on 1d6. A successful attack by a kelp devil acts as a charm monster spell. Kelp devils are immune to lightning and blunt weapons.

- Kelp Devil: HD 8; AC 1 [18]; Atk 6 fronds (1d8); Move 12 (Swim 24); Save 8; CL/XP 9/1100; Special: Charm, immune to lightning and blunt weapons, surprise.

Kelpie

Kelpies are fey aquatic plants that can shape their bodies, which normally resemble clumps of seaweed, into any form they wish. In any form they still appear to be composed of seaweed. Once per day they can cast a powerful charm on a victim. If the target fails a saving throw, he will perceive the kelpie as the most desirable woman in the world and leap into the water to happily be entangled and drowned. The victim will actively attempt to fill their lungs with water, suffering 3d6 damage per round until dead. If a kelpie is killed, its spell will instantly be

broken. Kelpies take half damage from fire. Females are immune to their charm.

- Kelpie: HD 5; AC 2 [17]; Atk 1 grapple; Move 9 (Swim 12); Save 12; CL/XP 6/400; Special: Charm, drown.

Knocker

Knockers are often mistaken for dwarves, gnomes or even kobolds by those who do not know of them, and few do know of the knockers, for they are very secretive. Knockers look like gnomes with slate-grey skin and hair the color of iron. They dwell in the lowest reaches of the underworld, lairing in sealed caverns with no entrances.

Knocker tribes consist of a few dozen members. Knockers mine gemstones, carve them, polish them, admire them, and then bury them again for future generations to find. The knockers dislike the mining practices of dwarves and men, but only take action against those that come too close to their villages.

Knockers use wickedly sharp swords and wear finely made chainmail in battle. Once per day, a knocker can earth walk (that is, pass through earth and stone as though it were air) for one minute. Knockers have the same ability as a dwarf to notice unusual stonework. All knockers know the secret language of their race, which they can use to communicate over long distances underground. This code is tapped onto the stone and can be heard for many miles.

- Knocker: HD 1d6; AC 4 [15]; Atk 1 weapon (1d4); Move 9; Save 18; CL/XP 8/10; Special: None.

Lacedon

Lacedons are aquatic ghouls. In place of a paralyzing touch, a lacedon's touch causes a person's lungs to begin filling with sea water. A saving throw is allowed each round to cough up the sea water, with each failure resulting in 1d6 points of damage. While coughing up sea water, creatures suffer a -1 penalty to hit, damage and to their Armor Class. Two successful saving throws in a row end the effect. Like most walking dead, they are immune to charm and sleep.

- Lacedon: HD 2; AC 6 [13]; Atk 2 claws (1d3), bite (1d4); Move 9; Save 16; CL/XP 3/60; Special: Immunities, drowning touch.

Mephit

Mephits are minor elemental creatures that appear as small, winged demons. A mephit can use its breath weapon three times per day. Once per day, a mephit can attempt to summon another mephit of the same variety with a 25% chance of success. Mephits regenerate 2 points of damage each round if they are within their "element".

Air Mephits

An air mephit breathes a 15-foot cone of dust and grit that inflicts 1d8 damage (saving throw for half). Once per hour it can duplicate a blur spell. Once per day it can use gust of wind. An air mephit regenerates if exposed to moving air.

- Air Mephit: HD 3; AC 2 [17]; Atk 2 claw (1d3); Move 12 (Fly 24); Save 14; CL/XP 5/240; Special: Harmed by magic weapons, breath weapon, blur, gust of wind, regenerate, summoning.

Dust Mephit

A dust mephit breathes a 10-foot cone of irritating particles that deal 1d4 damage (saving throw for half) and imposes a -2 penalty to AC and attack rolls. Once per hour, a dust mephit can duplicate a blur spell. Once per day it can create a mass of roiling dust that duplicates a wind wall. A dust mephit regenerates in an arid, dusty environment.

- Dust Mephit: HD 3; AC 2 [17]; Atk 2 claw (1d3); Move 12 (Fly 21); Save 14; CL/XP 5/240; Special: Harmed by magic weapons, breath weapon, blur, regenerate, summoning, wind wall.

Earth Mephit

An earth mephit breathes a 15-foot cone of rock shards and pebbles that deals 1d8 damage (saving throw for half). Once per day it can cast soften earth and stone. Once per hour it can magically change its size. An earth mephit regenerates if it is underground or buried up to its waist in earth.

- Earth Mephit: HD 3; AC 3 [16]; Atk 2 claw (1d3); Move 12 (Fly 18); Save 14; CL/XP 5/240; Special: Harmed by magic weapons, alter size, breath weapon, regenerate, soften earth and stone, summoning.

Fire Mephit

A fire mephit breathes a 15-foot cone of fire that deals 1d8 damage (saving throw for half). Once per hour it can cast burning hands, and once per day it can heat metal. A fire mephit regenerates if it is touching a flame at least as large as a torch.

- Fire Mephit: HD 3; AC 2 [17]; Atk 2 claw (1d6); Move 12 (Fly 21); Save 14; CL/XP 5/240; Special: Harmed by magic weapons, breath weapon, burning hands, heat metal, regenerate, summoning.

Ice Mephit

Ice mephits breathe a 10-foot cone of ice shards that deals 1d4 damage (saving throw for half) and imposes a -2 penalty to AC and attack rolls. Once per hour an ice mephit can cast magic missile and once per day they can chill metal. An ice mephit regenerates if touching a piece of ice or if the ambient temperature is 32°F. or below.

- Ice Mephit: HD 3; AC 1 [18]; Atk 2 claw (1d6); Move 12 (Fly 21); Save 14; CL/XP 5/240; Special: Harmed by magic weapons, breath weapon, chill metal, magic missile, regenerate, summoning.

Magma Mephits

Magma mephits breathe a 10-foot cone of magma that deals 1d4 damage (saving throw for half) and imposes a -2 penalty to AC and attack rolls. Once per hour, a magma mephit can turn into a pool of lava. The mephit can only be struck by +3 or better weapons in this form. The mephit can't attack while in lava form but can use spells. It can move at a speed of 3. The pool's touch ignites flammable

materials such as paper, straw, or dry wood. Once per day a magma mephit can use pyrotechnics. A magma mephit regenerates if touching magma, lava, or a flame at least as large as a torch.

- Magma Mephit: HD 3; AC 3 [16]; Atk 2 claw (1d6); Move 12 (Fly 21); Save 14; CL/XP 5/240; Special: Harmed by magic weapons, breath weapon, pyrotechnics, regenerate, shape change, summoning.

Ooze Mephits

An ooze mephit breathes a 10-foot cone of caustic liquid that deals 1d4 points of acid damage (saving throw for half). Living creatures that fail their saves are tormented by itching skin and burning eyes unless they have immunity to acid or are otherwise protected. This effect imposes a -2 penalty to AC and a -2 penalty on attack rolls for 3 rounds. Once per hour an ooze mephit can hurl an acid arrow (2d4 damage for 2 rounds). Once per day it can create a stinking cloud (6 rounds). An ooze mephit regenerates if in a wet or muddy environment.

- Ooze Mephit: HD 3; AC 3 [16]; Atk 2 claw (1d3); Move 12 (Fly 18, Swim 12); Save 14; CL/XP 5/240; Special: Harmed by magic weapons, breath weapon, acid arrow, stinking cloud, summoning.

Salt Mephits

Salt mephits breathe a 10-foot cone of salt crystals that deals 1d4 damage (saving throw for half) and imposes a -2 penalty to AC and attack rolls. Once per day it can draw the moisture from an area in a 20' radius. Living creatures within range take 2d8 points of damage (saving throw for half). This effect is especially devastating to plant creatures and aquatic creatures, which take a -2 penalty on their saving throws. A salt mephit regenerates if in an arid environment.

- Salt Mephit: HD 3; AC 3 [16]; Atk 2 claw (1d6); Move 12 (Fly 18); Save 14; CL/XP 5/240; Special: Harmed by magic weapons, breath weapon, destroy moisture, glitterdust, summoning.

Steam Mephits

Steam mephits breathe a 10-foot cone of steam that deals 1d4 damage (saving throw for half) and imposes a -2 penalty to AC and attack rolls. Once per hour a steam mephit can duplicate a blur spell. Once per day it can create a rainstorm of boiling water that affects a 20-foot-square area and causes 2d6 damage. A steam mephit regenerates if touching boiling water or is in a hot, humid area.

- Steam Mephit: HD 3; AC 3 [16]; Atk 2 claw (1d6); Move 12 (Fly 21); Save 14; CL/XP 5/240; Special: Harmed by magic weapons, breath weapon, blur, boiling rain, summoning.

Water Mephits

Water mephits breathe a 15-foot cone of caustic liquid that deals 1d8 acid damage (saving throw for half). Once per hour a water mephit can hurl an acid arrow. Once per day it can create a stinking cloud spell (6 rounds). A water

mephrit regenerates if exposed to rain or submerged up to its waist in water.

- Water Mephrit: HD 3; AC 3 [16]; Atk 2 claw (1d3); Move 12 (Fly 18, Swim 12); Save 14; CL/XP 5/240; Special: Harmed by magic weapons, breath weapon, acid arrow, stinking cloud, summoning.

Merrow

Merrows are the aquatic cousins of the terrestrial ogre. Merrow can live in fresh water or salt water. Salt water merrow often keep large harems of mermaids. The mermaids tolerate the merrow because of the protection he affords, but otherwise find them repulsive. This, in turn, drives the merrow to even greater depths of cruelty and hatred. Instead of the typical ogre's club, they prefer to use long spears in combat.

- Merrow: HD 4+1; AC 5 [14]; Atk 1 weapon (1d10+1); Move 9 (Swim 15); Save 13; CL/XP 4/120; Special: None.

Mihstu

Mihstu are free-willed air elementals that prefer to dwell in lightless, cool places. They resemble clouds of swirling mist that can form solid tentacles tipped with razor sharp talons to attack. They can also envelope creatures just by moving over them; enveloped creatures suffer 1 point of constitution damage per round. Mihstu are immune to all missile attacks, including magic missile. They are stunned for 2d6 rounds by cold attacks.

- Mihstu: HD 8; AC -3 [22]; Atk 4 tentacles (1d6+1); Move 6; Save 8; CL/XP 14/2600; Special: Only harmed by +2 weapons, constitution drain, immune to electricity and missiles, stunned by cold.

Ogre King

Ogre kings are massive, fat ogres with large, gaping mouths full of fangs. Ogre kings are terribly proud, and demand the respect given to any other regent. Should a visitor to the king's bone-strewn cavern not curtsy, or say 'your ogrish majesty' or neglect some other trivial point of etiquette, the ogre king shouts 'off with his head' like any good monarch. Lacking a royal executioner, the king bites the victim's head off himself using the royal mouth. In combat, a victim killed by an ogre king's bite attack is quickly devoured, restoring a number of hit points to the ogre king equal to double the victim's hit dice (or level). Ogre kings can cast the spell charm monster once per day.

- Ogre King: HD 10+1; AC 2 [17]; Atk 1 weapon (3d6) or 1 bite (2d6); Move 12; Save 5; CL/XP 12/2000; Special: Devour victim, cast charm monster once per day.

Phantom Stalker

Phantom stalkers are creatures from the elemental plane of fire. Conjurers must take care in issuing orders, for phantom stalkers will follow them to the letter and pervert them whenever possible in an attempt to return to their native dimension. If a phantom stalker's conjurer is killed, the stalker will immediately vanish, reappearing 1d4 hours later intent on vengeance and unerringly tracking the killer

via the ethereal plane. Phantom stalkers can polymorph into any shape, often appearing as 8 ft tall humans with glowing red eyes. They can fly in any form. Magical fire heal them 1 hit point per dice of damage. If its own death is imminent, it can burst into a 6d6 fireball with a 50 ft radius, destroying itself in the process.

- Phantom Stalker: HD 6; AC 2 [17]; Atk 2 claws (1d4); Move 12 (Fly 24); Save 11; CL/XP 10/1400; Special: Immune to fire, -2 to save vs. cold, +1 dmg/dice from cold, immolation.

Pirate

Pirates are hearty, swaggering men of the sea. They wear up to leather armor and carry broad swords (1d8 damage), spears and hooks (1d4). Pirates might also carry short bows or light crossbows. During the first round of a fight, pirates attack with a +1 bonus to hit and damage. They can backstab for double damage.

Pirates raid ships and coastal towns. They may dock in lawless cities that trade with pirates. Pirates often hide their treasure in remote locations, and a leader may have a map to such a location. Any group of pirates may have 1-4 hostages who they have ransomed.

A pirate fleet may be found on any body of water, whether lake, sea, or river. The fleet size depends on the water vessel. Riverboat fleets number 1d8 ships, longship fleets number 1d4 ships, fleets of small galleys number 1d4, and any fleet of galleys larger than "small" size, and any fleet of sailing ships, number 1d3. The crew number is determined by the ship crew requirements.

There is one sergeant per 30 pirates and one captain per ship. Any horde of 300 or more pirates is led by a level 8 pirate king. A pirate king may (75%) employ a sorcerer.

- Pirate: HD 2; AC 7 [12]; Atk 1 weapon (1d8); Move 12; Save 16; CL/XP 3/60; Special: Backstab x2, +1 to hit and damage in round 1.

Planetary

Planetary are an order of angels beneath the solars and above the devas. Planetary can travel through the planes at will. They typically fight using +4 flaming two-handed swords. Planetary have opaline skin, glowing blue eyes and double wings. Planetary cast spells as level 9 clerics. Each planetary radiates protection from evil in a 40 ft radius. They can commune with the gods at need and remove blindness and deafness and cure disease and light wounds by touch. They always detect evil, illusion, invisibility, lies, magic and traps. Planetary can communicate telepathically and understand all languages. If killed anywhere but in the Emyrean Heaven, they will rematerialize there in four decades. Once per day a planetary can gate in one of the following types of creatures: 1d3 astral devas, 1d4 monadic devas or 1d6 movanic devas. Once per day they can summon: 1d4 couatl, 1d2 ki-rin or 1d2 androsphinx.

- Planetar: HD 17 (144 hp); AC -8 [27]; Atk 3 weapons (1d10+4); Move 15 (Fly 48, Swim 24); Save 3; CL/XP 29/7100; Special: Spells, magic resistance 65%, regenerate 4 hp/rd, immune to cold, lightning, magic missiles, petrification, poison, surprise, life drain, mind effects and death magic, half damage from fire.

Sahuagin Mutant

About one in two hundred sahuagin has four arms. Such creatures can make four claw attacks or use extra weapons, in addition to the claw and bite attacks. A Referee in possession of a game that utilizes random mutations may want to add other mutations to the sahuagin mutant (laser eyes, a winning personality, etc).

- Sahuagin Mutant: HD 2+1; AC 5 [14]; Atk 4 claws (1d4) or 2 weapons (1d8); Move 12 (Swim 18); Save 16; CL/XP 3/60; Special: None.

Sahitim

Sahitim are an ancient race of men that made a deal with chaotic forces, turning into a race of half-fiends. A sahitim appears as a lean, humanoid demon with blank eyes, golden orange skin and curved, black horns. Sahitim dress neatly and elegantly, sacrificing mobility and practicality for grandeur. They prefer light, elegant weapons and light armor. Most can speak common, the alignment tongues of chaos or evil and the language of evil dragons.

Sahitim sects consist of 50 to 100 warriors plus 40% noncombatants. Sects are led by fighting-men and clerics, and might include magic-users. Sects are accompanied by 1d3+1 hell hounds, 1d6+1 lemures or 1d6+1 dretches. Sahitim rulers are usually clerics. Sahitim lairs are iron fortresses built at remote sites.

Sahitim characters enjoy a +1 bonus to intelligence, wisdom and charisma, but suffer a -1 penalty to constitution. They can see in darkness to a range of 60 feet. Their ancient pact with dark forces gives them a +2 bonus to all saving throws. They suffer only half damage from acid, cold and fire attacks. All sahitim can cast protection from good as an innate power.

- Sahitim: HD 1; AC 3 [16]; Atk 1 scimitar (1d8) or 1 longbow (1d8); Move 12; Save 17; CL/XP 3/60; Special: Half damage from acid, cold and fire, protection from good.

Sandling

Sandlings are amorphous masses of sand that dwell exclusively in sandy areas like deserts and beaches. They will attack anything that strays into their territory, striking at them with a abrasive pseudopod. If 10 or more gallons of water are cast on the creature it will be affected as though by a slow spell. Sandlings can grow to be 10 ft in diameter. They reproduce by budding, killing any young large enough to be perceived as a threat.

- Sandling: HD 4; AC 3 [16]; Atk 1 slam (2d6); Move 12 (Burrow 6); Save 13; CL/XP 6/400; Special: Camouflage, immune to sleep, hold, charm and mind effects.

Scrag (Sea Troll)

These cousins of the troll dwell in any body of water in any climate. They regenerate only if mostly immersed in water.

- Scrag: HD 6+3; AC 4 [15]; Atk 2 claws (1d4), 1 bite (1d8); Move 12 (Swim 18); Save 11; CL/XP 8/800; Special: Regenerate 3 hp/round.

Shadow Wolf

Shadow wolves are nocturnal hunters and hate all living creatures. Their eyes flash with a crimson fire when prey is sighted. Shadow wolves prefer to attack from ambush, using the shadows and darkness to their advantage. When prey wanders nearby, a shadow wolf leaps to the attack. A shadow wolf pack leads its prey into an ambush and then strikes when opponents are completely unaware. The bite of a shadow wolf deals 1d4 points of strength damage to a living foe. A creature reduced to strength 0 dies. In any condition of illumination other than full daylight, a shadow wolf can disappear into the shadows. Artificial illumination, even a light or continual flame spell, does not negate this ability. A daylight spell will.

- Shadow Wolf: HD 4; AC 6 [13]; Atk 1 bite (1d4 strength); Move 21; Save 13; CL/XP 7/600; Special: Incorporeal, blend with shadows, strength damage.

Shedu

Shedu are extraplanar creatures dedicated to the causes of law and good. They have the abilities of level 9 psychics. They can become ethereal or astral at will. Shedus have limited telepathy.

- Shedus: HD 9+1; AC 3 [16]; Atk 2 hoof (1d6); Move 12 (Fly 24); Save 6; CL/XP 10/1,400; Special: Psychic, ethereal, magic resistance 25%, telepathy.

Skum

Skum are humanoid algae that serve as the minions and "cannon-fodder" of aboleths, oktomon and other aquatic dark lords. Skum are amphibious and have raking claws.

- Skum: HD 2; AC 7 [12]; Atk 1 bite (2d6), 2 claws (1d4); Move 9 (Swim 15); Save 16; CL/XP 2/30; Special: None.

Svirfneblin

The svirfneblin live deep beneath the earth, ever searching for precious stones and metals. They look like hairless gnomes with brownish skin and grey eyes. Svirfneblin are akin to earth elementals, and groups of them have a 10% chance per svirfneblin to summon a medium earth elemental. Svirfneblin warriors wear chainmail and are armed with daggers and picks. Many carry hollow-tipped darts filled with poison or acid. Svirfneblin are so stealthy that they surprise on a roll of 1-2 on 1d6, and they notice odd stonework as well as dwarfs. A svirfneblin's innate toughness and resistance to magic gives them an improved saving throw value. All svirfneblin can cast the following spells once per day: blindness, blur and change self.

- Svirfneblin: HD 3; AC 3 [16]; Atk 1 weapon (1d8); Move 9; Save 12; CL/XP 5/240; Special: Surprise on a 1-2 on d6, summon earth elemental.

Vampire Spawn

Vampire spawn are undead creatures that come into being when vampires slay mortals. Like their creators, spawn remain bound to their coffins and to the soil of their graves. Vampire spawn appear much as they did in life, although their features are often hardened, with a predatory look. Like vampires, vampire spawn have a variety of special abilities. They can only be harmed by magic or silver weapons, regenerate 1 hp per round, can turn into gaseous form at will and can drain one level with their bite. Looking into a vampire spawn's eyes forces one to make a saving throw or be charmed (as the charm person spell). Vampire spawn have the same weaknesses and vulnerabilities as true vampires.

- Vampire Spawn: HD 4; AC 4 [15]; Atk 1 bite (1d6 + level drain); Move 12; Save 13; CL/XP 7/600; Special: See description.

Vulchling

Vulchlings are bird-like creatures with vaguely human facial features. They live in desolate places, swooping down on unsuspecting passers-by from ledges or tall trees. A vulchling lair will contain 1d10-1 eggs. Vulchlings have been known to consort with harpies and vorks.

- Vulchling: HD 1; AC 6 [13]; Atk 1 bite (1d4+1) or 2 claw (1d4); Move 6 (Fly 3); Save 18; CL/XP 1/15; Special: None.

Zwunker

Zwunkers are an offshoot of dwarfs. They are black-skinned and have long manes of gold hair. Their eyes are faceted and resemble yellow diamonds. Zwunkers live in caves overlooking the sea. They are skilled sailors and love nothing more than to feel the wind whipping through their manes. Once per day, a zwunker can control the winds, either calming them or whipping them into a frenzy. Zwunkers are highly resistant to magic, and their presence actually absorbs magical energy. Essentially, their "magic resistance" applies to all magical effects within 30 feet of them. Zwunkers make elaborate leather armor (always black) and carry steel rods for weapons. Their hair can be shaved and melted down into the equivalent of 5 gp, though no zwunker would willingly do this save to avert his own death or that of a loved one.

- Zwunker: HD 1; AC 6 [13]; Atk 1 weapon (1d6); Move 9; Save 16 (14 vs. magic); Special: Control wind, magic resistance 10%.

Wise Women & Cunning Men

A Simple NPC Spell Caster by John M. Stater

In the course of populating my little campaign world, I found the idea of dozens of spell casting clerics and magic-users in villages and among bandit gangs, pirate ships and humanoid tribes unsatisfying. For one thing, the spell slingers were often overpowering the very thing that made the encounter interesting and different. For another, they were too much competition for the high-level NPC's populating wilderness abbeys and wizard's towers.

In older versions of the game, the spiritual life of savage tribes was often seen to by less powerful versions of the cleric and magic-user, sometimes referred to as shamans and witch doctors. I decided to take that concept and work up the adept as a non-player character class (thus the lack of an experience point progression). The adept gives human and humanoid encounters a little magical punch without focusing the encounter on the adept.

The Adept

Adepts are practical spell casters of rural and barbaric folk, less skilled than clerics and magic-users, and more focused on serving their communities (or running a business) than going on adventures into the unknown. Adepts might be known as cunning folk, wise folk (or wise old folk), wysards, conjurers, pellars, gypsies, witches, shamans, witch doctors, cultists or hedge mages.

- Hit Dice: 1d6 per level, +1 hp per level after level 9.
- Armor Permitted: Leather, shield.
- Weapons Permitted: Club, dagger, dart, hand axe, mace, short bow, sling, spear, staff.

Spells (1st): Adepts cast spells from their own list (see below), preparing them in the same way as clerics. Each of an adept's spells requires them to possess a simple fetish made of bones, feathers, ribbons or other common items.

Skills (1st): Aside from their ability to cast spells, adepts are distinguished from one another by the role they fulfill in their community. For each adept, choose one of the following skill sets.

Alchemist: Alchemists are capable of helping magic-users create magic items. They might also know how to create acids, poisons, flaming oil and other formulas.

Animal Trainer: These folk can train animals at the rate of one trick per week, and might be able to train monsters at the rate of one trick per month. Best represents a shaman or priest that keeps animals in his or her temple.

Armorer: Once upon a time, smiths were thought to be magicians because of their ability to refine metals from ore and then turn that metal into tools and weapons. An armorer is capable of making armor and weapons.

Berserker: Can go berserk in combat, gaining a +2 bonus to hit. Best represents screaming zealots leading their tribes into battle in honor of their savage deity.

Guide: Guides know about all set encounter areas within 30 miles of their homes, and they always know what sort of gear one needs to survive in their home wilderness. They can use ranger abilities successfully on a roll of 1-3 on a 1d6. Best represents a druidic sort of nature priest.



Healer: Healers are capable of providing care that double's their patient's normal healing rate and provides them a +1 bonus on saving throws against poison and disease. Best represents medieval monks.

Sage: Sages can be consulted to answer questions. Essentially, this works as a legend lore spell and takes 1d4 weeks to accomplish (there is research to be done, books to borrow from other sages, tests to be made, etc). Sages are often accompanied by students (see below). A good representation of medieval monks or wizard types.

Lvl	HD	Attack	Save	Spells Per Day				
				1	2	3	4	5
1	1	+0	15	1	-	-	-	-
2	2	+0	14	1	-	-	-	-
3	3	+1	13	2	-	-	-	-
4	4	+1	12	2	-	-	-	-
5	5	+1	11	2	1	-	-	-
6	6	+2	10	2	1	-	-	-
7	7	+2	9	3	2	-	-	-
8	8	+3	8	3	2	-	-	-
9	9	+3	7	3	2	1	-	-
10	+1 hp	+3	6	3	2	1	-	-
11	+2 hp	+4	5	3	3	2	-	-
12	+3 hp	+4	4	3	3	2	-	-
13	+4 hp	+5	4	3	3	2	1	-
14	+5 hp	+5	4	3	3	2	1	-
15	+6 hp	+5	4	3	3	3	2	-
16	+7 hp	+6	4	3	3	3	2	-
17	+8 hp	+6	4	3	3	3	2	1
18	+9 hp	+7	4	3	3	3	2	1
19	+10 hp	+7	4	3	3	3	3	2
20	+11 hp	+7	4	3	3	3	3	2

Adept Spells

Level One

1. Cause fear
2. Charm person
3. Cure light wounds
4. Detect evil
5. Detect magic
6. Light
7. Protection from evil
8. Shield
9. Sleep
10. Ventriloquism

Level Two

1. Bless
2. Darkness 15 ft radius
3. Detect invisibility
4. Invisibility
5. Levitate
6. Magic mouth
7. Mirror image
8. Pyrotechnics

9. Snake charm
10. Web

Level Three

1. Animate dead
2. Continual light
3. Cure disease (or cause disease)
4. Cure serious wounds
5. Lightning bolt
6. Neutralize poison
7. Remove curse (or bestow curse)

Level Four

1. Create water
2. Massmorph
3. Polymorph
4. Protection from evil 10 ft radius
5. Sticks to snakes
6. Wall of fire

Level Five

1. Commune
2. Create food
3. Raise dead
4. Wall of stone



Gods of Nod: Ophir

Divinities for the Wyvern Coast by John M. Stater

The pantheon of deities worshiped on the Wyvern Coast is based loosely on the gods and goddesses of the ancient Phoenicians. Like the city-states that once dotted the Wyvern Coast, the Phoenicians were maritime traders. For one schooled in the mythology of the Near East, the pantheon described here may prove quite unsatisfying, for many liberties were taken with these mythological figures in an attempt to make them relevant and useful for swords and sorcery-style fantasy role-playing.

The Phoenicians, like many peoples of the ancient Near East, believed in a race of gods above human kind but interacting with them, and with other in very human terms. The gods, at least the “lawful” gods, dwell on Mount Lel. Here sat the palace of Baal Hadad, combined in this pantheon with El, the supreme creator of the universe, as Shedû. The palace was constructed by Kothar-wa-Khasis of cedar, gold, silver and lapis lazuli, and had a window that could be opened to allow rainstorms into the world beyond. Many of the myths told of these deities revolved around the competition between Hadad and Muth, god of death, and Lotan, dragon god of the sea, for dominance over the pantheon. These stories involve vicious combats, cunning intrigues and resurrections.

Here, then, is a pantheon of deities for the clerics and druids of the Wyvern Coast. Portions of this article shaded in grey are considered Open Game Content.

Adonis (Tammuz)

- Also called “Lord”
- Deity of youth, beauty and rebirth
- Wields a club
- Served by celestial nymphs
- Symbolized by a boar
- Aligned with Neutrality
- Priests may learn the spell Lamentation
- Sacred animals are the boar, bull and ram

Adonis is the god of youth, beauty and rebirth. His mother, Myrrha, was turned into a myrrh tree by Derceto to protect her from her father. Adonis was born from the tree when its bark was rent by a boar’s tusks. At birth, the boy was so lovely that Derceto hid him in a chest that she gave to Kore for safe keeping. But the goddess of death was so taken with the youth that she would not give him up. Ultimately, it was decided that Adonis would spend six months with Derceto on earth and six months with Kore in the Underworld, thus explaining winter and spring.



The cult of dying Adonis belongs to women. They celebrate a two day festival at midsummer. The first day is spent in mourning, with worshipers uttering lamentations and beating themselves. The second day, celebrating his rebirth, is spent in feasting and merriment.

LAMENTATION

Level: 1

Range: Earshot

Duration: 1 round + 1 round per level

By uttering loud lamentations to Adonis, a priest can cause 2d6 humanoids in earshot to fall into tears for the duration of the spell. While overcome with sorrow, creatures cannot perform any action beyond self defense.

Asclepius (Eshmun)

- Also called "The Eighth", "Healer"
- Deity of healing
- Wields a short bow
- Served by devas
- Symbolized by a caduceus
- Aligned with Law
- Priests learn the spell Soothing Touch

Asclepius is the god of healing. He was fathered by Zadok with one of the seven Kotharat (daughter of the moon) after he had already fathered seven other sons. Asclepius' beauty caused a smitten Astarte to so relentlessly pursue him that he finally castrated himself and died. Seeing the error of her ways, Astarte restored him to life with the warmth of her body and made him a demigod.

Worshippers of Asclepius make votive offerings of statuettes of people healed by him, especially babies and children. Asclepius temples may be carved into the rock of the earth or built atop massive limestone pedestals measuring 230 ft wide, 160 ft long and 70 ft high. They often include paved pools, sculptures of sphinxes and lions and bas-relief sculptures of hunting scenes.

SOOTHING TOUCH

Level: 2

Range: Touch

Duration: 1 minute

This spell temporarily restores 1d4 points of damage per level of the subject for 1 minute.

Astarte (Aphrodite)

- Also called "Face of the Lord", "Queen of Heaven"
- Deity of fertility, love and war
- Wields a spear
- Served by devas and the fey
- Symbolized by a pentagram
- Aligned with Neutrality
- Priests may learn the spell Crown of Stars
- Sacred animals are the antelope, lion and horse

Astarte is the goddess of fertility, love and war. She is depicted as a naked woman sitting on a throne flanked by sphinxes and holding a bowl beneath her full breasts. Her symbols include the horse, sphinx, dove and circled star.

Astarte is the daughter of sky and earth, the sister-wife of Shedû (though as a fertility goddess, she has had many flings). She has two sons, Pothos, the god of longing, and Eros the god of desire. At Astarte's festival, worshippers bake small cakes, burn incense, pour out liquid offerings and raise sacred poles in her honor.

CROWN OF STARS

Level: 6

Range: Sight

Duration: 1 turn per level

With a word, a crown of stars appears above the priest's head. Lawful (or benevolent) creatures that view the crown must succeed at a saving throw or be unable to attack or otherwise harass the priest. Neutral creatures (including animals) who see the crown must succeed at a saving throw or fall under the control of the priest. Chaotic (or malevolent) creatures who view the crown must succeed at a saving throw or be struck blind.

Baal-Zebub

- Also called "Lord of Flies"
- Deity of disease and falsehood
- Wields a whip
- Served by demons
- Symbolized by a fly
- Aligned with Chaos
- Priests may learn the spell Infestation

Baal-Zebul, the Lord of Flies, is one of the fallen spirits who dwells in Hell as second in command to Lucifer. He is the patron of disease, falsehood, flattery and death. Sacrifices, sometimes of children, are made to him to bring relief from plagues. Baal-Zebul and his worshippers work to undermine and ultimately control civilization. His priests are silver tongued and crafty, tempting princes and the priests of other gods to do their work for them. Baal-Zebub appears either as a giant fly or a fly-headed man.

INFESTATION

Level: 2

Range: 20 ft

Duration: 1d6 rounds

The priest causes one creature per priest level (up to 10) to feel the sensation of maggots crawling beneath their skin. Subjects who succeed at a saving throw see through the illusion but are still harassed by the sensation and suffer a -1 penalty to all actions for 1 minute. Those who fail their saving throws fall to the ground, tearing and rending their flesh, inflicting 1d3 points of damage to themselves per round for 1d6 rounds until unconscious.

Derceto (Atargatis)

- Also called "Lady Goddess of the Sea"
- Deity of the sea and fertility
- Wields a spear or mace
- Served by mermaids, sirens and other aquatic fey
- Symbolized by a mermaid
- Aligned with Neutrality
- Priests may learn Derceto's Transformation
- Sacred animals are the dolphin, hawk and lion

Derceto is a mermaid goddess of the sea and fertility. She is the inventor of useful tools, patron of astrology and mistress of destiny. She usually appears as a mermaid with two tails or as a naked woman riding atop two lions or riding in a lion-drawn chariot. Her symbols include the lion, crescent moon, scepter and fish-spear.

Derceto is a strict mistress. Her cultists are beggar-priests who must emasculate themselves to enter the cult, and are forbidden from eating fish. They carry copper coins bearing the likeness of the goddess.

DERCETO'S TRANSFORMATION

Level: 4

Range: Personal

Duration: 1 hour

The priest takes on the form of abilities of a mermaid for 1 hour. In addition to gaining the lower torso of a fish and the ability to breath water, the priest grows fierce claws on his hands, gaining an attack that deals 1d6 damage.

Jorah

- Also called "Illuminator of the Heavens"
- Deity of the moon, moisture
- Wields a sickle (treat as a hand axe)
- Served by devas and werebears
- Symbolized by a crescent moon
- Aligned with Neutrality
- Priests may learn the spell Sickle of Jorah

Jorah is the god of the moon, who lights the heavens at night. He is the provider of nightly dew, which causes the desert to bloom. For this reason, he is viewed as the husband of Nikkal, goddess of orchards. Nikkal, also called "Great Lady and Fruitful" is the daughter of Khirhibi, the Summer King, and with Jorah is the mother of the seven goddesses called the Kotharat. The Kotharat are goddesses concerned with sensual love and childbirth, and are described as "swallow goddesses". One of the Kotharat is the mother of Asclepius by Zadok.

SICKLE OF JORAH

Level: 2

Duration: 1 round per level

A glowing, white sickle appears in the priest's hand. The sickle act as a +1 hand axe and deals double damage to creatures of shadow and evil lycanthropes.

Kothar-wa-Khasis

- Also called "Skillful-and-Wise", "Deft-with-both-hands"
- Deity of craftsmanship, smiths, magic
- Wields a war hammer
- Served by elementals
- Symbolized by a hammer

- Aligned with Law
- Priests may learn the spell Perfect Object

Kothar-wa-Khasis is the god of craftsmanship. He is the patron of smiths, engineers, architects and inventors. As the creator of sacred words and spells, he is the patron of sooth-sayers and magicians. Besides crafting the weapons of the gods, Kothar also built Shedû's magnificent palace of silver, gold, lapis lazuli and fragrant cedar wood. When Shedû sends rain to earth, it is Kothar who first opens the window of his palace.

PERFECT OBJECT

Level: 2

Range: Touch

Duration: 1 hour

An object touched by the priest becomes perfect in composition and construction. Armor will have a +1 bonus to Armor Class, weapons a +1 bonus to hit, etc. The items are not magical, and perfected weapons cannot be used to strike creatures only harmed by magic weapons.

Lotan

- Also called "Lord of the Land"
- Deity of the sea, chaos
- Wields a spear
- Served by demons and water elementals
- Symbolized by a scourge
- Aligned with Chaos
- Priests may learn the spell Seven Deadly Stings

Lotan is the god of the primordial seas. He rules storm and destruction, and was cast out of Heaven because of his evil temper. Lotan is the brother of Shedû, Melkarth and Astarte. He has had occasion to war with both of his brothers. He can take the form of a powerful merman with a curled, blue-black beard or that of a seven-headed sea serpent. His palace is in the deepest depths of the oceanic Abyss. Lotan's consort is Belatu.

Lotan's temples are often built near the sea. They are black buildings, imposing and terrible. His priests wear black robes and hunt the streets at night for sacrificial victims to quell the primordial rage of their master.

THE SEVEN DEADLY STINGS

Level: 4

Range: Touch

Duration: 1 round per level

By anointing a staff with sea water, the priest can bring forth seven serpentine heads from its tip. In battle, the staff strikes once per round for 1d6 points of damage. Creatures hit by the staff must make a saving throw against poison or suffer one additional point of damage per level of the priest.

Melkarth

- Also called “King of the City”
- Deity of sailors, warriors, traders
- Wields a sickle-sword (treat as battle axe)
- Served by cherubim
- Symbolized by a murex shell
- Aligned with Law
- Priests may learn the spell Whirling Death

Melkarth is the god of sailors, heroes, the fighting arts and traders. Melkarth is invoked in oaths and contracts. He is known to send visions to warlords and kings. Most importantly, he is the inventor of the rare and expensive purple die that is the basis of his worshipers mercantile success. His worshipers can be seen leaping in the air and falling to their knees, on which they spin like tops. He is celebrated each February in the “Awakening”. His temples are large and always feature two pillars of bronze or gold.

WHIRLING DEATH

Level: 1

Range: Personal

Duration: 1 round per level

The priest spins wildly, gaining an additional attack each round and a +1 bonus to Armor Class and melee damage.

Moloch

- Also called “King”
- Deity of fire, evil
- Wields a mace
- Served by demons and fire elementals
- Symbolized by a golden calf
- Aligned with Chaos
- Priests learn the spell Consuming Fire

Moloch is a wicked spirit cast out from Heaven who is worshiped as the god of fire. He is depicted as a man with golden skin and the head of a bull or oxen. Great brazen idols of Moloch are constructed like ovens, with sacrificial victims placed inside to be burned to death. During these sacrifices, priests beat drums to drown out the cries of the victims. Moloch is revered by those who worship power over all things. His priests and worshipers are warlike, overbearing and violent. Sacrifices to Moloch are made to ensure victory in war and to call down rain.

CONSUMING FIRE

Level: 5

Range: 30 ft

Duration: See below

This spell lasts for one round per priest level, up to a maximum of five. During the first round of the spell, the target suffers 1d4 points of damage and feels searing pain in his hands and feet. He must succeed at a saving throw or

drop whatever he is carrying. During the second round, the victim suffers 1d6 points of damage and feels the lick of flames on his arms and legs. He must succeed at a saving throw or suffer a -1 penalty to hit and to AC. In the third round, he suffers 1d8 points of damage and feels that his torso is on fire. If he fails a saving throw, he is compelled to strip off his armor and douse himself with water. In the final round, he suffers 1d10 points of damage and feels as though his face and hair are aflame. He must succeed at a saving throw or be stunned for 1d4 rounds.

Shedu

- Also called “Creator of Creatures”, “Rider on the Clouds”
- Deity of creation, the sky, rainfall, fertility
- Wields twin clubs
- Served by androsphinxes, devas and shedu
- Symbolized by a human-headed bull
- Aligned with Law
- Priests may learn the spell Blinding Light

Shedu is the supreme deity and creator of human beings. He is the lord of the sky and sun who governs rainfall and thus the growth of crops. Shedu is the protector of life whose absence results in famine, death and chaos. His brothers are Melkarth and Lotan (his arch-enemy) and Astarte is his sister-wife. He is the father of Salem (god of dusk) and Shahar (goddess of the sun).

Shedu either appears as a golden skinned man wearing a horned helm and bearing twin clubs or as a human-headed bull.

BLINDING LIGHT

Level: 4

Range: See below

Duration: 1 round per level

The priest’s head is surrounded by a halo of bright light. Those within 60 feet must succeed at a saving throw or be blinded for 30 minutes. While the spell lasts, creatures are unable to directly look at the priest, giving them a -5 penalty to hit him in combat.



Random Villages

A Quick & Easy Generator by John M. Stater

Stocking dozens of large, sandbox style hex-maps is much easier when random tables come into play. The following tables are designed to produce an interesting village quickly and easy, without details you might not need, and can easily fill in yourself if the village becomes a central setting for your campaign.

A. How many live in the village?

Roll 1d6 x 100 to find the population of your village. More than 600 people, and you are heading into market town territory.

B. What do the villagers do? (Roll 1d6)

1. Fishermen
 1. Eels
 2. Fish
 3. Shellfish
 4. Whales
2. Herdsmen
 1. Camels
 2. Cattle
 3. Geese
 4. Goats
 5. Sheep
 6. Swine
3. Hunters (or Trappers)
4. Miners
 - 1-2. Common Stone
 - 3-4. Common Metals
 5. Precious Stones
 6. Precious Metals
5. Peasants (Roll twice for crops)
 1. Grains
 2. Herbs
 3. Linen or Silk
 4. Orchards
 5. Pulses & Roots
 6. Vegetables
6. Woodsmen (1 in 6 chance of exotic hardwoods)

C. What are the villagers like? (Roll 1d30)

- | | |
|-----------------|------------------|
| 1. Ragged | 16. Hard-working |
| 2. Foppish | 17. Thrifty |
| 3. Swarthy | 18. Lazy |
| 4. Fair-skinned | 19. Honest |
| 5. Chaotic | 20. Deceitful |
| 6. Lawful | 21. Ill-tempered |
| 7. Jovial | 22. Loutish |

- | | |
|----------------|----------------|
| 8. Sombre | 23. Friendly |
| 9. Militant | 24. Rude |
| 10. Peaceful | 25. Diplomatic |
| 11. Licentious | 26. Literate |
| 12. Pious | 27. Cowardly |
| 13. Lanky | 28. Bombastic |
| 14. Stout | 29. Wrathful |
| 15. Dour | 30. Meek |

Note: If you do not own a d30, simple roll 1d3 for the tens digit and 1d10 for the ones digit.

D. In what do the villagers live? (Roll 1d10)

- 1-3. Huts
- 4-5. Houses
- 6-7. Longhouses
- 8-9. Cottages
10. Special
 - 1-3. Domes
 - 4-6. Towers

E. Of what are the dwelling constructed? (Roll 1d8)

1. Adobe
2. Bricks
3. Stones
4. Straw or wicker
5. Timber or logs
6. Wattle & daub
7. Decorative stone, i.e. marble, porphyry (1 in 6 chance, otherwise re-roll on this table with 1d6)
8. Metal, i.e. iron, bronze (1 in 6 chance, otherwise re-roll on this table with 1d6)

F. What protects the village from invasion? (Roll 1d6)

1. Thicket
2. Earthen rampart
3. Wooden palisade
4. Stone wall
5. Metal wall (1 in 10 chance, otherwise re-roll on this table with 1d4)
6. Geodesic dome (1 in 20 chance, otherwise re-roll on this table with 1d4)

Note: There is a 1 in 6 chance of moat, 1 in 6 chance of watch towers)

G. Where do the villagers get their water? (Roll 1d4)

1. Stream or river
2. Well
3. Cisterns
4. Aqueduct or reservoir

H. Who rules the village? (Roll 1d6)

1. Council of elders
2. Mayor and ealdormen
3. Noble
4. Reeve of the nearest royalty
5. NPC with class levels (1 in 6 chance, otherwise re-roll on this table with 1d4)
6. Monster (1 in 10 chance, otherwise re-roll on this table with 1d4)

I. Does the village have a specialist? (Roll 1d10)

1. Alchemist
2. Armorer or Bowyer
3. Den of assassins or highwaymen
4. Guide
5. Healer
6. Sage
7. Temple with adept (see “Wise Women & Cunning Men” in this issue)
8. Tavern
9. Inn
10. No specialist

J. What are the villagers famous for? (Roll 1d6 and 1d6)

- 1-1. Their fine beer / ale
- 1-2. Their fine wine
- 1-3. Their legendary livestock
- 1-4. Their beauty
- 1-5. Their cunning
- 1-6. Their brawn
- 2-1. Their vigor
- 2-2. Their magical abilities
- 2-3. Their fine orchards
- 2-4. Their skill at weaving
- 2-5. Their skill at stoneworking
- 2-6. Their skill at woodworking
- 3-1. Their skill at smithcraft
- 3-2. Their domesticated monsters
- 3-3. Their strange customs
- 3-4. Their outlandish costumes
- 3-5. Their thick accents
- 3-6. Their impenetrable keep
- 4-1. Their vampire problem
- 4-2. Their melodious voices
- 4-3. Their lycanthrope problem

- 4-4. Their athleticism
- 4-5. Their love of gambling
- 4-6. Their haunted manor

- 5-1. Their suspicious lack of crime
- 5-2. The guardian spirit that protects the village
- 5-3. The friendly neighborhood druid
- 5-4. Their fey allies
- 5-5. Their fey tormentors
- 5-6. Their awful weather

- 6-1. Their rare herbs
- 6-2. Their outstanding breads and pastries
- 6-3. Their love of a good brawl
- 6-4. Their extreme xenophobia
- 6-5. Their visitations from beyond
- 6-6. Their dark secrets

Welleran: A Sample Village

Rolling on the tables above to create a village called Welleran, I get the following answers:

- A. 200 people
- B. Fishermen (shellfish)
- C. Cowardly
- D-E. Brick huts
- F. Thicket
- G. Cisterns
- H. Council of elders
- I. Den of assassins or highwaymen
- J. Their dark secrets

With these questions answered, I am ready to put the elements together and create a coherent encounter site.

Welleran is a small village of 200 fishermen on the shores of the Sea of Terror. They live simply, in a collection of small brick huts surrounded by a picket of sharpened stakes. A tall cistern made of brick and filled by the frequent rains that sweep over the coast from the sea supplies Welleran with fresh water. The village is ruled by a council of elders, wise men and women who know well the lore of the sea. But all is not well in Welleran. More than a year ago, when their collection of crabs and cockles had grown very poor and starvation loomed, the men and their wise elders made a deal with Long Tom Torq, a notorious highwayman. In exchange for a cut, Long Tom and his men use Welleran as their base of operation, and hold the cowardly fishermen in their power.

Denizens of the Dark Continent

Legendary Creatures of African Folklore by John M. Stater

A few months back I discovered a list of mythic creatures on Wikipedia and decided to have a go at concocting game statistics for most of them, one culture or geographic area at a time. While most of the creatures on the Wikipedia list can be represented by existing monsters, a few were unique enough that I thought they deserved a write-up. The following monsters come from Africa, a fascinating continent often ignored in fantasy role-playing games. I based a few regions of my campaign on Africa, so expect more content in that vein in the near future. The following is declared Open Game Content.

Abatwa

Abatwa, or ant men, are humanoids that measure only 2 feet tall. Although not malicious, abatwa are very sensitive about their size and do not hesitate to attack those who reference it. All abatwa hunters are skilled at tracking and survival. Abatwa use giant ants as mounts. They carry tiny, poison-tipped spears and short bows with poisoned arrows into battle. The poison inflicts 1d6 points of damage, or half that with a successful saving throw.

Abatwa hunters travel in small groups. Abatwa tribes number from 20-200 warriors. All tribes are commanded by a 3 hit dice chief. For every twenty tribesmen beyond the chief, there will be a sub-chief with 2 hit dice.

- Abatwa: HD 1 hp; AC 3 [16]; Atk Weapon (1 + poison); Move 3; Save 18; CL/XP A/5; Special: Poison.

Adze

In its natural form, the adze looks like a large firefly with a vaguely humanoid face. It has green eyes and a fanged mouth. Adzes feed on coconut water, palm oil and blood, especially the blood of children. They are capable of casting change shape (usually into that of an old woman) once per day and suggestion three times per day. In combat, an adze will attempt to bite its opponent. If successful, the opponent must succeed at a saving throw or the adze will latch onto the victim and begin draining it of blood, inflicting 1d4 points of damage each round until the hold is broken. Bite victims must also succeed at a saving throw or contract malaria.

- Adze: HD 5; AC 4 [15]; Atk Bite (1d6); Move 9 (Fly 15); Save 12; CL/XP 7/600; Special: Disease, drain blood, spells.

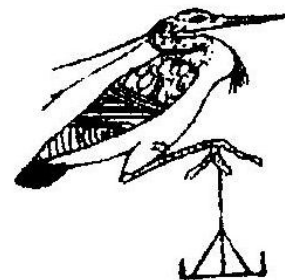
Asiman (Obayifo)

The asiman is an incorporeal spirit that mostly preys on children. They feed by possessing the body of a humanoid or animal (per the magic jar spell). A creature possessed by an asiman has shifty eyes and is obsessed with food. Once inside a creature, the asiman feeds by draining the wisdom of any creature within 30 feet that meets its gaze. The potential victim of the gaze must succeed at a saving throw each round or lose 1d3 points of wisdom. Asiman can be detected by the light they emit from the armpits and anus of a possessed victim and by the fact that all vegetation within 30 feet of them will suffer from the reverse of a plant growth spell.

- Asiman: HD 3; AC 9 [10]; Atk Special; Move 12; Save 14; CL/XP 6/400; Special: Incorporeal, possession, psychic vampire, only harmed by magic weapons.

Bennu

Bennu is a large heron with gray, purple and blue feathers that sprang from the heart of Serapis, the god of fertility. Bennu is immortal. It dwells in a temple attended by priests who wear heron-masks, blue mummy dresses and long, transparent coats. The bennu-priests are known for their knowledge of time-keeping and their temple has many time-keeping devices. Bennu can see in darkness, including magical darkness, and can use the following spells: Control water, daylight, detect magic, dispel evil (1/day), heal (3/day), plant growth, resurrection (1/month), time stop (1/day).



- Bennu: HD 12 (96 hp); AC 1 [18]; Atk Beak (3d6); Move 12 (Fly 24); Save 3; CL/XP 16/3200; Special: Immortal, immune to fire, spell use, only harmed by +3 or better weapons.

Chipekwe (Emela-ntouka)

The chipekwe, or “killer of elephants”, is a massive beast that dwells in the shallow water of marshes and swamps. It is a territorial herbivore as large as a rhinoceros. The chipekwe has four stout legs that end in massive claws and a single horn on its snout and short fur banded brown and black. Chipekwe are extremely territorial and aggressive.

- Chipekwe: HD 8; AC 3 [16]; Atk 1 gore (2d6), 2 claws (1d6); Move 12 (Swim 12); Save 8; CL/XP 8/800; Special: None.

Eloko

Eloko are hideous dwarves that dwell in the deepest forests. They are vicious in the extreme and eat only human beings. Eloko live in hollow trees and dress in leaves. They are small, with grass growing on their bodies in place of hair. They have piercing eyes, large snouts, mouths that can open impossibly wide, long claws and gentle, child-like voices. The sight of an eloko causes fear (as the spell). The sound of their magic bell acts as a suggestion spell so powerful that the victim can even be driven to harm themselves. If an eloko hits a victim with both claw attacks in the same round, the victim must succeed at a saving throw or be swallowed whole. A swallowed victim will find themselves in a fetal position and completely incapable of moving. They suffer 1d4 points of damage each round until freed. An eloko that has swallowed a humanoid has its movement reduced to 3 and its armor class reduced to 7 [12].

- Eloko: HD 3; AC 4 [15]; Atk 2 claws (1d6); Move 12; Save 14; CL/XP 5/240; Special: Cause fear, magic bell, swallow.

Impundulu (Izulu)

The impundulu, or “lightning bird”, is a black and white bird as large as a human. Electricity courses across its feathers, delivering a shock for 1d6 points of damage to any creature it touches. Impundulus can discharge this electricity as a 4 dice lightning bolt, but lose their shocking touch for 3 rounds thereafter. Impundulus are capable of changing their shapes to that of beautiful young men, and often use this form to seduce maidens. Impundulu feed on blood, using their long beaks to pierce the skin.

- Impundulu: HD 2; AC 6 [13]; Atk Beak (1d6); Move 9 (Fly 18); Save 16; CL/XP 4/120; Special: Change shape, shocking grasp, immune to lightning.

Kishi (Mukisi)

A kishi resembles an attractive man or woman with long, flowing hair. On the back of their heads, hidden by their hair, is a bestial face like that of a hyena. Kishi are hill dwellers who favor the flesh of humans and elves. Kishi are eloquent and seductive, tricking their prey into accompanying them to their lairs. Once home, the kishi turns its head completely around and devours its hapless victim with its bestial face. Victims of a kishi's bite must

succeed at a saving throw to pry them off; those who fail suffer automatic bite damage each round until the kishi is dead. Kishi speak the language of humans and elves.

- Kishi: HD 2+2; AC 5 [14]; Atk Bite (2d6); Move 15; Save 16; CL/XP 2/30; Special: Grapple, two-faced.

Serpopard

The serpopard is a creature with the body of a leopard, a 4-foot long serpentine neck and the head of a lioness. Serpopards attack by leaping out at a victim and delivering two claw attacks and a bite. If both claw attacks hit, the serpopard can make two additional claw attacks with a +2 bonus to hit. The victim of such an attack must also succeed at a saving throw or be constricted by the serpopard's neck. Constriction inflicts 1d4 points of damage per round. A constricting serpopard cannot bite.

- Serpopard: HD 4; AC 6 [13]; Atk Bite (1d6), 2 claws (1d6); Move 15; Save 13; CL/XP 4/120; Special: Constrict, rake.

Swallower

The swallower is not the most popular girl at her high school, but rather a beast with the torso and forelegs of a leopard, the hindquarters of a hippopotamus and the head of a crocodile. Swallowers prey on chaotic and evil creatures. Their bite inflicts 1-8 points of damage and drains one hit dice if the victim fails a charisma saving throw. The swallowers are ruled by Ammut the Devourer, a swallower with 15 hit dice and 120 hit points.

- Swallower: HD 8; AC 3 [16]; Atk Bite (1d8), 2 claws (1d6); Move 12; Save 8; CL/XP 11/1700; Special: Immune to fire, life drain, only harmed by magic weapons.
- Ammut the Devourer: HD 15 (120 hp); AC 0 [19]; Atk Bite (1d8), 2 claws (1d6); Move 12; Save 3; CL/XP 19/4100; Special: Immune to fire, life drain, only harmed by +2 or better weapons.

Tikoloshe (Hili)

The tikoloshe is a bizarre creature that resembles a small, hairy humanoid with a bear-like head (pierced by a single hole), gouged out eyes and a bony head-ridge. Tikoloshes can become invisible by swallowing pebbles. Those foolish enough to fight a tikoloshe age 1d6 years during each round of combat. The tikoloshe is a nocturnal predator who sneaks into homes to assault people while they sleep.

- Tikoloshe: HD 5; AC 3 [16]; Atk Head butt (2d6); Move 9; Save 12; CL/XP 8/800; Special: Invisibility, rapid aging, only harmed by magic weapons.

Beastmen, Centaurs & Mechanical Men

Three Playable Races by John M. Stater, Illustration by Willy Pogany

I will admit that I'm a variety junkie when it comes to role-playing games, especially when it comes to interesting races to play. These three races are ones that I worked up for my LAND OF NOD™ campaign, to distinguish it a bit from the "average" fantasy setting.

The centaur is such a well-known creature of myth and legend that I just had to find a place for them in my campaign's playable races. The beastman was meant to be a replacement for the half-orc and was intended as a simple way to introduce other bestial humanoids into the game as playable races. The mechanical man is a nod to pulp science-fiction, Hephaestus' automatons in Greek mythology and the tin woodsman of Oz fame.

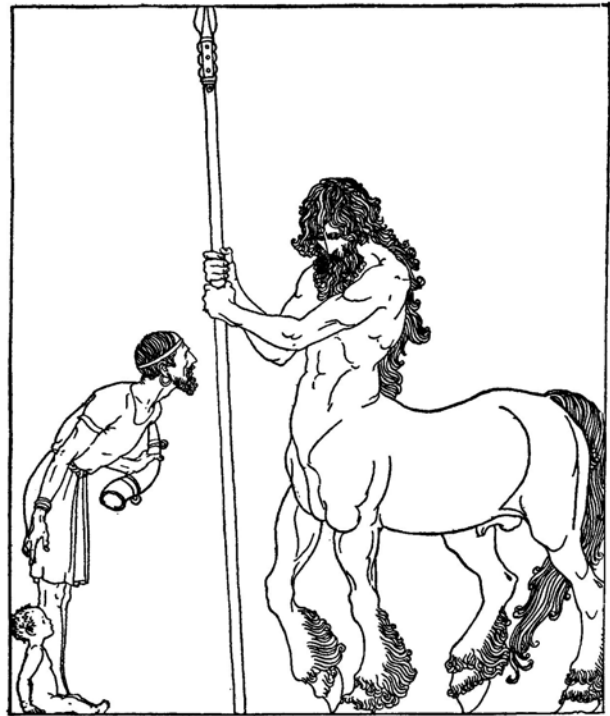
Should a Referee wish to turn these races into race-classes, she might think of patterning the beastman after the barbarian class that appears in this issue, the centaur on the ranger and the mechanical man on the fighting-man.

Beastman

Beastman is not a race per se', but rather a category of bestial humanoids that might include gnoles, orcs, ogres and hobgoblins, crossbreeds between such humanoids and humans, or savage humans like berserkers and cavemen. The most common "beastmen" in fantasy are half-orcs.

Half-orc characters are usually crossbred from human stock, and most can pass for human. Often the product of rape, half-orcs frequently have a rough childhood. Their orc blood puts them at a disadvantage with humans, as orcs are known for being anti-social. Their human blood puts them at a disadvantage with orcs, as humans are thought of as prey.

Half-orcs are of average height, but are stocky and burly whatever their height. They are rarely pleasant to look on, and gruff or croaking voices. Half-orcs usually have one of the following physical features: Pug nose, pointy ears, thick eyebrows, a heavy forehead, over-large or over-sharp teeth, waxy skin, jutting jaws, an unpleasant odor, large hands or feet or a misshapen head. Half-orc hair is coarse and unruly, and usually black, dark brown or dark red. Half-orc eyes are almost always brown, brownish green or greyish green, and sometimes have a yellow pupil.



Half-orcs usually speak the common tongue of men and often (60%) the language of orcs. It is not uncommon for them to learn the language of dwarves, goblins, ogres and giants. Players of half-orcs may wish to affect a deep, guttural, grunting accent to their speech when communicating as their character.

Beastman characters have the following special abilities:

- Beastman characters enjoy a +1 bonus to strength and constitution at character creation, but suffer a -2 penalty to charisma. These modifications cannot take an ability score above 18 or below 3.
- Beastmen can see in the dark as well as elves and dwarves. Their sense of smell is as refined as a wolf's, allowing them to track by scent on the roll of 1-2 on 1d6.
- A beastman's thick hide improves its Armor Class by 1.
- Beastmen enjoy a +2 bonus to save vs. disease.

Centaur

A centaur has the head, arms and torso of a human or elf and the lower body of a pony or ass. Centaurs dwell in meadows and glades surrounded by thick woodlands. They are known for their lack of temper and their fondness for women, war and song.

Centaurs are usually seven to eight feet tall from hoof to head. Even though their equine bodies are smaller than normal horses, they are still quite heavy and find it difficult to scale sheer surfaces without help from others. A centaur's equine body may have any pattern common to normal horses, and the hair on their heads often follows suit. Centaurs usually have nut brown skin.

Centaurs speak their own language and often (50%) the language of elves. They occasionally speak the common tongue of men. Many centaurs learn the languages of gnomes, goblins, halflings, kobolds and orcs. Because of their size, centaurs have booming voices. Players of centaurs may want to use a Greek accent when speaking as their characters.

Centaurs have the following abilities:

- Centaurs enjoy a +1 bonus to strength and constitution at character creation, but suffer a -2 penalty to wisdom. These modifications cannot take an ability score above 18 or below 3.
- Centaurs can carry 150% more than most characters. In addition, their base movement is increased by 6.
- Because they are quadrupeds, a centaur's Armor Class against grapple and overbearing attacks is increased by +2.
- In combat, centaurs can choose to attack with their weapon or make two hoof attacks that deal 1d6 damage.
- A centaur's armor (really a combination of human armor and horse barding) costs twice as much as normal.

Mechanical Man

Mechanical men are intelligent, artificial lifeforms created by ancient peoples (elves, fish men, ophidians), scientists, wizards or Vulcanus, god of the forge. They are as sentient as any living creature and can "procreate" by building children and endowing them with a portion of their own souls. Mechanical men will tend to be logical and less emotional, though by no means emotionless unless a player wants his mechanical man to be so.

Mechanical men are humanoid creatures composed of tin, wood, bronze, porcelain, ivory, steel or other materials. The actual form of a mechanical man is highly variable. They might look like robots from old b-movies, graceful statues of teak carved to look like wood nymphs, walking

suits of armor (a good choice for fighters), the famous tin woodsman of Oz fame, or any number of other configurations. Mechanical fighting-men may have suits of armor attached to their bodies, while mechanical thieves may streamline their bodies to make fitting into small places easier. It is really up to the player.

Mechanical men usually speak the common tongue of men and the language of their creators. A Referee might want to invent a special mechanical language for them, perhaps patterned after the morse code and produced by the mechanical man rapping its fist against its own hide.

Mechanical men have the following abilities:

- Mechanical men are immune to poison and disease. They do not need to eat or breath, although they can benefit from imbibing a magical potion. Spells that heal damage to living bodies are only half as effective on mechanical men.
- Mechanical suffer half damage from lightning attacks.
- A mechanical man has a natural Armor Class of 7 [12]. His unarmed strikes do +1 damage.

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Your Mind Will Bend

The Psychic Class by John M. Stater

The inclusion of a psychic character class is often a controversial one in fantasy role-playing. Wizards who command several spells based on psychic phenomenon make perfect sense, but psychics are often viewed as a distraction, something more fit to science fantasy than the traditional fantasy genre. Of course, if you are like me, your campaign is already as much sword and planet as it is sword and sorcery, so the inclusion of mentalists makes sense. If not, though, consider the psychic as a mystic from exotic lands, maybe even restricting the psychic to non-player character status and making them a dangerous and misunderstood foe for your players.

The Psychic

The psychic is a sub-class of magic-user that learns to focus his innate mental powers to create astounding psychic phenomena. Psychics must go through a training regimen not dissimilar to monks. But where monks train their bodies, psychics train their minds.

- Prime Attribute: Wisdom, 13+ (+5% experience).
- Hit Dice: 1d6+1 per level, +1 hp per level after level 9.
- Weapons Permitted: Club, dagger, dart, hand axe, short bow, sling, spear, staff.
- Armor Permitted: Leather, shield.

The most basic ability a psychic has is her “sixth sense”, which warns her of danger. Because of their sixth sense, psychics are only surprised on a roll of 1 on 1d8. Psychics receive a +1 bonus on saving throws made to avoid traps, and can spot secret or hidden doors as well as an elf.

Psychics train their minds to be a veritable fortress of intellect. This gives them a +1 bonus on saving throws against mental magics (ESP, charm person, etc) and the powers of other psychics. At 6th level, their intellect fortress becomes a tower of iron will and their saving throw bonus improves to +2.

At levels 1, 3, 5, 7, 9, and 11 the psychic opens the door to a new psychic power (see below). To use a power, the psychic must succeed at a saving throw, and his subject (if there is a subject) must fail a saving throw. The subject of a psychic power must be within the psychic’s field of vision unless the power’s description says differently. If, during the day, a psychic fails a saving throw to activate a power, that power closes to him for the remainder of the day and until he spends one hour in meditation the next day.

Psychic Powers

Astral Projection: The psychic can enter a trance and project his astral spirit from his physical body. This astral spirit is incorporeal and unable to interact with the physical world. Astral spirits can only communicate using the power of telepathy. An astral spirit can travel freely over the physical world, and can enter the ethereal and astral planes at will. The astral spirit can interact with objects and creatures on the ethereal and astral planes, and can communicate normally therein. If a psychic’s astral spirit is killed, his physical body dies as well.

Channeling: By opening his mind to the cosmos, the psychic can commune with higher planes (as the magic-user spell contact other plane). Channelling is a difficult power to control, and imposes a -5 penalty on the psychic’s activation saving throw. A failure to activate this power results in the psychic’s personality (or alignment) changing (as determined by the Referee) for 1d6 days.

Clairensentience: A psychic with these abilities can see or hear the going’s on in a distant place. If the psychic has never been in this place, or does not know somebody present, his saving throw to activate this ability is made at a -5 penalty.

Cloud Minds: With this ability, a psychic can cloud people’s minds, making himself invisible to them. Just as with the magic-user spell invisibility, an attack by the psychic spoils the effect. If used on multiple subjects, the psychic suffers a -1 penalty to his saving throw to activate the power for each subject beyond the first.

Dowsing: Using a simple dowsing rod, the psychic can find the nearest source of fresh water. He can also use this power to discover the location of precious metals and gems (as a wand of metal detection), but suffers a -3 penalty to his activation saving throw.

Ego Whip: This is the psychic’s ability to stun another sentient creature by causing terrible pain and trauma in their mind. A stunned creature remains stunned for a number of rounds equal to the psychic’s level. An ego whip can only be used on a single creature.

Empathic Projection: This is the ability to project powerful emotions (anger, joy, sorrow, fear) in the mind of a subject. It is up to the Referee to determine the effects these emotions might have on a situation. A psychic who fails his saving throw to activate this power must make an

additional saving throw or be struck with the emotions himself.

ESP: With this ability, the psychic can read a subject's mind, as with the magic-user spell of the same name.

Id Insinuation: By insinuating his own thoughts and memories in an opponent's mind, the psychic causes either confusion (as the magic-user spell) or insanity (as the magic-user spell). Attempting to cause insanity imposes a -10 penalty on the psychic's activation saving throw. A failure to activate this power properly forces the psychic to make a saving throw himself or suffer the effects of the power himself.

Illusion: The psychic can use this ability to plant powerful illusions inside a person's mind. In general, these illusions will correspond to the basic spells of an illusionist, with a penalty equal to the illusion's level assessed to the psychic's activation saving throw.

Mesmerism: This is the ability to put others into a trance, thus gaining the ability to question them truthfully or implant suggestions in their mind. Implanting a suggestion works as the magic-user spell of the same, and imposes a -5 penalty on the psychic's saving throw to activate the power.

Mind Thrust: With a sharp thrust of his mental powers into the mind of one sentient opponent, the psychic inflicts 1d6 points of damage plus one point of damage for every point difference between his own and his opponent's intelligence scores. If an opponent's intelligence score is unknown, assume that it is a 10.

Psionic Blast: A psionic blast works like an ego whip, but instead stuns creatures in 30-ft cone emanating from the psychic's forehead. A psychic suffers a -5 penalty to activate a psionic blast.

Psychic Surgery: Psychic surgery can be used to double a creature's natural healing or to grant a subject a +1 bonus to save against diseases. It can also be used to heal or inflict 1d6 points of damage. This requires the psychic to physically touch the subject, and the psychic's saving throw to activate the power is made at a -5 penalty. At 5th level, the psychic can heal or inflict 2d6 points of damage. At level 10, the psychic can heal or inflict 3d6 damage.

Psychometry: This is the psychic's ability to read the psychic vibrations given off by an object or place, allowing him to learn elements of its history such as who last held

the device, how it is used, or traumatic events that took place there. In effect, it works like the magic-user spell legend lore. The Referee might impose penalties on the psychic's saving throw to activate this power depending on the age and provenance of the object or place being read.

Pyrokinesis: This is the ability to cause objects to burst into flames. The ability can only be used on flammable objects, and inflicts 1d4 points of damage per psychic level. Activating the power requires a full round of concentration on the part of the psychic. Failure to activate this power requires the psychic to make an additional saving throw to avoid being damaged himself.

Telekinesis: This is the ability to move small objects with one's mind. For precise telekinetic control of a small object, a -5 penalty is imposed on the psychic's saving throw to activate this power. Otherwise, impose a penalty of -2 per 10 pounds of the object being moved.

Telepathy: With this ability, the psychic can project his thoughts into the minds of other sentient creatures. Penalties may be applied to this ability based on the distance of the psychic's target or when he tries to communicate with several people at once.

Teleportation: This power allows a psychic to teleport (as the magic-user spell) objects. The psychic can teleport creatures, but suffers a -5 penalty to his saving throw to activate the power. Teleporting multiple objects or creatures imposes a -1 penalty to his activation saving throw per creature or object beyond the first.

Transvection: A psychic can use transvection to cause himself to levitate (as the magic-user spell). It can also be used to fly (as the magic-user spell), but such use imposes a -5 penalty to the psychic's activation saving throw.



Level	XP	HD	Attack	Save	Title
1	0	1	+0	15	Learner
2	1,800	2	+0	14	Mentalist
3	3,600	3	+0	13	Sensitive
4	7,200	4	+1	12	Channeler
5	14,400	5	+1	11	Esper
6	30,000	6	+2	10	Savant
7	60,000	7	+2	9	Yogi
8	120,000	8	+3	8	Guru
9	240,000	9	+3	7	Mind Lord
10	390,000	+1 hp	+4	6	Mind Lord
11	540,000	+2 hp	+5	5	Mind Lord
12	690,000	+3 hp	+5	4	Mind Lord

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