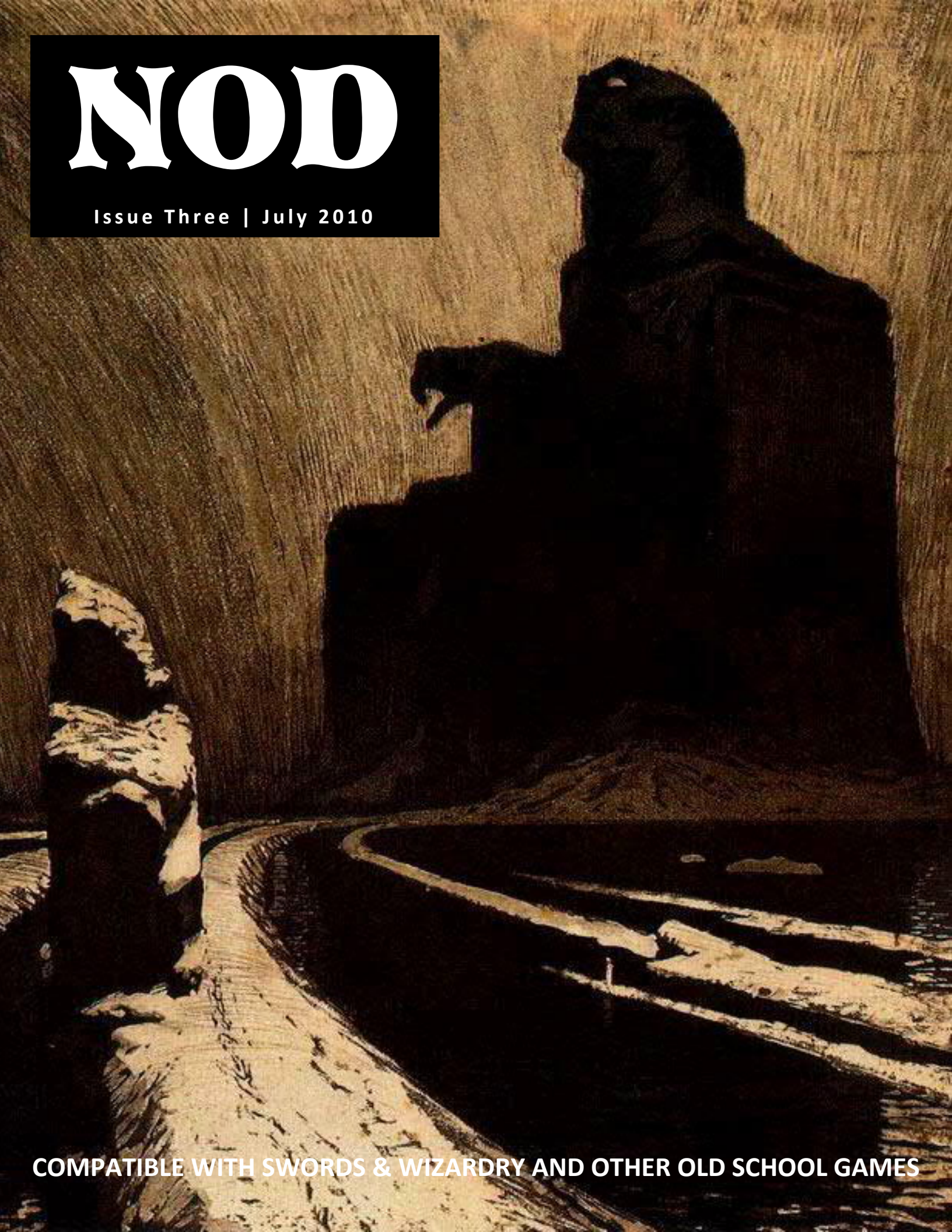


NOD

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COMPATIBLE WITH SWORDS & WIZARDRY AND OTHER OLD SCHOOL GAMES

Written and edited by John M. Stater

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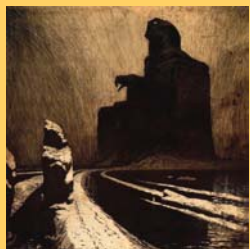
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Table of Contents

<i>Feature Article: The Nabu Wasteland</i> <i>Massive hexcrawl in the wastelands of a ruined empire</i>	27
The Beastmen of Nabu	1
The Gods of Nabu	17
The Elementalists	107
The Druids of Nabu	110
Phantastes: Part 2	117



Resistance, or The Black Idol (1903)

by Frantisek Kupka (1871-1957)

Kupka was a Czech artist who primarily worked in the abstract art and cubist movements, but who also produced a few pieces, including the one on our cover, inspired by the writings of Edgar Allen Poe.

Beastmen of Nabu

By John M. Stater, Art by Charles LeBrun

The beastmen of Nabu are a collection of humanoid people sharing a number of characteristics with animals. Despite their sometimes grotesque appearance, they are as intelligent and civilized as human beings. They cannot interbreed with humans, though, making them quasi-human or demi-human at best. The origins of the beastmen of Nabu are unclear. One Referee might present them as the result of sorcerous or pseudo-scientific experiments, while another might tie their existence to the eldritch industries unleashed in the cataclysm that turned the green savanna of Nabu into the deadly wasteland it has become. All of the thirteen known tribes are presented here as both playable races and playable classes.



Aigosity (Goat People)

The aigosity are an eccentric race of mystics who dwell in irregularly shaped, or stepped, towers made of sun-dried bricks. Aigosity men always cultivate beards, sometimes small and neat, often curly and tangled, and all aigosity have thick, tangled hair that is usually black. Aigosity are tan to dusky in complexion and have long, flat noses. They traditionally wear felt skullcaps with small felt horns on them, rough tunics, cloaks and leggings and thick leather sandals. Aigosity have little use for jewelry, but do appreciate colored beads, especially glass beads, and often wear strings of them as necklaces and bracelets. Aigosity warriors wear ring mail under their robes and carry shields covered with leather and such weapons as flails, maces and slings. Most aigosity carry a set of pan-pipes.

An aigosity village consists of a dozen or so "towers", each housing anywhere from three to seven aigosity. Aigosity men and women do not marry, and often do not even live together. Children are raised by the community, with the men cuffing any child that gets out of hand and women, after nursing, doing their best to mother any child within reach. The towers are decorated simply, with the most noticeable articles of furniture being the tall stools and chairs that they prefer. Each aigosity community has a large oven in which they bake their daily bread; flat loaves decorated with seeds in mystic patterns.

The aigosity live by herding goats and sheep and growing a few crops. Rugged and tough, the aigosity have an amazing ability to grow crops in very difficult environments. For this reason, they are considered lucky by many farmers, and should a family of aigosity wish to establish themselves on the fringes of a human settlement, they are usually welcomed (though not too warmly, for they are known to be a bit odd and disruptive).

The aigosity are unflappable, ignoring danger and keeping their cool in just about every situation except being near attractive members of the opposite sex. The truth is, the aigosity are a bit lecherous. They are also eccentric in their speech and manners. They have a cackling laughter that is more unnerving than contagious, and their eyes never seem quite right. They enjoy pondering things over, smoking a clay pipe and, if male, pulling on their beards. When they finally come to a decision, they become a flurry of excited activity.

Level	XP	HD	Attack	Save	Spells					
					1	2	3	4	5	6
1	0	1	+0	14	1	-	-	-	-	-
2	1,600	2	+0	13	2	-	-	-	-	-
3	3,200	3	+1	12	2	1	-	-	-	-
4	6,400	4	+1	11	2	2	-	-	-	-
5	12,800	5	+2	10	2	2	1	-	-	-
6	25,000	6	+2	9	3	2	2	-	-	-
7	50,000	7	+3	8	3	2	2	1	-	-
8	100,000	8	+3	7	3	3	2	2	-	-
9	200,000	9	+4	6	3	3	2	2	1	-
10	300,000	+2 hp	+5	5	4	3	3	2	2	-
11	400,000	+4 hp	+5	4	4	3	3	2	2	1
12	500,000	+6 hp	+6	4	4	4	3	3	2	2

- Aigosity: HD 1d6; AC 7 [12]; Atk 1 weapon (1d6); Move 12; Save 18 (17 vs. mind effects, 16 vs. poison and disease); CL/XP B/10; Special: None.

Racial Abilities

Aigosity are natural climbers, climbing very difficult surfaces on the roll of 1-2 on 1d6 and rarely failing to climb a surface that provides even small hand and foot holds. They enjoy a +1 bonus on saving throws against spells and effects that affect the mind (i.e. fear, charm, etc). An aigosity's iron stomach allows them to digest just about anything and makes them more resistant (+2 bonus on saving throws) to poison and disease.

Class Abilities

The aigosity are often considered to be wild-eyed mystics. They come by their odd mannerisms honestly, though, for most aigosity are born with what one might call "fairy-sight". Many aigosity can see spirits and can glimpse the future and past. Besides the racial characteristics mentioned above, a member of the aigosity racial class also gains some spell casting ability and the ability to see spirits.

PRIME REQUISITE: Wisdom (13+ gets +5% bonus to earned experience).

HIT DICE: 1d6 (+2 hit points per level after 9th).

WEAPONS PERMITTED: Club, sling, staff.

ARMOR PERMITTED: Leather and shields.

SPELLS: Aigosity can cast divinatory spells using the same rules as clerics for casting spells.

SPIRIT SIGHT: Aigosity are capable of peering into the ethereal plane, and thus have a 1 in 6 chance (increasing by 1 every three levels) of seeing creatures either on the ethereal plane or creatures that are invisible.

AIGOSY SPELL LIST

LEVEL ONE	LEVEL TWO
Detect Evil	Augury **
Detect Magic	Detect Invisibility
Detect Poison	ESP
Read Languages	Find Traps
Speak with Animals	Locate Objects
LEVEL THREE	LEVEL FOUR
Clairaudience	Divination **
Clairvoyance	Speak with Plants
Darkvision	Scrying **
Speak with Dead	Wizard Eye

LEVEL FIVE

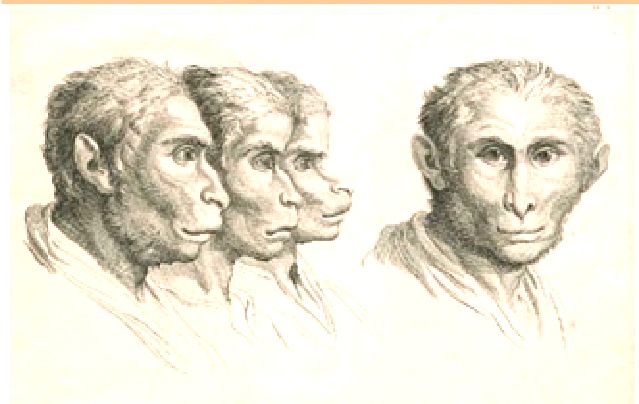
Commune
Contact Other Plane
Speak with Monsters

LEVEL SIX

Find the Path
Legend Lore
True Seeing *

* New Spell, see below

** Druid Spell, see *Druids of NOD* in this issue



Anani (Monkey People)

Monkeys from the rain forests of Cush were long a favorite pet of Nabu's nobility. The anani were bred, it appears, to be servants of the nobility and clowns to their children. Working as they did in the noble households, however, the anani developed two traits – a penchant and talent for spying and a taste for the good life. Modern anani pursue the same career now as their ancestors did in the days of the empire, serving nobles and sometimes selling their secrets or eliminating them for their rivals.

Anani are often dressed in finery, spending lavishly on their clothes and other accoutrements. They appear to be pleasant and accommodating, but are really schemers of the first order. They rely on their position as "fools" to get away with as much as possible. Most anani carry several hidden daggers, and often a vial or two of poison.

Anani adventurers are those who wish to live the good life on their own terms. They have a lust for gold and gems, but find it difficult to accumulate wealth because of their spending sprees when they hit town.

- Anani: HD 1d6; AC 6 [13]; Atk 1 weapon (1d4); Move 12 (Climb 12); Save 18; CL/XP B/10; Special: Berserk (see below).

Racial Abilities

Anani have a climb speed equal to their normal land speed. They suffer only half damage from falls. When reduced to no more than 5 hit points, they are capable of going berserk in combat, gaining a +1 bonus to hit and damage.

Class Abilities

Anani are capering clowns with a vicious streak. Sly and deadly, they use their ability to climb and take falls to good advantage in dungeons.

PRIME REQUISITE: Dexterity (13+ gets +5% bonus to earned experience).

HIT DICE: 1d6 (+2 hit points per level after 9th).

WEAPONS PERMITTED: Club, flail, hand axe, light crossbow, mace, short bow, short sword, sling, spear, staff.

ARMOR PERMITTED: Leather and shields.

ACROBATICS: Anani suffer only half damage from falls, and suffer no damage from falls of 10 feet or less (unless spikes enter the picture, of course). They only set off pit traps on a roll of 1 on 1d8. Finally, anani receive a saving throw to avoid back stabs and flanking attacks.

LEGERDEMAIN: Anani are skilled at palming small objects, picking pockets and performing other minor magic tricks. Alert victims may make a saving throw to notice the anani's trickery.

MONKEY SHINES: The anani are masters at low comedy and vulgar insults. Victims of their taunts must pass a saving throw or lose their temper, often attacking the anani, and suffering a -1 penalty to hit and make saving throws, but gain a +1 bonus to damage. Clerics and magic-users who succumb to their taunts lose the ability to cast spells for the remainder of the round.

NOBODY BACKS ANANI IN A CORNER: When reduced to 5 or fewer hit points, an anani may go berserk in combat, screaming, clawing and biting. The anani gains a +1 bonus to hit and damage, but suffers a -1 penalty to Armor Class.

Level	XP	HD	Attack	Save
1	0	1	+0	15
2	1,200	2	+0	14
3	2,400	3	+1	13
4	4,800	4	+1	12
5	9,600	5	+2	11
6	20,000	6	+2	10
7	40,000	7	+3	9
8	80,000	8	+3	8
9	160,000	9	+4	7
10	280,000	+2 hp	+5	6
11	400,000	+4 hp	+5	5
12	520,000	+6 hp	+6	4



Arcs (Bear People)

The arcs are rarely seen, living the lives of hermits in the highlands and mountains. The typical arc lives alone, or if a female with its young children, in a well protected and hidden cave. In the spring, the arcs in an area converge on a well known meadow and hold a great fair. Each arc brings food to share and what little news they have gathered, and spends a week dancing, drinking and possibly mating before retreating to their homes. The arc lives the life of a hunter-gatherer, but also keeps bees. The arc's hives are kept some distance away from their cave, often up to 3 or 4 miles away, in order to keep the location of home a secret.

Arcs are tall and solidly built. The males often have hairy faces, and few would describe members of either gender as handsome. They have skin tones ranging from tan to dusky and hair ranging from auburn to ginger to black. Most arcs dress in simple, coarse robes that are tied at the waste and leather sandals. They typically arm themselves with large, two-handed clubs (1d8 damage) and can usually be found toting an earthenware jug of mead.

Arcs have a ready sense of humor and a homespun charm. Although not especially violent, they are deadly when roused and sure comrades in a fight. Arcs are capable of brewing potent concoctions from their honey and the herbs and berries they gather in the hills. They keep this potion in their jug and are never far from it.

- Arc: HD 3+3; AC 7 [12]; Atk 1 weapon (1d6+1); Move 12; Save 14; CL/XP 3/60; Special: +1 to hit when wrestling.

Racial Abilities

Arcs are large and well-muscled, gaining +1 hit points per hit dice (unless they take levels in the arc racial class). They enjoy a +1 bonus to hit and damage when making pummeling and grappling attacks.

Class Abilities

The arcs are rugged hermits, living off the land and usually enjoying their solitude. A few arcs, however, will get the gumption to see the world, usually joining (often without

invitation) a merry band to which they have taken a shine. In addition to their racial abilities listed above, members of the arc class can also brew minor potions and are expert wrestlers.

PRIME REQUISITE: Constitution (13+ gets +5% bonus to earned experience).

HIT DICE: 1d6+2 (+3 hit points per level after 8th).

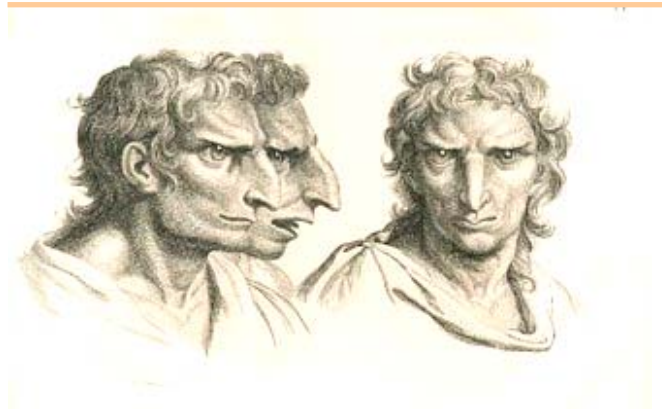
WEAPONS PERMITTED: Any, but they prefer large two-handed clubs.

ARMOR PERMITTED: Leather and shields.

POTENT POTABLES: Arcs are master brewers of mead. Each arc knows a number of secret recipes that allow them to brew their mead with the properties of a magic potion. Each year, an arc with access to honey, herbs and berries can brew a single jug of magic mead. The jug holds 12 portions of mead, each portion acting as either a Cure Light Wounds or Protection from Evil spell, chosen when the mead is brewed. Arcs of level 4 or higher can brew meads that act as Bless, Speak with Animals or Strength spells, chosen when the mead is brewed. Finally, level 8 and higher arcs can duplicate the effects of Cure Disease, Darkvision or Haste, chosen when the mead is first brewed.

WRESTLING: When engaging in fisticuffs, an arc deals 1d3 points of damage rather than 1d2, and enjoys a +1 bonus to hit. Likewise, arcs enjoy a +1 bonus to hit with their grapple attacks. An arc deals 1d6 points of damage per round while he holds an opponent in a grapple.

Level	XP	HD	Attack	Save
1	0	2	+0	16
2	2,000	3	+0	15
3	4,000	4	+1	14
4	8,000	5	+2	13
5	16,000	6	+2	12
6	30,000	7	+3	11
7	60,000	8	+4	10
8	120,000	9	+5	9
9	240,000	+3 hp	+6	8
10	360,000	+6 hp	+7	7
11	480,000	+9 hp	+7	6
12	600,000	+12 hp	+8	5



Axum (Falcon People)

The axum are a melancholy sort, who cannot fly but dream of flight. They make their homes, in small bands of 20 to 30 people, in tall towers of mud brick. These towers have multiple windows looking out in every direction and shuttered with thick wood for protection (though they are usually left open to allow the warm desert breeze in and allow the inhabitants to look longingly at the sky). Axum bands have no true leadership. Rather, men and women live by common consent and, should they find themselves ever in opposition to their fellows, they move on.

The axum have fair skin tanned in the desert sun, and golden or nut brown hair. Their eyes are brilliant blue. They dress in flowing white robes, long, gauzy cloaks and long head-dresses with scarves they wrap around the face to protect their skin from the sun. Axum warriors carry curved daggers and swords, bundles of five or six long darts and long bows.

- Axum: HD 1; AC 7 [12]; Atk 1 melee weapon (1d8) or 2 missile weapon (1d8); Move 15; Save 17; CL/XP 1/15; Special: None.

Racial Abilities

Axum have the same visual acuity of elves, allowing them the same chance to notice secret or concealed doors. They enjoy a +1 bonus to hit when attacking with missile weapons. Axum that do not take levels in the axum racial class have a base movement of 15 rather than 12.

Class Abilities

Axum warriors are quick and graceful, flitting in and out of melee to sow confusion and chaos in their enemies. Out of melee, they are equally deadly at ranged combat.

PRIME REQUISITE: Dexterity (13+ gets +5% bonus to earned experience).

HIT DICE: 1d6+1 (+3 hit points per level after 9th).

WEAPONS PERMITTED: Any.

ARMOR PERMITTED: Leather, ring and shields.

SPEED: Axum increase their movement rate by +1 at each level, to a maximum movement rate of 18 at level 6. In addition, in games that use individual initiative, axum enjoy a +1 bonus to their initiative roll. In games that use group initiative, an axum's player may roll his own initiative, and then either act on his roll or on the group roll, whichever is better.

SPRING ATTACK: Axum can spring back and forth in melee combat, keeping their foes off balance. During each round of combat, an axum warrior can move up to half his total movement, attack a foe, and then move away if he succeeds at a saving throw. If the saving throw fails, he can either move, accepting a follow-up attack from his foe, or stay put.

WHIRLING DEATH: An axum can whirl about, slashing with his blades in a furious dance of death. This allows the axum to attack as many foes as it wishes during a round, but all attacks suffer a -1 penalty to hit for every foe attacked over the first. Thus, attacking three creatures during a round carries a -2 penalty to hit on all three attacks.

Level	XP	HD	Attack	Save
1	0	1	+0	16
2	2,000	2	+0	15
3	4,000	3	+1	14
4	8,000	4	+2	13
5	16,000	5	+2	12
6	30,000	6	+3	11
7	60,000	7	+4	10
8	120,000	8	+5	9
9	240,000	9	+6	8
10	360,000	+3 hp	+7	7
11	480,000	+6 hp	+7	6
12	600,000	+9 hp	+8	5



Belcwn (Lion People)

Unlike their small, furtive kin the bubasti, the lion people, or belcwn, are tall and broad of shoulder. The lion people have tanned, muscular bodies, golden eyes and curly blonde or red hair that is always worn long and loose.

Belcwn dress in leather tunics. Warriors wear leather or ring armor and carry heavy flails, hooked swords or pole arms and sometimes shields. They are expert at using their weapons to knock their enemies prone, opening them to a vicious pounce. The male leader of a pride wears a heavy, animal skin cloak and receives visitors sitting on a beautifully carved wooden stool.

The belcwn live in prides, pitching their animal skin tents on grassy meadows near groves of acacia trees. Each pride consists of 6 to 12 female warriors and either a single male or a pair of brothers who rule as titular kings and defenders. While the women work as hunters and gatherers, the kings tutor their children in fighting and in the legends and lore of their people. The males also fill their time working on crafts necessary to the tribe's survival, mostly weapon making, but also basket weaving and leather working. Males without a pride live as mercenaries and adventurers. Their foul tempers and penchant for violence make them useful to nobles, but poorly regarded by common folk.

The belcwn worship Sacmis. Males act as priests for their prides, and thus often have the magical abilities of low-level adepts. Many belcwn kings are attended by bubasti viziers.

- Belcwn: HD 2; AC 6 [13]; Atk 1 weapon (1d6+2); Move 12; Save 16; CL/XP 2/30; Special: None.

Racial Abilities

Belcwn are usually tall and muscular, but are generally not known for their intellects. New belcwn characters receive a +2 bonus to their strength attribute, but a -2 penalty to their intelligence. These modifications cannot take an ability score higher than 18 or lower than 3.

Class Abilities

Belcwn are roudy, eager warriors who enjoy coming to blows with their enemies. Their ear-shattering battle cries cause enemies to quake in their boots, and their powerful charges often send them scattering. Moreover, belcwn possess the ability to command normal beasts.

PRIME REQUISITE: Strength (13+ gets +5% bonus to earned experience).

HIT DICE: 1d6+2 (+3 hit points per level after 9th).

WEAPONS PERMITTED: Any.

ARMOR PERMITTED: Leather, ring, chainmail and shields.

Level	XP	HD	Attack	Save
1	0	1	+0	16
2	2,000	2	+0	15
3	4,000	3	+1	14
4	8,000	4	+2	13
5	16,000	5	+2	12
6	30,000	6	+3	11
7	60,000	7	+4	10
8	120,000	8	+5	9
9	240,000	9	+6	8
10	360,000	+3 hp	+7	7
11	480,000	+6 hp	+7	6
12	600,000	+9 hp	+8	5

BATTLE YELL: The belcwn usually enter battle with a terrible, throaty yell, not unlike a lion's roar. Creatures with fewer hit dice than the belcwn (and no more than 5 hit dice in any event) must pass a saving throw or be struck with fear, suffering a -1 penalty to hit and damage during combat.

CHARGE: When belcwn charge into a fight, they enjoy a +1 bonus to hit and damage for one round, but suffer a -2 penalty to Armor Class and always lose initiative to troops who have set their spears against a charge. Foes who are damaged by a belcwn's charge must make a saving throw or be knocked prone.

COMMAND ANIMALS: Belcwn possess a natural aura of command over natural, normal animals (i.e. not mythic animals like unicorns or giant versions of normal animals). Against these creatures, a belcwn can make a "turn undead" roll as a cleric of the belcwn's level. If successful, the animals fall under the belcwn's command as the undead fall under the command of an evil cleric, though the duration is only 1 hour.



Bubasti (Cat People)

The bubasti are a race of cat-like demi-humans who dwell on the margins of the River of Death. Bubasti appear as short (average 3 feet tall), slight humanoids with dusky skin and glossy, blue-black hair. They have furtive, piercing eyes and are prone to staring. The bubasti are chaotic down to their little souls, and often cruel and malicious.

They dress in simple tunics and enjoy decorating themselves (when not on the hunt) with silver trinkets. In fact, bubasti place such a high value on silver that silver coins can be considered to be double in value when trading with the cat people.

The bubasti live in small communities of 10 to 30 individuals. They dwell in the tall reeds that clog the banks of the river. The bubasti construct tiny huts from the reeds. Each little den is separated by several yards from the others, and they are so cunningly camouflaged that it is possible to walk through a bubasti village without ever knowing. Villages are mostly made up of females and young, with a few older males living on the outskirts of the village and claiming it and its inhabitants as their territory. The females put up with this so long as the males keep mostly to themselves and make no attempt to assert political control over the village. Most males belong to no village, instead living the life of wanderers and adventurers.

The cat people are mostly fishermen, though they are also skilled at hunting small game, especially birds, with weighted nets. Bubasti give most of their religious devotion to Bast. In return, they enjoy her special attention and protection, with people hurting a bubasti running a slight (5%) chance of attracting a curse (per the spell).

- Bubasti: HD 1d6; AC 7 [12]; Atk 1 weapon (1d6); Move 12; Save 18 (17 vs. breath weapons and traps); CL/XP B/10; Special: None.

Racial Abilities

Bubasti characters enjoy a +1 bonus to make saving throws against breath weapons and triggered traps. They only trip pit traps on a roll of 1 on 1d8, and take only half damage from falling. Bubasti can see in the dark as well as elves and dwarves.

Class Abilities

While you can use the bubasti as a race, like elf or halfling, capable of taking levels in the basic classes, you might also want to treat the bubasti as a class of their own. In addition to the racial abilities listed above, members of the bubasti class gain the ability to cast a limited number of spells and the chance to escape certain death.

PRIME REQUISITE: Dexterity (13+ gets +5% bonus to earned experience).

HIT DICE: 1d6+1 (+1 hit point per level after 9th).

WEAPONS PERMITTED: Club, dagger, javelin, light crossbow, short bow, short sword, sling.

ARMOR PERMITTED: Leather, ring, shields.

SPELLS: The bubasti are granted access to a small number of spells by their divine patron. The bubasti spell list is described below. Bubasti prepare spells as clerics.

EVASION: The bubasti can roll with a potentially lethal blow to take less damage from it than she otherwise would. Once per day, when a bubasti would be reduced to 0 or fewer hit points by damage from a weapon or other blow, but not a spell or special ability), the bubasti can attempt a saving throw. If successful, she takes only half damage from the attack.

KEEN HEARING: A bubasti's hearing is so acute that they are only surprised on a roll of 1 on 1d8.

LIGHT FOOTED: Bubasti are so quiet when they move that they are capable, when surrounded by equally quiet creatures or alone, of surprising their foes on the roll of 1-2 on 1d6.

BUBASTI SPELLS

LEVEL ONE

- | | |
|---|-----------------------|
| 1 | Detect Evil |
| 2 | Detect Magic |
| 3 | Expeditious Retreat * |
| 4 | Feather Fall * |
| 5 | Jump * |

LEVEL TWO

- | | |
|---|---------------------|
| 1 | Detect Invisibility |
| 2 | Dexterity ** |
| 3 | Find Traps |
| 4 | Invisibility |
| 5 | Speak with Animals |

LEVEL THREE

- | | |
|---|------------------|
| 1 | Bestow Curse *** |
| 2 | Dimension Door |
| 3 | Locate Object |
| 4 | Summon Cats **** |

* New spell, see below.

** Dexterity acts like the magic-user spell Strength, but applies to the dexterity score.

*** Bestow curse is the reverse of remove curse.

**** Summon Cats works like Monster Summoning I, except the spell summons 2d6 normal cats.

- Cat: HD 1d2; AC 5 [14]; Atk 2 claws (1 damage), 1 bite (1 damage); Move 12; Save 17; CL/XP A/5; Special: None.

Level	XP	HD	Attack	Save	Spells		
					1	2	3
1	0	1	+0	14	1	-	-
2	1,900	2	+0	13	1	-	-
3	3,800	3	+1	12	2	-	-
4	7,600	4	+1	11	2	-	-
5	15,200	5	+2	10	2	1	-
6	30,000	6	+2	9	2	1	-
7	60,000	7	+3	8	3	2	-
8	120,000	8	+3	7	3	2	-
9	240,000	9	+4	6	3	2	1
10	360,000	+1 hp	+5	5	3	2	1
11	480,000	+2 hp	+5	4	3	3	2
12	600,000	+3 hp	+6	4	3	3	2



Esou (Sheep People)

The esou live in tight-knit communities of 100 to 300 men and women led by a lord and his retainers. Esou communities are herding communities, keeping cattle, sheep and sometimes goats and swine. The esou are skilled at controlling their animals with horns, thus relieving them of the necessity of keeping dogs, which make them nervous. They build their communities on hills, usually constructing a large shell keep. Animals are, as much as possible, kept within the walls of the keep or very near, for the esou tend toward paranoia and are always certain that rustlers are lurking just over the hill.

Esou have dusky skin and curly blond hair. They wear woolen clothes, including long tunics, leather aprons and sandals. Most esou wear steel skullcaps with a curled ram-horn motif worked into the sides. Warriors equip themselves with ring armor or chainmail, shields and maces that are often tipped with steel heads shaped like a ram's head. The esou are close-minded and suspicious. It is difficult to gain their confidence, and easy to lose it. Many esou expect visitors seeking hospitality to prove themselves in physical ordeals.

- Esou: HD 1; AC 2 [17]; Atk 1 weapon (1d8); Move 9 (due to armor); Save 17; CL/XP 1/15; Special: Only surprised on 1 on 1d8.

Racial Abilities

Esou are trained in defensive combat, giving them a base armor class of 8 [11]. They are only surprised on a roll of 1 on 1d8 and sense dangerous traps on a roll of 1 on 1d6.

Class Abilities

Esou warriors are experts at defensive combat, and thus very valuable to armies and parties of adventurers. Once an esou adopts a band of adventurers or soldiers, he becomes very protective of them. Esou are always on the lookout for danger, and often drive their comrades crazy with their constant fretting.

PRIME REQUISITE: Constitution (13+ gets +5% bonus to earned experience).

HIT DICE: 1d6+2 (+3 hit points per level after 9th).

WEAPONS PERMITTED: Any.

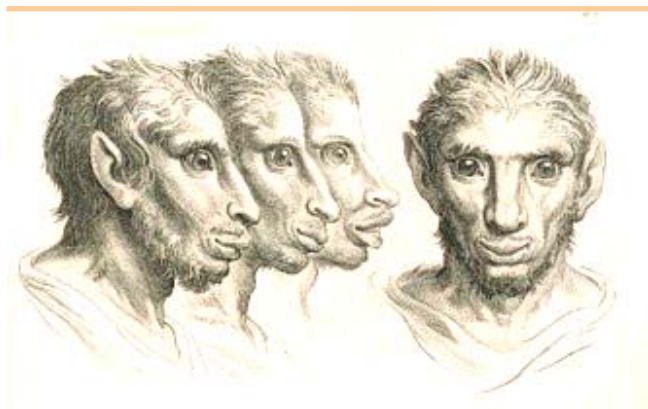
ARMOR PERMITTED: Any.

Level	XP	HD	Attack	Save
1	0	1	+0	15
2	2,700	2	+0	14
3	5,400	3	+1	13
4	10,800	4	+2	12
5	21,600	5	+2	11
6	45,000	6	+3	10
7	90,000	7	+4	9
8	180,000	8	+5	8
9	360,000	9	+6	7
10	480,000	+3 hp	+7	6
11	600,000	+6 hp	+7	5
12	720,000	+9 hp	+8	4

DEFENSIVE STANCE: When adopting a defensive posture, an esou gains a +1 bonus to hit and damage, a +2 bonus on all saving throws and a +2 bonus to Armor Class. In exchange, he cannot move during combat. A defensive stance lasts for 4 rounds, after which he suffers a -1 penalty to hit and damage for the remainder of the encounter. An esou can adopt his defensive stance a number of times per day equal to his level divided by two, rounding up.

IGNORE DAMAGE: At level 6, an esou can ignore 1 point of damage from melee, missile and spell attacks.

TRAP SENSE: Besides his 1 in 6 chance of noticing traps, an esou who takes levels in this racial class also gains a +1 bonus on saving throws to avoid traps.



Gur (Onager People)

The gur live on the borders between the fertile river valley and the dunes of the waste. Here, they construct stout citadels from stones taken from desert ruins only they know about. The citadels feature grassy enclosures and thick, stout towers that give one a commanding view of the horizon.

The gur have light brown skin and bristly, black hair, though warriors shave their heads as a sign of their station. They are a rugged people, and damned hard to kill. Gur have loud, braying laughs and a rowdy sense of fun. Although stubborn and quick to lash out when they feel insulted, they are also sure friends when a person proves himself of good character. They are known to have a taste for dried lotus fruits.

The gur are herdsman, keeping domesticated asses and goats, and they maintain orchards of nut trees. They are renowned spearmen and archers, and ride into battle on chariots drawn by their hearty little donkeys. Warriors wear leather armor covered in bronze scales (treat as ring armor), hide cloaks and carry spears, short bows and axes.

- Gur: HD 1+1; AC 5 [14]; Atk 1 weapon (1d8); Move 12; Save 17; CL/XP 1/15; Special: None.

Racial Abilities

Gur gain +1 hit point per hit die due to both their rugged, wiry build and to their inability to admit defeat. On marches, treat their movement rate as being 15 rather than 12. Gur can carry 1.5 times as much weight as normal humans.

Class Abilities

The gur are wild, whooping warriors who couple a love of speed with unyielding tenacity. They are almost impossible to frighten and very difficult to move once they have planted their feet.

PRIME REQUISITE: Constitution (13+ gets +5% bonus to earned experience).

HIT DICE: 1d6+3 (+3 hit points per level after 9th).

WEAPONS PERMITTED: Any.

ARMOR PERMITTED: Any.

CHARIOTEERS: Gur warriors suffer no penalties to hit when attacking from a chariot. They are skilled charioteers in their own right, capable of controlling a chariot skillfully and knowing how to care for and maintain draft animals, chariots and other wheeled vehicles.

FEARLESS: Gur have a +2 bonus to saving throws made against fear.

STUBORN: Attempts to move a gur warrior by force suffer a -2 penalty to hit. Whenever an attack or effect would knock a gur warrior prone, they receive an additional saving throw to resist. While most warriors can block movement up to 3 feet to either side of them, a gur warrior can deny movement up to 5 feet to either side, thus making it possible for them to hold a 10-ft wide corridor themselves.

Level	XP	HD	Attack	Save
1	0	1	+0	16
2	2,100	2	+0	15
3	4,200	3	+1	14
4	8,400	4	+2	13
5	16,800	5	+2	12
6	35,000	6	+3	11
7	70,000	7	+4	10
8	140,000	8	+5	9
9	280,000	9	+6	8
10	400,000	+3 hp	+7	7
11	520,000	+6 hp	+7	6
12	640,000	+9 hp	+8	5



Hxto (Horse People)

The hxto are swarthy horse nomads of the savanna. They are tall and broad shouldered, with rich, brown skin and long, black hair that they wear in braids. Most warriors wear ring armor or chainmail and helmets topped with

horsehair crests. They are themselves with spears, shields and long-handled axes or maces.

Hxto clans number 50 to 200 individuals. They mostly make their living as mercenaries, each clan composing a tight-knit unit of heavy cavalry. When not engaged in fighting for pay, the hxto are canny traders, selling their magnificent horses and swapping goods from the savanna to merchant caravans heading to large city-states.

Hxto warriors tend to be flashy and arrogant, but they are also loyal and fairly honorable. When away from their clans, they gravitate toward leadership positions, and despite their sense of command they have a way of earning the respect of their comrades.

- Hxto: HD 1+1; AC 3 [16]; Atk 1 weapon (1d8); Move 12; Save 17 (15 vs. mind control); CL/XP 1/15; Special: +2 to hit from horseback.

Racial Abilities

Hxtos have a natural ability to calm and lead horses, and they suffer no penalties when fighting from the saddle. They enjoy a +2 bonus to save vs. fear or mind-controlling effects. Hxto are usually splendid physical specimens, increasing either strength, dexterity or constitution at character creation by 1, though they cannot increase any score over 18.

Class Abilities

Hxto are mounted warriors par excellence. Even when dismounted and exploring a dungeon, their additional henchmen, fearless demeanor and powerful physiques make them useful comrades.

PRIME REQUISITE: Strength (13+ gets +5% bonus to earned experience).

HIT DICE: 1d6+2 (+3 hit points per level after 9th).

WEAPONS PERMITTED: Any.

ARMOR PERMITTED: Any.

COMMAND: Hxto are able to employ one more henchman than normally allowed for their charisma score. If you are using morale in your games, their henchmen enjoy a +1 bonus to morale.

HORSE SENSE: Hxto are able to breed and select the finest horses. A hxto's mount, assuming he raises it itself or purchases itself, has +1 hit point per hit dice and a +1 bonus to Armor Class.

MOUNTED COMBAT: If your game rules impose penalties for mounted combat, they do not apply to the hxt0. If your game rules do not apply penalties for mounted combat, then hxt0 enjoy a +1 bonus to attack when fighting from horseback.

Level	XP	HD	Attack	Save
1	0	1	+0	16
2	2,000	2	+0	15
3	4,000	3	+1	14
4	8,000	4	+2	13
5	16,000	5	+2	12
6	30,000	6	+3	11
7	60,000	7	+4	10
8	120,000	8	+5	9
9	240,000	9	+6	8
10	360,000	+3 hp	+7	7
11	480,000	+6 hp	+7	6
12	600,000	+9 hp	+8	5



Kawa (Fox People)

The kawa are mostly known as highwaymen and thieves. They wander the River of Death in bands that are like extended families of 10 to 20 individuals, usually under the command (such as it is, for they are a deeply chaotic folk) of the eldest member. The arrival of a band of kawa in a settlement is met with mixed emotions, for while they are known to be thieves, they also bring news and the crafts of their wise women and cunning men to isolated villages.

The kawa are short (4 feet tall, on average) and wiry. They have ruddy skin and platinum blonde hair, and eyes they gleam with cunning. They dress in beaded tunics, jaunty leather caps and leather sandals. Belt pouches hold charms and bundles of useful herbs. Kawa warriors carry short, thin swords and long knives, as well as short bows or slings. The kawa are friendly folk, but dishonest and always on the lookout for a sharp deal. They have soprano voices and demoniacal laughs that are deeply unnerving. Kawa often get drunk at night and play tricks, often very cruel ones, on whoever is close at hand.

- Kawa: HD 1; AC 7 [12]; Atk 1 weapon (1d6); Move 12; Save 17; CL/XP 1/15; Special: Surprise.

Racial Abilities

Kawa are sneaky and cunning. They surprise foes on the roll of 1-2 on 1d6, and because of their acute hearing are only surprised on a roll of 1 on 1d8. Most kawa have a working understanding of herbs and their supernatural and medicinal uses, enough so that their ministrations afford creatures a +1 bonus to save vs. poison and disease. A kawa's fluid fighting style gives it a +1 bonus to Armor Class.

Class Abilities

A kawa, despite his reputation, is a useful person to have around on an adventure. Quiet and clever, they make excellent scouts and can help a party of adventurers survive in a hostile wilderness. Moreover, their wandering ways exposes them to useful bits of lore and gossip, including a handful of minor charms. Besides their normal racial abilities, dedicated kawa scouts have some minor spellcasting ability and the ability to sneak about and survive in the wilderness.

PRIME REQUISITE: Intelligence (13+ gets +5% bonus to earned experience).

HIT DICE: 1d6+1 (+2 hit points per level after 9th).

WEAPONS PERMITTED: Club, dagger, hand axe, javelin, light crossbow, flail, mace, short bow, short sword, sling.

ARMOR PERMITTED: Leather and shields.

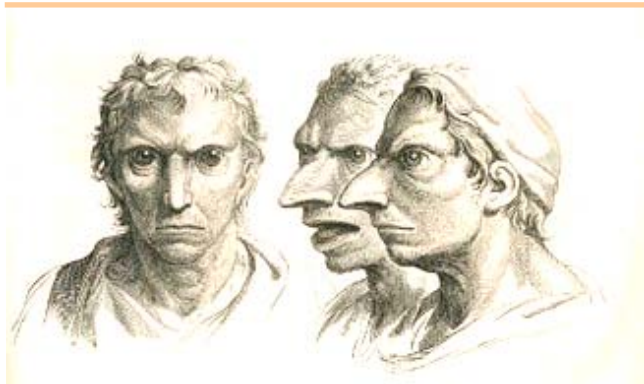
HERBLORE: Kawa can spend time each day they spend in the wilderness looking for herbs. There is a 1 in 6 chance each day that they discover a combination of herbs that, with their store of herbal knowledge, can be used to brew a tea that acts as a potion. Roll the type of potion randomly, using the minor potions chart in the core rulebook.

MOVE SILENTLY: When concentrating and not carrying particularly noisy objects, kawa can move about without making any sound. A kawa moving silently and scouting ahead of a party can avoid an encounter entirely if his opponents are surprised.

PERCEPTION: A kawa successfully listens at doors and finds secret doors and hidden traps as well as elves (2 in 6 and 4 in 6 chance respectively), and can find pits and traps as well as a dwarf (1 in 6 chance of just noticing, 3 in 6 chance if searching).

SPELLS: At level 1, 3, 6, 9 and 12, a kawa learns to cast a level 1 magic-user spell. They can cast each spell they know once per day. The kawa's player can choose to learn a spell known by a magic-using comrade or roll randomly for the spell he learns.

Level	XP	HD	Attack	Save
1	0	1	+0	15
2	1,400	2	+0	14
3	2,800	3	+1	13
4	5,600	4	+1	12
5	11,200	5	+2	11
6	20,000	6	+2	10
7	40,000	7	+3	9
8	80,000	8	+3	8
9	160,000	9	+4	7
10	280,000	+2 hp	+5	6
11	400,000	+4 hp	+5	5
12	520,000	+6 hp	+6	4



Moulaj (Night Raven People)

The moulaj are tomb robbers and slayers of the undead. They operate in small bands and only rarely do they interact with folk outside their band. The typical moulaj stands about 5 feet tall and has dusky skin and black hair that is usually shaved off. They wear heavy black robes over their leather armor and carry curved daggers and crossbows. Most wear leather gloves at all times, and often have a phobia about removing them.

Because they make their living sacking crypts and tombs, the moulaj are not terribly religious. They are, however, quite knowledgeable about fighting the undead, and always keep two or three holy symbols and often a vial of holy water on hand to aid in their work. Most moulaj carry a set of burglars' tools as well.

- Moulaj: HD 1d6; AC 7 [12]; Atk 1 weapon (1d6); Move 12; Save 18 (17 vs. undead); CL/XP 1/15; Special: Cast one level 1 cleric spell per day plus see above.

Racial Abilities

A moulaj is capable of noticing large traps on the roll of 1-2 on 1d6, much as an elf notices secret doors, and they surprise on a roll of 1-2 on 1d6. They have a similar ability to detect the undead (per the spell "detect evil") and enjoy a +1 bonus to saving throws against the supernatural powers of the undead.

Class Abilities

The moulaj combines the skill set of a thief with some minor spell casting ability and a bit of expertise in felling the undead. As tomb robbers, they are natural for inclusion among most bands of adventurers, and their focus on harvesting bits of anatomy over bits of shiny metal can make them especially popular among an adventuring band (until they notice that the moulaj has absconded with their gold back at the inn).

PRIME REQUISITE: Dexterity (13+ gets +5% bonus to earned experience).

HIT DICE: 1d6 (+2 hit points per level after 9th).

WEAPONS PERMITTED: Any.

ARMOR PERMITTED: Leather and shields.

THIEVERY: Per the racial description above, a moulaj is skilled at discovering traps and surprising his opponents. Moulaj are also capable climbers, scaling a wall with handholds easily and having a 2 in 6 chance of scaling smooth surfaces. A moulaj also has a 2 in 6 chance of picking the pocket of a perceptive person (and automatically picks the pockets of the oblivious) and a 1 in 6 chance of picking most locks.

SPELLS: Moulaj are privy to a special magic that has been handed down among their kind for centuries. A moulaj is capable of preparing body parts in such a way as to make them mystic focuses for casting spells.

The following pieces of anatomy can be used by a moulaj to cast spells: Eye, foot, hand, heart and tongue. Each body part has a number of spells associated with it, one of each level from 1st to 6th.

Preparing a harvested body part for use a magical focus takes 1 day and requires a number of gold pieces worth of aromatic oils and herbs equal to the Hit Dice of the creature from which it was harvested squared times ten. Thus, the eye of a bugbear, which has 3 Hit Dice, would cost $3 \times 3 \times 10$, or 90 gp to prepare.

A body part can be used to cast spells up to a level equal to the Hit Dice of the creature from which it was harvested. Thus, using the previous example, a bugbear's eye could be used to cast spells of 1st to 3rd level because the bugbear had 3 Hit Dice. The spell levels a moulaj can cast are also constrained by the moulaj's level (see chart below). The moulaj must be holding the body part in one hand while casting a spell.

Every time a spell is cast, there is a chance in 6 equal to the spell's level that the prepared body part crumbles to dust and is thus no longer usable. Thus, casting a 1st level spell

ruins the body part on the roll of 1 on 1d6. Casting a 4th level spell ruins a body part on the roll of 1-4 on 1d6. Casting a 6th level spell always ruins a body part.

Body parts that have not been used to cast spells can be ground into powder and mixed with water to create a potion that carries the powers of a spell associated with that body part that the moulaj is allowed to cast. Thus, the bugbear's eye, if it has never been used to cast a spell, can be turned into a potion of Detect Magic, Find Traps or Darkvision, assuming the moulaj is high enough in level to cast the particular spell.

Level	XP	HD	Attack	Save	Spells
1	0	1	+0	15	1st
2	2,000	2	+0	14	-
3	4,000	3	+1	13	2nd
4	8,000	4	+1	12	-
5	16,000	5	+2	11	3rd
6	30,000	6	+2	10	-
7	60,000	7	+3	9	4th
8	120,000	8	+3	8	-
9	240,000	9	+4	7	5th
10	340,000	+2 hp	+5	6	-
11	440,000	+4 hp	+5	5	6th
12	540,000	+6 hp	+6	4	-

MOULAJ SPELLS

LVL	EYE	FOOT
1	Detect Magic	Jump
2	Find Traps	Levitate
3	Darkvision	Fly
4	Wizard Eye	Dimension Door
5	True Seeing*	Passwall
6	Prying Eyes *	Shadow Walk *

LVL	HAND	HEART
1	Mage Hand *	Shield
2	Knock	Strength
3	Hold Person	Heroism *
4	Vampiric Touch *	Crushing Despair *
5	Finger of Death	Dispel Evil
6	Forceful Hand *	Anti-Magic Field

LVL	TONGUE
1	Charm Person
2	Silence, 15' Radius
3	Suggestion
4	Tongues *
5	Charm Monster
6	Speak with Monsters

* New Spell (see below)



Qamouli (Camel People)

The qamouli are tall, lanky folk often standing over 7 feet in height. They have long arms and a stride that, while loping and ungainly, makes them quite fast. Qamouli have tan skin and curly, golden hair. They decorate their faces with jewelry, but otherwise dress in simple saffron robes. They cover their misshapen heads, which give them no end of embarrassment, with brightly colored turbans and scarves. Warriors wear ring mail over their robes and carry long spears, sickle-shaped swords (treat as battle axes) and slings. They are obsessive about collecting holy symbols of all kinds of gods and goddesses – major, minor or forgotten, good, evil or otherwise. A qamouli never speaks ill of a divinity, no matter how ancient, unknown or foul.

The qamouli are desert traders. They have thick pads on their feet that protect them scorpion stings and the heat of the desert sands, and so never wear shoes. They roam in bands of 15 to 30 individuals, their long strides and amazing endurance carrying them swiftly across the sands from one village to another.

- Qamouli: HD 2; AC 7 [12]; Atk 1 weapon (1d8+1); Move 15; Save 16; CL/XP 2/30; Special: See above.

Racial Abilities

Qamouli are generally not bothered by heat and cold, though they do suffer normal damage from fire and cold attacks. They need only half as much food and water as normal humans, and are usually (75%) capable of finding food and water in any environment. A qamouli can carry 1.5 times as much weight as a normal human. They have a base movement of 15, but their clumsiness gives them a -1 penalty to Armor Class.

Class Abilities

Qamouli are natural explorers and adventurers. They like to stay on the move, and always have an eye open for items of value. Besides their racial characteristics, qamouli also know how to protect themselves from wild animals and wicked spirits.

PRIME REQUISITE: Constitution (13+ gets +5% bonus to earned experience).

HIT DICE: 1d6+2 (+3 hit points per level after 9th).

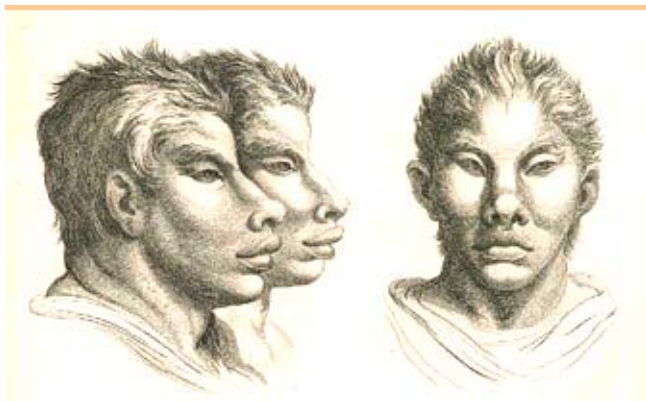
WEAPONS PERMITTED: Any.

ARMOR PERMITTED: Leather, ring and chainmail and shields.

DESERT PSALMS: The qamouli are especially superstitious, and learn from a young age the secrets of warding away bad luck (+2 bonus to save vs. curses). They also learn ancient psalms that keep away dangerous animals and wicked spirits. These songs are sung in a nasally baritone and, in fact, are fairly useful for keeping anything with hearing at bay. In play, these songs act as a cleric's "turn undead" check, but can be used against normal animals and the undead.

LANGUAGES: Qamouli characters are allowed to know 2 bonus languages above and beyond what is allowed by their intelligence score.

Level	XP	HD	Attack	Save
1	0	1	+0	15
2	1,700	2	+0	14
3	3,400	3	+1	13
4	6,800	4	+1	12
5	13,600	5	+2	11
6	25,000	6	+2	10
7	50,000	7	+3	9
8	100,000	8	+3	8
9	200,000	9	+4	7
10	320,000	+3 hp	+5	6
11	440,000	+6 hp	+5	5
12	560,000	+9 hp	+6	4



Riri (Swine People)

Riri are stout, thick-chested men and women with sharp eyes and violent tempers. They have skin that ranges from pink to light brown and brown, red or black hair. Riri are a determined, stubborn folk that make their living as

treasure hunters and scavengers. In cities and towns they serve as tinkers and peddlers, scrounging damaged items from dumps and fixing them. In the wilderness, they comb ancient ruins for treasures, sometimes accompanying other adventurers into the ruins themselves.

In cities and towns, riri live in large, family groups and close-knit communities of their own kind. In the wilderness, they form equally close-knit bands that travel in ox-drawn wagons piled high with a hodgepodge of mundane equipment. Their warriors wear scavenged armor, usually equal to ring armor or chainmail, and carry shields and broad swords. These family groups have secret gathering places that they call fairs, at which they meet at certain times of the year to trade gossip, arrange marriages and make plans for the coming months. Riri are much enamored of palm wine, and it flows like water at these fairs, making them dangerous for intruders.

- Riri: HD 1+1; AC 4 [15]; Atk 1 weapon (1d8); Move 9; Save 17; CL/XP 2/30; Special: Fight until -5 hit points.

Racial Abilities

Riri are stout and thick-skinned. They enjoy +1 hit points per hit dice, but only have a base movement of 9. Their tenacity and refusal to die allows them to fight normally to -5 hit points. Riri who fight into negative hit points die as soon as combat is over.

Class Abilities

Riri are treasure hunters and amateur archaeologists. Despite their simple accoutrements, they are as knowledgeable about the ancient Nabu empire as many sages, capable of deciphering all manner of ancient texts and identifying old relics, including magic items. Add to this their fighting ability and stubborn refusal to die and a riri's value in an adventuring band is obvious.

PRIME REQUISITE: Constitution (13+ gets +5% bonus to earned experience).

HIT DICE: 1d6+2 (+3 hit points per level after 9th).

WEAPONS PERMITTED: Any.

ARMOR PERMITTED: Leather, ring armor, chainmail, shields.

DUNGEON DELVER: Riri are used to scrambling through ancient ruins looking for treasure. They notice secret doors and large traps on a roll of 1-2 on 1d6, and are only surprised in dungeon environments on a roll of 1 on 1d8.

NOSE FOR GOLD: A riri can smell precious metals up to 60 f away, assuming nothing interferes with her sense of smell.

RELIC HUNTERS: A riri can decipher ancient texts on a roll of 1-2 on 1d6. He can identify ancient items (per the legend lore spell) and magic items (per the identify spell) on a roll of 1 on 1d6.

Level	XP	HD	Attack	Save
1	0	1	+0	16
2	2,100	2	+0	15
3	4,200	3	+1	14
4	8,400	4	+2	13
5	16,800	5	+2	12
6	35,000	6	+3	11
7	70,000	7	+4	10
8	140,000	8	+5	9
9	280,000	9	+6	8
10	400,000	+3 hp	+7	7
11	520,000	+6 hp	+7	6
12	640,000	+9 hp	+8	5

New Spell Descriptions

ANALYZE DWEOMER

Level: Magic-User 6
Range: 30 ft.
Duration: 1 round per level

You learn all of the magical functions, effects and triggers on any magic item or any person under the effect of a spell that you look at. The person being analyzed or holding an object being analyzed may make a saving throw to foil your analysis. Casting this spell requires a tiny lens of ruby or sapphire set in a small golden loop, costing approximately 1,500 gp.

DESPAIR

Level: Magic-User 4
Range: 30 ft.
Duration: 1 minute per level

An invisible 30' long cone of despair causes great sadness in the subjects. Each affected creature takes a -2 penalty on attack rolls, saving throws and weapon damage rolls.

DEATHWATCH

Level: Cleric 1
Range: 30 ft.
Duration: 10 minutes per level

You can determine the condition of creatures near death within the spell's range. You instantly know whether each creature within the area is dead, alive and wounded with 3 or fewer hit points left, alive with 4 or more hit points, undead, or neither alive nor dead (such as a construct).

DETECT POISON

Level: Cleric, Magic-User 1
Range: 30 ft.
Duration: Instantaneous

You determine whether a creature, object, or area has been poisoned or is poisonous.

DETECT SCRYING

Level: Magic-User 4
Range: 40 ft.
Duration: 24 hours

You immediately become aware of any attempt to observe you by means of a scrying spell or effect. The spell's area radiates from you and moves as you move. You know the location of every magical sensor within the spell's area. If the scrying attempt originates within the area, you also know its location; otherwise, you and the scrier immediately make opposed caster level checks (1d20 + caster level). If you at least match the scrier's result, you get a visual image of the scrier and an accurate sense of his or her direction and distance from you.

DETECT SECRET DOORS

Level: Magic-User 1
Range: 60 ft.
Duration: 1 minute per level

You can detect secret doors, compartments, caches, and so forth. Only passages, doors, or openings that have been specifically constructed to escape detection are detected by this spell.

DIMENSION DOOR

Level: Magic-User 4
Range: 300 feet
Duration: Instantaneous

You instantly transfer yourself from your current location to any other spot within range. You always arrive at exactly the spot desired, whether by simply visualizing the area or by stating direction. You may bring one additional willing man-sized or smaller creature per three caster levels.

DISCERN LIES

Level: Cleric 4
Range: 30 ft.
Duration: 1 round per level

You know if the subject of your scrutiny deliberately and knowingly speaks a lie. The spell does not reveal the truth, uncover unintentional inaccuracies, or necessarily reveal evasions.

EXPEDITIOUS RETREAT

Level: Magic-User 1
Range: Personal
Duration: 1 minute per level

This spell increases your land speed by +12.

FEATHER FALL

Level: Magic-User 1
Range: 30 feet
Duration: Until landing, or 1 round per level

The affected creatures or objects fall so slowly that they take no damage upon landing.

FORCEFUL HAND

Level: Magic-User 6
Range: 120 ft.
Duration: 1 round per level

This spell creates a large magical hand that pursues and pushes away the opponent that you designate. Treat this attack as an attack by a 7 HD creature. If successful, the target is pushed back 30 feet or until pinned by a wall. The target can push back by attempting an open doors roll.

HEROISM

Level: Magic-User 3
Range: Touch
Duration: 10 minutes per level

This spell imbues a single creature with great bravery and morale in battle. The target gains a +2 bonus to hit and on saving throws.

HIDE FROM UNDEAD

Level: Cleric 1
Range: Touch
Duration: 10 minutes per level

Undead cannot see, hear, or smell the warded creatures. Even extraordinary or supernatural sensory capabilities cannot detect or locate warded creatures. Non-intelligent undead creatures are automatically affected and act as though the warded creatures are not there. An intelligent undead creature gets a single saving throw.

IDENTIFY

Level: Magic-User 1
Range: Touch
Duration: Instantaneous

The spell determines all magic properties of a single magic item, including how to activate those functions (if appropriate), and how many charges are left (if any).

JUMP

Level: Magic-User 1
Range: Touch
Duration: 1 minute per level

The subject of this spell can easily leap 10 feet horizontally or 6 feet vertically.

LOCATE CREATURE

Level: Magic-User 4
Duration: 10 minutes per level

This spell functions like locate object, except this spell locates a known or familiar creature.

You slowly turn and sense when you are facing in the direction of the creature to be located, provided it is within range. You also know in which direction the creature is moving, if any.

MAGE HAND

Level: Magic-User 1
Range: 30 ft.
Duration: Concentration

You point your finger at an object weighing up to 5 pounds and can lift it and move it at will from a distance. You can propel the object as far as 15 feet in any direction, though the spell ends if the distance between you and the object ever exceeds the spell's range.

PRYING EYES

Level: Magic-User 5
Range: One mile
Duration: 1 hour per level

You create a number of semi-tangible, visible magical orbs (called "eyes") equal to 1d4 + your level. These eyes move out, scout around, and return as you direct them when casting the spell. Each eye can see 120 feet (normal vision only) in all directions. Each eye has 1 hit point and an AC of 18. You give each eye some basic instructions of where to go, and it returns and replays in your mind what it has seen.

SHADOW WALK

Level: 6
Range: Touch
Duration: 1 hour per level

You and any creature you touch are then transported along a coiling path of shadows to the edge of the Material Plane where it borders the Plane of Shadows. The effect is largely illusory, but the path is quasi-real. You can take more than one creature along with you (subject to your level limit), but all must be touching each other.

In the region of shadow, you move at a rate of 50 miles per hour, moving normally on the borders of the Plane of Shadow but much more rapidly relative to the Material Plane. Thus, you can use this spell to travel rapidly by stepping onto the Plane of Shadow, moving the desired distance, and then stepping back onto the Material Plane.

STATUS

Level: Cleric 2

Range: Touch

Duration: 1 hour per level

When you need to keep track of comrades who may get separated, status allows you to mentally monitor their relative positions and general condition. You are aware of direction and distance to the creatures and any conditions affecting them. Once the spell has been cast upon the subjects, the distance between them and the caster does not affect the spell as long as they are on the same plane of existence. If a subject leaves the plane, or if it dies, the spell ceases to function for it.

TONGUES

Level: Cleric 4, Magic-User 3

Range: Touch

Duration: 20 minutes per level

This spell grants the creature touched the ability to speak and understand the language of any intelligent creature, whether it is a racial tongue or a regional dialect.

TRUE SEEING

Level: Cleric 5, Druid 7, Magic-User 6

Range: Touch

Duration: 1 minute per level

You confer on the subject the ability to see all things as they actually are. The subject sees through normal and magical darkness, notices secret doors hidden by magic, sees the exact locations of creatures or objects under blur or displacement effects, sees invisible creatures or objects normally, sees through illusions, and sees the true form of polymorphed, changed, or transmuted things. Further, the subject can focus its vision to see into the Ethereal Plane (but not into extradimensional spaces). The range of true seeing conferred is 120 feet. True seeing does not penetrate solid objects. It in no way confers X-ray vision or its equivalent. It does not negate concealment, including that caused by fog and the like. True seeing does not help the viewer see through mundane disguises, spot creatures that are simply hiding, or notice secret doors hidden by mundane means.

TRUE STRIKE

Level: Magic-User 1

Range: Personal

Duration: See text

Your next attack roll (if it is made before the end of the next round) gains a +20 bonus to hit.

VAMPIRIC TOUCH

Level: Magic-User 3

Range: Touch

Duration: Instantaneous / 1 hour (see text)

You must succeed on a melee attack against AC 9 [10]. Your touch deals 1d4 points of damage per caster levels. You gain temporary hit points equal to the damage you deal. However, you can't gain more than the subject's current hit points, which is enough to kill the subject. The temporary hit points disappear 1 hour later.

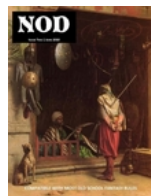
JMS

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Gods of Nabu

By John M. Stater, Illustrations by Jeff Dahl as released under Creative Commons 2.0 License

Ammon

Also called *Bull of his mother, King of the Gods*

Deity of creation, hidden knowledge, charity

Wields a staff

Served by elohim

Symbolized by a ram

Aligned with Law

Clerics can learn the spell Breath of Life (see below)

Ammon represents the essential and hidden, rather than revealed divinity. His is the creator par excellence, champion of the poor and central to personal piety. Ammon is self-created, motherless and fatherless, the ultimate transcendent deity. Ammon is associated with the *breath of life*. Ammon is often paired with the mother goddess Mut (his wife) and Monthu (his son), a lesser war god. Ammon can be depicted in human form, enthroned, wearing on his head a plain, deep circlet from which arise two parallel plumes or as a ram-headed fertility god.

BREATH OF LIFE (Cleric Level 2)

By breathing into the mouth of a dead humanoid, the cleric returns it to life for 1 hour/level. The creature awakens with 1d8 hit points and cannot be healed further until truly raised from the dead.

Anubis

Also called *He who is upon his mountain*

Deity of death, protection, mummification

Wields a staff

Served by cherubim

Symbolized by a jackal

Aligned with Law

Clerics can detect undead at will

Anubis is the jackal-headed god of death and mummification. He is the protector of the dead in the after-life. Anubis' black skin represents rotting flesh and fertile, black soil. Anubis is the son of Serapis and Nephthys. His wife is Kebechet, the goddess of purification of body organs placed in canopic jars during mummification. As Hermanubis he is a god of alchemy.

Apophis

Also called *Enemy of Ra, World Encircler*

Deity of darkness and chaos

Wields his coils and fangs

Served by demons and shades

Symbolized by a black serpent

Aligned with Chaos

Clerics can take form of a giant snake 1/day for 1 minute

Apophis is a serpentine god of darkness and chaos, and thus the opponent of light and Ma'at and Ra. He is depicted as a giant crocodile, serpent or dragon 48 feet in length and with a head made of flint. Apophis can hypnotize with his gaze. Apophis lurks in the *Tenth Region of the Night*, a demi-plane of shadow. He is rarely worshipped, and actively opposed by most people.

Atum

Also called *Completeness*

Deity of creation and destruction

Wields a staff

Served by elohim

Symbolized by a white bull

Aligned with Law

Clerics learn the spell Lord of Creation (see below)

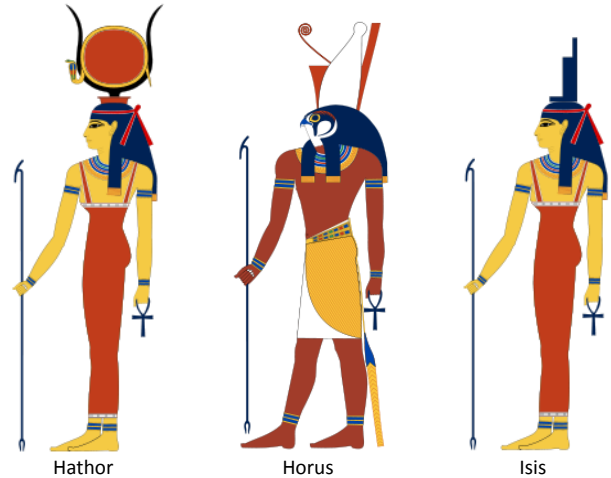
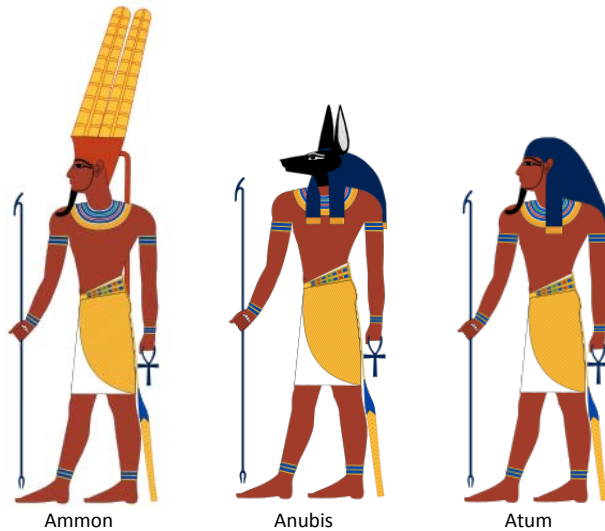
Atum is worshipped as the hermaphroditic creator and destroyer of the world, raising it from and returning it to watery chaos. He is sometimes shown as a serpent, lion, mongoose, bull, lizard or ape. Some stories recount his creation of Shu and Tefnut by spitting or breathing. It is believed that Atum lifts the souls of kings into heaven.

LORD OF CREATION (Cleric Level 4)

Range: 60 ft

Duration: 1 hour

The cleric can attempt to command any one sort of creature, not including humanoids, by making a turn undead roll. All the creatures to be affected must have the same number of hit dice. The cleric can control a number of hit dice worth of creatures equal to double his level.



Bast

Also called *Lady of Flame, Eye of Ra, Perfumed Protector*

Deity of the sun, war, perfume, protection

Wields a staff

Served by cherubim

Symbolized by a cat or lioness

Aligned with Law

Clerics increase their dexterity bonus 1/day for 1 rd/level

Bast is an ancient solar and war goddess depicted as a woman with the head of a cat carrying a sacred rattle and a basket. Sometimes she is depicted holding a ceremonial sistrum in one hand and an aegis (resembling a gorget emblazoned with a lioness head) in the other. Bast (as Bastet) is also a goddess of perfumes and aromatic herbs. She is sometimes regarded as the wife of Anubis and the sister of Horus.

Bes

Also called *Protector*

Deity of good luck, fortune and happiness

Wields a staff

Served by angels

Symbolized by a mask

Aligned with Law

Clerics can cast Bless 1/day

Bes is a cosmic dwarf god that brings good luck and happiness to his worshippers. He is associated with lions. As a household protector, he is responsible for killing snakes, fighting off evil spirits, watching after children and aiding women in labor. As dispeller of evil, he is associated with the good things in life, such as music, dance and sex. He is thus associated with fertility and healing. Masks of

Bes are worn by performers and tattoos of the god are worn on the thighs of dancers, musicians and servant girls.

Geb

Also called *Lame One, Father of Snakes*

Deity of the earth

Wields a staff

Served by earth elementals

Symbolized by a ram

Aligned with Neutrality

Druids learn the spell Stoneskin (see below)

Sacred animals are the ram, bull and crocodile

Geb is the god of Earth. He is sometimes depicted as a ram, bull or crocodile. He is sometimes called the father of the snakes. As the earth, he imprisons the unworthy dead. He is the husband of Nut, the sky goddess and the son of Tefnut (moisture) and Shu (air). Geb and Nut are the parents of Serapis, Seth, Isis and Nephthys. As a chthonic deity, he is associated with vegetation, the underworld and royalty.

STONESKIN (Druid Level 5)

Range: Touch

Duration: 1 turn/druid level or until 10 points of damage absorbed.

The subject suffers half damage from weapons. Adamantine and magic weapons ignore this damage reduction.

Hathor

Also called *Lady of the House of Jubilation, Athyr*

Deity of love, motherhood and joy

Wields a staff

Served by elohim and the benevolent fey

Symbolized by a cow

Aligned with Law

Clerics can learn spell Charm Person

Hathor personifies the principles of feminine love, motherhood and joy. She is worshipped by commoner and royalty alike. Hathor welcomes the dead into the next life and is also a goddess of music, dance, foreign lands and fertility. She is often depicted as a cow goddess with head horns in which is set a sun disk with Uraeus. She is the mother, daughter and wife of Ra or the wife of Thoth, depending on the story.

Horus (Harpocrates)

Also called *Distant One, Great Black One, Savior*

Deity of the sky, war, vengeance

Wields a sickle-sword (hand axe)

Served by angels

Symbolized by the Eye of Horus

Aligned with Law

Clerics can learn the spell Avenging Light (see below)

Horus is the god of sky and war, son and avenger of Serapis and Isis. Hathor is sometimes regarded as his wife and mother. He is the protector of the people from Seth, the god of desert, storms and chaos. In his battles with Seth, the god of evil lost a testicle, explaining why the desert is infertile.

AVENGING LIGHT (Cleric Level 3)

Range: 60 ft

Duration: Instant

You project a beam of light from your open palm. A creature struck by this ray of light takes 1d4 points of damage per two caster levels. An undead creature takes double damage.

Huh

Also called *Endlessness*

Deity of eternity

Wields a staff

Served by ogdoad and time elementals

Symbolized by a palm stem

Aligned with Chaos

Clerics can learn the spell Slippery Time (see below)

Huh is the deification of eternity, and one of the ogdoad. Huh is androgynous, its female form called Hauhet. Kuk's male form is depicted as a frog or frog-headed man and his

female form as a snake or snake-headed woman. He is also depicted as a crouching man holding palm stems.

SLIPPERY TIME (Cleric Level 3)

Range: 20 ft

Duration: 1d6 rounds

This spell jumbles time for every creature within 20 ft of the cleric, not including the cleric himself. Each creature affected must roll on the following table each round:

Roll	Result
1	Creature moves back through time; undo last action
2-3	Creature's action is delayed until next round
4-5	Creature performs two actions this round
6	Creature skips ahead through time; ends up 3d4 feet away facing in a random direction



Isis

Also called *Lady of Bread and Beer, Queen of Heaven*

Deity of motherhood, fertility, magic

Wields a staff

Served by angels, elohim

Symbolized by an ankh

Aligned with Law

Clerics can heal by laying on hands, 2 hp/level each day

Isis is goddess of motherhood and fertility, the ideal mother, wife, matron of nature and magic. She is the friend of slaves, sinners, artisans and downtrodden, but also listens to the prayers of the wealthy, maidens, aristocrats and rulers. She is the goddess of simplicity, protector of the dead, lady of bread, beer and green fields and guardian of children. Isis is the wife of Serapis and instrumental in his resurrection. She is the mother of Horus and the sister of Nephthys.

Khnum

Also called *Divine Potter*

Deity of water, craftsmanship, creation

Wields a staff

Served by earth and water elementals

Symbolized by a potter's wheel



Khnum



Khonsu



Mayet



Meretseger



Monthu



Mut

Aligned with Neutrality

Clerics learn the spell Feet of Clay (see below)

Khnum is the god of the source of the Nile River, but also the creator of the bodies of human children. He makes these bodies at the potter's wheel with clay and places them in their mother's wombs. He is the husband of Satis and father of Anuket. He is depicted as a bull-headed man at a potter's wheel with recently created children standing on the wheel. He also appears holding a jug from which pours a stream.

FEET OF CLAY (Druid Level 4)

Range: 10 ft

Duration: 1 round/druid level

You cause one creature's feet to turn to clay, becoming heavy and almost immovable. The creature's movement rate is reduced to 3 and his armor class is penalized by -2.

Khonsu

Also called *Pathfinder, Traveler, Defender*

Deity of the moon, travelers

Wields a staff

Served by the fey

Symbolized by a sun disc and crescent moon

Aligned with Neutrality

Druids learn the spell Moonlight (see below)

Sacred animals are the lion, eagle and cat

Khonsu is the god of the moon and protector of travelers. With Thoth, he is in charge of marking the passage of time. He is variously regarded the son of Ammon and Mut or Hathor and Suchos. Khonsu is depicted as a mummy wearing a sidelock of hair, a symbol of childhood, and a menat necklace, and holding a crook and flail. He might

also be depicted with the head of a falcon or as a great serpent responsible for fertilizing the cosmic egg. As a god of light in the night, he is invoked for protection from wild animals and for healing.

MOONLIGHT (Druid Level 3)

Range: 30 ft diameter sphere

Duration: 1 hour

This spell creates an aura of pale, white light 30 feet in diameter. The light keeps normal animals at bay and forces monsters with fewer than 6 hit dice to succeed at a saving throw to enter the light.

Kuk

Also called *Darkness, Bringer-in of light*

Deity of primordial darkness

Wields a staff

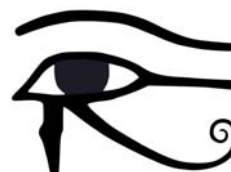
Served by the ogdoad

Symbolized by a black frog

Aligned with Chaos

Clerics can hide in shadows as a thief

Kuk is the deification of the primordial darkness that preceded creation, and one of the ogdoad. Kuk is androgynous, its female form called Keket. Kuk's male form is depicted as a frog or frog-headed man and his female form as a snake or snake-headed woman.



Mayet

Also called *Order*

Deity of truth, balance, order, law, morality, justice

Wields a staff

Served by angels

Symbolized by a scepter

Aligned with Law

Clerics discern lies at will

Mayet is the concept of truth, balance, order, law, morality and justice. She regulates the stars, seasons and actions of man and god. Mayet also weighs the souls of the dead, determining whether they will reach paradise. She is paired with Thoth and considered the daughter of Ra. Mayet is a patron of judges, her husband Thoth the patron of scribes. Mayet is depicted as a young woman holding a scepter in one hand and an ankh in the other.

Meretseger

Also called *She who loves silence*

Deity of royal tombs

Wields a staff

Served by cherubim

Symbolized by a cobra

Aligned with Law

Clerics can learn the spell *Summon Iron Cobra* (see below)

Meretseger was the cobra-headed goddess of the royal tombs. As a cobra, she spat at those who would vandalize or rob the tombs. She was also the patron of the workers who built the tombs, bringing them sweet breezes and helping them forget their exhaustion, pain and sickness. She is depicted as a cobra-headed woman, a coiled cobra or as a triple-headed cobra, with the heads of a woman, cobra and vulture.

SUMMON IRON COBRA (Cleric Level 6)

Range: 10 feet

Duration: Permanent

You summon one iron cobra for every three cleric levels you possess. You must assign the iron cobras a place to guard and they will exist until slain.

Min

Also called *Maker of gods and men*

Deity of fertility

Wields a flail

Served by the fey

Symbolized by a white bull

Aligned with Neutrality

Druids can learn spell *Irresistible Dance* (see below)

Sacred animals are the bull, ram and antelope

Min is the god of male fertility. Min is depicted as a black-skinned man with an erection and holding a flail. His shrines were decorated with bull's horns. The Greeks associated him with Pan due to his cult's orgiastic rites. His rituals involve the use of wild prickly lettuce, which has aphrodisiac and opiate qualities. At his annual festival, the king must sow his seed and people climb tent poles.

IRRESISTIBLE DANCE (Druid Level 7, Magic-User Level 8)

Range: Touch

Duration: 1d4+1 rounds

The subject of this can do nothing but dance for the duration. The subject's AC is lowered by 2 while dancing.

Monthu

Also called *That which is ordained*

Deity of war, nomads

Wields a spear

Served by the cherubim

Symbolized by a falcon or sun disc

Aligned with Law

Clerics can learn the spell *Scorching Ray* (see below)

Monthu is a war god, patron of nomads and deification of the burning heat of the Sun. Monthu is depicted as a falcon-headed or bull-headed man wearing a sun disc and two plumes. He may be depicted holding scimitars, bows and arrows. He can also appear as a white bull with a black face. Monthu was the son of Ammon and Mut.

SCORCHING RAY (Cleric Level 2)

Range: 30 ft

You may fire one fiery ray, plus one additional ray for every four levels beyond 3rd. Each ray requires a ranged attack to hit and deals 2d6 points of fire damage. The rays have a maximum range of 30 feet.

Mut

Also called *World-Mother, Lady of Heaven*

Deity of nature

Wields a staff

Served by angels

Symbolized by a white vulture

Aligned with Law

Clerics can learn *Suggestion*



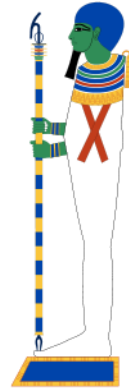
Nefertum



Neith



Nephthys



Ptah



Ra



Sacmis

Mut is the primordial mother goddess. She is depicted as a crowned woman with the wings of a white vulture, holding an ankh and wearing a dress of bright red or blue. She can also be depicted as a cobra, cat, cow, lioness or white vulture. She is worshipped in daily rituals by kings and priestesses, the queen being the high priestess of her temple. Her rituals included music and drinking.

Nefertum

Also called *Water-lily of the Sun*

Deity of youth, beauty, perfume, luck

Wields a staff

Served by elohim

Symbolized by a blue water-lily

Aligned with Law

Clerics can charm person 1/day

Nefertum is the god of youth, beauty, perfume and luck. Small statuettes of him are carried by people as a good luck charm. Nefertum is the son of Ptah and Bast. He is usually depicted as a beautiful youth with blue water-lily flowers around his head. As the son of Bast, he sometimes is given the head of a feline. He is associated with the scent of the blue water-lily as well as its narcotic effect.

Neith

Also called *Water, Weaver, Nurse of Crocodiles*

Deity of hunting

Wields a shortbow

Served by the fey

Symbolized by crossed arrows over a shield

Aligned with Neutrality

Clerics can use the shortbow

Neith is a goddess of war and hunting. She is said to make the weapons of warriors and to guard their bodies when they die. Neith is also associated with weaving and water.

As a weaver, she is promoter of the domestic arts and guardian of marriage, as well as the weaver of the bandages and shrouds worn by the mummified dead. She is often depicted as a woman with a weaver's shuttle atop her head and carrying a bow and arrows in her hand. She might also be depicted with the head of a lioness, snake or cow. Sometimes she is depicted nursing a baby crocodile. Neith is the mother of Ra, Apophis and Suchos and the wife of Khnum.

Nephthys

Also called *Queen of the Embalmer's Shop*

Deity of the afterlife, mummification

Wields a staff

Served by elohim

Symbolized by a phoenix

Aligned with Law

Clerics can detect invisible 1/day

Nephthys is the twin sister of Isis and brother of Serapis. She is the wife of Seth, and represents the transitional death experience. She is a protector of the dead, and often depicted as a falcon or with the wings of a falcon. Nephthys is a great goddess of the magic needed to proceed through the afterlife. With her sister, she is seen as a primary force keeping chaos at bay. As a patron of embalmers, she is also associated with Anubis, sometimes being named as his mother. Nephthys is depicted as youthful, nubile and exceedingly beautiful. She is regarded as more unpredictable than her sister. Her rites mandate the consumption of considerable amounts of beer. Her primary domain is darkness, especially on the border between civilization and wilderness. She is also a protector of the bennu bird and phoenix.

Nu

Also called *Abyss*

Deity of the primordial, watery abyss

Wields a staff

Served by ogdoads

Symbolized by a blue frog

Aligned with Chaos

Clerics can cast Water Breathing 1/day

Nu is the deification of the primordial, watery abyss that preceded creation, and one of the Ogdoad. Nu is androgynous, its female form called Naunet. Nu's male form is depicted as a frog or frog-headed man and his female form as a snake or snake-headed woman. His male form is also depicted as a crouching, bearded man with blue-green skin. In this form, he sometimes holds aloft a sun barque occupied by eight deities, with Khepri standing in the middle. Nu is worshipped at underground streams.



Nut

Also called *Mistress of All, She who holds 1,000 souls*

Deity of night and the sky

Wields a staff

Served by fey and air elementals

Symbolized by a ladder

Aligned with Neutrality

Druids can turn monsters (as a cleric turns undead) 1/day

Sacred animals are the owl, swine and lioness

Nut is the deification of night, but also the goddess of the sky. Nut is a barrier separating chaos from the ordered cosmos. She is depicted as a cow whose body forms the heavens, a sycamore tree or as a giant sow suckling many piglets (representing the stars). She is the daughter of Tefnut and Shu and the sister-wife of Geb. Nut and Geb are the parents of Isis, Serapis and Nephthys.

Onuris

Also called *Slayer of Enemies, Sky Bearer*

Deity of war

Wields a spear

Served by cherubim

Symbolized by four ostrich plumes

Aligned with Law

Clerics are +1 to hit with melee and ranged weapons

Onuris was a foreign war god adopted by the Egyptians. He was depicted as a bearded man wearing a robe or kilt and headdress with four ostrich feathers, holding a spear. He was sometimes depicted with the head of a lion. Onuris was a patron of the army and soldiers. Mock battles are staged at festivals honoring him. The Egyptians believed him to be a savior deity, as they believed war was the source of freedom and victory.

Ptah

Also called *Opener of the mouth*

Deity of creation

Wields a staff

Served by angels

Symbolized by an ankh and djed

Aligned with Law

Clerics can learn the spell Stone Shape (see below)

Ptah called the world into being, having dreamt creation in his heart and speaking it. Atum was created by Ptah to sit on the primordial mound. He is depicted as a mummified man wearing a skull cap, holding in his hands an ankh and djed, the symbols of life, power and stability. He also manifests himself as the Apis bull. Because he called creation into being, Ptah is the patron of craftsmen, particularly masons. He is also associated with both reincarnation and fate.

STONE SHAPE (Druid Level 3)

Range: Touch

You can form an existing piece of stone into any shape that suits your purpose. While it's possible to make crude coffers, doors, and so forth with stone shape, fine detail isn't possible. There is a 30% chance that a shape including moving parts does not work.

Ra

Also called *His Majesty, Sun, Creation, Father of Kings*

Deity of the sun

Wields a sun beam

Served by angels

Symbolized by a sun disc

Celebrated at the Receiving of Ray (May 26)

Aligned with Law

Clerics can cast Continual Light once per day



Selchis



Serapis



Seshat



Seth



Shu



Suchos

Ra (pronounced 'ray') is the sun god, specifically identified with the mid-day sun. He is the husband or father of Hathor and king of the gods. Some stories say he fathered Shu and Tefnut as well. Ra is the creator of Sacmis. Ra is usually associated with the falcon, and depicted as a falcon-headed man crowned with a sun disc. Ra is also believed to be embodied in a bull. Ra is believed to sail a sun barque, the barque protecting the sun from the primordial waters of night. He sails with other deities, including Seth, who protect the boat from the monsters of chaos, including Apophis. Worship of Ra included hymns, prayers and spells meant to help Ra overcome Apophis. His most important holiday, the "Receiving of Ra", was celebrated on May 26.

Sacmis

Also called *Mistress of Dread, Lady of Slaughter, Scarlet Lady, Avenger of Wrongs, Lady of Fire*

Deity of the fire, war, death

Wields a sickle-sword

Served by cherubim

Symbolized by a lioness

Aligned with Law

Clerics can fight as berserkers (+2 to hit, -2 to AC)

Sacmis is the warrior goddess of Upper Egypt. She is depicted as a lioness, the fiercest hunter known to the Egyptians. It is said that death and destruction are balm to her warrior heart and that the hot desert wind is her breath. Sacmis is also a goddess of disease and the curing of disease, making her priests practiced physicians. Sacmis is the daughter of Ra. She was unleashed by Ra to destroy her enemies and in her blood-lust nearly destroyed all mankind before being tricked into drinking beer disguised as blood. The intoxication finally pacified her and ended her rampage. Sacmis is believed to protect kings in battle, stalking the land and destroying his enemies with arrows

of fire. Her temples contain one statue of her for every day of the year, all coated with poison to protect them from vandals and thieves. To placate Sacmis' wrath, her priestesses must perform a ritual before a different statue of the goddess each day of the year. At the beginning of each year, a festival of intoxication is held. The participants play music and dance and serve beer to Sacmis' priestesses to the point of excess.

Selchis

Also called *She who tightens the throat*

Deity of poison, healing

Wields a dagger

Served by demons

Symbolized by a black scorpion

Aligned with Chaos

Clerics save vs. poison at +2

Selchis is the goddess of healing poisonous stings and bites. She is the deification of the scorpion. She is depicted as a scorpion or a woman with a scorpion on her head. She is worshipped by many priests, but has no temples. Selchis is a protector of kings and the dead and patron of healers.

Serapis

Also called *Lord of Love, Lord of Silence*

Deity of fertility, love, rebirth

Wields a flail

Served by demons

Symbolized by a crook and flail

Aligned with Neutrality

Druids can turn undead (as cleric) 1/day

Sacred animals are the crocodile, hippopotamus and ram

Serapis is the god of rebirth and vegetation. Stories tell us that he was killed by his brother Seth, cut into fourteen pieces, and scattered over the earth. Serapis' sisters Isis and Nephthys gathered these pieces, reconstructed him and eventually brought him back to life. His son and avenger is Horus. He is commonly depicted as a man with skin that is green (symbolizing rebirth) or black (symbolizing fertility) wearing a white crown and holding a crook and flail and wrapped like a mummy. His soul, in the form of a ram, is also worshipped as a separate entity. A living, sacred ram is sometimes kept in his temple.

Seshat

Also called *She who scrivens, Mistress of the House of Books*

Deity of wisdom, knowledge, history and writing

Wields a dagger

Served by angels

Symbolized by a papyrus plant

Aligned with Law

Clerics can learn the spell Legend Lore

Seshat is the goddess of wisdom, knowledge, history and writing. She is the scribe and record keeper of the gods and invented writing. She is also associated with architecture, astronomy, astrology, building, mathematics and surveying. She is depicted as a woman with a papyrus plant above her head and holding a palm stem. She is usually dressed in a leopard or cheetah hide, a symbol of funerary priests. Seshat is the wife of Thoth.

Seth

Also called *His Majesty, One who dazzles, Pillar of Stability*

Deity of wisdom, knowledge, history and writing

Wields a sickle-sword

Served by devils

Symbolized by a Typhonic beast

Aligned with Chaos

Clerics learn the spell Summon Minion (see below)

Seth is the god of the desert, storms, chaos and darkness. He is depicted as an unknown animal called the Typhonic beast with a curved snout, square ears, forked tail and canine body, essentially a composite of three desert animals, the donkey, aardvark and jackal. He is also depicted as a man with the head of a Typhonic beast or a greyhound. The Power Scepter (Was) also depicts elements of the Typhonic beast. These scepters are carried by gods, kings and priests and give them power of chaos.

Seth was the brother of Serapis. Jealous, Seth murdered his brother, who was subsequently resurrected by his twin sisters, Isis and Nephthys. This puts Seth at odds with

Horus, the avenging son of Serapis. Seth is also depicted as a voyager on and protector of Ra's sun barque. Notable wives of Seth are Nephthys, Neith (with whom he fathered Suchos), Amtcheret (with whom he fathered Upuat, the wolf-headed patron of scouts), Thoeris and the foreign goddesses Anat and Astarte. As god of the desert wilderness, Seth's temples are often placed on the outskirts of town alongside those of Nephthys.

SUMMON MINION (Cleric Level 6)

Range: 10 ft

Duration: 1 hour/cleric level

This spell summons one minion of Seth. A minion of Seth appears as a warrior in black scale armor wielding a shield and long sword. The minion can assume the shape of a giant snake or giant scorpion. The minion will serve for 1 hour/cleric level.

Minion of Seth: HD 10; AC 0 [19]; Atk 1 bite (1d12) or 2 weapon (1d8); Move 12; Save 5; CL/XP 13/2300; Special: Immune to fear, polymorph, magic resistance 10%.

Shu

Also called *Dryness, He who rises up*

Deity of air

Wields a staff

Served by air elementals

Symbolized by an ostrich feather

Aligned with Neutrality

Druids can learn spell Gaseous Form

Sacred animals are the ostrich, eagle and serpent

Shu is the deification of air and one of the primal gods. He was created by Atum from his breath. With his sister, Tefnut, he is the father of Nut and Geb. Shu is believed to be a calming influence. He is depicted as a man wearing 1d4 ostrich feathers and carrying an ank.

Socharis

Also called *Great Lord with two wings spread*

Deity of death

Wields a staff

Served by powerful undead, devils

Symbolized by a black falcon

Aligned with Chaos

Clerics can learn the spell Astral Spell

Socharis is the deification of the act of separating the soul from the body. He is depicted as a falcon-headed, mummified man with green skin (symbolizing rebirth). He is worshipped as the patron god of the necropolis and also

the patron of jewelers, armorers and other metal workers. His domain is among the shifting sands of the desert and always cloaked in blackness. One can only reach Socharis' domain in the fourth and fifth hours of night. It is reserved for the wicked dead and populated with terrible serpents and dragons. Socharis himself dwells in hidden chambers beneath his domain, and is rarely seen. He is represented by eight demi-gods charged with the final destruction of the bodies of the damned with liquid fire emitted from their mouths.

Suchos

Also called *Repairer of evil already done*

Deity of rivers, fertility, crocodiles

Wields a mace

Served by water elementals

Symbolized by a crocodile

Aligned with Neutrality

Druids can cast Strength 1/day

Sacred animals are crocodile, snapping turtle and serpent

Suchos is the god of the river, its products and the fertility it brings. He is believed to be the first creature to emerge from the primordial waters of chaos to create the world. As a representation of strength and power, he is also a patron of the army. Suchos is a primal god, calling on other deities rather than interacting with humans directly. In this regard, he is sometimes seen as an avatar of Ammon. Suchos is depicted as a crocodile or crocodile-headed man carrying a uraeus (rod of authority) and ankh. Sailors invoke him as protection from crocodiles. His temples are located near the river and usually keep pampered crocodiles in sacred pools.

Thoeris

Also called *Mistress of the horizon, She who is great*

Deity of rivers, fertility, crocodiles

Wields a staff

Served by demons and water elementals

Symbolized by a hippopotamus

Aligned with Neutrality

Druids can fight as berserkers (+2 to hit, -2 to armor class)

Sacred animals are the hippopotamus, lion and crocodile

Thoeris is the consort of Apophis and a representation of the northern nighttime sky. As a demon queen, she is depicted as a combination of all things the Egyptian's feared; the major part of her is the hippopotamus with the arms and legs of a lioness and the back of a crocodile. Despite her association with evil, Thoeris is also a protector of childbirth and children. Pregnant women wear amulets with her name and likeness to protect their pregnancies.

Her image can also be found on knives made from hippopotamus ivory, which were used in rituals to drive evil spirits away from mothers and children.

Thoth (Trismegistus)

Also called Prometheus, *Thrice Great, Lord of divine words*

Deity of magic, writing, science and judgment

Wields a staff

Served by the fey

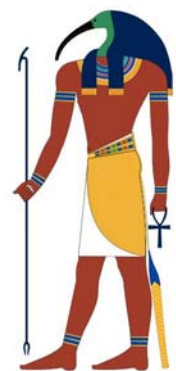
Symbolized by an ibis

Aligned with Neutrality

Druids can learn the spell Balance (see below)

Sacred animals are the ibis, wild dog and giant baboon

Thoth is the heart and tongue of Ra and the means by which Ra's will is translated into speech. He is invoked in arbitration, magic, writing, science and the judgment of the dead. Thoth is also a moon god. He is usually depicted as a man with the head of an ibis or as an ibis itself. He is also depicted as a dog- or baboon-faced man when he is the god of equilibrium. Thoth is a mediator between good and evil. He is the master of physical and moral law. He is credited with making the calculations that established the structure of the universe. He is believed to be the author of all knowledge.



BALANCE (Druid Level 6)

Range: 30 ft

Duration: 1 encounter

This spell creates balance between two designated opponents for 10 minutes, giving them the average of their hit dice or levels. For example, a combat between a 4th level fighting-man and a 10th level cleric would result in both combatants fighting as though they were 7th level in their respective classes. The combatants will temporarily gain or lose abilities as their new level dictates, but they will not gain or lose hit points. Spell-casters who are temporarily reduced in level may lose access to their higher level spells, but the preparation will not be negated. Spell-casters who gain access to higher level spells will not suddenly have those spells prepared, and thus will not be able to cast them.

JMS

The Nabu Wastes

By John M. Stater

This month's sandbox, Nabu, consists of the eastern portion of Map J11, the western half having been published in NOD #1. Nabu was an empire in the style of ancient Egypt, ruled by successive dynasties of scientist kings and founded by creatures who came to NOD™ from the stars. As is traditional in fantasy literature, Nabu eventually fell, destroyed (or destroying itself) in a terrible cataclysm that wrought weird changes to the landscape and its inhabitants.

This eastern portion of Map J11 is dominated by the Nabu Desert, the heart and soul of the old empire. To the south of the desert is the Pwenet Savanna, lush grassland in the style of Africa's savannas. To the west of the desert is the Wyvern Coast, a sun-baked range of highlands. Beyond the Wyvern Coast is the Tepid Sea, a shallow, blue-green sea inspired by the Mediterranean. Finally, the Nabu Desert is bisected by the so-called River of Death, the stand-in for the Nile River in our weird version of Kemet (i.e. Egypt.)



NABU DESERT

Nabu is a sand sea desert that stretches from the Golden Coast in the north to the savanna of Pwenet in the south, and from the Wyvern Hills in the west to the Great Yamas in the east.

The Nabu Desert was once a lush garden and the location of the Nabu Empire. The empire's emblem, a double-headed phoenix, is often found on ruined monuments. It is said that the last empress of Nabu, Nerotis, brought ruin down upon her empire by way of her dark sorcery. Remnants of the Nabu civilization now lie beneath the desert sands, or wander it as beastmen or nomads.

During each week of traveling through the Nabu Desert there is a 1% chance that adventurers come across a small piece of desert glass. This glass is pale yellow in color and can be cut like a gemstone. This yellow glass is valued at around 10 gp for a normal-sized piece. It is said that especially large chunks can be cut into crystal balls. These crystal balls cost half as much to craft as normal crystal balls, but they are haunted by images of despair and misery that slowly drive the user insane.

Random Monster Encounters (Roll 2d6)

2	Dragonne (1d8)
3	Desert Hag (1d6)
4	Sphinx (see subtable)
5	Humanoids (see subtable)
6	Serpoleopard (2d6)
7	Jackalwere (2d6)
8	Ghoul (3d6)
9	Scorpion, Giant (1d6)
10	Basilisk (1d6)
11	Lamia (1d6)
12	Mummy (1d6)

Humanoid Encountered (Roll 1d6)

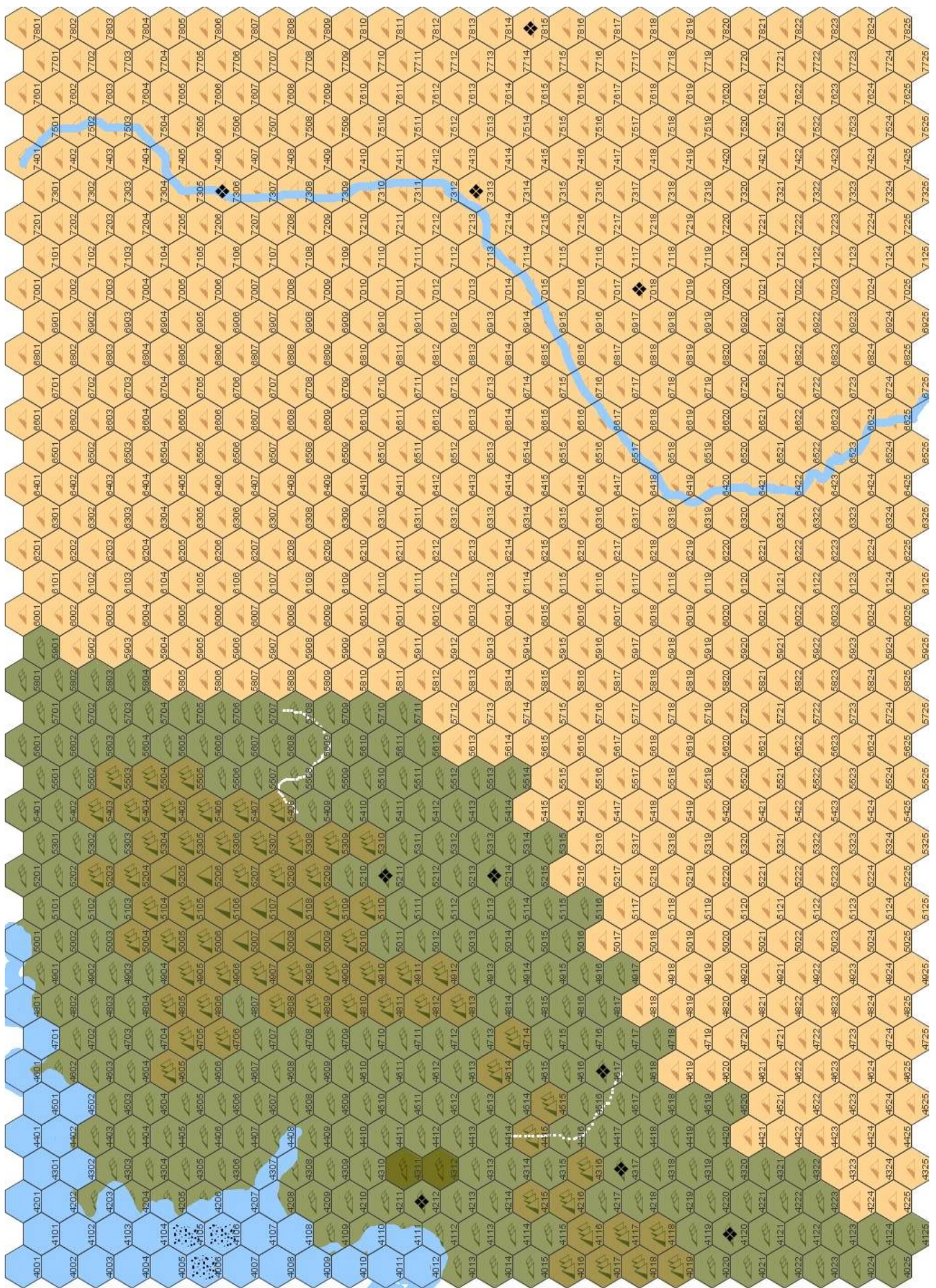
1	Bandit (6d6)
2	Berserker (3d6)
3	Dragon Man (2d6)
4	Gnoll (3d6)
5	Hxto (6d6)
6	Qamouli (4d6)
7	Sahitim (2d6)
8	Vulchling (6d6)

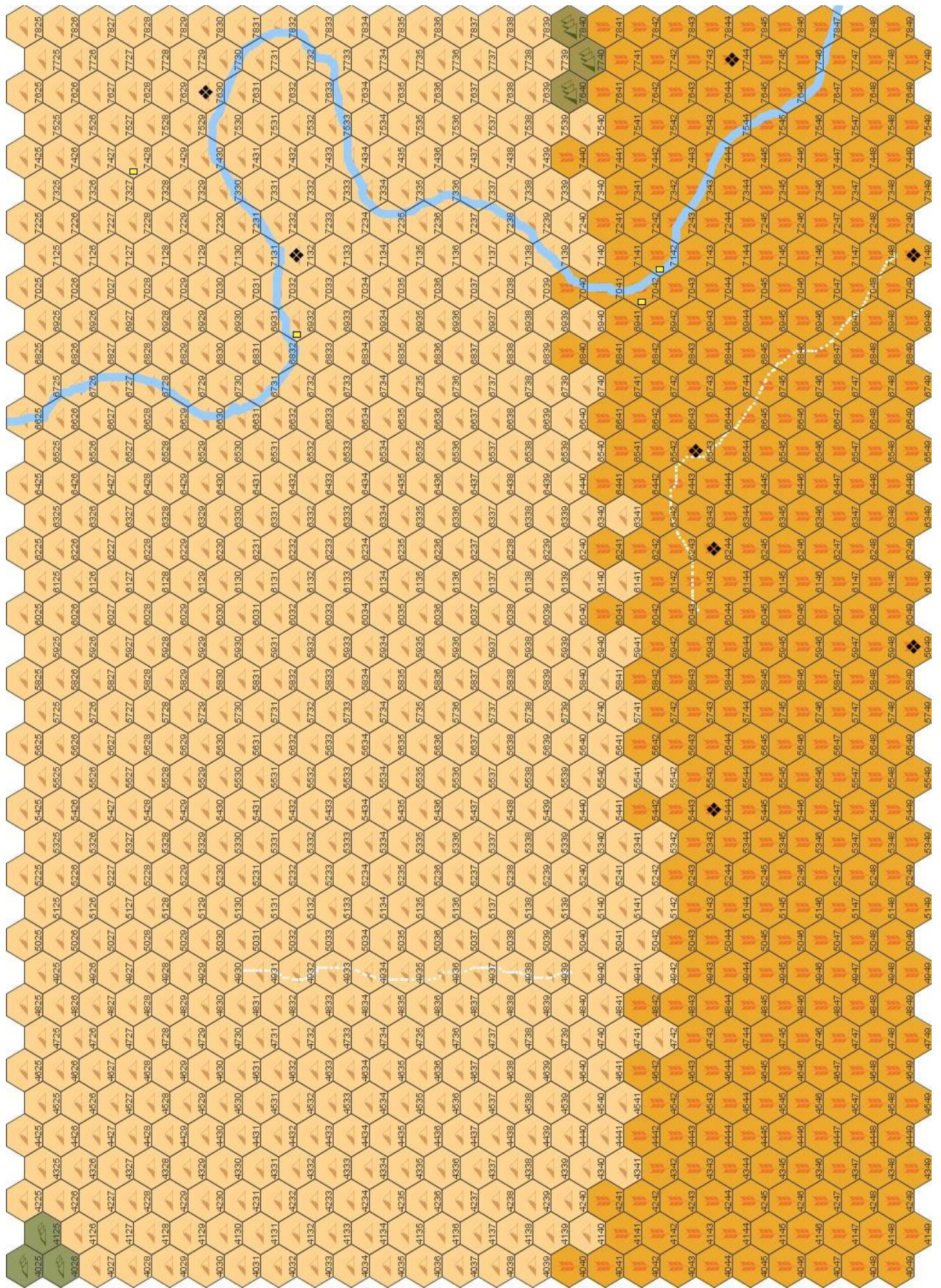
Sphinx Encountered (Roll 1d4)

1	Androsphinx (1d2)
2	Criosphinx (1d3)
3	Gynosphinx (1d4)
4	Hieracosphinx (1d4)

BANDITS – A number of bandit tribes dwell in Nabu, most being bands of exiled thugs from Ibis or Ophir. The bandits wear leather armor or thick robes and carry curved long swords, lances and light crossbows. They ride swift, golden horses. Bandits are led by sergeants and captains who wear chainmail and carry long swords, crossbows and shields. There is a 1 in 6 chance that the bandits will be accompanied by a level 1d6+1 adept.

BERSERKERS – The berserkers of the Nabu desert are yellow-robed zealots searching for artifacts of ancient Nabu. They arm themselves with curved two-handed swords and ritually scar their bodies with magical glyphs and formulae, in particular the infamous "yellow sign". The





leader of a berserker clan is protected by six sergeants with maximum hit points, and usually has the abilities of both a fighting-man and adept (see NOD #1).

- Zealots: HD 5; AC 7 [12]; Atk 1 weapon (1d8); Move 12; Save 12; CL/XP 8/800; Special: Cleric spells (4/3/2/1), rebuke undead, backstab x2.

DRAGON MEN – The dragon men of the desert are hardy nomads that hunt and gather aromatic substances from the plants of the desert. They value the yellow desert glass above all things, and use it in bizarre rituals dedicated to Apophis, the demon prince of dragons. Dragon men wear no armor and arm themselves with curved two-handed swords and a clutch of javelins. They are led by adept/fighting-men called warlocks.

- 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 spells (2nd).

GNOLLS – Bands of gnolls are thicker on the savanna than in the desert, but bands sometimes venture into the sands in search of loot. Gnoll bands are not terribly well organized, but are usually bullied by a marauder or two. Gnolls carry wicker shields, spears and javelins.

- Marauder: HD 5+5; AC 5 [14]; Atk 1 bite (2d4) or 1 weapon (1d10); Move 12; Save 14; CL/XP 5/240; Special: Berserkers.

HXTO – The horse men of Nabu are described in the *Beastmen of Nabu* article in this issue.

- Hxto: HD 1+1; AC 3 [16]; Atk 1 weapon (1d8); Move 12; Save 17 (15 vs. mind control); CL/XP 1/15; Special: +2 to hit from horseback.

NOMADS – The nomads of Nabu are descended from the displaced citizens of Nabu. They ride camels and are known for their deep indigo robes (which often stain their skin blue), facial scarring (moons and starbursts), veils and fine steel long swords (+1 to hit), for they are master smiths. The nomads are merchants, slave traders and livestock rustlers. The nomads are lead by a warrior caste. Beneath the warriors are the herdsmen and then servants.

Priests are an independent caste, equal in standing to the warriors. The nomads live in domed tents made of goat-skin. Besides being expert smiths, they are fine leather workers and jewelers. Their diet consists of flat bread, porridge, camel milk and cheese, stews of blood and meat and a thick beverage made of millet, goat cheese, dates, milk and sugar. The priests worship such deities as Ayyur the moon god, Amanai the sun god (known as Ammon to the Nabu), Agurzil the taurian war god, Iguc the rain god, Atlas the mountain god, Cyre the huntress and Ifrikish, the inhumanly tall first nomad.

Nomads arm themselves with long sword, lance, shield, javelin, short bows (covered with leather), daggers and clubs. Their chief god is Seth.

QAMOULI – The camel men of Nabu are described in the *Beastmen of Nabu* article in this issue.

- Qamouli: HD 2; AC 7 [12]; Atk 1 weapon (1d8+1); Move 15; Save 16; CL/XP 2/30; Special: See article.

SAHITIM – The sahitim have wandered the deserts for ages. [Hex 3836] holds the ancient fortress of Per-Bael, the greatest, but not the only, sahitim lair in the Nabu sands. Sahitim are armed with short bows of laminated horn and two curved long swords, or a curved long sword and a hooked pole arm. Normal warriors wear leather or ring mail while leaders wear chainmail and carry brass shields. The sahitim are usually led by evil adepts or clerics.

- Sahitim: HD 1; AC 3 [16]; Atk 2 weapon (1d8); Move 12; Save 17; CL/XP 3/60; Special: Half damage from acid, cold, fire, protection from good.

PWENET SAVANNA

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 of Death, 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.

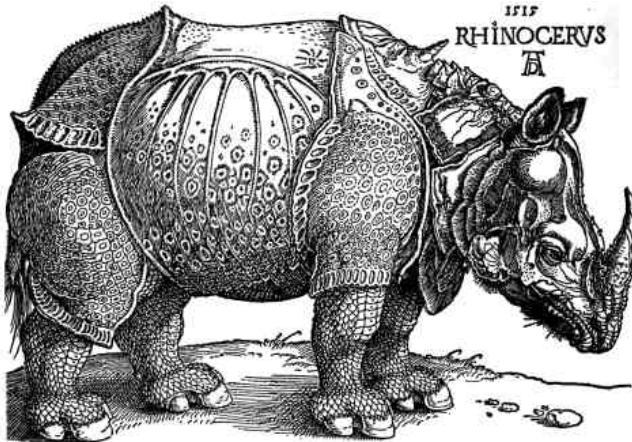
Random Monster Encounters (Roll 1d12)

1	Bulette (1d6)
2	Impundulu (1d8)
3	Giant Aardvark (1d6)
4	Giant Ostrich (2d6)
5	Hyena (6d6) or Giant Hyena (2d6)
6	Cheetah (2d6)

7	Baboon (3d6)
8	Humanoid (see subtable)
9	Lion (2d6)
10	Vampire Tree (1d6)
11	Rhinoceros (1d6)
12	Elephant (1d6)

Humanoid Encountered (Roll 1d6)

1	Abatwa (6d6)
2	Giraffe Centaur (2d6)
3	Gnoll (3d6)
4	Trader (1d6) + Men-At-Arms (3d6)
5	Tribesman (6d6)
6	Utu Dwarf (6d6)



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 fighting-man, ranger or barbarian.

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

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 retainers, 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.

RIVER OF DEATH

The so-called River of Death, also known as the Nabu River or the Ancient River, runs from the Great Yamas, through Pwenet and Nabu to the Golden Sea. It was once the focus of the powerful Nabu Empire, and managed to survive the destruction of that empire by heavenly fire.

The River of Death is anywhere from 400 yards to 5 miles wide (averaging about 2 miles) and is anywhere from 3 to 7 miles deep at its center. It is inhabited by many varieties of edible fish and its fertile shores are home to a variety of animals and humanoids.

Random Monster Encounter (Roll 2d6)

2	Barge of the Dead (see below)
3	Crocodile – Giant (1d8)
4	Harpy (3d6) – look like owl women
5	Jackal (6d6)
6	Lion (2d4)
7	Beastman Sub-Table
8	Cheetah (2d6)
9	Gnoll (4d6)
10	Ghoul (3d6)
11	Hippopotamus (2d6)
12	Swallower (1d3) – 1% chance of Ammut

Beastman Encountered (Roll 1d12)

1	Aigosy – Goat People (6d6)
2	Anani – Monkey People (6d6)
3	Axum – Falcon People (6d6)
4	Bubasti – Cat People (6d6)
5	Belcwn – Lion People (4d6)
6	Esou – Sheep People (6d6)
7	Gur – Onager People (6d6)
8	Hxto – Horse People (6d6)
9	Kawa – Fox People (6d6)
10	Moulaj – Raven People (2d6)
11	Qamouli – Camel People (4d6)
12	Riri – Swine People (6d6)

BARGE OF THE DEAD - Remnants of the Nabu Empire, these spectral pleasure barges are always encountered at night. They are crewed by 20 to 30 skeleton rowers and 10 skeleton warriors in leather armor with bronze shields and spears and short bows. The barge's revelers are ghosts. Any treasure found on such a barge will turn into black river mud the next morning.

- Skeleton: HD 1; AC 7 [12]; Atk 1 weapon (1d6); Move 12; Save 17; CL/XP 1/15; Special: None.
- Ghost: HD 10; AC -1 [20]; Atk 1 touch (age 1d4 decades); Move 12; Save 5; CL/XP 13/2300; Special: Frightful moan, telekinesis, only harmed by magic weapons.

BEASTMEN – The different kinds of beastmen are described in the *Beastmen of Nabu* article in this issue.

- Aigosy: HD 1d6; AC 7 [12]; Atk 1 weapon (1d6); Move 12; Save 18 (17 vs. mind effects, 16 vs. poison and disease); CL/XP B/10; Special: None.
- Anani: HD 1d6; AC 6 [13]; Atk 1 weapon (1d4); Move 12 (Climb 12); Save 18; CL/XP B/10; Special: Berserk (see below).
- Axum: HD 1; AC 7 [12]; Atk 1 melee weapon (1d8) or 2 missile weapon (1d8); Move 15; Save 17; CL/XP 1/15; Special: None.
- Belcwn: HD 2; AC 6 [13]; Atk 1 weapon (1d6+2); Move 12; Save 16; CL/XP 2/30; Special: None.
- Bubasti: HD 1d6; AC 7 [12]; Atk 1 weapon (1d6); Move 12; Save 18 (17 vs. breath weapons and traps); CL/XP B/10; Special: None.
- Esou: HD 1; AC 2 [17]; Atk 1 weapon (1d8); Move 9 (due to armor); Save 17; CL/XP 1/15; Special: Only surprised on 1 on 1d8.
- Gur: HD 1+1; AC 5 [14]; Atk 1 weapon (1d8); Move 12; Save 17; CL/XP 1/15; Special: None.
- Hxto: HD 1+1; AC 3 [16]; Atk 1 weapon (1d8); Move 12; Save 17 (15 vs. mind control); CL/XP 1/15; Special: +2 to hit from horseback.
- Kawa: HD 1; AC 7 [12]; Atk 1 weapon (1d6); Move 12; Save 17; CL/XP 1/15; Special: Surprise.
- Moulaj: HD 1d6; AC 7 [12]; Atk 1 weapon (1d6); Move 12; Save 18 (17 vs. undead); CL/XP 1/15; Special: Cast one level 1 cleric spell per day plus see above.
- Qamouli: HD 2; AC 7 [12]; Atk 1 weapon (1d8+1); Move 15; Save 16; CL/XP 2/30; Special: See above.
- Riri: HD 1+1; AC 4 [15]; Atk 1 weapon (1d8); Move 9; Save 17; CL/XP 2/30; Special: Fight until -5 hit points.

GNOLLS - Bands of gnolls are thicker on the savannah than in the desert, but bands sometimes venture into the sands in search of loot. Gnoll bands are not terribly well organized, but are accompanied by a marauder. The gnolls have wicker shields, spears and javelins.

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

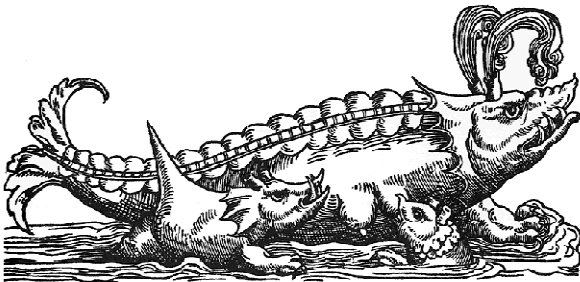
Motherlands. The “Purple Kings” of the Wyvern Coast built their fortunes upon the trade in this dye.

Random Monster Encounters (Roll 1d12)

1	Giant Sea Turtle (1d6)
2	Nymph (1d6)
3	Sea Cat (1d6)
4	Mermaid (2d6) and Merrow (1d6)
5	Giant Crab (2d6)
6	Merchant Galley (80%) or Merchant Cog (20%)
7	Aquatic Humanoids (see below)
8	Giant Electric Eel (2d6)
9	Pirate Galley
10	Scrag (1d6) – aquatic version of troll
11	Sea Hag (1d3) and Merrow (1d6)
12	Whale – Dragon (1)

Aquatic Humanoid Encountered (Roll 1d6)

1-2	Crabmen (2d6)
3	Oktomon (3d6)
4	Sahuagin (3d6)
5	Triton (2d6)
6	Undine (3d6)



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.

Random Monster Encounters (Roll 1d12)

1	Basilisk (1d6)
2	Cyclops (1d6)
3	Giant Eagle (2d6)
4	Giant Lizard (2d6) or Giant Tick (2d6)
5	Giant Scorpion (1d6)
6	Humanoid (see below)
7	Igniguana (1d6) or Shocker Lizard (2d6)
8	Insectaur (1d6)
9	Lamia (1d6)
10	Leucrota (1d6) or Lion (2d6)
11	Shedu (1d6)
12	Wyvern (1d6)

Humanoid Encountered (Roll 1d6)

1-2	Dragon Men (2d6)
3-4	Pirates (6d6)
5-6	Slavers (6d6)

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.

SET ENCOUNTERS

4012 Sandman Beach: A gang of 12 sandmen dwells on this beach. When foolish mortals intrude, they use their sleep power to disable them, steal their possessions (throwing them into the sea to be carried away by the tide) and then carry them into the hills.

- Sandman: HD 4; AC 2 [17]; Atk Sleep; Move 9; Save 13; CL/XP 5/240; Special: Sleep, protection from arrows.

4023 Wyvern Central: Ten wyverns dwell in tiny cave-nests set into the peaks of a large, crooked mountain. This gives them a commanding view of the surrounding valleys. One of the caves holds a +1 dagger that allows its holder to submerge into solid rock for as long as he can hold his breath, though he is no more able to see through the stone than one would expect.

- Wyvern: HD 8; AC 3 [16]; Atk 1 bite (2d8) or 1 sting (1d6); Move 6 (fly 24); Save 8; CL/XP 10/1400; Special: poison sting, flies.

4145 Mercenaries in Search of a War: A band of 30 hobgoblins, their two sergeants and captain are moving through this hex mounted on giant, panting wolves. The troops are in a foul temper and feel their captain foolishly led them into this region, for they preferred their lives in the Klarkash Mountains. The hobgoblins are in need of work, and might be amenable to hiring on as henchmen if they can control their impulse to attack indiscriminately. They wear tarnished ring armor and carry short bows and spears. Their chief carries an iron standard (treat as a pole arm) decorated with chains tipped by shriveled heads.

- Hobgoblin: HD 1+1; AC 5 [14]; Atk 1 weapon (1d8); Move 9; Save 17; CL/XP 1/15; Special: None.
- Sergeant: HD 3+1; AC 5 [14]; Atk 1 weapon (1d8); Move 9; Save 14; CL/XP 3/60; Special: None.

- Captain Radig: HD 5+1; AC 3 [16]; Atk 1 weapon (1d10+1); Move 9; Save 12; CL/XP 5/240.

4146 Village of Echoes: The adventurers stumble upon a small, abandoned village. The village is surrounded by a picket of sharpened stakes and tangled thorn bushes. It also has a wooden gate that has been left open. Keen eyes might note a partial human skeleton buried in the ground in front of the gate.

Although the adventurers cannot see anyone, the village is inhabited by echoes. The echoes are all that remains of the villagers after being cursed. Some years before, a dying wizard came before the gates of the village, begging for assistance. The greedy villagers lifted not one finger to help the man and so he cursed them with his dying breath. They were shunted into a space between dimensions, their only anchor to the material world being their voices, which could only echo the voices of others.

The only way to communicate with the villagers now is through the use of drums and call-response style songs. The call-response songs are the only way the cursed villagers can answer questions. Using this method, curious adventurers may learn of the village's curse.

The curse can only be broken by carrying the wizard's bones into the village and throwing it a great feast. Unfortunately, the skeleton is not complete. The skull is in the possession of Bonolo (Hex 7744). The skeleton's right arm was carried away by a lion, and now resides two hexes to the southwest [Hex 3947]. A locate object spell will lead adventurers to these bones.

Once the curse is broken, the villagers will return to the material world none the worse for wear. Unfortunately, they are as greedy as ever, and their rescuers will be hailed by a chorus of complaints: "Where are our animals? What will we eat?" While it may be possible to hire some of the villagers as bearers or even men-at-arms, they will prove to be quarrelsome and disloyal.

4147 Abbey of Unkulunkulu: This abbey sits on a slight rise in the landscape. The abbey is constructed of sepia-colored mud brick and surrounded by a wide expanse of tall grass. The abbey is rectangular in shape and three stories tall. Each corner of the abbey has a tower about 10 feet tall than the roof, which is flat. Wooden spikes jut from the walls near the roof – a decoration, not a defense. Behind the abbey proper there are two single story mud brick buildings, one a stable and the other a kitchen.

The interior of the abbey is simple. The front door is made of thick ebony and studded with brass nails, and opens into a long hallway that runs the length of the building. A door on one end of the hallway leads to a cluster of storage

rooms, dormitory and dining hall. A door at the other end of the hall reveals stairs leading to the second story, which allows access to the towers and to the living quarters of high priest. The central door leads to the abbey's shrine, dedicated to the great god Unkulunkulu, creator of mankind from the grasses of the savanna. The shrine is two stories tall and contains a 10-ft tall wooden idol of Unkulunkulu, an altar carved from limestone and decorated with inlaid golden silhouettes of the animals of the savanna and human warriors.

The abbey is governed by Onallome, and houses thirty low-level druids. The druids of Unkulunkulu are fighting priests who patrol the savanna mounted on swift horses. The druids usually wear robes decorated with complex geometric patterns in orange, red, green and yellow. When on patrol, they wear these robes loose over leather armor and carry convex wooden shields studded with bronze, curved long swords and throwing axes.

The monks are hospitable to strangers, but will expect them to bed down in the kitchen, for only members of the order may enter the abbey. Onallome is growing tired of his duties and responsibilities as a servant of the gods, and is contemplating bringing the northern savanna under his rule. He may attempt to recruit adventurers to help him in this, for some of his order will likely resist, and there are the other lords of the savanna to be dealt with.

- Onallome, Druid Lvl 11: HP 45; AC 6 [13]; Save 4; Special: Spells (6th), change into lion, eagle or snake; Leather armor, shield, long sword, horn that can summon 3d6 giant ants once per day.
- Druids: HD 2d6+2; AC 6 [13]; Atk 1 weapon (1d6); Move 12; Save 13; CL/XP 3/60; Special: 1st level spell.

4202 Tomb of Zamas: The ancient "Purple Kings" of the Wyvern Coast were a suspicious lot. Their kings had their tombs built as far from civilization as they could, and filled them with deadly traps. A small cave overlooking the sea is the entrance to the tomb of Zamas, third king of Timulus (see *NOD #4* for more on Timulus). The cave entrance is only 3 ft high and wide, and thus requires man-sized creatures crawl through it and bars centaurs from entering at all without the help of magic. About twenty feet in, the cavern expands and has been blocked by a stone wall. A door carved from malachite seals the tomb. Bas-reliefs on the door depict Zamas in his armor slaying a wyvern.

The door is locked, but not trapped. Once opened, it reveals a room that measures 3 ft wide by 6 ft long with a ceiling 7 ft above the ground. Propped in the corner is a door similar to the one just entered, except made of alabaster and depicting Zamas enthroned, holding a mace in one hand and a globe in the other with a depiction of the world as the ancients once knew it. There is no exit, hidden, secret or otherwise from this room.

The room, however, does lead elsewhere. By standing the alabaster door against a wall or the floor, a portal to another place is opened. There are seven possible places to put the door, as seen on the sketch below but also including the floor and ceiling.

CEILING – Holding the door against the ceiling is difficult, for it is heavy and will almost certainly shatter if dropped. If placed against the ceiling and opened, a 20-ft long vertical passage is revealed, as well as a rope. There is a light at the top of the passage, and pulling the rope rings a large, loud bell. If one were to climb to the top, they would be looking out of the bell tower on the Grand Cathedral of Ceres in Lyonesse, a city of knights and dames in northern Venatia. The climber will, if looking down, see into the room he just left so long as the door is kept opened. If closed, he will find himself hanging 50 feet above the floor of the cathedral bell tower.

FLOOR – Opening the door here reveals a staircase. The stairs and walls are clad in marble and lead down to a 20-ft x 20-ft marble room. Opposite the entrance there is a niche in the wall inside of which is a wooden sarcophagus carved in the form of Zamas. This tomb is a false tomb. When more characters are on the far end of the room than the near end, the floor pivots, dropping the characters into a conical pit in which dwells a wandering hole.

- Wandering Hole: HD 5 (26 hp); AC 1 [18]; Atk Special; Move 12; Save 12; CL/XP 7/600; Special: Surprise, constrict.

POSITION A – Opening the door here lets in sand infested with a swarm of sand spiders. The sand fills the room to a depth of one foot before spilling out into the cavern beyond (or eventually to the top if the door into the cavern beyond is closed). Closing the door against the sand requires an "open doors" check. The sand must be removed before the door can be opened anywhere else.

- Spider Swarm: HD n/a; AC n/a; Atk 1 (1 hp + non-lethal poison); Move 4; Save 18; CL/XP 1/15; Special: Poison causes paralysis for 1d3+1 rounds.

POSITION B – This door opens into a small room containing a ballista that is instantly triggered. The bolt attacks as a 6 HD monster and deals 4d6 damage.

POSITION C – Opening this door admits a rush of water. Characters in the room must check against their strength. Those who succeed suffer 1d6 points of damage from the crashing water, while others are knocked prone and swept from the room, suffering 3d6 damage.

POSITION D – As soon as this door is opened, chilling winds and snow blow into the chamber. After 1d3 rounds, an ice devil comes to call.

- Ice Devil: HD 11 (41 hp); AC 0 [19]; Atk 2 claw (1d6) and 1 bite (2d6) and barbed tail (2d6); Move 9; Save 4; CL/XP 20/4400; Special: Magic resistance 55%, only harmed by silver or magic weapons, immune to cold, ½ damage from fire and poison, spells.

POSITION E – This position is either the endless expanse of the Astral Plane or the true tomb of Zamas. If the door is put in place upside down, it is the true tomb. Zamas tomb consists of a small antechamber holding a malachite tub (worth 40 gp) and stool for washing the feet and a large, round shield hangs on one wall showing the arms of Timulus, three yellow coins on a purple field. Beyond lies a slightly larger room with a wooden sarcophagus inlaid with silver, gold and amber (worth 250 gp). Inside is the body of Zamas along with his treasure: A copper lamp worth 30 gp, a +1 hand axe that sheds light on command, two aquamarines worth 1,450 gp and a chrysoprase worth 5,000 gp. If the body or the grave goods are disturbed, a Wall of Iron will appear to seal the chamber and Whirlwind (see druid article in this issue) will arise to batter the tomb robbers. Both spells are permanent until dispelled or until the body and its treasure are replaced in the sarcophagus.

4212 Isamh: Isamh is a mining village located in a wooded valley. The miners are working a surface vein of electrum and produce about 100 gp worth each month. A hard working lot, the miners of Isamh are reverent toward the gods and the spirits of the surrounding woodland, which is primarily composed of laurels. The village is composed of 20 thatched huts surrounded by a man-made thicket and dry moat. The village has a population of 100. Water comes from a well in the village.

The village is the domain of a petty baroness named Abhea. Abhea is a portly woman with unruly black hair worn in a bob and dark, bronze skin. She lives in a large, timber home in the center of the village, and maintains a gang of 6 bullies to keep order. Her men-at-arms wear leather armor and carry light crossbows and lead-weighted clubs (treat as maces). Her treasure, kept in a locked chest, consists of 1,000 sp, 5,500 ep and 200 gp.

The village's only other timber building is a halfling-run tavern known for its outstanding pastries and fine, pale ale. The tavern-keeper is Lunatas, a thin halfling woman with a perpetual case of boredom. She has light blond hair, grey eyes and a terrible stutter. Lunatas employs two of the village girls as barmaids, and spends most of her time

serving Abhea's soldiers. Abhea keeps a loaded pistol (treat as a light crossbow) tucked into her skirt.

- Abhea: HD 5 (24 hp); AC 3 [16]; Atk 1 weapon (1d8); Move 12; Save 12; CL/XP 5/240; Special: Troops under her command are +1 to hit.

4311 Hawthorne Grove: A grove of hawthorn trees hides a secret meeting place of the anani (i.e. monkey people). The grove holds a timber building that serves as a shrine of Thoth in his guise as a baboon. Two caretakers, an old anani named Metius, and his teenage son Corops protect the site from intruders. The two have 30 gp between them.

- Metius: HD 3 (15 hp); AC 6 [13]; Atk 1 weapon (1d6); Move 12; Save 14; CL/XP 3/60; Special: Acrobatics, legerdemain, monkey shines, berserk when cornered. Staff, leather armor, light crossbow.

- Corops: HD 2 (7 hp); Save 16; CL/XP 2/30; other stats as father.

4322 Sjartris: Beneath an ancient and gnarled oak tree in this hex there is a community of 340 gnomes, their 100 gnomewives and 70 gnomelings. The gnomes of Sjartris are a morose and bitter lot, and display none of the *joi de'vivre* for which their people are so well known. The gnomes share their burrows with five giant owls. They make a living crafting musical instruments from rare woods they obtain by trade. They are best known for their oboes, on which they can be heard from a distance playing their slow laments. The gnomes of Sjartris eat mushroom soup and black bread at every meal and talk about nothing but mortality and the grand, sad illusion of life.

The burrows are ruled by a gnome queen called Maereth. Maereth is lanky for a gnome (almost 4 feet tall), with blond curls and green eyes. A warrior at heart, she inherited her title from her mother, and would very much like to leave Sjartris behind for good, but feels a duty to her people. She is assisted by two bodyguards.

There is also a druid called Herfin, with narrow blue eyes, a hooked nose, shaggy, sandy hair and a meek disposition. Herfin and his two acolytes dress in sackcloth and lead their people in a chorus of woe.

The gnomes have a treasure of 2,000 sp, 2,100 gp, 10 pp and a hematite worth 95 gp.

- Maereth, Gnome Fighting-Woman Lvl 5: HP 28; AC 3 [16]; Save 12; Special: Phantasmal force 1/day; Chainmail, shield (black with a white star), 2 daggers.



- Herfin, Gnome Druid Lvl 6: HP 34; AC 6 [13]; Save 9; Special: Spells (3rd), change into owl, phantasmal force 1/day; Leather armor, shield, club, book of laments, oboe.
- Acolytes: HD 2d6+2; AC 6 [13]; Atk 1 weapon (1d6); Move 6; Save 13; CL/XP 3/60; Special: 1st level spell, phantasmal force 1/day.
- Gnome: HD 1d6; AC 5 [14]; Atk 1 weapon (1d8); Move 6; Save 18; CL/XP 1/15; Special: Phantasmal force.

4331 Dragonne Arena: The hills separate here to form a natural arena in which dragonnes compete for mates during the hottest months of summer. Their roars can be heard echoing through the valleys surrounding the arena (save or be weakened). Any foolish enough to actually enter the arena will be set upon by the 1d4+1 male dragonnes present. A thorough search of the arena (takes several hours) will turn up approximately 200 gp, a silver dagger, a knightly helm (missing its plume, but otherwise in good shape) and a silver ewer etched with images of unicorns bowing before a radiant queen (50 gp).

- Dragonne: HD 9; AC 2 [17]; Atk 2 claws (1d6), 1 bite (2d6+1); Move 18 (Fly 9); Save 6; CL/XP 10/1400; Special: Roar (save or -1 to attacks for 1 turn)

4336 Refinery: This hex holds a very odd complex. The complex consists of three sandstone domes, about 20-ft tall with a diameter of 30-ft. These domes are connected by arched, roofed walkways and laid out in a triangle. In the center of the triangle there is a thin, 40-ft tall tower. The complex is surrounded by a ditch, about 3-ft deep and 5-ft wide. The openings of several clay pipes (6-inches in diameter) can be seen opening into the ditch, with a clear liquid running from them in a light trickle. Stationed around the complex, next to the ditch, are six warriors in leather armor wearing wide-brimmed, steel helmets and equipped with longbows, spears and torches. The complex gives off a slightly intoxicating odor that an adventurer with a back-ground in alchemy may be able to identify as naphtha. Naturally, any hostile approach will lead to the torches being thrown into the ditch to create a wall of fire.

The tower is constructed of sand-stone blocks with a room in the base and a spiral staircase leading to a room at the top. Three men-at-arms are stationed here at all times. The base of the tower is actually below ground and connects to the subterranean portion of the complex.

The domes contain alchemical equipment writ large, and are designed to refine petroleum into naphtha, a highly flammable liquid useful as both a fuel and weapon. The domes connect to one another and to the pipes that deliver a bit of naphtha and water to the ditch. They also connect to the underground complex that houses the refinery workers (30 vilstrak) and their master, Fiakros.

Fiakros is rotund jann, with long, black hair and a pointed beard. He dresses in silks and lives in the manner of a pasha, luxuriating in his wealth. He keeps a harem of beautiful women, slaves purchased in Ophir and kept docile with Fiakros' enchantments. He is always guarded by 12 elite warriors.

Fiakros can usually be found in his lounge, sitting on a pile of pillows eating or being entertained by one of his harem girls. He is always accompanied by two bodyguards. He might also be next door in the harem. After paying a hefty tribute to the Sultan of Jinnistan, he is left with the following treasure:

- Fiakros, Jann: HD 6 (19 hp); AC 3 [16]; Atk 1 weapon (1d8+4); Move 12 (Fly 24); Save 11; CL/XP 9/1100; Special: enlarge or shrink, invisibility (5/day), dimension door (1/day).
- Bodyguards: HD 3+3; AC 6 [13]; Atk 1 weapon (1d10); Move 12; Save 14; CL/XP 3/60; Special: Fearless. Ring armor, two-handed swords and red turbans.
- Vilstrak: HD 1d6; AC 1 [18]; Atk 2 slams (1d4+1); Move 9; Save 18; CL/XP 8/10; Special: Surprise on a 1-3 on 1d6.

4343 Skeleton: The skeleton of an ophidian lies in the tall grasses, pierced through the chest by a javelin.

4407 Moaning Caverns: The sandstone bluffs here are riddled with caves carved by the wind. The caves are home to five air gusts as well as a shrine to Shu, a primordial deity of air and thus wind. The idol of Shu is actually a set of delicate crystal chimes hanging from golden threads from the roof of a large, open cavern. Below these chimes are crystal bowls holding offerings of flower petals, bits of myrrh, fresh water and honey cakes. Entering the caverns unbidden brings an attack from the air gusts. Profaning the shrine causes all air to evacuate the caverns quite suddenly, causing instant death to those with constitutions lower than 9 who fail a saving throw, and unconsciousness for 1 hour to those with higher constitutions.

In the valley below the bluffs, obscured by a copse of hawthorn trees, there is a small house of timber and stone. In this house lives Nyght, a pretty maiden with eyes that seem to shift between deep blue and pale green, skin the color of a sunset and hair as black as her namesake. Nyght is the daughter of a jann called Otempet, an exile of Jinnistan who used his influence to make his daughter Shu's shrine keeper to keep her safe. Nyght is kindly enough, but she's no pushover. She has a good knowledge of the surrounding area, and is willing to cast spells in exchange for supplies.

- Air Gust: HD 3; AC 4 [15]; Atk Wind blast (1d6+1 – range up to 15 ft); Save 14; Move 12 (Fly 18); CL/XP 4/120; Special: -2 [+2] AC vs. missiles.

- Nyght, Elementalist Lvl 5: HP 21; AC 9 [10]; Save 11; Special: Spells (3rd); Dagger, mystic accoutrements.

4414 Castle V'yexis: V'yexis is an arcanix, a gaunt humanoid with blue skin and pointed ears. The arcanix exist to collect magical items, and V'yexis is no different. Having seized this castle from its previous owner, the Baron Jowak, he soon made it the hub of a network of treasure hunters that operates throughout the Motherlands. V'yexis asks no questions about where an item came from, and he is willing to trade for them with gold or exotic items (non-magical) from across the cosmos. His four-story keep boasts five towers, the tallest being a bell tower. It rises over the surrounding red hills, a beacon of white limestone. The walls and grounds of the keep are patrolled by a clan of fifteen giant baboons and their alpha male loyal to V'yexis. The baboons are dressed in blue tunics and wear steel skullcaps. V'yexis also enjoys the company of a lyrical gynosphinx named Yamdala and his personal bodyguard, a beetlor called Uzz. Three soulspinners guard the subterranean entrance to his vault, which contains 14,100 gp, an alexandrite worth 1,450 gp, a +5 light mace, dust of appearance, wand of metal detection, potion of clairvoyance, potion of diminution, potion of treasure finding, boots of flying, +2 shield, +2 two-handed sword, three arrows +1, suit of cursed leather -2, scroll of enchant item and scroll of read languages. V'yexis is willing to hire on adventurers to raid dungeons on his behalf.

- V'yexis, Arcanix Greater: HD 12 (54 hp); AC 7 [12]; Atk 1 weapon or special ability or spell; Save 3; Move 12; CL/XP 14/2600; Special: Spells, spell-stealing, teleport.
- Yamdala, Gynosphinx: HD 8 (36 hp); AC 1 [18]; Atk 2 claws (1d8); Move 18 (Fly 24); Save 8; CL/XP 9/1100; Special: Divination, dispel.
- Uzz, Beetlor: HD 8+1 (32 hp); AC 1 [18]; Atk 2 claw (3d4) and 1 bite (1d10); Move 6 (Burrow 3); Save 8; CL/XP 9/1100; Special: Confusion.
- Giant Baboon: HD 3; AC 7 [12]; Atk 1 bite (1d8); Move 12; Save 14; CL/XP 3/60; Special: None.
- Giant Alpha Baboon: HD 4 (20 hp); AC 7 [12]; Atk 1 bite (1d8+1); Move 12; Save 16; CL/XP 4/120.
- Soulspinner: HD 4 (27, 17, 15 hp); AC 5 [14]; Atk 1 bite (1d6 + temporary loss of level); Move 12; Save 13; CL/XP 7/600; Special: Enervating webs, incorporeal, only hit by magic or silver weapons, enervating bite.

4426 Boiling Springs: Amidst the sandy dunes there is a small meadow of dry grasses, in the midst of which there are boiling hot springs. The springs themselves are surrounded by a caldera of sorts composed of mineral deposits. Shamans from the surrounding area trek to this place to gather minerals, and there is a 1 in 6 chance that a druid and his acolytes are present. Not far away from the springs is a half-finished shrine built of large sandstone blocks. The shrine was meant to be dedicated to Selchis,



but was never finished. Various rare earths can be taken from the site by an alchemist, and water from the springs has medicinal qualities (+1 save vs. disease).

4445 Lonely Tomb: Here one may come across the bones of an ancient town. The ruins, now little more than stone foundations and chipped pieces of pottery and flagstone, cover twenty acres of ground between two rocky outcroppings, which once anchored the town's walls. The outcroppings are riddled with man-made caves holding tombs. Each of these tombs was originally blocked by a large stone slab (30 total points strength to shift), but now only one tomb is sealed.

The open tombs measure 3 feet wide and 9 to 12 feet deep. Shelves are carved into the walls of the tombs. The shelves once held bones wrapped in rough, white cloth and funerary offerings, but now hold dust and a few shards of terracotta and limestone.

The unopened tomb is held closed by a wizard lock. It is larger than the other tombs, 20 feet wide and 30 feet deep. Just inside the damp tomb is a deafening clump of shrieking fungus. The shelves of this tomb hold five sets of bones wrapped in shreds of cloth and tarnished silver wire (worth 10 gp). Each pile of bones is topped with a jaw-less skull that has a complex series of tiny holes pounded into it in a rough floral design. Hanging above each pile of bones is a macabre wooden mask. At the back of the tomb there is a high shelf 1 foot square. Atop this pedestal is a pile of bones wrapped in tarnished cloth of gold (worth 35 gp). Resting atop the bones is a complete skull with eyes and teeth formed of two turquoise, an olivine, malachite, moonstone, spinel, zircon and onyx (worth 550 gp total).

This skull belonged to Prince Jumaata, interred over 300 years ago after being burned at the stake by his people.

Jumaata is now a skulleton. Aside from the bones and the undead menace, the tomb holds numerous limestone jars sealed in wax. All together, these jars hold 10,000 cp, 2,000 sp, 500 ep, 200 gp and a piece of coral worth 600 gp.

- Skulleton: HD 4d6 (18 hp); AC 5 [14]; Atk 1 bite (1d3); Move Fly 3; Save 13; CL/XP 6/400; Special: Disease (1d3 days incubation; 1d3 Con + 1d3 Dex each day), dust (stinking cloud, 10').

4447 Castle of Bones: A small limestone castle lies in this hex, empty except for a multitude of bleached bones. The walls of the castle are 30 feet tall and have crenellations. At each corner there is a square, 40 ft tall tower. The northeast tower has collapsed and the others will soon join it in ruin. All towers show the signs of a terrible fire. Two 50 foot tall towers flank the castle gate, which is sealed by a portcullis of rusty wrought iron. Through the portcullis, one can see that the courtyard beyond is covered with humanoid bones, with some "drifts" being 3 or 4 feet deep. The castle's keep is 40 ft tall with a base 80 ft square.

The keep has a basic layout; a great hall and kitchen on the ground floor, barracks and storage on the second floor, living chambers on the third and an armory and treasure room on the top level. All of these rooms are piled with bones, which seem to catch on clothes and get under feet while one passes through. The castle holds no treasure. The bones are an illusion created ages ago by a godling in revenge for the blasphemies committed by the former inhabitants, who long ago left the cursed place.

4503 Lone Samurai: A lone samurai, in poor health, rests against a rock writing something in a thick book. Although he will know the adventurers approach, he will make no move until they are within 60 feet, at which point he will ask their business. If the adventurers want to fight, he will prove a significant challenge.

If engaged in conversation, the samurai will reveal that his name is Mizaki, and he is a servant of the Empress of Mu-Pan. He and six comrades were charged with charting the coastline of the Sea of Stars, from start to finish. They embarked on this mission many years ago and through the years all of his comrades have perished. Only Mizaki is still alive, and he knows that his time is drawing near. Will the adventurers be willing to take up his mission and maintain his honor? If not, the samurai will never be seen again. If they do, he will accompany them for as long as possible. Those who make it back to Mu-Pan will discover that a new empress sits on the throne, and Mizaki's mission has been forgotten. Mizaki's main treasure is his book, which contains charts and commentary on the lands he has visited. The book is in code.

- Lord Mizaki, Fighting-Man Lvl 10: HP 45; AC 2 [17]; Save 7; Special: +1 to hit and damage due to tremendous strength; Long sword

(katana), splint armor (treat as platemail), longbow, 8 arrows, hand axe, silver dagger, maps & charts, 8 gp.

4512 Elemental Vortex: In the center of this hex there is an elemental vortex that leads to a strange demi-plane of stone. The vortex looks like hundreds of smooth stones swirling around a central funnel, much like a whirlpool. The scraping of the stones can be heard for miles. Anyone stepping on the stones will find themselves moving toward the center of the vortex, their feet quickly sinking into the river of stones. Khargra can be seen leaping in and out of the stones, and great strength is required to avoid being sucked into the vortex. Those who do pass through the vortex suffer 3d6 points of bludgeoning damage and find themselves beneath a rain of stones creating a tall hill on a vast plain of granite.

4515 Sorrel Brook: A cool brook flows through the hills here before it tumbles down a ravine into a pool and disappears into an underground river. The banks of the brook are crowded by sorrel trees and the little "oasis" is inhabited by a large family of wild pigs, including twelve boars with white fur and bristles. The pigs are sacred to Astarte and their killings will result in daily attacks by earth elemental creatures until the murderers travel to the Elemental Vortex in [4512] and throw in no less than 1,000 gp worth of precious metals.

- Boars: HD 3+3; AC 7 [12]; Atk 1 gore (3d4); Move 15; Save 14; CL/XP 4/120; Special: Continue attacks 2 rounds after death

4530 Sea of Bones: Between the dunes here, for many miles, is a sea of giant, bleached bones gleaming in the sun. There is a 2 in 6 chance that a pack of 1d6+3 ghouls will be sitting on the bones, cracking them open and pulling out the marrow with long, dirty fingernails. These ghouls will almost always attack live prey if it presents itself. There is nothing here of value.

- Ghoul: HD 2; AC 6 [13]; Atk 2 claws (1d3), 1 bite (1d4); Move 9; Save 16; CL/XP 3/60; Special: Immunities, paralyzing touch.

4541 Sahitim: A band of 30 sahitim led by a cleric/ranger of Demogorgon named Hamat has made camp here. The sahitim have red tents and three dozen camels. They wear glistening scale armor, tall, conical helms and carry wooden shields studded with bronze nails, barbed tridents (+2 to disarming attacks), long, curved knives, long muskets and enough ammunition for 20 shots. The band's treasure, 10,000 cp, 2,200 gp, a fire opal (worth 1,050 gp) and a terracotta sculpture of a bull (worth 2 gp), is kept in a locked chest.

- Sahitim: HD 1 (6 hp); AC 3 [16]; Atk Weapon (1d8 or 2d6); Move 12; Save 17; CL/XP 3/60; Special: Half damage from acid, cold and fire, protection from good.

- Hamat, Sahitim Cleric-Ranger Lvl 5: HP 26; AC 3 [16]; Save 10; Special: Spells (2nd), ranger abilities; Trident, dagger, musket, 20 bullets, chainmail, shield, brass key.

4612 Dangerous Stop: A white-walled caravanseray seems to welcome tired travelers, but is really a hideout for bandits. The caravanseray is built next to a large watering hole surrounded by date palms and creeping honeysuckle. The building is single-story and consists of a rectangular structure with a large courtyard. Entrance is via an iron gate. Besides fortified structures at the corners, the remainder of the building open to the courtyard. Pipes that run to the watering hole bring water to a number of pump-driven spigots in the caravanseray.

The current occupants are forty bandits, their leader Iarlonian and his two sergeants. The bandits were soldiers of Ophir (see NOD #2) who left the employ of Prince Zargo to strike out on their own, goaded by their charismatic captain. They are now pillaging the surrounding area. If adventurers arrive, the bandits will either hide, trying to convince them that the place is abandoned, or welcome them in to a trap. The bandits and sergeants wear ring armor and carry shields, curved swords, lances and light crossbows. The bandits have so far accumulated 4,000 sp, 500 ep, 1,100 gp, an olivine worth 95 gp, a piece of jade worth 95 gp, 30 lb of jujubes worth 30 gp/lb and 100 lb of green dye worth 1 gp per pound, the latter two items coming from a camel caravan they sacked three days ago.

- Iorlonian, Fighting-Man Lvl 5: HP 26; AC 3 [16]; Save 12; Chainmail, shield, longsword, lance, crossbow.

4613 Gallery of Freaks: In a cleft in the surrounding cliffs there is a portal of serpentine carved in ophidian glyphs. Peering inside, you discern a dusty flight of cracked steps worn smooth by the passage of eons. At the bottom of these steps there is a subterranean rotunda with a conical ceiling stepped like a ziggurat and three additional serpentine portals. Beyond these portals lies a startling collection of galleries and chambers that are home to, among other things, a tribe of psychic freaks, ravaging packs of osquips and several ubue under the command of a robed and masked "thing" that speaks in rhyming conundrums.

4614 Fierce Giant: A gaeen giant (see new monsters below) lives in a cave overlooking the pass that runs through this hex. He challenges all travelers, and fights to the death.

- Jaovesh: HD 12 (64 hp); AC 0 [19]; Atk 2 slams (2d6); Move 15; Save 3; CL/XP 16/3200; Special: Damage resistance, magic resistance 70%, hug.

4615 Macabre Warning: Someone has nailed an ogre to the wall of a cliff here as a warning.



4619 Dismal Canyon: A deep canyon cuts through the mountains here, providing the only way across this hex. The canyon is 400 feet deep at its lowest point and filled with a fine dust that, as one goes deeper, makes breathing difficult and causes the sun to become dim. The dust is red, and thus gives a reddish cast to everything venturing into the canyon. As one goes below 100 feet in depth, the dust is so thick that it is possible for creatures of elemental earth to swim in it, making the canyon into a virtual elemental sea. While traveling through the canyon, use the following encounter table, with encounters occurring on a roll of 1-4 on 1d6.

1. Earth Elemental (1d6): HD 8; AC 2 [17]; Atk 1 strike (3d6); Move 6; Save 8; CL/XP 9/1100; Special: Tear down stonework.
2. Khagra (1d10): HD 6; AC 2 [17]; Atk 1 bite (3d6); Move 3 (Burrow 15); Save 11; CL/XP 6/400; Special: Surprise on 1-3 on 1d6.
3. Petrified Ichtyosaur (1d4): HD 10; AC 4 [15]; Atk 1 bite (2d8); Move 12 (Swim 24); Save 10/1400.
4. Xorn (1d8): HD 7; AC -2 [21]; Atk 3 claws (1d3), 1 bite (4d6); Move 9; Save 9; CL/XP 8/800; Special: Immune to fire and cold, half damage from electricity, travel through stone.

4621 Plunder From Above: A gang of bandits is operating an ancient Nabu flying ship. The vessel looks like a Nabu galley from the ancient days, but the oars are replaced with cerulean, fan-like structures. A large hemispherical object, as black as night, is secured to the bottom of the vessel and appear to give it lift at the command of the helmsman, whose normal wheel is supplemented with a lever to control altitude. Although the vessel is ancient and its timbers are beginning to crack here and there, it is still a magnificent ship. The sails are bright wight and display the double-headed phoenix of Nabu in bright red.

The boat is manned by twenty bandits and their captain, Ipiriel. They wear ring armor and carry shields, crossbows and axes. Ipiriel is a statuesque woman with narrow, green eyes and short, brown hair. She wears a purple cloak.

If they are shown any resistance, they will flee. The bandits have 1,000 sp, 500 ep, 300 gp, 30 pp and a piece of an obsidian mace head worth 35 gp in their treasure chest, and they have 30 sq. yards of lace (weighs 90 lb, worth 150 gp) and 60 lb of almonds (worth 3 gp/lb) in their hold.

- Ipiriel: HD 5 (24 hp); AC 5 [14]; Atk 1 weapon (1d8); Move 12; Save 12; CL/XP 5/240; Special: None.

4622 Antaeon Nomads: The Antaeans are an ancient clan of 200 nomads, 500 women and 300 children. During the winter and fall months, make camp around a weathered, conical tomb of their mythic ancestor, the giant Anteaus. The camp consists of 50 brilliant white tents topped with brass spires that gleam in the sun.

The Antaeans are tall men, and solid muscle. They dress in white robes and wear veiled turbans of orange. They carry two-handed swords which they wield with one hand and short bows made of goat horn. They wear chainmail under their robes and carry leather bucklers. The nomads are expert horsemen, and ride white steeds with blue-gray flecks on their noses and fetlocks.

They nomads worship Ammon and are sworn by oaths to their god to treat visitors well, but not necessarily to let them leave without rich compensation. They are currently entertaining a merchant from Ibis named Chandus and three charming elven women, bards, that are touring the monuments of ancient Nabu.

Near the conical tomb there is an ancient fountain constructed of limestone and capping a natural spring that has made the land here an oasis of long grasses and groves of date palms. The oasis is home to 500 wild goats, which the nomads drive into pens when they are in residence.

The leader of the nomads is Alassi, a buxom woman with coppery skin, light brown eyes, curly black hair and scarring on her cheeks. She is accompanied everywhere by her two acolytes and her four bodyguards. Her treasure consists of 7,000 gp.

- Alassi, Cleric Lvl 9: HP 43; AC 3 [16]; Save 6; Special: Spells (4th); Chainmail, shield, flanged mace, malachite holy symbol (500 gp).
- Acolytes, Cleric Lvl 5: HP 32 and 29; AC 3 [16]; Save 10; Special: Spells (2nd).
- Bodyguards: HD 4 (25, 23, 23, 18 hp); AC 3 [16]; Atk 1 weapon (1d10+1); Move 12; Save 13; CL/XP 4/120; Special: None.
- Nomad: HD 1+1; AC 3 [16]; Atk 1 weapon (1d10+1); Move 12; Save 17; CL/XP 1/15; Special: Avoid blows, +1 hit and damage with missiles.

4630 Arena of Judgment: Travelers through this hex, especially dwarfs, may notice a slight swell in the desert here, as though something is forcing the world's surface to bulge. Little could adventurers guess that beneath their feet, some 40 feet below the desert sands, is a mighty dome of adamantite that holds a terrible secret.

In the elder days, when the forces of Law and Chaos were more outward in their opposition to one another, the powers that ordered the universe and gave it form and meaning created divine mechanical servitors that could not, it was believed, go rogue (unlike a certain band of angels who got a bit too big for their britches). These mechanical servitors were called the Inevitables, for their unswerving dedication to whatever task they were given made it inevitable that they would eventually succeed. The primary task given to an inevitable was seeing that justice be done – inevitables were trackers and executioners.

Unfortunately, neither Law nor Chaos can truly grasp the concept of their opposites, and so it came to pass that one inevitable's programming became just slightly unstable. Seeking higher levels of efficiency, and reasoning that all creatures in the cosmos were guilty of something, this inevitable constructed the Arena of Judgment. Into this place creatures captured by the Magistrate's agents are thrown to compete in never ending trial by combat against one another under the watchful eye of the Magistrate.

The arena is a vast dome. The field of combat is circular, with a diameter of 500 feet. Mechanisms in the ground can create walls, hills and other features as the Magistrate desires. Cages located beneath the ground are raised and lowered to introduce combatants to the never-ending melee or return them to their cells for recuperation.

A gallery runs around the diameter of the battlefield, allowing the agents of the Magistrate and the Magistrate itself to watch the proceedings. The gallery is located fifty feet above the battlefield, and mechanical guards are placed every 500 feet to keep prisoners from escaping (flying creatures have their wings bound). The Magistrate, dressed for all the world like a Roman emperor, sits in his own box flanked by a corps of ten elite bodyguards.

Approximately 20 feet beneath the battlefield there are curving tunnels that lead to the aforementioned elevator shafts and large chambers to hold the cages of the combatants. Cages are constructed with steel bars (though a few cages have adamantite bars for especially dangerous creatures) and are rolled to the elevator shafts harnessed to giant lizards. There are armories and workshops and a vault containing the personal effects of combatants – currently 2,000 sp, 11,400 gp and an amethyst worth 800 gp, a sardonyx worth 1,250 gp and a potion of healing.

Combatants can be generated randomly from whatever monsters a Referee uses in his games. After a single fight (which could turn into a major battle, for any fight attracts 1d4-1 other combatants), combatants are permitted to return to their cages for recuperation. The dead are taken via elevators to the surface where they are allowed to broil

in the sun and feed scavengers. These same elevators allow the Magistrate's men to capture travelers.

- The Magistrate, Rogue Zelekhut: HD 8 (50 hp); AC 1 [18]; Atk 2 chains (2d6 + 1d6 electricity); Move 12 (Fly 15); Save 8; CL/XP 11/1700; Special: Only harmed by magic weapons, magic resistance 45%.
- Elite Guards, Mechanical Fighting-Men/Clerics Lvl 3: HP 19, 18, 18, 17, 17, 16, 16, 14, 13, 12; AC 1 [18]; Save 12; Special: Spells (1st); Armor plating, shields, maces.
- Guards, Mechanical Fighting-Men Lvl 1: HD 1d6+2; AC 2 [17]; Save 16; Armor plating, pole arm.

4637 Lamia Lair: A lamia dwells in a cave on a granite ridge overlooking the desert sands. She has in her employ a coterie of three charmed slaves that she uses as bait, usually sending one or two out into the sands to pose as miners seeking help in freeing their friends from a cave in. The slaves can be simple peasants or the Referee can generate NPCs with class levels. The slopes of the ridge are fed by trickling springs and support tough grass. The grass is grazed on by 70 head of cattle (worth 10 gp each). The cattle are tended by the slaves. The lamia's other treasure consists of 3,000 sp, 2,200 gp, 10 pp, two terracotta sculptures of shedu (human-headed bulls, worth 165 gp each), a large rose quartz worth 125 gp and a box of 10 fine cigars (she is an aficionado, worth 10 gp each).

- Lamia: HD 9 (; AC 3 [16]; Atk 2 claws (1d6); Move 24; Save 6; CL/XP 12/2000; Special: Spells, touch drains wisdom.
- Slaves: HD 1d4; AC 9 [10]; Atk 1 fist (1d2); Move 12; Save 18; CL/XP A/5; Special: None.

4648 Abbey of Melkarth: Aadrubal, a patriarch of Melkarth has constructed an abbey in this hex. The abbey consists of a 30-ft tall central keep flanked by four lower structures lined with pillars. The abbey is constructed of limestone clad in reddish marble. The main doors, looking east, are wood clad in bronze bas-relief. The keep has a dozen arrow slits facing in each direction. The smaller structures of the abbey comprise an eating hall, kitchen, living chambers (small cells stacked atop one another and accessible by ladders for the brothers, a larger chamber for the abbot) and a training room. All of these structures are connected by narrow passages. The central keep houses the great idol of Melkarth. While the exterior of the keep is square, the interior is octagonal. In the middle of the room there is a 25-ft tall idol of Melkarth. Each corner in the room has a bronze brazier, with incense kept burning throughout the day. Ladders lead up to wooden platforms that allow the brothers to use the aforementioned arrow slits. The abbey is surrounded by walled gardens (cooking and medicinal) and several quince trees.

Below the keep and accessible from the living quarters, is what the brothers call the Well of Souls. The well is located

in a natural, limestone cavern clad in coral. In the middle of the cavern there is a natural well that contains cloudy, reddish water. The floor of the cavern has been worked to create an octagonal pool with steps leading to the central well. The brothers have also carved out storage and meditation alcoves around the pool area. Non-lawful creatures stepping into the pool with cause it to freeze over; a saving throw (with a penalty based on how deep one goes) is required to avoid being frozen in place and suffering 1d6 damage each round until freed.

The abbey's treasure, located behind a secret door in one of the aforementioned alcoves, consists of 11,000 sp, 2,200 gp and 10 pp, a gnomish cloak (worth 10 gp, +1 to surprise) and a cursed scroll that kills its reader with a rotting disease in 2d4 turns. Aadrubal keeps a stuffed crocodile, a papyrus scroll on art & music (30 lb) and an ornamental spear (worth 100 gp) in his living quarters. He wears a copper toe ring set with a citrine (worth 500 gp) and an ivory locket (worth 40 gp) and carries a pale yellow potion of fire resistance (400 gp) with an earthy taste in a conical bottle. His twenty acolytes have chainmail, shields, maces and pellet bows (treat as slings).

- Acolytes: HD 1; AC 4 [15]; Atk 1 weapon (1d6); Move 9; Save 16; CL/XP 1/15; Special: Turn undead.
- Aadrubal, Cleric Lvl 10: HP 69; AC 4 [15]; Save 5; Special: Spells (5th), +1 to hit with heavy flail; Heavy flail, chainmail, potion of fire resistance.

4702 Counting House of Impard: Impard is an elderly gnome venturer (see NOD #2) who established on the coast a heavily fortified subterranean vault. The vault handles deposits from gnome enclaves all around the Tepid Sea, acting as account keepers, money changers and bankers. The place is unknown to non-gnomes, and powerful illusions keep it that way. There is a 4 in 6 chance that a gnome adventurer from the region will know of Impard's, and a 2 in 6 chance that foreign gnomes are aware of it.

The complex is usually entered from a small sea cave on the coast, though it has three other exits hidden in the hills. A secret door allows access to a small chamber (5-ft square with a 5-ft ceiling with a single, tiny door composed of adamantite. The door is wizard locked, but can be opened by a guard on the other side by ringing a magic gong. A small viewing slit allows the guard to question visitors.

Visitors who pass through will find themselves in a tunnel carved from the rock and studded with traps (pitfalls, poison darts, crushing blocks, iron plates that trap a person while poison gas kills them, etc). Two guards will lead the visitors down the tunnel and keep the traps from springing.

The tunnel ends in another adamantine door that leads directly into a pit containing a dozen vipers. A secret door gives access to the main complex – a large room filled with dozens of gnome scribes at writing desks keeping account books and calculating figures with the help of an abacus. The room is a buzz of activity, with runners collecting books and fetching new quills and pots of ink. Overseeing all of it from a balcony office (reachable by stone steps) is Impard himself. Impard's office is filled with furniture carved from rare woods and ornamented by carvings of squirrels, songbirds, foxes and other woodland creatures. Hanging lights maintain a twilight effect pleasant to the old gnome. He is usually dressed plaid knee-britches and a pea green waistcoat, with a beautiful meerschaum pipe (ivory, carved in the likeness of a hook-nosed wizard) in his teeth. A secret door beneath Impard's desk gives quick access to an escape tunnel or a spiked pit, depending on how it is opened, and another secret door in his office leads to spiral stairs down to the company vaults. The stairs are trapped with numerous scythe and flaming oil traps.

The vaults are located 200 feet below the surface. The cavern entrance is guarded by a large cave bear. The vaults are actually small, stone buildings on islands in the middle of a large, subterranean lake. The lake is stocked with giant electric eels. Each building has a steel door with a complex lock. They are trapped with poison gas canisters (deadly) and contain steel lockboxes with even more complex locks. Each vault (there are 65) contains 2d4 x 1,000 XP worth of treasure.

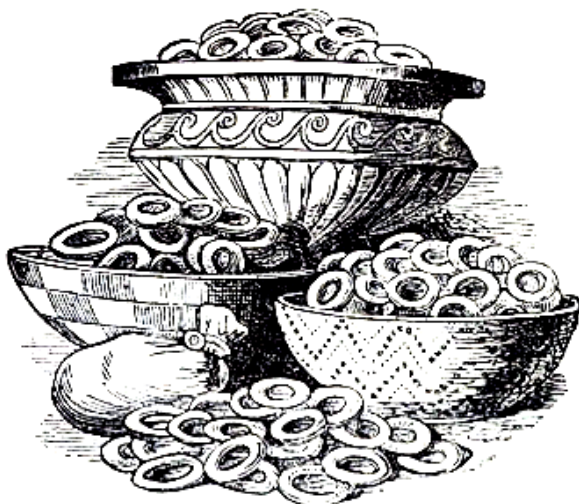
- Impard, Gnome Venturer 10: HP 38; AC 9 [10]; Save 6 (5 vs. traps); Special: Appraise, haggle, pidgin, smuggle; Fine clothes, meerschaum pipe, +1 dagger, flash powder.
- Cave Bear: HD 7 (30 hp); AC 6 [13]; Atk 2 claws (1d6+1), bite (1d10+1); Move 12; Save 9; CL/XP 7/600; Special: Hug for 3d6 damage).
- Giant Electric Eel: HD 2; AC 8 [11]; Atk 1 bite (1d3); Move 0 (Swim 9); Save 16; CL/XP 4/120; Special: Electric shock for 3d6 damage.

4714 Toppled Wall: This narrow pass through the mountains was once blocked by a 15-ft thick, 30-ft tall wall of large, granite blocks. Cisterns in the top of the wall caught rain water and delivered via lead pipes to the valley beyond and to what were apparently barracks (now just foundations and rubble) for the men who guarded the

wall. One cistern is cracked, and delivers its rain water in a little trickle into the gaping hole that now mars the wall. The other cisterns are clogged with green slime. An iron door in the backside of the wall can be forced open to reveal a small armory containing 10 spears, five unstrung short bows and five quivers, each containing 10 arrows.

4723 Stone Prism: A stone prism rises seven feet above the desert sands. Egyptian-style bas-reliefs cover the sides; the northwest side shows a hippo with a crocodile in its mouth, the south shows three women hanging from an acacia tree with a lotus at their feet and the northeast side a stately pharaoh with dead eyes sitting on a throne, small humans under his feet. Sitting atop the monolith is a wailing desert hag in tattered black robes plucking flakes of manna from the air and groveling before unseen masters.

- Desert Hag: HD 6 (36 hp); AC 3 [16]; Atk 2 claw (1d6), 1 bite (1d4); Move 12; Save 11; CL/XP 9/1100; Special: Confusion, magic resistance 25%, spells, vulnerable to lapis lazuli.



4727 Plateau of the Dead:

On a low, wind-swept plateau there are dozens of pyramids, ranging from 5 to 15 feet in height. Many of these little tombs are crumbling, and none of the contain anything worth stealing that hasn't already been stolen. One of the larger pyramids does contain a secret trapdoor that leads under the plateau to a maze of corridors. The corridors are 10-ft wide with 13-ft high, arched ceilings.

They are clad in limestone, and show considerable workmanship (but not, any dwarf will not, dwarf craftsmanship). The corridors seem to go on aimlessly, with a random pit or crossbow trap now and again, but no secret doors or chambers – only niches holding marble statues of men and women with narrow faces, small noses and large eyes. The statues are gaunt, but graceful, and clothed as ancient Egyptians. Most adventurers will, after passing a statue, get the feeling they are being watched, and begin to feel a sense of doom.

After making three turns in the catacombs, adventurers will, if they turn back, discover that the way back has become confused – that they are in a shifting maze. Dwarfs and engineers will be able to tell that the walls are not shifting or moving by any mechanical means. It is then that they will discover the first lotus blossom in the center of a hallway, with another approximately 30 feet ahead. Following the trail will take another 30 minutes, and soon adventurers will begin to hear heavy footfalls behind them

and statues where they do not remember them being a few moments before.

At the end of the lotus trail there is a large, domed chamber clad in marble. A continual light spell has been cast on the dome, making it appear as though sunlight streams in from outside. In the middle of the chamber there is a pool of lotus blossoms, and along the walls six of the marble statues. Lounding by the pool on a plush couch is a delicate, kindly-looking woman with reddish skin, dark brown (almost black) hair and large, green eyes. She wears crimson robes and dangles her feet in the pool.

She will introduce herself as Alekordia, and bid her guests enter and make themselves comfortable. A clap of her hands will awaken the statues, which will be joined by a six more at the exit. As frail as Alekordia appears, adventurers will discover her to be a strong-willed woman. She desires company, and will not allow adventurers to leave her little maze unless they cooperate. She will attempt to keep them in her chamber (food provided via magic, of course) for 1d6 weeks, until they are exhausted of stories and diversions. At that point she will order the statues to escort them out. The statues will obey, but when out of the earshot of their mistress attempt to bludgeon them to death.

- Alekordia, Druid Lvl 9: HP 48; AC 9 [11]; Save 6; Special: Spells (5th), change shape; Crimson robes, oak staff.
- Living Stone Statue: HD 5+5; AC 3 [16]; Atk 2 lava spray (2d6); Move 9; Save 12; CL/XP 5/240; Special: Spray lava from fingertips. Within each is a fire opal worth 300 gp.

4735 Fool's Fountain: There is a fountain here in the shape of a grotesque, fat man with a wide mouth and tall forehead. Out of the statue's mouth flows a stream of gold dust. The dust fills the basin, but never overflows it. If taken more than 100 feet away from the fountain, the gold dust turns to sand.

4822 Abbey of the Sun: A white, limestone shell keep serves as an abbey of Ra, the sun god. The keep's façade is surrounded by false pillars painted gold and depicting, in pictures, the life and stories of Ra. The abbey consists of a first level containing an armory, great hall and dormitories, a second level containing bedchambers of senior priests and a chapel, and a third level consisting only of an extension of the abbey battlements. In the open courtyard of the abbey there is a statue of Ra covered in beaten gold (worth 400 gp) and a marble altar stone that contains a golden bowl (worth 10 gp) of holy water.

The abbey is governed by Remma, a tall man with a hard face, shaved head and a pierced nose fitted with a gold stud (worth 5 gp). Under him are three acolytes (Celes, Gaela and Vicus) and twenty light cavalry (ring armor,

shield, light crossbow, lance, and curved long sword) that patrol the desert sands for evil to vanquish.

- Remma, Cleric Lvl 10: HP 46; AC 1 [18]; Save 5; Special: Spells (5th), turn undead, cast light at will; Platemail, shield, mace, holy symbol.
- Acolytes, Cleric Lvl 3: HP 14, 11, 10; AC 3 [16]; Save 12; Special: Spells (1st), turn undead, cast light at will; Chainmail, shield, mace, holy symbol.
- Men-at-Arms: HD 1; AC 5 [14]; Atk 1 weapon (1d8); Move 12; Save 17; CL/XP 1/15; Special: None.

4831 Zealots: A band of 50 yellow-robed, berserk zealots has made camp here in a ruined city. The city now consists of a paved courtyard with a crumbling statue of Horus. The courtyard is surrounded by dozens of mud-brick buildings of various sizes, most being abandoned workshops holding half-finished religious idols and terracotta pottery. The zealots are commanded by Drovan, a small man with unruly hair, piercing grey-blue eyes and a missing finger. Besides his robes, he wears a wide-brimmed crimson hat. Hidden in the workshops there is 10,000 sp and 2,100 gp.

- Zealot: HD 1; AC 7 [12]; Atk 1 weapon (1d8); Move 12; Save 17; CL/XP 2/30; Special: +2 to hit in berserk state.
- Drovan, Barbarian-Cleric Lvl 4: HP 26; AC 6 [13]; Save 11; Special: Spells (2nd), berserk, cannot be back stabbed; Ring armor, curved two-handed sword, silver holy symbol set with an olivine (35 gp).

4832 Blunderbus: Leaning against an umbrella tree is a blunderbuss (a fire arm, treat as a heavy crossbow). Once per day, the weapon can turn a handful of shot into a cone of cold that deals 3d6 damage. The interior of the barrel is infested with brown mold that might quickly grow to envelop the holder if it isn't dealt with.

4838 Roasting Crater: The ground rises here to form the walls of a great crater one-half mile in diameter. The floor of the crater is solid glass and capable of roasting people alive during the day (3d6 damage per round).

4847 Goblin Lair: A tribe of 60 goblins is living in a series of burrows reminiscent of the kind dug by meerkats. The tunnels are dug from the dirt and have a habit of collapsing during fights. They are sized for goblins and eventually expand to become sleeping chambers filled with soiled grass mats and skins. The goblins carry little shields and bronze flails. They have shriveled, sunken in faces and rotting teeth and wear only loin cloths and leather caps dipped in blood. The goblins have no leader, but there are five especially big goblins (6 hp each) who push the others around. The goblins have 1,000 sp, 400 gp and 120 pp hidden in holes throughout their complex. They also have 20 bronze ingots (each weighs 5 lb and is worth 5 gp).

- Red Cap Goblin: HD 1d6; AC 6 [13]; Atk 1 bite (1d6); Move 9; Save 17; CL/XP 1/15; Vicious healing, -1 to hit in sunlight.

4924 Demon's Oasis: The oasis in this hex consists of a long, narrow pond fed by a spring. The pond is surrounded by an acre of palm trees and brush. At the eastern end of the oasis there is a ruined caravanseray. The caravanseray is protected by a nalfeshnee demon called Hashep. Hashep protects a collection of three scrolls that tell the story of a great love affair that ends in tragedy. Most merchants know of the demon and avoid the ruins, staying instead on the western end of the lake.

- Hashep: HD 11 (62 hp); AC -1 [20]; Atk 2 claw (1d4), 1 bite (1d6+2); Move 9 (Fly 14); Save 4; CL/XP 13/2300; Special: +1 or better magic weapon needed to hit, magic resistance 65%, +2 to hit, immune to fire, magical abilities.

4927 Quicksky: The air in this hex is terribly diffuse. Folks walking through the hex eventually find themselves leaving the ground and falling upward into the sky. Eventually they will leave the atmosphere and suffocate or they may, depending on the time of month, land safely on the Moon.

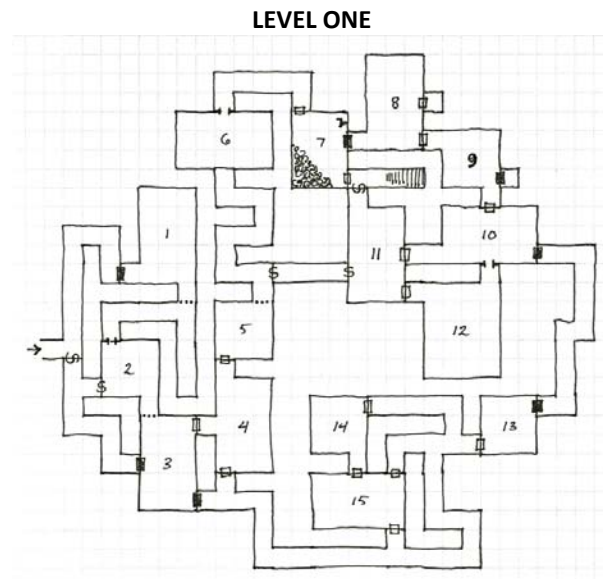
4930 Weasel Manor: A band of wereweasels has taken control of an ancient castle. The castle is surrounded by walled gardens irrigated by water pumped from wells. These gardens contain rose trees, date palms and various edible vegetables and medicinal herbs, as well as many songbirds. The eight wereweasels pose as the owners of the castle, which despite their best efforts is a bit shabby. They will invite guests in and show wonderful hospitality until the next full moon. Then, the guests will be cast out from the place and hunted under the moonlight. The weasel's treasure amounts to 10,000 cp, 2,000 sp, 5,000 ep, 400 gp, 110 pp and a spinel worth 1,350 gp.

- Wereweasel: HD 3+2; AC 4 [15]; Atk 1 bite (1d6) and weapon (1d8); Move 15; Save 14; CL/XP 5/240; Special: Drain blood, lycanthropy, +1 initiative, hit only by magic or silver weapons.

5020 Angel Statue: A stone statue of an angel juts up from the sands at a strange angle. Appeals to lawful powers have a +5% chance of being heard and acted upon when made below this statue. Blasphemies are met with a curse that doesn't allow natural healing. Appeals to Astarte by name result in all non-chaotic creatures present being healed of 1d6 points damage. This healing will only occur once for a given creature.

5021 Stone Prism: A stone prism rises seven feet above the desert sands. Egyptian-style bas-reliefs cover the sides; the northwest side shows locusts tormenting a farmer, the southwest a dancing girl being constricted by snakes and the east side a stately pharaoh with dead eyes sitting on a throne, small humans under his feet. Sitting atop the monolith is a wailing desert hag in tattered black robes plucking flakes of manna from the air and groveling before unseen masters.

5022 The Anchorage: This circular, limestone construction is 90 feet tall and 110 feet in diameter. It was once a royal anchorage for aerial barges and in its day was quite fancy. The interior surfaces of the tower are bare limestone on the bottom two floors, and marble and aromatic cedar on the third floor, which contained the royal apartments.



1 – Portcullis trapped with fire spell (1d4+3 damage). Room was once a kitchen.

2 – Several pairs of manacles are built into the masonry on the walls, large dung heap (jackals) on the floor.

3 – Old, dented gong lies in one corner. A chute extends into room 13 on Level 2. Twelve bats (1d4 hp) hang from the rafters.

4 – Iron doors. A tripwire strung across the room causes several stones from the vaulted ceiling to fall (4d6 dmg).

5 – This room holds several dry straw bales and 5 ghouls (11, 11, 10, 10, 7 hp).

6 – This room is empty.

7 – Iron doors, eastern door trapped with a paralysis charge (1 turn). Ceiling is partially collapsed, and floor is decorated with mosaic patterns. Large winch and pulley on east wall connected to chains that disappear into copper pipes in ceiling. Winch once opened doors on wooden hanger that was on the roof.

8 – West door trapped with paralysis charge (1 turn). East door is trapped with falling stones (1d8). Room is occupied by 4 ghouls (13, 12, 10, 9, 7 hp).

9 – The southern door of this chamber is trapped with a springing blade trap (1d8 damage). It is occupied by 5 jackals (4, 4, 4, 4, 3 hp) who have become trapped.

10 – North door trapped with scything blade (1d8 damage to first person through door).

11 – Room has been thoroughly wrecked; was once a workroom; several tools (hammer, chisels, spikes) litter the floor. There are 3 ghouls (11, 6, 4 hp).

12 – This room is empty.

13 – Room has iron doors; once a pantry, holds a barrel of very sour wine and loaves of stale, flat bread.

14 – Hole in ceiling leads to the passageway above.

15 – Platform on east wall and mosaic of Anubis on that wall give room the look of a funeral parlor. A swarm of bats erupts from the room when door is opened (as spider swarm, only 1d4 damage, no poison). Tile on the platform opens to reveal a small, locked chest with a poison needle trap. The chest holds 130 gp.

(50 gp) and rhodochrosite (10 gp), a vial of antitoxin (neutralize poison) and 5 phosphorous matches.

3 – This old dormitory is now empty.

4 – This room is empty.

5 – Doors trapped with paralyzation charges (1 turn). Once a store room, holds smashed bottles and amphorae.

6 – A giant scorpion (23 hp) lives here. Ceiling is partially collapsed, revealing glimpse of Room 5 on Level 3. There are 20 gp scattered on the rubble.

7 – Pit trap in this room that deposits people, via chute, to Room 14 on Level 1. Room holds large basin filled with ochre jelly (41 hp) and six 1-ft diameter giant spiders (7, 5, 3 hp). Hidden vault in east wall holds shield carved from ebony, buckler emblazoned with an ibis and locked and trapped (cause light wounds) chest holding 100 gp.

8 – Torture chamber holds iron cage hanging from the ceiling, anvil, casket (contains old, yellow robe stained with blood) and a dozen stubby candles. East door triggers poison arrow trap in the opposite wall. Room is occupied by 3 ghouls (19, 17, 16, 11 hp) who have 200 gp hidden beneath a pile of offal.

9 – Room is strewn with rubble; holds 6 giant (1' diameter) spiders (7, 7, 7, 6, 5, 4 hp).

10 – South wall painted with view of Nabu River (now River of Death) so realistic it actually feels damp. Anyone examining the wall is attacked by a decaying hand (HD 6) that emerges from the "water", grabs an arm, and begins dragging the victim into the wall. A toppled statue here depicts Selchis, goddess of healing and poison. East wall holds a kiln.

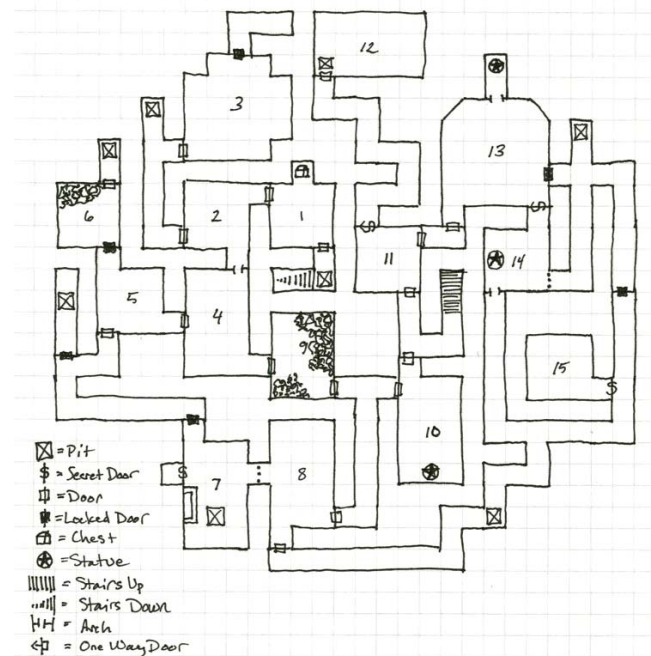
11 – Room contains an empty bookcase (actually a secret door) and two tables.

12 – A pit (1d6) lies just inside the door. The room and corridor leading to it are very dusty and the shelves on the wall hold a variety of spices that give the air a bitter taste. Workbench holds an hourglass and bronze key to room 14.

13 – This was a dormitory. East door is constructed of porphyry and trapped with a paralyzation charge (1 turn). Opening the south door causes bricks to fall (2d6 damage). Room is occupied by 5 guard jackals (4, 4, 3, 3, 2 hp). There is a porphyry idol of Hathor beyond the arch.

14 – Opening north secret door triggers falling masonry (2d6 damage) and sand pours from holes in ceiling. Sand makes the floor slippery and hinders movement; will

LEVEL TWO



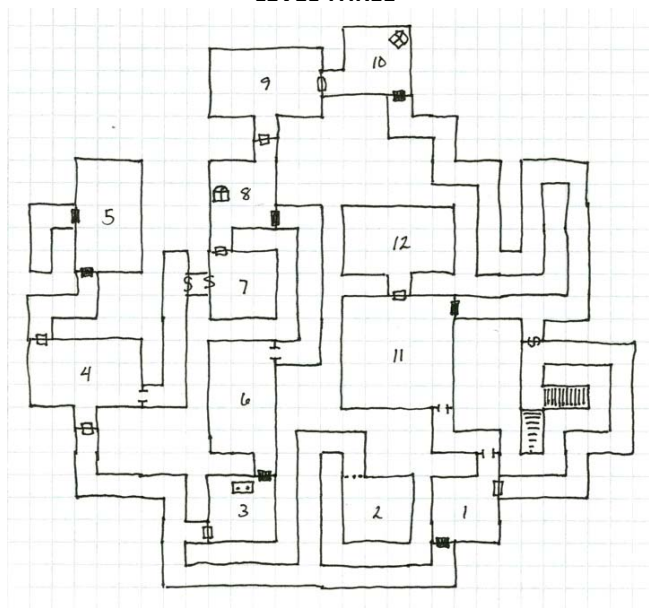
1 – South door is trapped with a crescent blade (2d4+4) that springs up from the threshold. False stone in the north wall hides a niche that holds a locked chest (400 gp) and a bronze breastplate inlaid with a silver 2-headed phoenix.

2 – Room holds giant scorpion (27 hp). Terracotta jug in corner holds 700 cp, a chrysoberyl (100 gp), chrysoprase

eventually fill the room. Broken idol of a goddess (probably Sacmis) is propped against west wall, and might have been used to batter down a door. Base of the statue holds a treasure map to [6726]. Room inhabited by shadow (17 hp), which hides behind the idol.

15 – A pit trap in the center of this room holds a ghaſt (23 hp). A partially devoured body on the floor has a leather ſack with 200 gp and 3 flasks of holy water.

LEVEL THREE



1 – This room is empty.

2 – This room is barred by a portcullis. Inside, one can ſee a trove of gems, jewels and gold objects d’art. Unfortunately, this is an illusion covering a pit trap (10’ deep, 1d6 damage).

3 – This room holds a ſhrine to Isis and a ſmall altar made of porphyry. A ſilver bowl on the altar is worth 10 gp.

4 – Heavy ſtone (2d6) is poised to fall on fiſt perſon who enters through ſouth door (carved from malachite). Three giant rats (4, 3, 3) infected with plague are in this room. There is a locked wardrobe that holds 1,000 ſp.

5 – This room is empty.

6 – Room occupied by 4 monſtrouſly huge giant rats (17, 15, 10, 10 hp).

7 – This room is empty.

8 – Eaſt door is trapped with razor wire (2d6 damage to the fiſt perſon entering). Once inside, ceiling collapses for 4d6 damage. All of this is to guard a lead cheſt affixed to the floor. The cheſt holds a potion of invulnerability and a

potion of extra healing and a ſcroll of protection from drowning. The extra healing potion, if conſumed, forces the perſon to make a pilgrimage to [6826] or contract a mummy rot that can only be cured by a wiſh. The ſcroll is cursed to appear as a ſcroll of protection from lycanthropes.

9 – Room is filled with haze from a hookah. Five jackalweres (20, 20, 17, 15, 13 hp) are enjoying a ſmoke. Hidden beneath their hookah are 120 pp, an azurite worth 12 gp and a piece of jet worth 80 gp.

10 – South door has been spiked ſhut. Room holds rotting foodſtuffs and 16 giant rats. Locked iron cheſt holds 3,000 ſp and maſterwork dart.

11 – This was once a magnificent dining chamber. It ſtill holds pluſh divans and is lined with tall, narrow tables. A wad of clothing (yellow robes) has been ſtuffed into a hole in the weſt wall. Removing robes unleaſhes ſpider ſwarm.

12 – This old ſitting room contains divans, ſide tables, a braſs ewer of oil and an old, clay ſmoking pipe. A gold key diſarms the trap in Room 8.

5105 Well: A deep well of freſh water has been drilled into the hillſide here. A hand-cranked pump brings the water guſhing to the ſurface. Surprisingly, I didn’t put it here to kill or even harm a band of adventurers.

5106 False Gods: As ſoon as demi-humans enter this hex, they will begin feeling edgy and nervous. After a few hours, their heads will begin to ache. After four ſolid hours in this hex, humans begin to ſuffer the ſame ſymptoms. The cauſe of this diſtreſs is a bunker buried beneath the deſert ſands with a ſingle entrance – a circular, vertical ſhaft that is almoſt impoſſible to find without falling into it. A force of bandits diſcovered the bunker two years ago, and after ſecuring the ſervices of Galadur, a magic-user of dubious credentials, hatched a terrible plan.

Within the bunker there is a ſtrange device deſigned by the inhuman derro and, apparently, abandoned by them after the cataſtrophe that deſtroyed Nabu. The device conſiſts of a ſeries of needles that ſcrape along a crystal plate that is turned by a hand crank and tuned by a ſeries of dials. If ſet properly, it ſends viſions into the minds of people up to 1000 miles away, in which a god or goდეſs convinces them they have had a revelation, and muſt travel into the waſtes of Nabu with all their worldly goods. Of courſe, the reſt of the ſcam is obvious, and more importantly, it has worked a dozen times. The bandits are now working on a wealthy heiress of Antigoon, who is even now preparing for her journey.

The bandits are 30 in number, and include an ogre called Kurdik. The bandits are led by Ossidis, a disgraced knight of Ibis, and his “moll”, a thief called Tamory. The bandits have so far collected 3,900 gp. The device, operated by Galadur, is affecting his mind. His intelligence is beginning to evolve, and he is rapidly becoming a derro in mind, if not in body.

- Galadur, Magic-User Lvl 4: HP 11; AC 9 [10]; Save 12; Special: Spells (2nd); Dagger, grimoire.
- Kurdik: HD 4+1 (18 hp); AC 0 [18]; Atk 1 weapon (1d10+1); Move 9; Save 13; CL/XP 4/120; Platemail and shield.
- Ossidis, Fighting-Man Lvl 7: HP 46; AC 3 [16]; Save 10; Chainmail, shield, long sword, longbow.
- Tamory, Thief Lvl 2: HP 8; AC 7 [12]; Save 14; Special: Back stab for x2 damage; Leather armor decorated with gold chains (worth 60 gp), black cape, short sword, hand crossbow (1d4 damage), burglars' tools.

5118 Coal Mine: An abandoned coal mine in this hex holds a shrine to an ophidian deity of truth. Located deep in the mine, which is burning in several places, the shrine contains an idol of a plump reptilian with a scaly crest, five grey eyes and skin of creamy white and coral. The idol wears loose robes with patterns of intersecting and radiating blue lines and holds in one hand a satchel of scrolls. This shrine is protected by 8 ophidian priests. Besides their wavy-bladed daggers, the priests carry ray projectors (look like flashlights). Anything caught in the ray must make a saving throw or be de-evolved (humans into monkeys, elves into pseudo-dragons, dwarves and gnomes into lumps of clay, etc).

- Ophidians, Adepts Lvl 3: HP 3d6; AC 3 [16]; Save 13; Special: Spells (1st), berserkers, reproductive bite; Daggers, shields, ray projectors.

5125 Cairn of the Warped Gods: A limestone hillock has been hollowed out by the acidic secretions of oozes over the last millennia. The resulting caves house a dizzying array of idols to alien gods, all of them looking like modern art sculptures that go from floor to ceiling, and yet give off a palpable sense of menace. In the midst of this forest of idols there is a conical pit that glistens with slime. At the bottom resides a Living Monolith, disgorging all manner of fiends.

- Living Monolith: HD 28; AC 15 [4]; Atk 8 pseudopods (4d6); Move 0; Save 3; CL/XP 32/8000; Special: Acid, create spawn, regenerate 5 hp/rd (fire negates).
- Crawling Offspring: HD 3; AC 3 [16]; Atk 1 slam (1d4); Move 9; Save 14; CL/XP 5/240; Special: Regenerate 2 hp/rd.

5131 Desperate Woman: A starving woman, her leg badly hurt, crawls along the ground. She will pass on a small, silver locket to adventurers before she dies. When a lock of hair is placed in the locket and the locket is worn by a

loved one, the owner of the hair enjoys a +2 bonus to saving throws

5135 Dibilis: There is a sprawling oasis here protected by treacherous dryads. In the midst of it rise the stone walls of a village of Dibilis. Dibilis is inhabited by a tribe of amazons, the daughters of the oasis' dryads. The amazons have thick, wavy hair of black or dark brown and blue or bluish eyes. They have pale peach skin and angular faces. The amazons are 6 to 7 feet tall and thin.

The oasis consists of three large pools of water fed by underground springs. A veritable forest of palm trees and acanthus surround the lakes. The land immediately surrounding Dibilis has been cleared and plowed with wheat and pulses. Adventurers entering the oasis have a 2 in 6 chance of encountering a dryad. The dryads of the oasis do not like intruders, and require gifts of expensive art objects to leave intruders alone. Otherwise, the dryads will use their control over the creatures of the oasis, including a pride of fifteen lions, to destroy the interlopers. Dibilis is surrounded by stone walls 16 ft thick and 48 ft high. The upper walls are pierced by arrow slits. The defenders atop the walls are practiced at throwing heavy nets and scooping up attackers, who they then hang midway up the walls to torment or bait lions.

The village has 200 inhabitants, including 100 amazon warriors. The warriors of Dibilis wear scale armor and carry shields, short swords, spears and light crossbows. The village is ruled by a council that includes their best tactician, Hepzibah, best swordswoman Melani, best archer Kora and best charioteer Agrara.

The citizens of Dibilis make their living by raising crops, tending goats and selling their horses, which are some of the finest in the world. They also trade with caravans that manage to win the tolerance of their fey mothers. The amazons trade mostly for salt, wine and dried fruit.

The village has a temple of law dedicated to Minerva and tended by Honoria, a tall sentry tower in the middle of the village and a circus in which chariot and horse races are run. The village's shopkeepers are Kalandra (dry goods), Ophelia (money changer; the amazons mint their own coins bearing an owl and trade in nothing else; foreign coin as treated as half its real value, with 10% taken as a fee on top), Belar (sage) and Delphinia (bowyer).

The village's treasure is kept in the aforementioned sentry tower in four locked treasure chests. It consists of 10,000 cp, 1,000 sp, 500 ep, 200 gp, 120 pp and a diamond worth 800 gp.

- Amazon: HD 2+1; AC 5 [14]; Atk 1 sword (1d8+1) or 1 bow (1d8+1); Move 15; Save 16; CL/XP 2/30; Special: +1 to hit and damage with sword and bow.
- Lion: HD 5+2; AC 6 [13]; Atk 2 claws (1d4), 1 bite (1d8); Move 12; Save 12; CL/XP 5/240; Special: None.
- Dryad: HD 2; AC 9 [10]; Atk 1 wooden dagger (1d4); Move 12; Save 16; CL/XP 3/60; Special: Charm person (-2 save).
- Hepzibah, Amazon Fighter Lvl 4: HP 29; AC 4 [15]; Save 13; +1 longsword.
- Melani, Amazon Fighter Lvl 3: HP 28; AC 4 [15]; Save 14; Longbow, silver dagger, brass hoop earrings worth 55 gp.
- Kora, Amazon Fighter Lvl 3: HP 19; AC 4 [15]; Save 14; +1 longbow.
- Agrara, Amazon Fighter Lvl 4: HP 26; AC 4 [15]; Save 13; +1 spear (glows in presence of law).
- Honoria, Amazon Paladin Lvl 3: HP 20; AC 0 [19]; Save 14; Special: Detect evil, immune to disease, cure 6 hp per day; +1 platemail, shield, long sword.

5201 Fallen Star: A meteor once struck the ground here, creating an impact crater the size of this hex. At the center, buried under 30 feet of sand and rock, is the core of the meteor, a spherical chunk of iron and nickel. The core is actually hollow, and contains, in suspended animation, the bodies of four alien heroes, including an elan called Azkek, a red martian gladiator called Zim Vak, a savage jungle woman from Venus called Lilorra and Bumormeren, an ebon-skinned paladin from the Solar Archipelago, a servant of Prester John himself.

5211 Galaster: Galaster is a mountain village constructed on the banks of a swiftly rushing river. The village supports 100 yeomen farmers who govern themselves and look on outsiders with a healthy suspicion. The village has its own water wheel and mill, an iron foundry (there are mines in the walls of the valley) and thick stone walls that cut off their valley from outsiders quite effectively. In the valley beyond, the Galasters grow root crops and keep orchards of almond trees. The ten warriors of Galaster and their ruggedly beautiful sergeant Adarta, wear chainmail and carry small iron shields marked with pentagrams, hooked pole arms, short swords and heavy crossbows.

In the hills beyond the village's fields there is a small grotto where they rushing stream emerges from the mountains. The walls and mineral deposits in the grotto are stained red with the presence of iron. A concealed tunnel in the grotto leads to a deeper cavern with a pool of water that shines as brightly as daylight. On the far wall of the cavern, beyond the pool, is an idol of a delicately proportioned woman with intense eyes and holding a dove in outstretched hands. This "goddess of the pool", as the villagers call her, is, they believe, the source of the valley's fertility and the village's prosperity. In return for mild

weather and fertile fields, she asks only for the occasional sacrifice (by drowning in her pool) of a visitor – a good deal in the minds of the Galasters.

5213 Dwarf Colony: A band of dwarfs (340 males, 180 females and 70 children) live in a fortified mine. The mine was originally an outcropping, but has since moved underground, with the entrance now sealed by a stout, steel door with a spiked pit trap in front of it. The mine produces 425 lb of zinc per month (worth 8 sp per pound).

The mine angles downward sharply from the door, and then begins branching off into mining tunnels, many of them worked out and expanded into living quarters for families or bands of unattached male dwarfs. The mine is now eerily quiet, for the dwarfs are engaged in civil war between the older and younger dwarfs.

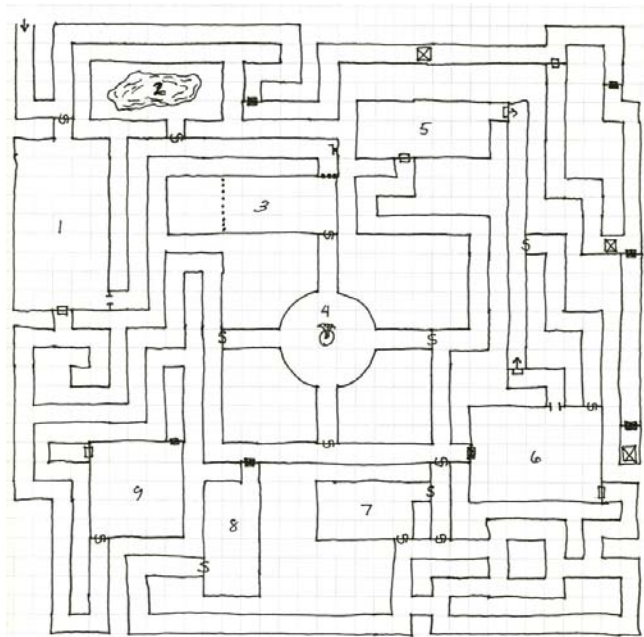
The elder dwarfs were born across the sea, in what are now known as the Bleeding Mountains. When their clan holds were devastated by volcanic eruptions and invasion by goblins, they were forced to flee, with a few thousand finding themselves transported across the sea by their lord Volcanus. The younger dwarves were born in the Motherlands, and have taken to human customs – many shave their beards, wear sandals and have acquired a taste for wine. This is quite shocking to the elder dwarfs, and their leader, Barth, has ordered that it stop. Barth is backed by about 100 males, most of the females, his acolyte Fride and three of the clan's veteran warriors.

Opposed to them is Digand, captain of the warriors, along with six of his shield-brothers and, secretly, Barth's other acolyte Barimid (who loves Digand but cannot speak her feelings) and the rest of the population. The confrontation is on the edge of becoming violent, for neither side wishes to leave the rich mine for the wastelands beyond.

- Barth, Dwarf Cleric-Fighter 4: HP 27; AC 1 [18]; Save 11; Special: Spells (2nd), dwarf abilities; Platemail, shield, mace, holy symbol.
- Acolytes, Dwarf Cleric-Fighter 3: HD 3d6+6; AC 1 [18]; Save 12; Special: Spells (1st), dwarf abilities; Platemail, shield, mace, holy symbol.
- Veteran Warriors, Dwarf Fighter Lvl 3: HD 3d6+6; AC 3 [16]; Save 14; Chainmail, shield, battle axe.

5214 Gastros: Gastros is a village of fair-skinned barbarians with blue-black hair set in a green valley fed by several springs. The barbarians herd sheep and goats and keep large, red wolfhounds to watch their herds. The village is composed of adobe longhouses with thatched roofs surrounded by a short stone wall. About 100 of the barbarians dwell here, speaking the common tongue with a thick accent, but more often speaking in a language utterly foreign to NOD™. Set above the village a small

fortress has been carved into the hillside, bearing the marks of the ancient ophidians. Surrounding the village are fields of barley, wheat and flax. The villagers are known for their strong, thick beer and their goat stew.



The fortress is now home to Anteri, elected warlord of Gastros, and his retinue of six berserkers. The men of Gastros are all capable archers, and can fight with short bow and spear. Anteri and his berserkers fight bare chested with kilts of chainmail and capes made from the skins of red wolves, carrying broadsword, dirk and shield. Anteri also wears a gold torc worth 100 gp.

Despite their bravado and the idyllic setting of their village, the people of Gastros pay tribute to the malevolent fey creatures of the countryside, who they say followed them from far away and never let up their torment, from tying knots in hair to curdling milk to striking goats dead. Anteri would gladly give his daughter's hand in marriage to any who could rid them of their tormentors, a band of 10 kilmoulis. Anteri's daughter, Luina, is fifteen and ruggedly beautiful, with flaming red hair and green eyes. The villagers have 10,000 cp, 500 ep, 200 gp and a tiger's eye gem worth 125 gp locked in a wooden chest.

- Anteri, Barbarian Lvl 4: HP 29; AC 8 [11]; Save 12; Special: Cannot be back stabbed, berserker; Mail kilt, two-handed sword.
- Berserkers: HD 1; AC 7 [12]; Atk 1 weapon (1d8); Move 12; Save 17; CL/XP 2/30; Special: +2 to hit.

5240 Oasis of the Wolf: There is an oasis here of bubbling springs, tall grasses and copses of date palms. The oasis is inhabited by a tribe of thirteen werewolves. In their human form, they appear to be men and women with coppery skin and flaming red hair. In wolf form, they have reddish-

brown fur. They dress in simple loincloths and cloaks, and wrap their heads in tall, conical turbans. The werewolves live in adobe dens and keep a herd of 70 cattle, using the beasts for meat and milk, which they ferment into a thick drink that makes most outsiders sick to their stomachs. In human form, the werewolves wield crescent axes and darts. They appear to have lost the power of human speech, for they only ever grunt and gesture. While they can be parlayed with, mostly for the object of trade, they werewolves are devious and usually invite people to stay so they can make a meal of them.

The werewolves have buried their treasure in several different spots in the oasis. It consists of 100 gp and 500 pp. The leader, a large male called Aglaz wears a moss agate worth 135 gp on a leather cord around his neck.

- Werewolf: HD 4+4; AC 5[14]; Atk 1 bite (1d6+1); Move 12; Save 13; CL/XP 5/240; Special: Lycanthropy.

5243 Ruined Academy: An ancient academy of Nabu, intended for the study of sorcery and science, rests here in the sands of the desert. The upper level of the academy lies in ruins, its thick, crystal walls melted into slag, with only a few narrow and low tunnels working their way through the ruins. Located at the end of one such tunnel are stairs leading into a subterranean level.

The stairs descend 20 feet. The passages and chambers of the lower level are clad in ceramic tiles of white, sepia and umber and geometric patterns. The floors consist of a foot or two of sand over limestone tiles. The lower level is primarily inhabited by a clan of gnolls.

1 – Secret door blends into the walls and can only be opened by removing a tile and pulling on a catch; long room with high ceiling. Massive scorpion chained to east wall and can range easily throughout the room.

- Giant Scorpion: HD 6 (28 hp); AC 3[16]; Atk 2 pincers (1d10), sting (1d4 + poison); Move 12; Save 11; CL/XP 8/800; Special: Lethal poison sting.

2 – Secret door triggered by pressure plate on opposite side of hallway; slides into floor. Walls and floor glisten with oily sheen, and large puddle of oily water lies in the middle of the floor, quivering with every move or breathe a person makes. Walls lack customary tiles; instead have mosaics depicting Thoth in his many forms, including one that looks like a cluster of golden spheres.

3 – Giant scorpion pinned in west half of room; numerous bones in cage suggest it is well taken care of. Portcullis rigged to trio of large, crescent-bladed axes (3d6) that swing down from the roof when raised using the wench.

- Giant Scorpion: HD 6 (30 hp); AC 3[16]; Atk 2 pincers (1d10), sting (1d4 + poison); Move 12; Save 11; CL/XP 8/800; Special: Lethal poison sting.

4 – Magic pool causes bathers to become astral (per Astral Spell) for 1 hour. The portcullises blocking the room can only be opened (aside from brute strength) by the casting of a spell of at least 5th level.

5 – Room contains hot spring that fills it with steam, warping the door. Walls have scorch marks in shape of hands and fists and corpse of a dwarf lies in the middle of room covered with neon-green mushrooms. Dwarf is wearing chainmail and carrying an axe. Hunched in one corner is a weird, humanoid creature with melted, saggy skin that drips acid.

- Chlorthek: HD 4 (14 hp); AC 5 [14]; Atk 1 slam (1d6); Move 12; Save 13; CL/XP 8/800; Special: Acidic skin (1d8 damage), burst of rage (+1 to hit at half hit points), immune to acid, regenerate 2 hp/rd.

6 – Lair of 9 gnolls with 12 females and 23 young. Warriors carry short bows and spears. East and west doors are trapped with falling stones (1d6 damage, stunned for 1d4 rounds).

7 – The catch to open each secret door can be turned left or right. If turned left, trapdoor opens above person's head and he falls upward into the ruins above suffering 1d6 damage. Walls are cracked, ceiling partially collapsed.

Room is library, contains papyrus scrolls in polished wooden cases: Atlas of ancient Nabu Empire, bestiary on the savanna creatures, herbal on medicinal plants of Nabu River, cookery book and spellbook containing Magic Missile, Read Magic, Shield, Mirror Image, Dispel Magic, Fireball and Confusion.

Room occupied by Gnarash, gnoll chieftain, and his secret masters, three wizard's lab rats. Gnarash wears ring armor and carries a pole arm and dagger.

- Gnoll Chief: HD 5 (22 hp); AC 5 [14]; Atk 1 bite (2d4) or weapon (1d10); Move 9; Save 16; CL/XP 3/60; Special: Adept spells (1st).
- Wizard's Lab Rat A: HD 1; AC 7 [12]; Atk Bite (1d4 + charm monster for 1d6+1 turns); Move 12; Save 17; CL/XP 2/30; Special: Human intellect, charm monster.
- Wizard's Lab Rat B: HD 1; AC 7 [12]; Atk Bite (1d4 + ethereality for 1d6+1 turns); Move 12; Save 17; CL/XP 2/30; Special: Human intellect, ethereality.
- Wizard's Lab Rat C: HD 1; AC 7 [12]; Atk Bite (1d4 + control undead for 1d6+1 turns); Move 12; Save 17; CL/XP 2/30; Special: Human intellect, control undead.

8 – Both secret doors are wizard locked; pivot on central hinge. Five ghouls have been sequestered here. Room was

once used by students and faculty to test spells. Walls are variously cracked, chipped, permanently frozen, burned (by fire or acid) and one patch has been transformed into a collection of human faces that scream at random intervals. Forcing open a mouth and reaching inside reveals a small sack of two opals worth 300 gp each.

- Ghoul: HD 2 (13, 12, 11, 10, 8 hp); AC 6[13]; Atk 2 claws (1d3), 1 bite (1d4); Move 9; Save 16; CL/XP 3/60; Special: Immunities, paralyzing touch.

9 – Secret door triggers trap; paving stone immediately inside room drops suddenly, sending first person through sprawling into the room and through a well-oiled trap door and down a chute. At bottom of the chute there is a second secret trapdoor in ceiling (leads to room 8). Climbing back up the chute causes it to pivot and dump person into a spiked pit (2d6). Chute then locks for 1 day.

Room inhabited by a gnoll adept and furnished with battered furniture and shelves holding clay jars of rank substances, bones, jars of teeth, etc. Adept has a small brazier in center of the room burning sickening sweet incense. Large rat rests on adept's shoulder. Adept keeps a leather sack of 200 gp in the closet.

- Gnoll Adept Lvl 3: HD 2 (7 hp); AC 5 [14]; Atk 1 bite (2d4) or weapon (1d10); Move 9; Save 16; CL/XP 3/60; Special: Adept spells (1st).
- Wizard's Lab Rat: HD 1; AC 7 [12]; Atk Bite (1d4 + gaseous form for 1d6+1 turns); Move 12; Save 17; CL/XP 2/30; Special: Human intellect, gaseous form.

5306 Goblin Polo: This hex holds a large forum constructed from sandstone and lowered about 5 feet below the surface of the surrounding ruined streets. The forum is circled by a number of large, ruined buildings, their fine edifices speaking to this once being a powerful city-state. In the center of the forum there is a large pylon standing about 20 feet tall, but cracked, so that it obviously was once much larger. One the northern side of the forum there is a hemispherical tunnel entrance blocked by a bronze grate. This tunnel leads to a number of excavated tunnels beneath the sands where dwells a tribe of 200 goblins. The goblins arm themselves with long picks and wear linethorax armor (treat as leather armor) dyed in bright, gaudy colors. They keep a large pack of 20 wolfhounds, which they use to play a version of polo using shrunken human heads in the forum at night. They also enjoy capturing people and letting them into the desert at night with no equipment, and then hunting them down on their great hounds. The goblins keep 10,000 cp, 1,000 sp, 1,000 gp, 200 gp, 10 pp in a terracotta coffer (worth 35 gp) that once served as a sarcophagus for a child.

- Goblin: HD 1d6 hp; AC 7 [12]; Atk 1 weapon (1d6); Move 9; Save 18; CL/XP B/10; Special: -1 to hit in sunlight.

- Goblin Chief: HD 3 (12 hp); AC 4 [15]; Atk 1 weapon (1d6); Move 9; Save 14; CL/XP 2/30; Special: -1 to hit in sunlight.
- Goblin Shaman, Adept Lvl 4: HD 4d6 (21 hp); AC 8 [11]; Atk 1 weapon (1d6); Move 9; Save 12; CL/XP 4/120; Special: -1 to hit in sunlight, spells (1st).

5319 Burnt City: All that remains of the ancient city of Athyra is a long, paved road and dozens of burnt shells of terracotta buildings. One large building remains intact, the public baths. The baths are still functional and inhabited by a tribe of 35 desert centaurs. The centaurs are wild and temperamental, but will welcome those who can best them in contests of archery.

- Centaur: HD 4; AC 5 [14]; Atk 2 kicks (1d6) and weapon (1d8); Move 18; Save 13; CL/XP 5/240; Special: None.

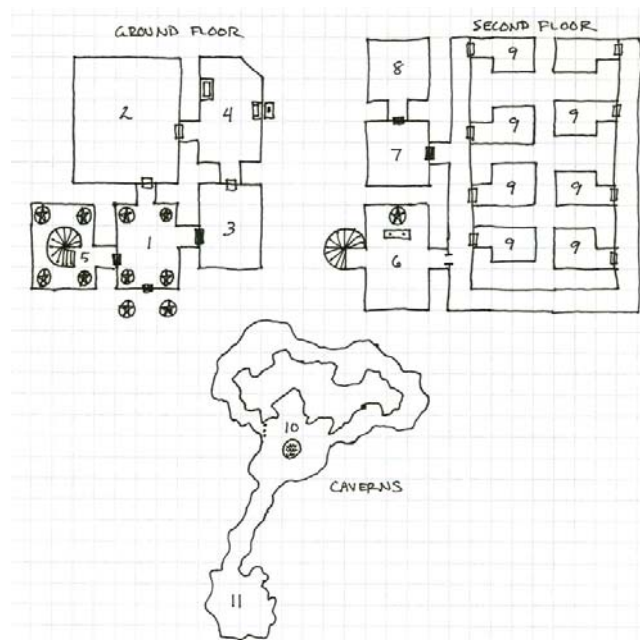
5344 Petrified Forest: A petrified forest interrupts the bleak landscape of the endless dunes here. The trees, some still standing like jagged, broken teeth, many more toppled, have screaming faces seared into them. Beneath the trees, via secret tunnels, is a grand drinking hall of a clan of gnomes. The gnomes are jewelers of the first order, and wear clothing reminiscent of Liberace for all the sparkling bits of cast-away stone they sew onto them. The clan consists of 25 men, 35 women and 15 children. They are led by a rugged looking gnome mage called Gundelmu and his doting wife, a rotund dwarf maiden and expert gold-smith named Galdith.

- Gnome: HD 1d6; AC 5 [14]; Atk 1 weapon (1d6); Move 6; Save 18; CL/XP 1/15; Special: Phantasmal Force.
- Gundelmu, Gnome Magic-User Lvl 4: HP 12; AC 9 [10]; Save 12; Special: Spells (2nd); Dagger, spellbook.

5350 Abbey of Medusa: A small rise of jagged stone there stands a small fortress. Built of sandstone, the fortress is inhabited by a convent of twelve nuns dedicated to the worship of Medusa. The nuns draw their members from the ranks of women wronged by men. They are normal humans from many walks of life, but fight as berserkers against men using sickle-swords and daggers. The nuns are led by Mother Betresh and her adepts, Henna and Maia.

The fortress is 20 feet tall and consists of two stories. The roof is vaulted and made of stone. The roof has a cistern for collecting water (connected to the kitchen via a clay pipe) and a chimney (also to the kitchen) blocked by an iron grate. To enter the fortress, one must first negotiate the jagged outcropping it is built upon. One must climb 15 feet to get to the entry and risks falling and cutting themselves to do so. There is a small ledge before the entryway, which is flanked by two statues of women in Egyptian garb, facing away from the door. The door itself is

constructed of iron and always kept locked. A sliding panel on the door allows the nuns to spy on their visitors.



1 - Small entry hall decorated with very fine statuary, weathered and cracked from age.

2 - Dining hall for the nuns. Has a long table set with earthenware bowls, spoons and goblets. There are twenty chairs along the table, including a chair carved from marble and set with precious stones of green and yellow (worth 1,000 gp, gems worth 200 gp if removed) at the head of the table. Bas-reliefs of dancing women along the walls are designed to hold candles.

3 - Storage room piled high with bolts of green cloth (for robes), barrels of hard cheese, jars of pickled olives and fish and three amphorae of white wine (worth 10 gp each). There are hundreds of mushrooms and strips of fungus hung in nets to dry and a dozen baskets that appear to be used to collect them.

4 - Kitchen has two tables, fireplace and wash basin (connected to the roof cistern). A cauldron hangs in the fireplace and bowls, plates and knives are scattered on the tables. A few stools allow the nuns to sit while working.

5 - Stairs are made of stone with wrought iron railings. They spiral up to the second floor. Along the western wall several stone masks representing faces twisted in horror, misery or agony hang on hooks on the wall. Removing a mask will reveal wire tied to the back, allowing them to be worn over the face (though without the benefit of seeing). In each corner of this room there are sculptures of warriors in archaic armor shielding their eyes. It is readily apparent to anyone who examines them that their upraised arms

can be rotated. The statue in the northwest corner is a trigger that causes the stairwell to sink into the ground, leaving a hole in the ceiling but allowing access to the caverns beneath the nunnery. The other three statues have glyphs of warding carved into their horrified faces. The northeast statue has a blast glyph that deals 6d6 points of acid damage. The southwest and southeast statues have spell glyphs; blindness and cause disease respectively. All glyphs were cast by a 7th level anti-cleric.

6 - Chapel of Medusa. Contains a small, marble altar supported by statues of two children and behind it a headless idol. Chains on one wall suggest that sacrifices are performed here; the chisels and hammers on the wall, all of ornate design, reinforce this suggestion.

7 - Abbess' study. Filled with religious objects and a writing desk, in which there is a map showing an entrance to the underground queendom of the medusas beneath the Carnelian Coast.

8 - Abbess' living chamber. Contains bed, wardrobe, Egyptian-style plate armor and a gorgon-visaged helm on a stand, three maces on a rack, the first silver, the second masterwork, the third carrying a +2 enchantment and the ability to cast flesh to stone once per day when the command word "Justice" is uttered. Locked chest trapped with a poisoned needle (permanent paralysis) contains the nuns' treasure: 1,000 gp, a delicate electrum clasp in shape of a coiled basilisk (worth 2,000 gp), an etched crystal ring (worth 1,500 gp) and brass dinnerware (worth 60 gp).

9 - These are the simple living cells of the nuns.

CAVERNS - The caverns beneath the nunnery are not extensive. The nuns believe that the outcropping and its little underworld were created when drops of blood from Medusa's severed head touched the ground here in ancient times.

The stairwell leads to a cramped cavern decorated with carvings of dancing priestesses. A small chute leads downward from this room, large enough to allow a fully armored human to crawl their way through. Those trying to crawl through the chute without first disarming its trap (by rotating all of the eyes of the dancing priestesses to make them look closed) are likely to be impaled by iron spears set with springs. The spears fire and then pull back, meaning that each person moving through the chute will suffer 1d6 attacks from a 3 HD "creature".

10 - At the bottom of the chute there is a larger cavern with a vaulted roof. A fountain in the shape of Neptunus spits water into a carved basin in the center of the room. The statue's head is turned to face east while his trident points to the west. The entire room is quite damp, and

hundreds of edible mushrooms are being cultivated on the floor and walls. There are three exits from the cavern, all of them low, narrow passages cut from the stone.

The water in the fountain has one magical property: If applied to the eyes of the masks (from the stairwell above), they become transparent, allowing the wearer to see but still be impervious to gaze attacks. When the water dries, the effect ends (assume it lasts 2 turns in the damp caves). Only the water from this fountain has this effect.

The eastern passage winds its way in a curve to the western passage. The western passage is blocked by an iron portcullis that is locked down and thus cannot be lifted. Ten feet into the eastern passage, adventurers will come upon an alcove filled with bas-relief sculpture showing a beautiful woman surrounded by courtiers. After another 10 feet there is a second alcove filled with a sculpture of Neptunus embracing the woman. A third alcove 10 feet further on shows in bas-relief the goddess Minerva hovering over the woman who now bears the face of a medusa. At this point, anyone wearing a mask who does not express sympathy with Medusa (by word or tear) will be cursed, their face taking on the appearance of the mask they wear and giving them an effective charisma of 5.

The western portcullis is 10 feet away from the third alcove and contains a lever on one wall that releases the lock and allows the portcullis to be lifted.

11 - The northern passage leads to a vertical shaft. The shaft is set with iron rungs and descends 20 feet into the earth. When adventurers are half-way down the shaft they will trip the trap therein unless they are lucky enough to skip the iron rung that triggers the trap. The trap causes spring-loaded blocks of stone to fire, trapping those already in the shaft against the opposite wall of the shaft. The bludgeoning deals 1d6 damage and the pressure forces them to hold their breath until the trap can be disarmed. A secret door in the floor of the passageway allows access to a gear that winds back the springs. Turning the gear requires strength saving throws, made once each round. Tally the amount by which each save is beaten; when a total of 20 is reached, the stone blocks recede and allow those trapped to breathe and continue downward.

The vertical shaft ends in a large cavern filled with statuary. It is home to a greater medusa called Caelia. Caelia's treasure consists of 1,500 gp, a crystal sculpture of a cat (worth 80 gp), an short sword with a pommel bearing the visage of a boar (worth 90 gp), a brass bracelet (worth 8 gp), a lotus-shaped clasp of ebony (worth 10 gp) and a gold ring (worth 500 gp).

- Betresh, Cleric Lvl 7: HP 39; AC 1 [18]; Save 8; Special: Spells (3rd), petrifying gaze (1/day), snake poison (paralysis for 1d6 rounds),

immune to medusa gaze; Plate mail, +1 mace (petrifies), holy symbol.

- Henna & Maia, Cleric Lvl 2: HP 15; AC 3 [16]; Save 13, Special: Spells (1st).
- Caelia, Greater Medusa: HD 8 (40 hp); AC 3 [16]; Atk 1 snakes (1d4 + paralyze), 1 weapon (1d6); Move 12; Save 8; CL/XP 10/1400; Special: Petrify, poison, poisonous blood (1d6 strength).

5402 Igniguana Lair: A craggy depression serves as the lair for four young igniguanas. Several humanoid and animal skeletons litter their lair, including one still wearing a golden band inscribed with the name “Lorna” (50 gp).

- Igniguana: HD 4 (20, 19, 17, 10 hp); AC 4 [15]; Atk 1 bite (1d6); Move 6; Save 14; CL/XP 6/400; Special: Breathe fire (20' cone, 2d6).

5408 Ruined Monastery: A sandstone monastery lies here in ruins, the broken bodies of its monks scattered over the hillside, its walls bearing great holes, its towers collapsed. Inside the ruins are a gang of three stone giants searching for a holy relic of Geb, the primordial earth god. The relic appears to be a shepherd’s crook carved from solid marble. The holder of the staff is capable of controlling earth elementals. The monastery’s abbot escaped into the narrow tunnels beneath the monastery with the staff. The sand giants are too large to follow him, but they would be willing to hire a band of adventurers to retrieve it.

- Stone Giant: HD 9+3 (40, 37, 34 hp); AC 0 [19]; Atk 1 club (3d6); Move 12; Save 6; CL/XP 10/1400; Special: Throw boulders.

5414 Citadel of Dust: Here lies the citadel of Frish, Lord of the Dust Mephits. The citadel looks like a flat, squarish mound of packed earth. The floors within the mound are covered in a foot of loose sand (difficult ground) and the air is so laced with dust it is difficult to breath (effective -2 to all constitution scores). The citadel’s interior is divided into host of smaller chambers.

5422 Stone Prism: A stone prism rises 7 feet above the desert sands. Egyptian-style bas-reliefs cover the sides; the north side shows a vulture poised atop a lion’s corpse, the southwest a dog-headed man with a human hand grasped in its jaws and the southeast side a stately pharaoh with dead eyes sitting on a throne, small humans under his feet. Sitting atop the monolith is a wailing desert hag in tattered black robes plucking flakes of manna from the air and groveling before unseen masters.

- Desert Hag: HD 6 (36 hp); AC 3 [16]; Atk 2 claw (1d6), 1 bite (1d4); Move 12; Save 11; CL/XP 9/1100; Special: Confusion, magic resistance 25%, spells, vulnerable to lapis lazuli.

5425 Whistling Monolith: When adventurers enter this hex they hear weird sounds floating across the sands. In the midst of this hex there are large stone monoliths that look as though they were poured from the sky, rather than

carved. The stone is black streaked with green, grey and red and feels greasy and unwholesome to the touch. When the wind blows, the monoliths create shrill, alien piping sounds that race like asps across the desert sands. These sounds summon all manner of alien creatures to dance and cavort beneath the Lord of the Monoliths, a crypt thing in saffron robes enthroned on the peak of the tallest monolith. Should the tallest monolith be climbed and the climber not teleported away by the Lord, he will show them the way to Nyarlathotep’s Throne [Hex 6428] provided they offer him with rare spices and sparkling gemstones worth at least 5,000 gp.

The entire site is protected by a flock of ten byakhees. There will be approximately 30 dancers. The dancers will ignore intruders unless they attack or become disruptive. Determine their identity with the following table:

Dancers Encountered (Roll 2d8)

2	Chaos Beast (1)
3	Ghast (1)
4	Ghouls (3)
5	Gibbering Mouther (1)
6	Harpies (3)
7	Cultists (3) – berserker adepts lvl 1d6
8	Kheph Priest (1)
9	Mind Eater (1)
10	Mothmere (1)
11	Night Hag (1)
12	Ophidians (3)
13	Squirds (3)
14	Tsalakians (3)
15	Vierds (3)
16	Zetans (2 + 1 leader)

- Byakhee (6): HD 6 (36 hp); AC 3 [16]; Atk 2 talons (1d8), 1 bite (1d6); Move 12 (Fly 24); Save 11; CL/XP 7/600; Special: Only harmed by magic weapons, astral travel.
- Lord of the Monolith: HD 6+1 (44 hp); AC 2 [17]; Atk 1 claw (1d8); Move 15; Save 11; CL/XP 7/600; Special: Only harmed by magic weapons, teleport.

5444 Tribal Village: There is a tribal village here of 80 hunters. The warriors are led by eight were-cheetahs. The tribe’s leader is a witchdoctor named Imbobo who is assisted by Kokemi. The tribesmen make a living by hunting and gathering. Their village consists of a cluster of grass huts surrounded by four cheetah totems. The warriors of the tribe have ritual scarification on their faces meant to emulate the markings of the cheetah. The tribe’s treasure consists of two ivory tusks (250 gp) and the neck scale of a bulette (500 gp).

- Werecheetah: HD 4+4; AC 5 [14]; Atk 2 claws (1d4), bite (1d6+1); Move 15; Save 13; CL/XP 5/240; Special: Lycanthropy.
- Imbobo, Druid Lvl 8: HP 43; AC 9 [10]; Save 6; Special: Spells (4th).
- Kokemi, Druid Lvl 4: HP 23; AC 9 [10]; Save 11; Special: Spells (2nd); Leather armor, curved long sword.

5503 Bloated Goat: A dead goat lies rotting in the sun, its body bloated and grotesque. The goat is riddled with rot grubs, but inside its stomach is a set of hematite rune stones worth 50 gp. Divination spells cast using the rune stones are 10% more accurate.

5508 Fiendish Centaurs: In a high cave over-looking a sandy valley live three fiendish centaurs who call themselves the “Daughters of Demogorgon”. Their names are Mala, Dione and Hadai. When intruders enter their valley they descend from their cave at a gallop, intent on killing all but one, who they will tear limb from limb on their father’s altar. In a hidden compartment behind the altar there is 12,000 cp, 300 sp, 300 ep and 20 gp.

- Fiendish Centaur: HD 4+4; AC 4 [15]; Atk 2 kicks (1d6), 1 flail (1d6+1); Move 18; Save 13; CL/XP 8/800; Special: Immune to fire, magic resistance 10%, heat metal.

5538 Signpost: A black marble column rises here. It is topped by a golden hawk (worth 150 gp, an idol of Horus thus curses await those who tamper with it). The sides are marked in ancient glyphs of Nabu and point the way to Nabu to the northeast, Netjer to the southeast and Ophir to the west. The sands around the post are infested with leaping spiders.

- Spider Swarm: HD n/a; AC n/a; Atk 1 (1 hp + non-lethal poison); Move 4; Save 18; CL/XP 1/15; Special: Poison causes 1d3 wisdom damage and causes people to crave human flesh.

5548 Grave Mounds: The savanna here is interrupted by five large hills – burial mounds. By digging into these mounds, one might eventually discover a passage lined with granite slabs. Each slab is engraved with the image of a tall, dour man, arms folded, nose lowered, glowering down at the intruders with large, sunken in eyes.

These passages lead to wells 60 feet deep and 15 feet in diameter. At the bottom of each well there is a secret door trapped with poison gas. These doors lead into a complex of tunnels and small tombs. Each tomb is a long, narrow tunnel with a man frozen in amber at the end. These men resemble the men engraved onto the granite slabs. The tunnels are trapped with pendulum axes or crossbows. Behind the men in amber there are secret door that lead to narrow sets of stairs that lead into a cavernous chamber.

The chamber is 800 feet in diameter and about 100 feet high, with the aforementioned staircases winding down to balconies and then further down to the ground level.

In the center of the chamber is a massive granite ziggurat carved from the living stone. The top of the ziggurat contains a secret trapdoor that can be opened with a puzzle lock. Inside there is a freezing cold chamber of glass

sarcophagi holding the cryogenically frozen bodies of twelve scientist-kings (see *NOD #2*.) The cavern is crawling with 100 franken-zombies in ceremonial bronze armor and holding pole axes with large, crescent shaped heads. The franken-zombies are all attached to one of the scientists, a tall, pallid woman with tall, black hair and full, black lips.

- Franken-Zombie: HD 4+4; AC 17; Atk 1 slam (2d6); Move 9; Save 13; CL/XP 4/120; Special: Inhuman lust.

The cryogenic tomb has a locked vault that if meddled with freezes the lock picker solid and releases the scientists from their slumber. Inside the vault are 40 lb of platinum ingots (2 lb ingots, 2,000 gp each), a potion of healing and two potions of extra-healing, a copper sphere with a dial that, when properly wound gives off etheric waves that repel the undead (i.e. a scroll of protection from undead), bronze gauntlets of ogre strength and an electrified hand axe (+1, deals 1d6 points of electricity damage).

5611 Laboratory: A band of patchwork scientists (essentially intelligent flesh golems) have established a secret laboratory here. They are trying to hold onto their sanity long enough to place their minds into new bodies. The leader of the scientists is Dr. Derrai, who has a lovely daughter named Sirinn and a cellar holding spare parts.

5613 Fortress of Statues: An abandoned fortress here holds dozens of bronze and stone statues of soldiers. The stone statues appear to be engaged in normal, daily routines, many of them on guard duty by the open gates or on the walls. The bronze statues, on the other hand, are more disturbing to look at, their bodies and faces twisted in poses of pain and torment.

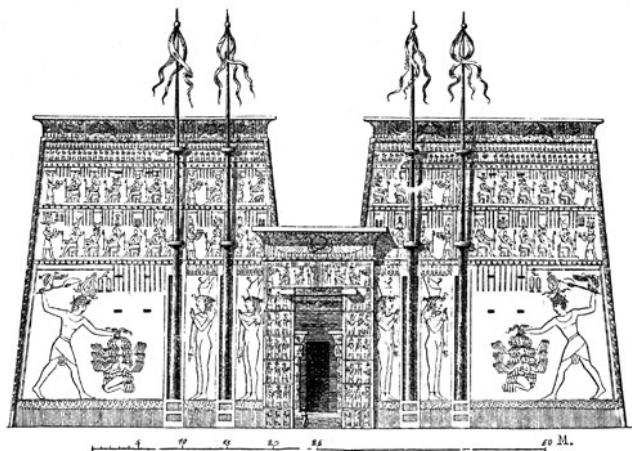
The stone statues (there are fifteen of them) of the fort are actually basilim. Basilim are humans who were petrified. Over the centuries, their force of will brings them back to a semblance of life, but leaves them mad with grief. These poor folk were trans-formed during the cataclysm that destroyed Nabu. Now, they lure people into their fortress and, capturing them, dip them into molten bronze to create decorations.

- Basilim: HD 2+2; AC 5 [14]; Atk 2 slams (1d6); Move 9; Save 3; CL/XP 3/60; Special: Madness, half damage from non-magical weapons.

5619 Desert Traders: A band of ten qamouli traders has made temporary camp here while one of their number recovers from a giant scorpion sting. They are willing to trade what goods they have (glass objects and four pounds of salt) for a magical cure. The traders are led by Halarda, a buxom female with oily hair and a strong jaw.

- Qamouli: HD 2; AC 7 [12]; Atk 1 weapon (1d8+1); Move 15; Save 16; CL/XP 2/30; Special: See above.

- Halarda, Qamouli Lvl 5: HD 35; AC 6 [13]; Save 11; Special: Ward undead with singing; Ring armor, long spear (1d8 damage), short sword, sling.



5628 Temple of Bast: An ancient temple of Bast, the cat goddess of war, love and perfume. The temple is dug into the side of a sandstone cliff. The tunnels and chambers are lined with limestone.

1 – Entry chamber decorated with bas-reliefs of priestesses, queens and kings bowing before lions. A broken terracotta pot in one corner holds greasy ashes.

2 – Visitor's shrine; contains sandstone idol and dusty copper bowls for offerings. Entire room shrouded in webs, inhabited by 12 giant spiders.

- Giant Spider (1ft diameter): HD 1+1; AC 8 [11]; Atk 1 bite (1hp + poison); Move 9; Save 17; CL/XP 3/60; Special: lethal poison (+2 saving throw)

3 – Inner shrine; contains tall, alabaster idol of Bast and dozens of small obsidian and malachite statues of cats, many with gemstone eyes (worth a total of 400 gp). Staring into the gemstone eyes steals a person's soul, trapping it in a gemstone eye and replacing it with a crafty cat spirit.

4 – Sitting room, holds dusty divans and piles of pillows. Center of room is sunken down. Sitting on furniture causes chains to erupt from the seats, holding the seated person fast. The furniture then pivots into the floor, the chains loosening and depositing the poor fools in a pool of acid.

5 – Altar topped by a golden idol of Bast. Skeletal remains of high priestess are draped across the altar, still wearing expensive gown and robes (now decaying). In middle of room there is a second corpse swathed in black robes and frozen into a crouch on the floor. Hidden behind altar is a gibbering moulder. The altar has a secret panel hiding a leather sack of 400 gp, potion of animal control and scroll of cure disease. Panel is trapped with a fire glyph (5d6).

- Gibbering Moulder: HD 4+4 (23 hp); AC 1 [18]; Atk 6 mouths (1 hp); Move 3; Save 13; CL/XP 6/400; Special: Gibbering, spit, pull prey underneath.

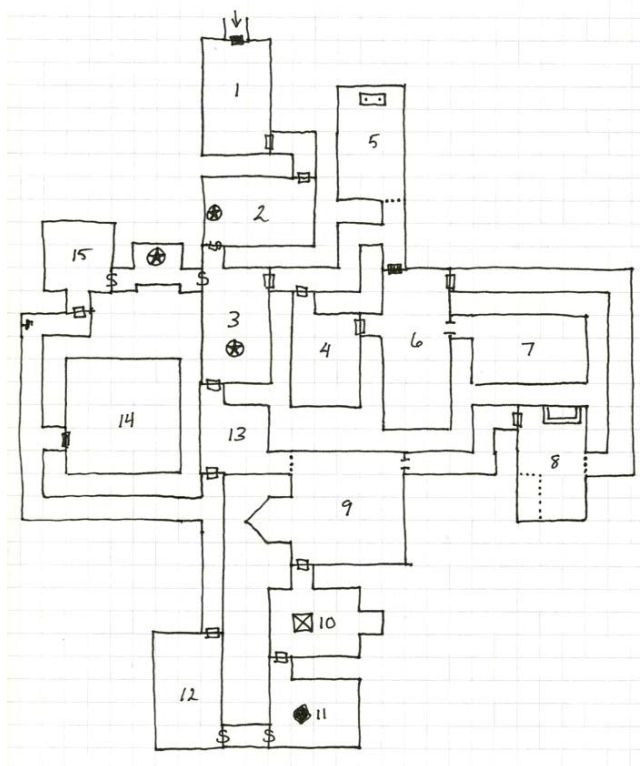
6 – Floor of chamber looks as though it was burst open from below. Now consists of a sandy pit. Hidden in darkness is a wraith in the form of an inky black panther.

- Panther Wraith: HD 4 (26 hp); AC 3[16]; Atk 1 touch (1d6 + level drain); Move 15; Save 13; CL/XP 6/400; Special: drain 1 level with hit.

7 – Entered via malachite archway decorated with carvings of papyrus and lotus. Walls painted in faded murals of river scenes with royal barges and stalking lions. In center of room is a dry pool used by the priestesses for bathing. A rusty cleaver lies in the bottom of the pool.

8 – Once a pen for temple leopards. Two mummified leopards now dwell here. Walls are marred with claw marks and room contains a bronze scone and a malachite wall basin. Leopard mummies have 25 and 39 hit points and fight as normal mummies except they have 2 claws attacks (1d6 damage) and 1 bite (1d8).

9 – Meditation room; door to south is decorated with brass nails that outline a lotus blossom. Room filled with dusty pieces of furniture. Hidden behind a settee is a painting on vellum of a beautiful queen of Nabu with porcelain skin, dark, crimson lips and eyes as black as night. The woman is Necotis, last queen of Nabu. Touching the painting creates a connection between an adventurer and Necotis, now a



vampire in [7730]. This brief exchange of minds might (saving throw) make the person who touches the painting believe they are a vampire and act accordingly.

10 – Forge, holds tools and laboratory equipment for manufacturing perfume, including jars of expensive oils and herbs (100 gp worth). Center of room holds a pit trap (30 ft deep, 6d6 damage) and four bugbears.

- Bugbear: HD 3+1; AC 5 [14]; Atk 1 bite (2d4) or weapon (1d8+1); Move 9; Save 14; CL/XP 3/120; Special: Surprise on 1-3 on 1d6.

11 – Thick door held closed by a heavy block of limestone. Behind door is storage room - once held tools and metal for the forge in area 10. Room now inhabited by two rust monsters that burrowed in from the underworld. Their burrow is obscured by junk and may be fallen in by adventurers. Falling inflicts 2d6 damage.

- Rust Monster: HD 5 (20, 18 hp); AC 2 [17]; Atk 2 antennae (0); Move 12; Save 12; CL/XP 5/240; Special: Cause rust.

12 – Bugbear lair; they followed the rust monsters up from the underworld and managed to trap them in room 11. Six bugbears occupy the room, armed with spears. Room has damp, rotting odor.

- Bugbears: HD 3+1; AC 5 [14]; Atk 1 bite (2d4) or weapon (1d8+1); Move 9; Save 14; CL/XP 3/120; Special: Surprise on 1-3 on 1d6.

13 – This room is empty.

14 – North door carved with lion face; appears to be jammed. If one attempts to force it open, it bolts back on a massive spring, crushing the person and anyone behind them against the wall (3d6 damage) and pinning them there until someone finds the secret winch at the end of the tunnel and retracts the door. The room is filled with the spring mechanism and a dozen sarcophagi.

15 – Room smells of exotic oils and bitter herbs; occupied by a mummified priestess and 5 feral undead cats.

- Mummy: HD 6+4 (29 hp); AC 3 [16]; Atk 1 slam (1d12); Move 6; Save 11; CL/XP 7/600; Special: Rot, hit only by magic weapons.
- Feral Undead Cat: HD 1d4 hp; AC 8 [11]; Atk 2 claws (1d2); Move 12; Save 18; CL/XP B/10; Special: Paralyzing scratch (after first 3 hits).

5643 Onuris Temple: There stands in this hex a temple dedicated to Onuris, the war god of Nabu and Pwenet. The temple looks like a truncated white pyramid approximately 20 feet tall. Atop the pyramid is a square building of red-veined marble surrounded by golden columns. Eight men-at-arms (6 hp each) carrying longbows and sickle-swords are always on guard around the square building. Their line of sight, along with the flat nature of grasslands, makes them nearly impossible to surprise. In most cases, groups approaching the temple will be met at its steps by the high priest's assistant, his clerics and a contingent of 10 archers (6 hp each) and 10 spearmen (6 hp each).

The square building holds an altar of bloodstone set with sardonyx where visitors can leave offerings and make petitions to Onuris. This room is always under the guard of two men-at-arms (6 hp each) and a sergeant (14 hp). There is a 3 in 6 chance that an acolyte of Onuris will also be present. All of these men will wear scale armor and carry sickle-swords (1d8 damage) and shields.

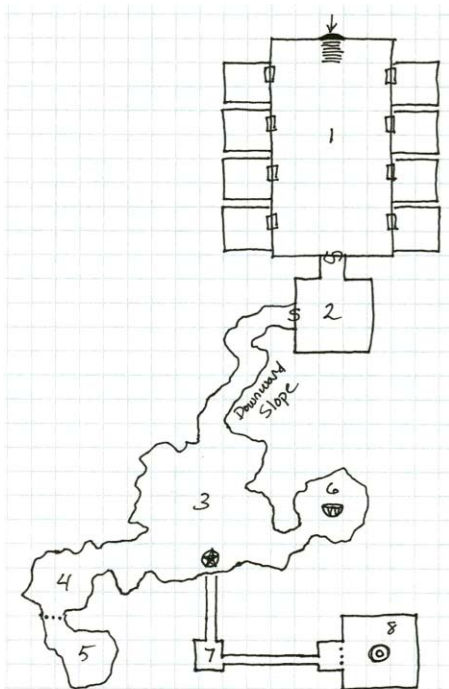
A secret trapdoor behind the altar leads to a great hall and living cells for the temple's soldiers and priests. The temple houses 40 men-at-arms (20 spearmen and 20 archers), seven lesser clerics and a high priest named Ankhatr.

1 - The great hall is 40 feet long and 15 feet wide. It contains long tables and many chairs. The tables are usually set with clay bowls and goblets; the temple's food supply is seen to by its clerics. Hanging on the walls are a multitude of war trophies, including many shields (a historian will note the

emblems of a dozen extinct noble lines from the Nabu Empire), brazen horns, iron clubs and exquisite bows. The living cells are small rooms equipped with a bed, desk, chair and hooks on the walls for clothing (robes, cloaks, tunics), armor and weapons.

2 – This large room is the office and bedchamber of the high priest. It is tastefully and simply furnished, and features a numerous weapons and shields hanging on the wall. The high priest keeps a locked iron chest under his bed containing 200 gp, 15 pp and a potion of cure disease.

3 – This is the sanctum sanctorum of the temple, where is kept the great idol of Onuris, carved from marble and bedecked in golden armor. Climbing on the idol's shoulders gives you access to a small tunnel.



4 – When this cavern is entered, four warriors will spring up from the soil. Each is armored in the classical style and carries a shield and spear. One's armor is lacquered red and the others blue, green and black. The red warrior is immune to fire and his spear inflicts 1d6 points of fire damage. The blue warrior is immune to electricity and his spear inflicts 1d6 points of electricity damage. The green warrior is immune to poison and his spear is dripping with venom (save or 2d6 damage). The black warrior is immune to acid and his spear drips with acid, causing 1d6 points of acid damage and, if his attacks miss by the margin of one's shield bonus or armor bonus, reduces the effectiveness of armor or shield by 1.

- Dragon Warrior: HD 4 (20 hp each); AC 3 [16]; Atk 1 spear (1d6 + see above); Move 12; Save 13; CL/XP 5/240.

5 – This cavern is blocked by a heavy, iron portcullis. Beyond lies a heaping pile of treasure on a flagstone floor. Unfortunately, the treasure is a treacherous treasure (a slime creature covered in jewels and coins) and four of the flagstones are giant flagstone spiders. The slime beast's horde (10,000 cp, 2,000 sp, 200 gp, a moonstone worth 85 gp, brass earrings worth 800 gp and a terracotta urn worth 1,000 gp) can be claimed 1d4 weeks after its death.

- Treacherous Treasure: HD 7 (31 hp); AC 3 [16]; Atk 1 slam (3d6); Move 6; Save 9; CL/XP 7/600; Special: Surprise on 1-3 on 1d8.
- Giant Flagstone Spider: HD 1d4 hp; AC 3 [16]; Atk 2 claws (1d2) and 1 bite (0 hp + poison); Move 15; Save 18; CL/XP 1/15; Special: Poison (save at +4 or die), surprise on 1-3 on 1d6.

6 – Water drips from this cavern's ceiling, striking a large, brass drum in the center of the floor. The pounding rhythm forces humans to make a saving throw or go berserk, attacking their fellows with a +2 bonus to hit and damage.

7 – This narrow corridor must be crawled through on one's belly to reach a shaft that descends 30 ft to a square cell filled with 6 giant vipers. Another small tunnel leads from this room before ending in an adamantine gate.

- Giant Vipers: HD 4 (22, 18, 16, 13 hp); AC 5 [14]; Atk 1 bite (1d3 + poison); Move 12; Save 13; CL/XP 6/400; Special: Lethal poison.

8 - In the middle of this chamber is a circular stone platform with a 3-ft diameter golden tile set in the middle. The walls of the chamber are carved with bas-reliefs of playful nymphs cavorting with fierce warriors. Eight of the bas-reliefs are actually dergenues (golem-like sculptures) charged with protecting the temple. Worked into bas-reliefs of three of the warriors are levers, disguised as spears. One of these spears is raised high in preparation of being thrown. Another is about to be plunged into the flank of a giant boar. The third is held by a crouching warrior set to receive the charge of a mounted warrior.

- Dergenue: HD 2 (14 hp each); AC 4 [15]; Atk 1 strike (1d6); Move 12; Save 16; CL/XP 3/60; Special: Drag into stone if attack roll succeeds by 4 or more points, earth-based magic causes 1d8 damage per spell level, immune to everything but fire, cold and weapons, loses 1 hp per round if loses contact with stone, cannot cross barriers of fire or water.

The high lever opens a round door in the ceiling directly above the golden tile. The middle level causes water to rush into the room from all four walls from bas-reliefs of wine jugs and bring a great stone block down in the hallway behind the adamantine gate. The water will fill approximately one foot of the chamber every minute, eventually filling the entire chamber. The low lever opens grates in the floor around the stone platform, allowing the water to escape and buoy up the wooden column that is topped by the golden tile. If the grates are opened without any water to flow into them, they release poisonous gas (save or die) that will fill the room. Essentially, one must release the water, open the ceiling passage, and then open the grates while one person stands atop the golden tile. This will give them access to a chamber above this room where they will find a magical sickle-sword in the lap of a reliquary guardian in the image of Onuris.

- Reliquary Guardian: HD 13 (58 hp); AC -1 [20]; Atk 1 slam (5d6) or 1 weapon (4d6); Move 12; Save 3; CL/XP 21/4700; Special: Only harmed by +2 weapons, magic immunity, pronouncement, regenerate 2, spells.

Warbler is a steel sickle-sword (treat as a battle axe) with a hilt wrapped in basilisk hide and capped with a silver spike. The sword carries a +3 enchantment. Three times per day it grants protection from arrows for its bearer when he speaks "He Brought Back the Distant One" in ancient Nabu. Twice per day it flames on the command word "Savior" for an entire battle. Once per day it creates a globe of invulnerability around its bearer upon the command word "Mekhit". The globe lasts an entire battle. Neutral creatures touching the sword suffer 1d10 damage; chaotic beings touching the sword must succeed at a wisdom saving throw or suffer 1d10 damage and be drained of one level. These conditions are repeated each round the non-lawful creature continues to touch the sword.

- Meh, Tep, Kher & Hast, Cleric Lvl 1: HP 5; AC 3 [16]; Save 14; Special: Turn undead; Chainmail, shield, mace, sling, 10 bullets, holy symbol.
- Reb & Aput, Cleric Lvl 2: HP 10, 6; AC 3 [16]; Save 13; Special: Spells (1st); Chainmail, shield, mace, sling, 10 bullets, holy symbol.
- Heti, Cleric Lvl 5: HP 26; AC 3 [16]; Save 10; Special: Spells (2nd); Chainmail, shield, spear, sling, 10 bullets, holy symbol.
- Ankhatr, Cleric Lvl 11: HP 59; AC 1 [18]; Save 4; Special: Spells (5th); Platemail, shield, +1 spear (flame on command), holy symbol, helm of brilliance.

5704 Rusty Helm: A rusty helm in the ancient Greek style is wedged between two rocks. Tucked in the leather lining of the helmet is a small scroll containing a dirty limerick involving someone named Tuck. If read aloud, the scroll has the same effect on all listeners as the Uncontrollable Laughter spell.

5708 Baloc's Garden: In a broad valley you come upon a green, vibrant garden. It appears to have been laid out around a large villa that has long since been destroyed. The garden is laid out in several beds composed of flowering plants (lily-of-the-Nile featuring prominently), fruit trees (pomegranates), medicinal herbs and succulents. Between the beds are paths of crushed reddish stone. In the center of the garden there is a purple silk pavilion.

The garden and its former villa were owned by the archimage Baloc. Baloc created a number of automatons to maintain and protect his garden. When adventurers enter the garden, they will likely be greeted by an automaton and guided to the pavilion to meet "the master". The master is now a desiccated husk, having passed away one day while enjoying his garden. Provided the adventurers do not molest the corpse (which still wears 5,000 gp worth of jewelry), they will be allowed to stay in the garden, being served delicate viands and refreshments (sour wine, pomegranate juice). The garden is fed by a large spring that has been turned into a pool. The pool waters the garden through a series of miniature canals and pumps kept in working order by the automatons.

The garden is also inhabited by a tribe of 25 mushroom men who help maintain the garden and otherwise stay out of the way. If the garden is threatened, they will aid the automatons.

The foundations of the magic-user's villa are still in evidence, and a cursory investigation of the scene will suggest a fire was responsible for destroying the building. A stairway can still be discerned amidst the ruin, heading down into a series of cellars and laboratories. Most of the laboratories have been sealed off, but there is ample room down here for a tribe of 40 bugbears, former slaves of Baloc. Other monstrosities below include rust monsters, acid quasi-elementals, various oozes, jellies and giant insects and a cantankerous old scorpion man. The lowest of the magic-user's cellars contains a lamp imprisoning Radumar, the shaitan (earth genie) who set Nabu and Irem on the path to their mutual destruction. If freed, he will destroy his liberators (for he is under no command to grant wishes) and then head out into the world to wreak havoc.

- Automatons: HD 1+1; AC 4 [15]; Atk 1 weapon (1d8+1); Move 12; Save 17; CL/XP 2/30; Special: Ignore 35% of critical hits.

- Bugbears: HD 2+1; AC 4 [15]; Atk 2 claw (1d8) or 1 weapon (2d6); Move 9 (Climb 9); Save 16; CL/XP 3/30; Special: None.
- Mushroom-Men: HD 2; AC 5 [14]; Atk Fist (1d6) or weapon (1d6); Move 12; Save 15; CL/XP 3/60; Special: Spores.

5716 Ancient Fountain: One might come across the vestiges of a paved plaza and a fountain. The fountain is dry and consists of a large, round basin and a copper pipe. Should one examine the pipe, they might (1 in 6 chance) hear voices. The voices seem far away, and one will not be able to make out what they are saying.

Should adventurers find a way to enter the pipe, they would venture down 20 feet to a small crawl space, maybe 3 feet high and stretching 100 feet in either direction. A small stream of water (it will appear to be a great river to tiny people) runs down the crawl space, from west to east.

Heading east, the party will discover that the paved crawl space ends in a natural limestone cavern. The stream falls into a pool and then continues through the sandy cavern and into a subterranean lake. Most amazing, however, is that the cavern is inhabited by a miniaturized city-state, complete with fields of miniaturized crops, tiny boats plying the river and armies in the fashion of ancient Egypt. The cavern is lit by a glowing sphere set atop a tall tower in the center of the city-state.

The city-state, Besopolis, is ruled by King Whankat and his children Prince Zorn and Princess Hethiba. Besopolis is mostly a happy place, but they do from time to time suffer war from the hands of a rival city-state, Nixor, located on the other side of the crawlspace.

Nixor is set in a dark, damp cavern, the source of the stream. The cavern's only light comes from glowing mushrooms. The people of Nixor dwell in darkness. They are ruled by Queen Shimaz and her consort Jobbis. The Nixorites train small bats to carry them into battle and maintain a navy of ships carved from dried mushroom stalks. They covet the ever-burning torch that lights Besopolis and claim that it was stolen from them by the Besopolitans. Their people have warred over the light for over a century.

5725 Stone Prism: A stone prism rises 7 feet above the desert sands. Egyptian-style bas-reliefs cover the sides; the north side shows a mass of worms in a roughly humanoid shape, the southwest a swirling shape with a small, round depression in the middle and the southeast side a stately pharaoh with dead eyes sitting on a throne, small humans under his feet. Sitting atop the monolith is a wailing desert hag in tattered black robes plucking flakes of manna from the air and groveling before unseen masters.

- Desert Hag: HD 6 (36 hp); AC 3 [16]; Atk 2 claw (1d6), 1 bite (1d4); Move 12; Save 11; CL/XP 9/1100; Special: Confusion, magic resistance 25%, spells, vulnerable to lapis lazuli.

5727 Alabaster Necklace: Atop a dune, one might notice (1 in 6 chance) a body half-buried in the sand, one arm raised, the hand seemingly reaching out for rescue. The body is quite dead and desiccated by the arid sands. It was once a woman. Around its neck is a necklace composed of alabaster spheres, about 1 inch in diameter. Once per day, when the proper command word is spoken, it can answer questions posed by the wearer per the Legend Lore spell.

5729 The Padrisam: The Padrisam are a tribe of sahitim who wrangle tortured souls in the shape of brutish cattle covered with abscesses in the shape of screaming faces. The sahitim ride reddish-black warhorses with bony ridges on their foreheads and tails that end in a triangular point. The Padrisam can be found grazing and whipping their cattle on a grassy prairie in the middle of the desert. The prairie is created by a magical decanter that, when filled with blood from a human sacrifice, can be poured onto barren ground and create a 3-mile diameter grassland that lasts for one week. Thereafter, the grass turns into salt. The sahitim entertain themselves by singing long arias to honor the princes of damnation, songs that are capable of planting wicked suggestions into the minds of listeners.

5818 Beached Galleon: A large, sailed warship lies between two sand dunes. The ship looks as though it fell from the sky, and the entire craft, from sails to decks to hull, has a strange, grayish cast to it. Living inside the ship are 24 giant spiders with silvery flesh. The spiders can turn into puddles of mercury and move like oozes. They cannot stand light, and thus lurk below decks. Over one hundred desiccated human bodies populate the ship, food for the weird spiders. Many of them wear thin, silvery armor that protects like leather armor and a few still carry round, stainless steel shields and weapons that look like thin spears cast entirely from silvery metal.

- Silver Spider: HD 2+2; AC 6 [13]; Atk 1 bite (1d6 + poison); Move 18; Save 16; CL/XP 5/240; Special: Poison causes confusion for 1 hour and then requires a second saving throw to avoid permanent insanity; 5 in 6 chance to surprise, ooze form.

5825 Oblivion Wraith: This hex is haunted by an oblivion wraith. The wraith has a head that looks like the skull of a ram. It wears tattered crimson robes and is surrounded by a red mist. If laid to rest, the skull has the power of a scroll of protection from undead.

- Oblivion Wraith: HD 12 (51 hp); AC 1 [18]; Atk 1 touch (3d6 + attribute drain); Move 15 (Fly 30); Save 3; CL/XP 14/2600; Special: Drain attributes, immune to non-magic weapons, disintegrate objects.

5826 Dry Seabed: This hex and all of those adjacent to it were at the bottom of an ancient sea. Walking into this area, adventurers (especially dwarves and gnomes) will recognize that they are heading down a gentle slope. The temperature will grow hotter as they descend to [Hex 5826]. The entire area is home to hundreds of giant crab exoskeletons (2 in 6 chance to encounter 1d4 per day in the Dead Sea, per hour in this Hex).

At the center of the Dead Sea an irregular block of greenish-grey stone rises from the sands. The crab exoskeletons will not approach within 20 ft of this stone.

There is a portal in the stone that heads downward into the sands. The passage will lead downward at a 20-degree slope for about 200 feet and then turn right, continuing along the same slope. The passage will continue its descent in 200 ft increments until they have descended 300 ft into the earth (10 sections).

At this point, the passage will enter a flat gallery. The air here is cold and dead and clammy, with damp, slimy walls and floor. The walls are lined with ten sarcophagi (give on each side) carved in monstrous, hideous shapes, like a combination of fish and men with bulging eyes and wide, toothy mouths. Each sarcophagus holds an alien mummy. The sarcophagi can be opened with a total 24 points of strength. If opened, the mummies will not attack unless attacked. The mummies (50 hp) attack with two-handed swords that can infect their targets with mummy rot.

At the end of the 100 ft long gallery there is a stairway spiraling 30 ft downward. At three points along the stairway the steps are trapped to generate walls of force 6 ft behind the intruders. These walls are invisible and make no sound, and will likely not be noticed unless the party is large enough that some members are cut off by the walls.

At the bottom of the stairway there is a small antechamber and a large door. The adamantine door bears the image of Tsathoggua in bas relief and a symbol of death inscribed by a 12th level high priest. The door can be moved with 60 points of strength. If the door is touched, the mummies in the chamber above will awaken and shamble toward the intruders, passing through the walls of force.

Beyond the door there is a domed chamber. The floor and walls are covered by a layer of brown mold. In the center of the chamber there is a large crystal vessel containing a black, viscous liquid. Approaching within 5 ft of the vessel will activate magic mouths on the wall that will warn the intruders away in several archaic languages (those of the fish men, serpent folk, dragons and yithians). The crystal vessel is secured with molten adamantine. Several explosive runes (6d6 damage) have been worked into the adamantine. Inside the vessel there is an elder black

pudding. As soon as it is released, it will begin consuming everything in its path and growing.

- Giant Crab Exoskeleton: 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.
- Mummy: HD 6+4; AC 3 [16]; Atk 1 fist (1d12); Move 6; Save 11; CL/XP 7/600; Special: Rot, hit only by magic weapons.
- Elder Black Pudding: HD 20 (98 hp); AC 8 [11]; Atk 3 pseudopods (4d8); Move 6; Save 3; CL/XP 21/4700; Special: Acidic surface, immune to sleep, divides when hit by lightning.

5837 Demonic Bust: Atop a prominent sand dune one sees the silhouette of a human head. Closer inspection will reveal it to be a limestone bust of a child with a cherubic face and tiny demonic horns. The bust looks to have been set here with care. Passing one's hand past the left ear of the demon child deposits a gold coin (of a random mint) in your hand. These coins are genuine and do not suddenly disappear, but do carry a terrible curse. Any person who comes into possession of such a coin, other than the person who materialized it in the first place, dies on the next night at the hands of a demon called a grimlek.

- Grimlek: HD 5+3; AC 5 [14]; Atk 1 bite (2d6); Move 24; Save 12; CL/XP 7/600; Special: Disease, continuous damage.

5903 Hermit's Shack: In the midst of the desert, a wild-eyed hermit named Akhen has constructed a shabby lean-to. He has cultivated a collection of crystals along a golden wire and claims he can hear the gods and the dead speak through these crystals. Although gangly and underfed, the hermit should be considered a berserker (4 HD, 28 hp).

5909 Glowing Tower: At night, one can spot this tower for miles, as it glows with a fierce, greenish light. The tower is constructed of limestone blocks around a skeleton of a metal that is as black as a starless night, but hot to the touch. The tower is inhabited by radioactive wraiths and energy vampires that look like shriveled, little men with oversized heads, hands and feet and dressed in cloaks of woven human hair. The top of the tower contains a treasure in radioactive gold coins. Consult your favorite post-apocalyptic game rules for the effect of radiation.

5910 Dagger: A dagger has been pounded into a sandstone wall and trapped with a slim wire that, if pulled, will trigger a minor landslide (2d6 damage, saving throw for half). Worse, the dagger is animated and, if freed from the wall, will attack anything in reach as a 3rd level fighter. A permanent dispel is the only thing that can remove the enchantment.

5931 Mercenaries: A contingent of 30 hxto (horse people) mercenaries and their families has made camp here in dun-colored tents with pennons of blue and yellow. They are currently between jobs and can be convinced to accompany adventurers as caravan guards. The leader, Orodd, might be convinced to enter a "dungeon", but he will demand an equal share of treasure and one favor – help in retrieving his son, Tanus, from the sahitim in [5729]. The hxto wear chainmail hauberks, baggy trousers, dashing capes of cerulean blue and Greek-style helms and arm themselves with shields, lances and long swords. The hxto keep 1,600 gp distributed among their saddle bags. Orodd's mate Azina wears a brass toe ring worth 155 gp.

- Hxto: HD 1+1; AC 3 [16]; Atk 1 weapon (1d8); Move 12; Save 17 (15 vs. mind control); CL/XP 1/15; Special: +1 to hit from horseback.

- Orodd, Hxto Lvl 6: HP 22; AC 3 [16]; Save 11 (9 vs. mind control); Special: Strength 16, +1 to hit from horseback; Chainmail, shield, lance, long sword.

- Warhorse: HD 3+3; AC 6 [13]; Atk 1 bite (1d2), 2 hooves (1d3); Move 18; Save 15; CL/XP 3/60.

5937 Grotto of the Torturers: A dry river bed cuts this hex in two before, near the southern border of the hex, disappearing into a wide cave mouth. The cave is as dry as a bone, and one immediately spots signs of humanity on the banks of the now dry river – terracotta pots, rusty hooks and other mundane objects, as well as a message scrawled in blood; "Flee".

By the time the message is discovered, it will probably be too late, as adventurers will be set upon by a pack of ten scrawny dwarf zombies. The zombies have chalky skin, bloody, empty eye sockets and long iron fingers that burn like flaming brands. The zombies are incredibly strong (+2 to grapple) and will do their best to beat the adventurers into submission and drag them deeper into the dry grotto.



- **Zombies:** HD 2+2; AC 7 [12]; Atk 1 strike (1d8 + 1d4 burning); Move 6; Save 16; CL/XP 2/30; Special: Immune to sleep and charm.

Beyond the entry cavern, the river plunged quickly into the depths, eventually forming a lake. The lake now holds a few feet of brackish water and a flock of 3d6 stirges. There are three tunnels leading away from the lake.

- **Stirges:** HD 1+1; AC 7 [12]; Atk 1 proboscis (1d3); Move 3 (Fly 18); Save 17; CL/XP 1/15; Special: Blood drain (1d4), +2 to hit bonus.

The first tunnel leads to a maze of caverns and tunnels inhabited by a tribe of troglodytes and other reptilian horrors.

The second tunnel plunges much deeper, eventually reaching a long, narrow subterranean lake fed by a stream. The lake is home to creatures that look like massive, grey, blind beavers with scaly skin and teeth like steel picks. These creatures gnaw away at the rock and dwell in a dam of massive boulders that cuts the lake in two. The main predators of these beasts are ceiling lurkers, who cling to the cavern ceiling, waiting for prey.

- **Cave Beavers:** HD 6; AC 5 [14]; Atk 1 bite (2d6); Move 9 (Swim 9); Save 11; CL/XP 6/400; Special: Successful bite attack destroys shield or reduces armor bonus by one unless adventurer makes saving throw.
- **Ceiling Lurker:** HD 10; AC 6 [13]; Atk 1 crush (1d6); Move 1 (Fly 7); Save 5; CL/XP 10/1400; Special: Smother.

The third tunnel leads into the caverns of the unspeakable torturers, a band of degenerate human priests descended from the people who once lived on the river. The torturers have devolved into ape-men. They know the secrets of turning people into the aforementioned zombies, a process which involved torture both physical and spiritual. The torturers perform their unspeakable acts for their living god, a nalfeshnee demon enthroned on the bodies of his victims before a wide pool of inky black water in which one can see the reflection of inhuman eyes.

- **Torturer:** HD 1+1; AC 6 [13]; Atk 1 weapon (1d8); Move 9; Save 17; CL/XP 2/30; Special: Adept spells (1st), back stab x2.
- **Nalfeshnee:** HD 11 (54 hp); AC -1 [20]; Atk 2 claws (1d4), 1 bite (1d6+2); Move 9 (Fly 24); Save 4; CL/XP 13/2300; Special: +1 or better weapon to hit, magic resistance 65%, +2 to hit, immune to fire, spells – cause fear, polymorph self, dispel magic and symbol of discord (1/day).

5940 Zaphnads: The Zaphnads are a tribe of wastedwellers who live in an abandoned compound of tall, crumbling walls filled with mud-brick houses and striped pavilions. The Zaphnads despise the wastedwellers of [6139], waging a war of extinction against them. They worship a rival demigoddess of the wastes called Sikknareti. The Zaphnads keep beastman slaves (mostly esou and riri laborers, but

also some anani entertainers). They live above an aquifer, obtaining the water with slave-driven pumps. The water has a purple sheen to it, and gives the wastedwellers and their slaves the ability to see invisible things.

The Zaphnads are ruled by a tall woman called Isenth, a merciless warlord given to extreme passions. She and her elite warriors go into battle wearing only leather armor and wielding iron nets and thin-bladed daggers and mounted on the backs of giant cobras controlled by piping handlers. The shrill whistles and reels of these pipes drives the tribe into a berserk fury. The rest of the warriors wear ring armor and carry shields, spears and short bows.

- **Wastedweller:** HD 2; AC 5 [14]; Atk 1 slam (1d4+2) or 1 weapon (1d6+2); Move 12; Save 16 (12 vs. poison); CL/XP 2/30; Special: Hardy, spells.
- **Isenth, Wastedweller Adept-Fighter Lvl 5:** HP 15; AC 7 [12]; Save 11 (9 vs. poison); Special: Spells (2nd), hardy, wastedweller spells, berserker.

SIKNARETI, Chaotic Goddess of Slaughter

Sikknareti is a giant crone with piercing blue eyes and iron claws and teeth. She wears the skin of a shedu and carries a massive net of barbed iron chains and an iron bracelet on her left arm that makes her immune to pain. She devours the bodies of warriors slain in battle, casting her net out over a battlefield and scooping up the dead. She can also take the form of a gigantic lion composed of corpses.

5949 The White City: A gleaming city of white towers and walls appears here like a mirage. It is inhabited by a tall folk with vinaceous skin, silver hair, narrow faces and almond-shaped eyes devoid of pity. They dress in leather tunics and wear metal gauntlets that create showers of sparks and project their hands up to 30 feet away. The beasts of burden and mounts of the citizens are warhorse-sized zebras. The city has a population of 3,000 and is inundated with orchards of fruit and nut trees, the product of which form the entirety of the people's diets. The orchards are inhabited by hordes of little, black monkeys.

The city is ruled by king Orodraclath. The king once had seven beautiful daughters, but only Emberlew now remains. The catacombs beneath the city are inhabited by a race of degenerate, feral zetans – little grey men with black eyes and gaping mouths of needle-sharp teeth. These “underlings”, as they are called in the city, sometimes emerge at night and steal away small children for food. To placate them, the people of the city send captured visitors into the caverns to be devoured. Because they are devout worshippers of Ibeji, lawful god of twins, the people arm and armor the sacrifices and give them a map showing the only exit from the catacombs. They also send with them

the most beautiful woman or man of their number, with Emberlew being the next to go.

- Warrior of the White City: HD 1; AC 7 [12]; Atk 1 fist (30' range, 1d6 damage) or shower of sparks (15' cone, 1d6 damage); Move 12; Save 17; CL/XP 1/15; Special: None.
- Degenerate Zetan: HD 2; AC 8 [11]; Atk 1 bite (1d4 + slow); Move 9; Save 16; CL/XP 4/120; Special: +1 or better weapon to hit, fear aura.

6010 Balance: In the middle of nowhere you find a giant set of bronze scales. Hanging from the arm are two swings. Sitting on a swing causes a person to be judged. Those of a chaotic bent have their chaotic tendencies enhanced. Their appearance will become frog like – their mouth will widen and their eyes slightly bulge, and they gain a +1 bonus to save against spells designed to paralyze or control.

Lawful creatures, on the other hand, will find their features become more angular, their faces less emotive (as though they have just had a Botox treatment) and will enjoy a similar saving throw bonus against magic designed to alter one's form or mentality.

6022 Mysterious Platform: A square stone platform with sides 60 ft long. The platform is 10 ft tall, but half of it is buried in the sand. The platform is built with massive, greenish-grey stone blocks. Four ramps at each of the cardinal directions lead up to the top of the platform. On the top, lights that glow at night are set into the platform's surface. A mage might recognize the constellation Hydra.

A secret door on the northern side of the platform, to the right of the stairs, leads into a dark tunnel approximately 15 ft long ending in a locked steel door. Beyond the door the corridors are metallic tubes that show no signs of joins or seams. The tube corridor snakes around a bit, ending in another locked, sealed steel door. A dwarf or gnome might be able to tell that the corridor slopes down-ward.

Beyond the second door there is a 15 ft x 15 ft room constructed with the same metal. The ceiling in this chamber is 20' high. The walls of the chamber are studded with glass bulbs, levers and wheels. There is a pile of rubble (metal chairs, wires, and other scraps the adventurers will be unable to identify) in the middle of the room. Amidst the rubble are three humanoid skeletons. Their skulls suggest that they are reptilian. Each wears a tunic of a silver cloth that almost seems metallic (worth 20 gp) and metallic bands around their forearms with slim, titanium daggers attached by some kind of static attraction. One of the skeletons has a spherical, crystalline stone of scarlet and blue (an ioun stone) under its skull.

Bunches of wires hang from the ceiling, along with three bulging, reddish cysts of some organic material. The cysts

are fairly thick, with an AC 18. Each cyst can withstand 20 points of damage before splitting. The cysts are home to brain bats in hibernation. They were sealed into this chamber by the previous users, having already taken over three of their ancient astronauts. They have been in hibernation for millennia, and will be ravenous when released from their cysts. Once adventurers enter the room, they will detect their body heat and begin regenerating; this process takes 10 rounds. Once fully regenerated, they will burst from their cysts and attack with a normal chance for surprise. If released from their cysts before fully regenerated, they will have half their normal hit points and suffer a -1 penalty to attack and save. When fully regenerated, the three will have 21, 17 and 16 hp.

- Brain Bat: HD 4; AC 5 [14]; Atk 1 bite (1d6); Move Fly 15; Save 13; CL/XP 6/400; Special: Mind blast, telepathic probe.

6027 Stone Prism: A stone prism rises 7 feet above the desert sands. Egyptian-style bas-reliefs cover the sides; the northwest side shows a mother drowning her child, the southwest a queen beheading her king and the east side a stately pharaoh with dead eyes sitting on a throne, small humans under his feet. Sitting atop the monolith is a wailing desert hag in tattered black robes plucking flakes of manna from the air and groveling before unseen masters.

- Desert Hag: HD 6 (36 hp); AC 3 [16]; Atk 2 claw (1d6), 1 bite (1d4); Move 12; Save 11; CL/XP 9/1100; Special: Confusion, magic resistance 25%, spells, vulnerable to lapis lazuli.

6028 Fire and Ice: A three-story, tower keep stands watch over the bleak landscape. Constructed of sandstone, it is blackened and the upper levels appear to be aflame during daylight hours. The keep is topped by a large cistern, with pipes leading down into the castle. A patch of brown mold has taken root in the damp cistern and the pipes, and fueled by the body heat of the inhabitants, 20 fire bats, as managed to colonize the interior of the keep thoroughly. The interior is now a vast, empty shell of freezing mold, with the bats dwelling on the ceiling during the day. Their guano, heaped in piles on the floor, can be mixed with water to make alchemist's fire, an explosive concoction that deals 1d6 points of fire damage as a grenade weapon when stored in bottles and thrown.

- Fire Bat: HD 1d4; AC 7 [12]; Atk 1 bite (1d6+1); Move 1 (Fly 32); Save 18; CL/XP B/10; Special: Fight in complete darkness, touch deals fire damage, immune to fire.

6102 Urn: A terracotta urn is half buried in the sand here. The urn is painted with scenes from the story of *Petesis and Athyrepse*. More importantly, it is filled with 300 triangular gold coins which, unfortunately, are covered in a contact poison, the effects of which are left up to the tender mercies of the Referee.

6118 Bandit Queen: Kasmut, the bandit queen of the desert sands, is making camp in this hex. Kasmut is a barbarian princess who leads 36 bandits mounted on camels. Kasmut's bandits spend several months near the main caravan routes, attacking and looting, and then retire to the hinterland during the winter to lick their wounds. During early spring, Kasmut or her lieutenants visit Ophir to recruit and resupply. The band's treasure consists of 80 pp, 2,500 gp, 400 sp, 800 cp, a short sword with a dolphin-shaped pommel (worth 50 gp), a dagger with a brass pommel in shape of curled serpent (worth 10 gp), a bone brooch (worth 60 gp), a gold scepter (worth 1,000 gp), a malachite (worth 60 gp) and a chalcedony (worth 200 gp).

- Kasmut, Fighting-Woman Lvl 9: HP 46; AC 5 [14]; Save 7; Special: Immune to back attacks, superstitious, berserker, fight after 0 hp while berserk; Ring armor, curved longsword, longbow, 10 arrows, +1 arrow, golden locket holding a lock of silvery hair.

6121 Lightning Sword: During the daylight hours, one might catch a glimpse (1 in 6 chance) of reflected light while moving through this hex. Should one investigate, they will discover a sword, apparently crafted of glass, lying in the sand. The sword, Skartar, was created by a lightning strike (possibly with divine origins). Skartar is a +2 long sword with the ability to Call Lightning (as the druid spell) and to Control Wind (as the magic-user spell) three times per day. The sword has a 15 Ego and a lusty personality.

6130 Crypt of Solitude: This stone crypt is surrounded by mud flats in a 5 yard diameter around the building. The stone seems to sweat droplets of fresh water throughout the day. The crypt is constructed of limestone with polished basalt entryways – both sealed by unpolished basalt blocks that slide down when three points on the doors are rapped with a heavy object. The interior of the crypt is divided into multiple chambers, all of them coated with ice (floor, walls, ceiling). At the center of the crypt lies the Heart of Zekannane, supposedly the still living heart of a merciless Nabu queen from the days of the Pwenet occupation. The heart was dipped in gold and still throbs with power, but steals away all heat and emotion. The crypt's guardians are ice devils in the form of scaled, blue women without mouths and holding freezing cold pole arms covered in hooks and spikes. The women have long, lightning-fast tails and clawed hands and feet.

6139 Jahariya: The Jahariya are a tribe of 45 wastedwellers that wear burnt sienna robes and ceramic (or faience, for the leaders) face masks resembling tusked gorgons. They wield lengths of barbed chain, curved daggers and barbed darts and ride swift carchodons – three men to a dinosaur, one man armed with a jezzail (treat as a heavy crossbow). They also use giant pack lizards to move goods about. They worship a demigoddess called Jahar. All the people wear a tiny idol of the goddess on thongs around their necks.

Jahar and her people are bitter rivals of the waste dwellers in [5940], waging a war of extinction against them.

The chief of the Jahariya is Ossidym, a canny old warrior. Their high priestess is Jazmat. The wastedwellers have 10,000 cp, 1,000 sp, 500 ep, 1,300 gp, 20 lb of salt worth 5 gp/lb and 50 lb of ginger worth 2 gp/lb.

- Wastedweller: HD 2; AC 4 [15]; Atk 1 slam (1d4+1) or 1 weapon (1d6+1); Move 12; Save 16 (12 vs. poison); CL/XP 2/30; Special: Hardy, spells.
- Ossidym, Fighting-Man Lvl 5: HP 35; AC 4 [15]; Save 12; Special: Hardy, spells.
- Jazmat, Adept Lvl 5: HP 16; AC 5 [14]; Save 11; Special: Hardy, adept spells (2nd).

JAHAR, Neutral Goddess of Rock and Stone

Jahar looks like a gorilla composed of basalt with the face of a gorgon. She dwells under the desert sands and causes the eruption of magma and hot springs. Jahar is a jealous goddess that reacts to blasphemy with frightful tantrums.

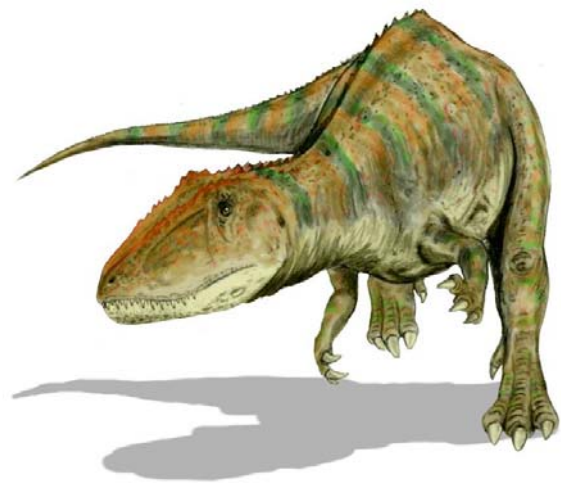


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6141 Severed Hands: There is a slight chance that travelers in this hex will discover a bloody lump of stone, maybe 3 feet tall. Hanging over the stone are two severed hands joined together by a leather thong. The skin on the hands is black and appears to be flaking off. On each hand there is a ring. The ring on the right hand is a ring of swimming, while the ring on the left hand is a ring of friend shield. The hands are infected with mummy rot, and will pass it to anyone who handles them and fails a saving throw.

6207 Brudos, City of Ogres: Rising from the desert sands like a mirage, you see a settlement of granite buildings. The buildings vary in size, but all are built with crooked angles and no adornment. The outskirts of the city are not

defended by a wall. In the middle of the city there is a large market square supporting dozens of merchants, including such odd creatures as the odeion and arcanix. Each corner of the market square is anchored by a 100-ft tall tower with no windows. Atop each tower, sentinels watch the wastes for possible invaders (though in truth they spend more time asleep or rolling knuckle-bones).

Brudos is inhabited by 1,000 ogres and their 3,000 riri (i.e. swine people) slaves, and is quite crowded. The ogres have ruby red skin, long, gorilla-like arms and bony protrusions above their fore-heads. They dress in baggy trousers and long-sleeved tunics of scarlet and orange, their slaves dressed in rags and fetid furs and kept on long, iron chains attached to steel collars. The main business of Brudos is trade, specifically between powerful monsters. One can encounter all manner of fierce creatures on the streets and in the markets of Brudos.

The city is governed by a triumvirate of ogre magi named Badda, Kollus and Seven. Their elite guard wear ring armor and carry pole arms and heavy crossbows and, in times of war, mounted on giant lizards. Just off the market square there is a large, irregular temple of crimson stone and black iron work dedicated to Hazdrada, an obscure goddess of time that looks like a tall, thin woman with swarthy skin, obsidian spikes jutting from her skull from ear to ear and sleepy violet eyes. The temple is overseen by Azgod, a nykoul (an undead hill giant shaman).

- Ogre: HD 4+1; AC 5 [14]; Atk 1 weapon (1d10+1); Move 9; Save 13; CL/XP 4/120; Special: None.
- Elite Ogre (100): HD 5+1; AC 4 [15]; Atk 1 weapon (2d6); Move 9; Save 12; CL/XP 5/240; Special: None.
- Badda: HD 5 (20 hp); AC 2 [17]; Atk 2 weapon (1d10 + stun) and bite (1d6 + special); Move 12; Save 12; CL 7/600; Special: Vampiric bite drains and additional 1d6 hp and adds them to Badda's total, third eye allows Badda to cast spells as a 3rd level magic-user.
- Kollus: HD 7 (36 hp); AC -1 [20]; Atk 2 weapon (1d10 + stun) and bite (1d6); Move 12; Save 9; CL/XP 8/800; Special: Skin is freezing cold, does 1 hp damage to anything that touches it. Feels good on a hot day, though.
- Seven: HD 10 (51 hp); AC -1 [20]; Atk 3 weapon (1d10 + stun) and bite (1d6); Move 12; Save 5; CL/XP 11/1700; Special: Third arm.
- Azgod, Nykoul: HD 9 (42 hp); AC 4 [15]; Atk 1 weapon (2d12); Move 9; Save 6; CL/XP 11/1700; Special: Spells as 5th level cleric, undead immunities, confusion gaze.

6208 Nest of Stones: The adventurers might come across a nest built of stones in this hex. The nest contains five petrified eggs that look like geodes. They are worth 100 gp each. After splitting (a few weeks after being found) the crystals will hatch small (2 HD) caterprisms. If not fed stone, they will grow violent. The caterprisms will add 1 hit

dice of growth per week until they reach 6 hit dice after a month, at which point they will burrow away.

- Caterprism: HD 6; AC 1 [18]; Atk 1 bite (1d8) or 4 legs (1d10); Move 12; Save 12; CL/XP 10/1400; Special: Crystal silk, crystalline mandibles, magic resist 35%.

6219 Earth Shrine: A team of twelve dwarf druids are carving a basalt hillside into a shrine dedicated to Geb, the primordial earth god. They have finished the shrine's façade and are working on two ram-headed sphinxes that flank the entrance. The interior is currently just a 15-ft cube that serves as sleeping quarters and supply shed for the dwarfs. A concealed door, however, opens to a long tunnel that heads deep into the basalt cliffs and shows traces of cinnabar and other valuable minerals. This passage is trapped with a loaded ballista at the end of the 200-ft long tunnel that will fire when people have reached the midway point. The ballista inflicts 4d6 damage to anyone who is hit. Behind the ballista is a locked iron chest containing 12,000 sp, 5,000 ep, 7,100 gp, 10 pp and two pearls worth 75 gp each. The chest sits on a 30-ft deep pit trap that is triggered when treasure is removed.

- Dwarf Druids: HD 4; AC 4 [15]; Atk 1 weapon (1d6) or spell; Move 6; Save 13; CL/XP 6/400; Special: Detect attributes of stonework, shape change into giant rams, spell-casting (MU 5, CL 7).

6229 Idman Oasis: This hex is covered by a lush oasis of tall grasses and tall acacias surrounded by a desert of white and black sands. The oasis is inhabited by 350 Idman nomads. The Idman keep a large herd (400 head) of cattle and show the typical expertise of Nabu nomads with metalworking. Their mounts are sleek, grey chargers and stately, reddish camels.

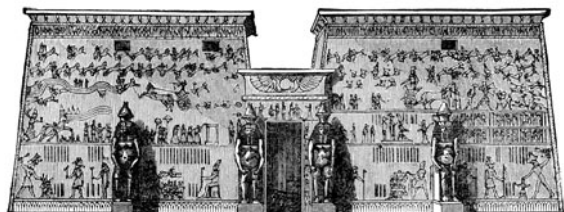
The Idman are avid sun worshippers (Amanai or Ammon), with their women serving as combative priestesses and decision makers for the tribe. The priestesses allow their skin to be exposed to the sun, wearing only white kilts and shaving their heads but for a long lock of hair above their foreheads, which they decorate with wood and glass beads. They spend much of the day playing drums (like bongos) and shrill flutes in honor of their deity (or first husband, as they call him). They are known to sacrifice animals and captives by staking them out in the sun and anointing them with animal fat.

6237 Dancing Skeleton: Each day while in this hex, at high noon, a dwarf skeleton will appear and dance. It will continue dancing for 1 minute or until it is thrown a coin. If no coin is forthcoming, it will disappear and then 3d6 dwarf skeletons will erupt from the ground and attack. The skeletons will attempt to grapple and drag people into the holes they made when they arrived. People dragged under will eventually suffocate.

6241 Deserted Keep: A large shell keep, 300 feet in diameter and constructed of limestone blocks and adobe bricks, lies deserted and overgrown with rubber vines and acacias. The interior of the keep bears witness to a terrific struggle, with hundreds of skeletal human hands nailed to the walls and the central well filled nearly to the top with dented and broken skulls.

6244 Fomu Village: The Fomu are a tribe of 200 herdsmen who keep goats with large, double sets of horns and grow emmer wheat with the help of six giant cisterns and a network of irrigation canals. The cisterns, constructed of limestone blocks, are connected by a wall of earth 40 feet tall and 20 feet thick with gates to the east and west. The Dawn Gate is constructed of granite and decorated with brass nails. The Dusk Gate is decorated with iron nails.

A road of adobe bricks joins the two gates, which are approximately 1 mile apart. The road is lined with grass huts, an adobe granary, a limestone temple dedicated to Nomkhumbulwane, goddess of farming, rain, rainbows and beer. The temple is five feet above the ground and consists of a large chamber containing an idol carved from malachite and decorated with ostrich feathers and painted gourds. Just beyond the temple there is a long limestone building inhabited by the temple's eight brewer-acolytes. The remainder of the building houses six large, wooden vats used for brewing beer.



The largest hut in the village belongs to Hudarr, the village chieftain. Aside from the priests and chief, the village also boasts a chariot maker (the warriors ride two to an onager-drawn chariot, one man driving, the other hurling bronze-tipped javelins) and a bowyer who crafts pellet bows (short bows made of goat horn that cast stones for 1d4 damage) and the aforementioned javelins.

The village treasure, kept in locked wooden chests in Hudarr's hut, consists of 9,600 cp, 1,900 sp, 500 ep, 50 gp, 20 pp, three pieces of jade (worth 100 gp each), a terracotta figurine of a charioteer (worth 4 gp), 6 porcelain dishes (worth 60 gp each) and a scroll of cuer serious wounds.

- Acolyte, Cleric Lvl 1: HD 1d6+1; AC 5 [14]; Save 14; Special: Turn undead. Ring armor, mace.

- Hudarr, Elf Ranger Lvl 9: HP 47; AC 4 [15]; Save 7; Special: +2 to hit gnolls; Ring armor, shield, 6 javelins, masterwork spear (+1 to hit), gold disk earrings (worth 40 gp).

6246 Date Palms: A large copse of date palms grows here, covering several acres. The Fomu tribesmen (Hex 6244) travel here once each year to tap trees, using the sap to make palm wine.

6247 Elephant Graveyard: A depression in the grasslands obscures an elephant graveyard. Those poking about for a few hours can collect 1d12 tusks worth 200 gp each. Living beneath the graveyard in narrow tunnels dug into the black soil are a tribe of barrow wights that look like tribesmen with flaky, grey skin and clawed hands and feet that are attached backwards. The wights feed on the dying elephants, but never disturb their bones or tusks. The wight tunnels can be entered through several holes obscured by piles of bones. The tunnels seem to weave randomly, but often end in small, man-made caverns. These caverns invariably hold one or more large, terracotta vessels that are either turned over or burst apart. The bottom of these vessels contain treasure amounting to 1,800 cp, 400 sp, 518 ep, 1 gp, 4 pp and a potion of water breathing that is thick and opaque, with blue, red and yellow swirls. The potion tastes like lime juice and is kept in a crystal vial. Encounters in the tunnels occur on the roll of 1-3 on 1d6 and always involve 2d6 wights, with a total of 20 wights living beneath the graveyard.

- Wight Elephant: HD 3; 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 silver or magical weapons.

6336 Ypotryll Hole: An ypotryll is a large creature with the head of a boar, humped body of a camel, legs and hooves of a goat and the tail of a serpent. A herd of twelve ypotrylls dwells by this watering hole, spending the hot days standing in the water and grazing on aquatic plants. Submerged in the middle of the watering hole is a golden cage that holds a pale woman. This woman, Opprasye, is a sorceress from an elder age kept in suspended animation within the golden cage. She is a half-ghoul, and very dangerous (and hungry) is awakened and released. Opprasye wears a golden girdle (a belt of giant strength).

- Ypotryll: HD 7; AC 6 [13]; Atk 1 bite (2d6); Move 9; Save 9; CL/XP 7/600; Special: None.
- Opprasye, Half-Ghoul Magic-User Lvl 7: HP 25; AC 7 [12]; Save 9; Special: Stunning touch (1 round), spells (4th), turned as 9 HD creature.

6405 Ghoulish Monolith: Set atop a sandy rise in the landscape is a black monolith. The monolith, a 100-foot-tall tower really, is constructed from basalt blocks. The monolith has no windows, and no obvious entrance, though there is a secret door set in the base. Opening the

door reveals stairs heading up and down. The stairs are narrow and appear to be quite weathered and treacherous. The interior of the monolith smells of decay.

At the peak of the monolith there is a small shrine dedicated to Meretseger, the cobra-headed guardian goddess of crypts. The shrine is a small, square chamber, 10 ft x 10 ft. It contains hangings made of multi-colored tiles with tin wires embedded in them. The hangings reach from floor to ceiling and seem to undulate without any force acting on them. The undulations are almost entrancing, and give one a feeling akin to sea sickness.

In the center of the shrine there is a statue of the goddess holding a shallow bronze pot filled with tiny, grey wafers and a few gold coins. The wafers, if examined, appear to be quite old, and taste of ashes and bitter herbs. If swallowed, they cause mild nausea (-1 penalty to all rolls), and cause the swallower to put off a smell that repels ghosts and ghouls for 1 hour. Taking a wafer without leaving a coin causes a swarm of scorpions to appear from behind the hangings (though they will not be there prior to taking a wafer without leaving an offering) and attack.

- Scorpion Swarm: HD n/a; AC n/a; Atk 1 (1 hp + non-lethal poison); Move 4; Save 18; CL/XP 1/15; Special: Poison causes paralysis for 1d3+1 rounds.

The stairs leading down go about 20 feet deep before ending in a what appears to be a storage chamber. The chamber is cool and dry. The walls are lined with shelves and worktables and hold a few empty canopic jars, terra-cotta jars of bitter herbs and a few odd tools, including long, crystal rods tipped with hooks. A large cabinet on one wall appears to be locked from the inside. If the adventurers are quite silent, they may hear scratching at odd times.

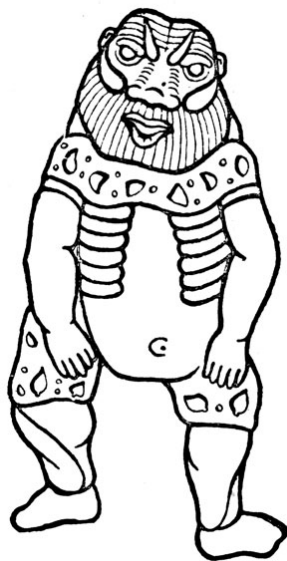
Opening the cabinet or moving it will reveal a hole in the masonry and a tunnel scratched out of the soil with claws. The tunnel heads back into a virtual maze of narrow tunnels. These tunnels lead to desecrated graves and a few crypts that hold mundane grave goods and tortured spirits (4 in 6 chance of holding 1d3 wraiths). Wandering the tunnels are numerous Sumatran rat ghouls. Encounters in the tunnels occur on a roll of 1-2 on 1d6 (roll each turn) and number 2d6 rat ghouls.

- Rat Ghoul: HD 1d6; AC 6 [13]; Atk 1 bite (1d4); Move 9; Save 18; CL/XP 1/15; Special: Paralytic bite (+2 save).
- Spectre: HD 7; 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, only harmed by magic weapons.

One crypt alone has not been breached by the rat ghouls. This crypt will be discovered as a masonry wall at the end of a tunnel. Each brick of the wall has been carved with a glyph that wards away the undead. At an extreme edge of the visible wall, one might notice a glint of bronze. This is a heavy door set into the wall that can be excavated with about 30 minutes of work, assuming one has the proper tools. The door is protected by a wizard lock and a magical trap that causes the door to become white hot unless dispelled. The white hot door cannot be opened, and causes 1d6 damage if touched.

Beyond the door is a 3-story, tower-like crypt, the entrance being on the third story. The upper story is lined with marble. Around the room a dozen sculptures of Bes, the dwarfen Nabu god of luck, dance in bas-relief. A bas-relief depiction of Bes' grotesque face also appears on in the center of the floor. In each corner of the room is a depiction of what is best described as an angel. The

northeast angel has the head of a jackal, the north-west of a baboon, the southeast of a vulture and the southwest of a weeping youth. Each angel sculpture has wings that extend, in bas-relief, onto the walls that flank it, and robes that extend to the floor. A careful examination will reveal that the seams in the center of the robes are actual cracks that extend back at least three inches. Prying causes them to fly open, revealing spiraling stairs heading down. All four of these staircases descend to the lowest level of the crypt.



The lowest level of the crypt is pitch-black save for a pedestal in the center of the room that seems to glow with a faint, blue phosphorescence. Atop the pedestal there is an ebon box, about 1 cubic foot, tied with chains. The chamber is a kennel for a pack of six shadow mastiffs. If they were not dangerous enough, the adventurers will discover they have picked up one of four handicaps depending on which staircase in the high chamber they chose to enter.

Baboon: Any magical or supernatural effect unleashed in the chamber will affect everyone in the chamber, including the person who caused it.

Jackal: Each attack has a 1 in 6 chance of hitting a comrade.
Vulture: Healing spells are reversed, thus causing damage.

Weeper: Save each round or struck with confusion for that round.

- Shadow Mastiff: HD 3; AC 6 [13]; Atk 1 bite (1d6+1); Move 18; Save 14; CL/XP 5/240; Special: Baying (panic – drop held items, run for 3d6 turns), concealment in shadow (40% invisible after attack).

Touching the box on the pedestal causes it to warp before your eyes, folding outward and growing large and enveloping everyone in the room. Although the interior of the box now appears to be a 30 cubic foot chamber, the reality is that the person who touched it and all of his comrades have been teleported inside the box. Unfortunately, they are not alone, for within the box is trapped a silent knight, an undead warrior garbed in the style of ancient Egypt. Around his neck is an iron chain, from which hangs a tiny box of white rood. He stands in the middle of the room, his yellow-white eyes staring at the intruders for a solid minute before he speaks.

“I am Kofenos, a disgraced warrior who betrayed his prince and has been trapped in this prison for millennia, as you are now trapped. You can leave this box, and relieve my torment, by destroying me.”

- Silent Knight: HD 7; AC 2 [17]; Atk 1 weapon (1d8); Move 9; Save 9; CL/XP 8/800; Special: Silence.

This is, unfortunately, a cruel rouse. Destroying the undead menace will cause the box to shrink in on itself, eventually crushing anything inside it and then depositing their souls in the Netherworld. The only way to actually leave the box is by getting the white box away from the silent knight and opening it. This will cause the reverse of the previous effect, but also cause the adventurers to become a negative image of themselves. Day will now appear to them to be night, and night and darkness as day.

Of course, the tower crypt has one more level. The middle level can be reached by rotating the floor sculpture of Bes' face to the right and then lifting. This will reveal a octagonal chamber of limestone walls and two sarcophagi. Each sarcophagus holds the mummified remains of a noble couple, the woman wrapped in delicate silks, the man wearing a bronze girdle and a linen kilt. The room is otherwise filled with a treasure of 6,000 gp, 100 pp and a silver coronet worth 90 gp. Adventurers who pay their respects to the dead but take nothing gain the ability to cast bless on themselves once per adventure, though they might only become aware of this after calling to the gods for help.

6333 Sunken City: When the great cataclysm struck Nabu and made it a wasteland, the prosperous city of Qaba sunk into the earth. It now lies buried in 40 feet of shifting sand, only a few of its spires and towers jutting up from the earth and now weathered and crumbling. The sand-city is now inhabited by over 1,000 sandmen and three times as many sandlings, all descended from the doomed citizenry.

The sandmen look like gaunt men and women with empty eyes and skin the consistency of sandpaper. They have a deep hatred of “water bags”, as they refer to normal creatures, and seek to destroy them. Encounters with 2d6 sandmen or sandlings (or 1d6 of each) occur in this hex on a roll of 1-3 on 1d6. Excavations of Qaba are nearly impossible, for the sand fills holes almost as quickly as they are made. Should one manage to delve into the buried buildings, who knows what treasures (and dangers) they might discover?

- Sandman: HD 4; AC 2 [17]; Atk Sleep; Move 9; Save 13; CL/XP 5/240; Special: Sleep, protection from arrows.
- 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.

6412 Gentle Giant: Resting in the shade of a small oasis, his feet dipped in the cool water, is a large humanoid with greenish-grey skin that glows faintly. The humanoid, and atomic juggernaut, is nine feet tall and covered in powerful muscles. He escaped from the pit fights of Ophir and now wishes to be left alone. He will react violently to intrusions, but will not follow fleeing people from the oasis.

- Atomic Juggernaut: HD 10; AC 2 [17]; Atk 1 slam (4d6); Move 15 (Leap 39); Save 5; CL/XP 15/2900; Special: Rage (+1 HD per round), half damage from everything, clap, stomp.

6428 Black Pharaoh: Set in the midst of a black lake there is an enormous statue of a gaunt, sinister pharaoh atop a throne. Although the statue is carved from basalt, the eyes are giant quartz crystals (stuck fast, worth 100 gp each).

In the base of the statue there is a hidden door that is easily opened. Within, one finds an interior reminiscent of a temple of Nabu ; marble columns, the capitals encased in gold, murals, hieroglyphics, etc. In the middle of the temple there is an idol of a black pharaoh sitting atop a throne. The idol is carved from granite and painted, its jewelry covered in gold leaf. Above the statue there is a “portal” emitting white light that forms a corona over the statue's head.

When one approaches within 20 feet of the statue, a man appears. This is Djau, the high priest of the temple of Nyarlathotep . Djau is bald and has fiendishly pointed ears and deep set eyes that burn with dark knowledge. He is dressed in black robes and wears a golden amulet around his neck.

Djau will command the intruders to bow before the Black Pharaoh. Those who do not will find themselves seized and carried away by nightgaunts, who seemingly appear out of thin air. Those who bow will be asked to approach, one at a time, and give their gifts to the Black Pharaoh; anything

of value will do. Djau will then approach and whisper in their ear, "What is your darkest desire?"

If the person reveals it, Djau will turn to face the idol and ask whether it favors the penitent before it. There is a 1% chance that the person will be so favored (5% if chaotic) and his wish granted. The person will then find themselves teleported to a random hex on map J11. All others (including those carried away by the nightgaunts) will be deposited in the same hex.

An attack on Djau will be repelled by the old wizard and the 13 nightgaunts that serve him. There is a 5% chance that the wrath of Nyarlathotep will be called down as well. If Djau is killed, the temple will begin to sink into the sand, moving 1 foot per round (and thus blocking off the door in one round). Crawling through the portal will land an adventurer on the planet Saturnis.

- Djau, Magic-User Lvl 11: HP 28; AC 8 [11]; Save 5; Special: Spells (6th); +1 dagger (hits have same effect as chaos beast), grimoire, ring of protection +1.

6449 Stone Fort: Atop a rocky hill there is a simple fort built of stacked stones. A single watchtower built of stone rises from the midst of this encampment. The inhabitants are a tribe of intelligent skeletons. They are harassed every night by 30 hell hounds. The skeletons are not chaotic, but they are not particularly friendly either. They know the secret of creating more of their kind, and will likely find visiting adventurers of more value as their own kind than as potential foes.

Most of the skeletons (35) conform to the normal statistics for skeletons. These warriors wear scraps of armor and carry spears, shields and short bows. There are also 10 exploding bones and one black skeleton (54 hp) the others call "The Black Prince".

The skeletons do not know where they came from or why they are here; many consider their lives as something akin to a nightmare and seriously doubt the reality of the situation. Until they wake up, they spend their days strengthening their defenses and their nights fighting off the hounds of hell.

- Skeletons: HD 1; AC 7 [12]; Atk 1 weapon (1d6+1); Move 12; Save 17; CL/XP 1/15; Special: None.

- Exploding Bones: HD 2; AC 8 [11]; Atk 1 weapon (1d8); Move 12; Save 16; CL/XP 3/60; Special: Explode for 1d6 damage when killed.
- Black Skeleton: HD 6 (48 hp); AC 0 [19]; Atk 2 claws (1d4) or 2 weapons (1d8); Move 15; Save 11; CL/XP 9/1100; Special: Only harmed by magic weapons, frightful, half damage from slashing and piercing weapons, strength damage.
- Hell Hounds: HD 4; AC 4 [15]; Atk 1 bite (1d6); Move 12; Save 13; CL/XP 5/240; Special: Breathe fire (8 hp).

6507 Roc Skeleton: The corpse of a roc skeleton lies in the sands here. The flesh is like black leather and grey feathers stick to the corpse like a funeral shroud. Beneath the wing sit seven ghosts, waiting for the sun to go down.

- Ghost: HD 4; AC 4[15]; Atk 2 claws (1d3), 1 bite (1d6); Move 14; Save 13; CL/XP 5/240; Special: Stench, paralyzing touch.



6511 Plague of Locusts: There is a 1 in 6 chance while traveling through this hex that one character will trip on the edge of a jar buried in the sand. The jar is composed of opaque, black material and sealed with a bronze cap. The cap is held in place by a wizard lock and a glyph that sprays a cone of acid (6d6 damage) if not properly countered. If opened, the jar releases a massive swarm of locusts. The swarm will darken the sky and in quick order lay agricultural areas of Nabu and the Wyvern Coast to ruin.

6523 Riverside Ruin: An immature bronze dragon called Shofax dwells in a partially submerged ruin of a riverside temple. The temple was once dedicated to Thoeris, the hippopotamus-headed goddess,

and crumbling statues of her and her consort, Apophis, decorate the outer precincts of the temple. The upper level of the temple remains dry for the most part, though it is partially overgrown with reeds and other river plants. The lower levels of the temple, which can be reached by two different sets of stairs, consisting of several storage chambers, dormitories for priests and an inner sanctum (now the lair of Shofax) are submerged in river water. Shofax's treasure consists of 1,000 ep, 1,000 gp, 200 pp and a sard worth 1,250 gp hidden behind a sliding, concealed wall in the upper temple and rigged with an Alarm spell. The treasure vault is further protected by a bronze hydra (mechanical). A herd of wild asses roams the grounds around the temple.

- Shofax: HD 8 (24 hp); AC 2 [17]; Atk 2 claws (1d6), 1 bite (3d8); Move 9 (Fly 24); Save 8; CL/XP 10/1400; Special: Spits lightning

(100' long, 24 damage) or misdirection gas (cloud 30' diameter, 20' tall, save or retreat from the dragon for 6 combat rounds), can talk but cannot cast magic spells.

- Bronze Hydra, 6 headed: HD 6 (26 hp); AC 3 [16]; Atk 6 heads (1d6); Move 9; Save 11; CL/XP 8/800.

6535 Magnesium Springs: These mineral springs put off an acrid odor that causes people to choke and cough for miles around. While traveling through the area, there is a 1 in 6 chance each hour of encountering a magnesium spirit that haunts the area.

- Magnesium Spirit: HD 6 (24 hp); AC -1 [20]; Atk 1 incorporeal touch (2d6); Move 36; Save 11; CL/XP 11/1700; Special: Only harmed by silver or magic weapons, immunities, magic resistance 50%.

6539 Blasted Fort: There is an abandoned fort here, with crumbling and scorched walls. The well here is dry, but the walls provide some shelter from the desert winds. The fort looks to have been built in the time of the ancient wizard-kings of Nabu. A scholarly wizard or high level ranger might be able to determine that many of the scorch marks are of recent origin. Anyone spending the night here will awake in the middle of the night to find the crumbling fort surrounded by 12 ashen ghouls, the remnants of the old garrison who burned alive during a siege several hundred years ago. A few hours of searching will produce about 100 sp and 300 cp (all in the coinage of ancient Nabu), old spear and arrow heads and a curdled potion of healing that works, but causes nausea for several hours.

- Ashen Ghoul (12): HD 4; AC 5 [14]; Atk 2 claw (1d4), bite (1d3); Move 9; Save 13; CL/XP 5/240; Special: Touch deals 1d6 cold damage, immune to fire.

6543 Dromo's Village: Dromo is an elf thief who rules a village of 30 bandits and their families. The village was originally built as a prison. It is surrounded by earthworks 20 feet tall and 10 feet wide. The village is entered through a stone tunnel in the wall that is barred by two steel grates. Within the village, the earthen walls are studded from top to bottom by thousands of wooden spikes that stick a mere two inches beyond the surface of the wall. The wall encloses approximately 3 acres of land. Within, there are four long houses with flat roofs. The houses are

constructed of adobe brick and have barred doors and no windows. These prison barracks are now occupied by the bandits and their wives and children. Each one is equipped with several straw mattresses and a smattering of stools and small tables. Fire pits are located just outside the front doors, and all are topped by tripods and cauldrons.

In the middle of the barracks there is a squat, square tower constructed of adobe bricks and topped by a stone cupola that holds as many as four crossbowmen at a time. The ground floor of the tower is a mess hall with a 15 ft high vaulted ceiling, an long, uneven table, two benches and a tall chair that has seen better days. This is where Dromo and his sergeant, Kabil, take their meals, served by the prettier wives of the village in wooden trenchers and pewter goblets. An iron cage hangs suspended from the ceiling. A brick staircase leads both up and down.

Below the ground floor there has been dug a crude dungeon, held up by thick timbers of moldering wood and a scattering of flagstones. The little cells are iron boxes.

The second story of the tower is an armory filled with seven crossbows, 250 quarrels, two dozen spears and eight short swords. It also contains 60 weeks of iron rations, a barrel of salt (30 lb) and a barrel of pickled fish (20 lb). A straw mattress here is used by Kabil and contains his treasure of 200 cp, 600 sp and 40 gp. Kabil wears chainmail and carries a shield and long sword.

The third floor, also reached by brick stairs, is Dromo's chamber. It contains a feather mattress, an iron strongbox (locked and trapped with a poisoned needle), a long bench and a wooden

chest that contains a change of clothes, a spare set of thieves' picks and tools, a jar of soot (used to blacken one's face and weapons), an oilskin cloak (worth 8 gp) and charts of the coast from Ophir to Kirikersa (23 gp). Dromo's longbox contains 760 sp, 120 ep, a stone tablet on the subject of medicine written in hieroglyphics (worth 380 gp), a rose quartz (worth 70 gp) and a platinum belt (worth 1,200 gp).

Some distance away from the barracks and tower there is a prison graveyard marked by a boundary of white stones (chalk) that bar chaotic beings from entering. The



graveyard is hallowed and the bandits avoid it, choosing to bury their own dead on the savanna well away from their village. In the middle of the graveyard there is an old shrine built of clay and straw in the shape of a beehive. Inside the shrine there is a mahogany idol (now cracked from the heat, for it has not been anointed with oil for decades) of Anubis, along with a bronze brazier and a stone case that holds a scroll of Anubian proverbs.

- Bandits: HD 1 (5 hp); AC 7 [12]; Atk 1 weapon (1d6); Move 12; Save 17; CL/XP 1/15; Special: None.
- Kabil: HD 3 (16 hp); AC 5 [14]; Atk 1 weapon (1d8); Move 12; Save 15; CL/XP 3/60; Special: None.
- Dromo, Elf Thief Lvl 5: HP 18; AC 3 [16]; Save 10; Special: Back stab for x3 damage; Leather armor, shield, short sword, short bow, 12 arrows, 3 silver arrows.

6544, 6545, 6646, 6747, 6848, 6949, 7049 Brick Road: A narrow road of adobe bricks built three to four feet above the level of the savanna cuts across this hex from south to north. At every mile a diamond-shaped limestone paver is set into the road and decorated with a religious saying in the triangular alphabet of Pwenet. The road is built between the villages in [Hex 6543] and Hex [7149].

6548 Wasp Lair: A hive of 30 giant wasps dwells here inside a tower of dried mud. The tower is 60 feet tall with a diameter of 30 feet. It can be entered from a single opening near the top, which leads to a spiral tunnel that branches many times into tiny cells. At the bottom of the tower there is a 10 ft diameter chamber in which dwells the queen and is kept the hive's treasure, 700 cp, 2,000 sp, 2,000 ep and 50 gp. Wasp encounters occur in this hex on a roll of 1-3 on 1d6, and are usually followed up each day until the intruders have traveled 18 miles (3 hexes).

- Giant Wasps (30): HD 4 (24 hp); AC 4 [15]; Atk 1 sting (1d4 + poison), bite (1d8); Move 1 (Fly 20); Save 13; CL/XP 6/400; Special: Paralyzing poison, larva.

6602 Demon of the Storm: Each night, when the moon rises in the sky, a sandstorm of terrible intensity sweeps over this hex centered on a shimmering globe of force. Inside the globe is the form of a sleeping demoness.

The hex is patrolled by a man with no name who appears to be a Roman centurion. The man cannot die, at least not permanently. At each sunrise, he is affected by a heal spell or a true resurrection, as is appropriate to his condition. Only complete disintegration will end his life. The man's purpose is to prevent anyone from releasing the Lilith, the demoness. Besides his magic spear, the centurion wears an amulet engraved with the names "Senoy, Sansenoy and Semangelof" that protects him from demons and devils.

Lilith's globe can only be breached by being simultaneous struck by a holy sword and subjected to dispel magic cast by a chaotic magic-user.

- The Centurion, Fighting-Man Lvl 10: HP 51; AC 1 [18]; Save 7; Banded armor (treat as platemail), shield, +3 spear (lawful, save vs. paralysis), magic amulet (see above).
- Lilith: HD 15 (71 hp); AC -2 [21]; Atk 2 tail (2d6) or 1 scimitar (2d6) or 2 whip (2d6); Move 16 (Fly 30); Save 3; CL/XP 25/5900; Special: Immune to fire, half damage from cold and poison, silver or magic weapons to hit, magic resistance 75%, spells (see below), radiates fear in 10 ft radius, summon 1d2 marilith (60%), regenerate 2 hp per round.
- Lilith's spells are: Animate dead, charm person, darkness, dispel magic, finger of death (2/day), fireball (2d6), ESP, invisibility, know alignment, lightning bolt (4d6 damage, 1/day), limited wish (other's), phantasmal force, polymorph self, read magic, detect invisibility, suggestion, teleport and tongues.

6621 Ancient Saucer: Adventurers moving through this hex have a 1% chance of falling through the upper hatch of a flying saucer buried in the sand. The saucer was used by a band of zetans who were caught in the conflagration that destroyed the Nabu Empire. While there is no hope of reactivating the saucer or any of its major systems, some power can be restored by collecting power crystals (they can be found throughout the ship) and placing the proper colors into small, hexagonal holes located next to the ship's instrument panels.

The saucer is fifty feet in diameter and two stories tall. The hatch the adventurers fall into opens onto the outer corridor that circles the ship. The superstructure and interior walls of the saucer are made of titanium alloys in a variety of colors. There are no apparent seams between wall and ceiling or floor. Doors are of the sliding variety, and, since there is no power, must be forced open. From the outer corridor on the top level, one can enter the medical bay, elevator shaft, meditation chamber, science chamber, time chamber and command chamber at the center of the saucer. The bottom level is made up of five sleep chambers and a beam chamber. The ship is inhabited by various oozes, vapor rats and phase spiders.

Random Saucer Creature (Roll 1d6)

1	Brown Mold
2	Green Slime
3	Grey Ooze
4	Phase Spider (1d6)
5	Vapor Rat (2d6)
6	Yellow Mold

When adventurers first enter, the corridors are without light. Once the saucer is activated, the corridors and rooms are filled with soft light from no apparent source.

Every chamber in the saucer has a control box. The box rests on a pedestal in the middle of the chamber or near

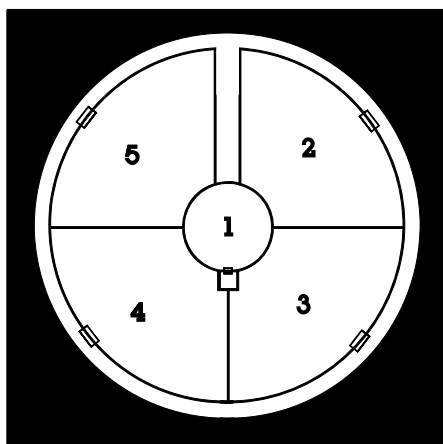
the door. Each box has three holes in a triangular formation and two pyramid shaped crystals (cloudy white) set into the sides. To operate anything on the ship, one must insert colored crystals into the holes, grasp the pyramid-shaped crystals, and think. Creatures with less than a 15 intelligence will be unable to operate anything on the saucer. Every time a creature with a high enough intelligence attempts to operate a control box there is a 1 in 6 chance that the alien thought circuitry will cause psychic feedback. The operator must succeed at a saving throw or be confused (as the spell) for 1d6 turns.

Control boxes can operate any item on the ship, regardless of where it located. Each function of the ship is controlled by a color code (see below). When a control box is operated properly, a “circuit” of colored light will snake away from the control panel’s pyramid shaped crystals, down the floor and across walls and ceilings until it reaches whatever item the operator is trying to command. These “thought circuits” move in strange, jagged patterns.

The control crystals are 1½ cubic inches in size. They are transparent and synthetic and worth 50 gp each. The saucer uses crystals of red, green, blue, yellow and black. Bringing two crystals of the same color together causes an explosion that deals 3d6 points of damage in a 10’ radius. The following combinations activate the saucer’s functions.

Function	Location	Top	Left	Right
Disintegration Ray	Beam Chamber	Blue	Red	Yellow
Elevator Beam	Elevator Shaft	Black	Green	Blue
Heat Ray	Beam Chamber	Red	Yellow	Yellow
Light & Music	Meditation Chamber	Black	Red	Green
Sleep Platform	Sleep Chamber	Blue	Black	Black
Telekinesis Ray	Beam Chamber	Black	Blue	Green
Temporal Field	Time Chamber	Yellow	Blue	Green
View Screens	Command Chamber	Blue	Yellow	Yellow

UPPER LEVEL



1 – The red-hued central command chamber contains a metallic, cubical throne with two whitish pyramids at the end of either armrest. The throne is surrounded by a silvery railing. Silver-grey view screens line the walls. The ship’s systems are activated by sitting in the throne, grasping the pyramids with both hands and then concentrating. Success requires a successful saving throw. Once activated, the ship’s systems remain activated until dismissed. The subconscious operation of the ship lowers one’s intelligence by two points. In the ship’s present condition, only a few functions can be utilized. It cannot fly or repair itself and it cannot shift into the ethereal plane. The view screens can see outside the ship in a 360-degree arc and can spy on the Ethereal Plane as its grayish vapors float by the ship; there is a 1% chance that an ethereal creature will be moving past the screens and detect the peeping toms.

The room directly south of the command chamber is an elevator. It measures 20 ft from top to bottom. There is no apparent way of moving through the shaft; no ladder, no cables and no car. When operating normally, people move up or down through mental action, their rate of ascent based on thought alone. Because of the damage the ship sustained, even if activated the rate of ascent/descent is highly variable. Those trying to move up or down must succeed at a saving throw or be slammed into the floor or ceiling, suffering 3d6 points of damage.

Against one wall of the shaft at the bottom level there is a red sphere approximately two-and-a-half feet in diameter. In the presence of a non-zetan, the sphere will rise up on legs and sprout small arms and a single glowing eye on a serpentine neck. This security robot will attempt to deal with non-zetans by attacking with steel nets. Captives are dragged to the time chamber for internment in a stasis field. Creatures that continue to resist are attacked with either “magic missiles” (1d4+1 damage, five per round) or shocking grasps (2d6 damage). The security robot can also spider climb and levitate.

- Robot: HD 4; AC 3 [16]; Atk 1 shocking grasp (2d6) or 2 magic missile (2d4) or 1 web (entangle); Move 15; Save 13; CL/XP 6/400; Special: Spider climb, levitate.

A purple crystal lies at the bottom of the shaft and two yellow crystals can be extracted from the robot once it is destroyed.

2 – This crimson chamber was used for rest and relaxation by the zetan leaders. With the control box one may create light patterns like a cross between a lava lamp and disco ball that the zetans found relaxing (non-zetans must pass a saving throw or be confused for 1 turn) or cause “music” like that from a theramon to fill the room (non-zetans must pass a saving throw to avoid entering a terrible rage).

The room contains a multitude of metallic sculptures, some possibly tables and couches. One table holds a three-dimensional chess set. The board is already set up with crystal pieces that all look identical to a non-zetan and can only be moved with telekinesis. A quick search of the room will turn up the following crystals: two yellow, one purple, one orange and three blue. There is also a fist-sized sphere of cloudy blue quartz worth 300 gp. The zetans used it as a focus for meditation.

3 – This amber chamber contains scientific instruments far beyond the ken of human beings. There is also a library booth in the chamber with files on the nature and history of several dimensional races (the Elder Race, Kzaddich, Mi-Go, Xill, Thulids, Tsalakoi, Artificers of Yothri, Yithians and Tiriphegs) and the different planets that orbit NOD™. To operate the library booth one must use the control box and place a golden helm on their heads. The helm is studded with crystals and connected to the booth by a thin wire. Once activated, one must merely think a question to have it answered (as per the contact other plane spell). The booth is attuned to the zetans. Other races using it must succeed at an intelligence save or suffer 1d6 points of wisdom damage.

The following “instruments” are present in the room: A slender crystal that allows a psychic to automatically manifest their telekinesis power 1/day, a slender crystal of ESP (2 charges, robs people of their emotions) and a silver headband of clairsaudience/clairvoyance (10 charges).

4 – The zetans used this yellow chamber to hold captives. Entering the room beyond the door put one into a different temporal field. Crystals inserted outside the room (two yellow) end the field, which can also be dispelled. Currently within the field are three skarusoi warriors. Entering the field puts one in the same time frame as the skarusoi, which will provoke a fight with the aggressive insectoids. Every round spent in the field equals one year of time outside it.

- Skarusoi: HD 6 (24, 23, 23 hp); AC 3 [16]; Atk 2 arm-shields (1d8) or weapon (1d8+2); Move 15; Save 11; CL/XP 8/800; Special: Mental powers, 50-ft leap. Skarusoi have the following mental powers: Force Cone is 30' long and 10' wide and knocks people to the ground; Vortex Leap whirls a skarusoi 150' away; Distress Waves causes agony for 1d4 rounds and creatures drop what they are holding in 15' radius; Mental Blow causes 4d6 damage to one target within 20'.

5 – This greenish room has a ledge-like shelf running around the room at a height of three-and-a-half feet. On this ledge there are a variety of spherical or ovoid shapes of various colors. All of them are activated by pressing into various places on their surface. These spots seem soft and give to very little pressure. One device becomes long and narrow when activated and, if inserted into the body of a

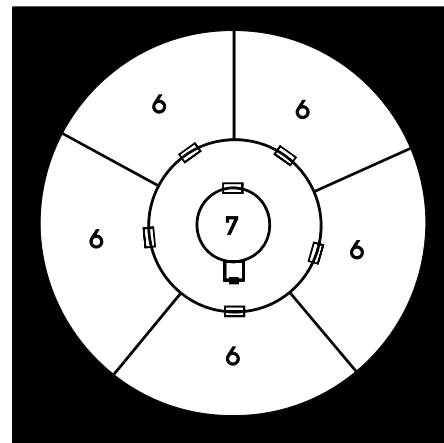
creature, will supply the person holding the device with information about the creature's biology (while causing the victim no small amount of discomfort). Most non-zetans are unable to interpret this information, regarding it as a babbling voice in their head. Other objects can cure disease, neutralize poison and cure light wounds if used properly, or do the opposite if not. Most non-zetans have a chance to correctly operate these devices equal to 40% + their intelligence score. In the middle of the room there is a reclining chair of sorts of the same metallic material as the walls and with no discernable seam where it meets the floor.

The medical bay is among the most dangerous in the ship, for the force cages that once held specimens have long since been shut off, releasing molds and oozes into the ship. The medical bay is now inhabited by a psi-swarm.

- Psi-Swarm: HD 8; AC 6 [13]; Atk 1 slam (1d12); Move 6; Save 8; CL/XP 9/1100; Special: 1 point of damage from edged weapons, confusion.

The medical bay holds two red crystals and one green crystal, as well as the strange implements. The implements only work so long as they are on the ship.

LOWER LEVEL



6 – These black chambers were used by the zetans for hibernation, since they don't require normal sleep. Each chamber has three “slabs” set into its floor. The platforms are six feet long and two feet wide. On the ceiling above each slab is a spherical light. To activate a platform, one must activate the control box and then lie on a slab. The person will then levitate three feet above the platform in a deep slumber. While in this hibernation they will not age and will not require food or water. The length of the hibernation is controlled by the color of crystal the sleeper holds (blue = 10 minute, red = 10 hours, purple = 10 days, green = 100 days, yellow = 10 years, black = 100 years, white = 1,000 years) or by holding no other crystal, in

which case the hibernation lasts until somebody shuts down the sleep platform. One of the sleep chambers currently holds the bodies of three zetan leaders.

7 – The beam chamber is located on the bottom level in the center of the saucer. The walls are metallic blue in color and bulge slightly away from the center of the room. On the floor is a door that opens like a camera lens. Above it, hanging from the ceiling, are several grey rods covered in white “bumps” about the size of a quarter or silver dollar. A control pedestal is set next to the floor hatch. It has three openings for control crystals. The floor mechanism would normally be operated by inserting a yellow crystal into the central opening. Unfortunately, the position of the saucer and the damage it has sustained make opening the floor impossible. Ray effects can be generated by the insertion of crystals into the other two slots, as follows:

- Heat Ray: Deals 6d6 fire damage. If set off without the floor hatch open, everyone in the room suffers 3d6 points of damage and the ray emitter burns itself out.
- Telekinesis Ray: A “tractor beam”. If set off without the floor hatch open, it will begin crushing the beam chamber and bulging the floor hatch up slightly. The emitter will be destroyed before any damage can be done to the room’s inhabitants, but sliding doors that were shut cannot be re-opened.
- Disintegration Ray: Will destroy the floor hatch and anything else sitting underneath it. Repeated uses will actually cause the ship to sink into the sand, blocking the hatch the adventurers originally used to enter.

Two yellow crystals are lying on the floor here. A phase spider lives above the ray emitter. It will attack anyone trying to operate the emitter, but otherwise leaves strong-looking groups alone.

6625 River Temple: In the midst of the river here one can make out the roofs and second stories of brick houses and a many-columned temple adorned with images of crocodiles and fishermen. The tops of wide, stone pillars rise just above the water, providing a place for crocodiles to sun themselves (2 in 6 chance of encountering 1d3 giant crocodiles or 1d8 normal crocodiles each turn one spends near the sunken city).

The city is inhabited by a tribe of 55 crocodile men. The crocodile men ferociously guard the temple, which is dedicated to Sebek, the crocodile god. The crocodile men are led in battle by a large male called Nimit who wields a

hammer that glows red hot when swung in battle, dealing an addition 1d4 damage with each hit, and a long sword +1/+3 vs. mammals.

Most of the buildings that rise above the water are either empty or contain 1d6 crocodile men (see below). None serve as a permanent lair. The temple rises above the other buildings, having originally been built on a hill. The temple is forty feet wide and 60 feet long. It is composed of an outer ring protected by four hieroglyphicrocs and an inner sanctum. The inner sanctum is twenty feet wide by thirty feet long. It contains a tall idol of Sebek and an altar of carved ebony traced with gold. A golden bowl sits atop the altar with a ceremonial dagger. The inner sanctum is protected by four kurok-spirits. Behind the idol there is a hidden chamber measuring 20 feet by 10 feet that serves as the living quarters for the temple’s priestess.

The true leader of the sunken city is its priestess, Hakmet. Hakmet was born from a normal crocodile person egg, but has the appearance of a tall, broad-shouldered human woman with glossy, reptilian skin and clawed hands and feet. Hakmet believes her destiny is to grow her tribe and colonize the whole of the river, eventually displacing humanity as the masters of Ibis. To that end, she instructs her crocodilians to capture humanoids so that they can be used for mating purposes. Those too frail to mate are sacrificed and eaten.

In front of the idol there is a large, marble pool of reddish water. A large eye floats in the pool. The eye belongs to an elder titan imprisoned in the demi-plane of Tarterus. It still lives and allows him to see through it. He is able to communicate, rarely, with the priestess of the temple, lending her magical knowledge and stoking her dreams of conquest and empire.

- Crocodile Man: HD 4+2; AC 4 [15]; Atk 1 bite (1d8); Move 12; Save 13; CL/XP 5/240; Special: Locking bite.
- Nimit: HD 5+2 (34 hp); AC 4 [15]; Atk 1 bite (1d8+1); Move 12; Save 12; CL/XP 6/400; Special: Locking bite.
- Hakhmet, Anti-Cleric Lvl 5: HP 33; AC 2 [17]; Save 11; Special: Spells (2nd); Staff topped with gold crocodile (worth 100 gp), giant croc fang coated with silver (silver dagger), holy symbol, potion of gaseous form.

6703 Nomad Camp: Atop a rocky rise there is an ancient fort of weathered sandstone. The fort’s walls are cracked and unsteady, the steps leading up to the entrance almost weathered into a ramp and crumbling in places, and the entrance itself now lacking a portcullis. Inside this structure a band of nomads descended from the survivors of Nabu’s cataclysm often make camp. When they are in residence (4 in 6 chance), the courtyard of the fortress is entirely filled with their brilliant white pavilions. The

nomads number 200. They herd camels and work metal into ornaments and broad swords. The warriors wear chainmail beneath their robes and carry javelins and long swords. They are led in battle by 20 sergeants. Their chief is Omblud, a tall man with piercing green eyes. Omblud's wife is the witch-woman Shamavar. The nomads are often preyed upon by the shadow wolves (Hex 6802) and know about the demon of the storm to the northwest (6602).

- Nomad: HD 1 (6 hp); AC 5 [14]; Atk 1 weapon (1d8); Move 12; Save 16; CL/XP 1/15; Special: Avoid blows.
- Shamavar, Druid Lvl 3: HP 12; AC 6 [13]; Save 12; Special: Spells (1st); Leather armor, shield, curved long sword, curved silver dagger, potion of healing.
- Omblud, Fighting-Man Lvl 5: HP 25; AC 3 [16]; Save 12; Chainmail, shield, long sword, curved dagger, longbow, 20 arrows.

6706 Turban: You see a bejeweled turban lying in the sun. Once raised from the ground, you discover that its former owner's head still resides beneath it. The severed head is desiccated and still wears a look of surprise. The turban is adorned by three violet-blue sapphires (100 gp each).

6716 Deserted Friary: Two limestone walls are all that remains of an ancient friary dedicated to Thoth. It was here that the scientist-priests experimented with the technology of their forebears, and ultimately destroyed themselves. The land around the friary is home to all manner of strange plants (assassin vines, shambling mounds) and the area is thick with radiation (saving throw each day or suffer 1d4 points of constitution damage). A sealed and locked iron trapdoor under the sand opens to reveal a 40 ft deep winding staircase. The staircase leads down to a small laboratory complex.

At the center of the complex is a small shrine to Thoth. The idol here is cast from mithral (500 gp). It sits in a small niche framed with ebony. A number of tiny prayer scrolls have been nailed to the wooden frame, most of them pleas (in the strange glyphs of ancient Nabu) for success in one scientific endeavor or another. The shrine has three exits – to the northwest, southwest and east.

The room to the northwest contains a reactor core glowing so brightly that one must shield their eyes to approach it. The reactor is connected to the walls by lines of gold inlaid into the floors and running along the walls, which are also decorated with images of Ra and his solar barque. Staying in the room for more than one minute will result in 1d6 points of constitution damage and the equivalent of sunburns. Attempts to manipulate the levers and buttons on the reactor proper result as follows:

- 1 The reactor explodes, causing 6d6 points of fire damage and 1d6 points of constitution damage
- 2 The reactor dims, sputters and dies
- 3 Nothing occurs
- 4 A low hum fills the room and all present suffer 1d10 points of fire damage as the reactor flares briefly
- 5 An arc of lightning leaps from the controls into the would-be controller, inflicting 3d6 points of damage
- 6 The reactor flares (as 4 above) and then collapses inward, creating a sphere of annihilation

The room to the southwest is where experiments with zetan mind-helmets were performed in this room on test subjects. All of them either died or went insane, with the exception of the subject now trapped in the biology laboratory (the eastern chamber). At the end of the room is a curious throne of flint connected to the walls by lines of gold (see Energy above). A strange silvery headband rests on the throne, connected to it by gold wire. This headband should activate psychic powers in its wearer, but is faulty and instead forces the wearer to make a saving throw. If successful, they gain the ability to use ESP for 1 week at will and then lose the power forever. If the save is failed, they are struck with insanity (see spell).

The room to the east is where test subjects were kept in steel cages, now empty. In the middle of the room there is a flat table of bronze. The surface of the table is glassy, and appears to have the image of a gorilla with a white face. The table is connected to the walls via gold wires inlaid into the floor, and is actually a form of stasis chamber. If the dials on the side of the table are meddled with or the gold lines severed, the creature in stasis, a reigon, is released to wreak its terrible vengeance on the world.

- Reigon¹: HD 5 (21 hp); AC 4 [15]; Atk 2 claws (1d6) and 1 bite (1d8) or 1 weapon (1d8+2); Move 12 (Climb 12); Save 12; CL/XP 8/800; Special: +5 save vs. mind attacks & control, ESP, psionic blast, telekinesis.

6718 Iron Mine: A tribe of 160 goblins works an iron mine deep beneath the sands. A small sandstone keep marks the beginning of the mine. It is guarded by 20 goblin archers and a goblin magic-user called Flod. Inside the keep there is a deep shaft with a winch-operated elevator that grants access to the mines below. The goblins produce about 15 pounds of iron per week. The goblin's chief, Gorfa, dwells in the mines below. The goblins are under the protection of Kemnabi, the high priest of Seth in [Hex 6719], who also buys most of the iron they produce.

- Goblin: HD 1d6 (4 hp); AC 6 [13]; Atk Weapon (1d6); Move 9; Save 18; CL/XP B/10; Special: -1 to hit in sunlight.
- Flod, Goblin Adept Lvl 3: HP 12; AC 7 [12]; Save 15; Special: Spells (1st); Dagger, fetishes and rattles.

¹ See NOD #1 for the Psychic class and descriptions of psychic powers

- Gorfa: HD 3d6 (16 hp); AC 4 [15]; Atk 1 weapon (1d6+1); Move 9; Save 18; CL/XP 3/60; Special: -1 to hit in sunlight.

6719 Citadel of the Black Panther: A basalt citadel rises here from the desert sands, its black color striking against the sand. The citadel is topped by a brass dome. Its gateway is carved from obsidian and features bars of blackened meteoric iron. Above the gateway is a granite carving of the symbol of Seth, the god of darkness.

The citadel is a bulky tower roughly three stories tall. From above, it looks like a circle (the dome) within a diamond (the upper stories) within a square (the ground floor). Each of the upper stories has exits leading to ledges protected by battlements. These ledges are patrolled by scalefolk.

The interior of the citadel is mazelike, with myriad twisting passages ending either in dead ends or oddly shaped chambers. These chambers include sitting rooms, a kitchen dominated by a brass cauldron and a wizened old cook (a desert hag made obedient by powerful magic), an armory containing polished bronze maces (lead filled), shields and scale armor, shrines to Apophis and Typhon, barracks for the scale-folk warriors and human acolytes, a large temple dedicated to Seth and plush living quarters for Kemnabi, the Black Panther, and his scaly allies.

The temple is a hexagonal chamber dominated by a central idol of Seth in a pose of victory, his brother's body below his feet and the goddess Isis on her knees, a golden chain around her neck. The idol rests on an obsidian platform and is surrounded by a dozen hepatizon (black bronze) braziers burning cones of stinging incense. Torches line the walls at various levels and above one can see the great bronze dome. The temple is always guarded by 2d6 chaotic acolytes armed with heavy maces and wearing scale armor beneath their black robes.

Kemnabi's private chambers are accessed via a secret door in the temple. The private apartments include rooms for his serpent man allies, a laboratory for same and a sprawling apartment for Kemnabi himself. Kemnabi's apartment features a down-filled mattress, velvet pillows, a mahogany wardrobe (robes, courtier's outfit), a private altar to Seth (an obsidian idol in an ebony cabinet), a porphyry brazier (worth 50 gp) and a terracotta bust of his mother (worth 3 gp). The apartment also includes a private bath. Kemnabi shares his apartment with the wereserpent Ekibe, who wears a turquoise pendant (worth 30 gp) and a gold toe ring (worth 80 gp). Locked iron chests contain 14,000 sp, 9,600 ep, 400 gp, obsidian cut to resemble a rose (worth 300 gp) and a jacinth worth 100 gp.

- Yellow Scalefolk: HD 1 (6 hp); AC 4 [15]; Atk 2 bite (1d3), 1 weapon (1d8) or 2 claw (1d2); Move 12; Save 17; CL/XP 3/60; Special: Acid spit (60', 1d4 damage for 2 rd), level 1 thief.

- Acolytes, Cleric Lvl 1: HD 1 (6 hp); AC 3 [16]; Save 14; Special: Command undead.

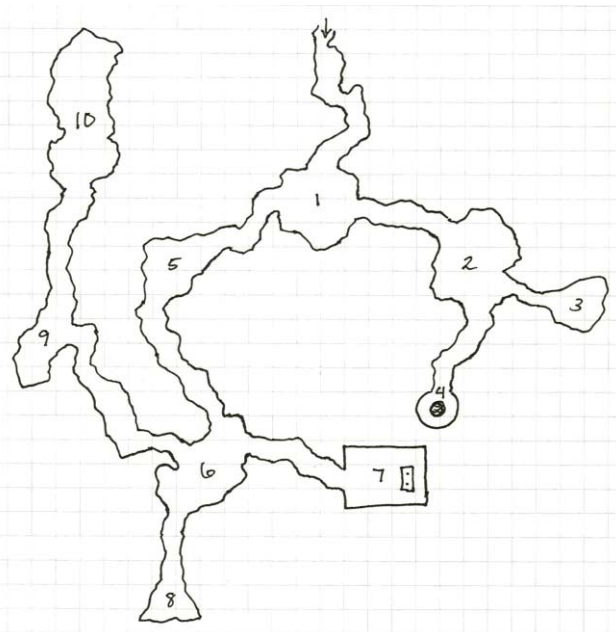
- Ekibe, Wereserpent: HD 6 (36 hp); AC 3 [16]; Atk 2 claws (1d4), bite (1d3) or weapon (1d8); Move 12; Save 11; CL/XP 8/800; Special: Lycanthropy, magic-user spells (2nd), magic resistance 20%.

- Kemnabi, Anti-Cleric Lvl 12: HP 54; AC -1 [20]; Save 4; Special: Spells (6th), empower spell 1/day; Platemail +1, shield, heavy mace, potion of diminution.

6722 Golems: On a broad, sandy plain, six clay golems shuffle slowly about, their heads bent to the ground as though searching from something. They will not attack people moving through unless they are first attacked or the travelers appear to be searching as well. The creator of the golems is long since gone, so the specifics of their mission will remain unknown.

- 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.

6726 Haunted Mine: Ages ago, a cave-in closed this copper mine, dooming over a hundred miners to a slow death. Over time, wind and gravity have created a small hole that grants entrance to the haunted mine. The interior of the mine is worked stone, with the galleries carved in such a way as to leave natural pillars. The stone that formed the cave-in show signs of being smashed and scratched by miners desperate to escape before being suffocated.



1 – Dusty bones that bear tooth marks, ancient bronze picks and shovels, a collapsed wooden cart filled with ore (10 malachites worth 15 gp each). Left-hand passage slopes downward and has a musty smell.

2 – Empty but for broken tools and a terrible chill in the air.

3 – Gang of 12 ravenous attacks, howling with pangs of hunger. Fifteen malachites (15 gp each) litter the floor.

- Ravenous: HD 5 (25 hp each); AC 1 [18]; Atk 2 claws (1d6), bite (1d6); Move 12; Save 12; CL/XP 8/800; Special: Scream (save or panic 2d4 rd), half damage from cold and lightning.

4 – Chamber tiled in alabaster and coral with a hepatizon fountain in the center of the chamber from which issues a liquid that looks like dark red wine but gives off a musty odor. Drinking from the fountain turns the imbiber into ravenous unless they make a saving throw. A mural above fountain is 4 red eyes – causes repulsion in the lawful.

5 – Sound of metal striking stone caused by 5 zombie miners up to their ankles in debris.

- Zombies (5): HD 2 (12 hp); AC 8 [11]; Atk 1 weapon (1d8); Move 6; Save 16; CL/XP 2/30; Special: Immune to sleep and charm.

6 – Empty

7 – A shrine containing a cow-headed idol of Hathor. The devoured corpse of cleric lies before it. The idol, now desecrated, holds a cursed amulet (-2 AC). A satchel by the cleric holds a glass prism. If the idol is consecrated, the amulet grants a +2 bonus to AC.

8 – Skeleton of slave master covered in leathery skin has been nailed to the wall here, its head twisted in a pose of agony. A whip on the floor is now inhabited by its spirit (Chaotic, Ego 16), making it a +1 whip that can cause fear in its victims once per day.

9 – Empty, save for the echoes of screaming men.

10 – The ravenous trapped and devoured many miners in this gallery. Their bodies are now part of a horrible creature called a corpse orgy. Amidst the bodies there is a turquoise amulet depicting Bes, the dwarfish god of luck, worth 20 gp.

- Corpse Orgy: HD 12 (60 hp); AC 2 [17]; Atk 4 slams (1d8); Move 12; Save 3; CL/XP 13/2300; Special: Shriek, absorb bodies, half damage from edged weapons.

6728 Magic Gateway: A band of twelve druids, led by an archdruid named Ganur, maintain and protect a magic gateway. The gateway is constructed three miles east of the River of Death. It consists of deep, glassy pool in the midst of a garden. The garden and pool are surrounded by a sandstone wall 20 feet tall and 5 feet wide. The exterior of the wall is studded with shards of yellow glass. Planted around the inside perimeter of the wall are dozens of tangle weeds. The remainder of the garden consists of aromatic trees (acacia, myrrh), brilliantly colored bulbs,

and wild roses; all planted with seemingly no rhyme or reason. Small cells constructed in the inner wall serve as living quarters for the brotherhood of druids that protects and nurtures this place. The brotherhood is all men. They are completely shaven, from head to toe, and wear wide-brimmed leather hats and simple loin cloths. Each brother bears a ruby stud in his nose and carries a staff or myrrh which maximizes the effects of their spells.

The pool itself is surrounded by hallucinatory terrain depicting tall, thick reeds of papyrus. These reeds seem to thwart all attempts at cutting through them until one disbelieves in the illusion. At that point, the reeds seem to part, allowing access to the pool. The pool is completely natural, and should one dive into it, they would not be able to find a bottom. The water in the pool is cool and clear. If one drinks from the pool, they will swoon and awaken to find themselves on the jungle planet of Venus.

- Druid: HD 6 (22 hp); AC 9 [10]; Atk 1 staff (1d4); Move 12; Save 11; CL/XP 8/800; Special: Spells (3rd), change into lion.
- Ganur, Druid Lvl 12: HP 46; AC 7 [12]; Save 4; Special: Spells (6th), change into lion, hawk, or cobra; Leather armor, ring of freedom of movement, staff of power, curved dagger.

6734 Elemental Spa: Hot springs in this hex have created a giant, shallow (1 to 3 feet deep) lake of bubbling, steaming mud. Five salamanders relax in the mud. The largest in the group wears an adamantine torc worth 30 gp. They carry spears with bronze shafts and steel heads.

- Salamander: HD 7 (37, 34, 31, 30, 28 hp); AC 5 [14] (torso); 3 [16] (serpent body); Atk Touch and constrict (2d8 + 1d6 heat), 1 weapon (1d6); Move 9; Save 9; CL/XP 8/800; Special: Heat, constrict.

6742 Lonesome Tower: An ancient square watchtower overlooks the savanna here. The tower is made of adobe bricks and covered in white plaster. To upper 5 feet of the tower is studded with 2-ft wooden spikes and sports one window in each side. The only entrance is a iron-bound door made of dense ironwood. The tower has three floors (not including the crenellated roof), with each floor being approximately 15 feet square. The tower is inhabited by Kfume, a powerful warlord with an infamous lack of charisma. During his life as an adventurer, Kfume's face was scarred in just about every way it could be. He is missing one eye and one ear was bitten in half. His face is pock-marked and his nose was nearly eaten away by the caustic breath of a black dragon. Kfume is also completely bald. His clothing is generally simple, notwithstanding his gold belt buckle (120 gp) and gold signet ring (80 gp).

Kfume broods in his tower, accompanied by an unruly flock of vulchlings and a mounting desire to be wed. The floors of the sparsely furnished tower are traversed via ladders

and trapped doors that can be latched. The ground floor has a simple table, two benches a large basin and shelves holding a ten week supply of iron rations, a clay pot containing one pound of cocoa (100 gp) and a wooden box containing one ounce of ginger (100 gp).

The middle floor is furnished with a box-frame with a straw mattress (in which is hidden 10 olivines, 3 jaspers, 3 citrines, 2 peridots worth 25 gp each and a rolled up parchment scroll containing mass suggestion), a bronze chest containing two changes of clothes, 1,580 sp, 42 ep, 37 gp and six ounces of ambergris wrapped in paper (1 gp). There are a few trophies from his life as an adventurer on the wall, including the poorly mounted heads of two dragons (black and red) and a staff on conjuration.

The top floor contains a rack of weapons, including a masterwork piercing axe (170 gp), a masterwork falchion (400 gp) and a masterwork military fork (100 gp). There are three quivers containing 12 quarrels each.

- Vulchlings: HD 1 (6 hp); AC 6 [13]; Atk 1 bite (1d4+1) or 2 claw (1d4); Move 6 (Fly 3); Save 18; CL/XP 1/15; Special: None.
- Kfume, Fighting-Man Lvl 9: HP 55; AC 1 [18]; Save 8; Platemail, hide shield, bearded axe (+3 to hit, +1 to damage, severs limb or head on 18-20), light crossbow, 10 quarrels, silver dagger.

6801 Shadow Wolves: The toppled remains of an ancient building serve as the lair of a pack of 6 shadow wolves. At night, they prowl the desert looking for prey. They have long plagued the nomads of Hex 6703.

- Shadow Wolves (6): HD 4 (24 hp); AC 6 [13]; Atk 1 bite (1d4 Str); Move 21; Save 13; CL/XP 7/600; Special: Incorporeal, blend with shadows, strength damage.

6814 Quicksand: Hundreds of patches of quicksand dot this hex. Travelers have a 4 in 6 chance of wandering into a patch and sinking quick.

6826 Pool of Isis: From the River of Death, one might spot a gleam to the east. Should one investigate, they will discover a small, clear stream running to the River of Death. Following the stream will lead the adventurers to a natural spring that has been surrounded by marble and

turned into a pool. The pool is surrounded by seven pillars, each topped by a golden capital. Atop these columns sit a flock of hawks with reddish-gold feathers and emerald eyes. Tracks around the pool would suggest that it is a drinking hole for a variety of animals, including both predators and prey.

In the middle of the pool there is a statue of Isis enthroned cradling the infant Horus. Within the spring one might discern a multitude of coins, mostly gold, totaling 100 gp. The coins have been left by followers of Isis and are not to be disturbed. Any blasphemous act committed before the idol will initially be punished by an attack from the hawks. The twelve hawks will fly up from their perches, circle and call, and then swoop down on the blasphemers.



After three rounds, the calls of the hawks will be met by a piercing cry and the appearance of a giant hawk with golden feathers and eyes like rubies. This celestial hawk will do its utmost to drive the blasphemers into the desert. If defeated, the party will be attacked by another hawk the next dawn, and so on until they are dead or have atoned for their blasphemy. Each hawk after the first will have an additional hit dice (i.e. the first will have 8 HD, the next 9 HD, the third 10 HD, and so on).

Lawful characters who bathe in the waters after making an offering (min 100 gp value) experience the equivalent of a heal spell, while chaotic characters, whether they make an offering or not, are confused (no save) for seven days.

- Golden Hawk: HD 8; AC 7 [12]; Atk 2 talons (1d6), bite (2d6); Move 3 (Fly 24); Save 8; CL/XP 9/1100; Special: x2 damage vs chaotics, immune to poison and disease, half damage from fire and lightning.

6836 Brain Rats: This hex is a mass of brambles and rose trees. Buried somewhere in this thicket is a crystal matrix of the type used to construct a stone or iron golem. This matrix has attracted a colony of 20 brain rats. Its presence increases their power (opponents suffer a -2 to saving throws against their powers). The matrix is worth 500 gp.

- Brain Rat²: HD 1d4; AC 5 [14]; Atk 1 bite (1d3); Move 15 (Climb 9); Save 18; CL/XP B/10; Special: Psychic (Ego Whip, Empathic Projection, Telepathy).

6842 Submerged Tomb: In the middle of this hex there is a large watering hole often visited by rhinoceros, elephants, antelope, hyenas and lions. During the dry months of summer, the surface of the water recedes and one can make out the peak of a monument built in the middle of the pond. Closer examination will reveal the top of a tomb. The tomb can be entered through the top of the obelisk that tops it, a secret door that merely has to be lifted to reveal the entrance. Unfortunately, the topper is solid granite and weighs over 200 pounds.

If access it managed, one will discover a shaft that descends at least twenty feet down. Metal spikes are worked into the sides to allow one to climb down, though after ten feet the spikes will collapse when any weight is put on them, sending the climber thirty feet below into a spiked pit (6d6 damage + 1d6 attacks at +2 causing 1d4 damage each). Twenty feet below the top of the shaft, there is a square chamber carved from solid stone surrounding the aforementioned pit. The pit is surrounded by four sarcophagi, each carved from the granite and topped with a granite lid (60 lb). A trio of polished skulls rests atop each sarcophagus. The skulls are tied together, and if disturbed will fly into the air, attacking intruders by attempting to wrap their sinewy cords around their necks.

Three of the sarcophagi contain treasure. Buried under this treasure are black skeletons that will emerge from the coins and attempt to strangle the tomb robbers. The treasure consists of 4,400 cp, 700 sp, 1,300 ep, 30 gp and 15 pp, divided evenly between the sarcophagi.

The fourth sarcophagus contains a mummified woman who looks remarkably well preserved, perhaps being interred only a few weeks prior. She is wrapped in cloth bandages, her face covered by an alabaster death mask that shows a thin face with thin lips, large, almond-shaped eyes and high cheek bones. Her hair, copper in color, is braided and wrapped beneath her head like a pillow. Hidden underneath it are five stones (rose quartz) and a deep red spinel. The mummy wears silk robes (worth 100 gp) and her fingers are tipped by silver “thimbles” (worth 4 gp each). On one wrist there is a silver bracelet set with a large fire opal (worth 350 gp) and a mirror of polished platinum (worth 1,400 gp) rests on her abdomen. A trio of canopic jars holds her brain and other internal organs. Those who disturb the elf woman or steal from her will suffer a curse that makes them crave twice the water normally necessary to survive.

6910 Meteorite Strike: Three days ago a meteorite hit the ground here, creating a crater of glass and spewing glass globes all over the immediate area. The meteor has cooled down now, but it is buried in the center of the crater. Two groups are on their way to claim the meteor and will arrive at just about the time the adventurers plan to leave (or just after they settle down).

The first adventure group is working for Lathma the Astronomer of Ophir, the second for the wizard Akhenaten of Ibis. Each group consists of three adventurers and 2d6 men-at-arms.

The meteorite is a source of meteoric iron and many substances useful in the arts of alchemy and sorcery. It is a rich reward, and one both groups are willing to fight for.

6922 Witch of the Ruby Veil: Rising above the dunes you see the sandstone dome of the infamous Witch of the Ruby Veil. The Witch is renowned for her skill at curses and divinations, but her services require quests.

The dome rises approximately 60 ft at its apex and is 120 ft in diameter. There is no physical means of entry; one must use magic to penetrate the dome’s five-foot-thick walls. The interior is a jumble of passages, stairways, and circular chambers. Many of the hallways and stairways are dead ends, and deadly traps abound.

The Witch dwells alone, relying on unseen servants to see to her needs. A small tribe of 30 sandmen live around the dome under her protection.

- Sandman: HD 4; AC 2 [17]; Atk Sleep; Move 9; Save 13; CL/XP 5/240; Special: Sleep, protection from arrows.
- Witch of the Ruby Veil, Magic-User Lvl 8: HP 20; AC 9 [10]; Save 8; Special: Spells (5th); +1 dagger (save or negate magic powers for 1d4 rounds), grimoire, helm of sorcery (increases her magic-user level by 2).

6932 Beacon: A beacon rises from the middle of the River of Death. Steps spiral up the exterior of the tower. They lead to the beacon chamber in which a maddened astral deva called Joriel who was imprisoned in a globe of force by Nyarlathotep many years ago. On the far shore of the river there is a small encampment of luminous warriors dedicated to the trinity of Isis, Horus and Serapis. Each luminous warrior carries a sickle-sword, longbow, 10 arrows, scale armor, shield, 20 gp, a silver holy symbol and a pair of golden armbands (15 gp each). The whole company has war horses. The luminous have pledged themselves to protect the deva until he is freed.

The luminous are led by a female paladin named Nafriti. In place of a divine mount, Nafriti rides a sun disc that she summons from the ether. The sun disc can attain an

² See NOD #1 for the Psychic class and descriptions of psychic powers

altitude of 10 feet and be used to make a blinding attack during the daytime (treat as a ranged attack).

The luminous' treasure includes 10 pints of rose bath oil (1 gp each), ten ounces of frankincense (100 gp), ten ounces of myrrh (100 gp), one pound of laurel (64 gp), three ounces of cinnamon (20 gp each), two ounces of saffron (45 gp each), five gallons of fine olive oil (10 gp each), ten pints of honey (1 gp each), ten loaves of green, curried cheese (4 sp each), two barrels of golden beer (5 gp each), two barrels of spiced wine (6 gp each), one barrel of a fine, amber-yellow wine (5 gp), ten bags of gold dust (2 lb each, 100 gp each), a treasure chest locked with a complex lock (worth 100 gp) containing 100 pp, 1,000 gp and 2,000 sp and 10,000 cp, a wand of delay poison (5 charges) and a vial of oil that blesses a weapon (i.e. allows a normal weapon to harm demons, devils and undead that can normally only be harmed by magic weapons).

- Luminous: HD 2+2 (14 hp); AC 4 [15]; Atk 1 weapon (1d8+1); Move 15; Save 16 (14 vs. necromancy); CL/XP 4/120; Special: Immune to poison, light, magic circle.
- Nafriti, Luminous Paladin Lvl 7: HP 55; AC 5 [14]; Save 10; Special: Paladin and luminous abilities; Sickie sword (treat as battle axe), ring armor, shield, gold holy symbol (50 gp), altar case (40 gp), gold brocade altar cloth (40 gp), gold armbands (35 gp).

7015 Dragon Shrine: There is a dock on the river here obscured by tall reeds. The dock is attached to a small mud-brick shrine that is often (10%) visited by groups of 1d6+3 cultists of Gorvax the blue dragon in [Hex 7121].

The floor of the shrine is decorated with a sun-wheel depicting the different hours of the day. Each phase is associated with a different animal; there is a hawk for the dawn, an aardvark for noon and a cow for the twelfth hour of daytime. A blue serpent coils in the center of the sun-wheel, its head facing the noon hour, its body making three revolutions and its tail pointing to the eighth hour.

The purpose of the snake is to lead to the lair of Gorvax; one must set out at noon, following the sun south, for three days. At that point, they must follow the sun at its point two hours before noon, turning southeast for one day. Those who continue south may come across the false lair of Gorvax.

7018 Dragon Man Village: A village of 110 dragon men is located here between the riverside dragon shrine [Hex 7015] and the lair of Gorvax the dragon [Hex 7121]. The village consists of several adobe buildings, including a large meeting hall interspersed by a few gravel and dirt streets. The village is surrounded by a 40-foot tall, 10-foot thick wall of sun-dried brick studded with blue glass.

The village has 6 warriors and a captain named Osho. The warriors carry shields, axes and javelins. Guards atop the walls are armed with glass globes of poison gas (2d6).

The dragon men support themselves by raising scarabs in subterranean dung caverns and by hunting and gardening along the river. The village has an armorer named Khashai. The village is matriarchic, and has been ruled by a long line of witches, the latest being Ibony. Ibony has two daughters, Shamisi and Barere. They dwell in a large adobe hall, beneath which is a cellar containing 1,700 ingots of silver (1 lb, 10 gp) stamped with the seal of Ammenu, fifth pharaoh of Nabu.

- Shamisi, Dragon Woman Magic-User Lvl 1: HP 4; AC 6 [13]; Save 15; Special: Spells (1st); Dagger, grimoire.
- Barere, Dragon Woman Magic-User Lvl 2: HP 8; AC 6 [13]; Save 14; Special: Spells (1st); Staff, grimoire.
- Ibony, Dragon Woman Magic-User Lvl 4: HP 16; AC 6 [13]; Save 12; Special: Spells (2nd); Silver dagger, grimoire, gold amulet (worth 200 gp, denotes leadership), potion of human control.
- Osho, Dragon Fighting-Woman Lvl 6: HP 46; AC 3 [16]; Save 11; Falchion (treat as short sword), light crossbow, chainmail, shield, bejeweled anklet (2000 gp).

7020 Ruined Fort: There is a ruined fort here. The walls of the fort form a partial square, and measure approximately fifty feet on each side. One tower still stands mostly intact, but nothing else remains of the fort. In the middle of the fort there is a sinkhole that leads to ancient limestone caves. The caves meander a bit, always heading lower. Many tunnels are dead-ends, choked off with sand. Fortunately, someone has left some old dungeoneering signs in the tunnels, indicating the way to the deepest cavern in the complex. This cavern sports a bubbling spring. Piled around the spring are mounds of coins (5,000 gp and 1,500 sp). Unfortunately, the gold coins are actually lead coins with fool's gold cast upon them.

Resting atop this treasure is what at first appears to be a sleeping blue dragon. As soon as the room is entered, though, a magic mouth will appear on one wall, screaming "Alarum!" This will appear to awake the beast, who will then attack the intruders. The beast is actually a dragolem with a permanent illusion cast on it to make it look like Gorvax, a blue dragon who lives in [Hex 7121].

- Dragolem: HD 8 (43 hp); AC 2 [17]; Atk 1 bite (2d10); Move 12 (Fly 24); Save 8; CL/XP 11/1700; Special: Breath (20 cu. ft. cloud of lethal poison), immune to level 1-3 spells, charm spells, hold spells, gases, cold and fire, only harmed by magic weapons.

7042 Caravanssary: An enterprising trader has established a caravanseray atop a hill overlooking the river. The place is built with adobe bricks, and consists of a square building (500 feet by 500 feet) surrounding a large courtyard. The place has a single entrance large enough to admit heavily laden camels or horses. Within the place there are dozens of stalls wherein travelers can rest in the shade. The place has a well and a dozen young boys who act as water bearers, bringing travelers large clay jugs of water. The caravansary contains two chapels dedicated to Melkarth (Ophir's lawful god of traders) and Eshu (chaotic god of travel and trickery) and a shop that sells basic provisions (dried meat, fruits, flat bread, simple robes, waterskins, etc. at triple price). The shop is run by the owner of the caravansary, a short, friendly man named Gobo.

Gobo is a native of Pwenet but dresses as an Ophirian merchant. He lives in the caravansary with his wife and five daughters, the eldest, Fana, being 16 and ready for marriage. The caravansary is patrolled by ten level one fighters recruited from Ibis, Ophir and Pwenet. All of them wear chainmail and carry shields (AC 3 [16]), crossbows (+1 to hit and damage) and spears. The fighters are under the command of Dashar, an Ophirian sergeant-at-arms.

7102 Colored Glass: Travelers across this hex may well catch sight of a reflection of light from afar. The reflection comes from a yellow pane of glass sticking out of the sand.

7106 Nomad Camp: A tribe of 90 nomads has pitched a camp within an oasis surrounding a deep water hole. The nomads live in white tents and wrap thick, blue scarves around their heads and faces. They wear leather armor and carry shields, lances, short bows and broad swords. The tribe includes 45 warriors and 4 sergeants. They are led by a level 4 paladin named Kafik, who wields a masterwork bearded axe and carries a sandalwood box containing paper, ink and a quill. On this paper he writes songs of love dedicated to the memory of an Ophirian noblewoman he once glimpsed from afar. The tribe's treasure amounts to 700 sp, 15 gp and 7 pp.

- Kafik, Paladin Lvl 4: HP 17; AC 5 [14]; Save 15; Special Dex 13, Con 16, Int 17, Wis 15, Cha 18, Cure disease 1/wk, divine aura, immune to disease, heal 8 hp/day, turn undead, divine mount; Leather armor, shield, lance, broad sword, short bow.

7114, 7115, 7116 Limestone Road: A road constructed of thick (2 ft x 2 ft), limestone blocks runs from the River of Death south to [Hex 7115]. The road is in good condition and is patrolled by warriors (2 in 6 chance of encounter) from [Hex 7217]. The warriors wear scale armor and carry shields, spears and crossbows. Pipes buried beneath the road carry water.

- Men-At-Arms (10): HD 1 (6 hp); AC 4 [15]; Atk 1 spear (1d6) or 1 crossbow (1d6); Move 12; Save 17; CL/XP 1/15; Special: None.



- Sergeant: HD 3 (20 hp); AC 4 [15]; Atk 1 spear (1d8) or 1 crossbow (1d8); Move 12; Save 14; CL/XP 3/60; Special: None.

7121 Dragon Lair: The lair of the ancient dragon Gorvax is in this hex. There is a 40% chance he is patrolling his territory when adventurers enter the hex. Otherwise, he will be sleeping in his subterranean vault.

Gorvax has the build of a traditional dragon. His scales are bright red and he is perpetually engulfed in fire. Although not terribly intelligent, and without spellcasting ability, he has an animal's cunning and complete faith in the value of brute force. Gorrax is an arcanavore, meaning that he draws sustenance from draining magic items of their enchantments.

Gorvax's vault can be entered by burrowing through 100 feet of shifting sand. His vault is all that remains of a pre-human city. It is a dome-like structure approximately 200 feet in diameter and 100 feet from floor to ceiling. The interior of the dome is decorated with bits of colored glass in dizzying geometric shapes. The floor is composed of yellow tiles, most of them cracked and chipped.

Gorvax's treasure occupies a 3 foot deep depression at the center of the dome. It is surrounded by a magic circle traced on the floor in gold filagree. Attempt to cross the circle without first dispelling its magic result in the treasure being teleported to Gorvax's false lair in [Hex 7015]. Aside from 1,300 gp kept loose, the treasure is contained in five large titanium cylinders. Each cylinder is formed of three twistable rings. The rings are covered with geometric patterns that must be put in the correct order to unlock the cylinder. Five explosive runes are worked into each cylinder, exploding for 6d6 points of damage. Each cylinder has a different combination which can be rolled randomly using 1d6 for each ring. To solve each combination, the players will have to arrange the dice in the correct order. For each point of intelligence bonus in the group, allow one do-over. The treasures are as follows:

Cylinder 1: 302 gp, a blue sapphire worth 300 gp and a jasper worth 15 gp.

Cylinder 2: 780 gp, an onyx worth 55 gp, a porcelain bracelet decorated with red flowers (1,000 gp) and a potion of cure disease.

Cylinder 3: 92 gp, smooth wood paperweight shaped like a hippo worth 90 gp, cursed steel buckler -1.

Cylinder 4: 1,233 gp, three pearls (worth 150 gp each) and slippers of spider climb that are cursed to act as slippers of grease).

Cylinder 5: 326 gp, black pearl worth 500 gp and a scroll of magic missile.

- Gorvax: HD 14 (112 hp); AC -2 [21]; Atk 2 claws (1d6), 1 bite (3d8); Move 12 (Fly 30); Save 3; CL/XP 17/3500; Special: Spit lightning, flaming aura (1d4 damage).

7124 Pit Mine: A band of ogres (five warriors plus a leader) and their thirty human slaves are working a pit mine of cinnabar. The pit used to be a mineral spring that ran dry. It is now approximately 20 feet deep and 50 feet in diameter. The ogres dwell in leather tents surrounding the pit, while the sickly human are forced to sleep in the pit. The mine produces 20 pounds of crushed, red cinnabar a day, which the ogres trade to passing caravans for gold and other supplies. The leader of the ogres is a large, barrel-chested specimen called Frug. Frug and his men have

yellow-orange skin, bristly black hair and large, purple noses. They wear chainmail hauberks and carry axes and heavy crossbows. They keep their treasure, which totals 1,700 gp and 100 pounds of cinnabar (worth 3 gp per pound), in leather sacks in their tents.

- Ogres: HD 4+1 (22, 19, 19, 17, 11 hp); AC 2 [17]; Atk 1 weapon (1d10+1); Move 9; Save 13; CL/XP 4/120.
- Frug: HD 6+1 (27 hp); AC 2 [17]; Atk 1 weapon (3d6); Move 9; Save 11; CL/XP 6/400; Special: None.

7128 Moat House: A weathered moat house stands next to a dry ditch and guards a charred ruin. The moat house is constructed of stone and consists of two three-story towers. The towers are rickety and falling apart. In one tower a serpoleopard and its three cubs guards a silver goblet that rings when poison is placed inside it.

- Serpoleopard: HD 4 (18 hp); AC 6 [13]; Atk 2 claw (1d6) and 1 bite (1d4); Move 15; Save 13; CL/XP 6/400; Special: Constrict with neck for 1d4 damage per round, rake with claws (+2 to hit).

7133 Munt: Munt is a village of 80 goatherds living in adobe huts surrounded by an earthen rampart. The village is ruled by an elf called Gesthenes. Notable features include a jail (adobe brick, 20' tall, ten barred cells, reinforced iron door) and a village bowyer. Munt is protected by a single man-at-arms (scale armor, shield, crossbow and spear) and 4 militia (leather armor, crossbow, spear). Gesthenes dwells in a single-story palace with three courtyards in which he keeps peacocks and medicinal gardens. He employs 10 servants in his house, including three cooks. The other villagers make a living grazing goats and plucking dates from trees.

Gesthenes appears to be a doddering old fool. A recluse, he has a stooped back, long, thin fingers and exceptionally long ears (a sign of great age). His skin is the color of the desert sand and his hair is golden-brown. Gesthenes dresses in white robes and carries a shepherd's crook. He wears pointed elf shoes (+1 to move silently) and carries a +2 dagger hidden in the folds of his robes. Gesthenes bodyguard is a charmed minotaur called Kloetus (40 hp). He also has a bat familiar he called Snit.

Gesthenes treasure, kept in his manor house, consists of 2,400 cp, 7,600 sp, 1,200 ep, 120 gp, 5 pp, a hematite statuette of ram (120 gp), the pelt of a displacer beast (750 gp, often worn over his shoulder), a faience figurine of a curvaceous dancer (10 gp), a bronze urn (4 gp), a terracotta snuff box (5 gp), a hyacinth brooch (410 gp), a spyglass (50 gp), a book of Nabu love poetry (53 gp), a gold necklace studded with turquoise (400 gp) and a gold coronet studded with jade stars (200 gp).

- Gesthenes, Elf Magic-User Lvl 10: HP 34; AC 9 [10]; Save 6; Special: Spells (5th); Dagger, grimoire.
- Kloetus, Minotaur: HD 6+4 (40 hp); AC 6 [13]; Atk 1 head butt (2d4), 1 bite (1d3) and 1 weapon (1d8); Move 12; Save 11; CL/XP 6/400; Special: Never gets lost in maze.

7142 Slave Fort: This hex holds an abandoned slaver fort. It consists of two longhouses, a stable and a tower (30' tall) constructed of mud bricks and a 15' tall wooden palisade with a single wooden guard tower. One of the longhouses was used as a barracks for the slavers' soldiers, the other for holding prisoners (it still has chains and manacles attached to the walls and floor. The ground floor of the tower was used for storage, while the second story was living quarters for the slave master. A fire destroyed the second story, so the tower's ground floor now has a 25 foot ceiling with exposed rafters. A trapdoor on the ground floor leads down to a cellar with tunnels leading to cramped dungeon cells that are blocked by locked iron grates. A tunnel has been scratched away between one of the dungeon cells and the dirt tunnel leading to it.

The tower is now inhabited by an ao-nyobo ghoulish named Seki-Seso. The ghoulish was a princess in life who betrayed her people in exchange for slaver gold. As it turned out, she was enslaved with her people and kept in the dungeons. When the slaves managed to revolt and destroy the slavers, they kept her locked away in her cell. Her traumatic death and evil life turned her into a ghoulish.

Seki-Seso's companions in the tower rafters are five giant spiders. Her treasure is kept in the rafters, hidden by webbing. It consists of a wand of strength (3 charges) and a +1 shield.

- Giant Spider (5): HD 1+1; AC 8 [11]; Atk 1 bite (1 + poison); Move 9; Save 17; CL/XP 3/60; Special: Lethal poison (+2 saving throw).
- Seki-Seso: HD 4 (18 hp); AC 5 [14]; Atk 2 claws (1d4), 1 bite (1d6); Move 14 (Fly 9); Save 13; CL/XP 6/400; Special: Paralyzing touch.

7149 Hadda: Hadda is a village of 100 cowherds. They have brown skin, short, curly black hair, almond shaped eyes of green and blue and long, drawn faces. They stand taller than the average human and dress in white robes and loin cloths. Every Hadda carries a 10 ft pole engraved with bands and triangles and painted red.

The village is surrounded by an earthen rampart and moat. The top of the wall is planted with 6 ft tall bunches of thatching grass. Most of the villagers keep their cattle inside their funnel-shaped homes. The village is dedicated to Unkulunkulu, a sky god who created the people of the savanna from grass. Extending from Hadda to the village in [6543] is a narrow road of adobe bricks that rises three to four feet above the surrounding savanna.

The centerpiece of the village is a tall adobe temple that contains a limestone idol of Unkulunkulu bedecked in feathers and necklaces of malachite beads (100 gp). The temple and village are overseen by Yuludo the priest. The village also has a deep well that, via a hand-cranked screw, irrigates the root gardens of the village. A brotherhood of men lives apart from the others and manufacture spears and javelins for the tribe. The village is protected by twenty men-at-arms with leather armor, shield, battle axe and 5 javelins.

The tribe's treasure (in Yuludo's home) is 640 cp, 132 sp, 200 ep, 15 gp and a scroll of protection from petrification written on paper. The treasure is kept in a large terracotta jar sealed with wax. It is next to three identical sealed jars that contain a deadly poisonous gas.

- Yuludo, Cleric Lvl 9: HP 42; AC 6 [13]; Save 6; Special: Spells (4th); Shield, ring armor, mace.

7210 Castle of Lord Skath: Lord Skath is a wereweasel. He rules over a household of ten such creatures, all of them appearing to be gaunt, dirty children in human form. They dwell in a weathered old castle of sandstone, with round towers and marble battlements and stout gates of iron and brass decorated with hunting lions. Their great hall is like a carnal-house, bloody and wrecked. Their rooms are in a similar state, their armory filled with bones, the idols in their chapel battered and smeared with feces. Their treasury is barred by an iron door and contains 4,000 cp, 100 gp and 20 pp. Lord Skath wears an ivory pendant (70 gp) and always keeps a bottle of spirits (140 gp) close to him. His hall is "decorated" with a copper gong (200 gp).

- Wereweasel: HD 3+2; AC 4 [15]; Atk 1 bite (1d6) and 1 weapon (1d8); Move 15; Save 14; CL/XP 5/240; Special: Drain blood, lycanthropy, +1 initiative, only hit by magic or silver weapons.

7217 Castle of Lord Yaphet: Lord Yaphet has a large, walled castle with a keep. The castle is surrounded by a village of low, brick huts with flat roofs. The huts are dug into the soil. The villagers keep camels and raise crops, their land irrigated by pipes beneath the road in [Hexes 7114-7116]. The castle is constructed of limestone and has 20 ft high walls and a 30 ft tall keep.



Lord Yaphet is a warrior from Pwenet with dark skin, hazel eyes and a shaved head. He wears garments of silk and velvet. His guard consists of 16 men-at-arms and a sergeant named Kobi, all wearing scale armor and carrying shields, spears and crossbows. He is also attended by a magic-user called Remtep, an astronomer of the old

school, and his chapel is tended by Ulanna, a cleric of Onuris. Yaphet also employs an armorer and bowyer.

Yaphet is a haughty ruler, but a fair man and one always on the lookout for a bargain. He has designs on Ulanna, but has made little progress. He would like to extend his dominion over the village in [Hex 7313] and has a fascination with elves.

26,000 cp, 2,800 sp, 4,000 ep, 1,000 gp, 16 pp, a jasper (worth 150 gp), a beryl (worth 300 gp), a gold aspergill (worth 45 gp), 10 masterwork arrows (+1 to damage), a terracotta statuette of a dancing girl (worth 3 gp), a silver snuff box (worth 30 gp), a map of the Cernelian Coast (worth 26 gp), a platinum goblet (worth 800 gp), a banner depicting Yaphet's armorial (worth 250 gp) and a sardonyx locket (190 gp).

- Yaphet, Fighting-Man Lvl 12: HP 56; AC 1 [18]; Save 5; Platemail, shield, longbow, 20 arrows, spear, robe of blending (surprise on 1-3 on 1d6).

7231 Soapberry Trees: A forest of soapberry trees hugs the banks of the River of Death. Villagers from [Hex 7133] come here every so often to pick the berries.

7236 Granaries: Three grain towers, each 40 feet tall and 20 feet in diameter, sit about 200 yards from the bank of the river. They are now empty, save for a few dried kernels of emmer wheat.

7249 Umboro Gorge: A deep gorge is cut into the earth here, its floor obscured by darkness. The gorge, called Umboro by the tribesmen, is 200 feet deep and 1 mile long. The natives of Pwenet believe that upon reaching maturity, a man must travel to the crater and cast in a spear. Without this sacrifice, the man will be plagued with misfortune his entire life.

The floor of the gorge, aside from being littered by hundreds of broken spears, is home to rust monsters, as well as a multitude of spectral scavengers. On the 13th day of the 13th month, a black wind flows through the gorge, scattering plague across the grasslands and sweeping any adventurers foolish enough to enter the gorge into Hell.

- Rust Monster: HD 5; AC 2 [17]; Atk 2 antennae (0); Move 12; Save 12; CL/XP 5/240; Special: Cause rust.
- Spectral Scavenger: HD 8; AC 2 [18]; Atk 1 magic sword (1d8 + bonus); Move 12; Save 8; CL/XP 11/1700; Special: Undead immunities, regeneration, lightning bolt, skeletal hands, magic weapon to hit.

7306 Ute: The village of Ute is constructed around a sandstone quarry. The quarry is cut into the side of sandstone cliffs, with the buildings of the village

constructed along the top of the cliffs and the around the quarry. A low wall of sandstone has been constructed around the village, giving some protection to the village archers in times of invasion.

The villagers number 300, and are albinos who labor by night and sleep by day. When forced to be out in the sun, they dress in full, hooded robes. The village's 15 men-at-arms and 2 sergeants carry longbows and halberds and wear ring armor decorated with long, white ribbons.

The village is governed by an informal council of village fathers. They draw their water from ancient, copper cisterns. The people of Ute are known for their skill as masons. They are served by a quarrelsome healer named Zavash. Zavash is an elderly man with a shaved head and a long, conical beard. He has but a single tooth in his mouth, and it contains a gold filling worth 1 sp.

The village treasury is located in a tall, stone building with a copper roof and cavorting demons painted on the door. Inside the blockhouse are a locked iron chest 1,000 sp, 1,000 ep, 1,000 gp and 10 pp. The chest is rectangular and usually kept under a thick, wool blanket and terracotta lamp. The wall behind the chest is painted with a similar scene of cavorting, writhing demons in shades of blue, lime green and coral that seem to have leapt from the mind of a madman.

7307 Pleasure Barge: At sunset, the adventurers will spot an ancient-looking pleasure barge rowing up or down the river. The barge is approximately 20' wide and forty feet long, with a row of 30 oars on each side. The decks are of polished wood and the hull is composed of ebony. The barge's figurehead is a wooden carving of Bast, painted to look alive. Colorful shields bearing explosive runes line the decks.

A silk pavilion, as blue as lapis lazuli, on the aft deck provides shade and shelter for the sorceress Labyris. A red pavilion on the foredeck is furnished with silk pillows and wool rugs for Labyris' guests. Servants unseen but for their ivory hands attend the every need of the hostess and her guests; serving delightful and exotic viands (oysters on the half-shell, dates soaked in wine, spiced crocodile, etc), pouring sparkling wines and liquors of sapphire, ruby, amethyst and amber from crystal decanters into chilled chalcedony goblets and playing delightful music on golden dulcimers and harps.

Should the barge be hailed, Labyris will use her magic to scry out the identities and demeanors of the intruders and then either ignore them or invite them aboard, halting the barge and casting a prismatic bridge from barge to shore. Boarders will be greeted by Geb, Labyris' bodyguard and loyal companion of many years. Geb was a gladiator in the

arenas of Zinj before buying his freedom and taking up the life of an adventurer. Labyris is also accompanied by her pet jaguar, Felix, which she acquired in the jungles of Hybresail several years ago.

As mentioned above, Labyris is a powerful sorceress. The barge is her “tower”, a peaceful place for study, reflection, experiment and decadence. She maintains a laboratory and library below-deck, and is not averse to selling her services for the right price (usually an exotic, esoteric ingredient not to be found on NOD™ or a lost scroll or book that she requires to advance her studies. To date, she has never accepted an apprentice.

Labyris keeps her treasure in an invisible iron chest behind her throne. It is locked and protected by a fire trap. It contains 5,200 gp (mostly scruples from Ibis), an etched glass paperweight (1,100 gp), a delicate ebony figurine of Bast (60 gp) and an ornate bone music box (600 gp).

- Geb, Monk Lvl 9: HP 60; AC 6 [13]; Save 6; Special: Boxing (primary fist does 1d10 damage, secondary does 1d6), movement 21, stunning attack (9/day), deflect arrows (2/rd), damage creatures only struck by +3 or better weapons, slow fall, feign death, natural healing.
- Labyris, Magic-User Lvl 11: HP 27; AC 9 [10]; Save 5; Special: Spells (6th), Empower Spell, Extend Spell; +1 dagger, scroll of fly, grimoire (includes a magic-user version of Animate Objects and the spell Friends).
- Felix, Jaguar: HD 3 (22 hp); AC 6 [13]; Atk 2 claws (1d3), 1 bite (1d6); Move 16; Save 14; CL/XP 4/120; Special: None.

Friends

Level: Magic-User 1

Range: Caster

Duration: 1 round/level

This spell increases the magic user's charisma by 2d4 to all creatures within sight that fail a saving throw. For those who succeed in making the saving throw, the caster's charisma will be lowered by 1d4. The normal result of the spell will be that those who failed the saving throw are friendly toward the caster, and those that succeeded in making the save will find him or her distasteful and somewhat suspect.

7310 Grove of Hathor: A grove of date trees dedicated to Hathor, the goddess of love, beauty, music and joy is nestled close to the River of Death. In the midst of the

grove there is a sandy depression. In the sand, one might notice several shiny, ceramic balls of a bluish-green color. There are six balls in all, each about the size of one's fist, and each worth approximately 50 gp. The balls are sacred to the goddess, so attempts to remove them from the grove will be punished by 1d6 sacred hawks of Horus [Hex 6826] that dog the blasphemers until they are dead or until the balls are returned.

Each ball bears a hieroglyphic of ancient Nabu. If they are arranged in such a way to spell the name of Hathor, the goddess will appear in the form of a beautiful nymph. If the adventurers are friendly and respectful and leave offerings of gems and jewelry worth 100 gp x their level, the nymph can cast druid spells to aid them.

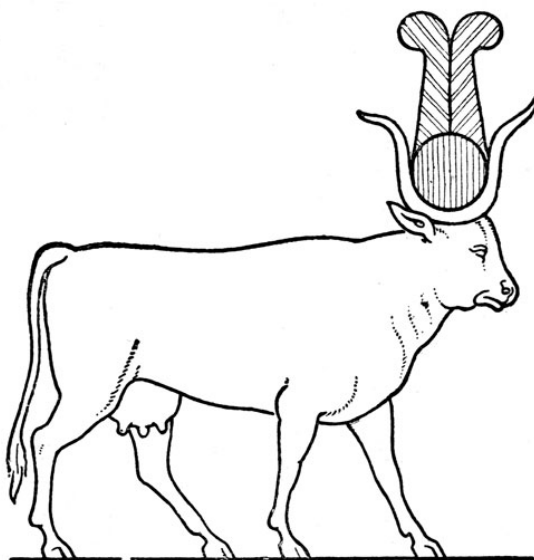
7313 Edurumuyi: This is a village of 600 hunters living in longhouses thatched from reeds. The village is surrounded by a wooden palisade. Wamew is ruled by Ifipiyu, a noble.

The village has the services of a neutral temple dedicated to Neith, goddess of the hunt. Wamew is known for its medicinal herbs. The village is defended by 6 men-at-arms with scale armor, shield, spear and longbow and 30 militia with padded armor, longbow and hand axe.

7329 Ruined Keep: The crumbled remains of a keep with four towers and a dry moat sit atop a rocky hill. At the bottom of the hill there is a dilapidated cottage made with adobe bricks. The cottage shows signs of having been slept in recently. Soiled, wooden plates litter the floor, and the cottage bears the distinctive smell of goats.

7330 Oracular Shrine: Amidst a collection of four simple, adobe brick cottages there is an open air shrine dedicated to Isis. The cottages and shrine show signs of extreme weathering, leaving the identity of the goddess a mystery to non-clerics. The cottages are surrounded by an orchard of date palms and gardens growing a variety of herbs, vegetables and roots. The cottages are inhabited by 9 maun-ge, their faces hidden behind wooden masks and their bodies wrapped in linen shrouds. Overall, they give the impression of being lepers, and use this as a means of defense. A wise magic-user, however, may guess at their true identity and petition them for enlightenment, which they will do for a price.

- Maun-Ge: HD 1; AC 9 [10]; Atk 1 dagger (1d4); Move 12; Save 17; CL/XP 3/60; Special: Geas, enlightenment (+1 Wis for 2d4 days).



7341 Wizard's Keep: Where the savanna begins to turn into the desert, there is a stout shell keep. One side of the keep is blanketed in sand dunes, while on the other side there is a small grove of acacias, under which graze a number of black goats. The keep is 30 feet tall, constructed of limestone, and appears to have no defenses; there is no moat, no arrow slits and no guards patrol the battlements. The keep has three windows paned with alabaster, all looking over the acacia trees.

1 – The entrance has a large, sturdy iron door with a knocker consisting of an iron ball hanging from a chain. The door opens to a tunnel with a vaulted ceiling. The tunnel's ceiling has a grid of small holes that receive the spears that can be thrust up from the paved ground via a lever located in the guardroom next door (4 attacks on each person inside at +5 to hit, 1d6 damage).

Through the tunnel one finds an unpaved courtyard planted with all manner of herbs and sporting several large beehives. In the center of the courtyard, which measures about 30 feet in diameter, there is a bubbling fountain with troughs that supply the rest of the garden with water. There is a 50% chance that one will encounter the master of the keep in this garden, wearing a tattered brown robe and sandals and holding pruning shears and a wicker basket filled with produce. The man is Fafal, a wizard who hails from Ibis. He is a slight man, with a broad, bald head, dull eyes surrounded by wrinkles and a sharp chin. Fafal retired to this abandoned keep many years ago, using his command of the mystic arts (and favors owed him by a djinn) to make alterations. From the courtyard, one can access five rooms on the first floor and stairs that lead to the second floor.

2 – The guardroom, which contains the aforementioned lever, is manned by large swine, of human intellect but incapable of speech, which operates the lever via a rope. The swine, Bruno, spends most of his time napping or eating purple cabbages, crisp golden apples and toasted acorns from a wooden trencher.

- Bruno: HD 3+3 (21 hp); AC 7 [12]; Atk 1 gore (3d4); Move 15; Save 14; CL/XP 4/120; Special: Continue to attack 2 rounds after death.

3 – These storage rooms are always locked. They contain foodstuffs, mostly pickled items like olives and eggs, several jars of almond oil and 12 jars of of strawberry jam.

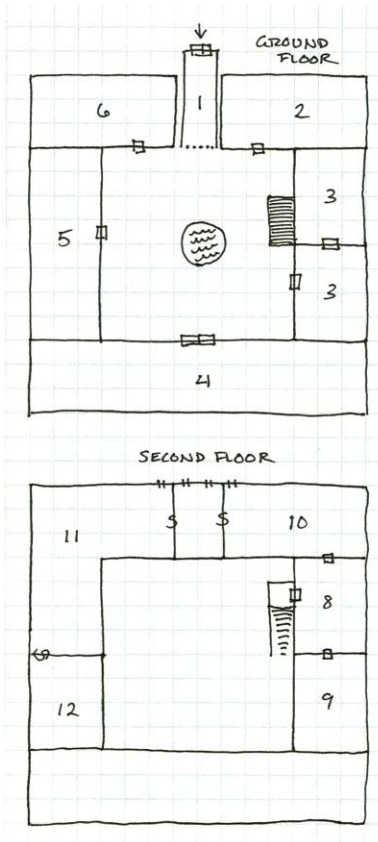
4 – The great hall has a 20-ft tall vaulted ceiling. It is furnished with two long tables equipped with benches and three tall and mismatched wooden chairs. One end of the hall, where it is adjacent to the kitchen, sports a large hearth. The walls of the hall are lined with a lifetime's worth of wizardly memorabilia – gnarled staves, dented helms, the horns of a blue dragon, a fake golden fleece (bad die job, now tarnished and brown), three cuckoo clocks (one carved from the skull of a frost giant), a stuffed polar bear, a masterwork harpoon (10 gp) engraved with the name "Ishmael", a masterwork light lance (60 gp) decorated like a peppermint stick, a masterwork flamberge (750 gp), a platinum figurine of a walrus (1,400 gp), a suit of plate armor that has been turned into crystal (160 gp) and a viol (70 gp). A number of knotted ropes hang from the ceiling, hanging approximately eight feet from the floor. Besides the hearth, which one could walk through if not in use, two open doorways lead into the kitchen.

5 – The kitchen is well equipped with wooden counters, a butcher's block, a copper basin filled (via a chute sealed by a copper door that is operated by a chain) from a cistern on the roof, and a walk-in larder that contains a dozen varieties of spicy sausages (beef, lamb, pork, owlbear, giant lizard, etc) and barrels of apples, turnips, olives and raisins. There is a small oven and a roasting spit and two cauldrons in the hearth. A small cabinet, lined with tin, holds several large chunks of ice, which the chefs use to make sherbets. Most of the implements in the kitchen (pots, pans, etc) are made either of wood or cast iron. The kitchen is staffed by two elderly sisters, intelligent orangutans named Ama and Tata, and a dozen monkeys who all seem to answer to the

name Coco .

- Orangutan: HD 3 (16 hp); AC 6 [13]; Atk 2 hands (1d3), 1 bite (1d6); Move 12; Save 13; CL/XP 4/120; Special: Hug and rend.
- Monkey: HD 1 (4 hp); AC 5 [14]; Atk 1 bite (1d3); Move 12 (Climb 12); Save 17; CL/XP 1/15; Special: None.

6 – Next to the kitchen there is a stable which has been cleared out and turned into a makeshift studio. It is equipped with an easel and a number of mediocre works depicting herbs and other plants hang on the walls. There is also a fine wooden case (10 gp) containing a number of pots of paint (all basic colors) and several fine brushes.



8 – The stairs lead to the second floor and a sort of antechamber containing boot trunks, pegs for hanging cloaks, a granite bench decorated with cavorting griffons and curling grape vines and a table containing a porcelain wash basin, pitcher and a large bar of lavender scented soap. Both the pitcher and basin are animated creatures that exchange pleasantries with whoever is using them, only to gossip about them afterwards and while they are still in earshot. A canvas towel hangs from a brass ring next to the basin. From the antechamber, one can look out over the great hall via a one-way mirror, or proceed into a guest room.

9 – This is a guest room furnished with the basics.

10 – This guest room is equipped with three narrow beds with straw mattresses and a wardrobe that contains blankets and pegs for clothing. By twisting two of the pegs in quick succession, the entire wardrobe is shifted to the side to reveal a privy. A door in the privy leads to Fafal's own spacious chamber.

11 - Fafal's chamber is equipped with the aforementioned windows, a large bed, a writing desk that looks as though it was raised from the bottom of the sea and a large wardrobe which operates as the wardrobe in the guest room. A large chest at the foot of the bed holds a few robes, a locked and trapped coffer (300 pp, neatly stacked and tied with blue string) and a locked wooden case that holds a Western-style six shooter and five bullets (treat as light crossbow, can be fired up to 6 times per round, but each shot after the first adds a cumulative -1 penalty to all other shots including the first). Fafal's desk contains papers with notes scratched on them in a sort of code and a book on plants he is in the process of writing. The book is lavishly illustrated with ink drawings of plants and diagrams showing the means of processing them. On the far end of the room there is a secret door trapped with a glyph of warding (spews poison gas, save or die).

12 - Inside this room are Fafal's most precious treasures, including two books on herbology, his own grimoire and bottle after bottle of herbal specimens, some suspended in oil, many of them sealed with wax. Assume a 4 in 6 chance of any requested plant substance being present (with a 1 in 6 chance of supernatural specimens). One jar holds a sooty looking rock (a philosopher's stone, in fact), and a wooden tube holds a thick, sweet, dark brown liquid with white swirls that is potion of plant control.

- Fafal, Magic-User Lvl 9: HP 38; AC 8 [11]; Save 7; Special: Spells (5th); Ring of protection +1, shepard's crook.

Note: The orangutans, though thoroughly lawful, are distant cousins of a powerful demon called Fnar'lot, who will seek revenge if his kin are hurt or killed.

7342 Roc: Anyone moving through this hex will be attacked by a migrating roc. Her nest is in [Hex 7941] and contains her treasure: 25 pp, 700 gp, 750 sp, 4,000 cp, a leather bag containing three azurite (10 gp each) and a wand of dispel magic (2 charges). There is a chance that her nest contains 1d4 eggs or fledglings.

- Roc: HD 12 (75 hp); AC 4 [15]; Atk 1 bite (3d12), 2 claws (3d6); Move 3 (Fly 30); Save 3; CL/XP 12/2000; Special: None.

7404 Thin Lake: There is a thin lake here fed by natural springs. On the shore is an abandoned complex of baths with quays attached to it. A pleasure barge is anchored in the middle of the lake. The complex looks to be over three hundred years old and in a state of advanced disrepair. The medicinal springs still flow, but the steamy interior of the complex now supports a menagerie of fungal life forms.

The pleasure barge is a typical representative of its type, with a wide hull, flat deck and an ornate aft castle filled with couches and incense burners, all in the Greco-Egyptian style one associates with Cleopatra. Whatever happened to the original party-goers on the barge must have happened quickly, as a considerable amount of treasure has been left on the barge, including a delicate lattice-work bracelet carved from marble (800 gp), a brass plate (120 gp), a carved harp of exotic wood with ivory inlay and zircon gems on a marble stand (700 gp) and a silver flask holding a dose of oil of invisibility. Thrown over a couch there is a scarlet robe of resistance +3. The robe has three interior pockets, one containing an ivory scroll case (50 gp). The scroll case contains a scroll or protection from nocturnal creatures. Another pocket holds a long black feather encased in a tube of amber glass. The device works as a wand of shocking grasp with 10 charges.

Scattered about the deck, as though dropped by someone in a hurry, are 500 gp of the Nabu Empire and several gems, including a malachite (9 gp), deep blue spinel (700 gp), coral (130 gp), alexandrite (700 gp), moonstone (30 gp), and a fist-sized blue sapphire (6,000 gp). Unfortunately, the blue sapphire is cursed, doubling one's chances of random encounters.

Below the main deck is the oar deck. Where there were once twenty pairs of oars, now there are only five. Most of the oars are either missing or splintered and snapped. A weird glow emanates from below one bench. The glow comes from a +1 beheading sword* with a jade pommel and a jade-inlaid hilt (4,800 gp). The blade is covered with a purplish ichor that is sticky to touch, despite being covered by a thin layer of dust.

The oar deck is also inhabited by a star-mouthed worm. It lies motionless, curled up in the forward end of the vessel, attacking only when victims are close enough to be

charged. Every round of fighting with the worm carries with it a cumulative 3% chance that the ship's hull will be damaged and the vessel will begin to sink. It will take 10 rounds before water begins filling the oar deck, 5 rounds more before the oar deck is submerged and another 5 rounds before the ship has completely sunk into the lake.

Behind the worm, excreted from its last meal, are 800 gp, a druidic rune stick (i.e. scroll) containing the spells animal summoning II and cure light wounds, and a potion of pass without trace in a square bottle of smoky glass; the potion itself is a transparent jade green.

- Star-Mouthed Worm: HD 10 (80 hp); AC 4 [15]; Atk 3 mouths (1d10); Move 9; Save 5; CL/XP 12/2000; Special: Swallow whole on 19 or 20.

7408 Sandstone Quarry: An ancient Nabu quarry of sandstone has been re-opened by a clan of 324 dwarf exiles. The dwarfs live in burrows dug into the upper portions of the quarry and have created a great hall, a shrine of Pluto and Vulcanus and a fortified treasure room guarded by a sand trap. The community has 15 warriors in scale armor with shield and axe and a similarly armed and armored sergeant named Hvaxi. The miners are led by a council of elders. They also tend goats and make potent liquor from mushrooms grown in their burrows.

- Dwarf Warrior: HD 1 (8 hp); AC 4 [15]; Atk 1 weapon (1d8); Move 6; Save 17; CL/XP 1/15; Special: Detect stonework.
- Hvaxi: HD 3 (24 hp); AC 4 [15]; Atk 1 weapon (1d8+1); Move 6; Save 14; CL/XP 3/60; Special: Detect stonework.

7428 Ancient Plaza: All that now remains of the city-state of Hashmepinet is a broad plaza 200 ft x200 ft, tiled in granite and surrounded by granite pillars topped with bronze busts of the old gods. It is to this place that the yellow-robed zealots of the eastern hills come at each full moon to pray. On such nights, the plaza is filled with 1d4 groups of 50 berserkers, each group led by a cultist. The cultists wear amulets inscribed with an eldritch glyph, like a feathered arrow, that wards away servants of chaos from beyond the world of men.

7435 Mekhosis the Mind Master: A powerful psychic called Mekhosis has repaired an abandoned castle and keep located near the western border of this hex. The castle is built atop a granite prominence within sight of the river. Here, Mekhosis plumbs the depths of the Astral Plane and has congress with strange creatures from beyond.

The castle is constructed of sandstone and consists of an outer wall (30 ft tall, 10 ft thick), courtyard with fountains and gardens of mind-altering herbs, fruit trees and mandrake root and a keep (30 ft tall, 40 ft square).

Mekhosis employs 36 men-at-arms and a gruff sergeant-at-arms named Gamil to maintain order. The warriors wear tall, saffron turbans and Egyptian-style kilts over their ring armor. They arm themselves with spears, tulwars and short bows, and are accomplished horse archers. Mekhosis employs 50 servants, including cooks, maids, jongleurs and musicians. He also has a court astrologer named Haphis and an overbearing major domo named Stavro. Haphis and Stavro are lovers, but also bitter rivals.

Mekhosis keeps a harem of seven psychic women, all students and devoted lovers of the Mind Master. The harem consists of Umbalna of Cush, Semphis and Azalia of Ibis, Kiva the Chalkeion (HD 5, hp 20, AC 5 [14]), Jambe of Kirikersa, Kamlaa the Aziza³ and Shashua of Mu-Pan. All of the women save Kiva attack as level 3 monks (HD 3, hp 18, AC 7 [12]) and are capable of reading minds.

Mekhosis is usually benign, but he does suffer from rare and violent mood swings. He is a true gourmand, and weighs nearly 300 pounds. He is usually found in his hall, seated atop a pile of velvet cushions, his body swathed in silken robes that part enough to reveal his bulging, sweaty form beneath, an ivory pipe carved to resemble two wrestling youths (50 gp) clenched between his teeth. He is always surrounded by a dozen warriors and his sergeant and a flurry of serving boys and maids catering to his every whim. His castle stores include almost any food, drink or spice one might think of, some of it plucked from the weird planets that float in the Astral Plane, the rest purchased from trading ships who visit regularly from Ibis. The great hall is decorated with rich tapestries (12,600 gp).

Mekhosis' treasury is a small demi-plane of sapphire sand and amber skies that can be reached using astral travel. It is protected by an enslaved djinn called Mazimik. The treasure is kept in a large alabaster cistern carved in weird alien designs that causes confusion in those who gaze upon it and fail a saving throw. The treasure consists of 6,300 cp, 2,000 sp, 2,500 ep, 300 gp, 100 pp, a bronze figurine of a boy with a massive, cubic head (worth 3 gp), a silver signet ring decorated with tourmalines (worth 20 gp), a heavy mace and a trident made of bronze and covered in swirling silver tracery (worth 100 gp each) and a cursed papyrus scroll which "de-magic" the nearest magic item when read.

- Mekhosis, Psychic Lvl 10: HP 48; AC 9 [10]; Save 6; Special: Astral travel, ESP, memorism, mind blast, telemagry; Silver dagger, vial of perfume, vial of poison (2d6 damage), potion of giant control (orange, conical glass container), cloak of arachnida.

³ Aziza are tall, gaunt, mahogany-skinned elves from the jungles of Cush.

7445 Ethereal Rats: A great fortified town of ancient Nabu once existed in this hex. Kopesh was a river port and a farming community. During the cataclysm, it was shifted into the Ethereal Plane, and now exists in the Land of the Dead. The people of the place found themselves without a city. Most of them starved, while the rest became nomads. While the physical city still exists, unchanged and uninhabited in the Ethereal Plane, its smallest inhabitants, rats, were changed by the mystic energies of the cataclysm, becoming ethereal rats. They still lurk in the city, but are capable of shifting into the mortal realm to harry travelers. All who pass through this hex will encounter from 10 to 20 ethereal rats.

- Ethereal Rat: HD 2d4; AC 6 [13]; Atk 1 bite (1d3); Move 15 (Climb 9); Save 16; CL/XP 4/120; Special: Poison (1d4 strength/hour), ethereal.

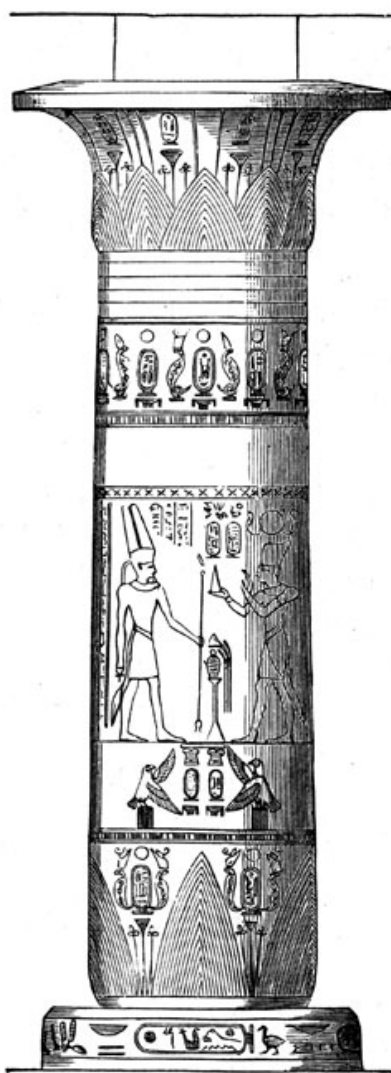
Although Kopesh remains intact, it was mostly been looted over the years. All that remains in the town (which would take at least 1 week to search) is 1,500 cp, 580 sp, 330 ep, 45 gp, a masterwork khopesh sword (worth 150 gp, +1 to hit), a silver arm-band set with an aventurine (worth 360 gp), a silver horn (worth 35 gp), a silver candelabra set with a hyacinth (worth 170 gp), a bottle of red wine (sweet, laxative properties) in a dark bottle with an image of Serapis on the wax seal and a potion of polymorph (boiling hot, bitter, pitch black liquid) in a spherical clay pot.

7532 Fortress of the Lurker: An old Nabu tower rests here. Built of limestone and sandstone, it rises 20 feet tall and has a 10-ft square base. The tower is empty save for a ceiling lurker on the top floor.

- Ceiling Lurker: HD 10 (60 hp); AC 6 [13]; Atk 1 crush (3d6); Move 1 (Fly 7); Save 5; CL/XP 10/400; Special: Smother.

7534 Great Pyramid: The great pyramid of Ikhsos, second priest-king of Nabu, lies here, within sight of the river but buried in 30 feet of shifting sands. The entrance to the pyramid is located about 15 feet below the surface of the sand. From the entrance there is a long, wide passage containing a variety of simple traps (spring-loaded spears, rolling lead weights, spiked pits). Narrow passages that branch from this passage lead to a series of connected chambers containing lesser mummies, golem-like guards, minor treasures and goods intended for the next life.

At the end of the long passage there is an antechamber decorated to look like Nabu of many millennia ago, with its lush savannah, gleaming geodesic domes and strange, flying chariots. This chamber contains terracotta jars filled with ancient spices and resins and bronze sculptures of primitive herd animals and ancient plants. A hidden trapdoor in the middle of the chamber leads to a passage that descends two hundred feet into the ground to a chamber of a size similar to the first, but decorated very differently.



The lower chamber is clad entirely in obsidian blocks. Four hundred crystal studs are set into the walls and ceiling and resemble the starry sky of 5,000 years ago. When any source of light is brought into the room, beams of light erupt from the crystal studs, crisscrossing the room and acting as burning hands spells. In the middle of the room there is a black pool of still water. One can dive into the water and find themselves standing in a massive pyramid of crystal looking out at the Astral Plane.

The crystal pyramid is roughly 300 feet long and wide and 250 feet tall at its pinnacle. Four pools, like the one the adventurers stepped in to enter the place, are placed along each wall, while in the middle there is a platform ringed by magic circles and ever-burning braziers. The pools all lead to different places, specifically Luna, Saturnis and the Ethereal Plane. Atop the platform there is a sarcophagus cast in orichalcum and decorated with black opals and champagne pearls (4,000 gp). The sarcophagus holds the mummy of Ikhsos. The mummy wears an alabaster death mask that reveals a gaunt face, pointed chin and large eyes. Around his neck is a silver vial hanging from a silver chain. The vial contains a milky, white

liquid with a spicy flavor that is a potion of diminution. The tomb proper is guarded by an army of 50 shadows, all former servants of the priest-king. Against the black floor and inky darkness of astral space, the shadows are virtually invisible until they attack and even then enjoy a +4 bonus to Armor Class unless countered with a light spell.

Stepping upon the sarcophagus platform causes the platform to disappear, leaving a 30' deep circular pit (6d6 falling damage) with black, glassy walls. The sarcophagus continues to float above the pit. In the bottom of the pit,

there is a serpentine shadow dragon (i.e. black dragon with the powers of a shadow) guarding a treasure horde.

The horde consists of 10,000 cp, 1,500 sp, 1,600 ep, 500 gp, 30 pp, 9 pearls (worth 45 gp each), a sapphire (worth 3,000 gp), a vellum scroll containing the spell lightning bolt and a suit of +2 leather armor that looks like a blue, halfling-sized skinsuit.

- Mummy: HD 6+4; AC 3 [16]; Atk 1 fist (1d12); Move 6; Save 11; CL/XP 7/600; Special: Rot, hit only by magic weapons.
- Shadow: HD 3+3 (20 hp); AC 7 [12]; Atk 1 touch (1d4 + 1 str); Move 12; Save 14; CL/XP 4/120; Special: Only hit by magic weapons.
- Shadow Dragon: HD 8 (48 hp); AC 2 [17]; Atk 2 claws (1d4 + 1 str), bite (3d6); Move 9 (Fly 24); Save 8; CL/XP 10/1400; Special: Spit acid, only hit by magic weapons.

7542 Eye of Ra: A millennia ago, a powerful army of Nabu was defeated here by the invading peoples of Pwenet, despite being commanded by a wizard-priest called Korsh. Korsh held the Eye of Ra, a powerful amulet, and upon the destruction of his army by a magically-induced earthquake, was buried with it. The army still lies beneath the savanna here, as does the Eye of Ra, waiting to be unearthed.

The Eye of Ra is an amulet 2 inches in diameter made of orichalcum. The eye symbol is engraved into the amulet, with the tear being a tiny, perfect aquamarine that is actually a solidified tear shed by Hathor. The wearer of the Eye of Ra enjoys a +2 bonus to intelligence, wisdom and charisma and the following spell effects: discern lies, protection from evil and minor globe of invulnerability. In addition, the wearer can call down a pillar of flame (flame strike) once per day that causes maximum damage, and is immune to fire and lightning.

7607 Zimphael: Zimphael is a camp of 60 sahitim. The camp contains two dozen crimson pavilions held up by brass spears. Zimphael is without women and children, the men forming a brotherhood of unholy warriors. They raid nearby villages [Hexes 7306, 7409, 7313 and 7815] and carrying off captives for sacrifice to the nether powers. There are usually 1d6 captives in the camp awaiting a bloody, terrifying death. The raiders are led by a wild-eyed 7th level cleric called Baphot. Baphot's left hand has been replaced by a hook, and one of his eyes has been replaced with a large agate. The tribe also contains three level 3 fighting-men, seven level 1 clerics, one level 3 magic-user, two level 3 clerics, two dretches and 20 skeletal archers. The warriors of the tribe are mounted on warhorses in mail barding, with Baphot riding a skeletal fury called Plaguewind. The tribe's treasure consists of 850 cp, 81 sp, 690 ep and 20 gp kept in leather sacks with scorpions.

- Sahitim: HD 1; AC 3 [16]; Atk 2 weapon (1d8); Move 12; Save 17; CL/XP 3/60; Special: Half damage from acid, cold, fire, protection from good.
- Warhorse: HD 3 (15 hp); AC 4 [15]; Atk 1 bite (1d2), 2 hooves (1d3); Move 18; Save 15; CL/XP 3/60; Special: None.
- Dretch Demon: HD 4 (25 hp); AC 2 [17]; Atk 2 claws (1d4), bite (1d6); Move 9; Save 13; CL/XP 6/400; Special: Stinking cloud 1/day, teleport 1/day, cause darkness (10') 1/day, summon 1d4 giant rats 1/day.
- Skeleton Archer: HD 1 (5 hp); AC 8 [11]; Atk 1 weapon (1d6); Move 12; Save 17; CL/XP 1/15; Special: None.
- Sahitim Fighting-Men Lvl 3: HP 24; AC 2 [17]; Save 14; Two-handed sword, platemail.
- Sahitim Anti-Clerics Lvl 1: HP 6; AC 1 [18]; Save 14; Special: Command undead; Platemail, shield, mace, unholy symbol.
- Trago & Gespik, Sahitim Anti-Clerics Lvl 3: HP 18; AC 1 [18]; Save 12; Special: Spells (2nd); Mace, platemail, shield, unholy symbol.
- Skafar, Sahitim Magic-User Lvl 3: HP 9; AC 9 [10]; Save 13; Special: Spells (2nd); Silver dagger, staff, brass skull cap, brass tips on horns, ring of spell turning.
- Baphot, Sahitim Anti-Cleric Lvl 7: HP 34; AC 1 [18]; Save 8; Special: Spells (3rd); Wavy-bladed dagger, mace, platemail, shield, unholy symbol, scroll of protection from lycanthropes.
- Plaguewind: HD 3 (24 hp); AC 4 [15]; Atk 2 claws (1d6), gore (1d6); Move 12 (Fly 12); Save 14; CL/XP 3/60; Special: Immune to sleep, charm and mind-reasing.

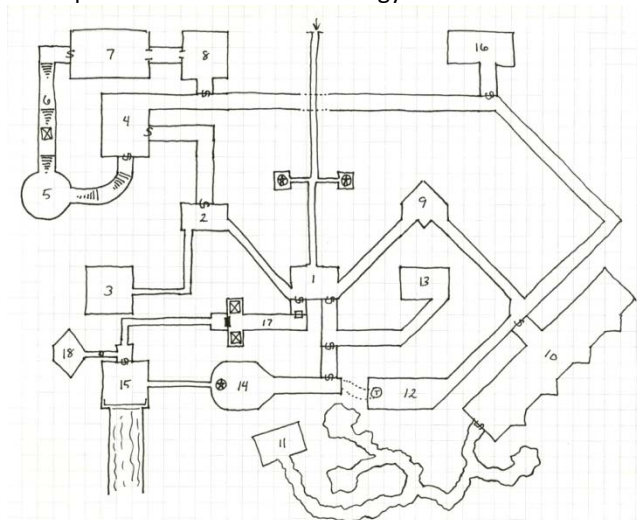
7609 Wrecked Trebuchet: The remains of a trebuchet lie in this hex, half-covered in sand and pitted with hundreds of holes. A nest of scarabs that produce acidic excretions lives beneath the trebuchet and will quickly swarm (as insect swarm + 1d4 acid damage each round) anything that gets near their home. Digging in the sand around the trebuchet will reveal the skeletal remains of four adventurers who got to close. The remains have been stripped of treasure.

7615 Roc Remains: In a small crater there lies the skeleton of a roc. A carriage of sorts is strapped to the back of the great bird. The carriage is a flat wooden platform surrounded by a guide rail. It is apparent that six wooden stools surrounding the skeleton were once attached to the platform, which is held together by thick leather straps. The whole contraption is now warped beyond repair.

7616 Shattered Pyramid: A large area of this hex is covered with massive stone blocks that were hurled ages ago by a storm giant seeking vengeance on Jannes, a wizard of ancient Nabu. The giant discovered his old rivals pyramid tomb and set to tearing it apart with his bare hands, only being forced to stop in the middle of his task by the wizard's mummy. All that now remains is the flat base of the pyramid. One can gain entrance to the

catacombs below through an unsealed passageway atop the pyramid.

The walls of the catacombs are composed of 5 cu. ft. sandstone blocks decorated with the requisite images of ancient Egypt. The floors are marked with shallow holes spaced 1 foot apart throughout the entire complex. Undead in the complex are allowed a saving throw to ignore banishment or command from a cleric and the entire place radiates with the energy of chaos.



1 – At the bottom of the entry shaft there is a chamber with a floor seemingly composed of triangular metal tiles. As soon as more than three people have entered the room, the floor collapses into a funnel-like shape, with walls of spinning metal blades. These blades inflict 3d6 points of damage before characters fall into the narrow shaft below. The shaft is 10' long and ends in a 5'x5' chamber of glass filled with 2' of acid. This acid inflicts 1d6 points of damage per round.

2 – At the bottom of a steep 10' drop there is a 10'x20' gallery of terracotta statues. Each statue radiates powerful chaos and magic, though they are completely inert and harmless.

3 – This tomb is sealed by a thin wall of limestone that can easily be bashed down with a weapon. Small niches in the walls hold a dozen feline mummies. In the center of the room is an idol of Bast surrounded by a shimmering curtain of light. On the far wall is a tapestry depicting a tall man (Jannes) with a stately black cat at his feet (4,000 gp). The curtain of light will disappear if touched, revealing not an idol but the body of a wraithlike cat woman, the polymorphed and animated body of Jannes' familiar. At her direction, the mummies animate as undead cats.

- Feral Undead Cat: HD 1 (4 hp); AC 8 [11]; Atk 2 claws (1 hp); Move 12; Save 18; CL/XP B/10; Special: Paralyzing scratch after 3 hits.

- Wraith: HD 4 (30 hp); AC 3 [16]; Atk 1 touch (1d6 + level drain); Move 9 (Fly 24); Save 13; CL/XP 6/400; Special: Drain 1 level.

4 – This false tomb contains a limestone sarcophagus with a lid carved from moonstone. Dwarves can estimate its value at many thousands of gold pieces. The walls of the tomb are painted to look like arched windows looking out over magnificent gardens. Dozens of canopic jars fill the room, each containing the shriveled remains of an organ and each sealed with wax. Bronze urns decorated with hunting scenes contain 1,800 cp and 1,000 sp. The sarcophagus lid is a moonstone golem. If tampered with, it attacks, trying to shift as many as possible each round into the ethereal plane to strand them on the borders of the Land of the Dead.

- Moonstone Golem: HD 10 (80 hp); AC 0 [19]; Atk Slam (3d6); Move 12; Save 5; CL/XP 14/2600; Special: Magic immunity, only harmed by magic weapons, astral travel, etherealness, clairvoyance, sleep.

5 – This circular, domed chamber is the lowest point in the complex. The walls of the chamber are covered in melted wax. In the center of the chamber is a stone pedestal holding a golden ring set with an opal. It is a ring of invisibility that is guarded by 8 wax golems who will ooze from the walls and attack in concert with the walls themselves melting. Each round, the chamber will fill with a few inches of melted wax, causing 1d4 points of burning damage and forcing those in the chamber to make a save each round at a cumulative -1 penalty to avoid being stuck fast to the ground.

- Wax Golem: HD 4 (25 hp); AC 5 [14]; Atk 2 fists (1d8+3); Move 6; Save 13; CL/XP 7/600; Special: Magic resistance 25%, only hit by magic weapons, ½ damage from blunt weapons, vulnerable to fire.

6 – The pit at the bottom of the second flight of steps is 20 feet deep and will latch and lock after it is tripped.

7 – The north and south walls of this chamber are painted with solar falcons. Upon entering, heavy portcullises will drop and lock at entrance and exit. The falcons will then emit beams of scorching heat directed at the most heavily armored person in the room (or roll randomly if there is more than one). The person's armor heats quickly, inflicting 1d4 points of damage each round until removed or until the room is left or until the armor is reduced to slag, which takes 10 minutes.

8 – This room contains eight basalt statues of jackals, and the ceiling is painted with an image of Khonsu, the moon god. Anyone viewing the painting must make a saving throw or be driven mad, attacking their comrades in a frenzy (-2 to hit, double damage) before killing themselves.

9 – In this chamber there is a bronze statue of a cyclops with an eye of polished silver (40 gp). Further exploration

is blocked here by thick bars of bronze that resist all attempt to lift them. In the mouth of the statue is a key. Reaching for the key causes the creature to clamp its jaws shut on one's arm and then rise from its pedestal to kill all intruders. The true key to the portcullis is a lever inside the hollow pedestal. The unfortunate whose arm is held by the statue's jaws must succeed at a saving throw each round to avoid having their arm broken and mangled.

- Cyclops Statue: HD 15 (60 hp); AC 5 [14]; Atk 1 fist (3d6); Move 6; Save 3; CL/XP 16/3200; Special: +2 weapon to hit, immune to magic, slowed by lightning, healed by fire.

10 – This room contains four large alcoves. The alcoves hold that statues of the gods of chaos, Apophis the Serpent, Kuk the Toad, Selchis the Scorpion and Seth. The room is shrouded in supernatural darkness that can only be held back by magical light, and then only in a 10' radius. Whenever light falls on one of the idols in this room, a dozen shadows rise from the ground beneath it and attempt to destroy the light bearer. Wall paintings depict priests offering human hearts to the gods of chaos, and anointing the statues with blood causes them to slide back, revealing a 10' pit (the home of the shadows). Inside each pit is a cursed amulet bearing the likeness of its respective deity. Although magic indicates that these are amulets of protection, they are not. Apophis' amulet gives chaotic dragons a +2 bonus to hit and damage its bearer. Kuk's amulet ages its wearer 1 year each day. The wearer of Selchis' amulet suffers a -2 penalty to save vs. poison. Seth's amulet negates all clerical healing.

- Shadow: HD 3+3 (21 hp); AC 7 [12]; Atk Touch (1d4 + 1 Str); Move 12; Save 14; CL/XP 4/120; Special: Magic weapons to hit.

TUNNELS – These tunnels are decorated with human skeletons chained to the walls. When intruders reach the second intersection, the skeletons animate and flail about with the chains. Worse yet, each of the caverns is the tomb of a spectral charioteer that rides forth on an incorporeal chariot pulled by incorporeal horses, firing arrows of darkness that drain 1 level with each hit. Each spectre's tomb holds a jar of incense (10 gp), 200 cp, 100 sp and a precious stone (obsidian, moonstone or amber).

- Flailing Skeleton (24): HD 1 (4 hp); AC 8 [11]; Atk 1 weapon (1d6); Move 12; Save 17; CL/XP 1/15; Special: None.
- Spectre (3): HD 7 (40 hp); AC 2 [17]; Atk 1 arrow (1d8 + level drain); Move 15 (Fly 30); Save 9; CL/XP 9/1100; Special: Magic weapon to hit, drain 2 levels with hit.

11 – This room contains seven papyrus scrolls of the following types: Atlas, Bestiary, Chronicle (kings of Nabu), Dialogue (philosophy of chaos), Lectionary (chaotic tongue), Principia (alchemy) and a Grimoire containing the following spells (chill touch, false life, vampiric touch,

bestow curse, magic jar, eyebite and finger of death). Guarding this collection is a chain devil.

- Chain Devil: HD 8 (50 hp); AC 2 [17]; Atk 2 chains (1d8); Move 12; Save 8; CL/XP 10/1400; Special: Control chains, only harmed by silver or magic weapons, unnerving gaze.

Chill Touch

Level: Magic-User 1

Range: Touch

Your touch carries the chill of the grave, inflicting 1d6 points of damage and sapping one point of Strength unless a saving throw is made. Undead creatures suffer no damage, but must save or flee for 1d4+1 rounds.

False Life

Level: Magic-User 2

Duration: 1 hour per level or until discharged

While this spell is in effect, you gain temporary hit points equal to 1d10+1 per level (up to +10). You also take on the smell of the grave and unnerve normal animals.

12 – A pressure plate in the entry of this room triggers 10 spears that spring from the end of the room, each attacking a random victim as a 5 HD creature and causing 1d6 points of damage. The floor is also rigged with spears; with each person moving through the area attacked by 1d3-1 spears each round as above. Finally, the floor is covered in tomb dust, which acts as an inhaled poison that causes 1 point of constitution damage each night after it is inhaled. A secret trapdoor in the floor gives access to the shrine [14] beyond.

13 – This room is filled with smashed crockery and shriveled organs.

14 – This room has a 20' high ceiling. At the end of the room there is a giant idol of Thoth carved from malachite with eyes of beryl and clad in garments of beaten gold. The idol is lit by two ever-burning torches. Wall paintings depict people bowing before Thoth and offering sacrifices of chunks of a waxy substance. Thoth then draws aside a curtain to reveal the universe beyond. This is meant to represent the casting of the passwall spell, which requires a ball of wax as a material component. Casting such a spell centered on the idol of Thoth opens a passage into the true tomb of Jannes.

15 – This is the true tomb of Jannes the Archimage. The tomb consists of a landing with walls painted to show the process of embalming and interring a mummy, along with that mummy's journey to the Land of the Dead on a sun barque. The landing holds ten alabaster canopic jars (5 sp each) and a fan of ostrich feathers (1 gp).

Beyond the landing is a wide tunnel of indeterminate length. This tunnel is filled with 6' of water covered by an oily sheen (oil of etherealness, in fact). Resting in this water is a small boat containing an alabaster sarcophagus, the last resting place of Jannes. The boat is heaped with the following treasure: 850 sp, 25 gp, 1 pp, four gemstones (chrysoberyl, onyx, chalcedony and sardonyx), gold oil lamp (50 gp), a masterwork light mace (50 gp) and a +2 short bow.

Jannes is now a mummy with the spell ability of a 12th level magic-user. He wears a belt of lapis lazuli and lies atop his "spellbook", a series of ten papyrus scrolls. Naturally, he will rise from his sarcophagus if the boat is disturbed, but worse yet, the boat will begin floating down the river. In six rounds, it will enter the Land of the Dead via the River Styx.

- Jannes the Mummy: HD 13+4 (100 hp); AC 0 [19]; Atk Slam (1d12); Move 6; Save 3; CL/XP 18/3800; Special: Rot, hit by magic weapons, magic-user spells (7th).

16 – The diagonal passage leading to this chamber is at a 30-degree slope down. It is trapped with a wheel of stone that follows characters at a speed of 18 all the way to the secret door. Those who cannot keep ahead of it suffer 6d6 damage. It effectively seals the passage behind them.

Upon his death, Jannes' three wives were smothered, mummified and interred in [16]. The room is decorated to look like a plush sitting room, with a long, low couch, bronze braziers (each with a cone of incense worth 10 gp) and a small "pool" tiled with blue tiles beneath a false spigot shaped like a tusked whale jutting from the wall. The wives are interred in limestone sarcophagi leaning against one wall. Although they are not undead mummies, they are dangerous. Their alabaster death masks (20 gp each) reveal them to be beautiful, young women. The eyes of the masks are tiger's eye gems that act as a magic jar spell, replacing the viewer's soul with that of one of the women. The wives are named Dora, Kora and Tora. Dora is of neutral alignment and a bit of a flirt. Kora is older, neutral and haughty. Tora is the eldest, chaotic and bent on murdering her fellow wives and anyone else who gets in her way. The only other thing in the room is a bronze urn containing 100 ep.

7630 Gazelle People: This portion of the riverbank is especially fecund, giving rise to grassland. The primary inhabitants of the grassland are a tribe of gazelle people. The gazelle people are quick and graceful, but easily fooled. They live by hunting the herds of basidiron that live in the spongy grasslands near the river. The primary hunting implements of the gazelle people are stone-tipped javelins (thrown with the aklys). They also make use of

blowguns with bone needles dipped in poisons harvested from the basidiron.

The gazelle people live in huts woven from grass. The tribe has two males, Gnuur and his young son Looor. The rest of the tribe consists of Gnuur's harem of 18 females. The females share huts with their sisters. Looor lives with his mother and sister, while Gnuur moves from hut to hut. Gnuur owns an old-but-usable sickle-sword (battle axe) which he claims is magical. The primary danger to the gazelle people (aside from wandering adventurers) is the cat people who hunt them. The tribe's entire treasure consists of 270 gp that Gnuur keeps in a leather sack.

- Gazelle Man: HD 2; AC 6 [13]; Atk 1 gore (1d6) or 1 weapon (1d4); Move 15; Save 16; CL/XP 2/30; Special: +1 initiative.
- Looor, Fighting-Man Lvl 1: HP 5; AC 6 [13]; Save 16; Spear.
- Gnuur, Fighting-Man Lvl 4: HP 20; AC 3 [16]; Save 13; Battle axe.

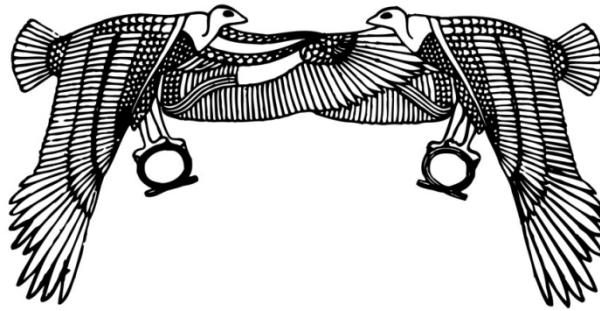
7634 Haunted Workshop: There is a large, single-story mud brick building here. Its roof has long since fallen in. The building is built atop a small rise, the ground surrounding it being damp and choked with reeds. The building was once a workshop for making papyrus. It is now haunted by a poltergeist (2 hp). Scattered about the building under the collapsed ceiling are 18 pounds of silver dust.

7640 Marble Quarry: A wide, paved trail now overgrown with prickly weeds leads to an abandoned quarry of white marble. The quarry contains a very shallow pool of water governed by viscous brown slime (non-hazardous). The trail becomes a raised, paved highway through the desert. The highway is covered by dunes in some places, but can still be followed without too much difficulty. It leads to a sandstone tower inhabited by Rufus, a reclusive wizard and clockmaker. The tower rests on a small hill about 300 yards from the river and has its own quay (though no boat).

The wizard lives off fish and crayfish he captures with clever clockwork traps made of copper. The lands around his tower are patrolled by a troupe of six clockwork cavaliers called Primus, Secundus, Tertius, Quatus, Quintus and Sextus. Two of these clockworks are stationed by the entrance to the tower, while the others patrol the hex on living camels. Besides their scimitars, they carry muskets and 10 shots of ammunition and powder.

The ground floor of the tower has a diameter of 25 feet and a 20-foot high ceiling. Serving as Rufus' laboratory, it is a tangle of wires, gears and scavenged pieces of armor. The middle of the laboratory is dominated by a giant robot in the midst of construction. The robot is surrounded by scaffolding. During the day, the laboratory is patrolled by three bronze cobras.

Rufus lives alone above the laboratory in a room crowded with books, scrolls and plans. He doesn't sleep enough and he rarely bathes. One wall of his room has a mirror he uses to spy on his lady love, Petra, a beautiful sorceress married to his late rival Fodwic. Three iron chests with puzzling locks (-10 to open) and poisoned needles contain 44,000 sp. Rufus' spellbook contains the spells comprehend languages, hold portal, identify, read magic, shocking grasp, unseen servant, continual flame, ESP, invisibility, locate object, protection from arrows, dispel magic, fly, lightning bolt, tongues, confusion, dimension door, scrying, bind elemental, permanency.



- Clockwork Cavalier: HD 5 (30 hp); AC 3 [16]; Atk 1 sword (1d8) or 1 musket (3d6); Move 12; Save 13; CL/XP 5/240; Special: Slows down, immune to sleep, charm, hold and non-magic piercing weapons, explodes if beheaded.
- Rufus, Magic-User Lvl 10: HP 30; AC 7 [12]; Save 6; Special: Spells (5th); +1 dagger, repeating crossbow, potion of healing, grimoire.

7641 Roc Carcasse: A flock of vultures is feasting on the remains of a large roc (30 ft wingspan). Most of the beast is skeletal, but a few gibbets of meat remain.

7647 Tomb of Hashminep: Hashminep was a wizard of the Nabu Empire who once governed over the savanna south of the River of Death. He once ruled a great fortress that was surrounded by a thriving river port called Yatum. During the cataclysm, the town was wiped from the face of NOD™ by a burning wind. Successive river floods then buried the remainder in silt, and soon the grasses and shrubs of the savanna completed the work of erasing the existence of Yatum from human memory. All that remains of the town is the 60 ft tall limestone tower of Hashminep, girded with magical power. The tower is now Hashminep's tomb, for though he had planned to become a lich, his rituals were interrupted. The tower's battlements now rise about 10' above the surface of the savanna and serve as the aerie of a giant owl and its young. A search of the tower's top will reveal an ancient, rusted trap door.

Inside the tower one will find three floors, each separated by a circular stair that rises from a central pillar. The pillar is composed of smooth marble inlaid with electrum tracery that runs the length of the pillar and makes of the place impossible to enter or exit dimensionally without holding a sapphire scarab that serves as a magical key. This scarab lies at the bottom of the place in the grasp of Hashminep.

The highest level of the tower was Hashminep's lab. It is a large, circular room 30' in diameter. The floor is lined with glazed terracotta tiles, all a mute brownish-red. The molded remains of laboratory tables and shelves litter the room, along with dust that would have once represented a well-stocked library of scrolls. One might make out

the tattered remains of wall hangings as well. Five tiles, completely unremarkable (consider them secret doors) hide coffers that contain the wizard's treasure (see below). All of these coffers are traced with explosive runes and removal of the treasures from the tower invokes powerful curses. One corner of the room is blanketed in complete darkness, and herein dwells a type II grue.

- Grue: HD 6 (40 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 component/effect, extinguish lights within 100 ft, restores own HP with damage inflicted on enemies.

The wizard's treasure is divided as follows:

Coffer #1 contains 10,000 cp, 5,000 sp, 2,600 ep, 45 gp, a tiara of silver and chalcedony (190 gp) and one ounce of myrrh (10 gp) in a sealed clay jar.

Coffer #2 contains 8,000 cp, 8,000 sp, 100 gp, 3 pp, 5 moss agates and a jargoon.

Coffer #3 contains 3,000 cp, 516 sp, 1,200 ep, a glass lense (100 gp) and a vase carved from olivine (140 gp).

Coffer #4 contains 6,000 cp, 1,000 sp, 1,000 ep, 15 gp and a masterwork light mace (+1 to hit, 100 gp) wrapped in an oilskin cloak and a ring of blinking.

Coffer #5 contains 4,000 cp, 550 sp, 650 ep, a rosewood yarting (40 gp), a fertility idol carved from sardonyx (170 gp), an ivory pendant bearing the royal seal of Nabu, a double-headed phoenix (70 gp), a vial of antitoxin (50 gp) and a royal outfit from the days of ancient Nabu (300 gp).

The second level of the tower was composed of dozens of small cells with barred doors. Here, the central stairs become very narrow, with the cells being built into the walls at varying levels. Some of the cages are no more than one or two cubic feet in size, while other are long and low and still others could uncomfortably hold a hunched human figure. It was here that Hashminep kept the subjects of his grisly examinations into mortality. The cages now hold nothing but dried bones, the tortured souls that

once inhabited them now empowering a poltergeist. Bronze keys and iron pokers hang from the walls beside the barred doors and can be used by the poltergeist, along with the bones, to cause considerable damage.

- Poltergeists: HD 1d4 (4 hp); AC 9 [10]; Atk None; Move 6; Save 18; CL/XP 2/30; Special: Fear, invisibility, incorporeal, only harmed by magic or silver weapons.

Passing through this gauntlet, one will find themselves in Hashminep's reception room. Most of the room is filled with desert sand that was blown through the door and completely obscures a second set of stairs that led to the tower's only entrance. Here, one may find Hashminep, charred and preserved by the burning sands resting on a divan. He wears a platinum signet ring (1,500 gp). Other furniture, also burned and broken, lies beneath the sand – small tables, a second divan, a chair. In one corner, again, beneath the sand, there are a half dozen canopic jars containing the organs of notables that the wizard planned to use in his bid for immortality. The tormented, disembodied spirit of Hashminep still lurks in this chamber, mad and murderous. It manifests as a 10 headed serpent, not unlike a hydra, composed of sand.

- Hashminep: HD 10 (66 hp); AC 5 [14]; Atk 10 heads (1d8); Move 9 (Burrow 9); Save 5; CL/XP 13/2300; Special: Half damage from blades, only harmed by magic or holy weapons, bite causes loss of 1 level (temporary, save to avoid).

7721 Kheph Fortress: The kheph have a mighty fortress here that looks like a 200 ft tall tower of solidified sand. The fortress was erected by genies under the command of the kheph, and thus bears no crack or masonry join.

The tower is surrounded by a complex of twenty domed sandstone buildings connected by covered passages. Each building can be entered via a secret door that only opens with a magical command word. In this complex live a band of 200 brigands who work for the kheph, gathering items and people they require. The brigands wear large, bronze helms made to resemble animals of the desert, scale tunics, bronze bracers and sandals. They are armed with long, charged rods of a silvery metal. These rods hold 20 charges and can inflict electricity damage upon touch (as shocking hand, costing 1 charge) or fire bolts of lightning (3d6 damage, 3 charges). The brigands also carry bronze truncheons and silver daggers. The brigands are led by 20 sergeants and 10 human warlocks.

In their tower, the kheph are working on a means to absorb the chaotic energies that keep the former savanna of Nabu barren, so that they may re-invigorate the land and establish a new empire, a base from which they may conquer NOD™. The tower contains laboratories, a library containing a dozen or more tomes on history, alchemy, biology, geology, cosmology and other sciences,

hydroponic gardens, summoning chambers and rooms filled with bizarre machines, the purpose of which is only known to the kheph and which even the highest level scientists of NOD™ might only guess. The tower holds 15 kheph warriors, 9 magi and a council of 3 elders.

- Kheph Warrior: HD 8 (48 hp); AC 3 [16]; Atk 2 scimitars (1d8); Move 12; Save 8; CL/XP 8/800; Special: +2 to hit.
- Kheph Magi: HD 10 (60 hp); AC 6 [13]; Atk 1 scimitar (1d8); Move 12; Save 5; CL/XP 13/2300; Special: Magic-user spells (5th), symbol of fear, plane shift.
- Kheph Elder: HD 11 (66 hp); AC 4 [15]; Atk 1 scimitar (1d8); Move 12; Save 4; CL/XP 15/2900; Special: Magic-user spells (6th), cleric spells (6th), symbol of death, plane shift.

7730 Necropolis: This hex holds the infamous ruin of Nabu, center of an empire that covered Map J11 and portions of Maps J12 and K11. The city-state was originally founded by a zetan called Nabu. Nabu organized the slaves of the debauched lizard kings that ruled the savanna into an army and vanquished them once and for all. He established his tower in a bend on the river along with a fortress. Over time, this settlement grew into a powerful city-state. After Nabu passed on, a succession of wizard-kings, all descending from Nabu and human women, ruled Nabu. Some brought it glory, others infamy. The last ruler of Nabu was a woman called Necotis. Necotis was a black magician and poisoner who eventually became a vampire. Under her rule, the empire became especially cruel and was eventually vanquished in what sages label the Cataclysm. Just what caused this destruction is unknown, but it turned the Nabu Savanna into a desert.

The city-state of Nabu proper is no more than dust. What survives of the city-state is its old necropolis located a few miles into the hills. The necropolis is a collection of cave tombs, monuments and fortress-tombs constructed in a canyon that once supported a tributary of the River of Death. Many of these tombs connect, whether by design or by excavation by ghouls and other subterranean monstrosities such as mummies, mummy golems, bats, cat-weres, vipers, spitting cobras, basilisks, ghouls and grimlocks. The subterranean pleasure palace of Queen Necotis is reputed to lie deep beneath the surface. The Queen is still said to rule here, attended by mechanical men, man-apes and fiendish leopards.

7744 Impopo Tribe: The village of the 400 Impopo is ruled by Nkothwa and his 4 sub-chiefs. The Impopo have thick, curly hair of dark brown, eyes of blue-grey or hazel and skin that is nearly black. They stand only 4 ft to 5 ft in height and have willowy builds with round faces.

The village of thatched huts is surrounded by an earthen rampart studded with wooden spikes and the exterior and

interior of the wall is decorated with white stones. Ten militia guards (shield, spear and bow) patrol the wall day and night. The walls enclose an area of 100 acres, with the village at the center. Most of the enclosed area is used to graze cattle. The entire village consists of two temples on opposite sides of the village with several huts between them. The tribe's artisans are Remohau the bowyer, Serelali the chariot maker, Thetsamai the herbalist and Malene the master carpenter. One hundred yards south of the village proper is a burial ground. The burial ground is protected by Nalenyo, a sacred warrior of Oya, the storm goddess who protects the gates to the Underworld.

Besides their cattle, the villagers raise asses, which they use to pull chariots into battle. The 4 sub-chiefs of the tribe carry shields and arm themselves with spears and pellet bows (1d4 damage).

The largest temple is dedicated to Babalu-aye, the god of disease, death and healing. His temple is attended by Bonolo. The smaller temple is dedicated to Oshun, the goddess of beauty, love and fertility. It is overseen by Dakala. Bonolo and Dakala are married, but see each other only once a year during the harvest festival.

- Nkothwa, Barbarian Lvl 4: HP 51; AC 7 [12]; Save 13; Special: Cannot be back stabbed, berserk, superstitious; Spear, shield.
- Bonolo, Adept Lvl 4: HP 20; AC 6 [13]; Save 12; Special: Spells (1st); Staff, leather, pebble of invisibility.
- Dakala, Adept Lvl 2: HP 13; AC 8 [11]; Save 14; Special: Spells (1st); Staff, golden bangles (30 gp).
- Nalenyo, Cleric-Fighter Lvl 3: HP 20; AC 4 [15]; Save 12; Special: Spells (1st); Mace, leather, shield, amulet of protection from undead.

7802 Petrified Forest: You see a vast forest of petrified trees hemmed in by tall dunes. The petrified trees rise anywhere from 5 to 30 feet above the sand. The entire place has an eerie feeling to it; one often hears footfalls in the sand but finds nobody present to make them. The forest is haunted by a tree ghost. Her tree is the largest in the forest and one can make out vaguely humanoid shapes that it has absorbed. Should one care to dig in the sand around her tree, they may (1 in 6 each hour) find a scroll of remove fear (magic-user).

- Tree Ghost: HD 3 (13 hp); AC 6 [13]; Atk Claws (1d3) or thorns (poison); Move 12; Save 14; CL/XP 10/1400; Special: Charisma drain, insect plague, animate wood, immune to normal weapons, cold, electricity, acid and non-magical fire.

7806 Sand Giant: An ancient sand giant mystic named Hethor has wandered these sands for many years, seeking the crystal orb in [7807]. He wears tattered robes and carries a large staff and a leather sack containing masterwork battleaxe, platemail (Halfling-sized), vial of

alchemist's fire, a disguise kit in an ebony box, masterwork flail, masterwork shield, masterwork mace and 12 sp.

- Hethor: HD 13 (57 hp); AC -4 [23]; Atk 2 slams (2d8) or weapon (1d8+6); Move 15; Save 3; CL/XP 17/3500; Special: Rock catching, shape earth, spells, track by scent.

7807 Vipers: This entire hex is infested with crystal vipers. They become thicker as one heads toward the center of the hex. The Referee should make five encounter checks as adventurers move through the hex, with the chance to encounter 1d12 crystal vipers beginning at 2 in 6 and increasing to 4 in 6 as one moves through the hex. Buried twenty feet below the dunes, roughly in the center of the hex, is a crystalline orb approximately 5 feet in diameter. Touching the orb transports one to a dimension made entirely of crystal and gemstones and inhabited by an advanced civilization of crystalines.

- Crystal Viper: HD 2; AC 1 [18]; Atk 1 bite (1d4); Move 15 (Burrow 12); Save 16; CL/XP 4/120; Special: Poison (1d6), natural invisibility.

7815 Wastedweller Village: A tribe of 90 wastedwellers has established a village in this hex. The village is surrounded by 30 foot tall earthen rampart. The wastedwellers pay tribute of glassware and leather goods to the human village in [7718] due to a dictate in their great book of law. The village consists of an adobe meeting hall and a dozen or so tents. The hall is surrounded by wicker shades propped up on poles, underneath which the women of the tribe work their art with glass, as pure and clear as any made on NOD™. The men of the tribe keep the pens of giant lizards. The pens surround the village within the main wall, forcing invaders to move through the pens to get to the village itself. The wastedwellers' chief is Hujian.

- Wastedweller: HD 2; AC 4 [15]; Atk 1 slam (1d4+1) or 1 weapon (1d6+1); Move 12; Save 16 (14 poison); CL/XP 2/30; Special: Spells.
- Hujian, Ranger Lvl 5: HP 42; AC 4 [15]; Save 10; Special: Arch-enemy is vampires; Chainmail, lance, crescent axe, 5 javelins.

7825 Skeleton: Half buried in the sand is a skeleton wrapped in the robes of a wizard and wearing an Egyptian-style headdress composed of gold and tattered, faded purple cloth (20 gp). His left hand clutches a large emerald that appears to have been chipped from a larger gem (400 gp). His right hand juts out from the sand, pointing to the southeast. This is a clue to the whereabouts of the Emerald Tablet of Thoth. Those possessed of a sixth sense can use the chip of emerald to guide them vaguely toward the Tablet. Unfortunately, its emanations have a 1 in 20 chance each day of attracting 1d10 hostile hounds of chronos.

- Hound of Chronos: HD 3; AC 7 [12]; Atk 2 claws (1d4), 1 bite (1d6); Move 18; Save 14; CL/XP 5/240; Special: Temporal jump, heal.

7828 Bandit Caravanseray: An old caravanseray in this hex has been turned into a small village by a band of bandits. The village is protected by earthworks (20 ft tall) that are embedded with shards of yellow glass. The radioactivity of the glass interferes with magic-user spells, causing them to fail 1 out of 10 times. The village houses 80 people, most of them bandits, prostitutes and their children. The bandits have the services of a bitter old bowyer named Creop who claims he was dismissed by Zargo, Prince of Ophir, for flirting with one of his daughters. The leader is a sunburnt dwarf with a broken tooth named Zmep. Upwards of 200 bandits are camped around the caravanseray.

- Zmep, Dwarf Thief Lvl 7: HP 31; AC 6 [13]; Save 9; Special: Thief and dwarf abilities, back stab x3; Leather armor, shield, dagger, vial of acid.

7831 Quivering Mountain: There exists in this hex one of the strangest sites in all of NOD™. A veritable mountain of flesh; alive, undying and always healing where damage is dealt. Within the flesh are gigantic bones that defy structure or logic.

Nearby, there is a village of 200 crystalines who daily dig into the flesh in search of bone, which they mine like stone. The houses and walls of their village are constructed from this bone. As they dig into the flesh, the mountain shudders and quakes and blood runs from the wounds to form a veritable moat surrounding the mountain. Here, predators of the grasslands come to lap up the gore.

The lord of the crystalines, Namada, owns a pet basilisk and uses it to petrify human beings taken in raids by his warriors. He is using these petrified souls to build a great pyramid tomb for himself. Most of the construction of the pyramid is done by 200 slaves taken from the grasslands.

Namada's warriors wield obsidian pole arms and bone-tipped javelins.

- Crystaline: HD 3; AC 3 [16]; Atk Weapon (1d6); Move 12; Save 14; CL/XP 5/240; Special: Blinding light, exploding body.

- Namada, Crystalline Berserker Lvl 6: HP 61; AC 2 [17]; Save 13; Special: Str 13, Dex 13, Con 18, Int 14, Wis 14, Cha 13; Obsidian bastard sword (+1 damage), girdle of giant strength (+8 damage).

7834 Poplar Grove: A grove of white poplars, with their characteristic greenish-white, diamond-checked trunks, grows along the river bend here. The trees reach about 50 feet in height. The trees are sacred to Harpocrates (Horus) and must not be violated. A copper idol of the deity, green in color, rests amidst the great trees.

7838 Salt Mine: An ancient and deep salt mine exists in this hex. The salt mine consists of nine levels, one atop the other, in the ground and a small mining village above. Once operated by humans of the Nabu Empire, it is now occupied and mined by several humanoid tribes, including kobolds, goblins and hobgoblins in the upper levels and duergars and svirfneblin in the middle levels. Remnants of the Nabu civilization persist deeper down, and all manner of horrid monsters now stalk the many miles of corridors and chambers that have been hewn from the mine. The upper village is inhabited by a clan of 80 hobgoblins that trade the salt with human traders for weapons and armor.

- Hobgoblins: HD 1+1; AC 5 [14]; Atk 1 weapon (1d8); Move 9; Save 17; CL/XP 1/15; Special: None.

- Hobgoblin Shaman, Adept Lvl 4: HP 11; AC 7 [12]; Save 12; Special: Spells (1st), animal trainer.

- Hobgoblin Warlord, Fighting-Goblin Lvl 6: HP 42; AC 1 [18]; Save 11; Platemail, shield, battle axe.

7842 Boundary Marker: A granite obelisk has been erected here to mark the boundary of the ancient kingdom of Pwenet. Ten paces north of the obelisk there is a buried coffer containing 20 gp and a vial of unicorn blood.

7847 Korbin the Hunter: This hex contains the camp of Korbin, a hunter from Antigoon. Korbin has been coming back to this camp for years, and this season he has amassed a small fortune in rare pelts and animal goods.



- Basilim: HD 2+2; AC 5 [14]; Atk 2 slams (1d6); Move 9; Save 3; CL/XP 3/60; Special: Madness, half damage from non-magical weapons.

Black Skeleton

Black skeletons are formed when the bones of a hero lie in a place steeped with evil. They look like skeletons formed from black metal with red pin-points for eyes. Black skeletons are intelligent, and do not always serve their masters faithfully. They speak common and demon. Creatures viewing a black skeleton must succeed at a saving throw or flee in panic. Lawful creatures struck by a black skeleton's claws must succeed at a saving throw or suffer 1d3 points of strength damage.

- Black Skeleton: HD 6; AC 1 [18]; Atk 2 claw (1d4) or 2 scimitar (1d8); Move 15; Save 11; CL/XP 9/1,100; Special: Only harmed by magic weapons, fright, half damage from slashing and piercing weapons, strength damage.

Brain Rat

These intelligent rats have psionic powers. They can use ego whip, telepathy and empathic projection⁴. They are otherwise like normal rats.

- Brain Rat: HD 1d4; AC 5 [14]; Atk 1 bite (1d3); Move 15 (Climb 9); Save 18; CL/XP B/10; Special: Psychic.

Caterprism

Caterprisms look like crystalline caterpillars. They dwell on the plane of elemental earth, tunneling through the rock as they feed. When threatened, they spit a 20 foot cone of crystalline silk at their attackers. This silk instantly hardens into rock and sends piercing crystals into the flesh of any creature so trapped, dealing 3d6 damage per round. A saving throw avoids the cone of silk. The creature's mandibles are so hard that they ignore armor (though not the bonuses of magic armor). They also act as featheredged weapons, severing limbs or decapitating on a natural attack roll of 20.

- Caterprism: HD 6; AC -1 [20]; Atk 1 bite (1d8) or 4 legs (1d10); Move 12; Save 12; CL/XP 10/1400; Special: Crystal silk, crystalline mandibles, magic resistance 35%.

Chain Devil

Chain devils are humanoid devils wrapped in chains instead of clothing. A chain devil attacks by flailing away with their chains, and by animating up to four other chains (within 20 feet) that attack as effectively as the devil. The chain devil can make its face resemble one of an opponent's departed loved ones or bitter enemies. Those who fail their saves take a -2 penalty on attack rolls for 1d3 rounds.

- Chain Devil: HD 8; AC 2 [17]; Atk 2 chains (1d8); Move 12; Save 8; CL/XP 10/1400; Special: Control chains, only harmed by silver or magic weapons, unnerving gaze.

Chaos Beast

Chaos beasts have mutable, ever-changing forms. For all its fearsome appearance, whether it has claws, fangs, pincers, tentacles, or spines, a chaos beast does little physical harm. A blow from a chaos beast causes a living creature to become a spongy, amorphous mass unless they pass a saving throw. An affected creature cannot hold or use any item. Soft or misshapen feet and legs reduce speed to 6 and searing pain courses along the nerves, so strong that the victim cannot cast spells or use magic items, and it attacks blindly, unable to distinguish friend from foe. Each round the victim spends in an amorphous state causes 1 point of wisdom drain from mental shock. If the victim's wisdom score falls to 0, it becomes a chaos beast. A victim can regain its own shape by attempting a saving throw. A success reestablishes the creature's normal form for 1 minute. On a failure, the victim can still repeat this check each round until successful or drained of wisdom.

- Chaos Beast: HD 8; AC 3 [16]; Atk 2 claw (1d4); Move 9; Save 8; CL/XP 11/1700; Special: Corporeal instability, immune to critical hits and transformations, magic resistance 20%.

Cheetah

These savannah dwelling predators are known for their bursts of speed. Cheetah lairs usually contain 1d4 cubs. Cheetahs defending their young gain a +2 bonus to hit and damage. If the cheetah hits with both claw attacks, it can make two attacks with its rear claws for 1d3 damage.

- Cheetah: HD 3; AC 4 [15]; Atk 2 claws (1d3) and bite (1d6); Move 21; Save 14; CL/XP 3/60; Special: Rake with rear claws, surprise on 1-2 on d6.

Chlorthek

Chlortheks are humanoids with melted, sagging skin. They were first created magically, using test subjects, acid bathes and preserving salts. They are coated in acid that perpetually burns their skin, causing them agony and fueling their hatred for all living things. Merely touching a chlorthek inflicts 1d8 points of acid damage on a creature. Chlortheks revel in battle, for it takes their minds off their own suffering. They gain a +1 bonus to hit and damage when reduced to half hit points.

- Chlorthek: HD 4; AC 5 [14]; Atk 1 slam (1d6); Move 12; Save 13; CL/XP 8/800; Special: Acidic skin, immune to acid, regenerate 2 hp/rd.

Corpse Orgy

A corpse orgy appears to be a mound of decomposing bodies – actually the corpses of creatures it has killed an absorbed. Every 1d4 rounds they can unleash a terrible

⁴ Psychic abilities found in *NOD #1*

shriek that causes deafness in all who fail a saving throw and inflicts 4d6 damage. Creatures killed by the corpse orgy are absorbed by it, giving the creature 12 extra hp.

- Corpse Orgy: HD 12; AC 2 [17]; Atk 4 slams (1d8); Move 12; Save 3; CL/XP 13/2300; Special: Shriek, absorb bodies, half damage from edged weapons.

Crypt Thing

Crypt things resemble skeletons in brown robes. They never leave their lairs (usually crypts). Despite their appearance, crypt things are not undead. If questioned about teleported party members, it will claim they were disintegrated. Crypt things speak the language of neutrals.

Upon first encountering the crypt thing, creatures must make a saving throw or be teleported randomly. The crypt thing can only teleport a party once.

D6	Distance and Direction
1	100-1000 ft north
2	100-1000 ft south
3	100-1000 ft east
4	100-1000 ft west
5	One dungeon level up
6	One dungeon level down

- Crypt Thing: HD 6+1; AC 2 [17]; Atk 1 claw (1d8); Move 15; Save 11; CL/XP 7/600; Special: Only harmed by magic weapons, teleport.

Crystal Viper

Crystalline vipers that dwell in deserts, they extract their nourishment from the minerals. They are naturally invisible, and remain so even while attacking. Their poison inflicts an additional 1d6 points of damage if a saving throw is failed. The area around the bite becomes oddly translucent and cool to the touch for about 10 minutes.

- Crystal Viper: HD 2; AC 1 [18]; Atk 1 bite (1d4); Move 15 (Burrow 12); Save 16; CL/XP 4/120; Special: Poison, natural invisibility.

Cyclops

Cyclops are brutish giants notable for their single eye. They are long and lank and measure 20 feet in height. Cyclops can hurl boulders with a 25 ft range increment. These boulders deal 4d10 points of damage. Cyclops were created by Neptunus and therefore pay him homage. They usually dwell on rocky islands, herding fine sheep or cattle. The greatest cyclops serve Volcanus at his forge.

- Cyclops: HD 13; AC 1 [18]; Atk 1 slam (6d6); Move 15; Save 3; CL/XP 13/2300; Special: Hurl rocks (4d10).

Desert Hag

Desert hags look like old women with brown, wrinkled skin and stringy hair bleached white by the sun. They wander the desert sands looking for travelers who have lost their

way, tempting them with illusions, driving them mad and then consuming them, bones and all. Unlike other hags, desert hags are always encountered alone.

A desert hag can use the following spells: ESP, invisibility (1/day) and phantasmal force. In addition, any creature meeting the gaze of the hag must succeed at a saving throw or succumb to a waking dream (i.e. confusion). Desert hags are especially vulnerable to lapis lazuli, the touch of the stone inflicting 1d6 damage per round.

- Desert Hag: HD 6; AC 16; Atk 2 claw (1d6) and 1 bite (1d4); Move 12; Save 11; CL/XP 9/1100; Special: Confusion, magic resistance 25%, spells, vulnerable to lapis lazuli.

Dragon Whale

These colossal beasts resemble a cross between a whale and a dragon, having a whale's general form with a scaled skin, massive tusks and two gigantic claws. They speak their own tongue. Dragon whales can easily capsize ships, and their presence is enough to send experienced sea dogs into a panic. They can breathe a 60' cone of boiling steam three times per day. This steam inflicts 12d6 points of damage, though a successful saving throw cuts the damage in half. They can swallow ships whole as sperm whales do.

- Dragon Whale: HD 36; AC 2 [17]; Atk 1 bite (4d6) and 2 claws (3d6) and 1 tail slap (2d6); Move 9 (Swim 33); Save 3; CL/XP 40/10400; Special: Breath weapon, swallow, immune to magical sleep and paralysis, half damage from acid, cold and fire.

Ethereal Rat

These giant rats are capable of entering the ethereal plane at will. They mostly use this ability to make hit and run attacks or to retreat from combat. Their bite injects a special poison that deals 1d4 points of strength damage each hour unless the victim passes two successive saving throws. If the creature's strength drops to 0 it becomes permanently ethereal.

- Ethereal Rat: HD 2d4; AC 6 [13]; Atk 1 bite (1d3); Move 15 (Climb 9); Save 16; CL/XP 4/120; Special: Poison, ethereal.

Franken-Zombie

Franken-zombies are animated corpses that have been engineered by alchemists to be more intelligent and powerful than mere zombies and less erratic than flesh golems. Franken-zombies are dimly intelligent and can follow basic commands by their masters. They aren't much faster than zombies, but do not always lose initiative in combat. Franken-zombies pack a serious punch and are intelligent enough to use tactics in combat.

As a side effect of their alchemical engineering they often form a sentimental attachment to a person (often a lovely young woman) or objects (i.e. mementos of their former lives). This inhuman lust will eventually overcome their

obedience to their master, the creature having to make a saving throw against their master whenever ordered to harm (but not abduct) or ignore the object of their desire. If the object of their desire is in danger, a franken-zombie will attempt to protect it (sometimes with disastrous results) and fly into a berserk rage until the danger has passed.

- Franken-Zombie: HD 4+4; AC 17; Atk 1 slam (2d6); Move 9; Save 13; CL/XP 4/120; Special: Inhuman lust.

Gaeen Giant

Gaeen giants claim their heritage from earth itself and their power is dependent on their contact with it. They always walk barefoot, draining strength from the ground as they walk, later using this strength to crush the life out of those not strong enough to break free of their embrace. Gaeen giants look like large, muscular copper-skinned humanoids with curly, black beards. Male gaeen giants average 11 feet in height but may weigh 45,000 pounds or more, thanks to their incredible body density. They dress in loincloths and never carry any weapons or wear armor.

If a gaeen giant hits with both slam attacks, he hugs his opponent for 2d6 points of damage each round. As long as he is touching the naked earth, a gaeen giant ignores the first 6 points of damage from any successful attack against him. He also has a magic resistance of 70%. If the giant loses contact with the earth, his hit dice are reduced to 8 (resulting in a loss of 4d8 hit points) and he loses his damage resistance and magic resistance. In addition, his slam attacks and grapples inflict a mere 2d4 damage.

- Giant, Gaeen: HD 12; AC 0 [19]; Atk 2 slams (2d6); Move 15; Save 3; CL/XP 16/3200; Special: Damage resistance, magic resistance 70%, hug.

Giant Tick

These massive creatures hide in the sand and then leap out to attack their prey.

- Giant Tick: HD 2; AC 4 [15]; Atk 1 bite (1d4 + blood drain); Move 6; Save 16; CL/XP 3/60; Special: Bite deals 1d3 points of constitution damage.

Golem – Moonstone

Moonstone golems never speak. They are capable of rapidly shifting between dimensions. Moonstone golems cost 50,000 gp to construct. They are birthed from moonstone orbs worth at least 1,000 gp. The golem's creator must be a wizard and must cast polymorph any object, limited wish, etherealness, astral projection and clairvoyance.

Moonstone golems can move into the astral and ethereal planes with a normal move each round. They can bring up

to 5 creatures with them. Three times per day they can use the clairvoyance/clairaudience spell. At night, they can use a powerful sleep effect on up to 25 HD of creatures within 50 feet. Creatures with more than 10 HD are unaffected.

Moonstone golems are immune to all spells except those that affect ethereal creatures, even when the moonstone golem is not ethereal.

- Moonstone Golem: HD 10; AC 1 [1/8]; Atk 1 slam (3d6); Move 12; Save 5; CL/XP 14/2600; Special: Magic immunity, only harmed by magic weapons, astral travel, etherealness, clairvoyance, sleep.

Greater Medusa

Greater medusas resemble large medusas with serpentine lower torsos. They have gleaming green scales. They have the petrifying gaze of normal medusas. Their snakes inject a paralyzing venom with each successful bite. A greater medusa's blood is so poisonous that anyone coming into contact with it must succeed at a saving throw or suffer 2d6 points of strength damage immediately, and 2d6 more damage one minute later unless they pass a second saving throw. The blood loses its toxicity an hour after being exposed to air. Greater medusas arm themselves with spears and short bows. Greater medusas are sometimes found in the company of 1 or 2 normal medusas.

- Greater Medusa: HD 8; AC 3 [16]; Atk 1 snakes (1d4) and 1 weapon (1d6); Move 12; Save 8; CL/XP 10/1400; Special: Petrifying gaze, poison, poisonous blood.

Ice Devil (greater devil)

Ice devils inhabit a portion of Hell that has, much to the dismay of many, frozen over. They carry great spears that deal 2d6 damage and slow those struck (as the spell) unless they make a saving throw. Ice devils can cast phantasmal force, wall of ice and teleport. Once per day, an ice devil can attempt to gate in two barbed devils or one ice devil with a 60% chance of success.

- Ice Devil: HD 11; AC -5 [24]; Atk 2 claw (1d6) and 1 bite (2d6) and barbed tail (2d6); Move 9; Save 4; CL/XP 20/4400; Special: Magic resistance 55%, harmed by silver or magic weapons, immune to cold, half damage from fire and poison, spells.

Inevitable

Inevitables are divine, mechanical constructs that exist to enforce the natural laws of the universe. Each type is designed to find and punish a particular kind of transgression, hunting down a person or group that has violated a fundamental principle. From its first step, an inevitable focuses totally on its target. It continues its efforts no matter how cold the trail or hopeless the task. Inevitables are single-minded in pursuit of their quarry, but they are under orders to leave innocents alone.

Accomplices to their prey are fair game, however, which sometimes creates conflicts within their programming.

Inevitable forms vary, but all clockwork creatures of gold-and-silver, with gears and pistons where muscles would be on flesh-and-blood creatures. Their eyes glow with a golden radiance and they can see in the dark.

Kolyarut

Kolyaruts mete out punishment to those who break bargains and oaths. They look like clockwork humanoids. A kolyarut can fire a black ray with a range of 200 feet that reduces strength by 1d6. As a melee touch attack, a kolyarut can drain one level unless a saving throw is made to resist the effect. Kolyaruts can use the following spells: Detect invisibility, change self, fear, geas (1/week), hold monster (1/day), hold person, invisibility, locate creature, suggestion.

- Kolyarut: HD 13; AC 0 [19]; Atk 1 weapon (2d6+2); Move 12; Save 3; CL/XP 17/3500; Special: Level drain, enervation ray, only harmed by magic weapons, magic resistance 55%.

Marut

Maruts confront those who would try to deny the grave itself, like liches. Those who use magic to reverse death are not worthy of a marut's attention unless they do so repeatedly or on a massive scale. A marut looks like a clockwork stone giant. Its left fist delivers a loud thunderclap when it hits, dealing an extra 3d6 points of sonic damage and causing the target to be deafened. Its right fist delivers a shock for an extra 3d6 points of electricity damage and the flash of lightning causes blindness for 2d6 rounds.

Maruts can use the following spells: Charm person, detect invisibility, dimension door, dispel magic, earthquake (1/week), fear, geas (1/week), inflict serious wounds, lightning bolt (1/day), locate creature, plane shift (1/week), wall of force (1/day) and wind walk.

- Marut: HD 15; AC -2 [21]; Atk 2 fists (2d6); Move 12; Save 3; CL/XP 20/4400; Special: Only harmed by magic weapons, magic resistance 70%, fists.

Zelekhut

Zelekhts are charged with hunting down those who would deny justice, especially those who flee to escape punishment. They look like clockwork centaurs with golden metallic wings. Zelekhts can use the following spells: Clairaudience, clairvoyance, detect invisibility, dispel magic, fear, geas (1/week), hold monster (3/day), hold person and locate creature. They have a +5 bonus to save vs. illusions.

- Zelekhut: HD 8; AC 1 [18]; Atk 2 chains (2d6 + 1d6 electricity); Move 12 (Fly 15); Save 8; CL/XP 11/1700; Special: Only harmed by magic weapons, magic resistance 45%.

Khargra

Khargra are elemental earth creatures who roam the material plane in search of high grade ore to feed upon. They look like fish with garnet-colored skin, three arms and massive, toothy maws. Khargra 'swim' through layers of rock in small schools. When they find a vein of metal, they eat it, grinding it up and actually refining the metal. Waste is excreted and the metal is slowly absorbed into the creature's system. Khargra consider armor and weapons to be too tempting to pass up, and will abandon unrefined ore for refined ore every time.

When attacking, khargra leap from a cavern wall or floor like a fish, up to 10 ft. They attempt to fasten themselves with their clawed arms onto large metallic objects, which they will devour. Such attacks surprise on a 1-3 on 1d6 (1-2 against gnomes and dwarfs). A single khargra can swallow up to 5 lb of metal per melee round and has a capacity of 100 lb or more. If attacked with a metal melee weapon, their attacker must succeed at a saving throw or have the tip of the weapon bitten off and swallowed. They will attempt to grapple with their three arms, and must grapple before a bite can be delivered. The arms attack as 12 HD monsters.

- Khargra: HD 6; AC 2 [17]; Atk 1 bite (3d6); Move 3 (Burrow 15); Save 11; CL/XP 6/400; Special: Surprise on 1-3 on 1d6.

Living Monolith

Living monoliths are immobile pillars of amorphous flesh dripping with slime. They have several toothy maws and writhing pseudopods. They secrete acid that quickly dissolves metal, vegetation and flesh, but does not affect stone. Just touching the monolith deals 20 points of acid damage. Armor and clothing will be destroyed by the corrosive acid unless its wearer succeeds at a saving throw. During each round of combat, a living monolith creates 1d3 crawling offspring. Insane cultists and primitive tribes sometimes worship living monoliths as fertility goddesses.

Crawling offspring are mindless creatures spawned by a living monolith. They are vary widely in appearance, but are always horrible. Most are destroyed and reabsorbed by the living monolith that created them. Others wander off aimlessly seeking prey. Each crawling offspring will have two of the following special features (roll 1d6).

- 1 Spit Acid (1/min, 20' range, 2d6 damage, save for half)
- 2 Rotting Touch (touch deals 1d3 constitution damage)
- 3 Extra Tentacle Attack (10' reach, deals 1d4 damage)
- 4 Regeneration (5 hp/round, normal damage from fire)
- 5 Winged Flight (gains fly speed of 12)
- 6 No Special Feature

- Living Monolith: HD 28; AC 15 [4]; Atk 8 pseudopods (4d6); Move 0; Save 3; CL/XP 32/8000; Special: Acid, create spawn, regenerate 5 hp/rd (fire negates).
- Crawling Offspring: HD 3; AC 3 [16]; Atk 1 slam (1d4); Move 9; Save 14; CL/XP 5/240; Special: Regenerate 2 hp/rd.

Living Statue

Living statues are magically animated. They are true automatons, unlike golems, which are animated by elemental spirits. While this means that living statues have no chance of going “berserk,” it also means that they may only perform simple programmed activities. They may not be commanded in any meaningful fashion. They make very effective guards for tombs, treasure rooms, and similar places. Living statues can be crafted to resemble any sort of living creature, but most commonly are made to look like humans or demi-humans.

- Living Stone Statue: HD 5+5; AC 3 [16]; Atk 2 lava spray (2d6); Move 9; Save 12; CL/XP 5/240; Special: Spray lava from fingertips.

Luminous

The luminous are humanoids infused with divine power. They are fierce proponents of Law, and resemble elves with that radiate bright, white light. Luminous have no bodily fluids or organs, and have no need to eat or sleep. They can manifest a protection from evil, 10-ft radius spell once per day, but suffer 1 hit point of damage for each round they maintain the circle. The luminous can cause themselves to glow with the equivalent of torchlight. They can dim their light as well, but this takes concentration and can rarely be done for more than a minute.

- Luminous: HD 2+2; AC 4 [15]; Atk 1 weapon (1d8); Move 15; Save 16 (14 vs. necromancy); CL/XP 4/120; Special: Immune to poison, light, magic circle.

Magnesium Spirit

Magnesium spirits are alien creatures trapped here by some ancient wizard. Their only goal is to inhabit the body of a 5th level or higher human so they can conduct a ritual that will return them to their own plane. They appear to be 5 ft tall, 3 ft diameter cylinders of heatless white flame. They are immune to sleep, charm, hold, paralysis and fear spells. When they encounter a human fit for possession, they approach rapidly and then flare up, causing blindness for 1 turn (20 ft diameter, save negates). The creature drains one level (permanent) and two points of strength with its touch. Once they hit, they latch on to their victim and begin to merge with them, dealing auto damage each round. After two rounds of merging, they can only be attacked without harming their victim with holy water, which deals 1d6+1 points of damage and forces them to abandon their victim. After three rounds of merging they possess their victim. If the creature still has 5 levels, the

magnesium spirit shrieks out its spell and then body and spirit disappear. If the victim does not have 5 levels left the magnesium spirit abandons the body and seeks another, leaving the original victim a mindless husk.

- Magnesium Spirit: HD 6; AC -1 [20]; Atk 1 incorporeal touch (2d6); Move 36; Save 11; CL/XP 11/1700; Special: Only harmed by silver or magic weapons, immunities, magic resistance 50%.

Phase Spider

These aggressive arachnids are capable of shifting into the ethereal plane.

- Phase Spider: HD 5+1; AC 4 [15]; Atk 1 bite (1d6 + poison); Move 12 (Climb 12); Save 12; CL/XP 6/400; Special: Become ethereal, poison (save or die in 1d4 rounds), web.

Poltergeist

Poltergeists are “noisy spirits” encountered where they were originally killed. They are invisible and incorporeal and can only be harmed by silver or magic weapons. They can attack by throwing unattended objects, hitting as though they were 5 HD creatures. Creatures hit by a flying object suffer no damage, but must pass a charisma save or be affected by fear, fleeing in a random direction for 2d12 rounds. There is a 50% chance a victim will drop what he is carrying while fleeing. Holy water and strongly presented holy symbols will drive poltergeists back but not harm them.

- Poltergeist: HD 1d4; AC 9 [10]; Atk None; Move 6; Save 18; CL/XP 2/30; Special: Fear, invisibility, incorporeal, only harmed by silver or magic weapons.

Psi-Swarm

These bizarre creatures are masses of charged, psionic particles with a rudimentary intelligence. They assume a roughly humanoid form and glow with orange light. They radiate a psychic static that forces creatures to make a saving throw each round or suffer from confusion.

- Psi-Swarm: HD 8; AC 6 [13]; Atk 1 slam (1d12); Move 6; Save 8; CL/XP 9/1100; Special: 1 point of damage from edged weapons, confusion.

Rat, Brain

These intelligent rats have psionic powers. They can use ego whip, telepathy and empathic projection. They are otherwise like normal rats.

- Brain Rat: HD 1d4; AC 5 [14]; Atk 1 bite (1d3); Move 15 (Climb 9); Save 18; CL/XP B/10; Special: Psychic.

Ravenous

Ravenous are humans that have given into cannibalism. Their features become feral and drawn, and they constantly hunger for human flesh. Their eyes are wild and

devoid of humanity. Their scream can be heard for 2 miles. Sentient creatures with fewer HD than the ravenous must make a saving throw or be panicked for 2d4 rounds.

- Ravenous: HD 5; AC 1 [18]; Atk 2 claws (1d6) and 1 bite (1d6); Move 12; Save 12; CL/XP 8/800; Special: Scream, half damage from cold and lightning.

Reigon

Reigons are large psionic apes akin to gorillas. They have brownish-black fur, white faces and brown eyes. They stand 8 feet tall and weigh 600 pounds. Reigons are aggressive jungle predators. They are omnivores, and will devour humanoids if they are easily obtained. Reigons are tribal and very territorial. Reigons speak their own language and the language of nearby sentient creatures.

- Reigon: HD 5; AC 4 [15]; Atk 2 claws (1d6) and 1 bite (1d8) or 1 weapon (1d8+2); Move 12 (Climb 12); Save 12; CL/XP 8/800; Special: +5 save vs. mind attacks and control, ESP, psionic blast, telekinesis.

Reliquary Guardian

Reliquary guardians are clerical constructs used to guard the bones of saints or other holy relics. They are typically 12 feet in height and weight 5,000 pounds. Reliquary guardians are constructed from marble. All of them wield a +1 two-handed sword. Once per day they can utter a holy (or unholy word). Reliquary guardians can use five cleric spells (one spell of level 1 through 5). They are immune to most magic spells, except as follows: dispel magic inflicts 4d6 damage, and a un/holy word spell heals a guardian of all its damage.

- Reliquary Guardian: HD 13; AC -3 [22]; Atk 1 slam (5d6) or 1 large +1 two-handed sword (4d6); Move 12; Save 3; CL/XP 21/4700; Special: Only harmed by +2 weapons, magic immunity, pronouncement, regenerate 2, spells.

Sandman

Sandmen are humanoid creatures composed of sand held together by magical force. Approaching within 20 ft of a sandman will cause sleep unless a saving throw is made. Those who manage to stay awake must make a new save every time they touch a sandman or are touched by a sandman. Sleepers will remain asleep for 3 turns no matter what happens. Thereafter there is a 10% chance per turn that they will awaken on their own, or a 95% chance if they are violently handled. Sandmen are always under the effect of a protection from arrows spell. They will not harm sleeping creatures, preferring to leave, or, if in their lair, simply eject them.

- Sandman: HD 4; AC 2 [17]; Atk Sleep; Move 9; Save 13; CL/XP 5/240; Special: Sleep, protection from arrows.

Scale-Folk

Scale-folk are a race of humanoids that degenerated into a pre-human state, gaining reptilian qualities as their bodies and souls devolved. There are three sub-races of scale-folk. All speak common and the language of chaotic dragons.

Green Scale-Folk

Green scale-folk are intelligent and manipulative creatures, forming the spiritual backbone and leadership of the race. Green scale-folk appear as emaciated green humanoids, with features halfway between human and snake and a greenish tinge to their imperceptibly scaly skin. They often train as clerics or magic-users, dressing the part with long embroidered robes. Green scale-folk have an entrancing gaze, transfixing creatures who fail a saving throw. Their bite is poisonous, inflicting an extra 1d6 points of damage. Green scale-folk are only surprised on a roll of 1 on d8.

- Green Scale-folk: HD 1d6; AC 5 [14]; Atk 1 bite (1d3); Move 12; Save 18; CL/XP 2/30; Special: Entrance, poison.

Pallid Scale-Folk

Pallid scale-folk are depraved creatures. Their minds have degenerated nearly as much as their physical forms and virtually no pallid scale-folk retains full lucidity. Pallid scale-folk are usually found in their nightmarish laboratories conducting unspeakable experiments on prisoners. A pallid scale-folk appears nearly human but for the consistency and pallor of its skin. Its features are quite faint, having only a discreet line for a mouth and two slightly protruding orifices for a nose. They like long gaudy tunics and sober, practical 'work robes'. Their claws are poisonous, with victims of claw attacks taking 1d3 points of wisdom damage if they fail a saving throw. Pallid scale-folk are well versed in alchemy.

- Pallid Scale-folk: HD 1d6; AC 7 [12]; Atk 2 claws (1d2); Move 12; Save 18; CL/XP 1/15; Special: Poison.

Yellow Scale-Folk

Yellow scale-folk are the most snakelike of their kin, with their features retaining only vague vestiges of humanity. Their yellow skin is leathery and composed of minuscule scales. They have long sharp fingernails and two venomous fangs in their mouths. Yellow scale-folk carry maces and crossbows. They can climb, hide and move silently as well as thieves. Yellow scale-folk can spit acid once every 1d4 rounds. Their spittle has a range of 60 feet and inflicts 1d4 points of acid damage on contact, and 1d4 points of damage one round later unless neutralized.

- Yellow Scale-folk: HD 1; AC 4 [15]; Atk 2 bite (1d3) and 1 mace (1d6) or 1 bite (1d3) and 2 claws (1d2) or 1 crossbow (1d8); Move 12; Save 17; CL/XP 3/60; Special: Acid spit, thieves.

Skulleton

This strange undead creature looks like a humanoid skull with several small gems inserted in its eye sockets and mouth in place of its teeth. When attacked, it rises 6 feet in the air on a column of swirling dust which it uses to attack its enemies. Twice per day, this dust can be whipped into a 10-ft radius cloud that affects creatures as though it were a stinking cloud spell. The creature's bite infects victims with a fever (saving throw negates) that has an incubation period of 1d3 days and inflicts 1d3 points of constitution damage and 1d3 points of dexterity damage each day until the victim succeeds at two consecutive daily saving throws.

- Skulleton: HD 4; AC 5 [14]; Atk 1 bite (1d3); Move Fly 3; Save 13; CL/XP 6/400; Special: Disease, dust.

Squird

Squirds resemble huge, scaly heads with large, swirling eyes and five tentacles to either side of their beaked mouths. They are an aggressive alien species from a distant, dying world. Squirds are highly intelligent and possess advanced technology that they use to travel to and conquer other worlds. They communicate with ultrasonic squeals that are unintelligible to other creatures. The squirds are alien scientists of great knowledge and ability.

A creature struck by the beak must make a saving throw or be grappled, suffering 1 point of constitution damage from blood drain each round they are grappled. Squirds can project hypno-waves in a 30 ft. diameter. Victims must succeed at a save or be fascinated for 1d6 rd.

- Squird: HD 3d6; AC 3 [16]; Atk 4 tentacles (1d2) and 1 beak (1d3); Move 9 (Fly 9); Save 14; CL/XP 6/400; Special: Blood drain, hypno-waves, magic resistance 5%.

Vapor Creature

Vapor creatures are believed to originate from a parallel material plane. How they crossed over is unknown, but it probably involved a wizard. Vapor creatures look just like normal creatures of their type, but they are capable of assuming gaseous form. Vapor giant rats carry disease with their bites, and vapor giant wasps have a poisonous stinger that paralyzes for 1d6 rounds. All vapor creatures regenerate 2 hp per round. When they are killed, their bodies burst and release a noxious cloud of greenish vapor with a radius of 10 feet that acts as a stinking cloud spell. Cold effects slow vapor creatures for 3 rounds.

- Vapor Rat: HD 1+1; AC 4 [15]; Atk 1 bite (1d4); Move 15 (Climb 9, Swim 9); Save 17; CL/XP 6/400; Special: Death throes, disease, half damage from fire, regenerate 2 hp/round, vapor form.
- Vapor Wasp: HD 5+5; AC 5 [14]; Atk 1 sting (1d6); Move 9 (Fly 21); Save 12; CL/XP 10/1,400; Special: Death throes, disease, half damage from fire, regenerate 2 hp/round, vapor form.

Vilstrak

Vilstraks are strange creatures with stony hides that are capable of physically merging with earth and stone. They lair in hollows beneath the earth.

- Vilstrak: HD 1d6; AC 1 [18]; Atk 2 slams (1d4+1); Move 9; Save 18; CL/XP B/10; Special: Surprise on a 1-3 on 1d6.

Wastedweller

Wastedwellers are humanoids that live in inhospitable areas. Although not evil, they disdain contact with others. They wrap themselves from head to toe in clothing with only their eyes, as yellow as fine topaz, peeking through. Their skin is has the feel and color of polished granite. They live by a strict body of laws that governs every possible action or reaction. They are hunter-gatherers and are lead by rangers. Villages number up to 200 waste-dwellers with a level 5 chief, three level 4 sub-chiefs and four level 3 commanders. They need only one-quarter of the food and water that humans do, making survival a simpler task for them. Once per day they can summon either beasts or small earth elementals.

- Wastedweller: HD 2; AC 4 [15]; Atk 1 slam (1d4+1) or 1 weapon (1d6+1); Move 12; Save 16 (12 vs. poison); CL/XP 2/30; Special: Hardy, spells.

JMS

The Elementalist

By John M. Stater, Illustration by S. Barth

Of the great magicians of history, one in particular gets ignored in this day and age – Solomon, third king of the united monarchy of Israel. While his wisdom is still renowned and his fabulous temple is still remembered, his connection to magic is known only to those with an interest in the occult. Solomon's apparent command over spirits became the basis for much of the magic practiced during the Middle Ages by way of grimoires such as the *Key of Solomon* and *Lesser Key of Solomon*. This version of magic involved the command of genies and demons via knowledge of their true names and the use of magic seal. A story in the *One Thousand and One Nights* relays the tale of Solomon capturing a genie in a copper bottle and, having made the spirit helpless by means of his seal, throwing it into the sea. Solomon also used his magic ring, sometimes called the Ring of Aandaleeb, to capture Asmodeus, the king of demons.

The elementalist is an attempt to depict this form of magic, in which one is not so much limited by what spells they know, as by how capable they are of commanding spirits to perform supernatural tasks. In the case of the elementalist class, the command of spirits is limited to elemental spirits, including the so-called "elementals" of fire, earth, water and air as well as djinn and efreet. The concept could, of course, be expanded to all manner of spirits and thus the list of possible spell effects expanded as well, though an almost limitless command of effects could make such a magician overly powerful within the scope of the game.

The Elementalist

The elementalist is a sub-class of magic-user that commands the elemental spirits of NOD™ using the knowledge of their true names and secret seals that force them to obey.

PRIME REQUISITES: Charisma (13+ gives +5% XP bonus).

HIT DICE: 1d6-1 (+1 hp per level after 9th).

ARMOR PERMITTED: None.

WEAPONS PERMITTED: Club, dagger, dart, sling.

CLASS ABILITIES

Elementalists produce magical effects by commanding elemental spirits. Mechanically, they command these



spirits by rolling on the cleric's "Turn Undead" table, substituting the level of the magical effect (or spell) for the Hit Dice of the undead.

An elementalist can attempt to command the spirits a number of times each day equal to his Charisma score divided by 3, rounding down. At 6th level, this increases to his Charisma score divided by 2, rounding down. Note that this is number of attempts that may be made, not the number of spells that can be cast. It is possible that an unlucky elementalist could fail on all of his attempts to cast a spell during a 24 hour period.

To command the spirits, elementalists must own and carry a grimoire containing all of the true names of spirits that they know. As an elementalist rises in level, they will add names to this book, though this is not something that the player or Referee must track. It is enough to assume the elementalist's knowledge is growing and to require that they possess their grimoire.

An elementalist is a ritual caster. Each day, he chooses to focus on a particular element (Air, Earth, Fire or Water) and in turn must wear an appropriately colored robe and carry a ritual tool (see below). Without the robe and the

tool, he cannot command elemental spirits, and thus may not use his class abilities.

Element	Color	Tool	Opposed To
Air	White	Wand	Earth
Earth	Yellow	Pentacle	Air
Fire	Red	Arthame	Water
Water	Blue	Chalice	Fire

Elementalists cannot command spirits opposed to their chosen element for the day, but they can command all spirits that are not opposed to them. When commanding elemental spirits of their focus, elementalists receive a +1 bonus to their command checks.

Command checks are the equivalent of a cleric's Turn Undead checks and use the same table. The elementalist substitutes the level of the spell he is trying to cast for the Hit Dice the cleric would be trying to turn.

Elementalists can also turn elementals opposed to his daily focus and command elementals favorable to him, again, in the same manner that a cleric turns or commands the undead. The "elementals" an elemental can turn or command include the classic elementals, efreet, djinn, janni, sylphs, salamanders and other creatures composed entirely or mostly of the four classical elements.

LVL	XP	HD	ATK	SV	Title
1	0	1	+0	15	Grammarians
2	2,000	2	+0	14	Reciter
3	4,000	3	+0	13	Incantator
4	8,000	4	+1	12	Lector
5	16,000	5	+1	11	Dracunulus
6	32,000	6	+2	10	Draco
7	64,000	7	+2	9	Elementalist
8	128,000	8	+3	8	Pentalpha
9	256,000	9	+3	7	Solomon
10	350,000	+1	+4	6	Solomon
11	450,000	+2	+5	5	Solomon
12	550,000	+3	+5	4	Solomon
13	650,000	+4	+5	4	Solomon
14	750,000	+5	+6	4	Solomon
15	850,000	+6	+6	4	Solomon
16	950,000	+7	+7	4	Solomon
17	1,050,000	+8	+7	4	Solomon
18	1,150,000	+9	+7	4	Solomon
19	1,250,000	+10	+7	4	Solomon
20	1,350,000	+11	+8	4	Solomon

Elementalist Spells

The elemental has four spell lists, each tied to a different element (with a few spells appearing on all four lists). Spells marked with an asterisk (*) are described below.

A = Air Spell

F = Fire Spell

W = Water Spell

E = Earth Spell

U = Universal Spell

* = New spell described below

** = Druid spell, see *Druids of Nod* article in this issue

LEVEL ONE

- Burning Hands (F) *
- Feather Fall (A) *
- Magic Stone (E) *
- Produce Flame (F) *
- Purify Food & Drink (W)
- Ray of Frost (W) *

LEVEL TWO

- Fog Cloud (W) *
- Heat Metal / Chill Metal (F/W) *
- Levitate (A)
- Pyrotechnics (F)
- Stinking Cloud (A)
- Strength (E)

LEVEL THREE

- Fireball (F)
- Fly (A)
- Lightning Bolt (A)
- Protection from Normal Missiles (A)
- Stone Shape (E) **
- Water Breathing (W)

LEVEL FOUR

- Create Water (W)
- Ice Storm (W)
- Solid Fog (A) *
- Spike Stones (E) *
- Wall of Fire (F)
- Wall of Ice (W)

LEVEL FIVE

- Cloudkill (A)
- Cone of Cold (W) *
- Conjure Elemental (U)
- Passwall (E)
- Transmute Rock to Mud (E)
- Wall of Stone (E)

LEVEL SIX

- Find the Path (E)
- Invisible Stalker (A)
- Lower Water (W)
- Move Earth (E)
- Part Water (W)
- Stone to Flesh (E)

LEVEL SEVEN

- Aerial Servant (A)
- Control Weather (A)
- Delayed Blast Fireball (F)
- Earthquake (E)
- Reverse Gravity (E)
- Wind Walk (A)

LEVEL EIGHT

- | | |
|---|----------------------------|
| 1 | Blight (W) ** |
| 2 | Incendiary Cloud (F) * |
| 3 | Repel Metal or Stone (E) * |
| 4 | Whirlwind (A) ** |
-

LEVEL NINE

- | | |
|---|--------------------|
| 1 | Imprisonment (E) * |
| 2 | Meteor Swarm (F) |

Burning Hands [Fire]

Level: Elementalist 1, Magic-User 1

Range: 3 feet

Jets of flame erupt in a fan-like spread from the caster's extended hands, inflicting 1 point of damage per level with no saving throw permitted.

Feather Fall [Air]

Level: Elementalist 1, Magic-User 1

Range: Personal

Duration: 1 round

This spell causes the caster to float like a feather in the air, negating falling damage.

Fog Cloud [Air]

Level: Elementalist 2, Druid 2, Magic-User 2

Range: 120 feet

Duration: 10 minutes per level

A fog cloud 20 ft tall and 20 ft in diameter is created, obscuring all sight beyond 5 feet. Creatures within 5 feet have a +2 bonus to AC, while those farther away have a +5 bonus to AC. Wind disperses the fog.

Heat Metal / Chill Metal [Fire / Water]

Level: Elementalist 2, Druid 2

Range: 30 feet

Duration: 7 rounds

This spell heats the metal equipment of one creature per 2 levels. Magic equipment gets a saving throw to avoid the effect. During the 1st and 7th rounds of the spell, the metal is warm. In the 2nd and 6th rounds it is hot and deals 1d4 points of damage. In the 3rd to 5th round, the metal is searing and deals 2d4 points of damage per round. A reverse of the spell, Chill Metal, can be cast as a water spell by an elementalist.

Imprisonment [Earth]

Level: Elementalist 9

Range: Touch

The touched creature is swallowed up by the earth and deposited, in suspended animation, in a tiny, spherical cyst far beneath the surface of the earth.

Incendiary Cloud [Fire]

Level: Elementalist 8, Magic-User 9

Range: 30 feet

Duration: 1d6+4 rounds

An incendiary cloud is 10-ft high and 20-ft in diameter. It inflicts 4d6 points of damage each round and obscures vision as a fog cloud. A saving throw reduces damage by half. Incendiary clouds are dispersed by wind.

Magic Stone [Earth]

Level: Elementalist 1, Druid 1

Range: Touch

Duration: 30 minutes or until discharged

This spell turns up to 3 pebbles into +1 stones. If hurled, they have a range of 20 feet and inflict 1d6+1 points of damage, or double that against the undead.

Produce Flame [Fire]

Level: Elementalist 1, Druid 1

Duration: 1 minute per level

You create a torch flame in your open hand. The flames harm neither you nor your equipment, but can be used to touch enemies in melee combat or be thrown up to 120 feet as a ranged weapon (vs. AC 9 [10]) for 1d6 damage.

Ray of Frost [Water]

Level: Elementalist 1, Magic-User 1

Range: 30 feet

A freezing ray strikes out from your finger. It inflicts 1d6 damage, but requires a ranged attack to hit.

Repel Metal or Stone [Earth]

Level: Elementalist 8, Magic-User 8

Range: 60 feet

Duration: 1 round per level

This spell creates waves of force to roll from the caster in a line 60 feet long and 5 feet wide. All metal or stone objects in the spell's path are pushed away to a range of 60 feet. Fixed items or items weighing more than 500 pounds are not affected.

Solid Fog [Air]

Level: Elementalist 4, Magic-User 4

Duration: 1 minute per level

This spell works as fog cloud, but also reduces speed to 3 feet per round. Creatures in the solid fog suffer a -2 penalty to hit and damage in melee combat, and ranged attacks are not possible. Only a severe wind disperses a solid fog cloud.

Spike Stones [Earth]

Level: Elementalist 4, Druid 4

Range: 120 feet

Duration: 1 hour per level

This spell causes stone caltrops to rise up from rocky ground or stone floors in a 20-ft square area. Movement through the area is reduced by half, and creatures suffer 1d8 damage for every 5 feet the travel. Creatures so injured have their movement reduced by half for 24 hours or until a curative spell is applied.

JMS

The Druids of Nod

By John M. Stater

The concept of a druid as a priest of nature has a long pedigree in fantasy role-playing games. In most, the druid is represented as a less armored version of the cleric with a repertoire of spells revolving around plants, animals and the elements. The class is based loosely on the druids of Celtic legend – and loosely at best, since very little actual knowledge of the real druids has survived into the modern day without being filtered through the lenses of first the Romans and later the Christians, two groups with whom they were not on the best of terms. The druid of NOD™ takes inspiration from three different sources.

The first source, of course, is the druids of history and legend. Pliny the Elder tells us that the druids revered aspects of the natural world and they believed in reincarnation. In their communities, druids served the role of scholars, priests, poets and judges. This focus on nature and role in the community can be used in NOD™ to distinguish them from clerics. Where the cleric crusades for an ideal (i.e. the Medieval templar or hospitaler), the druid acts on humanity's (or demi-humanity's) behalf to the old gods of the natural world. The deities of the cleric are usually aligned with Law or Chaos, and are manifestations of human concerns, occupations, passions and emotions. The gods and goddesses of the druids, on the other hand, represent beings more primal than man – Father Sky, Mother Earth and Lord of Death, as opposed to Love, War and the Arts.

Our second inspiration is the many priesthoods of the ancient world, from China to India to Egypt and Greece. One of the many criticisms leveled against the cleric class is that it attempts to shoehorn polytheistic religions into a Medieval Christian model. While it may be easy to imagine Bishop Odo of the Songs of Roland as a fantasy cleric, it is more difficult to imagine an ancient Egyptian priest of Isis putting on platemail and swinging a mace. Now, I personally enjoy these kinds of juxtapositions in games – but clearly there is room in the game for a more scholarly form of priest, a combination of cleric and magic-user.

Finally, even within the Medieval Christian legacy, the cleric occupies a fairly small niche – that of the Templars and Hospitalers of the crusades. The other priestly archetype of literature is the traveling friar, from Friar Tuck of Sherwood fame to the lusty ecclesiasts of Chaucer.



Finally, an image of the druid of NOD™ begins to crystallize. Our druid is a learned man, a philosopher and theologian, advisor to kings and teacher of men. He may serve in a temple like a cleric, but he might also be a wanderer, a bit of a rogue who adventures for knowledge and to serve his fellow man. He reveres Nature, either as a deity in its own right or as an expression of the majesty of the Creator. Like Tuck, our druid might be a bit handy with a weapon, but he won't quite match the prowess of the more warlike and dogmatic cleric. And, like the druids of ancient lore, his magic revolves around divinations, communication, the healing arts, the natural world, shapechanging and reincarnation.

The Druid

The druid is a sub-class of cleric who worships a pantheon of nature divinities in place of the cleric's patron deity and ethos. Because druids worship a wide variety of deities and respect each deity's place in the greater scheme of things,

they are always neutral in alignment (if alignment is used in your games).

PRIME REQUISITES: Intelligence & Wisdom (13+ gives +5% experience bonus).

HIT DICE: 1d6 (+2 hp per level after 9th).

ARMOR PERMITTED: Leather armor and shields.

WEAPONS PERMITTED: Club, dagger, dart, hand axe, sling, spear and staff.

DRUID CLASS ABILITIES

Druids cast spells in the same manner as clerics. The spells available to a druid are listed on the druid spell list. A druid is limited to a certain number of spells of each level per day. The table below shows the number of spells per day of each level a druid may cast. Druids prepare spells each day like clerics, by praying for them and hoping the gods and goddesses of their pantheon see fit to grant them.

As the envoys of the old gods to the material world, druids learn to speak to all of creation. At 1st level, druids can speak with animals (as the spell). At 3rd level, a druid can communicate with plants. At 5th level, a druid's knowledge of the primordial tongue allows them to communicate with any kind of monster. Finally, a 7th level druid learns to speak to the rocks and stones.

Druids have a special connection to animals, and can befriend one animal at a time. The animal can make a saving throw to resist the druid's overtures. If it fails, it becomes the druid's boon companion, and can be taught up to three tricks, each taking one week to teach.

At 6th level, druids gain the ability to change into a small or medium-sized animal and back again once per day. This ability operates like the spell polymorph. Upon attaining this ability, a druid must choose an animal shape, usually an animal sacred to her religious traditions or patron deity. The selection is permanent, and cannot be changed.

Each time a druid uses this ability, the character regains 1d3 hit points. At 7th and 8th levels, the druid gains a new animal shape. Each shape can be assumed once per day. At 12th level, the druid gains the ability to take the shape of a large (maybe prehistoric) version of one of the previously chosen animal forms. This large form can be assumed once per day, and the druid can decide between the three forms each time this ability is used. When assuming the large version of an animal form, the druid heals 4d6 hit points.

Druid Advancement

LVL	XP	HD	ATK	SV	Title
1	0	1	+0	14	Neophyte
2	2,000	2	+0	13	Initiate
3	4,000	3	+0	12	Ovate
4	8,000	4	+1	11	Soothsayer
5	16,000	5	+1	10	Magus
6	32,000	6	+2	9	Shaman
7	64,000	7	+2	8	Magister
8	128,000	8	+3	7	Druid
9	256,000	9	+3	6	Archdruid
10	350,000	+2	+4	5	Archdruid
11	450,000	+4	+5	4	Archdruid
12	550,000	+6	+5	4	Archdruid
13	650,000	+8	+5	4	Archdruid
14	750,000	+10	+6	4	Archdruid
15	850,000	+12	+6	4	Archdruid
16	950,000	+14	+7	4	Archdruid
17	1,050,000	+16	+7	4	Archdruid
18	1,150,000	+18	+7	4	Archdruid
19	1,250,000	+20	+7	4	Archdruid
20	1,350,000	+22	+8	4	Archdruid

Druid Spells Per Day

LVL	Spell Level						
	1	2	3	4	5	6	7
1	1	-	-	-	-	-	-
2	2	-	-	-	-	-	-
3	2	1	-	-	-	-	-
4	3	2	-	-	-	-	-
5	4	2	1	-	-	-	-
6	4	2	2	-	-	-	-
7	4	3	2	1	-	-	-
8	4	3	3	2	-	-	-
9	4	3	3	2	1	-	-
10	4	4	3	2	2	-	-
11	4	4	4	3	3	1	-
12	4	4	4	4	4	2	-
13	5	5	5	4	4	3	1
14	5	5	5	4	4	4	2
15	5	5	5	5	4	4	2
16	5	5	5	5	5	4	2
17	6	6	6	5	5	4	2
18	6	6	6	6	5	5	3
19	7	7	7	6	6	6	3
20	7	7	7	7	7	7	3

LVL = Druid Level

XP = Experience Points

HD = Hit Dice

ATK = Attack Bonus

SV = Saving Throw

Druid Spell List

LEVEL ONE

- 1 Animal Summoning I *
- 2 Cure Light Wounds
- 3 Detect Magic
- 4 Entangle *
- 5 Faerie Fire *
- 6 Produce Flame *
- 7 Purify Food & Drink
- 8 Shillelagh *

LEVEL TWO

- 1 Animal Summoning II *
- 2 Augury *
- 3 Barkskin *
- 4 Detect Invisibility
- 5 Fog Cloud *
- 6 Resist Elements *
- 7 Snake Charm
- 8 Warp Wood *

LEVEL THREE

- 1 Animal Summoning III *
- 2 Cure Disease (R)
- 3 Lightning Bolt
- 4 Neutralize Poison (R)
- 5 Plant Growth (R)
- 6 Speak with Dead
- 7 Stone Shape *
- 8 Water Breathing

LEVEL FOUR

- 1 Animal Summoning IV *
- 2 Create Water
- 3 Cure Serious Wounds
- 4 Divination *
- 5 Polymorph Other
- 6 Polymorph Self
- 7 Scrying *
- 8 Sticks to Snakes

LEVEL FIVE

- 1 Animal Growth
- 2 Animal Summoning V *
- 3 Commune with Nature *
- 4 Conjure Elemental
- 5 Create Food
- 6 Insect Plague
- 7 Transmute Rock to Mud
- 8 Wall of Thorns *

LEVEL SIX

- 1 Animal Summoning VI *
- 2 Anti-Life Shell *
- 3 Control Weather
- 4 Legend Lore
- 5 Lower Water
- 6 Move Earth
- 7 Part Water
- 8 Reincarnation

LEVEL SEVEN

- 1 Aerial Servant
- 2 Animal Summoning VII *
- 3 Animate Plants *
- 4 Charm Plants
- 5 Earthquake
- 6 Fire Storm *
- 7 Whirlwind *
- 8 Wind Walk

* New spell described below

(R) Indicates the spell is reversible

Druid Spell Descriptions

ANIMAL SUMMONING I

Spell Level: Druid, 1st Level

Range: 30 ft.

Duration: 1 round per level

This spell summons a natural creature. It appears where you designate and acts immediately. It attacks your opponents to the best of its ability. If you can communicate with the creature, you can direct it not to attack, to attack particular enemies, or to perform other actions.

Roll	Summoned Animal
1	Baboon
2	Barracuda *
3	Centipede (Swarm)
4	Flying Squirrel, Carnivorous
5	Frog, Giant (Small)
6	Hyena
7	Jackal
8	Rat, Giant

* Roll again if not in an aquatic environment

ANIMAL SUMMONING II

Spell Level: Druid, 2nd Level

Range: 30 ft.

Duration: 1 round per level

This spell functions like animal summoning I, except that you can summon one 2nd-level creature or 1d3 1st-level creatures of the same kind.

<u>Roll</u>	<u>Summoned Animal</u>
1	Ant, Giant Worker
2	Dolphin *
3	Frog, Giant (Medium)
4	Giant Centipede, Small (Lethal)
5	Leech, Giant
6	Lynx, Giant
7	Snake, Constrictor
8	Snake, Viper
9	Thylacine
10	Wolf

* Roll again if not in an aquatic environment

ANIMAL SUMMONING III

Spell Level: Druid, 3th Level

Range: 30 ft.

Duration: 1 round per level

This spell functions like animal summoning I, except that you can summon one 3rd-level creature, 1d3 2nd-level creatures of the same kind, or 1d4+1 1st-level creatures of the same kind.

<u>Roll</u>	<u>Summoned Animal</u>
1	Badger, Giant
2	Cattle
3	Crab, Giant
4	Crocodile
5	Goat, Giant
6	Lizard, Giant
7	Ostriches, Giant
8	Ray, Sting *
9	Sea Lion *
10	Shark, Small (3 HD) *
11	Snake, Cobra
12	Toad, Giant

ANIMAL SUMMONING IV

Spell Level: Druid, 4th Level

Range: 60 ft

Duration: 1 round per level

This spell functions like animal summoning I, except that you can summon one 4th-level creature, 1d3 3rd-level creatures of the same kind, or 1d4+1 lower-level creatures of the same kind.

<u>Roll</u>	<u>Summoned Animal</u>
1	Ant, Giant Warrior
2	Ape, Gorilla
3	Black Bear
4	Boar, Wild
5	Eagle, Giant
6	Eel, Giant Electric or Giant Moray *
7	Komodo Dragon
8	Leopard
9	Raven, Giant
10	Seahorse, Giant *
11	Stag, Giant
12	Wolverine

ANIMAL SUMMONING V

Spell Level: Druid, 5th Level

Range: 60 ft.

Duration: 1 round per level

This spell functions like animal summoning I, except that you can summon one 5th-level creature, 1d3 4th-level creatures of the same kind, or 1d4+1 lower-level creatures of the same kind.

<u>Roll</u>	<u>Summoned Animal</u>
1	Bat, Giant
2	Hyena, Giant
3	Lamprey, Giant
4	Lion
5	Macaw, Giant
6	Owl, Giant
7	Rock Weasel, Giant
8	Weasel, Giant

ANIMAL SUMMONING VI

Spell Level: Druid, 6th Level

Range: 90 ft.

Duration: 1 round per level

This spell functions like animal summoning I, except that you can summon one 6th-level creature, 1d3 5th-level creatures of the same kind, or 1d4+1 lower-level creatures of the same kind.

<u>Roll</u>	<u>Summoned Animal</u>
1	Bear, Grizzly
2	Crocodile, Giant
3	Leech, Giant (5 HD)
4	Skunk, Giant
5	Snake, Giant, Viper or Cobra
6	Wasp, Giant

ANIMAL SUMMONING VII

Spell Level: Druid, 7th Level

Range: 90 ft.

Duration: 1 round per level

This spell functions like animal summoning I, except that you can summon one 7th-level creature, 1d3 6th-level creatures of the same kind, or 1d4+1 lower-level creatures of the same kind.

<u>Roll</u>	<u>Summoned Animal</u>
1	Bear, Prehistoric or Polar
2	Hippopotamus
3	Komodo Dragon, Giant
4	Rhinoceros
5	Snake, Giant, Constrictor
6	Tiger
7	Tiger, Sabre-Tooth
8	Wolverine, Giant

ANTILIFE SHELL

Spell Level: Druid, 6th Level

Range: 10 ft

Duration: 10 minutes per level

You bring into being a mobile, hemispherical field that prevents the entrance of most types of living creatures. The effect does not work against creatures from beyond the Material Plane, the undead or constructed creatures like golems or living statues.

AUGURY

Level: Cleric 2

Range: Personal

Duration: Instantaneous

An augury can tell you whether a particular action will bring good or bad results for you in the immediate future. The base chance for receiving a meaningful reply is 70% + 1% per level, to a maximum of 90%; this roll is made secretly. A question may be so straightforward that a successful result is automatic, or so vague as to have no chance of success. If the augury succeeds, you get one of four results: Weal (if the action will probably bring good results), Woe (for bad results), Weal and woe (for both) or Nothing (for actions that don't have especially good or bad results). If the spell fails, you get the "nothing" result. A cleric who gets the "nothing" result has no way to tell whether it was the consequence of a failed or successful augury. The augury can see into the future only about half an hour, so anything that might happen after that does not affect the result. Thus, the result might not take into account the long-term consequences of a contemplated action. All auguries cast by the same person about the same topic use the same dice result as the first casting.

BARKSKIN

Spell Level: Druid, 2nd Level

Range: Touch

Duration: 10 minutes per level

The recipient of this spell's Armor Class improves by 2.

BLIGHT (REVERSE OF PLANT GROWTH)

Spell Level: Druid, 3rd Level

Range: Touch

Duration: Instantaneous

This spell withers a single plant of any size. An affected plant monster takes 1d6 points of damage per druid level and may attempt a saving throw for half damage. A plant that isn't a creature doesn't receive a save and immediately withers and dies. This spell has no effect on the soil or surrounding plant life.

COMMUNE WITH NATURE

Spell Level: Druid, 5th Level

Range: Personal

Duration: Instantaneous

You become one with nature, attaining knowledge of the surrounding territory. You instantly gain knowledge of as many as three facts from among the following subjects: the ground or terrain, plants, minerals, bodies of water, people, general animal population, presence of woodland creatures, presence of powerful unnatural creatures, or even the general state of the natural setting. In outdoor settings, the spell operates in a radius of 1 mile per caster level. In natural underground settings the radius is limited to 100 feet per caster level. The spell does not function where nature has been replaced by construction or settlement, such as in dungeons and towns.

CAUSE DISEASE (REVERSE OF CURE DISEASE)

Spell Level: Druid, 3rd Level

Range: Touch

Duration: Instantaneous

The reverse of cure disease, this spell causes the subject to contract a disease from the table below. The disease strikes immediately unless the subject succeeds at a saving throw. If infected, one saving throw is allowed each day to avoid damage. Two successful saving throws mean the disease has been destroyed. If any character has an ability score reduced to 0, it dies. Against monsters, the Referee may rule that the spell causes a -3 penalty to hit, damage and on saving throws, and reduces the monster to half normal movement.

<u>Roll</u>	<u>Disease</u>
1	Blinding Sickness (1d4 Str damage per day)
2	Cackle Fever (1d6 Wis damage per day)
3	Filth Fever (1d3 Dex and 1d3 Con damage per day)
4	Mindfire (1d4 Int damage)
5	Red Ache (1d6 Str damage per day)
6	Shakes (1d8 Dex damage per day)

DIVINATION

Level: Cleric 4
Range: Personal
Duration: Instantaneous

Similar to augury but more powerful, a divination spell can provide you with a useful piece of advice in reply to a question concerning a specific goal, event, or activity that is to occur within one week. The base chance for a correct divination is 70% + 1% per caster level, to a maximum of 90%.

ENTANGLE

Spell Level: Druid, 1st Level
Range: 400 ft.
Duration: 1 minute per level

Grasses, weeds, bushes, and trees wrap, twist, and entwine about creatures in the area or those that enter the area, holding them fast and causing them to become entangled. The creature can break free and move half its normal speed by making a saving throw. Each round on your turn, the plants once again attempt to entangle all creatures that have avoided or escaped entanglement.

FIRE STORM

Spell Level: Druid, 7th Level
Range: 150 ft
Duration: Instantaneous

When a fire storm spell is cast, the whole area is shot through with sheets of roaring flame. The raging flames do not harm natural vegetation, ground cover, and any plant creatures in the area that you wish to exclude from damage. Any other creature within the area takes 1d6 points of fire damage per caster level.

FOG CLOUD

Spell Level: Druid, 2nd Level
Range: 120 ft.
Duration: 10 minutes per level

A bank of fog billows out from the point you designate. The fog obscures all sight beyond 5 feet. Attacking a creature within 5 feet carries a -4 penalty to hit. Attacking creatures farther away carries a -10 penalty to hit, and the attacker can't use sight to locate the target). A strong wind disperses the fog in one round. The spell does not function underwater.

POISON (REVERSE OF NEUTRALIZE POISON)

Spell Level: Druid, 3rd Level
Range: Touch
Duration: Instantaneous

Calling upon the venomous powers of natural predators, you infect the subject with a horrible poison by making a successful melee touch attack. The poison deals 1d10 points of damage immediately and another 1d10 points of damage 1 minute later. Each instance of damage can be negated by a saving throw.

PRODUCE FLAME

Spell Level: Druid, 1st Level
Range: 0 ft.
Duration: 1 minute per level

Flames as bright as a torch appear in your open hand. The flames harm neither you nor your equipment. In addition to providing illumination, the flames can be hurled or used to touch enemies. You can strike an opponent with a melee attack or missile attack (up to 120 ft), ignoring armor, dealing fire damage equal to 1d6 +1 point per caster level (maximum +5). No sooner do you hurl the flames than a new set appears in your hand. Each attack you make reduces the remaining duration by 1 minute. If an attack reduces the remaining duration to 0 minutes or less, the spell ends after the attack resolves. This spell does not function underwater.

RESIST ELEMENTS

Spell Level: Druid, 2nd Level
Range: Touch
Duration: 10 minutes per level

This spell grants a creature limited protection from acid, cold, fire or lightning, chosen when the spell is cast. The creature suffers half damage from fire for the duration of the spell.

SCRYING

Spell Level: Druid, 4th Level
Range: See text
Duration: 1 minute per level

Using a natural pool of water, you can see and hear some creature, which may be at any distance. If the subject succeeds on a saving throw, the scrying attempt simply fails. The difficulty of the save depends on how well you know the subject and what sort of physical connection (if any) you have to that creature. Furthermore, if the subject is on another plane, it gets a +3 bonus on its saving throw.

<u>Knowledge or Connection</u>	<u>Modifier</u>
None	+5
Secondhand (you have heard of the subject)	+3
Firsthand (you have met the subject)	+0
Familiar (you know the subject well)	-3
Own a likeness or picture	-1
Own a possession or garment	-2
Own a body part, lock of hair, bit of nail, etc.	-5

If the save fails, you can see and hear the subject and the subject's immediate surroundings. If the subject moves, the sensor follows. The sensor has your full visual acuity, including any magical effects.

If the save succeeds, you can't attempt to scry on that subject again for at least 24 hours.

SHILLELAGH

Spell Level: Druid, 1st Level

Range: Touch

Duration: 1 minute per level

Pronounced Shi – Lay – Lee, this spell causes a normal club or staff to become a +1 magical weapon for the duration of the spell.

STONE SHAPE

Spell Level: Druid, 3rd Level

Range: Touch

Duration: Instantaneous

You can form an existing piece of stone into any shape that suits your purpose. While it's possible to make crude coffers, doors, and so forth with stone shape, fine detail isn't possible. There is a 2 in 6 chance that any shape including moving parts simply does not work.

WALL OF THORNS

Spell Level: Druid, 5th Level

Range: 200 ft.

Duration: 10 minutes per level

This spell creates a barrier of tangled, needle-sharp thorn bushes. The wall covers a number of 10x10x5 foot blocks equal to twice the druid's level. Any creature moving through a wall of thorns takes damage each round equal to 25 minus the creature's AC. Forcing one's way through the thorns requires an open doors check to move 5 feet. One can chop through a foot of the thorns with 10 minutes work. Normal fire has no effect on the thorns, but magic fire burns it away in 10 minutes.

WARP WOOD

Spell Level: Druid, 2nd Level

Range: 30 ft.

Duration: Instantaneous

You cause wood to bend and warp, permanently destroying its straightness, form, and strength. A warped door springs open (or becomes stuck). A boat or ship springs a leak. Warped missile weapons are useless. A warped melee weapon is -4 to hit. Alternatively, you can unwarped wood (effectively warping it back to normal) with this spell. A 2nd level druid can warp a single, small item. A

level 6th level druid can warp something as large as a door. A 12th level druid can warp something as large as a ship.

WHIRLWIND

Spell Level: Druid, 7th Level


Range: 600 ft

Duration: 1 round per level

This spell creates a powerful cyclone of raging wind that moves through the air, along the ground, or over water at a speed of 60 feet per round. You can concentrate on controlling the cyclone's every movement or specify a simple program. Directing the cyclone's movement or changing its programmed movement is a standard action for you. The cyclone always moves during your turn. If the cyclone exceeds the spell's range, it moves in a random, uncontrolled fashion for 1d3 rounds and then dissipates. You can't regain control of the cyclone, even if it comes back within range. Any creature that comes in contact with the spell effect must succeed on a saving throw or take 3d6 points of damage. A human-sized or smaller creature that fails its first save must succeed on a second one or be picked up bodily by the cyclone and held suspended in its powerful winds, taking 1d8 points of damage each round with no save allowed. You may direct the cyclone to eject any carried creatures whenever you wish, depositing the hapless souls wherever the cyclone happens to be when they are released.

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Coming Fall 2010

Phantastes, Part 2

By George MacDonald

This month, NOD™ continues its serialization of George MacDonald's *Phantastes*, an early work of fantastic fiction that inspired the likes of J. R. R. Tolkien, C. S. Lewis and Lewis Carroll. Like last month, this edition is annotated with ideas and statistics useful for pen & paper gamers.

JMS

V

*"And she was smooth and full, as if one gush
Of life had washed her, or as if a sleep
Lay on her eyelid, easier to sweep
Than bee from daisy."*

- BEDDOIS' Pygmalion.

*"Sche was as whyt as lylie yn May,
Or snow that snuweth yn nynterys day."*

- Romance of Sir Launfal.

I walked on, in the fresh morning air, as if new-born. The only thing that damped my pleasure was a cloud of something between sorrow and delight that crossed my mind with the frequently returning thought of my last night's hostess. "But then," thought I, "if she is sorry, I could not help it; and she has all the pleasures she ever had. Such a day as this is surely a joy to her, as much at least as to me. And her life will perhaps be the richer, for holding now within it the memory of what came, but could not stay. And if ever she is a woman, who knows but we may meet somewhere? there is plenty of room for meeting in the universe." Comforting myself thus, yet with a vague compunction, as if I ought not to have left her, I went on. There was little to distinguish the woods to-day from those of my own land; except that all the wild things, rabbits, birds, squirrels, mice, and the numberless other inhabitants, were very tame; that is, they did not run away from me, but gazed at me as I passed, frequently coming nearer, as if to examine me more closely. Whether this came from utter ignorance, or from familiarity with the human appearance of beings who never hurt them, I could not tell. As I stood once, looking up to the splendid flower of a parasite, which hung from the branch of a tree over my head, a large white rabbit cantered slowly up, put one of its little feet on one of mine, and looked up at me with its red eyes, just as I had been looking up at the flower above me. I stooped and stroked it; but when I attempted to lift it, it banged the ground with its hind feet and scampered off at a great rate, turning, however, to look at me several times before I lost sight of it. Now and then, too, a dim human figure would appear and disappear, at

some distance, amongst the trees, moving like a sleep-walker. But no one ever came near me.

This day I found plenty of food in the forest – strange nuts and fruits I had never seen before. I hesitated to eat them; but argued that, if I could live on the air of Fairy Land, I could live on its food also. I found my reasoning correct, and the result was better than I had hoped; for it not only satisfied my hunger, but operated in such a way upon my senses that I was brought into far more complete relationship with the things around me. The human forms appeared much more dense and defined; more tangibly visible, if I may say so. I seemed to know better which direction to choose when any doubt arose. I began to feel in some degree what the birds meant in their songs, though I could not express it in words, any more than you can some landscapes. At times, to my surprise, I found myself listening attentively, and as if it were no unusual thing with me, to a conversation between two squirrels or monkeys. The subjects were not very interesting, except as associated with the individual life and necessities of the little creatures: where the best nuts were to be found in the neighbourhood, and who could crack them best, or who had most laid up for the winter, and such like; only they never said where the store was. There was no great difference in kind between their talk and our ordinary human conversation. Some of the creatures I never heard speak at all, and believe they never do so, except under the impulse of some great excitement. The mice talked; but the hedgehogs seemed very phlegmatic; and though I met a couple of moles above ground several times, they never said a word to each other in my hearing. There were no wild beasts in the forest; at least, I did not see one larger than a wild cat. There were plenty of snakes, however, and I do not think they were all harmless; but none ever bit me.

Soon after mid-day I arrived at a bare rocky hill, of no great size, but very steep; and having no trees – scarcely even a bush – upon it, entirely exposed to the heat of the sun. Over this my way seemed to lie, and I immediately began the ascent. On reaching the top, hot and weary, I looked around me, and saw that the forest still stretched as far as the sight could reach on every side of me. I observed that the trees, in the direction in which I was about to descend, did not come so near the foot of the hill as on the other side, and was especially regretting the unexpected postponement of shelter, because this side of the hill seemed more difficult to descend than the other had been to climb, when my eye caught the appearance of a natural path, winding down through broken rocks and along the course of a tiny stream, which I hoped would lead me more easily to the foot. I tried it, and found the descent not at all laborious; nevertheless, when I reached

the bottom, I was very tired and exhausted with the heat. But just where the path seemed to end, rose a great rock, quite overgrown with shrubs and creeping plants, some of them in full and splendid blossom: these almost concealed an opening in the rock, into which the path appeared to lead. I entered, thirsting for the shade which it promised. What was my delight to find a rocky cell, all the angles rounded away with rich moss, and every ledge and projection crowded with lovely ferns, the variety of whose forms, and groupings, and shades wrought in me like a poem; for such a harmony could not exist, except they all consented to some one end! A little well of the clearest water filled a mossy hollow in one corner. I drank, and felt as if I knew what the elixir of life must be; then threw myself on a mossy mound that lay like a couch along the inner end. Here I lay in a delicious reverie for some time; during which all lovely forms, and colours, and sounds seemed to use my brain as a common hall, where they could come and go, unbidden and unexcused. I had never imagined that such capacity for simple happiness lay in me, as was now awakened by this assembly of forms and spiritual sensations, which yet were far too vague to admit of being translated into any shape common to my own and another mind. I had lain for an hour, I should suppose, though it may have been far longer, when, the harmonious tumult in my mind having somewhat relaxed, I became aware that my eyes were fixed on a strange, time-worn bas-relief on the rock opposite to me. This, after some pondering, I concluded to represent Pygmalion, as he awaited the quickening of his statue. The sculptor sat more rigid than the figure to which his eyes were turned. That seemed about to step from its pedestal and embrace the man, who waited rather than expected.

"A lovely story," I said to myself. "This cave, now, with the bushes cut

away from the entrance to let the light in, might be such a place as he would choose, withdrawn from the notice of men, to set up his block of marble, and mould into a visible body the thought already clothed with form in the unseen hall of the sculptor's brain. And, indeed, if I mistake not," I said, starting up, as a sudden ray of light arrived at that moment through a crevice in the roof, and lighted up a small portion of the rock, bare of vegetation, "this very rock is marble, white enough and delicate enough for any statue, even if destined to become an ideal woman in the arms of the sculptor."

I took my knife and removed the moss from a part of the block on which I had been lying; when, to my surprise, I found it more like alabaster than ordinary marble, and soft to the edge of the knife. In fact, it was alabaster. By an inexplicable, though by no means unusual kind of impulse, I went on removing the moss from the surface of the stone;

and soon saw that it was polished, or at least smooth, throughout. I continued my labour; and after clearing a space of about a couple of square feet, I observed what caused me to prosecute the work with more interest and care than before. For the ray of sunlight had now reached the spot I had cleared, and under its lustre the alabaster revealed its usual slight transparency when polished, except where my knife had scratched the surface; and I observed that the transparency seemed to have a definite limit, and to end upon an opaque body like the more solid, white marble. I was careful to scratch no more. And first, a vague anticipation gave way to a startling sense of possibility; then, as I proceeded, one revelation after another produced the entrancing conviction, that under the crust of alabaster lay a dimly visible form in marble, but whether of man or woman I could not yet tell. I worked on as rapidly as the necessary care would permit; and when I had uncovered the whole mass, and rising from my knees, had retreated a little way, so that the effect of the whole might fall on me, I saw before me with

sufficient plainness – though at the same time with considerable indistinctness, arising from the limited amount of light the place admitted, as well as from the nature of the object itself – a block of pure alabaster enclosing the form, apparently in marble, of a reposing woman. She lay on one side, with her hand under her cheek, and her face towards me; but her hair had fallen partly over her face, so that I could not see the expression of the whole. What I did see appeared to me perfectly lovely; more near the face that had been born with me in my soul, than anything I had seen before in nature or art. The actual outlines of the rest of the form were so indistinct, that the more than semi-opacity of the alabaster seemed insufficient to account for the fact; and I conjectured that a light robe added its obscurity. Numberless histories passed through

my mind of change of substance from enchantment and other causes, and of imprisonments such as this before me. I thought of the Prince of the Enchanted City, half marble and half a man; of Ariel; of Niobe; of the Sleeping Beauty in the Wood; of the bleeding trees; and many other histories. Even my adventure of the preceding evening with the lady of the beech-tree contributed to arouse the wild hope, that by some means life might be given to this form also, and that, breaking from her alabaster tomb, she might glorify my eyes with her presence. "For," I argued, "who can tell but this cave may be the home of Marble, and this, essential Marble – that spirit of marble which, present throughout, makes it capable of being moulded into any form? Then if she should awake! But how to awake her? A kiss awoke the Sleeping Beauty! a kiss cannot reach her through the incrusting alabaster." I kneeled, however, and kissed the pale coffin; but she slept on. I bethought me of Orpheus, and the following stones – that trees should follow his music seemed nothing surprising now.

"This day I found plenty of food in the forest – strange nuts and fruits I had never seen before. I hesitated to eat them; but argued that, if I could live on the air of Fairy Land, I could live on its food also."

Fairy Food

The fruits of Fairyland bring one more in tune with the natural vibrations of that plane of existence. What was once perceived as an indistinct spirit is now perceived, and interacted with, as a material object. In addition, one learns to commune with the plane and its creatures.

Might not a song awake this form, that the glory of motion might for a time displace the loveliness of rest? Sweet sounds can go where kisses may not enter. I sat and thought. Now, although always delighting in music, I had never been gifted with the power of song, until I entered the fairy forest. I had a voice, and I had a true sense of sound; but when I tried to sing, the one would not content the other, and so I remained silent. This morning, however, I had found myself, ere I was aware, rejoicing in a song; but whether it was before or after I had eaten of the fruits of the forest, I could not satisfy myself. I concluded it was after, however; and that the increased impulse to sing I now felt, was in part owing to having drunk of the little well, which shone like a brilliant eye in a corner of the cave. It saw down on the ground by the "antenatal tomb," leaned upon it with my face towards the head of the figure within, and sang – the words and tones coming together, and inseparably connected, as if word and tone formed one thing; or, as if each word could be uttered only in that tone, and was incapable of distinction from it, except in idea, by an acute analysis. I sang something like this: but the words are only a dull representation of a state whose very elevation precluded the possibility of remembrance; and in which I presume the words really employed were as far above these, as that state transcended this wherein I recall it:

"Marble woman, vainly sleeping
In the very death of dreams!
Wilt thou – slumber from thee sweeping,
All but what with vision teems –
Hear my voice come through the golden
Mist of memory and hope;
And with shadowy smile embolden
Me with primal Death to cope?"

"Thee the sculptors all pursuing,
Have embodied but their own;
Round their visions, form enduring,
Marble vestments thou hast thrown;
But thyself, in silence winding,
Thou hast kept eternally;
Thee they found not, many finding –
I have found thee: wake for me."

As I sang, I looked earnestly at the face so vaguely revealed before me. I fancied, yet believed it to be but fancy, that through the dim veil of the alabaster, I saw a motion of the head as if caused by a sinking sigh. I gazed more earnestly, and concluded that it was but fancy. Nevertheless I could not help singing again –

"Rest is now filled full of beauty,
And can give thee up, I ween;
Come thou forth, for other duty
Motion pineth for her queen.

"Or, if needing years to wake thee
From thy slumbrous solitudes,
Come, sleep-walking, and betake thee
To the friendly, sleeping woods.

Sweeter dreams are in the forest,
Round thee storms would never rave;
And when need of rest is sorest,
Glide thou then into thy cave.

"Or, if still thou choosest rather
Marble, be its spell on me;
Let thy slumber round me gather,
Let another dream with thee!"

Again I paused, and gazed through the stony shroud, as if, by very force of penetrative sight, I would clear every lineament of the lovely face. And now I thought the hand that had lain under the cheek, had slipped a little downward. But then I could not be sure that I had at first observed its position accurately. So I sang again; for the longing had grown into a passionate need of seeing her alive –

"Or art thou Death, O woman? for since I
Have set me singing by thy side,
Life hath forsook the upper sky,
And all the outer world hath died.

"Yea, I am dead; for thou hast drawn
My life all downward unto thee.
Dead moon of love! let twilight dawn:
Awake! and let the darkness flee.

"Cold lady of the lovely stone!
Awake! or I shall perish here;
And thou be never more alone,
My form and I for ages near.

"But words are vain; reject them all –
They utter but a feeble part:
Hear thou the depths from which they call,
The voiceless longing of my heart."

There arose a slightly crashing sound. Like a sudden apparition that comes and is gone, a white form, veiled in a light robe of whiteness, burst upwards from the stone, stood, glided forth, and gleamed away towards the woods. For I followed to the mouth of the cave, as soon as the amazement and concentration of delight permitted the nerves of motion again to act; and saw the white form amidst the trees, as it crossed a little glade on the edge of the forest where the sunlight fell full, seeming to gather with intenser radiance on the one object that floated rather than flitted through its lake of beams. I gazed after her in a kind of despair; found, freed, lost! It seemed useless to follow, yet follow I must. I marked the direction she took; and without once looking round to the forsaken cave, I hastened towards the forest.

VI

"Ah, let a man beware, when his wishes, fulfilled, rain down upon him, and his happiness is unbounded."

"Thy red lips, like worms,

Travel over my cheek."

- MOTHERWELL.

But as I crossed the space between the foot of the hill and the forest, a vision of another kind delayed my steps. Through an opening to the westward flowed, like a stream, the rays of the setting sun, and overflowed with a ruddy splendour the open space where I was. And riding as it were down this stream towards me, came a horseman in what appeared red armour. From frontlet to tail, the horse likewise shone red in the sunset. I felt as if I must have seen the knight before; but as he drew near, I could recall no feature of his countenance. Ere he came up to me, however, I remembered the legend of Sir Percival in the rusty armour, which I had left unfinished in the old book in the cottage: it was of Sir Percival that he reminded me. And no wonder; for when he came close up to me, I saw that, from crest to heel, the whole surface of his armour was covered with a light rust. The golden spurs shone, but the iron greaves glowed in the sunlight. The MORNING STAR, which hung from his wrist, glittered and glowed with its silver and bronze. His whole appearance was terrible; but his face did not answer to this appearance. It was sad, even to gloominess; and something of shame seemed to cover it. Yet it was noble and high, though thus beclouded; and the form looked lofty, although the head drooped, and the whole frame was bowed as with an inward grief. The horse seemed to share in his master's dejection, and walked spiritless and slow. I noticed, too, that the white plume on his helmet was discoloured and drooping. "He has fallen in a joust with spears," I said to myself; "yet it becomes not a noble knight to be conquered in spirit because his body hath fallen." He appeared not to observe me, for he was riding past without looking up, and started into a warlike attitude the moment the first sound of my voice reached him. Then a flush, as of shame, covered all of his face that the lifted beaver disclosed. He returned my greeting with distant courtesy, and passed on. But suddenly, he reined up, sat a moment still, and then turning his horse, rode back to where I stood looking after him.

"I am ashamed," he said, "to appear a knight, and in such a guise; but it behoves me to tell you to take warning from me, lest the same evil, in his kind, overtake the singer that has befallen the knight. Hast thou ever read the story of Sir Percival and the" – (here he shuddered, that his armour rang) – "Maiden of the Alder-tree?"

"In part, I have," said I; "for yesterday, at the entrance of this forest, I found in a cottage the volume wherein it is recorded." "Then take heed," he rejoined; "for, see my armour – I put it off; and as it befell to him, so has it befallen to me. I that was proud am humble now. Yet is she terribly beautiful – beware. Never," he added, raising his head, "shall this armour be furbished, but by the blows of knightly encounter, until the last speck has disappeared from every spot where the battle-axe and sword of evil-doers, or noble foes, might fall; when I shall again lift my head, and say to my squire, 'Do thy duty once more, and make this armour shine.'"

Before I could inquire further, he had struck spurs into his horse and galloped away, shrouded from my voice in the noise of his armour. For I called after him, anxious to know more about this fearful enchantress; but in vain – he heard me not. "Yet," I said to myself, "I have now been often warned; surely I shall be well on my guard; and I am fully resolved I shall not be ensnared by any beauty, however beautiful. Doubtless, some one man may escape, and I shall be he." So I went on into the wood, still hoping to find, in some one of its mysterious recesses, my lost lady of the marble. The sunny afternoon died into the loveliest twilight. Great bats began to flit about with their own noiseless flight, seemingly purposeless, because its objects are unseen. The monotonous music of the owl issued from all unexpected quarters in the half-darkness around me. The glow-worm was alight here and there, burning out into the great universe. The night-hawk heightened all the harmony and stillness with his oft-recurring, discordant jar. Numberless unknown sounds came out of the unknown dusk; but all were of

twilight-kind, oppressing the heart as with a condensed atmosphere of dreamy undefined love and longing. The odours of night arose, and bathed me in that luxurious mournfulness peculiar to them, as if the plants whence they floated had been watered with bygone tears. Earth drew me towards her bosom; I felt as if I could fall down and kiss her. I forgot I was in Fairy Land, and seemed to be walking in a perfect night of our own old nursing earth. Great stems rose about me, uplifting a thick multitudinous roof above me of branches, and twigs, and leaves – the bird and insect world uplifted over mine, with its own landscapes, its own thickets, and paths, and glades, and dwellings; its own bird-ways and insect-delights. Great boughs crossed my path; great roots

"... I saw that, from crest to heel, the whole surface of his armour was covered with a light rust ..."

Sir Percival

It is said that the great heroes of old dwell in Fairyland, which may be the same place as the Elysian Fields of the Greeks or Valhalla of the Norsemen. Sir Percival wanders the woods as the rust red knight, a fallen paladin who foolishly fell in love with the Maid of the Alder. His atonement is to wander the woods confronting evil until his armor has once again been polished to a high shine by the axe and sword blows of the villains he confronts. In game terms, this would probably be the equivalent of robbing a paladin of his powers until he had vanquished a certain number of powerful foes in combat.

Sir Percival, Fighting-Man (Paladin) Lvl 15: HP 54; AC 1 [18]; Save 4; Special: Once had the abilities of a 15th level paladin – those powers are lost until his atonement is complete; Rusted platemail, shield, +2 morning star, warhorse in plate barding.

based the tree-columns, and mightily clasped the earth, strong to lift and strong to uphold. It seemed an old, old forest, perfect in forest ways and pleasures. And when, in the midst of this ecstasy, I remembered that under some close canopy of leaves, by some giant stem, or in some mossy cave, or beside some leafy well, sat the lady of the marble, whom my songs had called forth into the outer world, waiting (might it not be?) to meet and thank her deliverer in a twilight which would veil her confusion, the whole night became one dream-realm of joy, the central form of which was everywhere present, although unbeheld. Then, remembering how my songs seemed to have called her from the marble, piercing through the pearly shroud of alabaster – "Why," thought I, "should not my voice reach her now, through the ebon night that inwraps her." My voice burst into song so spontaneously that it seemed involuntarily.

"Not a sound
But, echoing in me,
Vibrates all around
With a blind delight,
Till it breaks on Thee,
Queen of Night!

Every tree,
O'ershadowing with gloom,
Seems to cover thee
Secret, dark, love-still'd,
In a holy room
Silence-filled.

"Let no moon
Creep up the heaven to-night;
I in darksome noon
Walking hopefully,
Seek my shrouded light –
Grobe for thee!

"Darker grow
The borders of the dark!
Through the branches glow,
From the roof above,
Star and diamond-sparks
Light for love."

Scarcely had the last sounds floated away from the hearing of my own ears, when I heard instead a low delicious laugh near me. It was not the laugh of one who would not be heard, but the laugh of one who has just received something long and patiently desired – a laugh that ends in a low musical moan. I started, and, turning sideways, saw a dim white figure seated beside an intertwining thicket of smaller trees and underwood.

"It is my white lady!" I said, and flung myself on the ground beside her; striving, through the gathering darkness, to get a glimpse of the form which had broken its marble prison at my call.

"It is your white lady!" said the sweetest voice, in reply, sending a thrill of speechless delight through a heart which all the love-charms of the preceding day and evening had been tempering for this culminating hour. Yet, if I would have confessed it, there was something either in the sound of the voice, although it seemed sweetness itself, or else in this yielding which awaited no gradation of gentle approaches, that did not vibrate harmoniously with the beat of my inward music. And likewise, when, taking her hand in mine, I drew closer to her, looking for the beauty of her face, which, indeed, I found too plenteously, a cold shiver ran through me; but "it is the marble," I said to myself, and heeded it not.

She withdrew her hand from mine, and after that would scarce allow me to touch her. It seemed strange, after the fulness of her first greeting, that she could not trust me to come close to her. Though her words were those of a lover, she kept herself withdrawn as if a mile of space interposed between us.

"Why did you run away from me when you woke in the cave?" I said.

"Did I?" she returned. "That was very unkind of me; but I did not know better."

"I wish I could see you. The night is very dark."

"So it is. Come to my grotto. There is light there."

"Have you another cave, then?"

"Come and see."

But she did not move until I rose first, and then she was on her feet before I could offer my hand to help her. She came close to my side, and conducted me through the wood. But once or twice, when, involuntarily almost, I was about to put my arm around her as we walked on through the warm gloom, she sprang away several paces, always keeping her face full towards me, and then stood looking at me, slightly stooping, in the attitude of one who fears some half-seen enemy. It was too dark to discern the expression of her face. Then she would return and walk close beside me again, as if nothing had happened. I thought this strange; but, besides that I had almost, as I said before, given up the attempt to account for appearances in Fairy Land, I judged that it would be very unfair to expect from one who had slept so long and had been so suddenly awakened, a behaviour correspondent to what I might unreflectingly look for. I knew not what she might have been dreaming about. Besides, it was possible that, while her words were free, her sense of touch might be exquisitely delicate.

At length, after walking a long way in the woods, we arrived at another thicket, through the intertexture of which was glimmering a pale rosy light.

"Push aside the branches," she said, "and make room for us to enter."

I did as she told me.

"Go in," she said; "I will follow you."

I did as she desired, and found myself in a little cave, not very unlike the marble cave. It was festooned and draped with all kinds of green that cling to shady rocks. In the furthest corner, half-hidden in leaves, through which it glowed, mingling lovely shadows between them, burned a bright rosy flame on a little earthen lamp. The lady glided round by the wall from behind me, still keeping her face towards me, and seated herself in the furthest corner, with her back to the lamp, which she hid completely from my view. I then saw indeed a form of perfect loveliness before me. Almost it seemed as if the light of the rose-lamp shone through her (for it could not be reflected from her); such a delicate shade of pink seemed to shadow what in itself must be a marbly whiteness of hue. I discovered afterwards, however, that there was one thing in it I did not like; which was, that the white part of the eye was tinged with the same slight roseate hue as the rest of the form. It is strange that I cannot recall her features; but they, as well as her somewhat girlish figure, left on me simply and only the impression of intense loveliness. I lay down at her feet, and gazed up into her face as I lay. She began, and told me a strange tale, which, likewise, I cannot recollect; but which, at every turn and every pause, somehow or other fixed my eyes and thoughts upon her extreme beauty; seeming always to culminate in something that had a relation, revealed or hidden, but always operative, with her own loveliness. I lay entranced. It was a tale which brings back a feeling as of snows and tempests; torrents and water-sprites; lovers parted for long, and meeting at last; with a gorgeous summer night to close up the whole. I listened till she and I were blended with the tale; till she and I were the whole history. And we had met at last in this same cave of greenery, while the summer night hung round us heavy with love, and the odours that crept through the silence from the sleeping woods were the only signs of an outer world that invaded our solitude. What followed I cannot clearly remember. The succeeding horror almost obliterated it. I woke as a grey dawn stole into the cave. The damsel had disappeared; but in the shrubbery, at the mouth of the cave, stood a strange horrible object. It looked like an open coffin set up on one end; only that the part for the head and neck was defined from the shoulder-

part. In fact, it was a rough representation of the human frame, only hollow, as if made of decaying bark torn from a tree.

It had arms, which were only slightly seamed, down from the shoulder-blade by the elbow, as if the bark had healed again from the cut of a knife. But the arms moved, and the hand and the fingers were tearing asunder a long silky tress of hair. The thing turned round – it had for a face and front those of my enchantress, but now of a pale greenish hue in the light of the morning, and with dead lustreless eyes. In the horror of the moment, another fear invaded me. I put my hand to my waist, and found indeed that my girdle of beech-leaves was gone. Hair again in her hands, she was tearing it fiercely. Once

more, as she turned, she laughed a low laugh, but now full of scorn and derision; and then she said, as if to a companion with whom she had been talking while I slept, "There he is; you can take him now." I lay still, petrified with dismay and fear; for I now saw another figure beside her, which, although vague and indistinct, I yet recognised but too well. It was the Ash-tree. My beauty was the Maid of the Alder! and she was giving me, spoiled of my only availing defence, into the hands of bent his Gorgon-head, and entered the cave. I could not stir. He drew near me. His ghoul-eyes and his ghastly face fascinated me. He came stooping, with the hideous hand outstretched, like a beast of prey. I had given myself up to a death of unfathomable horror, when, suddenly, and just as he was on the point of seizing me, the dull, heavy blow of an axe echoed through the wood, followed by others in quick repetition. The Ash shuddered and groaned, withdrew the outstretched hand, retreated backwards to the mouth of the cave, then turned and disappeared amongst the trees. The other

"The thing turned round – it had for a face and front those of my enchantress, but now of a pale greenish hue in the light of the morning, and with dead lustreless eyes."

Maid of the Alder

The alder maidens are thoroughly wicked tree spirits, motivated purely by spite and contempt. In their natural form, they appear as coldly beautiful women with greenish skin and pitiless eyes. From the front, they appear to be beautiful women, but from behind they look like hollowed-out logs. Alder maidens can use phantasmal force to weave enchanting illusions, including making themselves appear like normal, though extraordinarily beautiful, women. Their entrancing beauty has the effect of a charm person spell. Alder maidens avoid combat, relying instead on the Ash Tree and their spells for protection.

Alder Maiden: HD 2; AC 6 [13]; Atk 1 slam (1d4); Move 12; Save 16; CL/XP 3/60; Special: Charm person, phantasmal force.

walking Death looked at me once, with a careless dislike on her beautifully moulded features; then, heedless any more to conceal her hollow deformity, turned her frightful back and likewise vanished amid the green obscurity without. I lay and wept. The Maid of the Alder-tree had befooled me – nearly slain me – in spite of all the warnings I had received from those who knew my danger.

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