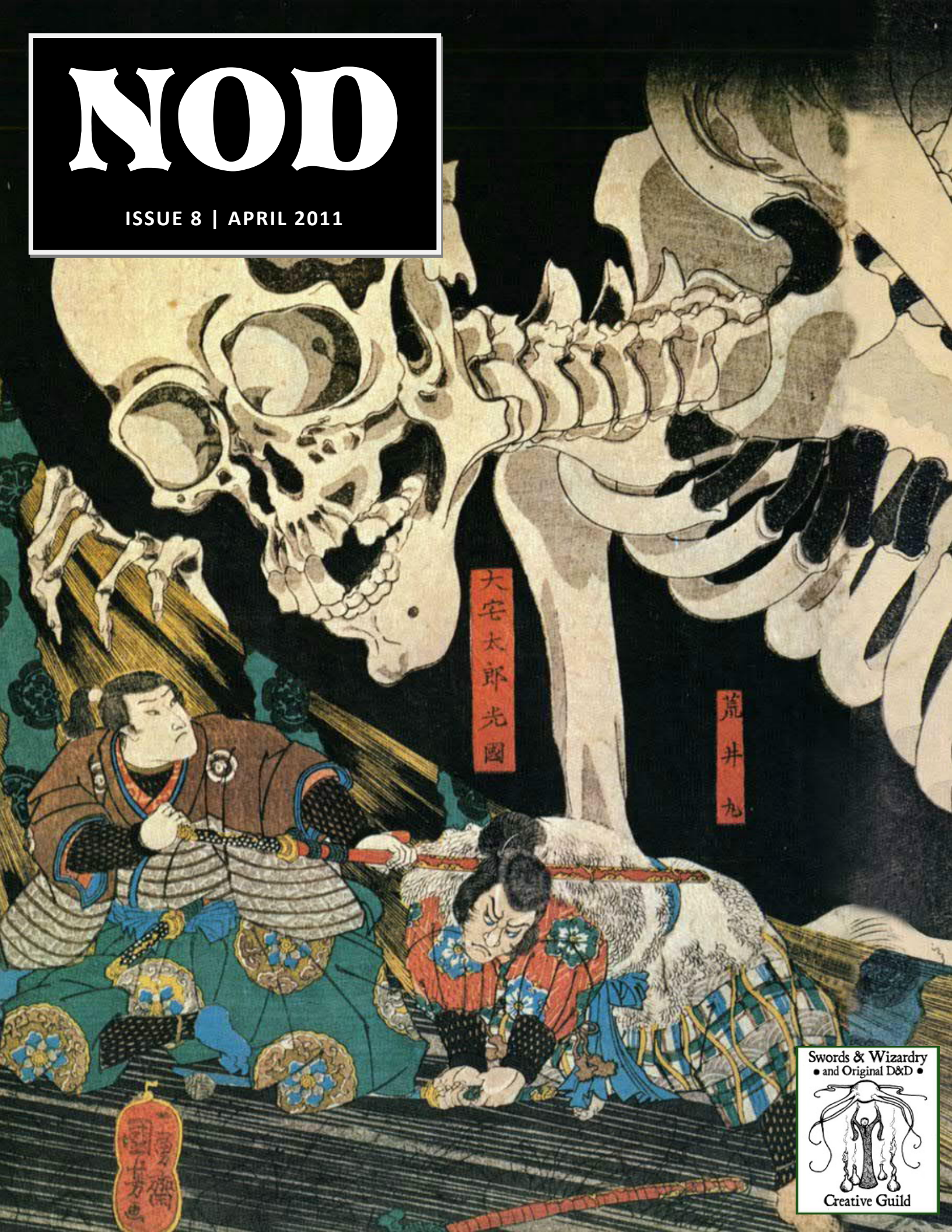


# NOD

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Swords & Wizardry  
• and Original D&D •





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This issue's hex crawl uses the excellent *Ruins & Ronin*, which spins Matt Finch's *Swords & Wizardry* for dungeon delving in an Asian milieu. Head to Lulu.com to purchase the rules and check out Mike's blog *Sword +1* (<http://swordplusone.blogspot.com/>) for more information on *Ruins & Ronin* and his many other gaming endeavors.



This month, our cover image celebrates the first of two Asia-inspired NOD hex crawls set in Mu-Pan, Land of the Dragon Chans, with this fantastic piece from Utagawa Kuniyoshi (1798-1861). The image shows a gashadokuro summoned by the sorceress Princess Takiyasha about to mix it up with some samurai. You can find game stats for these giant skeletons in this issue of NOD.

# A Bevy of Bujin

By John M. Stater

Mu-Pan adheres to Mike Davison's excellent *Ruins and Ronin* ruleset, which is itself based on Matt Finch's excellent *Swords and Wizardry White Box* rules, so it keeps the rules simple. There are three classes - Bujin (fighting-man), Sohei (cleric) and Shugenja (magic-user) and one alternate race, the half-ogre included in the rules.

The bujin is, essentially, a samurai that uses the heaviest armor and any weapon. Unfortunately, Mu-Pan is based as much on China as Japan (based very loosely, I must add) and that leaves a few gaps where warriors are concerned, primarily in the form of the fighting monk. Of course, there's a perfectly good monk in **NOD 1**, but I decided I wanted to minimize the reliance on other rulebooks for folks who want to play in Mu-Pan. Besides which, there are some important differences in terms of Hit Dice between the *Swords & Wizardry White Box* and *Swords & Wizardry Core* rules, for which **NOD 1**'s monk is written. To that end, I came up with this system for modifying the bujin to model different kinds of Asian warriors, from wandering swordsmen to fighting monks.

## How It Works

The bujin as written is designed to be a heavily armored samurai, serving on the front lines of an adventuring band, his o-yori armor deflecting deadly blows while his flashing katana cuts down foe after foe. This is a fine archetype of Asian fighting prowess, but it stands at almost the opposite end of the spectrum from Asia's other great archetype, the unarmored martial artist. To model your bujin as something other than a samurai, this simple guide permits you to reduce your bujin's allowable armor in return for a special ability. The less armor you are permitted (and thus the more damage you're likely to take in combat), the more special abilities you can have.

Consult the following chart to find the number of special maneuvers your character can learn based on the character's maximum armor bonus to Armor Class.

Maximum Armor Bonus	Special Maneuvers
+0	5
-2 [+2]	4
-4 [+4]	3
-6 [+6]	2
-8 [+8]	1

## Special Maneuvers

**Combat Sense:** You are normally surprised on a roll of 1 on 1d8 and can make a saving throw to avoid back stabs from ninjas and thieves.

**Deflect Missiles:** Once per round, you can make a saving throw to avoid an otherwise successful missile attack.

**Estimate Foe:** For each round you choose not to attack your opponent, you gain a +1 bonus to hit and damage and -1 [+1] modifier to AC against that foe for the rest of the fight.

**Ferocity:** You continue fighting even after reduced to 0 hit points until a combat is over. Once the combat ends, you are claimed by the gods and cannot be raised.

**Fists of Iron:** Your unarmed attacks do 1d6-1 (or 1d4) points of damage.

**Flurry of Blows:** You can make one attack against a secondary opponent (as well as your primary opponent) every round.

**Headlong Charge:** You run at an opponent or ride at an opponent and attempt a single attack at a +2 bonus to hit along the way. You must run at least 20 feet to use this ability, and you suffer a -2 penalty to your AC during any round in which you make a headlong charge.

**Iron Hold:** With a successful attack you lock your opponent in a wrestling hold. It is the equivalent of a *hold person* spell until your opponent makes a successful saving throw with a penalty equal to the difference between your strength and

their strength. If your iron hold attack fails, you suffer a 1 point penalty to AC until your next turn.

**Ki Shout:** You harness all your power and put it into a single melee attack, gaining a +2 bonus to damage if you hit. You can unleash a ki shout only once per day.

**Mighty Leap:** You can make a 6 ft horizontal and 3 ft vertical leap if heavy encumbered, an 8 ft / 4 ft leap if lightly encumbered and 10 ft / 5 ft leaps if unencumbered.

**Mounted Archery:** Your bujin suffers no penalty when he fires a bow or other missile weapon from an unsteady platform, such as a horse or flying carpet.

**Parry Blows:** You can trade your attack during a round for a +1 bonus to your AC or the AC of a creature or object no more than 3 feet away from you.

**Parry Death Blow:** Once per combat you can make a saving throw to retain 1 hit point when a successful blow would otherwise kill you.

**Sundering Chop:** You can attack an object, snapping it in two if successful. Attacks against a wooden object are made against AC 3 [16], attacks against stone objects are made against AC 1 [18] and attacks against metal objects are against AC -1 [20]. If your attack is unsuccessful, you suffer 1d4 points of damage from a wooden object, 2d4 points of damage from stone or 3d4 points of damage from metal.

**Swift Motion:** You roll a separate initiative from your group, and may take whichever initiative roll is better. Your movement rate is also increased by three.

## Sample Alternate Bujin

**Samurai:** While some samurai used the heaviest possible armor, others went with less armor to gain more mobility. A samurai limits his armor bonus to -8 [+8] and takes the *ki shout* special maneuver.

**Piao-ke:** The piao-ke is hired to guide caravans through dangerous territory. Piao-ke work for what are called “dart bureaus”, due to their primary armament being heavy iron darts. The piao-ke’s

maximum armor bonus is -6 [+6], allowing him two special maneuvers: *Combat Sense* and *Parry Blows*.

**Wandering Swordsman:** The wandering swordsman is a staple of Asian fiction. The wandering swordsman limits her armor bonus to -4 [+4] and takes three special abilities: *Estimate Foe*, *Headlong Charge* and *Parry Death Blow*.

**Scout:** The scout can be very useful in a dungeon environment. The scout limits his armor bonus to -2 [+2] and takes the following special maneuvers: *Combat Sense*, *Mighty Leap*, *Parry Death Blow* and *Swift Motion*.

**Shaolin Monk:** The shaolin monk wears no armor, and thus gets five special maneuvers: *Deflect Missiles*, *Fists of Iron*, *Flurry of Blows*, *Parry Blows* and *Swift Motion*.





# The Wushen

By John M. Stater

The wushen is an elemental priest based on the Taoist monks of Chinese legend. They are exorcists, pitting their kung-fu against hopping vampires and evil spirits, diviners, and spell casters commanding elemental forces. The greatest of the wushen strive to reach immortality and take their place among the gods.

The wushen is a sub-class of sohei. Like the sohei, they are fighting priests, but wushen worship elemental deities and spirits, including dragons, rather than conceptual deities. Unlike sohei, they use no armor, relying instead on their fists, quick reflexes and wits. Their spell list is slightly different from the sohei, including spells of healing, divination and destruction.

Wushen Advancement Table

Level	XP	HD	BHB	ST
1	0	1	+0	14
2	2,000	2	+0	13
3	4,000	3	+0	12
4	8,000	3+1	+1	11
5	16,000	4	+1	10
6	32,000	5	+2	9
7	64,000	6	+2	8
8	128,000	6+1	+3	7
9	256,000	7	+4	6
10	512,000	8	+5	5

## Class Abilities

**Weapon & Armor Restrictions:** Wushen are not permitted the use of any armor, but they have no restrictions when it comes to weapons. Wushen prefer martial arts weapons, staves and dao (i.e. broad swords, treat as katanas).

**Martial Arts:** Wushen can learn two martial arts moves presented in the *Bevy of Bujin* article.

**Banishing Undead:** A wushen can “turn” undead as a sohei.

**Spells:** Wushen cast spells as the sohei class. They may prepare spells from the following list:

**Celestial Master:** A 9th level wushen takes the title Celestial Master and is capable of drawing elemental spirits into his body. Once per day for 4 rounds a Celestial Master can imbue himself with the powers of an air, earth, fire or water elemental. The Celestial Master still looks like a humanoid, but his outer appearance (skin, hair, eye color) changes to reflect the elemental spirit within. The Celestial Master gains only the special abilities of the elemental, including movement, but not its Hit Dice, Saving Throws or Attacks.

**XP Bonus for Wisdom:** This class bonus is due to a high Wisdom attribute.

## First Level Wushen Spells

1. Cure Wounds I
2. Detect Chaos
3. Detect Magic
4. Light (Dark) I
5. Protection from Chaos
6. Purify Food & Drink

## Second Level Wushen Spells

1. Bless (Curse)
2. Fly
3. Hold Person
4. Light II
5. Locate Object
6. Speak with Animals

## Third Level Wushen Spells

1. Crystal Ball
2. Cure Disease
3. Fireball
4. Lightning Bolt
5. Remove Curse
6. Water Breathing

### Fourth Level Wushen Spells

1. Cure Wounds II
2. Hallucinatory Terrain
3. Neutralize Poison
4. Protection from Chaos II
5. Speak with Plants
6. Wall of Defense I

### Fifth Level Wushen Spells

1. Animal Growth
2. Commune
3. Conjure Elemental
4. Create Food & Drink
5. Dispel Chaos
6. Insect Plague





# Land of the Dragon Chans

By John M. Stater

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Mu-Pan is the fabulous land of jade, silk and lotus blossoms that makes princes of Motherlander merchants. The cloth merchants of Lyonesse can tell you the way to Mu-Pan – the so-called Jade Road that runs through the Venatian League, across the dread plain of Kisthenes, through the golden sands of the Cradle of the Sun and finally into the green hills at the center of the Land of the Dragon Chans.

**Note:** The Land of Nod is usually written for the *Swords & Wizardry Core Rules*. The Mu-Pan setting is written for *Ruins & Ronin*, which is based on the White Box rules. Since hit points are handled somewhat differently between the Core and White Box rules, two sets of hit points have been given for many NPCs. The hit point total in brackets is for the Core rules. For unique monsters with hit point totals, add 1 hit point per Hit Dice if playing using the Core rules.

## A Brief History

Mu-Pan's history is as older than the history of mankind on Nod. While the Venatian tribes were scratching a living as hunter-gatherers in their woodlands and the priest-kings of Nabu were learning at the feet of visitors from beyond the void and before mighty Irem fell to the endless scheming of demons, Mu-Pan was a land of dragons. In fact, it still is by comparison to the lands that surround it, even though its most famous residents are not nearly as plentiful or public as they once were. When men came into the land of the dragons from the highlands of Tsanjan, they were nothing but primitive savages. Most dragons found them easy prey, but the black wyrms of the southern jungles were more clever than that. They appreciated how adaptable and clever humans could be and more importantly how quickly they spawned. This was the beginning of the Black Dragon Clan and ultimately of all the dragon clans.

The black dragons used their human army to slay their rivals, and soon brought the southern half of Mu-Pan under their sway, reveling in the rich tribute from lesser wyrms. Dragons, being clever creatures, quickly caught on and founded armies and courts of their own.

In time, the land of the dragons was split into four powerful kingdoms, each ruled by a dragon chan. They were Ying, the tropical southern kingdom of the Black Dragons, Jin, the northern kingdom of the Gold Dragons, Yun, the

mountainous western kingdom of the Cloud Dragons and Meng, the eastern kingdom of the Mist Dragons.

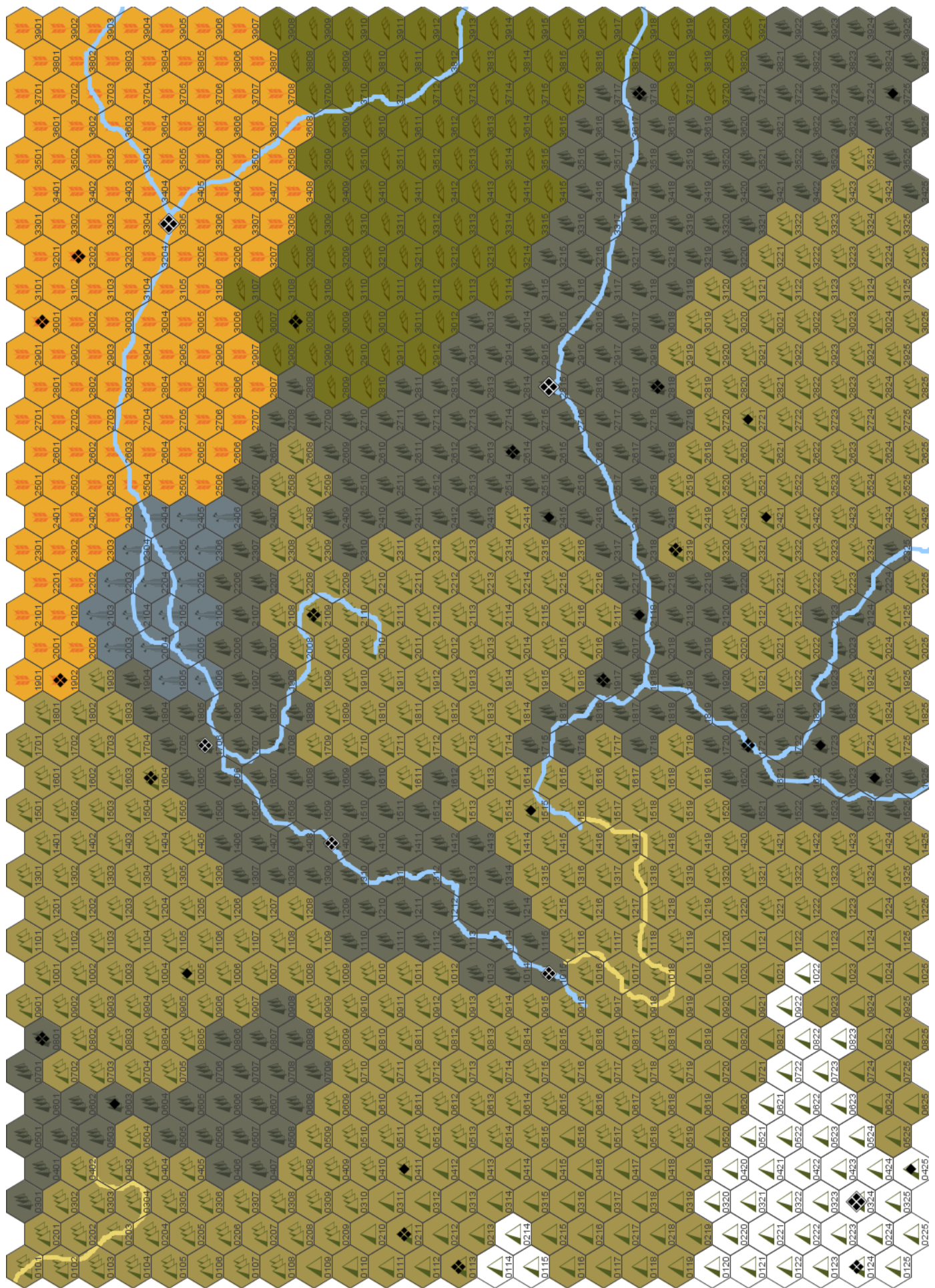
The white dragons of the Mountains of the Rising Sun were too stupid to play politics and so they contented themselves with dining on any hairless ape that entered their territory.

The dragon turtles of the Jade Sea and Wako Sea became objects of reverence for the Nakdani sea lords, but never founded a kingdom of their own.

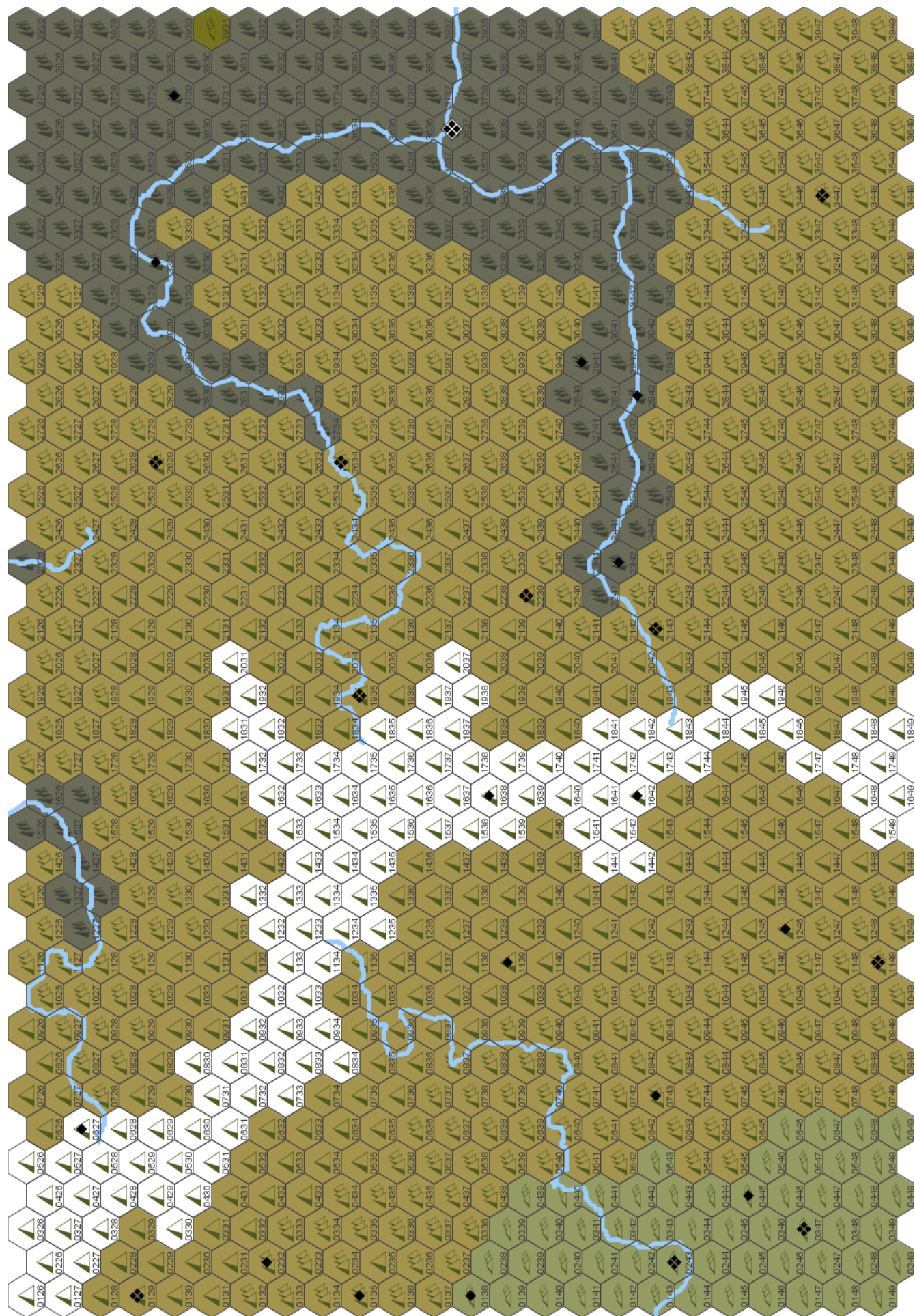
For centuries the four kingdoms struggled with one another until the Chan of the Ying allied himself with the men and monsters of the Tsanjan plateau. Renowned demonologists, the Tsanjani gave the soldiers of the Black Kingdom the power and weapons they needed to tip the balance of power in their favor and establish their monarch as the first Emperor of the Mu-Pan. The so-called Glorious Son of Heaven and Earth established a dynasty that lasted a century before being toppled by the Jin, who installed the Supreme Bureaucrat of the Jade Court on the throne, and so on, with each ancient kingdom taking its turn until the incessant wars and intrigues finally ground the empire down to a mere shade of its former power and glory.

Into this vacuum rode Kali, the Tiger Empress of the southern steppe leading a horde of nomads. The Tiger Men, as they were known, conquered the Mu-Pan Empire and expanded it. For a time, they even beat their fists on the outer gates of Tsanjan. Under the Tiger Empress, the empire was renewed. Order was re-established, troublesome families exiled or destroyed and a scholarly caste of eunuchs established to manage the new possessions of the Tiger Lords. When the islands of the Nakdani sank beneath the waves, the Tiger Empress first defended her coasts from their depredations and then finally allowed them to settle in the lands she had seized from the Jin, taking the title of Shogun.

For thirty years the Tiger Empress reigned over the empire. Then came whispered rumors of the birth of the Jade Child. Ancient prophecies told of an infant born from the sea foam, the daughter of Yarni-Zai who would initiate an epoch of peace and prosperity. All at once chaos descended on Mu-Pan, for this was the news that the many secret societies (such as the Sun and Moon Society) and the rebellious Jin had waited for. Armies mobilized, the Ying







sent their spies into the wilds to locate the prophesied babe and the Tiger Empress sent her warriors into every town and village seeking the girl with the hair like sea foam and the jade-blue eyes. As often happens in Nod, a party of hapless adventurers found itself embroiled in these events, and eventually became the Jade Child's rescuers and protectors. When the armies of the Jin and Yun finally descended on the imperial city, the Tiger Empress and her court were nowhere to be found and the Jade Child became the Jade Empress.

This is the Mu-Pan into which new adventurers will step, a land still wracked with rebellion, as the old order makes way for the new and secret societies and noble families fight to determine just what the new order shall be. Mu-Pan is a land of looted monasteries, ruined strongholds, ninja spies, lordless knights and caravans protected by dart bureaus. May the gods smile on any adventurer who dares strike out into the Land of the Dragon Chans.

## Geography

The map herein contains the central portion of the great Mu-Pan Empire, with portions of the four ancient dragon kindoms represented. North of this map is the largest portion of the Golden Kingdom of the North and the vast Golden Steppe. To the south of this map are the jungles that have been partially colonized by Mu-Pan and the more southerly, unexplored jungles of Terra Obscura. To the east of this map are the remainder of the Mountains of Dawn, the rocky coasts inhabited by the pale skinned Nakdani and the sunken remnants of their former home islands.

## Rivers

There are seven rivers that flow through Mu-Pan, four western rivers and three eastern rivers. The buildings have further been connected by north-south canals.

The western rivers, from north to south, are the Puar-Sronjj (String of Pearls), Tauku (Jade Tiger), Maoukun (Maiden) and Ronj (King). The eastern rivers are the Sonossur (Left Hand), Ciphur (Copper River) and Jruas (Great River).

Roll	Encounter
1	Merchant Barges
2	Nixies (6d6)
3	Oni (1d3)
4	Pseudo-Dragon (1d8)
5	River Dolphin (3d4)
6	Wako (5d6)
7	Water Elemental (1d4)
8	Wandering NPC

## Welcome to Nod!

NOD is a sandbox campaign setting, a mega-sandbox if you will, that will eventually detail dozens of geographic regions. This issue of NOD details one half of region J10. The first half of J10 appeared in NOD 4. The region of J11 was described in NOD 1 and NOD 3, and is situated to the south of region J10.

NOD is intended as a place to set fantasy role-playing games – period. Although a few histories and over-arching story lines are hinted at to provide inspiration and a bit of color, they can easily be ignored. NOD attempts to support many different styles of play, from historical to gonzo to science fantasy, but Referees should feel free to ignore anything they do not like or do not think they can use – the integrity of the setting will not be disrupted by doing this!

Above all, have fun! If you find the setting useful, please visit my blog and drop me line – I'd love to hear about how you used the material in your home game!

John M. Stater



## Celestial Hills

The Celestial Hills are a large collection of limestone mounds covered in sweet, blue-green grasses. The hills are the breadbasket of the empire, supporting thousands of rice paddies in the broad river valleys and terraced fields of mulberry trees, tea, peppercorns, millet, wheat, sorghum and soybeans in the hills that surround those river valleys.

The Celestial Hills are spanned by two the empire's three great rivers, the Tauku and Maukun Rivers, as well as much of the Grand Canal that links those rivers. This nexus of rivers and canals also makes the Celestial Hills the most



populous portion of the empire and home to several market towns and the great northern port of Artuk.

The Celestial Hills have long been at the center of the armed disputes between the dragon kingdoms, with the northern portion ruled by the Golden Kingdom, the central portion by the Cloud Kingdom and the southern by the Black Kingdom. With the coming of the Tiger Empress, these holdings were greatly reduced, with old families having their ancestral holdings give to newly created noble lines from the nomadic warriors that helped her conquer the empire.

**Resources:** Dragon fruit, granite, hyacinth, millet, pepper, rice, silk, sorghum, soybeans, tea, wheat

#### Roll Encounter

1	Caveman (4d6)
2	Elephant, Pink Tusked (1d6)
3	Goblin (5d6)
4	Kasha (1d4)
5	Leopard, Clouded (1d6)
6	Merchant Caravan
7	Pseudo-Dragon (1d6)
8	Samurai (4d6)
9	Tiger (1d4)
10	Wereboar (1d4)
11	Wandering NPC

### Cloud Forest

The Cloud Forest is a woodland of bamboo and pines that forms the foothills of the Great Yamas. The entire region is famous for the karst geography of stunning stone pillars and clouds that reach nearly to the ground. The Yun have claimed the Cloud Forest as their domain for millennia.

**Cities & Towns:** Qota'hulan [2815], Yun-Bai-Du [3637]

**Strongholds:** Temple-fortress of Jabim [2932], Temple-fortress of Limpang-Tung [1723], Temple-fortress of Sirami [2342], Chinegan [2842], Gin [3229], Granite Chrysanthemum [2941], Great Forest Monastery [3730], Hospice of Genbo [1624], Inda-Thostan [2118], Nizaniijn [3725], 1000 Dragon Monastery [2415]

**Resources:** Agates, arsenic, bamboo, barley, cinnabar, coal, copper, crayfish, garlic, ginkgo-biloba, goats, iron, moonstones, rice, root vegetables, sulfur, takin, timber

#### Roll Encounter

1	Azuki-Arai (1d6)
2	Bambalob (1d4)
3	Boar, Wild (2d6)
4	Fox Spirit (1d4)
5	Giant Bumblebee (1d4)
6	Hobgoblin (5d6)
7	Nezumi-Oni (6d6)
8	Panda (1d4)
9	Patrol (5d6)
10	Pseudo-Dragon (2d4)
11	Tengu (1d6)
12	Wandering NPC

### Great Yamas

The Great Yamas are a collection of mountain ranges that include some of the tallest mountains on Nod. The Great Yamas surround the Tسانjan Plateau, a broken land of forbidding blocks of basalt ruled by a theocracy of mad monks that have made alliances with powers beyond the ken of mortal man.

Taken in their totality, the Great Yamas touch on the jungles of Terra Obscura and Lemuria, the grasslands of Pwenet, the deserts of Nabu and the Cradle of the Sun and the hills of the Golden Coast. The eastern ranges of the Great Yamas border on the Celestial Hills that lie at the heart of the Mu-Pan Empire. As one travels from the upper slopes to the wooded lower slopes, the mountains change to picturesque limestone mounds separated by misty canyons of junipers, pines and ferns cut by silver streams. All of the empire's major rivers have their origins in the Great Yamas.

The western dragon kingdom, the so-called Cloud Kingdom, is situated among these wooded limestone mounds and the lower slopes of the Great Yamas.

**Cities & Towns:** Pantung [0324]

**Strongholds:** Bariniktu [0627], Black Cobra Monastery [1139], Black Tiger Monastery [1642], Chenguildor [2423], Himacha [2721], Kerunan [0743], Kilooloogong Temple-Fortress [0232], Kuaja-Verata [0324], Napura [1515], One Hundred Land Monastery [3134], Queen Telammeri [1149], Ragnuldur [1638], Ruwuluso Castle [0135], Tumuke [2726], Zabrashia [1246], Zulleifu [0310]

**Resources:** Blue dye, carnelians, copper, essences, fish, goats, goji berries, gold, iron, malachite, orpiment, peaches, sulfur, timber, toxic berries

Roll	Encounter
1	Axehawk (1d8)
2	Basan (1d4) or Behir (1d3)
3	Cheonma (Pegasus) (1d8) or Hippogriff (1d8)
4	Chimera (1d3) or Dragon Horse (1d3)
5	Dragon (Cloud or Red) (1d4)
6	Gyre (3d6) or Ling (3d6)
7	Giant Spider (1d8)
8	Kobold or Goblin (6d8) or Hobgoblin (6d6)
9	Kyojin (1d6) or Ogre (2d4)
10	Moon Man (1d4)
11	Naga, Hanu (1d6)
12	Neanderthal (4d6) or Bugbear (2d6)
13	Nezumi-Oni (6d8)
14	Nue (1d4)
15	Ogre Mage (1d6) or Wang Liang (1d6)
16	Oni-Aka (6d6) or Oni-Yama (3d6)
17	Tengu (1d8)
18	Werewolf (2d4) or Winter Wolf (1d6)
19	Yeti (1d6)
20	Wandering NPC



## Plain of One Thousand Battles

The Plain of One Thousand Battles is the southeastern leg of the Golden Steppe, but having more of a savannah environment. It stretches between Mu-Pan, Ultima Thule and the Motherlands and is home to hundreds of nomadic tribes, the southern tribes being golden skinned Ulu-Than people (former allies of the Tiger Empress) and the northern tribes being the red-skinned Luhan people. The steppe is composed of rolling hills covered in grasses and sometimes supporting small copses of trees.

The southern portion of the steppe has long been ruled by the Golden Kingdom of the North, renowned warriors and moralists of the empire. The Golden Dragons were at the forefront of the rebellion against the Tiger Empress, along with her allies among the Nakdani of the Ronin Hills.

**Cities & Towns:** Artuk [3305]

**Resources:** Cattle, Golden Berries, Horses

Roll	Encounter
1	Bonnacon (1d8)
2	Death Worm (1d4)
3	Elasmotherium (1d4)
4	Gold Dragon (Young) (1d4)
5	Head Stealer (1d10)
6	Horses, Wild (2d10)
7	Merchant Caravan
8	Samurai (5d6)
9	Tiger (1d6)
10	Weretiger (1d4)
11	Zombie (3d6)
12	Wandering NPC

## Tsanjani Plateau

The Tsanjani plateau rests between the western and eastern branches of the Great Yamas. The western Yamas are virtually impassable, but a number of passes through the eastern Yamas link the plateau with Mu-Pan. The plateau is rough country, a land of basalt badlands broken by swift rivers. Where the river valleys flatten out (most are gorges) the people grow barley and tubers and raise yaks, asses, sheep and snow chickens. Game on the plateau includes black cranes, antelopes and gazelles, takin, snub-nosed monkeys, blue tigers and red deer.

**Strongholds:** Immona [0445], Inzama Temple [0138]

**Resources:** Basalt, Black Lotus, Fish

Roll	Encounter
1	Bakemono-Toro (2d10)
2	Bugbear (4d6) or Varj (2d6)
3	Chuul (1d6)
4	Gyre (6d6) or Ling (6d6)
5	Hirotsumi-Kozo (1d6+4)
6	Hobgoblin (6d6)
7	Mechanical Man (6d6)
8	Mephit (Air or Earth) (2d6)
9	Moon Man (1d8)
10	Oni (1d6)
11	Tiger (1d2)
12	Yeti (2d6)

## White Heron Marsh

White Heron Marsh is a vast wetland that was long the possession of Gong Qar until the Tiger Empress suspected him of disloyalty and had his stronghold destroyed. Qar, his





**Great Yamas**

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family and retainers were declared outlaws and most were killed, effectively ending the line. One of Qar's retainers was permitted by the new Jade Empress to rebuild the stronghold and re-establish the stronghold in return for his help in placing her on the throne.

The marshes are exceptionally lovely, the water clear and bright, the reeds tall and a limpid green in color. The marsh is created by the Puar-Sronjj flowing from the wooded valley of the four-armed shamshir.

**Resources:** Fish, Reeds, Waterfowl

Roll	Encounter
1	Bandit (6d6)
2	Banshee (1d6)
3	Crane Hengyokai (3d6)
4	Ghoul (2d6)
5	Giant Centipede (3d6)
6	Goblin (6d6)
7	Jobukko (1d6)
8	Jorogumo (1d6)
9	Kurok-Spirit (1d6)
10	Nezumi-Oni (3d6)
11	Ochre Jelly (1d6)
12	Wandering NPC

## Peoples of Mu-Pan

### Mu-Panese

The Mu-Panese have skin tones ranging from the golden-brown of the northern Jin to the pale yellow of the western Yun mountain people to the toasted saffron of the southern Ying. The Meng, the people of the Mist Dragon Kingdom, survive as the merchant class of the port cities. They tend to have other colored skin and, where most Mu-Panese have black hair, have hair that ranges from very dark red to reddish-brown.

All of the Mu-Panese dress in tunics (linen or silk) with long, loose sleeves and skirts or pants. They sometimes wear flowing robes over this costume. Men and women wear tabi (slippers) or sandals and may accentuate their costume with a colorful turban, cap or conical hat.

Mu-Panese soldiers (called *ashigaru*, see Armies below) are well-organized and trained. Samurai are encountered in bands of 1d6+6, shashu no ashigaru, teppo ashigaru and cho-ku-nu ashigaru in bands of 1d8+8 and other ashigaru in bands of 1d10+10.

### The Dragon Kingdoms

Each of the four ancient dragon kingdoms - the Jin (Gold Dragons), Meng (Mist Dragons), Ying (Black Dragons) and Yun (Cloud Dragons) is further divided into three clans - a royal clan comprised of the *chan* (king) or *nu-chan* (queen), their children (princes and princesses) and cousins (*gong/nu-gong* or duke/duchess).

The royals have the greatest concentration of dragon blood flowing in their veins. They typically live to be 150 years old and are discernable by their violet eyes. About 1 in 20 royal children is born a *kunloo*, or dragon child. Dragon children have the following abilities, which they develop in puberty - *charm person*, *detect thoughts* and *darkvision*.

Beneath the royal clan is the noble clan, descended from the retainers of the first chans. Members of this clan carry the title of *bo* (count).

All people not in the royal or noble clan (this comprises about 90% to 95% of the population) are in the great, or common, clan. Commoners granted land by the chan are given the title of *nan* (baron).

### Nakdani

The Nakdani were once fierce islanders. The Nakdani Archipelago was located well east of the mainland until it sunk beneath the waves in an awful cataclysm. Approximately 10% of the population managed to escape the destruction, settling along the coast of the Mountains of Dawn. Over time, they became a persistent threat to the empire's eastern border, staging bold raids by land and sea. In a bid to alleviate this problem and thwart her enemies at home, the Tiger Empress seized the land of disloyal nobles in the Ronin Hills and distributed it to the more aggressive of the Nakdani warlords. When all was said and done, the Nakdani warlords were no more favorable to the Tiger Empress and her Black Dragon masters and joined the Gold Dragons in overthrowing her.

Nakdani are shorter than the Mu-Panese. They have very pale skin and hair that runs from blue-black to aquamarine in color. Nakdani warriors are known for their stubborn ferocity. Bands of ashigaru typically number 2d6+6 and wear light armor and carry spears and short bows. Samurai roam in bands of 1d6+4 and wear heavy armor and carry long bows, spears and matching pairs of long and short swords. Samurai are always mounted on warhorses. All warriors carry short bladed daggers.

### Tsanjani

The Tsanjani dwell on the high plateau that bears their name. Although they superficially resemble the Mu-Panese,

their origins are elsewhere. Tsanjani peasants have yellow-brown skin, black hair and gray eyes. More than a few bear the signs of hobgoblin blood flowing through their veins (vestigial tusks, a reddish tinge to the skin, yellow eyes). The noble caste of the Tsanjani are taller and more graceful than the peasants, and have light, saffron-colored skin, silvery hair and large, cerulean eyes. All Tsanjani worship the Yozis, petty gods of death that demand absolute loyalty.

## Ulu-Than

The Ulu-than, sometimes called Tiger Men in Mu-Pan, are the men of the steppe that accompanied the Tiger Empress, Kali, on her conquest of Mu-Pan. The Ulu-than are shorter than the Mu-Panese (about the same size as the Nakdani) and much stockier. Where the Mu-Panese primarily wear tunic and skirts, the Ulu-than wear tunic and trousers. The tunic sleeves of the Ulu-than are tight and narrow.

Ulu-than warriors wear lamellar armor of metal or leather scales and pointed helms and carry short bows, spears, curved swords and round shields. They are always mounted on swift, tough warhorses and roam the land in bands of 1d6+10. Most of the Ulu-Than bands encountered in Mu-Pan are bandits.

## Armies of Mu-Pan

Large bodies of warriors in Mu-Pan are put into two units of organization. Squadrons consist of 10 soldiers, while companies consist of 20 soldiers. A squadron is commanded by an ashigaru ko gashira with 3 HD and a company (which has two ashigaru-ko-gashira) is commanded by an ashigaru kashira with 5 HD.

**Peasants** are commoners impressed into military service. They are notoriously unreliable, breaking if they lose 1/3 of their number unless there is a powerful warrior to snap them into shape. Peasants wear haramaki and carry yari.

| *Peasant: HD 1-1; AC 8 [11]; Atk 1 weapon (1d6); Move 12; Save 18; CL/XP B/10; Special: None.*

**Ashigaru** are the common footmen of Mu-Pan. The name means "light foot". All ashigaru wear either a do-maru or haramaki-do, suneate and either a hanburi or jingasa. Whatever their exact armor, their armor class is 5 [14]. Ashigaru come in the following varieties: Naginata ashigaru (naginata and wakizashi), yari ashigaru (yari and wakizashi), shashu no ashigaru (daikyu, 10 arrows and wakizashi), cho-ku-nu ashigaru (cho-ku-nu and wakizashi) and teppo ashigaru (armed with handgun, 20 bullets and wakizashi).

| *Ashigaru: HD 1; AC 5 [14]; Atk 1 weapon (1d6 or 1d6+1); Move 12; Save 17; CL/XP 1/15; Special: None.*

**Samurai** are the horsemen of Mu-Pan. They wear do-maru, kote, sode, haidate, suneate and kabuto and are armed with daikyu, 10 arrows, katana and wakizashi.

| *Samurai: HD 1; AC 0 [19]; Atk 1 weapon (1d6); Move 9 (18 mounted); Save 17; CL/XP 1/15; Special: None.*

**Chariots** are still employed in the Celestial Hills. A chariot is pulled by three horses and carries a driver, an ashigaru armed with a hankyu and 10 arrows and an ashigaru armed with an axe and shield.

| *Charioteer: HD 3; AC 2 [17]; Atk 2 weapons (1d6); Move 15; Save 14; CL/XP 3/60; Special: Trample (2d6 damage, save for half or stand ground and attack at +1 to hit and damage).*

## Mu-Pan Encounters

**0101.** A clan of 15 oni-yama (HD 2) has recently taken up residence in an abandoned watch tower of the Tsanjan. The tower stands atop a tall bluff (100 feet high) overlooking a narrow north-south trail through the mountains. The trail was once paved, but has long since fallen into a state of disrepair. The large, stone, pot-bellied censors that line the path are in better shape, but haven't been lit for decades.

The goblins sleep by day, but at night they keep an active watch over the path, toppling heavy stones down on travelers and then climbing down the bluff using knotty silk ropes to gather up their belongings.

Atop the bluff, the tower overlooks a slanted, rock-strewn field infested with zombies (2d8 hp each; there are 1d6+6 of them when adventurers arrive). The zombies mull about listlessly, ignoring everything but humans, which they attack with gusto. Each zombie has a black, engorged tongue stamped with a wax seal that gives it undeath. These zombies are commonly used as guards by the Tsanjani.

The interior of the tower is decorated in great heaps of filth. Treasure is kept on the third floor of the tower (the top floor is open to the air and protected by crenelations). The treasure consists of 1,250 sp, 250 gp and a small, gilt bronze statue of a man at prayer with moonstone eyes (worth 30 gp). The leader of the goblins is a saucy fellow called Morguldurath. He has yellow tusks and a warty, gray hide and wears a cast-off helm slightly too small for his head.

| *Morguldurath, Goblin Chief: HD 4 (20 hp); AC 4 [15]; Atk 1 weapon (1d6+1); Move 12; Save 13; CL/XP 4/120. Wields a tetsubo.*



**0103.** Dropped into a slim crevasse you find a mirror. The mirror is about 1 foot in diameter and is held by a silver frame. A kyton is trapped inside the mirror and launches chains at any creature that peers into it, pulling them inside the mirror (or actually the space inside the mirror).

The kyton dwells in a demi-plane that is composed of a 30 foot square room occupied by a clockwork-driven difference engine. One can question the computer (it is equipped with a *magic mouth*) if they can thwart the kyton. This can be done through violence (although there's no guarantee a person inside the mirror can escape it) or by placing the mirror in a bowl of holy water or rice wine.

The mirror is sought by the sorceress Oonichay [0322] and her ragged crawl servants. Folks carrying the mirror have a 1 in 20 chance per day of encountering a band of the ragged crawl. This chance is increased to 1 in 12 if they have used the mirror in front of folks they cannot trust.

| *Kyton: HD 8 (34 hp); AC -1 [20]; Atk 6 chains (1d6+1); Move 12; Save 8; CL/XP 11/1700; Special: Animate chains, +1 or better weapon to hit, magic resistance (40%).*

**0105.** On a rocky field that supports nothing more grand than lichen there is a 2-foot tall statue of a beggar priest holding up a begging bowl. By placing a copper piece (and only a copper piece) into the bowl, a person (or group of people) moves up to 7 days backward in time to this same spot. The journey through time ages the person 1d10 years (or 1d10x10 for longer lived creatures). The field is the lair of hopping vampires. The vampires (there will be 1d4+3 of the creatures encountered) are animated by a spirit of envy that dwells in the field. The spirit emanates from the mortal remains of a buried Tسانجاني woman who despised the younger wives of her husband.

**0108.** In a deep vault beneath the mountain that fills this hex a clan of azer (fiery dwarfs) labor at constructing layer upon layer of lock mechanisms around a jade tablet. If anointed with a tiny amount of water, the tablet awakens a tarrasque that dwells in the shallows of the Wako Sea.

The tablet is kept in a parched cavern in which living things (sweat, tears) are not permitted. The azer are composed of two brotherhoods - the warriors, armed with taloned gauntlets and bronze bolos, and the smiths (armed with hammers if forced to fight). The smiths devise and build the iron shells and locking mechanisms and then hand them off to a crew of six automatons to place them around the tablet. There are twelve layers of steel around the tablet.

In all, there are 20 warriors and 10 smiths. They are commanded by a duke called Kain the Red.

| *Automaton: HD 2; AC 1 [18]; Atk 2 fists (1d6); Move 12; Save 16; CL/XP 4/120; Special: Resistance to fire, electricity and cold (50%), never tire, immune to mind effects.*

| *Azer: HD 2; AC 1 [18]; Atk 1 weapon (1d6); Move 6; Save 16; CL/XP 3/60; Special: Immunity to fire, heat (1 point of damage from touch or weapon), magic resistance (15%), double damage from cold.*

| *Kain the Red: HD 5 (19 hp); AC 0 [19]; Atk 1 weapon (1d6+1); Move 6; Save 12; CL/XP 6/400; Special: Immunity to fire, heat (1 pt of damage from touch or weapon), magic resistance (15%), x2 damage from cold.*

**0113.** Situated high in the mountains there is a small village of barbaric hunters called . The village consists of about 20 wattle-and-daub houses surrounded by a palisade. The village is constructed on a wide shelf of black stone situated beneath a snow-capped peak. Due to the possibility of avalanches, and the necessities of hunting, the people of the village have learned never to raise their voices.

The barbarians of the village dress in shaggy, white coats and wear fur-lined boots. They have buff-colored skin and coarse black hair. The 60 hunters of the tribe paint their faces and knuckles with viridian paint. They are known for their brawn (+1 to hit and damage) and ability to move silently (they surprise in a roll of 1-2 on 1d6). The hunters carry bunches of six javelins and obsidian knives. They are commanded by a powerful chief called Narikit.

In the past month, a captured merchant (taken in a raid on the outskirts of the valley of the shamshir) has captured the heart of the chief's daughter, Dagusta, much to the chagrin of Hargene, the warrior who captured the merchant.

The mountain tribe's treasure consists of 900 gp worth of animal pelts.

**0116.** There is a deep cavern here in the mountainside, apparently dug centuries ago by an asteroid. The cave is now inhabited by 1d6+2 ko'hai'ai. The asteroid lies in the deepest part of the cave in a 20-foot deep pit. One can reach the asteroid by a rope tied to an iron spike pounded into the side of the cave just above the pit.

The asteroid is composed of an adamant-nickel alloy. Those who touch it with their bare flesh are struck by prophetic visions (50% chance of something good, keep it vague). Clanking on the asteroid with metal causes ripples in time:

Roll	Time Effect
1	Age 1d6 years
2	Become 1d6 years younger
3	Time outside the cave advances one month
4	Time outside the cave recedes one month

**0119.** In a narrow mountain pass there are a number of barrels fallen by the wayside. The barrels are all that remains of a Tsanjani caravan that was attacked by yeti. Two of the barrels, sealed with wax, contain a gooey, tar-like substance that smells of plums and aniseed. The substance slings to the side of the barrels. If exposed to the air, it sprouts into a tangle of pink lotus (treat as assassin vines) that soon dies if not supplied with fresh water. The lotus are the spawn of an elder thing, and if permitted will grow to cover an area 1 mile in radius. Eventually, the lotus produce a subterranean rhizome possessed of a dark, alien intelligence that communicates and controls via a fragrance (the same scent of plums and aniseed). There is a 1 in 6 chance that one of the yeti is still lurking nearby. The yeti serve an oni that has scolded them for leaving two important barrels behind.

| Yeti: HD 6; AC 4 [15]; Atk 1 slam (1d8+1); Move 12; Save 11; CL/XP 6/400; Special: Immunity to cold, scream causes fear.

**0120.** A flock of 1d4+8 hippogriffs dwells in caves set high in the side of a mountain. One cave contains the remains of a monk, still wearing tattered azure robes. The monk apparently carried a handgun (treat as crossbow) as well as prayer beads and a *takuhatsugasa* (straw hat). In the leather sack on his hip he carries a large, polished peach pit in his bag. The pit was an important component of a magical artifact being constructed by Zulleifu [0410]. The hippogriffs have russet feathers and black beaks.

**0124.** On a snowy plain you discover a strange village. The village is composed of dozens of tall, stone towers surrounded by a moat of bubbling, sulfurous water. The inner towers are clad in ice but the portions of the village near the moat are completely clear of ice. The villagers make their living mining sulfur and orpiment from the moat, collecting it from canvas that hangs over the moat.

The village is ruled by Nesikaen (3 HD, 3d6+3 hp), a minor nobleman who maintains power by paying a steep tribute to the Tsanjani. Nesikaen commands a squadron of blustering bandits armed with naginata and hankyu (the arrows are poisoned).

The largest tower in the center of town is not the home of Lord Nesikaen, but rather a curious temple guarded by a stone construct (16 HD, 74 hp) with the face of a foo lion. This tower contains a marble sarcophagus containing a powerful wight queen (6 HD, 24 hp). The sarcophagus has a slit that allows one to view the wight (watch out - she bites). A golden apple rests on the sarcophagus, keeping the wight inside from escaping.



**0127.** A family of five cloud dragons rules over this hex and those surrounding it from a cave set very high on a mountain. The interior of the cave is composed of rose quartz and carved into graceful arched hallways, dozens of lovely chambers filled with all manner of treasures and three alchemical laboratories. The largest chamber is a circular throne room that contains five rose quartz thrones and a pool of shimmering, crimson liquid (the "blood of the mountain"). Staring into the pool for more than 3 minutes causes one's eyes to glow crimson and gives them the benefit of a *mnemonic enhancer*.

The cloud dragons are called Admonixin, Kryseulya, Baravence, Teyrnfrid and Lhunbent. The dragons descend from the founder of the Yun Kingdom, but show no ambition to assert themselves into modern politics. They have gathered in their lair three great alchemists, masters, dedicated to discovering the *elixir of life*. The competition is intense, because only the winner escapes being devoured.

| Cloud Dragon: HD 12 (60, 48, 36, 36, 36 hp); AC -1 [20]; Atk 2 claws (1d8), bite (3d6); Move 9 (F24); Save 3; CL/XP 14/2600; Special: Cloud form (gaseous form), breath weapon (save or knocked down), spells (3/day - obscuring mist; 2/day - call lightning, control weather, create water, stinking cloud).

**0129.** A small village of loutish hunters is located in this hex, surrounded by a stone wall and four stout towers. The hunters are mainly trappers, setting snares in the mountain passes and wooded crevasses in the spring and summer and then retiring into their village to smoke their pipes and eat pickled meat. The villagers are skilled gamblers and archers. The greatest treasure of their village is an opal jar that

contains the imprisoned soul of an oni. The jar is kept in the crypt of the former ruler, a Tsanjeni monk that made a habit out of chaining the maidens of the village to the walls of his shrine and watching them slowly starve. The villagers do not miss the man and have done their best to prevent the Tsanjeni from discovering his death.

**0135.** A hunchbacked woman warrior called Ruwuluso has established a tower keep in this hex atop a granite ridge. The keep is reached by a set of broad stone steps on either side of the ridge. The valleys below are overgrown with junipers that are cultivated for their toxic berries, which are sold to the Tsanjeni and the ninja of Ying.

Ruwuluso commands three companies of yari, a company of cho-ku-nu ashigaru and a squadron of elite shashu no ashigaru (bujin level 1). Her household includes Abhalemarzh, a priest of Txiv Yawg. Ruwuluso has a serious opium addiction, and the ninja use this to control her.

Her treasury contains 3,550 sp, 1,000 gp, 12 pounds of calamus (worth 8 gp per pound, seized from merchants), a terracotta dish worth 125 gp and a limestone bust of a sage worth 1 gp.

| *Abhalemarzh, Sohei Lvl 5: HP 11 [27]; AC 4 [15]; Move 12; Save 10 (8 vs. death & poison); CL/XP 6/400; Special: Command undead, spells (3rd). Haramake-do, kote, haidate, naginata (1d6+1), tanto (1d6-1).*

| *Ruwuluso, Bujin Lvl 10: HP 37 [68]; AC -1 [20]; Move 9; Save 7 (6 vs. death & poison); CL/XP 10/1400; Special: Follow through. O-yori, masakari (1d6), tanto (1d6-1), daikyu (100' range, 2 shots per round, 1d6), 10 leaf head arrows, 10 armor piercing arrows.*

**0138.** A fine manor of black stone and polished walnut rises on the banks of a clear mountain lake. The manor was constructed for the dowager empress during the reign of the Black Dragon Emperors, the dowager empress representing a particular threat to her son's authority. The manor was abandoned for centuries before it was resettled by a band of eccentric sohei of Inzana the Dawnchild. The sun worshipers are lawful sohei who seek the ancient bamboo scrolls of law that date from the days of the Black Dragon dynasty. The sohei are led by Hwaldun, a fierce Nakdani warrior priest with white skin, a bristly blue-green mustache and equally bushy hair. He has twelve sohei under his command, one of whom may be working with the Tsanjeni to recover scrolls containing dark rituals that were hidden in or around the manor.

| *Hwaldun, Sohei Lvl 5: HP 13 [24]; AC 4 [15]; Move 9; Save 10; CL/XP 6/400; Special: Spells (3rd), turn undead. Haramake-do, kote, haidate, naginata (1d6+1), prayer beads.*

| *Sohei Lvl 2: HP 2d6 [2d6+2]; AC 4 [15]; Move 9; Save 13; CL/XP 3/60; Special: Spells (1st), turn undead. Haramake-do, kote, haidate, naginata.*

**0149.** The mountains here form a V-shaped valley with a gully that fills with water during the spring thaw. The gully is filled with round stones and a carpet of lavender asters. A dozen shrines have been excavated from the sides of the mountains, about one every half mile. In each of these shrines there is an ugly, squat idol set in a wall niche. Similar creatures are carved into the walls in a crude style that profanes the eyes.

The hex is inhabited by todawan masters. The masters, when encountered (2 in 6 chance per mile) are meditating in the gully. They happily warn adventurers away from the shrines, which they claim are haunted by earth demons.

The demons in question are earth mephits. The mephits masquerade as the idols and upon "animating" they summon 1d4+1 other earth mephits that seem to crawl out of the walls. Each mephit has a spherical carnelian (worth 1d6 x 100 gp) inside its stony body. The mephits can be entertained by broad, physical humor, and once put into a good mood by such japes happily open a seam in the mountain behind them.

These seams allow one to access a surging river through the underworld. Travel on these rivers is dangerous, with a 1 in 6 chance of falling into a river during each day of travel unless precautions are taken. Falling in a river causes 1d6 points of damage from being battered by the rapids and 1d6 points of damage from the cold each round until rescued. These twisting, flooded tunnels lead either deep into the mountains and the terrible vaults of Diyu or to waterfalls that spill into the canyons that lead into the Cloud Forest.

| *Earth Mephit: HD 3; AC 3 [16]; Atk 2 claws (1d3); Move 12 (F15); Save 14; CL/XP 6/400; Special: Breath weapon (15-ft cone of pebbles, 1d6 damage, save for half), regenerate 2 hp/round when touching bare stone, transmute.*

**0202.** An iron construct that looks like a giant crab has been toppled in a canyon here. The iron construct can be resuscitated with a burst of lightning. Vital mineral spirits have leaked from the iron construct (it has a maximum of 39 hit points until the fluid is replaced). The strange mineral spirits have left a greasy puddle on the ground that smells of mustard seeds. The oil can be used to coat weapons, allowing them to strike ethereal and incorporeal creatures for up to one week unless cleaned or spoiled by attacking something corporeal.

**0204.** A tall, beehive-style stone pagoda rises above the landscape. At night, a moonlight spills out of the upper portion of the pagoda and can be seen for miles, reflecting



off the snow and filling the entire valley with a ghostly glow. The pagoda is surrounded by a lake of warm water and a garden of pungent lavender roses. Misty green lanthorns hang from the corners of the pagoda. A flock of eight hainu (HD 4) protects the pagoda from intruders.

The pagoda is inhabited by radiant moon maidens and their jade-colored rabbits (see new monsters). The moon maids are tall, with pallid skin, white hair, silvery eyes and mouths entirely too wide to look human. They wear almost weightless silver-blue silk robes. The jade rabbits scurry around the garden nibbling roses. The moon maids run the pagoda as a sort of hospice for the black shugenja of the Tsanjeni. There is a 1 in 6 chance of a black shugenja and his apprentices being present.

| *Moon Maid*: HD 4; AC 6 [13]; Atk 1 weapon (1d6-1); Move 15 (F9); Save 13; CL/XP 8/800; Special: Spells, see in darkness.

| *Jade Rabbit*: HD 2; AC 2 [17]; Atk 1 bite (1d4); Move 15; Save 16; CL/XP 3/60; Special: Immune to fire and lightning, always wins initiative.

| *Black Wizard, Shugenja* Lvl 4: HP 10 [12]; AC 9 [10]; Move 12; Save 12; CL/XP 5/240; Special: Spells (2nd). Tanto, black robes, prayer beads.

**0212.** A gang of 16 irascible oni-aka goblins (1 HD) dwells here in a pit between three crooked mountain peaks. Wild goji berries grow around the pit and are grazed on by a herd of 1d4+2 scaly dragon horses (see new monsters). The horses ignore the mountain goblins for the most part, and the mountain goblins are wise enough to leave the dragon horses alone. About once a week a gaggle of 1d3+2 hungry ghosts winds their way up the mountain passes and descends into the pit, disappearing at the bottom.

| *Dragon Horse*: HD 8; AC -1 [20]; Atk 2 hooves (1d8); Move 30 (F60); Save 8; CL/XP 12/2000; Special: Breath weapon, keen vision, limited empathy, magic resistance (30%), never surprised, sense alignment.

**0211.** A large village of peasants cultivates edible fungus in the steamy caves that line the walls of the valley. Pungent streams of piping hot water emerge from these caves and spill into medicinal pools, eventually finding their way into a gentle stream that flows into the valley of the shamshir. The village is surrounded by an ancient, weathered stone wall caked with sulfur. The village is ruled by an overbearing Tsanjeni mandarin named Qai. Qai has pale yellow skin, stubby gray hair and steel-gray eyes. The village is defended by a company of yari ashigaru and a company of samurai who ride giant toads as well as a dozen semi-tamed white baboons. The baboons are chained near the village's large iron gate and outside the magistrates court. Patrols of warriors always use one or two baboons as scouts. Visitors can hire out Shoolin the *piao-ke* to guide them through the mountains.

| *Shoolin, Bujin* Lvl 5: HP 12 [32]; AC 3 [16]; Move 12; Save 12 (11 vs. death & poison); CL/XP 5/240; Special: Follow through, parry death blow, shield other. Hanburi, sode, kota, do-maru, suneate, nodachi (1d6+1), tanto (1d6-1), daikyu (100', 2 shots per round, 1d6), 10 arrows.

| *Qai*: HD 3 (8 hp); AC 5 [14]; Atk 1 weapon (1d6); Move 12; Save 14; CL/XP 3/60.

**0217.** The tomb of a barbarian king has been carved into the side of a gorge overlooking a stream. The gorge is narrow (15 ft wide) and the tomb entrance is located about 12 ft below the lip of the gorge.

The entrance to the tomb is carved from the rock itself and is unadorned save for a symbol of two intertwined serpents set directly above it. Beyond the entrance is a 45 foot long tunnel that has seams of serpentine running through the otherwise red stone. At the end of the tunnel there is a stream of golden water running from the ceiling to a serpentine basin carved into the floor and then out through a drain. A 40-foot long silver chain is coiled in the basin. The water has no magical qualities, but it is pure and fresh. On either side of the stream of water there are entrances to two chambers.

Each chamber measures 18 feet by 18 feet and has a 12 foot high ceiling. The right-hand chamber contains nine statues of sensuous maidens carved from pink stone. The left-hand chamber contains nine statues of warriors carved from purple stone. By stringing the silver chain between one of the maidens and one of the warriors, the two chambers shift and merge into a third chamber located beyond the basin.

This third chamber also measures 18 feet by 18 feet. Against the right wall are the nine maidens and on the left wall the nine warriors. Now, between them there is a white marble slab containing the mummified bodies of a man and a woman - an ancient king and queen of the mountain barbarians. The chamber also contains alabaster jars of balms and unguents, thick beeswax candles and ten copper talismans worth about 40 gp each. Sewn into the mummies are 100 pp (50 in each).

About 2 minutes after the chambers are joined, a pungent black smoke appears atop the marble slab and forms into a greater ox demon. Spectral spirits emerge from the maiden and warriors statues and begin swirling around the chamber, forming an energy wall (those touching it must pass a saving throw or lose one level) around the area.

| *Ox Demon*: HD 12 (39 hp); AC -3 [22]; Atk 1 sword (2d6) or 2 claws (1d6); Move 12; Save 3; CL/XP 18/3800; Special: Spells (darkness, detect thoughts, fear, hold person), only harmed by silver or magic weapons, immune to acid and poison, magic resistance (60%).

**0222.** A lair of 150 oni-aka goblins (HD 1) is situated deep beneath these tall mountains. One can access the lair via a 500-ft shaft. The goblins protect a gate into Diyu, the earthly prison that lies beneath the Great Yamas. The gate itself is composed of black stone that seems to absorb the light. A copper seal is placed in the middle of the gate. The copper seal has four diamond-shaped holes in it that compose a puzzle lock. The diamond-shaped holes are made to look like the eyes of four carp. The carp are colored black, white, yellow and red. The carp can be turned around and placed in the proper order - black / yellow / white / red - to open the gates into the deeper dungeons.

The oni-aka goblins guard the gate and operate several forges, making weapons and armor for the demons of Diyu. They are led by 15 sub-chiefs (HD 2) and an oni (HD 8, 30 hp) called Sagnobar the Black (for his glossy black scales).

**0230.** There is a wide valley here nestled between the mountains. At the center there is an ancient plaza that looks like a *xiangqi* ("Chinese chess") board. Should anyone step upon the board they find themselves trapped on the board, unable to move from the spot. Two ghostly scholars, one appearing as a drunken monk in a saffron robe and the other as a sorcerous servant of the Yozi (i.e. a black shugenja of Tsanjan) appear above the board. To escape the board, a game of *xiangqi* must be played (see the insert in this issue, or simply play a game of checkers). If the black scholar is victorious, any trapped on the board are marked with the sign of the Yozi, causing fear in animals. If the saffron scholar wins, any trapped on the board are blessed (+1 bonus to hit and save) for one week.

**0232.** A sect of lawful sohei dedicated to Kilooloogung, the Lord of Arising Smoke, has been established here in a deep valley rich in iron deposits. The mines are now worked by the lay brothers of the fortress monastery. The monastery is constructed of fired bricks. Each brick is stamped with a holy symbol and glazed red. A slow fire fed by fragrant herbs and woods is maintained at all times in the center of the monastery, the smoke escaping into the sky via three towering bronze chimneys made to look like dragons.

The abbot is called Jeneozen, a charming fanatic with dark yellow-brown skin and blue-gray eyes. Jeneozen is suffering under a curse that forces him to eat almost constantly, but still he loses weight. Once healthy and hale, he has become drawn and weak. The only cure for his condition, he believes, is a bitter root from the Shadow Hills. Jeneozen commands ten lesser sohei.

Despite the dedication of the ten sohei of Kilooloogung to

Law, the lay brothers of the monastery are a shifty lot - smugglers of dangerous narcotics from the high plateau of Tsanjan into the Celestial Hills. The lay brothers of the temple serve a hanu naga called Sebuthop of the Golden Scales (HD 6). She dwells in one of the abandoned iron mines, one that connects to a deep thermal vent, making it steamy and choked with fungal vines.

The monastery treasure consists of 19,300 sp, 730 gp.

| *Sohei of Kilooloogung*, Lvl 2: HP 2d6 [2d6+2]; AC 6 [13]; Save 13 (11 vs death & poisons); CL/XP 3/60; Special: Banish undead, spells (1st). Haramaki-do, sode, tetsubo (1d6), 3 darts, prayer beads.

| *Jeneozen*, Sohei Lvl 10: HP 8d6+2; AC 5 [14]; Save 5 (3 vs death & poisons); CL/XP 10/1400; Special: Banish undead, spells (5th). Haramaki-do (shark skin), sode, sunate, tetsubo (1d6), darts (3), prayer beads.

**0236.** Atop a basalt mesa overlooking the gouged and cracked badlands of the Tsanjan Plateau there is an ever-burning pyre. The pyre is tended by a clan of seven oni-yama goblins (HD 2) mounted on giant land lampreys. Atop the pyre is the body of Konobeka, a black shugenja of Tsanjan, a favored sorceress of the Yozi whose body cannot ever be consumed. Around her neck there is a golden medallion that makes its wearer immune to fire. Should one thrust their hand into the flames to steal it, Konobeka awakens as a wraith sheathed in black flames.

| *Land Lamprey*: HD 2; AC 3 [16]; Atk 1 bite (1d3); Move 15; Save 16; CL/XP 2/30; Special: Attach, blood drain (1d4 hp per round).

| *Konobeka*, *Flaming Wraith*: HD 4 (12 hp); AC 3 [16]; Atk 1 touch (2d6 + level drain); Move 9; Save 13; CL/XP 6/400; Special: +1 or better weapon to hit (silver does half damage), arrows do 1 point of damage, immunity to fire, flame breath (30-ft cone, 4d6 damage, 3/day).

**0239.** The vestiges of a basalt pagoda rise here on the broken plain of Tsanjan. The wide cracks in the landscape are filled with an unwholesome looking black liquid, effectively creating a moat around the pagoda. The pagoda once belonged to a sect of black shugenja, but it was abandoned when they lost favor with the Yozi and were destroyed. A trio of pesky air mephits now haunts the structure. The floor of the pagoda is inlaid with malachite in the form a pentagram. Bowls of rice wine left within the pentagram during a full moon summons a moon spirit called Tu-Xiangpi, who can bargain with for power or services in exchange for one's soul.

| *Air Mephit*: HD 3; AC 2 [17]; Atk 2 claws (1d3); Move 12 (24); Save 14; CL/XP 6/400; Special: Breath weapon (15-ft cone of dust and grit, 1d6 damage, save for half), regenerate 2 hp/round when touching bare stone, hide in cloud of mist (50% miss chance from attacks).

Tu-xiangpi looks like a human-sized rabbit, with a body that bends unnaturally. Its eyes seem to hang from its socket on

pulpy stalks, making it difficult to surprise (1 in 8 chance). He speaks the common tongue and seems to exist for no other reason than to frustrate mortals.

| *Tu-Xiangpi*: HD 8 (34 hp); AC 9 [10]; Atk Bite (1d6); Move 12 (B4); Save 8; CL/XP: 9/1100; Special: Rake with back claws on successful bite attack (2 attacks, 1d6 damage), +1 or better weapon to hit, difficult to surprise.

**0243.** A cliff side dwelling of mechanical men (HD 1+1) is under siege by an army of hobgoblins in service to the Yozi. The dwellings of the mechanical men are carved into the side of the wall of a jagged gorge. At the bottom of the gorge lies the inky, black water common to the plain of Tsanjan. Five barges float beneath the cliff fortress. Each is armed with a bronze mortar that makes a sound like a clap of thunder when fired (5d6 points of damage from the stones). The mortars are crewed by five hobgoblins (1+1 HD) in hara-ate and haidate (AC 3 [16]) and otherwise armed with curved short swords (1d6), hankyu (1d6-1) and 10 arrows each. The hobgoblins are led by an oni called Zannakh of the Bronze Fists. Zannakh's own barge is more splendid than the others and is guarded by 10 hobgoblins in o-yori (AC -1 [20]).

The 158 mechanical men of the dwelling are made of porcelain over wooden frames, and have the look of graceful puppets. They wear flowing silk robes and are armed with daggers. The warriors of the tribe are led by Guondron. The tribe itself is led by the scientist Minjolu. The mechanical men have the services of four potters and carpenters and three armorers. Since they require no food and have an ample supply of aromatic oils, they plan to wait the siege out. Their treasure consists of 940 gp, 90 gp worth of aromatic oils and a large, ovoid moonstone worth 500 gp. The moonstone is kept in the chest cavity of Guondron.

| *Zannakh*: HD 8 (30 hp); AC 3 [16]; Atk fist (1d6+4); Move 9; Save 8; CL/XP 11/1700; Special: Invisibility, polymorph, illusion, fear, leap.

| *Guondron, Mechanical Bujin* Lvl 6: HP HP 23 [34]; AC 2 [17]; Save 11 (10 vs death & poison); CL/XP 6/400; Special: Follow through, immune to sleep, no need to eat or breath. Nodachi (1d6+1), repeating crossbow (1d6, fire each round for 10 rounds). Naive and quirky, he has found himself at a loss to stop the hobgoblins.

| *Minjolu, Mechanical Scientist* Lvl 6: HP 16; AC 3 [16]; Save 10; CL/XP 6/400; Special: Trivia, brew formulae, discover invention (1-2/3/4). Small morphic oscillator (sleep), small levi-disc (levitate), medium galvanic projector (lightning bolt). Minjolu is passive and wise. It is interested in travel, and questions visitors of their travels even while her tribe is being shelled into submission outside.

**0304.** The ogre mage Xentersil (HD 5+4) has made a lair for himself in a road house in a mountain pass. The pass is not often used - mostly merchants leading caravans of donkeys onto the Tsanjan plateau to make secret trades with the

Tsanjani. The slopes that flank the pass are inhabited by plump grouse that are usually served roasted and stuffed with herbs in the roadhouse.

The landlord of the road house is the ogre mage, who takes the form of a toothless, pot-bellied old man with a long, white beard. He spends his days reclining on a mat woven from soft grasses, drinking tea prepared by his servants, a trio of beautiful sisters who came to the road house after fleeing the home of a violent uncle. The ogre mage's other servants are five giant spiders that hide in the rafters, awaiting their master's orders.

The inn is usually quiet. The merchants that trade with the Tsanjani do not speak much; they keep their eyes downcast over their cups of tea and platters of grouse and rarely utter a syllable. The innkeeper, however, is quite gregarious with visitors, asking them where they have been, where they come from, etc.

The ogre mage has an ulterior motive. He has in his possession a magic yari (+2 yari, casts *charm monster* 1/day) possessed by the spirit of an ancient queen of the Yun. The yari cannot be touched save for one of Yun blood. Once so touched, the spirit is released into that person, and the yari is now safe for the ogre mage to use.

**0307.** The mountains here are lightly forested with black alders. The slopes are home to thousands of locusts. A river of acid spills from a weird cave and down a series of waterfalls into a hole in the earth. Weathered granite pillars rise from the acid river at odd intervals. Above the cave from whence the river flows there is a small, shallow cave. Some ninjas of the Black Dragon Kingdom are trained here. The ninjas must leap from pillar to pillar, making their way up the river to the shallow cave to claim a random object. The object must be returned to the Black Dragon Chan within 3 months of the beginning of the test to pass. Those who fall into the river are either disintegrated by the acid or fall into the bowels of the earth. Those who fail to return to the Ying are hunted down and killed.

The cave and river are always watched by a dozen shadows, the souls of deceased ninja. Intruders into the gorge are attacked by these shadows at dusk or night, but not in the daytime. There is also a 1 in 6 chance that a band of 1d6 ninja are encountered in the gorge. If there is a single ninja, you may assume that they are taking the test.

**0310.** You come across a deep chasm - narrow on the top (200 feet) and wide on the floor (1 to 2 miles). The chasm is 500 feet deep and heated by volcanic action underground and a few hot springs. Inside the chasm is a jungle of thick-



stemmed plants, exotic orchids, magpies, tiny forest horses and white-faced monkeys. The shaded walls of the chasm are, at odd intervals, pierced by small alcoves. In each alcove there is a miniature crystal statue of a god. These statues are actually living statues, and they are commanded to destroy intruders in the chasm before they discover the entrance to hidden catacombs containing alien mummies and several "flaming sky chariots". Magic is completely suppressed within the chasm.

| *Living Statue*: HD 4; AC 4 [15]; Atk 1 *slam* (1d6); Move 12; Save 13; CL/XP 5/240; *Special*: Body dazzles viewers when exposed to light.

**0319.** Venturing into this cave puts one's hair on end - literally. The cave is filled with static electricity because it is the home of a behir. The behir hunts in the surrounding valleys, but avoids the rivers. The behir has 1,200 sp and 1,540 gp scattered about its lair and a malachite worth 200 gp stuck in its chitin.

| *Behir*: HD 9 (32 hp); AC 2 [17]; Atk bite (2d4); Move 15 (C6); CL/XP 11/1700; *Special*: Spit 20-ft long bolt of lightning for 7d6 damage, once every 1d10 rounds.

**0322.** It is possible, while walking through this hex, for an unlucky character to slide on loose stones and plunge into a cavern full of water. If some light is shed on the subject, one sees that they are in a cavern (10 ft diameter, 8 ft tall ceiling). The cavern is filled with 2 feet of water when one first falls into it. Carved in deep bas-relief around the walls of the cavern are a dozen images of scholars - men with large, bulbous foreheads and long beards. Floating in the middle of the cavern is a large, deep purple plum. As one approaches the plum, the water level in the cavern rises. Each foot closer to the plum raises the water level by 1 foot. Should one claim the plum, they will discover it has a pearl in place of a pit. This *pearl of great price* increases one's effective charisma by as many points as they are willing to reduce their own wisdom, though the effective charisma score cannot be raised above 18 and the effective wisdom cannot be reduced below 3.

**0324.** Pantung is an outpost city-state of 24,750 souls constructed between three dormant volcanoes. The engineers of Pantung have dug into the volcanoes, constructing large vents from which pour air and water warmed within the volcanoes. This has made the valley of Pantung warm all year around, despite being located at such a high elevation. The borders of the kingdom are protected by walls of ice that slowly melt and are re-built through the year.

Pantung is constructed on a radial pattern. The buildings are made of thick, cream-colored stone, much of it excavated from the aforementioned vents. Doors in the city-state are barred at night, for the citizenry fear the hobgoblins and yeti of the mountains. The city's wall is 30 feet tall and has four large tower keeps protecting it. Each 1,000 foot section of the wall (there are 16 such sections) and the battlements of each tower are patrolled by 1d6+6 teppo ashigaru accompanied by a sergeant and possibly (10% chance) a low level shugenja. Each tower has a number of war engines that launch flights of iron war rockets. Three paved roads lead from the city state, one into Tsanjan, the other two into Mu-Pan. These roads are lined by asters ranging from white to yellow to purple.

The primary business of Pantung is copper mining (the city-state has small mines up to 3 hexes away) and banditry. During the winter months, dozens of bandit gangs retreat into the mountains to stay in Pantung, bringing rich tributes of coins and slaves to the nu-gong. The bandit chiefs are treated as visiting royalty and never prey on the citizenry, who appreciate their bawdy tales and ample coin. The fields around Pantung support cherry and plum orchards and grazing for a breed of rugged mountain pony.

Pantung is ruled by Oonichay, a respected shugenja with ties to the black magicians of Tsanjan. She is assisted by a cabal of 4 noble houses, each headed by a master alchemist. Oonichay is a calculating and domineering woman with pale skin, hazel eyes and dark, brown hair bobbed short. She has a small-featured, delicate face that never betrays her thoughts. Oochinay is an accomplished dancer (she was brought into Pantung as a dancing girl for the former gong). She wears a cloak of gray and black vulture feathers (from a bearded vulture of the Tsanjan Plateau). Her palace is in the city-state's center, surrounded by the legendary fruit market. The palace's dungeon is a thing of legend.

The city-state's alchemists are respected (and, to some extent, despised) throughout Mu-Pan. They put most of their efforts into discovering the *elixir of life*, but also produce copious amounts of black powder to fuel the iron war rockets and teppo that protect the city.

Pantung's patron deity is Roon, the God of Going. Roon's grand temple is overseen by 10 female wushen and 300 lay brothers and sisters, most of them *piao-ke*. The worship of other deities is frowned upon in Pantung, and proselytizing is illegal. The wushen of Pantung take vows of poverty (though their temple is very wealthy) and celibacy. The temple's wealth is used to maintain the roads (and the flowers, the aster being sacred to Roon). Priestesses wear robes of green sackcloth marked by dozens of white hand prints and carry tetsubos. They bleach their palms white.

Holy days are observed with pilgrimages to visit shrines (actually noble crypts) in the mountains. The highest virtues preached by the priests of Roon are kindness and charity, while the most terrible sins are blasphemy and envy. This often puts the priests at odds with the wintering bandits.

Pantung has a shady tavern located just inside the east gate. The *Golden Staff* is run by Isekonall, a friendly, optimistic man who hails from the northern steppe and speaks with a thick accent. Most of the crowd in the *Golden Staff* is shady – bandits and slavers, for the most part. The place is usually crowded and noisy. The plum wine and short beer that Isekonall serves are a bit overpriced for their quality, but the partitioned loft (paper screens) is cheap.

Some of the more interesting folk of Pantung include Newarada, the strikingly beautiful high priestess of Roon that is really a disguised man (a ninja who has played the role for over a decade, he is involved in many assassinations), Bogochaz, a flamboyant master alchemist and open heretic (he worships Sol Invictus, whom the Motherlanders call Apollo Helios), Dorgombaya, the well-connected captain of the guard who keeps company with Bogochaz, Zajinnes, an arrogant master alchemist and rival of Bogochaz who has a family closet full of skeletons and an unhealthy fixation on Dorgombaya, and Aschansary, a young official implicated in a bribery scandal – she's had bad luck with former allies and finds it difficult to place her trust in others.

| *Population: 12,375*

| *Ruler: Oonichay, Shugenja Lvl 8*

| *High Priestess: Newarada, Wushen Lvl 8*

| *Domain: 10 hexes*

**0328.** A lone nightmare haunts the valleys and gorges of this hex. Its master, a black shugenja called Zimpanban, was called into the nether dimensions after failing to live up to his side of a bargain. The nightmare seeks a new dark master. Its saddle bags contain three silver darts, a leather pouch of black lotus dust and platinum coin bearing a rune (acts as a *scroll of protection from fire elementals*).

| *Nightmare: HD 6 (24 hp); AC -1 [20]; Atk 2 hooves (1d8 plus 1d4 fire) and bite (1d8); Move 15 (F36); Save 11; CL/XP 8/800; Special: Flaming hooves, smoke, astral projection, etherealness.*

**0333.** A band of 1d4+4 azer are relaxing in a piping hot mineral spring. The azer have a golden ram horn (worth 150 gp) that, when blown, turns the spring into a blazing inferno (4d6 points of damage per round) and a portal into a fiery dimension. The azer wear bronze kilts (currently laying on

the side of the springs) and have golden skin, white eyes and curly black beards.

| *Azer: HD 2; AC 0 [19]; Atk 1 hammer (1d6); Move 9; Save 16; CL/XP 3/60; Special: Immune to fire, x2 damage from cold, magic resistance (20%).*

**0341.** A band of 17 varj (see New Monsters) dwells in this hex in a lair that consists of a vertical shaft, 300 feet long, studded with caves. The varj are expert climbers, and find it easy to traverse their vertical lair. The shaft runs into the hellish vaults beneath the Tsanjan Plateau.

The varj wear no clothing. They fight with stone clubs and by throwing large stones. The varj are led by a large (7 HD) male and have the services of a shaman (cast spells as a 2nd level shugenja and 3rd level sohei). The band currently has three human prisoners, kept in one of their caves, their arms and legs pinned under heavy stone slabs.

The varj have the following treasure secreted beneath heavy stones and trapped with poisonous spiders: 19,260 sp, 1,450 gp, a martin skin worth 8 gp, a hematite worth 100 gp and a large, greenish-red garnet worth 1,500 gp.

| *Varj: HD 4+2; AC 3 [16]; Atk 1 bite (1d4) and 2 claws (1d6) and 1 weapon (2d4); Move 12 (C12); Save 13; CL/XP 6/400; Special: Acidic bite, belch acid, sense minute tremors.*

**0347.** The black waters that crisscross the Tsanjan Plateau are churned here into a gray froth that fills shallow pools. These pools are crawling with chitinous creatures that look something like crawdads, but are in fact immature chuul. The chuul are preyed upon by a small village of Tsanjan peasants, men and women in leather smocks and wooden sandals. The fishermen also cast nets into the rapids, balancing on flat stones that jut up from the surface and help churn the water.

The village is composed of stone huts huddled amidst large boulders. The village has no wall to guard it, but it does have a few fortified cellars for people to hide in if large, dangerous beasts present themselves. Patrols of hobgoblins are common in the area, and no enemy armies have ever visited the high plateau. The villagers are known for their athleticism (+1 constitution bonus).

The village is ruled by an exiled aristocrat called Zemlyn, a haggard old fop possessed of a terrible addiction to the black lotus. Zemlyn is a mediocre shugenja who dresses in robes of magenta silk and a flat, square hat hung with golden tassles. The village's only other notable is Anluke, a pug-faced man who serves as a guide. Anluke wears a jingasa, haramaki and haidate and carries a silver masakari.

The village's treasury contains two bronze ingots (5 pounds

each, worth 5 gp each), three pounds of gum arabic wrapped in waxed paper (worth 1 gp per pound), 115 sp and 50 gp.

| *Zemlyn, Shugenja Lvl 2: HP 5 [8]; AC 9 [10]; Save 14 (12 vs magic); CL/XP 2/30; Special: Spells (1st). Spellbook, copper wand, tanto (1d6-1).*

| *Anluke, Bujin Lvl 3: HP 11 [22]; AC 5 [14]; Save 14 (13 vs death & poison); CL/XP 3/60; Special: Follow through. Jingasa, haramaki, haidate, silver masakari.*

**0407.** A small village of shepherds is built into the cliff side here, the sheep grazing on the meadows below. The herdsmen dress in fine silks and brass jingasa and carry polished crooks, for they are the servants of a gold dragon, the owner of the sheep. The sheep have electric blue wool, the rams golden horns. The rams summon powerful storms and bolts of lightning (1d4 bolts per round, attacking random targets, 3 dice of damage) when agitated, so the herdsmen do their best to keep the sheep calm.

The living quarters of the herdsmen are decorated with fine tapestries and mahogany furniture. The village is ruled by Nan Choolain, the gold dragon's vassal and a proud, fierce warrior. Choolain has in his service a smith named Zamden and an alchemist named Keharlac. Keharlac knows the recipes for making potions of all first level shugenja spells.

| *Nan Choolain: HD 3 (12 hp); AC -1 [20]; Atk 1 katana (1d6+1); Move 9; Save 14; CL/XP 3/60; Special: Troops under his command save vs. fear at +2). O-yori, katana, wakizashi.*

**0410.** A black shugenja dwells here in a reddish-brown tower with a sweeping roof, the ridge of which is decorated with ceramic figures of leopards. The tower is square in shape, with 30 foot long sides. It stands 40 feet tall. Sitting on the corners of the roof are four gargoyles that look like blue, ceramic dragons. Three chains, thick and made of bronze, are embedded in each wall and extend into the ground. On the end of these chains are leper zombies that are trained to burrow up from the ground after they detect footfalls, the idea being that they can surround the intruders. The chains stretch 120 feet. The door of the tower is made of thick, black lacquered wood bearing carvings of black koi and thunderbolts.

The tower belongs to a fat shugenja called Zulleifu, a follower of the Yozis. Zulleifu falls in and out of favor with the lords of Tsanjan, but he is powerful enough that he does not fear them. Despite his large size and foppish ways, he is a real dynamo, always in motion and always talking (lecturing is more like it). He commands six apprentices, the eldest being a maiden of unsurpassed beauty called Maruscean. The other apprentices regard her with terrible jealousy, for she is Zulleifu's favorite in all things.

Zulleifu has two goals: Win the heart (or fortune) of the Nu-Gong Oochenay [0324] and become a lich. To achieve the second goal, he has employed a master jeweler (and by employed, I mean chained in his dungeon) to fashion a jade dragon to hold his soul.

Zulleifu's treasure consists of 1,230 gp in copper urns that contain poisonous puffball fungi and the aforementioned block of jade worth 3,000 gp.

| *Gargoyle: HD 4; AC 3 [16]; Atk 2 claws (1d4), bite (1d6) and horn (1d6); Move 15 (F24); Save 4/120; Special: Freeze.*

| *Maruscean, Shugenja Lvl 2: HP 2 [5]; AC 9 [10]; Save 14 (12 vs magic); CL/XP 2/30; Special: Spells (1st). Gray robes, tanto (1d6-1), spellbook.*

| *Zulleifu, Shugenja Lvl 10: HP 24 [24]; AC 9 [10]; Save 6 (4 vs magic); CL/XP 7/600; Special: Spells (5th). Black robes embroidered with monkeys and jasmine vines, silver tanto, spellbook, wand of shooting stars (treat as wand of magic missiles with 10 charges).*

**0415.** A clan of 100 ninjas dwell here in an enchanted stronghold of ivory marble. The ninjas are accompanied in their bunker by 16 young recruits and six black-scaled pseudo-dragons. The ninjas are led by a jonin called Uchamo and his lieutenant Zakaith.

At the center of the stronghold there is a circular chamber. The chamber has six doors, all iron and all chained. Set into the walls of the chamber are six iron caskets, each locked. The caskets can only be opened during a new moon. The locks must be picked and the caskets opened simultaneously. If this happens, columns of skeleton warriors will march from the caskets (1,000 of them in all). The skeletons can only be controlled by the Ying chan.

Uchamo, the master of the ninja, has demon blood flowing through his veins. He has orange skin, oversized teeth and over-long, yellow eyes.

| *Ninja: HD 2; AC 4 [15]; Atk 1 weapon (1d6); Move 15; Save 16; CL/XP 6/400; Special: Death attack, stun, phantasmal force, ventriloquism.*

| *Genin (10): HD 3; AC 4 [15]; Atk 1 strike (1d4) or weapon (1d6); Move 15; Save 16; CL/XP 7/600; Special: Death attack, stun, phantasmal force, ventriloquism.*

| *Zakaith, Ninja Lvl 5: HP 9 [18]; AC 8 [11]; Save 10 (8 vs. death & poison); CL/XP 3/60; Special: Move silently, hide in shadows, climb sheer surfaces, backstab x3, read languages. Wakizashi (1d6), tanto (1d6-1), shuriken (10).*

| *Uchamo, Ninja Lvl 8: HP 17 [24]; AC 8 [11]; Save 7 (5 vs. death & poison); CL/XP 4/120; Special: Move silently, hide in shadows, climb sheer surfaces, backstab x3, read languages. Wakizashi (1d6), tanto (1d6-1), shuriken (10).*

**0423.** An army of 270 oni-aka (HD 1) raiders has encamped in this hex. The army is preparing to sack the city-state of Pantung [0322]. The raiders are working on behalf of a



cabal of villains (an ogre magi, sorcerer ox and evil naga, themselves the puppets of an oni. The raiders are under the command of the hobgoblin marshal Valtrahar. Valtrahar rides atop a palanquin carried by four ogres. He wears a black bronze jingasa with a porcelain mask that bears starched whiskers. He is accompanied by a hired shugenja called Imyneda, a melancholy woman with fulvous skin, gray-green eyes and dark brown hair in braids. Imyneda has a large woman with a round, bland face who complains incessantly as she rides along on her yak. The army has three trebuchet pulled by teams of yaks.

| Valtrahar: HD 6 (34 hp); AC -1 [20]; Atk 1 weapon (1d6+1); Move 9; Save 11; CL/XP 6/400. O-yori, nodachi, tanto.

| Imyneda, Shugenja Lvl 5: HP 13 [20]; AC 9 [10]; Save 11 (9 vs magic); CL/XP 4/120; Special: Spells (3rd). Bo staff, tanto, spellbook.

**0425.** There is a towering castle of black stone with a roof of black laquered tiles guarding a snowy mountain pass. The castle supports a village of hunters, yak herders and miners, for the surrounding mountains are rich in quartz, silver and gold. Hidden in the depths beneath the castle is a relic of ancient times, a +1 *daikyu* that glows silver when fired. Arrows fired from the *daikyu* burst into flames after they are fired (+1d6 damage) and the weapon gives the owner the ability to control fire, even as it takes away their ability to control their emotions.

The castle belongs to the Nu-Bo Kuaja-Verata, younger sister of the Nu-Gong Oochinkay of Pantung [0322]. Kuaja-Verata is a shapely, grave woman of impeccable manners and outstanding virtue - i.e. the black sheep of her family. She commands a squadron of samurai and a company of yari ashigaru. Her household also includes the sohei Xuluktyo, a devious gourmet with golden brown skin, amber eyes and platinum blond hair. Xuluktyo, despite being a priest of Law, has a devious mind hidden behind his cheerful, fat face.

Kuaja-Verata has recently been made aware of the oni-aka army in [0423] and has given into the temptation of not warning her sister. Pantung is capable of withstanding the goblins, of course, and perhaps if things become dicey she can win a bit of glory by arriving to save the day. She has dispatched the scouts back into the mountains to track the army's progress. She has shared this knowledge with nobody, even Xuluktyo, and this deception is weighing heavily on her.

Kuaja-Verata owns 765 gp, a tiger skin worth 15 gp and 100 head of yak (worth 8 gp/head).

| Xuluktyo, Sohei Lvl 5: HP 15 [23]; AC 2 [17]; Save 10 (8 vs death & poisons); CL/XP 5/240; Special: Banish undead, spells (3rd). Sode, kote, hara-ate, haidate, suneate, prayer beads, maul (1d6+1).

| Kuaja-Verata, Bujin Lvl 10: HP 29 [40]; AC -1 [20]; Save 7 (6 vs death & poison); CL/XP 10/1400; Special: Follow through. O-yori, nodachi (1d6+1), tanto (1d6-1).

**0426.** A pristine lake high in the mountains is covered with about 1 foot of crystal clear ice. One can see strange, furry white fish swimming beneath the ice and, more astoundingly, reflections of white-furred wolves chasing after them. A quick look around proves that there are no wolves to be found on or around the lake. In the center of the lake there is a similar reflection of a fine manor surrounded by colorful gardens. A woman walks through these gardens, and one can almost hear her singing.

**0437.** A two-headed troll called Usa-Hakal dwells in a man-made cave here with a surprisingly docile chimera (Puho). The troll's cave has a rectangular entrance - twelve feet tall and five feet wide - and the interior is divided into six rectangular chambers that branch off from the main tunnel. The troll uses the two forward chambers for refuse, hoping the smell drives most creatures away. He and the chimera dwell in a back cave, the chimera keeping a fire pit going, the smoke venting along the ceiling and making the cavern rather unpleasant. The cavern complex appears to have been intended as a tomb, but it was never completed and the body never interred.

The troll's treasure consists of 7,600 sp, 50 gp and a moonstone worth 165 gp.

| Usa-Hakal the Two-Headed Troll: HD 10 (38 hp); AC 3 [16]; Atk 2 weapons (1d6+1) or 2 claws (1d6); Move 12; Save 5; CL/XP 11/1700; Special: Rend with claws (x2 dmg), regenerate 1 hp/round, only surprised on roll of 1 on 1d8.

| Puho the Chimera: HD 9 (29 hp); AC goat 6 [13], lion 5 [14], dragon 2 [17]; Atk 2 claws (1d3), 2 horns (1d4), lion bite (2d4), dragon bite (3d4); Move 9 (F18); Save 7; CL/XP 11/1700; Special: Breathe fire (3/day, 50 ft range, 3d8 damage).

**0442.** Three *hitotsumi-kozo* dwell in this hex in a cave studded with sapphires (worth 100 gp each, a total of 23 are present). The cave is set in the side of a long hill, the base of which is cluttered with goji berry bushes. The one-eyed boys gather the goji berries and mash them into juice that they ferment in pots buried in the floor of their cave.

Although removal of the sapphires is very tempting, it is a dangerous thing to do. If a sapphire is plucked from the wall of the cave, a blue ray erupts from the wall and strikes the person holding the sapphire (no roll needed). The ray always strikes the person in the forehead and sets up a communication between the thief and something from beyond the void (per the *contact other plane* spell). The

experience leaves most people a bit jumbled (1d8 points of ability damage spread between intelligence, wisdom and charisma as the player prefers). This damage can be healed with magic (*restoration*), but will not heal naturally.

If all of the sapphires are stolen from the cave, the rays create a portal through which 1d6+4 star warriors emerge. The star warriors are hairless humanoids with translucent, sapphire skin and eyes wearing long, metallic coats of miniature scales (the material is aluminum - light weight and quite strong) and carrying two warhammers each. The star warriors track down the sapphire thieves and return them (the sapphires) to the cave. The thieves are then either killed or are taken back through the portal.

| *Hitotsumi-Kozo*: HD 3; AC 6 [13]; Atk 1 weapon (1d4); Move 9; Save 14; CL/XP 7/600; Special: Bad luck, frightful appearance, ray of enfeeblement, silence, true seeing.

| *Star Warrior*: HD 5; AC 1 [18]; Atk 2 hammers (1d6); Move 12; Save 12; CL/XP 5/240; Special: Track sapphires unerringly, immunity to cold, detect thoughts at will.



**0445.** Immono, an amoral lord of the Tsanjan, dwells here in a tower keep that overlooks the surrounding hexes. The keep is constructed of the dark gray of the plateau and would blend in with it if not for its sweeping roof of bright red tiles. The keep is staffed by two companies of ling and a squadron of elite human archers (bujin lvl 2). A shugenja, Ohajura-Muta, assists the warlord Immono and ensures his loyalty to the king of the plateau. Immono is always accompanied by his chow chow, Phaarazu (1 HD, 5 hp).

Immono is often called the Lord of the South Wind due to his control over a wind walker. The walker is sent out in the morning to patrol Immono's fief, returning in the evening to report back. There is almost no chance that intruders are not be spied by the wind walker.

| *Wind Walker*: HD 6; AC 2 [17]; Atk 1 wind blast (2d6); Move 15 (F24); Save 11; CL/XP 9/1100; Special: +1 or better weapon to hit, detect thoughts, immunity to magic (control weather slays it), telepathy 100'.

| *Ohajura-Muta, Shugenja Lvl 4*: HP 8 [12]; AC 9 [10]; Save 12 (10 vs magic); CL/XP 3/60; Special: Spells (2nd). Tanto, uchi-ne (poisoned), white staff, spellbook. A snobbish man in silk robes of burnished orange. Has beady, violet eyes and very little hair. Suffers from bouts of insanity in which he believes he does not really exist.

| *Immono, Bujin Lvl 9*: HP 33 [51]; AC -1 [20]; Save 8 (7 vs death & poison); CL/XP 9/1100; Special: Follow through. O-yori, +1 yari (flames on command, casts cure light wounds 1/day), wakizashi, tanto. A compact,

heavy man with wide-set, dark eyes and shoulder-length hair. He wears blue silks with long, wide sleeves - leather bracers hold sai in case he needs to defend himself. He wears a black collar set with a small diamond that gives him control over a wind walker.

**0501.** A belabra dwells in this hex, making its lair in the tree tops above a crude, stone dam that has created a small pond. The banks of the pond are home to water rats (treat as giant rats). The belabra prefers solitude. If it discovers travelers through its territory, it will track them but not interfere as long as they seem to be intent on leaving. Those who camp are attacked, the belabra flinging a spear into their fire as a warning. The belabra has an excellent knowledge of the surrounding woodlands and if one can make friends with it (a difficult task, but food helps) it might be hired to guide them. The belabra keeps no treasure, but often throws man-made objects into the murky pond. The pond contains 220 gp and 1,210 sp hidden in the silt.

| *Belabra*: HD 4; AC 2 [17]; Atk 1 slam (2d6) or 12 tentacles (1d2) and bite (1d6); Move 3 (F9); Save 13; CL/XP 6/400; Special: Acidic blood, tentacle barbs.

**0517.** An ancient reservoir was constructed here by the Yun to support several mining operations in the surrounding mountains. The reservoir is now empty, having been bashed apart with a large ram, the remains of which can be found about 200 yards down the mountain where it was washed by the water that escaped from the reservoir. Although there almost no signs of who did this (for it was a very long time ago), a very high level *piao-ke* might be able to determine that it was an army of hobgoblins.

**0530.** A flock of 7 gryphs dwells atop a series of balanced rocks. The rocks are inhabited by malicious nature spirits. The nature spirits have a habit of starting rock slides to torment and harm intruders.

| *Gryph*: HD 2; AC 5 [14]; Atk 1 touch (attach) or beak (1d6); Move 3 (F21); Save 16; CL/XP 5/240; Special: Attach, implant eggs.

**0543.** A large village of 400 deceitful ling dwell in the mountains overlooking the Tsanjan Plateau. The village consists of a number of filthy caves. The ling have set up a number of traps (rock slides) around the caves. Their water comes from a spring located in one of the lower caves, the spring filling a deep, natural reservoir. A number of decayed curtains made with shells hang around the pool. They seem to rustle as though blown by a breeze whenever lawful creatures enter the pool. If a lawful creature spends more than 1 turn in the pool, the water in the center of the pool

parts, allowing one to access a trapdoor. The trapdoor leads into a series of connected vaults that appear to have once been home to a civilization quite unlike anything the adventurers have ever seen.

The ling have the following treasure kept in leather sacks: 440 sp, 35 gp, 3 lb of zedoary (worth 320 gp per pound), 10 lb of green dye (worth 1 gp per pound), a terracotta bust of a weird conical creature (worth 5 gp, actually a bottle containing *oil of slipperiness*), a ring of hepatizon and smoky quartz (worth 3 gp) and a mirror clad in jet (worth 135 gp) that reflects one as they will look either now, 10 years from now or 10 years ago.

| *Ling*: HD 1; AC 7 [12]; Atk 1 weapon (1d6); Move 12; Save 17; CL/XP 2/30; *Special*: Resistance to cold (50%), surprise on roll of 1-2 on 1d6.

| *Datonka, Headhunter* Lvl 5: HP 27; AC 8 [11]; Save 11 (9 vs. death & poison); CL/XP 6/400; *Special*: Track outdoors, alertness, resistance to cold (50%), surprise on 1-2 on 1d6. *Obsidian masakari, spear, sling.*

**0603.** Whirlwind Path Monastery stands here in a wooded pass. The monastery houses 16 monks under the governance of Jehadai, a tubby woman with a sly sense of humor. The monks train in Whirlwind Path kung-fu, which emphasizes mysticism and the importance of travel - about 4 in 6 traveling monks hails from the monastery. Jehadai's old master was recently lost in the underworld beneath the Great Yamas, and she would like to find him.

The monastery is dedicated to Inzana the Dawnchild. A lovely idol of the Dawnchild dominates the inner sanctum. The idol is carved from rose quartz and is easily worth 3,000 gp. Several glass tubes filled with fireflies are hung around the idol, the monks believing they are emissaries of the dawn goddess. The idol is haunted by the ghost of an ancient gold dragon called Xeryousa. At the solstices the ghostly gold dragon manifests and holds court, dispensing wisdom, feasting on viands sent by the court of the Chan of the Jin and granting requests of lawful petitioners.

| *Monk, Bujin* Lvl 2 (16): HP 2d6+1 [2d6+4]; AC 9 [10]; Save 15 (14 vs death & poison); CL/XP 2/30; *Special*: Follow through, flurry of blows, fists of iron, mighty leap, ki shout. *Prayer beads, begging bowl, bo (1d6).*

| *Xeryousa, Gold Dragon*: HD 12 (96 hp); AC 2 [17]; Atk 1 bite (1d6); Move 12 (F24); Save 3; CL/XP 14/2600; *Special*: Breathes poison gas (50'x40'x30') or fire (90'x30' cone), spells as 8th level shugenja.

| *Jehadai, Bujin/Psychic* Lvl 10: HP 31 [50]; AC 9 [10]; Save 7 (6 vs death & poison); CL/XP 10/1400; *Special*: Follow through, flurry of blows, fists of iron, mighty leap, ki shout, psychic powers (astral projection, cloud minds, ego whip, ESP, telepathy). *Prayer beads.*

**0607.** The hexes in this valley are known as the Forest of Red Lanthorns, so named because of the red paper lanterns that hang in a number of especially tall, pale

trees. The lanterns are hung by a strange people known as the zhao. The zhao are humanoids with orange-red skin studded in places by small carbuncles. As the zhao age, their skin darkens and takes on a texture reminiscent of cast iron. The zhao have fires burning in their bellies – literally – and keep alive by consuming wood. While one might assume this would make them despoilers of the woodland, this is not the case. Their metabolisms are quite slow, and they take care not to over harvest their homeland.

The zhao dwell in a large village of stone buildings and covered walkways covered by soil, moss and tangled vines with trumpet-like flowers that smell of ocean breezes. There are 800 zhao in the village, which is defended by 40 warriors in coats of bronze scales and kabuki helms and carry naginata. The village is led by three elders with warty skin as black as pitch and eyes that smolder with wisdom. The village temple is a quiet place of reflection that is as hot as a furnace. Passing through the lower levels, which contain roaring fires, brings one to a sub-level that houses a mystic lantern of reddish glass. This lantern gives one complete control over the fire element and allows them to summon 20 HD worth of fire elementals per day provided they place a fire opal (worth 500+ gp) in the lantern.

The aforementioned red lanterns contain, the zhao believe, the souls of their dead. They are hung on holy trees that are actually sleeping treants.

| *Zhao*: HD 1; AC 6 [13]; Atk 1 weapon (1d6 + 1d6 fire) or fist (1d3 + 1d6 fire); Move 15; Save 17; CL/XP 2/30; *Special*: Immune to fire, fire touch.

**0613.** Beneath a fallen statue of a female saint (60 feet tall) a clan of 60 nezumi-oni (HD 1) has made a lair for themselves. The nezumi-oni have dug into the rubble underneath the statue, which was carved from yellow-white limestone and depicted a lovely woman with a high forehead, large eyes and a round, pleasant face. The leader of the nezumi-oni is called Puruhu. They have a treasure of 1,110 sp, 1,155 gp, a large rose quartz hammer worth 600 gp and smaller pieces of jet worth 40 gp each hidden in their burrows.

| *Puruhu*: HD 3 (16 hp); AC 9 [10]; Atk 1 weapon or bite (1d6); Move 12; Save 17; CL/XP 2/30; *Special*: Diseased bite.

**0627.** A pagoda dedicated to the water god Slid has been constructed at the birth of the Tauku River. The pagoda has an interior painted to look like mother of pearl and an idol of Slid in white marble kissed with gold. The pagoda is overseen by a wushen called Bariniktu, a handsome young Nakdani with porcelain skin and long, straight hair of deep aquamarine. Bariniktu is a braggart and liar, a consummate politician who is very loyal to the Jade Empress.

Bariniktu is assisted by nine priests. All of them dwell in living cells carved into the mountainside, Bariniktu's cell being larger than the rest and more luxuriously furnished. Bariniktu has a collection of religious scrolls (one is a scroll of *protection from evil*) in a blue lacquered box.

The temple's staff of 75 lay brothers and sisters dwell in a village of stone huts located just down the slope from the pagoda. The brothers and sisters raise barley and keep the blue sheep common to the highlands. The village is protected by five giant weasels kept on chains long enough to give them access to most of the village, but not long enough to reach the sheep pens. In among the huts there is a long tavern dug into the rock and covered by thick, woven mats to keep off the snow.

The temple treasure consists of 4,275 sp, 320 gp and a 6 pound box of myrrh worth 150 gp per pound.

| *Giant Weasel (5):* HD 3; AC 3 [16]; Atk 1 bite (1d6); Move 15; Save 14; CL/XP 4/120; Special: Blood drain (1d4 points per round).

| *Wushen, Lvl 1:* HD 1d6; AC 9 [10]; Save 14; CL/XP 2/30; Special: Turn undead, flurry of blows, parry death blow. Jade tanto, white robes, prayer beads.

| *Bariniktu, Wushen Lvl 10:* HP 29; AC 9 [10]; Save 5; CL/XP 10/1400; Special: Turn undead, spells (5th), flurry of blows, parry death blow. Jade tanto, white robe, prayer beads (three are topaz worth 10 gp each).

**0718.** A cliff side monastery in this hex was abandoned about 30 years ago when the monks were massacred in an attack by oni-aka goblins. Twenty of the goblins still dwell in the place, though they avoid the shrine. The goblins are led by Iki-Urha, an ogre with rust-colored, creased skin and a bulbous nose.

The monastery shrine was dedicated to the concept of Law. The rear wall of the shrine, which measures 15 feet by 15 feet, is covered with bronze clockworks that approximate the movements of the planets Luna, Mercurii, Veneris, Martis and the Sun. The shrine is protected by four giant, clockwork owls perched on bronze bars that run the length of the shrine.

The goblins and ogre have desecrated the remainder of the monastery. The ogre has a single prisoner, a musician named Zeaho. Zeaho is the last survivor of a party of adventurers that sought out the monastery under the direction of their lawful sohei. Zeaho is a hengeyokai that can assume the form of a hare.

| *The ogres and oni-aka have a treasure of 1,130 gp in a terracotta vase inscribed with proverbs worth 155 gp.*

| *Oni-Aka (20):* HD 1; AC 6 [13]; Atk 1 weapon (1d6); Move 9; Save 17; CL/XP 1/15; Special: Resistance to fire (50%).

| *Clockwork Owls (4):* HD 4+1 (19, 15, 14, 9 hp); AC 2 [17]; Atk 2 talons

(1d6), bite (1d6+1); Move 6 (F30); Save 13; CL/XP 5/240; Special: Immune to sleep and charm, resistance to cold and fire (50%)

| *Zeaho, Hengeyokai Bujin Lvl 4:* HP 14 [22]; AC 9 [10]; Save 13 (12 vs death & poison); CL/XP 4/120; Special: Follow through, change into hare, speak with animals and darkvision 90 ft in animal form. Pipe (a lute).

| *Iki-Urha, Ogre:* HD 4+1 (17 hp); AC 5 [14]; Atk 1 tetsubo (1d6+3); Move 9; Save 13; CL/XP 4/120. Tetsubo, nine-ring broadsword.

**0724.** A volcano in this hex has long been dormant, but could blow at any moment. Hunters sometimes hunt saiga on the lower slopes, which are pocked with a number of basalt caves. At the heart of the volcano lies the lair of a slumbering volcano giant, a churlish brute with bushy, black hair, coppery skin and a severe overbite.

Not two days ago, a small band of runaways from [0425] arrived, cold and hungry, on the lower slopes. Exploring a cave, they soon discovered a store of supplies left by a hunting party the winter before. They've been living off those supplies and plotting their next course of action, well aware that Kuaja-Verata is searching for them. The party consists of a man, woman and child, the man is Barokes, a former hunt master of the bo, the woman Opatara, Kuaja-Verata's eldest daughter and the child Ispboki, Barokes' son from a past marriage.

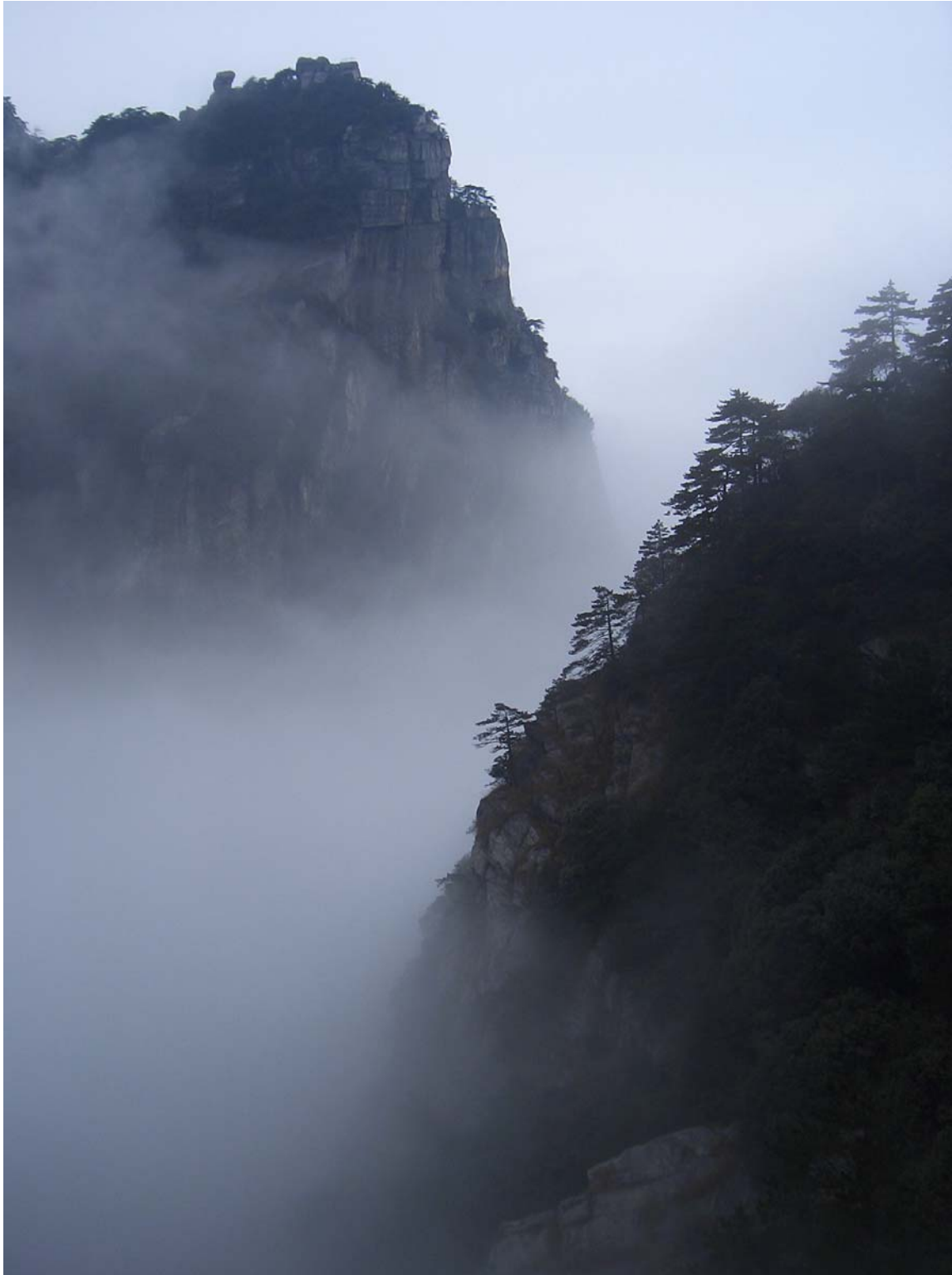
The giant's lair contains a treasure of 4,250 sp, 3,430 gp and a brass locket containing a moonstone imbroglio (worth 260 gp), while the only valuable possessed by the runaways is an embroidered wrap worth 45 gp worn by Opatara.

**0733.** A stone pavilion built atop a small rise among the mountains is guarded by three stone pandas. The pandas are stone constructs (HD 16) and programmed to keep intruders out of the pavilion unless they wear red scarves tied around their arms.

Entering the pavilion, one finds themselves standing on a basalt ledge overlooking a sea of fire. About 100 feet away there is a low island of basalt. Atop the island there is what appears to be a golden fountain. No water flows from the fountain, but one might be able to discern that it contains a large, glossy egg. The egg contains a phoenix - one not yet born into the world. If brought out of the pavilion into the cold air, the egg will burst into flames, dealing 6d6 points of damage to all within 30 feet (anyone not holding the egg can make a saving throw to halve the damage).

| *Phoenix:* HD 12 (50 hp); AC 2 [17]; Atk talons (2d6) and beak (2d6); Move 12 (F24); Save 3; CL/XP 16/3200; Special: Flame, immune to fire, regenerate 3 hp/round, magic resistance (60%), +1 weapon to hit.





### **Cloud Forest**

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**0743.** A small castle of gray stone sits in the midst of a valley teeming with game. The castle is set atop a mound of obsidian, with uneven steps carved into the mound and leading up to a large, mahogany door. The exterior of the castle is overgrown by a reddish-brown moss. The interior of the castle, which consists of a central hall, kitchen facilities, three living chambers, a small armory (with a hidden passage to a treasury) and four slim towers, is clad in red marble and furnished with items made of mahogany and teak.

The castle is owned by Kerunan, a reckless and independent bujin who claims the valley and nothing else. He wears silks of white and black embroidered with his badge, a red eagle. Kerunan is a true romantic. He already has seven wives, each more beautiful than the last, but he falls in love easily and lavishes gifts on any woman he takes a fancy to.

Kerunan commands two companies of peasants, a company of naginata ashigaru and a squadron of samurai. His soldiers have proved themselves in battle numerous times against the hobgoblins and ling of the plateau. Kerunan is assisted by a wormy little shugenja called Sinjon, an itinerant seller of talismans and charms rescued from a Tsanjeni chain gang by Kerunan, and thus pledged to the warlord.

Kerunan's treasure consists of 1,400 sp, 110 gp in a soapstone urn. There is also a wooden box containing 6 pounds of frankincense (worth 150 gp per pound).

| *Sinjon, Shugenja Lvl 6: HP 15 [26]; AC 9 [10]; Save 10 (8 vs magic); CL/XP 4/120; Special: Spells (3rd). Leather robes, ebony walking stick, three marbles, spellbook.*

| *Kerunan, Bujin Lvl 10: HP 28 [47]; AC -1 [20]; Save 7 (6 vs death & poison); CL/XP 10/1400; Special: Follow through. O-yori, nodachi, tanto, hankyu, 20 arrows, potion of levitation.*

**0801.** There is a village located here, hidden among the trees. The village is inhabited by yeoman farmers who raise millet and keep goats and oxen. The villagers live in brick longhouses with windows covered by straw mats and thatched roofs. The village is built on a small, stone plateau with steep sides. The village goats often graze on grasses that grow on these steep slopes.

The village is ruled by a nan called Rhondur, a man appointed by the Tiger Empress and despised by his people. Rhondur rules by fear and with the help of his adjutant, the alchemist Sissammoro. The village has no tavern or inn, but it does have a small shrine dedicated to Umborodom, Whose Hound is the Thunder. The shrine is constructed of bricks and is shaped like a 20-foot tall pagoda. The interior contains a simple idol made from a wooden frame holding the skin and skull of a goat. Rhondur commands a squadron of archers hailing from the steppe. They have leathery,

golden-brown skin and crystal blue eyes and wear leather armor and carry daikyu and masakari.

The people of the village are a strange sort. They are rude to strangers and prefer to dwell far from other folk. All villagers are capable of using *detect thoughts* at will, and this might explain their disregard for one another and outsiders.

Rhondur keeps 555 gp in a locked chest in his squat, fortified tower. The chest has a poisoned needle in the lock that can be deactivated by pressing a button on the side of the chest while opening it.

| *Rhondur, Weretiger: HD 6 (26 hp); AC 3 [16]; Atk 2 claws (1d4), bite (1d10); Move 12; Save 11; CL/XP 7/600; Special: Lycanthropy. Carries a +1 wakizashi that can fire a searing blast of flame three times per day. The flame has a range of 30 feet and deals 2d6 points of damage.*

| *Sissammoro, Shugenja Lvl 3: HP 6 [11]; AC 9 [10]; Save 13 (11 vs magic); CL/XP 3/60; Special: Spells (2nd). Tanto, uchi-ne (2), spellbook, brass locket with carnelian imbroglio of his mother (145 gp).*

**0814.** A tower keep of aged, blue-purple stone and windows covered by silver lattices rises here above the snowy peaks, where the air mingles with the ether and the moon looks so close a cat could leap to it if it took a mind to. The tower keep is six stories tall and houses 30 moon men with their 40 moon maids and three young ones who are treated like princes. The moon men are served by 100 slaves (commoners) and 20 slave soldiers in blue silk trousers and head scarves and mithral shirts, wielding great, cleaver-like broadswords.

The moon men are commanded by Lady Xaltru and her subservient husband, the wicked Lord Rai-fu. The moon men use their high perch to gather quintessence from the Astral Plane as it scrapes past their walls on moonless nights. The treasure of the moon men consists of 240 cp, 410 sp, 640 gp, a turquoise sphere worth 700 gp and 2,500 gp worth of quintessence kept in crystal decanters.

The gate of the tower keep is made of steel and guarded by a great ogre called Mannu armed with two masakari and wearing robes of rhino hide and a helm with a single horn.

| *Moon Man: HD 4; AC 6 [13]; Atk 1 weapon (1d6); Move 15 (F9); Save 13; CL/XP 5/240; Special: Spells, see in darkness.*

| *Mannu, Ogre: HD 4+1 (11 hp); AC 4 [15]; Atk 2 weapons (1d6+2); Move 9; Save 13; CL/XP 4/120; Special: None.*

| *Xaltru, Moon Maid Shugenja Lvl 8: HD 4+4 (15 hp); AC 6 [13]; Atk 1 weapon (1d6); Move 15 (F9); Save 13; CL/XP 5/240; Special: Spells, see in darkness.*

**0825.** A stone tower made of golden bricks leans over dangerously from the side of a low mountain covered in a

tangle of brambles. The tower is the lair of a wang liang and his foot soldiers, 40 oni-yama (HD 2). The wang liang owns an enviable library of bamboo scrolls on every imaginable subject, though every single one of them is filled with nothing but lies and half-truths. One of the scrolls contains a number of spells that appear to be one thing but are in fact another: *Charm person* (actually *light*), *invisibility* (actually *levitate*) and *alter time* (actually *lightning bolt*).

| *Wang Liang*: HD 6 (26 hp); AC 3 [16]; Atk 2 claws (1d4+1 plus poison), bite (1d6 plus poison); Move 12; Save 11; CL/XP 9/1100; Special: Poison (save or die), spells (detect law at will, dark 1 3/day), regenerate 2 hp/round, immunity to poison, resistance to fire (50%).

**0838.** An ancient crater here scars the mountains. The impact, by an adamant meteorite, rent the mountains, toppling their peaks and creating a valley ringed by rubble. The crater has filled up with about two to three feet of water, creating a landscape of muck populated by throat leeches and giant centipedes. The meteorite still rests beneath the muck, waiting to be claimed.

**0903.** A pond here in an otherwise dry gorge reeks of tanning chemicals. The remains of a tannery sit next to the pond and the ground suggests that streams flow through the gorge when the rains come. The old tannery is inhabited by a gang of nine nezumi-oni (HD 1) armed with cleaver-like swords and uchi-ne. The nezumi have been raiding into the forested valley, and have managed to collect a treasure of 100 cp, 150 sp, 120 gp, bags of 30 lb of oats worth 3 sp per lb and, their biggest claim, a bronze idol of Slid worth 60 gp.

**0927.** A powerful oni called Turuden dwells here behind a waterfall. The waterfall falls into a pool of water that always glimmer with light, even on moonless nights. Purple lotus blossoms float in the pool, which is unnaturally cold, but also very refreshing.

The oni is chained to the stone wall behind the waterfall by chains of red metal that is hot to the touch (though they do not seem to harm the oni). Turuden (8 HD, 37 hp) has the face of a lion, long, twisted black horns and a scaled blue body. He stands atop a iron strongbox lacquered red and covered with paintings of peacocks and golden carp.

The box is locked, but cannot possibly be moved with the oni standing on it. The box contains a bottle of dark blue glass capped by silver. The bottle, when uncapped, usually releases a terrible howling noise that drives all animals within the hex into a frenzy and sends them charging towards the bottle and its owner in an attempt to destroy them. When uncapped during the new moon, the bottle

releases a cone of silvery illumination that defeats invisibility and illusions and, if focused on a solid wall for a full turn allows one to see through it (from either side).

**0936.** A small village of fishermen live in this hex in a gorge with steep, 90-foot tall sides. A river moves slowly through the hex on its way to the Tsanjeni Plateau. The fishermen dwell in something that resembles a Chinese lantern composed of rattan and attached to the walls of the gorge with iron spikes. Each lantern-house measures about 6 to 9 feet in diameter and houses three or four villagers. The fishermen can be seen at odd intervals dangling their feet out their front doors casting long lines into the river below. Hatches in the tops of the houses lead to ladders composed of iron spikes, allowing villagers to climb to other houses or to the top of the gorge.

Below the lantern-houses an idol of Yarni-Zai has been carved into the gorge wall. The grave creator of beasts and men broods over the slow river, which the villagers believe was originally a beautiful maiden that won the heart of the deity but refused him. A hermit priest sits in the lap of the graven image, meditating, answering the questions of the villagers and curing their ills as best he can. The hermit has no name, and asks nothing but an offering of rice or fish in his begging bowl.

The villagers are armed with yari and hankyu, though their lack of money keeps the bandits away and their somber attitude and resignation to the indignities of the world make them unlikely targets even for chaotic adventurers.

| *Hermit, Wushen* Lvl 6: HP 15 [23]; AC 9 [10]; Save 9; CL/XP 7/600; Special: Spells (4th), turn undead, deflect missiles, iron hold. Begging bowl, prayer beads, jo.

**0946.** A narrow ledge allowing one access through the mountains is also the lair of a gambado. The ledge is varies between 3 and 7 feet in width, and is poised about 50 feet above the ledge below. Where the ledge meets the slope of the mountain there are large piles of sand and gravel that have fallen from above. The gambado dwells in one of the peculiar pits common to that species of fiend, springing out to snatch at a victim or push them over the cliff.

| *Gambado*: HD 4 (13 hp); AC 5 [14]; Atk 1 bite (1d8), 2 claws (1d4); Move 15; Save 13; CL/XP 4/120; Special: Surprise foes by leaping from its hole.

**1005.** A tribe of humans with a demonic cast to their face dwell here in an iron fortress. The fortress has three sides, one embossed with the image of a red dragon, another with a blue dragon and the third with a green dragon.

The humans are devout worshipers of the demon lord Txiv Yawg, and they entertain a number of giant frogs in their fortress. The beasts are kept in marble pools that decorate the fortress' great hall and its courtyards lit by sunlight filtered through amber-colored glass. Two of the giant frogs, kept in the High Priest's throne room, are bright red and can breath goutts of flame (as hell hounds).

The men and women of the iron tower have copper skin, high foreheads, long, black hair and gleaming, black eyes. They dress in loose trousers and tunics of embroidered silk. The population consists of 70 men, 30 women and 40 children. The men are all competent warriors, arming themselves with

The grand lama of the demon worshipers is called Turung. He is a tall man with a powerful physique. He wears silk robes over his armor and carries two kama. In his capacity as grand lama he wears a long mask of polished teak with bulging eyes (containing glass lenses) and a wide, toothy maw. When the eyes of this mask are struck with bright light, they project motes of green light in a 30 foot diameter. Folk seeing these lights must pass a saving throw or be stunned into inactivity for 1d4 rounds. Turung commands six sohei.

The tribe possesses 930 sp, 910 gp, and a piece of jasper worth 500 gp in treasure.

| *Sohei*: HP 2d6 [2d6+2]; AC 0 [19]; Save 13 (11 vs death & poisons); CL/XP 3/60; Special: Control undead, spells (1st). *Kabuto* (with red, froggy face masks), sode, kote, hara-ate, haidate, suneate, 2 kami, prayer beads.

| *Turung, Sohei Lvl 7*: HP 24 [34]; AC -1 [20]; Save 8 (6 vs death & poisons); CL/XP 8/800; Special: Control undead, spells (5th). +1 kabuto (with black demon mask), sode, kote, hara-ate, haidate, suneate, 2 kami, beads.

**1012.** A tribe of thirty libertine neanderthal hunters (with an equal number of females and young) live in a complex of cliff dwellings overlooking a swift river. The neanderthals worship a large, chalk idol resembling an albino ape, and keep six albino apes chained to the idol as guards and temple pets. The neanderthals never enter the pit that contains the apes and idol - simply throwing captives or carrion into the pit for the apes from a ledge that overlooks the pit. The neanderthal have thick, black hair and brown skin. They are led by a chief called Uchardhil, who wears an albino ape pelt and carries an obsidian masakari, and an old shaman called Roklethok.

| *Neanderthal*: HD 2; AC 7 [12]; Atk 1 weapon (1d6+1); Move 12; Save 16; CL/XP 2/30; Special: None.

| *Uchardhil, Headhunter Lvl 6*: HP 22 [37]; AC 7 [12]; Save 10 (8 vs. death & poison); CL/XP 7/600; Special: Track, alertness.

| *Roklethok, Shugenja Lvl 1*: HP 3; AC 7 [12]; Save 14; CL/XP 2/30; Special: Spells (1st).



*Author's Note: I use random seeds to populate some hexes and the concept of libertine neanderthals was too good to pass up, even though I couldn't quite picture it.*

**1015.** The shamshir town of Phsui'as Susais rests here in the shadow of the Great Yamas. The town of 2,100 is the holiest in their kingdom, being as it is located beneath the yawning ice cave that is said to hold the mortal form of their great goddess, Nassi'a. Located beneath the ice cave is the cliff monastery of the Conclave of Seers, the college of priests that governs the spiritual life of the shamshir. The twelve members mostly dwell here, but often go out among the people as defenders and to preach of the miracles of Nassi'a. The high seer of Nassi'a is Nisihsi, who often leaves to visit her mate Ksiithssih [1506].

Despite the presence of the seers, the city is, like all shamshir cities, ruled by a prince. In this case, the prince is Ailim the Red, notable for his russet hair and attention to detail. He commands a bodyguard of 20 shamshir armed with hankyu and wakizashi, who accompany their lord everywhere. Ailim dwells in a domed fortress of translucent, purpurescent glass 10 feet thick (and, so far as anyone knows, constructed by the ophidians that once lived in this valley). The dome is haunted by an ancient ophidian king called Shishi.



The city-state is far too large for its small population, and suggests a grander history. It is now known throughout the kingdom of the shamshir as a den of iniquity, due primarily to the presence of the Courtesan's Guild and the presence of an active network of smugglers who move illicit and often dangerous goods from Tسانجان, through the valley and into the rest of Mu-Pan. The majority of the inhabitants are involved in metalworking, supplied by iron, tin, copper and gold mines burrowed into the mountains and worked by halfling slaves imported from beyond the Golden Steppe.

In the hills surrounding the city the farmers grow ginger roots and orchards of apples and kumquats and keep herds of ill-tempered geese. Beyond the bounds of the farmlands is the Swamp of Prophecy where hags congregate over plumes of blazing swamp gas, telling fortunes by the way turtle shells crack when held over the fire.

The town's treasure include a silver figurine of Nassi'a (worth 6,400 gp), 6,600 gp and a jet inkhorn worth 55 gp.

| *Shamshir*: HD 3; AC 4 [15]; Atk 4 weapons (1d6) or bite (1d3 plus poison); Move 15 (C12); Save 14; CL/XP 5/240; Special: Poison (1d6; save to negate).

| *Nisihsi, High Seer of Nassi'a, Sohei Lvl 8*: HP 6d6+2; AC 4 [15]; Save 7 (5 vs death & poisons); CL/XP 8/800; Special: Banish undead, spells (5th), four attacks per round, poisonous bite. *Haramaki-do*, *sode*, *haidate*, *jitte* (1d6-1), *kama* (1d6), *masakari* (1d6), *prayer beads*, *waist chain of electrum and zircons* (worth 750 gp), *potion of clairaudience*, *potion of invulnerability*, *potion of healing*.

| *Ailim the Red*: HD 5 (19 hp); AC 2 [17]; Atk 2 hook swords (1d6), 2 *sai* (1d6-1) or bite (1d3 plus poison); Move 15 (C12); Save 14; CL/XP 7/600; Special: Poison (1d6; save to negate). *Hara-ate*, *kote*, *haidate*, two hook swords (1d6), two *sai* (1d6-1), *potion of healing*, *potion of plant control*, *potion of etherealness*.

**1018.** A fine town once filled the gap between the mountains in this hex, but was apparently destroyed in an earthquake. All that now remains is rubble and a wide courtyard split by a chasm (60 feet deep). The both sides of the courtyard now slope sharply into the chasm. A fountain in the courtyard's center still, mysteriously, flows, the water trickling into the chasm and forming a pool that empties into the underworld.

**1022.** An ancient cloud dragon makes its lair here on the snowy peak of a mountain. The lair exists in a honeycomb of narrow tunnels, large enough for halflings to move through comfortably, but others must stoop or crawl. The cloud dragon, Miruzeg, is an ancient female who can remember the days of the four kingdoms and their bloody, pointless rivalries. Her treasure consists of 5,510 gp, 230 pp a large piece of jasper (95 gp) and seven pounds of pistachios (15 gp per pound), for which Miruzeg has a great

fondness. The dragon is usually asleep in her cozy lair, leaving only to visit relations, confer with the king of Yun (a distant relation) and hunt.

| *Cloud Dragon*: HD 14 (51 hp); AC -1 [20]; Atk 2 claws (1d8) and bite (3d6); Move 9 (F24); Save 3; CL/XP 16/3200; Special: Cloud form, breath weapon (wind blast, blown back 2d12 feet, suffer 1d4 damage per 10 feet blown back, double damage for flying creatures), spells.

**1025.** A flock of seven cheonma (pegasus) have made an aerie for themselves on the high peaks here and are under attack by a pack of five griffons. The cheonma are hard pressed and they have already lost two foals to the depredations of the griffons.

| *Cheonma*: HD 4; AC 6 [13]; Atk 2 hooves (1d8); Move 24 (F48); Save 13; CL/XP 4/120; Special: Flight. Cheonma are Mu-Panese pegasi. They are eight-legged horses with wings on their feet.

| *Griffon*: HD 7; AC 3 [16]; Atk 2 claws (1d4) and bite (2d8); Move 12 (F27); Save 9; CL/XP 8/800; Special: Flight.

**1027.** A gang of 20 gyres is occupying a cave here, using it as a base of operations as they raid down the river into Yun territory. The leader of the gyres has a single white eye and particularly long canine teeth. He wears a golden ring on one of those teeth (worth 15 gp) and can cast 1d6 levels of sohei spells per day. The gyres wear coats of leather scales and wield masakaris and kamas. If encountered in their lair, there is a 2 in 6 chance they are drunk on plum wine. Their treasure consists of 340 sp and 1,130 gp in leather sacks. The stripped bones of two unlucky farmers are piled in the back of the cave.

| *Gyre*: HD 2; AC 4 [15]; Atk 1 bite (1d3) and 2 claws (1d4) or weapon (1d6); Move 15; Save 16; CL/XP 3/60; Special: Frenzy (2 attacks per round for 3 rounds, then fall unconscious).

**1115.** A ruined keep stands here, built beneath an overhanging cliff and against the side of the mountain. The keep is constructed of dull brown stone and it has two towers (one torn apart, the other still standing) and a front wall that has been toppled. A wide, dirt road leads up to the ancient stronghold, which bears the moth symbol common to the shamshir. A wide moat, still filled with water, can no longer be crossed as the drawbridge is rusted shut. The surviving tower is inhabited by five pseudo-dragons.

| *Pseudo-Dragon*: HD 2; AC 2 [17]; Atk 1 sting (1d3 plus poison) and bite (1d3); Move 9 (F30); Save 16; CL/XP 4/120; Special: Immune to sleep and poison, poison, magic resistance (30%).

**1128.** Auspicious Green General Gorge links the river to the Cloud Forest beyond. The gorge has walls 300 feet high and

is carved into the image of the famous Green General that served the Golden Emperor in olden times. A monastery is carved into the cliffs flanking the Green General. The monastery is staffed by a brotherhood of monks who practice Mysterious Fang kung-fu. The monks are currently without a leader, their old master having finally passed on to his reward. In three days a competition will be held to determine the next master of the monastery. The competitors must climb the cliffs from the river below, and upon reaching the summit, engage in non-mortal combat until only one monk stands. Climbing the cliffs requires a saving throw made every 30 feet, with a cumulative -1 penalty being assigned to every roll beyond the first. A failure indicates one falls into the river where they are scooped out by junior monks in a small boat. There are four competitors, two men and two women, all of them 5th level. Bujin outside the community can participate in the competition, but may not wear armor or use weapons.

| *Qai, Bujin Lvl 5: HP 11 [20]; AC 9 [10]; Atk 1 fist (1d6); Move 15; Save 11; CL/XP 5/240; Special: Follow through, estimate foe, fists of iron, parry blows, parry death blow, swift motion.*

| *Hagi, Bujin Lvl 5: HP 16 [25]; AC 8 [11]; Atk 1 fist (1d6-1); Move 15; Save 11; CL/XP 5/240; Special: Follow through, estimate foe, fists of iron, parry blows, parry death blow, swift motion.*

| *Dyri, Bujin Lvl 5: HP 21 [30]; AC 9 [10]; Atk 1 fist (1d6-1); Move 15; Save 10; CL/XP 5/240; Special: Follow through, estimate foe, fists of iron, parry blows, parry death blow, swift motion.*

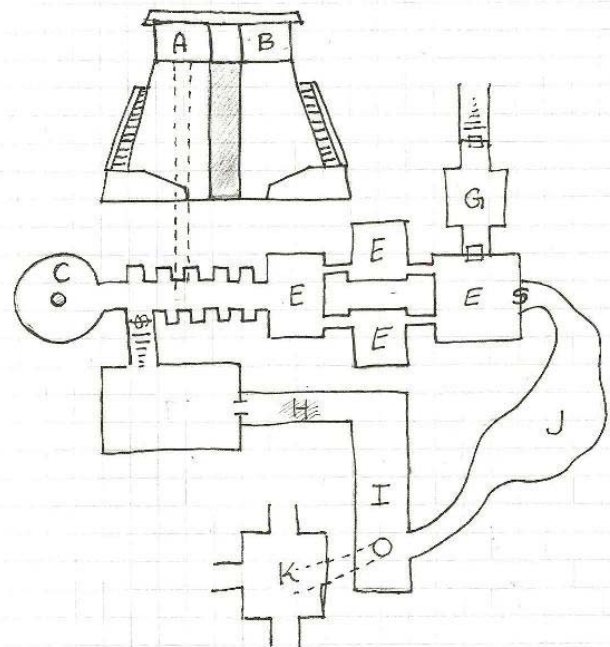
| *Jagh, Bujin Lvl 5: HP 16 [25]; AC 9 [10]; Atk 1 fist (1d6-1); Move 15; Save 10; CL/XP 5/240; Special: Follow through, estimate foe, fists of iron, parry blows, parry death blow, swift motion.*

**1133.** In the high mountains there is an old observatory of brick and stone constructed by the ancient Yun. The observatory looks like a truncated pyramid, with a single, steep staircase facing north. In front of the observatory is a Chinese sundial (like a long, stone ruler) and two stone cottages stand atop the platform.

In ancient times, a powerful, wicked oni was chained deep below the structure in man-made caves. The power of the oni was so profound that it twisted the halls and chambers and the things that lived within them.

**A** - This cottage is empty. A long shaft hidden by a trapdoor leads down to [D].

**B** - Three dusty astronomer-ghouls (HD 2; 11, 7, 3 hp) dwell here, hiding beneath thick velvet curtains during the daytime and then emerging at night to make their observations. They pour over crumbling scrolls and scratch new information into the masonry walls with their claws. Among their possessions is a brass sextant (worth 15 gp) and a collection of ground lenses.



**C** - This chamber consists of a central pedestal (10 ft in diameter, 8 ft tall) surrounded by a 20-ft wide area of damp sand. Water trickles into the sand from the ceiling. Ten monstrous crabs with human faces and long, black mustaches dwell in the sand. Atop the pedestal there is a chest containing a bronze tripod filled with incense (when burned and inhaled by a sohei, it increases their spell casting level by +2 for 24 hours. Subsequent exposure has the opposite effect, but the sohei will believe it has worked and that other factors are spoiling their ability to cast spells.

| *Monstrous Crab: HD 3; AC 3 [16]; Atk 2 claws (1d4); Move 12 (S9); Save 14; CL/XP 3/60; Special: None.*

**D** - Six shadowy ninjas lurk down this dusty corridor. The corridor is marked by several alcoves of varying size and depth, all shrouded in darkness and often containing one of the ninjas. The ninjas are mute and actually composed of shadows, cobwebs and breaths exhaled in confusion. They might leap from one alcove to another, attacking as they go and then merging with the shadows, or they might fling shadowy uchi-ne that do damage and then disappear, leaving a mark like a freezer burn on the skin.

| *Shadow Ninjas: HD 2; AC 2 [17]; Atk 1 weapon (1d6); Move 18; Save 16 (14 vs. magic); CL/XP 3/60; Special: Dimension door through shadows, surprise on roll of 1-3 on 1d6.*

**E** - These four chambers are haunted by bizarre ghosts that appear as wandering feasts. One moment, the chamber is empty, the next it is filled with every viand and delicacy one could imagine. When eaten, one of the following things occurs: 1) the food turns to ashes in one's mouth; 2) the

food is a slow poison (1d4 damage per day until cured or until a secret saving throw is beaten by 5); 3) The food causes painful bloating and "wind" - increase chances of random encounters; or 4) The food heals 2d4 points of damage. Whatever the effect, one will hear laughter when the food is eaten and then the feast disappears.

**F** - Two sinuous tiger dragons dwell in this large vault, a brilliant treasure of coins and jewels sparkling under the weird, silvery glow that infuses this vault. The dragons are 15 feet long and have heads like tigers, six clawed legs, long white beards and curly red horns. The dragons can attack separately, or can intertwine themselves and attack together (see below). The treasure is an illusion that might last for months. A wise man (roll under wisdom on 1d20) will see nothing but a scroll of parchment containing a simple chant that acts as a *protection from evil* spell.

| *Tiger Dragon*: HD 5 (21, 14 hp); AC 3 [16]; Atk 4 claws (1d6) and bite (1d6); Move 15; Save 12; CL/XP 7/600; Special: Breath plumes of smoke (1d6 damage to all within 30 feet, obscures vision, causes coughing).

| *Intertwined Dragons*: Increase AC by +2, +2 to hit and save, roll 1d2 to determine which is hit and damaged, breath weapon now is a forked blast of lightning that can strike two creatures (no more than 15 feet apart) inflicting 4 dice of damage. A strike that deals more than 6 points of damage might cause them to separate (save negates).

**G** - This room is filled with leather boots and silver platters piled high with crystallized ginger. An ethereal filcher keeps track of this room and might attempt a theft.

| *Ethereal Filcher*: HD 5 (15 hp); AC 2 [17]; Atk 1 bite (1d4); Move 15; Save 12; CL/XP 6/400; Special: Detect magic, etherealness, pick pockets.

**H** - This corridor slopes downward and then back upward. Boiling water spouts erupt from the floor, ceiling and walls at steady intervals. The boiling water collects at the low portion of the corridor, forcing people to ford the boiling water to go further into the dungeon. The water inflicts 1d3 points of damage per round.

**I** - This corridor is lined by twelve berserkers in bronze armor. The berserkers (2 HD each) carry large executioner's swords (2d6 damage). They are frozen in time until a person steps into the corridor.

**J** - This chamber is filled with white dust that leaps as people walk through it. The walls are scratched and crumbling in places, revealing glimpses of long caverns with sparkling walls. From these holes will scurry 1d6 giant white rats every two rounds. After 30 rats have been killed, they finally stop coming.

| *White Rats*: HD 1d4; AC 6 [13]; Atk 1 bite (1d3); Move 12; Save 16; CL/XP B/10; Special: Breath clouds of choking dust (save or held for 1 round).

**K** - One enters this chamber from the top. The chamber is 20 feet in diameter and 30 feet tall, with black walls studded with glowing crystals. The vault is inhabited by a

dozen star children, who scratch at the floor, trying to retrieve something stolen from them and hidden under the obsidian tiles.

| *Star Child*: HD 3; AC 5 [14]; Atk 1 touch (1d6 cold damage); Move 15; Save 14; CL/XP 4/120; Special: Gleaming eyes allow them to control gravity (save to negate) or blind people (save negates). Leave star shaped marks with their touch.

**1139.** The Black Cobra Monastery of the black shugenja of the Yozi has been constructed here. Their long studies into dark magic have caused the color to drain from their faces and their hair to fall from their heads. They are protected by fighting monks who train in black cobra style kung-fu. The shugenja wear black robes over their loin cloths.

The monastery is constructed like a fortress, from dark gray stone. The only obvious entrance is through an iron portcullis into a long, low tunnel. This tunnel leads into a courtyard protected by three mummies; monks that used secret rituals and poison to mummify themselves while they were still alive.

The monastery's treasure consists of a tree of peaches of immortality (peaches act as *potions of longevity* but with a 1 in 6 chance of instant death).

| *Black Cobra Monks (11)*: HP 3d6+1 [3d6+18]; AC 8 [11]; Atk 1 weapon (1d6) or unarmed strike (1d6); Move 15; Save 12; CL/XP 4/120; Special: Stunning attack 3/rd, deflect arrows 1/rd, attacks can harm creatures on struck by +1 or better weapons. Kusari-gama or jo.

| *Black Magicians (5)*, Shugenja Lvl 4: HP 2d6+2 [4d6-4]; AC 9 [10]; Save 12 (10 vs magic); CL/XP 3/60; Special: Spells (2nd). Jo, spellbook.

| *Mummy (3)*: HD 6+4; AC 3 [16]; Atk 1 touch (1d6+1 plus disease); Move 6; Save 11; CL/XP 7/600; Special: Rot, hit only by magic weapons.

| *Ashalato-Zun, Monk/Shugenja Lvl 10*: HP 27 [43]; AC 6 [13]; Move 22; Save 5; CL/XP 11/1700; Special: Unarmed strike (1d6+2), secondary strike (1d6), stunning attack 10/rd, deflect arrows 2/rd, can harm creatures only struck by +3 or better weapons, slow fall, feign death, natural healing (2 hp/day). Kusari-gama or jo.

**1144.** One of the sleek sky ships of the Tsaniani crashed here many winters ago, its passengers unlamented and its treasures unregarded by the lords of that country. In truth, the landing was a soft one, the people aboard having been poisoned two weeks earlier by a toxin activated by the light of the full moon (for a viewing of the full moon was the object of their cruise).

The ship is constructed of the strange, lightweight white wood of Luna and fitted with polished tin. The ship measures about 30 feet long and 10 feet wide, most of it taken up by a flat-roofed cabin swathed in red silks and covered by a layer of frost. Seven frozen corpses litter the deck and five sit around the cabin on frozen pillows, their

dead faces caught in a horrific rictus. All seven of the poor devils are now re-animated as hungry ghosts.

Of particular interest in the cabin are three mechanical maidens programmed as dancers. Each maiden stands about 3 ft tall and is constructed of lightweight wood, silk and porcelain. They are activated by winding them up and should command a nice price in civilization. One's innards hold a message scrawled on parchment: "Fanguska means to eliminate the purple goddess".



**1149.** A massive castle commands a mountain pass in this hex. Queen Telammeri rules over the castle and the surrounding villages. Her retinue includes a company of yari ashigaru, a company of shashu no ashigaru and a company of cho-ko-nu ashigaru. The keep is constructed of ivory-colored marble and black iron. It is massive in size, containing five levels and 100 chambers, with three towers overlooking the pass. Atop the keep there is a courtyard of paving stones holding stone troughs of jasmine.

The pass contains three villages of tall men and women with oni blood coursing through their veins. The villagers have skin like black lacquer, greenish eyes, reddish-brown hair, wiry builds and wide, expressive faces. They wear woolen kilts and close-fitting tunics of yellow and green. The villagers raise goats and grow root vegetables and collect essences (moonlight, mostly). Their goats have crimson horns and long, shaggy coats. They have a long, seedy tavern constructed of granite blocks and a sloped roof of teak.

The queen is Telammeri, a big-boned woman with a round, flat face, silky hair that falls past the small of her back and black eyes. Telammeri is elderly and capricious and currently suffering under a strange disease that has turned her bright purple and thrown her body into painful spasms. Her aunt, Krebenteca, claims that the only thing that will cure this accursed disease is a purple tuber grown on the high plateau of Tsanjan in a village of spider people. Telammeri will gladly give a portion of her treasure (3,800 sp, 2,560 gp and a chalcedony worth 1,250 gp) for a cure.

| *Half-Oni Ashigaru*: HD 2; AC 8 [11]; Atk 1 weapon (1d6+1); Move 12; Save 16; CL/XP 3/60; Special: Cast darkness 3/day or invisibility 1/day, resistance to fire (50%). Lamellar armor, daikyu, masakari.

| *Krebenteca, Half-Oni Shugenja* Lvl 3: HP 2d6+1; AC 9 [10]; Save 13 (11 vs magic); CL/XP 4/120; Special: Spells (2nd), cast darkness 3/day or

*invisibility 1/day, resistance to fire (50%), always surrounded by shifting mists that cling to people's legs. Equipment, spellbook. Terribly old, skin like a golden peach and long, silver hair.*

| *Tellammeri, Half-Oni Bujin* Lvl 9: HP 36 [53]; AC -1 [20]; Save 8 (7 vs death & poison); CL/XP 10/1400; Special: Follow through, cast darkness 3/day or invisibility 1/day, resistance to fire (50%). O-yori, masakari, kama.

**1206.** Overlooking the valley of the shamshir there is an ancient castle that is said to hail back to the days of the ophidians and the first men who came from beneath the plateau of Tsanjan and overthrew the ophidians. Whether the castle was constructed by the men or the ophidians is unknown, for it is sparsely decorated.

The castle is quite small and built of cream-colored stone. A powerful waterfall erupts from three stone channels beneath the castle, creating a rainbow in the mist. The castle is inhabited by Tharestreva (8 HD, 24 hp), an oni that looks like a two-headed ogre. Both heads look like those of an elephant with bronze tusks and long trunks. Tharestreva can cast spells as a 6th level shugenja and has been known to accept apprentices. He dwells alone in his castle, but knows the secret to breathing life into inanimate objects, using them to defend his castle if it is attacked.

Tharestreva keeps 1,370 sp, 1,030 gp in his coffers and he possesses a terracotta statue with a moss agate third eye in its forehead (worth 135 gp) that he refers to as mother.

**1226.** Warm springs flow from the mountains here, a cluster of largely dormant volcanoes. The gorges that lead into the wooded valley are crusted with mineral salts, but they go uncollected, for the gorges are sacred to the demon god Txiv Yawg and visitors are not permitted in the valley.

At the heights, there is a large pool of warm water surrounded by junipers and dusty purple thistles. The pool is inhabited by 1d6+4 vapor cranes. In the center of the pool there is an ancient marble cistern filled with warmer water and five crane maidens, sisters and daughters of Txiv Yawg. The crane maidens are not physically very powerful, but they have two unique powers. When their eyes grow scarlet, they cause the water to boil (1d6 damage per round). When their eyes glow purple, the water becomes as solid as concrete for 3 rounds.

| *Vapor Crane*: HD 5; AC 4 [15]; Atk 1 bite (1d4+5); Move 6 (F12); Save 12; CL/XP 6/400; Special: Scalding to touch, steam cloud (1d6+5) in cone or 15-ft radius.

| *Crane Maiden*: HD 2; AC 5 [14]; Atk 1 strike (1d4); Move 15 (F30); Save 16; CL/XP 4/240; Special: Magic powers, change into crane (heals all damage, 2/day), magic resistance (30%).



**1235.** In the snow clad mountains, in a series of caverns reached by climbing a snowy slope (1 in 6 chance of stepping into a crevasse 1d6 x 10 feet deep), a band of 20 oni-yama goblins (2 HD) has teamed with 10 winter wolves to range through the area causing havoc. When on patrol, two goblins ride a single winter wolf. The goblins are armed with naginatas and hankys.

The caverns consist of a large, cold entry cavern. Near the back of this cavern, the oni-yama keep a fire pit. The winter wolves lair in the opening of the cavern, away from the fire. A side cavern leads down to a dank, icy cavern where the raiders store their kills (for later consumption) and their loot (800 sp, 130 gp, a 7 lb sack of cloves worth 15 gp per pound, a jasper worth 200 gp, a brass flagon worth 40 gp and a stolen platinum brazier worth 14,000 gp).

A second cavern leads up to a tall cavern dominated by a natural block of ice. There is a shape trapped inside the ice, an oni called Xactisothach that once served the demon lord Txiv Yawg. The winter wolves serve the oni, which communicates with them via telepathy. He seeks a flaming sword that can slice through the ice.

| *Winter Wolf*: HD 6; AC 4 [15]; Atk 1 bite (1d6 + 1d6 cold); Move 18; Save 11; CL/XP 7/600; Special: *Breath cone of cold* (3d6 cold damage, save for half), immunity to cold, double damage from fire.

**1246.** The top of a mountain has been carved, or possibly molded, into a slim tower that overlooks its surroundings for 18 miles (3 hexes). The master of this house is Zabrusha, an elemental and sworn enemy of the men of Tsanjan. Her presence here has long been a thorn in their side, but as yet they have mounted no serious attack on her citadel.

The citadel looks like a needle of gray stone piercing the heavens. In fact, the "needle" is about 200 feet in diameter and 300 feet tall. Nestled in this massive citadel are 99 chambers, each decorated in a different color (some repeat) and each holding a small shrine to an elemental spirit. Zabrusha's servants, about 20 kobolds with gleaming scales and five apprentices, keep incense burning at the shrines and make daily chants before them. The entrance to the tower is gained by climbing a long, winding stair about 500 feet up the side of the windy mountain. The stairs end in a 20-ft long tunnel that opens into an enclosed courtyard with three bronze doors. The side doors lead spartan quarters that the Gray Lady makes available to petitioner and travelers. These rooms contain bronze braziers for warmth, sleeping mats and pegs for hanging belongings, but nothing else. The other door is guarded by two ishidzukui-shishi (HD 5+2; 19, 16 hp).

The base of the tower's mountain is covered in a thick woodland of stunted poplars, birches, walnuts and wild

cherry trees. The area is rich in game animals (deer, mountain pigs, shaggy hares) that the kobolds trap and the apprentices prepare. Both apprentices and kobolds wear conical hats made of rabbit hide. A neglected town hides in those woodlands. It is inhabited by two dozen hunters and their families and holds only one building of note, a crumbling tower that holds an ancient altar dedicated to the Panda Emperor.

Zabrusha is an elderly woman with gray hair, gray eyes and tawny skin. She has a delicate build and a deeply creased, though still attractive face. While kindly at heart, she is always on guard for her enemies and she is a harsh mistress with her apprentices, believing that tough love will save them in the future as they attempt to deal with elementals and other extra-planar creatures of great power. An old romantic, she falls in love easily, especially with older bujin that remind her of her first husband and partner in adventuring.

Zabrusha's treasure consists of 950 sp, 770 gp and a diamond worth 800 gp.

| *Apprentice, Elementalist Lvl 1*: HP 1d6; AC 9 [10]; Save 15; CL/XP B/10; Special: *Command spirits* (4/day), turn elementals. Equipment, grimoire, tools.

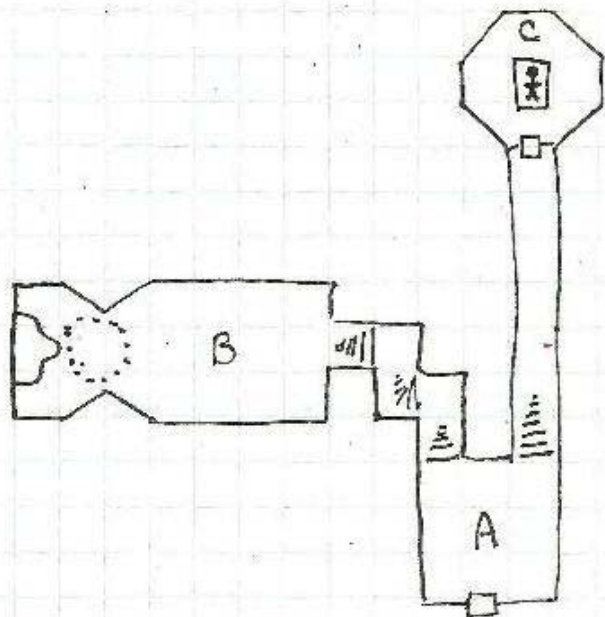
| *Zabrusha, the Gray Lady, Elementalist Lvl 10*: HP 27 [31]; AC 9 [10]; Save 8; CL/XP 12/2000; Special: *Command spirits* (8/day), turn elementals. Equipment, spellbook, tools.

*Note: If you do not wish to use the elemental class from NOD 3, substitute with the shugenja or wushen.*

**1248.** Buried in a mountain side is the tomb of King Osbox, father of Queen Telammeri [1149]. The tomb entrance lies just below the surface of a chilly river that flows through the hex on its way to the Tsanjan plateau. Many years ago, a chimera called Wiv-yan burst open the door, allowing water to flow into the tomb during the summer thaw.

**A** - This entry chamber serves as Wiv-yan's lair, and the chimera can be found here when not hunting in the mountains. The walls are carved with geometric images of dragons and qilin locked in battle. This chamber holds two flights of stairs, both leading down and both submerged with freezing water. The first step of each flight of stairs is trapped with moon-shaped blades that spring from the walls. A person who triggers this trap must pass a saving throw or lose a foot. Those who save take 1d6 damage.

| *Wiv-yan, Chimera*: HD 9 (25 hp); AC 6 [13] goat, 5 [14] lion, 2 [17] dragon; Atk 3 (1d6-1 / 1d6 / 1d6+1); Move 9 (F18); Save 7; CL/XP 11/1700; Special: *Breathes fire* (3/day, 50 feet, 3d8, save for half).



**B** - These stairs lead to a submerged shrine dedicated to a forgotten healing goddess called Mai-Tai. The shrine contains an idol of the goddess in green bronze. The idol depicts a maiden, short and graceful, with long hair that flows like a stream to her ankles, narrow eyes and wearing armor of oval scales. In one hand she holds a long quill (as though plucked from a porcupine). Upon entering, the floor begins sinking. Rounded studs in the floor (see map) turn out to be bronze bars that rise more rapidly than the floor sinks, eventually reaching from floor to ceiling (12 feet). One can reach the idol from the cage (just barely) and can reverse the trap by pricking their finger on Mai-Tai's quill and swear themselves to the goddess's service for one year. Mai-Tai's idol is surrounded by six smaller jade idols (worth 50 gp each) of famous healers, including one of the Peuce Emperor.

**C** - The other flight of stairs leads down to long tunnel that slants upward. At the end there is a second bronze door, locked and trapped with spears in the walls on either side of the door (2d6 damage, save for half).

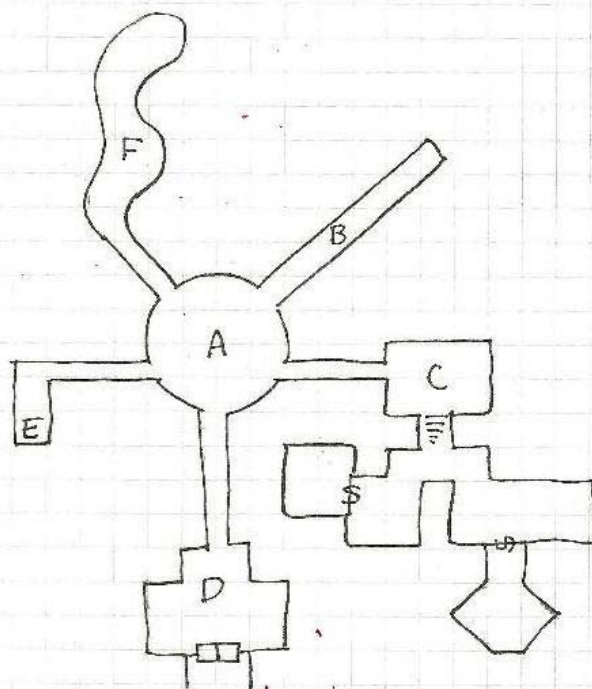
**D** - The tomb proper is filled with about 2 feet of water. In the center there is a slab of marble. The body of King Osboks rests atop it, encased in bronze that was cast in his image (worth 400 gp, but very heavy). The room is filled with everburning candles that, if removed from the tomb, flare up, causing 3d6 damage to all within 10 feet and then never lighting again.

**1303.** A stone construction that looks vaguely like a

weathered step pyramid stands amidst these mountain peaks in a valley of pear trees. The construction is surrounded by four stone wells with wooden frames equipped with winches and bronze buckets. To gain entry to the stone construction, which has no obvious entrance, one must fill each bucket with at least 10 pounds and drop it into the well. This causes a panel on the side of the construction to slide silently open. The wells are simple shafts filled with about five feet of water. Small holes set above the normal water line allow water to seep into them when the buckets are filled. This water travels to a central location where it trips a device that opens the door.

**A** - This room looks like it was used as a mill. A millstone sets in the middle of the thing. It has five bronze bars jutting from it that might have been used by animals to rotate the millstone. Turning the millstone requires a total strength of 50. With each turn of the millstone, the floor of the mill (along with the stone) sinks a few feet. When it has sank 20 feet it sinks no more. At this point, one is presented with five tunnels. Each tunnel is composed of smooth purple stone. Carvings on the walls depict serpent people (ophidians) lording it over human slaves in strange clothing. Some of the ophidians hold long rods that seem to belch out bolts of lightning.

**B** - When one enters this tunnel, a magic mouth appears on the opposite wall. As a wind arises at the characters' backs, the mouth speaks "Are you swifter than the wind? Shall you challenge it?". No matter how hard they try, adventurers will not prove swifter than the wind. However, a wise



character might bow before the wind's superior speed, noting a loose floor tile when they do. Under the floor tile there is a black ring.

**C** - This tunnel leads to a complex inhabited by a tribe of inphidians, the ancient servitors of the ophidians. The inphidians number 20 males and 15 females. Their master, a 4 HD male, has a black ring hung around its neck on a chain.

**D** - This tunnel leads into a forward base of a band of mogura-jin (HD 2). The mole men shriek with fury at the sight of flames and focus their attacks on people holding torches or casting light. There are 16 of the creatures in this room, and tunnels from here lead deeper into the underworld. A hook on one wall holds a black ring.

**E** - At the end of this tunnel there is a black wall bearing a hag-like face in white porcelain. As one approaches within 5 feet of the face, it spews out a cone of acid (3d6 damage, save for half). Flesh exposed to the acid will be left engraved with writing (01-60 it acts as a treasure map; 61-90 contains cryptic history of important person or thing; 91-00 contains a shugenja spell, per a scroll). A person who saves against the acid will not get a complete message. In either event, the writing heals away in 3 weeks. After the face has spewed its acid, a black ring appears in its mouth.

**F** - This chamber is inhabited by five ceiling creeps, ooze-like humanoids that adhere to the ceiling (15 feet high), dropping their long, elastic arms to grab victims that are hoisted to the ceiling and pressed into the oozy yellow-green flesh to be suffocated. A black ring is stuck to the ceiling with ooze.

| *Ceiling Creep*: HD 3; AC 5 [14]; Atk 1 grab (1d4 damage); Move 9; Save 14; CL/XP 4/120; Special: Suffocate, resistance to blunt weapons (50%), resistance to cold and fire (50%).

**G** - By affixing the five black rings to the bars on the millstone, one causes the millstone to rise up from the floor, revealing a spiral staircase inside it leading down. The stairs lead down to a shrine dedicated to the ophidian god of this temple, a dilong or purple worm (HD 15; 52 hp). The beast is curled around a column of purple metal carved in garish demon faces. A secret cache on this construction allows it to open, spilling out 2,210 sp, 5,850 gp, a banded agate (2 gp) and a rose quartz sceptre (900 gp).

**1320.** An ancient caldera serves as the lair of Osinsarans, a fucanglong (red dragon) and servant of Txiv Yawg, the demon prince of oni under whose banner the mountain tribes once gathered to found a kingdom.

Osinsarans has a long, thin body, a long tail and neck and a ruby embedded in its forehead that permits it to fly. Her

body is covered in plate-like scales of smoky crimson, lighter on the belly and limbs. Osinsarans has a large, blocky head with a mouth running the length of the face. It is filled with jagged teeth. The beast has wide eyes the color of summer honey and a number of tail-like tendrils running along the back of the neck.

The dragon is usually found sleeping in its caldera, which remains uncomfortably warm for those not attuned the element of fire. A long lava tube leads to a subterranean lair and the creature's treasure, which consists of 5,300 sp, 1,000 gp, 200 pp and rare unguents to moisten its scales (12 lb, worth 8 gp/lb).

| *Osinsarans, Fucanglong*: HD 10 (80 hp); AC 2 [17]; Atk 1 claw (1d6) and bite (3d6+6); Move 12 (F24); Save 5; CL/XP 12/2000; Special: Breathes fire (cone 90-ft long and 30-ft wide, 80 hp damage, 50% chance to use per round, save for half damage).

**1330.** A colony of termites has set up a hive in the depths of the mountains here, near an active volcanic shaft. The termite colony covers about 2 square miles and consists of tunnels dug scratched through the metamorphic rock and rich in peridots and olivines (15,000 gp worth). Encounters occur on a roll of 1-2 on 1d6 made each hour one spends in the tunnels. Encounters are with 1d10+5 termite workers (70%) or 1d4+4 termite soldiers (30%). At the bottom of the lair lies the egg chamber of the queen. She currently has 100 eggs in her chamber and is protected by 12 soldiers. The colony now numbers 300 workers and 50 soldiers.

| *Termite Worker*: HD 3; AC 3 [16]; Atk 1 bite (1d6 + 1d6 fire); Move 12; Save 14; CL/XP 4/120; Special: Immunity to fire.

| *Termite Soldier*: HD 5; AC 3 [16]; Atk 1 bite (1d8 + 1d6 fire); Move 12; Save 12; CL/XP 7/600; Special: Immunity to fire.

| *Termite Queen*: HD 8; AC 1 [18]; Atk 1 bite (2d6 + 1d6 fire); Move 12; Save 8; CL/XP 10/1400; Special: Immunity to fire.

**1336.** The Blind Brothers of the Forgotten Word maintain a subterranean lamasery here, where they ruminate on the wisdom of looking inward. The monks are practiced in kung-fu, and are primarily a meditative order. Their lamasery consists of a series of limestone caverns, with a massive limestone column serving as the idol of unknowable Yoharneth-Lahai. Hanging from the ceiling of the cavern is a bronze gong decorated with images of crawling, almost skeletal monks groping around the ground. A barbed chain hangs next to the gong, reaching the floor.

The gong, if struck, inverts the cavern and its inhabitants into the spiritual plane of dreams. In this dimension, the cavern becomes a faceted crystal "bubble" floating in a sea of similar bubbles. The limestone idol becomes a baku, an extra-dimensional creature that devours dream and

nightmares. The monks are reduced to their spiritual essence, appearing as vaguely humanoid shapes possessed of an amber glow that plays off the facets of the dream bubble. Others are likewise reduced to a spiritual state, losing all of their special abilities and resembling shapeless blobs unless their Wisdom score is 15+, in which case they are vaguely humanoid blobs like the monks. This spirit state persists for one hour and permits those in the state to re-experience any event in their lives with perfect clarity, as though participating in lucid dreaming. In addition, a creature with a Wisdom score of 15 or higher can view other people's fancies and dreams or even travel into a sleeping person's dreams (though if they do so to that person's detriment they are pursued by the baku).

The leader of the monks is a bujin named Dharmastu. He has twelve brothers and sisters, all of them with shaved heads in amber-colored robes and prayer beads carved from exotic jungle woods and steeped in fragrant oils. Each monk has willingly allowed him or herself to be blinded with a drop of acid, that they might look inward rather than outward. Consequently, they are not hampered by fighting in the dark.

| *Blind Monk, Bujin Lvl 3: HD 3d6+1 [3d6+6]; AC 9 [10]; Atk 1 fist (1d6-1); Move 15; Save 14; CL/XP 3/60; Special: Follow through, estimate foe, fists of iron, parry blows, parry death blow, swift motion.*

| *Dharmastu, Bujin Lvl 9: HD 31 [48]; AC 9 [10]; Atk 1 fist (1d6-1); Move 15; Save 14; CL/XP 3/60; Special: Follow through, estimate foe, fists of iron, parry blows, parry death blow, swift motion.*

**1343.** A giant ram and its flock of giant sheep are being herded here by a scheming tanuki called Quino. Quino has been pressed into service by a gold dragon called Raijen of the Crimson Spur. Quino would love to leave the dragon's service, but does not dare to do so without finding a replacement. The ram and ewes have midnight blue fleece and curled horns the color of mother-of-pearl.

| *Giant Ram: HD 5 (18 hp); AC 3 [16]; Atk 1 butt (1d6); Move 15; Save 12; CL/XP 5/240; Special: Fight for 1d4 rounds after hp reduced to 0.*

| *Quino the Tanuki: HD 2 (10 hp); AC 6 [13]; Atk 1 bite (1d6-1) or weapon (1d6); Move 12; Save 16; CL/XP 3/60; Special: Spells (phantasmal force, telekinesis (up to 20 lb), polymorph self).*

**1404.** The feared prophetess Aigrimay dwells here in a cave looking in the direction of the shattered empire of Jandara, across the Plain of One Thousand Battles. From here, she saw the ill star that shone over that land and pronounced its doom. In return, the foolish emperor sent an army to take her head. Much to their chagrin, they discovered that Aigrimay was no mere woman with the gift of divination, but rather a night hag, born from the very depths of Diyu.



Aigrimay appears as a blue-skinned crone with long, silky white hair that drags the ground as she walks. She dwells in a dark cave, tossing her burnt and cracked divining bones and sending out her profits in the talons of a troupe of seven tengu (HD 3) that serve her. She keeps her treasure at the bottom of a crystal clear pool that is actually a crystal ooze - a beloved pet (but not allowed on the furniture).

The treasure consists of 3,200 sp, 1,475 gp, 250 pp, a soapstone statuette of an acrobat (90 gp), a large piece of amber containing a reptilian eye (800 gp) and a porcelain lamp painted with golden giraffes (1,350 gp).

| *Crystal Ooze*: HD 4; AC 7 [12]; Atk Strike (2d6 plus paralysis); Move 3 (56); Save 13; CL/XP 6/400; Special: Acid, paralysis, immune to acid, cold and fire, transparent, water dependent.

| *Aigrimay the Night Hag*: HD 8; AC -1 [20]; Atk Bite (2d6 plus disease); Move 9; Save 8; CL/XP 14/2600; Special: Spells (detect evil, detect magic, magic missile, ray of enfeeblement, sleep), +1 or better weapon to hit, immune to fire, cold, charm, sleep and fear, magic resistance (60%), etherealness at will, haunt dreams, assume form of any humanoid.

**1409.** The city-state of Zi'assazus is home to the sparkling court of pious Prince Zilewei, a sagacious enchanter who commands two companies of warriors (one of archers, the

other of light infantry). The town has four tall watchtowers.

The city-state has aging walls covered in many coats of whitewash. A visitor can tell that Zi'assazus is constructed on the disintegrating corpse of an older city. In fact, it was once the site of an ophidian city-state. The shamshir do not have the architectural ability of their forebears, so their wattle and daub patches and additions to the ancient buildings are noticeably more crude.

Zilewei's palace is a modest castle of somber hues and noble, stuffy guards swathed in silks and carrying two nagamaki and a brace of five shuriken. The palace contains a shrine dedicated to Nassi'a, the Moth Goddess. The walls of the shrine are hung with dozens of bronze moths with lacquered wings. It is staffed at all times by a sacred drummer who maintains a steady rhythm.

The palace is constructed at the top of a wooded hill. Two ancient stone reservoirs are located beneath the palace, and the rest of the city-state below them. Gravity brings water from the reservoirs through clay pipes to intricately carved and ancient fountains. The fountains' spouts are bronze cobras. The city-state is known for its moneychangers (scrupulously honest, with very safe vaults), its guides (many of them former soldiers) and its unique



taverns. The shamshir combine their taverns with their baths. The shamshir of both sexes luxuriate on heated slabs in the steam, sipping tea or quaffing heady liqueurs from silver flutes. The people enjoy cockfighting, which they do in the alleys off the main streets, with betting a must.

The land around Zi'assazus is a lightly wooded grassland surrounded by a thicker woodland inhabited by giant mantises. The farmers of the city raise ducks in ponds, grow hemp and rye and keep goats and cattle.

| Zilewei, Shamshir Shugenja Lvl 5: HP 14 [16]; AC 9 [10]; Save 11 (9 vs magic); CL/XP 4/120; Special: Spells (3rd). Heavy robes decorated with slips of golden hair in clasps of silver, spellbook.

**1412.** An old shamshir burial tor is tucked in between overarching junipers and pines and overgrown with nettles (which the shamshir and Mu-Panese favor for medicinal purposes). The entrance to the tor is covered with a large slab of stone, polished to a high shine and bearing a silk moth in bas-relief. Behind the slab there is a 15 foot long tunnel. The tunnel is only 3 feet high and wide. At two different places, there are spring-loaded scythe traps designed to take a crawling person's feet off at the ankles (2 in 6 chance of triggering, save or suffer this fate). At the end of the tunnel there is a false tomb. The tomb is filled with three large, terracotta jars containing the bones of royal bodyguards wrapped in their skin. The fangs of the shamshir are embedded in the lid of the terracotta jar (with a 1 in 6 chance of their dried poison still inflicting 1d6 points of damage with a scratch).

At the bottom of each jar there is a small bar, one of gold, one of silver and one of steel. Set in the ceiling of this chamber there is a brass sphere. If struck by the golden bar, the sphere and the stone it is set in are released and fall on the person who struck the sphere, dealing 6d6 points of damage (save for half damage). Striking it with the silver bar triggers six poison darts to be fired from the walls at anyone near the middle of the chamber, or near the walls where the darts are secreted. Everyone in the room must pass a saving throw or lose 3d6 points of constitution to the poison on the darts. Striking the sphere with the brass bar causes a trapdoor to appear in the floor beneath the person striking the sphere.

The trapdoor leads into the royal burial chamber. The chamber has a 15-foot tall ceiling (1d10 damage from falling) and is 10 feet in diameter. The walls are carved from malachite and depict various noble shamshir in martial poses. Each of these panels can be rotated, revealing a terracotta jar, like those above. These contain royal remains and the following treasure: A number of bamboo scrolls containing sacred shamshir texts, seven of the curved

blades favored by the shamshir, as well as five curved daggers and one punching dagger, two tapestries depicting sinuous shamshir dancing women (worth 25 gp each), dried octopus tentacles in an amber jar and 280 gp.

**1425.** A pagoda has been constructed here from round, pearly stones that don't appear to be held together by any sort of mortar. The pagoda's roofs are made of a bronze-colored wood that shimmers in the daytime. Inside the pagoda there is a pit that burns with purple-black fire. The flames rise to about 10 feet, but flare when living creatures approach. At night, the pagoda gives off a glassy, purple glow to a distance of about 100 feet (double that when living creatures are nearby). At night, encounters with undead monstrosities occur on the roll of 1 on 1d6 made every hour. Use the following table to determine what dark pilgrim visits the pagoda.

Roll	Monster
1-2	Zombies (1d6+6)
3-4	Jikininki (1d3+3)
5-6	Ghouls (1d3+1)
7	Gashadokoru (1d3; see monsters)
8	Kyonshi - Hopping Vampire (1d2)
9	Shikki-Gaki (1)
10	Jiki-Ketsu-Gaki (1)

**1445.** This mountain valley is known as the Valley of the Watchers. Carved into the sides of the mountain here are a dozen stone faces, each leering and grotesque, with jutting jaws and long, floppy ears. The stone heads are actually stone constructs (HD 16) that move and attack by rolling. It is unknown what activates them and no living person has seen them move.

**1506.** A small village of shamshir (HD 3) dwell here, herding giant silk moth pupa in a series of shamshir-made shallow caves. The cocoons of the creatures hang from the ceiling of the dry cave and are collected by the shamshir and woven into spectacular garments. In this village, silk is so cheap as to the basic material for clothing and linens.

The village consists of a few dozen stone cottages shaped like bells. It is surrounded by a 30-ft tall palisade studded with rounded spikes (climbers must save each round or suffer 1 point of damage, those who suffer damage must save again or fall) with four wooden towers manned by 1d3+1 warriors each (no more than 10 total). The shamshir of the village wear silk loincloths and mantles, the women wrapping their hair in long cones of silk (one for maidens, two for matrons, three for elders). The squadron of warriors



### **Celestial Hills**

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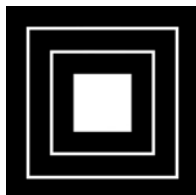
wear haramaki-do and sode and carry hankyu, 20 arrows and two wakizashi each.

The village is ruled by Ksiithssih, an elegant male shamshir who carries a bo tipped with gold on either end. Ksiithssih wears a silk cloak embroidered with a pattern of moths. He is a minor noble among the shamshir, but also a master alchemist who knows the secret to brewing *potions of longevity*. His mate is the high priestess of Nassi'a, the moth goddess of the shamshir. The high priestess visits the village often (1 in 4 chance of her being present).

**1515.** An ivory tower floats about 40 feet above a river gorge that cuts through the mountains here. The tower is four stories tall with a square base and fierce battlements. The floating tower is located 150 feet from solid ground. Inside the tower dwells Napura, a barrel-chested old shugenja with a heart of gold. Napura dwells with four apprentices and about 20 cat hengeyokai, who act as his servants, messengers, spies and confidants. Each cat hengeyokai of the tower wears a silver bell around their neck that prevents them from speaking false to Napura. In his old age, Napura has grown despondant over the ethics and morality of his fellow man, is even now raising an army of like minded individuals to lay low the shadowy kingdom of Ying and then carry their invasion into Tsanjan itself. Napura's army now camps on the north side of the river. It currently consists of four companies.

The first are light infantry armed with katanas. They are zealous warriors who rarely accept surrender. They are composed mostly of young lords and samurai of the Jin. The second company are archers armed with uchi-ne, tanto and daikyu and a variety of arrows. They are clever woodsmen known for their heroism in battle. The third company are a band of goblins pressed into service by the Jin. They are armed with yari and famous for their lack of discipline. The final company is composed of half-oni light cavalry armed with kami and yari. The half-oni are clever and diplomatic.

| *Napura, Shugenja Lvl 10: HP 20; AC 9 [10]; Save 6 (4 vs magic); CL/XP 7/600; Special: Spells (5th). Long, flowing silk robes of red and orange, beaded cap, tanto, spellbook.*



**1527.** The warlord Ahzwin-pai maintains a large castle here. Called the Keeper of the Western Earth Gate, he is a vassal

and trusted friend of the Chan of Yun. Ahzwin-pai is an angelic looking man, with large eyes and cherubic mouth. He is a plain speaking warrior of the wilderness who is found patrolling his wilderness holdings more than he is sitting in his great hall. He is usually accompanied on these patrols with half his garrison of one company of shashu no ashigaru and one company of samurai and his lieutenant, a half-ogre sohei called Kimburi.

Ahzwin-pai's castle is constructed of white granite and set overlooking the river on the crest of a gently sloping hill dotted with vines of bitter, red berries that Kimburi brews into a potent liqueur. The holding is rich in cattle and the villagers mine salt from an ancient salt works located about 1 mile away. The village sits at the bottom of hill abutting the river. It is remarkable for an ancient statue that stands there. The statue is composed of three bodies, all warriors joined at the neck and apparently having no head. In truth, the heads do exist, but are shunted into separate dimensions. One can enter these dimensions by climbing atop the statues and snaking their arms up the necks. By doing so, and feeling their way, they might discover that each warrior holds a red, metallic ball in its mouth. When these balls are brought together, they begin spinning furiously around one another, building up speed as they go. When they are spinning, the most intelligent creature within 10 feet of them can cause them, by sheer will alone, to strike out at his opponents. Treat this as a *magic missile* spell, with a maximum of three missiles per day. Once each ball has been used, all three balls fall to the ground until the next day.

The treasury of Ahzwin-pai contains 18,000 sp, a brass pitcher worth 1,350 gp and a pearl worth 1,000 gp (a token of love from a woman lost while delving in Diyu),

| *Kimburi, Half-Ogre Sohei Lvl 3: HP 10 [13]; AC 5 [14]; Save 12 (10 vs death, 8 vs. poisons); CL/XP 4/120; Special: Banish undead, spells (1st), ogre's ferociousness, open door on 1-4 on 1d6. Hara-ate, sode, haidate, naginata (1d6+3), prayer beads.*

| *Ahzwin-pai, Bujin Lvl 10: HP 35 [54]; AC 1 [18]; Save 7 (6 vs death & poison); CL/XP 10/1400; Special: Follow through, headlong charge. Hara-ate, kote, haidate, suneate, kabuto, katana, wakizashi, tanto, daikyu.*

**1601.** The forked mountain paths that run through this hex are lousy with webs spun by giant spiders (HD 2+2). The spiders are a sensitive lot and have decorated some of their webs with garlands of poppies - others remain practically invisible without the sunlight to reflect off of them.

**1604.** A cluster of wooden shamshir houses are constructed on lower slopes of the mountains, where the grass is still green. There are twelve shamshir families living here,

herding goats, digging copper and malachite from the mountain and watching their halfling slaves tend terraced gardens. The village is ruled by a two-headed troll called Rogonan. Though not terribly clever, Rogonan is fierce, powerful and enjoys the council of one wiser than he in the person of a crippled shamshir heretic called Zephaush.

Zephaush and Rogonan dwell within the mines in a palace carved from the limestone that lines the narrow, damp valley below the village. The walls of the palace are, in place, carved from malachite and azurite, and are extraordinarily beautiful. The troll and his major domo dwell with ten hobgoblin guards. Their palace consists of a long barracks, a great hall, dungeons and various living quarters and storage rooms. The great hall is hung with a dozen fine tapestries showing beautiful landscapes (worth 50 gp each).

The trolls treasure, kept in his own quarters in a large, wooden chest covered with black, scaly hide and locked tight, consists of 790 sp, 1,660 gp and a pound of pine nuts in a leather sack (worth 10 gp).

| *Zephaush, Shamshir*: HD 2; AC 4 [15]; Atk 4 weapons (1d6) or bite (1d3 plus poison); Move 15 (C12); Save 16; CL/XP 5/240; Special: Poison (1d6; save to negate). Rotund, dark scales, sharp-featured face, devious and critical by nature.

| *Rogonan*: HD 10; AC 3 [16]; Atk 2 weapons (2d6) or 2 claws (1d6); Move 12; Save 5; CL/XP 11/1700; Special: Regenerate 1 hp/round, only surprised on roll of 1 on 1d8. Has long mustachios, bronzed skin and wears a red turban on his right head and a saffron turban on his left. On his right wrist he wears a brass bracelet set with a coral falcon (worth 225 gp) - this is a source of frustration for his left head.

**1611.** A number of winding catacombs are dug into the side of the mountains here. The catacombs run for several miles, have arched ceilings and are lined with shelves (3 feet off the ground, 3 feet deep). The floor of the caverns are cut to allow water to flow down the center, and small streams do run from the catacombs. The entrance to the catacombs is protected by a bronze portcullis that can only be opened by playing a hunting melody on a bamboo flute (or by physical force - requires 2 hours of pounding with weapons or a combined strength of 60 to pull open).

The catacombs contain skeletons wrapped in leather and tied with silken cords. Several of these bodies seem to shift as one walks past them - a trick caused by thin trip wires. At each juncture of the catacombs, there hangs a bronze temple bell by a red cord. When a bell is passed without being rung, the corpses in the tunnel the adventurers have just left animate as skeleton warriors, crawling from their wrappings and relying on their claw-like finger bones to attack. There are 1d10+7 skeletons in each tunnel. Ringing a bell after the skeletons have animated does nothing.

The main inhabitant of the catacombs is Bzifsihim, a poet and high priest of the shamshir who died over 1,000 years ago. His main tomb is located in the center of the catacombs. The tomb is preceded by an antechamber with three red doors. The center door leads into a small chamber with a collapsible floor. Beneath the floor is a stone chute that is both covered in oils and embedded with shards of glass. Those falling down the shaft suffer 2d6 points of damage minus their total armor bonus. They are deposited in a small stone tomb, already piled high with bodies.

The other two doors lead into the tomb proper. The tomb is clad in red stone and features a white, marble dais in the center surrounded by a dozen terracotta warriors. Atop the dais there is a gaudy sarcophagus of marble and brass containing the body of Bzifsihim wrapped in red silk and tied with golden cords (worth 100 gp). Set in the mummified remains of the high priest there is a tiger's eye gem. This gem contains the high priest's spirit, which can leave the gem to animate the terracotta warriors.

The lid of the sarcophagus is heavy, requiring a combined strength of 30 to lift and move about. If placed flat on the floor, it becomes a doorway into a pocket dimension containing the high priest's treasures. The pocket dimension appears as a stone staircase descending 100 feet and emptying onto a small island seemingly floating in space. The "walls" of the island, though invisible, do exist, and strange creatures can be seen beyond those walls, some noticing the adventurers and moving to glare at them from the walls, like curious children or hungry dogs.

This island/room contains a stout, iron chest embedded with 2-inch long spikes. The chest is locked and trapped - should one walk away from the chest, it fires its spikes throughout the room (1d4 attacks person from 2 HD creature, 1d4 damage each), accompanied by a blinding flash of light (save or blinded for 1d4 hours). Inside the chest there are a number of large aquamarines - one for each adventurer and two of each shape - circle, oval, square, triangle, etc. Each aquamarine is worth 500 gp, but they are cursed. The two holders of the same shape have their spirits switched - in effect, the players trade character sheets. The only way to switch bodies back is to bath in foamy surf of the Sea of Stars at sunset.

| *Terracotta Warrior*: HD 3; AC 3 [16]; Atk 1 slam (1d6+1); Move 9; Save 14; CL/XP 3/60; Special: None.

**1617.** A cloud dragon called Shorphrent dwells in a castle of dull, brown stone set amid the high, snowy peaks. The castle rises in the center of a maze of red stone. A tribe of neanderthals (HD 1+1), the servants of the cloud dragon, dwell in living cells set in the walls of the maze. The



neanderthal are decent folk, hunters and warriors. They maintain a cozy inn within the maze, where the warriors gather each evening to imbibe thick, black beer and feast on roasted game. Visitors are welcome here, though they may find their surroundings a bit crude.

The castle's roof is domed, and though opaque from the outside, appears transparent from the inside. It covers a large courtyard of green grass in which are kept the dragon's prize white stallions. A winding ramp leads from the courtyard to the maze below, allowing the horses to be transported outside for exercise.

Shorphrent can usually be found in his hall of pleasures. He prefers to take human form, appearing as a lanky man with tawny skin, a cheerful, oval face, long, straight hair of gold and silver and ruby eyes. Although he is quite jovial and friendly, he retains the greed of dragon kind and has a devious mind to boot. He rests on a pile of plush pillows and is entertained by his six dancer charmer inphidians, reptilian females whose sinuous arms end in snake heads.

Shorphrent's treasure consists of 39,900 sp, 2,820 gp, 290 pp and a flawed opal worth 85 gp.

| *Dancer Charmer Inphidian (6):* HD 4; AC 2 [17]; Atk 2 bites (1d4); Move 15; Save 13; CL/XP 6/400; *Special:* Fascinate (save or per charm monster), poison (save or weakened, -2 to hit and damage).

| *Cloud Dragon:* HD 12 (60 hp); AC -1 [20]; Atk 2 claws (1d8), bite (3d6); Move 9 (F24); Save 3; CL/XP 14/2600; *Special:* Cloud form (gaseous form), breath weapon (save or knocked down), spells (3/day - obscuring mist; 2/day - call lightning, control weather, create water, stinking cloud).

**1624.** Set beside the quiet river is a hospice constructed of gray stone. The hospice is set into the side of a hill and features subterranean cellars wherein a brotherhood of alchemists and physicians has worked many year to perfect their formula for creating vat-grown men, or synthoids. These false men staff the hospice, which happily accepts any wounded or sick person and cures them for the low price of 100 gp per level for spells or 50 gp per day for long term care (heal 2 hp per day or receive +1 bonus to saves vs disease and poison).

The false men are twisted, gnarled things, fairly intelligent and terrifically strong. They are under the command of a retired soldier and wandering swordsman named Genbo, an honest, charming man with pale skin and forest green eyes. Genbo keeps a very tidy and organized hospice, with a tight schedule that includes daily concerts and poetry readings. His chamber is guarded by two jaguars, semi-tamed beasts that he won from a South Seas explorer he once crossed swords with. His alchemists look to him for protection, and are happy to cede the administration of the hospice to him.

The hospice's patients stay in luxurious suites - carpeted, with silk curtains, teak furnishings and thick pillows. At any given time, the place hosts 2d4 patients, the most famous patient right now being the ninja Xabillo disguised as a merchant and trying to steal the alchemist's secrets.

| *Xabillo, Ninja Lvl 6:* HP 8 [16]; AC 8 [11]; Save 9 (7 vs. death & poison); CL/XP 3/60; *Special:* Move silently, hide in shadows, climb sheer surfaces, backstab x3, read languages. Tanto, vial of poison, sneezing powder.

| *Jaguar (2):* HD 4; AC 6 [13]; Atk 2 claws (1d3), bite (1d6); Move 15; Save 13; CL/XP 4/120; *Special:* Rake with rear claws, surprised on 1 on 1d8.

| *Genbo, Kensei Lvl 7:* HP 26 [39]; AC 6 [13]; Save 9 (7 vs. death & fear); CL/XP 7/600; *Special:* +1 hit and damage with katana, life-saving parry, natural defenses. Katana, wakizashi, tanto.

**1638.** The plump thaumaturge Ragnuldur dwells here in a gray castle in a snowy pass. Ragnuldur hails from Ultima Thule, having come across the Golden Steppe as a prisoner of the Ulu-Thun and then into service with the Tiger Empress. He is still loyal to the old empress, but does not support her openly. The magician is served by a fraternity of twenty dwarven miners, who also work the copper mines beneath the castle. The thaumaturge also has six apprentices, all 0-level.

The castle of Ragnuldur is remarkable for a few reasons. The first is that the interior is completely clad in mirrors of speculum. These mirrors can be used for scrying, the wizard's favorite magical activity. The castle also connects to an underground highway that extends through the hex. The highway can be reached via the copper mines beneath the castle.

Ragnuldur's treasure consists of 600 gp and a moss agate worth 95 gp. Most of his accumulated treasure went to constructing his castle.

| *Ragnuldur, Shugenja Lvl 10:* HP 27 [31]; AC 9 [10]; Save 6 (4 vs magic); CL/XP 7/600; *Special:* Spells (5th). Tanto, blue-furred robes, spellbook. Plump, pale skin, bland face, burning eyes, selfish and out-going.

**1642.** On a narrow lake in a narrow valley there stands a narrow monastery on a rocky island. Black Tiger Monastery is home to 16 young monks under the command of the lama Buluneg, a dark man with a square face and gray-green eyes. Buluneg is a moody, devious man, short and solidly built and completely without honor. He is currently assembling a team of adventurers to delve into Diyu after the *Seven Mystic Masks of Master Kam*.

The monastery is constructed of ivory stone in what can best be described as a "number 5" shape. The monastery contains an archive of historic scrolls (a week of study grants the benefits of a *legend lore* spell if a person rolls

4d6 under their intelligence score). The banks of the lake are sparsely inhabited by hobgoblin hunters that fear the monks, but would kill them if they could.

The Black Tigers keep a treasure of 2,735 sp, 1,230 gp and a piece of amber in the shape of a human ear worth 130 gp.

| *Monk, Bujin Lvl 2: 2d6+1 [2d6+4]; AC 9 [10]; Save 15 (14 vs death & poison); CL/XP 2/30; Special: Follow through, deflect missiles, fists of iron, flurry of blows, parry the death blow. Tiger claws (1d6-1 damage).*

| *Buluneg, Bujin Lvl 10: HP 28 [47]; AC 8 [11]; Save 7 (6 vs death & poison); CL/XP 10/1400; Special: Follow through, deflect missiles, fists of iron, flurry of blows, parry the death blow. Tiger claws (1d6-1 damage).*

**1647.** Hundreds of water falls pour down this mountain, collecting at the base of the mountain in a ring-shaped lake. The water from this lake pours into a cavern, forming a subterranean river system that also serves as an entrance into the underworld.

Once one has followed the rushing river about 100 yards they come upon a gate carved from solid opal and flanked by two ishidzukui-shishi (HD 5+2; 19, 16 hp) in the shape of lions. The portal is blocked by a slab of white stone that cannot be shifted by any means, physical or magical. Once can only pass through the stone on the back of one of the two ishidzukui-shishi.

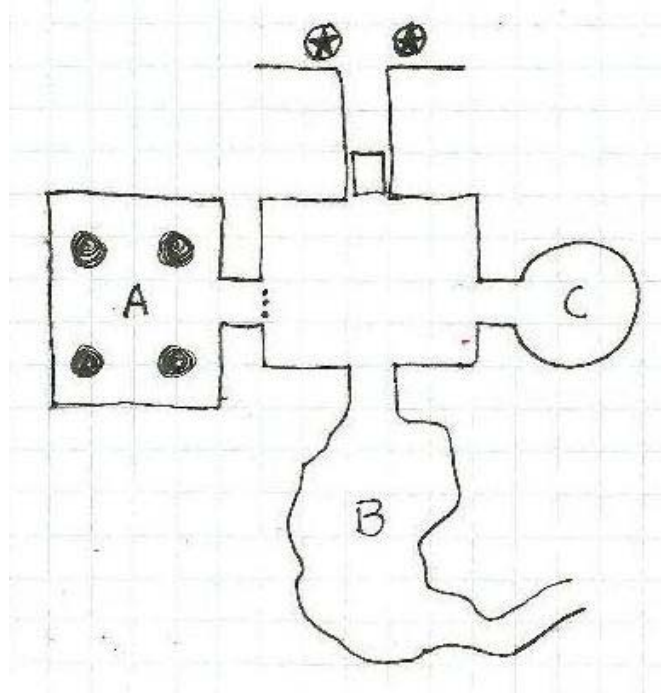
Beyond the portal there is a room clad in white marble. As one enter the room and the guards leave, a golden, shimmering face appears in the center of the room. The face is filled with celestial beneficence and unspeakable beauty. It announces itself to be the archangel Amesha, and warns the adventurers that they are about to pass into the underworld. It wishes them success in their endeavors and then reveals three gates. One gate has a lion carved over it, another an ouroboros and the third a crane.

Each of these portals reveals stairs and descends into one of three chambers - the chambers of the guardians.

**A** - This chamber is inhabited by a strange combination of frog and snake. The creature is as large as a rhinoceros and has the head and front legs of a giant frog, with large tusks, and the lower body of a serpent. The skin is that of a frog. The room has four deep wells that lead into the underworld. Each is filled with effervescent water - essentially, water that exists on both the etheric and material planes at the same time.

| *Frog-Snake: HD 5; AC 5 [14]; Atk 1 bite (3d6); Move 9; Save 12; CL/XP ; Special: Swallow whole on natural '20', leap 20 feet in a single bound, spit acid in 20 foot line (5d6 damage, save or 2d6 the next round).*

**B** - This room is a bare limestone cavern inhabited by a demonic dragon called Gilossor. The dragon is a deep, emerald green, and everything within 30 feet of the beast is



lush and overgrown - plants literally spring from the ground as though it is spring in the dragon's presence. Poisoned spines run down the wyrm's back and it can breath a cone of noxious fumes (save or 2d6 damage and incapacitated for 1d4 rounds). The beast's glare causes weakness (-2 to hit and damage) in those who fail a saving throw. Three limestone tunnels emerge from the beast's lair.

| *Spring Dragon: HD 8 (48 hp); AC 2 [17]; Atk 1 bite (3d6) or 2 claws (1d6+2); Move 15; Save 8; CL/XP 12/2000; Special: Poison spines (1 in 6 chance of hitting someone in melee combat, save or die), noxious breath, weakness glare.*

**C** - This cavern is shaped like a cone, with a chimney leading to caverns above. The room is inhabited by 4d6 beasts that look like towering, slimy worms fastened to the ground, which is equally slimy and treacherous. Each worm is covered in dozens of long, whip-like tendrils.

| *Towering Slime Worm: HD 4; AC 3 [16]; Atk 2d6 tendrils (1d4); Move 0; Save 13; CL/XP 5/240; Special: Tendrils have 15-ft reach, slime causes numbness (save or -2 to all actions).*

**1703.** A bowl-shaped valley here is filled to the brim with rusted, iron towers - remnants of a lost city. One tower in the heart of the dead city is inhabited by the necromancer Xaemuidin, an amazonian woman with pale skin and bobbed black hair. Xaemuidin now rules the few inhabitants of the iron city, who call themselves the Tiekuang, and claim to be the ancient servants of Txiv Yawg.

The Tiekuang have coarse, black hair, pale yellow skin and eyes that run from brown to gray-blue. They are compact in build, with oversized, round heads and overlong arms with

large hands and feet. They dress in furs and pelts and decorate themselves with multiple iron bands around their arms, legs and, in the case of the warriors, their heads. Warriors of the tribe wield yari and throwing knives. Xaemuidin is a kind ruler, treating the ancient people as her own children.

Xaemuidin's iron tower houses herself, her two apprentices, her own children. The iron tower has four stories above ground and four below ground, with the bottom floor housing a vault guarded by the Three Diabolical Traps of the Curious Minister. The top level contains an observatory where Xaemuidin tracks the movement of asteroids using a large, magical lens shaped like an eye that projects images from the black void of space onto the walls of the observatory.

| *Xaemuidin, Shugenja Lvl 10: HP 22; AC 9 [10]; Save 6 (4 vs magic); CL/XP 7/600; Special: Spells (5th). Iron staff (1d6), sack containing three bone dice, three iron spheres that orbit her head and act as a permanent shield spell, spellbook.*

**1706.** Ssilrsi'as Zaas is a town of 3,900 licentious and decadent shamshir under the rule of libertine prince Vihsilshives and his Council of Worthies (or "Council of Dandies" according to the commoners). The town is constructed on a ridge of azure highlands covered with blue-green junipers and surrounded by two hexes of farmland growing peppercorns, millet and carrots and raising hogs, goats and honeybees.

The true power behind Vihsilshives' throne is a den of assassin called the Opal Masks, a gang led by Jihhisih and feared throughout the Kingdom of the Shamshir. The assassins wear gauzy robes and cloaks of damask silk and ophidian masks coated with crushed opals (worth 20 gp each). The put-upon peasants of Ssilrsi'as Zaas have sardonic senses of humor. They are kind to strangers, hiding them in their stone hovels and warning them away from entering the city-state.

Ssilrsi'as Zaas is dominated by its princely palace, a compact fortress built atop a rocky mount. The palace has four inner courtyards that are collectively referred to as the Garden of Fiends, both for the statues of inhuman demons that decorate it and for the cruel entertainments enjoyed there by the prince and his fellows. Most striking about the palace are its libraries - nearly every wall in the palace is lined with shelves of bamboo scrolls sealed in leather cases. The prince requires that his every thought and deed be put on paper, and so the scrolls are accumulated at a dizzying rate. A gaggle of scribes follows the prince around all day, with two scribes assigned to stand (not sit) by his bed at night in case he should speak in his sleep or awake with an

inspiration.

The ramparts of the city are decorated with the heads of criminals and foreigners. Foreigners in Ssilrsi'as Zaas often run afoul of the law due to the myriad rules and regulations passed by the prince and the over-zealous attention to detail paid to them by his many ministers and the royal guard. The ramparts are breached by two gates - the Heron Gate, named for the White Heron Marsh it looks toward, and the Holy Gate, named for the sacred river that flows from the sleeping chamber of Nassi'a, the living goddess of the shamshir. The Heron Gate is usually referred to as Smuggler's Postern by the locals, since it is well known to be open to the smugglers, who pay the prince a percentage.

The guard consists of twenty shamshir wearing suits of lamellar and carrying wakizashi, sai and daikyu. The town itself is composed of straight lanes joining market squares, each dedicated to a different art. Ssilrsi'as Zaas is well known for its community of brilliant, argumentative artisans. While dealing with them is difficult, they produce the goods the equal (or superior) of any in Mu-Pan.

Ssilrsi'as Zaas is a wealthy community, with a total treasure of 73,890 sp and 18,670 gp.

| *Shamshir: HD 3; AC 4 [15]; Atk 4 weapons (1d6) or bite (1d3 plus poison); Move 15 (C12); Save 14; CL/XP 5/240; Special: Poison (1d6).*

| *Jihhisih, Shamshir Ninja Lvl 8: HD 18 [33]; AC 3 [16]; Atk 4 weapons (1d6) or bite (1d3 plus poison); Move 15 (C12); Save 12; CL/XP 4/120; Special: Poison (1d6; save to negate), move silently, hide in shadows, climb sheer surfaces, backstab x3, read languages.*

| *Prince Vihsilshives: HD 5; AC 3 [16]; Atk 4 weapons (1d6) or bite (1d3 plus poison); Move 15 (C12); Save 12; CL/XP 7/600; Special: Poison (1d6; save to negate). +2 jitte.*

**1709.** The shamshir have a sort of resort here. The mountain side is terraced and riddled with steamy, shallow caves. The shamshir organize themselves according to rank, with those of royal rank taking the lowest, most convenient baths, and so on to the commoners, who must climb roughly 300 feet to reach the uppermost, smallest baths. Naturally, all manner of servants are provided based on one's rank. A number of pavilions, also organized by rank, in the valley below provide sumptuous feasts and raucous entertainments.

As popular as this resort is with the shamshir, it is not entirely safe. A portal in the highest bath allows entities from a neighboring dimension to step into the mortal realms and take possession of hapless shamshir. For many years they have worked towards conquest of the valley.

**1721.** A small village of Yun dwell here on the terraced sides

of several green mountains. The terraces are somewhat narrow, so the village is over 2 miles long, with numerous rope bridges spanning clefts in the mountainside. The hills surrounding the village are rich in takin, goat-antelopes that were said to have been created by a mad shugenja many centuries ago.

A roaring stream courses past the village. The waters of the stream produce a fine mist that aids in growing crops. On a weekly basis, villagers climb down their terraces to bath in the stream, laying over large, slippery stones and splashing the water on them. The waters are said to purify people, and the villagers do appear to lead blessed lives. At many spots, the waters flow into small caves inhabited by bands of koi folk. The koi folk and villagers are aware of one another, but they rarely interact with one another.

The men and women of the village are known for their vigor (HD 1+1) and lust for life. They are stouter and less sophisticated than other Yun, making them much more pleasant to deal with. The village is defended by a squad of ashigaru armed with wicker shields, dao and hankyu. The villagers wear rough clothing of brown, gray and green and mostly work as hunters of the takin or farmers of barley, root vegetables and garlic. The village is ruled by Lady Kimundui, a woman of considerable hidden charms. The village also enjoys the services of an armorer.

**1723.** A temple-fortress here is dedicated to Limpang-Tung in his guise as the bringer of romance and love. The temple-fortress is situated in a thickly wooded area of limestone hills and cliffs, and built of blanché stones, precariously stacked as though by a giant child at play. A well-appointed imperial road, rising two feet above the landscape and paved with silvery stones, leads to the temple-fortress. The temple-fortress is surrounded by a village of 40 farmers drawn from all over Mu-Pan. The priests of the temple-fortress, despite their dedication to love and romance, are as capable as any sohei, the area around the temple being thick with monsters (encounters on 1-3 on 1d6).

The lama, Gondrixia is a towering woman, deeply romantic but carelessly abusive toward those she considers weak in kung-fu (i.e. their chosen trade). She stands 6'5" tall and has tawny skin, eyes the color of caramelized honey and hair as black as thunder. Under her command she has 17 wild-eyed sohei given to thunderous speeches and breathless exultation of Limpang-Tung (much to the annoyance of the mild-mannered peasants).

| *Gondrixia, Sohei Lvl 10: HP 23 [42]; AC 1 [18]; Save 5 (3 vs death & poisons); CL/XP 10/1400; Special: Banish undead, spells (5th). Jingasa, sode, kote, haramaki-do, haidate, suneate, yari, tanto, shuriken (5), prayer beads.*

**1732.** Decorating an undulating plateau in the snow-clad peaks is the mystic city of Cen, where the serpentine Shorphir sleeps in perpetual hibernation above the clouds. The city has reddish walls eternally kissed with frost, but nevertheless covered in vines bearing sweet, oblong berries the color of winter moonlight. Beyond the iron Gate of the Three Dragons (which seem to snort steam when people approach, and which send out an ear-shattering roar when the gates are opened) are broad avenues lined with empty buildings and towering white peach trees. Small animals and birds skitter around the trees, which seem to exude warmth both physical and spiritual.

**The Inexhaustible Treasury of Cen:** A large building with thick (20 ft) walls and a sloped roof covered with thousands of thin spines that make a roof entry very difficult. The treasury was, of course, not inexhaustible. It contains dozens of vaults guarded by cunning traps. Six remain unlooted:

**1** - As one works on the lock, five spikes spring from the door and lance the thief's wrist (1d6 damage, 30% (-6) penalty to open lock and remove traps checks for the next week). Vault contains 340 gp.

**2** - As one works on the lock, jets of fire spring up around him, striking others (3d6 damage). Vault contains a gilt silver cup (worth 55 gp), a banded agate (worth 900 gp), 530 sp and 80 gp.

**3** - Vault door is fake; when opened a heavy stone falls from the ceiling (save or suffer 4d6 damage). The real vault entrance is the paving stone under the person's feet. Contains a copper scepter (55 gp) and 360 gp.

**4** - Vault floor is illusory; as one steps over the threshold they fall into a 15-foot deep pit (1d10 damage). Vault contains 3,100 sp, 190 gp and a rose quartz sculpture worth 1,000 gp.

**5** - A pressure plate summons a swarm of stinging insects from the walls; the insects are mechanical (HD 4; AC 2 [17]; Everyone in the room must save each round or suffer 1d4 damage, undamaged from non-bludgeoning weapons). It contains 1,290 sp and 440 gp.

**6** - Bars shut people in the vault while it heats up, inflicting 1d6 points of damage each round + 2 per round if in metal armor. Lasts until the bars are opened. Vault contains 1,890 sp, 430 gp, several hematite marbles worth 1,000 gp and ten square yards of silk (worth 10 gp per yard).

**Pagoda of Zo-Yimbon:** Zo-Yimbon is a forgotten god that once presided over this city-state. Zo-Yimbon appears as a tall, graceful elder with slitted, violet eyes, a hooked nose and skin the color of mahogany. He wears a robe of gray, rectangular patches and holds a spear. An idol of the deity

still stands in the pagoda, which is decorated with dozens of porcelain statues of crones. The floors of the pagoda are stained with blood, remnants of the slaughter of the priests by the populace in their madness. The priest's spirits still haunt the place as phantoms.

**Inn of the Copper Goat:** This ancient inn of gray stones and a pyramidal roof was once renowned for its wine cellar and the braziers of intoxicating incense that still smolder here, lit by the twisted men who come into the inn from the undercity each night. The men play mournful tunes on flutes and pass around cups of watered down wine.

**Barracks of the Celestial Peacocks:** The Celestial Peacocks were the warriors of Cen, men and women clad in sumptuous, iridescent silks and wielding yari and hankyu. The best of them were mounted on giant peacocks bred in the city-state in olden times, but have since died off.

**Ruined Manse:** The cellars of this fine manse are home to dozens of the twisted people of Cen, governed by the princess who once lived in this manse. The princess remains young and beautiful, but her eyes have the power of a medusa's.

**Royal Stables:** These stables once held dragon horses, but are now abandoned. The dragon horses sometimes visit their old home, and there is a 1 in 20 chance they are present when adventurer enter.

**Chalcedony Palace:** This palace of chalcedony stones spans many square miles and includes numerous linked buildings with tall, sloped roofs and dozens of courtyards. The palace grounds include a large lake, two rushing streams, a pavilion of aloeswood, an archery hall (contains numerous bows and about 150 arrows), a well clad in electrum and chalcedony, a court for musicians connected to a workshop for instruments and a vast dungeon.

While the buildings of the upper city are indeed empty, seemingly abandoned in the midst of bustling life, the under city is inhabited by the accursed and deathless survivors of Cen's strange comeuppance. The dwarfs of Cen, as they are called, are small humanoids with knobby knees and elbows and faces painted with a look of eternal guilt. They have skin the color of white peaches and short silver hair. For centuries, the peaches of longevity grew along the streets of Cen and made the city prosperous despite its location high in the Great Yamas. For centuries, the people resisted eating the peaches, burning all that fell from the trees in a furnace that none may accidentally eat the flesh.

When the serpent cult came to Cen, their warriors scoffed at the timidity of the populace and their women danced about the trees and tempted the citizens with the fragrant fruit. That night, after the last of the peaches had been

eaten and the people lie in the streets sated and guilty, the sky opened and the servants of the gods descended with red faces and flaming swords. Those who were not killed were seized by the avengers and thrown into the depths of Diyu to be punished or scurried into the under city. And though the peaches did indeed bestow eternal life, they also twisted the people of Cen and made them ugly and ungainly and miserable. They now live in the depths, emerging at night to catch small animals and birds, which they eat raw, and at night descending into the mountain to scratch at its innards for precious stones, that the inner fire of the pretty stones might relieve their boredom and misery.

Shorphir, the high priestess of the serpent cult was imprisoned in the depths of the palace's frigid dungeons to sleep eternally, her followers changed into a variety of serpents sleeping with her. Guards and wards were posted in the dungeon to keep intruders from harming her before she can wake.

| *Shorphir, Hebi-Joei: HD 6+1 (24 hp); AC 7 [12]; Atk 1 weapon (1d6); Move 12; Save 11; CL/XP 7/600; Special: Tattoo entrancement, cast off skin, control snakes.*

**1736.** A tribe of 190 advanced ling, along with 70 females and 50 children are dwelling here in a fortified cliff dwelling with 40 human slaves. Movement between the dwellings, which are 100 feet above the valley floor, is facilitated by oblong platforms of a silvery metal that apparently float in mid-air. A spy might see the ling stepping onto these platforms and riding them gently down to the ground. While in movement, the platforms turn a rich, golden color. Each platform holds as many as 12 ling and their reptilian hunting animals, a four-winged flying creature bred from the primordial tetrapteryx. The ling hunt with these "birds" as though they were falcons.

The ling worship the Yozis of the Tsanjan plateau. Their king and high priest is called Ighuaske. Ighuaske maintains a bodyguard of eight ogresses wearing kabuto, sode, do-maru and suneate and wielding kusari-gama. The ogresses paint their faces as geisha.

They have a treasure of 3,130 gp and 770 sp.

| *Ling: HD 1; AC 5 [14]; Atk 1 naginata (1d6+1) or daikyu (1d6); Move 12; Save 17; CL/XP 1/15; Special: Resistance to cold (10%). Do-maru, kote, jingasa, naginata, daikyu, 10 arrows.*

| *Ighuaske, Ling Sohei Lvl 7: HP 13 [23]; AC 4 [15]; Save 8 (6 vs death & poisons); CL/XP 8/800; Special: Resistance to cold (10%), banish undead, spells (5th). Haramaki-do, kote, suneate, jingasa, tetsubo, tanto and prayer beads (made of shriveled kidneys).*



**1807.** Travelers through this hex will certainly feel tremors, and might (1 in 6 chance) suffer through an earthquake. The culprit is a jinshin-mushi (earthquake beetle), who makes its lair in the ancient lava tubes that run beneath the hex. The beetle is hard to track down, but the effort might be worthwhile. Lodged in its chitin is a pang-pai (tall shield) set with five tiger's eye gems in a pentagon-formation. The +1 *shield* can engulf its holder (safely) in flames for 1 minute each day, during which time attacks on the person via natural weapons inflict 1d6 points of damage on the attacker. The shield fuels one's desire for vengeance.

**1813.** A tribe of 30 Neanderthals (HD 1+1) and their 35 females and 30 children dwell here in an abandoned stone fort. The upper portions of the fort have collapsed, blocking travel through a narrow, thickly wooded pass. The Neanderthals are led by a wise chieftain called Poron and worship animal spirits, specifically the macaque, under the guidance of an elderly and mildly wicked shaman called Jaggi. The Neanderthal keep six giant macaques (HD 3) as guard animals and pets, allowing them to watch over the pass from hiding places (3 in 6 chance to surprise). The Neanderthal's treasure consists of 87 gp worth of pelts and pink, ivory tusks.

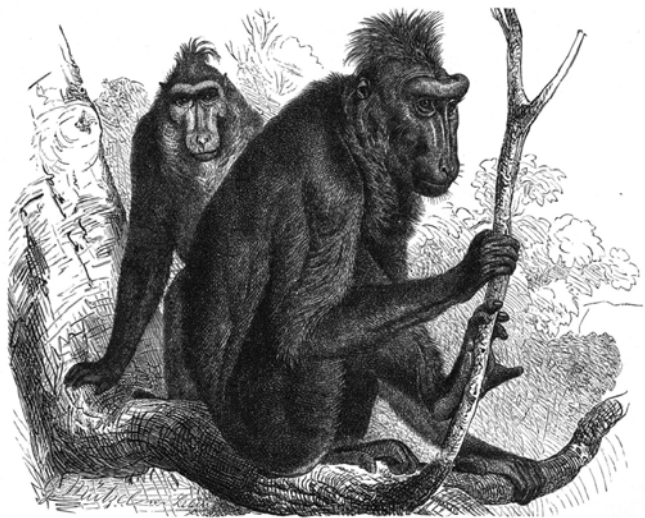
| *Jaggi*, HD 2; AC 8 [11]; Atk 1 weapon (1d6+1); Move 12; Save 16; CL/XP 3/60; *Special*: Casts spells as 2nd level shugenja.

| *Poron*: HD 6; AC 7 [12]; Atk 1 weapon (1d6+2); Move 12; Save 11; CL/XP 6/400; *Special*: None. +1 *tetsubo*, when struck on the ground confers powers of a transformation spell on the man for 1d3+3 rounds, leaving him exhausted thereafter.

**1827.** A high plateau in these snowy mountains holds a petrified forest of towering trees. The stone trees range from 10 to 30 feet in height and are warm to the touch, suggesting volcanic activity beneath the plateau (or an atomic pile left by the mi-go). A number of small, brushy plants cluster around the base of the trees, and the ground between the trees is soggy and damp. A flock of 1d3+3 axehawks dwell on the plateau, in stone nests located atop the petrified trees. With a good deal of searching, one can find a hidden entrance into the atomic pile beneath the plateau. The pile is extremely hot and radioactive - depending on your game, this means either slow death, instant death, or some rolls on your favorite mutation tables.

| *Axehawk*: HD 3; AC 3[16]; Atk 2 wings (1d6) or 2 talons (1d4) and bite (1d4); Move 3 (F27); Save 14; CL/XP 5/240; *Special*: Resist weapons (10%)

**1843.** A narrow trail that climbs high into the mountains holds a strange object - a skeleton plated with lead. The



skeleton is attached to the side of the mountain by a thick layer of ice, but malevolence burns in its eye sockets.

| *Lead Skeleton*: HD 10; AC -1 [20]; Atk 1 strike or weapon (2d6); Move 12; Save 5; CL/XP 13/2300; *Special*: Resistance to normal weapons (50%), immunity to acid, cold, electricity and fire, immunity to magic except sonic attacks, which slow it for 1d4 rounds with no saving throw.

**1902.** A village of rangy and somber Jin hunters has sprung up here on the steppe. The hunters once lived further north, in the area now known as the Trapezoid of Evil, where did arise the undead legions of the Tsanjan to harass the Jin and keep them from searching for the Jade Child. Those events drove them south, and they are now living in temporary shelters and keeping a small herd of cattle and horses. The company of warriors of the tribe are heavy horsemen armed with katana, yari and hankyu. They wear shirts of leather scales and carry wicker shields that provide AC 6 [13]. The four companies of hunters ride and fight with hankyu and yari. The head of the village is Zoblain, a dispossessed Nan whose lands were overrun by the undead and who, as yet, refuses to return to his manor.

| *Zoblain*: HD 3; AC -1 [20]; Atk 1 weapon (1d6+1); Move 9; Save 14; CL/XP 3/60; *Special*: None. O-yori, katana, wakizashi, tanto, daikyu.

**1906.** Sunk in a foot of water and obscured by reeds there lies an automaton, a geisha constructed to entertain at the court of the Bo of White Heron Marsh, killed a dozen years ago by the agents of Tsanjan, his castle razed to the ground with the vile sorcery of the black magicians. The automaton was one of the few that escaped that night, along with the young shamshir knight Ganzu. Ganzu headed north, while the automaton, Wan by name, headed west. The automaton is, for all intents and purposes, dead, though she can be revived with some repairs, the removal of a few

black fletched arrows, a thorough cleaning and a powerful (6d6) jolt of electricity. A nest of giant centipedes is located nearby, and investigations into the automaton will certainly draw their attention.

| *Giant Centipede (Medium; 1d3+4): HD 2; AC 5 [14]; Atk 1 bite (1d6-1 plus poison); Move 15; Save 16; CL/XP 4/240; Special: Poison (save +6 or die)*

**1917.** A large village of dour woodsmen dwell here cutting bamboo and making a fine living doing it. The woodsmen live in bamboo houses and have a simple palisade for their village defense, along with a company of archers armed with daikyu and yari. The villagers are ruled by their elders, the chief elder being Taket, an elderly woman with a slight build and pale, gray eyes. Quite the beauty in her youth, she is now a wushen and serves as the wise woman of her people. Most amazing amount the village are their tamed red panda, which they keep as pets and use to retrieve eagle eggs from the cliffs.

| *Taket, Wushen Lvl 1: HP 2 [3]; AC 9 [10]; Save 14; CL/XP 1/15; Special: Turn undead, ki shout, mighty leap. Prayer beads, bo staff, jade tanto worth 50 gp.*

**1931.** A tiny shrine on the side of a mountain holds a sliver of bronze shed by the demon-god Txiv Yawg in its fight with the first emperor. The sliver is about 9 inches long and can be used as a *wand of controlling constructs and gorgons* as well as making its owner's skin as strong as bronze (+3 to Armor Class). A staircase of 1,000 steps leads up to the shrine, which is perched precariously on the side of the mountain. One can only reach the stairs by getting past a jade colossus, a 25 foot tall humanoid of solid jade, between whose legs the staircase climbs.

| *Jade Colossus: HD 25 (80 hp); AC -2 [21]; Atk 1 strike (5d6); Move 15; Save 3; CL/XP 30/7400; Special: Breath weapon (60-ft cone or 120-ft line of green energy, 5d6 damage, turns slain into solid jade), immune to fire, light reflection, magic immunity (disintegrate slows for 1d6 rounds, shatter deals 6d6, fire dispels the slow effect and heals 1 hp per 3 points of damage).*

**1935.** On the banks of the Maoujun River, a large village of Yun hunters and fishermen dwell in long, stone houses. The village is protected by a palisade and a moat (really a channel of river water). The village is surrounded by fine peach orchards. A council of elders rules the village, which is protected by a company of yari ashigaru and a company of shashu no ashigaru.

**2010.** An aging, grouchy dragon called Seassenus dwells here in a deep chasm. The dragon is one of the few

survivors of the ancient times when the minions of the other dragons wiped most of their competition out. Seassenus has coppery, plate-like scales reminiscent of a beetle's chitin. It has short, thick legs and a poisoned stinger on its tail. It has no wings and a ragged, membranous crest running from its forehead to shoulders. Seassenus has a narrow head, large nostrils, narrow blue eyes and tiny, pointed ears.

| *Seassenus: HD 10 (80 hp); AC 2 [17]; Atk 1 claw (1d6), bite (3d6+6), sting (1d8 plus poison); Move 12 (F24); Save 5; CL/XP 12/2000; Special: Poisoned stinger.*

**2018.** The banks of the Tauku River are flanked by a giant petrified forest. The trees are black and glassy and crawling with creeping vines of colored flowers. A tribe of 30 lizard men and their 13 females and 20 eggs live on the banks of the river, sunning themselves on the stones and using the trees to make glass pointed yari that they poison (sleep poison) with pollen from the flowers. Underneath the river there is an ancient ophidian citadel filled with silt and perhaps hiding ancient treasures.

The lizard men are olive colored with reddish neck markings and alternating bands of light and dark marks. Their leader is a large male called Panta (HD 4; 15 hp). The lizard men live with 15 giant crocodile lizards.

**2023.** Three leprous zombies (HD 2; bite causes disease) are chained to a large stone post carved to look like a column of koi. One zombie has an ivory pin (worth 40 gp) stuck through its left temple. This pin, when put to paper, causes a person's memories or current thoughts to pour onto the page as though a watercolor painting.

**2039.** A stegacentipede has set up shop in this hex, rifling through a series of interconnected kobold lairs. The kobolds have had to climb to higher ground, and are now haunting the passes through the mountains. The pitiable creatures are on the verge of starvation and desperate for release. They are expert armorers and will be happy to make expertly crafted weapons for their saviors.

| *Stegacentipede: HD 9 (34 hp); AC 2 [17]; Atk 1 bite (2d4 plus poison) and 1 tail sting (3d4 plus poison) and up to 3 horn attacks (1/attacker, 1d6); Move 15; Save 6; CL/XP 11/1700; Special: Poison (save or die), spines.*

**2043.** A trader, Kaith by name, sits by the side of the river nursing a wounded leg. He was attacked by a wild cat two days back, and now has a bad infection and a fever. If he sees people coming, he struggles to his feet and grabs his

cloak, warning people to stay away. If they continue to approach, he raises the edges of his cloak like wings and a swarm of twelve giant bats (HD 4) emerges from the unnatural darkness within. As they emerge, he becomes noticeably paler and falls to the ground. The magic cloak summons the bats, but inflicts 1d12 points of damage when it does so - the damage sustained by Kaith is enough to knock him unconscious.

**2104.** In the midst of the wide, lazy river that flows through the marshes in this hex there is a long pole sticking up from the water. Atop the pole there is a kabuto, apparently there for the taking. Should somebody swim or row out to the pole to seize the kabuto, they are beset by a swarm of water spirits who block their movement and, if they have a boat, try to capsize it. If the water spirits are unsuccessful and the pole is reached, the prospective thief will find the kabuto set just a few inches out of reach, no matter how the person tries to grab it. They attempt to pluck it from the pole from the air, the thief is battered by an air elemental's whirlwind.

If by some means the person finally grasps the kabuto, they are flushed with potent energies and must pass a saving throw or suffer 1d6 points of damage per level - enough raw power that they might easily be killed. If the thief survives this last defense, the helm is theirs.

The +1 *kabuto* provides resistance (i.e. half damage) from all elemental attacks (i.e. attacks composed of fire, cold or lightning and attacks from elemental monsters). After one week, the wearer of the helmet will find their extremities change color - their right arm becomes the color of bronze, their left arm deathly pale, the right leg the color of ochre and the left leg the color of aquamarine. This strange appearance makes the person a target for elementals, who wish to return the kabuto to its rightful home.

**2110.** A large village of friendly woodsmen dwell in a deep valley that supports a variety of colorful hardwoods. The timber is moved via a rushing stream into the valley of the Shamshir, who support the woodsmen by sending them caravans loaded with tools and foodstuffs. Three shamshir maidens, replaced at each spring equinox, dwell in the village as hostages to ensure that their people continue to honor their agreements with the woodsmen. The shamshir maidens are accorded great respect by the woodsmen. They occupy a tall, wooden tower and are treated in all ways like princesses.

The village is composed of timber longhouses covered with intricate carvings of mythical creatures. It is surrounded by

a thicket of sharpened poles and brambles and is ruled by a village elder called Jakeno the Thrice Wise, an elderly man with flabby jowls and a thin mustache. Jakeno dresses as a woodsman and demands simplicity and honesty of his people. The village is defended by a company of scouts that does most of their fighting in the wilderness.



**2118.** Two companies of shashu no ashigaru and a company of peasants are garrisoned here in an imperial fortress commanded by a rugged and virtuous warlord called Inda-Thostan. The fortress is set upon a large green island in the middle of the Tauku River. A stone bridge from the south bank of the river connects it to the mainland, while on the north bank there are only the remnants of a similar bridge.

The fortress is a shell keep constructed of xanthic stones with sloped roofs of red tiles. The court of the keep is tiled in red marble and decorated with sinuous carvings of shamshir warriors. The lady of the keep is Inda-Thostan, a slight woman with light yellow skin and medium-length black hair kept wrapped around her head in thick braids. Inda has a love of gambling and a serious independent streak. She also commands a squadron of samurai. Inda is only moderately loyal to the Jade Empress (or any empress), having allowed into her service an exiled palace eunuch called Leuin.

On the south bank of the river there is a large community of Yun peasants who keep all manner of strange fauna in hemispherical cages. The most numerous are the giant crayfish, their claws clipped while young and kept in cages sunk in the shallows of the river. The villagers also area also supports one of the last flocks of gallimimus dinosaurs, an herbivorous creature that grazes on the meadows and in the shallows of the river.

| *Leuin, Shugenja* Lvl 6: HP 12; AC 9 [10]; Save 10 (8 vs magic); CL/XP 4/120; *Special: Spells* (3rd). *Tanto, silk robes, spellbook.*

| *Inda-Thostan, Bujin* Lvl 10: HP 40 [59]; AC -1 [20]; Save 7 (6 vs death & poison); CL/XP 10/1400; *Special: Follow through. O-yori, two wakizashi (she fights with both simultaneously, gaining a +1 bonus to hit).*

**2136.** The basalt mountains here have been carved into dozens of tall, black heaps. The river flows in and out of these heaps, twisting and turning. Atop the black peaks there are a collection of five white obelisks. The obelisks

exist on the astral plane. Stepping into one allows one to pass out of another. On the trip between the obelisks, one invariably picks up a swarm of spiders over their bodies and has a 1% chance of picking up a necklace of large, round stone balls that gives one the ability to cast *astral spell* once per day.

| *Spider Swarm*: HD 2; AC 2 [17]; Atk 1 stings (1d6 plus poison); Move 9 (C9); Save 16; CL/XP 3/60; *Special*: Poison (save or an additional 1d6 points of damage), resistance to non-bludgeoning weapons (50%).

**2143.** On the shores of a pristine mountain lake there is a small village of hunters and fishermen. The fishermen pull large mouth bass from the lake and the hunters stalk deer in the woods surrounding the lake. The woman and children of the village collect a rare azure snail from the slimy rocks that surround the lake, boiling them in chewy stews and extracting a brilliant blue dye from them that they trade to Meng traders located in the Yun city of Yun-Bai-Du [3637]. The mountains are dangerous, so the traders usually travel in threes, with each trader hiring 1d4+4 ashigaru and a piao-ke to guide them. These large parties of warriors are housed in the homes of the villagers - they have no inn. The village is ruled by an elected magistrate, the current one being Xannesainn, a short man with greasy hair and a mournful look. The village also has a skilled healer in the person of Camutheng, a busty woman with wide, sky blue eyes and wild hair. Besides her skill as a healer, Camutheng has a way with monsters - a natural ability to charm them with her eyes. It is for this reason that the village has not a single warrior in it, the place's defense relying on the presence of a large armoredon that dwells in a cave overlooking the lake.

| *Armoredon*: HD 24 (89 hp); AC 0 [19]; Atk 1 bite (6d6); Move 18; Save 3; CL/XP 30/6400; *Special*: +2 or better weapon to hit, immunity to magic sleep, paralysis and poison, living furnace (any creature touching the beast suffers 2d6 damage), resistance to fire (50%).

**2202.** The central three miles of this hex, running from north to south, is occupied by a massive wall. The wall is 15 feet side and 30 feet tall, with a 40 foot tall tower every 100 yards. The wall is constructed of ebony, semi-glossy stones and appears to have been constructed many millennia ago by the ophidians. Stairs leading up to the wall are located on the west face of the wall, and the east face shows signs of salt encrustation and heavy weathering, as though by the sea. Although not manned by any soldiers, the wall is sometimes used as a hideout by bandits. Many charred and shattered sections speak to attacks from armies on the wall. Each tower has a 1 in 20 chance of being home to a CL 1d4+1 monster.

#### CL Monster

- 2 Aka-name, centipedes (giant), kaeru-ningen, nezumi-  
oni, zombies
- 3 Banshee, bugbears, ghouls, lizard samurai, mogura-jin,  
yellow mold
- 4 Bakemono-toro, ogres, ragged craws, tesso, tsurube-  
otoshi, wererats
- 5 Doppelganger, grey ooze, jiki-niku-gaki, shamshir,  
spider (giant), wights

**2206.** On the fringes of White Heron Marsh there is a field of large, mossy boulders among the twisted pines. A clan of 56 nezumi-oni (HD 1) dwell beneath the stones in long burrows that connect with one another and with a deep shaft that reaches 1 mile into the earth, connecting with the Underworld. The nezumi-oni worship Unadulterated Chaos under the guidance of a witchdoctor called Sai-Sai. Their chieftain is covered in shaggy white fur and is called Mui-Mui. The nezumi-oni are especially savage, eschewing the use of armor and weapons and relying instead on their teeth and claws. They are aligned with a spectral troll that dwells in the mile-deep pit. The ratlings have 3,710 gp, a jasper spike worth 5 gp (worn in the witchdoctor's ear) and 7 pounds of saffron worth 15 gp per pound.

| *Sai-Sai*: HD 2 (6 hp); AC 9 [10]; Atk 1 bite (1d6); Move 12; Save 16; CL/XP 4/120; *Special*: Diseased bite, cast spells as lvl 3 sohei and lvl 2 shugenja.

| *Mui-Mui*: HD 6 (20 hp); AC 7 [12]; Atk 1 bite (1d6+1); Move 12; Save 11; CL/XP 7/600; *Special*: Diseased bite.

| *Spectral Troll*: HD 6 (20 hp); AC 7 [12]; Atk 1 incorporeal bite (1d6+1) and 2 claws (1d6); Move 12 (F12); Save 11; CL/XP 9/1100; *Special*: Regenerate 2 hp/round, +1 or better weapon to hit, resist corporeal weapons (50%), when "killed" returns 2d4 days, vanish in sunlight. Creatures killed by the troll arise 1d3 days later as a spectre unless blessed beforehand.

**2213.** A family of 1d6+2 kyojin (HD 4+2) dwells here in a large cave. The cave entrance has been shut with a gate of felled pines tied together with leather straps. The mighty brutes are well practiced at hiding in their cave, their craggy hides blending well with the cave walls. The cavern ends in an upward sloping tunnel that ends in a subterranean waterfall - really just a sheet of water streaming down a rock face and then disappearing back into the earth.

**2228.** A vicious malacarna oversees a demonic forge underneath this hex, employing 20 azer making weapons and armor for the denizens of Diyu. At any given time there will be 1d8 of each armor and metal weapon type in the area, all expertly crafted though some for non-humanoid creatures. The malacarna, Faraga by name, is tall and lithe with sunken eyes like those of a corpse and gray, dead skin.

| Azer: HD 2; AC 1 [18]; Atk warhammer (1d8); Move 9; Save 16; CL/XP 4/120; Special: Immunity to fire, magic resistance (15%).

| Malacarna: HD 5 (18 hp); AC 3 [16]; Atk 1 tail (1d8) and up to 3 weapons (1d8); Move 12; Save 12; CL/XP 8/800; Special: Magic resistance (25%), hit only by magic or silver weapons.

**2239.** A large village of miners is located here, mining chalcopryite from the mountains and selling it as copper ore to the Yun. The village itself consists of dozens of adobe houses surrounded by a deep moat. In the center of the village there is a small but formidable granite keep, its battlements patrolled by a company of crossbowmen. It's ruler is the Nan Siwalbakos, a minor noble of the Yun with delusions of grandeur. He drills his soldiers constantly and makes a nuisance of himself among the miners, who are happy to spend their days in the surrounding mountains in dozens of small mines.

| Siwalbakos: HD 3; AC -1 [20]; Atk 1 weapon (1d6+2); Move 9; Save 14; CL/XP 3/60. O-yori, nodachi.

**2242.** The river gorge here is the scene of a particularly nasty fight between a mountain hag and her 30 oni-yama and a royal army sent from Yun-Bai-Du [3637] to subdue them. The hag and her goblins are holed up in a series of ancient cliff dwellings and making hit and run attacks at night on the encamped army. The army consists of a company of shashu no ashigaru, three companies of samurai and a squadron of elite samurai. The army is under the command of a minor nobleman named Neisenui, a willowy Yun man with a dark complexion and a heavy, plain face. He spends his days atop an equally heavy horse, maneuvering his soldiers and sending small teams into the caves to light fire, believing the goblins will eventually have to quit the caves and join him in a proper battle. In the meantime, the Yun have lost 60 men. The soldiers are getting tired of beating the bushes and taking the casualties, and are quite aware that if a true battle is joined they are likely to lose.

| Neisenui: HD 3 (11 hp); AC -1 [20]; Atk 1 masakari (1d6); Move 6; Save 14; CL/XP 3/60; Special: O-yori, masakari, tanto.

**2307.** When the palace eunuchs were turned out after the fall of the Tiger Empress, one of their number absconded with a codex of palace secrets written in his own hand. In this hex, the man met his end traveling with a caravan, the eunuch hoping to reach Tسانjan with his knowledge. The caravan escaped largely intact, but the man and his book were cast into a gully and remain there to this day.

**2311.** There is a band of oni-yama (HD 2) bandits that has been driven from their lair in [2211] by an armoredon. The bandits number 30 and they are in a particularly bad mood. They are presently locked in a struggle with the local hobgoblins (HD 1+1; 45 of them) for control of a valley cluttered with stands of yew and rhododendron. The goblins have made a small camp with a wooden palisade, while the hobgoblins lair in caves with their packs of dholes.

| Armoredon: HD 24 (85 hp); AC 0 [19]; Atk 1 bite (6d6); Move 18; Save 3; CL/XP 30/6400; Special: +2 or better weapon to hit, immunity to magic sleep, paralysis and poison, living furnace (any creature touching the beast suffers 2d6 damage), resistance to fire (50%).

**2319.** A small village of Yun has established itself in the mountains here to separate themselves from other humans and find spiritual peace. The village is surrounded by a wooden palisade topped with sharpened stakes and the Yun live in long brick houses, men in one and women in the other. They are a friendly people, and their elders will speak with visitors from the ramparts and even lower small bits of needed supplies, asking nothing in return but the adventurer's blessings. Most importantly, they do not wish to hear of the outside world. The men of the village are expert archers, spending their days training with bows and striking with them as 3 HD monsters. The women are skilled herbalists and healers. The yeomen tend terraced fields on the lower slopes and herbal gardens inside the village.

**2323.** A clan of sixteen stone giants is undertaking an ambitious project of carving an entire mountain (a small one, to be sure) into a giant pagoda dedicated to Agrodau, the Mountain Standing Alone. The work is about 10% finished; the giants started at the top and are working their way down. They currently dwell in small cells set high upon the mountain (about 1,200 feet up), but leave one of their number to tend to a herd of 50 takin that once lived on or around the mountain, and now provide the stone giants with meat and cheese. The giants have no treasure other than their tools and their faith.

| Stone Giant: HD 14; AC 3 [16]; Atk 1 weapon (2d8) or rock (2d8); Move 12; Save 3; CL/XP 14/2600; Special: Rock catching and throwing.

**2343.** In a wood of elms and oaks there is a small, winding path of coppery stones overgrown with underbrush and frequented by an especially attractive gerbil with glossy black fur. At the end of this path, should one get to it, there stands an temple-fortress of grayish-black marble dedicated to Sirami, the Lord of All Forgettings. The path is especially dangerous, for it is guarded by six pairs of wood constructs that hide on either side of a path in the woods and then



spring out, one before invaders, one behind.

The temple-fortress is home to Aladolksus, first daughter of a Nakdani warlord of the White Mountains. Alad is an Amazonian woman with pallid skin and short, turquoise hair. Despite her warlike ancestors and her martial bearing, she is rather passive, spending more time pursuing wealth for her temple than smiting heretics. She governs 17 priests in black robes edged with sapphire silk.

At the heart of the temple-fortress (and predating it) there is a pool of silvery radiance, a portal to the Astral Plane. The sohei spend their days casting silver threads into the pool and drawing out crystallized dreams that they offer to the idol of their god, a black, vaguely formed humanoid with sapphires (2,000 gp each) for eyes and a gaping hole in its head into which the crystals are thrown.

The limestone beneath the woodland is riddled with caves and rich in agates. A small village nestled behind the fortress supports about 40 miners and their families.

| *Wood Construct*: HD 9; AC 2 [17]; Atk 1 slam (2d6); Move 12; Save 7; CL/XP 10/1400; Special: Alarm (howl for 6 rounds when intruders approach), immunity to cold and electricity, x2 damage from fire.

| *Lesser Priest, Sohei* Lvl 2: HP 2d6; AC 5 [14]; Save 13 (11 vs death & poisons); CL/XP 3/60; Special: Banish undead, spells (1st). Equipment, prayer beads. Black and sapphire robes, armor of blue leather scales, meteor hammers, darts (3)

| *Aladolksus, Sohei* Lvl 10: HP 34 [46]; AC 5 [14]; Save 5 (3 vs death & poisons); CL/XP 10/1400; Special: Banish undead, spells (5th). Hanburi, haramaki, haidate, sune-ate, naginata (1d6+1), prayer beads.

**2402.** The steppe here is dotted with stands of steppe cherries. The stands are inhabited by small bands (1d10+12) of golden-haired, short-nosed monkeys - noisy howlers and very aggressive.

| *Monkey*: HD 1; AC 5 [14]; Atk 1 bite (1d6-2); Move 12 (C12); Save 17; CL/XP 1/15; Special: None.

**2404.** The ruins of White Heron Castle sit here on a man-made hill that overlooks the surrounding marshes. The remains of dozens of stilt-houses that were burned to the ground when the castle was sacked surround it, a few having been rebuilt for the construction crews that are working on restoring the castle to its former glory on behalf of the new lord, Kensu, a shamshir who fell into the service of the former lord and then aided in putting the Jade Empress on her throne.

The crew consists of about 100 men – some skilled, some not – as well as Kensu's retinue of 20 shashu no ashigaru and three fellow samurai.

| *Lord Kensu, Shamshir Bujin* Lvl 10: HP 50; AC 0 [19]; Atk 1 katana (1d6+1) and wakizashi (1d6); Move 9; Save 6; CL/XP 11/1700; Special: Poison (1d6; save to negate), follow through.

**2406.** A massive tendriculous lairs in this part of the marsh, claiming the entire hex as its territory and permitting none to enter or move through it without a prompt challenge. In the heart of the marsh there is an old storehouse constructed on stone columns. A band of hengeyokai bandits has made the storehouse their base of operations.

Currently, the seven bandits have a teen-aged boy, Josskolo, chained in the storehouse. They believe he knows the location of the *Goblet of Noresami*, a relic once owned by the Lord of White Crane Castle and now seemingly vanished. The boy is the child of the old lord's major domo, Kolovath, who perished in the destruction of the castle, but had the boy smuggled out by one of his servants. The bandits also have their treasure of 120 cp, 670 sp, 2,315 gp, stashed in the storehouse. The boy is in bad shape – slightly dehydrated and malnourished.

| *Crane Hengeyokai Bandits*: HD 2; AC 6 [13]; Atk 1 weapon (1d6); Move 12; Save 16; CL/XP 2/30; Special: Shapechange into crane, speak with animals and darkvision 90-ft in animal form. Haramaki-do, jingasa, jiujiubian (nine-section-whip; 1d6).

| *Tendriculous*: HD 9; AC 3 [16]; Atk 1 bite (2d8) and 2 tendrils (1d6); Move 9; Save 7; CL/XP 12/2000; Special: On a natural '20' the tendriculous swallows a victim whole, paralyzing them unless they pass a saving throw, regenerate 3 hp/round.

**2415.** Ten Thousand Dragon Monastery, a sprawling monastery of sparkling white stone graces a rugged hillside here. The monastery houses a brotherhood of 20 monks and their mistress, Kassh, a half-oni of tremendous wisdom and power. The monastery is noted far and wide for its massive bronze fountain, depicting celestial lions and cranes and surmounted by a golden peach that, it is said, holds inside it a pit from a peach of immortality that passed through the body of a demigod. Surrounding the monastery there is a sprawling market town of farmers and copper miners and workers. The town boasts the only dwarven brewery in Mu-Pan, founded by the scion of a clan who came to Mu-Pan as a treasure hunter and was crippled during his delves into Diyu.

The monks of the monastery are dedicated to strict neutrality and train in the Way of Ten Thousand Dragons, a style that stresses attacks from a distance using a rope-dart (1d6-1 damage, 10-ft range). Bujin of this school eschew armor in favor of the following maneuvers: Deflect Missiles, Mighty Leap, Parry Blows and Parry Death Blow.

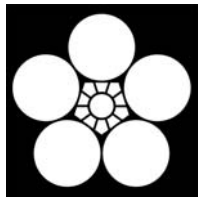
The abbess, Kassh, is a half-oni with golden skin and

features as sharp as an axe cutting through a samurai's horse. She is cautious and has an ironic sense of humor which she rarely shows. She and her monks dress in black tunics or vests, baggy red trousers and wear red turbans on their heads. Each bears a tattoo of six red dots (aligned as the pips on a dice) on the back of their neck. As a monk progresses through Ten Thousand Dragon kung-fu, red dragons are tattooed on his or her legs (left then right) and arms (right then left).

The monks have a treasure of 260 sp, 2,715 gp and a brass flagon worth 5 gp.

| *Ten Thousand Dragon Monk, Bujin Lvl 2: HP 2d6+1 [2d6+4]; AC 9 [10]; Save 15 (14 vs death & poison); CL/XP 2/30; Special: Follow through. Black clothing, red turban, rope-dart.*

| *Kassh, Half-Oni Bujin/Shugenja Lvl 10: HP 38 [57]; AC 9 [10]; Save 6 (4 vs death, poison and magic); CL/XP 12/2000; Special: Follow through, spells (5th). Black clothing, red turban, rope-dart.*



**2423.** Far from the beaten path in the range of mountains sometimes called the San-Nui (Red Mountains) the warlord Chenguildor, a hard-featured man with a dark, brooding nature and a flair for somber poetry, has established his stronghold. She shares his castle, an enormous structure of white stone the locals say was constructed by a bound shaitan genie, with a company of yari ashigaru, a squadron of elite shashu no ashigaru and heavy, laconic shugenja called Vynegot.

Vyngot is a madman - of that there can be no doubt. He has gazed into the eye of chaos, they say, and been marked a lunatic ever since. His daughter, an aging maiden with a harsh beauty and sad eyes, wishes to cure him, but the warlord finds his mania useful and he is quietly gathering an army of humanoids (oni-yama company, two goblin companies, hobgoblin company, ogre squadron) and ninja to make war on the Yun.

The stronghold supports a village now bustling with camp followers and a dozen armorers and blacksmiths working day and night.

| *Chenguildor, Bujin Lvl 9: HP 33 [50]; AC -1 [20]; Save 8 (7 vs death & poison); CL/XP 9/1100; Special: Follow through. O-yori, katana, wakizashi, tanto, daikyu, 20 arrows.*

| *Vynegot, Shugenja Lvl 4: HP 7; AC 9 [10]; Save 12 (10 vs magic); CL/XP 3/60; Special: Spells (2nd). Red robes (tattered and disheveled), spellbook, crooked staff set with brass bells.*

**2435.** In the caldera of a dormant volcano a clan of kyojin (HD 4+2) runs a gladiatorial arena. The kyojin number thirty warriors with additional woman and children, and set traps in the valleys below the volcano to catch hapless victims. The kyojin have built cages into shallow caves in the sides of the caldera, and can open the heavy, iron bars with chains from above. The inside of the caldera holds a shallow lake. Stone platforms in the lake allow one to maneuver to the center, where a bell is set on a 15 foot high stone pylon. Whomever rings the bell wins their freedom, their opponent being eaten by the kyojin and their brown bears. The menagerie of the kyojin can be rolled on the table below. Assume they have 1d8+2 victims at any one time.

Roll	Monster
1	Bear (Brown)
2	Bujin, Lvl 1d4+3
3	Lion
4	Ninja, Lvl 1d4+3
5	Nue
6	Ogre
7	Shamshir
8	Sohei, Lvl 1d4+2
9	Spider (Giant)
10	Varj

**2446.** A small, narrow cave set 300 feet above the valley floor is accessible via an iron chain. The cave goes back 30 feet and ends in a quartz cavern. One must shimmy through sidewise to get to the cavern. The quartz cavern is carved with images of warriors and maidens, all surrounded by flowers. As one moves through the cavern with a torch or lamp, the bas reliefs take on a sinister cast, and by the time one reaches the mouth of the next cavern, they appear cadaverous.

The mouth of the next cavern is set with gold calligraphy proclaiming it the tomb of Chagh, an immortal associated with commerce and under-standing. Chagh was a movanic deva that is now trapped inside this dungeon in a magic circle drawn by a servant of the Yozi.

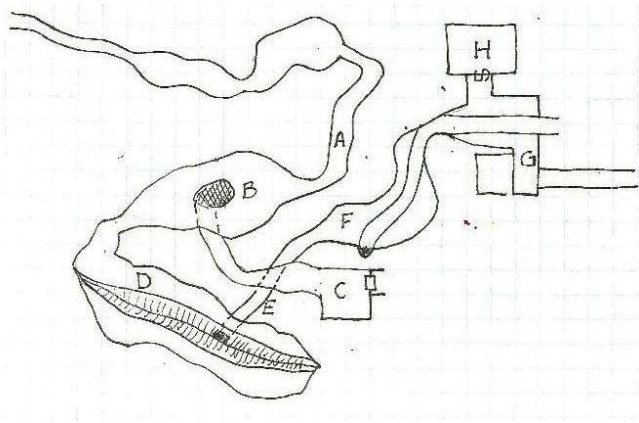
**A** - As one walks down this crystalline passage, they might notice dark, serpentine shapes underneath the quartz. Unless one passes a saving throw, they become transfixed by the image of the serpents, which seem to waver and move. 1d6+3 rounds after one has entered the tunnel a boulder, carved into a smooth sphere, is released into the tunnel from further ahead. Those who remain transfixed are crushed for 8d6 points of damage, while others can make a saving throw to flee.

**B** - This quartz cavern has thick veins of gold running



### **Plain of One Thousand Battles**

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through it and a tall, peaked ceiling. The room is occupied by three neizhong, strange creatures with the bodies of stocky bears, heads of roosters and scaled skin that shimmers like precious stones. A small pool of water in the cavern allow access to cavern C below.

| *Neizhong* (3): HD 3; AC 8 [11]; Atk 1 claw (1d12 + 1d6 cold); Move 15; Save 14; CL/XP 5/240; Special: Track, illusions, immunity to cold.

**C** - As one reaches the end of the submerged tunnel, they come up in a dry cavern that has been carved into a large cube. A single exit, set 20 feet above the floor on the north wall allows access into the deeper portions of the dungeon. The cubical cavern is set with a number of small huts made from the skin of some subterranean beast. The huts are inhabited by zhuyingwo, reptilian creatures with upturned snouts, beady, yellow eyes and massive, bony protrusions on their foreheads. They wield meteor hammers, heavy bronze weights connected by a chain. The eight zhuyingwo have a treasure of 120 cp, 680 sp, 39 ep and 90 gp, all in the form of round coins stamped with images of bats.

| *Zhuyingwo* (8): HD 1; AC 9 [10]; Atk 1 head butt (1d6 + dizzying blow) or 1 meteor hammer (2d4+2); Move 18; Save 17; CL/XP 2/30; Special: Noxious fumes (save or -1 to attacks and saves), dizzying blow (save or stunned for 1d4 rounds).

**D** - This room features a bottomless chasm, 50 feet wide and with a foul, strong wind flowing up from it into the cavern. The wind causes torches to extinguish and lanterns to flicker. Any use of magic in this chamber causes a massive spout of scalding water to erupt from the chasm, drenching everyone for 2d6 points of damage (saving throw for half damage).

**E** - Located 15 feet below the lip of the chasm there is a locked iron door. Any attempt to unlock the door without first disarming a trap causes the door to spring out, striking the opener for 2d6 points of damage and possibly sending them falling into the bottomless chasm.

**F** - Three nightshamblers, looking like glossy black urchins atop three stubby legs, dwell in this long cavern, hidden by

the black waters that flow through the room.

| *Nightshambler* (3): HD 4; AC 5 [14]; Atk 1 bite (1d3 + 1d3 acid); Move 12 (F24); Save 13; CL/XP ; Special: Spikes (1d3 damage for touching the creature), acidic saliva can destroy weapons, surrounded by a 10-ft radius aura of darkness that can only temporarily (1d6 rounds) be dispelled by light.

**G** - Entering this alcove, two doors slide open. Behind one there is a long passageway that goes deeper into the dungeon. In the other there is a treasure consisting of an ironwood harp decorated with onyx flowers (500 gp), three golden hauberks of mail (AC +2, worth 400 gp each), a dark green turban with a small treasure map tucked into the folds, a small, red leather book of proverbs and a container of salve (heals 1d4 points of damage per application, four applications in all). Whichever place is entered, a stone block falls from the ceiling, blocking the alcove. Anyone underneath it must pass a saving throw or be crushed for 6d6 damage. If the save is made, they wind up in one of the three rooms adjacent to the alcove (roll randomly). Anyone in the treasure chamber is trapped for 7 days until the stone block trap is reset and pulled up by thick, iron chains.

**H** - A blue, lacquered chest in this room sits beneath a spotlight of blue light coming from the ceiling. Opening the chest causes the light to become a cone of force resistant to all damage except a *disintegrate* spell. The force cone lasts until the chest is closed or is permanent if it is emptied. Inside the chest one finds an oak wand (no spells, but it can be loaded with up to 6 levels of spells), a do-maru of blue scales, eighteen brass keys to door deeper in the dungeon, a +1 *bronze jingasa* that sheds light in a 30 ft radius on command and a small lamp.

**2512.** A cliff tomb situated 50 feet above the ground and 30 feet below the lip of the cliff contains a stone chamber 30 feet by 30 feet. The walls of the chamber are decorated with a fresco of demons with ivory horns and skin the color of plum wine. As one stands in the chamber, they can smell brackish water. Sitting in the middle of the chamber is Yi-Wa-Siwang, an unholy spirit that looks like a large, protoplasmic frog with a pulsating skin that throbs and bubbles. As the skin bubbles, it releases small goutts of phosphorescent gas that surround the creature in a 20 foot radius and force spellcasters to make a saving throw or lose all their prepared/memorized spells for the day.

One of the demons on the frescoes has a third eye. By pressing this eye, the wall becomes hazy and indistinct and allow passage through it into a pocket dimension where the oni have a market of stone stalls on the shores of a black, lifeless sea. In the market, the oni sell human skins of all shades and shapes, dragon gallstones and massive durian fruit that seem to bob up and down in the quiet sea. Motes

of colored light descend like rain, burning normal creatures as they do (1d6 damage per round).

**2517.** The woods here give way to thick stands of bamboo that almost make a maze. A black, amorphous, bear-shaped creature with a bull-like snout and sulfurous eyes dwells in the bamboo, and makes its presence known by crashing through and attempting to grab a person in its jaws and drag them away. It makes its lair between three large stones. Each stone has a person chained to it - one the corpse of a craftsman with a steel hammer tied to his belt, one a ninja with black silk tabi and one a priest with wooden prayer beads around his neck.

Each of these items is imprinted with the person's soul and personality. The tabi give one the ability to move silently as a 6th level ninja, but also make them secretive and treacherous. The prayer beads give one the ability to turn undead as a 6th level sohei, but make one zealous and preachy. The hammer gives one the ability to work as an armorer, but makes one paranoid of authority and miserly with their money. Each day, a saving throw can be made to resist the effects of the imprinted soul.

| *Bambalob*: HD 9 (26 hp); AC 1 [18]; Atk 2 claws (1d8) and bite (1d6); Move 15; Save 7; CL/XP 11/1700; Special: Fear (as spell, all within 20 ft), regenerate 3 hp/round

**2519.** A jagged mountain here covered with stands of aspen and spruce is divided from the surrounding landscape by a chasm filled with razor-sharp pointed stones. A single bridge permits access to the mountain, which is covered on the outside with stone constructions and burrowed through with tunnels.

The bridge is guarded by six dog hengeyokai bujin in tengu masks and thick hide armor. The dog soldiers are armed with longxu hooks (hold opponents fast) and ox-tailed swords (1d6). Usually, they are happy to allow people to cross the bridge into the grand palace of the mountain troll Taik, but their standing orders are to allow none to pass, and they guard both sides of the bridge, suggesting somebody is trapped in the palace.

In fact, a treacherous shugenja called Magany ventured into the palace while invisible and has stolen a large, perfect sapphire sphere from Taik. Taik is now canvassing his palace from top to bottom looking for the thief, who had a brief run-in with the dog soldiers but was unable to sneak past them. Taik is a massive creature, bulbous and foul and armed with a giant maul. One of the troll's hands has been lost and replaced with a bronze loop to which is attached by chain to six giant weasels.

| *Dog Hengeyokai Soldiers*: HD 2; AC 7 [12]; Atk 1 weapon (1d6); Move 12; Save 16; CL/XP 2/30; Special: Shapechange into crane, speak with animals and darkvision 90-ft in animal form. Hide armor, longxu hook, ox-tailed sword (1d6).

| *Magany, Shugenja Lvl 5*: HP 13; AC 9 [10]; Save 11 (9 vs magic); CL/XP 4/120; Special: Spells (3rd). Tattered, bloody trousers, a saffron turban, tanto, large sapphire worth 3,000 gp, spellbook.

| *Taik, Mountain Troll*: HD 6+3 (30 gp); AC 4 [15]; Atk 1 claw (1d6+3); Move 12; Save 8/800; Special: Regenerate 3 hp/round.

**2532.** As one passes through this woodland of pines and pale blue rhododendrons, they might (1 in 12 chance) be accosted by a sort of clown - a short, slight man wearing a frightful blue mask and brightly colored silks and going barefoot. The clown appears about 20 yards ahead of the adventurers, performs a series of comical acrobatics and motions them to follow him.

The clown leads the adventurers to a secret grove of tall, black pines. Black moss covers the ground and the boughs of the trees are thick with spider webs. Sitting on the ground in the grove is a porcelain bottle decorated with black moths. The bottle contains a powerful narcotic, that, when imbibed, causes one to fall instantly and deeply asleep. As a person falls into unconsciousness, they also fall through the mossy ground, which becomes spongy and more and more insubstantial until it can no longer hold the weight of the sleeper and allows them to pass through.

The sleeper passes through the ground for about 100 yards, finally emerging in an etheric chamber of mists and half-heard whispers. This chamber leads into the lair of a coven of nine witches (shugenjas, level 1d4+1) loyal to the Yozi. Like the grove above, it is lousy with spider swarms and giant spiders, as well as a tribe of twenty-five blue faced bugbears (HD 3+1) with long, golden brown fur that lightens to silvery white at the tips. The leader of the witches is Gatachru, a creature that appears to be female from the waist up and spider below. She has skin the complexion of black currants and eyes that shine like sapphires. On Gatachru's head is an ivory crown set with two large emeralds, one containing the trapped soul of a holy bujin, the other that of a sohei.

The chambers of the bugbears and Yozi cult connect to the wider underworld of demons, devils and the unquiet dead.

| *Gatachru*: HD 6; AC 2 [17]; Atk 1 weapon (1d6) and bite (1d4 plus poison); Move 12 (C9); Save 11; CL/XP 10/1400; Special: Poison, magic resistance (40%), casts spells as a 6th level sohei and 6th level shugenja, surprise on roll of 1-3 on 1d6.

**2547.** A small village of peasants is situated here in the valley. The peasants live in stone towers (2 to 3 stories tall)



that provide protection from the beasts. The lower portion of each tower is a furnace, the upper floor or floors living quarters. The furnaces are fed by the scrawny spruce and aspen of the valley and the slopes and animal dung taken from the village's giant goats. The village is defended by a squadron of slingers. One of those towers is a tavern run by a sorceress called Haai. She serves vegetable stews that are sometimes flavored with game, roasted tubers drizzled in grease, grilled salamanders taken from the streams that course down the valley. If a patron seems especially clever, she puts a dose of sleeping potion in their food or drink so the villagers can carry them away (see below).

The village is ruled from afar by the a young silver dragon called Maidamder. Maidamder dwells in an icy cavern that looks down on the surrounding valley. She demands a tribute of one giant goat at each new moon (collecting it herself) and any coins and jewels that come into the village from outside. In return, she protects the villagers from the menaces that surround them (though some argue quietly that Maidamder is their most dire menace).

Maidamder adores puzzles and employs a number of sages in devising them for her. She keeps these sages, plucked from the surrounding country, in stone towers coated in a layer of ice. The towers are located atop the mountain. Each sage is provided with a store of food, warm robes, a small stove and a maidservant.

| *Haai, Shugenja* Lvl 2: HP 3; AC 9 [10]; Save 14 (12 vs magic); CL/XP 2/30; Special: Spells (1st). Workman's clothes, tanto, spellbook.

| *Maidamder, Silver Dragon*: HD 9 (27 hp); AC 2 [17]; Atk 2 claws (1d6) and bite (2d8); Move 9 (F24); Save 12; CL/XP 11/1700; Special: Breathes cold (70 ft cone, 30 ft base), can speak, no spells.

**2607.** The ground of this hex sweeps upward towards the mountains and is covered in a blanket of pines. As one ascends the slope, they discover a great multitude of terracotta heads jutting up from the ground, their blank eyes staring up the slope. If broken open, they release clouds of poisonous gas (save or die).

Eventually, one discovers a narrow, winding path paved with amber-colored stones and marked every feet by one of the buried terracotta warriors. At the top of the path there is a hunting lodge constructed of wood with a sloped roof and ornated carvings around the door.

The lodge is inhabited by thirteen fox spirits, females with fox faces, dressed in white robes and carrying all manner of light weaponry. They are sitting about a fire pit in the great hall, sipping tea (or rice wine) and pay little mind to intruders save to invite them to sit around the fire and join them in a drink.

The master of the hall is Nevnaidju, self-proclaimed Lord of the Woods, a fey spirit of great potency. In due time, he appears to rise from the fire pit. Nevnaidju has the head of a stag and wears many layers of long, red robes. His hands are sinewy and his fingers are long. He rises from the fire pit and strides to a wooden stool, where he sits and holds court, initially ignoring the intruders.

Eventually, he will act as though he has just noticed them and ask them a litany of questions about their families, their history, etc. All the while, the fox spirits will scurry in and out of the room fetching food and drink, or playing flutes and harps to entertain the court. If the adventurers express a wish to leave the lodge, Nevnaidju proclaims it impossible unless they best him at a contest of archery.

The contest involves each adventurer in turn taking up a bow and dueling at 10 paces with the Lord of the Wood. Each duelist in turn fires an arrow at his opponent. The first to bleed loses. If an adventurer wins, he and his friends go free. If not, another can try. The contest, unfortunately, is rigged. Nevnaidju is merely a projected image of a shugenja dwelling in a lonely cave higher up the mountain. This makes it impossible to draw his blood. The fox spirits are his adopted daughters, who dutifully fight for their father and collect the treasures left by his victims.

| *Gynaimen the Wood Lord, Illusionist* Lvl 12: HP 28; AC 9 [10]; Save 5 (3 vs. illusions); CL/XP 10/1400; Special: Spells known (6th), spell points 66, silver tongue. Gray robes, bo stick, tanto.

**2614.** A moderately-sized village of goat herders dwells in stone cottages surrounded by a 20-ft tall stone wall and a defensive moat. The cottages are placed very close to one another and are surrounded by a wide green belt in which they keep their goats at night. The top of each tower serves as a cistern, with a series of glazed terracotta pipes bringing water into the village. A company of archers defends the village, but the soldiers are irregularly paid and most have been wiped out by an invasion.

The warlord Mangu of the Golden Eye, deposed for his support of the Tiger Empress, has led his followers, a company of berserkers from the steppe (horse archers) into the town, striking lightning fast when the gates were open. Mangu is suffering from a fever, and he has ordered the gates closed and the people kept inside. Their fields are now neglected, and their animals are running out of food. Many have been slaughtered for food by the berserkers, who have also killed many citizens. The village elder, Yulijneg, is at his wits-end.

Mangu is protected by a bodyguard of five ninjas (HD 2) in blood red shinobi. They are his personal guard, assigned to him by the king of the Ying. He is currently living in the

upper floor of a tavern that serves golden ale and a small selection of wines. The tavern keeper's stock is almost depleted, and he fears the day when he cannot serve his new lord.

| *Mangu the Warlord, Bujin* Lvl 7: HP 28 [41]; AC 4 [15]; Save 10 (9 vs death & poison); CL/XP 7/600; Special: Follow through. Do-maru, sunate, sode, hanburi, nodachi, tanto.

**2624.** Buandariun, a dragon exiled from another dimension, has made a home for itself beneath the earth here in a crude vault. The dragon is long and serpentine, with three heads and slender, splayed limbs that end in three clawed toes. It has frill-like wings that run the length of its body between its legs and rainbow-colored scales, thick on the body but smaller on the necks and head. Each head has a bony ridge between its nostrils, large feline eyes and mouths that run most of the length of its faces. One eye is covered by a jade lens that allows one to see invisible creatures. The dragon's vault is protected by a squadron of nilbogs, fellow exiles. Buandariun languishes in his exile, but adores dice games and relishes people with whom he can gamble. Buandariun wagers with his treasure, 590 sp, 3,100 ep, 2,600 gp and three gold ingots (3 lb each, 30 gp each).

| *Buandariun, Prismatic Dragon*: HD 16 (65 hp); AC 2 [17]; Atk 1 claw (1d6), 2 bites (3d6+6); Move 12 (F18); Save 3; CL/XP 19/4100; Special: Breath weapon (prismatic spray), spells (hypnotic pattern, rainbow pattern, light), never surprised.

**2630.** The people of the small, mountain village here are xenophobic owing to the werewolf troubles with which they have long lived. Werewolf encounters occur on a roll of 1-2 on 1d6 in this hex, the werewolves dwelling in packs in the upper mountains. The village's squadron of archers shoots first and asks questions later, and they are all armed with 5 silver arrows in addition to their normal arrows. The village's mandarin, Kouay, is an athlete as well as a scholar, and now well versed in lycanthrope lore. She has a long, mournful face and worries incessantly over her daughter.

The village consists of thatched huts surrounded by a moat and stout wall of mud bricks. It is set on a lightly wooded meadow on a plateau in the mountains and boasts a well-stocked apothecary, the owner being Yeneyan, who once fancied himself a werewolf hunter and has since decided against that line of work.

**2634.** There is a large village here constructed into the side of the mountain. The village proper is a series of narrow, tall stone houses surrounded by a rampart of dull, brown bricks with seven narrow watch towers, each tower capable of holding a squadron of archers. Cisterns catch rainwater

and run-off from the mountain. The village's gate is an impressive construction of polished yellow stone that depicts two dragons, one's jaws locked around the others throat.

The village is terribly crowded. It can be reached via a cobblestone path that winds its way back and forth up the mountain. The path is mostly trod by rugged mules bringing the village's gold ore down the mountain for refinement in the towns and cities of the Yun. The people of the village are hard workers and saintly in their attitudes and demeanor. They boast a large shrine of Dorozhand, Whose Eyes Regard the End, the priest of which, Koochinog, is a sage with extensive knowledge of metallurgy and mining. He is a kind man, with gray eyes and a bland, squarish face. The village is defended by a company of archers. The village's true ruler is a qilin that dwells sometimes in the shrine and other times in the high mountains. Koochinog is the qilin's factor in the village and his word is law.

**2702.** The steppe in this hex is stalked by a squadron of headless samurai, ten of the thousands that has lost their life in this land known as the Plain of 10,000 Battles. The leader of the samurai is unable to locate his gunsen (war fan), a symbol of his leadership. The gunsen was lost when his army collapsed and fled a battle against the undead during the recent Imperial crisis. He and his elite bodyguard alone stood their ground and lost their heads and their souls for their bravery. The heads of the samurai were long ago carried away by the victors and then possibly buried after the undead armies were destroyed.

| *Head Stealer* (10): HD 3+4; AC 8 [11]; Atk 1 weapon (1d6+1) or strike (1d4); Move 12; Save 14; CL/XP 3/60; Special: Undead.

**2706.** The plains here descend into a rocky depression pocked with numerous small caves, most of them inhabited by one thing or another (goblins, hobgoblins, giant spiders and rats, etc). The depression is arid, with salty soil and very little wildlife. One of the larger caves is home to the undisputed master of the place, a gaeen giant called Kulaneg. Gaeen giants are born of the earth, and draw power from it. Kulaneg stands 12 feet tall and copper skinned, its black hair worn in braids that run down to the small of its back. When the feet of intruders touch his territory, Kulaneg knows and emerges from his cave, the earth trembling with each step. At this, the humanoids of the hex come out to watch the proceedings and maybe pick off any survivors (assume 1d10+20 goblins and 1d12+8 hobgoblins are in attendance).

Kulaneg has never been defeated in battle. He keeps a treasure of 2,380 gp, twelve sable pelts (worth 8 gp each), a

tiger's eye gem worth 165 gp and a beryl worth 1,550 gp in his cave, with no thought to security. He also keeps a +2 *trident* that allows one to command water elementals (they can save vs. the effect), buried in his lair.

| *Kulaneg, Gaeon Giant*: HD 16; AC 1 [18]; Atk Slam (2d6); Move 15; Save 3; CL/XP 18/3800; Special: Strength of earth, magic resistance (25%).

**2710.** Two ancient, twisted pine trees in this forest have grown together, forming a diamond shape. The trees are a ley nexus that allows a wushen or sohei to *commune with nature*, as the spell, receiving information about an area 30 miles (5 hexes) in radius around the nexus. A lodge of eight wushen dwells near the nexus. The wushen are bear worshipers and can assume bear form once per day.

| *Wushen Lvl 4*: HP 16 [21]; AC 9 [10]; Save 11; CL/XP 4/120; Special: Spells (2nd), turn undead, deflect missiles, ferocity. *Khakkhara*, *shuriken* (10), prayer beads.



**2716.** Dwelling beneath the Tauku river's ochre waters is a draconic river dolphin called Juibhlich. The draco-dolphin's presence is well known here, and though many champions have tried to destroy the beast, its innate magical powers and control over the local fauna have kept it alive to demand tribute from passing ships. The dolphin keeps its treasure in a submerged cavern that holds a pocket of air. The horde currently consists of 210 cp, 2,030 sp, 3,250 gp, 230 pp, a jade bust of a scholar worth 175 gp, a smoky quartz worth 85 gp and a terracotta goblet lacquered bright purple worth 125 gp.

| *Juibhlich*: HD 10 (60 hp); AC 2 [17]; Atk 1 bite (2d6+4); Move 0 (S24); Save 5; CL/XP 12/2000; Special: Control fauna (roll 1 random encounter with animals to determine what creatures are handy), cast spells as 4th level shugenja, breath weapon is a cloud of acid (40-ft diameter sphere; can affect boats).

Illustration by Jason Sholtis

**2721.** Himacha, necromancer extraordinaire, dwells in a well appointed dungeon in this hex. Pudgy, barrel-chested nobleman was forced to flee from his home due to his interest in speaking with the dead. His dungeon is guarded by a cabal of five wights, swordmaidens in long white kimonos and carrying nodachi. Himacha bears a grudge against his family and the empire in general, and to that end is raising an army of zombies to conquer his family home and raze it to the ground. His vaunted army currently consists of 100 zombies sealed in chambers of his dungeon.

| *Himacha, Shugenja Lvl 10*: HP 24; AC 9 [10]; Save 6 (4 vs magic); CL/XP 7/600; Special: Spells (5th). Black silk robes embroidered with skulls, amber wand, tanto, spellbook.

**2726.** Here stands the stronghold of Tumuke, a shugenja with a keen interest in teleportation and dimensional studies and absolutely no interest in anything else. Tumuke's study is covered with scrolls containing plans of planar mechanics. On any other topic, he is a dullard, looking even shocked that there is a topic outside his narrow interest. Around women, he's a complete basket case, stuttering and stammering and eventually giving up with a huff and stalking off to find a scroll. His tower is constructed of the reddish stone common to these mountains. A magical fountain is located on the top of the tower, streaming silvery water down the roof through the mouths of draconic water spouts (which can, on command from Tumuke, expel the water boiling hot at invaders, having a range of 120 feet and dealing 3d6 points of damage in a cone 40 feet wide at the base).

Tumuke is assisted by five shaven monks from the brotherhood that dwells around his tower. The monks, of

the Mysterious Fang sect, dwell in leather tents around the base of the tower, honing their skills by catching fish with their bare hands from the icy streams that flow in the area. Outside of Tumuke's apprentices, there are 20 monks.

Tumuke lives under a strange curse from which he seeks a mystic cure in the movement of the heavens. Each year, he shrinks 1 inch - not just in height, but overall. He now stands 4 feet 7 inches tall, formerly having been over 6 feet tall. For a cure, he would gladly give a portion of his treasure of 780 sp, 1,400 gp, 300 pp and his jade sculpture of the known multiverse (looks like a mere abstract to shugenja and magic-users of less than 9th level, but holds the secret to the *astral spell* and *contact other plane* to those in the know, worth 280 gp).

| *Mysterious Fang Monks, Bujin Lvl 3: HP 3d6+1 [3d6+6]; AC 9 [10]; Save 14 (13 vs death & poison); CL/XP 3/60; Special: Follow through, estimate foe, swift motion, parry blows, parry death blow. Blue tunic and trousers, emeici (1d6-1).*

| *Apprentices, Bujin Lvl 3/Shugenja Lvl 1: HP 3d6+1 [3d6+6]; AC 9 [10]; Save 14 (13 vs death, poison and spells); CL/XP 4/120; Special: Follow through, estimate foe, swift motion, parry blows, parry death blow, spells (1st). Blue tunic and trousers, emeici (1d6-1), spellbook.*

| *Tumuke, Shugenja Lvl 10: HP 25; AC 9 [10]; Save 6 (4 vs magic); CL/XP 7/600; Special: Spells (5th). Silver coronet that grants him the use of detect thoughts once per day, turning his eyes silver while he does so, bo (1d6), spellbook.*



**2815.** Qota'hulan is a large Yun city and the former capital of the Thunder Emperor and his dynasty a couple millennia ago. The city has walls of red stone and is thus called the Red City. It is guarded by two dozen stone towers and has a gatehouse composed entirely of iron; three iron towers and triple portcullises raised and lowered by the action of two dozen water buffalo tethered beneath the towers and above the Grand Furnaces that provide heat and permit the expulsion of scalding gasses from the gatehouse's courtyard to kill invaders. White banners marked with a spiral shape, the emblem of the city-state, hang from the towers. Patrols in the city consist of 1d4+2 yari ashigaru led by a sergeant and assisted by a lesser sohei (level 1d3) of the Sunasr faction (see below).

The plan of the city-state is based on a spiral. The center is the Bronze Globe Pagoda of Roon, the God of Going and patron of the city-state. The pagoda stands 100 feet tall and is constructed atop a rocky mount that is itself dug into to

form the temple-fortress of the Great Lama, the ruler of the city-state. From this central hub, a road of glazed terracotta tiles spirals out, eventually ending at the gatehouse, the city-state's only entrance and exit. The arms of the spiral are joined by many twisting alleys and are flanked by a great variety of buildings.

The temple-fortress is now occupied by a faction of priests called the Ruasr, or Priests-Who-Go-Out. The head of the Ruasr, known for their wide-brimmed straw hats and wooden sandals, is a priest named Ssan, an amber-eyed gentleman with an athletic build and cheerful face. He and his faction hold that Roon favors most highly those who go out into the world.

The opposing faction, which holds the city walls and several markets holds that Roon favors most highly those coming back to their home village with the knowledge and goods that have collected on their travels. These priests are called the Sunasr, or Priests-Who-Come-Home. They are known for the white haversacks and the bronze cowbells that hang around their necks. The Sunasr are lead by Ariunbo, a hefty man with the bearing of a warrior and the face of a demon when he is contradicted or refused.

A third faction, who believe Roon favors neither those who leave or those who come home, are called the Raiddasr, or Priests-Who-Sit, for they sit on the street corners on woven mats smoking long pipes and holding out their begging bowls, waiting for their fellows to come to their senses. This faction is led by the priestly thief Simangi, a pig hengeyokai (none know this but he) woman, small in stature with a steady jaw and a mind for politics. She is almost certain to become the city-state's next great lama.

The economy of Qota'hulan is based on timber cutting and cinnabar mining in the hills, along with basic agriculture on terraced fields lining the Tauku River. The people are Yun and known to be tall. The normal costume is a long tunic, slit up both sides, trousers and tabi. The people usually dress in greens, dark rose and purple, the priests wearing silk and velvet while the commoners wear wool and linen.

| *Ruler: None - in dispute*

| *High Priest: None - in dispute*

| *Population: 20,790*

| *Domain: 10 hexes*

| *Simangi, Sohei Lvl 5: HP 4d6+1; AC 6 [13]; Save 10 (8 vs death & poisons); CL/XP 5/240; Special: Banish undead, spells (3rd). Do-maru, jingasa, prayer beads, nagamaki (1d6), tanto (1d6-1).*

| *Ariunbo, Sohei Lvl 6: HP 5d6+1; AC 2 [17]; Save 9 (7 vs death & poisons); CL/XP 7/600; Special: Banish undead, spells (4th). Haramaki-do, jingasa, haidate, sode, kote, nagamaki (1d6), tanto (1d6-1), prayer beads.*

| *Ssan, Sohei* Lvl 6: HP 5d6+1; AC 2 [17]; Save 9 (7 vs death & poisons); CL/XP 7/600; Special: Banish undead, spells (4th). *Haramaki-do, jingasa, haidate, sode, kote, nagamaki* (1d6), *tanto* (1d6-1), *prayer beads*.

**2818.** A large village of miners is situated here in the evergreen hills. The village of 500 is composed of adobe huts surrounded by stone walls and a deep and treacherous moat lined with punji sticks and the village's waste. The miners harvest the metamorphic rocks of their rugged country, extracting from them valuable moonstones, arsenic, sulfur and iron.

The chief of the village is an alchemist by the name of Sarelik, a fat Yun woman with high cheekbones, a weathered face, prematurely gray hair and aquamarine eyes. Sarelik is devious and creative, and has a knack for arranging accidents for those she fears might eclipse her power. Mercury exposure has made her rather paranoid.

The village is protected by a company of cho-ko-nu ashigaru and a company of samurai. It is most famous for its pleasure district, a line of brothels with black walls and bronze medallions depicting a coiled snake. The village is known for its dumplings and pastries.

**2825.** A nue (HD 6) dwells here in a crystal cavern studded with prismatic shards that intoxicate the eyes (save or -1 penalty to hit and damage). Light of any kind causes the shards to throb and then (1 in 6 chance per round) explode in a prismatic spray. Each person in the cave, including the nue, is struck by a beam of color. Roll on the table below to determine their fate:

Roll	Color	Effect
1	Red	3d6 points of fire damage (save for half)
2	Orange	4d6 points of acid damage (save for half)
3	Yellow	5d6 points of electricity (save for half)
4	Green	Poison (save or die)
5	Blue	Turned to stone (save to negate)
6	Indigo	Insanity (save to negate)
7	Violet	Sent to another planet (I hear Saturnis is nice this time of year)
8	-	Struck by two rays

The nue has a horde of treasure stolen from a monastery. It consists of 1,700 sp, 440 gp, a turquoise brooch of a tortoise (missing one leg, worth 125 gp), a terracotta pitcher set with hundreds of tiny jasper spheres (worth 140 gp) and two sculptures of saints, one made of wood (4 gp) the other of bronze (115 gp). The wooden sculpture has a golden thread hidden inside it that, if rubbed over pure crystal, explains how to find a fabulous treasure in haiku.

**2830.** A karst ridge is pocked with dozens of caves that serve as the hive of eighteen giant worker bumblebees and one giant queen bumblebee. The bees are eight feet long. Their stings are deadly.

| *Giant Worker Bumblebee*: HD 6; AC 4 [15]; Atk 1 sting (1d6 plus poison); Move 9 (F24); Save 11; CL/XP 8/800; Special: Deadly poison.

| *Giant Queen Bumblebee*: HD 8 (36 hp); AC 2 [17]; Atk 1 sting (1d6 plus poison); Move 9 (F24); Save 8; CL/XP 10/1400; Special: Deadly poison.

**2833.** A ruined pagoda looks as though the upper half was sliced away by a giant sword. The interior, including an idol of Mosahn, the Bird of Dooms, is caked in the dung of a flock of seven harpies that now haunts the place. The leader of the harpies wears a string of prayer beads made of silver and worth 60 gp. dozen priests are huddled around the base of idol, praying for deliverance from the harpies. The priests are actually huecuva, undead capable of appearing like normal human priests. The priests defend their temple to the last man. A hidden compartment in the idol's base holds a *scroll of cure light wounds* and a *scroll of comprehend languages*.

| *Huecuva*: HD 2; AC 2 [17]; Atk 1 claws (1d6 plus disease); Move 12; Save 16; CL/XP 5/240; Special: Change self, disease (fever, lose 1d3 points of constitution and dexterity per day until you make a saving throw with a -3 penalty), silver or magical weapon to hit.

| *Harpy*: HD 3; AC 7 [12]; Atk 2 talons (1d3) and weapon (1d6); Move 6 (Fly 18); Save 14; CL/XP 4/120; Special: Flight, siren-song.



**2842.** The deforested hills around a sprawling castle of cream-colored stone are alive with the activity of two companies of shashu no ashigaru, three companies of yari ashigaru and a squadron of samurai in training. Further afield there are meadows of grazing sheep and fields of pulses and barley worked by busy, nervous farmers. The villagers dwell in simple huts located about half a mile from the castle. The village boasts a small tavern run by Myshulai, a raven-haired beauty with a wicked jaw and purple burn scar decorating the right side of her face. A former paramour of the lord, she is the only person known to have defied him and survived, though none know the details of their romance or parting.

The lord of the castle is Chinegan, a thin, malevolent sprite

of a man with a long mustache and thinning hair pasted over a spotted scalp. Chinegan always appears swathed in silks, a poisoned dagger grasped in one hand and hidden in a long sleeve. Chinegan covets 2942 more highly than the lives of his wives and daughters, and has long been preparing his forces for an assault. His little army has been funded by a fabulous mine of peach-colored agates discovered many summers ago underneath the castle behind a dungeon wall. Dozens of peasants now labor in the dark, day and night, digging out the stones.

When not plotting the destruction of his neighbors, Chinegan amuses himself hunting outlaws in the woods surrounding his castle using a pack of three shocker lizards. The lizards are wrangled by Anq, a half-ogre who raised them from the egg and keeps them under control with his commanding voice and a series of hand movements.

Chinegan owns a treasure of 1,630 sp, 1,645 gp, a terracotta aquamanile (painted with a code that means nothing) worth 1 gp, a lapis lazuli water buffalo worth 50 gp, an amber vase worth 70 gp, a sack of agates worth 115 gp, a granite statuette of a five legged gryph worth 80 gp and twenty pounds of red (iron) dye worth 5 sp per pound, and meant for the manufacture of battle flags.

| *Shocker Lizards* (3): HD 1-1 hp; AC 6 [13]; Atk 1 bite (1d3); Move 6; Save 18; CL/XP 2/30; Special: Electric shock.

| *Anq, Half-Ogre Bujin* Lvl 6: 34 [45]; AC 4 [15]; Save 11 (10 vs death, 7 vs. poison & disease); CL/XP 6/400; Special: Follow through, ogre's ferociousness, open door on 1-4 on 1d6. Hara-ate, jingasa, kote, suneate, tetsubo (1d6+1).

| *Chinegan, Bujin* Lvl 10: HP 36 [55]; AC 3 [16]; Save 7 (6 vs death & poison); CL/XP 10/1400; Special: Follow through, parry death blow. Domaru, kote, suneate, kabuto, katana, wakizashi, tanto, daikyu.

**2911.** A communal clan of 85 cavemen (HD 1), 65 cavewomen and 46 cavechildren dwell in a high cave overlooking a swampy valley. The entrance to their lair is decorated with chalk drawings of elks and hunters, and the shaman of the tribe, a dour, ocher skinned giant called Baktu, wears an elk headdress. Their chief is Ijnu, a wiry man with long arms and a flat face. He commands a brotherhood of 10 elite warriors (HD 2). All the warriors of the tribe are armed with jade knives (1d6-1 damage, worth 10 gp) and atlatsl (1d6 damage). The young men of the tribe (20 of them) are employed tending the tribe's herd of six earthquake beetles, which they ride into battle as war elephants. The swampy ground is lush in vegetation for the brutes, and the spongy ground keeps them from causing too much mischief.

| *Baktu*: Special: HD 3 (11 hp); AC 8 [11]; Atk 1 weapon (1d6-1); Move 12; Save 14; CL/XP 4/120; Cast spells as 3rd level wushen.

| *Ijnu, Headhunter* Lvl 5: HP 26 [38]; AC 7 [12]; Save 11 (9 vs. death &

poison); CL/XP 6/400; Special: Track outdoors, alertness. Animal skins, jade club (1d6-1, worth 100 gp).

**2932.** A temple-fortress of red bricks is dedicated to Jabim, the God of Broken Things. The building, overgrown with jasmine vines and surrounded by stink-weed, is set beside a lake rich in mandarin ducks. The 300 lay brothers and sisters of the sprawling temple-fortress are employed hunting ducks, collecting their eggs and diving for brilliant blue pebbles that they use to make prayer beads and decorate their vases.

The temple-fortress has thirteen priests under the governance of Nogiynog, a dedicated sohei of Jabim, the God of Broken Things. The temple-fortress's sanctum is filled with shards and splintered weapons in a deep pit that surrounds an abstract idol missing its head and arms. The priests of the temple must enter the sanctum naked, for non-living matter brought into the sanctum must make a save or be cracked, splintered, etc.

Nogiynog is a vibrant men with a hoarse voice and sparkling amethyst eyes. He presents a calm demeanor, but it petty in the extreme and given to developing a quick loathing of people (2 in 6 chance) based on the flimsiest of reasons.

| *Nogiynog, Sohei* Lvl 9: HP 7d6+2 [-]; AC 4 [15]; Save 6 (4 vs death & poisons); CL/XP 9/1100; Special: Banish undead, spells (5th). Haramakido, hanburi, kote, suneate, prayer beads.

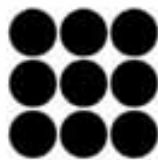
**2937.** In a box canyon blocked by an iron portcullis there are three basan scratching about. In a cave with ivory-colored walls sculpted into haunting bas-reliefs there lives the owner of the basan, an oni by the name of Dojutul. Dojutul shows the basan at oni faires, usually to the eternal regret of the fair-goers.

The ivory caverns are lit by globes of ghostfire. The oni has a treasure of 3,400 gp, two pounds of paprika imported from across the Golden Steppe (worth 500 gp per pound) and a chalcedony wand decorated with hebi naga (worth 6,000 gp).

| *Basan*: HD 8; AC 6 [13]; Atk 2 scratch (1d6), peck (1d6); Move 12; Save 8; CL/XP 9/1100; Special: Ghostfire (cone, 15x10, 3d6 damage), immunity to fire.

| *Oni*: HD 8; AC 3 [16]; Atk 1 claw or weapon (1d6+2); Move 9; Save 8; CL/XP 11/1700; Special: Invisibility, polymorph, illusion, fear, leap.





**2941.** The gaijin warlord known as the Lord of the Granite Chrysanthemum dwells here in an unyielding safehold (the aforementioned Granite Chrysanthemum). The Granite Chrysanthemum is a castle of concentric rings protected by tall towers that encircle an inner keep. The structure is constructed on the Motherlander model and is ruled by a dwarf warlord called Inthor, a former servant of the Tiger Empress who now rules as a freelord in brazen defiance of the Jade Empress and her court. The castle is constructed of yellowish stone with roofs of red tile and ample stonecarving, as is the wont of dwarves.

Within the inner court of the castle, surrounding the keep, there is a grove of ginkgo-biloba trees. The ginkgo is harvested by Inthor's harem of maidens - all the eldest daughters of foes he has vanquished placed in Inthor's protective custody to insure the loyalty and good will of their fathers. Despite their imprisonment, the maidens are treated well. The ginkgo's essence is extracted by a half-mad wise woman called Gombe. Her elixirs are much sought after by shugenja, for whom they have a 1 in 6 chance of acting as a *potion of mnemonic enhancement*.

Inthor commands three companies of dwarf warriors armed with teppo or cho-ko-nu and masakari. They wear chainmail and carry shields, as does their lord.

Inthor rules over a tribe of cavemen who dwell in leather tents on the wooded grasslands surrounding the keep. The holding is rich in copper and malachite, and the cavemen are employed as able miners.

| Inthor: HP 31 [57]; AC 1 [18]; Save 4 (2 vs. magic); CL/XP 12/2000;  
Special: Note stonework. Platemail, shield, battle axe, dagger.

**3001.** A small village of Jin herdsman is constructed here by a sparkling spring. The Jin herd fine, long-legged cattle with pearly little horns and red hides. The village consists of a dozen thatched cottages, partially dug into the steppe and sealed with hides, surrounded by a low adobe wall studded with wooden stakes and graven masks of saints. The herdsman's wives harvest the wild grasses around their village and use them to make excellent dumplings that they stuff with spicy roots or nuts and honey. The women of the village are remarkably beautiful, and seem to prefer their hard-working, rather plain men to swaggering adventurers.

The head man of the village is a short, brawny fellow called

Qoainuassa, who leads the local squadron of peasant militia (treat as horse archers). While Qoainuassa acts like a serious, grave leader, he is really a bit of a fool. His chief rival is an alchemist called Yebaa, an athletic woman with piercing, violet eyes who wears her hair in a long ponytail. Yebaa's freckles betray her outland parentage (her father was a merchant from the Cradle of the Sun. Yebaa is currently on the out with the lords of the Jin, having worked closely with the Tiger Empress manufacturing fire arrows and fire lances for her army.

**3008.** There is a small mining village here that has changed hands between the Jin and Yun dozens of times. The people are a mix of the two breeds, with a healthy portion of Ming blood thrown in as well, and are loyal to nobody but their own family and neighbors. The village consists of stone houses surrounded by a wall of large, smooth stones and a dry moat clogged with spiky weeds. The houses are remarkable of the white, stone cornerstones, carved into ghostly visages meant to represent guardian ancestor spirits. The miners of the village operate a large granite quarry from which they extract a goodly amount of hyacinth (the gemstone, not the flower).

The village is currently lead by a Yun aristocrat by the name of Maagera, a compact woman who favors crimson robes. Maagera has bulging gray-green eyes and thin, wiry hair. She is an energetic woman, pacing through the streets of the town directing this and that, surrounded by her soldiers, a squadron of teppo ashigaru led by a wily old sergeant called Geryneg. The village also has a resident healer, a muscular man named Muhagan with wide-set, black eyes and white hair that falls to his waist. Muhagan is a eunuch, with a high voice and meek manner.

Underneath the village there are a number of old sewers, which still collect waste but are never cleaned. In this aromatic underworld there dwell many violet fungi. Some of the sewer tunnels branch into square chambers that have secret doors into an ancient dungeon of the ophidians.

**3018.** The wooded hills here hide a coal mine worked by a gang of slave labor - convicted felons - under the tender mercies of a half-ogre called Suke. Suke is especially savage-looking for his breed, and he paints red radiations on his face to make himself look more fierce. He is assisted by five shashu no ashigaru.

The slaves of the mine are fifty men, ashen skinned and bleary eyed. They look like living dead, dragging leather sacks full of coal to ox-drawn carts or chipping away at the walls of the mine with picks, slim amber-colored lanterns hanging from their iron slave collars. In the evening, one can find them lying on the ground outside the mine,

coughing and wheezing, praying for death but lacking the strength to even pretend to escape.

Of late, the place has attracted a gang of seven fire mephits. The mephits have made the mines too dangerous to work, enraging Suke. The mephits "arrived" when a bronze mask was uncovered embedded in a wall of the mine. The mask depicts a demonic face with a pointed chin and two pointed horns, and gives one complete immunity to fire as well as the ability to polymorph into a fire elemental once per month for a total of one hour.

| *Fire Mephit*: HD 3; AC 3 [16]; Atk 2 claws (1d6); Move 12 (F21); Save 14; CL/XP 5/240; Special: Immunity to fire, +1 or better weapon to hit, regenerate 2 hp/round when touching flame, double damage from cold, breath fire 1/day (3d6 damage, 15-ft cone).

| *Suke, Half-Ogre Bujin* Lvl 4: HP 4d6+1; AC 4 [15]; Save 13 (12 vs death, 9 vs. poison & disease); CL/XP 4/120; Special: Follow through, ogre's ferociousness, open door on 1-4 on 1d6. Do-maru, suneate, kote, jingasa, tetsubo (1d6+2).

**3027.** A caravan of brightly colored wagons, some with images of kabuki masks painted on the side, are broken down and half-buried in the soil between two towering hills. Arrows are stuck in the wagons and two skeletal oxen, also struck by arrows, precede one of the wagons. The attack occurred twenty years ago, the caravan having been misled by one of its members who was in league with bandits. The man, an actor, had discovered that a merchant was to travel with the caravan that night, a merchant carrying a fortune in precious stones. While the actor escaped with the bandits and now lives in a southern city, his lover was killed in the attack and now haunts the site as a ghost.

The ghost appears as a stately man with pale skin and hair as black as night. Golden motes flit about the man and cause one's eyes to blur when looking directly at him. When he appears, he will approach one member of an adventuring party and attempt to place his hand on their chest. When he does so, he appears to pull back a plum and then places it in his mouth. In fact, he has removed the person's heart - not their physical heart, but rather their emotional heart. In effect, this is a *geas*, forcing the person to retrieve the betrayer and bring him back for punishment.

| *Ghost*: HD 7 (22 hp); AC 7 [12]; Atk 1 touch (see above); Move 18; Save 9; CL/XP 10/1400; Special: +1 or better weapon to hit, incorporeal, steal heart (geas), frighten those with 1 HD or intelligence 7 or less.

**3042.** A wooden shrine is set here beside a river. The shrine contains an idol in the shape of a qilin, carved from wood and decorated with polished stones. The shrine-keeper is a woman of rugged beauty named Salmarnyn. She tends the

shrine by herself, welcoming strangers to come and meditate at the qilin's hooves.

| *Salmarnyn, Sohei* Lvl 9: HP 28 [45]; AC 9 [10]; Save 6 (4 vs death & poisons); CL/XP 9/1100; Special: Banish undead, spells (5th). Naginata, prayer beads.

**3107.** Damdigus the weretiger, a close ally of the deposed Tiger Empress, has fled to a cave in this hex with eight of his "children", also weretigers. The man and his followers appear to be steppe warriors swathed in ragged silks that were once opulent. On their flight from the imperial city, they have gathered around them twenty ashigaru (half armed with bows, the others with spears), and the group now stands their ground in the cave headquarters, sending out messengers to gather other followers of the Tiger Empress to Damdigus' banner. Damdigus is a corpulent man with bushy hair and green eyes. He is missing a finger from his left hand. They possess a war chest of 20,330 sp, 5,770 gp and a bolt of silk worth 100 gp that weighs 60 pounds.

| *Weretiger*: HD 6; AC 3 [16]; Atk 2 claws (1d4), bite (1d10); Move 12; Save 11; CL/XP 7/600; Special: Lycanthropy.

| *Damdigus, Weretiger*: HD 9 (34 hp); AC 3 [16]; Atk 2 claws (1d6), bite (1d12); Move 12; Save 7; CL/XP 10/1400; Special: Lycanthropy.

**3116.** Two kotengu (lesser tengu) and Giynaida, a daitengu, haunt a stone moon bridge over a 30-ft wide stream with a powerful undercurrent. The tengu challenge all who would cross the bridge, and they don't fight fairly. They have a treasure box attached to a rope hanging beneath the bridge. The box contains 720 sp and 1,940 gp and is coated with a poisonous oil (save or lose all feeling in hands and feet).

| *Kotengu*: HD 3 (13, 11 hp); AC 6 [13]; Atk 1 weapon (1d6+1); Move 9 (F24); Save 14; CL/XP 6/400; Special: Cast spells as 1st level shugenja.

| *Daitengu*: HD 7 (21 hp); AC 4 [15]; Atk 1 weapon (1d6+2); Move 9 (F24); Save 9; CL/XP 10/1400; Special: Cast spells as 5th level shugenja.

**3129.** A nue dwells here in an ancient tower stripped of all adornment. The three-story tower has a flat top and a square base and once served as a Yun watch tower. It is surrounded by a woodland of conifers. The nue dwells in the attic amid piles of rolls of patterned silk (seven rolls, 40 gp each). The bottom floor is littered with "dragon's bones" (tortoise shell cracked from roasting). A man hangs from the ceiling by a rope tied around his waist, his hands bound behind his back. He is a samurai, Chatu, who challenged the nue and lost. He looks on the verge of death, being bloodied and bruised, but in fact is already dead.

Chatu is now a ghost. If he is cut down, when his body

touches the ground shadows leap onto the walls, floor and ceiling, filling the room with complete darkness. The ghostly samurai is a shadow himself, discernible only by his golden eyes. His shadow blade is a +2 *katana* with a perfectly black blade that can only be drawn by a person about to die (i.e. 10% or fewer hit points remaining). A person who dies wielding the blade becomes a shadow when they die. Each creature killed with the sword grants the wielder +1d6 temporary hit points that are deducted as damage before the wielder's normal hit points and disappear as soon as the present combat is finished.

| *Shadow Samurai*: HD 6 (20 hp); AC 3 [16]; Atk 1 sword (1d6+3); Move 15; Save 11; CL/XP ; Special: +1 or better weapon to hit, -2 penalty to hit and damage in bright light, invisible when eyes are closed.

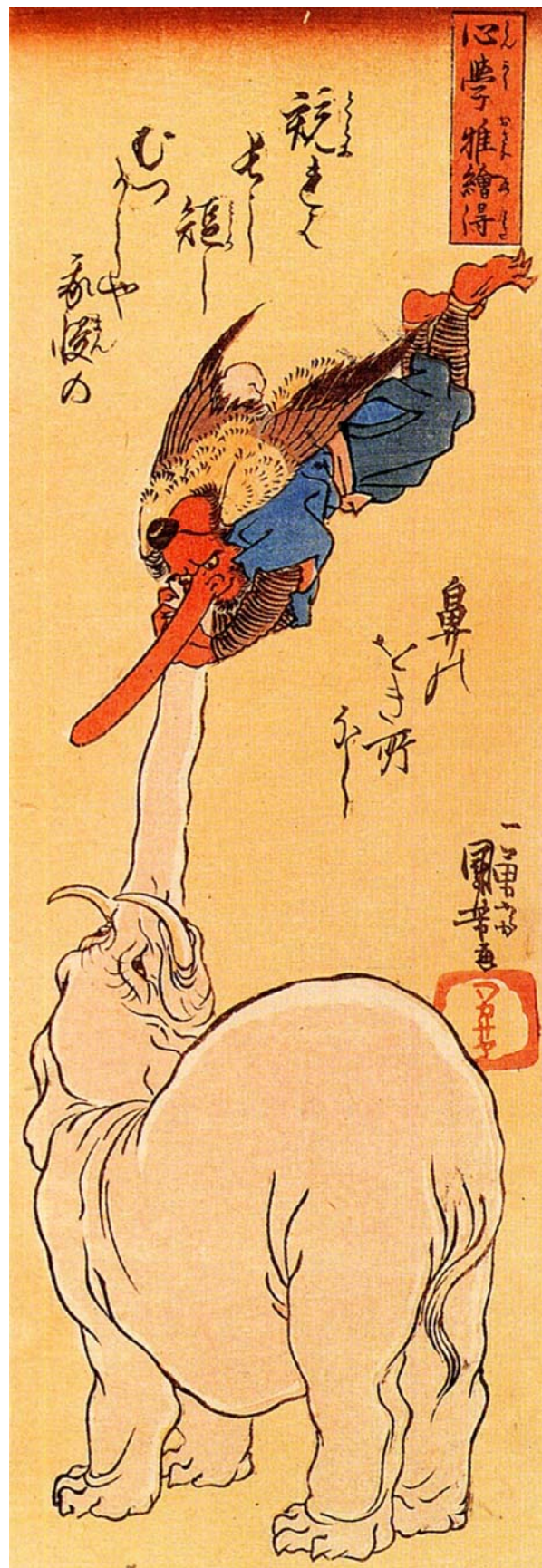
**3134.** The One Hundred Lands monastery, dedicated to a severe vegetarian diet and deep meditation, stands here. The monastery is constructed entirely of steel and glass and set next to a lake and surrounded by a collection of stone huts that are home to a village of militantly lawful fishermen (fifty of them, all men). The monks of the monastery are scientists, recording their natural observations and conducting a variety of experiments in physics and biology.

The abbess of the monastery is named Kekengr, a large woman in pink robes with glassy brown eyes and downy black hair cut short. Kekengr is a cheerful woman when not enforcing the edicts of her sect or punishing a recalcitrant fisherman. Besides the abbess, there are 16 lesser monks, ranging in level from 1 to 3.

The monks practice a style of kung-fu that focus on meditation. The monastery teaches its warriors the following techniques - Estimate Foe, Fists of Iron, Flurry of Blows and Parry Blows.

| *Kekengr, Sohei* Lvl 10: HP 27 [43]; AC 3 [16]; Save 5 (3 vs death & poisons); CL/XP 10/1400; Special: Banish undead, spells (5th). Do-maru, kote, sode, haedate, suneate, tetsubo (1d6+1), prayer beads.

**3148.** Midway through this hex there is a limestone monument shaped like a foo dog. The monument was erected to mark the tomb of a noble woman called Dojn, the wife of Orchinq, once a powerful gong. Three stones away from the monument there is a stone marked with a very shallow, very weathered representation of Orchinq's crest of four diamonds. While most of the stones in the road are three inches thick, this particular stone is two feet thick. If lifted, there is a black lacquered iron box. The box is three feet long and two feet wide and tall and holds an ancient jade pectoral that has the effect of increasing one's charisma score by three points (to a maximum of 18).



The iron box has a very clever lock that, if handled improperly releases a razor-sharp wire that slices off 1d4 fingers of the thief's hand. The key to this lock is hidden inside the foo dog's mouth, but one must reach their arm into the monument up to their elbow. While doing this, one must press the right eye of the monument or two metal plates will entrap the would-be thief's arm, relaxing only after seven days.

**3202.** A small village of Jin herdsman is located here behind a small stone wall fronted by brambles that produce sweet, golden berries. The villagers dwell in stone huts roofed with thatch. Each hut has its own prayer pole, a wooden pole about 8 feet tall and 4 to 5 inches wide carved with images of the ancestors and topped with brass ball meant to represent Sol Invictus, the name the Motherlander god Apollo Helios is called in Mu-Pan. The Apollo cult has spread into Mu-Pan, primarily in the northern lands of the Jin, from the Cradle of the Sun.

The villagers tend cattle and harvest the berries to make a sweet, honey-colored wine that some people mistake for mead. The villagers are honest and hard working. They are led by a mandarin from the court of the Jin king, Bektouktab, who favors their wine. The mandarin, Temanai, is a chubby, inquisitive woman with bushy black hair and gray eyes. Her voice has been compared to a shrieking eagle, and this alone keeps her from having to issue and order twice. The village also has the services of a master smith called Batain, a small, arrogant man with wispy hair and raspy eyes.

Underneath the village there is a labyrinth, carved in olden times, with a crystalline statue of a kitsune in the center. The labyrinth and the lands around the village are haunted by fox spirits (3 in 6 chance of 1d6 of them). The presence of the crystal kitsune makes the land fertile.

**3222.** In a deep cave ringed by frost and icicles there dwell a band of exiles from an icy star lodged in the Firmament. The people look like luminous creatures that resemble ice statues. The statues can speak and move, but very slowly, looking as though they are melting and refreezing as they move. The beings congregate around a golden ball that is cold to the touch (1d6 damage, maximum damage means one's hand has stuck to the ball and can only be removed by accepting another 1d6 points of damage). The ice people are especially weak in combat, but have an impressive array of spellcasting powers: They can freeze water with a glance, create *cones of cold* (15-ft cone, 5d6 damage), *detect thoughts*, *telepathy* and the ability to tell fortunes and pronounce prophecies.



**3229.** The great keep of the warlord Gin stands here, surrounded by a village of miners and farmers. The keep is five stories tall and constructed from white stone and sloped roofs of sapphire tiles. The village is composed of timber houses surrounded by a tall wooden rampart. A river flows through the village and around the keep as a moat. The area is grazed by goats and thick with mulberry fields. An annual silk fair is held here, and the place has two fine inns and a house of ill repute to serve the merchants.

Gin is a lean man with a worried face and shaggy hair. He wears the crimson robes of a scholar, and in fact has the education to be a mandarin. He keeps a library of history scrolls in his fortress. His tutor is Abubotch, a scholarly shugenja. Gin commands two companies of ashigaru (yari and shashu no ashigaru) and a squadron of samurai. The master armorer Belayn, a fat man with violet eyes and a long, silky mustache, maintains the soldiers equipment and is working on a nodachi that Gin means to enchant.

Gin's treasure amounts to 100 sp, 1,135 gp and three prize winning swine worth 30 gp each.

| *Gin, Bujin* Lvl 10: HP 32 [51]; AC 1 [18]; Save 7 (6 vs death & poison); CL/XP 10/1400; Special: Follow through, estimate foe. Do-maru, kote, sode, hanburi, suneate, haidate, nodachi.

| *Abubotch, Shugenja* Lvl 4: HP 11; AC 9 [10]; Save 12 (10 vs magic); CL/XP 3/60; Special: Spells (2nd). Tanto, bo, spellbook.

**3236.** A virtual army of peasants is laboring away at a canal meant to cut through the mountains and join the Maoukun and Ronj Rivers. The impossible task is being overseen by chief engineer Dawa, a brilliant young scientist. The peasants work with picks and shovels, with hundreds of ox-drawn wagons moving material about and three companies of samurai and eight companies of ashigaru protecting the effort. Dawa is currently attempting to put an iron construct of his design to work excavating, but the machine has had some trouble in this regard.

| *Dawa, Scientist* Lvl 9: HP 29; AC 9 [10]; Save 7; CL/XP 10/1400; Special: Trivia, brew formulae, discover invention (1-3/4/5). Tanto.

**3301.** A golden deer is being stalked here by two chaos beasts, creatures that look like lions with iridescent fur and writhing tendrils in place of whiskers. The deer is actually the wushen Chaay, on her way to address the Jin king.

| *Chaos Beast: HD 5; AC 0 [19]; Atk 2 claws (1d4), bite (1d8); Move 15; Save 12; CL/XP 8/800; Special: Cause fear, immune to confusion, fear, hold, slow, magic resistance (25%).*

| *Chaay, Wushen Lvl 7: HP 20; AC 9 [10]; Save 8; CL/XP 8/800; Special: Spells (5th), turn undead, mighty leap, swift motion. Golden buckskins, jo, hankyu, 10 arrows, tanto.*

**3305.** Artuk is the winter palace of Mudalai, the Chan of Jin. The city is built around the palace, which is constructed atop a man-made hill measuring about 1 mile in diameter. The palace covers a good portion of the hill, which is surrounded by a forty-foot tall stone wall backed by the hill, the palace sitting atop the hill. The chan's elite bodyguards pitch their yurts around the palace. Wide ramps, blocked by thick wood-and-iron gates, extend from the plateau to the city below, allowing the mounted warriors of Mudalai to quickly leave the plateau in times of trouble.

The ramps extend into wide lanes planted with grass that lead directly to the city walls and the four main gates. Beyond the walls are the camps of Mudalai's more distant kin and the captains of his retinue. Between the four main roads are the buildings of the city-state.

Artuk's walls are sixty feet tall and 30 feet wide. Defensive towers are eighty feet tall and 40 feet square. They are spaced 500 feet apart and staffed by 80 shashu no ashigaru, eight sergeants and a captain. Between each tower is one piece of artillery, either a 'flying-cloud thunderclap-erupter' (i.e. cannon that fires the equivalent of a 6 dice *fireball*) or a hwacha that fires up to sixty rockets per round (but only once per hour). The rockets do 2d6 points of damage to all creatures within a 60 foot x 60 foot area (save for half damage). Both engines of destruction have crews of 6.

The buildings of the city-state are mostly constructed of stone quarried in the Cloud Forest and transported during the reign of the Thunder Emperor.

Artuk has a permanent population of 60,000 people, its main industries being leather crafts (tanneries are clustered downriver from the city-state, which has extensive pastures for horses and cattle), horse training and trade, Artuk being the eastern end of the Jade Road that extends from Lyonesse in the Motherlands and through the Cradle of the Sun. Trade had trickled off during the recent troubles of imperial succession, and remain somewhat weak due to the numbers of bandits and free-roaming undead that still haunt the steppe. Mudalai's samurai are slowly restoring order and safety to the Plain of One Thousand Battles.

Among the most popular of these buildings is the Inn of Grinning Tigers, located near the palace. The inn is an enormous building of arched stone and fragrant woods cut in the jungles south of Mu-Pan. It is known for its

cleanliness, fair prices and wondrous variety of food and drink. The clientele is somewhat less upstanding than the inn, being composed of rugged steppe warriors, swaggering samurai and the odd ninja spy from the south.

In general, the populace of Artuk is happy. Crime is no worse than anywhere else (though the guards are underpaid), trade is good (the people overcharge foreigners by about 100%) and government corruption is low.

The city-state is, in the absence of Chan Mudalai, governed by his mandarin, Boji, a muscular man with dark, golden skin and a round, cheerful face. Boji is the adopted son of Mudalai, and held in high favor. He is not yet married, and much of his energy involves finding a suitable bride for himself (mostly by trawling the taverns of Artuk).

Artuk has a dozen temples, including temples dedicated to Kilooloogung, Wohoon, Sish, Slid and Umborodom and Mai-Tai, the Immortal of Intoxication. The cult of Apollo is making headway in the city-state, though it is frowned upon by the government.

Artuk's priesthood is entirely female. They are the arbiters of holiness and the chief interpreters of omens. The priestesses (wushen and sohei) are required to be chaste and they wear holy tattoos on their arms and the chief priestesses wear mask-like tattoos on their faces. The priestesses of Artuk are known for their songs relating the heroic exploits of the Jin and stressing the importance of bravery, diligence, loyalty and honesty. One may not make eye contact with a priestess, and lay servants of the temple proceed them in the streets with clanging bells, warning the people to turn away. The high priestess of Artuk is Arulun, a plump woman with pale, golden skin, a bland face tattooed with raven wings and eyes of sparkling amber. She is gentle by nature, but mischievous.

| *Population: 54,000*

| *Ruler: Boji, Bujin Lvl 9*

| *High Priest: Arulun, Wushen Lvl 7*

| *Domain: 22 hexes*

**3307.** A herd of thirty demonic horses roam the plains here, tempting people with their beauty to ride them. The horse's touch drains energy as the touch of a wight and their mouths hide a collection of jagged fangs.

| *Demon Horse: HD 3; AC 5 [14]; Atk 1 bite (1d6); Move 24; Save 14; CL/XP 4/120; Special: Energy drain (save each round negates).*

**3311.** The Flower of Evil is a wandering swordswoman. Some rumors place her as a daughter of the Tiger Empress,

others as the deposed nu-nan. In any event, she is most cruel woman, devoid of human feeling and completely obsessed with perfecting her kung-fu. Adventurers will stumble upon her in this hex, sitting before an abandoned road house of timber and light green tiles, three barrels of saki by her side. As any bujin passes by this place, she lets out a sharp whistle and rises. With a mighty leap, she crosses the space between the roadhouse and the adventurers, and points her sword at the one she has chosen to challenge.

| *Flower of Evil, Bujin* Lvl 10: HP 29 [48]; AC 8 [11]; Atk 1 weapon (1d6+1); Move 15; Save 6; CL/XP 10/1400; Special: deflect missiles, ki shout, mighty leap, parry death blow, swift motion.

**3327.** A settlement of 600 hobgoblins (HD 1) with 1,100 overbearing females and 2,500 young dwell here in a large, rambling hilltop fort. The fort is surrounded by a wooden palisade with three wooden towers. The hobgoblins are a pernicious threat to the surrounding human settlements, but the Yun king has yet to dislodge them from their lair.

The hobgoblins are a union of tribes from the surrounding wilds, united by the chief Tuli, a gangly, warty warrior, and his shaman Qoyo, a diminutive, irascible woman with jade green eyes and very few teeth. The chief and his six best warriors ride into battle on the backs of seven giant wolves, and in fact the standard of the united tribes represents three wolves biting at one another's tails. In combat, the hobgoblins wear lamellar armor and demon masks.

The hobgoblins have a treasure of 1,780 sp, 265 gp, a sohei scroll containing the spells *cause wounds*, *dark I*, *protection from law*, a wooden statuette of a smiling koi worth 85 gp and pelts worth 100 gp.

| *Tuli*: HD 4+4 (25 hp); AC 2 [17]; Atk 1 weapon (1d6+2); Move 9; Save 13; CL/XP 4/120; Special: None.

| *Qoyo*: HD 2+2 (12 hp); AC 5 [14]; Atk 1 weapon (1d6); Move 9; Save 16; CL/XP 3/60; Special: Casts spells as a 4th level sohei.

**3340.** An aerial servant has been bound to this woodland of knobby pines and yellow grasses. It can move and bend the trees as it likes, and does so to drive people into one of the woodland's clearings, where it can manifest itself and attack. One of these clearings holds a spiral staircase that seems to lead into nowhere, but in fact leads to a small dome of force floating in the Astral Plane and giving an unobstructed view of the heavens. An orrery of bronze and pearl stands in this observatory and is worth 4,500 gp if one can remove it (it weighs almost one ton). It is this observatory the aerial servant was bound to protect by a long-gone mage. The woodlands are home to a species of giant snail from which one can extract an enzyme that

neutralizes poison if spread on a poisoned wound.

| *Aerial Servant*: HD 16; AC 3 [16]; Atk 1 slam (2d6); Move 24; Save 3; CL/XP 20/4400; Special: Natural invisibility, +1 or better weapon to hit, wind blasts might knock people over (save negates).

**3346.** A gorge here holds a small, silvery stream. The gorge is quite deep, and though about 20 feet wide at its mouth (where the stream runs into a larger stream on its way to the Ronj River), it gradually narrows to a virtual point after one mile. At the end of the gorge there is a carved large skull, with water pouring from its eyes, nose and mouth and forming the stream. Clustered around the skull fountain are dozens of wooden coffins hanging from the sides of the gorge, some by chains, others sitting atop iron spikes driven into the rock. Inhabiting five of these coffins are wights (HD 3), still clothed in silk funeral shrouds and with a bronze nail driven into their empty right eye socket. The water from the fountain acts as a potion of control undead, but it only works on the wights if the bronze nail is plucked from its eye socket (takes a non-damaging attack at a -5 penalty). If the bronze nail is removed, a black moth will flit from the hole and attempt to crawl into a crack in the rock wall.

**3412.** A family of six wereboars dwells in the woods here in a muddy hollow. The woodlands around the hollow have been chopped down and replaced with an orchard of cactus bearing bright purple dragon fruit, a delicacy to the wereboars. The wereboars are swaggering, lazy, boastful fools who glory in combat for combat's sake. They often appear as portly men, barefoot in tattered, soiled robes and three day growths of beard, challenging travelers to wrestling matches for their valuables. They swear by "grandfather's bristles", grandfather being a giant boar that lives in the vicinity. The wereboars have a treasure of 2,300 gp and a hyacinth charm worth 3,000 gp.

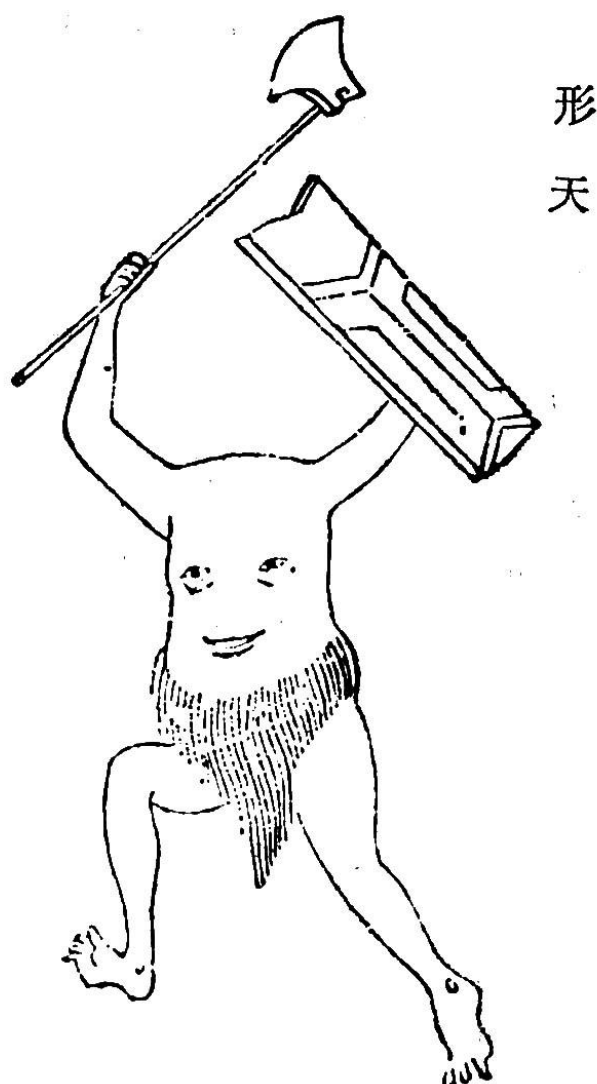
| *Wereboar*: HD 5+2; AC 4 [15]; Atk 1 bite (2d6); Move 12; Save 12; CL/XP 6/400; Special: Lycanthropy.

| *Grandfather*: HD 6+6 (23 hp); AC 6 [13]; Atk 1 gore (3d6); Move 15; Save 11; CL/XP 7/600; Special: Attacks for 2 rounds after death.

**3437.** A shallow cave in a cliff face overlooking the river holds the mouldering body of a wushen. The man wore pale vestments of silk and is missing its eyes and teeth. Clutched in its dead hands is a bamboo scroll (7 inches in diameter) containing star charts and astronomical observations. Hidden among them are the secrets of many of the elder demons that were trapped in the stars when the universe was formed from primordial chaos. The scroll also contains a spell for summoning the hounds of tindalos, a spell the man was foolish enough to pronounce.



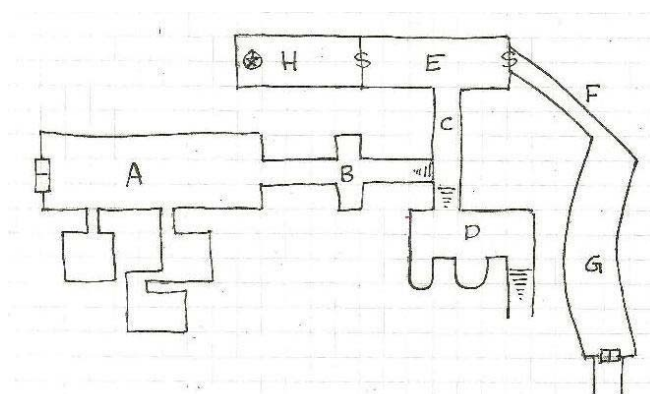
**3447.** When the Golden Emperor fought against Txiv Yawg for the future of Mu-Pan, he did so on this mountain top, tumbling it to form a plateau. The plateau is rich in carnelian-bearing quartz and now supports a village of 200 stout miners (born con-men - watch your purse). The village is surrounded by a stone wall twenty feet tall and six feet thick, with ramparts patrolled by a company of shashu no ashigaru. The village is ruled by the Duchess of the Flat Mountain, Joodu, an athletic woman with a fearsome temper and a dagger-shaped birthmark on her thigh. The venerable sage Yiman also dwells in the village, roaming the surrounding country looking for artifacts related to the ancient battle.



**3508.** The Golden Emperor actually predates the Ying's founding of the empire of Mu-Pan. The title of emperor is an honorific, but due to his exploits he is often regarded the

first true emperor of Mu-Pan. A Jin, his sire was the gold dragon Kaouen. The emperor was a scientist, bujin and shugenja of the highest order. His finest invention, after the ball game cuju, mathematics, astronomy and the Mu-Panese alphabet, was his Miraculous Tripod. The tripod stands 10 feet tall and is made entirely of gold. It has three legs and a long basin decorated with flying dragons. The basin is filled with quintessence, which appears as a shimmering mist, and allows its user to communicate with any being in the cosmos - demonic, angelic, elemental or otherwise. The tripod is guarded by Kaouen himself, deep in the earth, at the bottom of a mythic underworld one enters via a cave carved with images of the emperor and his sire in battle with demons.

The upper portion of the underworld is as follows:



**A** - This great hall is home to an honor guard of blemyae, headless men with their faces in their abdomens. The blemyae are extremely accurate archers and much feared. This clan has been pressed into service of the Golden Emperor in olden days, when they fought against him in the army of Txiv Yawg. Passages from the great hall, which is guarded by 20 warriors, lead to their living quarters, where their wives manufacture the finest silk ropes in the empire.

**B** - Two bronze bulls are set into the walls here. At the entrance of an intruder, the bulls clash together, striking a random member of the party, and then continue to attack the others.

| *Bronze Bulls: HD 7 (25 hp each); AC 2 [17]; Atk 1 gore (2d6); Move 12; Save 9; CL/XP 8/800; Special: Burning hot (1d6 damage with touch), immune to fire, lightning, sleep, hold, paralysis and mind effects.*

**C** - This passage is run through with dozens of razor-sharp wires of adamantite. One must deal at least 10 points of damage with a single blow to snap a wire. As one walks through the passage, the wires begin to vibrate. Touching one inflicts 1d6 points of damage. If a "6" is rolled for damage, the person must pass a saving throw (add armor bonus) or have a limb lopped off.

**D** - This chamber has three exits, all through what appear to

be giant mouths. Behind each mouth the darkness is impenetrable (by light, spells or darkvision). The right-most mouth leads deeper into the dungeon, but the other two close when entered, the cavity behind filling slowly with acid. The acid will take 10 minutes to fill the chamber, but deals 1d6 points of damage per round in the meantime.

**E** - A procession of seven elderly maidens in tattered silk robes and holding pearly white fans moves through this chamber once each day at high noon. The maidens, if molested, turn into shaggy smilodons and attack. Otherwise, the move through the chamber and disappear. The right tooth of each smilodon, if extracted, turns back into a pearly fan. The fan acts as a *scroll of protection from undead and elementals*.

| *Smilodon*: HD 7; AC 3 [16]; Atk 2 claws (1d6), bite (2d6); Move 12; Save 9; CL/XP 7/600; Special: None.

**F** - As adventurers walk through this sloped passages, oily ropes of fungus will attempt to loop around their necks from above. If successful (they attack as a 4 HD monster), they strangle for 1d6 points of damage per round. Fire sets the ropes ablaze (+1d6 damage per round to a person being strangled) but does them no harm. Cold destroys them instantly. If ablaze, they give off a putrid smoke that acts as a *stinking cloud*.

**G** - This long chamber is a pool of fragrant oils (3 feet deep) inhabited by three large turtles formed of something that looks like porcelain and decorated with swirling runes. The turtles can breath a cone of oily perfume that burst into flame when it contact the air. This sets the upper layer of the oily liquid for 1d6 hours.

| *Fire Turtle*: HD 4; AC 3 [16]; Atk 1 bite (2d6); Move 12 (S12); Save 13; CL/XP 5/240; Special: *Breath fire*.

**H** - This room is filled with four inches of fragrant green liquid that is poisonous to the touch (save or die).

**3514.** Terraced fields of tall grasses here are threshed by a single peasant woman, a delicate figure with long, red hair. She wears the worn robes of a peasant and wide sugegasa (conical straw hat) and works away at the grasses, which rise to her shoulders and seem wild rather than planted. The woman is a ao-nyobo ghoul (HD 4), which her blue skin will reveal should one get close enough to see it.

**3539.** A strange caravan has been overturned here. The caravan consists of three large automatons, clad in brass with heads like stallions and thick legs. One of the automatons held a velvet pillow for the alchemist Batikhar, a gaunt woman with a shaved head. The other two carried

chests containing refined humors and other alchemical ingredients.

Batikhar was on her way to the Yun capital of Yun-Bai-Du [3637] to serve the Yun king Baichulun. A band of rebels wearing blue turbans. The rebels are members of the Sun and Moon Society, a secret society that is bound to end the rule of the dragon chans and the imperial bureaucracy and create a country ruled by the members of the Sun and Moon Society on behalf of the people. In the fighting, the automatons killed about twelve of the men, whose identities have been hidden by the survivors through the use of acid (all of the members carry vials of acid on their raids). Batikhar has been kidnapped, the automatons destroyed and one chest of humors has been spilled into the swampy lowland, causing the rise of a gang of six mudmen.

| *Mudmen*: HD 2; AC 7 [12]; Atk 2 fists (1d4) or mud bomb; Move 6; Save 16; CL/XP 5/240; Special: *Mud bombs reduce move by 3, with a move of 0 indicating one is stuck to the ground, mudmen can throw themselves at a 0 movement creature - on a successful attack they suffocate the person, immune to mind effects, dispel magic acts as a fireball spell against them, transmute rock to mud deals 1d8 damage per level.*

**3541.** At the top of a great hill ringed by pines, there is a hole. The hole descends about 30 feet, with an iron grate places 10 feet down and blocking the hole from intruders. At the bottom of the hole there is a small complex of tunnels clad in malachite and pocked with several shallow alcoves. The alcoves hold fairly mundane grave goods and terracotta sarcophagi. The sarcophagi are empty, their former inhabitants (twenty of them, now 2 HD zombies) now following in the train of a mohrg, the animated remains of the murderous Pearl Emperor who reigned roughly five centuries ago. Although the grave goods consist mostly of terracotta jars and cinnabar seals (maybe totalling 200 gp). A lead chest buried beneath the whole and protected with an acid cloud trap (20-ft diameter, 4d6 damage, save for half). The chest contains 1,880 sp and 1,180 gp.

| *Pearl Emperor*: HD 14 (42 hp); AC 1 [18]; Atk 1 slam (1d6), tongue (paralysis); Move 12; Save 3; CL/XP ; Special: *Paralyzing tongue (save or paralyzed for 1d4 rounds), kills rise 1d4 days later as zombies.*

**3542.** A gang of eight nezumi-oni (HD 1) is living here in a hollow stump overlooking a trail that runs along the river. They have set up a trap - a swinging log - that they can trigger by loosing a rope. Folks walking down the trail must pass a saving throw or be knocked down the hill, suffering 2d6 damage from the log and another 2d6 from rolling down the steep slope. A virtual wall of bamboo should keep folks from going into the river. The ratlings have 136 gp.



**Roofs of Yun-Bai-Du**

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**3605.** A pack of nine ravenous zombies (HD 2) stalks the steppe here, the remnants of the undead army raised to the northwest. The bite of the zombies is poisonous (save or die in 1d6 days). Creatures killed from the bite rise as zombies 1d6 rounds after they die.

**3632.** A band of wild men with bushy hair and the legs and horns of goats dwells in these wooded hills, harassing travelers. The men collect ribbons or the hems of robes and tie them in their hair. The folk have a thorough knowledge of the area and, if given gifts of saki and ribbons, are happy to become guides (though their mercurial personalities keep them dangerous). At least twelve of them can summon a great earth tortoise whose shell, composed of hexagonal slabs of granite marked with runes, measures approximately 30 feet in diameter. The tortoise can swim through earth and stone, with passengers crawling down its tunnel of a throat into its gem encrusted belly. Should anyone be foolish enough to try to steal a gem, the tortoise will never allow them to leave, coughing up their shriveled corpses a few years after they have died.

| *Wild Man:* HD 6; AC 4 [15]; Atk 1 slam (1d4) or cudgel (1d6); Move 9; Save 11; CL/XP 8/800; *Special:* Summon earth tortoise, spells (confusion 1/day, transform 1/day), magic resistance (30%).

| *Earth Tortoise:* HD 12; AC 0 [19]; Atk 2 claws (2d6), bite (4d6); Move 9 (S12); Save 3; CL/XP 12/2000; *Special:* Immune to sleep and paralysis.

**3637.** Yun-Bai-Du is the city of White Sage King, the current chan of Yun. The White Sage King is a judgmental man with skin the color of loam, pale blue eyes and long black hair. He is tall and wiry, with a chiseled face and thoughtful eyes. He is married to Dojoodol, a fragile beauty talented in the soothsayer's art. Their children are Atai and Emul.

The city-state is actually more like eight conjoined city-states, each constructed around a massive karst pillar. The eight pillars, called the Eight Lofty Peaks, hold the tombs of eight Yun kings now worshiped as immortals - Purple Phoenix King, Darting Sparrow King, Splendiferous Tiger King, Crashing Thunder Emperor, Amethyst Emperor, Sublime Elephant King, Topaz Dragon King and the Puce Emperor.

Around the base of each pillar there is a circular fortress-temple staffed by sohei dedicated to the pillar's immortal. These fortress-temples have gates facing east and west and have fifty-foot tall walls and crenellated battlements. Several wushen and shugenja temples are set into each pillar, with all of the gods of Mu-Pan having a temple or shrine. The pinnacle of each pillar holds royal residences for the chan and his extended family. Beneath the royal level, from which one can enter the subterranean tombs of the

immortals, are dozens of noble manses built into the stone of the pillar. Beneath the noble manses are the homes and businesses of the commoners, piled upon one another like building blocks. Most of the streets of Yun-Bai-Du are ramps or stairs. Long rope bridges link the common quarters of the different cities, and dimensional gates link the royal palaces. Nobles often travel by flying carpet.

Between the Eight Lofty Peaks is prime grazing land for the cattle of the chan, and beyond the meadows are many hexes worth of terraced fields and stone castles.

Atop each royal palace there is a stone tower bearing a mirror weapon that emits a concentrated beam of light up to 1 mile and causing 3d6 points of burning damage per round (save or burst into flame).

The city buildings are constructed of granite, malachite, porphyry and marble and often decorated with delicate carvings. The streets of the city are thronged by bazaars and smell of exotic spices and unwashed humanity.

The economy of Yun-Bai-Du is based on trade from the mountains and farms surrounding the city-state. It is known for its lovely landscapes, fabulous hanging gardens, large theaters in which wildly entertaining operas are performed and imaginative, though slightly scandalous, fountains. Each fountain is home to a hermit of Slid, the Lord of All Waters.

The city-state is ruled directly by the Chan and his fifty ministers, but the Meng merchants have a tremendous amount of influence in the politics of the kingdom, angering many of the locals (including the Blue Turbans). This is not helped by the city-state's overbearing samurai guards.

The people of Yun-Bai-Du are irreligious, for the most part, though they go through the rituals and ceremonies out of a love for tradition and a slight fear of the supernatural. The entire pantheon has temples in the city-state staffed by priestesses drawn from the matrons of the community. The high priestess is Suri, a priestess of Agrodaun. Priestesses wear green turbans affixed with jewels and are all skilled dancers. Each full moon is celebrated by a festival of ritual dancing and raucous parties.

Yun-Bai-Du's staunchest supporters are the Chiwa Brotherhood, a fighting company of elite archers (all bujin of 2nd or higher level) that once lived as rebels in the woods while the Tiger Empress still held the throne.

| *Population:* 34,500

| *Ruler:* White Sage King, Shugenja Lvl 5

| *High Priest:* Suri, Wushen Lvl 8

| *Domain:* 14 hexes

**3713.** An antique jade vase is half-buried in the soil of an abandoned terraced field planted with cherry trees. The vase is engraved with the octagon crest of the Chan of Yun and is worth 1,000 gp.

**3718.** An ancient town stands by the side of the river. It once held a fine market, but the arrival of a ghostly leopard has driven most of the population away, as it devoured the hearts of their animals without leaving a mark on them. The town is surrounded by a thick stone wall with a most impressive carved gate that looks like the open maw of a celestial tiger. The village now houses 100 woodsmen and their elder, Hengoutoq and her daughter, the healer Sukouay. Hengoutoq is a tall, elderly woman in lavender robes. She has haunted gray eyes and frizzy silver hair that falls to her waist. She acts as though quite meek, but in fact has called the ghost leopard (a totem of her ancestors) to punish the townspeople for their decadent, corrupt ways. Her daughter is curvaceous and terribly beautiful, and knows not of her mother's actions.

| *Ghost Leopard: HD 9 (38 hp); AC 0 [19]; Atk 1 bite (2d6 + level drain); Move 18; Save 7; CL/XP 11/1700; Special: Drains one level with successful bite attack, no save.*

**3725.** A moderately-sized castle of dark, gray stone stands here on a cliff overlooking the woodland. Three rushing rivers emerge from the cliff and tumble down a hillside into an icy lake that supports a population of koi folk. The manse belongs to Nizanijin, a portly woman who beats herself with a leather flail in order to *contact other plane*, which she can do once per week. Her four apprentices are grizzly looking boys, obviously the victims of many beatings. They and their mistress wear crimson robes embroidered with phoenixes. The land surrounding the manse are grazed by dozens of goats, the property of Nizanijin and usually tended by her apprentices. One of the goats, wearing a brass bell, is the genius loci of the area and the spirit guardian of Nizanijin and her manse.

| *Spirit Goat: HD 12 (50 hp); AC 0 [19]; Atk 1 butt (3d6) and bite (1d6); Move 15; Save 3; CL/XP 16/3200; Special: +1 or better weapon to hit, magic resistance (50%), gaze causes one to polymorph into a goat (save negates).*

| *Nizanijin, Shugenja Lvl 10: HP 22; AC 9 [10]; Save 6 (4 vs magic); CL/XP 7/600; Special: Spells (5th). Crimson robes, flail, spellbook, tanto.*

**3730.** Great Forest Monastery is situated here on a 30-ft tall cliff overlooking the woodland. Ropes allow access to the temple-fortress, which is born into the granite of the cliffs, forming a formidable wall with ramparts, and a cross-shaped, single-story building that contains a simple

dormitory, training hall, kitchen and infirmary. The only nod to comfort in the temple-fortress are twenty bear skins (worth 5 gp each). Carvings of Ming (Lord of All Deaths), Dorozhand (God of Destiny), Limang-Tung (God of Mirth) and Agrodaun (Th Mountain Standing Alon) are carved into the walls and decorated with paint and gold leaf. The temple-fortress is inhabited by 12 monks and governed by Kouan, a beautiful but harsh mistress with a full, powerful figure, a shaved head, black eyes and a slight stutter when he becomes agitated (which is rare).

Great Forest hides the tomb of the shugenja Taijinsu, founder of the Great Forest sect. One accesses the tomb through the back wall of the complex by placing a heavy stone sphere (must weigh at least 20 pounds) in the outstretched hand of Ming. Several such stones are kept in the training hall. When this is done, the arm pivots downward and a piece of wall pivots out, revealing stone steps that descend 40 feet into the earth and end in a cave. The walls of the cave have been polished smooth. In the middle of the cave there is a brass box about 3 feet square. Touching the box causes images of the ancient master to appear on the polished walls of the cave, his eyes blazing, his long, white beard flowing in an invisible wind. The images (there are four) attack as shadows and can cast spells as a 10th level shugenja.

The box is worth 135 gp and contains the ancient sage's bones as well as 720 sp, 230 gp, an iron pipe and a pound of dried tobacco worth 100 gp.

| *Kouan, Bujin/Shugenja Lvl 10: HP 28 [38]; AC 9 [10]; Save 7 (6 vs death, poison & spells); CL/XP 12/2000; Special: Spells (5th), follow through, estimate foe, fists of iron, iron grasp, parry blows. Tangerine robes, spellbook, shuriken (12; 1d6-1).*

**3746.** After the defeat of Txiv Yawg by the Golden Emperor, his forces were scattered. Among them were a large clan of stone giants, who settled in this area and constructed a vast tomb complex for their lord, for they possessed a piece of his bronze forehead and wished to lay it to rest with honor. The tomb complex can be entered through an illusory cliff.

**A** - This entry cavern is inhabited by a tribe of faceless, red-skinned pygmies that eat with their lamprey-like fingers. There are 40 in all, and they are terribly cunning. The pygmies have desiccated bodies stacked up like cord wood in this cavern and between them a treasure of 2,500 sp.

| *Faceless Pygmy: HD 1d4; AC 6 [13]; Atk 2 strikes (1d4 + 1d3 blood drain); Move 6; Save 18; CL/XP B/10; Special: Blood drain, surprise on 1-2.*

**B** - The giants designed this massive cavern to look like a tropical jungle, with limestone banyans and pools of brackish water. A band of purple monkeys with large, saucer-like eyes dwells in the tree tops, feeding on beetles



and rats. The monkeys have skull faces and their touch drains magic from items (saving throw to negate), with each touch draining a "+" from a magic weapon or armor, 1d4 charges from a wand or staff and all the magic from a potion, scroll or miscellaneous item.

| *Purple Monkey*: HD 1d6; AC 4 [15]; Atk 1 bite (1d4) or touch (drain magic); Move 15 (C15); Save 18; CL/XP 2/30; Special: Drain magic.

**C** - This nexus of tunnels was created by a species of silicate ooze that attacks with mustard gas seeped from its pores. Encounters with 1d3 of creatures occur on a roll of 1-3 on 1d6. The creatures are not hostile unless attacked, and should one manage to communicate with them will find them very accommodating.

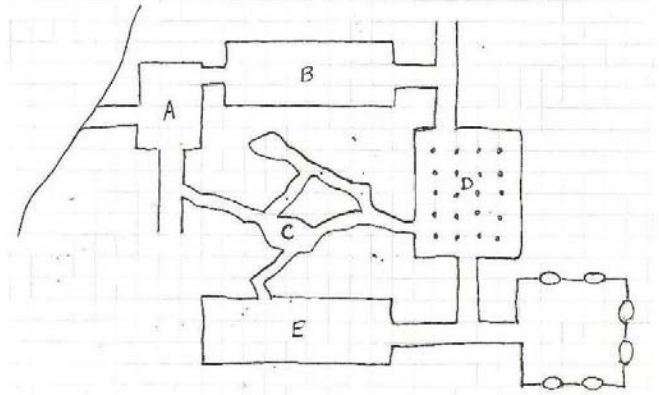
**D** - This hall is filled with twenty granite pillars. The pillars are carved with lines of glyphs that tell the story of Txiv Yawg and his ancient kingdom of monsters. The pillars marked with an X are actually illusions, hiding 30 foot deep pits. Should one happen to lean against or try to climb one of these pillars, they will fall into the pit. On the bottom of one of the pits (roll randomly) there is a gold +1 *kabuto* that projects a cone of light from a moonstone set in the helm.

**E** - This chamber is hung with dozens of long, silk streamers in every color imaginable. The ceiling is 30 feet above the floor and the streamers hang to about one foot above the floor. The chamber is filled with the streamers save for the very center of the chamber, where a hunched old woman works at a loom, making bolts of pure, white silk. The woman is actually a spider demon. The silk is her own, the thread coming from beneath her simple robes, and under her shock of white hair there is a spider's face. She can control the silk streamers, using them to entangle any who come into her chamber. The streamers attack as 6 HD monsters. With one successful attack, they bind a person, with a second they pull them from their feet and roll them to the ceiling, where they will hang, suffering 1d4 points of squeezing damage per round until their dead bodies are released to be drained of their juices by the demon.

| *Spider Demon*: HD 8 (25 hp); AC 5 [14]; Atk 1 bite (1d4); Move 9; Save 8; CL/XP 10/1400; Special: +1 or better weapon to hit, magic resistance (45%), control silk.

**F** - This gateway into the deeper dungeon is lined with six moon gates. If such a gate is struck by normal light, it glows with a golden light and opens a passage that lets in a slimy chuul. If struck with magical light, it shimmers silver and allows access into a deeper level of the dungeon (see map for levels). The portal marked with a star places one outside the entrance to the dungeon.

**3834.** A village lies abandoned here in the pines, its only inhabitants being nine ghouls (HD 2) that are slowly making



their way through the old cemetery. The cemetery is filled with monuments, most of them carved from limestone, but two larger crypts are made of reddish marble with locked bronze doors. The ghouls have not yet breached the crypts, but they've made a mess of the rest of the cemetery.

**3902.** A herd of 150 bonnacon roams the steppe here, making any creature that dares to frighten them very sorry.

| *Bonnacon*: HD 3; AC 6 [13]; Atk 1 bite (1d3) or 1 kick (1d4); Move 15; Save 14; CL/XP 4/120; Special: Cone of dung (120 ft long x 50 ft wide, 1d6 damage + 1 point per round).

**3911.** A band of royal huntsmen has captured a wyvern in the mountains and is transporting it back to Zinda [4709] for the entertainment of Mongurul, the Nu-Chan of the Meng. There are twelve hunters led by Chulunog, a faithful servant of the Nu-Chan (provided she keeps paying the bills). The wyvern is in a steel cage on a wagon dragged by a eleven oxen (the twelfth was killed when it got too close to the cage).

| *Wyvern*: HD 8 (22 hp); AC 3 [16]; Atk 1 bite (2d6) or 1 sting (1d6); Move 6 (F24); Save 8; CL/XP 10/1400; Special: Poison sting.

| *Chulunog, Bujin* Lvl 6: HP 22 [33]; AC 4 [15]; Save 11 (10 vs death & poison); CL/XP 6/400; Special: Follow through, mighty leap, swift motion. Equipment. Haramaki-do, hareate, sode, naginata, daikyu.

**3920.** A shrine of Hoodrazai, the Eye in the Waste, has been occupied by a witherstench, driving the hermit of the shrine into the hills in search of a champion. The idol takes the form of a massive eye with a golden pupil that absorbs spells cast in its presence and, 1d4 rounds later, releases the energy as a conflagration that deals 3d6 points of damage to all within the shrine. The chaotic old hermit will probably forget to reveal this knowledge.

| *Witherstench*: HD 2; AC 5 [14]; Atk 2 claws (1d3); Move 9; Save 16; CL/XP 3/60; Special: Stench (radius 30 feet, as troglodyte).



## New Weapons

Weapon	Damage	Wt.	Cost
Butterfly Sword	1d6	3	5 gp
Changdao	1d6+1	12	20 gp
Cho-ko-nu	1d6-1	7	20 gp
Fire Lance	1d6	11	3 gp
Huochong	1d6	10	80 gp
Khakkhara	1d6	11	3 gp
Longxu	Entangle	6	10 gp
Lujiaodao	1d6-1	3	5 gp
Meteor Hammer	1d6	6	2 gp
Ox-Tailed Sword	1d6	5	8 gp
Seven Branch Sword	1d6	10	15 gp
Teppo	1d6+1	12	100 gp
Wind & Fire Wheel	1d6-1	2	5 gp

Weapon	Attacks Per Round	Range
Cho-ko-nu	2	50 ft
Huochong	1	50 ft
Teppo	1	80 ft

**Butterfly Sword:** The *hudie shuang dao* is a sword about 1.5 feet long, usually wielded in pairs. It has a hand guard which, like a sai, also aids in disarming opponents.

**Changdao:** The “long knife” is a two-handed sword used as an anti-cavalry weapon, much like a nodachi,

**Cho-ko-nu:** This weapon is a repeating crossbow. It carries a magazine of ten bolts and takes a full round to fill.

**Fire Lance:** The fire lance is a spear with a bamboo tube filled with black powder attached to the end. The weapon is lit before battle so it sends out a shower of sparks. People facing the weapon must pass a saving throw each round or be blinded for the round (-5 to hit). The fire lance burns for 1d4+1 rounds, and while it burns it deals an additional 1 point of damage each round to those it hits.

**Huochong:** The huochong is a handgun made from bamboo.

**Khakkhara:** A ringed staff used in prayer and for fighting by monks. The jingling of rings warns small insects and animals to clear the way.

**Longxu:** This weapon, called a dragon beard hook, is a steel hook and rope that is attached to one’s waist and used as a mancatcher.

**Lujiaodao:** Crescent moon knives or deer horn knives, they are used in pairs by martial artists. Each knife consists of two crescents, crossed, creating four pointed blades, one longer than the others.

**Meteor Hammer:** This weapon consists of two round weights connected by a rope or chain. Like the nunchaku, it is a quick weapon.

**Ox-Tailed Sword:** The *niuweidao* is a civilian sword, like a saber, with a heavy bladed weapon with a flaring tip.

**Seven-Branded Sword:** The *chiljido* is an iron sword with six protrusions along the blade.

**Teppo:** The teppo is a musket, a finer firearm than the rather primitive huochong.

**Wind & Fire Wheel:** This object is a metal, bladed wheel used by martial artists, usually in pairs.

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# Monsters of Mu-Pan

By John M. Stater

## Axehawk

Hit Dice:	3
Armor Class:	3 [16]
Attack:	2 wings (1d8) or 2 talons (1d4) and bite (1d3)
Saving Throw:	14
Special:	Weapon resistance (10%)
Move:	3/27 (flying)
Alignment:	Neutrality
CL/XP:	5/240

Axehawks are rancorous raptors from the plane of air, whose curved wings and sharp-edged feathers give them the appearance of self-propelling double-edged axes. Their eyes have a heartless, steely quality, making the creatures appear as true murdering fiends, which is not far from the truth. They ignore 10% of damage from weapon attacks scored against them.

## Bakeneko (Monster Cat)

Hit Dice:	3
Armor Class:	6 [13]
Attack:	2 claws (1d4), bite (1d4)
Saving Throw:	14
Special:	Spells
Move:	15
Alignment:	Neutrality (5% are Law)
CL/XP:	5/240

Monster cats never appear to be anything more than a normal domestic cat, a monster cat can grow to as long as five feet in length. They can create believable illusions and can *polymorph self* once per day. Monster cats can animate fresh corpses into zombies by jumping over them. They are also capable of walking on their hind legs. A monster cat that lives long enough has its tail split; such creatures, called *neko-mata*, have 6 HD.

## Baku

Hit Dice:	10
Armor Class:	2 [17]
Attack:	2 claws (2d6), gore (2d8)
Saving Throw:	5
Special:	+1 or better weapon to hit, protection circle, remove curse
Move:	12
Alignment:	Law
CL/XP:	12/2000

A baku is an otherworldly creature that devour dreams and nightmares. It has an elephant's trunk and tusks, rhinoceros' eyes, ox tail and tiger paws. They constantly project a magic circle against evil and are capable of dispelling nightmares and curses (per remove curse). Baku can travel astrally and ethereally.

## Basan

Hit Dice:	8
Armor Class:	6 [13]
Attack:	2 scratch (1d6), peck (1d8)
Saving Throw:	8
Special:	Ghostfire
Move:	12
Alignment:	Neutrality
CL/XP:	9/1100

Basans are 10-foot tall roosters with brilliant plumage and fiery crests. They are capable of breathing cones of ghostfire (15 feet long, 10 feet wide at base). This ghostfire deals 3d6 points of damage, even to creatures normally immune to fire, because it burns one's soul rather than their flesh. Targets can make a saving throw for half damage.

## Death Worm

<b>Hit Dice:</b>	7
<b>Armor Class:</b>	2 [17]
<b>Attack:</b>	Bite (1d8 + 1d6 acid)
<b>Saving Throw:</b>	9
<b>Special:</b>	Spit lightning, surprise (1-3)
<b>Move:</b>	9/6 (Burrowing)
<b>Alignment:</b>	Neutrality
<b>CL/XP:</b>	8/800

Death worms are reddish-brown monsters related to the purple worm. Its mouth is huge and lined with rock hard teeth that allow it to break rocks and earth as it burrows underground. The death worm is a reclusive, desert-dwelling creature content to spend its life burrowing beneath the ground and sustaining itself on a diet of sand and earth. On occasion, it surfaces to devour more substantial prey (animals such as saiga, deer, yaks and humans). Death worms lay their eggs far beneath the surface of the earth. A death worm lurks under sand or loose earth, waiting for its prey to move close where it then ambushes its target, surprising on a 1-3 on 1d6. A death worm's mouth constantly drips highly corrosive saliva. Once every 1d4 rounds a death worm can spit a 3 dice lightning bolt (saving throw for half damage).

## Elasmotherium

<b>Hit Dice:</b>	10
<b>Armor Class:</b>	3 [16]
<b>Attack:</b>	Gore (2d6)
<b>Saving Throw:</b>	6
<b>Special:</b>	None
<b>Move:</b>	12
<b>Alignment:</b>	Neutrality
<b>CL/XP:</b>	10/1400

Elasmotheriums, also called steppe rhinos, are prehistoric relatives of the rhinoceros. They have a single, massive horn atop their heads, and may have been the original inspiration for the legend of the unicorn. The beast is 6 feet tall at the shoulder with a hump adding another 1.5 feet of height. It is 15 feet in length and weighs in excess of 4 tons. The Jin of Mu-Pan keep a herd of white steppe rhinos, affixing brass covers to their horns.



## Fox Woman

<b>Hit Dice:</b>	8+1
<b>Armor Class:</b>	3 [16]
<b>Attack:</b>	Bite (1d6) or weapon (1d6)
<b>Saving Throw:</b>	8
<b>Special:</b>	<i>Charm person</i> , entourage, double damage from silver
<b>Move:</b>	18
<b>Alignment:</b>	Chaos or Neutrality
<b>CL/XP:</b>	10/1400

The fox woman is a lycanthrope than can assume the form of a fox, nymph or a hybrid form of the two. Fox women can use *charm person* on men at will. They dwell in lonely woodlands accompanied by 1d4+1 charmed males who will do anything to protect them. At least one male is a bujin of 2nd to 5th level. There is a 50% chance that another male is a bujin of 1st to 4th level. There is a 10% chance that one of the remaining males is a shugenja or ninja of 1st to 6th level. There is a also 10% chance the fox woman has stolen a beautiful infant girl to raise as her own.

## Gashadokuro

<b>Hit Dice:</b>	5+1
<b>Armor Class:</b>	5 [14]
<b>Attack:</b>	Strike (2d6)
<b>Saving Throw:</b>	12
<b>Special:</b>	Decapitate, resist edged or piercing weapons (50%), surprise (1-3)
<b>Move:</b>	15
<b>Alignment:</b>	Chaos
<b>CL/XP:</b>	8/800

Gashadokuro are giant skeletons with a burning hunger for human flesh. They attack humans on sight, trying to grab them with their massive fingers. If successful, they attempt to bite off their victim's head (-4 to hit, 5d6 damage) each round. Gashadokuro are created from the bones of people who have starved to death. Gashadokuro, despite being 15-ft tall skeletons, are incredibly quiet and stealthy.

## Gyuki (Ox Demon)

<b>Hit Dice:</b>	8
<b>Armor Class:</b>	1 [18]
<b>Attack:</b>	Gore (1d8), 2 pincers (1d8)
<b>Saving Throw:</b>	8
<b>Special:</b>	Magic immunity, shatter weapons
<b>Move:</b>	12
<b>Alignment:</b>	Neutrality
<b>CL/XP:</b>	9/1100

Ox demons appear as massive crabs (10 feet in diameter, 5 feet tall) with the heads of oxen and the tusks of elephants. They dwell in coastal waters and only emerge to hunt. The gyuki's shell is completely impervious to magic spells (though it can be harmed by magic weapons), reflecting them back on the caster of the spell. Non-magical weapons can harm a gyuki, but must pass a saving throw when they hit or shatter (whether wood or metal), becoming worthless.



## Harionago (Barbed Woman)

<b>Hit Dice:</b>	5
<b>Armor Class:</b>	6 [13]
<b>Attack:</b>	1d10 hair barbs (1d4)
<b>Saving Throw:</b>	12
<b>Special:</b>	Animated hair, undead
<b>Move:</b>	12
<b>Alignment:</b>	Chaos
<b>CL/XP:</b>	6/400

These frightening ghouls appear as lovely women with extremely long hair. Their hair is tipped with barbs and can be controlled by the ghoul and used to attack and grapple. Barbed women usually attack young men. When a young man is encountered, the barbed woman laughs at them. If the young man laughs back, the barbed woman attacks. Barbed women always eat the people they kill.

## Hitotsumi-Kozo (One-Eyed Boy)

<b>Hit Dice:</b>	3
<b>Armor Class:</b>	6 [13]
<b>Attack:</b>	Weapon (1d4)
<b>Saving Throw:</b>	14
<b>Special:</b>	Bad luck, weakness ray, silence, immune to illusions
<b>Move:</b>	9
<b>Alignment:</b>	Neutrality
<b>CL/XP:</b>	7/600

A hitotsumi-kozo looks like a small humanoid with a single, giant eye and a long tongue. They enjoy frightening people, but despise noise. One-eyed boys are immune to illusions and can see through invisibility. The creatures can use the *silence* spell at will and can fire a ray that reduces the target's strength to 3 for 1 hour unless the target succeeds at a saving throw. The weakness ray can be fire once every 3 rounds. Anyone viewing a one-eyed boy must succeed at a saving throw or fall under the effects of a *curse* for one month, losing the highest level abilities of their class. One-eyed boys wield bo and slings.

## Jade Colossus

<b>Hit Dice:</b>	25
<b>Armor Class:</b>	-2 [21]
<b>Attack:</b>	Strike (5d6)
<b>Saving Throw:</b>	3
<b>Special:</b>	Breath weapon, immune to fire, light reflection, magic immunity
<b>Move:</b>	15
<b>Alignment:</b>	Neutrality
<b>CL/XP:</b>	30/7400

A jade colossus is a massive construct carved from jade and imbued with life by an ancient ritual known to the amir of the efreets and certain shugenja and magic-users that have won his favor. A colossus is 35 feet tall and weighs 300 tons. It is constructed from 80,000 gp worth of jade and a mixture of rare herbs, chemicals and stones totaling 8,000 gp. Assembling the body requires a master sculptor and a magic-user or shugenja user who must cast *cause blindness*, *flesh to stone*, *geas* and *polymorph any object*. The magic-user or shugenja must also sacrifice 8,000 XP to imbue the colossus with life.



A jade colossus has a breath weapon consisting of a blast of green energy in either a 60-ft cone or a 120-ft line that deals 5d6 points of damage (saving throw for half damage). Creatures slain by this energy are turned into solid jade. This effect can be reversed with a *stone to flesh* spell or *wish*. A jade creature that is subject to a *shatter* or *disintegrate* spell is instantly destroyed.

The colossus' body reflects light spells and effects, blinding those nearby unless they succeed at a saving throw. The colossus is immune to magic spells except as follows: *Disintegrate* slows it for 1d6 rounds, *shatter* deals 6d6 damage with no saving throw and fire damage dispels the slow effect and heals 1 hit point per 3 hit points of damage.

## Kadhavuvka

<b>Hit Dice:</b>	2+1
<b>Armor Class:</b>	2 [17]
<b>Attack:</b>	1 weapon
<b>Saving Throw:</b>	16
<b>Special:</b>	<i>Astral projection, detect thoughts, mind blast, telekinesis</i>
<b>Move:</b>	15
<b>Alignment:</b>	Chaos or Neutrality
<b>CL/XP:</b>	4/120



The kadhavuvka are descended from elves enslaved millennia ago by the alien things that once populated Nod. Twisted by their long exposure to the Astral Plane and the mingling of their fey blood with things alien, they are now wholly separate from their elven kin. Kadhavuvka look like tall, gaunt elves with gray skin, black hair worn in top knots or shaved entirely from their mottled heads, over-large, black eyes and tiny, sharp noses. Dwelling in the rarified quintessence of the Astral Plane, they find the air of Nod sluggish and unpleasant and avoid it when they can, making forays into the Material World solely to steal items of power or bits of arcane knowledge.

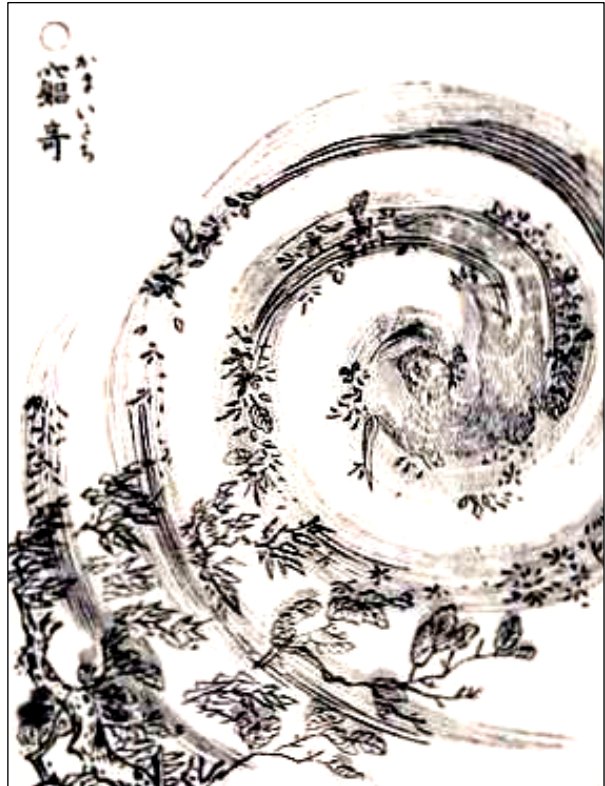
Kadhavuvka have a number of powerful psychic abilities, including the ability to use *detect thoughts* and the ability to unleash a *mind blast* in a 20 foot long cone with a 15 foot wide base. All those in the cone must pass a saving throw or be stunned for 1d4 rounds. Creatures that roll a natural '1' on their save are struck with *confusion* for 1d4 hours.

Kadhavuvka dwell on sleek astral schooners driven by the brainstones of silvery astral dragons that inhabit the ship. These astral schooners roam the cosmos committing acts of piracy throughout the crystal spheres. The odd asteroid might serve as a safe haven for the astral pirates and many pirates dock in the vast archipelago of floating rocks that surrounds the Sun. A kadhavuvka ship is crewed by 1d12+8 pirates plus one 4 HD mate per five pirates and one 6 HD captain. Mates and captains might be statted out with levels in bujin, shugenja, bujin/shugenja or psychic (**NOD 1**).

## Kamaitachi

<b>Hit Dice:</b>	4
<b>Armor Class:</b>	3 [16]
<b>Attack:</b>	3 claws (1d6)
<b>Saving Throw:</b>	13
<b>Special:</b>	Knock down, surprise (1-3)
<b>Move:</b>	24
<b>Alignment:</b>	Neutrality
<b>CL/XP:</b>	6/400

The kamaitachi is a bizarre spirit that looks like a trio of weasels with sickle-like claws riding on a swirling wind. The monster has three "attacks", each made by a separate weasel. The monster gets three attacks per round, and uses the first to attempt to knock its opponent prone.



## Kasha (Cat Demon)

<b>Hit Dice:</b>	5
<b>Armor Class:</b>	3 [16]
<b>Attack:</b>	2 claws (1d4), bite (1d4)
<b>Saving Throw:</b>	12
<b>Special:</b>	+1 weapon to hit, magic resistance (20%), stun, surprise (1-2)
<b>Move:</b>	15
<b>Alignment:</b>	Chaos
<b>CL/XP:</b>	9/1100

Kasha are cat demons that prowl the fringes of civilization in search of funeral processions. When they find one, they leap from the underbrush and seize the corpse, dragging it into the forest to devour it. The ferocity of the attack is such that, provided the kasha achieves surprise, all in attendance must succeed at a saving throw or be stunned and unable to act for 3 rounds. The kasha is exceptionally difficult to track. Kasha make their lairs in burrows beneath dead pine trees. They decorate their lairs with the jewelry and funeral shrouds of their meals. The soul of a devoured corpse cannot enter the afterlife and thus wanders the woods in which the kasha makes its home as a ghost until the kasha is destroyed.



## Kekkai (Blood Lump)

<b>Hit Dice:</b>	2
<b>Armor Class:</b>	5 [14]
<b>Attack:</b>	1 touch (see below)
<b>Saving Throw:</b>	16
<b>Special:</b>	Cause fear, silver or magic weapons to hit, surprise (1-2)
<b>Move:</b>	6
<b>Alignment:</b>	Chaos
<b>CL/XP:</b>	5/240

Blood lumps are homunculi created during an unsanctified childbirth. They take the form of hideous blobs of blood. The kekkai causes fear and revulsion in creatures with fewer than 3 HD. Its touch causes a person to become impure so they cannot benefit from blessings and healing spells until purified in a temple of Law or Neutrality. Blood lumps can only be struck by silver or magic weapons. They prefer to lurk in the shadows and then spring on unsuspecting victims.

## Ling

<b>Hit Dice:</b>	1
<b>Armor Class:</b>	7 [12]
<b>Attack:</b>	Weapon (1d6)
<b>Saving Throw:</b>	17
<b>Special:</b>	Resist cold (50%), surprise (1-2)
<b>Move:</b>	12
<b>Alignment:</b>	Chaos
<b>CL/XP:</b>	2/30

The ling are a race of savages inhabiting the rock passages below the hills and mountains of Tsanjan. They look like erect, intelligent apes, with reddish fur covering their bodies and an air of savage cunning in their eyes. Ling wear cloaks, loincloths and primitive jewelry. Common ling have no access to metal, making their weapons from wood and stone. For this reason, weapons that are usually made at least partially of metal are nearly unknown in ling society.

Roughly 10% of ling settlements have evolved beyond cave dwelling and stone working, developing a very advanced culture whose achievements are beyond the ken even of humans and dwarves. These 'advanced settlements' go from small citadels carved in stone cliffs to whole walled cities, holding hundreds of ling

citizens. Ling from these settlements are equal to common ling in most respects, except they have a much more rigid caste and law system and a strong tyrant to rule them. Advanced ling have mostly abandoned the days of raiding and killing other humanoids, having seen the benefits of using them as slave labor or foot soldiers.

Advanced ling dress in fine clothes and adorn themselves with varied jewelry. They craft weapons and armor made of a strange red metal mined from the Tsanjan plateau; for some reason, no race other than the ling has discovered the use of this strange metal. Armor and weapons made from ling metal are virtually impossible to damage or destroy.

Ling tribes number 1d4 x 50 warriors plus 35% non-combatants. They also contain one 3 HD sergeant per 20 individuals, three 5 HD sub-chiefs and one 7 HD chieftain plus 2d6 ogres and 1d3+1 brown bears or 1d4 albino apes. They might have a shaman capable of casting spells as a level 4 sohei or wushen.

## Mi-Go

<b>Hit Dice:</b>	5
<b>Armor Class:</b>	3 [16]
<b>Attack:</b>	2 claws (1d8)
<b>Saving Throw:</b>	12
<b>Special:</b>	Immunities
<b>Move:</b>	15/30 (flying)
<b>Alignment:</b>	Chaos
<b>CL/XP:</b>	7/600

Mi-go are fungal creatures from the outer void. They resemble winged lobsters with tentacles where their heads should be. Mi-go are capable of flying at great speeds through the void of space without suffering ill effects. They can find their way through the astral plane unerringly using mathematical principals of an entirely alien nature.

The mi-go know many arcane secrets, including the process of removing a humanoid brain and keeping it alive in a metallic cylinder while they transport it great distances. It is believed they use these brains to animate automatons that are not unlike iron constructs, with the exception that they trade their poisonous breath for the shocking grasp ability. The mi-go also make a variety of ray guns (magic wands).

## Monkey Folk

<b>Hit Dice:</b>	1d6
<b>Armor Class:</b>	6 [13]
<b>Attack:</b>	Bite (1d3) or weapon (1d6+1)
<b>Saving Throw:</b>	18
<b>Special:</b>	High strength and dexterity
<b>Move:</b>	12/12 (climbing)
<b>Alignment:</b>	Neutrality
<b>CL/XP:</b>	B/10

Monkey folk are intelligent monkeys that dress and behave like humans. Being monkeys, they are chatty and unpredictable. Monkey folk are known for their high dexterity and strength (+1 bonus). This strength allows them to wield weapons meant for man-sized creatures without penalty. They are expert climbers.

Large troupes of monkey folk are led by a sage (5th to 8th level shugenja) assisted by two apprentices (2nd or 3rd level). For every 20 monkey folk there is a 3rd level ninja, and for every 100 a 5th level ninja. Most monkey folk wield staves or nine ring broadswords. When they wear armor, it is rarely heavy.

## Moon Man

<b>Hit Dice:</b>	4
<b>Armor Class:</b>	6 [13]
<b>Attack:</b>	2 naginata (1d6+1)
<b>Saving Throw:</b>	13
<b>Special:</b>	See in darkness, spells
<b>Move:</b>	15/9 (flying)
<b>Alignment:</b>	Chaos or Neutrality
<b>CL/XP:</b>	8/800

Moon men dwell in stone pavilions on high mountain peaks with an un-obscured view of Luna. They are tall humanoids with pale skin, fine features and amethyst hair that falls to their feet. Moon men have an utterly alien point of view to most humanoids, making them seem emotionless at times. Moon folk wear flowing robes of silk and are capable of slow flight.

Moon men can cast spells as 3rd level shugenja, with leaders commanding even more magical power. Under the light of a full moon, a moon man's spellcasting level is increased to 5th level. Under the dark of a new moon, it is reduced to 1st level.

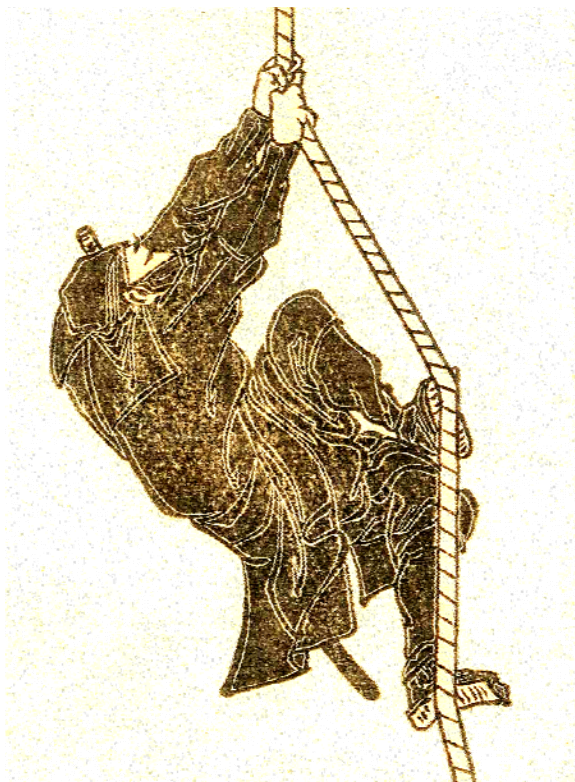


Moon men disdain combat, preferring to send charmed slaves into a fight on their behalf. If forced to fight, they wield nine-ring broad swords or naginata. Moon men are so fast they strike twice per round.

## Ninja

<b>Hit Dice:</b>	2
<b>Armor Class:</b>	4 [15]
<b>Attack:</b>	Strike (1d4) or Weapon (1d6)
<b>Saving Throw:</b>	16
<b>Special:</b>	Surprise attack, spells, surprise (1-3)
<b>Move:</b>	15
<b>Alignment:</b>	Neutrality
<b>CL/XP:</b>	6/400

Ninjas are humans trained in the arts of stealth, assassination and illusion. When encountered on the job they wear black clothing, hoods and masks. They typically carry shuriken and wakizashi, and also carry a variety of powders that they can blow into an enemy's face. These powders can be used to blind an



opponent, cause itching and sneezing (-2 to Armor Class and to hit in combat) or *sleep* (as the spell) unless a saving throw is made. During a surprise round, creatures struck from behind by ninja must pass a saving throw or suffer 5d6 points of damage. Ninja can cast the spells *jump*, *phantasmal force* and *ventriloquism*.

Groups of four or more ninja are led by a 3 HD genin. If a clan is encountered, there is one genin per 10 ninja. The clan is led by a 5 HD jonin with the ability to cast *invisibility* and *obscuring mist*. He is assisted by a 4 HD chunin with the ability to cast *obscuring mist*.

### Noppera-bo (Faceless Ghost)

<b>Hit Dice:</b>	3
<b>Armor Class:</b>	7 [12]
<b>Attack:</b>	None
<b>Saving Throw:</b>	14
<b>Special:</b>	+1 or better weapon to hit, cause fear, illusions, madness, magic resistance (25%)
<b>Move:</b>	12
<b>Alignment:</b>	Chaos or Law
<b>CL/XP:</b>	8/800

A faceless ghost appears to a person as someone they know, often a lover, relative or friend. They behave just as that person and then, suddenly, cause their facial features to disappear. This causes *fear* (as the spell) and madness (as the *insanity* spell if the saving throw against fear is a natural "20"). Faceless ghosts are sometimes chaotic, but just as often chastise the wicked and attempt to frighten them from chaos.

### Nue

<b>Hit Dice:</b>	4
<b>Armor Class:</b>	3 [16]
<b>Attack:</b>	2 bites (1d3), 2 claws (1d6)
<b>Saving Throw:</b>	13
<b>Special:</b>	Poison, spells
<b>Move:</b>	15
<b>Alignment:</b>	Neutrality
<b>CL/XP:</b>	6/400

A nue has the head of a monkey, the body of a raccoon dog, the legs of a tiger and a snake for a tail. The creature's tail can bite and injects a poison that deals 1d6 points of damage unless a saving throw vs. poison is made. Nues can use the following spells: *bestow curse* (3/day), *cause disease* (1/day) and *wind walk* (1/day in the form of a black cloud).

### Nukekubi

<b>Hit Dice:</b>	3
<b>Armor Class:</b>	6 [13]
<b>Attack:</b>	Bite (2d4)
<b>Saving Throw:</b>	14
<b>Special:</b>	Silver weapons to hit, shriek
<b>Move:</b>	12/15 (flying)
<b>Alignment:</b>	Chaos
<b>CL/XP:</b>	5/240

Nukekubi appear by day to be normal human beings. At night, their heads and necks detach from their bodies and fly about preying on humans. As a nukekubi approaches, it emits a terrible shriek that causes those who fail a saving throw to be stunned with fright for 1d3 rounds. It then attacks with its bite. It must return to its body by morning or it dies. Nukekubi often dwell in groups, acting as though they are normal human families. The only way to tell them

from normal people is a line of red symbols around the base of their necks where the head detaches.

## Nurikabe (Walking Wall)

<b>Hit Dice:</b>	10
<b>Armor Class:</b>	1 [18]
<b>Attack:</b>	Strike (1d6)
<b>Saving Throw:</b>	5
<b>Special:</b>	See below
<b>Move:</b>	12
<b>Alignment:</b>	Neutrality
<b>CL/XP:</b>	10/1400

The nurikabe is a strange spirit that manifests as a walking wall. It is only active at night and occupies itself by impeding and misdirecting travelers. It is impossible to go around or over a nurikabe, for it can extend itself forever. The only way to dispel the creature is to knock on the lower part of the wall.

## Okubo (Giant Head)

<b>Hit Dice:</b>	9
<b>Armor Class:</b>	1 [18]
<b>Attack:</b>	1 slam (2d6)
<b>Saving Throw:</b>	7
<b>Special:</b>	Eye rays, spells
<b>Move:</b>	12
<b>Alignment:</b>	Chaos
<b>CL/XP:</b>	12/2000

Okubo are baleful spirits that manifest the wrath of the gods. They appear as giant, floating male or female heads with opal eyes. Giant heads never open their mouths or speak. They can fire searing rays of fire from their eyes to a range of 60 feet that inflict 6d6 points of damage (saving throw for half). They can also use the following spells, each once per day: *Bestow curse*, *blade barrier*, *call lightning*, *control weather*, *dimension door*, *dispel magic*, *earthquake*, *fear* and *obscuring mist*. If forced to, an okubo can attack by slamming itself into its opponent.

## Raiju

<b>Hit Dice:</b>	6
<b>Armor Class:</b>	4 [15]
<b>Attack:</b>	2 claws (1d8), bite (1d6)
<b>Saving Throw:</b>	11
<b>Special:</b>	+1 weapon to hit, immune to lightning, shocking touch, magic resistance (10%)
<b>Move:</b>	12/12 (climbing)
<b>Alignment:</b>	Neutrality
<b>CL/XP:</b>	10/1400

Raiju are creatures of living lightning in the shape of giant cats, raccoon dogs, monkeys, weasels or wolves. They can also take the form of flying balls of lightning. A raiju's call sounds like thunder. A raiju's touch inflicts 2d6 points of electricity damage in addition to normal damage from the hit.

## Rokurokubi

<b>Hit Dice:</b>	3
<b>Armor Class:</b>	6 [13]
<b>Attack:</b>	Bite (1d4 + blood drain)
<b>Saving Throw:</b>	14
<b>Special:</b>	Blood drain, frighten, stretch neck
<b>Move:</b>	12
<b>Alignment:</b>	Chaos
<b>CL/XP:</b>	6/400

Rokurokubi are strange creatures that look and behave like normal human beings during the day. At night, they transform into hideous monsters. Their faces take on a demonic aspect and they gain the ability to stretch their necks up to 10 feet. Anyone looking at a rokurokubi's face must pass a saving throw or be stunned with fright for 1d4 rounds. The rokurokubi then wraps its neck around the victim like a constrictor snake and deals 1d4 points of damage each round. It also sinks its teeth into the victim's neck and drinks its blood, dealing one point of damage per the victim's hit dice each round.

## Samebito (Shark Man)

<b>Hit Dice:</b>	6+1
<b>Armor Class:</b>	4 [15]
<b>Attack:</b>	2 weapon (1d8)
<b>Saving Throw:</b>	11
<b>Special:</b>	Amphibious, ki shout, ruby blood, magic resistance (10%)
<b>Move:</b>	12/24 (swimming)
<b>Alignment:</b>	Neutrality
<b>CL/XP:</b>	7/600

Samebito, or shark men, are humanoids with black skin, green eyes, demonic faces and beards like that of a dragon. Shark men are benevolent creatures who serve gold dragons in their submarine palaces. Shark men are graceful and fierce warriors. In battle they emit a powerful shout that stuns creatures for 1 round if they fail a saving throw. Shark men attack with their weapons twice per round. If they suffer more than 5 points of damage from an edged or piercing weapon, their blood turns into small rubies (worth 1 sp each) when it hits the ground; 1 ruby is shed each round until the shark man is healed.

## Shamshir

*Illustration by Jason Sholtis*

<b>Hit Dice:</b>	3
<b>Armor Class:</b>	4 [15]
<b>Attack:</b>	4 weapons or bite (1d3 + poison)
<b>Saving Throw:</b>	14
<b>Special:</b>	Poison
<b>Move:</b>	15/12 (climbing)
<b>Alignment:</b>	Neutrality
<b>CL/XP:</b>	5/240

The shamshir are a strange people that combine the characteristics of mammals and reptiles. They have four arms, pale scales speckled with electric blue, long hair that ranges from white to gray to aquamarine. Shamshir have four fingers on each of hand and four toes on each foot.

Shamshir can replace one weapon each round attack with a poisonous bite that deals 1d3 damage plus paralyzation for 1d3 rounds if the victim fails a saving throw. They arm themselves with daikyu and katana.



Shamshir tribes are ruled by princes called shatyas. Shatyas have 4 to 8 levels of bujin (usually as lightly armored swordsmen – see “Bevy of Bujin”). They are guarded by four bujin of 3rd to 4th level. Their priests might be sohei or wushen of 3rd to 6th level.

Shamshir names include Aehvel, Aisfimies, Alshsis, Bishl, Bisihism, Clihih, Csisei, Dieshm, Flivsi, Gesisi, Gilih, Hilxishessi, Ilxeh, Ji-Ahh, Kensu, Kisssi, Melesiees, Ofesh, Oszissie, Qeehvis, Rielesi, Rissi and Sphisei.

## Sun the Monkey King

<b>Hit Dice:</b>	20 (85 hp)
<b>Armor Class:</b>	-1 [20]
<b>Attack:</b>	Bite (1d2)
<b>Saving Throw:</b>	17
<b>Special:</b>	Spells, +2 or better weapon to hit, resistance to fire (50%), magic resistance (50%)
<b>Move:</b>	12/12 (climbing)
<b>Alignment:</b>	Neutrality
<b>CL/XP:</b>	25/5900

Sun is a charismatic immortal monkey that became the king of his “people” thanks to his cunning and luck. As lord of all monkeys, Sun can cast the following spells at will: *Charm person*, *detect thoughts* (always active), *dispel magic* (3/day), *fly*, *plane shift*, *polymorph* (self), *sleep* and *teleport* (self, called Cloud Somersaults). Three times per day, Sun can summon 2d6 monkeys with maximum hit points per hit dice.

## Taka-onna

<b>Hit Dice:</b>	4
<b>Armor Class:</b>	4 [15]
<b>Attack:</b>	Bite (2d4)
<b>Saving Throw:</b>	13
<b>Special:</b>	Stretch, smother
<b>Move:</b>	12
<b>Alignment:</b>	Chaos
<b>CL/XP:</b>	5/240

Taka-onna look like human females wearing silk kimonos. They never speak and seem shy and graceful. Many work as geishas in the homes of great lords, for they are highly skilled at massage and music.

At night, the taka-onna leaves the comfort of her lord’s house and hunts for children to devour. While on the prowl, her hair is let down and she grins from ear to ear, showing her vicious teeth to her prey before eating them.

The taka-onna can stretch her body as much as 20 feet, using this ability to strike at people in the upper floors of homes. Although she has a powerful bite, she usually attacks by grappling and smothering her small victims in the folds of her silk kimono. For larger prey,



she uses her bite and attempts to wrap her body around her victim (saving throw to negate) and inflict 1d8 damage per round with constriction.

## Tanuki

<b>Hit Dice:</b>	2
<b>Armor Class:</b>	6 [13]
<b>Attack:</b>	Bite (1d3) or weapon (1d6)
<b>Saving Throw:</b>	16
<b>Special:</b>	Spells
<b>Move:</b>	12
<b>Alignment:</b>	Neutrality (chaotic tendencies)
<b>CL/XP:</b>	3/60

Tanuki are intelligent, magical raccoon dogs capable of walking on their hind legs when it suits them. They are jolly but absent-minded pranksters. They appear to be bipedal raccoon dogs with large testicles. They wear bamboo hats and carry bottles of spirits and empty purses. A tanuki’s bamboo hat grants it a +1 bonus to hit and on saving throws while worn, but grants the opposite effect to others who wear the hat unless it has been freely given by its original owner.



Tanuki can use the following spell-like abilities: *Phantasmal force*, *telekinesis* (up to 20 lb), *polymorph* (self, 1/day) and *ventriloquism*.

## T'ao-tieh

<b>Hit Dice:</b>	10
<b>Armor Class:</b>	1 [18]
<b>Attack:</b>	4 claws (1d8), bite (2d6)
<b>Saving Throw:</b>	5
<b>Special:</b>	Rake with claws, plane shift, +1 or better weapon to hit
<b>Move:</b>	5
<b>Alignment:</b>	Neutrality
<b>CL/XP:</b>	13/2300

A t'ao-tieh is a carnivorous beast that hunts its victims all over the planes in an endless search to satisfy its endless hunger. It appears as a large, six-legged tiger with a monstrous wolf's head and glowing green eyes. A t'ao-tieh attacks by leaping upon unsuspecting prey and sinking their teeth and claws into them. If they manage to disable their prey in this fashion, they drag the body away to eat at their leisure. A t'ao-tieh that successfully strikes a creature with both claws can make two additional claw attacks.

A t'ao-tieh can *plane shift* at will. The t'ao-tieh cannot carry any other creature when it uses this ability. When on the material plane, a t'ao-tieh can track astral and ethereal creatures by scent. It can always use its scent ability on creatures located on the material plane, regardless of its current plane.

## Tesso

<b>Hit Dice:</b>	3
<b>Armor Class:</b>	6 [13]
<b>Attack:</b>	2 claws (1d3), bite (1d4) or weapon
<b>Saving Throw:</b>	14
<b>Special:</b>	Control and summon rats, spells
<b>Move:</b>	12/12 (climbing)
<b>Alignment:</b>	Chaos
<b>CL/XP:</b>	4/120

A tesso is a human priest who has succumbed to pride and turned against the gods. They are cursed to become spirit-rats and live to destroy Lawful temples.

Tessos look like humanoid rats wearing tattered priestly vestments. Some of them carry maces or hammers, but most rely on their spells and natural attacks when force to enter melee combat. A tesso can summon and command 1d10 x10 rats, which he uses to defend himself or despoil a temple. They cast spells as a sohei of a level equal to their Hit Dice. Tessos can be turned, but not destroyed, as sohei.

## Thermite

	<b>Worker</b>	<b>Soldier</b>	<b>Queen</b>
<b>HD:</b>	3	5	8
<b>AC:</b>	3 [16]	3 [16]	1 [18]
<b>Atk:</b>	Bite (1d6)	Bite (1d8)	Bite (2d6)
<b>Save:</b>	14	12	8
<b>Special:</b>	--- Immunity to fire ---		
<b>Move:</b>	12	12	12
<b>Alignment:</b>	Neutrality	Neutrality	Neutrality
<b>CL/XP:</b>	4/120	7/600	10/1400

Termites look like large, red termites. They locate their nests underground near volcanic vents. Thermite workers do most of the work in the nest, such as building, repairing, hunting for food and feeding the soldiers and queen. Soldiers defend the nest. Queens are usually found in their egg chamber, laying 10-20 eggs each day over a period of a week. Young termites become independent after several months, and winged reproductive termites then fly away to build a new nest. Termites radiate immense heat from their bodies, enough to inflict 1d6 points of damage if touched. Soldier and queen termites explode into a ball of flame when killed, inflicting 3d6 points of damage to everything within a 10 foot radius. All termites can detect flames within 200 ft.

## Tsurube-otoshi

<b>Hit Dice:</b>	1
<b>Armor Class:</b>	6 [13]
<b>Attack:</b>	Bite (1d4)
<b>Saving Throw:</b>	17
<b>Special:</b>	Confusion, fear, ghostfire
<b>Move:</b>	0/12 (flying)
<b>Alignment:</b>	Chaos
<b>CL/XP:</b>	4/120

The tsurube-otoshi is a bizarre monster that lurks in

the branches of trees, dropping on unsuspecting travelers and frightening them (as *fear* spell). The monster resembles a disembodied head surrounded by a halo of ghostly flame. It attacks with its bite, dealing 1d4 points of damage plus an additional 1d6 points of ghostfire damage which bypasses fire immunity. Creatures bitten by the tsurube-otoshi must pass a saving throw or have their wisdom halved.

## Umibozu (Sea Bonze)

<b>Hit Dice:</b>	7
<b>Armor Class:</b>	4 [15]
<b>Attack:</b>	2 tentacles (1d8)
<b>Saving Throw:</b>	9
<b>Special:</b>	Capsize, grab, spells, silver or magic weapons to hit
<b>Move:</b>	0/12/15 (flying/swimming)
<b>Alignment:</b>	Neutrality
<b>CL/XP:</b>	13/2300

Sea bonzes are the anguished souls of drowned priests. They appear as enormous spectres with gray, cloud-like torsos, serpentine arms and the shaven head of a monk. They attack small boats, attempting to capsize them by grappling with their tentacles. Creatures hit by a tentacle must succeed at a save or be constricted for 1d8 points of damage each round.

Sea bonzes can use the following spells, each once per day: *Cone of cold* (4d6 damage), *control weather*, *lower water*, *part water* and *gust of wind*.

## Varj

<b>Hit Dice:</b>	4+2
<b>Armor Class:</b>	3 [16]
<b>Attack:</b>	2 claws (1d6), bite (1d4) and weapon (2d4)
<b>Saving Throw:</b>	13
<b>Special:</b>	Acidic bite, belch acid, detect minor tremors
<b>Move:</b>	12/12 (Climbing)
<b>Alignment:</b>	Chaos
<b>CL/XP:</b>	6/400

Varj are insectoid ogres. They are large, brutish and stupid. They have chitin hides, toothy mandibles, beady, black eyes and four arms. The two upper arms

end with humanoid hands. The lower set of arms and legs end in two fingers tipped with massive, serrated claws. Varj live underground alone or in small gangs.

A varj's spittle is acidic, dealing 1 point of acid damage per round to bite victims until they wash it away with some form of alcohol. A varj that takes 8 or more points of damage from a single physical blow reflexively belches forth a blob of acidic spittle on whoever is engaging it in battle. The spittle deals 1d6 points of acid damage (saving throw for half damage). Weapon wielding varj usually have access to simple clubs or flint-tipped spears.

## Wanyūdō

<b>Hit Dice:</b>	8
<b>Armor Class:</b>	5 [14]
<b>Attack:</b>	Strike (2d6)
<b>Saving Throw:</b>	8
<b>Special:</b>	Frightful, ghostfire
<b>Move:</b>	21
<b>Alignment:</b>	Law
<b>CL/XP:</b>	10/1400

Wanyūdōs have the form of a burning oxcart wheel with the face of a snarling man on the hub. They stand guard between the material and ethereal planes, attacking those who would cross over without permission from the gods. Creatures with less than 4 HD must succeed on a saving throw or flee in terror from a wanyūdō. The creature attacks by charging at opponents and rolling over them. Victims suffer 2d6 points of normal damage and an additional 2d6 points of ghostfire damage. Immunity to fire does not apply to ghostfire. Wanyūdōs take possession of the souls of creatures they kill. These unfortunates cannot be resurrected without bargaining for their souls.

## Yan-qi and Yin-qi

	Yan-qi	Yin-qi
<b>HD:</b>	6	6
<b>AC:</b>	-1 [20]	-1 [20]
<b>Attack:</b>	Energy bolt (1d6+6)	Energy bolt (1d6+6)
<b>Save:</b>	11	11
<b>Special:</b>	+1 weapon to hit, energy blast, energy drain, magic resistance (15%)	
<b>Move:</b>	0/12 (flying)	0/12 (flying)
<b>Align:</b>	Neutrality	Neutrality
<b>CL/XP:</b>	10/1400	10/1400

Yan-qi and yin-qi are energy beings that, to the mortal eye, resemble glowing fish. Yan-qi are composed of fiery, positive energy, while yin-qi are composed of cold, negative energy.

A yan-qi attacks by releasing a bolt of energy. This bolt heats metal objects to glowing (1d6 points of damage, cumulative, per round). Metal magic items may attempt a saving throw to avoid heating. A yin-qi's energy bolt chills metal in the same manner.

If slain, either creature releases a burst of energy in a 10-foot radius. All creatures in the area of effect suffer 2d6 damage. If a yan-qi and yin-qi ever meet, they rush at one another and destroy the other on contact, creating a 30-foot radius explosion that deals 4d6 points of damage.

Yan-qi are susceptible to cold attacks and yin-qi to fire attacks. Yan-qi are affected by magic items of negation and absorption, while yin-qi are affected by magic items of disruption and cancellation. They are both affected by the following spells, and the following spells only: *Disintegrate*, *dismissal*, *dispel magic*, *holy (unholy) word*, *magic missile*, *plane shift*, *protection from law/chaos*, *shield*, and *wish*.

## Yuki-onna (Snow Woman)

<b>Hit Dice:</b>	5
<b>Armor Class:</b>	7 [12]
<b>Attack:</b>	Strike (1d4)
<b>Saving Throw:</b>	12
<b>Special:</b>	Breath weapon, camouflage, silver weapons to hit, spells
<b>Move:</b>	12
<b>Alignment:</b>	Neutrality (chaotic tendencies)
<b>CL/XP:</b>	10/1400

A yuki-onna appears as tall, beautiful woman with long hair and pale skin. They are only encountered on snowy nights. Despite her incredible beauty, a snow woman's icy white eyes inspire terror in mortals. Snow women float over the snow, leaving no tracks. In combat, they breathe a 10-ft cone of cold that deals 3d6 points of damage (saving throw for half). A snow woman's embrace drains one level. Snow women can use the following spells at will: *Charm person*, *fear* (as a gaze attack), *gaseous form* and *gust of wind*. As with most fey creatures, their motivations are hard to guess and their actions often seem random. Upon encountering adventurers, a snow woman may attack them or she may attempt to seduce a man and make herself his wife, only to destroy him at a later date.





**Mana-Yood-Sushai and Skarl the Drummer**

Sidney Sime, 1905

# The Gods of Mu-Pan

By John M. Stater

When discussing the origins of modern fantasy fiction, one must touch on Lord Dunsany. Born Edward Plunkett, 18th Baron of Dunsany, the Anglo-Irish lord wrote 32 stories and novels touching on worlds of fantasy, science-fiction and mystery that inspired the likes of H. P. Lovecraft, Robert E. Howard, Clark Ashton Smith and J. R. R. Tolkien. His *Gods of Pegāna* and *Time and the Gods* centered around a pantheon of deities and the myths surrounding them. It is these gods, born from the dreams of MANA-YOOD-SUSHAI, that have been adapted as the gods of Mu-Pan.

While the pantheon of Pegana's gods has no definite leader or ruler, they do have a creator, MANA-YOOD-SUSHAI. The little gods know that as long as MANA-YOOD-SUSHAI dreams, they and the universe around them exists. Dunsany tells us that when the end comes, MANA-YOOD-SUSHAI will look upon the worlds and creatures the little gods have created as play things and with a wave send them into nothingness.

To keep MANA-YOOD-SUSHAI sleeping, the great god Skarl the Drummer maintains a steady, rhythmic beat on his drum. As he drums, MANA-YOOD-SUSHAI dreams and universes are created. No sane person prays to MANA-YOOD-SUSHAI or Skarl the Drummer, for to wake them means the end of all.

## Yarni-Zai

Also called Kib

Creator of Men and Beasts

Served by earth elementals

Symbolized by a stone sphere

Aligned with Neutrality

Sohei can turn animals as well as undead

*And Yarni-zai gave leave to the animals to be lions, rhinoceroses and rabbits, and all the other kinds of beasts, and to go about the world. But when they all had gone he gave leave to the bird to be a bird and to go about the sky.*

Yarni-Zai, who is also called Keb, crafted the world by uplifting his hand and drew to him the rocks that once

wandered about the cosmos. Clothing himself in these rocks, he made the world around him. He can still be seen, they say, in the form of the great black peak called Shenshang in the Great Yamas, which has the form of a god with hand upraised. The priests of Yarni-Zai maintain a monastery at the foot of that mountain, that they may bring their prayers and those of their countrymen to him directly. Yarni-Zai's priests are wushen garbed in robes of saffron and wearing charms of meteoric iron around their necks, wrists, ankles and in their ear lobes and they carry khakhara (the ringed monk staff).

## Mung

Lord of All Deaths, Enemy of Time

Wields the Sword of Severing

Served by Demons

Symbolized by a Cicada

Aligned with Chaos

Sohei gain a +1 bonus to hit and damage the undead

*At the end of the flight of the arrow there is Mung, and in the houses and the cities of Men. Mung walketh in all places at all times. But mostly he loves to walk in the dark and still, along the river mists when the wind hath sank, a little before night meeteth with the morning upon the highway between Pegana and the Worlds.*

Mung is death, inescapable and without mercy. Many are the men who have begged Mung not to make the sign of Mung and separate them from their lives, and all of their pleas have fallen on deaf ears. Mung's sohei are equally grim and unyielding. They parade through towns and villages in black robes and blackened armor, chaunting to the people to bring gifts to the temple that Mung may no longer walk in the world of men and steal away their lives.

Mung appears as a tall, thin man with a skull-like head, bald and pale, wearing thick, smoky robes. Three demons crouch ever at his feet, awaiting his command to attack. His three children are Famine, Pestilence and Draught. The

eyes of Famine are green, the eyes of Draught are red and Pestilence is blind, smiting all around him with his claws.

## Sish

Destroyer of Hours, God of Time

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Served by time elementals in the form of hounds

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Symbolized by the Sun/Moon symbol

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Aligned with Chaos

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Sohei of Sush can cast *haste* once per day

*Never hath Sish stepped backward nor ever hath he tarried; never hath he relented to the things that once he knew nor turned to them again.*

Sish is the Destroyer of Hours, the incessant march of time between birth and death, not only of people and creatures but of ideas and universes. He is entropy, and Time is his hound, sent by his beckoning to lay waste to the world of men and heap up sand in the streets and cause weeds and vines to grow over walls and turn hair white and faces wrinkled. And though Time does now serve the gods, it is prophesied that it will one day turn on its masters and seek to slay them.

The priests of Sish are a melancholy lot, surrendering to fate and their eventual deaths but hoping beyond hope their service and prayers will keep the Hound of Sish from their throats for just a bit longer than their neighbors. They are archivists of ruin and the depredations of time, and for this reason many adventuring sohei are priests of Sish. They dress in clothes of gray and refuse to flinch from death, for to do so would be to deny the supremacy of their divine lord.

Sish appear as a grave, humorless man of advanced years, tall with slate gray hair and deep-set eyes of cerulean. He has hollow cheeks and carries a silver scythe.

## Dorozhand

Whose Eyes Regard the End, God of Destiny

---

Wields a whip

---

Served by celestial crones

---

Symbolized by an eye

---

Aligned with Law

---

Sohei can foretell their death, gaining the Parry the Death Blow ability (see *A Bevy of Bujin* in this issue)

*He hath chosen his slaves. And them doth the destiny god drive onward where he will, who, knowing not whither nor even knowing why, feel only his scourge behind them or hear his cry before.*

All that exists for the purposes of Dorozhand, who knows how things must end but not why. He drives men and gods forward toward that end, and thus all fear him as they fear their next step. All life is the instrument to his end.

Dorozhand is depicted as a compact man with broad shoulders and ivory hair worn in long ringlets. His eyes are the color of ripe apricots and he carries a human skull.

## Slid

Whose Soul is the Sea, Lord of All Waters

---

Served by water elementals and dragons

---

Symbolized by a crashing wave

---

Aligned with Neutrality

---

Wushen can cast *water breathing* once per day

*The hand of Slid hath toyed with cataracts, and down the valleys have trod the feet of Slid, and out of the lakes of the plains regard the eyes of Slid; but the soul of Slid is in the sea.*

Slid is the Lord of All Waters, present in every pool and brook, every stream and lake, every river and, most especially, in the sea, where dwells his soul. He is the patron deity of the Nakdani, who call him Nakda, but is worshipped throughout Mu-Pan as the bringer of life. Slid is a god of commandments, who harkens men to worship the small gods of doing rather than the God Who Has Done and Now Rests. His priests are equally commanding, always ready with a proverb of their lord or one of their past masters, always prepared to instruct people as to the best way. In short, they are profoundly annoying.

Priests of Slid wear jade and aquamarine vestments and always keep around their necks a vial of holy water. They fashion their prayer beads from coral and amber and arm themselves with nine-section-rods that mimic the roll of the waves or tetsubos that mimic the crash of the surf.

Slid appears as a beautiful youth rising from the water, his head surrounded by a halo of light and his face blessed with serenity and calm, even when whipping the sea into a stormy froth and meting out punishment on mortal man.





**Slid**

Sidney Sime, 1905

## Limpang-Tung

God of Mirth and Melodious Minstrels

---

Wields a staff

---

Served by Benevolent Fey

---

Symbolized by Wooden Flute

---

Aligned with Neutrality

---

Wushen can *irresistible dance* once per day

*"I will send jests into the world and a little mirth. And while Death seems to thee as far away as the purple rim of hills; or sorrow as far off as rain in the blue days of summer, then pray to Limpang-Tung. But when thou growest old, or ere thou diest pray not of Limpang-Tung, for thou becomest part of a scheme that he doth not understand."*

Limpang-Tung is a lesser god who warms the heart and gladdens the souls of the young, but cares little for the aged and those on the verge of death. Limpang-Tung's priests are skilled with the flute and dancing. They wear lemon yellow clothes and garlands of flowers that are always fresh and fragrant. They are permitted only to wield staves, and are generally expected to stop fights rather than participate in them.

Limpang-Tung appears as a clown and is brightly colored silks wearing a tall, conical cap. Like his priests, he is clad in garlands of flowers. He carries a wooden flute, and those hearing his music must pass a saving throw or have their hearts gladdened, no matter how wicked or angry they might have been. He usually walks invisibly among men.

## Yoharneth-Lahai

God of Little Dreams and Fancies, the Psychopomp

---

Served by devas

---

Symbolized by a silver dagger

---

Aligned with Neutrality

---

Sohei are immune to sleep and can cast sleep 1/day

*All night long Yoharneth-Lahai giveth peace to cities until the dawn hour and the departing of Yoharneth-Lahai, when it is time for the gods to play with men again.*

Yoharneth-Lahai is not only the god of dreams, but also the god of imagination and the bearer of souls to the heavens. His priests are patrons of the arts who go by night singing songs and reciting epics, doing their best to inspire the populace. They also interpret dreams, and make a small fortune doing so. As their deity ushers souls to the Land of

the Dead, his sohei strive to drive lingering spirits to the afterlife. The sohei wear white and wear charms of silver.

Yoharneth-Lohai appears to people driving a great gray boat, its timbers olden dreams dreamed long ago, its masts a poet's fancies, her rigging wrought of people's hopes. The rowers are the people of dreams – fairy princes and people long since dead and people who have never been. It courses along ethereal winds that its captain may sew dreams in the people's minds.

He appears as a tall man without hair, with wide eyes of scintillating mauve and thin, strong lips under an aquiline nose. He carries a queer horn, taken from a great wyrm, into which he speaks to send dreams to mortal men.

## Roon

God of Going, Lord of Charms

---

Wields a staff

---

Served by devas

---

Symbolized by black hat or golden mallet

---

Aligned with Neutrality

---

Sohei can have Swift Movement (see *A Bevy of Bujin*)

*It is because of Roon that the worlds are never still, for the moons and the worlds and the comet are stirred by the spirit of Roon, which saith: "Go! Go! Go!"*

To the common man, Roon is the god of travelers, merchants and even martial artists – anyone who is on the go. Sages and philosophers know that he is the mover of the universe and seasons, the great cosmic motivator. His priests and those philosophers who subscribe to the way of Roon are always in motion, always on the go, and always admonishing the lazy and uninspired. They wear black coats and hats and carry tetsubos or staves.

Roon often appears to human beings a cheerful traveler in a black cap and carrying a golden staff. His true form is of a man with skin the color of ivory or ebony and as many as six arms, with which he juggles the planets.

## Sirami

Lord of All Forgettings

Served by devas

Symbolized by a hole driven through a head-shaped charm

Aligned with Neutrality

Sohei can cast *forget* once per day

*And amid the waving of Sirami's hands there fall from all that behold him all their memories, save certain things that may not be forgotten even beyond the Worlds.*

When Yoharneth-Lohai returns to the heavens from his wanderings in the mortal night with souls lying upon his deck, souls that have seen the sign of Mung, it is Sirami who gazes into their eyes and relieves them of the memories that bore down their souls in life. Sirami's cult is terribly small. He is worshipped as the keeper of things forgotten and the reliever of small pains, such as the loss of a love or a bitter defeat. In that capacity, he is also worshipped as the deity of wine, beer and spirits. His priests work as sacred brewers and vintners. They can be found walking through towns with kegs on their back, offering ladles of wine to the weary. Sirami's priests also fulfill the role of, for lack of a better word, grief counselors. Finally, it is their duty to ritually close the eyes of the dead and seal them blue wax, gently stamping the wax with seals meant to ward the body from unclean spirits.

Sirami appears as a serene man with shining, sapphire eyes and sitting in the lotus position. In art, he is depicted with his hands upraised as though waving.

## Wohoon

Lord of Noises in the Night

Served by animals, treants

Symbolized by necklace of fangs

Aligned with Neutrality

Wushen can cast *speak with animals* once per day

*Then in some glade Wohoon lifts up his voice and cries aloud, that all the night may hear, that it is he, Wohoon, who is abroad in all the forest.*

Wohoon is not only the lord of the noises of the night, but also the lord of the creatures who make the noises of the night. Wushen worship him as a woodland god, the keeper and teller of nature's secrets. Wohoon's priests wear rough cloth of brown and tan and cultivate a wild, unkempt

appearance. They enjoy the company of wolves, foxes or owls and have knowledge of the fey and their ways.

Wohoon appears as a young man, brawny with the feathers of an owl in place of hair. He has drowsy eyes the color of ancient bones and skin as white as porcelain.

## Hish

Lord of Silence

Served by demons

Symbolized by a bat

Aligned with Neutrality

Sohei can cast *silence* once per day

*Hish husheth the mouse and all the whispers in the night; he maketh all noises still. Only the cricket rebelleth.*

Hish is the silent lord of the night, of the meditating monk and the endless silence of the grave. His worshippers are few and far between; often scholars who value silence and tired, old men and women who seek peace. His sohei often double as ninja. They are sworn to a vow of silence and look gravely upon those who would interrupt it. Those communities that contain a shrine and priest of Hish must take care to speak not a word or play not a note of music for one hour after the sun falls, for this hour is holy to Hish and his servants deal harshly with those who blaspheme.

Hish appears as a gaunt, thin man wrapped in white robes, his face always covered, his eyes cold and draining. He can summon swarms of bats with a thought.

## Jabim

Lord of Broken Things

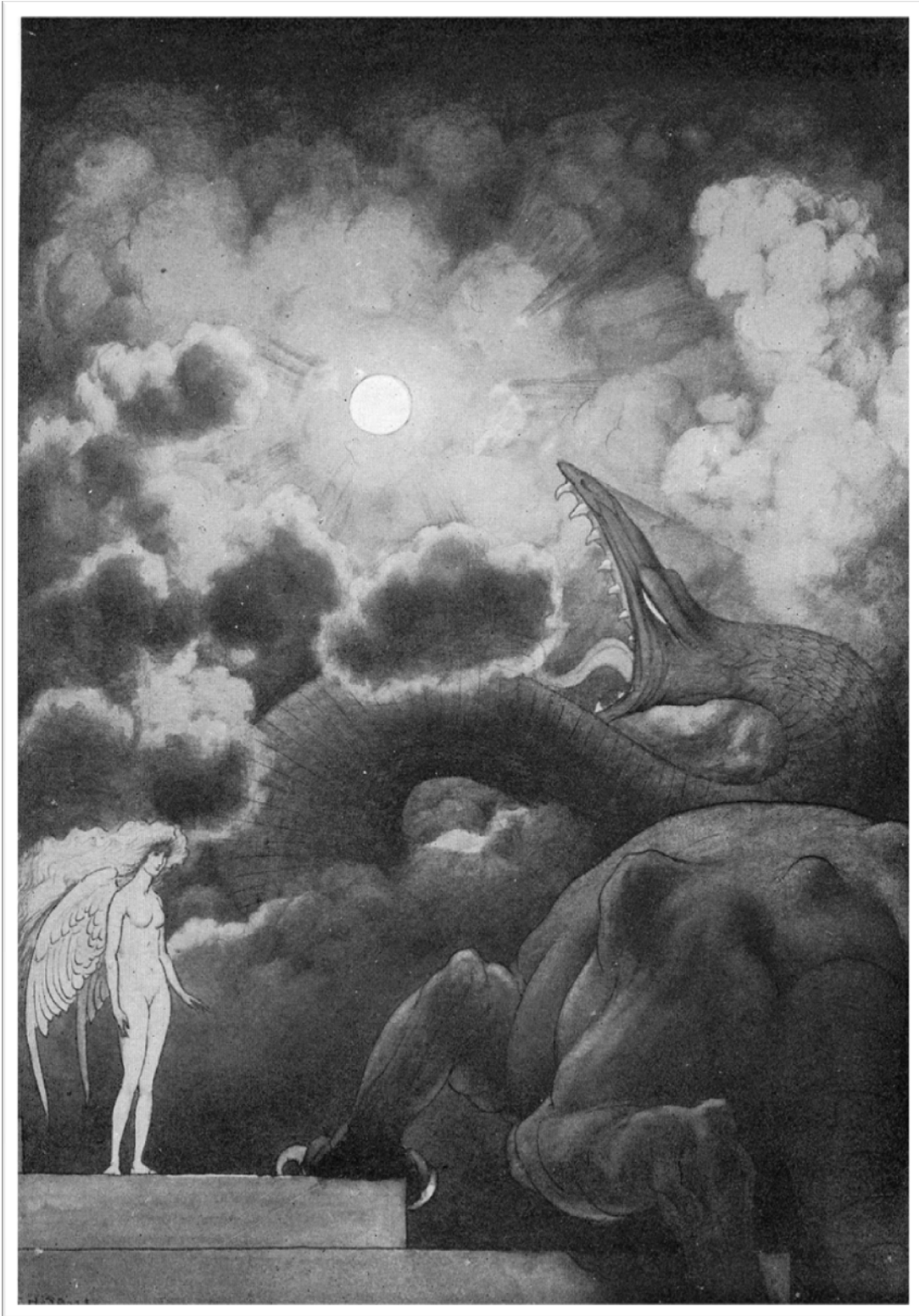
Served by fey

Symbolized by broken gourd

Aligned with Chaos

Sohei can repair objects

*And Jabim is the Lord of broken things, who sitteth behind the house to lament the things that are cast away. And there he sitteth lamenting the broken things until the worlds be ended, or until someone cometh to mend the broken things. Or sometimes he sitteth by the river's edge to lament the forgotten things that drift upon it.*



**Inzana Summons the Thunder**

Sidney Sime, 1905

Jabim is the kindly god of broken things and lost articles. He presides not only over broken objects, but also broken promises, broken hearts and broken ties. His servants are the small fey, who gather up the things broken and mislaid, bringing them to his shrine or temple that they might be found and repaired, and then carrying away those things not claimed to reside in Jabim's kingdom as cherished keepsakes of things he never knew.

Jabim's priests are easily mistaken for junk collectors or pedlars of junk, walking about the world picking up discarded articles and tying them to their heaping packs. Jabim's sohei carry whatever weapons they have found.

## Kilooloogung

Lord of Arising Smoke, Keeper of Ritual

Served by devas and air elementals

Symbolized by burning incense

Aligned with Law

Sohei can forgo attacking for a +1 bonus to AC for themselves or an adjacent person or thing

*There is also Kilooloogung, the lord of arising smoke, who taketh the smoke from the hearth and sendeth it to the sky, who is pleased if it reacheth the heavens.*

Kilooloogong is not only the god of the hearth, and therefore of the home and kitchen, but also the god who proscribes the rituals of sacrifice, whether the sacrifice is animals or paper. His priests are the keepers of ritual and holy law and defenders of the city as the home and the palace as the city's symbolic hearth. They are among the fiercest of warriors, being as they are the defenders of civilization, and normally very conservative and traditional in their ways.

Kilooloogong appears as a venerable sage, always grasping a scroll and quill. He is old, portly and possessed of long white hair that curls about his arms and legs.

## Inzana

Dawnchild, Goddess of the Sun

Served by devas and fire elementals

Symbolized by a golden ball

Aligned with Neutrality

Sohei and wushen can cast *light II* once per day

*Inzana was the child of all the gods. And the law before the Beginning and thereafter was that all should obey the gods, yet hither and thither went all Pegana's gods to obey the Dawnchild because she loved to be obeyed.*

Inzana is the beautiful child of the dawn, who played with her golden ball, the Sun, and eventually cast it into the Heavens. Inzana is merciful but manipulative, and her priests are often the same, playing on people's emotions to bring them around to their way of thinking. This makes them excellent diplomats, but also makes them capable of quickly clearing a room with their arrival.

Inzana appears as a maiden of unsurpassed loveliness with white wings in the manner of ancients. The priests of Inzana wear yellow robes, golden charms and tall, wooden sandals. Their temples are wealthy, and so they often have the finest armor and weapons that money can buy.

## Umborodom

Whose Hound was the Thunder

Wields a mallet

Served by storm giants, dragons, devas

Symbolized by mallet

Aligned with Law

Sohei can prepare the spell *lightning bolt*

*Thereat Umborodom, whose hound was the thunder, took his hound in leash, and strode away across the sky.*

Umborodom is the grim lord of thunder and lightning, the bearer of godly grudges and divine punishment. As the Duke of Thunder, priests of all kinds call on him to exorcise evil spirits and banish the undead. His own priests wear clothes of black and red and wield meteor hammers, mallets or tetsubo. They are a raucous bunch, loud and overbearing, but absolutely reliable when one is in need. They are also famous prudes.

Umborodom appears as a tall, muscular man with blue skin and the wings of a bat or dragon.



## Yahn

Usurer of the Gods, God of Wealth

---

Served by demons

---

Symbolized by a jewel

---

Aligned with Neutrality

---

Sohei can *detect treasure* once per day

*... and ever Yahn cried out to remind them of their bargain.*

Yahn is the opulent god of wealth and the usurer of the gods. Yahn appears as a glaring man sitting behind a heap of lustrous gems, clutching them with both hands. Each jewel is no larger than a drop of water, and each represents a human life. It is said that before men walked the earth, they were mere shadows roaming the cosmos. They saw the jewels before Yahn and saw in them the green lands of the world, and Yahn made with them a bargain – they would enter these jewels and have a life, and they would polish these jewels and cut them with their grief, and when Mung had claimed them they would return these jewels to Yahn, the usurer of the gods.

In these jewels, Yahn sees all that happens in a human life, making him also a deity of knowledge, and it is for this reason that people visit his temples and give jewels to his priests, that they might peer into the lives of others. The priests of Yahn are not only rapacious, but also proud and haughty, for they believe their lord is the lord of all lives, and that all people, from kings to beggars, will one day give their lives back to Yahn.

## The Three Yozis

Ya, Ha and Snyrg

---

Served by demons

---

Symbolized by a black stone

---

Aligned with Chaos

---

Sohei can exchange 1d6 hit points for one additional first level spell each day

*Ya, Ha, and Snyrg were these three Yozis, the lords of evil, madness, and of spite.*

The three lesser spirits, the Yozis, have as their chief and only ambition to be worshipped as proper gods. To this end, they snuck into Heaven and discovered the Power of the gods, a thing fashioned of black rock with four words engraved upon it. These words the Yozis read and gained

the power of the gods. With this power, they fled, still fearing the gods, and set out to found a cult.

The Yozis are worshipped in Tsanjan and in a few isolated cults outside of that accursed country. Their first worshippers were the savage ling that dwelled upon the plateau, but soon they were discovered by the strange men of Tsanjan, who called themselves the Travelers. The Tsanjani discovered that the Yozi were very willing to parcel out their power and secrets for the reverence and tribute of the people. The priests of the Yozis are, for the most part, shugenjas trained in the dark secrets they are willing to share. A few evil sohei also worship the Yozis.

## Agrodaun

The Mountain Standing Alone

---

Served by devas

---

Symbolized by a mountain

---

Aligned with Law

---

Sohei can cast *protection from chaos* once per day

*And the Yozis sailed away and cursed towards Agrodaun, but could not hurt him, for he was but a mountain.*

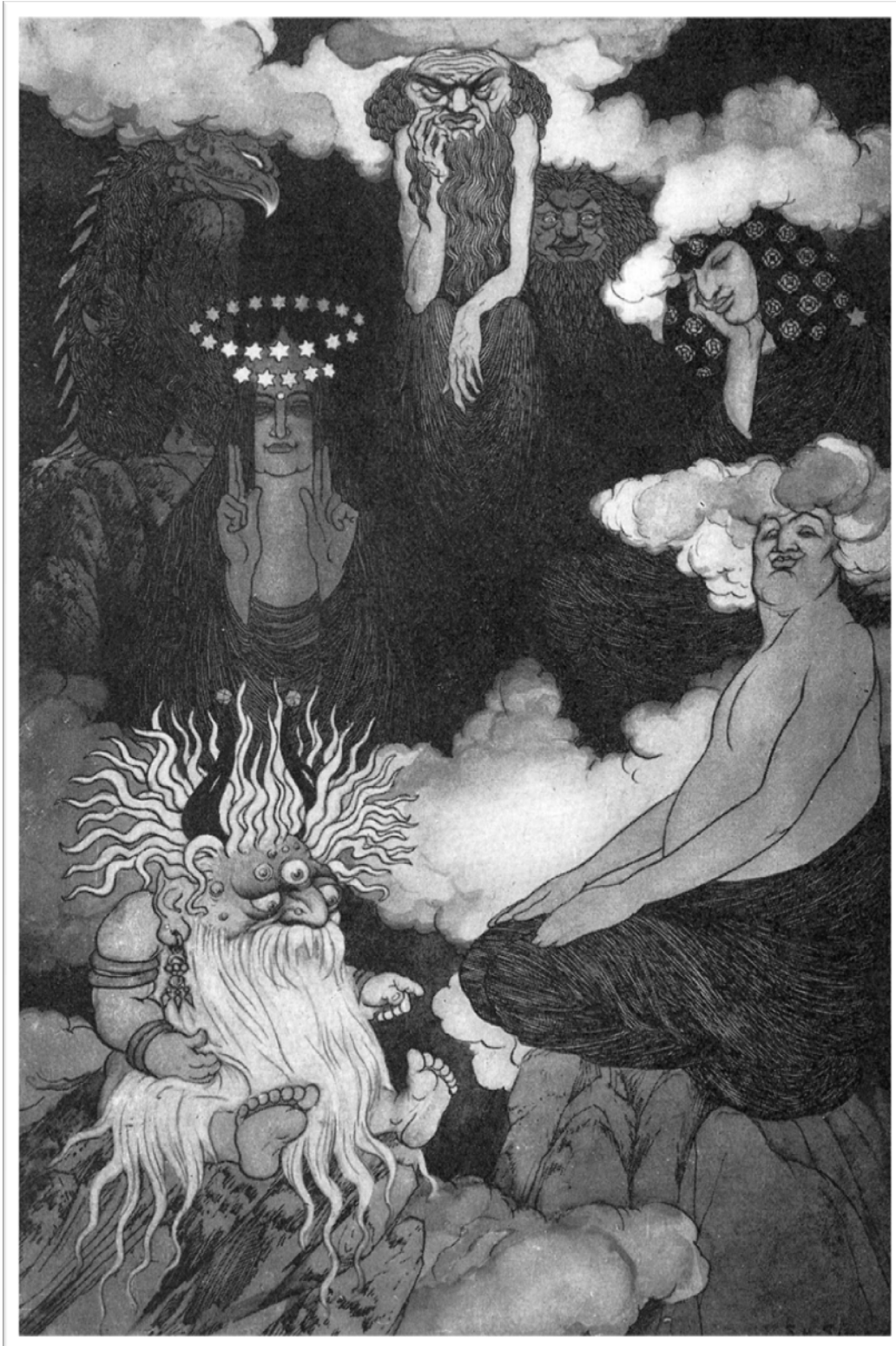
Agrodaun is a mountain on the coast worshipped as a divinity. Also called Tintaggon, he is a mountain of black marble that stood against Slid, when the sea would cover all the land. Agrodaun is now worshipped as a god of steadfastness and divine protection, invoked by people in times of strife and trouble to lend them his courage and resilience. Agrodaun's sohei are staunch defenders of the innocent, paragons of warrior virtue and protectors of the weak. They wear black clothes and small tablets of black marble on iron chains around their necks.

## Hoodrazai

*They say that Hoodrazai stands all alone and speaks to none because he knows what is hidden from the gods. Therefore the gods have made his image in a lonely land as one who thinks and is silent—the eye in the waste.*

In the midst of a great desert, the desert of deserts, stands the idol of Ranorada, the Eye in the Waste, carved from the living stone of a hill in a vast desert. Ranorada, it is said, is carved in the likeness of Hoodrazai, who it is said has discovered all the secrets of the universe, of its doing and undoing. Hoodrazai does not reveal these secrets – does not speak or move or answer prayers, and thus has no worship by men.





**Lo! The Gods**

Sidney Sime, 1905

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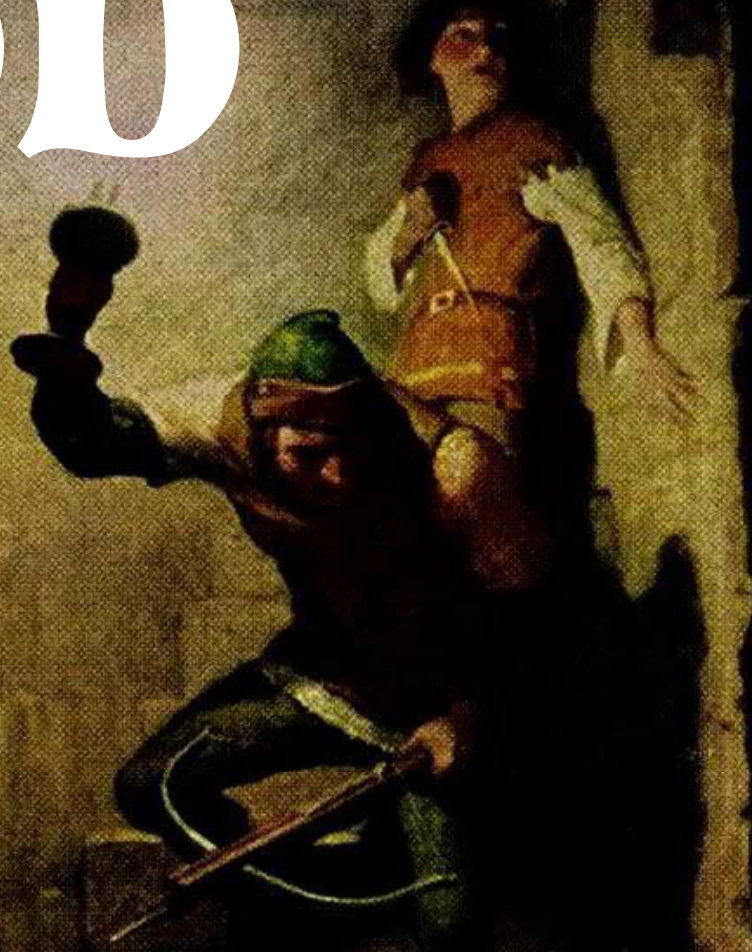


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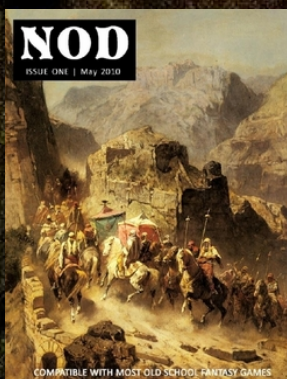


*But every night I go abroad, Afar into the land of ...*

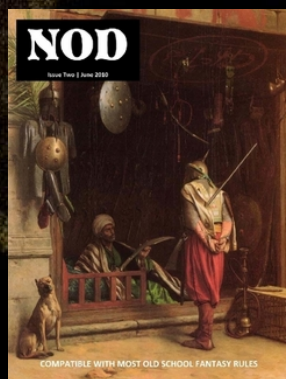
# NOD



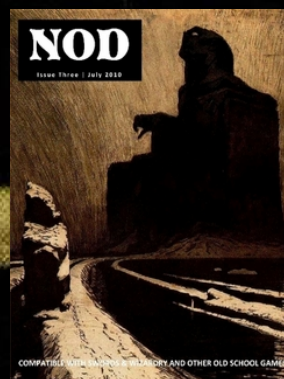
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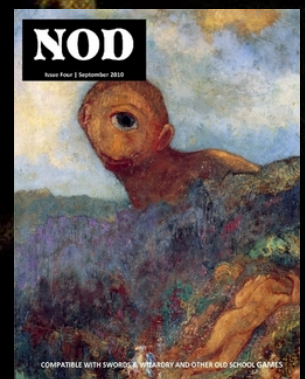
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