

NOD

17



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Ixum, City of the Savannah	I
<i>Visit an oasis of knowledge in a sea of savagery</i>	
36 Monsters of Distinction	15
<i>Meet 36 monsters who are more than just HD and AC</i>	
Dinosaurs With a Difference	27
<i>Generate some dinosaurs your players won't soon forget</i>	
It's the Monster's Turn	29
<i>Four monstrous classes for Blood & Treasure</i>	
Let's Get Pished and Start a Fight!	35
<i>Bar fight rules for role playing games</i>	
A Skeleton for Every Occasion	39
<i>18 skeletons to torment any level party</i>	
Queens of Elemental Air	45
<i>Six stunning queens from the Elemental Plane of Air</i>	
Swords, Sorcery & Mystery Men!	48
<i>A guide to running Mystery Men! as a fantasy game</i>	
Meet the Macabres	50
<i>A creepy, kooky, mysterious and spooky new race for Blood & Treasure</i>	

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Ixum, City of the Savannah

Ixum is a grand city of traders, herdsman and horse warriors that controls the western portion of the Pwenet savannah. The city is the hub of a trade network that extends to Ophir to the northwest, Zinj far to the west across the jungles of Cush, Ibis across the merciless desert of Nabu to the north and to the city-states of the plateau of Ende far to the east. Peoples from all over come to Ixum to trade almost everything imaginable, all of them paying the tolls of the Ixumite horse warriors and their grand Sultan Oweh and paying their respects to the wise priests of the Grand Librarium and to the beauty of Oweh's sultana, Arah.

The people of Ixum are a proud folk, descended from the ancient conquerors of Nabu, artistic, devoted to learning and awash in currency from the trade that flows from north, south, east and west. They represent a blending of the many peoples of Pwenet and Cush, being of average height and weight, with skin that ranges from a light, creamy brown to a much darker brown, and eyes of blue, green and grey. Their hair is black and the people usually wear it in intricate designs. Priests shave their heads, and most Ixumite men keep their faces clean shaven.

Costume in Ixum is colorful and bright. Black is considered a taboo color that is considered unlucky; folk who dress in black are shunned. Ixumite women wear head scarves and patterned skirts, while men dress in loose tunics. Sandals are far more common than boots or shoes. During the heat of day, men and women carry umbrellas, most of them made of colored paper.

The priests of Ixum, regardless of their temple, dress in robes of saffron yellow, and they wear turbans on their bald pates, the height of the turban and the value of its ornaments being an indication of their rank. Naturally, the high priest or priestess of Ekineba has the tallest and most valuable turban of all the priests of Ixum. Most priests carry small drums, which they beat to accompany their chants. When religious processions make their



PEOPLE

Population: 35,000

Demographics: Human 90%, halfling 4%, dwarf 4%, elf 2%

Ruler: Sultan Oweh the Lusty [1] and Sultana Arah

High Priest: Ngiba [2], high priest of Ekineba

PLACES

Vistas: Streets thronged with people in brightly colored clothes, veiled nomads driving animals through the streets, howling monkeys on rooftops, women carrying beautiful umbrellas to keep off the sun, adobe buildings with windows of colored glass and tiled roofs, narrow "balconies" between buildings or dividing buildings

Temples: Ekineba (knowledge), Kothar-wa-Khasis, Isis, Aganju, the Xaoc

THINGS

Food: Porridge, stews, lamb, spicy sauces, dates, fish, fried bananas (imported from Cush), kola nuts

Drink: Millet beer, banana beer, imported spirits from the north, tamarind and guava juices, hibiscus tea

Taboos: Breathing on nobility, priests and royalty, wearing the color black, facial hair on men (they're not wild about it on women, either, of course), jingling coins

Currency: Okeg (gp), Tetazu (sp), Ijab (cp)

way through the streets of Ixum, they are accompanied by the beating of very large drums, some of them carried on the backs of cattle, others by lesser priests. Scholarly priests carry wax tablets or leather books, both to read and as a sign of their learning.

The streets of Ixum are uneven and clad in ancient cobblestones. Merchants and their customers throng the narrow streets, trading goods for coins. Smiths work outside their homes on small anvils, and people do their cooking outside as well. Animals are rare on the streets of Ixum, save for the lovely white cattle of the sultan, who are tended by young noblemen attempting to win his favor; they dress in simple white shifts and carry white



crooks (which also serve as quarterstaves, should some fool attempt to rustle the sultan's prize cattle).

Camel caravans are common in Ixum, though the camels are kept outside in one of three large caravanserays. Merchants sometimes sleep in the caravanserays or, if they are full, in tents thrown up near a great watering hole outside the city. Of course, the wealthier merchants sleep inside the walls in one of the city's many inns, and they are most easily identified by their outlandish clothes or facial hair.

Date palms grow throughout the city, in courtyards, markets and along the sides of the streets. Small, colorful songbirds throng these trees; they are the property of the sultana, and to kill or molest them means death in Ixum.

The larger buildings of the city are constructed of adobe bricks and have peaked, tiled roofs of blue, scarlet, grey-green or other colors. Windows are either shut by wooden shutters or are filled with colored glass. Outside the larger buildings that surround the royal palace and other public buildings, the people of Ixum live in beehive-shaped homes of adobe. The larger buildings of the city have cellars, the clay soil being used to make bricks for the walls. Temples, government buildings and the homes of nobles are

permitted to be painted white, while all other buildings are left unpainted, though not unornamented.

Ixum's markets are clad in limestone. Spices and dried fruits are sold from small pits in these courtyards, while other goods are sold from colorful tents. Each marketplace is under the guard of a magistrate and ten men-at-arms.

DEFENSES

Ixum is defended by 18-foot tall walls of adobe. The walls are about 7 feet thick at the base and about 4 feet thick near the top. They are crenellated and studded with wooden spikes near the top. Every 40 feet of wall is guarded by a sentinel, a warrior in chainmail armor and carrying a light crossbow and spear. At his call, 3d6 other men-at-arms can swarm to his position. The city has seven great conical towers, liberally studded with spikes and containing arrow slits to allow up to 12 archers to fire at a time.

RANDOM ENCOUNTERS

Random encounters should only be diced for at night, or when adventurers have left the main streets for the back alleys. There is a 1 in 6 chance per turn, under these conditions, of a random encounter occurring.

ROLL	MAIN STREETS (D10)	BACK STREETS (D10)	NIGHT (D12)
1	Building fire	Chaos cultists	Chaos cultists
2	Chamber pot	Giant rats	Ghoul
3	Clerical procession	Guards	Giant rats
4	Guards	Magic-users	Night hag
5	Mage duel	Prostitute	Press gang
6	Mob violence	Rakes	Prostitute
7	Noble procession	Thieves	Rakes
8	Pick pockets	Thugs	Succubus
9	Runaway horses	Trickster	Thieves
10	Tax collector	Vicious dogs	Thugs
11	-	-	Vampire
12	-	-	Wererat

Building Fire: A building is engulfed in flames, causing a panic. For 1d4+1 rounds, the adventures must pass a Reflex saving throw each round or be knocked prone and trampled for 1d4 points of damage unless they flee. There is a 10% chance of a person being trapped in the building. Pick pockets work the crowds (see pick pockets below).

Chamber Pot: A random adventurer is struck by effluence cast out of window from a chamber pot. If that seems a bit too nasty, simply make it garbage. Either way, the adventurer suffers a -2 penalty to reaction checks until they clean themselves up.

Chaos Cultists: A gang of 1d6 cultists of the Xaoc lurk in the shadows, seeking victims to sacrifice. Most cultists are priests (see Henchmen in *Blood & Treasure*), but there is a 1 in 6 chance of one cultist being a Chaotic (Evil) cleric (level 1d6) and the group's leader. They wear ring mail under their robes and are armed with light maces and plenty of rope.

Clerical Procession: A procession of clerics from the temple of Aganju, Isis or Kothar-wa-Khasis is making its way down the street. The procession consists of the high priest and 1d6+4 lesser priests. They carry a portable idol or large holy symbol on a pole and might be casting blessings, selling holy symbols, holy water or indulgences, or giving alms to the poor.

Ghoul: A pack of 1d6 ghouls ambushes the adventurers. Alternatively, the adventurers might come upon the ghouls attacking a victim.

Giant Rats: A pack of 2d6 giant rats emerges from piles of garbage to attack the adventurers.

Guards: During daytime hours, 1d6+1 men-at-arms use their official positions to harass and annoy the adventurers, and maybe shake them down for a bribe. At night, 1d4+4 men-at-arms led by a fighter (level 1d6) are on patrol. There is a 1 in 6 chance they are accompanied by a cleric or magic-user (level 1d4).

Magical Duel: A crowd has gathered to witness two magic-users (roll 1d10 to determine their levels – keep them close) have a magic duel. Pickpockets will work the crowds (see pickpockets below).

Magic-User: A powerful magic-user (level 1d4+6) and his 1d4+1 apprentices (magic-users level 1) are looking for victims for his experiments, out shopping for laboratory equipment or ingredients or are on some other weird, mystic errand.

Mob Violence: Two factions (rival families, cults or guilds) have come to blows. Each faction consists of 6d6 commoners armed with clubs. People within 60 feet of the epicenter of the violence must make a Reflex saving throw each round or be attacked by 1d3 commoners.

Night Hag: A night hag is on an infernal errand.

Noble Procession: A nobleman or -woman (or couple) is making their way down the street. Roll 1d6 for their rank: 1-3 Knight; 4-5 = Nobility; 6 = Royalty. Multiply this roll by 2 to determine the number of courtiers with them, and by 4 to determine the number of men-at-arms accompanying them. Half are heavy infantry, the other half are heavy cavalry.

Pick Pocket: A gang of 1d6 rogues or a single thief (level 1d6+2) is working the crowd and targets a random adventurer.

Press Gang: A gang of 1d4+4 slavers (treat as men-at-arms with no armor and armed with clubs) led by a slavemaster (fighter or duelist level 1d6) are looking for new victims; their caravan leaves at the break of dawn.

Prostitute: A man or woman of the evening is plying their trade here. Roll 2d6+6 for their charisma. They charge their charisma x 10 gp for a night's entertainment, and pass on an embarrassing condition if their customer fails a Fortitude saving throw vs. disease.

Rakes: A gang of drunken aristocrats armed with padded armor, scimitars and daggers is looking for trouble. There is a 1 in 6 chance they are led by a duelist (level 1d6). Their drunken condition gives their opponents a tactical advantage, but worsens reaction checks with them by 2.

Runaway Horses: 1d4 heavy horses or camels have gone wild and bear down on the adventurers, threatening to trample them and possibly a helpless old man or woman or child. If there is more than one horse, they are hooked up to a wagon laden with goods.

Succubus: A succubus looks for prey, masquerading as a normal human.

Tax Collector: A tax collector (an aristocrat) and his 1d4+2 men-at-arms (light infantry) are shaking down the citizens for donations to the community chest. They are always looking out for wealthy adventurers.

Thieves: A gang of 1d6 rogues is plotting a caper, in the middle of robbing a building or fleeing the scene of the crime. There is a 1 in 6 chance that they are led by a thief (level 1d6).

Thugs: A pack of 1d6 thugs is either plotting violence, in the act of murdering a victim or fleeing from a scene. Most thugs are rogues (see Henchmen), but there is a 1 in 6 chance of an assassin (level 1d6) being present as their leader. They appear as figures in hooded black cloaks and are armed with poisoned daggers.

Trickster: An illusionist (level 1d6+1) attempts to sell some worthless tonics or powders to the adventurers. His toady is a thief or bard of half the level of the illusionist.

Vampire: A vampire is stalking the streets in search of prey. If the party is powerful enough, the vampire might be accompanied by 1d4 of his spawn with half the number of hit dice.

Vicious Dogs: A pack of 2d4 stray dogs are looking for food.

Wererat: A pack of 1d6 wererats are on the hunt.

LOCATIONS

1. Royal Palace: The royal palace of Ixum is also called the Palace of Five Courts. It is surrounded by a 30-ft. tall wall of stone and several towers, each 10-ft. in diameter. A guardsman in chainmail armed with a heavy crossbow and pole arm is stationed atop each tower. Within the walls, there are five courts, each paved with white limestone and planted with trees, flowers and exotic plants. In each court there is a statue of one of the Queens of Elemental Earth, making the courts shrines as well as decorative gardens. These courts are separated by stone buildings that house the palace's chapel, barracks, the royal court, library and observatory and feast hall and royal bedchambers. Each building and court is square in shape and measures 200 feet across. Each building is two stories tall and is topped with battlements patrolled by three to six additional guardsmen.

The palace houses the Sultan and Sultana and their retainers. This includes such luminaries as:

- Adayeng the Grand Vizier (1 HD, 4 hp) and his three clerks (two of whom are doppelgangers plotting against the palace).
- Oden, Captainess of the Guard, and her 30 elite guards, including her lieutenant Anyaoh.
- Tola, the royal alchemist and magician (Adept 3) and his two apprentices, Bange and Bambo.

- Nkinje, the palace chaplain (and a priest of Aganju) and his two beadles, Agwux and Botchwu.

The palace also houses many kitchen staff, as well as a chamberlain called Asrang.

Nkinje, Human Earth Priest: LVL 3; HP 7; AC 8; ATK 1 light mace (1d4+1); MV 30; F12 R16 W11; AL N (LN); XP 300; Special – Turn air elementals, rebuke earth elementals, spells per day (4/3/1). Gear – Robes, light mace, holy symbol; Abilities – Str 12, Int 12, Wis 14, Dex 6, Con 9, Cha 13.

Oden, Human Duelist: LVL 5; HP 26; AC 16; ATK 1 longsword (2d8); MV 30; F13 R9 W14; AL N; XP 500; Special - Specialist weapon (x2 damage), +2 initiative. Gear – Leather armor, buckler, longsword, dagger; Abilities – Str 10, Int 14, Wis 7, Dex 16, Con 9, Cha 10.

Sultan Oweh: HD 3; HP 14; AC 12; ATK 1 +1 scimitar (1d8+1); MV 30; F12 R14 W14; AL N; XP 150; Special - None. Gear – Opulent clothes, ring of protection +2.

2. Grand Librarium: The Grand Library of Ixum is, aside from the royal palace, the most impressive and important building in the city-state. The librarium is a large, rectangular building with four tower-like protrusions at the corners. The building is constructed of granite blocks quarried many miles away and then covered by plaster and painted bright white. The walls are studded with the spikes common to the local architecture. The roof is peaked – uncommon for Ixum – and clad in slate tiles imported from quarries outside of Zinj. The building also serves as a temple to Ekineba, the patron deity of Ixum and their goddess of knowledge and wisdom.

Within the library, there are collected hundreds of tablets (fire clay), scrolls and leather-bound librams, tomes and folios. The library is divided into multiple chambers, each dedicated to a different subject. The books, tablets and scrolls are kept in locked, wooden cabinets in the center of each room, with adobe shelves lining the room for those who need to study. Ancient and rare manuscripts are kept in the basement of the librarium, which is barred by a locked iron door trapped with a *glyph of warding (electricity)*. Within this room are hidden such volumes as grimoires seized from the fortresses of liches, metal tablets of the elder things, and tattered scrolls left by the lizard kings.

Priests maintain the librarium, and full clerics protect the rare collection in the basement. At the heart of the library there is a temple dedicated to Ekineba (always guarded by two clerics), and adjacent to it chambers for the priests and for the city-state's high priest, Ngiba.

Ngiba, Human Priest of Knowledge: LVL 12; HP 38; AC 12; ATK 1 light mace +8 (1d4+1); MV 30; F7 R10 W6; AL N (LN); XP 3000; Special – Turn

undead, spells per day (6/6/4/4/3/3/2); Gear – Heavy robes, holy symbol; Abilities – Str 11, Int 13, Wis 15, Dex 13, Con 12, Cha 11.

Acolytes, Priests of Knowledge: LVL 1; AC 10; ATK 1 light mace +1 (1d4+1); MV 30; F13 R15 W13; AL N (LN); XP 100; Special - Turn/rebuke undead, spells per day (3/1).

Priest: HD 0; AC 10; ATK 1 light mace (1d4+1); MV 30; F16 R16 W13; AL N (LN); XP 25; Special – None.

3. Temple of Kothar-wa-Khasis: Ixum is a cosmopolitan city-state, with large populations of foreigners from such places as Ibis, Kirikersa, Zinj and Ophir. Among the more popular of the foreign gods introduced into the city-state is Kothar-wa-Khasis, the Ophirian god of craftsmen. In fact, one faction of smiths in the city has taken up the worship of Kothar, putting them at odds with the worshippers of Ogun.

The temple itself is composed of a single story and a sublevel. It is rectangular in shape and constructed of adobe. As with other temples in the city-state, it is painted white and adorned with stone spikes around the upper quarter of the walls.

The outer portion of the temple has an altar dedicated to Kothar as well as small idols of the other Ophirian deities in small alcoves and a pool of fresh water. This court is a gathering place for the Ophirians who dwell in Ixum.

A large pair of bronze doors leads into an antechamber with two doors. One leads into a hospice that cares for indigents of any nation, provided they do not carry the stench of chaos. From the hospice, one can enter the sub-levels where dwell the priests.

The other door leads into the inner sanctum, where is kept the idol of Kothar-wa-Khasis and the holy armory of the priests. The idol is composed of meteoric iron decorated with gold and silver leaf, and the room is clad in marble.

The high priest of Kothar is Balmaq (Adept 3, highly skilled as an armorer). He has five priests (Adept 1) under him, Eshoam, Ib, Remmuz, Yark and Zephon.

The temple keeps its treasury in the sub-level. It contains 15,000 gp and multiple tools, weapons and armor of masterwork quality.

4. Temple of Isis: As mentioned above, Ixum has a vibrant population of traders from Ibis; in fact, many families in Ixum trace their ancestry to the tribes of Nabu. The temple of Isis is quite ancient, and is constructed of great limestone blocks. It is square in shape and surrounded by caryatid columns of nymphs. The temple is topped by a dome, under which is the inner sanctum, which contains a great idol of Isis in white marble with accents of bejeweled gold.



The high priestess of the temple is Makety the wise (Adept 3). She has seven priestesses, Minite, Ninofre, Nenathue, Taheti, Khetsuky, Aherer and Huttenay. All are trained warriors of law. Makety is a surprisingly young woman, with large, blue-green eyes and a terrific right hook.

The temple has an outer ring frequented by worshippers. It contains three small silver idols of Isis and troughs of water for purification rituals. Hidden trapdoors grant access to stair cases that lead into the sublevel, where the priestesses keep their quarters, and from where one can access the inner sanctum. Makety keeps the temple's treasure, 400 gp and a wand of feather fall (5 charges) in a locked iron box in her bedchamber.

5. Temple of Frog Gods: The weird frog gods of the northern swamps are represented in Ixum, despite the fact that very few of the swamp people dwell in Ixum – mostly itinerant “gypsy” types and their high priest, Akux, a slothful iconoclast who appears to live very well on the tithes required from his flock.

The temple is a single-story, white building with a single sub-level that serves as a slave pit for the lizard men who are required as sacrifices to the xaoc. The upper story is really more of a “monastery” than a temple, with multiple living cells for the “monks” and “nuns”, who operate through the city as fortune tellers and sellers of magic powders.

Directly above the slave pit there is an inner sanctum of worship. This inner sanctum's walls are lined with porcelain frogs of every color imaginable. Though they are only made of fired and glazed clay, people standing in the room will occasionally notice a shuddering wave flow through them. At the center of the room there is a circular portal leading down to the slave pit, and in each corner of the room there is a magic conjuring circle used to bring xaocs into the room for the sacrifices. The lizard men are hauled up from the pit by a chain and then clawed by the xaoc so that their blood flows up the magical chains and then across the ceiling and down the walls, which always shudder as they begin drinking in the blood.

The temple currently has a population of 20 monks (treat as rogues, not adepts). Its treasury holds 1,700 gp.

Akux, Human Cleric: LVL 7; HP 38; AC 8; ATK 1 light flail +4 (1d4+1); MV 30; F10 R15 W8; AL C (CE); XP 700; Special - Rebuke undead, spells per day (6/5/4/2/1); Gear – Robes, unholy symbol, sacrificial dagger; Abilities – Str 11, Int 11, Wis 17, Dex 5, Con 13, Cha 16.

6. Temple of Aganju: Aganju is the Cushite earth god. His temple is built of white limestone. It consists of a single story and is topped with a geodesic dome. The temple has three sub-levels born into the ground like caverns, though a dwarf can tell that they are not natural. The upper level houses the thirty acolytes of the temple, monks in white robes who spend most of their time underground in communion with Aganju, coming up to the surface at twilight to hold religious processions through the street holding aloft a large icosahedron of reddish-gold marble which serves as an idol of their god.

Lower levels hold crypts of the ancient high priests of Aganju, a secret passage into the great library [2], and an inner sanctum where the idol of Aganju is normally kept and guarded by four acolytes (adept 1) in burnished chainmail who are armed with stout maces. The chief priest, Munga, lives in the mid-level chambers with three “temple-wives”, oreads (earth nymphs), the daughters of Aganju and Oshun. Munga is tall and handsome.

The priests of the temple sacrifice gemstone offered by worshippers and petitioners, leaving them in the inner sanctum of the icosahedron and then finding them gone again hours later (they are actually collected by xorn that dwell far below the temple, and who are allied with the oreads). The temple does keep 4,000 gp in its treasury.

Oread, Medium Fey: HD 6; AC 17; ATK 1 dagger (1d4 + 1d6 acid); MV 30; F12 R10 W9; AL L (NG); XP 600; Special – Blinding beauty, spells as 7th level druids plus dimension door 1/day, move through earth as easily as moving through air.



Munga, Human Earth Priest: LVL 9; HP 30; AC 9; ATK 1 warhammer +6 (1d4+1); MV 30; F9 R13 W8; AL N; XP 900; Special – Turn air elementals, rebuke earth elementals, undead, spells per day (6/5/4/3/2/1); Gear – Robes, holy symbol; Abilities – Str 11, Int 11, Wis 13, Dex 8, Con 10, Cha 12.

7. Kinga the Smith: Kinga is an Ixumute blacksmith who runs the biggest smithy in the city-state. A devout worshipper of Ogun, he is arrogant but loyal to his friends, with a weakness for gambling (he usually owes 1d100 gp to Adenga [33]). Short and wiry, he cultivates an unkempt appearance, and a jug of rum always hangs from a leather thong attached to his belt. He employs three journeyman smiths and seven apprentices. Kinga and the apprentices sleep in the shop after hours, for Kinga is a bit paranoid about the Kothar-worshipping smiths in town. The journeymen dwell in apartments elsewhere in the city. Kinga has mahogany skin, frizzy black hair and eyes of brilliant hazel.

8. Deda the Smith: Deda is a smith who specializes in copper, brass and tin. Most folk refer to her as a redsmith. She is one of the city's smiths who worship Kothar-wa-Khasis, the Ophirian god of craftsmen, and this puts her at odds with Kinga [7] and many other smiths in Ixum. Her smithy is well-stocked and well-appointed with tools. It is a three-story adobe building, with a workshop on the bottom floor, sleeping quarters for her two journeymen and four apprentices on the second floor, and her

own quarters on the top floor, which she shares with her husband, Obatu, a palace guardsmen. Although she is moody, especially when the moon is full, she is friendly enough, and excellent at her craft. She is very tall and heavy set, and has a habit of fidgeting with her hammer while talking to people, giving the impression that crossing her could be quite dangerous.

9. Tara the Armorer: Tara is a young, handsome armorer; an avaricious, irreligious man with a mysterious past who speaks troll fluently. His smithy is a single-story adobe building with a cellar that provides living quarters for himself and his two apprentices. Tara belongs to the Brotherhood of Smiths and publically honors Ogun, but in truth he is a worshipper of the northern frog gods of chaos.

10. The Thorn: The thorn is a large tavern, its name derived from the wreath of thorny acacia limbs that hangs over the door. The tavern consists of a large common room with seven small tables, two long tables (where food is served) and four semi-private beaded booths. The tavern serves millet beer and various spiced wines imported from the Tepid Sea region.

The landlord is a youthful looking (though middle-aged) woman named Belle, with eyes so green that druids have been known to blush at the sight of them. A calm contrarian, she is a devout adherent to Oshun who has been known to come to the aid of

adventurers (and others) in need. Her bouncer is a ragged old dwarf called Yarz with a thinning head of red hair and a long beard matted with blood and beer (an affectation to make himself look more fierce). He has a deep and abiding love for Belle, and any attempt to harm her is met by him with a berserk rage that must end in somebody's death.

Yarz, Dwarf Fighter: LVL 2; HP 7; AC 12; ATK 1 club +3 (1d4); MV 20; F12 R15 W16; AL N; XP 200; Special – Dominate 0-level foes, dwarf abilities; Gear – Leather armor, club, dagger, snuff box; Abilities – Str 14, Int 7, Wis 7, Dex 11, Con 12, Cha 9.

11. Dryad Inn: Deme is a young Ixumite man who runs a large inn that serves as one of the most picturesque spots in the city-state. The inn is square in shape, with a large courtyard in the center. The court-yard is dominated by an ancient baobab tree inhabited by a dryad called Imlara. Imlara avoids most of the patrons, but on a particularly lonely night, when enough offerings of millet beer and wine have been left by the tree, she might emerge to introduce herself to a handsome male (Cha 15+).

Imlara the Dryad, Medium Fey: HD 4; HP 12; AC 17; ATK 1 dagger (1d4); MV 30; F14 R11 W10; AL N (CN); XP 400; Special – Bound to tree, merge with tree; Spells – At will—entangle, speak with plants, tree shape; 3/day—charm person, deep slumber, tree stride; 1/day—suggestion.

The inn is two stories tall. The ground floor is mostly a covered passageway that serves as a shady respite from the blazing sun and a “sidewalk café” where coffee grown in the hills to the northeast is turned into a very strong brew favored by the locals. The ground floor also contains a main office and living quarters for the servants, as well as a small kitchen. The upper floor holds three large shared rooms (3 gp per night), two dormitories (6 sp per night) and no private rooms.

Deme is a tall man who cultivates a refined appearance. He wears linen robes, always fresh and clean, and a leather skullcap. When presented with a difficulty he blusters and apologizes. He is a devout worshipper of Eshu, the god of travelers, and is not averse to lifting the purse of a careless guest, or helping slavers trap a guest or two in exchange for a sack of gold.

12. Bath-House: Olang is an Ixumite who runs a 3-story bath-house frequented by the luminaries of Ixum. It is said that half the deals struck by merchants in Ixum are struck in the steam rooms of Olang. The bath-house is constructed of limestone with a distinctive coral hue. The floors are clad in glazed tiles of golden-brown, and most rooms have one or two small mosaics of magical beasts or wondrous flowers. The bath-house has steam rooms and a pool on the ground floor, private rooms on the second floor which double as sleeping quarters for the bath-house servants (a trio of handsome men that Olang refers to as her nephews) and the top floor has the bedchamber of Olang.

Olang is a neat woman, quite short, with a secretive and peaceful nature. She is deathly afraid of cats.

13. Victovia the Woodcarver: Victovia is a transplanted Lyon from the north, a washed-out adventurer who endured a storm at sea, kidnapping by desert nomads and a whirlwind romance with the barbarian adventurer Korgon before ending up in Ixum. She soon made a name for herself as a woodcarver of wooden idols and furniture, a craft she learned from her father, and now she runs a successful shop. Her building is two-stories tall, with a workshop on the bottom floor, and living quarters above. She has a single apprentice, a young Ixumite girl named Arooh. Victovia is moody and curious, and quite attractive. Despite being a young woman, her face shows her experiences. She has alabaster skin, black hair which she keeps in a pageboy cut, and dazzling eyes of a color that is very difficult to describe (ulfire, inherited from her mother, who hailed from the Firmament and came to Nod as an adventurer herself).

14. Nkiwu the Potter: Nkiwu is young man with blue eyes, often covered in smudges of dried clay. A courteous young man, he mostly keeps to himself. He hails from the mountains to the northeast, where his family once served in the household of a silver dragon (he speaks silver dragon fluently) until the dragon was forced to quit his manor for a prolonged errand in the depths of the Astral Plane.

15. Treset the Fortune Teller: Treset (Adept 2) is a fashionable gnome of leisure who runs a fortune telling business in a relatively small adobe building, nondescript from the outside, but with a well-appointed interior (plush rugs, ebony furniture, etc.) He has skin of burnished gold, dark brown, curly hair that flows down his rather weak shoulders, and hazel eyes that peek over an enormous bulb of a nose. Aloof and haughty, Treset sees people by invitation only, with contacts through the thieves of Ixum.

16. Thieves' Den: This building is a sprawling adobe building that once served as the home for some minor noble or merchant prince, but which is now a hostel. The hostel has a single shared room (3 gp per night), five dormitories (6 sp per night) and three private rooms (7 gp per night; shabby, but comfortable). The place also serves as a den of gnomish thieves, under the command of Kasso and his three family (three children, his wife, a fence, and his parents and grandparents). Kasso has ochre skin, black hair and blue eyes.

Kasso, Gnome Thief: LVL 8; HP 32; AC 13; ATK 1 dagger +6 (1d4+1); MV 20; F12 R8 W13; AL C (NE); XP 800; Special – Backstab x3, gnome abilities; Gear – Leather armor, daggers (3), thieves' tools, scarf of invisibility; Abilities – Str 13, Int 9, Wis 7, Dex 13, Con 12, Cha 11.

17. Robbers: A youthful Ixumite robber named Odun dwells here in a 2-story townhouse, where he leads a band of twelve robbers. Where the gnomes [16] concentrate on finesse and chicanery, Odun's robbers are more brutish, mugging people at night, or sometimes lying in wait for small merchant caravans. The robbers keep their booty in the cellar under a false floor stone. Odun is cheerful, but abrasive, man with a ragged appearance.

Odun, Human Thief: LVL 5; HP 23; AC 13; ATK 1 short sword +3 (1d6); MV 30; F13 R10 W14; AL N; XP 500; Special – Backstab x2; Gear – Leather armor, short sword, dagger, thieves' tools; Abilities – Str 11, Int 12, Wis 7, Dex 15, Con 11, Cha 8.

18. Adeh's Menagerie: Adeh is an animal handler who has a three-story adobe building that has seen better days. The top floor contains his living quarters, while the other two are given over to his animals, kept in wooden and metal cages. There is a space on the ground floor cleared for animal training, and some larger animals are trained in the alley next to the building. Currently, he keeps several dogs (sleek hunters), a multitude of parrots and other such birds brought in from the jungles of Cush, an infant crocodile imported from Nabu (he's watching it while the owner is away on a caravan) and a very young bulette that is already becoming too much animal to handle.

Adeh's most favorite animal, and his closest friend, is a blink dog called Boro who does his best to keep his master on the straight and narrow path.

Boro the Blink Dog, Small Magical Beast: HD 4; HP 13; AC 16; ATK 1 bite (1d6); MV 40; F12 R11 W14; AL L (LG); XP 400; Special – Blink.

19. The Low Market: There are three marketplaces in Ixum – commonly referred to as the Low Market, High Market and Beast Market. This is the Low Market, where artisans and craftsmen sell common goods – most of the common goods in the Players Book can be purchased here directly from the makers. Caravans from Zinj and Ende also come through the Low Market, storing their goods in the surrounding warehouses and making deals in the surrounding counting houses.

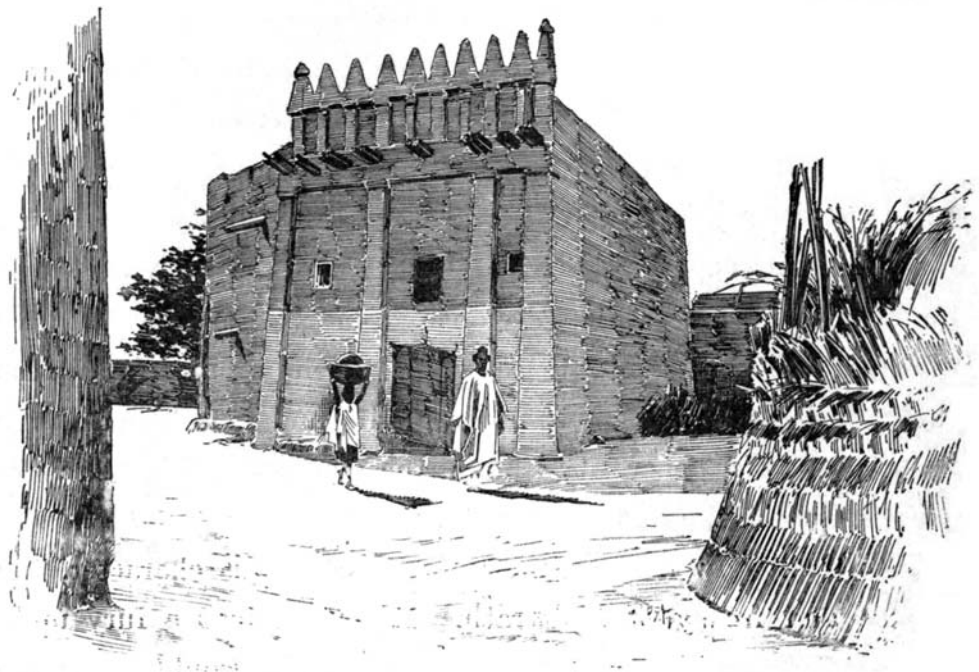
20. Horses For Sale: Babayo keeps a corral behind a 2-story mud brick building here, where

he trades horses and smuggles various mind-altering substances brought up from Ende. A short, heavy-set man with a neat appearance, he once apprenticed himself to a magic-user, and knows how to cast *spider climb* once per day (an ability he often shows off, laughing about its relative uselessness).

21. Camels For Sale: Mfuno is a heavy merchant with a round, jovial face. He can usually be found lounging in a large, rattan chair under a shade. He rarely moves, but knows his stock well, and though slothful in the extreme, his eyes glimmer at the opportunity to haggle. In his youth, Mfuno was a rakish rogue (he has many children spread through the city that he knows very little about, though he does support them and uses them as his spies and aides). He dwells in a three-story adobe building that is opulently furnished, and most people suspect he is involved in criminal enterprises (he isn't – just very smart with his money).

22. Scriptorium: The scriptorium is an adjunct to the library [2], a holy place where books and scrolls from the library are copied and sent (for a handsome fee) to sages and scholars all over the world (and on a few occasions, on other worlds). The scribes of Ixum are among the finest in the cosmos.

The scriptorium is overseen by Amim (adept 2), a young woman with large, brown, penetrating eyes and a very thin frame. Her normally aloof demeanor hides deeper passions, passions that are being worked on by a chaos priest posing as a visiting scholar who was sent from the depths to tempt her. One demon lord in particular seeks an ancient tome that contains clues to the true name of his rival!



The scriptorium is a 3-story building, with a dormitory for the scribes on the upper floor, a copying room for guarded texts on the second floor and a copying room for normal texts on the ground floor. An armored cleric of Ekineba always stands guard on the first floor.

Cleric of Ekineba: LVL 2; HP 6; AC 17; ATK 1 light mace (1d4+1); MV 30; F16 R16 W13; AL N (LN); XP 200; Special – Turn undead, spells per day (4/2); Gear – Chainmail, shield, light mace, alarm horn, holy symbol.

23. Odeh the Cartwright: Odeh is a cartwright, perhaps the finest in Ixum. He is a youthful local who is completely nondescript and usually covered in the sweat and grime of a hard day's work. He lives in a simple, single-story adobe building with little ornament or luxury. He also happens to be a spy from Ibis, sent to keep an eye on the sultan and make sure Pwenet's days of conquest are over.

Odeh, Human Assassin: LVL 5; HP 19; AC 12; ATK 1 dagger +3 (1d4); MV 30; F13 R9 W12; AL C (LE); XP 500; Special – Poison use, backstab x3 (paralyze or kill); Gear – Leather armor, daggers (3), vial of poison; Abilities – Str 10, Int 14, Wis 13, Dex 16, Con 9, Cha 5.

24. Ndukwe the Provisioner: Ndukwe runs a 1-story brick provision shop here, selling all manner of cheap foodstuffs. Caravan masters often do their shopping here, securing large lots of provisions for their trips across the wild. A young man, Ndukwe is inherently dishonest – the caravan masters know this, and give him no leeway in their dealings – and when his honesty is challenged he becomes quite hostile, unless he thinks he cannot get away with it.

25. Ounin the Sage: Ounin (Adept 3) is a scholar who is no longer attached to the library, though she has maintained friendly contacts with it. For many years, she worked as the chief chronicler of the sultan's father, and now she lives in semi-retirement, taking assignments from people when she feels up to it. She has a small but impressive library of her own, and has almost total access to the Grand Library, even some restricted tomes. Ounin is an opinionated woman, and from time to time she has made enemies of the nobility with her reckless pronouncements. She has an irrational fear of dwarves, and will have no dealings with them. Her home is a 4-story manse with about 20 rooms. Her cellar hides a secret altar to Lucifer, with whom she has made a pact to unnaturally extend her life.

26. Guardpost: This building is a fortified guard post under the command of Oyetiah (3 HD, 11 hp), a young woman warrior of average height with a wiry frame. For a sergeant-at-arms, she is surprisingly well educated, and she is also rigorously honest. Her husband is Aman the brick-maker, and the couple has four children, the youngest being 3, the oldest 10. Oyetiah has 6 men-at-arms under her command in the tower. It is equipped with a

single dungeon cell (one enters it from above, and has just enough room to sit up without banging their head on the ceiling) and three sets of manacles built into the wall. A locked rack on one wall contains spears, light crossbows, and bolts are hung on the wall in quivers. The men-at-arms sleep on the second floor of the tower, along with their sergeant, while the upper floor contains arrow slits and passage to the crenelated roof.

27. Okin the Lapidary: Okin dwells in a four-story manse with a very impressive wine cellar. The lapidary does business on the ground floor (and always in the company of two trusted bodyguards, her grandsons Dele and Ikpen, both 2nd level fighters). Scrupulously honest, but with a foul sense of humor, Okin usually keeps 1d6 x 1,000 gp on hand for the purchase of gems, and the following gemstones on hand: 3d6 x fancy stones, 1d8 x gems and 1d4-1 jewels. All are locked in an iron chest guarded with a poisoned needle.

Ikpen, Human Fighters: LVL 2; HP 10; AC 16; ATK 1 scimitar +4 (1d8+2); MV 30; F11 R15 W16; AL N; XP 200; Special – Dominate 0-level foes; Gear – Chainmail, buckler, scimitar, throwing axe; Abilities – Str 16, Int 8, Wis 8, Dex 10, Con 14, Cha 6.

Dele, Human Fighters: LVL 2; HP 18; AC 16; ATK 1 scimitar +3 (1d8+1); MV 30; F12 R15 W15; AL N; XP 200; Special – Dominate 0-level foes; Gear – Chainmail, buckler, scimitar, throwing axe; Abilities – Str 14, Int 11, Wis 11, Dex 11, Con 16, Cha 15.

28. Kashmitra the Butcher: Kashmitra is a young man from Kirikersa, with mocha skin, black hair, dark brown, unfeeling eyes and a rather portly build. A worshipper of the various demons of his country (he has representations of them on his walls), he presents a grumpy, morose demeanor. He was once a member of a grand monastery in his country who was exiled after they discovered he had broken his vows (women, wine and song).

Kashmitra, Human Monk: LVL 1; HP 5; AC 13; ATK 1 strike +0 (1d4); MV 30; F12 R10 W12; AL C (CE); XP 100; Special – Stunning attack; Gear – Turban, dagger; Abilities – Str 10, Int 8, Wis 14, Dex 18, Con 15, Cha 8.

29. Glewke the Bowyer: Glewke is a transplant from Blackpoort. A skilled bowyer and fletcher, he left Blackpoort to escape that city's powerful criminal element. With his pale skin and jet black hair, Glewke is the picture of depression, though he is in fact quite a decent chap. He owns a *cloak of invisibility*, and it played an important part in getting him out of Blackpoort.

30. Apartments: This 4-story building contains small apartments (each about 10-ft. by 8-ft. and very simply furnished). The building is mostly occupied by laborers and journeyman artisans. The caretaker is Aleng, a young, skinny man with a mischievous sense of humor. The owner is a minor noble of Ixum called Uhah, who uses the locked cellar to smuggle rum.

31. Wilhun's Place: This 4-story building is another apartment building, but it has a small restaurant on the ground floor. The restaurant is owned and operated by Wilhun, a transplant from far Azsor with a penchant for exotic foods. A bad experience with a blue dragon left him the sole survivor of a party of adventurers, and he wound up in Ixum in need of funds to continue his quest. Wilhun mostly prepares Ixumite dishes, but he is skilled enough to fix just about anything, or a reasonable facsimile thereof.

32. Atoh the Rag Man: Atoh (3 HD; 11 hp; Chaotic/NE) is a merchant who runs a thriving business in used clothes and rags. In this narrow, three-story building he keeps his stock on the first two floors, and lives on the top floor with his wife, Nwegba (who is awfully tired of her husband, a tiresome man by anyone's standards). Atoh usually lives up to his profession, dressing in thread worn clothes. He is a short man, but is of noble blood.

33. Adenga's Club: Adenga runs a fighting club here, a popular hang-out for mercenaries and fighting-men and women of all stripes. The club has a common room where men and women drink millet beer and wager on the fights. The common room has six long tables and four booths. The fights occur in four side rooms, with raised viewing platforms and 6-ft. deep pits, each about 10-ft. by 10-ft. Adenga employs a bouncer called Obiang, though most folk know that Obiang is an easy mark compared to his master, Adenga, a veteran of the pit fights who took control of the club the former owner got into her debt and chose to relinquish his club in lieu of losing his life. Adenga is an unforgiving, jealous woman, and not to be trifled with.

Adenga, Human Duelist: LVL 12; HP 72; AC 14; ATK 1 scimitar +10 (1d8); MV 30; F10 R6 W12; AL C (CE); XP 1200; Special – Specialist weapon (x2 damage), +2 initiative, riposte, avoid lethal blow; Gear – Padded armor, buckler; Abilities – Str 12, Int 13, Wis 8, Dex 14, Con 13, Cha 8.

Obiana, Human Fighter: LVL 2; HP 6; AC 14; ATK 1 club +3 (1d4+1); MV 30; F12 R14 W16; AL N; XP 200; Special – Dominate 0-level foes; Gear – Ring mail, club; Abilities – Str 15, Int 10, Wis 8, Dex 14, Con 11, Cha 10.

34. Granary: This single-story building serves as a royal granary. The building is constructed of thick limestone blocks, and has a basic, square shape with double iron doors that are usually kept locked. Within the granary, there are hundreds of terracotta vessels containing about 3 tons of millet and wheat. The granary is watched over by Ucheang, a middle-aged, bored woman who serves as clerk.

35. Shanties: A little shanty town has sprung up on an empty lot here, mostly inhabited by refugees from a village recently burned to the ground by raiders from the east. Among the refugees is a sadistic, cowardly young man called Owux, who helped the raiders into the village.

36. Guild Hall of Merchants: The merchants of Ixum have a loose organization headquartered in this 2-story adobe brick building. The current guildmistress is Raboyo, a young woman who is tall and thin and always dressed in as much finery as she can muster. A jealous woman, she plots against her fellow merchants even while doing her best to represent their interests with the sultan. Raboyo lives elsewhere in a fine manse with her husband, an artist named Nwaku, and their five children.

37. Prison: The prison here is a 4-story limestone building with narrow windows and a single entrance, a large iron door always kept locked and guarded on the outside by two men-at-arms. Inside the door there is a small room with two additional iron doors and four additional men-at-arms. The prison is used to hold enemies of the state. There are another 20 guards in all, as well as the warden, Okor (4 HD; 14 hp; +1 dagger), a heavy-set, mature woman. The most famous prisoner at the moment is the Lady Azim, a rival to the sultana in terms of beauty and influence.

38. Nada the Goldsmith: Nada is a taciturn, but scrupulous, goldsmith who dwells in a 4-story adobe manse. The interior of the ground floor consists of a small, well-appointed showroom and a workshop for himself, one journeyman and three apprentices (nephews – lazy morons in Nada's opinion). The rest of the manse consists of a dining chamber, smoking chamber, small kitchen, several bedchambers and an attic crowded with memories. Nada is a youthful woman, tall and fat, who always wears a scarlet turban and copious amounts of gold jewelry when she is entertaining guests.

39. Ninli the Emerald Dealer: Ninli is a very posh woman who hails from Ishkabibel. With her olive skin, sandy brown hair (always pulled back in a bun) and hazel eyes, she projects an aura of nobility and reserve. In truth, she was a thief in her native city who got out while the getting was good. She still keeps a small idol of Ishtar in her shop, which sits on the ground floor of her 4-story manse. Ninli is a dealer in emeralds, and nothing but emeralds. The fame of her stock is known throughout the lands bordering Mother Ocean, and perhaps beyond. She usually keeps about 20,000 gp on hand to purchase gems and 1d10 x 1,000 gp worth of emeralds, keeping it in a vault with a very complex lock (-5 or -25% to open lock checks) that slams shut and locks after one enters, forcing them to pick a second, three stage lock (i.e. three open lock rolls) while the vault begins to fill with a sleep poison and an *alarm* spell is sounded in Nimli's head. Nimli is very arrogant, and this arrogance has made her a bit sloppy. She has recently permitted an elf adventurer called Yuldir into her life. Yuldir poses as a fighter/magic-user, but he is actually a magic-user/thief intent on stealing a particularly nice emerald (worth half her present stock of emeralds) for a spell he is researching.

Ninli, Human Thief: LVL 4; HP 14; AC 12; ATK 1 dagger +2 (1d4); MV 30; F13 R10 W14; AL C (NE); XP 400; Special – Backstab x2; Gear – Padded armor, daggers (4), thieves' tools; Abilities – Str 11, Int 13, Wis 11, Dex 15, Con 13, Cha 12.

Yuldir, Elf Magic-User/Thief: LVL 3; HP 6; AC 10; ATK 1 dagger +0 (1d4-1); MV 30; F14 R11 W11; AL C (CE); XP 300; Special – Backstab x2, spells per day (4/2/1); Gear – Daggers (3), thieves' tools, spellbook; Abilities – Str 7, Int 15, Wis 13, Dex 13, Con 10, Cha 11.

44. Theatre: A young raconteur named Siano runs a theatre here, where storytellers and bards entertain anyone who can afford 2 coppers (if they wish to stand) or 3 sp if they wish to stand in a balcony and 4 gp if they wish a box seat. The building is open to the sky, with the house raising tarps over the opening on the odd occasions when it rains (or when rain threatens). Siano has no skill at entertainment herself, and in fact spends more time scheming about ways to get rich quick.

45. Impromptu Market: A small market of dubious quality and legality has sprung up in the back alley here. The market is overseen by Juree, an overbearing Antigooner woman with a little skill at arms. Juree was a sea captain whose cog was wrecked on the Wyvern Coast. Many wild adventures later, she found herself in Ixum and eventually organized the beggars and crude artisans of the city into this little market, taking 10% and keeping them safe from thieves and government officials. Juree has tanned skin, salt-and-pepper hair and eyes as blue as Mother Ocean. The market mostly sells crude pots, items of tin and used items (weapons, armor, clothing).

Juree, Human Venturer: LVL 4; HP 21; AC 10; ATK 1 hand axe +3 (1d6); MV 30; F11 R14 W11; AL N; XP 400; Special – Appraisal, +1 save vs. traps, haggling, contacts, pidgin, smuggler; Gear – Leather armor, buckler, hand axe, dagger; Abilities – Str 7, Int 9, Wis 13, Dex 10, Con 6, Cha 14.

46. Guild Hall of Assassins: The assassins of Ixum are band of fanatics, dedicated to the preservation of the sultan's line and the obedience of his subjects. Of course, on the side they take jobs for others. Their guildhouse is a 3-story building of stained limestone, a virtual fortress with arrow slits and crenellations on the roof. The roof is always guarded by six men-at-arms armed with light crossbows and hand axes, while within there are twenty rogues skilled in killing, 4 junior assassins (two 1st level, one 2nd level and one 4th level) and the guildmistress, Berha. Berha is a brilliant woman (and some say the power behind the throne), short and fat but as deadly as can be.

Berha, Human Assassin: LVL 9; HP 29; AC 12; ATK 1 dagger +6 (1d4); MV 30; F12 R7 W12; AL C (CE); XP 900; Special – Poison use, backstab x3 (paralyze or kill), spells (1); Gear – Dagger (3), vials of poison (2); Abilities – Str 11, Int 13, Wis 11, Dex 16, Con 12, Cha 11.

47. Bina the Peddler: Bina (3 HD; 7 hp) is a youthful peddler of used odds and ends. He dwells in a 3-story emporium with several secret rooms once used by smugglers. Most of these rooms are used to hold stock, but one is used as living quarters by Bina and his wife and two children. Bina is a fearless, reckless man who worked as a trader until losing a leg to a hungry lion.

48. Kara: Kara is a kept woman, the mistress of the Grand Vizier. This, of course, is a lie that almost everyone in Ixum knows is a lie; Kara is the mistress of the Sultan, though primarily he uses her to seduce visiting high officials. Many folk call her his "chief ambassador". She lives here in a 3-story townhouse in astounding opulence. The townhouse has a small front garden and a sizable rear garden with fruit trees, flowers and awakened guard cobras (black mambas). A devout worshipper of Yemaja, a druid named Aman has been assigned as her personal chaplain, and she also has a staff of four to see to her every need. Kara is a careful woman, with an ambition to one day seize the throne.

Aman, Human Druid: LVL 4; HP 15; AC 10; ATK 1 staff +2 (1d6); MV 30; F11 R14 W11; AL N; XP 400; Special – Spells per day (5/4/2), speak druidic, move through undergrowth, leaves no trail, +2 save vs. energy spells; Gear – Quarterstaff, robes, holy symbol, dried baboon paw; Abilities – Str 9, Int 11, Wis 14, Dex 7, Con 13, Cha 9.

49. Neferna's: Neferna is a woman of Ibis, with olive skin, long, blonde hair usually held back in a tail, and blue eyes. Though a rather plain woman, her immaculate dress and easy-going manner has made her the apple of many young men's eyes. Unfortunately, Neferna has taken the plunge four times already, and she's not about to get involved with a man again. She runs an equally immaculate establishment here, serving up soups, stews and spicy breads to large crowds at lunch and dinner.

50. Orphanage: The sultan has established an orphanage here in a 2-story adobe building. The sultan's crest is painted above the front door. The orphanage is run by Iyattah, a tall, skinny woman who is completely scrupulous in her dealings with the palace and the children in her care, and also completely hostile towards men. She shares her room in the orphanage with her grandmother, Jebo, who has an equally dim view of the male of the species. The orphanage currently houses 32 children, and one very canny halfling thief named Rogren, who is hiding from the gnomes after he poached in their territory.

Rogren, Halfling Thief: LVL 4; HP 11; AC 10; ATK 1 dagger +1 (1d4-1); MV 20; F15 R10 W14; AL N (CN); XP 400; Special – Backstab x2; Gear – Dagger, thieves' tools (hidden in the orphanage); Abilities – Str 8, Int 12, Wis 12, Dex 14, Con 8, Cha 12.

51. Kako the Chandler: Kako is a young woman of modest means who works as a chandler (i.e. candlemaker). Short and petite, she is ever in search of a man to marry.

52. Tesfaye the Locksmith: This 3-story adobe building is home to Tesfaye, a young woman who learned the locksmith's art from her father, who, desperate for money, went off with a band of adventurers to the wastes of Nabu and never returned. She is a wealthy woman, and many young men have attempted to court her, but all have been told the same thing – "Return my father to me if you would be my husband."

53. Almshouse: The priests of Oshun run an almshouse here. The single-story building contains a small hall where beggars are fed and a small shrine of Oshun, as well as a dormitory for the three priests who tend the place. The head priest is a woman named Arkah. She is tall and heavy-set, and has tired eyes. The other priests, Dese and Oloh, idolize her. The priests keep about 50 gp locked away in an iron box.

Arkah, Human Cleric: LVL 5; HP 22; AC 13; ATK 1 light mace +3 (1d4+1); MV 30; F10 R14 W10; AL L (LG); XP 500; Special – Turn undead, spells per day (5/4/2/1); Gear – Ringmail, buckler, light mace, holy symbol, sack of 2d20 copper pieces; Abilities – Str 12, Int 9, Wis 14, Dex 8, Con 13, Cha 13.

Acolytes, Human Clerics: LVL 1; AC 14; ATK 1 light mace +1 (1d4+1); MV 30; F13 R15 W13; AL L (LG); XP 100; Special – Turn/rebuke undead, spells per day (3/1).

54. Obian the Alchemist: Obian (Adept 1) is an aged alchemist obsessed with turning lead to gold. Unfortunately, he's better at talking than working. Obian lives in a single-story building with a cellar laboratory.

55. Oseng the Banker: Oseng owns a 3-story manse, where he loans money to caravan masters and adventurers at very high interest rates (simple interest; 1d12+10 percent). A jealous man, he has hounded three wives into their graves. He has ten men-at-arms and a single sergeant in his employ to guard the manse. Most of the locals believe he has a small demon held captive in his cellar, but this is not the case. He does have a fine collection of wine from Lyonesse. His vault is hidden behind a false wall in the cellar, the entrance being behind a rack of wine bottles. A recent double deal with the captain of the guard has Oseng looking for a quick way out of town – he'll happily hire the next band of adventurers looking for a loan to escort him out of the city for the price of a large carnelian (worth 500 gp).

56. Construction Site: A gang of 16 workmen under the supervision of an Ibisian task master called Neferu is working on constructing a manor. The manor belongs to a successful local adventurer, the duelist called Jukwu the Red, who plans to start a fighting school. The building is about 50% complete. Neferu is an immoral and cruel man, and obsessed with details.

57. Street Musician: Goula is a musician who works the streets of Ixum, playing her kora and singing for whatever coins she can collect. She is short and skinny, and generally keeps to herself. She dwells here in a one-story adobe building she sometimes shares with other street musicians. Although generally kind, she dislikes half-elves and half-orcs, avoiding them when she can.

58. Second-Hand Store: Bago is a pygmy woman from the jungles of Cush who runs a second-hand store, selling all manner of junk traded in by down-on-their-luck adventurers or found on the streets by beggars. Bago's collection is extensive – there's an 80% chance she has an item in stock whose price is in copper pieces, a 60% chance she has an item in stock whose price is in silver pieces, and a 40% chance she has an item in stock whose price is in gold pieces (up to 100 gp in value). All of these items are second-hand, of course, and in poor shape. There is a 1 in 6 chance that an item will fall apart each time it is used (i.e. each time a weapon is used to attack, thieves' tools are used to pick a lock, each time a shield or armor is used to defend against an attack, etc.). Bago has no magic items or perishables. She is a deceitful woman. She's married to local ne'er-do-well Agwun the Rat, and has two children by him.

59. White Goat Tavern: Amban runs a tavern frequented by working men and women. He and his crowd don't much like outsiders, but if enough coin is flashed they'll make an exception (and hope they can rob the person after they get drunk). He serves millet beer and a thick soup (mystery meat, roots, lots of salt) in a large hall with five long tables and five booths reserved for "people of quality". His bouncer is Bimpo, a grizzled veteran who stands about 7 feet tall is solid muscle. He keeps a machete on his belt, but mostly relies on his fists when confronting trouble makers. Amban is very short and has a boisterous, argumentative personality that tries to make up for it. A widower, he came to Ixum from Mufo (see *NOD 16*, Cush, 11.04), where he was charged with a murder he claims he did not commit. He's always on the lookout for bounty hunters.

Bimpo, Human Fighter: LVL 4; HP 18; AC 12; ATK 1 hand axe +4 (1d6); MV 30; F11 R14 W14; AL N; XP 400; Special – Dominate 0-level foes; Gear – Hand axe, dagger, buckler (under bar); Abilities – Str 10, Int 10, Wis 8, Dex 14, Con 17, Cha 11.

60. The Academy: Rwano was a bard with dreams of glory when she left Ixum several years ago for the life of an adventurer. She eventually achieved that greatness she wanted, but at the price of a leg lost to a blue dragon and a nagging fear of the dark and tight, closed in spaces. She retired to her home town a couple years ago and started a music school, to bring up the next generation of jali (historians, singers, poets).



Rwano is a rash woman with a very assertive personality, one that often gets her in trouble with the sultan's court. She is tall, with a pleasant face and broad smile. Her academy is located in this four-story adobe building, which contains chambers for learning, dormitories for the students, workshops where the construction and repair of musical instruments is taught, and living quarters for Rwano herself. A side room attached to her bedroom holds her personal library and treasure of 6,590 sp, 700 ep, 270 gp and two gemstones, an olivine worth 85 gp and a smoky quartz worth 105 gp.

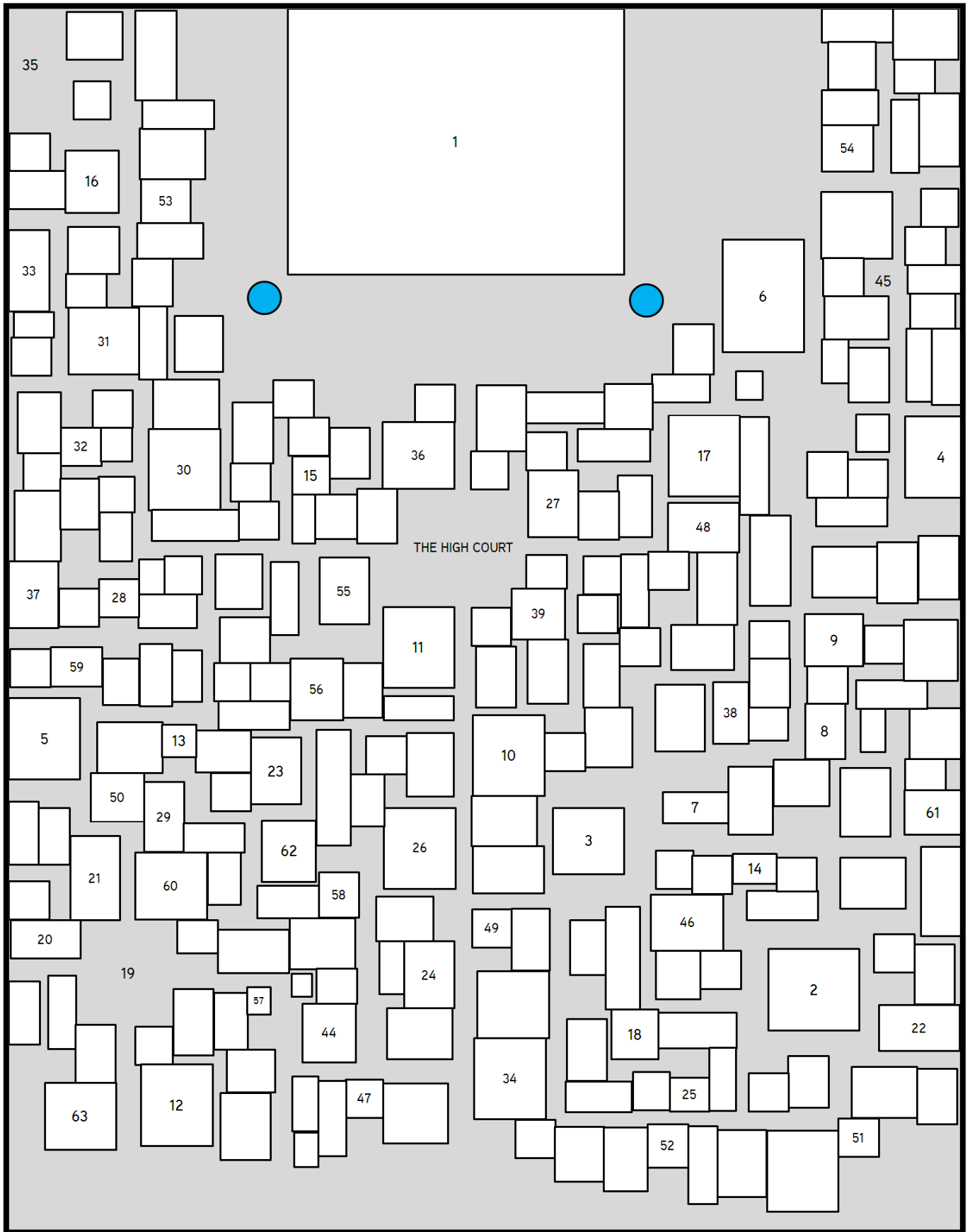
Rwano, Human Bard: LVL 10; HP 18; AC 10; ATK 1 short sword +4 (1d6); MV 30; F11 R15 W15; AL N; XP 1000; Special – Spells per day (3/3/3/2), legend lore, music (fascinate, suggestion); Gear – Ngoni, short sword, dagger, ring of protection +1; Abilities – Str 11, Int 13, Wis 8, Dex 7, Con 9, Cha 16.

61. Uhah the Engineer: Uhah is a young man who traveled to far away Ibis to learn the engineer's art. With his hazel eyes and roguish smile, he is much sought after by the "middle class" fathers and mothers of Ixum as a husband for their daughters – and the daughters aren't protesting such a match either. When he walks through the streets, rolled up papers under his arm, his leather haversack thrown over one shoulder (contains measuring tools and perhaps a loaf of bread and jug of beer), he is usually followed by a flock of women, young and old, attempting to engage him in conversation. Unfortunately, they are barking up the wrong tree, for Uhah already has a wife in Antigoon, the daughter of a powerful merchant prince to whom he was wed in a secret ceremony. He is true to her, and longs to return to Antigoon and claim her, but dares not do so until he has built a

fortune for himself. He might be inclined to join an expedition with adventurers if the promise of money is great enough. As an engineer, he can pick locks and find and remove traps as well as a 1st level thief, and has the "stonecunning" skills of a dwarf.

62. Anin the Healer: This three-story building is the hospice of Anin (Adept 1), a young man who works as a healer. A short man, he is solitary and brilliant (Int 18), as well as being honest and virtuous to a fault. His hospice contains a small laboratory where he can process medicines, a storage chamber for the finished medicines and raw materials, and a small reception room on the first floor. The second floor is a dormitory for the sick and injured, who are tended by Anin and his two apprentices, Odeh and Deba. The third floor contains living quarters for Anin and his apprentices, as well as a small library (which includes a single *scroll of cure disease* reserved for an emergency). Anin is unmarried and completely dedicated to his work. To those who can afford it, he charges 1 gold piece per day for basic treatments, more for surgeries, and 100 gold pieces per spell level for healing magic.

63. Warehouse: This large warehouse is used to store goods brought into the city by the caravans, and to keep goods destined to be exported by caravans when they are ready to make their return trip. The warehouse usually holds about 1d6 x 10,000 gp worth of mundane goods (foodstuffs, cloth, crockery, etc. – all bulky items not very attractive to thieves). The warehouse has a small office used by Andranan, the Kirikersan merchant who runs the place. Small and slight, he is an immoral liar who got a native girl in trouble and ran afoul of her family before he could escape. He is now married to the woman, Kegba, and their child is about ten years old. A natural coward, he has given in to staying married and living out the rest of his days in Ixum, though he would still love to find a way to escape the city.



36

Monsters of Distinction

Bradley K. McDevitt and Jonathan R. Neill

When Halloween season rolls around, one is tempted to pull out the classic monsters to confront their players – the vampires and witches and ghosts and ghouls. When such an urge overtakes you, consider filling the bill with one of these bugaboos.

SIX LOVABLE LYCANTHROPES

Emma Scholt

Emma Scholt is a fierce woman, with a grave countenance and nary a sign of joy or lightness in her. A librarian, she is a pinnacle of order and reason, relied upon by the traveling sages and professors of Hogyth College for their research. Her staff fear more than respect her, for they have had occasion to see the mask slip every so slightly, to see the blood rise to her face and the rage within bubble to the surface even momentarily when something was found out of place or improperly handled. She keeps her office in the sub-level of the old church-come-library at the college, within the confines of the forbidden section, where heretical and valuable texts are locked away behind an iron door. Here, she prowls when the moon is full and she has taken on the aspect of the wolf (after making sure the volumes here are safely locked behind iron bars and away from her more destructive impulses.) It was two summers ago that one of her staff, a dashing fellow from the north, crept into the forbidden section in a bid to woo the librarian, for he had seen her flush with anger and was captivated by the beauty that anger revealed. Of course, he never left the forbidden section, and what remained of him the next day was hidden away to be a nagging worry in the back of Emma's mind that, one day, he will be discovered and she will have to flee.

Emma Scholt: HD 4; HP 10; AC 16 [silver]; ATK 2 claws (1d4) and bite (1d6); MV 30; F14 R11 W11; AL C (NE); XP 400; Special - Lycanthrope.

Hemix

The docks of Sampthr are a wild place, sitting as they do at "the end of the world", where the northern lights adle the brain and the bitter cold drives men and women to all manner of extremes to survive. The docks will be an even wilder place soon, for a werewolf has been introduced to the mix. Hemix was a sailor from a far away land who was traveling north, to the empty, snowy quarters there that he might quit humanity and live out his curse in relative peace. Alas, an accident aboard the ship that was carrying him left him unconscious and with amnesia. Recovering on the icy streets of Sampthr, he spent a week regaining his strength under the ministrations of a tavern girl named Muirion, who liked the look of him. A strong lad, he soon found work on the docks and has taken up with the girl, blissfully unaware that in just two days, when the moon is full, his true nature will reveal itself.

Hemix: HD 4; HP 11; AC 16 [silver]; ATK 2 claws (1d4) and bite (1d6); MV 30; F14 R11 W11; AL N currently, but normally C (CE); XP 400; Special - Lycanthrope.

Talyn

Talyn was a soldier of Rurit who was captured during a fierce battle with the Duwoldi Empire. He and his fellows were gathered up, bound in chains, and sold off to Rolla the Slave Trader, who in turn sold Talyn and a few others to work on the villa of Chazadar, a spice merchant who had made a name for himself in Duwoldi politics. A mercenary, his fellow soldiers knew little about him, and they have learned little since. Talyn is a werewolf, and though he was at first loathe to be a slave, he has since found it excellent cover for his disease. Hunting his fellow slaves is like shooting fish in a barrel, and he has set his eyes on Chazadar's wife. At the next full moon, he will creep into his "master's" villa, slaughter the household and bite the beautiful Latzme, infecting her and making her his mate.

Talyn: HD 4; HP 14; AC 16 [silver]; ATK 2 claws (1d4) and bite (1d6); MV 30; F14 R11 W11; AL C (CE); XP 400; Special - Lycanthrope.

Minri

Minri is a girl of about 12 years who lives on the rough and tumble streets of Tricardis. One of many street urchins, she makes her way as a beggar and thief, leading (from behind) a large gang of urchins. They dwell in a number of abandoned

buildings or beneath bridges or in the sewers, picking pockets during the day and sometimes carrying off more ambitious heists at night. When the moon is full, Minri takes on her rat nature and infects the new members of the gang with lycanthropy. Those who survive become full fledged "street rats", and are brought to the gang's sanctum sanctorum in an abandoned and forgotten dungeon beneath one of the city's old watch towers, where they feast and dance and dream of conquest.

Minri: HD 2; HP 7; AC 16 [silver]; ATK 1 bite (1d6) and 1 dagger (1d4); MV 30; F15 R12 W12; AL C (CE); XP 200; Special - Lycanthrope, pick pockets as 6th level thief.

Samera

Samera is a princess, regal and cruel, who rules over a small principality on the shores of a great, inland sea. Her land of rugged hills and tangled woods is known for its horses and its blue-furred tigers. Samera is a strong ruler who has had many consorts, but has not yet been wed. Her family is tight-knit, and the house servants fear them, for they are casually cruel and seem not to have a drop of human kindness in them. When the moon is full, the servants are dismissed from the house and the family perform rituals and sacrifices to the moon goddess to ensure their country remains fertile and strong - or so they say. It is also during these revels that the blue tigers of the hills become exceptionally aggressive, attacking not only livestock, but people (usually hapless travelers) who wander out of doors at night.

Samera: HD 7; HP 34; AC 16 [silver]; ATK 2 claws (1d8) and bite (2d6); MV 30; F11 R10 W10; AL C (LE); XP 700; Special - Lycanthrope.

Yao the Peddler

Yao is a wandering peddler of boar bristle brushes and other odds-and-ends he scavenges on his travels. He travels on foot, visiting the villages and towns between the eastern hills and the tranquil sea, his fat, red face well known in the region. Most folk are suspicious of the man, who never sleeps a night in a civilized village, always preferring to camp a mile or so away. His products are good enough, and he doesn't cheat folks, but he tends to stare with his piggish little eyes, and one gets the feeling he is sizing them up for a meal. He is, of course, a wereboar. An intelligent man, he makes sure to get himself far away from civilization when the moon is nearing full, only rarely allowing himself the luxury of killing a human being, and only then when that person has cheated or offended him in some way. Travelers might encounter him in the wilderness, where they will find him evasive and hostile if they are kind to him, and uncomfortably pleasant if they are unkind.



Yao: HD 4; HP 18; AC 16 [silver]; ATK 1 gore (1d6) or light mace (1d4+1); MV 30; F14 R11 W11; AL N; XP 400; Special - Lycanthrope.

SIX DELIGHTFUL DEMONS

Izalph

Izalph is a type I demon that once stalked the woodlands around an ancient castle that was inhabited by a coven of diabolists. The villages that bordered the woods were beset for many years by the temptations and depredations of Izalph, and many a knight and maiden were cast into ruin by the demon's actions. Finally, a trio of spellcasters, a cleric, druid and magic-user, joined forces to deal with the infamous 'Demon of the Wood'. The trio found a grove of ancient oak trees and carved runes of power into them. They then drew lots. The cleric lost and served as bait for the demon, fleeing from it and drawing it into an especially large, ancient oak tree. As the demon followed the cleric into the tree, the magic-user and druid completed their spellwork and activated their magic circle, binding the demon into the tree. The cleric, alas, lost his life. Izalph is still trapped in the great oak, brooding and cursing his fate. Seven dryads dwell in the smaller oaks that serve as the anchors of the magic circle, and they delight in tormenting the captive demon.

Izalph: HD 8; HP 28; AC 20 [+1]; ATK 2 claws (2d8) and bite (1d8); Move 30 (Fly 50); F8 R9 W8; AL C (CE); XP 2000; Special: See B&T.

Phimzael

Phimzael is a type II demon that looks like an especially large, warty, frog with bilious green flesh streaked with gold. For many long years, the wizard Yurk researched Phimzael, learning his true name and the symbols required to conjure and hold him. Yurk desired a very ancient spell involving transportation to and from the gem-like worlds that dot the Firmament, and his inquiries convinced him that the Celestial Circle, a band of magic-users known in ancient Irem, had been the last to perfect this spell, and that they had had contact with Phimzael. Yurk also knew that Phimzael was not to be trifled with. He constructed a long shaft, like a well, with a circular room at the bottom. Here, he drew his magic circle and, accompanied by his apprentices, conjured the demon. Phimzael was a cunning opponent, and time and time again he fed Yurk false information about the spell he sought. Eventually, he corrupted Yurk's most promising apprentice and, during an especially long and frustrating audience with the demon, the apprentice stabbed Yurk in the back (literally) and released Phimzael from the magic circle. It was then that Phimzael learned just how canny Yurk was, for the rim of the shaft also formed a magic circle, more powerful than the first and

obscured by illusions. Phimzael was again trapped in a magic circle, and this time there was nobody capable of releasing him. In a fit of anger he slew the apprentices and consumed their souls. He still sits at the bottom of the shaft, which is now filled with water, in the ruins of Yurk's manse.

Phimzael: HD 9; HP 35; AC 21 [+1]; ATK 2 claws (1d8) and bite (4d6); Move 30; F8 R9 W8; AL C (CE); XP 2250; Special: See B&T.

Zuron

Zuron was a type III demon that specialized in providing engineering knowledge to those who conjured and commanded him. It was in this capacity that was conjured by the archimage Thebea to advise the gnomish engineer Walprict in the crafting of an especially large and impressive iron golem. Unfortunately, dealings with demons are never easy, and Zuron proved to be more than Thebea could handle. She arrived in her laboratory one morning to find that Walprict had killed himself in an especially macabre fashion, and that Zuron was free of his magic circle. Thebea had prepared for this, though, and grabbing the only item handy, a bronze cog, pronounced a powerful spell that trapped Zuron within the cog. She hid the cog away and, in the course of many years, was killed on an adventure. Her manse fell into disuse and ruin, and one day became the target of locals, who scavenged the ruins for building materials. It was in this way that a scrounger came across the cog and other mechanical items, and traded them to a clockmaker in a far away city, who used the parts to fashion a wondrous clock tower, in which each day a parade of automatons would act out various acts of knightly valor when the clock struck noon. The demon cog, however, corrupted this machine. If it can spill the blood of three innocents, Thebea's ancient spell can be broken and Zuron released. The demon clock has already claimed one victim, a workman who was cleaning the mechanism when he was struck by the sword of one of the clockwork automatons.

Zuron: HD 10; HP 35; AC 23 [+1]; ATK 2 pincers (2d10), 2 claws (1d6) and bite (1d8); Move 40; F5 R8 W7; AL C (CE); XP 2500; Special: See B&T.

Rahorezs

Rahorezs was a rather grandiose and gluttonous pig of a type IV demon who was brought into the fabric of the material plane by the renowned demonologist Praction as a wedding gift for his beloved, Halia Rathsdottir, scion of a family that claimed descent from the rebel angels. The demon was conjured into a tapestry, his depiction fixed there with a magical golden thread. The demon could still communicate from the tapestry, but was otherwise powerless. Still, communication was enough, as

Praction and Halia found themselves slowly giving way to gluttony themselves. In time, their inexhaustible appetites drove their subjects to revolt, and the two, despite Praction's power, were destroyed. Rahorezs had hoped a revolt would result in the tapestry being burned or otherwise destroyed, thus releasing him. Unfortunately, it was merely looted and has been handed down through several owners, always bringing upon them the same curse that finally destroyed the demonologist and his bride.

Rahorezs: HD 11; HP 37; AC 23 [+1]; ATK 2 claws (1d8) and bite (2d8); Move 30 (Fly 40); F5 R8 W5; AL C (CE); XP 2750; Special: See B&T.

Saherael

The demoness Saherael, a type V demon, fought in the epic Battle of Borok's Grave, where 20,000 demons and devils, manipulated by the demodands, destroyed themselves in a quest to claim an artifact that did not exist. Neither side tells of the incident today, of course, but the damage was done. Saherael was not killed in the battle, but she was gravely wounded and weakened, and in this state was captured by a coven of witches loyal to Baalzebul. The witches held and tormented the demon for nine long months before finally tearing her, body and soul, apart. Her body they threw to their devil swine, but her soul they captured in six small rubies, each a piece of a larger gemstone. These rubies they set in the hilts of six magic swords that now thirst to be united so that Saherael can reform in the Underworld and seek vengeance on the souls of those who wronged her. The Six Swords of Saherael are as follows:

+1 Bastard Sword, makes bearer immune to electricity

+1 Broadsword, bearer can cast *project image* and *detect invisibility* 1/day

+1 Greatsword, bearer can summon one marilith 1/day with a 20% chance of success

+1 Longsword, grants bearer a +4 bonus to save vs. spells

+1 Scimitar, bearer can cast *project image* and *telekinesis* 1/day

+1 Short Sword, bearer can cast *blade barrier* and *teleport without error* 1/day

Each of the swords is intelligent and chaotic (CE), and yearns to be re-united with its siblings. All six will fill the heads of their owners with the notion that all six swords united will grant a single wish (which is actually true, as they will allow Saherael's fondest wish to come true). Assume each sword has an Ego of 6 and can speak and communicate telepathically. They all have 120-ft darkvision.

Currently, the longsword is in the possession of Sir Galt, a formerly shining knight in the process of becoming a chaotic warlord. The scimitar and bastard sword are in the vault of a king, and cry out constantly for their sisters. The other three are scattered about in various dungeons, seeking new pawns to carry them to their ultimate desire.

Saherael: HD 8; HP 25; AC 24 [+1]; ATK 6 swords (2d10) and tail (4d6 + constrict); Move 40; F8 R9 W8; AL C (CE); XP 2000; Special: See B&T.

Dosoharh

Dosoharh is a type VI demon that has tired of immortality. He seeks ultimate release from existence, and can only achieve this by being slain in the depths of Hell. Dramatic to the end, he has concocted a grandiose quest involving three (three!) virginal maidens, a silver chalice that holds the preserved eyes of six of the world's greatest diviners, a down-on-its-luck red dragon called Jorvax the Bloody, the comedy stylings of Thobad (a renowned jester of Yex) and a cast of thousands. Powerful adventurers encountering any of these people or things might take up a thread of this plot and follow it into Hell, where Dosoharh awaits his fate impatiently. What those adventurers will not know is that Dosoharh is a manic depressive, and he's just about ready to go from the blackest sadness to joy unrestrained (and joy in a demon is a terrible, terrible thing).

Dosoharh: HD 20; HP 66; AC 26 [+3]; ATK +1 vorpal longsword (1d10+7) and +1 flaming whip (1d6+1 + 1d6 fire); Move 40 (Fly 90); F3 R3 W3; AL C (CE); XP 5000; Special: See B&T.

SIX MALEVOLENT MUMMIES

Brost

Brost was a trader 300 years ago who plied the high mountains, carrying silver ornaments down from the bat-headed people to the towns and villages in the green valleys far below. It so happened one day that Brost made a serious miscalculation with the daughter of a local lord with a well known lack of temper, and he found it necessary to make an unscheduled trip into the mountains. Winter had already come to the valley, and the mountain passes were exceptionally dangerous when he set out, and alas, one misstep was all it took to end Brost's life. He lie in a crevasse that was soon filled with snow and ice, preserving his body while a taste for revenge preserved his spirit (in a fashion). The next year, Brost rose from his icy tomb and closed the pass to traffic, defying the petty priests of the valley and cutting the people of the valley off from civilization. He demands single

combat with the lord who chased him out of the valley, and will not rest until he has gotten it.

Unlike most mummies, Brost's touch does not cause disease. Rather, it is an icy grip that drains a person of 1 point of dexterity per round (or 1 point of AC if the victim has no known dexterity score). This dexterity damage cannot be healed normally; healing first requires the curse of the ice man to be removed.

Brost: HD 8; HP 33; AC 19; ATK 1 slam (1d8 + icy grip); MV 20; F11 R11 W10; AL C (NE); XP 800; Special: Fearsome visage, vulnerable to fire, immune to cold.

Adana

Adana was a sneak thief who operated in a northern town, using her charm and nimble fingers to relieve visiting merchants and sailors of their worldly goods, and, on occasion, their lives. Finally caught by the duke's soldiers, she was tried and hung, her body thrown into a bog. Thirty years later, the slow process of "bog mummification" was finished, and her tormented spirit, which had long roamed the bog as a will-o-wisp, settled back into its old home. She now haunts the wilderness as an undead robber, casting aside coins in favor of jewelry to adorn her black, leather hide. She currently wears a golden torc (worth 200 gp), several bronze bracelets (worth a total of 30 gp) and a golden anklet (worth 300 gp), plus random jewelry.

Unlike most mummies, Adana's touch does not cause disease. Rather, it delivers acid damage that deals 1 point of damage per minute until a remove curse spell is cast to counter it. A delay poison spell halts the acid damage for a time, as does submersion in bog water.

Adana: HD 8; HP 27; AC 19; ATK 1 slam (1d8 + acid touch); MV 20; F11 R11 W10; AL C (CE); XP 800; Special: Fearsome visage, immune to acid, surprise (2 in 6), back attack x2.

Titena

Titena was the slave and close confidant of a high priest of Seth. She served her master loyally for many years, tending his every need, always desirous of one day being freed. It finally passed that an assassin found his mark, and the high priest was killed. His acolytes quickly swept up his servants and animals and slayed them that they might be mummified so that they could serve their master again in the afterlife. So it was that Titena, filled with wrath, was made a mummy and sealed in the crypt of the high priest. Whether the others made the journey to the other world is unknown, for she awoke as a mummy, alone and consumed with hatred. She quickly defiled her master's body and now waits for release from her seemingly eternal prison. She has a single gem of true seeing lodged in her forehead.

Titena: HD 8; HP 29; AC 19; ATK 1 slam (1d8 + mummy rot); MV 20; F11 R11 W10; AL C (CE); XP 800; Special: Fearsome visage, vulnerable to fire.



Vadun

Vadun was a monk and mathematician who underwent the process of living mummification (a strict dietary regimen, exercise and poisoning) that he might be preserved for all time. After death, he was sealed into an alcove with bricks, to be unsealed three years later. Unfortunately, between his death and his appointed time of release, the monastery was

sacked, its monks killed, its treasures carried away. Vadun now remains a prisoner in the monastery, his staggering intellect bent on taking revenge on the world for his humiliation.

Unlike most mummies, Vadun does not spread disease with his touch. Rather, his touch is poisonous (per poison III). Damage from this poison can only be healed after a remove curse spell has been received by the victim.

Vadun: HD 8; HP 31; AC 19; ATK 1 slam (1d8 + poison touch); MV 20; F11 R11 W10; AL C (LE); XP 2000; Special: Fearsome visage, vulnerable to fire, cast spells as 9th level cleric.

Zuranthula

Zuranthula was a powerful warlord among the Kith-Yin. After death, he was mummified by his followers, that he might continue to lead them on their raids in the Astral Plane. Unfortunately, before he could awake, his people were attacked by their rivals. Zuranthula's sarcophagus was cast out into Astral Space to float for eternity. It would have done just that, but the conjuring of a curious wizard brought it into the Material Plane. Surprised by the contents, the wizard was soon killed, and Zuranthula, now crazed, began haunting the wizard's dungeon complex, still seeking a return to the Astral Plane.

Zuranthula: HD 8; HP 32; AC 19; ATK 1 slam (1d8 + icy grip) or silver sword (1d6+1); MV 20; F11 R11 W10; AL C (NE); XP 800; Special: Fearsome visage, vulnerable to fire, spells as kith-yin.

Castillos

Castillos was a very wicked man, though his wickedness was subtle. Most folk considered him a rather dashing figure, fairly honest, and good company. His squire, Manuel, knew better. He had seen him dally with the affections of many women, and when Castillo's fate was sealed. On one night, after a drunken revel, Manuel led his master into a dank catacomb, ostensibly in search of a cache of elven wine he had heard tell of. In truth, he clubbed his master over the head and bricked him into a chamber, his body sealed inside a cask of wine. Castillo died there, but the alcohol preserved him, and now he seeks Manuel, who inherited his estate.

Unlike most mummies, Castillo does not spread disease with his touch. Rather, his touch brings on a sort of manic drunkenness (per the hideous laughter) spell.

Castillos: HD 8; HP xxx; AC 19; ATK 1 slam (1d8 + hideous laughter); MV 20; F11 R11 W10; AL C (NE); XP 800; Special: Fearsome visage, vulnerable to fire.

SIX SPOOKY SPECTRES

Forloth & Brena

Forloth was a great man in life - great in deed in his youth, and great in girth in his dotage. Always a man of monumental hunger and thirst, he spent his later years in his favorite tavern at his favorite table, regaling the customers with stories of great deeds in far away lands, his wine goblet and lap rarely empty and his coin flowing freely. And so it was when he died - a small belch, a rolling of the eyes, and gone. It took four strong men to remove

the body, and the whole town attended the funeral - even the Lord Mayor. A couple weeks later, the first dead body was found in the cellar - a serving wench - long in the tooth but no less beautiful for her years of service and always the favorite of Forloth - keeled over on a barrel of wine, her hair turned stark white. When Brena's laughter began being heard echoing in the rafters and the wine began turning sour, the townsfolk soon quit the tavern and the landlord was forced to move his establishment. The tavern still stands empty, but a few brave souls have claimed to peek in the thick windows at midnight and see Forloth at his table, Brena in his lap, a ghostly goblet of spirits in his hands.

Forloth: HD 7; HP 22; AC 15 [silver]; Atk 1 strike (1d8 + energy drain); Move 40 (Fly 80); F12 R12 W9; AL C (NE); XP 1750; Special - Incorporeal, powerless in sunlight.

Brena: HD 5; HP 14; AC 15 [silver]; Atk 1 strike (1d8 + energy drain); Move 40 (Fly 80); F13 R12 W10; AL C (CE); XP 1250; Special - Incorporeal, powerless in sunlight.

Cobhar the Beggar King

Cobhar was born a beggar and thief, and spent his childhood learning how to steal and get away with it. Always an angry man, he hid it well and made a reputation for himself of a leader among the beggars and outlaws of the city - an unofficial ambassador of the underclass whose company was enjoyed by commoners, aristocrats and adventurers alike. Alas, he was a man of ambition, and one of those ambitions was to forge his beggars into a corps equal to the guild of thieves. The master of thieves, Lord Nock, couldn't allow that, and so one night Cobhar took his last drink of rum and had his body unceremoniously dumped in the harbor, wrapped in heavy chains. The very next night, the thieves were surprised in their shadowy citadel by the appearance of a waterlogged man in chains. Few escaped that hideout, Lord Nock among them, and the reign of the thieves was over. Their hideout remains empty, the lair of Cobhar's spectre and, stories say, still flush with the plunder of the guild. What nobody knows, though, are how many of the old thieves now haunt the halls of the guildhouse ...

Cobhar: HD 7; HP 27; AC 15 [silver]; Atk 1 strike (1d8 + energy drain); Move 40 (Fly 80); F12 R12 W9; AL C (CE); XP 1750; Special - Incorporeal, powerless in sunlight.

Maela the Mournful

Maela was a simple woman who lived in a small village by a river. Married to the miller, she was a respected member of her community who wanted, more than anything, to give birth to a

child. After many years, she and the miller were blessed with a child, bright of eye and blithe of spirit. All was well for many years, until the coming of the orcs. In a flash, the village was razed, the mill set alight with Maela's husband and child sealed within. The woman rushed into the blaze, but was unable to save them, and in her trauma rose a month later as a spectre. The charred remains of the mill still stand by the river, and the village is still abandoned. Maela has a powerful compulsion to care for people in distress, and a keen desire to embrace children and other small humanoids (gnomes, halflings). She is not hostile unless rebuffed.

Maela: HD 7; HP 20; AC 15 [silver]; Atk 1 strike (1d8 + energy drain); Move 40 (Fly 80); F12 R12 W9; AL N; XP 1750; Special - Incorporeal, powerless in sunlight.

Guilla of the Auburn Locks

Guilla was the prettiest girl in town - rosy cheeks, auburn curls, brilliant green eyes, etc. - and always popular with the men of the town (young and old). There were stories, of course, that she was perhaps too desirous of their caresses, but she denied everything and her father and mother would not hear of her indiscretions. It was when an adventuring bard entered the picture that things went awry. Handsome and dashing, for the first time in her life, Guilla herself fell in love. In the past, she had always had the upper hand, but now things were different. The bard stayed in town for a couple weeks, and spent nearly every waking moment of that time in her company, until the jealous men of the town had had enough and vowed to end his tenure as Guilla's lover. It so happened that the bard finally acquiesced to Guilla's pleading and vowed he would steal away with her on Midsummer's night. The couple would make their way to the great city over the mountains and there live happily ever after. On his way to window, though, the bard was waylaid by the townsmen and, beaten and bloody, sent down river tied to a raft, never to be heard from again. Guilla waited the night through, and when the next day she heard that the bard had crept away in the night, her heart broke. Two days later, in a daze, she drank from a vial of poison and ended her life. At the next Midsummer night, during the revels of the young, a beautiful woman was seen gliding through the streets. One reveler was surprised by her, especially when he recognized her as Guilla, and when she embraced him, he died. Now, every Midsummer night, the ghost of Guilla glides through the streets of the town, seeking the love and adoration she once had in life, accompanied by the spectres of those she has embraced. There are three such spectres - fawning young men with eyes for none but Guilla. They will defend her to the "death".

Guilla: HD 7; HP 32; AC 15 [silver]; Atk 1 strike (1d8 + energy drain); Move 40 (Fly 80); F12 R12 W9; AL C (CE); XP 1750; Special - Incorporeal, powerless in sunlight, men must pass a Will save upon seeing her face or be stunned for 1 round.

Spectral Lover: HD 3; AC 15 [silver]; Atk 1 strike (1d8 + energy drain); Move 40 (Fly 80); F14 R13 W11; AL C (LE); XP 750; Special - Incorporeal, powerless in sunlight, energy drain steals only one level.

Scenth, The Sentinel of Bagwell Hall

Scenth was a man-at-arms in the employ of Baron Pirpasko, a man with many enemies who was ever fearful of the assassin's blade. It so happened one night that Scenth was stationed outside the baron's room as sentinel. While the baron was fast asleep, the baroness, a raven-haired beauty of questionable morals, crept out of bed and stole away with the sentinel for a midnight dalliance. The couple finished their lovemaking and she returned to her lord's chamber while Scenth returned to his post. The young warrior had barely got to his post, though, when a scream broke the nocturnal silence. Opening the door, he saw the baroness clutching the bloody baron to her chest, a cruel smile on her lips.

"The baron has been murdered," she screamed, her smile turning into a look of horror as other warriors reached the room. "An assassin got past that foolish boy and killed his master!"

Despite his protestations and accusations, the lad was found guilty of shirking his duty and was summarily hanged. The next night, though, as the household prepared to retire, they discovered the young man back at his post, his head still crooked and scarred by the noose. The baron's squire challenged the ghostly lad and was nearly killed when his body was run through by Scenth's ghostly sword. The man was left a shaken wreck, and the rest of the guard soon quit the manse, along with the duplicitous baroness, the baron's chest of treasure locked away in the chamber beyond her reach.

Scenth: HD 7; HP 31; AC 15 [silver]; Atk 1 strike (1d8 + energy drain); Move 40 (Fly 80); F12 R12 W9; AL C (LE); XP 1750; Special - Incorporeal, powerless in sunlight.

Paril

Paril was a thief, and one of the best in the world in his day. No vault had ever foiled him, and no ancient temple or forbidden boudoir had proved proof against his cunning. So it was that he delved deep beneath the earth in search of a sceptre of wondrous powers - one more challenge to be overcome. He stole past dozens of guards and wards, tricked a cyclops, walked a wire

of spider silk and plucked the sceptre from under the nose of the demon Tessasses. Sceptre in hand, challenge overcome, he made his way out of the dungeon and was, quite suddenly, crushed by a bit of ancient masonry. His back broken, he fell prey to giant rats. An ignoble end to a master thief. Now, his spirit haunts the corridor, the sceptre still in his mortal form's skeletal hand, beneath the tumbled masonry.

[The idea here is a spectre appearing on the 1st level of a dungeon in a corridor that leads to deeper levels]

Paril: HD 7; HP 22; AC 15 [silver]; Atk 1 strike (1d8 + energy drain); Move 40 (Fly 80); F12 R12 W9; AL C (NE); XP 1750; Special - Incorporeal, powerless in sunlight, surprise on roll of 1-3 on 1d6.

SIX VILE VAMPIRES

Typhus the Rat

Typhus is a small man, both in terms of physique and spirit. A peddler of tin items he hammered himself, he was bitten one night as he cut through an alley on the way home, hoping to avoid the city guard. Buried* in a pauper's cemetery in a cheap coffin, he soon arose from his grave and placed several of the city's beggars under his control. With their help, he exhumed his coffin and secreted it in a cave just outside the city. Here, he has become something of a pack rat, hoarding baubles that he steals from the luminaries of the city and feasting on drunks who have fallen asleep in alleys, so as not to alert the authorities of his presence.

Typhus the Rat: HD 6; HP 18; AC 15 [silver]; Atk 1 bite (1d6) and slam (1d6 + energy drain); Move 30; F12 R12 W9; AL Chaotic (CE); XP 1,500; Special - See B&T - seriously, vampires are loaded with special abilities and vulnerabilities.

Viliann the Bat

Viliann the Bat was a simple tavern wench in life, a tavern wench subjected to much unwanted attention because of her bonny looks, and subjected to an especially unwanted attack one night in the wine cellar of her tavern by a vampire. Viliann was buried in a simple ceremony in a graveyard just outside town and rose as a vampire in her own right one week later. She now haunts the city as an avenger in a dark, hooded cloak, destroying the undead when she can and preying only on men of an evil disposition. She has only once created a spawn herself, and came to regret it. She keeps that spawn's head in a box in her cramped hiding place (in the sewers of the city) as a reminder of her mistake. Viliann appears as a beautiful woman of about 18 years, with spooky eyes and jet black hair.

Viliann the Bat: HD 11; HP 50; AC 15 [silver]; Atk 1 bite (1d6) and slam (1d6 + energy drain); Move 30; F10 R10 W7; AL Chaotic (LE); XP 2,750; Special - See B&T - seriously, vampires are loaded with special abilities and vulnerabilities.

Alaron the Owl

Alaron was a sage in life, and an easy target for a visiting vampire. Killed one night after he invited a stranger in for a late consultation, the sage's body was hidden in a trunk, which now serves as his coffin. Most folk never noticed when the man stopped leaving his home in the daytime, and he still makes himself available for consultations at night. Alaron is fairly selective about whose blood he consumes, preferring the blood of noble students, but taking just enough to sate his thirst and not rouse suspicions. He has managed to enthrall several of the apprentice mages in the city, and uses them to spy on their masters. He carries a hope that a spell or formula might one day appear that can reverse his curse.

Alaron the Owl: HD 8; HP 29; AC 15 [silver]; Atk 1 bite (1d6) and slam (1d6 + energy drain); Move 30; F11 R11 W8; AL Chaotic (NE); XP 2,000; Special - See B&T - seriously, vampires are loaded with special abilities and vulnerabilities.

Dallach the Cat

Dallach the cat is a wanderer, settling in a city long enough to hunt down the most powerful game and then moving on. He usually finds a lonely place to hide his coffin near a city, and then spends about a week in the city sizing up the possible prey - if adventurers are not present, he usually focuses on the local lord, captain of the guard or parish priest. Dallach appears as a tall, ruggedly handsome man with pale, green eyes and long, platinum blond hair tied in a tail. He dresses well, but not too well, and carries a sword and dagger on his belt.

Dallach the Cat: HD 9; HP 36; AC 15 [silver]; Atk 1 bite (1d6) and slam (1d6 + energy drain); Move 30; F11 R11 W8; AL Chaotic (CE); XP 2,250; Special - See B&T - seriously, vampires are loaded with special abilities and vulnerabilities.

Mithlo the Cricket

Mithlo was an itinerant minstrel in life, roaming a large region and stopping for a week or two at different road houses and taverns to entertain before moving on. A handsome lad, he was always popular with the local females, but was careful not to overstay his welcome with the local men. On one of his nocturnal travels to woo the daughter of a local lord, he was taken by a vampire and left in the woods, his body stuffed in a hollow log in

a gully. A few days later, he awoke as a vampire, the log serving as his "coffin". His looks, alas, did not survive his death completely intact, as some rotting had set in. He now continues to roam the same region, using his music (he has the musical and spell casting abilities of a 7th level bard) to serenade women at night and lure them to their death. Mithlo has created several spawn, who sometimes gather for moonlight revels around his coffin. His finest conquest was the Lady Bethony, who serves him willingly in hopes of achieving eternal life.

Mithlo the Cricket: HD 7; HP 26; AC 15 [silver]; Atk 1 bite (1d6) and slam (1d6 + energy drain); Move 30; F12 R12 W9; AL Chaotic (NE); XP 1,750; Special - See B&T - seriously, vampires are loaded with special abilities and vulnerabilities; he also has the spellcasting ability and musical abilities of a 7th level bard.

Lothic the Wolf

Lothic was an adventuring fighter who made the greatest mistake of his life when he delved into a haunted ruin in the mountains and drank from a magical fountain. Killed by the blood red wine of the fountain and turned, his already chaotic nature drove him to hunt down his former companions and establish himself in the ruin as a petty robber baron. Soon, he gathered a small army of outlaws to him, and now he preys on the nearby villages and towns, plundering them and seizing women for his vampire harem. Lothic is known for his wolf-skin cape, crimson plate armor and two-handed axe.

Lothic the Wolf: HD 10; HP 44; AC 18 [silver]; Atk 1 bite (1d6) and slam (1d6 + energy drain) or battleaxe (1d8+3); Move 30; F10 R10 W7; AL Chaotic (CE); XP 2,500; Special - See B&T - seriously, vampires are loaded with special abilities and vulnerabilities.

* This just occurred to me: In games and fiction (especially modern fiction), we often see people bitten and drained and turned into vampires right on the spot. But part of the vampire mythos is that they must return to their coffin in dawn - so wouldn't these insta-vamps be toast the next day (or, at least in game terms, be unable to regenerate/heal) if they had never had a coffin in the first place? I think it would make more sense to allow the person to die, be buried, and then begin appearing as a vampire - maybe give it a few days. This might make for more atmosphere, as the person's friends and family would never be sure unless they cut off the corpse's head or took some other precautions. Just a thought.

SIX GHASTLY GHOULS

Vedorina

Vedorina and her family were part of a large caravan making its way across the mountains in early fall. Winter came early that year, and the band became trapped in a high valley. It didn't take long before the food ran out, and the party was forced to consume their dead. Vedorina's mother and father did their best to hide this from their daughter, but when in desperation her mother turned on her father, she fled the encampment and soon froze to death in the wilderness. Naturally, she arose as a ghoul, and now haunts the mountain passes to this day, a blue-skinned girl in a threadbare tunic, her face still wearing a look of shocked horror.

Vedorina, Ghoul: HD 2; HP 7; AC 14; Atk 2 claws (1d4 + paralysis) and bite (1d6); Move 30; F15 R15 W13; AL C (CE); XP 200; Special - Paralysis.

Scarsdale

Scarsdale was one of many who succumbed to a plague that ravaged the towns and villages on the edge of the great desert. One by one, people were falling ill and dying, until bodies littered the streets as a feast for the rats and ravens. When the caravan of merchants came to the town with word of a cure - an efficacious powder - those who retained the strength crawled to them and promised them everything they owned for the cure. The merchants acquiesced, and left the village laden with wealth. What they left behind was a powder ground from the bodies of mummified corpses that had been uncovered during a desert storm. As the villagers continued to die, they rose one by one as ghouls and trod into the desert in search of the merchants. Scarsdale was one of many, and to this day he attacks caravans in the desert along with his feral friends, their faces grotesque, twisted masks of hate and rage, their bodies browned and wrinkled from the sun.

Scarsdale, Ghoul Thief: LVL 4 (Dodger); HP 15; AC 14; Atk 2 claws (1d4 + paralysis) and bite (1d6); Move 30; F14 R15 W13; AL C (CE); XP 400; Special - Paralysis, backstab x2.

Knorra

Knorra was a great war-dame of the northern lands. Her feast hall was decorated with the skulls of hundreds she had bested at war, and after her glorious battles, when her war maidens gathered at her tables to partake of the spoils of war, Knorra sat enthroned above them, axe in her lap, serving lads carrying on silver trays the cooked entrails of whatever lord or lady she had just

vanquished. Had Knorra's warriors not been berserkers, they probably would have quit at the first of these macabre feasts, but they every one believed in the power of consuming one's foes, though the honor was reserved for their lady alone. Eventually, the great Knorra was slain in battle, her corpse left to rot on a stinking field. She rose, not as a mere ghoul, but as a ghastr, her flesh pock marked by the beaks of the ravenous crows, her once golden hair caked with mud and blood. She walked back to her feast hall to find it toppled, and now dwells in the ruins, gathering what undead she can find into an army to once again strike fear into the hearts of her enemies and their descendants.

Knorra, Ghastr Barbarian: LVL 10 (Barbarian Princess); HP 55; AC 17; Atk 2 claws (1d4 + paralysis) and bite (1d8) or battle axe (1d8) and bite (1d8); Move 40; F8 R12 W11; AL C (CE); XP 1,000; Special - Paralysis, rage 3/day, sixth sense.

Zimbok

Zimbok was, like most of the folk of his tribe, a practicing cannibal. Unlike most of his tribe, he was possessed of a wanderlust, and eventually left his home island to serve on a whaling vessel that plied Mother Ocean for years. In many of its ports-of-call, Zimbok found the urge to consume human flesh more than he could resist, even among the foreigners, and in time his crimes were revealed. He was hung by the neck and cast into a communal grave for criminals and the indigent. Zimbok was too tough a customer, though, and in death he clawed his way out the grave as a ghoul. He now appears as a tall islander with a crooked neck, a necklace of teeth around his neck. He wears leather trousers, no boots, and carries a well-cared for harpoon and a razor-sharp knife with whale tooth inlay.

Zimbok, Ghoul Ranger: LVL 6 (Pathfinder); HP 34; AC 14; Atk 2 claws (1d4 + paralysis) and bite (1d6); Move 30; F10 R10 W13; AL C (CE); XP 200; Special - Paralysis, favored enemy (sea animals), spells (1).

Old Marza

Old Marza was called "Old Marza" even when she was still fairly young. For years, she worked in the "Tavern in the Wood", a roadhouse frequented by adventurers and travelers. More than a few of the less friendly patrons who wound up fall-down drunk found their way into Marza's wine cellar - more specifically in a secret room connected to the wine cellar. Bit-by-bit they would find themselves turned into sausages and meat pies for Marza's own enjoyment. In time, her murderous reign was discovered and she was cornered in the tavern and burned along with it. After death, she became a ghoul who still haunts the woods, looking like a charred, gaunt old woman garbed in the tattered

clothes of a harmless old woman, a bottle of wine from her cellar in one hand and a hatchet in the other.

Old Marza, Ghoul: HD 2; HP 7; AC 14; Atk 2 claws (1d4 + paralysis) and bite (1d6); Move 30; F15 R15 W13; XP 200; Special - Paralysis.

Ugolio

Ugolio was a minor aristocrat who found himself on the wrong side of a schism in the royal court. He and his son were cast into a dungeon in an old keep and literally forgotten when the royal city was attacked by a horde of orcs. Ugolio did not survive his captivity, but his son died first, and as a result of Ugolio's hunger, his own death was followed by his undeath as a ghoul. Ugolio still dwells in his dungeon cell underneath what is now the old, ruined keep. Over time, he has managed to claw his way out, and he now hunts on the edges of the royal city by night and returns to his cell by day, dragging his victims behind him.

Ugolio, Ghoul Aristocrat: LVL 8; HP 38; AC 14; Atk 2 claws (1d4 + paralysis) and bite (1d6); Move 30; F12 R9 W9; XP 800; Special - Paralysis, legend lore, commanding voice (fascinate, suggestion).

SIX WICKED WITCHES

Beleve

Beleve is a homey little midwife who operates in a burgeoning village. Short and plump, with curly auburn hair and twinkling green eyes, she is a flurry of activity - everywhere doing everything for everyone is Beleve.

Unfortunately, Beleve is also deeply wicked. She harbors a terrible and irrational hatred of men and the women who attract them. Several of the children she has delivered have been replaced with changelings (demons, doppelgangers, whatever is appropriate for your campaign), and her wholesome stews often contain cunning poisons when they are delivered to villagers who she feels have crossed her (they are often unaware of the cross) or in some way hurt her feelings.

Beleve: Human Magic-User: LVL 1 (Adept); HP 3; AC 10; ATK by weapon -1 (1d4-1); MV 30; F14 R15 W12; XP 100; AL Chaotic (CE); Special - Spells (3/2); Str 7 Int 16 Wis 14 Dex 9 Con 8 Cha 12.

Mabel

Mabel is a morose woman of dark demeanor - she dresses in black, as though in constant mourning, her eyes are downcast, her face slack. She dwells in a small town, where she works with

the local thieves' guild, providing what magical assistance she can in exchange for protection and a small piece of the action. She does more than this, though. Mabel is in mourning - for the loss of her fiancé many years ago at the hands of the local constabulary. The death came after he got into yet another of his drunken brawls and took a cudgel to the skull. A small guilt offering was made to the grieving bride-to-be, but it only stoked the flame of revenge in her heart. She will have the baron's heart in payment for her beloved's demise, and she is slowly worming her way into the luminaries of the guild as a way of getting it. Despite her grieving face, Mabel remains a beautiful woman, and her tale of woe pulls on the heartstrings. Two thieves have already fallen for her dolorous charms and have sacrificed themselves on foolish forays into the baron's keep. How many more will follow?

Mabel: Human Magic-User: LVL 3 (Invoker); HP 7; AC 11; ATK by weapon +0 (1d4); MV 30; F14 R13 W12; XP 300; AL Chaotic (NE); Special - Spells (4/3/2); Str 8 Int 17 Wis 11 Dex 13 Con 11 Cha 16.

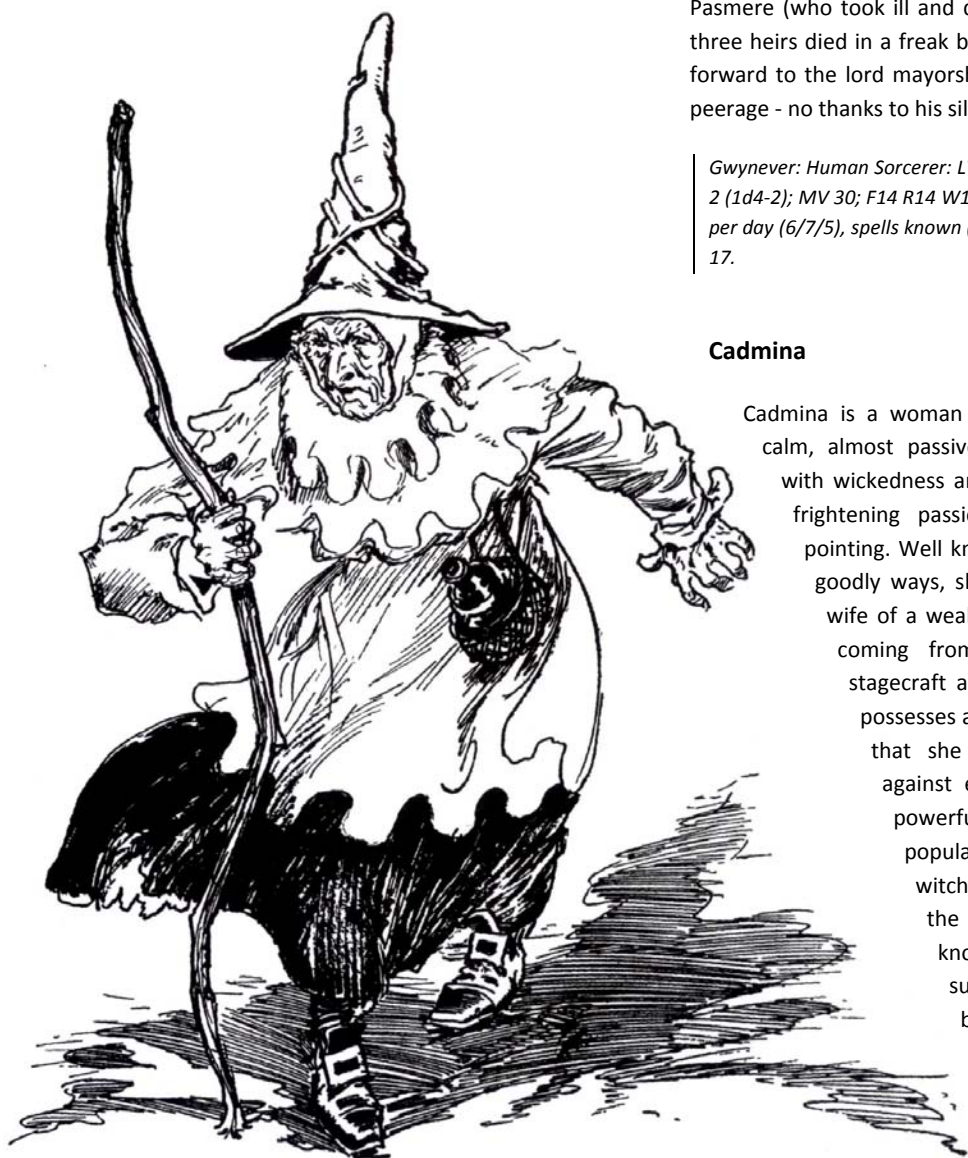
Gwynever

Gwynever is a bubbly woman with cascades of red, curly hair framing her pretty face and ample bosom and blue eyes so deep they almost count as a gaze attack. Most people thought her a pretty little scatterbrain - warm and wonderful and destined to make some lucky man a very expensive wife - and most folk believe that is precisely what happened. At the ripe old age of 16 she did marry, to a timber merchant in a large town. Ten years later, the blush of her youth still radiates from her rosy cheeks and her husband is now a silk and spice merchant, owner of two merchant cogs and proprietor of the estate vacated by old Lord Pasmere (who took ill and died so suddenly, and sadly after his three heirs died in a freak barn fire). Now, Squire Benthick looks forward to the lord mayorship and maybe an elevation into the peerage - no thanks to his silly, expensive, oh so lovely wife.

Gwynever: Human Sorcerer: LVL 5 (Whiz); HP 7; AC 10; ATK by weapon - 2 (1d4-2); MV 30; F14 R14 W10; XP 500; AL Chaotic (NE); Special - Spells per day (6/7/5), spells known (6/4/2); Str 5 Int 9 Wis 14 Dex 8 Con 7 Cha 17.

Cadmina

Cadmina is a woman with a severely beautiful face and calm, almost passive demeanor that, when presented with wickedness and vice falls like a stone to reveal a frightening passion for denouncement and finger pointing. Well known in her town for her simple and goodly ways, she dresses simply despite being the wife of a wealthy man, and speaks simply despite coming from a family once known for its stagecraft and rhetoric. Most people know she possesses a talent for magic, and they know too that she has become a veritable bulwark against evil, her denouncements of people powerful and powerless whipping the population of the city-state into a frenzy of witch burning, despite the admonitions of the Lawful church. What people do not know is that Cadmina is the spawn of a succubus, who seduced her father and brought ruin on her family - a ruin that struck behind the scenes and is generally unknown by people at large. She delights in sewing the



seeds of suspicion in her city-state, and has no greater aim than the spread of hatred between neighbors.

Cadmira: Fiendish Human Magic-User: LVL 7 (Marvel); HP 20; AC 10; ATK by weapon +0 (1d4-2); MV 30; F13 R13 W10; XP 1,750; AL Chaotic (LE); Special - Spells (4/5/3/2/1), +1 or better weapon to hit, resistance to fire, magic resistance 10%, +2 to hit and damage vs. Lawful (Good) creatures; Str 5 Int 13 Wis 10 Dex 10 Con 9 Cha 12.

Avira

Avira is a strange woman who dwells in the rugged hills around Kalok's Bowl - a wooded valley watered by natural springs that is surrounded by granite hills. The hills are haunted by trolls, who avoid their "sister" Avira, the daughter of a green hag by a trader from the valley who disappeared 20 years ago. The people of the valley are farmers who do their best to avoid the notice of neighboring kingdoms. When they've no other choice, they send delegations into the hills with gifts for Avira and any troll they might run into. Avira looks like a gaunt, but attractive woman. She brews potions for sale and looks forward to adding to the collection of maidens she keeps chained in her gloomy cellar.

Avira: Fiendish Human Magic-User: LVL 9 (Wizard); HP 17; AC 10; ATK by weapon +3 (1d4); MV 30; F12 R12 W9; XP 2,250; AL Chaotic (CE); Special - Spells (4/5/4/3/2/1), +1 or better weapon to hit, resistance to fire, magic resistance 10%, +2 to hit and damage vs. Lawful (Good) creatures; Str 12 Int 13 Wis 10 Dex 11 Con 12 Cha 8.*

Saphon

Saphon is a glorious, radiant queen who took the throne of a small mountain kingdom after her husband, the lake Duke Elleran, was slain by rebellious hill people while on a pilgrimage to the holy city of Walwick. The Duchess quickly took control of the situation and rallied Elleran's knights to her cause, though the beloved court magician Aswill was sadly slain in the peasant uprising that followed the duke's death (an uprising few peasant remember having happened). Since then, many of the duke's heirs have died in the campaign by malefactors that the duchess' constable has been trying to stamp out. One now remains, the duke's daughter Alwisse, from his first marriage. A small body of knights worries over her safety, and might look to foreign adventurers to steal her away from Saphon's reach.

Saphon: Human Magic-User: LVL 11 (Wizard); HP 21; AC 10; ATK by weapon +3 (1d4-1); MV 30; F11 R11 W7; XP 1,100; AL Chaotic (LE); Special - Spells (4/5/4/4/3/2/1); Str 8 Int 14 Wis 13 Dex 9 Con 10 Cha 13.

MONSTERS

Dinosaurs with a Difference

Illustration by Jon Kaufman

Dinosaurs. Awesome, right? Lots of them, though – hard to keep track, especially when scientists keep changing their darn minds about them. Here’s a handy dandy guide to basic forms and a few handy “mutations” to keep your players guessing.

DINO TYPES

Before we start building new dinosaurs, we need to have a foundation to work from. What follows is by no means scientific, but should serve as basic stats for some general dinosaur types.

CERATOPSAINS

These are the fellows with the lovely head fringes and horns, like triceratops. Assume the basic ceratopsian is about 30 feet long.

Ceratopsian, Huge Animal: HD 15; AC 19 front, 14 back; ATK 1 gore (4d8); MV 30; F3 R6 W11; AL N; XP 750; Special - None.

PTEROSAURS

Technically not dinosaurs, but if they’re on the Flintstones, they’re close enough for me. These are the flyers. The basic pterosaur has a wingspan of about 15 feet and a length of about 5 feet.

Pterosaur, Medium Animal: HD 5; AC 17; ATK 2 claws (1d4) and bite (2d8); MV 20 (Fly 60); F11 R10 W16; AL N; XP 500; Special - None.

SAUROPODS

The big boys – quadrupeds with long necks who make little tremors when they walk. Assume that the basic sauropod is around 150 feet long.

Sauropod, Huge Animal: HD 25; AC 13; ATK 1 stomp (4d10) and tail (4d6); MV 20; F3 R3 W6; AL N; XP 1250; Special - Trample.

THERAPODS

The theropod category covers the bipedal carnivores, of which the t-rex and velociraptor are now the most famous. Assume that the basic theropod is huge in size (i.e. around 30 feet long). When a theropod bites prey, it grabs the victim in its jaws, shaking and chewing for automatic damage in subsequent rounds. Only victims with shells, bone frills, or spines can avoid the horrendous tearing damage.

Theropod, Huge Animal: HD 18; AC 15; ATK 1 bite (4d8); MV 40; F3 R4 W9; AL N; XP 900; Special – Swallow whole.

THYREOPHERANS

These are the quadruped armored or spiked dinosaurs, like stegosaurus and ankylosaurus. Assume that the basic thyreophoran is about 20 feet long.

Thyreophoran, Large Animal: HD 15; AC 17; ATK 1 bite (1d8) and tail (4d6); MV 20; F5 R6 W11; AL N; XP 750; Special – None.

MUTATIONS

For each dinosaur, roll as many times on the following table as you like, ignoring results that make no sense.

D30	MUTATION
1-2	Small and quick – reduce HD by half (and modify saving throws accordingly) and double their speed. In addition, they get a bonus to +2 bonus to initiative. Decrease the dinosaur’s damage by one dice size (or one dice).
3	Big and beefy – increase HD by 50%, cut movement in half and if they are at least 60 feet in length they can cause an <i>earthquake</i> (per the spell) once per day in a 100-ft radius. Increase damage by one dice size (or one dice).
4	Red scales – dinosaur is immune to fire.
5	Blue scales – dinosaur is immune to lightning.
6	White scales – dinosaur is immune to cold.
7	Gold scales – dinosaur is immune to non-magic weapons and enjoys a +2 bonus to save vs. magic.
8	Black scales – dinosaur surprises on 3 in 6 at night, has darkvision to a range of 120 feet.
9	Woolly – dinosaur has fur. This gives it a +1 bonus to AC and resistance to cold.
10	Massive Brain – dinosaur has high intelligence and can use a psychic blast (30-ft cone, save or stunned for 1d4 rounds) three times per day.
11	Draconic – as small and quick, plus dinosaur has dragon wings and the flight speed and breath weapon of a random dragon; 1 = Black; 2 = Blue; 3 = Gold; 4 = Green; 5 = Red; 6 = White. Dinodragons can never speak or cast magic spells.
12-13	Spitter – can spit poison (30-ft range; save or blinded and 1d6 damage) or belch acid (10-ft cone, 2d6 damage).
14	Gorgonoid – has metallic scales as a gorgon; increase AC by +4.
15-16	Horns – has two horns or two extra horns; gains an additional gore attack for 2d6 damage or adds 2 dice of damage to

- existing gore attack.
- 17 **Manticoroid** – has tail spikes that can be fired like those of a manticore for 1d6 points of damage.
- 18 **Displacement** – per the *mirror image* spell (4 additional images), can be used three times per day.
- 19 **Blink** – per the blink dog.
- 20-21 **Camouflage** – surprises on a roll of 1-3 on 1d6.
- 22 **Cockatroid** – has a petrifying bite, per the cockatrice. Dinosaur can swallow and ingest the stone if it is a carnivore.
- 23 **Laser eyes** – can fire searing beams from eyes three times per day. Range of 60 feet, 3d6 points of damage, ranged attack required.
- 24 **Scream** – per the *shout* spell, usable three times per day.
- 25 **Rider** – dinosaur is ridden by a caveman bounty hunter (per dwarf fighter level 1d4+4). Rider wears the equivalent of leather armor and carries a club and three throwing spears.
- 26 **Trill** – dinosaur can trill as a remorhaz.
- 27 **Song** – dinosaur produces a vibration that causes *sleep* (as the spell). Usable three times per day.
- 28 **Siren Song** – dinosaur produces a vibration that causes a *charm monster* effect. Usable three times per day.
- 29 **Mesmerizing Song** – dinosaur produces a vibration that causes a *hold monster* effect. Usable three times per day.
- 30 **Construct** – dinosaur is made of metal and gears. Increase AC by +5. There is a 5% chance it can change its shape to that of a stone giant (also made of metal and gears, AC +5). Constructs are immune to mind effecting spells, poison and disease and take half damage from fire and lightning. The construct's intelligence rating is either "animal" or "low"

Chiaroscurosauros: These saurpods dwell in subterranean lakes, lapping up fungus and growing to immense size. Despite their size, they are very quiet creatures that, given the curled horns on their heads and their black scales, might have black dragon blood running through their veins.

Chiaroscurosauros, Huge Animal: HD 25; AC 13; ATK 1 stomp (4d10), gore (2d6) and tail (4d6); MV 20; F3 R3 W6; AL N; XP 1250; Special – Trample, darkvision 120 feet, surprise (3 in 6) at night, displacement.

Diablosaurus: These therapods are covered in crimson scales and are especially large. Devils indeed!

Diablosaurus, Huge Animal: HD 27; AC 15; ATK 1 bite (5d8); MV 40; F3 R3 W6; AL N; XP 900; Special – Swallow whole, immune to fire, earthquake 1/day.

Procellasaurus: The cryosaur dwells in the wooded valleys that surround the mountain steadings of storm giants. The neanderthal peoples who dwell in these valleys covet them as mounts.

Procellasaurus, Large Animal: HD 15; AC 17; ATK 1 bite (1d8) and tail (4d6); MV 20; F5 R6 W11; AL N; XP 1500; Special – Immune to lightning, immune to cold.

SAMPLE DINOSAURS

Auraceratops: The auraceratops is a ceratopsian dinosaur with six horns. It is covered with metallic scales that are a brilliant gold in color, and is most often encountered as a solitary beast in desert oases, or in deserts traveling to an oasis to mate.

Auraceratops, Huge Animal: HD 15; AC 23 front, 18 back; ATK 1 gore (6d6); MV 30; F3 R6 W11; AL N; XP 3750; Special – +1 or better weapon to hit, +2 save vs. magic.

Petrosaur: The petrosaur is an intelligent flying creature with a breath that turns victims to stone (per the cockatrice). The invention of ancient wizards, petrosaurs rule the valleys of a mountain range especially rich in gemstones.

Petrosaur, Medium Animal: HD 5; AC 17; ATK 2 claws (1d4) and bite (2d8); MV 20 (Fly 60); F11 R10 W12; AL N; XP 1250; Special – Petrifying breath, psychic blast 3/day.



CLASSES

It's the Monster's Turn!

Illustrations by Toby Gregory, Harry Clarke & Gary Dupuis

The difference between character and monster in fantasy games is usually a thin line – both kill and plunder, after all, and often for the same reason. So why not merge character and monster, and let the bad guys delve out of the dungeon and have a bit of fun for themselves. With that in mind, I present four monstrous classes : Demon, devil, red dragon and vampire.

These classes differ slightly from traditional classes in that they are both a “race” and class at the same time (though the vampire can work either way – see below). Other than that, they operate using the same rules as other classes – earning XP, gaining levels, rolling hit points, etc.

THE DEMON

Calling a demon from the Abyss is wracked with peril, and many would-be masters soon find themselves hard pressed to control their demon. When this happens, more than a few apprentices have found themselves the target of a binding, their souls merged with the demons. This ritual results in a more manageable demon, and one more open to suggestion by a powerful mage. Despite their more malleable personalities, some demons leave their masters (dead, if possible) and venture out into the world as adventurers.

Demons usually appear as humanoids with savage features – red-rimmed eyes, tangled hair, pointed ears, prominent, sharp teeth, etc. They are adept warriors, though their true value in combat lies in their savagery rather than their skill.

Demons require XP equivalent to a paladin to advance in level.

ROLL D8 FOR HIT POINTS

REQUIREMENTS

Strength and constitution of 13+, intelligence of 9+; Must be of Chaotic (NE, CE) or Neutral (CN, N) alignment

ARMOR ALLOWED

Padded, leather, studded leather, ring mail, scale mail, chain shirt, chainmail; no shields

WEAPONS ALLOWED

Any

SKILLS

Bend Bars, Break Down Doors, Escape Bonds, Jump



Demons revel in combat above all things. Demons are nihilists at heart, and the possibility of a fight raises a lust for bloodshed in them that can shock even a barbarian. Demons always fight with two weapons or a large weapon when possible. They suffer no penalty for fighting with two weapons, provided both weapons are small, or one weapon is small and the other is medium in size.

If without weapons, they fight with tooth and claw, scoring 1d4 points of damage per round when they do so.

Demons are also quite tough. A 1st level demon enjoys a +2 bonus to save vs. poison.

Once per day, a demon can smite Lawful (Good) creatures, scoring double damage if they hit in combat. The demon's player must declare they are attempting a smite before they attack; whether they hit or miss, the smite is used for the day.

At 4th level, a demon gains resistance to electricity damage (i.e. half damage).

At 8th level, a demon gains resistance to acid damage.

At 9th level, a demon takes on the title of "demon lord" and earns the right to construct a fortress. If he does so, he attracts 3d6 men-at-arms of an evil disposition, a bodyguard of 1d6 3rd level chaotic (evil) fighters in platemail (spiky and black, of course) or 1d6 chaotic (evil) barbarians and a servitor quasit. If the quasit is ever killed, the demon immediately loses one level and will not receive a new quasit until he completes a quest on behalf of a major power of the Abyss. While the quasit serves him, he gains a +2 bonus to trickery task checks.

At 12th level, a demon gains resistance to fire damage.

At 16th level, a demon gains resistance to cold damage.

Table: The Demon Class Advancement

LEVEL	HIT DICE	ATTACK	FORT	REF	WILL	TITLE
1st	1d8	+0	13	15	15	Malignancy
2nd	2d8	+1	12	15	15	Brute
3rd	3d8	+1	12	14	14	Beast
4th	4d8	+2	11	14	14	Degenerate
5th	5d8	+3	11	13	13	Fiend
6th	6d8	+3	10	13	13	Dastard
7th	7d8	+4	10	13	13	Slaughterer
8th	8d8	+5	9	12	12	Archfiend
9th	9d8	+6	9	12	12	Demon Lord
10th	10d8	+6	8	12	12	Demon Lord
11th	+3 hp	+7	8	11	11	Demon Lord
12th	+3 hp	+8	7	11	11	Demon Lord
13th	+3 hp	+8	7	11	11	Demon Lord
14th	+3 hp	+9	6	10	10	Demon Lord
15th	+3 hp	+10	6	10	10	Demon Lord
16th	+3 hp	+10	5	10	10	Demon Lord
17th	+3 hp	+11	5	9	9	Demon Lord
18th	+3 hp	+12	4	9	9	Demon Lord
19th	+3 hp	+12	4	9	9	Demon Lord
20th	+3 hp	+13	3	8	8	Demon Lord

THE DEVIL

Devils of a minor sort are often sent as emissaries to the Material Plane that they may tempt mortals into wickedness, sow the seeds of mayhem and generally make a nuisance of themselves on behalf of the diabolical powers. They appear as handsome men or beautiful women, with angular, graceful faces and bodies, swarthy skin and black hair, with a prominent widow's peak and arched eyebrows. Their ears are sometimes pointed.

ROLL D6 FOR HIT POINTS

REQUIREMENTS

Dexterity and charisma of 13+, intelligence of 9+; Must be of Chaotic (LE, NE) alignment

ARMOR ALLOWED

Padded, leather, ring mail, studded leather; no shields

WEAPONS ALLOWED

Club, crossbow (any), dagger, dart, javelin, mace, morningstar, punching dagger, quarterstaff, rapier, sap, shortbow, short sword, sickle, sling and spear

SKILLS

Find Traps, Hide in Shadows, Listen at Doors, Move Silently, Pick Pockets, Trickery

Devils are natural charlatans, akin to bards in a way, but not as skilled with magic and their antics are rarely harmless. They enjoy a +2 bonus to saves vs. poison and against illusions and are only surprised on a roll of 1 on 1d8. They enjoy luxury, and are capable of appraising valuables (gems, jewelry, objects d'art) with a 90% chance of success. They are capable of detecting Lawful (Good) creatures at will, and *detect lie* spells only work on them 50% of the time.

Devils require XP equivalent to a cleric to advance in level.

Devils can backstab as well as thieves. If a devil can backstab an opponent she deals double damage. From 6th to 10th level this increases to triple damage. From 11th to 15th level this increases to quadruple damage. At 16th level and higher this increases to quintuple damage. Ranged attacks can count as backstabs if the target is within 30 feet. This attack does not work on non-living creatures such as undead and constructs, or on creatures without a discernible anatomy, such as plants and oozes.

As a devil gains levels, they gain the ability to use a number of spell-like abilities.



A 1st level devil can cast *darkness* once per day. This increases to three times per day at 4th level.

A 3rd level devil can cast *charm person* once per day. This increases to three times per day at 6th level.

A 4th level devil can cast *deeper darkness* once per day.

A 5th level devil can cast *suggestion* once per day. This increases to three times per day at 8th level.

A 6th level devil can cast *charm monster* once per day.

A 7th level devil can cast *invisibility* once per day. This increases to three times per day at 10th level.

An 8th level devil can cast *command* once per day.

A 9th level devil can cast *deeper slumber* once per day. This increases to three times per day at 12th level.

At 9th level, a devil takes on the title of “archdevil” and earns the right to construct a fortress or fortified manse in town. If he does so, he attracts 3d6 rogues, a bodyguard of 1d6 3rd level chaotic

(lawful evil) fighters or 1d6 chaotic (lawful evil) assassins and a servitor imp. If the imp is ever killed, the devil immediately loses one level and will not receive a new imp until he completes a quest on behalf of a major power of Hell. While the imp serves him, he gains a +2 bonus to trickery task checks.

A 10th level devil can cast *improved invisibility* once per day.

Table: The Devil Class Advancement

LEVEL	HIT DICE	ATTACK	FORT	REF	WILL	TITLE
1st	1d6	+0	15	13	13	Creep
2nd	2d6	+1	15	12	12	Evildoer
3rd	3d6	+1	14	12	12	Miscreant
4th	4d6	+2	14	11	11	Profligate
5th	5d6	+3	13	11	11	Cad
6th	6d6	+3	13	10	10	Inveigler
7th	7d6	+4	13	10	10	Hellion
8th	8d6	+5	12	9	9	Villain
9th	9d6	+6	12	9	9	Archdevil
10th	10d6	+6	12	8	8	Archdevil
11th	+2 hp	+7	11	8	8	Archdevil
12th	+2 hp	+8	11	7	7	Archdevil
13th	+2 hp	+8	11	7	7	Archdevil
14th	+2 hp	+9	10	6	6	Archdevil
15th	+2 hp	+10	10	6	6	Archdevil
16th	+2 hp	+10	10	5	5	Archdevil
17th	+2 hp	+11	9	5	5	Archdevil
18th	+2 hp	+12	9	4	4	Archdevil
19th	+2 hp	+12	9	4	4	Archdevil
20th	+2 hp	+13	8	3	3	Archdevil

THE RED DRAGON

Red dragons don’t build up their treasure hordes by simply sleeping in caves and waiting for stupid adventurers to come to them laden with goodies. Young red dragons are rather adventurous, joining parties as vicious and treasure-hungry as they and delving into dark places in search of wealth.

ROLL D6 FOR HIT POINTS

REQUIREMENTS

Strength and constitution of 13+, charisma of 9+; Must be of Chaotic (CE) alignment

ARMOR ALLOWED

None

WEAPONS ALLOWED

None – red dragons use their natural weapons

SKILLS

Jump, Listen at Doors, Trickery

Red dragons require XP equivalent to a monk to advance in level.

Red dragons begin at 1st level with a number of advantages. Their darkvision extends to 120 feet. Red dragons can make a single claw or bite attack each round, dealing 1d6 points of damage when they do so. They have thick hides that serve as their armor (see table below). They have wings, and are capable of flying at greater and greater speeds as they advance in level (see table below). Red dragons are only surprised on a roll of 1 on 1d8. They are immune to *sleep* and *charm monster* spells, and enjoy a +2 bonus to save vs. all enchantment spells. Finally, a red dragon enjoys resistance to fire.

LEVEL	ARMOR CLASS	UNARMED ATTACKS	BREATH DAMAGE	FLY SPEED
1st	+0	1	1d4	+0 ft.
2nd	+1	1	1d4	+10 ft.
3rd	+1	1	1d6	+10 ft.
4th	+2	1	1d6	+10 ft.
5th	+2	1	1d6	+10 ft.
6th	+3	1	2d4	+20 ft.
7th	+3	1	2d4	+20 ft.
8th	+4	1	2d4	+20 ft.
9th	+4	2	2d6	+20 ft.
10th	+5	2	2d6	+30 ft.
11th	+5	2	2d6	+30 ft.
12th	+6	2	3d4	+30 ft.
13th	+6	2	3d4	+30 ft.
14th	+7	2	3d4	+40 ft.
15th	+7	2	3d6	+40 ft.
16th	+8	2	3d6	+40 ft.
17th	+8	3	3d6	+40 ft.
18th	+9	3	4d4	+50 ft.
19th	+9	3	4d4	+50 ft.
20th	+10	3	4d6	+50 ft.

Once per day, a red dragon can breathe a cone of fire in a cone, and at a damage level, that increases as they advance in level (see table above).

Red dragons can detect treasure (per the *detect evil* spell). They lust after this treasure, and diverting their attention from it can be difficult.



Table: The Red Dragon Class Advancement

LEVEL	HIT DICE	ATTACK	FORT	REF	WILL
1st	1d6	+0	13	13	13
2nd	2d6	+1	12	12	12
3rd	3d6	+1	12	12	12
4th	4d6	+2	11	11	11
5th	5d6	+3	11	11	11
6th	6d6	+3	10	10	10
7th	7d6	+4	10	10	10
8th	8d6	+5	9	9	9
9th	9d6	+6	9	9	9
10th	10d6	+6	8	8	8
11th	+2 hp	+7	8	8	8
12th	+2 hp	+8	7	7	7
13th	+2 hp	+8	7	7	7
14th	+2 hp	+9	6	6	6
15th	+2 hp	+10	6	6	6
16th	+2 hp	+10	5	5	5
17th	+2 hp	+11	5	5	5
18th	+2 hp	+12	4	4	4
19th	+2 hp	+12	4	4	4
20th	+2 hp	+13	3	3	3

THE VAMPIRE

Vampires are consummate hunters, who on occasion leave behind a spawn with a mind of his or her own. These vampires do not serve their creators, but rather serve themselves, hunting mortals and collecting treasures that might allow them to found strongholds of their own. Vampires are powerful combatants, but they suffer many weaknesses.

Vampire characters are a bit different from monster vampires. Characters do not gain the ability to regenerate, nor the security of a coffin (such a thing would be a bit inconvenient for a globe-trotting character). A vampire character exposed to the sun is disoriented, and can only take a move or attack action each round. In addition, they suffer 1 point of constitution damage per round in sunlight, turning to ash when their constitution drops to zero. When a vampire character is reduced to 0 hit points, they are destroyed and stay destroyed; one need not drive a stake through their heart or cut off their head (though they may, if that sort of thing turns them on). Vampire characters can cross running water, but they still need permission to cross a threshold into a private residence or chamber. They do recoil from the smell of garlic, and they can be turned, though not instantly destroyed, by a lawful (good) cleric.

Vampires require XP equivalent to a paladin to advance in level.

Unlike demons, devils and red dragons, the vampire class could be matched with a race. It is up to the TK if he wishes to do this, but given the powers the vampire has at its disposal, adding a few racial abilities on top shouldn't be too overpowering.

ROLL D8 FOR HIT POINTS

REQUIREMENTS

Strength and charisma of 13+, dexterity of 9+; Cannot be of lawful (good) alignment

ARMOR ALLOWED

Padded, leather, ring, scale, chain shirt, chainmail

WEAPONS ALLOWED

Any

SKILLS

Climb Walls, Hide in Shadows, Jump, Move Silently, Trickery

First level vampires are capable of sucking blood. They must first make a successful grapple attack against a living creature. If they remain in the grapple the next round, they may make a bite attack. If successful, this deals 1d4 points of hit point damage and 1d4 points of constitution damage (or 1d2 points of hit dice

damage to monsters). Each round that the grapple is maintained, the victim suffers additional constitution/hit dice damage.

At 4th level, a vampire gains resistance to cold damage.

A 7th level vampire can assume *gaseous form* once per day.

At 8th level, a vampire gains the ability to crush a victim's will by gazing into their eyes. This gaze attack has a range of 30 feet and works as the *dominate person* spell. The 8th level vampire also gains resistance to electricity.

A 9th level vampire takes on the title of vampire count, and earns the right to build a stronghold (a creepy one, of course). The vampire count attracts a corps of followers by rolling 4 times on the following table.

D6	Minions
1	1d8 skeletons
2	1d6 zombies
3	1d4 ghouls
4	1d2 ghosts
5	1 wight
6	1 vampire bride or groom (a vampire of 4th level)

At 10th level, a vampire's touch can be used to drain one level/hit dice from an enemy.

Table: The Red Dragon Class Advancement

LEVEL	HIT DICE	ATTACK	FORT	REF	WILL	TITLE
1st	1d8	+0	13	13	13	Bloodsucker
2nd	2d8	+1	12	12	12	Sanguisage
3rd	3d8	+1	12	12	12	Revenant
4th	4d8	+2	11	11	11	Moroi
5th	5d8	+3	11	11	11	Varkolak
6th	6d8	+3	10	10	10	Strigoi
7th	7d8	+4	10	10	10	Nosferatu
8th	8d8	+5	9	9	9	Dracula
9th	9d8	+6	9	9	9	Count
10th	10d8	+6	8	8	8	Count
11th	+3 hp	+7	8	8	8	Count
12th	+3 hp	+8	7	7	7	Count
13th	+3 hp	+8	7	7	7	Count
14th	+3 hp	+9	6	6	6	Count
15th	+3 hp	+10	6	6	6	Count
16th	+3 hp	+10	5	5	5	Count
17th	+3 hp	+11	5	5	5	Count
18th	+3 hp	+12	4	4	4	Count
19th	+3 hp	+12	4	4	4	Count
20th	+3 hp	+13	3	3	3	Count

RULES

Let's Get Pished and Start a Fight!

Illustration by Jon Kaufman

The bar fights are a classic element of movies and television shows, especially Westerns, and a fun element to replicate in games. Taverns are so often a cornerstone of fantasy games, and adventurers laden with gold make such a great target, that playing out a bar fight is a natural temptation for players and game masters alike. The problem, of course, is actually playing out one of these brawls. In your average dungeon fight, you usually have the convenience of two sides – adventurers vs. monsters – and very clear goals for the adventurer's antagonists. In a bar fight, however, you might have dozens of combatants, each and individual with no particular allegiance to any other combatant, and any number of possible goals. How do you role play 24 ruffians in a bar fight without having them focus too much or too little attention on the adventurers?

This article attempts to create a framework for running bar fights, large and small, using a simple Bar Fight Matrix table. Players can choose one of five actions for the character each round, and based on that action, have one of several possible outcomes to their action. The other brawlers are turned into a "faceless mass" that can be attacked and, eventually, defeated if the adventurers are persistent and lucky.

Getting Started

First and foremost, you have to decide how big this fight is going to be. The size of the mob you are fighting determines the brouhaha's hit points.

If you know how many combatants there are, find that number on the table below. If you don't know how many fighters there are, feel free to roll randomly:

D6	FIGHT SIZE	COMBATANTS	HIT POINTS
1	Kerfluffle	6 to 10	3d6
2-3	Dust-Up	11 to 20	6d6
4-5	Donnybrook	21 to 30	9d6
6	Slugfest	31+	12d6

"Hit Points" refers to the total hit points of the crowd. When hit points are down to zero, the fight is over because all the NPC combatants have either fled or are unconscious.

Now That You're Ready – Rumble!

Each round, PC's can choose one of the following actions:

FIGHT: The character jumps into the fight with feet and fists flying – he'll take all comers.

FLEE: The character tries to scramble out of the fight.

HIDE: The character hides under a table or hiding behind the bar.

LOOT: The character wades through the fight picking pockets or stealing drinks.

SEEK: The character wades through the fight looking for a specific target; the target could be a person or an item.

The Referee rolls 1d10 and checks the matrix below, cross-referencing with each character's stated action. Any time a character suffers damage, they must pass a saving throw (Fortitude, or vs. petrification) with a penalty equal to the damage to avoid being either stunned (lose turn for 1d3 rounds) or knocked unconscious for 1d10 minutes. There is a 50% chance of either. A stunned character is considered to have chosen "Hide" as his action each round he is stunned.

D10	1	2	3	4	5	6	7	8	9	10
Fight	N	F	F	F	A	A	A	A	A	B
Flee	N	N	N	F	F	F	M	M	M	B
Hide	N	N	N	N	N	F	F	F	A	B
Loot	N	N	N	F	F	F	A	L	L	B
Seek	N	N	F	F	F	A	A	A	R	B

A is for "Attacked"

The PC is attacked by other combatants, and can attack them back, roll 1d6:

D6	RANDOM COMBATANT STATS
1	AC 10, Attacks with +0 bonus for 1d2 points of damage
2	AC 11, Attacks with +1 bonus for 1d3 points of damage

- 3 AC 12, Attacks with +2 bonus for 1d4 points of damage
- 4 AC 13, Attacks with a +3 bonus for 1d6 points of damage
- 5 AC 14, Attacks with a +4 bonus for 1d8 points of damage OR attacked by a special combatant who happens to be in the bar (an ogre, minotaur, mind flayer, flumph - whatever)
- 6 Attacked by two combatants, roll 1d5 to determine each one; if struck by both of these combatants, the PC must make a save (Fortitude or vs. petrification) or be lifted and thrown:
- 1-2 = Slid down bar for additional 1d6 points of damage and knocked prone
- 3-4 = Thrown out door and into street for 1d6 points of damage and knocked prone
- 5 = Thrown out window and into street for 2d4 points of damage and knocked prone
- 6 = Thrown off balcony or stairs onto a table, suffering 2d6 points of damage and knocked prone; if this doesn't make sense, re-roll

B is for "Bystander"

Amidst all the flying bottles, feet and fists, the adventurer catches sight of an innocent (or not so innocent) bystander; roll 1d6 to see who is spotted and what they might do:

D6	RANDOM BYSTANDER
1-2	Child (or maybe a halfling) hiding from the fight; lawfuls must attempt to save them, first by seeking and then by fleeing
3-4	A dancing girl or guy (we're urbane and sophisticated in the Land of Nod) motions you over to a door; you must "Move" to get there (it is 2d10 feet away), and once there are pulled inside and either: <p>1-2 = Quit the fight and participate in some more enjoyable wrestling (50% chance of being slipped a Mickey or pick pocketed; 10% chance you are hunted down by a jealous lover afterwards) – either way, you earn 50 XP you dog!</p> <p>3-4 = Suckered into an ambush by attackers in the room, roll as per "A" above, but roll 1d3+3, and you don't get to hit back</p> <p>5-6 = Punched by the girl/guy (AC 10, attack at +1, 1d2 points of damage) - this is a surprise attack, so you don't get to hit back</p>
5-6	See a damsel faint, roll attack vs. AC 15 to catch her for XP (per a 1 HD monster) and now must fight with a -2 penalty to hit

F is for "Flying Debris"

The PC is struck by flying debris; monks can make a deflect arrows roll to avoid this, but for everyone else it is just the luck of the draw; Roll 1d6:

D6	RANDOM DEBRIS
1-3	Hit by bottle for 1d3 points of damage; save vs. stunning or unconscious

- 4 Hit by chair for 1d6 points of damage; save vs. stunning or unconscious
- 5 Hit by a flying body for 2d4 points of damage; save vs. stunning or unconscious; if a compatriot was thrown this round, you were hit by them
- 6 Hit by a random spell (1st or 2nd level), type depends on what spell casters are present; if no spell caster is present, roll again.

L is for "Looting"

The PC acquires some loot; roll 1d6

D6	RANDOM LOOTING
1	Acquire a single mug of ale or a shot of whiskey
2	Make pick pocket roll to acquire 1d10 cp worth of goods
3	Make pick pocket roll at -5% to acquire 1d10 sp worth of goods
4	Make pick pocket roll at -10% to acquire 1d10 gp worth of goods
5	Make pick pocket roll at -15% to acquire 1d10 pp worth of goods
6	Make pick pocket roll at -20% to acquire a treasure map or some other plot-driver

On a failed pick pockets roll, you are attacked (see "A" above)

M is for "Movement"

The PC moves 1d10 feet towards his chosen exit (door, stairs to second floor, etc.).

N is for "Nothing"

Nothing happens to you during this round, nor do you get to do anything interesting. Better luck next time.

R is for "Reach Target"

PC reaches the target they were looking for! What happens next is up to them and the target – role play it as you would most normal encounters.

"Okay, Break it up!"

During each round of the bar fight, there is a 1 in 20 chance that the town guard arrives in force to break things up. Assume a number of men-at-arms equal to the number of PCs, plus 1 man-at-arms per 3 hit points worth of crowd remaining.

Combatants, including the PC's, will be arrested by the guardsman and probably spend a night in the stocks or gaol

(unless they fight their way out or find a way to sneak out) and be charged a fine the next morning.

If the guard is on its way, there is a 50% chance that the round before they arrive some bystander yells "Cheese it! The Cops!" to give the combatants a warning.

Bringing a Knife to a Fist Fight

Pulling a weapon or casting a damage-dealing spell during a bar fight is considered a chaotic act (small "c" chaotic, not big "C" summoning-Cthulhu-to-destroy-the-world chaotic - i.e. you're a jerk); and results in you being avoided by other combatants for the duration, but suffering a -4 penalty to reaction checks in this settlement forevermore. Also, it just isn't much fun.

If an adventurer persists in behaving this way (say two or three rounds worth), the crowd will focus all of its attention on them, with the adventurer suffering 1d6 attacks per round until they are either knocked unconscious or killed. Adventurers who leap to their aid will get the same treatment and suffer the same reaction penalty thereafter.

Death and Dismemberment

Bar fights shouldn't usually result in adventurer death (though see above for a case when it's both possible and appropriate) – death just isn't the point of these things. When an adventurer is reduced to 0 hit points, assume that they have been knocked unconscious and will awaken in gaol (or the stocks) 1d10 turns later if not rescued by a compatriot first.



MONSTERS

A Skeleton for Every Occasion

Illustrations by Ryan Rhodes and Forrest Imel

The old fashioned skeleton is a great monster for low level parties - maybe even mid-level parties in large enough numbers - but I thought I'd put my mind to making a skeleton for every level. The result is 18 skeletal monsters, presented in Hit Dice order.

SAWBONES

Medium Undead, Neutral (N), Non-Intelligent; Gang (1d6)

HD	2
AC	15
ATK	1 cleaver (1d4+1) and saw (1d4 + rend flesh)
MV	30
SV	F 15, R 15, W 12
XP	100 (CL 2)

Sawbones are animated skeletons that have had cleavers grafted to the right arms and serrated blades attached to their left arms, in both cases replacing their hands. Victims of a saw-blade attack who suffer maximum damage must pass a Reflex saving throw or suffer an additional 1d4 points of damage from the blade sawing at their flesh and bone. If said victim is wearing armor, they instead make an item saving throw for their armor; failure indicates the armor has been damaged and loses one point of its armor bonus until repaired. No armor can lose more than half its armor value (rounding down) from this attack.

Special Qualities: Immune to illusions and all mind-affecting spells, weapon resistance (edged and piercing weapons)

DRY BONES

Medium Undead, Chaotic (CE), Low Intelligence; Gang (1d4)

HD	3
AC	15
ATK	2 claws (1d4) or by weapon
MV	30
SV	F 14, R 14, W 13
XP	300 (CL 4)

Dry bones are animated skeletons capable of drawing the moisture out of the surrounding environment, including creatures. A dry bones always generates a 10-ft. radius area of blight (per the spell). Once every 1d4 rounds it can generate a cone (10') of desiccating wind that deals 3d6 points of damage to most living creatures and 3d8 points of damage to plant creatures and water elemental creatures (Fortitude save for half damage). Any liquids within the cone must pass an item saving throw or be destroyed (including magic potions, which save at +1). Other items might also be ruined, as determined by the Treasure Keeper.

Special Qualities: Immune to illusions and all mind-affecting spells, weapon resistance (edged and piercing weapons), resistance to fire

HURLER

Medium Undead, Chaotic (CE), Low Intelligence; Gang (1d6)

HD	4
AC	15
ATK	2 claws (1d6) and skull (1d4 + poison III)
MV	30
SV	F 14, R 14, W 12
XP	400 (CL 5)

Hurlers are skeletons that can remove their skulls and hurl them at targets. If these skulls hit, they bite the target for 1d4 points of damage and inject Poison III into them (Fortitude save to negate poison). The target must also make a Fortitude saving throw or the skull clamps down on them and continues to deal bite damage (but not inject more poison) each round thereafter until the target can make a successful grapple attack against it to remove it. A hurler can continue to fight without its head, and if it gets the chance can pick it back up and throw it again. A hurler skull can only be thrown by the hurler it belongs to.

Special Qualities: Immune to illusions and all mind-affecting spells, weapon resistance (edged and piercing weapons)

WINGED SKELETON

Medium Undead, Chaotic (CE), Average Intelligence; Gang (1d4)

HD	5
AC	16
ATK	2 claws or talons (1d6) or by weapon
MV	30 (Fly 40)
SV	F 13, R 13, W 11
XP	500 (CL 6)

These skeletons are covered in leathery flesh and have two large, bat-like wings sprouting from their backs. They are more intelligent than normal skeletons, and use their ability to fly to full effect.

Special Qualities: Immune to illusions and all mind-affecting spells, weapon resistance (edged and piercing weapons)

DRAGON BONES

Medium Undead, Chaotic (LE), Low Intelligence; Gang (1d6)

HD	6
AC	16
ATK	2 claws (1d6) or by weapon (1d8)
MV	30
SV	F 12, R 12, W 11
XP	600 (CL 7)

Dragon bones are skeletons that rise from chromatic dragon teeth that have been sewn into the ground. The skeletons rise fully armed and armored, with scale mail (the color approximates the color of the dragon to whom the teeth belonged), shield and longsword or battle axe. These skeletons are immune to either fire, electricity, acid or cold, depending on their dragon "parent".

Black Dragon: Acid

Blue Dragon: Electricity

Green Dragon: Acid

Red Dragon: Fire

White Dragon: Cold

Special Qualities: Immune to illusions and all mind-affecting spells, weapon resistance (edged and piercing weapons), resistance to energy (see above), magic resistance 5%

BLOODY BONES

Medium Undead, Chaotic (CE), Average Intelligence; Gang (1d4)

HD	6
AC	16
ATK	2 claws (1d4 + blood drain) or by weapon
MV	30
SV	F 12, R 12, W 10
XP	600 (CL 7)

Bloody bones are skeleton covered in a sheen of slimy, red blood. They are especially difficult to grapple (DC 20), though why one would want to is beyond me, and they are surrounded by a 5-ft. radius of blood that acts as a grease spell. Creatures struck by the bloody bone's claws must pass a Fortitude save or those claws pierce the flesh for an additional 1d4 points of damage and then begin draining blood at the rate of 1 point of constitution damage per round until the bloody bone's grasp is broken, either with a successful grapple attack, or with an attack from a weapon that deals at least 6 points of damage.

Special Qualities: Immune to illusions and all mind-affecting spells, weapon resistance (edged and piercing weapons)



LAZY BONES

Medium Undead, Chaotic (NE), Average Intelligence; Yawn (1d4)

HD	7
AC	15
ATK	2 slams (1d4) or by weapon
MV	30
SV	F 12, R 12, W 10
XP	700 (CL 8)

A lazy bones looks like a normal skeleton, though it is always wrapped in a black cloak. The skeleton constantly emits a strange, piping noise that acts as a sleep spell (Will save to resist; sleep for 1 hour). It gives off a 10-ft. radius aura that drains strength. Each foot of distance one travels within this aura forces a character to pass a Will saving throw or suffer 1d3 points of strength damage. Strength returns at a rate of 1 point per hour after one leaves the lazy bone's aura.

Special Qualities: Immune to illusions and all mind-affecting spells, weapon resistance (edged and piercing weapons)

SCREAMING MEANIE

Medium Undead, Chaotic (CE), Low Intelligence; Howl (1d4)

HD	7
AC	15
ATK	2 claws (1d4) or by weapon or scream (see below)
MV	30
SV	F 12, R 12, W 11
XP	700 (CL 8)

A screaming meanie can emit a piercing scream, once per battle and lasting for 4 rounds. This scream does not prevent it from attacking with claws or weapon. All within a 30-ft. cone must pass a Fortitude saving throw or be struck deaf for 1d6 hours and must also pass a Will saving throw or flee from the screaming meanie for 1d6 rounds.

Special Qualities: Immune to illusions and all mind-affecting spells, weapon resistance (edged and piercing weapons)

BLACK BONES

Medium Undead, Chaotic (NE), Average Intelligence; Solitary

HD	8
AC	15
ATK	2 claws (1d4) or by weapon (1d4 + poison IV)
MV	30
SV	F 11, R 11, W 9
XP	800 (CL 9)

Black bones are the animated remains of skilled assassins. They generate a field of impenetrable darkness 20 feet in radius and are also under the permanent effect of a silence spell. Naturally, a black bones can see through its own darkness, though the darkvision of other creatures does not pierce it. They are always armed with poisoned daggers. A black bones can backstab as an assassin for triple damage.

Special Qualities: Immune to illusions and all mind-affecting spells, weapon resistance (edged and piercing weapons)

BONE-SPUR

Large Undead, Chaotic (CE), Low Intelligence; Gang (1d3)

HD	8
AC	16
ATK	2 claws (1d6)
MV	30
SV	F 10, R 11, W 10
XP	800 (CL 9)

Bone spurs are animated from the remains of ogres. They are covered with barb-like growths that slash and tear at the flesh of creatures engaged with them in hand-to-hand combat. All creatures engaged in melee combat with a bone-spur must pass a Reflex save each round or be slashed for 1d4 points of damage. If 4 points of damage are scored, the bone barb detaches from the bone-spur and becomes caught in the victim's flesh or clothing. The next round, the barb grows into a full-sized skeleton (per the normal skeleton stats) that can make a free grapple attack on its victim. A bone-spur can produce a maximum of ten skeletons in this way.

Special Qualities: Immune to illusions and all mind-affecting spells, weapon resistance (edged and piercing weapons)

BLAZING BONES

Medium Undead, Chaotic (CE), Average Intelligence; Gang (1d3)

HD	9
AC	16
ATK	2 claws (1d4 + 1d6 fire)
MV	30
SV	F 11, R 11, W 9
XP	900 (CL 10)

A blazing bones appears as a skeleton wreathed in flame. All creatures within 10 feet of the monster are affected as though by a *heat metal* spell, and all in melee combat with the skeleton must pass a Fortitude save each round or suffer 1d4 points of fire damage. Once per day, a blazing bones can breathe a cone (20') of fire that deals 4d6 points of damage (Reflex save for half damage).

Special Qualities: Immune to illusions and all mind-affecting spells, weapon resistance (edged and piercing weapons), immune to fire, vulnerable to cold



BONE CHILLER

Medium Undead, Chaotic (CE), Average Intelligence; Gang (1d3)

HD	9
AC	16
ATK	2 claws (1d4 + 1d6 cold)
MV	30
SV	F 11, R 11, W 9
XP	900 (CL 10)

A bone chiller appears as a skeleton clad in a thick layer of ice. All creatures within 10 feet of the monster are affected as though by a *chill metal* spell, and the ground to a 20-ft. radius around the monster is covered in frost and ice (per a *grease* spell).

Special Qualities: Immune to illusions and all mind-affecting spells, weapon resistance (edged and piercing weapons), immune to cold, vulnerable to fire

BRONZE BONES

Medium Undead, Chaotic (CE), Average Intelligence; Gang (1d3)

HD	10
AC	Variable
ATK	2 claws (1d8)
MV	30
SV	F 10, R 10, W 8
XP	1000 (CL 11)

Bronze bones are skeletons covered in a coating of metal. Despite the name, the metal varies, determining the monster's Armor Class as well as special abilities:

Bronze: True bronze bones have an AC of 17 and can heat metal around them in a 5-ft. radius.

Steel: Steel bones have an AC of 18; wooden weapons that hit them (including metal weapons with wooden hafts) must make an item saving throw or be broken.

Lead: Lead bones have an AC of 16 and are surrounded by a 30 ft. radius aura of *slow* (per the spell) that permits no saving throw (though it is countered by a character under the effects of the *haste* spell).

Mithral: Mithral bones have an AC of 19; in the presence of light, all creatures within 10 feet of a mithral bones must pass a Fortitude save each round or be blinded for 1d6 minutes.

Adamantine: Adamantine bones have an AC of 20; non-adamantine weapons that hit them must make an item saving throw or be broken; weapons that break deal only half damage.

Special Qualities: Immune to illusions and all mind-affecting spells, weapon resistance (edged and piercing weapons), resistance to fire, immune to electricity

FUNNY BONES

Medium Undead, Chaotic (CE), Average Intelligence; Gang (1d4)

HD	10
AC	17
ATK	2 claws (1d6)
MV	30
SV	F 10, R 10, W 8
XP	1000 (CL 11)

Funny bones are capable of separating into their constituent parts and then re-assembling. When struck for 4 or more points of damage by a physical attack from a bludgeoning weapon (or force effect), the funny bones separates into two demi-skeletons, each with 5 hit dice, a single attack and a movement rate of 20. These demi-skeletons can also be divided into piles of bones with 2 hit dice, no attacks, and a movement rate of 10. Demi-skeletons and bone piles can reassemble by touching. If 3 demi-skeletons (or 6 bone piles) manage to come together, or a full funny bones and a single demi-skeleton or 2 bone piles comes together, they form a creature with 15 hit dice, four attacks and a movement rate of 40. These creatures can only be divided (into funny bones) by scoring at least 8 points of damage. Two of these super-skeletons can join together to form a 20 hit dice mega-skeleton with six attacks. Mega-skeletons can only be divided (into super-skeletons) by scoring at least 16 points of damage.

Special Qualities: Immune to illusions and all mind-affecting spells, weapon resistance (edged and piercing weapons), regenerate

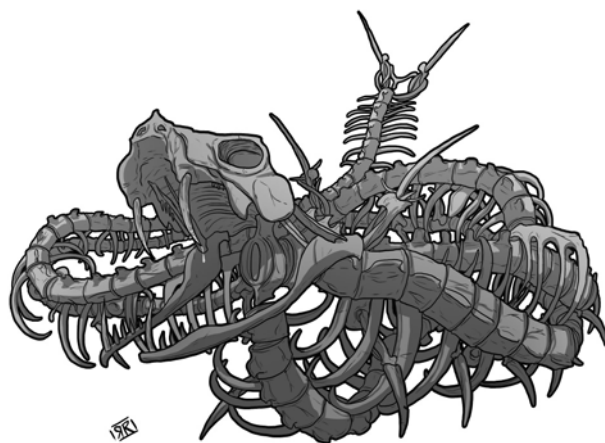
HOLY BONES

Medium Undead, Lawful (LG, NG, CG), High Intelligence; Solitary

HD	11
AC	18
ATK	2 slams (1d4+1) or heavy mace (1d6+1)
MV	30
SV	F 10, R 10, W 7
XP	1100 (CL 12)

Holy bones are the animated remains of lawful high priests. In effect, they are living reliquaries, sealed into plate armor (15% chance of being +1 plate armor) and armed with a heavy mace (15% chance of being a +1 heavy mace). Holy bones function under a permanent protection from evil effect, and in each of their bony fingers they can score a single cleric spell (two spells each of levels 1 through 5) that can be cast once per day. They are typically left as guardians of the catacombs under monasteries.

Special Qualities: Immune to illusions and all mind-affecting spells, weapon resistance (edged and piercing weapons), magic resistance 25%



SKELEPEDE

Large Undead, Neutral (N), Non-Intelligent; Solitary

HD	12
AC	18 [+1]
ATK	6 slashes (1d8) and bite (1d6 + poison – see below)
MV	40
SV	F 8, R 9, W 7
XP	3000 (CL 14)

A skelepede is a massive centipede-shaped monster composed of hundreds of humanoid or animal bones. They are non-intelligent and usually left as brutish guardians by necromancers. The clicking sound of the monster's myriad components forces attackers within 10 feet to pass a Will save each round or suffer from a confusion effect. Targets bitten by the monster must pass a Fortitude save or succumb to a bone-softening poison. Targets who fail this save suffer 1d4 points of constitution damage and lose 5 feet from their normal movement rate.

Special Qualities: Immune to illusions and all mind-affecting spells, weapon resistance (edged and piercing weapons), regenerate, magic resistance 30%

CRYSTAL SKULL

Medium Undead, Chaotic (CE), High Intelligence; Solitary

HD	13
AC	18 [+1]
ATK	2 claws (1d6) or spell (see below)
MV	30
SV	F 9, R 9, W 6
XP	3250 (CL 15)

A crystal skull looks like a skeleton composed of a crystalline substance as hard as steel. Their bones glow with a light as powerful as that produced by a lantern, and so long as this light is not suppressed by magic darkness (the monster has magic resistance 50% against magical darkness effects)

Spells: At will—dancing lights, hypnotic pattern, searing light; 3/day—prismatic spray, sunbeam; 1/day—prismatic sphere, sunburst.

Special Qualities: Immune to illusions and all mind-affecting spells, weapon resistance (edged and piercing weapons), magic resistance 30%, immune to fire, acid and electricity, vulnerable to sonic damage

SKELETRIX

Medium Undead, Chaotic (CE), High Intelligence; Solitary

HD	14
AC	16 [+1]
ATK	2 claws (1d6 + energy drain) or symbol (see below)
MV	30
SV	F 8, R 8, W 5
XP	3500 (CL 16)

A skeletrix is a skeletal figure, usually garbed in women's clothing and always painted in bright patterns that are actually glyphs of power. A skeletrix can use each of the symbol spells once per day, and can generate two symbols per round. The touch of a skeletrix drains 1 level (Will save to negate). Their presence causes fear (as the spell) in creatures with 5 or fewer Hit Dice.

Special Qualities: Immune to illusions and all mind-affecting spells, weapon resistance (edged and piercing weapons), magic resistance 45%



The Queens of Elemental Air

Illustration by Jon Kaufman

Among the entities that fill the air, the sylphs and air elementals and minor godlings and disembodied spirits, there are five rarefied entities commonly referred to as the Queens of Elemental Air. There is no kinship between these queens, and though they are not actively at war with one another, they each regard the others as neither here nor there - not with contempt, but with royal disinterest.

The queens dwell in the more refined quarters of the Elemental Plane of Air, in "palaces" of colored gas and variegated temperatures that they regard much as a human would a building of many rooms, each lovely in its own way. They are typically surrounded by their followers, and while each is powerful in her own right, they are also well guarded by their adoring court and by petitioners to their court.

All of the queens are permanently in a gaseous form, and can make themselves any size from tiny to huge. They typically appear as medium-sized humanoids. For each size category smaller, they increase their effective Hit Dice total by 2 and reduce their effective Armor Class by 2 (as they are more solid and thus easier to hit). For each size category larger, they reduce their effective Hit Dice by 2 and increase their effective Armor Class by 2.

All of the queens are immune to acid, electricity and sonic energy and resistance to cold and fire.

HELIA, THE RADIANT QUEEN

Medium Outsider, Lawful (NG), Super Intelligence; Unique

HD	21 (110 hp)
AC	26 [+2]
ATK	2 wind buffets (2d6) or cosmic ray (120'/2d6 damage + mutation)
MV	Fly 300
SV	F 3, R 3, W 3
XP	10,500 (CL 24)

Helia appears as a radiant queen surrounded by a glowing aura (as bright as daylight) with a diameter of 200 feet. Creatures that enter this glowing aura must pass a saving throw each round to avoid a charm monster effect. Helia commands the respect of both air and fire elementals, and they mingle about her in rapid orbit like electrons around a nucleus. Helia is fearsome and



arrogant, the "center of the universe" who regards all creatures of less than solar or arch-demon status as beneath her dignity. She employs a series of servants to communicate with her major domo, a deva called Atron.

Special Qualities: Immune to acid, electricity and sonic, resistance to cold and fire, gaseous form, magic resistance 65%

Spells: At will--daylight, minor creation, searing light, shield; 3/day--cone of cold, legend lore, lightning bolt, sunbeam; 1/day--major creation, summon monsters IX (air and fire elemental creatures only), sunburst

NEA, THE VIVID QUEEN

Medium Outsider, Neutral (N), Super Intelligence; Unique

HD	21 (110 hp)
AC	26 [+2]
ATK	2 wind buffets (2d6) or prismatic ray (120'/2d6 damage + confusion)
MV	Fly 300
SV	F 3, R 3, W 3
XP	10,500 (CL 24)

Nea dwells in a swirl of glowing, colored gases. She appears as a glowing, red female humanoid, airy and slightly indistinct, and surrounded by a devoted and adoring air and lightning elementals (2d6 of each, variable sizes), who create a wondrous clangor and exciting din as they dance and weave about their queen. Nea is a queen who appreciates excitement, though she rarely participates in it. She enjoys fetes and musicians and allows bits of her own gaseous form to enter their lungs and be expelled through their instruments.

Special Qualities: Immune to acid, electricity and sonic, resistance to cold and fire, gaseous form, magic resistance 55%

Spells: At will--color spray, light, protection from normal missiles, shield; 3/day--confusion, crushing despair, daylight, globe of invulnerability, good hope, polymorph other; 1/day--summon monsters VIII (air elemental creatures only)

ARGA, THE LUMINOUS QUEEN

Medium Outsider, Neutral (CN), Super Intelligence; Unique

HD	21 (110 hp)
AC	26 [+2]
ATK	2 wind buffets (2d6)
MV	Fly 300
SV	F 3, R 3, W 3
XP	10,500 (CL 24)

Arga dwells on a great chunk of emerald (about 8 feet long and 4 feet wide) that rests upon a windswept plateau of stone that floats in the bustling winds of the Elemental Plane of Air. She lounges on this "fainting couch", a woman of luminous green gas attended by sylphs wearing hazy perfumes and guarded by two djinn. An equally sonorous court reposes on the plateau. Arga is unconcerned with anything but herself, but will lend her aid to those who promise a great reward. She takes lovers often, even mortal lovers, and many now make up her court, for though she often tires of them, she never drives them away.

Special Qualities: Immune to acid, electricity and sonic, resistance to cold and fire, gaseous form, magic resistance 45%

Spells: At will--chill metal, color spray, light, searing light, shield; 3/day--confusion, prismatic sphere, prismatic spray; 1/day--fusion (self with other), summon monsters VIII (air elemental creatures only)

KRYPTA, THE HIDDEN QUEEN

Medium Outsider, Neutral (CN), Super Intelligence; Unique

HD	21 (69 hp)
AC	26 [+2]
ATK	2 wind buffets (2d6)
MV	Fly 300
SV	F 3, R 3, W 3
XP	10,500 (CL 24)

Krypta is the "hidden one", a shy spirit who prefers solitude to the goings on of court. Her form is transparent and translucent, but surrounded by an aura of white gas that outlines her. She nonetheless travels with two aerial servants, one tinged red, the other blue, who act as her valets and bodyguards. She roams the elemental sky, and for this reason often attracts the attention of dragon horses. Krypta appreciates wit and intellect, but despises the boastful and arrogant, enjoying laying these folk low.

Special Qualities: Immune to acid, electricity and sonic, resistance to cold and fire, gaseous form, magic resistance 55%

Spells: At will--cause fear, light, searing light; 3/day--invisibility, ray of enfeeblement, fear, stoneskin (the stone skin envelops her form and appears as white crystal); 1/day--meteor swarm, summon monsters VII (air elemental creatures only)

XENA, THE FURIOUS QUEEN

Medium Outsider, Neutral (N), Super Intelligence; Unique

HD	21 (110 hp)
AC	26 [+2]
ATK	2 wind buffets (2d6) or lightning bolt (120'/3d6)
MV	Fly 300
SV	F 3, R 3, W 3
XP	10,500 (CL 24)

Xena is a stand-offish woman, slightly paranoid and well guarded by 10 large air elementals. She dwells within a crystal sphere that float through the Elemental Plane of Air, a sphere that can open and close by her will alone. She appears as a female humanoid of luminous blue gas that sometimes flares with flashes of electricity, especially when she is angry.

Special Qualities: Immune to acid, electricity and sonic, resistance to cold and fire, gaseous form, magic resistance 65%

Spells: At will--sleep, suggestion; 3/day--globe of invulnerability, haste, iron skin (her form is enveloped by a sky blue suit of plate armor), lesser restoration, polymorph other; 1/day--fission, summon monsters VII (air elemental creatures only)

RADA, THE NEFARIOUS QUEEN

Medium Outsider, Chaotic (NE), Super Intelligence; Unique

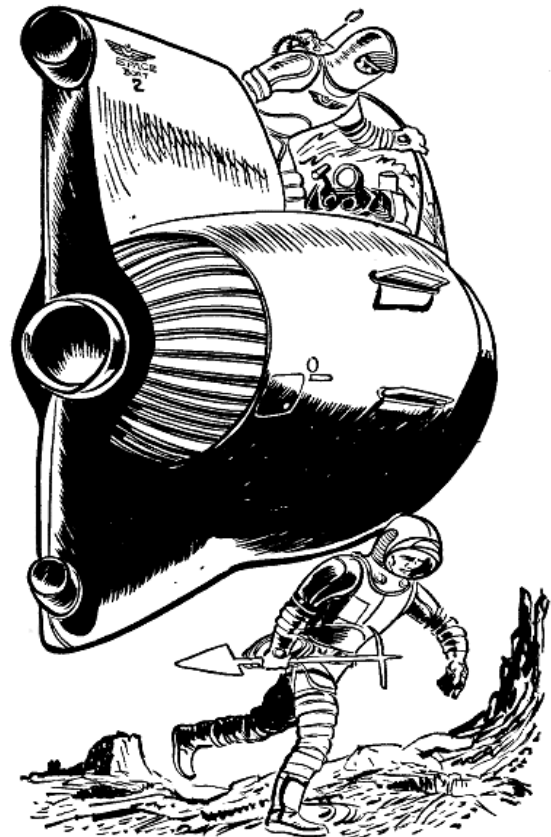
HD	21 (110 hp)
AC	26 [+2]
ATK	2 wind buffets (2d6)
MV	Fly 300
SV	F 3, R 3, W 3
XP	10,500 (CL 24)

Rada appears as a female humanoid of translucent air, with a black orb floating in the midst of her head. Her arms are long and her fingers and toes come to talon-like points. Rada's court is composed of belkers and disgruntled aerial servants, not to mention a few incorporeal undead, like spectres. She is a dire queen who is said to be worshiped by subterranean peoples by sacrificing the weak in caverns filled with poisonous gas.

Special Qualities: Immune to acid, electricity and sonic, resistance to cold and fire, gaseous form, magic resistance 45%

Spells: At will--doom, faerie fire, inflict light wounds, silence; 3/day--cause disease, enervation, gaseous form (other), ray of enfeeblement, rusting grasp; 1/day--energy drain, improved invisibility, summon monsters VII (air elemental creatures only)

TALES OF THE SPACE PRINCESS



Astounding adventures in the retro future!

Space Princess is a rules-lite game of sci-fi exploration and rescue. Roll up a team of heroes, enter the dark lord's space fortress, rescue the princess and escape into hyperspace.

Easy to learn, easy to play

BOOK \$10 | PDF \$5

MYSTERY MEN!

Swords, Sorcery & Mystery Men!

Illustration by Toby Gregory

Although I wrote *Mystery Men!* as a superhero game, there's no reason it can't be used to emulate other genres, so long as they are a bit over the top in terms of power. For the next few weeks, I'm going to delve into the fantasy genre to see how well *Mystery Men!* can emulate swords & sorcery.

Weapons & Equipment

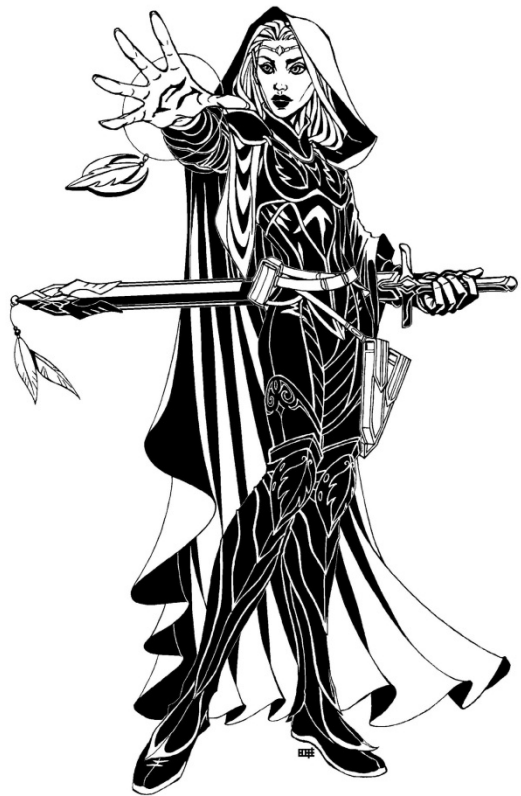
In *Mystery Men!*, all hand weapons are created equally, at least in terms of damage. For a game of *Mystery Men! Swords & Sorcery*, it might be a good idea to use the damage ratings from traditional fantasy games like *Blood & Treasure* (hey, it's my magazine, I can plug my other games if I want!); i.e. fists do 1d3, daggers and other small weapons 1d4, and so on.

I would also use the traditional armor values from the SRD.

You might also want to use a traditional approach to buying equipment, allowing characters to buy equipment with XP on a 1 gp = 10 XP basis.

Exploration vs. Quests

A game of *Mystery Men! Swords & Sorcery* can be based around site exploration (sandboxes and dungeons) or quests, and will probably be a bit of both. Any storyline or plot you've seen in the pulp fantasy that spawned most swords & sorcery comics. The possible advantage of *Mystery Men!* for pulp fantasy is the ability to go solo, since the characters are usually a bit more powerful and their abilities and powers a bit more fluid.



Occupations

Mystery Men! bases one's skills on their occupation, and *Mystery Men! Swords & Sorcery* is no different. To keep things easy, think in terms of classic pulp fantasy tropes: Barbarian, captain of the guard, desert raider, sorcerer, witch, holy man, etc.

Monsters

Mystery Men! has a host of monsters already, and additional monsters can be created easily. A couple staples of fantasy gaming follow:

CRYSMAL

LVL 6 | PH 5 | MN 3 | DC 21 | SPD 2 (Burrow) | XP 3700

ATK Sting (1d6)

FIRE GIANT

LVL 15 (53 hp) | PH 9 (+5) | MN 4 (+2) | DC 23 | SPD 2 | XP 1800

ATK Greatsword (4d6) or fists (2d4) or flaming rock (3d6 + 2d6 fire)

POW Darkvision, immune to fire, vulnerable to cold

FROST GIANT

LVL 14 (49 hp) | PH 8 (+4) | MN 4 (+2) | DC 21 | SPD 2 | XP 1700

ATK Greataxe (4d6) or fists (2d4) or rock (3d6)

POW Darkvision, immune to cold, vulnerable to fire

GIANT SNAKE

LVL 11 (83 hp) | PH 8 (+4) | MN 0 (+0) | DC 18 | SPD 2 | XP 1100

ATK Bite (1d10), Constrict (1d10)

HILL GIANT

LVL 12 (42 hp) | PH 8 (+4) | MN 3 (+2) | DC 20 | SPD 2 | XP 1200

ATK Club (3d8) or fists (2d4) or rock (3d6)

MAGMIN

LVL 2 | PH 4 | MN 3 | DC 17 | SPD 2 | XP 3300

ATK Burning fist (1d6 + 1d6 fire + save or catch fire)

POW Fiery Aura (30 ft. radius; save or 1d6 heat damage), Melt Metal Weapons (save to negate), Immune to Fire

OGRE

LVL 4 (14 hp) | PH 5 (+3) | MN 2 (+1) | DC 16 | SPD 2 | XP 700

ATK Club (2d8) or javelin (1d8)

POW Darkvision

ORC

LVL 1 (4 hp) | PH 4 (+2) | MN 2 (+1) | DC 13 | SPD 2 | XP 100

ATK Falchion (2d4) or javelin (1d6)

POW Darkvision, light sensitivity

TROLL

LVL 6 (21 hp) | PH 7 (+4) | MN 2 (+1) | DC 16 | SPD 2 | XP 1500

ATK Claws (2d6) and bite (1d6)

POW Darkvision, regenerate

WHITE APE

LVL 5 (38 hp) | PH 7 (+4) | MN 0 (+0) | DC 18 | SPD 2 | XP 500

ATK Claws (1d8), Bite (1d8)

Heroes and Heroines

The focus of swords & sorcery comics is the heroes, of course, so let's start with the Granddaddy of them all ... that grim fellow who goes about trampling thrones and reluctantly rescuing maidens. In all of these cases, I'm going to go for a 50,000 XP build to keep them awesome. Most of these heroes are low on genuine super powers, so most of the points will go to buying impressive ability scores and lots of hit points. If you want to start from the beginning of a barbarian's career, I suggest starting with 10,000 XP and one non-adventuring occupation. For higher amounts of XP, think in terms of one occupation per 10,000 XP to simulate a life's worth of experiences.

In *Mystery Men!*, an ability score of 1 to 6 represents the human norm. While fantasy characters are always a bit more than human, you might want to limit ability scores to a maximum of 12. You might also want to increase the ability bonuses from +1 per 3 points to +1 per 2 points.

Classes

Mystery Men! uses three classes. The adventurer is your standard super hero type, with a set array of powers. The sorcerer can have some set powers, but also devotes their XP into a sorcery pool that allows them to use ad hoc powers during a game (i.e. cast spells). The third class, the scientist, puts XP into a science pool that allows them to invent devices (i.e. powers) at the beginning of a game session, making them more flexible than the adventurer, but less flexible than the sorcerer.

By all rights, sneaky thieves should be portrayed as adventurers in an *Mystery Men! Swords & Sorcery* game. They probably won't spend as many XP on boosting their ability scores as the typical barbarian, and therein lies the problem. Since barbarians and thieves are both adventurers, and thieves will probably be higher in level, it is likely that they'll end up as better warriors than the barbarians. What to do?

How about we introduce a new class, The Thief. The thief (or tomb robber, or assassin, or whatever you like) uses the scientist's hit dice and attack progression, and can put XP in a "thievery pool". The thievery pool allows them to grab a +1 bonus to any of the traditional thief skills (pick pockets, open locks, find/remove traps, climb walls, hear noises, move silently, hide in shadows) by spending 500 XP of their thief pool on the roll. Likewise, they can backstab (after hiding in shadows), adding 1d6 to their damage for every 1,000 XP of their thief pool they spend (up to an extra 10d6, or 6d6 if they're throwing the dagger into someone's back). Finally, they can spend 5,000 XP to avoid certain death (i.e. no save, automatically avoid a death trap or a killing blow).

RACES

Meet the Macabres

Illustration by Jeff Preston

Once upon a time, the story goes, the fey retreated before the unstoppable spread humanity into the kingdom of Faery, rarely to be seen again. This, of course, is utter rot. Oh, the elves sometimes slip between the dimensions and travel through time as their magic allows, but most of the fey stayed put, learning to blend in and live among, though usually separate from, humans. The elves remained beautiful, of course, and the goblins weird and macabre, and they can be found today as members of a few weird families throughout the world, rarely intermarrying with humankind and otherwise enjoying themselves as best they can in a world that fears them.

The Macabre

The macabre are humanoids (well, mostly) who are, to a man and woman, unwholesome, or at least odd, in appearance. They are possessed of a dark humor that is sometimes deadly. Encountered outside their close knit clans, the macabre refer to themselves as uncle, aunt, cousin or even grandmother or grandfather, indicating their race's kinship to mankind. They call themselves by names profane, morbid or unsettling.

The macabre are possessed of strange powers. All of them have rather special powers of regeneration, healing at double the normal human rate. Macabres can see in the dark up to 120 feet. Each one also has an additional extraordinary ability rolled on the following table:

D20	EXTRAORDINARY POWER
1	Startling strength (can boost strength once per day per the <i>strength</i> spell)
2	Resistance to fire

3	Resistance to acid
4	Resistance to electricity
5	+3 bonus to save vs. poison
6	+3 bonus to save vs. disease
7	Menagerie (commands a swarm of spiders, a pack of six giant rats or a single vulture, lion or octopus)
8	Witch or warlock (can cast <i>prestidigitation</i> three times per day)
9	Has an assassin vine (2 HD) as a boon companion
10	Has an old crawler (a disembodied human hand) as a boon companion
11	Swordsman (+1 to hit with swords and +1 Armor Class while fighting with a sword)
12	Explosives (can mix and set off alchemist's fire)
13	Inhumanly tall (-1 to dexterity, +2 to strength)
14	Inhumanly short (-3 to movement, +2 to strength)
15	Inhumanly fat (-3 to movement, +2 to constitution)
16	Inhumanly thin (-1 to constitution, +2 to dexterity)
17	Raucous cackle (once per day, all within earshot must save vs. fear or flee for 1d6 rounds)
18	Regenerate 1 hp per round up to half normal hit points unless reduced to 0 hit points
19	Covered in thick hair (+2 to Armor Class)
20	Tunneler (has a burrowing speed of 6)

Macabres can advance as assassin/fighters, assassin/clerics or assassin/magic-users, or they can pursue a single class.



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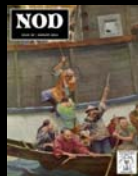
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