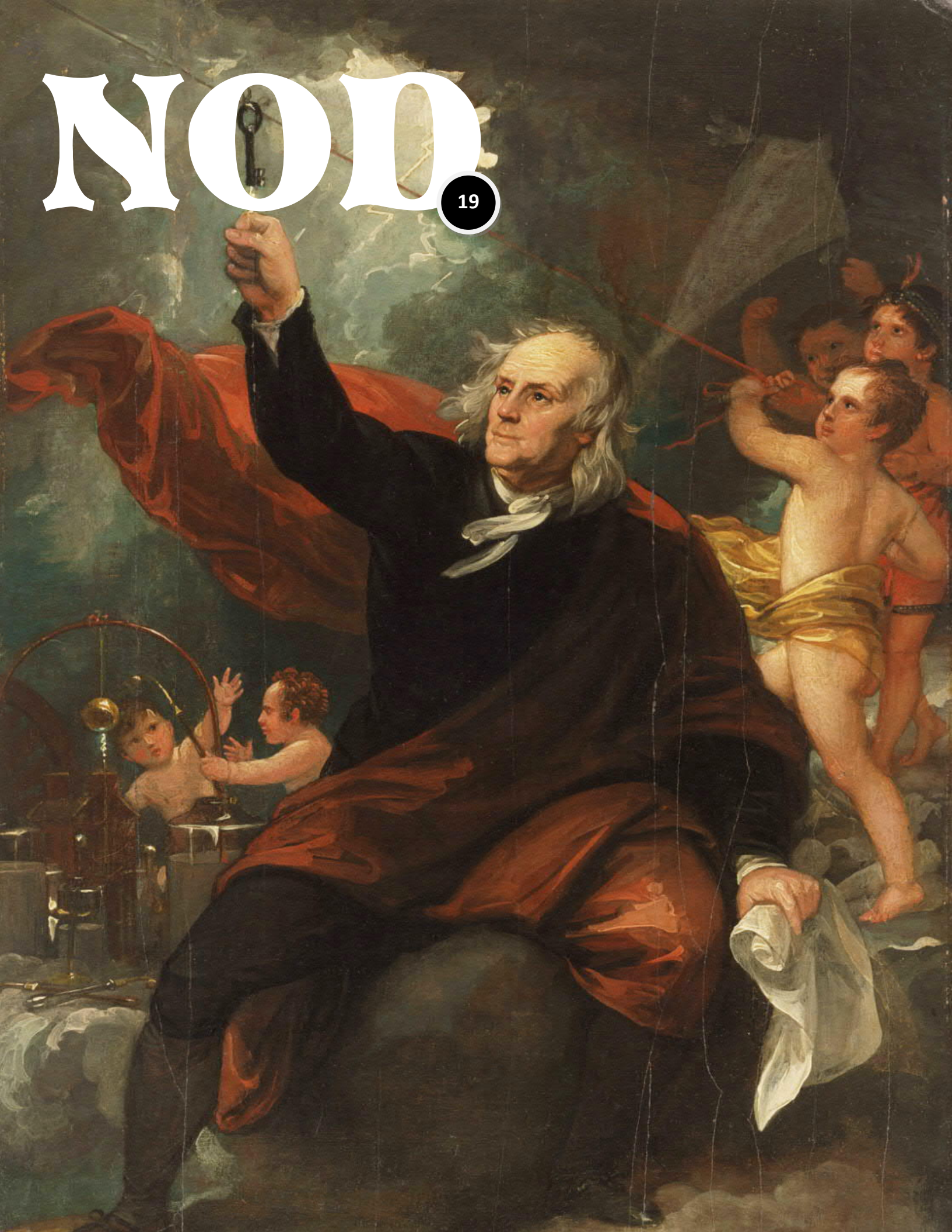


NOD

19



NOD

19

By John M. Stater

Cover by Benjamin West, 1900

Interior Illustrations by Jon Kaufman, Allen Anderson, Howard Pyle and others

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VIRGIN WOODE

ANCIENT RUINS AND COLONIAL EXPLORERS



The Virgin Woode is a narrow coastal plain backed by a wide swathe of wooded hills. The woodland is composed of such trees as oak, hawthorn, elm, birch and magnolia. It runs along the eastern coast of Antilia, from the Bloody Mountains in the south to the Trow Hills in the north. To the west it is bordered by the Purple Mountains.

Upon the disappearance of the Emperor of Nomo and the subsequent decline and fall of that empire, the tributary city-states of the Motherlands sought to claim a portion of their old master's power. This was first attempted in a series of ineffective wars, as no one city-state was powerful enough that it could best its rivals, separated as they were by vast tracts of wilderness.

Begrudgingly, the aristocracy was forced to turn to "vulgar commerce" to rake in the gold, chartering adventurers to delve into the underworld and merchants to ply the seas or take caravans through the wilderness. The city-state of Guelph really got the ball rolling by their establishment of Port Janus at the midway point in Mother Ocean between the eastern landmass and western landmass. From there, they skirted the Blustering Main and founded the colony of Argentum in Hybrasil, discovering rich veins of silver, gold and electrum.

As the Guelphlings moved this metal back home, the filibusters of Tremayne began sallying forth from their normal haunt, the Tepid Sea, and conducting piracy on the high seas. With the galleons of Guelph so harried on Mother Ocean, the merchants of Antigoon were able to move through Mother Ocean and through the stormwrecked Blustering Main to found their own trading post in what came to be called Dweomer Bay, after the strange magical radiations of that landscape.

Eventually, Port Janus fell to the pirates of Tremayne, cutting Argentum off from its metropolis (confusing, I know, but I'm actually using the word "metropolis" properly here). Dweomer Bay continued to thrive, though, as the Virgin Woode beyond produced cargo ships more often than treasure ships, and because the Antigooners and their ilk proved a seafaring match for pirates, where the landlubber Guelphings did not. The wars between the colonists and the pirates continue to this day, of course, but Dweomer Bay's libertine attitudes and focus on commerce has been an attractive lure to

adventurers in search of lucre, merchants desperate to escape overbearing nobles and every weirdo in the world yearning to let his or her freak flag fly has kept brave, hearty souls traversing the pirate haunted waters of the Blustering Main to Dweomer Bay or one of the many village and towns that now dot the shore of the Virgin Woode.

RIVERS

Before we delve into the various regions, we should discuss the various major rivers of the area. From north to south, the large rivers (i.e. those thick blue lines) are:

A. Celadus River, which flows into Trinity Baye, where is located the pilgrim town of Trinity.

B. Misqatonic River, sister to the Arcadia River, it helps it empty the swamp.

C. Brandywine River, the river of Dweomer Bay, the Yankee river. It is navigable up to 48 miles inland and quite rich in fish.

D. Lousy River, the river that forms the basis of the Great Lousy Swamp. It is a fairly deep channel, allowing pirate vessels to move rather far inland and make port at Rogues' Harbor.

E. Blackwater River, which feeds into the bay of Glorianas-Towne. It is known for its remarkably deep channel, which is navigable 30 miles inland. The waters look rather black due to the depth and the character of the water's foundation.

F. Angry River, largely unexplored by the cavaliers or pirates, it is only navigable to 18 miles; beyond that, it features rapids.

DWEOMER BAY

Dweomer Bay is a lowland that has become heavily populated since the arrival of colonists. The bay was created by a meteoroid impact, and now consists of a coastal tidewater plain. Plums, cherries and persimmons (which can be made into a potable beer) grow wild here, though most of the area has been cleared for some sort of cultivation. Because it is a bit swampy, typhoid fever, dysentery and malaria are common during the summer months.

| | |
|-----|---|
| 3D6 | MONSTER ENCOUNTER |
| 3 | Mothman (1) |
| 4 | Headless horseman (1) |
| 5 | Dwayyo (2d4) |
| 6 | Giant mosquito (1d8) |
| 7 | Wolf (2d4) |
| 8 | Moose (1d4) |
| 9 | Black bear (1d6) |
| 10 | Pirates (3d6) or 1 ship off the coast |
| 11 | Traders (3d6) |
| 12 | Yankee rangers (3d6) |
| 13 | Wild elves (3d6) |
| 14 | Boo hag (1) |
| 15 | Ogre (1d6) |
| 16 | Pukwudgie (3d6) |
| 17 | NPC Adventurers |
| 18 | Disease (1-bloody flux; 2-filth fever; 3-malaria; 4-slimy doom) |



HIDEBEHIND

VIRGIN WOODE

The Virgin Woode is the name given to the great expanse of woodland that stretches From the Trow Hills in the north down to the Bleeding Mountains in the south (which are located on the map south of Map G10). The woods are thick with oaks (red, white and black), chestnut, hickory, maples, white ash, tulip tree, beech, black cherry, birch, tupelo, elm, flowering dogwood and, in the southern reaches, sweet gums. One might also find spicebush, witch hazel, blueberries, huckleberries, mayapples and, in the higher elevations of the woodland, sassafras and chinkapin.

| | |
|-----|------------------------------|
| 3D6 | MONSTER ENCOUNTER |
| 3 | Kanontsistontie (1) |
| 4 | Argopelter (3d6) |
| 5 | Azaban (3d6) |
| 6 | Joint snake (1) |
| 7 | Splintercat (1d6) |
| 8 | Hidebehind (1d6) |
| 9 | Teakettler (3d6) |
| 10 | Dwayyo (3d6) or Scouts (1d8) |
| 11 | Pukwudgie (3d6) |
| 12 | Yehasuri (3d6) |
| 13 | Axehandle hound (1d6) |
| 14 | Hodag (1d6) |
| 15 | Ball-tailed cat (1d4) |
| 16 | Mennegishi (3d6) |
| 17 | Jackalope (3d6) |
| 18 | Deer woman (2d4) |

PURPLE MOUNTAINS

The Purple Mountains are a range of ancient ridges that rise from the coast and separate it from the badlands beyond. Beyond the foothills there are several ridges that run from northeast to southwest, and which are not excessively high for mountains.

None, for example, are snow-capped all year long, and all are forested, mostly with pitch pine, chestnut oak, scarlet oak, chestnut and red cedar. Blueberries, black huckleberries and mountain laurel grow beneath the trees, and the mountain valleys are roamed by black bears, coyotes and wild boar.

| | |
|-----|-----------------------|
| 3D6 | MONSTER ENCOUNTER |
| 3 | Kanontsistontie (1) |
| 4 | Pamoula (1) |
| 5 | Hoop snake (3d6) |
| 6 | Golden bear (1) |
| 7 | Giant boar (1) |
| 8 | Cougar (2d4) |
| 9 | Black bear (3d6) |
| 10 | Wolf (3d6) |
| 11 | Scouts (1d8) |
| 12 | Kobold (4d6) |
| 13 | Fastachee (3d6) |
| 14 | Wampus cat (2d4) |
| 15 | Ball-tailed cat (1d4) |
| 16 | Troll (2d4) |
| 17 | Gaasyendietha (1) |
| 18 | Snallygaster (1) |

GREAT LOUSY SWAMP

The Great Lousy Swamp is known for its drooping cypress, its myriad small waterways, its use as a safe haven for the pirates of the coast and its giant lice, which grow to be the size of terriers.

The swamp was created, according to wild elf legend by a great phoenix, which made a nest near the coast that, when it was finished, eventually filled up with water. Some folk think that phoenix eggs might still lurk under the waters, though nobody has found a bit of proof for that surmise.

The swamp does, however, consist mostly of reddish sand and shallow, reddish water. It is filled with cypress, tupelo, maple, pine and cedar. Besides game, the swamp produces little to support human life.

| | |
|-----|---|
| 3D6 | MONSTER ENCOUNTER |
| 3 | Chuul (1) |
| 4 | Zombie (3d6) |
| 5 | Skunk ape (3d6) |
| 6 | Giant mosquito (3d6) |
| 7 | Giant louse (3d6) |
| 8 | Giant viper (1d6) |
| 9 | Giant weasel (3d6) |
| 10 | Black bear (3d6) |
| 11 | Pirate (3d6) |
| 12 | Smugglers (3d6) |
| 13 | Yankee or Cavalier rangers (3d6) |
| 14 | Mugwumps (3d6) |
| 15 | Thieves (2d6) |
| 16 | Boo hag (1d4) |
| 17 | Grick (3d6) |
| 18 | Disease (1-bloody flux; 2-filth fever; 3-malaria; 4-slimy doom) |

Scouts | Travelers

Patrols in the Virgin Woode are usually made up of scouts (often called rangers, though we'll call them scouts to avoid any confusion with the ranger class) from Dweomer Baye or one of the other colonies. A typical party of scouts numbers from 1 to 10

humans with the skills of a first level ranger. They wear buckskins and carry tomahawks, daggers and muskets. There is a 30% chance they are mounted on light warhorses.

Each party of scouts is led by a ranger of 3rd to 6th level. The leader has a lieutenant of half his level. The leader and lieutenant are armed and armored as their men and they each have a 5% chance per level of possessing a random magic item.

The most famous scout in the Virgin Woode is Nat Morrigan (illustrated on the first page of this article). Nat arrived with the first settlers from Tremayne as a boy and grew up in the Virgin Woode. He is now in his late forties. He has a quiet, dignified disposition, and both elves and humans respect his skill as a woodsman and his honesty as a trader.

Nat Morrigan, Human Ranger: LVL 8; HP 46; AC 14; ATK 1 tomahawk +8 (1d6+2) or musket +9 (1d10+1); MV 30; F7 R6 W9; AL Lawful (LG); XP 800; S16 I13 W18 D18 Cn16 Ch12; Special—Favored enemy (animals), leave no tracks, spells (1); Gear—Buckskin, traps, 10d10 gp worth of furs.

Nat is always accompanied by his sidekick, Old Hob. Hob has lived in the woods longer than Nat, and is arguably a more skilled woodsman. He isn't as diplomatic or dignified as Nat, but he is loyal and brave. Hob doesn't like modern ways and contraptions like muskets. He has long, grey hair, sparkling blue eyes and a large, red nose. He speaks with a Yorkshire accent and is given to peppering his conversation with snorts of displeasure.

Old Hob, Human Ranger: LVL 6; HP 32; AC 10; ATK 1 tomahawk +6 (1d6+1) or longbow +6 (1d8); MV 30; F10 R10 W13; AL Lawful (LG); XP 600; S13 I8 W16 D14 Cn15 Ch9; Special—Favored enemy (animals), spells (1); Gear—Buckskin, traps, clay pipe, pouch of tobacco, 5d10 gp worth of furs.

Smugglers | Travelers

Given the political environment of Dweomer Baye, more than a few of its citizens have taken to smuggling in order to avoid paying duties on goods. These smugglers often make their lairs along the rocky coastline or deep in the woods where the governor's soldiers fear to tread. These smugglers generally conform to the scouts presented above, but are lead by rogues instead of rangers. The most infamous smuggler is Black Piet.

A typical smuggler lair is a cave that can be reached from land or sea, but only with difficulty. Most of these lairs are guarded around the clock by two brigands armed with muskets. Demi-human brigands are highly valued as guards because of their ability to see in the dark without the need for lanterns. The inside of the cave is well stocked with barrels, sacks and crates of contraband. Most brigands sleep in the storage areas on makeshift cots, hammocks or piles of straw or fur. The leader of the smugglers has his own chamber, which contains charts, maps and a ledger kept in a secret code. The leader also has a locked sea chest containing the band's treasure. Assume that a tenth of the smugglers' coin is in the form of normal treasure, the rest being in the form of contraband.

| CONTRABAND | VALUE |
|------------------|---------------|
| Cocoa | 2 gp/lb |
| Coffee | 1 gp/lb |
| Silk | 10 gp/sq. yd. |
| Spice – cinnamon | 1 gp/lb |
| Spice – cloves | 15 gp/lb |
| Spice – ginger | 2 gp/lb |
| Spice – pepper | 2 gp/lb |
| Spice – saffron | 15 gp/lb |
| Tea | 5 sp/lb |
| Tobacco | 5 sp/lb |

A sample treasure for a band of smugglers might consist of 15 gp and one of the following: 270 pounds of tobacco in wooden crates, 9 pounds of saffron wrapped in bricks wrapped in waxed parchment or 14 yards of silk divided between three bolts.

Wild Elves | Barbarians

The wild elves of the Virgin Woodland have a slightly savage demeanor and alien mindset, treating most non-elves as little more than beasts. They are tricksters and skilled woodsmen, and now find themselves locked in a struggle with the humans for control of their homeland.

The wild elves of the Virgin Woode are divided into two large tribal confederacies, the Skraelings of the north, and the Madogs of the south. Neither confederacy likes the other, and thus there has been no alliance between them to fight the humans. The Skraelings are considered the more savage of the two tribes, and they take the kabir Kerne as their chief divinity and ancestor. The Madogs, on the other hand, are considered more honorable and just, and they take Asur as their chief god and ancestor.

COLONISTS

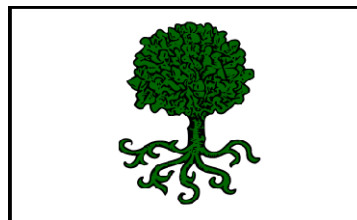
The Virgin Woode, especially along the coasts, is awash with colonists from the Motherlands, mostly men and women from Tremayne and Antigoon. These different peoples have come for different reasons and have brought different cultures with them, cultures that have been reshaped in parts by their isolation in this brand new world they now inhabit.

The four primary groups of colonists in the Virgin Woode are the pilgrims, traders, cavaliers and rieviers.

PILGRIMS

The pilgrims, as they are commonly known, were among the first folk of Tremayne to arrive in the Virgin Woode. They belong to a sect of the druidic faith that stresses its ancient origins, and which is quite different from the modern faith practiced by Queen Gloriana and her court. Their separation from the official faith and their disdain for Gloriana brought them much difficulty at home, so reports of a broad woodland and pleasant coast on the other side of Mother Ocean drew them out.

They now base themselves in and around the northern town of Trinity, a harbor town which makes money on fishing and trade. Trinity is, officially, a crown colony of Tremayne, but it mostly does as it pleases and, so long as tribute continues to flow back to the crown, the Queen is satisfied enough to leave them to it.



The pilgrims are serious adherents of the druidic faith, and thus tend towards the neutral (or lawful neutral) alignment. They adore the concept of natural order, extending this to a love of order in community and family. Offenders of order are treated harshly by the pilgrims. They dislike outsiders, though they are accepted in Trinity because they need the trade, and tend to be clannish, holding their families in the highest regard, then their village and finally their “nation”. The elderly are venerated not only for their wisdom, but also for their knack at survival. Pilgrims appreciate ruggedness and endurance.

Pilgrim villages are built around a central meeting house, the homes of the villagers built facing it and their fields surrounding the village. They believe in fences and a bit of order, and small shrines to the Kabir (they disdain Brigantia) can be found in their fields and homes. Most pilgrim houses are in the saltbox style. Large villages include meeting houses, schools – they value literacy, animal kennels and training grounds.

Most pilgrims dress in russets, greys and browns. They favor doublets, hose, boots and steeple hats, and capes are worn in the winter for extra warmth. Pilgrim soldiers usually add a breastplate to this dress, and tend to arm themselves with billhooks and muskets, as well as daggers. Leaders among the pilgrims are always druids or witches. In this case, druids refers to NPC’s with actual levels in the druid class, while witches are simply elder women of the community with knowledge in herbcraft and hedge magic (i.e. adepts). These leaders are always women, though men might hold important positions as scholars, sergeants and captains, magistrates, constables, and they are always called elders. Elders alone are permitted to wear black and a bit of ruffle or lace to indicate their elevated position in the community.

Besides humans, pilgrim communities might also include halflings, talking animals (a side effect of so many druids among them) and the rare dwarf. Though they venerate the primitive simplicity of the local wild elves, they rarely invite them into their communities and, in fact, are often at war with them.

The pilgrim table features hearty, filling fare like beef, mutton, pease porridge (the pilgrim staple), baked beans, brown bread and a startling variety of pies. Most pilgrim food is baked.

Common pilgrim names include Acteon, Apollo, Aradia, Artemis, Dian, Egeria, Herodian, Herodiana, Janus, Juno, Jupiter, Latona, Latonia, Lucifer, Lucina (Lucy), Luna, Mayking, Nemor, Nicevenn, Pan, Phoebe, Sylvia, Sylvanus, Trivia and Virbius.

Pilgrim Soldier: HD 1; AC 15 (breastplate); ATK 1 billhook (1d6) or musket (1d10+1); MV 30; F13 R15 W15; AL Neutral (N); XP 50; Special—None.

Pilgrim Sergeant: HD 3; AC 16 (half armor); ATK 1 broadsword (2d4) or pistol (1d6); MV 30; F12 R14 W14; AL Neutral (N); XP 150; Special—None.

Pilgrim Elder: HD 3; AC 10; ATK 1 quarterstaff (1d6); MV 30; F13 R13 W11; AL Neutral (N); XP 300; Special—Adept spells.

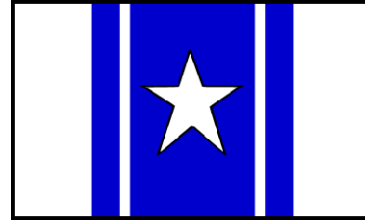


YANKEES

While the pilgrims made the first true communities in the Virgin Woode, they weren't the first to settle. Before them came the adventurers, seeking gold and glory and bringing henchmen and others with them. Gradually, these folk founded a few trading posts on the coast (one, Rowan-Oak, came to a most mysterious end). One post in particular was at a place they called Dweomer Bay for the weird magical energies that hovered over the place. This post was founded by a company of merchants and venturers from Antigoon, and when the famous explorer and fighting-man Peg-Leg Petrus achieved the status of warlord he built a granite fortress they nicknamed The Battery and the city's first stone wall, and the rest, as they say, was history.

The men and women who flocked to Dweomer Bay are known by most of the Virgin Woode's denizens as the yankees, after a wild elf word that apparently is quite insulting. The yankees have an adventurous spirit and a broad outlook on life, as peoples of many lands have settled in their small city. The city is still governed by a

Director General appointed by the Virgin Woode Company that is based in Antigoon.



The patron deity of Dweomer Bay is Atlas, he being a patron and protector of explorers. The Atlas motif – strong man holding aloft the globe – is a common one in Dweomer Bay architecture. The city also has a devoted cult of Mercurius, patron of merchants and traders, and Brigantia, chief goddess of the Tremani. Naturally, there are secret demon and devil cults among the people, but the largest secret cult belongs to the mysterious god Luvah, who her followers claim is a god of liberty and freedom. These folk, often called Agitators, are a group of determined men and women bent on founding a republic in the Virgin Woode, a utopia of self-governance their religion calls Golgonooza.

Yankee villages are well thought out and ordered. Houses are solid, with lofts and plenty of high, small windows.

Yankee cuisine tends towards farm-raised products, with game making a much smaller appearance. Cheese features prominently, as does beef, mutton and poultry.

Yankee Soldier: HD 1; AC 12 (leather); ATK 1 broadsword (2d4) or musket (1d10+1); MV 30; F13 R15 W15; AL Neutral (N); XP 50; Special—None.

Yankee Trader: HD 3; AC 15 (breastplate); ATK 1 broadsword (2d4) or pistol (1d6); MV 30; F12 R14 W14; AL Neutral (N); XP 300; Special—Skilled at trickery.

CAVALIERS

Following the Antigooners and pilgrims settlement in the Virgin Woode, Queen Gloriana decided she'd better plant some of her own court to this new world to keep it from being overrun by folks with no particular loyalty to her. In the regions south of the Great Lousey Swamp, she began offering land to the sons and daughters of minor aristocratic or land-owning families. Those who accepted have come to be called the cavaliers. Here, they have created a feudal paradise (for the lords, if not the peasantry) in the Virgin Woode, and exert their influence on the settlers to the north.

The center of the cavalier settlements is the port of Gloriantown, often shortened to Glory by the inhabitants. Here, the cavaliers have created what they term a New Camelot, honoring the chivalric virtues while they bring the wilderness under heel. The governor of Gloriantown is a knight, appointed by the court of Gloriana. He sits on a green throne in this capacity, holding court on Gloriana's behalf.

Most of the cavalier settlements are small neighborhoods of manors, with ordinaries (taverns) at the crossroads, around which settle a few free artisans and craftsmen, and at which a market may be established from time to time to allow traders access to the crops (tobacco, cotton, foodstuffs) and livestock (especially horses, the finest bred in the Virgin Woode) of the cavaliers. The manor houses are made of brick, with wooden outbuildings. Villagers dwell in small parlor houses. At the heart of the large villages are the courthouse and the t-shaped temple of Brigantia and Mithras.



The cavaliers are, as one might suspect, lusty and bold rascals, ever-ready to take offense and defend their honor through duels. They are patrician and stoic in manner, while the peasantry exist in a state of subservience and perpetual crisis.

Cavalier food runs towards roasts, especially beef, and fried and fricasseed foods, like veal, chicken and game. The cavaliers enjoy exotic viands as a way to show their status. Wine is more popular with the aristocracy than beer, but since it is hard to come by, the most common drink in the cavalier hundreds is bourbon, a spirit made from corn (or maize, for you “ferners”).

Cavalier Aristocrat: HD 3; AC 15 (half-armor); ATK 1 lance (1d6+1) or longsword (1d8) or pistol (1d6); MV 30; F12 R14 W14; AL N; XP 300; Special—No penalty for fighting on horseback.

Cavalier Colonel: HD 5; AC 17 (three-quarter armor); ATK 1 lance (1d6+1) or longsword (1d8) or pistol (1d6); MV 30; F11 R13 W13; AL N; XP 500; Special—No penalty for fighting on horseback.

RIEVERS

The rieviers are perhaps the oddest bunch of colonials, in as much as they don’t all hail from a particular place, nor did they come to the Virgin Woode as a cohesive group. The rieviers are men and women of fortune who arrived in the Virgin Woode to serve as henchmen for the many adventurers who sally forth into the wilderness in search of gold and glory. Naturally, most of these adventurers fall to a bitter end, and in time a surplus of henchmen plagued the colonial settlements. In time, many of these groups retired to the backwoods to establish their own communities, based on bravado and a stubborn sense of liberty.

The rieviers are stubborn, violent, independent sorts who brook little interference from outsiders. The men are rugged and thuggish, the women fiery and usually a match for their men. They solve problems with violence and value folks who can hold their own in a fight, their duels being known as “rough and tumbles” in which the combatants are barred no maneuver, no matter how

unhonorable, and whereby victory is achieved by gouging out one’s opponent’s eyes.

Rieviers make their way by herding half-wild swine, hunting game, growing crops on small plots, and turning most of their corn into bourbon whiskey and moonshine. They worship whatever god or goddess comes along that throws a fear into them, but have no time for being preached to by effeminate priests from the coast.

Riever Bravo: HD 2; AC 11 (buckskin armor); ATK 1 tomahawk (1d6) or musket (1d10+1) or longbow (1d8); MV 30; F12 R15 W15; AL N; XP 200; Special—Berserkers (2 attacks per round).

Riever Chieftain: HD 4; AC 11 (buckskin armor); ATK 1 throwing axe (1d6) or musket (1d10+1) or longbow (1d8); MV 30; F11 R14 W14; AL N; XP 400; Special—Berserkers (2 attacks per round).

COLONIAL SOLDIERS

Most colonial men-at-arms come in one of the following varieties:

FOOTMEN

Billmen: The billmen of Tremayne are well represented among the armies of the Virgin Woode. Billmen wear studded leather armor and carry bills and daggers.

Billman, Medium Humanoid: HD 1; AC 13 (studded leather); ATK 1 billhook (1d6) or dagger (1d4); MV 30; F13 R15 W15; AL Neutral (N); XP 50; Special—None.

Halberdiers: Most halberdiers hail from Antigoon, and they are not as common as billmen and pikemen in the armies of the Virgin Woode. They wear breastplates and carry halberds and daggers.

Halberdier, Medium Humanoid: HD 1; AC 15 (breastplate); ATK 1 halberd (1d10) or dagger (1d4); MV 30; F13 R15 W15; AL Neutral (N); XP 50; Special—None.

Longbowmen: Mostly drawn from the militias of Tremayne, where men and boys are required to train with the deadly longbow. Longbowmen have leather armor, longbows, 20 arrows and short swords or daggers.

Longbowman, Medium Humanoid: HD 1; AC 12 (leather); ATK 1 longbow (1d8) or dagger (1d4); MV 30; F13 R15 W15; AL Neutral (N); XP 50; Special—None.

Musketeers: Musketeers are dangerous combatants armed with muskets, 20 shot and daggers. They wear leather armor.

Musketeer, Medium Humanoid: HD 1; AC 12 (leather); ATK 1 musket (1d10+1) or dagger (1d4); MV 30; F13 R15 W15; AL Neutral (N); XP 50; Special—None.

Pikemen: Pikemen are among the most common heavy footmen in the Virgin Woode. They have breastplate, pike and short sword.

Pikeman, Medium Humanoid: HD 1; AC 15 (breastplate); ATK 1 pike (1d6+1) or short sword (1d6); MV 30; F13 R15 W15; AL Neutral (N); XP 50; Special—None.

Rangers: Rangers are scouts and ambushers, mostly drawn from the backwoods dwellers of the Virgin Woode. Rarely, they are renegade wild elves or have wild elf blood in their veins. They wear buckskin armor and carry musket, pistol and tomahawk.

Ranger, Medium Humanoid: HD 1+1; AC 11 (buckskin); ATK 1 tomahawk (1d6) or musket (1d10+1); MV 30; F13 R15 W15; AL Neutral (CN); XP 50; Special—Tracking, surprise (2 in 6).

HORSEMEN

Cuirassiers: Cuirassiers are among the heaviest mounted soldiers of the colonists, armored in three-quarter armor and armed with broadsword and two pistols.

Cuirassier, Medium Humanoid: HD 1; AC 17 (3/4 armor); ATK 1 broadsword (2d4) or pistol (1d8+1); MV 30; F13 R15 W15; AL Neutral (N); XP 50; Special—None.

Demi-Lancers: Demi-lancers are the most common horse soldiers among the colonists, armored in half-armor and armed with lance, longsword and two pistols.

Demi-Lancer, Medium Humanoid: HD 1; AC 16 (1/2 armor); ATK 1 lance (1d6+1) or longsword (1d8) or pistol (1d8+1); MV 30; F13 R15 W15; AL Neutral (N); XP 50; Special—None.

Harquebusiers: Harquebusiers are mounted musketeers, wearing breastplates and buff coats and carrying carbines, two pistols and a longsword.

Harquebusier, Medium Humanoid: HD 1; AC 15 (breastplate); ATK 1 longsword (1d8) or carbine (1d10+1) or pistol (1d8+1); MV 30; F13 R15 W15; AL Neutral (N); XP 50; Special—None.

Lancers: Lancers are the “knights” of the colonists, armored in three-quarter armor and armed with lance, longsword and two pistols.

Lancer, Medium Humanoid: HD 1; AC 17 (3/4 armor); ATK 1 lance (1d6+1) or pistol (1d8+1) or longsword (1d8); MV 30; F13 R15 W15; AL Neutral (N); XP 50; Special—None.

Pistoleers: Pistoleers are light horsemen who wear breastplates and carry broadswords and two pistols.

Pistoleer, Medium Humanoid: HD 1; AC 15 (breastplate); ATK 1 broadsword (1d8) or pistol (1d8+1); MV 30; F13 R15 W15; AL Neutral (N); XP 50; Special—None.

EQUIPMENT

Most of the weapons to be found in the Virgin Woode are found just about everywhere else in the world of Nod. One small innovation as been the creation of shortened muskets, called carbines, which are especially useful for mounted soldiers. Hand and throwing axes are especially common among the native wild elves and the colonists, and are often referred to as tomahawks.

Most of the colonists are settlers from the Motherlands, and thus use the same basic equipment, armor and weapons that other

Motherlanders use. That being said, the settlers have adopted three innovations in armor that they have found useful in the wooded terrain: Buckskins, half-armor and three-quarters armor. Some soldiers also wear buff coats.

Buckskin armor is the equivalent of padded armor in terms of protection, being made from deer hide. It is not as thick as boiled leather armor, and thus not as protective.

Buff coats are heavy leather coats useful as very light armor and as protection from powder burns when using fire arms. They are so named for their yellowish color. They can be worn under breastplate, adding their protection to the breastplate's.

Half-armor, also called a corselet or almain rivet, consists of a breast- and backplate, gorget, tassets, full arms and gauntlets. In essence, it is half-a suit of plate armor.

Three-quarter armor is the next step up from half-armor, and includes armor to protect the upper thighs.

| ARMOR | AC | WT. | COST |
|---------------------|----|--------|----------|
| Buckskin armor | +1 | 8 lb. | 8 gp |
| Buff coat | +1 | 7 lb. | 5 gp |
| Half-armor | +6 | 30 lb. | 500 gp |
| Three-quarter armor | +7 | 40 lb. | 1,200 gp |

LOCATIONS

0105. Forgotten Urns | Treasure

Several ceramic urns, glazed bright red, have been buried here in a shallow hole; a glint of the sun might reveal them as people pass by (a 1 in 6 chance). Most of the urns hold nothing but ashes, likely the remains of living creatures. One contains 11 agates of various hues (worth 1d4 x 10 gp each) wrapped in an ochreous cloak. The cloak is magical and cursed, steeped in the blood of a pyrohydra and spat upon by a woman scorned. When worn too near a large fire (campfire size or larger, and yeah, fireballs count), it bursts into flames, burning for one minute and dealing 1d6 points of damage per round. Only after a person has burned in the cloak can they attempt to remove it, the effort still requiring a successful Will saving throw.

0108. Steaming Crevice | Wonder

A crevice here in the mountains issues forth a steady roil of steam that smells surferous. The crevice is about 9 feet wide and the sides slant about 30 feet down to a narrow enfilade, about 3 to 6 feet wide. The ground at the bottom is cracked, and it is from these cracks that the steam billows.

Chained over these cracks is the body of an angel, the incarnate form of Deer Woman, goddess of fertility and love. The body is bound by adamantine chains that spring from the walls of the crevice and is looked over by six wizened old wild elves with starry, almost vacant eyes. Worshippers of the goddess, they watch over

this form, believing the ancient prophecies that claim she will be released when the Moon swallows the Sun, the skies turn black with ash and the Great Wolf's children ravage the world. These elves also speak of floating cities in the east, so they're probably not too trustworthy.

Wild Elf, Medium Humanoid: HD 1; AC 11 (buckskin); ATK 1 tomahawk (1d6) or longbow (1d8); MV 30; F15 R13 W15; AL N; XP 50; Special—Elf abilities.

Incarnate Goddess: HD 10; HP 30; AC 22 [+2]; ATK 1 +2 greatsword (1d10+5) or 2 light rays (300 ft., 4d6); MV 50 (Fly 150); F8 R7 W7; AL Lawful (CG); XP 2500; Special—Gaze attack, light rays, shift form, immune to electricity and petrification, protective aura, magic resistance 25%.

0112. Ancient Aqueducts | Monster

In very ancient days, before the elves had mastered elemental water, they used their magic and their minds to construct great aqueducts that carried mountain spring water into their burgeoning cities. The remains of one such aqueduct can be found here, traversing a valley before boring into the side of a mountain. The aqueduct does not emerge from the other side of the mountain, having toppled long ago. All that remains is a small cave, the mouth of which is stained with rust.

Within this tunnel, a seam opened long ago. This seam sends the water of the aqueduct plunging into the mountain itself, forming crooked caverns and tunnels before eventually flowing from mountain's base as a small river that eventually flows into the Lousey Swamp. Within one of these caverns, a small band of mugwump pilgrims has created a weird monastery to Gurmuckwam, the "Red Goddess of the Mountain".

There are 12 mugwumps in the community, three of them being actual druids, the rest of them lay brothers. One of the young druids is slowly losing his religious fervor and now wishes to leave the caverns and see the wide world beyond.

When the mugwumps entered the mountain, they discovered a oddly shaped stalagmite, streaked green and gold, which they worship as an idol of their goddess. They also keep a treasure of 13,000 cp, 900 sp, 45 gp and a pearl (650 gp).

Mugwump, Medium Humanoid: HD 2; AC 13 (buckler); ATK 1 spear (1d8) or short bow (1d6); MV 20 (Swim 40); F12 R15 W15; AL Chaotic (CE); XP 100; Special—Surprise (4 in 6) in swamp.

0117. Brooding Statue | Dungeon

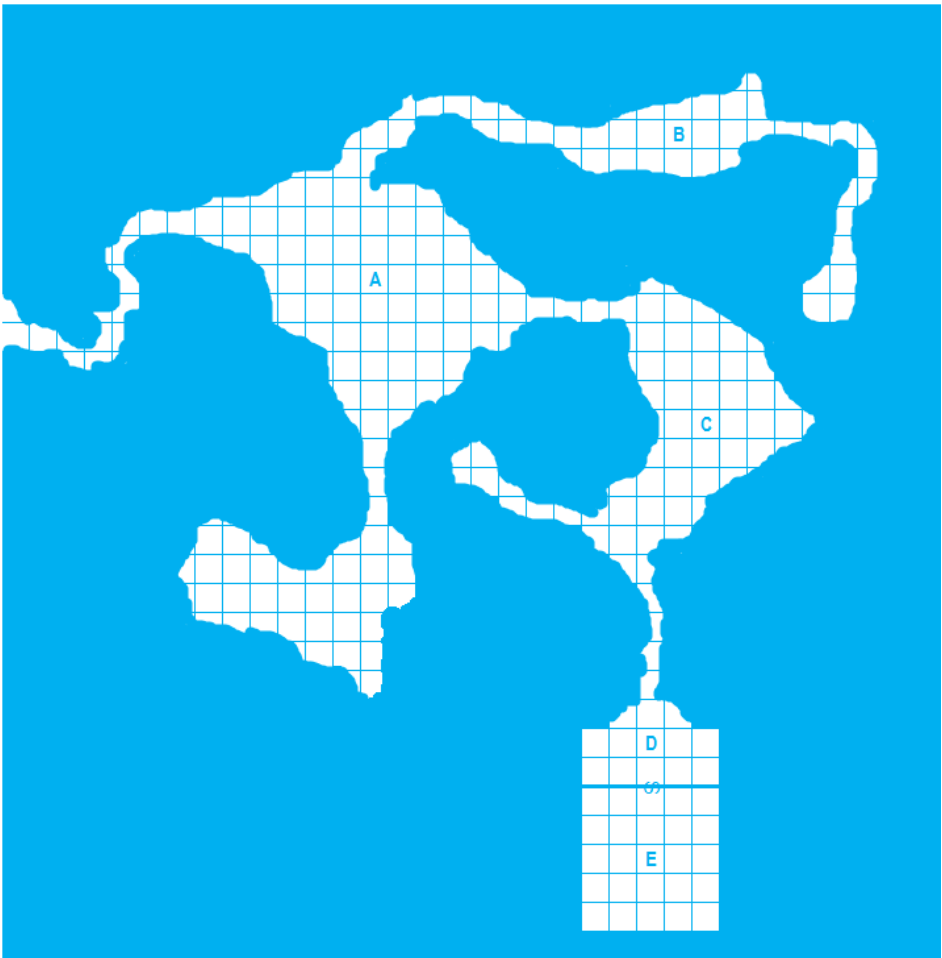
A statue of a brooding elven warrior rises from a sandy hollow betwixt two chalky hills covered with brambles. If one moves too close to the statue, they run the risk (1 in 4 chance) of stepping on a sink hole that sends them about 10 feet into the ground where they discover that the statue rests upon the entrance to a tomb complex created by the ancient elves to inter the body of one of their great lords who died in battle with the rebellious dwarves.

[A] The entry cavern to the tomb complex is a large cavern, the roof sloped and conical, the floor uneven. There are three exits. Roots stick through the dirt roof of the cavern and drip honey-colored water on the ground. Folk moving through this cavern unprotected must make a Reflex save each round or be struck by the weird water. Those who fail the save are struck as though by one of the following spells:

| D6 | EFFECT |
|-----|------------------|
| 1 | Hideous Laughter |
| 2-3 | Crushing Despair |
| 4-5 | Rage |
| 6 | Fear |

The effect lasts 1d6 hours (Fortitude save to halve the duration).

[B] A thick, golden mist creeps along the ground in this cavern, winding around people's legs and arching above the ground when



people make sudden movements. This gas is poisonous, causing sleep for 1d6 hours if a person breathes it and fails a Fortitude save. A single large stalactite hangs from the ceiling – a stalactite that turns out to be a storoper! When it attacks, the poisonous gas is kicked up into the air, forcing people to make a save every other round to avoid its effects. Sleeping foes are either devoured by the storoper, or are snatched away by the hargle-bargles in [C].

Storoper, Medium Aberration: HD 6; HP 14; AC 22; ATK 6 strands (see text + constrict + poison II (2/day)) or bite (1d8); MV 10; F12 R13 W10; AL Chaotic (CE); XP 600; Special—Immune to normal missile fire, strands, venom, weakness.

[C] This cavern is composed of granite and has a triangular profile, with the roof peaking 16 feet above the ground. It is the lair of a clan of 20 hargle-bargles, strange humanoids that resemble a cross between gnomes or halflings and porcupines, having backs covered with long spines. They are all mildly psychic, and are fairly inoffensive creatures save for their willingness to make meals of sentient creatures. They possess 70 gp, two pieces of amber (110 gp each), a jargoon (750 gp) and two silk capes (10 gp each).

Hargle-Bargle, Small Monstrous Humanoid: HD 1; AC 14; ATK 2 claws (1d4 + confusion); MV 20; F16 R12 W13; AL Chaotic (NE); XP 100; Special—Detect thoughts (ESP) at will, telepathic communication with one another.

[D] This antechamber protects the tomb of Prince Agathion. The walls are smooth and covered with a network of spiderweb-like lines that channel water into a small hollow in the floor.

Set into one wall is a large door of stone with the grotesque face of a hag carved into it. The hag's mouth appears to be hinged (i.e. to open under the right circumstances) and protruding from the lips, but locked tight there, is a platinum coin. A thief can attempt to foil the jaw mechanism with her tools, or one can open the mouth by tickling the hag's nose with a feather.

If the mouth opens, not just one platinum piece drops out, but several, followed by platinum dust. As the dust and coins hit the ground, they begin to rise into a humanoid form, that of a platinum golem. If the golem is defeated, the door swings open.

Platinum Golem, Medium Construct: HD 9; HP 40; AC 20 [+1]; ATK 2 slams (2d6); MV 40; F16 R12 W13; AL Lawful (LG); XP 2250; Special—Breath weapon (solid fog, 10' radius and 10' high), immune to spells (cold damage slow them, fire damage heals them), double damage against Chaotic (Evil) creatures, resistance to fire.

[E] The tomb of Agathion is a sunken chamber lined with brilliant white marble in weird arches and twisted columns. At the center of this white chamber lies the burial slab of Agathion, composed of obsidian and radiating powerful necromantic magic. The body of the lord lies atop it, in state, in gleaming black mail, a two-handed sword on his chest and grasped in his dead hands.

If the slab is touched, the room shifts into a pocket dimension infused with negative energy (per a minor negative energy plane). The walls now become black and glassy, the slab and corpse

brilliant white. The corpse now rises as a wight and attacks with its sword, a *nine-lives stealer* called Harsheq.

If the wight is defeated, the tomb chamber shifts back into the Material Plane, and the lord's tomb treasure is now in evidence around the slab, though the body is gone. The treasure consists of 34,000 cp, 300 gp, 30 pp, a spinel (500 gp), four turquoise (70 gp, 150 gp), a *potion of cure light wounds*, a *potion of delay poison*, a *potion of charisma*, *scroll of protection from drowning*, *scroll of protection from metal* and a *wand of energy missile (fire)* with 5 charges.

Wight Lord, Medium Undead: HD 12; HP 43; AC 20 [+1]; ATK 1 slam (1d4 + energy drain) or greatsword (1d10); MV 30; F9 R9 W7; AL Chaotic (CE); XP 1200; Special—Energy drain, command 3/day.

0121. Thunder Mountain | Temple

A lonely mountain rises here from the woods, a mountain whose peak is ever obscured by a swirl of storming clouds. The misty mountain is home to a tribe of wild elves that worship the storm cloud as their thunder god. They inhabit a series of caverns about midway up the mountainside (about ½ mile up). The walls of this cavern complex are covered with graceful drawings of sylphs and eagles and images of the wild elves hunting legendary beasts.

Wild Elf, Medium Humanoid: HD 1; AC 11 (buckskin); ATK 1 tomahawk (1d6) or longbow (1d8); MV 30; F15 R13 W15; AL N; XP 50; Special—Elf abilities.

A secret door within these caverns leads to a tunnel that spirals upward to a temple that crackles with electricity flowing from a copper pillar that rises from floor to ceiling. The pillar actually rises through the mountain and from its peak. This magical lightning rod is the source of the storm clouds that blanket the mountain. The energy is partially magical, and is conducted through the rod and into the heart of the mountain, where it has created a portal.

The portal cannot be seen directly, though from the corner of one's eye, the floor of the shrine might look as though it is rippling. If one steps to within 10 feet of the lightning rod, they must pass a Reflex save each round or be struck by an arc of electricity for 2d6 points of damage. Within 5 feet of the rod, they fall through the portal and into a very small demi-plane.

The demi-plane is the prison of Brihtaginn, an ancient elven priestess of Kerne, who angered her lord by refusing his advances (she loved another) and was imprisoned here. Suspended animation (created by a necklace of amber globes worth 1,000 gp) has kept her lovely. Before the Kabir and Faerie were cut off from Nod, Kerne would visit from time to time to give the priestess a chance to reverse herself, but she refused. He has now been absent for a very long time.

The demi-plane looks like a cavern of black stone. The priestess lies upon a slab of malachite, apparently asleep. If the necklace is removed, she awakens after about a minute. Beneath her, there is a large diamond set flush into the slab. Around this slab there are a number of copper posts topped by copper globes. Electricity arcs

from globe to globe, and from these arcs of electricity, up to five lightning elementals will emerge to challenge intruders.

Lightning Elemental, Small Elemental (Air, Fire): HD 5; AC 16; ATK 1 lightning touch (1d6 electricity); MV Fly 40; F14 R11 W14; AL Neutral; XP 500; Special—Absorb electricity, immune to fire, lightning transfer.

To escape the demi-plane and return to the shrine, one must strike this diamond with a spark of electricity (magical or otherwise). If the diamond is removed from the slab (it is worth 5,000 gp), there is no guarantee that one will ever escape.

0127. Shrine of Memory | Temple

The woodlands here are composed mostly of oaks with silvery leaves. The animals of the woodland are likewise covered with silvery fur, and at night, a silvery mist flows over the ground.

At the heart of the hex there is a shrine dedicated to Marth, the Kabir of memory and knowledge. His shrine appears as a silver, conical construction with a single triangular entryway hung with beads of bluish glass. Within, there is a large, black stone that, when struck, creates a hollow, metallic sound that can be heard for 3 miles. The stone is magical. When struck, it also begins to drain first the color from the surrounding landscape and all within it and then the very light from the sky. Eventually, the entire hex and those hexes adjacent are shrouded in impenetrable darkness. Those of elven blood who walk through this darkness see shapes appear from it, shapes of their ancestors, who tell them of things from long ago (per the *legend lore* spell). The darkness persists for one day after the stone is struck.

The shrine is tended by Cof, an old druid, his four aspirants and his animal friend, a silver wolf called Drune.

Aspirant, Medium Humanoid: HD 1; AC 11 (buckskin); ATK 1 club (1d4); MV 30; F13 R15 W13; AL Neutral (N); XP 100; Special—Druid spells (1).

Drune the Wolf, Medium Animal: HD 2; HP 10; AC 14; ATK 1 bite (1d6 + trip); MV 50; F12 R11 W18; AL Neutral (N); XP 100; Special—None.

Cof, Wild Elf Druid: LVL 6; HP 30; AC 12 (buckskin); ATK 1 club +3 (1d4) or sling +4 (1d4); MV 30; F9 R12 W9; AL Neutral (N); XP 600; S11 I11 W15 D13 Cn13 Ch6; Special—Spells per day (5/4/3/2), speak druidic, move through undergrowth, leaves no trail, +2 save vs. energy spells, shapechange; Gear—Fetishes, white robes.

0206. Golden Flask | Treasure

A golden flask has been dropped on a mountain trail in this hex (1 in 6 chance of finding it). If the flask is filled with water from a river, stream or lake in a hex, drinking that water gives one a knowledge of that hex and the surrounding hexes, including things like the inhabitants, likely encounters and any interesting places or things to be found there. This can be done but once per week. Each drink taken from the flask requires the drinker to pass a Will saving throw or become greedy for more gold.

0209. Aftaheesh | Barbarians

Aftaheesh is a village of skraelings in the wooded foothills of the mountains, located on a wide meadow between rocky ridges of spruce and pine. The elves of Aftaheesh are ill-tempered and warlike, a not uncommon thing for the skraelings, and they do not welcome visitors unless they bear exotic goods and are willing to undergo a test of honor, something like permitting an elf to shoot a pine cone from their head or walking over a bead of embers. If this is done, they are treated as honored guests.

The elves are renowned for their archery and their skill at flint-working; their elfshot are dealing damage a normal arrows.

The tribe is commanded by Ekseithian, the village elder, a fanatical and reckless leader who wears a sharpened bone through his nose and who usually councils war, and who even has an uneasy relationship with other skraeling tribes. He wields the famous (among skraelings) staff Brecentus, a *staff of earth and stone*. His daughter, the beauteous Issimparda, sees love everywhere she looks, and though tempting, she is also inconstant and jealous.

Wild Elf, Medium Humanoid: HD 1; AC 11 (buckskin); ATK 1 tomahawk (1d6) or longbow (1d8); MV 30; F15 R13 W15; AL N; XP 50; Special—Elf abilities.

Ekseithian, Wild Elf Sorcerer: LVL 2; HP 2; AC 9; ATK 1 club +0 (1d4) or sling -2 (1d4); MV 30; F15 R17 W14; AL Neutral (N); XP 200; S9 I7 W6 D5 Cn10 Ch14; Special—Spells per day (6/5), spells known (5/2).

0231. Finnard's Spire | Stronghold

Finnard is an ancient elf wizard who dwells in this hex within a spiral tower that looks something like a 100-ft. tall alicorn. The walls are the color of ancient, weathered oak, and the tower presents no means of entrance beyond the extra-dimensional. Three wood drakes roost in the woodlands around the spire, and act as its steadfast guardians.

Finnard is a grotesque old elf, his dark, grasping, scheming heart gradually making his outer self look as awful as his inner self. Like others of his ilk, he was changed into a drow by the curse of Asur, but unlike many others, he did not flee beneath the earth, but rather closed himself up in his tower for all eternity. Elves once called him "the Preserver", for he maintains a great archive of elven knowledge within his tower. Many of these scrolls are so ancient that they would collapse into dust if unfurled.

Finnard carries a deep and unsettling lust in his heart for the demonologist Cathron [0321].

Finnard, Drow Magic-User: LVL 10; HP 33; AC 10; ATK 1 dagger +2 (1d4-1); MV 30; F11 R12 W8; AL Chaotic (LE); XP 1000; S6 I14 W9 D12 Cn14 Ch12; Special—Spells per day (4/5/4/3/3/2), drow abilities.

0241. Dimension X | Monster

A cavern in the mountains here is serving as the temporary base of operations for a band of scouts from the shadowy Dimension X. The scouts are humanoid, but their features are obscured by their



protective suits, which are formed of a silvery cloth. These jumpsuits are loose fitting, and cover the entire body. Over their heads, they wear globes of silvery metal with dark visors. These helmets and suits cannot be removed save by the most dire force. If removed, they reveal the humanoids within look like normal humans, save for their eyes, which are entirely black.

The ten scouts are usually found hovering around a column of black metal decorated with dials, knobs and blinking lights of many colors. This device not only opens a portal into their home dimension, it also collects information about the surrounding lands and can project a *wall of force* for up to 10 minutes.

The scouts carry ray guns (6 charges each; they can be recharged by placing them on the column for 1 hour) that fire beams of negative energy that deal 1d6+1 points of damage per hit.

The presence of the scouts and their weird device are causing the weather in this hex to behave oddly; each hour, there is a 1 in 6 chance of severe weather (lightning storm, hail, high winds).

Scout, Medium Humanoid: HD 2; AC 14 (space suit); ATK 1 ray gun (2d8); MV 30; F12 R15 W15; AL Neutral; XP 100; Special—None.

0246. Lowellon's Fastness | Stronghold

Lowellon is an ancient elven elemental, one of a trio (with Finnard [0231] and Cathron [0321]) who survived the curse of Asur and remained above the surface. In Lowellon's case, he was not only absent from the Material Plane when the curse was issued, but also one of the few ancient elves who had not descended into decadence and the worship of demons.

Lowellon dwells in a crooked, rocky hill, within a deep, cool cavern system inhabited by colony of bats who are on decent terms with the elemental. Over the ages, Lowellon has taken on a bit of a bat-like appearance himself, with a thin, turned up nose, inky black hair and pale, weak eyes. Delicate and contrary, Lowellon does not desire outside company. Like Finnard, he lusts after the demonologist Cathron.

In a very deep cave, Lowellon sits and plots and studies his aged scrolls. His treasure horde is vast, but his greatest treasure is a magic *shadow lantern*. The shadows thrown on the walls by the *shadow lantern* become shadows under Lowellon's control.

Lowellon, Grey Elf Elementalist: LVL 12; HP 27; AC 10; ATK 1 dagger +3 (1d4-1) or light crossbow +4 (1d4+1); MV 30; F11 R11 W6; AL Chaotic (NE); XP 1200; S6 I10 W13 D9 Cn9 Ch14; Special—Command spirits (4/day), turn elementals, grey elf abilities.

0305. Linnilethna | Village

Linnilethna is a camp of 100 skraeling elves surrounded by a wooden palisade (12 feet tall) and a dry moat. It is built near a rushing stream, and the skraelings are expert fishers and boatmen. Like most of their ilk, they are not desirous of visitors, and tend to react violently to incursions in their territory. The clan is ruled by the Princess Odenithidne, who is advised by a council of elders.

The princess is the high priestess of the tribe, for only she by dint of her blood heritage can commune with the clan's sacred relic, an arching, spitting silver flame. The flame is deeply Lawful, and its most zealous followers are a band of woodsmen led by the ranger Rowanelethe called the "Banishers of Evil", who hunt down relics of the wicked elven past and fight new elements of Chaos that have come to the Virgin Woode with the colonists.

0317. Twearga | Village

Twearga is a village of 100 skraeling elves situated atop the tallest hill in the hex (elevation 70 feet), the slopes of which are covered with blackberry bushes that form a natural barrier. One can thread through a maze of trails to find their way up the slopes; the elves can do this in about 1d6 minutes, while others need 1d6 turns to pick their way through.

Twearga is ruled by King Merfordiach, a brave, honorable old warrior who has lived for over 400 years. He is best known for his three month-long hunt of a snallygaster, a hunt that ended in the dragon dead and the loss of Merfordiach's left ear. About one mile from the hill there is a hollow of garnley old oak trees hung with luminous moss that the elves collect and use to make medicines and luminous war paint.

Skraeling Warrior: HD 1; AC 11 (buckskin); ATK 1 tomahawk (1d6) or longbow (1d8); MV 30; F15 R13 W15; AL N; XP 50; Special—Elf abilities.

Merfordiach, Wild Elf Ranger: LVL 6; HP 35; AC 11 (buckskin); ATK 1 tomahawk +6 (1d6+1) or longbow +5 (1d8); MV 30; F10 R10 W12; AL Neutral (N); XP 600; S14 I9 W14 D9 Cn10 Ch12; Special—Favored enemy (magical beasts), spells (1), wild elf abilities.

0321. Cathron's Hold | Stronghold

Cathron is an ancient elf, a victim of Asur's curse who was turned into a drow. She did not leave her stronghold, but rather enmeshed it in demonic energies. The stronghold appears as a 200-ft. tall tower of smooth, scarlet stone that writhes with black, choking smoke and drips with demonic ichor. One only enters the place by teleportation.

Cathron is a lithe, athletic drow with silvery hair and tempting eyes. She is a born deceiver, and is quite incapable of love, though that has not dissuaded Finnard [0231] or Lowellon [0246] from attempting it.

Within the tower, Cathron is served by 10 fiendish lizard men with glistening black scales and blazing eyes. Her treasure trove is guarded by a young red dragon, Thartwalla, who also serves as her mount when she leaves her tower. Her treasure trove contains 8,000 cp, 1,700 sp, 400 gp, 25 pp, seven fancy stones (20 gp, 20 gp, 40 gp, 90 gp, 90 gp, 120 gp, 150 gp), four gems (50 gp, 50 gp, 800 gp, 950 gp), two jewels (900 gp, 1,200 gp), a +1 *dagger*, a *potion of cure light wounds*, a *potion of cure moderate wounds*, a *wind fan* and a *luckstone*.

Fiendish Lizardman: HD 2; AC 13 [+1]; ATK 1 bite (1d6) and spear (1d8); MV 30 (Swim 20); F12 R15 W15; AL Chaotic (CE); XP 500; Special—Hold

breath, resistance to fire, magic resistance 10%, +2 hit and damage Lawful (Good) creatures.

Thartwalla, Gaasyendietha, Medium Dragon: HD 8 (30 hp); AC 16; ATK 2 claws (1d4+1) and bite (1d8); MV 30 (Fly 150, Swim 60); F9 R9 W9; AL Chaotic (CE); XP 800; Special—Immune to fire, immense body heat, cone of fire (40-ft. cone, 3d6 damage).

Cathron, Wild Elf Elementalist: LVL 12; HP 24; AC 10; ATK 1 dagger +3 (1d4-1) or hand crossbow +4 (1d4); MV 30; F11 R11 W6; AL Neutral (N); XP 1200; S6 I6 W14 D12 Cn10 Ch15; Special—Command spirits (5/day), turn elementals, wild elf abilities.

0329. Grimmerix | Village

Grimmerix is a village of 200 madog elves, a deceitful bunch known for their skill as assassins. Few tangle with them, for there is little profit in it. Their lodges are built on a wide meadow, where the elves keep a herd of giant deer they tame for use as mounts. The village is ruled by the sorcerer Righedras, a man known for his melodious voice (he chants his spells) and his shocking red hair.

Madog Warrior, Medium Humanoid: HD 1; AC 11 (buckskin); ATK 1 tomahawk (1d6) or longbow (1d8); MV 30; F15 R13 W15; AL N; XP 50; Special—Elf abilities.

Righedras, Wild Elf Sorcerer: LVL 2; HP 5; AC 11; ATK 1 club -1 (1d4-1); MV 30; F15 R14 W12; AL Neutral (N); XP 200; S7 I9 W10 D15 Cn10 Ch15; Special—Spells per day (6/5), spells known (5/2), wild elf abilities.

0341. Cave of Horrors | Monster

The hills here host a cavern blocked by a large boulder. The image of a skull has been carved into the boulder. If the stone is removed, adventurers will be disappointed to find that the cave holds nothing but a flock of six baykok, imprisoned in the cave a century ago by a clan of madog elves and their shaman.

Baykok, Medium Undead: HD 2; AC 13; ATK 2 claws (1d4) or arrow (1d6 + poison II); MV 30 (Fly 60); F15 R14 W12; AL Chaotic (CE); XP 200; Special—None.

0344. Ghobb's House | Stronghold

A simple wooden lodge here serves as a temple to Ghobb, the smith-god of the wild elves. Fifteen druids and their archdruid, Cynernach, as well as a company of 20 kerns (drawn from the Madog tribe), maintain the temple, which has three large fire pits, a great furnace for the forging of ritual objects and magic weapons and a great stone idol of Ghobb.

Cynernach is a blustering, wizened wild elf with a fists like hammers and a personality to match. That said, he is honorable old druid who mostly seeks peace; better to be useful and constructive than to squabble and fight. His erstwhile companion is a black bear called Odiach.

The elves dwell near the temple in wooden lodges, the temple being located atop a large hill. A wooden palisade circles the hill at its base, and white stones form a ritual barrier around the temple beyond which non-druids are not permitted to venture, upon pain of death.

The priests of Ghobb possess 14,000 cp, 5,100 sp, 325 gp, 35 pp, a turquoise (20 gp), a beryl (900 gp) and a diamond (1,900 gp).

Wild Elf Kerns, Medium Humanoid: HD 1; AC 12 (leather armor); ATK 1 greatsword (1d10) or longbow (1d8); MV 30; F15 R13 W15; AL Neutral (N); XP 50; Special—Elf abilities.

Wild Elf Druids, Medium Humanoid: HD 1; AC 11 (buckskin); ATK 1 quarterstaff (1d6); MV 30; F12 R15 W12; AL Neutral (N); XP 100; Special—Spells per day (4/2), speak druidic, move through undergrowth, elf abilities.

Odiach the Black Bear, Medium Animal: HD 3; AC 13; ATK 2 claws (1d4 + constrict) and bite (1d6); MV 40; F12 R12 W17; AL Neutral (N); XP 300; Special—None.

Cynernach, Wild Elf Druid: LVL 10; HP 38; AC 12 (buckskin); ATK 1 club +6 (1d4) or sling +7 (1d4); MV 30; F7 R11 W7; AL Neutral (N); XP 1000; S12 I8 W14 D13 Cn13 Ch12; Special—Spells per day (6/5/4/3/3/2), speak druidic, move through undergrowth, leaves no trail, +2 save vs. energy spells, shapechange, immune to poison, wild elf abilities.

0401. Mahelidian | Monster

The mountains here are home to the snallygaster Mahelidian, a fairly young, ambitious beast who has been harassing the wild elf clans in the area for a few years now. He dwells in a cave of glossy granite hidden behind a waterfall. The gallery-like cavern behind the waterfall is used for his trophies – the skeletons of several large animals and magical beasts, including a bulette, owlbear and mammoth. Beyond the gallery there is a low cavern of freezing cold water that cannot be crossed without taking a dip (the ceiling is only 2 feet above the water's surface). From this cavern, there are two submerged tunnels. One angles upwards to a small cavern filled with deadly poisonous gas. The other angles downward before angling upward again. This leads to the dragon's lair, which contains his horde of 800 sp, 130 gp, four moss agates (120 gp each), two malachites (65 gp), a fire opal (850 gp) and a zircon (250 gp).

Mahelidian, Snallygaster, Large Dragon: HD 8; HP 30; AC 20; ATK 2 claws (2d6) and bite (2d8) and tentacles (1d6 + constrict); MV 30 (Fly 80); F8 R8 W9; AL Chaotic (CE); XP 800; Special—None.

0403. Skull Marker | Treasure

The remnants of a petrified dinosaur skull juts from the side of a limestone hill. One eye socket is visible, and if a reflective device (a mirror, a large gemstone) is placed in the eye socket, a just about sunset it will create a ray of light that strikes a pine tree about 300 feet away on a lower slope. This tree is hollow; there is a hole near the base. By reaching one's arm up into the tree up to the elbow, a person will find a leather sack. Within the sack, there are the following items: Nine small silver pins (worth 5 gp each), a headdress with several large crow feathers and strings of pearls (worth 150 gp) and a large rose quartz (worth 45 gp).

0407. Balanced Stones | Natural Wonder

A truly massive boulder, shaped vaguely like a bowling pin, is balanced on a granite cliff overlooking a narrow mountain trail. Skraeling legends say that should the rock ever topple, the end of

the world will have come. While that may not be true, it would block the mountain trail.

0418. Oil Slick | Trap

A portion of the woods here is covered in an oil slick. The slick covers about three acres; only thick, rugged grasses grow from beneath the slick, making the area it has blighted look like some sort of a unwholesome meadow. Those who touch the oil with their bare skin must pass a Fortitude save or be affected by a random magic potion:

| ROLL | POTION |
|-------|--------------------|
| 1-2 | Blur |
| 3 | Darkvision |
| 4 | Displacement |
| 5-6 | Enlarge person |
| 7-8 | Gaseous form |
| 9 | Pass without trace |
| 10-12 | Poison I |
| 13-14 | Poison II |
| 15 | Poison III |
| 16-17 | Rage |
| 18-19 | Reduce person |
| 20 | Tongues |

0423. Surrounded | Monster

A band of skraeling hunters, who were seeking a particularly fine stag, have found themselves surrounded by the king stag and his court. The elves stand atop a grassy hill, armed with bow and tomahawk. The hill is surrounded by twelve stags of enormous size and fierce demeanor.

Skraeling Warrior: HD 1; AC 11 (buckskin); ATK 1 tomahawk (1d6) or longbow (1d8); MV 30; F15 R13 W15; AL N; XP 50; Special—Elf abilities.

Stag, Medium Animal: HD 2; AC 13; ATK Gore (1d6); MV 40; F12 R11 W18; AL Neutral (N); XP 100; Special—None.

King Stag, Large Animal: HD 4; HP 10; AC 14; ATK Gore (1d8); MV 40; F10 R10 W17; AL Neutral (N); XP 200; Special—None.

0425. Elfridgifu | Village

Elfridgifu is a village of 300 dour mugwumps that dwell in woven huts half submerged in the water. The mugwumps sun themselves atop their huts, and hang their valuables from the ceilings on leather tongs.

The mugwumps are demon-worshippers, which is rare for their race, who mostly worship nature spirits and the like. They are also assassins at heart, arming themselves with wicked knives that they hang from leather bandoleers and practicing sneaking up on people night and day. They keep an altar (a pile of bones) to whichever demon lord they are worshipping at the moment in a large hut atop a muddy hill choked with vines. The altar is tended by their witchdoctor (Adept 2).

Mugwump, Medium Humanoid: HD 2; AC 13 (buckler); ATK 1 spear (1d8); MV 20 (Swim 40); F12 R15 W15; AL Chaotic (CE); XP 100; Special—Surprise (4 in 6), leap 30 feet.

0432. Scatheopopre | Stronghold

A hill covered with wildflowers in this hex is really a hidden stronghold inhabited by 100 madog elves. It is rare for the wild elves to dwell in such structures, so it is most likely the hunting lodge of an ancient elf that long ago passed from Nod. Elves, gnomes, dwarves and the fey can make a Will save to see through the illusion, while mere mortals have only a 1 in 6 chance of piercing the veil even when told that the hill is not a hill.

The hill is actually a squat, circular manse made of granite covered with mosses. The wooden roof is peaked and contains twelve gables and colored glass windows. The front door is made of sturdy oak, and is animated, only opening for those who can give the passcode of “swordfish”. The hill is guarded by three wood drakes who dwell in the nearby woods.

Within, the place is rather bare – wood floors and panelling on the walls in need of attention, loose bricks, etc. The wild elves mostly dwell in the great hall, between the two giant hearths, sleeping on the floor on piles of furs. They use some of the other rooms for storage, and one is occupied by the elf king, Megennodhan and his paramour, the fair Kristyn, a sorceress of debatable honor who hails from Dweomer Bay. The elves also have a fondness for the cellar, where they keep several tuns of very fine, very old wine made by the ancient elves who knows how long ago.

At the moment, the elf king is being visited by three diplomats from beyond the Purple Mountains, strange fellows in baggy, grey hooded robes who speak in hushed whispers of the end of the world and a threat which must be confronted.

Madog Warrior, Medium Humanoid: HD 1; AC 11 (buckskin); ATK 1 tomahawk (1d6) or longbow (1d8); MV 30; F15 R13 W15; AL Neutral (N); XP 50; Special—Elf abilities.

Forest Drake, Large Dragon: HD 5; AC 17; ATK 1 bite (1d8) or tail slap (1d8); MV 30 (Fly 60); F10 R10 W11; AL Chaotic (LE); XP 500; Special—Acidic cloud, immune to acid, paralysis and sleep.

Kristyn, Human Sorcerer: LVL 5; HP 8; AC 8; ATK 1 club -1 (1d4-2); MV 30; F14 R15 W11; AL Neutral (N); XP 500; S4 I10 W12 D4 Cn8 Ch16; Special—Spells per day (6/7/4), spells known (6/4/2).

Megennodhan, Wild Elf Sorcerer: LVL 10; HP 25; AC 11; ATK 1 club +2 (1d4-1); MV 30; F12 R11 W7; AL Neutral (N); XP 1000; S7 I8 W14 D15 Cn12 Ch16; Special—Spells per day (6/7/7/6/5/3), spells known (9/5/4/3/2/1), wild elf abilities.

0439. Niamhnaid | Village

Niamhnaid is a large hill village of 400 madog elves surrounded by a wooden palisade and including several lodges of wood and packed earth. The village guards an ancient stone bridge that spans a rushing stream possessed by a very wicked spirit called Verg.

The village is, alas, in a state of decay, for Verg's malevolent influence has brought ghouls to the village, and these ghouls have left the madogs hard pressed. In a desperate bid to survive, they have turned to the worship of Verg, and are now cannibals, ragged and feral. They are now a terrible menace to the region, and the other madog clans are contemplating war.

Madog Warrior, Medium Humanoid: HD 1; AC 11 (buckskin); ATK 1 tomahawk (1d6) or longbow (1d8); MV 30; F15 R13 W15; AL N; XP 50; Special—Elf abilities.

Verg, Large Giant: HD 6; HP 25; AC 16; ATK 2 claws (1d6 + rend + energy drain) and bite (1d6); MV 30 (Swim 60); F9 R12 W13; AL Chaotic (CE); XP 1500; Special—Regenerate (fire and acid), water body (half damage from physical weapons), resistance to cold.

0442. Cathaghdhan | Stronghold

The 100 madog elves of Cathaghdhan have been beset hard by their cannibal kin to the north. Their druid princess, Wealyce, has called a council of war with the other clans, and seeks brave warriors to assault the evil elves and burn their village to the ground. The spearmen of Cathaghdhan are mighty, and they have reinforced their village with an earthen rampart and wooden spikes. They protect an ancient pilgrimage site, the stump of an ancient oak that was long ago struck by lightning.

Madog Spearman: HD 1; AC 11 (buckskin); ATK 1 spear (1d8) or longbow (1d8); MV 30; F15 R13 W15; AL N; XP 50; Special—Elf abilities.

Wealyce, Wild Elf Druid: LVL 4; HP 13; AC 11 (buckskin); ATK 1 club +1 (1d4-1); MV 30; F10 R14 W10; AL Neutral (N); XP 400; S8 I8 W14 D9 Cn13 Ch9; Special—Spells per day (5/4/2), speak druidic, move through undergrowth, leaves no trail, +2 save vs. energy spells, wild elf abilities.

0514. Stable of the Dead | Monster

A strange stable in this hex might be found hidden among the beeches. The stable is composed of bones and holds nine skeletal furies. The furies devil man riders are elsewhere seeking an *astral mirror*. They left behind their companion, a chaotic witch called Heverene who owns a dire wolf she calls Sutcliff.

Skeletal Fury, Large Undead: HD 3; AC 12; ATK 2 claws (1d6) and gore (1d6); MV 30 (Fly 30); F13 R14 W12; AL Chaotic (CE); XP 300; Special—Immune to sleep, charm and mind reading.

Sutcliff the Dire Wolf, Large Animal: HD 6; AC 14; ATK 1 bite (1d8 + trip); MV 50; F9 R9 W15; AL Neutral; XP 300; Special—None.

Heverene, Human Magic-User: LVL 5; HP 10; AC 10; ATK 1 dagger +0 (1d4-1); MV 30; F13 R14 W10; AL Chaotic (LE); XP 1000; S6 I16 W13 D8 Cn11 Ch16; Special—Spells per day (4/4/3/1).

0517. Arrowhead | Treasure

A fabulously old oak here has a flint arrowhead embedded in it. The arrowhead belonged to an *arrow of slaying*.

0527. Skunk Ape | Monster

The remains of a walled city can be found in the swamp here. The ruins consist of nothing but crumbled walls and a few towers

covered with slimes, verdigris or other forms of corruption. The ruins are haunted by an especially fierce skunk ape, who brooks no intrusions on his domain, and who is clever enough to pick off intruders one at a time. A flooded vault in the ruins holds a +2 scimitar that can slice through air. This has the effect of dealing double damage on gaseous and air elemental creatures, as well as allowing one to create small sonic booms by making a special attack against an Armor Class of 20.

Skunk Ape, Large Animal: HD 4; AC 14; ATK 2 claws (1d6) and bite (1d6); MV 30 (Climb 20, Swim 20); F10 R11 W17; AL Neutral (N); XP 400; Special—Stench as troglodyte.

0602. Alendeduin | Village

King Aellechan commands a host of 100 bloodthirsty, dancing skraeling warriors. They dwell in a mountain village nestled beneath a very tall, crooked mountain lousy with caves. The elves of the clan are fierce warriors and lusty gamblers who make outrageous wagers with one another and with visitors to test their bravery. The women of the village brew hallucinogenic drugs in their pots, keeping their men enraptured by their charms and quick to defend them.

Skraeling Warrior: HD 1; AC 11 (buckskin); ATK 1 tomahawk (1d6) or longbow (1d8); MV 30; F15 R13 W15; AL N; XP 50; Special—Elf abilities.

King Aellechan, Wild Elf Barbarian: LVL 4; HP 10; AC 11 (buckskin); ATK 1 tomahawk +4 (1d6+1) or longbow +2 (1d8); MV 40; F12 R15 W11; AL Neutral (N); XP 400; S13 I7 W7 D8 Cn15 Ch9; Special—Rage 2/day, sixth sense.

0608. Petrified Tree | Wonder

A great oak tree has been changed to solid stone. Within a hollow in the stone tree lie the bones of an ancient elven soldier, a lover scorned by a maiden promised to another. The bones are encased in elven chainmail, and are cursed. If any should touch them, the tree animates and attempts to destroy them.

Stone Tree, Huge Construct: HD 12; AC 20; ATK 1 slam (2d8); MV 10; F3 R5 W9; AL Neutral; XP 600; Special—None.

0619. Scenbach | Village

A hollow here, girded by oaks, hides a village of 100 haunted elves of the Skraeling tribe. The elves hunt the woods and fish in the streams, and are known for their skill at knapping flint arrows. Most of the surrounding clans avoid the Scenbach elves and their hollow, for they suffer under a curse. At dusk, when the elves fall into a slumber, weird mists pour forth from their mouths and form nightmarish things that cavort among the ancient woods.

Skraeling Hunter, Medium Humanoid: HD 1; AC 11 (buckskin); ATK 1 tomahawk (1d6) or longbow (1d8); MV 30; F15 R13 W15; AL N; XP 50; Special—Elf abilities.

Nightmarish Things, Medium Aberration: HD 2; AC 17; ATK 2 claws (1d4+1 + energy drain); MV 20; F11 R11 W15; AL Chaotic (CE); XP 200; Special—Magic resistance 10%.

0624. Burial Mound | Monster

An ancient skraeling burial mound can be found here. The mound is about 200 feet in diameter and 22 feet tall. One side of the hill hides an entrance veiled in illusion. Beyond this entrance there is a 80-ft. long passage lined by megaliths. At the end of this passage there is a teardrop-shaped shield painted a brilliant sapphire blue. This *+1 shield* is Lawful (CG) in alignment, and if touched by a member of any other alignment, sparks and causes 1d6 points of electricity damage (per round, if one keeps ahold of it).

The shield is actually a door of sorts, a small passage being hidden behind it. The shield is *wizard locked* to the wall (by a 10th level magic-user). Beyond the shield and the small hole in the wall, there is a narrow set of stairs that lead downward through a brackish, powerful wind. At the bottom of the stairs (about 400 feet long, and sensitive folk might get the feeling they're "not in Kansas anymore") there is a crimson sea stretching out into a black expanse. Beyond the sea (how one crosses it is up to the players – perhaps canoes would work) there is a grey shore, a long strand of beach behind which there is a noisome jungle of scarlet foliage. A treasure has been buried on this beach by pirates of this strange dimension, a treasure of two golden tablets containing the location of the tomb of the Thief of Dreams.

What monsters might dwell in this dimension, other than the pirates, is up to the TK – have fun and use it as a chance to surprise the players and introduce some new menaces.

0630. Fithlynn | Village

The tribal shaman of Fithlynn, a village of 200 madog elves, had an agreement with the mountain lions (and their master, the Cat Lord) and broke it. The mountain lions are now attacking Fithlynn, and many elves have fallen to their depredations. In effect, they have the place under siege, and the elves are running low on supplies. The elves are led by his nibs, Murdolbren, a brutish chief who has already slain the shaman and thrown his body to the lions, without suppressing their anger.

Madog Warrior: HD 1; AC 11 (buckskin); ATK 1 tomahawk (1d6) or longbow (1d8); MV 30; F15 R13 W15; AL N; XP 50; Special—Elf abilities.

Mountain Lion, Medium Animal: HD 3; AC 15; ATK 2 claws (1d3 + rend) and bite (1d6); MV 40 (Climb 20); F12 R12 W17; AL Neutral; XP 300; Special—None.

Murdolbren, Wild Elf Ranger: LVL 3; HP 10; AC 12 (buckskin); ATK 1 tomahawk +4 (1d6+1) or longbow +4 (1d8); MV 30; F12 R11 W13; AL Lawful (CG); XP 300; S14 I6 W14 D13 Cn9 Ch9; Special—Favored enemy (giants).

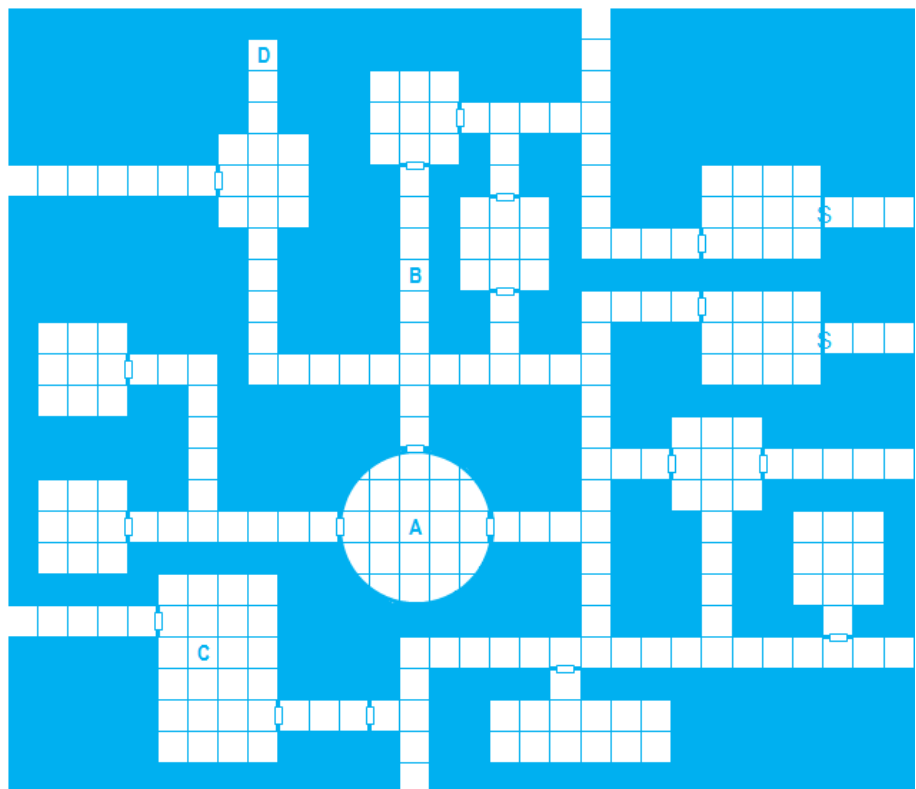
0639. Crypt | Dungeon

Carion flies buzz about in the air around a hollow. The thick air here smells of decay and the ground is sodden with what appears to be blood. In the midst of this unwholesome landscape there is a crypt of greyish stone. The crypt has iron doors that have rusted shut. The doors are cunningly trapped – opening them without first disarming the trap causes the doors to rotate, with a second pair of doors shoving the would-be tomb raiders into iron maidens (Reflex save or suffer 1d8 points of damage and trapped within an iron maiden).

Beyond these doors there is a marble throne decorated with chips of green garnets. On this throne there sits the decayed form of an elven warlord, a crypt thing in a golden death mask encrusted with expensive jewels (worth 1,500 gp). This crypt thing teleports tomb raiders into a damp, dank maze below the hills.

[A] This circular chamber is faced by carved marble that is slick with slime (not the green variety). There are three exits here, each barred by a heavy bronze portcullis. These portcullises are covered with a thin sheen of green slime.

Sitting here on a pile of filthy furs is a two-headed troll called Gallup. Gallup considers himself the gate keeper of the maze, and happily lets folks pass through if they are willing to pay a toll of 10 gold pieces. Underneath the pile of furs there is a crank with which he can lift the portcullises (all three simultaneously) safely. Gallup has a treasure of 700 sp, 60 gp, three lapis lazulis (80 gp each), a three peridots (400 gp each), two scrolls (*scroll of bless* and a treasure map) and a *oil of invisibility* kept in leather sacks.



Gallup, Large Giant: HD 8; HP 30; AC 16; ATK 2 claws (1d6 + rend) and 2 bites (1d6); MV 30; F8 R11 W12; AL Chaotic (CE); XP 800; Special—Regenerate.

[B] This passage is thick with cobwebs and dust. Each foot traveled down the corridor ages a person one year – obviously this has more of an effect on some races than others. Assume though, that regardless of race, every 30 feet traveled robs a person of 1d3 points of constitution, dexterity, strength and wisdom (I know, but wisdom in RPG's these days has more to do with awareness than anything else – what do you want from me?). Walking back reverses the aging process and restores one's ability scores. The passage is 90 feet long in all, and ends with a mirror that gives it the illusion of being much longer. The mirror is actually attached to a door.

[C] A short passage leads to a large hall with four hearths, each containing a cauldron (it's always cauldrons in fantasy games, isn't it?), but no fire. There are no apparent exits from this room. If the fires are lit, the cauldrons, which contain a thick, purple liquid, begin to bubble and boil and emit intoxicating vapors. Each round, a person smelling these vapors must pass a Fortitude save vs. poison or lose 1d3 points of wisdom. At the same time, they gain, after two rounds, the ability to discern the two passages that exit this room.

[D] This passage ends in a dead end. A shaft above holds a large stone (4 feet in diameter, 10 feet long) suspended by a chain. The stone sways, and a thief who climbs up will note that the stone should have fallen, but the trap mechanism is stuck. The stone is actually a trick, though – it is hollow. One side holds a secret cache containing a small treasure chest. If the cache is opened, the floor opens up beneath it, revealing a 20-ft. deep pit. A moment after the floor opens, the stone descends and lodges within the entrance to the pit, allowing about 10 feet of head room. This, in turn, opens a secret door in dead end. The trap/trick can be reset by a skilled thief, but this closes the secret door and bars it.

The small treasure chest contains a golden key tied with a white ribbon and a vial containing a *potion of darkvision*.

0643. Aillach's Temple | Dungeon

The lich Aillach has constructed a temple of hatred and villainy in this hex, a temple of limestone pillars, like a forest, rising from the landscape, forming a maze of passages and chambers. The halls and chambers smell of the grave, and are guarded by the lich's templars, a band of elven wights. The inner sanctum of the temple contains an altar to Baphomet, in the form of a golden throne. Upon this throne sits the decayed form of Aillach, with his golden hand and gnarled staff.

Wight Templar, Medium Undead: HD 4; AC 15; ATK 1 slam (1d4 + energy drain); MV 30; F14 R14 W11; AL Chaotic (CE); XP 1000; Special—None.

Aillach the Lich, Medium Undead: HD 12; HP 37; AC 15 [+1]; ATK 1 strike (permanent paralysis); MV 30; F9 R9 W6; AL Chaotic (CE); XP 3000; Special—Sight causes fear, immune to cold, electricity, polymorph and mind attacks, spells (4/4/4/4/3/3/2).

0646. Ghostly Tourney | Monster

A ghostly tourney is acted out in this hex during each night of a full moon. The woods and flowers take on an etheric glow, and ghostly pavilions rise from the ground, housing a great troupe of the ancient elves, brightly arrayed with armor and lance. It was many centuries ago that the trickery of a corrupt woman led to the downfall of a bonny warriors. His father, a warlock of considerable power, layed a curse upon the tournament and all within in it. The tournament appears now once per month, at the full moon, and the shades of its participants are forced to relive the day of the tournament, when the bonny young warrior was thrown from his spooked horse and broke his neck. These ghosts are always looking for new victims, and should adventurers partake in any of the wine or repasts of the elves, they too will be trapped within the ghostly tournament unless one of their number can defeat the treacherous champion knight in melee.

Treacherous Champion Ghost, Medium Undead: HD 6; HP 24; AC 15 [silver]; ATK 1 hurled object (30-ft., 1d4); MV Fly 30; F12 R12 W10; AL Chaotic (NE); XP 1500; Special—Incorporeal, frightful moan, aging touch, rejuvenation.

0711. Labhifur | Village

Labhifur is the largest skraeling village in the region, and is ruled by the self-proclaimed "high king" of the skraelings, Eleuuin. The brawny warriors of Labhifur are berserkers, wild warriors who whoop and hollar, gnash their teeth and take scalps from their opponents.

The village itself is situated atop a great rise in the ground, and is surrounded by a wooden palisade. Within, there are over one hundred wooden lodges in different sections of the village housing the warriors separately from the women, children, the ruler's family and their temple to Bel and his priests.

Within the temple, the shamans keep an ancient chalice, a relic of elder days, that changes wine into *potions of cure light wounds*.

Skraeling Berserker: HD 1; AC 11 (buckskin); ATK 1 tomahawk (1d6) or longbow (1d8); MV 30; F15 R13 W15; AL N; XP 50; Special—Elf abilities, berserker (2 attacks per round).

Eleuuin, Wild Elf Barbarian: LVL 5; HP 35; AC 12 (buckskin); ATK 1 tomahawk +5 (1d6+1) or longbow +5 (1d8); MV 40; F10 R12 W13; AL Neutral (N); XP 400; S14 I8 W10 D14 Cn15 Ch12; Special—Rage 2/day, sixth sense.

0716. Empty Fountain | Wonder

A clearing in the woods here holds an empty fountain made of red granite and topped with a coiled dragon made of tarnished copper. The dragon's head is held aloft, such that one would assume that the water of the fountain would emerge from its snout. The pipe in the snout from which the water would emerge is currently blocked by the handle of a +1 *light mace*.

The fountain is guarded by an astral deva called Morviel, placed here at the behest of a wizard of the ancient elves to keep the

curious or wicked away from this Fountain of Holocausts. Should the magic mace be removed, the fountain would explode in a gout of blazing flame, one that would send white hot cinders flying through the air to land in the woods beyond.

Anyone within 30 feet of the fountain, if active, would suffer 3d6 points of fire damage per round. Beyond 30 feet, and up to 1 mile, one suffers 1d6 points of damage per round. Naturally, within a short time the woods will be burning, causing other problems.

Morviel the Astral Deva, Medium Outsider: HD 12; HP 43; AC 24 [+1]; ATK 1 +2 heavy mace (1d8+7 + stun 1d6 rounds) or slam (1d10); MV 50 (Fly 100); F7 R6 W4; AL Lawful (LG); XP 3000; Special—Immune to acid, cold and paralysis, aura of protection, resistance to electricity and fire, magic resistance 30%, spells (see B&T).

0726. Blighted Pool | Monster

There is a bubbling brown pool here surrounded by grayish, blighted trees that hang with green slime that looks like Spanish moss. The pool is occupied by a filthy slime creature who holds a key bit of information about the Star Stone [0733] which it will share for a price. Within the slime creature there is the body of a lich that has long since gone mad.

Toxic Lich, Medium Undead: HD 12; HP 46; AC 15 [+1]; ATK 1 strike (permanent paralysis + mummy rot); MV 30; F9 R9 W6; AL Chaotic (CE); XP 3000; Special—Sight causes fear, immune to cold, electricity, polymorph and mind attacks, spells (4/4/4/3/3/2).

0733. Star Stone | Wonder

A standing stone, one of the few survivors of the cataclysm, stands here. Covered in glyphs that glow during the full moon, they can be activated with the spell of light. When that spell is cast, the glyphs jump to life, expanding from stone, they form a sphere, each glyph marking the location of a star in the heavens.

The stone is often visited by a cult of drow scholars, who make pilgrimages here at night to track the stars. They await an alignment that heralds the coming of a strange visitor from a shimmering, green, far-away star.

Drow Scholar, Medium Humanoid: HD 1; AC 17 (chainmail and buckler); ATK 1 longsword (1d8 + poison I); MV 30; F15 R13 W14; AL Chaotic (CE); XP 100; Special—Sunlight sensitivity, magic resistance 5%, magic-user spells (1).

0737. Tomb of Fiannah | Dungeon

Fiannah was one of the great chiefs of the madog elves. When he died in battle with the cavaliers, his body was removed from the field of battle and interred in one of the ruins of the ancient elves. The ruin was once a country manse of a wealthy wizard. It now resembles a fairy hill – a great hill, vacant of trees, covered with tall grasses. There is a single interesting feature on the hill, a flat, grey stone shaped vaguely like a rectangle. If this stone is touched by the blood of an elf (any elf), a portal opens up beneath it, potentially dropping a person inside the hill.

The portal opens onto a sharply slanted shaft about 30 feet long that ends in an antechamber. The red antechamber walls are decorated with four statues of elf warriors drawn with chalk. The chamber is further decorated with very basic grave goods – clay pots containing tobacco, honey, pinecones, river stones, shells and ground corn. The floor of the cave is composed of seven hexagonal tiles. The grave goods are placed on the center tile. If the grave goods are placed on the surrounding hexes (no particular order), the center tile disappears, revealing a long shaft. If one attempts to do this, the four images on the walls begin dancing and whirling about the walls, forcing those who view it to pass a Will saving throw or become *confused* (per the spell).

This shaft has its own gravity; when one lowers themselves into it, they adhere to one of the six “walls”, which becomes a floor to them. At the end of this 200-ft. long passage, there is a hexagonal door of black bronze. Touching the door summons the celestial spirit of Fiannah made flesh, a warrior on a spectral scythe-wheeled chariot with a driver. The chariot is pulled by a giant ram, and will make a single run down the passage and then through the door, which seems to absorb him. This will keep occurring every time the door is touched.

Fiannah, Medium Outsider: HD 8; HP 30; AC 16 [+1]; ATK 1 tomahawk (1d6 + energy drain) or javelin (1d4 + energy drain); MV 30 (chariot 50); F11 R11 W9; AL Lawful (CG); XP 2000; Special—+2 save vs. poison, immune to disease, electricity, paralysis and petrification, resistance to acid and cold, magic resistance 20%, spells (3/day—dispel magic, summon monster IV).

Celestial Giant Ram, Large Magical Beast: HD 5; HP 18; AC 16 [+1]; ATK 1 butt (1d10); MV 50; F10 R10 W16; AL Lawful (LG); XP 1250; Special—+2 damage vs. Chaotic (Evil) creatures.

The door is sealed with a wizard lock from a 10th level wizard. Behind it lies the burial horde of Fiannah, as well as some goodies left behind by the ancient elves. In all, the treasure amounts to 800 sp, 140 gp, 18 pp, three olivines (200 gp each), two aventurines (500 gp each), a large, perfect citrine (800 gp), a sapphire (900 gp), a *scroll of touch of idiocy*, a *wand of cure light wounds* and +4 *buckskins of invulnerability* (totally rolled this stuff randomly – pretty dang good hoard if you ask me).

0807. Labhifur | Village

Labhifur is a skraeling village of 300 hunters. Surrounded by a thicket of blackberries that hide a moat, the village is ruled by a chieftain called Kinogarra, a dazzling red-head with a face like a hawk and talons nearly as sharp. She wields a tomahawk given to her by sometime human lover, Nat Morrigan.

Skraeling Hunter: HD 1; AC 11 (buckskin); ATK 1 tomahawk (1d6) or longbow (1d8); MV 30; F15 R13 W15; AL N; XP 50; Special—Elf abilities.

Kinogarra, Wild Elf Ranger: LVL 5; HP 31; AC 11 (buckskin); ATK 1 tomahawk +5 (1d6+1) or longbow +4 (1d8); MV 30; F11 R11 W12; AL Lawful (NG); XP 500; S13 I6 W13 D10 Cn9 Ch7; Special—Favored Enemy (aberrations), wild elf abilities.

0825. Medicine Lodge | Stronghold

A band of blood-brothers, all wild elves, but from various clans and tribes, have established a medicine lodge here. The lodge is partially built underground, and is constructed of field stones and a roof of woven branches and dried grass and rushes. Within the lodge, there is a small stone hearth. Buried within the lodge are various stores of supplies, arrows, bows and other weapons.

The members of the lodge are rangers dedicated to the protection of elf kind from wild beasts, supernatural threats and the invading humans. In total, there are 17 first level rangers, five third level rangers and their ranger lord, Arwerni of the Axe.

Wild Elf Rangers, Medium Humanoid: HD 3; AC 13 (buckskin and shield); ATK 1 tomahawk (1d6) or longbow (1d8); MV 30; F12 R12 W14; AL Neutral; XP 150; Special—Elf abilities, double damage vs. animals.

Arwerni the Axe, Wild Elf Ranger: LVL 12; HP 38; AC 13 (buckskin); ATK 1 tomahawk +10 (1d6+1) or longbow +11 (1d8); MV 30; F7 R5 W9; AL Lawful (CG); XP 1200; S15 I5 W16 D16 Cn12 Ch7; Special—Favored enemy (monstrous humanoids), leave no tracks, spells (1/1/1), wild elf abilities.

0828. Werebears | Monster

This hex contains a lodge occupied by a family of three werebears. There is one father werebear (Cuthass), one mama werebear (Imber) and their child (Cutharr). The three werebears live in a wooden lodge with a sod roof in the midst of a meadow of lush, green grass.. The meadow is thick with bumblebees, who keep their hives in the elms that surround the meadow.

Werebear, Large Monstrous Humanoid: HD 7; AC 17 [silver]; ATK 2 claws (1d8) and bite (1d8); MV 30; F11 R10 W10; AL Lawful (LG); XP 700; Special—Lycanthropy.

0848. Ancient Idol | Dungeon

An ancient idol of Asur, the sun god of the ancient elves, stands here, half-toppled and overgrown with creepers that bear large, violet blooms. The statue has been damaged and defaced, the gold leaf stripped from it, the small, bench-like altar that stood before it cracked in half.

The blooms that grow around the idol put off a sweet-smelling odor, and in the presence of warm bodies release a pollen that intoxicated (Fortitude save vs. poison or fatigued).

The base of the idol, if one can get to it through the underbrush and creepers, holds a secret compartment accessed by speaking the high holy words (Klaatu Barada Nikto) or with a prying device, holds a large garnet that provides proof against illusions. If a person holds the stone in his or her mouth (don't swallow it), they are immune to illusions, including invisibility. Fighting or doing other rough work while holding the stone in one's mouth carries with it a chance of accidentally swallowing it (Reflex save, attempted once per minute). If swallowed, the stone causes nausea for 1d4 hours, and piercing pains in the gut as it is passed over the course of a few days.

0903. Beorhtain | Village

Beorhtain is a village of 200 skraelings and their slaves, who primarily occupy themselves with the knapping of flint. The slaves are mostly captive madogs (whom they treat with especial cruelty) and human settlers and men-at-arms who they have taken in raids. In all, there are about 80 elves and 30 humans. Beorhtain's chieftain is Daladoreth, a steely eyed old reprobate with a penchant for booze and red heads. The village's shaman is Bellred, a prideful man who resents his chieftain and the considerable magical power of many of the human invaders. He has begun to question the kabir, and the demons of Hell have taken note.

Skraeling Warrior, Medium Humanoid: HD 1; AC 11 (buckskin); ATK 1 tomahawk (1d6) or longbow (1d8); MV 30; F15 R13 W15; AL Neutral (N); XP 50; Special—Elf abilities.

Daladoreth, Medium Humanoid: HD 4; HP 16; AC 11 (buckskin); ATK 1 tomahawk (1d6) or longbow (1d8); MV 30; F11 R14 W14; AL Neutral (N); XP 50; Special—Elf abilities.

0931. Masked Bandits | Monster

The burrow of a giant raccoon can be found in this hex. The raccoon is a wily thief, and he has gathered an impressive array of treasures from the adventurers, human or wild elf, that have camped in this hex. His horde consists of 21 gp and 14 pp.

Giant Raccoon, Small Animal: HD 2; AC 17; ATK 1 bite (1d4); MV 30 (Climb 30); F13 R12 W18; AL Neutral (N); XP 100; Special—None.

0943. Brandirid | Village

Brandirid is a village of timber longhouses surrounded by a 20-ft. tall wooden palisade. It is situated on a hill with steep, rocky slopes, half of which is surrounded by a swiftly moving stream. The village houses 100 madog hunters who are currently astir over the murder of the woodcarver Aragorl. The details of his death are most confusing, and the elves suspect the involvement of demons.

Madog Hunter, Medium Humanoid: HD 1; AC 11 (buckskin); ATK 1 tomahawk (1d6) or longbow (1d8); MV 30; F15 R13 W15; AL N; XP 50; Special—Elf abilities.

0947. Parthianne | Monster

Parthianne is a large meteor dragon of serpentine shape and morbid tastes. She has appraising eyes and a toothy grin. Her scales are a deep crimson flecked with bits of gold. She dwells here in a cave located at the bottom of a deep, smokey hollow known for its wild mushrooms. The cave opens onto a tunnel that slants downward and ends in a deep, steep, sooty shaft. At the bottom of this shaft, there is a bubbling pool of super-heated mud. About 10 feet above this pool there is another tunnel that leads back to a steamy cavern where the dragon makes her lair. She has a treasure of 1,700 sp, five moonstones (250 gp each), an onyx (800 gp), a *potion of enlarge person* and a suit of +1 *shadow banded armor*.

Parthianne, Gaasyendietha, Medium Dragon: HD 8; HP 37; AC 16; ATK 2 claws (1d4+1) and bite (1d8); MV 30 (Fly 150, Swim 60); F9 R9 W9; AL

Chaotic (CE); XP 800; Special—Immune to fire, immense body heat, cone of fire (40-ft. cone, 3d6 damage).

1001. The Exile | Monster

A wild elf called Dunecaer has been exiled from his people. He has extraordinary psychic powers, and the presence of his people was driving him mad and making him dangerous. He dwells here in a simple hut of sticks, twigs and animal hides.

Dunecaer, Wild Elf Psychic: LVL 6; HP 19; AC 11 (buckskin); ATK 1 spear +1 (1d8-2) or short bow +4 (1d6); MV 30; F13 R12 W9; AL Neutral (CN); XP 600; S4 I12 W14 D15 Cn10 Ch12; Special—Surprised (1 in 8), +1 save vs. traps, +2 save vs. mental magic and psychic powers, powers (aura sight, body adjustment, cloud minds, ESP, id insinuation, matter agitation).

1004. Berlyn's Skull | Wonder

The ground falls away here into a vast, rocky ravine pocked with tangled huckleberry bushes and stones worn smooth over the centuries. Centuries ago, a minor skirmish was fought here by the dwarves and elves, and their bleached bones might still be found here. The action was notable for the presence of a dwarven traitor, Torpe, who slew his thane, Berlyn, at a crucial moment. Berlyn's skull, still adorned with his crown, rests upon a large, smooth stone table, as a memorial to his folly in opposing the ancient elves. Removing the skull or crown will bring down a heavy curse on the thief.

1016. Cave of Wights | Monster

A guild of assassins has holed up here in a cave complex obscured by a waterfall. The assassins are known as the wights, and they serve as spies for hire, manipulating the people and politics of the region for profit. They are typically garbed in tattered wight hooded robes to give themselves a ghostly appearance. Their cave complex holds a store of weapons, bombs, poison, etc. The leader of the band is Farlain, a bull-headed man with bushy sideburns, a tangle of black, curly hair, and eyes that blaze with purpose. He has twelve junior assassins at his command, though it should be mentioned that they are linked by a desire for wealth, not by Farlain's desire to spread anarchy.

Assassins (10), Medium Humanoid: HD 1; AC 13 (studded leather); ATK 1 dagger (1d4 + poison III); MV 30; F15 R13 W15; AL Neutral (CN); XP 100; Special—Backstab for double damage.

Mariti and Geric, Human Assassins: LVL 3; HP 12 and 8; AC 14 (leather and buckler); ATK 1 dagger +1 (1d4); MV 30; F14 R11 W15; AL Neutral (CN); XP 300; S9 I13 W7 D15 Cn9 Ch13; Special—Poison use, backstab x2.

Farlain, Human Anarchist: LVL 7; HP 18; AC 11 (padded); ATK 1 dagger +3 (1d4-1) or pistol +4 (1d8+1) or bomb; MV 30; F13 R10 W12; AL Neutral (CN); XP 700; S8 I14 W4 D10 Cn9 Ch12; Special—Concoct explosives, black tongue, given instructions, raging oratory, madman's certainty.

1029. Temple of Kerne | Stronghold

A small, fortified temple has been established here on the edge of the swamp. The temple is constructed of timber, and looks something like a three-story tower (each story smaller than the

one below it) surrounded by a wooden palisade. The temple was constructed by Sedheanna, a wild elf druid who takes Kerne, the kabir of violence, as her patron. She has eleven wild elf druids in her retinue and followers numbering thirty, mostly hunters. Sedheanna despises the human invaders of her land, and desires to summon a powerful, ancient monster, a sort of serpent-thing of elder days, that it might cut a path of destruction through the human realms threatening her own.

Wild Elf Hunter, Medium Humanoid: HD 1; AC 11 (buckskin); ATK 1 tomahawk (1d6) or longbow (1d8); MV 30; F15 R13 W15; AL N; XP 50; Special—Elf abilities.

Wild Elf Druid, Medium Humanoid: HD 3; AC 11 (buckskin); ATK 1 staff (1d6); MV 30; F12 R14 W13; AL Neutral (N); XP 300; Special—Elf abilities, druid spells (4/2/1).

Sedheanna, Wild Elf Druid: LVL 11; HP 46; AC 12 (buckskin); ATK 1 club +6 (1d4-1); MV 30; F7 R10 W7; AL Neutral (N); XP 1100; S6 I9 W15 D13 Cn14 Ch11; Special—Spells per day (6/5/4/4/3/2/1), speak druidic, move through undergrowth, leaves no trail, +2 save vs. energy spells, shapechange, immune to poison.

1036. Council Rock | Stronghold

A rocky plateau cleared of trees stands here, the great Council Rock of the Madog tribe. Atop the plateau there are a number of wooden totem poles decorated with the ancestor spirits and kabir of the Madogs, as well as fire pits that are now cool but filled with ash and charred animal bones. The Council Rock is protected by a powerful spirit of the elves, the eponymous Madog.

Spectre, Medium Undead: HD 7; HP 42; AC 15 [silver]; ATK 1 strike (1d8 + energy drain); MV 40 (Fly 80); F12 R12 W9; AL Chaotic (CE); XP 1750; Special—Powerless in natural sunlight, incorporeal.

1048. Arena | Dungeon

A small mound of earth, a tumulus, holds the body of a great champion of the ancient elves, Sebanthe. If the tumulus is touched, great walls composed of granite pillars 60 feet tall rise from the ground to form an arena. Those trapped within the arena are attacked by 1d6 large earth elementals that rise from the ground in the same manner of the walls. If the assault of the earth elementals is survived, a +2 *flaming longsword* rises from the mound and presents itself to one member of the party – it prefers an elf fighter/magic-user, but will take the next best thing until it can find a more suitable owner.

Earth Elementals, Large Elemental (Earth): HD 7; HP 42; AC 15 [silver]; ATK 1 strike (1d8 + energy drain); MV 40 (Fly 80); F12 R12 W9; AL Chaotic (CE); XP 1750; Special—Powerless in natural sunlight, incorporeal.

1103. Magic Fife | Treasure

A boulder field here holds signs of ancient elf ruins – bits of stone wall, pits that may have been cellars, etc. A deep well in the middle of the field is surrounded by a short, ruined wall of stone. The well is about 5 feet wide. At the bottom of the well there is a larger chamber (20 feet in diameter) where a band of shadows protect a *silver fife* that rouses men to revolution and steels their

spines (i.e. causes people to react in a hostile manner towards authority figures and gives them a +2 bonus to save vs. fear.

Shadow, Medium Undead: HD 3; AC 13; ATK 1 strike (1d6 strength); MV Fly 40; F14 R14 W13; AL Chaotic (CE); XP 750; Special—Incorporeal.

1112. Bellen | Village

Bellen is a village of skraeling Bel worshipers. Bel is the psychopomp of their pantheon, and the elves decorate their faces and skin with white clay. Their village is located in a thicket of towering trees, with wooden platforms built into the trees for lookouts. The scouts of the clan patrol the area mounted on giant deer, which they ride expertly.

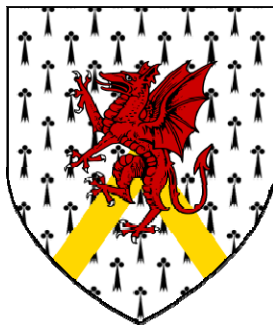
Dunecaer is the clan chief. A boisterous, arrogant man, he claims that he is the true high king of the skraelings, and he loses no opportunity to thwart the plans of Eleuvin [0711], whom he terms as the “vile pretender”. The basis of Dunecaer’s claim to the throne is a *rod of lordly might*, a relic of the ancient elves that he holds.

Skraeling Warrior, Medium Humanoid: HD 1; AC 11 (buckskin); ATK 1 tomahawk (1d6) or longbow (1d8); MV 30; F15 R13 W15; AL N; XP 50; Special—Elf abilities.

Dunecaer, Wild Elf Barbarian: LVL 6; HP 53; AC 12 (buckskin); ATK 1 tomahawk +6 (1d6+1) or longbow +6 (1d8); MV 40; F8 R12 W12; AL Neutral (N); XP 600; S14 I11 W13 D14 Cn16 Ch14; Special—Rage 2/day, sixth sense.

1115. Crypt of the Lovers | Dungeon

The infamous Crypt of the Lovers is a well known site to the skraelings. Set in the side of a hill, the entrance is a stone door that blends very effectively into the hillside. Any non-elf touching the door receives a 2 dice shock of electricity. Any who open the door, even elves, must pass a Will save or be transfixed and proceed straight ahead down a narrow passage towards a 20-ft. deep spiked pit trap at the end of the corridor. The pit trap must be triggered, alas, to cause three doors at the end of the corridor to swing open. Two of these doors lead to certain doom, while the third door leads to the crypt of two ancient elves, lovers called Briolechta and Magladir.



1118. Fort Adventure | Stronghold

A fighting-woman of Trinity colony, Hepzibah Stanis, has established a fort in this hex as an early defense of the colony and

as a base of operation for pilgrim adventurers. The fort consists of a wooden palisade around several log buildings, barracks for the fort’s 20 pikemen, 16 longbowmen, 10 cuirassiers and 10 rangers, a home for Hepzibah and a small shrine to Diana tended by Elder Druthy Avanulf. A second druid, Elder Wandla Narlis once served here, but he was dishonest and greedy, and now dwells with brigands in the woods, consorting with demons. Hepzibah is gathering soldiers to route the brigands and bring the surrounding skraeling clans to heel.

Man-At-Arms, Medium Humanoid: HD 1; AC 13; ATK 1 spear (1d8) or long bow (1d8); MV 30; F13 R15 W15; AL Chaotic (NE); XP 50; Special—None.

Avanulf, Human Druid: LVL 3; HP 18; AC 12 (leather); ATK 1 dagger -1 (1d4-1) or sling +1 (1d4); MV 30; F11 R14 W11; AL Neutral (N); XP 300; S5 I7 W14 D9 Cn13 Ch7; Special—Spells per day (4/3/1), speak druidic, move through undergrowth, leaves no trail.

Hepzibah Stanis, Human Fighter: LVL 11; HP 79; AC 16 (1/2 armor); ATK 3 warhammer +13 (1d4+4) or musket +10 (1d10+1); MV 30; F6 R11 W12; AL Neutral (LN); XP 1100; S18 I7 W6 D10 Cn17 Ch8; Special—Dominate 0 HD foes.

1124. Arabella’s Hold | Stronghold

The pirate queen Arabella, late of Tremayne, late of Rogue’s Harbor, has constructed a small castle on a wooded island in the middle of the Lousy River’s channel here. The castle is composed of granite and its towers just peek over the tall bald cypress that press against the castle walls, allowing her men a good view of the river and the swamps beyond. A small, sheltered harbor on the island hides her flagship, the *Torch*. Her treasures (those not on display in her castle) are hidden throughout the hex. Arabella keeps no treasure maps; the locations are known only to her.

Arabella’s castle is defended by 50 pirates, and she is served by an alchemist named Orturo plucked from a ship bound for Guelph and a crusty old priestess of Dagon, Ephmeralda. Arabella is an overbearing woman in her early 50’s, and a life of violence and debauchery has left her showing her age. For this reason, she has charged Orturo with brewing a *potion of longevity* – something not outside of his capabilities, but no sure thing either. His experiments have left the river around the castle toxic, and has created a weird, black sheen to form for miles around.

Pirate, Medium Humanoid: HD 1; AC 11; ATK 1 scimitar (1d8); MV 30; F13 R15 W15; AL Chaotic (CE); XP 50; Special—None.

Ephmeralda, Human Cleric: LVL 4; HP 12; AC 18 (3/4 armor); ATK 1 heavy flail +1 (1d6) or sling +3 (1d4); MV 30; F10 R13 W10; AL Chaotic (NE); XP 400; S8 I6 W14 D13 Cn13 Ch7; Special—Rebuke undead, spells per day (5/4/2).

Arabella, Human Barbarian: LVL 12; HP 83; AC 13 (leather); ATK 1 battleaxe +10 (1d8+1) or composite bow +10 (1d6+1); MV 30; F6 R10 W11; AL Chaotic (CE); XP 1200; S13 I9 W10 D13 Cn14 Ch13; Special—Rage 4/day, sixth sense.

1128. Warlock's Horn | Dungeon

The Warlock's Horn is a great hill (one might even say a small mountain) in this hex that the skraelings claim is haunted by an elder evil that predates even their civilization. Several caves located near the base of the hill permit entrance to the place, and a wondrous number of caverns, tunnels, chambers and vaults can be found in the hill, hiding all manner of monsters and treasures.

1142. Skagarak | City-State

Skagarak is a large city of cyclopean architecture nestled in the wooded hills and surrounded by fields plowed by mammoth and mines dug by enslaved kobolds. The city is inhabited by 2,000 stone giants with shocking red hair and prominent jaws. The stone giants of Skagarak are rooted in the paleolithic, and claim to have dwelled in these hills since before the arrival of the ancient elves. Their city consists of great stone lodges inhabited by up to a dozen families bound together as a clan, walls 70 feet in height and buttressed by five great towers, a temple dedicated to mighty Atlas, and a splendid palace inhabited by their king, Tsul'kalu, and his royal clan. The streets are narrow and twisty, and the walls are surrounded by a dry moat 20 feet deep.

The stone giants claim this hex as well as the hexes around it, using them to grow their crops and quarrying various stones (mostly granite and flint) and precious stones. They are not hostile to the wild elves, but care not for their company, nor the company of the newly arrived humans.

Stone Giant, Large Giant: HD 9; AC 20; ATK 1 greatclub (3d6) or boulder (3d10); MV 30; F5 R8 W8; AL Neutral (N); XP 450; Special—None.

Tsul'kalu, Large Giant: HD 9; HP 27; AC 20; ATK 1 greatclub (3d6) or boulder (3d10); MV 30; F5 R8 W8; AL Neutral (N); XP 450; Special—Abilities of 5th level ranger (favored enemy – animals).

1147. Drydgermagan | Stronghold

Drydgermagan is a wild elf sorcerer of no small ability, and no small ambition. He dwells in the remnants of a crystalline tower that dates to the age of the ancient elves with an extended family of wives, seven sisters of notable beauty and vanity. His seven children serve as his apprentices. The tower is composed of translucent resplendent, silvery skin that turns into a deep mauve when the sun sets. In day or night, it sends out waves of colored light through the woods. The tower is protected by a company of automaton warriors (more remnants of the ancient elves) mounted on clockwork bears.

Drydgermagan is a jealous man who challenges other spellcasters to magic duels to show his dominance. Beware – he cheats.

Apprentice, Medium Humanoid: HD 0; AC 10; ATK 1 dagger (1d4); MV 30; F15 R15 W13; AL Neutral (N); XP 50; Special—Sorcerer spell (3/1).

Black Bear, Medium Animal: HD 3; AC 13; ATK 2 claws (1d4 + constrict) and bite (1d6); MV 40; F12 R12 W17; AL Neutral (N); XP 300; Special—None.

Automaton, Medium Construct: HD 1+1; AC 16; ATK 1 heavy mace (1d6+3) or fists (1d2+2); MV 30; F15 R15 W15; AL Neutral (N); XP 100; Special—Immune to disease and poison, resistance to electricity.

Drydgermagan, Wild Elf Sorcerer: LVL 9; HP 20; AC 10; ATK 1 dagger +2 (1d4-1) or light crossbow +3 (1d4+1); MV 30; F12 R12 W9; AL Neutral (CN); XP 900; S8 I9 W9 D10 Cn10 Ch10; Special—Spells per day (6/6/6/6/4), spells known (8/5/4/3/2), wild elf abilities.

1204. White Tower | Dungeon

The white tower is an example of an ancient elven ruin that the player's might discover. It is a tall structure of white marble rising out of the woods. Inside the tower there is a golden stair leading out to a chamber at the top of the tower. An *antipathy* spell has been cast on this chamber. The floor is littered with several uncut green garnets (5 gp each).

Each garnet confers on its possessor a single druid spell of 1st to 3rd level (roll randomly) that can be cast at the cost of 1d4 hit points. A creature must concentrate to cast this spell, and will only notice the hit point loss with a successful Will save.

Creatures killed by casting spells with these garnets will rise one day later as spectres that appear as glowing white skeletons with green garnets for eyes. The newly risen spectre will seek out the tower and reside in its walls.

Each garnet a creature steals from the tower will be pursued by a spectre. The spectres will appear each night in the thief's dreams, chasing them through the dark woods toward the tower.

The dreamer will always awaken just as they reach the tower door and just as the glowing spectre is about to place its hand on their shoulder. Each night that they have this dream, they must pass a Will saving throw. If ever they fail, the spectre will be waiting for them in the waking world and it will immediately attack them. If killed, the unlucky thief will be found with all the color drained from their bodies and their eyes missing. The unfortunate will rise as a spectre as detailed above.

1220. The Hollow Tree | Monster

A truly massive oak rises above the tree line in this hex. Raised to its greatness by ancient magic, it has overgrown a small, stone shrine once dedicated to Ys, but now occupied by the wild elf Dubhladria, a vain witch who commands a company of ettercaps. The boughs of the oak are strung with webbing, and cobwebs blanket the entrance to the stone shrine. The shrine contains a fountain that still sparkles with water. The idol has been removed from the place, and the secret door that was hidden behind it is now fairly obvious. Behind this door there is a stair down to a small subterranean complex where the druids of Ys once dwelled. It is now occupied by Dubhladria's library and personal quarters.

Ettercap, Medium Monstrous Humanoid: HD 5; AC 14; ATK 2 claws (1d3) and bite (1d8 + poison II); MV 30 (Climb 30); F13 R11 W12; AL Chaotic (CE); XP 500; Special—Web 8/day.

Dubhladria, Wild Elf Sorcerer: LVL 7; HP 20; AC 11; ATK 1 dagger +1 (1d4-1) or light crossbow +3 (1d4+1); MV 30; F13 R12 W10; AL Neutral (N); XP 700; S8 I9 W12 D14 Cn9 Ch16; Special—Spells per day (6/7/7/4), spells known (7/5/3/2).

1236. Vice and Virtue | Wonder

A waterfall spills from the wooded hills here, splashing into a wide pool that is lined by ancient, weathered statues that might have once been stone totem poles. Behind the waterfall there is a long tunnel lined by idols representing both vices and virtues. The tunnel leads to two giant stone doors, beyond which there is a throne room. At the far end there is a dais with a simple stone throne, and sitting on this throne there is a wizened old man in white robes. The man seeks a Lawful (LG) champion upon whom he can bestow a great and wondrous power to change the world. In particular, he seeks a true innocent to stand against all the powers of chaos. The wizard, Shazam by name, does not look for a fight, but he will not shy away from it.

Shazam, Elf Cleric/Magic-User: LVL 20; HP 42; AC 10; ATK 1 Quarterstaff +12 (1d6-1); MV 30; F3 R8 W3; AL Lawful (LG); XP 2000; S8 I17 W18 D12 Cn11 Ch14; Special—Turn undead, cleric spells per day (6/6/6/5/5/4/4/4/4/4), magic-user spells per day (4/5/5/4/4/4/4/4/4).

1244. Ervarlan | Village

Ervalan is a village of 100 madogs who serve as the keepers and servants of a celestial unicorn who inhabits these woods. The village is obscured in the tree tops, and the elves are especially stealthy, wishing not to disturb their master while still doing their best to keep the woods free of intruders. The warriors patrol in elven cloaks and wear masks of black-bronze depicting fierce warriors with ram horns. The master of the warriors is Lisharna, while the leader of the clan is the sorcerer Cuchann.

Madog Scout: HD 1; AC 11 (buckskin); ATK 1 tomahawk (1d6) or longbow (1d8); MV 30; F15 R13 W15; AL N; XP 50; Special—Elf abilities.

Lisharna, Wild Elf Ranger: LVL 3; HP 23; AC 12 (buckskin); ATK 1 tomahawk +4 (1d6+1) or musket +4 (1d10+2); MV 30; F11 R11 W13; AL Lawful (CG); XP 300; S13 I7 W17 D14 Cn13 Ch9; Special—Favored enemy (skraelings).

Cuchann, Wild Elf Sorcerer: LVL 2; HP 6; AC 10; ATK 1 quarterstaff +0 (1d6); MV 30; F15 R15 W11; AL Neutral (N); XP 200; S9 I10 W14 D12 Cn12 Ch15; Special—Spells per day (6/5), spells known (5/2).

Celestial Unicorn, Large Magical Beast: HD 4; AC 18 [+1]; ATK 2 hooves (1d4) and horn (1d8); MV 60; F10 R10 W14; AL Lawful (NG); XP 400; Special—Horn is +3 magic weapon, immune to poison, charm and compulsion, spells (see B&T rules), resistance to electricity, magic resistance 10%, +2 to hit and damage Chaotic (Evil) creatures.

1302. Three Guardians | Wonder

Three idols of granite, each 18 feet tall, stand atop a bare hill in this hex. The hill is composed of chalk and covered with long, sweet grass that sways in the wind. One of the statues depicts an elven warrior, grim and determined and armed with a war club. Another is an elven bowman armed with a longbow. The third is an elven wizard wearing a feathered cloak. These three statues are guardians that can be summoned to fight beasts of chaos.

Summoning these spirits from the stone requires a day of dancing, fasting and chanting magic words (long forgotten).

1306. Giant Owls | Monster

A colony of giant owls dwells in the towering pines in this hex. Their leader is sentient giant owl called Nimlain, who was awakened by a druid years ago, and has since become a sage knowledgeable about the history of the region and the ways of the wild elves. Nimlain seeks Lawful (Good) spellcasters to recruit into a secret society, giving them headdresses of giant owl feathers to show their membership. Nimlain knows spells as a Adept 3.

Giant Owl, Large Magical Beast: HD 4; AC 15; ATK 2 claws (1d6) and bite (1d8); MV 10 (Fly 70); F10 R10 W14; AL Lawful (NG); XP 400; Special—None.

Nimlain, Giant Owl, Large Magical Beast: HD 4; HP 7; AC 15; ATK 2 claws (1d6) and bite (1d8); MV 10 (Fly 70); F10 R10 W14; AL Lawful (NG); XP 400; Special—Powers of 5th level sorcerer (Spells per day (6/6/4), spells known (6/4/2)).

1322. The Seeker | Monster

Travelers through the swamp may come across a puritan, gravely wounded and chained to a great cedar. The puritan's name is Karle. He was hunting an undead thing called Kassidubh that rides about on an animated stone giant crab with battlements atop its shell. Ten skeletal archers accompany him on his search for a library of the ancient elves wherein is located a spell that will, he believes, bring him back to life and more powerful than ever.

Karle, Human Puritan: LVL 5; HP 1 (normally 35); AC 14 (ring mail); ATK 1 broadsword +5 (2d4+1) or pistol +5 (1d8+1); MV 30; F10 R12 W9; AL Lawful (LG); XP 500; S13 I8 W16 D13 Cn13 Ch11; Special—+2 save vs. fear, +2 save vs. chaos, +1 to hit chaos, damage creatures only hit by +2 weapons, cold stare, minor miracle 3/day, turn undead.

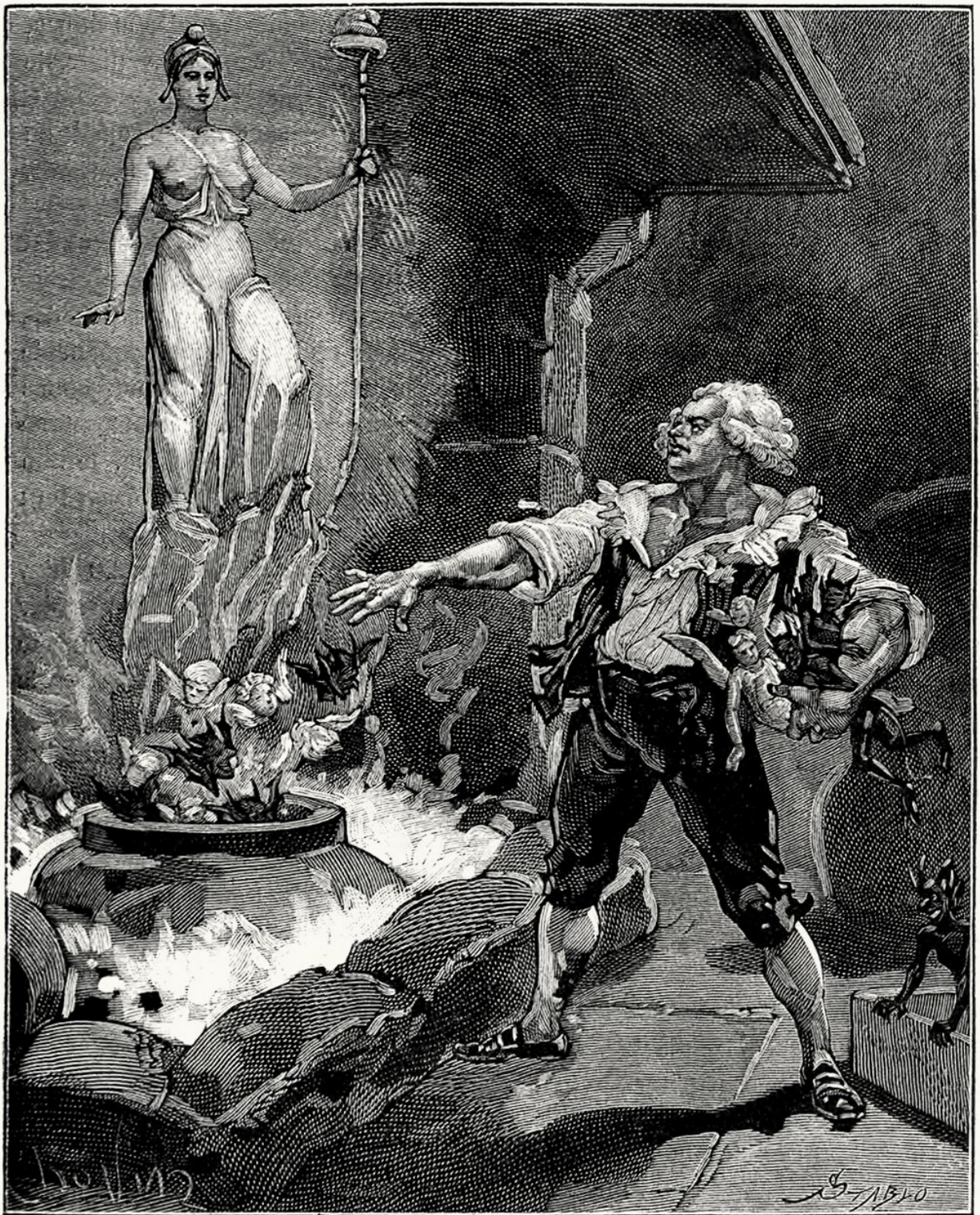
Skeleton, Medium Undead: HD 1; AC 15; ATK 2 claws (1d4); MV 30; F15 R15 W14; AL Neutral (N); XP 50; Special—None.

Stone Crab, Medium Magical Beast: HD 3; AC 20; ATK 2 pincers (1d6 + 1d6 acid + constrict); MV 20 (Swim 10); F12 R12 W17; AL Neutral (N); XP 150; Special—Stomp 3/day.

Kassidubh, Huecuva, Medium Undead: HD 3; HP 13; AC 15 [silver]; ATK 2 claws (1d4 + disease); MV 30; F14 R14 W12; AL Chaotic (CE); XP 300; Special—Illusion makes it look like a normal human.

1325. Vampire | Monster

A squat stone tower stands atop a mound. The tower is constructed of loose stone in the cyclopean style. It is owned by a vampire, Murnandi, half mad from longevity, for he was once of the ancient elves, a magic-user who meddled in the affairs of demons. A colony of bats dwells in his belfry (figuratively and literally), and below the tower there is a chamber hidden behind a secret door. Within the chamber there is a large, cut gemstone, pearly white. When struck by magical light, it projects dazzling lights onto the walls and opens up a connection to the ethereal plane, drawing in ghostly spirits who may not leave the light of the gemstone. Murnandi uses this to question departed souls, seeking



information he can use to end his curse or, at a minimum, become very powerful among these newcomers to the Virgin Woode.

Giant Bat, Small Animal: HD 4; AC 20; ATK 1 bite (1d8); MV 20 (Fly 40); F12 R11 W17; AL Neutral (N); XP 400; Special—Echolocation, vulnerable to sonic damage.

Murnandi, Vampire, Medium Undead: HD 10; HP 28; AC 15 [silver]; ATK 1 bite (1d6) and slam (1d6 + energy drain); MV 30; F10 R10 W7; AL Chaotic (CE); XP 2500; Special—Vampire abilities.

1328. Soul Scrolls | Treasure

A stone totem pole stands in a clearing within a grove of trees. Within the mouth of the dragon atop the pole there is hidden a thick sheaf of scrolls. Each scroll holds a powerful spell (6th to 8th level) as well as the soul of an ancient elf wizard. Thirteen zombies are buried beneath the totem, and wait for somebody to climb it that they may erupt from the ground and climb the pole to attack them. Removing the sheaf of scrolls without first dispelling a magic rune on the dragon's forehead causes the pole and anyone on it or within 60 feet to shift into a demi-plane of acid.

Zombie, Medium Undead: HD 2; AC 11; ATK 1 slam (1d6); MV 20; F15 R15 W15; AL Neutral (N); XP 100; Special—Weapon resistance (blunt).

1332. Skinwalkers | Monster

A pack of eight skinwalkers (a breed of lycanthropes native to the Virgin Woode) has set up camp here in a dry river bed. Several captive dwarves, miners who were seized crossing the Purple Mountains, are now employed by the skinwalkers to forge a magic ring of invisibility that they may creep unseen into the camps of the wild elves and the villages of the humans. They've set up a forge, chaining the dwarves to large rocks, the chains long enough that they can do their work and not much else. Three of the dwarves work at turning wood into charcoal at the forest's edge while the other three work on the ring. The dwarves are only in charge of making the ring; the skinwalkers will have a magic-user enchant the ring later.

Nagual, Medium Monstrous Humanoid: HD 4; AC 16 [silver]; ATK 2 claws (1d4) and bite (1d6); MV 30; F14 R11 W11; AL Chaotic (CE); XP 400; Special—Change shape (3/day—donkey, turkey or dog, 1/day—leopard).

1404. Stone Table of Sacrifice | Monster

A circle of living totem poles guards a rough-hewn stone table atop a wind-swept hill of limestone. The table is used for sacrifices to the Kabir and holds residual energies that are useful to druids, boosting their effective levels by one when casting spells.

The totems attack non-skraelings who approach the table. The totems are composed of stone. One is carved (from bottom to top) as a turtle, black bear and unicorn. The second is a boar, dragon and eagle. The third is a stag, fox and owl. When the totems animate, they separate into nine different stone animals.

Stone Animal, Large Construct: HD 4; AC 14; ATK 1 slam (1d8); MV 20; F11 R12 W12; AL Neutral (N); XP 200; Special—None.

1408. Baethelmir | Village

The old skraeling chief Faerdulin rules over a boisterous band of hunters here, 300 in all. Whooping lads with blue mohawks, the skraelings brandish bronze weapons (axes, maces, short swords) and wear bronze torqs. The village is composed of stone huts set atop a with central hearths, and a stone wall surrounds the redoubt. The elves enjoy the services of Glesgat, a crotchety old healer (Adept 2), and he is often busy, for the clan prides themselves on being the greatest monster hunters in the region. They decorate themselves with trophies from their kills, create scrimshaw art with the monster bones, and are covered with a wondrous variety of wicked scars.

Skraeling Hunter, Medium Humanoid: HD 1; AC 11 (buckskin); ATK 1 tomahawk (1d6) or longbow (1d8); MV 30; F15 R13 W15; AL N; XP 50; Special—Elf abilities.

Faerdulin, Wild Elf Ranger: LVL 5; HP 36; AC 11 (buckskin); ATK 1 scimitar +5 (1d8+1) or longbow +4 (1d8); MV 30; F11 R11 W13; AL Lawful (NG); XP 500; S15 I9 W13 D10 Cn9 Ch9; Special—Favored enemy (magical beasts).

1420. Fort Steadfast | Stronghold

Fort Steadfast is a traditional frontier fort (wooden palisade, barracks, etc.) possessed by the pilgrims as a bulwark in the wilderness against hostile elves. The fort is commanded by the fighting-woman Almorish, who has under her command 10 musketeers, 10 rangers, 10 pikemen and 10 elite cuirassiers. The fort is also has a chaplain, Lefna, a handsome woman with a passion for Diana. Almorish, unfortunately, harbors a deep passion for Lefna, one he dare not utter.

Lefna, Human Druid: LVL 4; HP 23; AC 11 (padded); ATK 1 club +2 (1d4) or dart +2 (1d4); MV 30; F10 R14 W10; AL Neutral (N); XP 400; S9 I5 W14 D10 Cn14 Ch10; Special—Spells per day (5/4/2), speak druidic, move through undergrowth, leaves no trail, +2 save vs. energy spells.

Almorish, Human Fighter: LVL 9; HP 41; AC 17 (3/4 armor); ATK 2 heavy flail +10 (1d6+3) or musket +8 (1d10+1); MV 30; F9 R12 W13; AL Neutral (LN); XP 900; S16 I9 W6 D9 Cn11 Ch11; Special—Dominate 0 HD foes.

1438. Spooky Trees | Monster

A copse of trees here was once a company of thirty brain-eating zombies, raised by some forgotten practitioner of the dark arts. The zombies were changed to trees and lurk here still in that form, their shapes grotesque, their tangled branches scratching at people who pass beneath them. Giant rats lurk in those branches, rats with faces that look uncomfortably like those of humans. There is a 2 in 6 chance that 3d6 of these rats will attack a group of travelers. Any use of dispelling magic or anti-magic within the woods will release the zombies from their tree forms. Those locked in combat among the trees must pass a Reflex save each round or be affected as per the *entangle* spell.

Giant Rat, Small Animal: HD 1; AC 13; ATK 1 bite (1d4 + disease); MV 40 (Climb 20); F14 R13 W18; AL Neutral (N); XP 50; Special—None.

1446. Astaeivius the Demon Queen | Monster

The malacarna Astaeivius rules a company of barbaric wild elves that has made camp here. The warriors have become feral under the influence of their mistress. They decorate their matted hair and simple weapons with eagle feathers. The camp is situated amid the ruins of a once-great city, pitching their hide tents among the crumbled monuments, toppled walls and cracked pavements, all composed of a material that seems a cross between stone and metal. The elves are bloodthirsty in the extreme, and have many sacrificial altars hidden in the ruins. Secret tunnels beneath the streets hide the malacarna, who arrives at the altars to drink of the blood and eat the flesh of sacrifices. Vaults beneath the streets hide not only Astaeivius, but also elven relics and undead horrors.

Wild Elf Eagle Warriors, Medium Humanoid: HD 1; AC 11 (buckskin); ATK 1 tomahawk (1d6) or longbow (1d8); MV 30; F15 R13 W15; AL N; XP 50; Special—Elf abilities, berserkers (2 attacks per round).

Astaeivius, Malacarna, Medium Monstrous Humanoid: HD 5; HP 15; AC 16 [silver]; ATK 1 tail (1d8) and 3 weapons (1d8); MV 30; F13 R11 W11; AL Chaotic (LE); XP 500; Special—Cannot be attacked by creatures with less than 4 HD, those with 4 HD or more must make Will save to attack, magic resistance 25%.

1502. Lead Statue | Wonder

A lead statue of a magistrate swathed in robes, wearing a pointed hat and holding a rod of office is half hidden here by rubble. It is badly bent and wrent. Somebody, at some point, hid a small sapphire (worth 300 gp) within a hand of the statue, bending the fingers around it so that one must unbend the fingers to even see the gem, let alone seize it.

1513. Bloodthorns | Monster

This hex holds the valiant last stand of a puritan witch-hunter. No longer among the living, he is slumped against a tree and wrapped in a bloody flag carrying the colors of Trinity. The puritan carries a magical silver nail in his pocket. The nail, when driven into a lycanthrope, kills their beast nature and returns them to normal. He also carries a broadsword, two pistols, ten portions of powder and shot (two silver bullets), a silver dagger and other supplies one might need for a long expedition, including a prayer book of Mithras. The puritan's body is surrounded by a three vampire roses, who helped finish the poor man off.

Vampire Rose, Small Plant: HD 4; AC 17; ATK 1 stalk (1d4 + constrict); MV 5; F12 R15 W14; AL Neutral (N); XP 400; Special—Surprise (3 in 6), blood drain (constriction; Fort save or 1d4 points of Con damage per round).

1544. Findomning | Monster

An ancient snallyaster by the name of Findomning dwells here in a mossy cave filled with dozens of small springs populated by silvery-crimson fish and strange, white water lillies that quiver in the presence of magic. He was banished to this cave and chained here (in adamant links) by the old Kabir for his betrayal at the Battle of Corladys, which pitted them against the fomors. Findomning despises the Kabir and works against them and their

ilk, tempting their descedants with his secret knowledge of the true names of demons. He has a horde consisting of 16,000 cp, 160 gp, two pearls (200 gp), a citrine (300 gp) and a statue of an eagle carved of porphyry (10 gp).

Findomning, Snallyaster, Large Dragon: HD 8; HP 50; AC 20; ATK 2 claws (2d6) and bite (2d8) and tentacles (1d6 + constrict); MV 30 (Fly 80); F8 R8 W9; AL Chaotic (CE); XP 800; Special—None.

1622. Leather Man's Cave | Monster

A strange wanderer is often spotted in the Virgin Woode, a man clad head to toe in leather. He never allows folk to come close on their own accord, fleeing when they do, but he does sometimes appear at campfires, offering to fix small items they may have. He talks very little, and with a slow, almost growling voice. He will take whatever item they need mended, step away from the fire a bit (still within sight), and spends a few minutes. He mends all small, common items without fail, and doesn't even attempt to mend magic items or complex things. In return, he asks for a single gold piece.

The Leather Man dwells here in a small cave. It holds a leather sack with a few spare tools, some bedding (remarkably clean), and a collection of elf skulls, each scrawled with a strange glyph.

1640. Cameliard | Village

Cameliard is a settlement of 500 cavaliers. It is composed of a central village surrounded by a wooden palisade, and a dozen or so manors belonging to interrelated cavalier families, the most prominent being the Endesmons, Rothenes and Cunoalds. The current de facto leader of the settlement is Sir Kennin Rothene. The village has a master armorer, and, more importantly, a secret cult dedicated to the worship of the demon lord Titivillus. The demon-worshippers seek elven relics in the woods. Cameliard is defended by a squadron each of longbowmen, pikemen and curassiers.

Man-At-Arms, Medium Humanoid: HD 1; AC 13; ATK 1 spear (1d8) or long bow (1d8); MV 30; F13 R15 W15; AL Chaotic (NE); XP 50; Special—None.

Sir Kennin Rothene, Medium Humanoid: HD 3; AC 17 (3/4 armor); ATK 1 broadsword (2d4); MV 30; F12 R14 W14; AL Chaotic (LE); XP 300; Special—None.

1647. Redcap Goblins | Monster

Grim redcap goblins, like pallbearers, armed with sickles dwell here in an old, crumbling tower. Steps run up the outside of the tower, chipped and cracked, and one is trapped with a building stone that lurches out and knocks people off the tower (Reflex save) and into a gully with walls of chalk (40-ft. fall). The red caps hold a cavalier seer, Evelair Thorn [1640], for ransom, as they have a vendetta against the cavaliers for past affronts.

Red Cap, Small Humanoid: HD 0; AC 13; ATK 1 bite (1d6); MV 20; F14 R16 W16; AL Chaotic (CE); XP 50; Special—Vicious healing (heals double the damage he deals to others), -1 to hit in sunlight.

1739. Spectral Goats | Monster

A herd of spectral goats can be spied on the green hills of this hex, led by a pallid giant. The stone giant is cloaked in grey and carries a weird silver whistle that calls people's spirits from their bodies (Will save, per *magic jar*) and into his lantern. Within the lantern, these unfortunates are tormented by an imprisoned glabrezu demon, Quverminst, in a strange dungeon maze from which escape is possible, but very tricky.

Lantern Goat, Medium Undead: HD 8; HP 33; AC 18; ATK 2 hooves (1d4) and head butt (1d6); MV 30; F11 R11 W10; AL Chaotic (CE); XP 800; Special—Light from lantern around neck forces those within 60 feet to pass a Will save or be frightened for 1d4+4 rounds, senses the life force of creatures (per deathwatch spell), creatures killed within 60 ft. of lantern goat must pass Will save or have their soul drawn into the lantern; the souls are released if the lantern is destroyed.

Stone Giant, Large Giant: HD 9; AC 20; ATK 1 greatclub (3d6) or boulder (3d10); MV 30; F5 R8 W8; AL Neutral (N); XP 450; Special—None.

1802. Fort Greystone | Stronghold

Fort Greystone is named for the gray field stones that make up its 20-ft. tall walls. The triangular redoubt has three wide towers, one sporting a small cannon, the other two ballistas. The fortress was constructed by the famed pilgrim fighting man Brimbroad, who can be seen walking the walls in his three-quarters armor, a brace of pistols on his bandoleer, a broadsword in his hand. Brimbroad's sergeant is the placid, but implacable, Folga, a winsome lass with strawberry blonde braids worn under a somber hood and a coat of black mail handed down from her grandmother. While Brimbroad commands the fort, the elder druid Bidinga exercises a great deal of control over the place.

Brimbroar commands a squadron of longbowmen, two squadrons of pikemen and twelve elite demi-lancers. Little does Brimbroad know, but Folga is a turncoat, allied with the agitators and planning to help them seize the fort when "the time is right."

Perhaps the most interesting man in the fortress is Edwain, Lord Chalmers, exiled from the cavalier lands to the south for stealing a rather large quantity of gold coins from his father, Duke Beowyn. He is trying to pass himself off as a priest of Brigantia.

Edwain, Medium Humanoid: HD 3; AC 16 (3/4 armor); ATK 1 longsword (1d8) or dagger (1d4); MV 30; F12 R14 W14; AL Neutral (N); XP 150; Special—None.

Sergeant Folga, Medium Humanoid: HD 3; AC 12 (leather); ATK 1 longbow (1d8) or dagger (1d4); MV 30; F12 R14 W14; AL Neutral (N); XP 150; Special—None.

Bidinga, Human Druid: LVL 6; HP 39; AC 12 (leather); ATK 1 scimitar +3 (1d8) or dart +3 (1d4); MV 30; F8 R13 W8; AL Neutral (N); XP 600; S9 I12 W16 D10 Cn16 Ch14; Special—Dominate 0 HD foes.

Brimbroar, Human Fighter: LVL 9; HP 40; AC 16 (3/4 armor); ATK 2 broadsword +9 (2d4+1) or 2 pistol +8 (1d8+1); MV 30; F8 R13 W14; AL Lawful (LG); XP 900; S13 I8 W5 D8 Cn13 Ch12; Special—Dominate 0 HD foes.

1811. Colum | Village

Colum is a village of 200 yankees, mostly pleasant farmers and a few artisans, who dwell within a wooden palisade surrounded by a dry moat. The village is typical of the yankees, and is defended by a single squadron of 10 billmen commanded by Sergeant Smyth. Smyth is the head of a band of smugglers and slavers, running their operations from the vestiges of a stepped pyramid. Their activities are currently overshadowed by the chaos-hunts of a visiting puritan from Trinity-town, Dawyn the Grey.

Dawyn the Grey, Human Puritan: LVL 4; HP 23; AC 12 (leather); ATK 1 broadsword +4 (2d4+1) or composite bow +3 (1d6+1); MV 30; F11 R14 W10; AL Lawful (LG); XP 400; S13 I5 W14 D10 Cn12 Ch5; Special—Dominate 0 HD foes.

Smyth, Human Thief: LVL 6; HP 20; AC 14 (ring mail); ATK 1 dagger +3 (1d4) or 1 hand crossbow +4 (1d4); MV 30; F13 R9 W13; AL Chaotic (CE); XP 600; S10 I10 W11 D15 Cn12 Ch15; Special—Backstab x3.

1818. Sandman | Monster

A sandy beach here along a placid stream holds a single birch-bark canoe. The canoe is piled high with beaver pelts – seven pelts in all, worth about 50 gp each. The beach hides three sandmen, who rise up to destroy and devour any who approach the canoe.

Sandman, Medium Elemental (Earth): HD 4; HP 18; AC 15; ATK 1 slam (1d6 + sleep); MV 30 (Burrow 30); F11 R14 W14; AL Chaotic (CE); XP 400; Special—Sleep aura (20-ft. radius), weapon resistance.

1906. Helpless Conroy | Monster

Conroy, an exiled pilgrim, is chained to a stretch of rocky ground here, surrounded by tall grasses. Conroy is a thief and a seducer, and is being tormented and tortured by five earth mephits, squat creatures with golden eyes and pointed, cat-like ears. While Conroy isn't very popular among the pilgrims, he does know a few of the more unsavory folk who dwell among them.

Conroy, Human Bard: LVL 3; HP 19; AC 14 (studded leather); ATK 1 spear +1 (1d8) or sling +1 (1d4); MV 30; F13 R11 W13; AL Neutral (CN); XP 300; S9 I15 W7 D14 Cn13 Ch15; Special—Spells per day (3/1), legend lore, music (fascinate).

1915. Somber Hollow | Village

Somber Hollow is a peaceful village of 600 yankees with ties to Dweomer Bay. The village consists of houses, some constructed of brick, but most of wood with many gables and windows. A wooden palisade surrounds the village, with several guard towers, and a thicket of blueberries makes scaling the walls difficult. The village is defended by a squadron each of pikemen, harquebusiers and rangers, each squad commanded by a sergeant-at-arms and the whole regiment by Captain Fluyt, a stocky, stodgy old burgher with one glass eye and a bushy mustache.

The leading families of the quiet village are currently at sixes-and-sevens with one another, all seeking (quietly – they do appreciate peace and order these yankees) a map left by a local magic-user,

Black Skrat, who died exploring the Upcountry. The map shows the location of Skrat's treasure.

The village is governed by Lord Dywald, a stately gentlemen with a penchant for the luxuries of life, especially beautiful women.

1923. Hazard Station | Village

Two hundred rieviers, mostly ex-henchmen who have turned to a life of freedom and larceny on the frontier, dwell here in a small gathering of cabins. The log cabins are scattered in a valley surrounded by wooded hills, each village having its own pigpen and cabin garden. The men and women of the village are surly and unwelcoming to those they do not know. On approach, the village women can be seen working in the gardens or tending the pigs or children, while the men hunt in the woods or relax in front of the cabins, tending their muskets or bows.

Rieviers, Medium Humanoid: HD 2; AC 11 (buckskin); ATK 1 tomahawk (1d6) or longbow (1d8); MV 30; F12 R15 W15; AL Neutral (N); XP 100; Special—Berserk rage.

1925. Flying Heads | Monster

A pyramidal mound here is guarded by three giant flying heads. An entrance to the mound is hidden by a veil of illusion; within the mound there is a well of rasping soul-stuff that the greatest of the wild elf druids have used to forge powerful magic items for the great kings and chiefs of their people.

Flying Head, Huge Aberration: HD 10; HP 46; AC 18 [+1]; ATK 1 slam (2d6) or breath weapon; MV Fly 40; F7 R10 W7; AL Neutral (N); XP 2500; Special—Breath weapon (60-ft. cone of energy, 6d6 damage), swallow creatures, magic resistance 15%, regenerate.

1929. Rogue's Harbor | Village

Rogue's Harbor is a hidden refuge for the pirates of the coast and rieviers, brigands and bandits on the lamb. The harbor is hidden amid the moss-draped cypress of the swamp and is constructed on a few muddy islands and wooden platforms. The place can be found via signs marked with the thieves' cant (1 in 6 chance), though rangers, elves and chaotics have a better chance than most (2 in 6) of following the twisting channels that lead to the place.

Along the way to the settlement there are soldiers and sailors of Gloriana and the colonies hanging in metal cages, injured, dead or stark-raving mad. The locks on the cages are trapped, of course.

The village houses 1d6 x 100 people at any given time, depending on how many pirate vessels are anchored in the harbor. Some of the more interesting parts of town are the House of Vat-Grown Women, a sort of bordello run by the alchemist Snappy Dan and a tavern called the Squeaky Eel (the name referring to the rusty chain holding the sign) where they serve eel stew on swamp bread. The Squeaky Eel is owned by Queenie, an aged pirate queen who picks a handsome customer out each night and woos them until they agree to let her have her way with them.

Rogue's Harbor has no leader, per se, with most captains doing as they please and the citizens, temporary as they may be, forming mobs when something needs to be done. Queenie exerts quite a bit of influence over the people, but she doesn't rule the place.

Pirate, Medium Humanoid: HD 1; AC 11; ATK 1 scimitar (1d8); MV 30; F13 R15 W15; AL Chaotic (CE); XP 50; Special—None.

1941. Wind Spirits | Monster

Several trees in a copse of ancient oaks are embedded with star shaped stones of a smoky, grey quartz. When struck by light – magical or natural – they gleam with brilliant hues of blue, green and orange. Within this copse there is a crude stone statue of a large, fiendish looking bear; a vessel that holds a fiendish spirit. The site is guarded by three wind spirits, brothers, who in life labored long and hard to track and trap the beast.

Wind Spirit, Large Outsider (Air): HD 7; HP 30, 30, 26; AC 16; ATK 2 slams (1d8) or tomahawk (1d8); MV 30 (Fly 60); F9 R10 W9; AL Neutral (LN); XP 700; Special—Whirlwind (as djinni), immune to electricity.

Grizzly Bear, Large Outsider: HD 12; HP 57; AC 18 [+1]; ATK 2 claws (2d6 + constrict) and bite (2d8); MV 40; F6 R7 W6; AL Chaotic (NE); XP 1200; Special—Incorporeality at will, immune to poison, resistance to acid, cold, electricity and fire, magic resistance 25%, deals double damage to Lawful (Good) creatures, rebuke undead as 12th level cleric, telepathy (100-ft.), spells (at will—bane, tongues; 3/day—armor of darkness).

1944. Yehasuri | Monster

The landscape here features a pit of yellow limestone with sheer sides. The pit is about 40 feet deep and maybe 300 feet to a side. One of the limestone cliffs is pocked with yehasuri-made caves that form a sort of village that houses 200 of the wicked creatures. The wild elves persecute them, keeping their numbers low. They mostly live by hunting small animals in the woods, though they do not hesitate to capture and devour larger, helpless prey.

Yehasuri, Tiny Humanoid: HD 0; AC 13; ATK 1 club (1d4); MV 20; F16 R16 W16; AL Chaotic (CE); XP 25; Special—Afraid of smell of tobacco.

1948. Spirit Snake | Wonder

A great mound here is shaped like a serpent. A chalk outline of a serpent has been drawn atop the hill. Druids can feel the spiritual power coursing about this hill, as can elves, and clerics have a 2 in 6 chance of noting the spiritual emanations. If anyone but an elf or a druid attempts to climb this hill, the chalk outline solidifies as a massive spirit snake, which attempts to devour the intruders. Intruders swallowed whole by the serpent are deposits in a narrow barrow tomb within the mound.

Giant Snake, Large Animal: HD 6; HP 24; AC 15; ATK 1 bite (1d6 + poison IV); MV 20 (Climb 20, Swim 20); F9 R10 W15; AL Neutral (N); XP 600; Special—None.

2003. Trolls | Monster

Three avaricious trolls are squatting here next to a massive cypress. Within a hollow, a boo hag is about to deliver a bouncing baby troll amid the muck and squallor. The trolls have among

them 70 gp, two obsidians (10 gp) treasure, while the boo hag has a chest containing 7,000 cp, 900 sp, 70 gp, three hematites (70 gp), a jasper (130 gp), a garnet (400 gp), a diamond (500 gp) and a teak sculpture of a tortoise (10 gp).

Troll, Large Giant: HD 6; AC 16; ATK 2 claws (1d6 + rend) and bite (1d6); MV 30; F9 R12 W13; AL Chaotic (CE); XP 600; Special—Regenerate.

Boo Hag, Medium Monstrous Humanoid: HD 6; HP 14; AC 15; ATK 2 claws (1d4) and bite (1d6); MV 30 (Swim 50); F12 R10 W10; AL Chaotic (CE); XP 1500; Special—Riding, wear skins, gaseous form (3/day).

2007. Bloody Bones | Monster

A cave in the side of a hill issues forth a gurgling, spitting sound. It smells of death, and the wild elves avoid the place. Beyond the entrance, there is a long tunnel that winds about a bit before finally ending in a sheer cliff, about 20 feet tall. At the bottom of this pit there are great heaps and piles of bones – humanoid and animal. A bloody bones hides among these remains, held to the spot by thick, iron chains about 20 feet long. The pit is about 30 feet in diameter and quite damp. It wears two magic rings on its fingers, a *ring of feather falling* and a *ring of water walking*.

Bloody Bones, Medium Undead: HD 5; AC 17; ATK 2 claws (1d6 + rend) or 4 tendrils (grapple); MV 30; F13 R13 W11; AL Chaotic (CE); XP 500; Special—Grapple AC 20, resistance to fire.

2021. Hot Springs | Monster

A small brotherhood of wild elf druids, representing both of the major tribes, dwell here amid the wild splendor of steaming, medicinal hot springs. The elves dwell in simple lean-tos covered with dressed hides, and welcome other Neutrals to their society. Lawfuls and Chaotics are chased away with summoned animals or other spellcraft. In all, seven druids make their home here.

Seven Druids, Wild Elf Druid: LVL 3; HP 13 each; AC 11 (buckskin); ATK 1 dagger +1 (1d4) or sling +1 (1d4); MV 30; F11 R14 W10; AL Neutral (N); XP 300; S11 I7 W17 D9 Cn13 Ch8; Special—Spells per day (4/2/1), speak druidic, move through undergrowth, leaves no trail.

2027. Tomb of Sera | Dungeon

The wooded hills are dotted by remnants of the ancient elves, and this hex holds the tomb of a very noble elf, Sera, the father of Partholón, who crossed Mother Ocean in elder days and founded the city-state of Nomo. The tomb is stately and untouched, with walls of moonstone. It is situated on a large platform of moss quartz. The tomb has no discernable entrance. The only entrance is located on the platform, under the earth. One must figure a way to either raise the platform or lower the earth to reach it.

Behind this secret door there is a steep slope covered by a permanent *grease* spell. The back of the door is studded with spikes. At the top of the ramp there is a simple stone bier, beautifully carved, atop of which rests the body of Sera in state. It shows little decay. The body and tomb are attended by three spirits who served the elf in life – a squire, a courtesan and a jester. The spirits are bound willingly to the lord, and they do their

best to protect the body from looters and defilers. They are not evil, and they are not ill-disposed to visitors, so long as they are honorable and well-behaved. The tomb can serve as a safe-haven for adventurers, for the wild elves will not approach it.

The only problem is the pack of ghoulish wolves that patrol the woods. They can sense the flesh of a noble elf within the tomb, and are hungry for it.

Ghoul Wolf, Medium Undead: HD 3; AC 14; ATK 1 bite (1d6 + paralyzation 1d4+1 rounds + trip); MV 50; F14 R13 W15; AL Chaotic (CE); XP 300; Special—None.

2030. Mugwumps | Monster

A village of 200 tree-dwelling mugwumps here is controlled by a coven of nine necromancers, the leader being an exile from the magical society of Glorianastown named Glettan. The coven seeks bodies to animate, Glettan having an idea about taking control of Rogues' Harbor (and any ships therein) and using them to attack and possibly conquer Glorianastown.

Mugwump, Medium Humanoid: HD 2; AC 13 (buckler); ATK 1 club (1d4); MV 20 (Swim 40); F12 R15 W15; AL Chaotic (CE); XP 100; Special—Surprise (4 in 6 in swamp), leap 30 feet to charge.

Mugwump Necromancers, Medium Humanoid: HD 2; AC 13 (buckler); ATK 1 club (1d4); MV 20 (Swim 40); F12 R15 W15; AL Chaotic (CE); XP 100; Special—Surprise (4 in 6 in swamp), leap 30 feet to charge, cast spells as 3rd level necromancer (4/2/1).

2038. Fun Guys | Monster

A misty valley here holds a number of grand old oaks. Shelf-like fungi grow on the sides of the oaks, and have the appearance of wrinkled mouths with beady eyes atop them. These fungi are quite sagacious, and are oft consulted by the wild elves and maybe a few human scouts and druids in the know. They are strange, jolly creatures, and sometimes spew forth clouds of spores that cause euphoria or delirium (Fort save vs. poison) in petitioners who look as though they can use a laugh.

[Yes, bad puns are an integral part of fantasy games.]

2102. Expeditionary Force | Monster

A band of troll marauders from the Trow Hills to the north has made camp here. Although they haven't seen any action yet, they've already broken into the mead and are in a drunken revel. In all, there are 15 trolls here led by a jarl, Vidkun the Black. Vidkun wears a magic *minor belt of giantkind*.

Troll, Large Giant: HD 6; AC 16; ATK 2 claws (1d6 + rend) and bite (1d6); MV 30; F9 R12 W13; AL Chaotic (CE); XP 600; Special—Regenerate.

Vidkun, Large Giant: HD 9; HP 26; AC 16; ATK 2 claws (1d6 + rend) and bite (1d6); MV 30; F11 R14 W14; AL Chaotic (CE); XP 600; Special—Regenerate.

2105. Refugees | Monster

Elven women and children and a couple skraeling braves are hiding in a series of caves in this hex. The caves are contained in a rock plateau with chalky slopes. The top of the plateau is thick with woodlands. The village of the elves was torched by a band of pilgrim warriors in revenge for the sack of a pilgrim caravan.

Skraeling Brave: HD 1; AC 11 (buckskin); ATK 1 tomahawk (1d6) or longbow (1d8); MV 30; F15 R13 W15; AL N; XP 50; Special—Elf abilities.

2114. Moose and Squirrel | Treasure

A giant bull moose grazes here, standing in shallow water. A talisman hangs from one antler, the talisman being made of copper and having the general shape of a squirrel. This magical talisman acts as a hedge against natural animals, forcing them to pass a Will save in order to come within 30 feet of the wearer of the talisman.

Giant Bull Moose, Huge Animal: HD 10; AC 15; ATK 2 hooves (1d10) and gore (3d6); MV 50; F5 R7 W13; AL Neutral (N); XP 500; Special—None.

2118. Traveling Man | Monster

Five nagual are inhabiting a ruined block house composed of hastily assembled logs on the crest of a hill surrounded by a thicket of beeches. The skin walkers are escorting a warlock, Wasdan, through the Purple Mountains to the Bleeding Mountains have congress with the wicked folk who dwell therein.

Nagual, Medium Monstrous Humanoid: HD 4; AC 16 [silver]; ATK 2 claws (1d4) and bite (1d6); MV 30; F14 R11 W11; AL Chaotic (CE); XP 400; Special—Change shape (3/day—donkey, turkey or dog, 1/day—leopard).

Wasden, Human Warlock: LVL 7; HP 26; AC 13 (leather); ATK 1 long sword +2 (1d8) or light crossbow +1 (1d4+1); MV 30; F13 R12 W9; AL Chaotic (NE); XP 700; S12 I8 W13 D14 C12x Ch17; Special—Spells per day (5/5/5/3), spells known (6/4/2/1).

2120. Dughead | Village

Dughead is a large yankee village of 300 woodsmen. Every few weeks a caravan from Dweomer Bay arrives to pick up the timber and drag it back to the city-state. The village is composed of several longhouses (barracks really) surrounded by an earthen rampart studded with spiked logs. Dughead is governed by Gondolf, a jolly burgermeister who works alongside the other woodsmen, and who does a trade in medicinal herbs on the side. The village is protected by 15 doughty pikemen. Osthet, a priest of Atlas (Adept 2), serves the spiritual needs of the community. He longs to explore the wilderness, and might well join a party of adventurers if they ask.

Pikeman, Medium Humanoid: HD 1; AC 15 (breastplate); ATK 1 pike (1d6+1) or short sword (1d6); MV 30; F13 R15 W15; AL Neutral (N); XP 50; Special—None.

2132. Buzz | Monster

A conical hat of green felt is drooped over a low branch. As one draws near, they hear a distant droning sound. Should one tamper with the hat, 3d6 giant bees erupt from it, attacking all who are present.

Giant Bee, Medium Vermin: HD 3; AC 14; ATK 1 sting (1d4 + poison III); MV 20 (Fly 80); F12 R13 W14; AL Neutral (N); XP 300; Special—None.

2136. Millhaven | Village

The fair village of Millhaven, known for its primitive mill and lush fields of corn and beans, is less well known as a hotbed of conspiracy and murder. One of the outposts of the cavaliers, Millhaven lies at the center of seven manor houses, the leading families of the district being the Fladrics, Amells and Marics. The village is guarded by a single squadron of longbowmen, and the cavalier families can muster a squadron of lancers when needed. Jenna Faldric is the grand dame of the village, at least at the moment. What she does not know is that the agitators have infiltrated the village, whispering to the commoners of the excesses and injustice of the ruling elite. This whisper campaign is being overseen by Owen Jolain and his two assistants, who are posing as traveling smiths.

Owen Jolain, Human Assassin: LVL 5; HP 13; AC 14 (ring mail); ATK 1 sap +3 (1d6) or shortbow +3 (1d6); MV 30; F13 R10 W13; AL Neutral (CN); XP 500; S11 I14 W9 D15 C10 Ch15; Special—Poison use, backstab x3 (paralyze or kill).

Jenna Faldric, Medium Humanoid: HD 3; HP 11; AC 17 (3/4 armor); ATK 1 lance (1d6+1) or pistol (1d8+1) or longsword (1d8); MV 30; F12 R14 W14; AL Neutral (N); XP 150; Special—None.

2145. Behir | Monster

A behir makes its lair here in a great, stony hill covered with briars and smelling of mouldering leaves. The beast hunts in the daytime and sleeps at night, though it is not easily surprised.

Behir, Huge Magical Beast: HD 9; HP 38; AC 19; ATK 1 bite (2d4 + swallow whole) or coils (constrict); MV 40 (Climb 15); F6 R9 W12; AL Neutral (N); XP 900; Special—Spit (20-ft. line of electricity every 10 rounds, 7d6 damage), immune to electricity and trip attacks.

2207. Red Realm | Monster

This hex is avoided by all sane folks. Near the center of the hex, hundreds of permanent silence spells have been cast over the landscape. Should a sound ever be heard here, the very air will shatter and fall, and a dimensional rift into the Red Realm of the Dead will open, unleashing all manner of undead things into the Virgin Woode to work their wicked will.

2211. Smoldering Fort | Ruin

A red dragon from the Purple Mountains, Asfeledon by name, has avenged itself on a pilgrim fort here, Fort Hale. The remains of the palisade and barracks smolder here, one of the collapsed barracks hiding the dragon's broken eggs. Asfeledon has dispatched a

company of kobold warriors to retrieve its eggs, and they will arrive this very night. The kobolds despise their mistress, and do not care to die for her, so they may be up for a deal.

Kobold, Small Humanoid: HD 0; AC 13; ATK 1 short sword (1d6); MV 20; F14 R16 W16; AL Chaotic (CE); XP 25; Special—None.

2233. Riverside | Village

The remains of a walled settlement have been converted into a new village of cavaliers called Riverside. The village has a population of 100 people who raise crops and tend cattle. The village is defended by a squadron of 10 demi-lancers under the command of the local big wig (and all-around jerk) Montague Thatch. Montague currently has a band of pirates hidden in his cellar – his link to Rogues Harbor, where he makes a sideline of smuggling stolen goods.

Montague Thatch, Medium Humanoid: HD 3; HP 9; AC 15 (1/2 plate); ATK 1 lance (1d6+1) or pistol (1d8+1) or longsword (1d8); MV 30; F13 R15 W15; AL Neutral (CN); XP 150; Special—None.

2322. Door in the Hill | Dungeon

A troop of ten skeletons armed with tomahawks and clubs stands guard before a large stone door in the side of a hill. The hill is, of course, a barrow tomb housing the remains of a once great shaman of the wild elves, a skraeling firebrand called Cunodriedd, who preached undending war against his neighbors. The door is concealed by thick brush, and one has only a very slight chance of noticing it in passing. The door is heavy and thick, and rests on a central spike. It turns easily, provided one can defeat the skeletal guardians lying in wait in the brush, and opens on a long, narrow hallway cloaked in phosphorescent mists. A *spike stones* spell is triggered by stepping into the middle portion of the long hallway. The hallway ends in a fork, both of these new tunnels angling sharply down.

The right-hand path ends in the burial chamber of Cunodriedd, which is cloaked in the illusion of being a sort of storage room for bits of pottery and old relics of his life. Behind this illusion, his body lies in a shallow grave, his leathery skin strangely preserved. A gemstone sewn into his mouth holds a portion of his spirit which, if the gem is touched, emerges as a dreadful spectre.

The left-hand path ends in a seemingly bottomless well with a narrow stone stair winding around it, ever downward. About 30 feet down the well, the stairs appear to end abruptly, and there is a secret door in the wall – this secret door, if opened, triggers a *forceful hand* spell, pushing people down the well to their (probably) deaths, for the well extends another 300 feet. The stair does not actually end – this is another illusion – and rather continues to the bottom of the well.

The bottom of the well has finely carved and polished walls and holds about 3 feet of crystal clear water, in which dwells the water nymph Tuliannocke, a blind beauty with porcelain skin, lustrous black eyes, lips like the spent petals of a wild rose and white hair that falls on her shoulder like a whisper. The mistress of

Cunodriedd, she taught him his magic and provided sage guidance and prophetic wisdom. At the bottom of her pool, there is a small hole through which she, assuming the form of water, can pass through to mingle with the water of her father, Parthainnon, the great underground river that ultimately flows into the swamp.

Spectre, Medium Undead: HD 7; AC 15 [silver]; ATK 1 strike (1d8 + energy drain); MV 40 (Fly 80); F12 R12 W9; AL Chaotic (CE); XP 1750; Special—Powerless in sunlight, incorporeal, spawn.

Water Nymph, Medium Fey: HD 6; AC 17; ATK 1 dagger (1d4); MV 30 (Swim 40); F12 R10 W9; AL Lawful (NG); XP 600; Special—Gaze (stun), blinding beauty, dimension door 1/day, druid spells.

2332. Spirit Stone | Monster

The great spirit stone Erhaerth stands here, a granite cliff with vaguely humanoid features, his beard a clutch of wild grape vines, his hair a stand of drooping cedars. The cliff looks out over a wide valley that eventually ends in a swampy coast in [2630]. The valley is an undulating plain of meadows and springs, with a few copses of magnolias and dogwoods. The valley is also known for its limestone mounds, tall protrusions of yellow-white stone, devoid of vegetation and pocked with smallish holes.

The spirit stone is ancient and wise, and happily speaks to those with the skill to listen on the history of the coast; of the stone giants who once took coracles out into the surf to hunt whales and of their stone cities, of the coming of the ancient elves and their defeat of the sons of stone and of their own cities and gradual devolution into the wild elves and drow, and of the many petty feuds of the madogs and skraelings. He can also tell of the treasures beneath the earth and sometimes of their guardians.

Those who would profane the valley of Erhaerth find that he is not defenseless. From the limestone mounds pour thousands of rats in great swarms and waves (technically, 2d6 swarms), their little minds possessed only of a thirst for the profaners' blood.

Rat Swarm, Tiny Animals: HD 4; AC 14; ATK 1 swarm (1d6 + disease); MV 15 (Climb 15); F8 R12 W17; AL Neutral (N); XP 400; Special—None.

2335. Oxford | Village

Oxford is a village of 100 honest folk who live under the patronage and protection of three families of cavaliers, the Crathens, Jossideys and Quinces. Amarelle Crathen and her roguish brother, the infamous gambler Breo, are the de facto leaders of the neighborhood, and very little passes through Oxford without their knowledge. A duel is now brewing between Breo and Suliac Quince, a dashing older cavalier with three pretty (and perhaps too willing) daughters, Lara, Ashlee and Wilba. The entire village is now divided between the partisans of the Crathens and Quinces, and it's almost a certainty that visitors will be drawn into the conflict, especially by the cunning Amarelle.

Oxford is defended by 10 musketeers and 5 lancers and a single light cannon (kept in front of the courthouse), all of them

ostensibly loyal to Amarelle and her brother, but really loyal to Captain Guvere Jossidey, who would have Amarelle as his wife.

Amarelle Crathen, Medium Humanoid: HD 3; HP 17; AC 10; ATK 1 rapier (1d6) or dagger (1d4); MV 30; F12 R14 W14; AL Neutral (LN); XP 300; Special—No penalty for fighting on horseback.

Suliac Quince, Medium Humanoid: HD 3; HP 9; AC 10; ATK 1 rapier (1d6) or dagger (1d4); MV 30; F12 R14 W14; AL Neutral (LN); XP 300; Special—No penalty for fighting on horseback.

Breo Crathen, Medium Humanoid: HD 3; HP 10; AC 11 (cape); ATK 1 rapier (1d6) and dagger (1d4); MV 30; F14 R12 W14; AL Neutral (CN); XP 300; Special—None.

Guvere Jossidey, Medium Humanoid: HD 5; HP 19; AC 16 (1/2 armor); ATK 1 longsword (1d8) or dagger (1d4); MV 30; F11 R13 W13; AL Neutral (N); XP 500; Special—None.

2339. Fort Gallant | Stronghold

Fort Gallant is a traditional colonial fort that houses 20 rieviers (mercenaries in deer hides armed with tomahawks and muskets), 10 pikemen and 10 pistoleers. All the troops are young bravos, barely kept under the thumb of Hunitta Rath, a statuesque woman-warrior of an old filibuster family too skilled to destroy, but too willful to keep near Tremayne.

Hunitta is as fiery as her troops, and they are spoiling for a fight with the elves of the hills. Visitors can expect a test of their mettle, either a duel of drinking (rotgut, of course), wrestling (rough and tumble is saved for when somebody is really angry) or a bout with the fort's mascot, a large black bear they call Emily. All of these challenges are an excuse for gambling and drinking.

Hunitta, Human Fighter: LVL 10; HP 42; AC 15 (breastplate); ATK 3 ranseur +11 (2d4+2) or pistol +9 (1d8+1); MV 30; F8 R12 W12; AL Chaotic (NE); XP 1000; S16 I7 W9 D12 C11 Ch11; Special—Dominate 0 HD foes.

2411. Fountain in the Cave | Wonder

A cave with a wide entrance and low ceiling stretches out here along the side of a rushing stream, having been cut by the waters of the stream generations ago. At the back of the cave, there is a small spring of boiling water that gathers in a steaming pool. This pool is a pilgrimage site for the wild elves. An ancient war helm of the elves rests atop the bubbling spring and is encrusted by salts.

2415. Goat's Town | Village

Goat's Town is a village of 300 honest burghers who originated in Antigoon. The village is surrounded by a 4-ft. tall rampart of stone and three wooden watchtowers. Goat's Town is a colorful community, with brightly colored doors. The people wear brilliantly colored, though simple, clothes, and the village's company of 15 pikemen wear the costumes of landsknechts, all deep crimson, pearl white and aquamarine. The troops are under the command of Serjeant Handers, a tall, lean man with bristling mustachio and suspicious, squinting eyes.

Sergeant Handers, Medium Humanoid: HD 3; HP 10; AC 15 (breastplate); ATK 1 pike (1d6+1) or short sword (1d6) or pistol (1d8+1); MV 30; F12 R14 W14; AL Neutral (N); XP 150; Special—None.

2426. Stone Face | Stronghold

A standing stone of the ancient elves rests here on a muddy island (it actually rises from beneath the island). It is carved with a grave face with curling tusks and large eyes that speaks in grim tones when people pass it. To each it asks a riddle (any you like) which, if answered correctly, causes the face to open its mouth wide, admitting people into a wonderful pocket dimension.

The pocket dimension is a valley with steep stone sides topped by battlements. These battlements are patrolled by ancient elf warmaids garbed in shimmering scale armor and winged helms and armed with spears and shields. Within the valley itself there is a thick woodland of oaks that hides a small shrine of Ys. The shrine is tended by Heldinuiri, a priest-queen, and her harem of male slaves. The woodlands are filled with celestial animals and give off a throbbing vibration that causes deep despair in chaotic and lawful folks and wonderous vitality in neutrals.

Warmaids, Medium Humanoid: HD 2+1; AC 17 (chainmail and shield); ATK 1 spear (1d8); MV 30; F12 R15 W15; AL Neutral (N); XP 100; Special—Elf abilities.

Heldinuiri, Elf Druid: LVL 20; HP 78; AC 13 (leather); ATK 1 dagger +12 (1d4-1) or dart +14 (1d4-1); MV 30; F3 R7 W3; AL Neutral (N); XP 2000; S8 I8 W15 D13 C14 Chx; Special—Spells per day (6/6/5/5/5/4/4/4/4), speak druidic, move through undergrowth, leaves no trail, +2 save vs. energy spells, shapechange (animals, plants, elementals), immune to poison.

2430. Jozef Triancus | Stronghold

The arch-wizard and all around humble guy Jozef Triacus, he of the braided auburn beard and curled locks, of the crimson eyes (thank you *prestidigitation*) and starry robes, has deigned to establish himself in a comfortable manse in this hex. The manse is of the latest cavalier style, and is surrounded by acres of parkland and medicinal gardens. Triacus is a strapping man, hearty and hale, with a depraved sense of humor and almost bottomless lusts. A quartet of rather horrific gargoyles guard the estate – gargoyles that have the bodies of amazons, the heads of boars and taloned hands and feet. Although a rapscallion and bodger, Jozef is also a man with a sense of honor who loves his adopted country. He has recently been made aware of an impending invasion from beyond the bounds of time, and plans to be on the front lines with a hand-picked squad of adventurers to stop it.

Gargoyles, Medium Monstrous Humanoid: HD 4; AC 16 [+1]; ATK 2 claws (1d4), bite (1d6) and gore (1d6); MV 40 (Fly 60); F14 R10 W12; AL Chaotic (CE); XP 1000; Special—Surprise (3 in 6).

Jozef Triancus, Human Magic-User: LVL 9; HP 27; AC 10; ATK 1 club +2 (1d4-1) or dart +3 (1d4-1); MV 30; F12 R12 W9; AL Neutral (N); XP 900; S7 I15 W11 D9 C10 Ch10; Special—Spells per day (4/5/4/3/2/1).

2442. Black Neck | Village

The village of Black Neck is a collection of 200 friendly cowherds living in timber longhouses. A collection of cavaliers and rieurs, they are a rough and tumble crowd loyal to Glorianas-Towne and hostile to the nearby elves and the folks up north. The village is surrounded by a low stone wall manned by 10 longbowmen. The lord of the village, Sir Auberon Carlisle, is a savage with the face of an angel – all grace and condescension one moment, and fury as soon as he is challenged or disappointed. His current obsession is to own a suit of armor made from adamantite. He has the metal, and has hired a band of dwarves to forge it, but he needs dragon fire and is willing to pay adventurers to find a red dragon and bring it back alive and subdued.

Auberon, Human Fighter: LVL 7; HP 30; AC 16 (1/2 armor); ATK 2 greatclub +7 (1d6+2) or composite bow +6 (1d6+1); MV 30; F10 R13 W13; AL Neutral (CN); XP 700; S13 I7 W9 D12 C11 Ch10; Special—Dominate 0 HD foes.

2448. Nest in Peril | Monster

A mountain lion is menacing an owlbear's nest, the nest being situated in the crook of a cliff. Mother owlbear was off hunting, and has not yet returned. Her three cubs are in great distress.

Owlbear, Large Magical Beast: HD 5; AC 15; ATK 2 claws (1d6) and bite (1d8); MV 30; F10 R11 W16; AL Neutral (N); XP 500; Special—None.

2502. The Sedan Chair | Monster

The greater medusa Khylda, scion of a monstrous barony in the Bleeding Mountains, has been sent on an errand by her overbearing mother. She rides in a sedan chair swathed in thick, velvet curtains. The sedan chair is carried by eight ogrillons and accompanied by an honor guard of twenty orcs mounted on worgs. Her companion Zeerdana, a young medusa, rides with her. The medusas bring a valuable gift to the king of the Trow Hills.

Orcs, Medium Humanoid: HD 1; AC 17 (chainmail, shield); ATK 1 pole axe (1d8+1) or hand axe (1d6); MV 30; F13 R15 W16; AL Chaotic (CE); XP 50; Special—None.

Worg, Medium Magical Beast: HD 4; AC 14; ATK 1 bite (1d6+trip); MV 50; F11 R10 W15; AL Chaotic (CE); XP 400; Special—None.

Ogrillon, Medium Humanoid: HD 2; AC 14; ATK 1 strike (1d6); MV 30; F12 R15 W16; AL Chaotic (CE); XP 100; Special—None.

Zeerdana the medusa, Medium Monstrous Humanoid: HD 6; HP 24; AC 15; ATK 1 snakes (1d4 + poison III) or dagger (1d4); MV 30; F12 R10 W10; AL Chaotic (CE); XP 1500; Special—Petrifying gaze.

Khylda the greater medusa, Medium Monstrous Humanoid: HD 12; HP 50; AC 15; ATK 1 snakes (1d6 + poison III) or spear (1d8); MV 30; F9 R7 W6; AL Chaotic (CE); XP 3000; Special—Petrifying gaze.

2509. War Party | Monster

A large warband of skraelings, 60 in all, have made camp here after a successful foray into the Trow Hills. They have a couple captive trolls tied to posts and preparing to set fire to them, all the while raging about in a drunken stupor. The elves are under the command of a stone-faced old chieftain called Sinduhiriand, who allows his warriors their freedom, but shares not in their revels.

Skraeling Warrior, Medium Humanoid: HD 1; AC 11 (buckskin); ATK 1 tomahawk (1d6) or longbow (1d8); MV 30; F15 R13 W15; AL N; XP 50; Special—Elf abilities.

Troll, Large Giant: HD 6; AC 16; ATK 2 claws (1d6 + rend) and bite (1d6); MV 30; F9 R12 W13; AL Chaotic (CE); XP 600; Special—Regenerate.

Sinduhiriand, Wild Elf Barbarian: LVL 10; HP 64; AC 12 (leather); ATK 1 broadsword +9 (2d4+1); MV 30; F7 R12 W12; AL Neutral (N); XP 1000; S13 I9 W11 D12 Cn13 Ch6; Special—Rage 3/day, sixth sense.

2519. Dweomer Baye | City-State

The city-state of Dwoemer Baye is located on a the outlet of the Brandywine River. It is surrounded by several wooden forts which send scouts into the Virgin Woode to guard against raids by the wild elves. Dwoemer Baye is a haven for adventurers who seek to unearth the riches of the ancient elves that they believe lie within the Virgin Woode. It will be given more detail in the **NOD 20**.

2523. Tormented Ghosts | Monster

Tormented ghosts of elves and men, thirteen in all, roil through a cavern screeching and moaning. The ghosts are bound to the magic spear (a +2 *spear of wounding*) that killed them. The spear is the property of a gnarled old hill troll called Xyd, who has dwelled in these hills since time immemorial (a troll's regeneration allows them to live forever if nobody takes a torch to them). Xyd ignores the ghosts, who may not harm him, but would surely like to be rid of them.

Xyd the Troll, Large Giant: HD 6; HP 25; AC 16; ATK 2 claws (1d6 + rend) and bite (1d6); MV 30; F9 R12 W13; AL Chaotic (CE); XP 600; Special—Regenerate.



2531. Glorianas-Town | City-State

Glorianas-Town is a beautiful little port town founded by the cavaliers. It features lovely buildings, including a fine courthouse, where meets the Court of Gentlemen, and the manor of the Lord Proprietor, Ashbalot Tremerie, the son of a favored courtier of Gloriana. Almost as impressive is the manse of the Virginie Company, founded by Ashbalot's father and many other high ranking lords and knights.

The town is a market for rum, horses, tobacco, indigo, hogs and silk. The alleys are rife with dark magic and the back taverns with pirates and smugglers, for though the cavaliers pride their honor and good names, they also enjoy the good life, and are not against using henchmen to do their own dirty work. Men outnumber women two to one in this colony, and women will find themselves beset by suitors (honorable or otherwise) as soon as they set foot in the town.

The roads of Glorianas-Towne are paved with red brick and the buildings are mostly painted white, with colorful doors and brilliant gardens fronting them. The air is hot and humid here, with mosquitos aplenty; during the summer months, diseases are rampant and most folk wear nosegays to keep their corruption from their nostrils.

Glorianas-Towne is protected by a long palisade and several wooden towers. The town is defended by a company of longbowmen, a company of pikemen and two companies of demi-lancers. The warriors wear blue livery emblazoned with a silver crescent.

2535. Pixie Faire | Monster

A band of avaricious little pixies dwells on a wooded island in the middle of a lazy river. The elves often come here to trade with the wee folk, who in turn trade with the fey of the woods and water. The trees of the island are quite tall, and serve the purpose of watch towers for the little folk. The pixies' faire has all manner of wondrous items for folk to buy, though magic items bought from the pixies always carry a cunning curse.

Pixie, Small Fey: HD 0; AC 16; ATK 1 shortsword (1d4) or short bow (1d6); MV 20 (Fly 60); F17 R13 W12; AL Lawful (LG); XP 50; Special—Magic arrows, magic resistance 5%, spells.

2538. Imperiled Warlock | Monster

An elven warlock, Remeth of the Drousy Eyes, is trapped in a crumbling stone shrine dedicated to Kerne by three assassin vines. The vines cling to the building and hold tight the door. Within the shrine, there is a bronze statue of Kerne, sitting in the lotus position, his head topped by great antlers. The idol is a bronze golem, and it is overseen by the ghost of a courtesan-priestess of the elder days, Einna. The priestess is currently in consultation with the warlock, though one can't do much to help the other.

Ghost, Medium Undead: HD 6; HP 22; AC 15 [silver]; ATK 1 hurled object (1d4); MV Fly 30; F12 R12 W10; AL Chaotic (NE); XP 1500; Special—Aging touch, frightful moan, possess, incorporeal, rejuvenation.

Assassin Vine, Large Plant: HD 4; HP 16; AC 15; ATK 1 slam (1d8 + constrict); MV 5; F10 R17 W14; AL Neutral (N); XP 400; Special—Surprise (4 in 6).

2605. Trail of Death | Monster

A tall ridge is topped by a dozen swaying pines. These pines are a bit more than they seem, for there are archer trees. A band of pilgrims from Greenhill [2710] made the mistake of seeking an easy trail through this hex and came to close to the trees. A few dead pilgrims and mules, as well as four barrels of cider, now litter the side of the trail.

Archer Tree, Large Plant: HD 7; HP 25; AC 13; ATK 1d4 needles (1d6 + poison II); MV 5; F9 R15 W15; AL Neutral (N); XP 700; Special—None.

2612. Green Dragons | Monster

A clutch of baby green dragons is tucked away in a deep crevice within a cave set about 40 feet up on a rocky prominence fringed with pines above and brambles below. There are five baby dragons in all, and their nursemaids, a gang of 20 kobolds armed with short bows and spears. Mother is away in the Trow Hills, hunting for game. Her nest lies within her horde, which consists of 14,000 cp, 1,800 sp, 25 gp and a silver bowl (100 gp).

Kobold, Small Humanoid: HD 0; AC 13 (leather); ATK 1 short sword (1d6) or dart (1d4); MV 20; F14 R16 W16; AL Chaotic (CE); XP 25; Special—None.

Baby Green Dragon, Small Dragon: HD 8; HP 8; AC 17; ATK 2 claws (1d6) and bite (1d8); MV 40 (Fly 150, Swim 40); F9 R9 W8; AL Chaotic (LE); XP 2000; Special—Cone of corrosive gas (20-ft.), cause fear (10-ft. radius), sense invisible, resistance to acid, water breathing.

2614. Boo Hag | Monster

A boo hag dwells here in a wooden hovel built on stilts in the midst of a swampy stream. She might be glimpsed sitting in the entrance to the hovel plucking on a banjo. When folk approach, she ducks back into the hovel, but makes note of them and plans on following them and attacking when the time is right. Within her hovel, she holds a captive elf maiden, Ymanae, bound and gagged, awaiting an opportunity to use her skin on a hunt. She has a treasure of 100 gp and two moss agates (150 gp).

Boo Hag, Medium Monstrous Humanoid: HD 6; HP 23; AC 15; ATK 2 claws (1d4) and bite (1d6); MV 30 (Swim 50); F12 R10 W10; AL Chaotic (CE); XP 1500; Special—Riding, wear skins, gaseous form (3/day).

2647. Violet Fungi | Monster

Eight violet fungi are clustered within the entrance to a damp cave. The remains of a thief lie under them, the glint of a silver ring showing on his bony finger. The ring is trapped, though. A slim metal cord is tied to the ring under the body, and if pulled releases a fusilade of poisoned darts (poison III).

Violet Fungus, Medium Plant: HD 2; AC 13; ATK 4 tentacles (1d6 + poison II); MV 10; F12 R16 W15; AL Neutral (N); XP 200; Special—None.

2710. Greenhill | Village

The pleasant community of Greenhill is set on a green ridge that overlooks the lower woodlands. A sprawling village of 400 pilgrim

farmers, it is governed by a triune of elder priestesses, Frija Goodhope, Neisha Golde and Pethany Miller. While those three women technically rule the village, the real power in the village is the town's miller, barber and owner of the dry goods store, Nat Wadwen, an ambitious man who the locals suspect worships Pluto more than Diana.

Nat is currently planning the wedding of his daughter, Honoria, to a wealthy yankee from the coast, a wedding frowned upon by the elder priestesses. The wealthy man is actually a privateer, Brintner Kyrk, on the lamb and hiding from the authorities of Dweomer Bay. Brintner has a few pirates along as groomsmen, and while they're preparing for the wedding, they're also on the hunt for a buried treasure said to lie about 3 miles north of the village.

Brintner Kyrk, Human Fighter: LVL 9; HP 47; AC 18 (3/4 armor); ATK 2 pike +9 (1d6+2) or 2 pistol +8 (1d8+1); MV 30; F9 R11 W14; AL Chaotic (NE); XP 900; S14 I7 W5 D13 Cn10 Ch11; Special—Dominate 0 HD foes.

2714. Butterbrook | Village

Butterbrook is a small town of 500 yankees, farmers and merchants, good and true, living in sturdy homes in sight of a small, stone blockhouse garrisoned by 15 pikemen and 10 longbowmen under the command of Captain Brold Clodvir, a doughty, salty old soldier of Antigoon. The town is governed by Mayor Haslot Ashe, a magician of some little ability who gave up the adventuring life for the business of a jeweler. The town is in a furor over the capture of an agitator spy, Melvorn Locke, now in the pillory. His comrades are now harassing the countryside in black hoods, screaming for rebellion and really just living the life of brigands. There are thirty men in the band.

Brigand, Medium Humanoid: HD 1; AC 12 (leather); ATK 1 tomahawk (1d6) or longbow (1d8); MV 30; F13 R15 W15; AL Neutral (N); XP 50; Special—None.

Brold Clodvir, Medium Humanoid: HD 3; HP 11; AC 15 (breastplate); ATK 1 longsword (1d8) or pistol (1d8+1); MV 30; F12 R14 W14; AL Neutral (N); XP 300; Special—None.

Haslot Ashe, Human Magic-User: LVL 2; HP 5; AC 11; ATK 1 club +0 (1d4) or dart +1 (1d4); MV 30; F15 R14 W11; AL Neutral (N); XP 200; S9 I16 W14 D14 Cn10 Ch10; Special—Spells per day (4/3).

2718. Fort Hesperides | Stronghold

Fort Hesperides is a wilderness abbey owned and garrisoned by the Brothers of the Temperant Heart, a Lawful band of clerics and men-at-arms under the command of Father Commander Audred. The brotherhood consists of Audred, six lesser clerics (mounted on warhorses, wearing half-plate and armed with light maces and shields) and ten men-at-arms (longbowmen). All of the men are yankees and devout worshipers of the Hesperides, the daughters of Atlas, whom they regard as celestial maidens and governors of the stars and thus the fate of men.

Currently, the brothers are holding the scurilous seadog Mad Jack Ryburn. Ryburn has ties to the cavaliers (he's a smuggler), and



word has gotten back to Glorianas-Towne that he is a captive of the yankees.

Clerics, Medium Humanoid: HD 2; AC 15 (breastplate); ATK 1 light mace (1d4+1) or throwing hammer (1d4); MV 30; F12 R15 W12; AL Lawful (NG); XP 200; Special—Turn undead, cleric spells per day (4/2).

Audred, Human Cleric: LVL 10; HP 37; AC 15 (breastplate); ATK 1 rod of alertness (+1 light mace) +8 (1d4+3); MV 30; F8 R12 W7; AL Lawful (NG); XP 1000; S13 I11 W13 D9 Cn9 Ch12; Special—Turn undead, spells per day (6/5/4/3/3/2), rod of alertness.

2722. Whispy Webs | Monster

A collection of caverns here overlooking the sea is thick with webs spun by a giant phase spider. One might spot Theonais Pepper, master thief, sitting on the rocks below the cave mouth, plotting the way he is going to enter the caves and steal the infamous *Sigbad, the Hammer of Thunderbolts* which is believed to be hidden within.

Phase Spider, Large Magical Beast: HD 5; HP 19; AC 15; ATK 1 bite (1d6 + poison IV); MV 40 (Climb 20); F10 R11 W14; AL Neutral (N); XP 500; Special—Ethereal jaunt.

Theonais Pepper, Human Thief: LVL 8; HP 24; AC 12 (padded); ATK 1 club +4 (1d4-1) or shortbow +6 (1d6); MV 30; F12 R8 W14; AL Neutral (N); XP 800; S7 I11 W6 D14 Cn9 Ch12; Special—Backstab x3.

2734. Gimbral the Great | Stronghold

Gimbral the Great (self-named) is a crotchety old wizard who seeks solace above all else. He dwells in a lighthouse on the coast, holding the office on behalf of the city fathers of Dweomer Bay in exchange for a small allowance and the freedom to work on his

experiments. He also has ties to the pirates of the coast, making a side-line of identifying magic items for them, casting a few spells and warning them when the patrol galleys are about. Once apprenticed at the court of Bermoothes, he was exiled for his casual relationship with the truth and sympathy for living things. In his tower, he works at transforming animals into strange hybrid monsters, keeping his beasts in the cellar. A trio of monks, strange women with shaved bodies, scarlet eyes and coral skin, are his servants and guardians.

Strange Monks, Medium Humanoid: HD 3; AC 11; ATK 1 strike (1d6); MV 40; F12 R12 W12; AL Neutral (N); XP 300; Special—Stunning attack, deflect arrows.

Gibral the Great, Human Magic-User: LVL 7; HP 20; AC 10; ATK 1 club +0 (1d4-2) or dart +2 (1d4-2); MV 30; F13 R13 W9; AL Neutral (CN); XP 700; S5 I15 W14 D12 Cn10 Ch9; Special—Spells per day (4/5/3/2/1).

2801. Shadow Wolves | Monster

A circle of low hills, covered with shaggy green grass, hides a hollow thick with petrified apple trees. The trees are grey-green in color and hung with stone apples which have a variety of magical applications (as ingredients, magic foci and the like). The petrified orchard is roamed by a pack of twelve shadow wolves, the pets of an entombed dryad who dwells within one of the trees and weaves her schemes of vengeance through her force of will and ability to communicate telepathically with monsters and animals.

Shadow Wolf, Medium Undead: HD 4; AC 14 [+1]; ATK 1 bite (1d6 strength + trip); MV Fly 40; F14 R13 W14; AL Neutral (N); XP 1000; Special—Incorporeal.

2830. Portal | Wonder

On the shores of the sea there is a small bay of unknown depths, with water as black as Hell and still as the grave. Three pillars rise from the middle of the bay, about ½ mile from shore. Two of the pillars are grey and stand about 20 feet above the water, while the third is white and squat and stands just 5 feet above the water.

By rowing out to the low pillar and anointing it with a magical potion or oil (the kind does not matter), the grey pillars become a brilliant white and the space between them, large enough for a cog to slip through, wavers. Meanwhile, a figure of a man, not unlike the yankees in his topcoat, breeches and tricorn hat, appears and says in a strange tongue that he is pleased to guide adventurers into his world, one not unlike our own. In fact, this is the world of Namera, which is covered in the Hex Crawl Chronicles written by yours truly and published by Frog God Games. This portal leads to a hex (any you like) on the Pirate Coast.

2838. Hospitality | Village

Hospitality is a village of cavaliers surrounded by a neighborhood of outbuildings and manors. In all, there are supports 400 people in cavalier-style dwellings. The fort is defended by a garrison of 15 billmen in scarlet livery, 5 lancers and a single sergeant named Otis Longe. Otis answers to the local grandee, a dour old man named Sir Rampart Adele, sufferer of gout and possessor of a violent, righteous temper.

Among the more interesting people dwelling in the neighborhood are a guide named Yart Pendleton and an alchemist, Franton Boggs, who is working on a way to purify water.

Yart Pendleton, Human Ranger: LVL 4; HP 18; AC 13 (ring mail); ATK 1 broadsword +4 (2d4+1) or heavy crossbow +3 (1d6+1); MV 30; F11 R11 W15; AL Lawful (CG); XP 400; S14 I8 W15 D12 Cn9 Ch8; Special—Favored enemy (animals).

2848. Green Pillar | Wonder

A tall stone pillar, green as emerald, stands in a tangled, overgrown old cherry orchard, bright with blooms in the spring, loaded with large, black cherries in the summer. An ancient battle axe, bronze and covered with verdigris, is lodged in the side of the pillar, which, though ancient and weathered, appears to have been covered with bas-reliefs of vines.

If the battle axe is removed from the pillar, the pillar releases a thick, greenish gas that flows towards the ground. As it touches plant life, it causes that plant life to grow (per *plant growth*) and animate (per *entangle* or, for trees, *liveoak*).

The axe is a +1 battle axe, +3 vs. plants.

2908. Screaming Geysers | Monster

The landscape here gradually turns into a landscape of bare granite and poisonous salts. Geysers scream night and day, spewing steam and erupting with terrible noises. Within these

geysers live wights – withered elves with lank hair and empty eyes. When people attempt to cross the landscape, they are attacked by 2d6 wights, who spring up from the geysers as they scream, scaring the crap out of people.

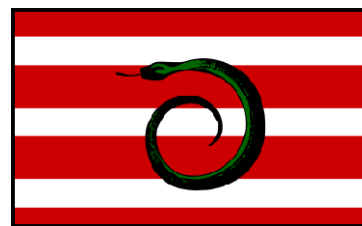
Wight, Medium Undead: HD 4; HP 8; AC 15; ATK 1 slam (1d4 + energy drain); MV 30; F14 R14 W11; AL Chaotic (CE); XP 1000; Special—None.

2915. Orombuan's Catacombs | Dungeon

A weird collection of elven ruins dots the center of this hex, swathed in black willows and covered with scarlet mushrooms that pop with a blast of sulfur when one touches them. The ruins form a sort of maze – narrow streets, variably sized chambers without rooves, with staircases heading nowhere (though a few might send one to a pocket dimension, if the TK is feeling saucy), arches bedecked with grimacing grotesques and the like. There are catacombs as well, and within these there dwells a persnickety warlock, Gayven Larrow, and his cadre of were-cougars – three sisters who hunt the woods and compete for the handsome Gayven's attentions (while simultaneously letting him know in no uncertain terms that he could very well end up their dinner). Gayven is as much a prisoner as a master to these she-demons, but he is determined to delve into the catacombs until he finds the still-beating heart of the Princess Oromburani, a legendary demonologist who once called these ruins home.

Were-Cougar, Medium Monstrous Humanoid: HD 6; HP 20; AC 16 [silver]; ATK 2 claws (1d6) and bite (2d6); MV 30; F12 R10 W10; AL Chaotic (CE); XP 600; Special—Lycanthropy.

Gayven Larrow, Human Warlock: LVL 5; HP 29; AC 12 (leather); ATK 1 heavy flail +1 (1d6+1) or hand crossbow +1 (1d4); MV 30; F13 R13 W12; AL Chaotic (CE); XP 500; S11 I7 W8 D9 Cn11 Ch14; Special—Spells per day (5/6/3), spells known (5/3/1).



2934. Fort Liberty | Village

Fort Liberty is a palisaded village of 200 men and women who make a living mining iron and tin in the surrounding hills. They are rough folk, and proudly fly the agitator flag over their fort. The fort is defended by a small militia of 20 rangers and a sergeant, an old elf-fighter called One-Eyed Garney. The recent arrival of Bresnan Falderleigh, an engineer and minor wizard from Dweomer Bay, has created quite a stir. He's taken up residence in a cottage near the fort and he's working on building an airship – the first in the colonies – that he plans to use to explore the mysterious west.

One-Eyed Garney, Human Ranger: LVL 5; HP 23; AC 11 (buckskin); ATK 1 battleaxe +5 (1d8+1) or staff sling +4 (1d4+1); MV 30; F11 R11 W12; AL Lawful (CG); XP 500; S14 I8 W13 D10 Cn9 Ch6; Special—Favored enemy (plants).

3002. Ashfield | Village

Ashfield is a triangular fort and village of 300 pilgrims. Governed by Elder Nansa, the pilgrims are preparing for war with the yankees, who they believe are responsible for summoning bulettes to destroy their fields. Elder Nansa saw that this was true in a vision, but in fact she is allied with the agitators, and part of a conspiracy that summoned the bulettes to start a war. The fort is manned by ten pikemen and five cuirassiers.

Elder Nansa, Human Druid: LVL 5; HP 27; AC 12 (padded); ATK 1 scimitar +3 (1d8) or sling +4 (1d4); MV 30; F10 R12 W9; AL Neutral (N); XP 500; S12 I11 W16 D14 Cn15 Ch13; Special—Spells per day (5/4/3/1), speak druidic, move through undergrowth, leaves no trail, +2 save vs. energy spells, shapechange.

3013. Beaver Lodge | Monster

A family of four giant beavers dwells here in a lodge that has created a rather large lake. The elves used to fish here, with the permission of the beavers (they're fairly intelligent), but have long since had to quit the place due to the ravages of the settlers.

The beavers have a small treasure they've stowed away over the years – it consists of 70 gp, a rock crystal (30 gp) and two tourmalines (800 gp each).

Giant Beaver, Medium Animal: HD 4; AC 13; ATK 1 bite (1d8); MV 20 (Swim 30); F11 R11 W17; AL Neutral (N); XP 400; Special—None.

3017. Abbey of Vesta | Stronghold

The beloved cleric Sister Neremiah Crosse has established a fortified abbey here dedicated to Vesta, the goddess of the hearth. Her Sisters of the Holy Loaf dwell here, baking sacred bread and doing their best to convert the trappers and few elves that still roam the woods to the worship of Law. The sisters, fourteen in number, also hide a store of mithril for the Governor-General of Dweomer Bay. Two nights ago, the mithril turned up missing, and the whole nunnery is atwitter over the theft!

Sister of the Holy Loaf, Medium Humanoid: HD 1; AC 15 (breastplate); ATK 1 heavy mace (1d6+1); MV 30; F13 R15 W13; AL Lawful (LG); XP 100; Special—Turn undead, spells per day (3/1).

Sister Neremiah, Human Cleric: LVL 10; HP 49; AC 15 (breastplate); ATK 1 heavy mace +8 (1d6+3) or bolas +6 (1d4); MV 30; F8 R12 W6; AL Lawful (LG); XP 1000; S16 I11 W16 D10 Cn15 Ch13; Special—Turn undead, spells per day (6/5/5/3/3/2).

3038. Meteor Dragon | Monster

This hex contains a rather deep crater, formed recently by a meteor that streaked in from the high heavens. The crater is a smoking ruin, the explosion knocking down trees in a mile radius and setting off a forest fire that was, thankfully, squelched quickly by heavy rain. In the midst of the crater there slumbers the serpentine form of Ashkabar, a meteor dragon whose home used to be an asteroid that orbited Solis. It was thrust into the void of space by the machinations of a rival dragon, and he is now a denizen of Nod. If awoken, it is likely he will fly into a rage.

Ashkabar, Gaasyendietha, Medium Dragon: HD 8; HP 29; AC 16; ATK 2 claws (1d4+1) and bite (1d8); MV 30 (Fly 150, Swim 60); F9 R9 W9; AL Chaotic (CE); XP 800; Special—Immune to fire, immense body heat, cone of fire (40-ft. cone, 3d6 damage).

3101. Nechadelyn the Morose | Stronghold

The wizard Nechadelyn, a beady-eyed old scholar with drooping mustache and bald pate, dwells here in a shabby motte-and-bailey castle of wood defended by a coterie of twelve hobgoblins drawn from the Trow Hills. Recently, he has come into the possession of a fugitive from the trolls, a waifish looking vampire called Tatemion, originally a maiden of Lyonesse, a vampire for the past 30 years. He holds her in the top of his tower under a glass canopy behind thick, velvet curtains. She is chained and held by enchantments, and shudders whenever he enters in the daytime, always threatening to draw the curtains and destroy her. In return, he studies her, hoping to find a cure for her that he might make her a less dangerous companion in his golden years.

Hobgoblin, Medium Humanoid: HD 1+1; AC 15 (studded, buckler); ATK 1 spear (1d8); MV 30; F13 R15 W15; AL Chaotic (LE); XP 50; Special—None.

Nechadelyn, Human Magic-User: LVL 10; HP 27; AC 10; ATK 1 club +3 (1d4) or dart +3 (1d4); MV 30; F12 R12 W8; AL Chaotic (NE); XP 1000; S9 I13 W12 D10 Cn9 Ch8; Special—Spells per day (4/5/4/3/3/2).

Tatemion the Vampire, Medium Undead: HD 10; 39; AC 15 [silver]; ATK 1 bite (1d6) and slam (1d6 + energy drain); MV 30; F10 R10 W7; AL Chaotic (CE); XP 2500; Special—Vampire abilities.

3119. Giant Rattlesnake | Monster

A gargantuan rattlesnake has held this hex for decades, sliding among the limestone canyons and feeding on any animals fool enough to wander into its range. A small troupe of actors, on their way from Ashville [3122] to Fort Hesperides [2718], has been forced to hide in a cave from the beast, which lurks nearby, its rattle often betraying its position. Among the actors is the damoisele Arleena of Dweomer Bay, pride and joy of Robig Finley, master of the gemner's guild.

Actor, Medium Humanoid: HD 0; AC 10; ATK 1 club (1d4); MV 30; F13 R16 W16; AL Neutral (N); XP 25; Special—Trickery as a skill.

Giant Rattlesnake, Huge Animal: HD 10; HP 40; AC 15; ATK 1 bite (1d10 + poison IV); MV 20 (Climb 20); F5 R8 W10; AL Neutral (N); XP 1000; Special—None.

3123. Ashville | Village

Ashville is a prosperous little village of 100 fishermen, alive with enthusiasm for the agitators and their call for liberty. The village has a small militia of five local men armed with a smattering of muskets and longbows. The place is a safe haven for agitators, and currently the sage, spy and master orator Paulibus Synth is holed up here, waiting for the heat to die down in Dweomer Bay.

Paulibus Synth, Human Assassin: LVL 4; HP 14; AC 15 (ring mail); ATK 1 punching dagger +2 (1d3+1) or light crossbow +4 (1d4+1); MV 30; F14 R11 W15; AL Neutral (CN); XP 400; S10 I14 W7 D17 Cn10 Ch13; Special—Poison use, backstab x2.

3143. Elswic | Village

Elswic is the southernmost human settlement, a gathering of small manes of the roudiest young barons among the cavaliers and their retinues, as well as a number of riever mercenaries who dwell in log cabins and resent the hell out of their employers. The population of Elswic numbers 100 cavaliers and 20 rievers. They have a small inn (really a tavern with a loft) that serves corn whiskey and generous cuts of game and several guides willing to hire on to walk folks into the wild in search of adventure.

3146. Giant's Cave | Monster

The mountain giant Sawhide Rex dwells in a cave here. No stranger to trouble, the arrival of Fort Defiance in [3346] has caused him to become a bit more shy in recent years. He holds a treasure of 900 gp, 17 gems (200 gp each), a jar of dark green ink, a copper ring (10 gp), two cloth-of-gold tabards (250 gp), a silk scarf (10 gp), a gold orb (500 gp), a gold bracelet (500 gp), a silver amulet (100 gp), a hickory walking stick (10 gp), a silver necklace (100 gp), a copper statue (10 gp), copper vambraces (10 gp), *ring of protection* +2, a *potion of delay poison*, a *potion of barkskin* (+2), a *scroll of flare* and a *potion of remove paralysis* and is currently in discussion with the agitator swordswoman Merlyn Trudice for a combined attack on Fort Defiance. Sawhide is skeptical about the attack, but the promise of sheep and cattle has him seriously considering it.

Merlyn Trudice, Human Fighter/Assassin: LVL 3/3; HP 17; AC 15 (studded leather & buckler); ATK 1 rapier +4 (1d6+1) or dart +4 (1d4); MV 30; F12 R11 W14; AL Neutral (CN); XP 300; S13 I13 W10 D13 Cn12 Ch4; Special—Poison use, backstab x2, dominate 0 HD foes.

Sawhide Rex, Mountain Giant, Huge Giant: HD 16; HP 47; AC 17; ATK 1 club (2d8+4) or boulder (2d8+4); MV 30; F3 R7 W8; AL Neutral (N); XP 800; Special—None.

3226. Sea Elves | Monster

A small scouting force of sea elves has established a camp here in the shallows. The camp consists of whaleskin pavilions huddled near a submerged rocky cliff. The small army consists of 100 sea elves in scale armor and their patented breathing helmets, and their commander Prince Namrem, an arrogant warrior with arched eyebrows and a chiseled jaw.

Sea Elf, Medium Humanoid: HD 1; AC 14 (scale); ATK 1 spear (1d8); MV 30 (Swim 40); F15 R13 W15; AL Neutral (N); XP 50; Special—Elf traits.

Prince Namren, Sea Elf Fighter: LVL 5; HP 27; AC 16 (scale); ATK 2 trident +7 (1d6+3) or light crossbow +7 (1d4+1); MV 30 (Swim 40, Fly 40); F11 R13 W12; AL Neutral (LN); XP 500; S17 I10 W8 D16 Cn10 Ch12; Special—Dominate 0 HD foes, elf traits.

3240. Sea Elf Slaver | Monster

A team of four giant trilobite, each about the size of an ox, are crawling along the sands here, pulling behind them a sort of sledge. The sledge belongs to the sea elf merchant Espagildas, a dealer in metal salvage and slaves. Four mermaids, in chains, swim behind the sledge.

Espagildas, Sea Elf Venturer: LVL 6; HP 17; AC 14 (studded leather); ATK 1 short sword +1 (1d6-2) or dart +4 (1d4); MV 30 (Swim 40); F14 R13 W10; AL Chaotic (NE); XP 600; S5 I11 W9 D13 Cn7 Ch16; Special—Appraisal, +1 save vs. traps, haggling, +1 henchman, contacts, pidgin, smuggler, elf traits.

3244. Phael | Stronghold

The sea elf magus Phael dwells here in an ancient stone tower under the sea. He maintains a large archive of Atlantean knowledge on stone tablets, and is working on carving the history of Atlantis into the walls of the tower in the form of bas-relief geometries and art. The stone tower is mounted on the back of a giant mechanical crab that lies buried beneath the sand. A school of six giant stingrays guard the tower; one is an amorous were-ray called Onnualda, who can also take the form of a beauteous female sea elf. She was a courtier of the empress who fell into disfavor after she contracted her curse. Naturally, she and Phael are not terribly loyal to the empire.

Stingray, Large Animal: HD 7; HP 22; AC 15; ATK 1 bite (1d8) or sting (1d6 + poison III); MV Swim 60; F9 R9 W15; AL Neutral (N); XP 350; Special—Sting.

Onnualda the Were-Ray, Medium Monstrous Humanoid: HD 4; AC 14 [silver]; ATK 1 spear (1d8) or sting (1d4 + poison III); MV 30 (Swim 60); F14 R11 W11; AL Chaotic (CE); XP 400; Special—Sting, lycanthropy.

Phael, Sea Elf Magic-User: LVL 11; HP 25; AC 9; ATK 1 dagger +3 (1d4-1) or dart +3 (1d4-1); MV 30 (Swim 40); F11 R12 W8; AL Neutral (LN); XP 1100; S6 I14 W10 D8 Cn9 Ch8; Special—Spells per day (4/5/4/4/3/2/1), elf traits.

3306. Lich Mountain | Monster

There are many legends about the lonely, green mountain here, and explorers have given it a wide berth. The wild elves tell of an ancient wizard with steel bones who dwells beneath the mountain, serving the demons of old and spreading curses and evil throughout the region.

These stories are true. The elf wizard Avanus escaped the vengeance of Asur by delving into lich-hood before the curse occurred. Avanus commands plagues of insects and scores of summoned demons, which he uses to hold aloft the ancient mountain, his throne room being located beneath it in a grand hall of petrified demon pillars. Further under the earth, there is a salty, subterranean lake of great size where is hidden the lich's treasure trove (he has a map). The lich's spellbooks are rather odd – a collection of peerless jewels that, when illuminated by magical light, project his spells on the walls. There are nine jewels in all, each one containing multiple spells.

Avanus the Lich, Medium Undead: HD 12; HP 47; AC 15 [+1]; ATK 1 strike (permanent paralysis); MV 30; F9 R9 W6; AL Chaotic (CE); XP 3000; Special—Sight causes fear, immune to cold, electricity, polymorph and mind attacks, spells (4/4/4/4/3/3/2).

3309. Fort Wilderness | Stronghold

Fort Wilderness is a wooden fort occupied by a force of 25 musketeers, 10 rangers and 6 pistoleers under the command of

Colonel Stevin Lathair, a dashing old knight errant of Lyonesse who now serves the governor-general of Dweomer Bay. The fort is served by a chaplain of Minerva named Sister Becca Bered.

A princess of Nomo, Fitzira, has been secreted here in this fort, hidden away from the factions that now struggle over the remains of that once grand empire. A belligerent suitor, Sir Verctis, has arrived from Guelph bearing a jewel from the Crown Prince Geluves to win her hand, but he has been rebuffed and is fuming. Desirous of revenge, his wicked assistant Yesoto, is planning to turn the lady into a zombi (not the undead variety).

Yesoto, Human Magic-User: LVL 3; HP 10; AC 10; ATK 1 quarterstaff -1 (1d6-2) or light crossbow +1 (1d4+1); MV 30; F14 R14 W12; AL Chaotic (NE); XP 300; S5 I14 W12 D9 Cn12 Ch12; Special—Spells per day (4/3/1).

Sir Verctis, Human Duelist: LVL 6; HP 23; AC 13 (leather); ATK 1 rapier +6 (1d6+1) and dagger +6 (1d4+1); MV 30; F13 R9 W14; AL Neutral (N); XP 600; S13 I13 W8 D15 Cn11 Ch8; Special—Spells per day (4/3/1).

Becca, Human Cleric: LVL 4; HP 12; AC 12 (mail shirt); ATK 1 morningstar +2 (2d4) or sling +0 (1d4); MV 30; F12 R16 W11; AL Lawful (LG); XP 400; S12 I11 W12 D4 Cn8 Ch12; Special—Turn undead, spells per day (5/3/2).

Lathair, Human Fighter: LVL 10; HP 45; AC 15 (breastplate); ATK 3 glaive +10 (1d8+1) or 1 pistol +9 (1d8+1); MV 30; F8 R12 W12; AL Lawful (LG); XP 1000; S14 I9 W11 D10 Cn10 Ch10; Special—Dominate 0 HD foes.

3317. Helm | Treasure

A discarded sea elf breathing helm is half-buried in the sand here. The helm can be reversed to fill with air rather than water by an alchemist or elemental of at least 3rd level, as it must be shifted from a connection with the elemental plane of water (Neptunus) to the elemental plane of air (Jovis).

3333. Antique Lamp | Treasure

An ancient, brass lamp is hanging from a low bough on a gnarled oak. The lamp is half-filled with oil and contains three pebbles. When one of these pebbles is exposed to heat, it turns into a 3 dice fireball that explodes in a 30-ft. radius.



3346. Fort Defiance | Monster

Fort Defiance is a large fort with a 20-ft. tall wooden palisade and 5-ft. deep ditch. It has four 24-ft. tall towers and houses 90 blue amazons under the command of she-devil called Bloody Ann. Fort Defiance was settled by amazons from across the sea and is fiercely independent. Bloody Ann is assisted by Zarah, a priestess

of Minerva who will pay for secret knowledge from the ancient ruins in the hinterland.

Bloody Ann, Human She-Devil: LVL 11; HP 57; AC 14 (leather tunic); ATK 2 warhammer +10 (1d4+2) or 1 pistol +10 (1d8+1); MV 30; F8 R7 W9; AL Neutral (CN); XP 1100; S15 I7 W8 D14 Cn12 Ch14; Special—Chaste, deflect missiles, aura of emotion, righteous rage.

Zarah, Human Cleric: LVL 4; HP 18; AC 14 (mail shirt); ATK 1 warhammer +2 (1d4+1) or sling +2 (1d4); MV 30; F11 R14 W11; AL Lawful (LG); XP 400; S12 I12 W13 D10 Cn12 Ch13; Special—Turn undead, spells per day (5/4/2).

3404. Fort Constance | Village

This rather large wooden fort houses 400 colonists. It is situated near the river, with a large sandy bank giving barges, keelboats and canoes a place to land and trade. The fort is surrounded by fields of potatoes, beans and corn. The fort has an outer wall of timber, about 10-ft. tall and in a pentagon formation, with five watch towers. Within these walls, a few animals are kept, and the citizens and soldiers dwell in timber longhouses. At the heart of the settlement there is a taller wooden fort, referred to by the locals as “the redoubt”, where dwells the settlement’s governor, Quine, appointed by the burgesses of Dweomer Bay, who chartered this settlement. Quine has 20 musketeers and two sergeants, Celess and Garnon, under his command.

Among the notable citizens of Fort Constance are the blacksmith, Oss, Broch, who trades with the wild elves of the wood, and Edina, who runs a small inn and tavern. The settlement also boasts the services of an alchemist called Ogitt, who is engaged in a rather secretive experiment involving harnessing the thunder-bolts of heaven to produce life! Ogitt’s wife, a devout woman, has grown suspicious of his activities and has given her concerns to the puritan Quine, a devotee of Albion.

Quine, Human Puritan: LVL 2; HP 12; AC 13 (ring mail); ATK 1 greatsword +3 (1d10+1) or pistol +2 (1d8+1); MV 30; F12 R15 W11; AL Lawful (LG); XP 200; S14 I4 W14 D11 Cn11 Ch4; Special—+2 save vs. fear, +2 save vs. chaos, +1 to hit chaos, damage creatures only hit by silver, cold stare, minor miracle 1/day, turn undead.

Sergeant Borge, Medium Humanoid: HD 3; HP 9; AC 15 (breastplate); ATK 1 pike (1d6+1) or short sword (1d6) or pistol (1d8+1); MV 30; F12 R14 W14; AL Neutral (N); XP 150; Special—None.

3419. Royal Pearl | Monster

The *Royal Pearl*, a pirate caravel, is anchored off the coast here awaiting the arrival of a merchant caravel, *Glorious Industry*, headed to Tremayne with a treasure meant for Gloriana herself. The treasure includes a black pearl, discovered by adventurers in the lands to the north. The pirates are commanded by the shade of Blackbeard. The crew is composed of twenty-five skeletons. They have acquired an ancient crown composed of five gold panels with settings for five black pearls. When black pearls worth at least 5,000 gp each have been placed in the settings, the crown will permit the crew to return to earth as living beings.

Blackbeard the Draug, Medium Undead: HD 6; HP 29; AC 17; ATK 1 cutlass (1d6) or claw (1d4); MV 30 (Swim 30); F12 R12 W10; AL Chaotic (CE); XP 600; Special—Control ship, control weather 1/day, resistance to fire (it pays to be waterlogged).

Skeletal Pirate, Medium Undead: HD 1; AC 15; ATK 2 claws (1d4) or short sword (1d6); MV 30; F15 R15 W14; AL Neutral (N); XP 50; Special—None.

3428. Kelp Forest | Monster

Luminous kelp grows beneath this shallow portion of the sea, creating a ghostly glow that most ship captain avoid. This is wise, for living in this kelp forest are a scholarly race of aquatic folk, the moonfish. The moonfish are a scholarly folk, much taken with the study of humanity. They have a certain level of control over the kelp, which that can animate to drag sailors off of ships and into the depths, where they are studied. Unfortunately, the subjects never survive these studies.

Animated Kelp, Large Plant: HD 4; AC 15; ATK 1 slam (1d8 + constrict); MV 5; F10 R17 W14; AL Neutral (N); XP 400; Special—Surprise (4 in 6).

Moonfish, Medium Magical Beast: HD 2; AC 13; ATK 1 strike (1d4); MV 5 (Swim 60); F12 R11 W15; AL Neutral (N); XP 200; Special—Kelp.

3437. Atlanteans | Monster

The Atlanteans who dwell off the coast have been successful of late, consolidating an empire of undersea city-states. As they have conquered most of the undersea city-states, they are now turning their avaricious eyes to the land, and have concocted a plan to crossbreed their warriors with air-breathing humanoids. They have constructed a strange craft that resembles a giant nautilus with black, rubbery tentacles (per the black tentacles spell) and several projectors that can spew forth various versions of the cloud spells (*fog cloud*, *acid fog*, etc.). They plan to pilot this submersible to the coast and attack a small boat, capturing any females aboard for their experiments. The nautilus is commanded by Captain Sarbrax.

Captain Sarbrax, Sea Elf Fighter: LVL 3; HP 7; AC 14 (scale mail); ATK 1 barbed spear +4 (1d8+2); MV 30 (Swim 40); F12 R14 W15; AL Neutral (LN); XP 300; S14 I7 W8 D9 Cn11 Ch12; Special—Dominate 0 HD foes.

Sea Elf, Medium Humanoid: HD 1; AC 14 (scale); ATK 1 spear (1d8); MV 30 (Swim 40); F15 R13 W15; AL Neutral (N); XP 50; Special—Elf traits.



MONSTERS

Fearsome Creatures

Every culture has things it believes go bump in the night, and the aboriginal inhabitants of North America and the later settlers of that continent are no different. Along with the monsters of Africa, it's a shame these fascinating creatures have been used so little in fantasy gaming. Hopefull this article will even the odds a bit. The cultures from which these monsters originate are noted in parentheses after the monster's name. Naturally, most of these beasts have been given the fantasy once-over to make them fit for heroic battle and plunder.

ACHIYALATOPA (Zuni)

Large Outsider (Earth), Lawful (LG), Low Intelligence; Solitary

| | |
|-----|--|
| HD | 5 |
| AC | 20 |
| ATK | 1 bite (2d4) or 1 burst of feathers (200 ft., 1d8) |
| MV | 30 |
| SV | F10 R11 W12 |
| XP | 500 (CL 6) |

The achiyalatopa is a large, flightless bird of the deserts and prairies infused with elemental energies. Immensely powerful, the earth quivers as it tromps by. It has feathers composed of flint, which it can throw at targets up to 200 feet away. Mildly intelligent, the achiyalatopa is a crude and brutish force for good in the world, though its bumbling and impetuous nature often causes as much trouble as it solves.

Spells: 1/day—protection from evil

Special Quality: Resistance to acid, magic resistance

ALTAMAHA-HA (Georgians)

Large Animal, Neutral (N), Animal Intelligence; School (1d4)

| | |
|-----|-------------------------------|
| HD | 8 |
| AC | 14 |
| ATK | 1 bite (1d6) and 1 slam (1d8) |
| MV | Swim 50 |
| SV | F8 R8 W14 |
| XP | 400 (CL 8) |

The Altamaha-ha is a giant river creature that looks vaguely like a giant sturgeon with a bony ridge on its back and a snout like a crocodile. The monster is grey in color, with a belly the color of parchment. Mostly harmless, they are curious creatures who are attracted to humanoid activity, and those ridges on their backs have a nasty habit of damaging or capsizing river craft. Boats under which the animal scrapes must pass an item saving throw or spring a leak.

ARGOPELTER (Lumberjacks)

Small Aberration, Chaotic (NE), Animal Intelligence; Solitary

| | |
|-----|--|
| HD | 2 |
| AC | 15 |
| ATK | 2 tendrils (1d6 + constrict) or hail of splinters (30-ft. cone; 1d4) |
| MV | 100 (Climb 100) |
| SV | F16 R11 W15 |
| XP | 300 (CL 4) |

Argopelters are quite possibly related to the choker. They look like apes with slender, wiry bodies and rubbery, brownish grey skin. Their arms are like muscular, whip-like tendrils which they wield like whips, either striking with them or using them to entangle foes. Argopelters inhabit hollow trees. They are incredible quick, and thus are capable of surprising on a roll of 1-5 on 1d6. The creatures mostly survive on owls and woodpeckers, and their litters of pups are only born on February 29th.

Special Qualities: Surprise (5 in 6)

AXEHANDLE HOUND (Lumberjacks)

Medium Magical Beast, Neutral (N), Animal Intelligence; Solitary

| | |
|-----|--------------------------------------|
| HD | 4 |
| AC | 16 |
| ATK | 1 head butt (1d8) or spit acid (1d6) |
| MV | 40 |
| SV | F11 R11 W17 |
| XP | 400 (CL 5) |

Axehandle hounds are actually insect creatures, not unlike stout stick insects, the size of wolves, with plate armor-like carapaces of mottled brown and green. They have large, wedge like heads and thin bodies supported on six short legs. Axehandle hounds can spew acid that dissolves wood (item saving throw required or the object is ruined). They can spew this acid once every 1d4 rounds in a 30-ft. cone.

Special Qualities: Immune to acid, surprise (3 in 6)

AZABAN (Abenaki)

Small Fey, Neutral (CN), High Intelligence; Pack (1d4)

| | |
|-----|---------------|
| HD | 1 |
| AC | 14 |
| ATK | 1 bite (1d4) |
| MV | 20 (Climb 20) |
| SV | F16 R13 W12 |
| XP | 100 (CL 2) |

Azeban are the spirit animals of raccoons. They look like somewhat large raccoons with very human eyes. They are mischievous folks, though not malevolent, who enjoy tricking animals and humanoids into doing services for them, or into giving them their food.

Spells: 3/day—audible glamor, mage hand, pyrotechnics, ventriloquism; 1/day—invisibility

Special Qualities: Magic resistance 10%

BALL-TAILED CAT (Lumberjack)

Large Magical Beast, Neutral (N), Animal Intelligence; Solitary

| | |
|-----|--|
| HD | 5 |
| AC | 15 |
| ATK | 2 claws (1d6 + rend) and bite (1d8) and tail (1d8) |
| MV | 40 |
| SV | F10 R11 W16 |
| XP | 500 (CL 6) |

Ball-tailed cats, sometimes called silvercats, look like large mountain lions with silvery fur and long tails. At the end of these tails there is a bulbous mass, one side being smooth and the other spiked. The cats use these tails as a weapon, creeping up on their prey and then bashing in their heads. Creatures struck by the ball on a natural '20' must pass a Fortitude save or be stunned for 1d4 rounds.

BAYKOK (Ojibwe)

Medium Undead, Chaotic (CE), Average Intelligence; Shriek (1d8)

| | |
|-----|--|
| HD | 2 |
| AC | 13 |
| ATK | 2 claws (1d4) or arrow (1d6 + poison II) |
| MV | 30 (Fly 60) |
| SV | F15 R14 W12 |
| XP | 200 (CL 3) |

Baykoks are emaciated, skeletal figures with translucent skin and glowing red points for eyes. They are armed with bows that fire invisible arrows. They begin their attacks with a shrill cry; those who hear it must pass a Will save or be stunned for 1 round with fear. Baykoks concentrate their attacks on warriors. When they have paralyzed a foe, they descend from the sky and devour their liver.

BOO HAG (Gullah)

Medium Monstrous Humanoid, Chaotic (CE), Average Intelligence; Solitary

| | |
|-----|------------------------------|
| HD | 6 |
| AC | 15 |
| ATK | 2 claws (1d4) and bite (1d6) |
| MV | 30 (Swim 50) |
| SV | F12 R10 W10 |
| XP | 1500 (CL 8) |

Boo hags are monstrous women of the swamp. Similar to vampires, they drain the life of their foes by riding them at night while they sleep and stealing their breath. A hag squatting atop a person drains one hit dice or level from them every 10 minutes.

Those victims they kill, they skin, as they have no skin of their own. They use this skin as a disguise when they wish to hunt at night in settled areas. Boo hags are amphibious, and look like skinless, gaunt women with blazing eyes and gnashing, yellow teeth. They can be distracted for 1d10 minutes by brooms, the straws of which they are compelled to stop and count. If attacked while counting straws, the hags flee with their brooms, that they may count the straws at their leisure in a safe place.

Spells: 3/day—gaseous form

CACTUS CAT (Lumberjacks)

Medium Magical Beast, Neutral (N), Animal Intelligence; Solitary

| | |
|-----|------------------------------|
| HD | 1 |
| AC | 14 |
| ATK | 2 claws (1d2) and bite (1d3) |
| MV | 30 |
| SV | F14 R13 W 18 |
| XP | 100 (CL 2) |

Cactus cats look like bobcats with thorn-like hairs on their backs, spines on their legs and armored, branching tails. They dwell in deserts, slashing the cacti at night to drink from them. When possible, they wait for the cactus juice to ferment and use it to get rip-roaring drunk, howling their heads off through the night.

Because of their spiny bodies, creatures in melee combat with cactus cats must pass a Reflex save each round or suffer 1 point of damage. The combatant can add their armor bonus to their saving throw. Those using unarmed strikes suffer a -2 penalty to their save, while those with medium weapons add +1 and those with long weapons add +3.

DEER WOMAN (Ojibwe)

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

| | |
|-----|--------------------------------|
| HD | 3 |
| AC | 13 |
| ATK | 1 strike (1d3) or hooves (2d4) |
| MV | 30 |
| SV | F14 R12 W12 |
| XP | 300 (CL 4) |

Deer women are shapeshifting fey of the unseelie court, who use their wiles to prey on unsuspecting (or simply foolish) men. Deer women can assume the form of beautiful maidens, wise, old crones or white-tailed deer. In human form, their inhuman nature can be discerned by their feet, which are a deer's hooves, and their doe eyes.

A deer woman uses her spells to seduce or charm men, lulling them into a false sense of security, and then stomping them to death. They are warded away with tobacco smoke.

Spells: 3/day—charm person; 1/day—suggestion

DWAYYO (Marylanders)

Medium Magical Beast, Neutral (N), Low Intelligence; Pack (1d8)

| | |
|-----|------------------------------|
| HD | 3 |
| AC | 14 |
| ATK | 2 slams (1d3) and bite (1d6) |
| MV | 40 |
| SV | F12 R12 W15 |
| XP | 150 (CL 3) |

Dwayyos are bipedal wolves with human arms and hands. They are covered with black fur and have bushy tails. They are capable of running on all fours, or standing to attack, much in the manner of bears. They are the mortal enemies of the snallygasters.

FASTACHEE (Seminole)

Small Humanoid, Lawful (NG), Average Intelligence; Clan (1d20)

| | |
|-----|-------------|
| HD | 1 |
| AC | 12 |
| ATK | 1 weapon |
| MV | 20 |
| SV | F14 R15 W15 |
| XP | 50 (CL 1) |

The fastachee are the dwarves of the hilly portions of the Virgin Woode, exiles from the Bleeding Mountains who settled here long ago. They have reddish-brown skin and black hair, which they wear long, braiding both the hair on their heads and their chins. The fastachee have long since given up on mining, save for the working of flint and granite. They are now mostly farmers, growing corn and raiding medicinal gardens. They enjoy a +2 bonus to save vs. poison and magic. They usually wear buckskin armor and wield tomahawks.

FEATHERTOP (Nathaniel Hawthorne)

Medium Construct, Neutral (N), Average Intelligence; Solitary

| | |
|-----|---------------|
| HD | 2 |
| AC | 14 |
| ATK | 2 slams (1d4) |
| MV | 30 |
| SV | F15 R15 W16 |
| XP | 100 (CL 2) |

Feathertops are scarecrows which the druids of the pilgrim culture bring to life to guard their homes and gardens and run errands for them (and sometimes work mischief). As long as they smoke the pipes given them, they retain the appearance of being actual human beings, unless they gaze into a mirror, in which their true nature is revealed. When so faced with their real form, feathertops must pass a Will save or smash themselves to bits rather than face not being human.

GAASYENDIETHA (Seneca)

Medium Dragon, Chaotic (CE), Average Intelligence; Solitary

| | |
|-----|--------------------------------|
| HD | 8 |
| AC | 16 |
| ATK | 2 claws (1d4+1) and bite (1d8) |
| MV | 30 (Fly 150, Swim 60) |
| SV | F9 R9 W9 |
| XP | 800 (CL 9) |

Gaasyendietha, or meteor dragons, are a breed of dragon that hatches from fallen meteors. They have serpentine bodies covered with scales of a metallic black, though their bellies are a dull red in color. Meteor dragons can fly, but they do not have wings. Meteor dragons usually dwell in the shallows of rivers or lakes, where they bury their treasure beneath large stones.

A meteor dragon's body is immensely hot, and when it is not immersed in water, it is engulfed in fire. Three times per day, and no more than once every three rounds, a meteor dragon can breathe a cone of fire that deals 3d6 points of damage in a 40-ft. cone. Even underwater, a meteor dragon can choose to create a 10-ft. radius area of boiling water around themselves for up to 3 rounds per day, though this costs it one use of its breath weapon.

Special Qualities: Immune to fire

GOLDEN BEAR (Shawnee)

Huge Animal, Neutral (N), Animal Intelligence; Solitary or pair

| | |
|-----|---|
| HD | 8 |
| AC | 15 |
| ATK | 2 claws (1d10 + constrict) and bite (2d8) |
| MV | 40 |
| SV | F6 R9 W14 |
| XP | 800 (CL 9) |

The golden bear is a huge bear of the hills with golden fur (a very expensive pelt, worth its weight in gold!).

HEADLESS HORSEMAN (Washington Irving)

Large Undead, Chaotic (CE), Average Intelligence; Patrol (1d6)

| | |
|-----|---|
| HD | 7 |
| AC | 18 |
| ATK | 1 sword (1d8 + special) and 2 hooves (1d6) and bite (1d4) |
| MV | 30 (Mounted 50) |
| SV | F12 R12 W10 |
| XP | 1750 (CL 9) |

Headless horsemen may be encountered alone or in small patrols. The souls of horsemen who have perished in battle and now seek vengeance on the living. They appear as soldiers of various types, always mounted on black horses and always lacking a head. Most carry lanterns, perhaps even jack-o-lanterns, and slashing swords.

Headless horsemen are dangerous opponents. The whinny of their spectral horses and their own shrieks, screams and maniacal laughter cause fear (as the spell) in those with 3 HD or less. They prefer to get their victims running away, that they might swoop in and attempt to decapitate them. Attacks with their swords that roll a natural '20' have a chance at decapitation; the target must pass a Reflex save to avoid this terrible fate. Mounted warriors who are decapitated will rise as headless horsemen themselves in 24 hours, while all others who are decapitated rise as wraiths, none of them under the control of their creator.

Headless horsemen have but a single weakness. They cannot cross running water, like streams or rivers. Make it across a bridge, and they cannot follow, though they may throw their lanterns in a fit of pique.

Note that the headless horsemen's stats represent the horseman upon his horse – the two are rarely separated. That being said, it is possible to remove a headless horseman from his steed, though he always gets a Fortitude saving throw to resist, and can, the next round, "teleport" back onto his mount. The two creatures live and die as a team.

Spells: 3/day—ethereal jaunt

Special Qualities: Immune to fear and all mind effects

HIDEBEHIND (Lumberjack)

Medium Magical Beast, Neutral, Low Intelligence; Solitary

| | |
|-----|--|
| HD | 3 |
| AC | 13 |
| ATK | 2 claws (1d4 + constrict) and bite (1d6) |
| MV | 40 |
| SV | F12 R12 W15 |
| XP | 450 (CL 5) |

Hidebehinds are large, bear-like creatures with a natural ability to become two-dimensional, allowing them to hide behind even very narrow trees. In essence, this allows to surprise with a 90% chance of success, regardless of the victim's skill at avoiding surprise. They are also surrounded by an aura of silence in a 10-ft. radius, allowing them to stalk and attack with complete silence. Hidebehinds are utterly black in color – fur, eyes, claws, teeth, etc. They are nocturnal hunters.

HODAG (Lumberjack)

Medium Magical Beast, Neutral, Animal Intelligence; Throng (1d4)

| | |
|-----|---------------------------|
| HD | 5 |
| AC | 16 |
| ATK | Gore (1d8) and tail (1d8) |
| MV | 40 |
| SV | F11 R11 W16 |
| XP | 250 (CL 5) |

Hodags are grotesque chimeras of the Virgin Woods, having the head of a frog, the grinning face of an elephant (sans trunk but including two terrifying tusks) and the body, legs and spikey tail of a stegosaurus, without the back plates. They are carnivores, and quite quick despite their ungainly appearance. They favor the flesh of dogs, and the presence of dogs in a camp often attracts them.

HOOP SNAKE (Lumberjacks)

Small Magical Beast, Neutral, Animal Intelligence; Solitary

| | |
|-----|--|
| HD | 2 |
| AC | 14 |
| ATK | Bite (1d4 + poison III) or tail (1d8 + poison III) |
| MV | 20 (Rolling 100) |
| SV | F13 R11 W18 |
| XP | 200 (CL 3) |

The hoop snake is an odd reptile that can grasp its tail in its mouth and roll like a wheel, and at a very rapid clip. When so rolling (this counts as a charge), it can straighten at the last moment, stiffen its body, and launch itself like a javelin at a foe, striking with its tail. Otherwise, it acts much as a normal viper. Hoop snakes have scales of rust and brown.

JACKALOPE (Lumberjacks)

Small Fey, Neutral (N), Animal Intelligence; Clutch (1d8)

| | |
|-----|----------------|
| HD | 1 |
| AC | 14 |
| ATK | Gore (1d6) |
| MV | 30 |
| SV | F 8, R 10, W 8 |
| XP | 100 (CL 2) |

Jackalopes are fey rabbit-like creatures with deer-like antlers atop their heads. The milk of a jackalope is medicinal, granting a +2 bonus to save vs. poison or disease for those who imbibe it. They enjoy whiskey, and can be attracted by a flask of whiskey left out at night. Jackalopes can only breed during electrical storms.

Jackalopes are tricksters at heart. They can imitate any humanoid voice they hear, and can throw their voices (per the *ventriloquism* spell).

Spells: At will—ventriloquism; 3/day—dimension door.

Special Qualities: Magic resistance 15%

JOINT SNAKE (Lumberjack)

Large Magical Beast, Neutral (N), Animal Intelligence; Solitary

| | |
|-----|------------------------|
| HD | 6 |
| AC | 15 |
| ATK | Bite (1d6 + constrict) |
| MV | 30 (Climb 30, Swim 30) |
| SV | F9 R10 W15 |
| XP | 600 (CL 7) |

Joint snakes are constrictors that may have a bit of troll blood in them, for they have the ability to regenerate. They are a persistent symbol for the Agitators, who believe even divided and in secret, they remain united.

Special Qualities: Regenerate

KANONTSISTÓNTIE (Mohawk)

Huge Aberration, Neutral (N), High Intelligence; Solitary

| | |
|-----|-----------------------------|
| HD | 10 |
| AC | 18 [+1] |
| ATK | Slam (2d6) or breath weapon |
| MV | Fly 40 |
| SV | F7 R10 W7 |
| XP | 2500 (CL 12) |

Kanontsistóntie are giant, flying heads that appear to be constructed of bronze. They have unmoving faces and apparently sightless eyes, though they see all. Their mouths are agape and one can discern powerful energies within. The ultimate purpose of these entities is unknown and often seems contradictory from day to day. They primarily seek sustenance in the form of grain, lording it over lesser peoples and threatening them with destruction if they fail to pay tribute.

Kanontsistóntie have a breath weapon they can use once every three rounds, and no more than three times per day. The breath weapon is a 60-ft. cone of pure energy that deals 6d6 points of damage. Objects deposited in their mouths linger for a moment, and then disappear in a cascade of colored motes of light. Living creatures so transported into the “belly of the beast” suffer 6d6 points of damage, and, if they live, find themselves suffering 1d6 points of energy damage per day as they are slowly processed and digested by the head.

Special Qualities: Magic resistance 15%, regenerate

MANNEGISHI (Cree)

Small Fey, Neutral (CN), High Intelligence; Band (2d8)

| | |
|-----|------------------------|
| HD | 0 |
| AC | 14 |
| ATK | Knife or dart (1d3) |
| MV | 40 (Climb 30, Swim 40) |
| SV | F17 R13 W12 |
| XP | 50 (CL 1) |

Mennegishi are malevolent little trickster folk who dwell between the rocks in rapid streams. They take delight in capsizing canoes and in causing all manner of annoyance and heartbreak to humanoids. They appear as lanky humanoids with six-fingered hands and overly large heads without noses. They are ravenous creatures, and often attack humans (in an indirect way, or with ambushes) to steal their food. They arm themselves with flint knives and darts.

Spells: 3/day—audible glamer, pyrotechnics, silent image, ventriloquism; 1/day—invisibility.

MOTHMAN (West Virginia)

Medium Aberration, Chaotic (NE), Average to High Intelligence; Solitary

| | |
|-----|---------------|
| HD | 8 |
| AC | 16 [+1] |
| ATK | 2 claws (1d6) |
| MV | 20 (Fly 60) |
| SV | F11 R11 W8 |
| XP | 2000 (CL 9) |

The mothmen are eerie, malevolent beings who haunt the fringes of civilization. They are an alien race that once settled the coasts of the Virgin Woode, in the times before the battles between the Kabir and the Old Ones, developing a grand civilization of sparkling cities. Many of the ruins to be found on the coast belong not to the ancient elves, as is often supposed, but to the mothmen. They often kill humanoids, apparently for the joy of killing, or carry them away to their secret places to torment and question them about all they know.

The mothmen now dwell underground in a tragic parody of their former civilization. They are relatively few in number. They appear humanoids with dark grey skin and great, moth-like wings. Their eyes glow with a faint, reddish hue, and cause fear as a gaze attack (creatures with fewer than 4 Hit Dice must pass a Will save or flee for 3d12 rounds). Mothmen

stand about seven to nine feet in height. They can communicate telepathically with other sentient beings within 60 feet.

Despite their seemingly fragile wings, mothmen can carry up to 300 pounds, and often grapple their opponents, carry them into the air and then drop them on the ground below.

Spells: At will—ethereal jaunt, pyrotechnics

Special Qualities: Magic resistance 30%

PAMOLA (Abenaki)

Medium Outsider, Lawful (LN), High Intelligence; Solitary

| | |
|-----|--------------|
| HD | 8 |
| AC | 17 [+1] |
| ATK | Slam (1d6+1) |
| MV | 30 (Fly 60) |
| SV | F9 R8 W8 |
| XP | 800 (CL 9) |

Pamolas are spirits of storm and winter that appear with the body of men, the heads of mooses and the wings and taloned feet of eagles. They typically live in the high mountains, where the air is cold, descending to the lowlands to bring pronouncements from their masters, the storm giants, or from the elemental planes that spawn them.

Spells: 3/day—gust of wind; 1/day—cone of cold, control weather

Special Qualities: Immune to cold

PUKWUDGIE (Wampanoag)

Small Humanoid, Neutral (N), Average Intelligence; Band (2d6)

| | |
|-----|-------------|
| HD | 0 |
| AC | 12 |
| ATK | By weapon |
| MV | 20 |
| SV | F14 R16 W16 |
| XP | 50 (CL 1) |

The pukwudgie are the native gnomes of the Virgin Woode, little golk with grey skin, large noses and long fingers and ears. Unlike the gnomes of the Motherlands, the pukwudgie are an irascible sort, who hold a rather deep hatred of humans and elves.

Pukwudgie can take the form of giant porcupines up to three times per day. When in gnome form, they arm themselves with short knives, spears, short bows and clutches of poison (poison I) arrows. When a pukwudgie kills a person, he lays claim to his soul for 1 week of time. During that time, the soul must attend the pukwudgie as a shadow.

Spells: 1/day—produce flame, speak with dead

SHUNKA WARAKIN (Ioway)

Medium Animal, Neutral (N), Animal Intelligence; Pack (1d4)

| | |
|-----|------------|
| HD | 6 |
| AC | 14 |
| ATK | Bite (1d8) |
| MV | 50 |
| SV | F9 R9 W15 |
| XP | 300 (CL 6) |

Shunka warakin are large monsters that resemble wolf-hyena cross-breeds. They have reddish-yellow fur and a hunger for canines.

SNALLYGASTER (Marylanders)

Large Dragon, Chaotic (CE), Average Intelligence; Solitary

| | |
|-----|--|
| HD | 8 |
| AC | 20 |
| ATK | 2 claws (2d6) and bite (2d8) and tentacles (1d6 + constrict) |
| MV | 30 (Fly 80) |
| SV | F8 R8 W9 |
| XP | 800 (CL 9) |

Snallygasters are a rather odd breed of dragon that dwells in the Purple Mountains. They have steel grey scales, metallic beaks with razor-sharp teeth, enormous wings and hook-like claws. Snallygasters also have several writhing, barbed tentacles sprouting from their chests and a single, cyclopean eye in the center of their forehead.

Snallygasters are silent swoopers and bloodsuckers. They are creatures of chaos, the result of elven dalliances with infernal powers. Because of this, they can be held at bay by a Lawful (Good) cleric presenting his holy symbol as though turning undead. Snallygasters cannot be forced to flee or be destroyed by these holy symbols, but they can be forced to keep 30 feet away from the cleric for up to 10 minutes.

SPLINTERCAT (Lumberjack)

Medium Magical Beast, Neutral (N), Animal Intelligence; Solitary

| | |
|-----|--------------------------|
| HD | 4 |
| AC | 14 |
| ATK | Bite (1d6) or slam (2d6) |
| MV | 40 |
| SV | F11 R10 W17 |
| XP | 400 (CL 5) |

Splintercats are odd creatures that look like stout mountain lions with broad, flat heads. They so love honey that they charge at trees hosting beehives, smashing into them so hard that the trees are killed; they lose their branches and leaves and are utterly blighted. This rather odd method of feeding leaves them with a terrible headache and in an eternally foul mood.

TEAKETTLER (Lumberjack)

Small Magical Beast, Neutral (N), Animal Intelligence; Pack (1d6)

| | |
|-----|---------------------------|
| HD | 2 |
| AC | 13 |
| ATK | Bite (1d4) or belch steam |
| MV | 20 |
| SV | F13 R13 W18 |
| XP | 200 (CL 3) |

Teakettlers are shy animals that look like stubby legged hounds with the ears of a bobcat. They have elemental fires in their bellies that permit them, when their thirst is thoroughly slaked, to belch out powerful cones (30-ft.) of scalding steam (3d6 damage), usually no more than three times per day. Teakettlers always walk backwards, as though this is the most natural thing in the world for them.

WAMPUS CAT (Cherokee)

Medium Magical Beast, Neutral (CN), Average Intelligence; Solitary

| | |
|-----|-------------------------------------|
| HD | 4 |
| AC | 16 |
| ATK | 2 claws (1d3 + rend) and bite (1d4) |
| MV | 40 (Climb 20) |
| SV | F11 R11 W14 |
| XP | 400 (CL 5) |

Also called ewah, the wampus cat is jet black cougar with red hind quarters. It is capable of assuming the shape of a humanoid female, usually with elven characteristics and dressed in the pelt of black cougar. These wild women retain the claws of a cougar, and delight in carousing with humanoids and, when the mood takes them, of killing them.

YEHASURI (Catawba)

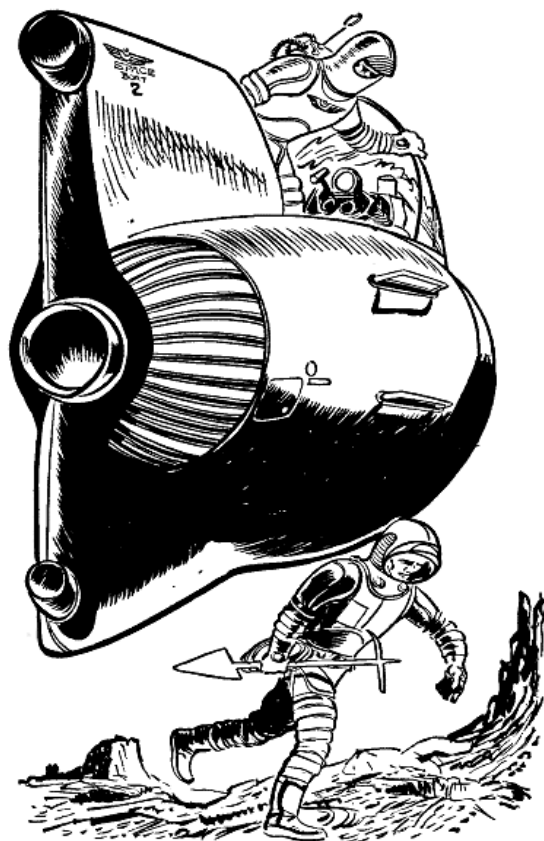
Tiny Humanoid, Chaotic (CE), Average Intelligence; Band (2d8)

| | |
|-----|-------------|
| HD | 0 |
| AC | 13 |
| ATK | By weapon |
| MV | 20 |
| SV | F16 R16 W16 |
| XP | 25 (CL 0) |

Yehasuri are the goblins of the Virgin Woode. They appear as tiny, hairy wildmen armed with spears and darts. They dwell in burrows beneath tree stumps (they enjoy fermented stump water) and issue out at night to hunt for animals and any unfortunate humanoids they might come upon. The smell of tobacco, either tobacco smoke or the juice, drives them away in a panic.

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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.

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CLASS

The Broadsword of God

Illustration by Jon Kaufman

Historically, the puritans were an English religious sect that operated in the 16th and 17th centuries. The terms “puritan” and “preciseman” were coined as insults; the people called themselves “the godly”. The puritans, by and large, were interested in returning Christian worship to what they believed was a purer form. In general, this involved problems they had with the trappings and rituals of the Catholic Church and its progeny, the Anglican Church. In England and the United States, puritans are often associated with strict moral guidelines, religious zealotry and witch hunts.

Religious reformers offer little grist for the mill when creating a new character class, unless Robert E. Howard enters the picture. In 1928, Howard introduced a very famous puritan adventurer in the story “Red Shadows”.

ROLL D8 FOR HIT POINTS

REQUIREMENTS

Strength and Wisdom of 13+; Puritans must be Lawful (Good) in alignment

ADVANCE AS ...

Puritans use the XP table of the fighter

ARMOR ALLOWED

Padded armor, leather armor, ring mail and bucklers



WEAPONS ALLOWED

Any

SKILLS

Decipher Code, Trickery (consider it a form of fire-and-brimstone persuasion for the conversion of fools)

CLASS ABILITIES

Puritans are **bolstered by their faith**, and thus gain a +2 bonus on saving throws made against fear and fear-like effects. In addition, they have a +2 bonus on saving throws made against the spells and magical effects of creatures of Chaos (Evil). Puritans also enjoy a +1 bonus to hit and damage creatures of Chaos (Evil).

Moreover, a melee weapon wielded by a puritan is capable of **damaging creatures** normally only damaged by silver weapons. A 3rd level puritan's melee weapon can overcome the damage resistance of monsters only hit by a +1 or better weapon. This improves to +2 or better weapons at 5th level, and +3 or better weapons at 8th level.

When a puritan turns his gaze on a creature for at least one minute, he can determine that creature's alignment. This **cold stare** is unnerving to those of a Chaotic (Evil) disposition, forcing them to succeed at a Will saving throw or hurry away.

A puritan's devotion to Law (Good) grants him the ability to **turn undead** and Chaotic (Evil) outsiders, as a cleric of one level lower.

In addition, a puritan can call down one **minor miracle** (i.e. a 0- or 1st level cleric spell) each day by grasping a holy symbol or prayer book and invoking the name of his Creator. The puritan does not have to memorize or prepare this spell in advance. At every odd level, the puritan gains the ability to call down one additional cleric spell per day, thus two cleric spells at 3rd level, three at 5th level, four at 7th level, and so on.

A 9th level puritan can settle near a village or town and construct a **fortified church**. The church should be made of stone and should be large enough to house the puritan and his followers. A puritan who becomes an elder attracts 1d6 men-at-arms per level, 1d6 first level clerics (1 in 6 chance per person of being a puritan instead of a cleric) who wish to serve and train under them and one 3rd level puritan to serve as a lieutenant. These puritans should be generated as characters under control of the player.

Ex-Puritans: A puritan who ceases to be Lawful loses all special abilities. He may not progress any further in levels as a puritan until he atones for his violations (see the *atonement* spell description), as appropriate.

TABLE: PURITAN CLASS ADVANCEMENT

| LEVEL | HD | ATK | FORT | REF | WILL | TITLE |
|-------|------|-----|------|-----|------|-------------|
| 1 | 1d8 | +1 | 13 | 15 | 13 | Confessor |
| 2 | 2d8 | +2 | 12 | 15 | 12 | Penitent |
| 3 | 3d8 | +3 | 12 | 14 | 12 | Pilgrim |
| 4 | 4d8 | +3 | 11 | 14 | 11 | Preciseman |
| 5 | 5d8 | +4 | 11 | 13 | 11 | Firebrand |
| 6 | 6d8 | +5 | 10 | 13 | 10 | Hexenhammer |
| 7 | 7d8 | +6 | 10 | 13 | 10 | Shepherd |
| 8 | 8d8 | +6 | 9 | 12 | 9 | Zealot |
| 9 | 9d8 | +7 | 9 | 12 | 9 | Puritan |
| 10 | 10d8 | +8 | 8 | 12 | 8 | Puritan |
| 11 | +3 | +9 | 8 | 11 | 8 | Puritan |
| 12 | +3 | +9 | 7 | 11 | 7 | Puritan |
| 13 | +3 | +10 | 7 | 11 | 7 | Puritan |
| 14 | +3 | +11 | 6 | 10 | 6 | Puritan |
| 15 | +3 | +12 | 6 | 10 | 6 | Puritan |
| 16 | +3 | +12 | 5 | 10 | 5 | Puritan |
| 17 | +3 | +13 | 5 | 9 | 5 | Puritan |
| 18 | +3 | +14 | 4 | 9 | 4 | Puritan |
| 19 | +3 | +15 | 4 | 9 | 4 | Puritan |
| 20 | +3 | +15 | 3 | 8 | 3 | Puritan |

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NOTIONS

Armor Up Like a Barbarian

Once upon a time, there was fairly realistic armor floating around in fantasy literature and films. It was what you would expect from folks who did a little research at the local library and who had maybe seen a suit of armor in a museum. And then the 1980's arrived on the scene, and things got weird. When a certain fantasy barbarian (and thief, pirate, etc.) arrived on the scene, he trod realistic armor under his sandaled feet and ushered in an era of greased up muscle-men fighting in loincloths, horned helmets and very little else.

To some folks, those gentlemen who enjoy verisimilitude (most of us say realism, but the kind of guys I'm talking about say verisimilitude), this was an aberration. For those of us with the gonzo gene, it's not so bad. The problem is one of game rules. Even if we like gonzo settings, we generally like to have rules that make some sense so that you can make reasonable predictions of outcomes. Without some ability to predict what will happen next, everything becomes a crap shoot and the tactical and strategic aspects of fantasy roleplaying (or wargaming) disappear.

With that in mind, and in the spirit of ridiculous, barbarian-style armor, I present the following scheme:

BARBARIAN ARMOR

Armor is for cowards, and nobody likes or respects a coward – not buxom serving wenches, not grizzled men-at-arms, not squirrely thieves, not fat merchants and certainly not the local lord with a quest that needs fulfilling.

In old school parlance, being unlikely = low charisma.

In a barbarian milieu, armor = cowardice.

Therefore: Cowardice = Unlikable = Low Charisma

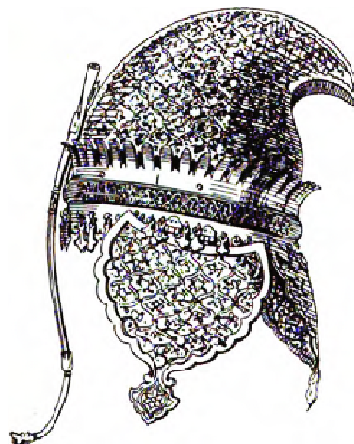
The barbarian disdains the use of full suits of armor, and instead opts for piecemeal armor. Each fledgling barbarian hero can decide, at character creation, to buy as many pieces of armor as they like – well, up to eight pieces of armor anyways. Each piece costs 25 gp, improves one's Armor Class by 1 (i.e. up 1 or down 1, depending on your system) and reduces their Charisma score by 1. A barbarian cannot allow their Charisma to fall below 3, so starting out with low charisma puts a solid ceiling on how much armor you get to wear as a barbarian. This doesn't sound fair? By Crom, barbarians don't whine about life not being fair – go be paladin you lousy #\$\$%#%.

GETTING RANDOM

For each piece of armor you order, you roll on the following table to find out what you get. After all, only a real poser would actually go out and buy mismatched, piecemeal armor. Real barbarians pick it up off the bodies of the slain, and therefore don't get to be picky about what they wear.

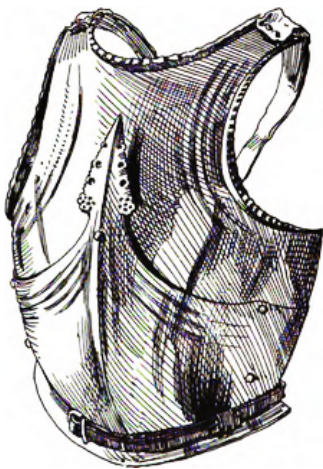
Note: Bits and straps of leather don't count here – just metal. Leather up all you want.

| D10 | ARMOR PIECE |
|-----|--|
| 1 | Helm |
| 2 | Sabatons |
| 3 | Breastplate or shirt of mail or scales |
| 4 | Arm |
| 5 | Leg |
| 6 | Shield |
| 7 | Should guards |
| 8 | Gauntlet |
| 9 | Mail loincloth |
| 10 | Disc armor |



1. Helm: There is a 5% chance that the helm is topped with wicked horns or antlers or some other sort of emblem. If the helm as horns, you keep your point of Charisma you lucky dog.

2. Sabatons: Yeah, metal shoes. If this is your only piece of armor you lose an extra point of Charisma. What kind of dork walks around wearing nothing but metal shoes?



3. Breastplate: This can be a metal breastplate or a shirt of mail or shirt of scales. It boosts Armor Class by 2, but also knocks 2 points off your Charisma.

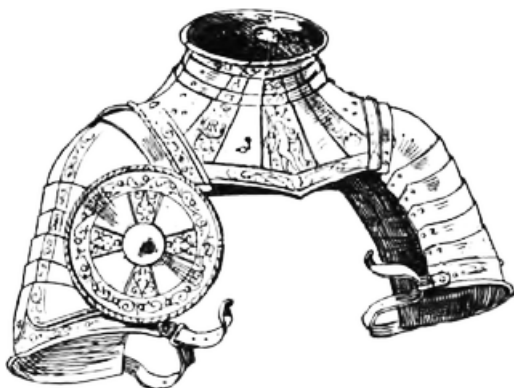
4. Arm: Platemail or a sleeve of mail or scales. It can be your right or left arm.



5. Leg: As arm, and again – you choose right or left. Remember to always protect yer fightin' leg!

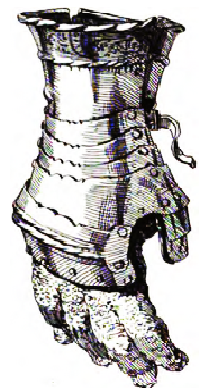


6. Shield: Why does a shield dock your barbarian street cred? Because you should be wielding a great big two-handed sword or axe, jerkwad. Are you sure you're ready to be a barbarian?



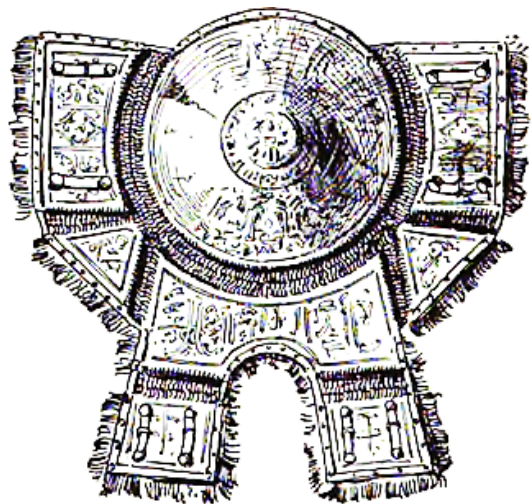
7. Shoulder Guards: If your Charisma is still 15 or higher when you get these, you can add a cape; otherwise it would just make you look like you were trying too hard.

8. Gauntlet: There is a 5% chance of the gauntlet being spiked, which grants you a +1 bonus to damage each time you score a hit in combat.



9. Mail Loincloth: Naturally there is a cloth undergarment involved here. You may hate cowardice, but there are limits. Add a mail brassiere if you're a female barbarian, unless you want to kick it amazon style.

10. Disc Armor: Disc armor isn't as dorky as a breastplate, but it still shows a lack of self-confidence, which is like a taped up pair of eyeglasses to a barbarian.



You can scrounge other pieces as you adventure, but note – adding a piece still means losing charisma, which means fewer retainers, lower reaction checks and probably some kind of penalty to carousing.

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RANDOM

Murder Most Random!

The next time you need to generate a random murder for characters to solve, or perhaps explain the origin of the ghost they are busting, these random tables might come in handy ...

WHERE? (d30)

| D30 | LOCATION | D30 | LOCATION |
|-----|---------------------------|-----|--------------------------|
| 1 | Attic | 16 | Kitchen |
| 2 | Ballroom | 17 | Larder |
| 3 | Bathroom | 18 | Library |
| 4 | Bedroom (upstairs) | 19 | Long Gallery |
| 5 | Billiard Room | 20 | Lumber Room |
| 6 | Buttery | 21 | Master Bedroom |
| 7 | Cellar / Undercroft | 22 | Pantry / Butler's Pantry |
| 8 | Dining Room / Eating Room | 23 | Picture Gallery |
| 9 | Drawing Room / Parlour | 24 | Scullery |
| 10 | Dressing Room | 25 | Servant's Quarters |
| 11 | Fainting Room | 26 | Smoking Room |
| 12 | Gentleman's Room | 27 | Solarium / Conservatory |
| 13 | Great Chamber | 28 | Store Room |
| 14 | Hall / Great Hall | 29 | Study |
| 15 | Housekeeper's Room | 30 | Wine Cellar |

WHO? (d30)

Note: This table can be used to generate the victim and the murderer, as well as the wrongly accused

| D30 | VICTIM/MURDERER | D30 | VICTIM/MURDERER |
|-----|--------------------------|-----|---------------------------|
| 1 | Baronet / Lord | 16 | Intellectual Son/Daughter |
| 2 | Lady of the House | 17 | Silly Son/Daughter |
| 3 | Blustering Industrialist | 18 | The Butler |
| 4 | Arrogant Playboy | 19 | Maid, Kitchen or Scullery |
| 5 | Bold Explorer | 20 | Cook |
| 6 | Virile Sportsman | 21 | Valet |
| 7 | Member of Parliament | 22 | Driver / Chauffeur |
| 8 | Spoiled Son/Daughter | 23 | Companion |
| 9 | Imperious Son/Daughter | 24 | Lady's Maid |
| 10 | Dowager Aunt | 25 | Nanny / Governess |
| 11 | Doddering Uncle | 26 | Tutor |
| 12 | Brainy Professor | 27 | Chambermaid |
| 13 | Idiot Nephew | 28 | Page/Houseman/Footman |
| 14 | Sly Courtesan | 29 | Gamekeeper |
| 15 | Impassioned Suffragette | 30 | Master of Horse |



WHAT? (d8)

| D8 | MEANS |
|----|---|
| 1 | Poison (arsenic, curare) |
| 2 | Shot (revolver) |
| 3 | Stabbed or Slashed (knife, dagger, razor blade, something more archaic) |
| 4 | Bludgeoned (candlestick, wrench, statuette) |
| 5 | Strangled (rope, scarf, bare hands) |
| 6 | Electrocuted (where available) |
| 7 | Suffocated (or gassed) |
| 8 | Drowned |

WHY? (d8)

| D8 | MOTIVE |
|----|------------------------|
| 1 | Jealousy |
| 2 | Envy |
| 3 | Greed |
| 4 | Boredom |
| 5 | Ambition |
| 6 | Revenge |
| 7 | For the cause! |
| 8 | Because of the voices! |

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MONSTERS

Necromantic Masterpieces

Necromancers are often frustrated artists, and their desire to outdo their brethren is fierce. While the pedestrian necromancer is content with creating zombies, skeletons, ghouls and the like, the true artist labors on a unique creation and creates a manual to hide away for others to one day find.

DAME SANS MERCI

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

| | |
|-----|--|
| HD | 5 |
| AC | 15 |
| ATK | 2 flailing fists (1d6) or gaze (see below) |
| MV | 30 |
| SV | F13 R13 W11 |
| XP | 500 (CL 6) |

A dame sans merci appears as a feminine skeleton wrapped in tight, black leather (sometimes studded with spikes) that has been padded (to create the curvaceous feminine shape) with a rare form of fungus cultivated by some death cults and wicked alchemists. The skeleton has onyx eyes.

The dame sans merci can focus its withering gaze on any one target within 30 feet. They target must pass a Will saving throw (save vs. magic) or be affected per the spell ray of enfeeblement. Once per day, it can breath a cone (15-ft long and 10-ft wide) of necromantic spores that play on a person's mind. Roll 1d4 and consult the table below:

| D4 | EFFECT |
|----|-----------|
| 1 | Fear |
| 2 | Rage |
| 3 | Confusion |
| 4 | Despair |

All within the cone must pass a Fortitude saving throw vs. poison or be affected by a random mind effect (see above) for 2d4 rounds.

AMPUTATOR

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

| | |
|-----|-----------------|
| HD | 8 |
| AC | 14 |
| ATK | 2 pincers (2d4) |
| MV | 30 |
| SV | F10 R11 W10 |
| XP | 800 (CL 9) |

Amputators are made by removing the hands from a dead gorilla and replacing them with large, metal pincers. Most of these gorilla corpses are shaved by the necromancer and covered with tattoos of magical glyphs - needless to say, amputators are rather horrifying.

When an amputator's pincer attack is a natural '20', the target suffers double damage and must pass a Fortitude saving throw (save vs. petrification) or have an arm twisted off. If the target is wearing armor, the armor first makes an item saving throw. If successful, the target's arm remains attached to their body. If the item saving throw fails, the armor is torn off the arm and the arm is now in danger of being torn off.

FULL-THROATED SCREAMER

Small Undead, Chaotic (CE), Average Intelligence; Solitary

| | |
|-----|---|
| HD | 6 |
| AC | 16 |
| ATK | Slam (1d4 + 1d4 cold) or scream (see below) |
| MV | Fly 30 |
| SV | F13 R12 W10 |
| XP | 600 (CL 7) |

Possibly the oddest of created undead, the full-throated screamer appears as three preserved heads encased in crystal spheres. The heads must have belonged to a fishwife, politician and braggart in life. They float within 5 feet of one another, and can slam into people or, once per day each, issue a terrible scream that affects all within 30 feet. Those within range of the scream must pass a Will saving throw (save vs. magic) or their lowest mental ability score (intelligence, wisdom or charisma) suffers 1d4 points of damage. If this score is reduced to half normal, the victim becomes either a mindless berserker (wisdom; per rage), babbling fool (intelligence; per feeblemind) or mad dancer (charisma; per irresistible dance).

JMS

The Prehistoric World

I was reading an article about primitive humans gettin' busy (yeah, I'm street like that) with Neanderthals. Apparently, the idea of a world with several sentient races (i.e. Tolkien's Middle Earth) is not as outlandish as one might think. Human beings shared the planet with a few other members of homo sapiens.

This may not be as exotic as sharing it with elves, dwarves and halflings (well, maybe not halflings), but it makes me think again about the fun of running a game with Neanderthals and other "humanoids", especially if you smash it together with an REH-style Atlantean age of fantastic adventures and ancient civilizations. Imagine an ancient, pre-ice age Europe swarming with prehistoric beasts and powerful Stone Age empires that are antecedents to the real ancient civilizations of Europe.

Naturally, we'll need to bend reality a bit to make this campaign world work.

First, let's look at our player character races.

HUMANS

You should know these folks pretty well, just look around. For human beings, use whatever rules you would normally use for humans in your favorite system.

For our purposes, we'll say the humans are the new kids on the block, moving up from Africa, so they're going to take the roll of nomadic raiders and conquerors, a' la the Huns

or Mongols. Maybe they ride swift hill ponies (no stirrups, though, so no mounted combat) and use stone-tipped spears and arrows and stone axes in combat. Assume that stone weapons do one dice-type less of damage than the metal versions in your favorite set of rules.

Armor in this setting is simple enough anyhow, but for humans it probably consists of furs (AC 11 or +1 AC) or cured hide armor (AC 12 or +2 AC). Humans might use wicker shields (normal shield bonus) as well.

If you use something like "favored classes", these humans favor the barbarian class.

NEANDERTHALS

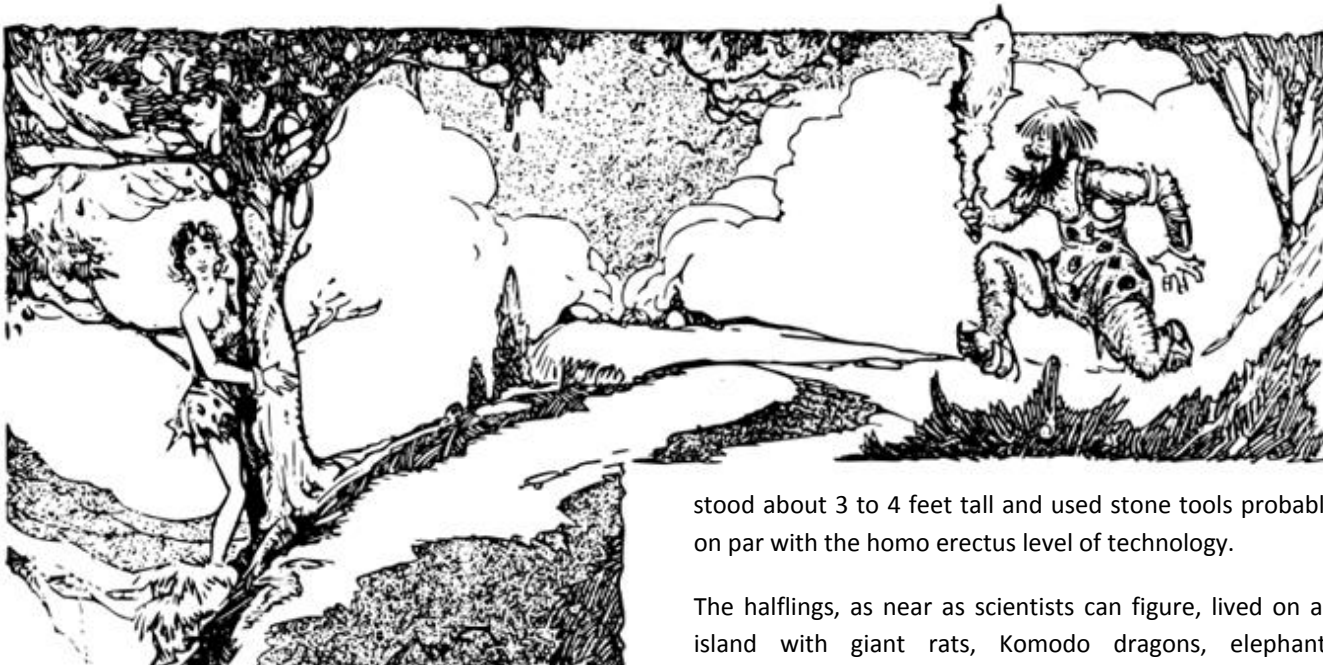
Neanderthals are close kin to human beings. In our setting, they are the high tech stone users, building cities of stone (again, Flintstone-style) and building primordial empires (maybe on the bones of pre-human civilizations like those of the ophidians and elder things). Since we're used to Neanderthals being depicted as the "dumb cousins", I like the idea of them being the most civilized people in the game, with a well-organized chieftain system, armies, organized religion (probably druids, but clerics would be cool as well), etc. Of course, the greatest of the Neanderthal kingdoms should be in the Neander valley - this is their Carolingian Empire - imagine how cool their Roland would be!

(Oh - what about themeing the Neanderthal city-states off of different stones - the Sapphire City, the Emerald City (!), the Obsidian City, the Granite City, etc.)

You can probably use the dwarf racial abilities for your Neanderthals, making them tough guys who are hard to kill and who have expertise when working with stone and delving into cave systems. Neanderthal males stand 5.5 feet tall, females 5 feet tall.

Neanderthals have the same basic weapons as human beings, but also have armor that uses horn and bone in its construction (AC 13 or +3 AC).

If you use favored classes, neanderthals probably favor the fighter class.



HOMO ERECTUS

Homo erectus appears to have been a slightly more primitive form of hominids than the early humans and Neanderthals. They are hunter-gatherers that use primitive stone and bone tools and rely more on brawn than brains, and could therefore be an analog for half-orcs in the game (without the mixed parentage).

Since homo erectus is more primitive and "close to nature", you could use the druid as their favored class.

You could also use homo erectus as brigands and pirates, sniping at the edges of Neanderthal civilization without any real ability to conquer it. Heck, maybe the Neanderthal legions use homo erectus and halfling (see below) auxiliaries as scouts and light infantry in their battles with the orcs and hobgoblins.

FLORES MAN (HALFLINGS)

Flores man was not discovered in Europe, but that's not going to stop us. How could you possibly do cave man fantasy gaming without including the recently discovered "hobbits"? The halflings are small humanoids, maybe a bit hairier than the humans and Neanderthals, who dwell in thick woodlands in burrows. You can use the traditional halfling racial abilities for the cave halflings. In reality, they

stood about 3 to 4 feet tall and used stone tools probably on par with the homo erectus level of technology.

The halflings, as near as scientists can figure, lived on an island with giant rats, Komodo dragons, elephants (stegodons – excellent name) and giant lizards! These guys are totally designed for fantasy games, and must have been pretty slick operators to survive.

You might want to change their "favored class", if you use such things, to ranger.

MEGANTHROPUS

Indonesia produces all the best hominid fossils! Meganthropus is the opposite of the halflings, giant humanoids who were probably also related to homo erectus. Since we have no elves in this setting (unless we do, of course, see below), these fellows might make a good additional race. Meganthropus stood about 8 feet tall and is probably best represented with the half-ogre race (whichever version you prefer). They would be about as advanced as homo erectus and the halflings, but probably rely on their great strength more than tools.

If you use "favored classes" in your game, the fighter or barbarian probably works well for meganthropus.

OTHER NOTIONS

If you really need to have "elves" in your game, I'd suggest replacing them with ophidians, or even just using them "as is", beautiful fey creatures who are shepherding the

humanoids on their way to civilization or fighting to keep them from threatening their own civilization.

Weapons do a bit less damage in this campaign, but there is less armor to go around, so things should probably even out in that regard. To keep fighters and clerics (and paladins and whatever else you use) the "most armored" classes in the game, maybe restrict the other classes that can use armor to nothing more than furs and no shields.

Spellbooks might not make sense in a Stone Age game, though scrolls consisting of stone tablets or animal hides are fine. In place of spellbooks, you could equip the magic-users with the aforementioned animal hides (one hide per spell, regardless of the spell's level) or they could carve runes into staves and use them for memorization. Really, as long as the possibility of magic-users being without their source of spells is still present, you're probably okay.

If you're feeling really gonzo, insert dinosaurs along with the prehistoric mammals, and of course use all the prehistoric mounts and dinosaurs as mounts. Who wouldn't love to see a Meganthropus paladin mounted on a celestial triceratops? Okay, maybe that's going to far.

Now, evil humanoids. They're still lurking about, of course. Gnolls and their hyaenodons, kobolds worming their way through the earth, goblins hiding in the woods, orcs and hobgoblins giving the early humans a run for their money. Do I even need to mention the lizard men and troglodytes? (And yeah, if your lizard men don't look they wandered in from the "land of the lost", you're just not getting the point of this setting!) Heck, maybe you could re-cast all of the "evil humanoids" as having dinosaur features - T-Rex hobgoblins, triceratops orcs, 'raptor goblins, etc.

Most of the mythological creatures are appropriate in the Stone Age. After all, many were born from the blood of the "mother of monsters", who predated humankind. Dragons are great additions to a prehistoric world, as are bulettes and ankhegs, and a setting like this just begs for packs of blink dogs and worgs. A few monsters - rust monsters, iron golems, giant robots - should be avoided unless they are remnants of the ancient ophidians found in the mega-dungeons they have left behind.

MYSTERY MEN!



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Three Bad Bishops

Let's review, for a moment, the cleric.

The cleric was the original middle child of fantasy gaming, stuck square between the magic-user and fighter in terms of spell use and fighting ability, and the first class born from play, designed to challenge a vampire player.

Side Note: If you want to thoroughly understand the undead of the grand old game, you need to watch the Universal and Hammer horror films. Never understood the whole "vampire energy drain touch" thing? Watch *Captain Kronos*. You'll understand. Plus Caroline Munro ...

So, the cleric, as it was introduced into the rules, became a mix of a Van Helsing-style vampire hunter and medieval bishop-of-war, with the stylistic emphasis on the latter rather than the former. Who were these battling bishops of the Middle Ages that helped inspire the cleric we all know and love, you ask? Read on ...

ADHEMAR OF LE PUY, BISHOP OF PUY-EN-VELAY

Human Cleric, Lawful (LG)

| | |
|-----|--|
| LVL | 9 (24 hp) |
| AC | 15 |
| ATK | Longsword +6 (1d8) |
| MV | 30 |
| SV | F10 R12 W8 |
| AB | Str 12 Int 13 Wis 15 Dex 12 Con 8 Cha 14 |
| XP | 2250 (CL 11) |

Adhemar (totally made up name, right?) hailed from France, and he plays an important part in the First Crusade. You can see him to the right, wearing the mitre*.

* If your 9th level cleric (level title, bishop) doesn't enter the dungeon fully armored and wearing a mitre, he should be stripped of his clerical powers and forever consigned to being a second-rate fighter. No Lawful or Chaotic deity worth his salt



should forgive the sin of "awesome headgear aversion" in his followers.

He was paired up on the crusade with a bunch of stupid fighting-men who quarreled all the time over leadership, but managed to keep things focused with his spiritual leadership throughout the ordeal. When he died (probably of disease*), some claimed that he pulled the old Obi Wan trick (remember, it was a "long time ago", so it technically occurred before the First Crusade) and returned as a ghost to cheer the foot soldiers on.

Special Abilities: Turn undead, spells (6/5/4/3/2/1)

Equipment: Chainmail, longsword, mitre, holy symbol, warhorse and riding gear

* Side Note: Died of disease? Hello! *Cure disease*, low level spell, what's the deal? Well, it turns out that many of these bishops, uninformed of the rules, used edged weapons and thus cannot cast spells. Fortunately, fighting bishops of the future will be forewarned.



ODO, EARL OF KENT, BISHOP OF BAYEUX

Human Cleric, Chaotic (LG)

| | |
|-----|---|
| LVL | 9 (35 hp) |
| AC | 15 |
| ATK | Club +7 (1d4+1) |
| MV | 30 |
| SV | F9 R12 W9 |
| AB | Str 14 Int 12 Wis 9 Dex 9 Con 12 Cha 12 |
| XP | 2250 (CL 11) |

Half-brother to William the Conqueror (a 9th or 10th level fighting-man in his own right), Odo has one of the great names in the history of names. In fact, whenever I'm writing high-level clerics, it's all I can do to avoid naming all of them Odo.

Odo is a little more "traditional cleric" than the others, or at least pretended to be. Apparently, the Bayeux Tapestry belabors the fact that he did not actually shed blood during the battle, and he is pictured armed with a club rather than an edged weapon urging the soldiers to battle, perhaps with a *bless* spell. This could be the origin of the cleric's inability to use edged weapons.

Odo also gained his fortune by killing things (well, people) and taking their stuff, which I think cements him as a true fantasy cleric, albeit a chaotic one. He joined the First Crusade (see above), but died before he actually got there, thus robbing the crusaders of some very useful *cure* (or *inflict*) *wounds* spells.

Special Abilities: Turn undead, spells (6/5/4/3/2/1)

Equipment: Chainmail, club, holy symbol, warhorse

TURPIN, ARCHBISHOP OF REIMS

Human Cleric, Lawful (LG)

| | |
|-----|--|
| LVL | 12 (34 hp) |
| AC | 16 |
| ATK | <i>Almace</i> +11 (1d8+3) |
| MV | 20 |
| SV | F7 R11 W7 |
| AB | Str 13 Int 11 Wis 16 Dex 9 Con 10 Cha 14 |
| XP | 3000 (CL 14) |

Special: Turn undead, cleric spells (6/6/5/4/3/2/2);

Gear: Banded mail, Almace (+2 longsword), holy symbol, warhorse;

Turpin is no mere bishop. He's an archbishop (so, 12th level, I suppose). Turpin lived a few centuries before the other two in this post, and he was one of the Twelve Peers of Charlemagne and a pal of Roland. Some of the legends of Turpin might be confused with his predecessor, Milo, a "warrior clerk" (i.e. cleric).

In any event, Turpin was a bad-ass, and he wielded a magic sword called *Almace* ("Almighty") that may have been forged by Wayland the smith to the gods. A comparison of the three magic swords of the romances of Roland declared *Kurt* the least, *Almace* the second and *Durendal* the finest, so naturally I'll assume *Kurt* is a +1 sword, *Almace* +2 and *Durendal* +3 (it's science, dude).



JMS

PARS FORTUNA

The Corundar

Illustration by JMS

The corundar are a silicon-based lifeform native to volcanic areas. They grow in and consume mineral salts in solution, but can survive on humanoid blood if necessary. Most corundar lair around a mineral spring, preferably underground, using the spring as a hatchery and as their main source of food.

Corundar consider themselves creatures of perfection. They attempt to beautify their lairs by making the walls, floors and ceiling smooth and angular. They likewise favor perfection in living creatures, both in mind and body. Corundar will always attack creatures with a combined intelligence and charisma score of less than 20, and always attack creatures with the lowest combined score first. Generally, three corundar will rush the imperfect creature, while others will circle them and provide defense until the imperfect specimen has been destroyed.

Corundar look like pyramidal lumps of crystal, about 3 to 4 feet in height and colored red, blue, orange or green. They are supported on four stubby, crystalline legs and have three long mineral straws protruding from their main body mass. These straws can move in the manner of tentacles, and are razor sharp on the edges. Corundar have tiny motes of light moving through their bodies, originating in their hollow center, where they maintain a pocket of mineral salt solution. They can control these motes as a means of communication (a difficult language to learn, requiring a minimum intelligence of 15). They can see with their entire bodies, making them very difficult to surprise. They can sense vibrations from the air and ground as well, making it possible for them to understand speech.

Corundar attack with their straws, whipping and slicing with them or using one of them to spray a corrosive solution of mineral salts (10-ft. long cone, 2d6 points of acid damage, save for half damage, usable once per day). Corundar are immune to acid and cold and suffer only half damage from fire and electricity.

CORUNDAR (Pars Fortuna)

HD 4; AC 16; Atk 3 straws (1d6+1) or spray; Move 9; Save 13; CL/XP 6/400; Special: Immune to acid and cold, resistance to fire and electricity (50%), surprise on 1 on 1d10, acid spray for 2d6 points of damage.

PC Race: +1 Con, -2 Dex; surprised on 1 on 1d10; acid spray 1/day, immunities and resistances; knack for finding secret doors

CORUNDAR (Space Princess)

HD 4; DEF 16; FIGHT 10; SHOOT 7; MOVE Slow

STR 6; DEX 3; MEN 5; KNO 4; DL

PC Species: Mineral (new type, see below) / multiple arms and multiple legs (must spend 1 point of Luck to play a Corundar)

Mineral Alien: Mineral aliens are composed of rock or crystal. They have slow movement and DEF +2.

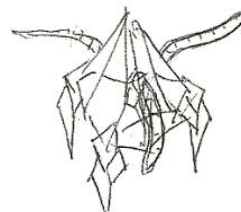
CORUNDAR (Blood & Treasure)

Medium Elemental (Earth), Neutral (LN), Average Int.; Clutch (1d6)

| | |
|-----|--|
| HD | 4 |
| AC | 16 |
| ATK | 3 straws (1d6+1) or spray (10-ft., cone; 2d6 acid) |
| MV | 30 |
| SV | F11 R14 W14 |
| XP | 400 (CL 6) |

CORUNDAR AS CHARACTERS

Corundar characters modify their starting ability scores as follows: Con +1, Dex -2. They have darkvision to a range of 60 feet and are only surprised on the roll of 1 on 1d10 due to their ability to see in 360-degree angle. A corundar character can spray a 10-ft. cone of acid once per day for 2d6 points of damage. Corundar speak Common and might also know Dwarven, Earth Elemental, Gnome, Goblin and Orc.



This is what happens when I DON'T commission art

SAMPLE CORUNDAR LAIR

1. Empty Cavern: This cavern is untouched by the corundar, who use it as a buffer between their lair and the outside world; they have erected a crude “scarecrow” here – essentially a skeletal corpse on a slab of rock.

2. Guard Post: Two corundar are always on guard here; when not otherwise occupied, they are grinding the walls with their straws.

3. Low Cavern: This cavern hosts a hot spring that was insufficiently infused with minerals to serve the corundar; it is a 10-ft. deep pool of scalding water (2d6 damage per round) that sends a thick mist into area [1].

4. Guard Post: Three corundar are always on guard here.

5. Workshop: Five corundar work here grinding stone into tools and other pleasing shapes and turning shed crystal into lenses for the temple.

6. Temple: The corundar worship a clear crystal pyramid that represents perfection to them; small lenses are hung from the ceiling by thin chains; the temple is guarded by two corundar and the idol is attended by a priest who cast spells as a 5th level magician.

7. Laboratory: The corundar high priest [7] maintains a laboratory here; the walls are carved into shelves holding various jars and beakers of mineral solutions; a vat has been carved from the stone in the center of the room – there is a 1 in 10 chance that it holds the makings of a potion.

8. Guard Post: Two corundar are always on guard here.

9. Forge and Foundry: This room contains a vent of super-heated, poisonous gas (the corundar are immune, of course, since they need not breath, but the gas does mar their appearance) that they use for purifying and working copper ore; there is a 30% chance that two corundar are here working.

10. Mine: This cavern connects to a seam of copper that is

mined by the corundar; there are usually 2d6 corundar here collecting the ore.

11. Rest Chamber: Corundar need to sleep about 6 hours a day; this chamber holds 2d6 sleeping corundar.

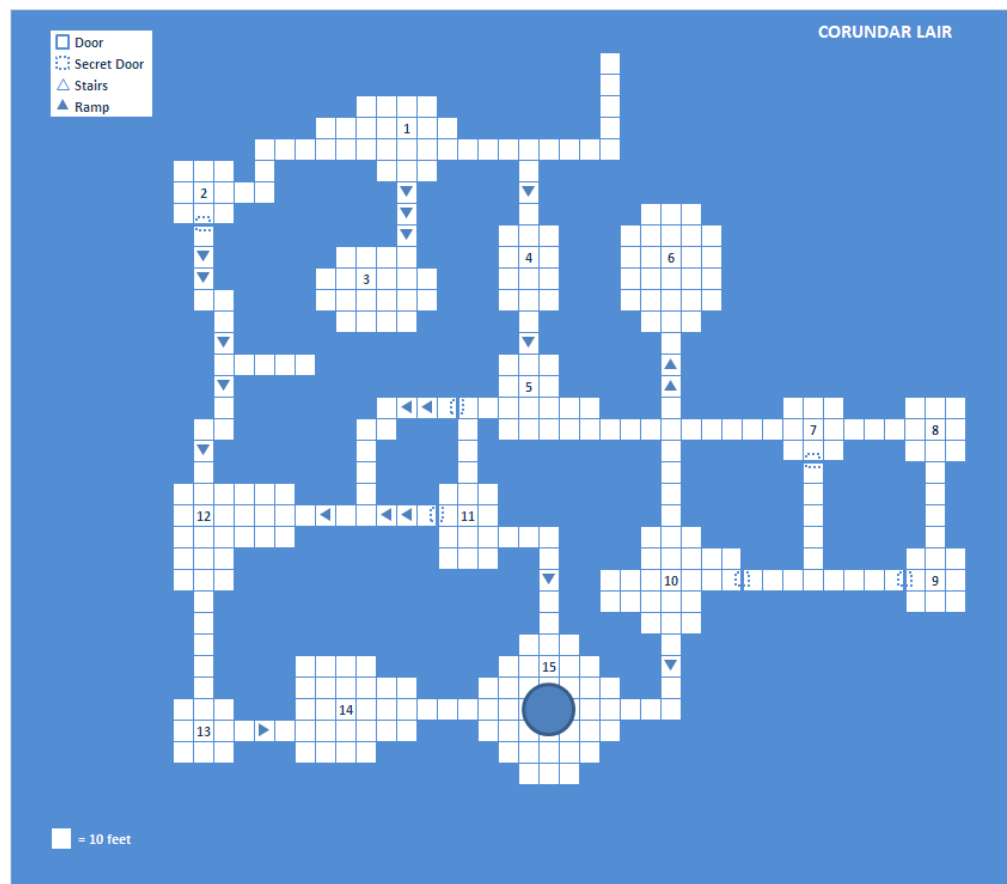
12. Mud Chamber: This chamber is filled with steaming hot mud; the corundar have created a pool for the mud and channels leading from the walls; they bathe in the mud when damaged.

13. Guard Post: Two corundar guards.

14. Vibro-Chamber: This space has acoustics that allow the corundar to create pleasant vibrations – in essence, a corundar concert chamber.

15. Mineral Baths: There are 3d6 young here and 2d4 adults.

JMS





SPACE PRINCESS

Four New Classes

Illustration by Allen Anderson

Sure, everybody loves classic *Space Princess*. But after 30 years (hey, the game will be 30 years old someday), you need a little variety when you're breaking into the star fortress to rescue the space princess from the dark lord. With that in mind, I present four new classes for *Space Princess*.

BIONIC WARRIOR

Bionic warriors are usually space warriors or astronauts who have been rebuilt due to injuries sustained in the line of duty. They are strong and quick, and come with their own built-in super science. Some hold a grudge against the scientists who built them, while others are glad to use their new-found abilities to help others.

HIT DICE: Bionic warriors roll d10 to determine hit points

REQUIREMENT: STR and DEX of 6 or higher

SKILLS: Bionic warriors can add their SKILL to the following tests: Climb (STR), Leap & Swing (STR) and SWIM (STR)

STARTING GEAR: Bionic warriors start with a hand weapon, ray gun and snazzy jumpsuit

| LEVEL | HIT DICE | SKILL | LUCK |
|------------------|----------|-------|------|
| Robo-Man/Woman | 3 | 3 | 2 |
| Cyber-Man/Woman | 5 | 6 | 1 |
| Bionic Man/Woman | 8 | 10 | 0 |

Bionic warriors have three random bionic implants in their bodies. These implants can be disabled with other super science devices (electro-scramblers, EMPs, etc.).

| D20 | IMPLANT |
|-------|---|
| 1 | Bionic brain (ie. mento-helmet) |
| 2 | Bionic calves (leaps as though had a SKILL of 12) |
| 3 | Bionic claws (retractable claws allow an additional claw attack for 1d4 points of damage) |
| 4-6 | Bionic ears (can listen at doors as though the bionic warrior had a SKILL of 12) |
| 7-9 | Bionic eyes (i.e. night goggles) |
| 10 | Bionic feet (i.e. gravity boots) |
| 11 | Bionic finger (finger acts as a basic ray gun with 3 shots per day and can be used to disable devices as though the bionic warrior had a SKILL of 10) |
| 12-13 | Bionic fists (fists are as potent as laser swords) |
| 14 | Bionic jaw (gains additional bite attack that deals 1d4 points of damage) |
| 15 | Bionic lungs (immune to toxic, narcotic and poisonous fumes and gases and can hold breath for 10 minutes) |
| 16-17 | Bionic nose (i.e. locator) |
| 18 | Bionic skeleton (i.e. exoskeleton) |
| 19 | Bionic skin (i.e. body armor) |
| 20 | Bionic thighs (increases movement from slow to normal, normal to fast or fast to very fast) |

PRIMITIVE

Not every warrior in the universe is a star warrior. Quite a few - maybe most warriors - hail from less advanced planets, or have even found themselves transported astrally or bodily through time from a less advanced society. These men and women are called primitives, and they are no less heroic for not having studied practical astrophysics or 25th century literature.

HIT DICE: Primitives roll d10 to determine hit points

REQUIREMENT: STR and DEX of 4 or more

SKILLS: Primitives add their SKILL to the following tests: Avoid Notice (DEX), Climb (STR), Leap & Swing (STR), Swim (STR), Tracking (KNO)

STARTING GEAR: Hand weapon, ancient ranged weapon (bow or crossbow deal 1d6 damage; spend one luck for a primitive fire arm that deals 1d8 damage), enough arrows, bolts or ammunition for 20 shots

| LEVEL | HIT DICE | SKILL | LUCK |
|--------------|----------|-------|------|
| Fighting-Man | 3 | 3 | 3 |
| Swordsman | 6 | 6 | 1 |
| Warlord | 9 | 10 | 0 |

Primitives love to throw themselves into hand-to-hand combat. They score double damage with their fists or hand weapons, and enjoy a +1 bonus to initiative.

Unfortunately, primitives are quite unfamiliar with the futuristic technology common in Space Princess. They suffer a -5 penalty to use super science; the penalty either applies to a test to activate or repair the technology or as a penalty to hit with super science weapons. Each time a primitive is exposed to super science, they afterwards can attempt a KNO test (DC 15). If successful, they reduce their penalty by 1 point, and can eventually eliminate the penalty completely.

SPACE HIPPIE

Space hippies travel the star-ways, spreading their message of enlightenment. Space hippies are adventurous sorts. Some are rugged individualists, while others are just posers looking for a handout and their next smoke of Venusian red, but all space hippies cast disdain upon the "Herberts" - authority figures who don't share their beliefs.

HIT DICE: Space hippies roll d6 to determine hit points

REQUIREMENT: MEN of 4 or higher

SKILLS: Space hippies can add their SKILL to the following tests: Identify substance (KNO), calm situation (MEN), hide (DEX), move silently (DEX), charm strangers (MEN), play instrument (MEN)

STARTING GEAR: Space hippies start with a musical instrument the clothes on their backs - they disdain weapons, but will fight to defend themselves from the Herberts (and space monsters) using their feet and fists. Space hippies aren't looking for trouble, but they can handle what they find.

| LEVEL | HIT DICE | SKILL | LUCK |
|-------------|----------|-------|------|
| Joker | 2 | 4 | 3 |
| Star Child | 5 | 8 | 1 |
| Groovy Guru | 7 | 12 | 0 |

Space hippies are capable of evoking emotional states with their music. This requires a play instrument test, with the following difficulties and effects:

PEACE, BROTHER (DC 15): This music calms hostile creatures. All who hear it cease fighting and can only begin fighting again after one round, and even then they must pass a MEN test (DC 15) to begin fighting. A combatant who is attacked can always choose to defend themselves.

THE BLUES (DC 15): All whom the space hippy targets must pass a MEN test or become very, very glum, suffering a -2 penalty to all tests and attacks.

RIGHT ON! (DC 10): All whom the space hippy targets are filled with righteous energy and enjoy a +2 bonus to all tests, but not to attacks.

KEEP ON KEEPIN' ON (DC 10): All who hear this that are under the effect of some mental effect can make a new test at +2 to shake it off.

SPACE TRUCKIN' (DC 15): Pilots who hear this music enjoy a +1 bonus on all pilot tests.

AQUARIUS RISING (DC 25): All whom the space hippy targets with this masterful song can spend one free luck point on any test or attack they make while the effect lasts. This can only be done once per adventure.

PROTEST (DC 20): This protest song has the ability to counter any sonic ability or attack (including damage-dealing harmonics) used by an opponent.

Animals and simple beasts suffer a -2 penalty to tests against these effects, while militant aliens enjoy a +1 bonus. The effect lasts as long as the space hippy plays their music +1d4 rounds.

TIME TRAVELER

The complexities and wonders of space are nothing when compared to time! The time traveler is an expert in quantum mechanics who owns a "quantum device", also known as a time machine. Time travelers need not be from the "present" of Space Princess - they could be from the far future or even the distant past. There are rumors that a gentleman scientist living in 1895 created one of the first time machines.

HIT DICE: Time Travelers roll d8 to determine hit points

REQUIREMENT: KNO and MEN of 6 or more

SKILLS: Time travelers add their SKILL to the following tests: Quantum Mechanics (KNO)

STARTING GEAR: Quantum device, hand weapon, one super science item

| LEVEL | HIT DICE | SKILL | LUCK |
|------------|----------|-------|------|
| Time Cadet | 2 | 4 | 3 |
| Chrononaut | 5 | 8 | 1 |
| Time Lord | 7 | 12 | 0 |

Time travelers have four tricks they can perform with their quantum device. Each one requires a Quantum Mechanics test. Failed tests can be re-tried as many times as the time traveler likes, but the quantum device can be safely used three times per

day. Each additional use has a 1 in 6 chance of opening a time rift (see below).

DIMENSION DOOR (DC 20): The time traveler can move through a rift in space up to 30 feet away. Any attempt to slide into a space taken up by another physical body results in failure. This can be combined with a Leap Forward in time by increasing the DC by 2 for every round of time to be displaced. The distance one moves with a Dimension Door can be increased by 5 feet for every 1 point increase in the DC.

LEAP BACKWARD (DC 15): The time traveler leaps backward in time, materializing within their own body. This has the practical effect of giving them a "do over" on some action they have just attempted.

LEAP FORWARD (DC 15): The time traveler leaps up to three rounds ahead in time. Essentially, they disappear for 3 rounds and then re-appear in the exact same spot, in the exact same position, three rounds later. Each round the time traveler wishes to add to this duration increases the DC of the test by 1.

TIME STOP (DC 25): You make time cease to flow for everyone but you. You are free to act for 1d4+1 rounds of apparent time. You can still be harmed by energies that were already in effect (i.e. by walking through a laser beam that has been frozen in time). While the time stop is in effect, other creatures are invulnerable to your attacks. You cannot move or harm items held, carried, or worn by a creature that has been time stopped, but you can affect any item that is not in another creature's possession. You are undetectable while time stop lasts.

If a time rift is opened by the quantum device, roll 1d6 to determine the effect:

| D6 | EFFECT |
|-----|---|
| 1-2 | The rift opens and a carnosaur steps through to savage the time traveler and his allies. |
| 3-4 | The rift opens and 1d6 morlocks step through to menace the time traveler and his allies. |
| 5 | Each creature within 30 feet must pass a MEN test or be thrown 1d10 rounds (roll for each creature) into the future (per the leap forward ability). |
| 6 | The temporal energies of the rift alter the people within 30 feet of it. Each person must make a MEN test (DC 20) to avoid these alterations. Those who are altered either become brutish cave people (i.e. change class to Primitive) or evolve into mental supermen (i.e. change class to Esper). |

JMS

Thinking About Angels

We often talk about under-used (and over-used) monsters in fantasy games, but I rarely hear people bring up angels as an underused monsters. But let's think about it – aside from the railroady-save-the-world-from-elder-evil sorts of games, most fantasy roleplaying concerns a bunch of plunderers and tomb robbers. Even though some might be, technically, lawful (or lawful good), why wouldn't some angelic vengeance show up once in a while when the party violates a consecrated tomb and carries away the burial goods or busts in on some humanoids who aren't, at that moment, breaking God's Law and slaughter them wholesale, carting away their treasures. Angels just seem to show up when a "lawful" character summons them for help.

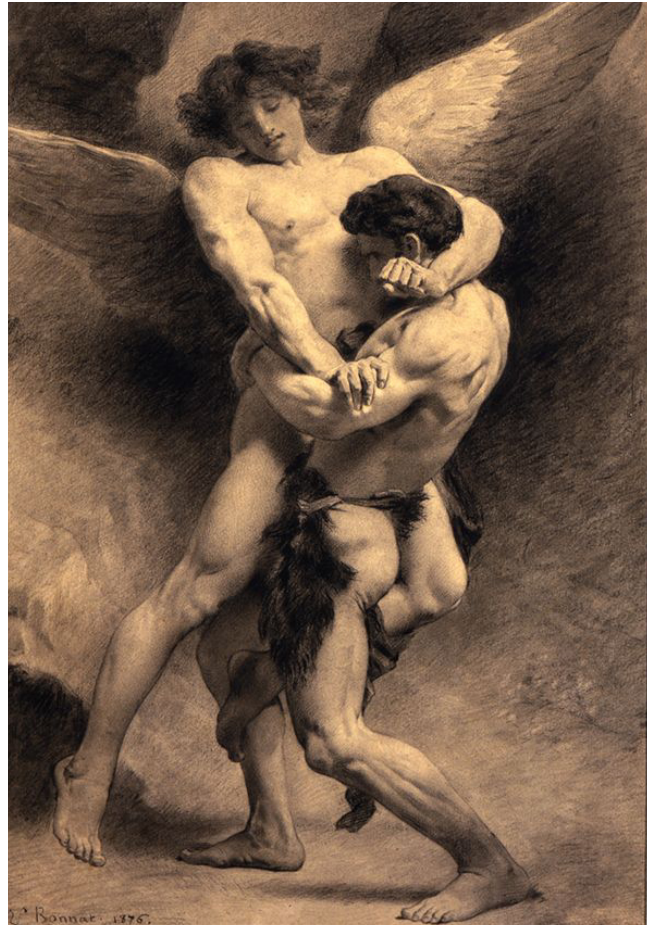
I think there are a few reasons why this attitude predominates.

1) In a culture with Judeo-Christian roots (whether you believe or not, the roots are there), fighting angels seems wrong - i.e. not just non-lawful, but deeply chaotic. It's like kicking puppies. Fine for an "Evil Campaign" perhaps, but otherwise it's just weird.

2) The Referee is "God". You can fight berserkers, orcs, basilisks, balrogs, flail snails, etc. all day long, and it makes sense, because they're just supposed to be there. But if an angel shows up and scolds the party with a *fireball*, it must be because the Referee is trying to punish you for wrecking his dungeon or world.

3) History might be another problem. For generations, supposed believers in The Book wore their religion on their sleeve while engaging in plunder and slaughter. Angels didn't punish them, so why should they punish us? We often posit - "What would a fantasy world be like if The Gods were real?", but not - "What would a fantasy world be like if Vengeful Enforcers of the Ten Commandments were real?". Perhaps we should.

4) Finally, we tend to take a very soft, Michael Landon sort of view of angels in popular culture. You know, technically the adventurers are the good guys (or at least mostly focus their killing and robbing on evil folks), so, you know, the angels are kinda-sorta on their side.



But what if we take a more unforgiving view of angels? Angels are relentless enforcers of the deity or deities of Law on the Material Plane. They take orders from an entity that is, by definition, always right (maybe this entity is always right in your campaign, or maybe Lawful entities think he/she/it always is). "Thou shalt not kill" isn't a suggestion, it's a rule. You go around killing things, even wicked things, and eventually you're going to run into some divine interference (maybe a cumulative 1% chance per killing, first you tangle with a lesser deva, and then work your way up to a solar).

These are angels that encourage the concept of "martyrdom for one's beliefs" (i.e. pacifism in the face of sure death, because the point is to die with your alignment intact, not with the most XP or GP), not the "muscular Christianity" of the 19th century. Steal a pound of gold, lose a pound of flesh. It's a different view of angels than we usually take, but isn't that the point? Players won't see it coming, and you can finally get some use out of those solars, planetars, devas, etc. that are taking up space in your favorite monster book.

Anyhow - just a thought.

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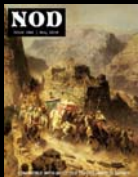
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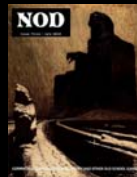
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