

NOD

20



NOD

20

By John M. Stater

Cover by David Rabbitte

Interior Illustrations by Jon Kaufman, Chris Donnelly, Francisco de Goya, Taro Taylor and others

Oversized Freaks from the Sea **I**

A collection of aquatic monstrosities

Dweomer Bay **4**

Home base for adventures in The Virgin Woode

Hark! What's That I Hear **22**

Random dungeon sounds

Enter the Starman! **23**

A new cosmic hero for Mystery Men!

Here Comes the Bogeyman **24**

A monster to build a mini-campaign around

An (Un-) Holy Relic **28**

The Abacus of St. John the Enumerator

Fantasy Justice **30**

The Vigilante class for Blood & Treasure

Alien Booze **33**

Random alien alcohols for Space Princess

NOD 20 is Copyright 2013 John M. Stater

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.

MONSTERS

Oversized Freaks from the Sea

Image by Taro Taylor

The sea holds many wonders, and when you take these wonders and make them enormous and then attack your players precious characters with them, you might make them cry.

CONE SNAIL, GIANT

Medium Vermin, Neutral (N), Non-Intelligent; Rout (1d4)

HD	4
AC	16
ATK	1 harpoon (1d4 + poison II; 6-ft.) or bite (1d4 + swallow whole)
MV	10
SV	F11 R15 W14
XP	400 (CL 5)

Giant cone snails are gastropods with conical shells about 6 feet in length that dwells on the sea floor, sometimes crawling onto beaches to hunt in the early morning hours, when the air is damp and foggy. Giant cone snails attack by extending a hollow tooth on a proboscis. The tooth is filled with venom. Once a victim is paralyzed, it is bitten and swallowed whole.

CUTTLEFISH, GIANT

Large Animal, Neutral (N), Animal Intelligent; Squad (1d3)

Hit Dice	7
Armor Class	15
Attacks	8 arms (1d4 + constrict) and bite (1d6)
Move	Swim 30
Save	F9 R10 W15
XP	700 (CL 8)

Giant cuttlefish range from 9 to 12 feet in length. They are rather clever for beasts, and are capable of rapidly altering their skin color at will. This provides both camouflage (surprise on a roll of

1-3 on 1d6) and the ability to hypnotize their prey (Will save or stunned for 1d4 rounds). A cuttlefish's ability to see polarized light and their lack of a blind spot makes them more difficult to surprise, so they roll 1d8 when checking surprise. Creatures constricted in a cuttlefish's arms can be bitten.

FROGFISH, GIANT

Medium Animal, Neutral (N), Animal Intelligence; School (1d6)

Hit Dice	4
Armor Class	14
Attacks	Bite (1d6)
Move	20 (Swim 10)
Save	F14 R14 W17
XP	200 (CL 4)

Giant frogfishes are medium-sized monsters who dwell in tropical and sub-tropical waters. They usually dwell near the ocean floor around coral and rock reefs, though some varieties live in clumps of drifting sargassum.

Stocky creatures, giant frogfish measure about 5 to 6 feet in length. The fish's two side fins look something like legs, and the fish actually uses them to crawl on the sea floor. The frogfish's dorsal fin hangs in front of its face and forms a sort of lure that looks like a wriggling fish. This lure is used to attract the attention of sharks and other predatory fish.

SCALE WORM, GIANT

Large Vermin, Neutral (N), Non-Intelligent; Bundle (1d6)

Hit Dice	5
Armor Class	14
Attacks	Bite (1d8)
Move	20 (Climb 20)
Save	F10 R13 W13
XP	500 (CL 6)

Giant scale worms are aquatic monsters that sometimes crawl from the salty depths to harass ships traveling through shallow seas, or to attack people in fishing villages that have strayed too near the water's edge at night.

When a giant scale worm finds prey, it shoots its jaws out at the end of its reversible throat, allowing it an extra 5-ft. reach. For those not practiced in fighting scale worms, this attack gains a +5 bonus to hit. The jaws are quite powerful, and are capable of crushing weapons and armor. Any time a giant scale worm's attack fails by no more than 2 points, the target must pass a Reflex save or the worm's attack is treated as a sundering attack against their equipment, in the following order: Shield, weapon, armor. In systems without rules for sundering attack, simply force

the target's equipment to pass an item saving throw, or the target to pass a Fortitude saving throws or be destroyed.

Special Qualities: Blindsight, resistance to cold

SEA ANEMONE, GIANT

Large Vermin, Neutral (N), Non-Intelligent; Garden (1d6)

Hit Dice	6
Armor Class	14
Attacks	1d10 tentacles (1d4 + poison II + swallow whole)
Move	0
Save	F9 R15 W12
XP	600 (CL 7)

These large polyps attach themselves to the ground. They are tube-shaped and their mouths are ringed by 10d10 toxic tentacles. Most grow to 9 to 12 feet in length. Once their prey is paralyzed, the anemone grabs it and swallows it whole, inflicting 1d6 points of damage per round.

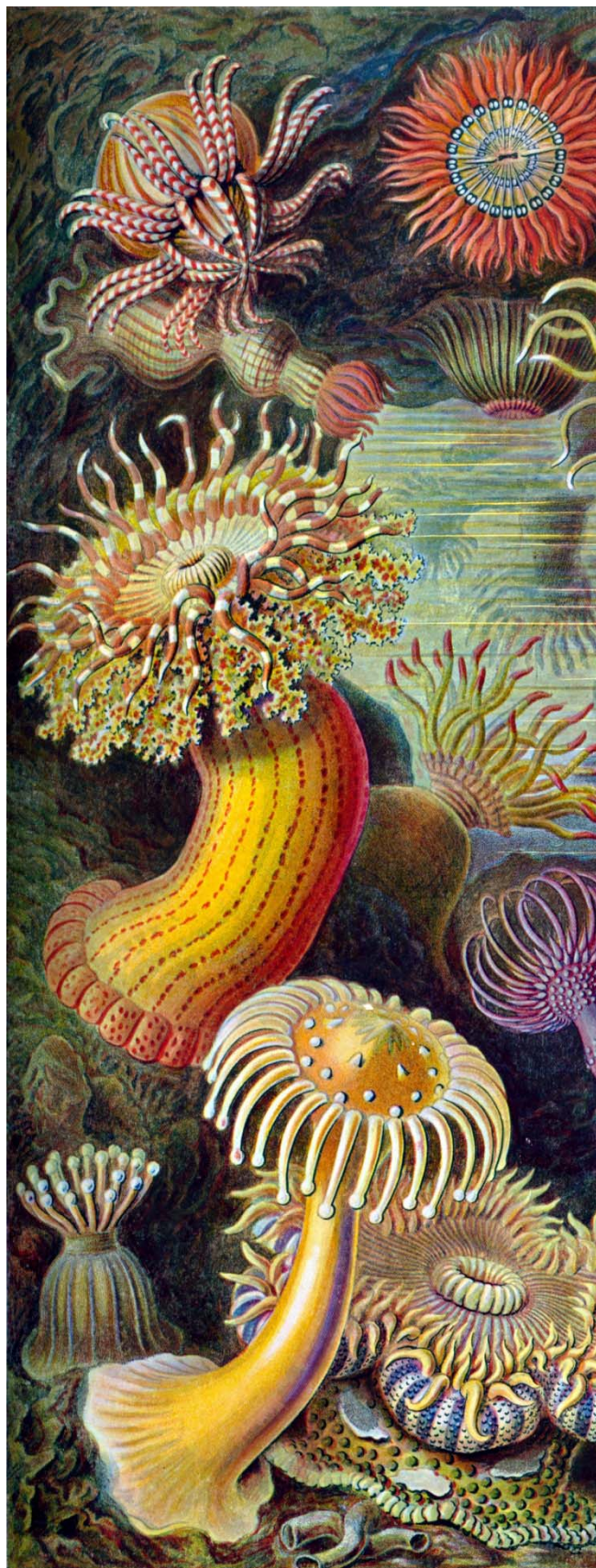
Some sea anemones have adapted to life out of the water, attaching themselves to the walls of damp dungeons.

SEA PEN, GIANT

Large Vermin, Neutral (N), Non-Intelligent; Scribble (1d6)

Hit Dice	5
Armor Class	13
Attacks	6 polyps (1d4)
Move	0
Save	F10 R16 W13
XP	350 (CL 7)

Sea pens are strange sea creatures that gather in colonies. These colonies look something like quill pens attached to a bulb that is secured to the ground. The sea pen is formed of multiple polyps, each with eight tentacles. They are attached to a single polyp that loses its tentacles, grows rigid and develops the aforementioned bulb that acts as an anchor. Giant sea pens grow as long as 12 to 16 feet in length.



SEA SLUG, GIANT (SEA SWALLOW)*Medium Vermin, Neutral, Non-Intelligent; Solitary*

Hit Dice	6
Armor Class	13
Attacks	4 appendages (1d4 + poison), bite (2d4)
Move	20 (Swim 5)
Saves	F10 R12 W12
XP	600 (CL 7)

Giant sea slugs of the sea swallow variety are quite beautiful, but very deadly. They can float upon the surface of the water, upside down, due to gas sacs in their bodies, or crawl on land (though always in damp places ... like dungeons, for example). They prey on larger creatures (monstrous jellyfish, giant slugs, pirates) and will prey on one another as well. They store the poison of creatures they eat in their bodies, mixing up powerful toxins that they use to kill their prey.

Giant sea slugs attack with their four appendages. The cerata on their appendages are tipped with toxins that inflict 1d6 points of constitution damage per round until neutralized or until the victim dies. Their mouths are filled with serrated blade-like teeth.

Special Qualities: Blindsight, immune to poison

**VAMPIRE SQUID, GIANT***Large Animal, Neutral (N), Animal Intelligence; Rout (1d3)*

Hit Dice	9
Armor Class	15
Attacks	10 tentacles (1d6 + constrict)
Move	0 (Swim 60)
Save	F8 R8 W14
XP	900 (CL 10)

Giant vampire squids are squids with a webbing between their tentacles. This webbing permits them to fly through the water, not unlike a vampire bat. The photophores on the squid's tentacles allow it to produce a light show that can hypnotize its prey, who must pass a Will save or be stunned for 1d4 rounds.

JMS

LAND OF NOD

Dweomer Baye

For many Nodians, a long and dangerous voyage across Mother Ocean has ended in a small bay edged by a fetid swamp land on one side and wooded hills on the other. At the end of this bay, where it is fed by a broad, slow river, there is a collection of fairly nondescript buildings waiting to greet the voyager.

The buildings are single and double story, and look incredibly small compared to the town's metropolis, Antigoon. Wood is plentiful in the Virgin Woode, so most of the buildings here are built of it and painted white or barn red or, sometimes, a dove gray. The roofs are peaked and constructed of wood or slate shingles. A few buildings of red brick or whitish-grey slate stick out like sore thumbs, monuments to civilization – a temple of Atlas, a city hall, the manor of the director-general.

Between these (mostly) unassuming buildings there are narrow, unpaved streets that turn into muddy rivers when it rains. All of the streets either end at the high walls that surround the settlement or the wooden docks from whence the settlement derives its wealth. These streets are crowded with a motley assortment of colonists, adventurers and exiles from all over Nod, though the majority of them humans from Antigoon and Tremayne. Commerce is the name of the game in Dweomer Baye. Even the artisans and servants have a scheme to get rich, a small investment in a ship, plans to trap fur in the wilderness or perhaps a desire to delve into the ancient elven ruins for real wealth. Nobody in the world works harder or longer than the Dweomerites, not only because there is so much work to do, but because there is so much opportunity to strike it rich in this town on the edge of civilization. There is no caste in Dweomer Baye, no bonds of birth that hold people into narrow bands of society. If a person is clever and persistent, they can become one of the elite of Dweomer Baye.

When the locals aren't working hard, they're playing hard. Dweomer Baye is a town with a night life. Ale and cider flow in the taverns to the sound of raucous singing (Dweomer Baye is a bawdy town, a haven for the common man, so to speak). The

coffee houses keep the locals awake for the small theatres and street performers. On weekends, when the weather is clear, Dweomerites head for the village green for militia drills, picnics or a rousing game of base-ball, the local sport. The religious might take time to pay tribute to Atlas Gigas, the patron deity, or such gods and goddesses as Mercurius, god of commerce, Brigantia, patron deity of Tremayne, or a host of others.

Dress in Dweomer Baye can be highly variable due to the many places of origin of the citizenry. The standard, second or third generation Dweomerite, dresses as follows: Men wear short trousers, generally down to the knee, wool stockings, leather shoes or high-cut boots, a chemise and a long coat. Women wear a long dress (usually down to the ankles), leather shoes, a bag-like hat on the head and, in colder weather, a cloak or shawl. Naturally,



DEMOGRAPHICS

Size Town

Race Human

Religion Atlas Gigas, Brigantia, Prometheus

Alignment Chaotic Good

AUTHORITY

Ruler Grendel (LG Ftr 6)

High Priest Kender (NG ½ Elf Clr 7)

DESCRIPTION

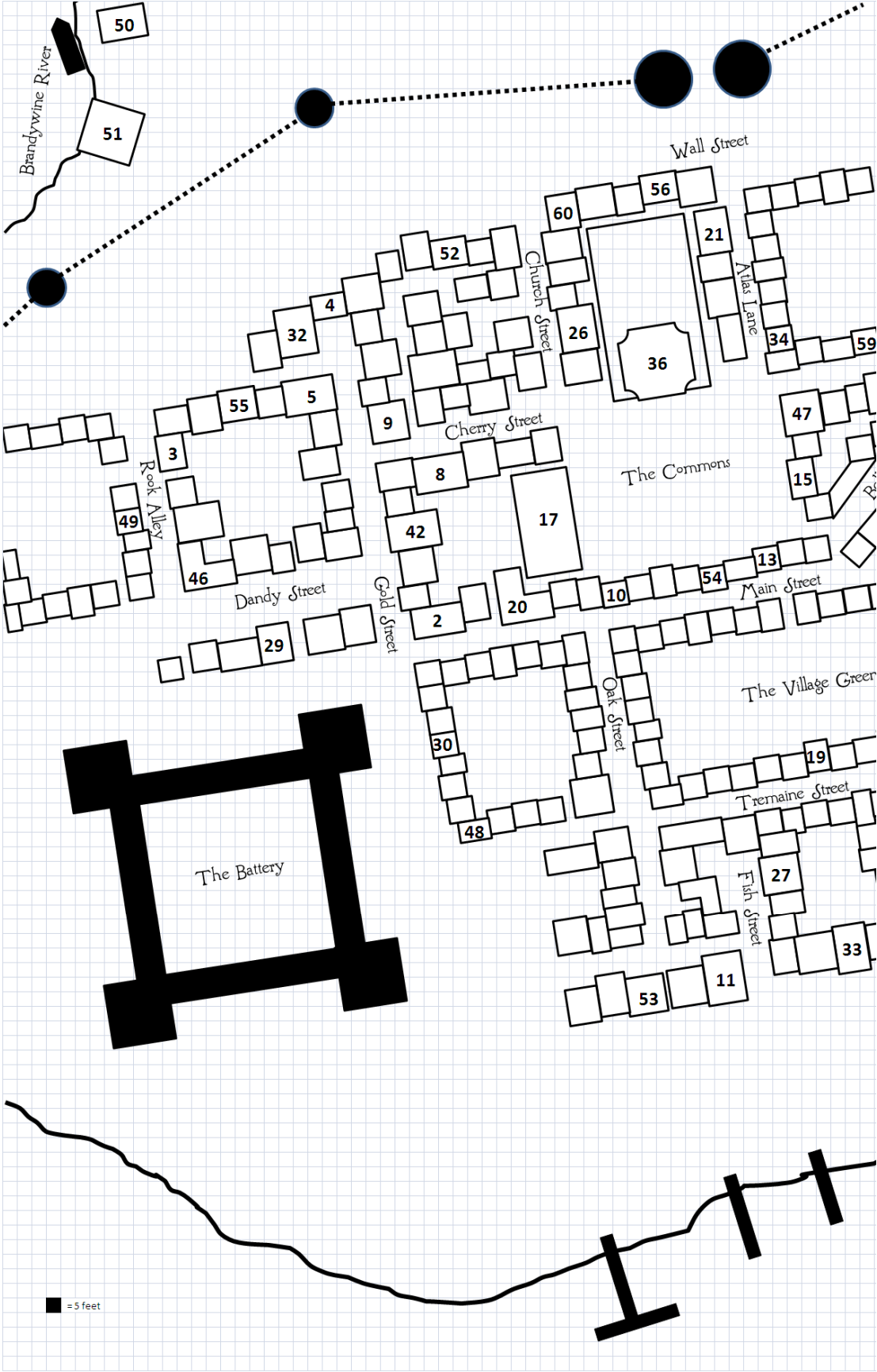
Theme Colonial America

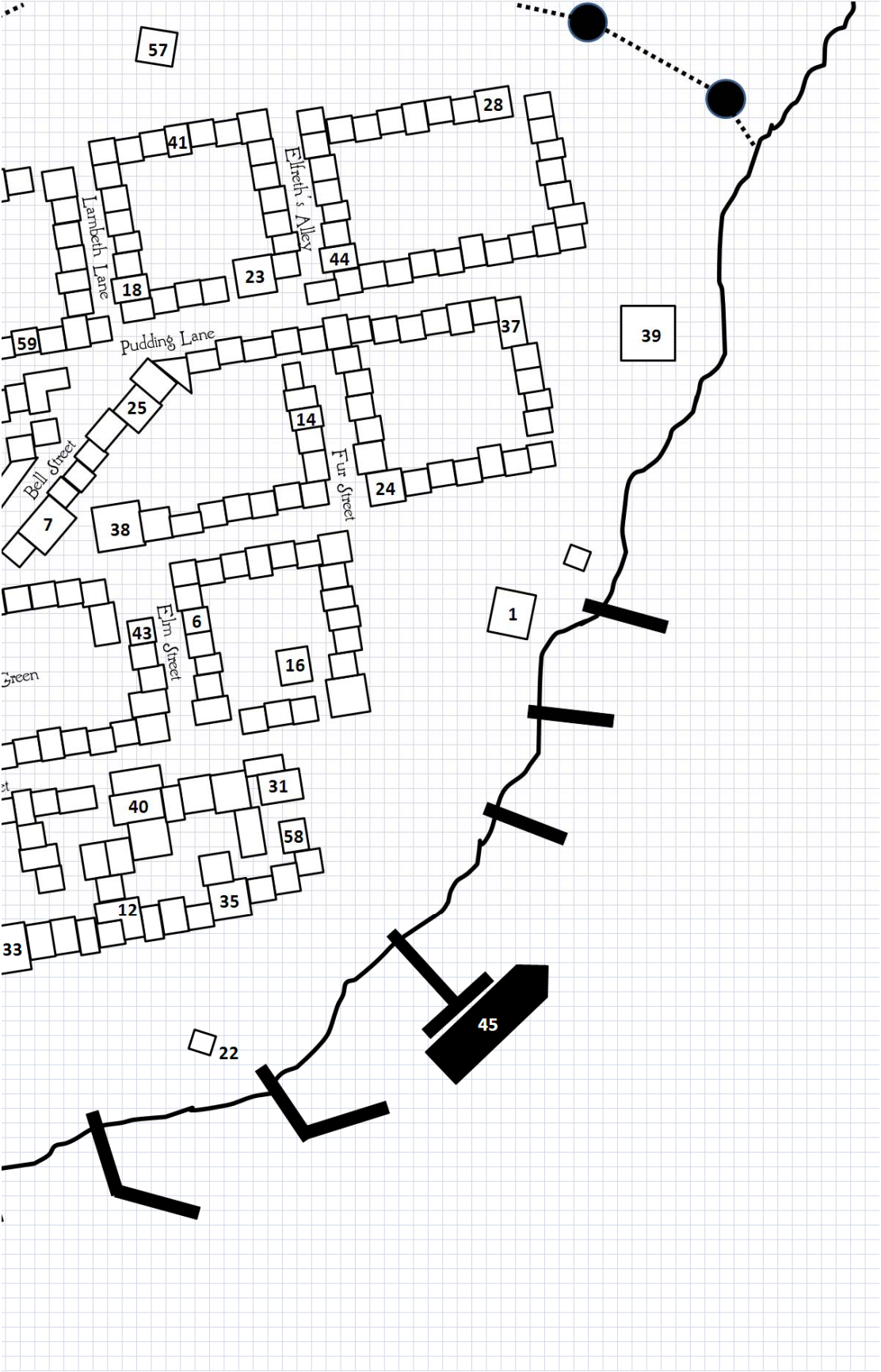
Accent Yankee

Vistas Wooden palisade, cannon, dirt roads, tall ships, rough men and hardy women, log cabins, noisy pedlars, treasure maps, boundless optimism, trappers

Names Mixture of names from all of the other city-states, but usually shortened. Thus, Caulder becomes Cal, Mucet becomes Mus (or Mussie), Akmir becomes Ack, etc

Money Dollar (gp), Disme (sp), Penny (cp)





upper class Dweomerites wear finer materials, and add touches like silver buckles and lace to their outfits. Middle and upper class men often wear powdered wigs. The most common hats for men are of the tricorn variety or wide-brimmed numbers to keep the sun off of one's face and neck.

Food in Dweomer Bay is hearty and simple – roasted meats (often tucked between a couple slices of bread), thick stews and soups, corn bread, potatoes covered with butter or gravy, and a wondrous assortment of pies. Dweomerites always seem to be on the run, so meals are short and to the point, and folks don't mind talking with their mouths full if they have business to transact.

In such a raucous town, where the person standing next to you has as much chance of being a pirate as a goodwife, keeping order is not easy. The town employs a large guard of high constables, low constables and marshals to maintain justice, all of them answering to the director-general, who is appointed by the leadership of the Merchant Venturers, who were given the charter to found Dweomer Bay from the Prince of Antigoon. Punishment in Dweomer Bay is simple and swift. Some are locked in pillories to be punished by passersby, while others are whipped, branded, mutilated (ears cut off). Murderers and rapists are hung by the neck until dead in the town square. Refreshments are often served.

Nighttime on Nod is always dangerous, but all that red-blooded adventure to be found in Dweomer Bay holds a special attraction to vampires, who are just as prone as any to seek adventure and a chance to build their own little empire in a "new world". Besides vampires, the night holds smugglers and rogues of all sorts. The night watch does its best to keep the city safe, and every seventh house on each street is required to keep a lantern lit through the night.

Dweomer Bay is neither democracy nor republic, although it is probably freer than most settlements in the Motherlands. That being said, a growing contingent of citizens, mostly of Tremanni or pirate extraction, wants to overthrow the director-general and Merchant Venturers and establish a true republic in Dweomer Bay. They're known as Agitators, and they're always top on the most wanted list for the local magistrates.

Village Green: A sunny day will find the village green occupied by picnickers, a few grazing goats, men and women of the local militia training with pole arm or musket, and perhaps a few of the locals engaged in a thrilling game of base-ball.

1. Mazrak the Shipwright

The docks are always busy in Dweomer Bay, and play host to such a dizzying array of characters that an artist, parked upon a

spare barrel, should never want for subjects for his sketches. Adding to the furor is the work being done on the Grifinda Rose, a sturdy caravel that is nearly complete. The ship has been ordered by Robath Clodyne, a local merchant of some repute (mostly ill), and named for his eldest and most eligible daughter. Only the details are yet to be completed, and they under the watchful eye of Mazrak Merriwether, a halfling shipwright and engineer, late of the mastiff cavalry of her holiness the Mum of Yore, long a wanderer after the Mum's overthrow by the Yorrich reformation, now finally settled and plying a trade learned in Tremayne (and before his brief career in piracy). His fair skin now deeply tanned by the sun, his reddish hair bleached to gold, he cuts a fine figure of a halfling. His wife, Hellabeth, whom he met and married in Dweomer Bay, has him sobered up, and the couple is now rearing four children. A pikey from the Motherlands, she's a bit of a hellion, and is known throughout the docklands for keeping folk from going too far.

Mazrak, Halfling: HD 2; HP 7; AC 13; ATK 1 short sword (1d6) and dagger (1d4) or pistol (2d4); MV 20; F13 R15 W15; AL Neutral (N); XP 100; Special—Two-weapon defense feat; Gear—+1 leather armor, short sword, dagger, pistol.

2. The Gold Dragon Inn

This inn is what passes for luxury in Dweomer Bay, a fine edifice of wood and gold filigree built on the drinking, gambling and general carousing of the adventurers that flock to the mysterious West. The inn is currently under the ownership of a rather mysterious figure from Mu-Pan, a woman called Madame Jaagu. Jaagu has saffron skin, black hair and brown eyes. She is miserly, though much of her wealth is kept in the form of jewelry and other bits of finery. Some folks whisper that she was an assassin of the deposed empress of Mu-Pan, while others say she was a smuggler who crossed the wrong people. Whoever she really is, she runs a fine establishment for a penny-pincher.

The inn has two shared rooms (3 gp per night), a dormitory (6 sp per night) and three private rooms (10 gp per night). The dormitory is just the common room converted for the night.

The Gold Dragon Inn sponsors a base-ball team nicknamed the Gold Dragon Nine.

3. Godrim the Gambler

Godrim is a young dandy from Tremayne who made a name for himself in Antilia as a gambler and bon vivant. In time, he disembarked in Dweomer Bay and bought a two-story brick house with a single orange tree growing in its paved courtyard. He converted the parlor into a game room, and now runs the place as a gambling den under the protection of the local guild of thieves. Godrim has pale skin, black hair (cropped very short) and



violet eyes that take on a crimson cast when he is irritated. Heavy-set after a life of indulgence, he always appears in a fine, tailored suit, beaver hat and a curled wig of auburn hair. Neat and compassionate, he is a man of few words. He does not tolerate cheating in his establishment, and usually has two or three down-on-their-luck fighters (roll 1d4 for level) handy to deal with troublemakers. Godrim's ultimate goal is to make enough money to buy the Gold Dragon Inn and convert it into a gambling palace.

4. Ash the Smith

Ah, the village smithy, set in the side of hill, grassy on the far side, a grand old oak shading the place. Ash (Azhbiri is her real name), an Ophirian woman who made her way to Dweomer Bay as a pirate, has given up the criminal life and now does her best to keep her nose clean. A skilled blacksmith, she has little skill with weapons and armor. Her husband, Uric, is a half-orc sailor who she suspects of engaging in a bit of thievery on the side (she is correct). Ash has tanned skin, black hair and suspicious hazel eyes. One of her ears is mutilated, a gift of the Tremanni pirate hunters.

5. Azaar and Duned

Azaar and Fredda are two young dwarf women, the children of exiles from the Bleeding Mountains who dwelled in the Purple Mountains for generations before the arrival of colonists to Dweomer Bay. They are identical twins, so both have pale skin, red hair and green eyes. They are thin for dwarves, and possess the notable stoicism of the dwarves. Both also know the secret of carving the ancient dwarven rune of sleep (acts as a magical glyph that effects people per the sleep spell). The two dwarves are armorers, and are noted for their skill at filigree and engraving work.

Their smithy is constructed of brick and stone – dwarves do not favor wooden houses – and consists of a two-story structure fronted by a paved courtyard. The dwarves keep their forge in the courtyard and work from dawn to dusk, sometimes to the frustration of their neighbors. Fortunately, they have quite a bit of influence with the big-wigs of the community and can generally ignore their neighbors, though they do attempt to placate them with gifts of dwarven ale they brew in their cellar.

6. Abe the Woodworker

Abe Norman is a second generation Dweomerite and a master woodworker. He runs a large woodworking shop, employing two journeymen and three apprentices, and is generally regarded as an affable, if not slightly dull, man. He has pale skin, auburn hair that he keeps cut short, and brown eyes, and usually can be found wearing a plaid tunic and simple trousers.

7. Barracks of Pikemen

This wooden long house is used as a barracks for a company of 20 pikemen. The pikemen are captained by a youthful Antigooner woman named Martja who came to the Virgin Woode in search of adventure, but then settled into the life of a soldier when she found the money was good. Martja has porcelain skin, long black hair she keeps in thick braids, and dark brown eyes. She is a bit short, but powerfully built, and has a mischievous sense of

humor. She also possesses a +1 short sword made in the broad leaf-shaped style of the ancient elves; she says she won it in a bet, but she actually killed a drunken adventurer for it and threw his body in the bay.

Martya, Human Fighter: LVL 3; HP 20; AC 17; ATK 1 +1 short sword +4 (1d6+1) or pike +4 (1d6+1); MV 30; F11 R11 W13; AL Neutral (N); XP 300; Abilities Str 10, Dex 18, Con 13, Int 16, Wis 14, Cha 13; Special—Dominate 0 HD foes; Gear—Breastplate, +1 short sword, pike.

8. Barracks of Musketeers

The musketeer company of Dweomer Bay, 20 strong, is composed of a mix of backwoods bravos and disciplined townspeople. This motley assortment has become quite skilled under the command of their charismatic captain, Stross, an Antigooner famous for being one of the best shots in the Virgin Woode. Stross has sallow skin, salt-and-pepper hair and lazy blue eyes. He is a bit short and keeps a rather disheveled appearance. This, combined with his contrarian attitude and foul mouth, has made him something of a pariah in Dweomer Bay society, but his skill as a commander and musketeer has helped him retain his position in the militia.

Stross, Human Marksman: LVL 4; HP 23; AC 17; ATK 1 broadsword +4 (2d4) or musket +7 (1d10+1); MV 30; F14 R8 W13; AL Neutral (N); XP 400; Abilities Str 11, Dex 18, Con 10, Int 10, Wis 15, Cha 12; Special—Specialist weapon (musket) x2 damage, +2 initiative; Gear—Leather armor, broadsword, musket, dagger.

9. Apollo River, Silversmith

Apollo River is a middle-aged man, somewhat heavysset, who works as a silver and gold smith and as the town's chief fire warden. With his connections to people throughout the colony, he is in a perfect position to aid the agitators in their struggle to establish a republic. Apollo is married and has several children, his eldest daughter, Artemis, working as his apprentice. Artemis is not an agitator; in fact, she still cleaves to the family's puritan roots. Apollo is a wealthy man. He keeps 1,500 gp in a locked trunk under his floor boards, and often keeps as much as 20 gp in his purse in case he needs to flee his home.

10. Ebard Groot, Barber

Groot is a youthful Antigooner who traveled to the colonies to find excitement, though he finds enough just listening to the stories of true adventurers while he patches them up. He is known for having a cutting sense of humor and snobbish attitude, though around adventurers he can be rather cloying. With his bronzed skin, broad shoulders, blond hair and dark brown eyes, some folks mistake him for an adventurer. If they had ever seen

him fight, they would not. Ebart is best friends with Allspice Goodfellow, the baker. The two are nearly inseparable.

11. Tobacco Warehouse

A wooden warehouse here is guarded at all times by six men-at-arms. The men-at-arms are loyal to (and well paid by) Clovis Mortimer, a tobacco merchant with ties to the cavalier aristocracy to the south. His warehouse contains 1d20 x 50 pounds of tobacco.

12. Flophouse

Amberdine, a young woman (though she looks much older than her 25 years would suggest) of Antigoon, runs a flophouse here. She inherited the place from her uncle Yark, a privateer, who was lost at sea (he is held prisoner by the sea elves), and wishes for a chance to leave Dweomer Bay and return to Antigoon, where she believes a handsome young tailor waits for her. The flophouse is inhabited by sailors and peddlers and hobos, and though it is kept fairly clean, it is not the best place to bunk down in Dweomer Bay. A spot on the dormitory floor costs a copper piece, and a private bed upstairs (screened by curtains) costs a silver piece. Amberdine is tall and skinny, and dealing with the more vulgar elements of Dweomer Bay has hardened her heart. She has some skill as a fortune teller, and this earns her a few coppers on the side, but her powers are not magical. Apparently she had an unsavory run-in with Doctor Smoote, and wants the man dead.

13. Gert Gooden's Bookshop

Gert is a middle-aged Antigooner woman with a hunched back and crooked fingers. Easily 60 years of age, she has the abilities of a sage despite her common origins and lack of a traditional education. A bit of a spendthrift and hedonist, she is nonetheless well-liked by her neighbors and relied upon for her wise judgment. Magic-users and bards in Dweomer Bay refer to her as Aunt Gert, and even the more wicked of them would take offence if she or her shop were harmed in any way. Her keen intellect has made her a favorite of Richard Saunder, the printer, who often spends an evening chatting over a cup of tea with her.

14. Bess the Seamstress

Bess is a young, gregarious (Charisma 15) woman who was born in Dweomer Bay, one of the few second generation Dweomerite. With her porcelain skin, jet black hair and deep, blue eyes, she is quite the beauty. Her parents both dead, she supports herself as a seamstress until a man comes along she's willing to accept as her husband. Bess, it must be said, has an eye for luxuries and a desire to be a wealthy woman. She keeps 70 silver pieces hidden in a chamber pot kept on a high shelf. Her sympathies lie with the agitators, though she never speaks of politics in public.



15. Goodfellow's Bakeshop

Allspice Goodfellow is a hard-working man of Zinji descent who has established a very popular bakeshop on the wharf and strategically located near Constance Hightower's brewery. Allspice is an ambitious young man, and would like to combine his enterprise with Constance's one way or another. Allspice has deep brown skin, blue-green eyes that dart back and forth as he speaks and black hair. He is heavy-set, and usually covered in flour. Careful and inquisitive, he never makes a move or speaks a word without a bit of consideration – some folks believe he is a bit "slow" and therefore not to be taken seriously, but they cannot argue with his success. As mentioned above, Allspice is best friends with the barber Ebart Groot.

16. Church of Brigantia

The Tremanni of Dweomer Baye have erected a fine stone church to their patron goddess, Brigantia, on a hill overlooking the town's seaboard. The church is constructed of limestone blocks, with a wood floor and an altar covered in hammered silver. It is attached to a brick hospice on the far side of the hill. The church and hospice are overseen by Sister Amberley, and supports 30 frequent worshippers and a few sailors who come to make offerings when they are in town. Prayers are held twice per day. Sister Amberley is known for her rather majestic and intimidating beauty. She has bronzed skin, black hair, hazel eyes, and always keeps an immaculate appearance in her white robes and bronze breastplate. Sister Amberley does not approve of the agitators, and she despises the rebellious puritans to the north, perhaps enough to take offensive action against them.

Sister Amberley, Human Druid: LVL 9; HP 36; AC 13; ATK 1 +2 club +8 (1d4+2); MV 30; F8 R12 W7; AL Neutral (N); XP 900; Abilities Str 12, Dex 12, Con 13, Int 14, Wis 16, Cha 15; Special—Spells per day (6/4/4/3/2/1), speak druidic, move through undergrowth, leaves no trail, +2 save vs. energy spells, shapechange, immune to poison; Gear—Leather armor, shield, white robes, holy symbol, +2 club, scroll (lightning bolt).

17. City Hall

This brick building is the city hall, an imposing edifice on the exterior, though rather shabby and crumbling inside. Three stocks are set up outside (containing 1d4-1 prisoners) and there are two small jail cells in the basement, which also has a storage room with kegs of cider, ale and salted meat. Above, there is a ground floor containing the offices of the tax collectors, town clerks and the sheriff of Dweomer Baye and its surroundings and a small chapel dedicated to Atlas, the patron deity of Dweomer Bay. The upper floor contains meeting rooms and the office and an apartment for the director-general.

The director-general, Anders Grendel, can be found in his office about 25% of the time, and then he is often ensconced within his apartment, probably with a woman who is not his wife or burghers paying for some favor or another. His secretary, Gules Fairweather, is notoriously difficult to get past, probably because he is an assassin in the pay of the Merchant Venturers kept here to keep an eye on their investment. Gules runs a small spy ring attempting now to infiltrate the agitators.

Sheriff Nutte, Human Fighter: LVL 3; HP 12; AC 16; ATK 1 broadsword +4 (2d4+1) or musket +3 (1d10+1); MV 30; F12 R14 W14; AL Neutral (LN); XP 300; Abilities Str 13, Dex 12, Con 12, Int 10, Wis 12, Cha 12; Special—Dominate 0 HD foes; Gear—Breastplate, broadsword, silver dagger, musket.

Gules Fairweather, Human Assassin: LVL 7; HP 25; AC 13; ATK 1 dagger +3 (1d4-1) or sap +3 (1d6-1) or dart +5 (1d4 + poison III); MV 30; F13 R10 W13; AL Chaotic (LE); XP 700; Abilities Str 7, Dex 14, Con 11, Int 10, Wis 10, Cha 16; Special—Poison use, backstab x3 (paralyze or kill), spells (1); Gear—Leather armor, daggers (3), sap, darts (6).

18. Minkja the Glassblower

Minkja is a youthful woman from Antigoon who has set up a glassblower's shop. She has swarthy skin, sandy brown hair and dark brown eyes – deep, mournful eyes, for her two sisters died on the passage across Mother Ocean to Dweomer Bay, deaths she blames on Doctor Inthonius, the ship's surgeon who now operates as a physician in Dweomer Bay. While she puts on the guise of a pious worshipper of Apollo Helios, Minkja is really quite irreligious and primarily looks out for herself. She is in debt to Amberdine [12] for of séances held to contact her sisters.

19. Tanyanita the Midwife

Tanyanita is a midwife from far away Saguenay, the great northern city-state of the native Antilians, men and women descended from the humans once kept by the ancient elves as their servitors and slaves. Why Tanyanita left her home to venture across the plains, mountains and hills to the Virgin

Woode is unknown, though she bears scars on her back and arms of which she never speaks. She has reddish-brown skin, black hair and fiery green eyes of a laconic character. She is tall and secretive, and has a deep hatred of men she usually keeps hidden. Besides being a midwife, she is also skilled at witchcraft, peddling her powers to the women of the town in exchange for foodstuffs and, sometimes, silver.

Tanyanita, Human Adept: LVL 3; HD 1; HP 4; AC 10; ATK 1 dagger (1d4); MV 30; F13 R15 W14; AL Neutral (N); XP 300; Special—Spells; Gear—Doeskin dress, beads of wood and meteoric iron, dagger, throwing stick.

20. The Schuttery

The schuttery is the headquarters of the town watch, the burgher watch to be more precise. The watch is composed of citizens of Dweomer Bay, who either serve for a few days every few months or who serve as paid guardsmen. They patrol the streets by day armed with long clubs and notable for their tall helms of stiffened cloth. At night, the paid guardsmen (18 sp a month) make up the so-called “rattle watch”, for they carry rattles to alert one another and the citizenry of trouble. The rattle watch are armed with spears as well as clubs.

The watch’s sergeant-at-arms is a young man named Harry Meanwell, a young man with a mysterious past. This is because he used to be a pirate, before being stranded on a small sand bar. He was rescued by Atlanteans, who recruited him as a spy, a role he fills to this day. Harry has olive skin, salt and pepper hair and piercing brown eyes. He is perceptive and completely amoral, though he puts on a good “law and order” act to keep his job and his secret allegiance to the Atlanteans.

Harry Meanwell: HD 3; HP 14; AC 10; ATK 1 club (1d4); MV 30; F12 R14 W14; AL Neutral (N); XP 150; Special—None; Gear—Ringmail, club, dagger.

21. School for Gentlefolk

The school for gentlefolk is a school for young ladies and gentlemen run by a pedantic schoolmaster called Phineas Gruidae, a thin man with great ambitions towards wealth and position. Under his tutelage are about 120 young scholars, the children of the great men and women of Dweomer Bay. Ten teachers are employed here, teaching arithmetic, geometry, astronomy, music theory, grammar, logic, rhetoric, physics, metaphysics and moral philosophy.

Phineas is unconcerned with the politics of Dweomer Bay, focusing instead on the eligible (i.e. wealthy) young women of the town, using his connections with their younger brothers or sisters to earn invitations to dine and court them. Few people in the town like him, Doctor Smoote being an exception, though most

folk respect his learning. Strangely enough, he also happens to own an old +1 shield that he keeps hanging in his library.

The school includes dormitories, lecture rooms, a simple laboratory and a library (poorly stocked as regards spell research).

22. Bait Shop

A young Antigooner, Roger Longhopper, runs a bait shop here on the wharf. A former sailor, he lost a leg to a shark attack, and now walks on a wooden peg. Corbin has skin made leathery by the sun, dark brown hair and dark brown eyes – eyes without a shred of human kindness. Harsh and logical, Roger has a ragged appearance. He was once married to Inga, who now runs the local brothel and thieves’ guild.

23. Ivory House

Inga is a youthful woman of Thulian heritage (i.e. Scandinavian in appearance) that runs the local brothel as well as one of two rival guilds of thieves. She is the very image of an ice queen – tall, regal, icy blue eyes, porcelain skin, platinum blond hair; in all ways exquisite, save perhaps her smoldering temper, which she keeps well hidden.

Her establishment was a brick manor constructed by one of the early successes of Dweomer Bay, a fur trader who married Inga when she was 16. By the time she was 18, he died under mysterious circumstances and she took control of the manor and his nascent guild of thieves, of which she was his most promising pupil.

The brothel has a spacious common room decorated in finery and frippery, with eight semi-private booths and four private booths. The upper floors are divided into rooms where her prostitutes do their entertaining, Inga’s personal quarters being located on the top floor (and guarded by all manner of cunning traps). The cellar is where meetings of the guild (her thieves are her prostitutes, along with a few associated fences and informers) are held, with a secret door leading into their treasury.

Inga, Human Thief: LVL 12; HP 37; AC 13; ATK 1 dagger +9 (1d4+1); MV 30; F11 R5 W11; AL Chaotic (NE); XP 1200; Abilities Str 13, Dex 16, Con 10, Int 12, Wis 9, Cha 15; Special—Backstab x4; Gear—Wand of magic detection, cloak of protection +1, dagger, thieves’ tools.

24. Cider-Maker

Dweomer Baye’s local cider-maker, Zephania Jeranis, is also its only alchemist (adept 2). With her bronzed skin (only a small bit of scarring), flaming red hair, oddly colored eyes and 7-ft. height, she is an imposing citizen, and one well respected by commoners



and aristocrats alike. All have made use of her services, and they know her to be a saintly woman with a quick wit and quicker reflexes.

25. Vlack Distillery

Jovis Vlack is a young Antigooner, the son of a man and woman who came to Antilia as indentured servants. Raised on the bottom rung of cavalier society, he took the first opportunity that came to him to move north to Dweomer Baye, where he started a distillery of bourbon whiskey using a recipe he learned down south. In time, he also established a rum distillery, and is now one of the wealthiest citizens of Dweomer Baye. Jovis is a hard-hearted man. He has olive skin, blond hair kept tied back in a tail and brown eyes that make him appear more forgiving than he really is. He knows how to cast *message*, having learned it from an alcoholic mage who was in terrible need of a free drink. Vlack's wife is named Insatya, and comes from Saguenary in the north. Word has recently reached her of her father's being very ill, and she is desirous to return home. Vlack would pay nearly anything for a brave band to escort her there.

26. Penobscott Manor

The Penobscott's were a fur trading family that amassed a sizable fortune for Dweomer Baye, and as a result built for themselves a

brick town house with splendid limestone ornaments on the most fashionable street in town. Behind this manor there was a small park, which once permitted them a bit of small game hunting and which now is primarily known for housing the family plot. It so happened that John Penobscott, the patriarch of the family, ran afoul with the local pirates, and in an act of savagery, he and his wife and son were executed by those pirates, the ship they were sailing on being attacked and burned. The bodies were interred in a family crypt in the park and the house left to heirs in Tremayne. It wasn't long before people in the neighborhood became

aware of the hauntings in Penobscott Manor, and the place is now avoided by most folk. Or so the story goes.

In truth, John, Jr., the son of John and Martha Penobscott was not killed. He escaped and vowed revenge. A brilliant man, knowledgeable in both sorcery and science, he dwells in the house, posing as his own cousin from Tremayne, Richard Penobscott, and has made a sort of headquarters in the family crypt. Locals now know him as The Sinister Shroud, a cackling revenant who strikes out on a phantom horse at night to commit all manner of deviltries (or, in fact, to combat the forces of crime and injustice).

Sinister Shroud, Human Vigilante/Scientist: LVL 7/6; HP 49; AC 14; ATK 1 knuckle-duster +7 (1d2+2) or hand crossbow +8 (1d4); MV 30; F9 R8 W10; AL Lawful (NG); XP 700; Abilities Str 14, Dex 16, Con 13, Int 13, Wis 11, Cha 9; Special—Secret identity, back attack x3, miscellaneous gear, arch-nemesis, legend lore, surprised (2 in 6), brew formulas, create new inventions; Gear—Shroud, padded armor, leather doublet, knuckle-dusters, hand crossbow, silver dagger.

27. Henna Koppe

Henna Koppe is a general trader, having in stock the items that adventurers most require when venturing forth into the wilderness or underground. She used to run mule trains between

Dweomer Baye and the cavalier holdings to the south, but gave it up after a nasty spill twisted one of her legs. She remains an attractive young woman, tall and stately, with pale skin, raven hair and rather intense green eyes that people find either spellbinding or unsettling. She has an unforgiving and precise attitude towards life and other people, which probably explains why she is alone. Henna has heard tale of a magic item (you decide which) to be found in the wilderness, and is willing to pay a band of adventurers to retrieve it.

28. Anton the Mason

Anton Torke, a Tremanni mason, keeps a studio and yard here. Anton is the finest mason in Dweomer Baye, though admittedly he would be considered a middling mason in most large settlements in the Motherlands. He employs two apprentices and a journeyman, and does most of the stonework for the city. A dedicated worshipper of the Great Old Ones, he attempts to work their glyphs and alien geometries into all of the stonework he does. Anton has tanned skin, curly, dark brown hair and dark brown eyes that never seem to meet another person's gaze head on. He is very short, and cultivates an image of supplication, especially around women, which he fears.

Andwer Torke, Human Cultist: HD 3; HP 13; AC 10; ATK 1 dagger (1d4); MV 30; F12 R14 W13; AL Chaotic (CE); XP 300; Special—Adept 3, backstab x2; Gear—Robes, dagger.

29. Reginald Mercer

Reginald is a Tremanni mercer with an aristocratic mien who runs a popular shop on Dandy Street. The shop has become something of a hangout for upper class Tremanni men. They gather here in the afternoon for claret and conviviality and a healthy session of lamenting the stupidity of Antigooner government. Reginald is a heavy-set man of many years with tanned skin, light brown hair in dazzling curls and large, dark brown eyes. Reverent and precise, he is married to Maudlyn, who treats the visiting Tremanni as her long-lost children and is reverently known as Little Maude.

30. Mamothett the Fiscal

Mamothett Vort (3 HD, 14 hp) is one of the least liked people in Dweomer Baye, perhaps in Antilia. He is the town's fiscal – i.e. tax collector – and a former soldier who lost a leg fighting pirates. He now walks on a peg and with a stick which, when necessary, reveals itself as a sword cane. Mamothett has pale skin, thinning red hair kept under a leather tricorne hat, and rheumy brown eyes. A callous man who blames the world for his troubles, he is reckless with his insults, especially when he has a squad of soldiers to back him up on his rounds. He is a married man, to a patient woman named Martinetta, and has three children.

31. Captain Osbel

Osbel Blackfist is a sloop captain from Ishkabibel, one of many former lords forced to quit that place when it was conquered by the Saracens. While Osbel's brother and cousin remained to fight the invaders, Osbel moved on, glad to leave a few angry maidens (and their fathers) behind. He worked the gem trade for a while in the Sea of Fangs, and then almost by accident caught a current across Mother Ocean, pausing only for a short foray on the island of the amazons to pick up his current wife and first mate, Brigitta of the Scarlet Locks. Osbel has swarthy skin, black hair in tight curls and brown eyes. He maintains a fashionable appearance when not at sea, in a his coat of black velvet and lace ruffles. His active intellect and contrarian attitude has made him a toast of the smart set, and his love of gambling (and often ill luck) has made him popular with the common man. Osbel and Brigitta are now expecting their first child. His sloop is called Venus.

Captain Osbel, Human Fighter: LVL 4; HP 17; AC 11; ATK 1 scimitar +5 (1d8+1) or pistol +4 (1d8+1); MV 30; F10 R14 W16; AL Neutral (CN); XP 400; Abilities Str 15, Dex 10, Con 13, Int 15, Wis 6, Cha 9; Special—Dominate 0 HD foes; Gear—Leather doublet, scimitar, dagger, pistol.

Brigitta, Red Amazon: HD 3+1; HP 14; AC 16; ATK 2 scimitar (1d8); MV 30; F14 R12 W14; AL Chaotic (CE); XP 300; Special—Berserker; Gear—Chainmail, buckler, scimitar, dagger.

32. The Fur Magnate

Joran Justarlow Alayn is a well-to-do fur trader of Antigooner stock. With his slightly dark cast, hazel eyes and neat black hair, he cuts quite the dashing figure. Now in his forties, as a young man he ranged the Virgin Woode, eventually setting up a trading post that made him wealthy. He now lives in Dweomer Baye with his wife Cecia Woldebera, and four children, enjoying the fruits of his labor and living the life of an investor. He has funded several forays into the interior by adventurers, taking a 10 percent interest in their trip. He is also known to have good contacts among the wild elves.

33. The White Whale

The White Whale is a large inn and tavern near the docks that caters more to officers than common sailors, not to mention visiting merchants and wealthy adventurers. It has a white clapboard siding, gray slate roof and a bright red door with brass fixtures always kept polished. The place is run by Wommithet Drexford, a hard-working landlord who used to be a pirate, and who still keeps a smuggler's hideaway in the cellar. He mostly uses it to hold ill-gotten goods and his best kegs of wine and rum.

Wommithet has olive skin, creased from over-exposure to the sun, dull green eyes usually kept in a squint and a crooked mouth

that has managed to retain only a few of its teeth. He is tall and has grown a bit thick in the middle since leaving his life of piracy. A cheerful man, he is popular with the natives – many folks consider a meal at the White Whale a somewhat sophisticated night on the town – but they don't know about his scheming nature. His wife, Pollyanne, and four precocious young daughters, are unaware of his past, though Pollyanne has some suspicions.

The White Whale supports the city's most successful base-ball club, nicknamed the Knickerbockers.

34. Doctor Inthonius

Doctor Jorren Inthonius is Dweomer Baye's most respected physician (and its only physician). A youthful Antigooner, he immigrated to Dweomer Baye to become the "big man on campus", as he was a fairly mediocre physician in Antigoon and figured his would be a life a poor country doctor. Solitary and aesthetic, his services are appreciated on the frontier, but few folks like the man (though more than a few of the local ladies find his manner romantic and mysterious). He has olive skin and salt and pepper hair, and dark brown, brooding eyes. Inthonius keeps eight lapis lazulis, worth about 60 gp, hidden behind a loose brick on his fireplace.

35. Bulltop Stormalong

Bulltop Stormalong is a grizzled juggernaut sea captain who commands the Courser, a rather sizable caravel that has made him a small fortune as a merchant. Bulltop also serves as the commodore of Dweomer Baye's volunteer navy and a scourge of pirates. Many attempts have been made on his life, and few pirates have ever survived an encounter with the 10-ft. tall juggernaut.

Bulltop Stormalong, Juggernaut Fighter: LVL 4; HP 28; AC 10; ATK 1 bastard sword +6 (1d10+2) or blunderbuss +4 (1d10+1); MV 30; F10 R14 W14; AL Neutral (N); XP 400; Abilities Str 17, Dex 9, Con 13, Int 9, Wis 9, Cha 7; Special—Dominate 0 HD foes, +2 save vs. fire, stomp 1/day; Gear—Leather armor, buckler, bastard sword, blunderbuss, short sword, ring of fire resistance.

36. Temple of Atlas

Behold the temple of Atlas, chief temple of Dweomer Baye! The temple is constructed of red brick with a slate roof, one of the better-built structures in the town. The temple is surrounded by a portico supported by wooden sculptures of Atlas. Two of these sculptures, near the entrance, are wood golems.

Within the temple, there is an outer ring with plastered walls covered with frescos depicting the various myths of Atlas and his daughters, the Hesperides, and Ladon, the dragon who guards his

golden apples. Small alcoves in the walls hold idols of the aforementioned figures for worshippers to make offerings and beseech favors of them.

Large, bronze doors (locked, untrapped) protect the inner sanctum, wherein is contained the marble idol of Atlas, holding aloft a very detailed map of the known world, with Dweomer Baye holding a prominent position thereon.

A hidden staircase near the back of the temple permits access to the living quarters of Bishop Phildo Kender, high priest of Dweomer Baye. The temple is situated on a slope, so the back of the temple has a lower story that overlooks a large cemetery. It is in this lower story that Phildo and his acolytes dwell.

Bishop Kender, Half-Elf Cleric: LVL 7; HP 22; AC 16; ATK 1 light mace +6 (1d4+3); MV 30; F10 R14 W14; AL Lawful (NG); XP 400; Abilities Str 17, Dex 9, Con 13, Int 9, Wis 9, Cha 7; Special—Dominate 0 HD foes, +2 save vs. fire, stomp 1/day; Gear—Chainmail, buckler, light mace.

Wood Golem: HD 2; HP 10; AC 13; ATK 1 slam (1d8); MV 20; F16 R15 W15; AL Neutral (N); XP 500; Special—Golem, vulnerable to fire, -1 to initiative.

37. The Winsome Mermaid

Thostona White runs the Winsome Mermaid tavern, a drinking house that caters to working men and women on the docks. It is a rough place, and can be dangerous to folks who look "fancy". The place has a large taproom for ale and cider with five small tables, two large tables and six booths obscured by curtains of beads. Thostona serves drinks while her wenches, Zeda and Narla, who are anything but winsome, serve fish stew and baked apples. A bouncer, Yorbad, who has a bit of troll blood in his veins, keeps things from going too far (i.e. killing or too much property damage). The common room is overlooked by a loft, which is sometimes occupied by sea captains putting together crews or by sailors in need of a place to sleep for the night, and stairs in the kitchen lead up to a couple upper rooms, where Thostona and her wenches crash, and where thieves friendly to Thostona sometimes plot their deviltries. Thostona is known to be an on-again, off-again girlfriend of Jakob Goldtooth, the most notorious rake in Dweomer Baye and an associate of the thieves' guild headed by the mysterious Black Piet.

Ever since she started a brawl over a game of dice, Thostona has had it out for Martya, the leader of the pikes. She and her men are not welcome in the Winsome Mermaid, and people known to be friendly to her are not welcome either.

The Winsome Mermaid fields a club of nine base-ball players, nicknamed the Cutthroats or Black Stockings.

Thostona, Human Barbarian: LVL 3; HP 21; AC 14; ATK 1 rapier +4 (1d6+1) or throwing knife +3 (1d3+1); MV 40; F11 R14 W14; AL Neutral (N); XP 300; Abilities Str 13, Dex 10, Con 15, Int 7, Wis 9, Cha 9; Special—Rage 1/day, sixth sense; Gear—Scale mail, rapier, throwing knife.

Yorbad, Human Fighter: LVL 1; HP 7; AC 14; ATK 1 sap +4 (1d6+3); MV 30; F12 R15 W15; AL Neutral (CN); XP 100; Abilities Str 18, Dex 9, Con 14, Int 6, Wis 11, Cha 8; Special—Rage 1/day, sixth sense; Gear—Scale mail, rapier, throwing knife.

38. Thomas Baker & Sons

Thomas Baker lives up to his name. He runs a rather large bakery, with several ovens, with his two sons, Thomas, Jr. and Alfred. Both sons hate the work, but love their father. Alfred has dreams of becoming an adventurer, and has generally proven to be the less reliable of the two lads. Their mother, Harspice, is a bit of a fury, and is the self-appointed guardian of morals in the neighborhood, though to her credit she never turns away a hungry man or turns a blind eye to a person in need. Thomas has swarthy skin (usually covered by a thin sheen of flour), light brown hair and brown eyes. He is mostly concerned with the quality of his bread and cake, and pays little attention to anything else.

39. Haunted Manor

A house on the hill here was owned by a successful merchant (his name is never spoken), who turned out to be a retired pirate. Returning home from a voyage to be wed to his fiancé, he discovered that she had disobeyed his orders never to open his sea chest, and flew into a rage, killing her and much of the wedding party before ending his own life. The house is now abandoned and believed to be haunted, though the local clerics claim this is mere fantasy on behalf of the people who live nearby. In truth, the place is a deathtrap, for the old pirate set many traps to protect the remains of his treasure – he couldn't take it with him, but he'd be damned if anyone else was going to make off with it. The house borders on the cemetery of the Temple of Atlas. A Treasure Keeper could flesh this house out and make a decent challenge for first level characters, especially thieves.

40. Wimbell Garvering

Wimbell is an unassuming man who deals in foodstuffs. He owns two cogs with which he trades along the coast of Antilia and sometimes makes trips to Bermoothes. He would like to get a caravel and begin trading with the Motherlands, but he is a careful man and doesn't yet think he has enough saved to really make a go of it. He lives in a nice house, though not a manor, and hides his money in a number of hidden iron boxes. Wimbell is

married to Alucia Mantreve, who would enjoy her marriage much more if she were allowed to spend more money. Gossips whisper that while her husband is occupied with the business, she favors handsome men who are free with their money. Wimbell is a young man with tanned skin, platinum blonde hair and moody, blue eyes. He is pious and arrogant, and has a close relationship with Bishop Kender, the high priest of Atlas.

41. Shelm Nine-Fingers

Shelm is one of the town's gunsmiths, and, truth be told, the best of the bunch. A dwarf from the Motherlands, he is rather slight for a dwarf, with long, nimble fingers and a way of squinting one eye and cocking his mouth when he works that is often imitated by Dweomerite wishing to pantomime careful work. Shelm has skin like limestone, rust-colored hair and icy blue eyes. A bit of a fanatic about the restoration of the ancient dwarven kingdoms, he'll speak about it to anyone who cares to listen, and is quick to offer financial support to any adventurer who wishes to delve into the Bleeding Mountains with an army to make it happen. He is a leader among the dwarves of Dweomer Baye.

42. Coffee House

Just up the main lane from the docks, approaching the town square, is the hottest spot in town, a place where the powerful and wealthy meet to renew acquaintances, negotiate deals and launch new ventures. The coffee house is located in a brick building, painted white, with a roof of red shingles topped by a cupola. Within, there is a well-appointed common room with thirteen small tables and a private side room for salons, gambling or secret meetings.

A flag of Antigoon hangs in one of the lead glass windows adjacent to the door, noting it as the establishment of a man loyal to Antigoon and the director-general, one Hrlas Ffalk, a robust old mercantilist who now primarily runs his coffee house, investing in various ventures and businesses on the side. Hrlas is almost always present in his establishment, overseeing the servants (though not the kitchen, which is run by his wife and considered no-man's-land for Hrlas and his "helpful suggestions") and commiserating with the customers. Hrlas has many a good story to tell (some even true), and he has a great deal of information about the Dweomer Baye and its hinterland.

43. Naidas Hugenil

Naidas is the spoiled son of an Antigooner merchant who was sent to the New World, frankly, to get rid of him. A bit on the dramatic side, Naidas is also horribly self-centered and arrogant. Having cut a swathe through the eligible young ladies of Antigoon and its surroundings, plus a particularly ill-advised sojourn in

Blackpoort that resulted in an unwanted bastard, his father Trenfus decided nothing less than Mother Ocean would serve as a fit barrier between himself and his son. Naidas lives off a small income provided by his father, and he has continued his life of rakish irresponsibility in Dweomer Baye. Ostensibly, he is a poet, and in truth a talented one. He can be found lurking in taverns, seeking out adventurers about whom to write the next great epic poem. Naidas has pale skin, black hair that falls in ringlets about his neck, and eyes of emerald green.

Naidas Hugenil, Human Bard: LVL 1; HP 2; AC 11; ATK 1 morningstar +1 (2d4+1) or hand crossbow +1 (1d4); MV 30; F15 R12 W14; AL Neutral (CN); XP 100; Abilities Str 15, Dex 14, Con 9, Int 17, Wis 8, Cha 15; Special—Spells per day (2), legend lore, music (fascinate); Gear—Padded armor, morningstar, hand crossbow.

44. Puritan Church

When puritans from up north are forced to do business in Dweomer Baye need to pray, and for the few families that have settled there, there has been established a church of Diana. The church is set back from the road, and boxwood shrubs flank the green door. The interior is unadorned (though polished) wood, carved in the shapes of Diana, coursing stags, prancing satyrs and winsome dryads. The room is practically filled with benches for the worshippers, with a small dais in the center for the officiating druid. It is centered on a central pillar that has been carved as an idol of the goddess. Outside the back door, and hemmed in by the surrounding buildings, there is a small puritan cemetery. Two white wolfhounds are kept tied up in the cemetery to dissuade possible vandalism and to warn about any incursions of a more sinister sort. Beyond the small cemetery there is the home of Jennonina Thyng, the officiating druid of the church. Jennonina is a young woman, heavysset, with auburn hair, brown eyes and tanned skin. She spends as much time as she can in the woods and meadows surrounding Dweomer Baye.

Jennonina Thyng, Human Druid: LVL 1; HP 6; AC 11; ATK 1 sickle +0 (1d6) or sling +0 (1d4); MV 30; F13 R15 W13; AL Neutral (N); XP 100; Abilities Str 9, Dex 9, Con

11, Int 10, Wis 14, Cha 11; Special—Spells per day (3/1), speak druidic; Gear—Padded armor, sickle, sling.

45. Smuggler's Ship

Darindira Saside, smuggler extraordinaire, is currently docked in Dweomer Baye. Her ship, the Wren, is a base for smugglers. Darindira has ten crew, all of them rogues, that live on the ship, keeping it under heavy guard at all times. In the meantime, she makes forays into the town, meeting with other thieves and merchants who wish to avoid the duties imposed by the Merchant Venturers, making deals (handshakes – no written proof, of course) and either smuggling their goods onto her ship herself or arranging for them to be moved in barrels with false bottoms and the like. Ostensibly, she is taking on goods to be traded in Nomo and Guelph. The Wren has numerous secret compartments to store the contraband. Darindira is a young Tremanni woman with swarthy skin (she has an Ophirian ancestry), black, frizzy hair she keeps under a tricorne hat, and hazel eyes.

Darindira Saside, Human Thief: LVL 3; HP 9; AC 12; ATK 1 short sword +2 (1d6+1) or dart +3 (1d4+1); MV 30; F15 R10 W16; AL Chaotic (NE); XP 300; Abilities Str 13, Dex 16, Con 8, Int 15, Wis 6, Cha 9; Special—Backstab x2; Gear—Leather armor, short sword, dart, thieves' tools.



46. Counting House

The counting house of the Merchant Venturers is situated here, a grave three-story building of grey slate walls and grey slate roof with a wide portico supported by seven pillars, each having a capital carved like the face of an old man with an austere face and clever eyes. Within the iron doors (protected with a complex lock) are the desks of their clerks and the offices of the factotums, as well as small, well-appointed rooms for visiting dignitaries and merchants, a shrine dedicated to Mercurius, a secret shrine dedicated to the Seven Old Men, enigmatic deities of commerce said to dwell in the mysterious west, and a hidden vault guarded by magic in which the Merchant Venturers keep their contracts, money on hand, and anything else they don't want to share with the world. The building is always guarded by a contingent of six men-at-arms in half-plate armed with pistols and longswords, and their sergeant, wearing three-quarter plate and armed with a brace of three pistols and longsword. The chief factotum, lieutenant to the director-general, is Conrad Brewster, a cowardly and precise man with olive skin, blond hair cut very short and furtive, dark brown eyes.

Conrad Brewster, Human Venturer: LVL 13; HP 22; AC 11; ATK 1 rapier +8 (1d6); MV 30; F13 R12 W9; AL Chaotic (NE); XP 1300; Abilities Str 12, Dex 8, Con 5, Int 13, Wis 6, Cha 16; Special—Appraisal, +1 save vs. traps, haggling, +1 henchman, contacts, pidgin, smuggler; Gear—Leather armor, rapier, silver dagger.

47. Fire House

This barn-like building is the headquarters of the town firewardens, a mostly volunteer organization of burghers led by a fire-sergeant, Parsimon Browne, a man of Hybresailian extraction with skin the color of toasted cinnamon, dark brown hair and pale green eyes. Short, capricious and haughty, he is possibly the bravest man in Dweomer Baye, and surprisingly strong (Str 17) for his size. The firewardens keep their wagon and horses (two draft horses) in the barn, along with buckets, heavy oilcoats, axes and other implements of firefighting. The wagon is equipped with a pump device designed by Richard Saunder. Parsimon dwells in a backroom in the firehouse.

48. Chapel of Brigantia

The Tremanni citizens have constructed a chapel dedicated to Brigantia, their patron goddess and a warlike guise of Diana. The chapel is simple in construction, and holds a small worship area wherein is located the goddess' idol, made of bronze, and a small altar as well as a small room occupied by the chapel's domine, Father Fendrick, a young man with olive skin, dark brown hair cut in the pageboy style, and dark brown eyes (so dark, they almost look black). A thin man, he is an honorable warrior with an active intellect and a yearning to explore.

Father Fendrick, Human Cleric: LVL 1; HP 5; AC 15; ATK 1 light mace +0 (1d6) or gauntlet +0 (1d3); MV 30; F12 R16 W12; AL Lawful (LG); XP 100; Abilities Str 12, Dex 8, Con 13, Int 7, Wis 13, Cha 12; Special—Turn undead, spells per day (3/2); Gear—Breastplate, light mace, iron gauntlet.

49. Haberdasher

Dweomer Baye's most skilled hatter, Uderil Esteinway, dwells here in a two-story house, his shop and workshop on the bottom floor, his living quarters above. A curious and greedy man, he has not yet displayed the signs of madness for which his profession is infamous, though he does have a rather mad scheme to create a powerful fur trading company, mad because to date he has done little more than plot and plan, and probably wouldn't last a minute in the wilderness. He does have a large sum of money tucked away, though (1,600 gp), and his exuberance might be enough to convince a band of adventurers to do his dirty work for him.

50. Keelboat Pilot

Dorcas Lee pilots the keelboat Sockdolager up and down the Brandywine River, transporting goods from the villages up the river and adventurers into the wilderness who want to save the souls of their boots. With his leathery, bronzed skin, sandy brown hair, scruffy beard and brown eyes, he doesn't exactly cut a dashing figure, and his slow-drawl and slothful demeanor only bolster people's impression that he's a bit of a goof. Dorcas likes his freedom, so he mostly keeps to himself, though he does enjoy whiskey, a good smoke (he prefers pipes) and a tall tale. It is a well-known secret that Dorcas would very much like to marry Bresca Willoughby, the miller, and give up his keelboat for good.

51. Sawmill

Located on and powered by the Brandywine River, the sawmill of Bresca Willoughby (3 HD, 11 hp) is working two shifts to keep up with the demand for lumber in the growing town. Bresca is a stout woman, unmarried and happily so, with pale, freckled skin, flaming red hair that often hangs in her face only to be swept away with a jerk of the neck and a sharp exhalation of tobacco-laced breath, and brilliant blue eyes that would set a man's heart aflutter if they weren't sizing him up like a terrier sizes up a rat. Fearless to the extreme, she's a known scrapper who often visits the Winsome Mermaid to belt down some whiskey in between shifts. Two weeks ago, in the dead of night when her workers had dragged themselves home, she plucked an Atlantean spy up out of the river. The woman was gravely injured, but she offered Bresca a fine reward to nurse her back to health, and Bresca decided it might be an adventure to do so.

52. Schoolmaster

An educated man from Tremayne has recently set up shop in Dweomer Baye as a pedagogue and sometime private tutor. Ichabod Crane found himself outside Dweomer Baye after a harrowing chase by a headless horseman. Too vacant to worry about how he got to the town, he worried instead about making a living. Ichabod is a mature man, tall and exceedingly lank, with pale skin, sandy brown hair (and not much of it), large ears (and hands and feet, all out of proportion), a snipe nose and large, glassy, green eyes. In the daytime hours he teaches a motley crew of fifteen children of various ages drawn from the middle class families of Dweomer Baye. At night, he is either supping with one or another of those families, or tutoring the child of a wealthier family.

Ichabod Crane, Human Traveler: LVL 5; HP 24; AC 13; ATK 1 dagger +1 (1d4-2); MV 35; F12 R11 W12; AL Neutral (CN); XP 500; Abilities Str 6, Dex 16, Con 13, Int 10, Wis 8, Cha 9; Special—+2 save vs. sleep, eccentricities (will not get on boats, always uses nicknames, frightened by gourds and melons, suffers from agoraphobia, unnerved by small animals and children), haste (5 min. per day), dimension door, find the path; Gear—Wool coat, dagger, walking stick, golden compass.

53. Weigh House

By order of the director-general in his authority as the duly appointed representative of the Merchant Venturers, they have established this official weigh house, where all goods to be traded in bulk must be weighed and a tariff on those goods paid. The weigh house is overseen by a callous, though very well-spoken, Antigooner named Paulus Breff, a man with a great shock of blond hair and hazel eyes. Built like a bulldog, and nearly as pleasant, Paulus patrols his domain with a hickory switch in his hand, with which he emphasizes points by striking his palm (or whomever he is arguing with, if they're an underling). The weigh house is guarded by four men-at-arms (pistol, short sword, breastplate) at all times.

54. Print Shop

Richard Saunder is the town genius, printer, organizer, dreamer and scientist. An elderly man, rotund with wispy white hair, he seems to enjoy his every moment on earth. His shop contains a printing press in the front, as well as several chairs, a burled walnut writing desk piled high with correspondence and books, and a pot-bellied stove of his own design. Saunder's backroom is more wondrous by far, though, for here he works on his inventions and examinations of the natural (and pseudo-natural and supernatural) world. Models of flying machines and submarines hang from the ceiling, charts and sketches are tacked to the walls, a half-finished automaton sits on a stool in one corner, its crystalline brain being kept under glass on a work

bench next to a large battery and a half-eaten pork pie, etc. A hidden vault holds 4,800 silver dollars drawn from another world. While Saunders looks an old, fat man, he is surprisingly spry, and might be convinced to join a party romping in the woods if he thinks he can secure some needed ingredients or observe some new phenomenon.

Richard Saunders, Human Scientist: LVL 8; HP 26; AC 11; ATK 1 walking stick +5 (1d4); MV 35; F12 R11 W7; AL Neutral (N); XP 800; Abilities Str 10, Dex 13, Con 12, Int 18, Wis 16, Cha 16; Special—Legend lore, surprised (2 in 6), brew formula, create new invention; Gear—Bifocals, walking stick, golden compass, various gadgets and gizmos.



55. Director-General's House

Dweomer Baye's current director-general, the fifth person to hold the post, is Anders Grendel, a tough old warrior with white beard and balding pate, who is never without his trusty tuck (treat as longsword) and long pipe. Grendel is primarily concerned with the defense of the colony and its trading lanes and the promotion of peace within the community (i.e. law enforcement). A lawful of the "muscular Christianity" variety, he is not averse to swearing (not by a long shot) and indulging, but he does expect people to be honest, loyal and fairly well behaved. Grendel has one wooden leg, and he can often be found atop the citadel walls, a line of white smoke curling about his head as he reviews the colony's defenses and scans the horizon for signs of trouble ahead.

The director-general's manor is a three-story townhouse of red brick with a slate roof. The front of the house is decorated with a small garden, and another garden, a kitchen garden, decorates

the rear of the house. Grendel lives here with his wife, Maria, and his three young children.

Anders Grendel, Human Fighter: LVL 6; HP 37; AC 14; ATK 2 +1 tuck +7 (1d8+2); MV 30; F10 R13 W13; AL Lawful (LG); XP 600; Abilities Str 13, Dex 9, Con 12, Int 11, Wis 9, Cha 16; Special—Dominate 0 HD foes; Gear—Mithral shirt (under clothes), +1 tuck, silver dagger, flask of fine brandy, pouch of good tobacco, pipe (10 gp).

56. Promethean Society

The Promethean Society is a society of scholars and deep thinkers in Dweomer Baye that includes such members as Dr. Smoote and Richard Saunder. The society is semi-secret, and has a secret sanctum beneath a somewhat nondescript house that serves as a wax museum run by a rather odd gnome who calls himself Lord Blankenshott.

One enters the house by knocking on the door. Lord Blankenshott, with his messy white hair and long, pointed beard, will answer the door and hold out his palm. He'll accept any coin to show off his wax figures of heroes and monsters, but if one crosses his palm with silver, copper and gold, he will know they are a member or friend of the society and leave them alone in the hall of wax figures.

At the end of the hall there is a wax figure of a king sitting on a throne. The king wears a ring of three stones (cut glass), red, blue and white. By pressing them in the order of red, white and then blue, the throne lifts and one finds a caged elevator beneath it that they must duck to enter. Hanging from the ceiling of the elevator are three cords of silver, copper and gold.

If these cords are pulled all at the same time, the elevator takes the occupants down 20 feet to a hidden cellar. If not, it travels just 10 feet down and then stops, trapping people in the shaft. When this happens, the king figure above raises one arm, to alert Lord Blankenshott that there are captives.

The cellar below holds a shrine to Prometheus, Mercurius and Merlinus (a demi-god of magic worshipped in Tremayne), a council chamber with a round table topped by a *crystal ball* and several comfortable chairs, a library with many rare tomes and scrolls, and a secret room that holds a magical glass armonica. Glass discs that have had the memories of famous magic-users and scholars (former members of the society) can be loaded into the armonica. When played properly, they allow people to access those memories, which echo through the chamber as haunting, disembodied voices.

57. Fire Brigade

This red, barn-like structure houses the engine of the local fire brigade (and marching band). The fire fighters are all volunteers. Their engine was designed by Richard Saunder, and consists of a wooden cart pulled by a pair of draught horses (or by the fire fighters themselves when necessary) topped by a brass pump. A dozen buckets hangs from the cart, for the water reservoir does not hold enough water to put out a serious blaze.

The captain of the brigade is a halfling called Fritz Roebuck, a muscular little chap with curly, auburn hair and a dashing smile. He lives in a small room in back of the barn. In his spare time, he tends a rather large, impressive vegetable garden. His pumpkins have won several prizes.

58. Boarding House

"Ma" Zeigerbuster runs a boarding house that, for some reason, has turned into a rather dwarf-centric hostelry. Ma is not herself a dwarf, but the dwarfs who move through Dweomer Baye like her biscuits and appreciate her dour face and strict rules, and dominate as her clientele. The dwarfs, for their part, have turned her attic into a meeting place to discuss and plan their reconquest of the Bleeding Mountains, going so far as to begin to form a bit of an arsenal here, including a few kegs of gunpowder.

59. Town Crier

The town crier dwells here in a modest single-story house that consists of a single room with a large hearth, a small sitting area consisting of a couch and wooden chairs and a small bed. A hidden trapdoor beneath the bed leads to a large cellar, in which the crier, Pieter Brock, holds court over his gang of thieves as Black Piet. His gang is the rival of Inga's thieves, and they mostly specialize in kidnappings, smuggling and fencing goods. When playing the role of Black Piet, the crier wears a mask, slouch hat, false mustache and a black tunic emblazoned with a white skull and crossbones.



Black Piet, Human Thief: LVL 7; HP 25; AC 13; ATK 1 dagger +4 (1d4); MV 30; F13 R10 W13; AL Chaotic (CE); XP 700; Abilities Str 11, Dex 15, Con 11, Int 12, Wis 8, Cha 11; Special—Backstab x3; Gear—Leather doublet, silver dagger, thieves' tools.



60. Doctor Smoote

Doctor Jurgens Smoote is the court mage to the director-general, and the sitting president of the Promethean Society. A handsome man of fifty years, graying at the temples, with a hawkish nose and laconic eyes, he is the very picture of an aristocratic snob. In public, he is always seen in his court robes of black and a powdered wig. Smoote is not only the director-general's magician, he also serves as the city's chief magistrate, hearing cases in the director-general's stead. His home is a two-story brick structure with a bright, red door bearing a magical glyph that forces those who enter the house save vs. a *zone of truth* effect, losing the ability to lie. Smoote is a staunch defender of the Merchant Venturers and the director-general, and thus opposed mightily to the agitators. Smoote is currently in a snit over what he claims is unacceptable woodwork on a rather grandiose chair by Abe the woodworker.

Jurgens Smoote, Human Magic-User: LVL 6; HP 5; AC 12; ATK 1 dagger +0 (1d4-2); MV 30; F13 R13 W10; AL Neutral (LN); XP 600; Abilities Str 6, Dex 10, Con 7, Int 16, Wis 13, Cha 12; Special—Spells per day (4/4/4/2); Gear—Fine clothes, dagger, ring of protection +2.

QUICK AND DIRTY RULES FOR BASE-BALL

What follows is a quick set of rules for base-ball should adventurers want to challenge a local tavern club to a game.

The general rules follow the general rules for modern baseball, i.e. four bases (nine innings, three strikes is an out, three outs ends an inning, 90 feet between bases, etc). There are three important differences, though. The first is that there are no foul balls – every ball struck is in play. The second is that a runner can be out by hitting them with the ball. This is called “plugging”, and it's the main reason half-orcs enjoy base-ball in Dweomer Baye.

The game of base-ball essentially comes down to four attack rolls, a couple saving throws and a damage roll, as follows:

1. The pitcher attempts to hit the batter's strike zone by throwing the ball. This is a ranged attack against an Armor Class of 14 (16 against a small creature, 12 against a large creature). The success or failure of the pitch is kept a secret for the moment.

2. The batter now makes a Will saving throw to discern whether the pitch is accurate or not. If the saving throw is successful, the Game Master announced whether the pitch is good or bad. If bad, the batter can let it go and take a “ball”. If good, the batter must try to hit the ball (see below). If the batter's Will save fails, the player must decide whether to try to hit the ball or not. In any event, a failed swing of the bat is a “strike”.

3. To hit the ball, the batter must make a melee attack against an Armor Class of 16. If successful, the batter rolls 1d8, adding his or her strength bonus, to determine how far the ball travels.

ROLL	DISTANCE
0-1	Infield fly
2-3	Infield hit
5-7	Outfield
8+	Home run

For an infield fly, roll 1d10 to determine where the ball goes:

D10	Target
1-2	Pitcher
3-4	Short Stop
5-6	First Baseman
7-8	Second Baseman
9-10	Third Baseman

The target may attempt to catch the fly and put the batter out.

For an infield hit, roll 1d10 to determine where the ball goes:

D10	Target
1-2	First base line (first baseman can attempt to field it; if fails, ball travels to right field)
3-4	First base gap (ball travels to right field)
5-6	Second base line (second baseman can attempt to field it; if fails, ball travels to center field)
7-8	Second base gap (short stop can attempt to field it; if fails, ball travels to left field)
9-10	Third base line (third baseman can attempt to field it; if fails, ball travel to left field)

For an outfield hit, roll 1d6 to determine where the ball goes:

D6	Target
1-2	Right field (right fielder can attempt to catch the ball)
3-4	Center field (center fielder can attempt to catch the ball)
5-6	Left field (left fielder can attempt to catch the ball)

3. Fielding or catching a ball requires a ranged attack against an AC of 13 on an infield fly, or an AC of 16 in every other case.

If a ball is fielded, it must be thrown to a baseman or at the runner to put them out. If the ball is caught, the runner is out. If a fielding is failed, the ball either rolls into the outfield or remains in the outfield and the fielder can pick up the ball next round. If a catch is failed, the ball hits the ground and can be picked up in the next round.

To hit a runner with the ball, the fielder must make a ranged attack against the runner (AC 10 + dexterity bonus). To tag a runner out, the fielder must run to the runner and make a melee attack with the ball (AC 10 + dexterity bonus). If successful, the runner is put out.

When throwing the ball, assume an attack penalty of -1 per 30 feet of distance. When throwing the ball to a teammate, you can either require the catcher to make a ranged attack (per fielding or catching) to catch the ball, or have them make a Reflex saving throw to avoid missing the ball.

4. Running is handled the way running is always handled in *Blood & Treasure* or whatever game you prefer. When running to first base, a runner can either run straight to the base in one round. To beat the ball to first base (or any base), the runner and baseman should make initiative rolls.

A runner can also choose to run through first and head to second. The average runner has a run speed of 120 feet, which put him 60 feet short of second base. The runner can attempt to run at five times his normal movement rate by making a successful Fortitude saving throw modified by Strength. Small runners have a normal run speed of 80 feet, so they need to make this saving throw just to get to first base in one round.

You will have to figure the rest out as you go. When in doubt, have each player roll initiative to figure out who does what first, with the tie always going to the fielder.

JMS



RANDOM

Hark! What's That I Hear?

20 Things You Might Here in a Dungeon

Dungeons aren't just about distance, height and light. When players are getting a bit complacent, throw some random sounds at them and see how they react.

1. Dripping water (save or it echoes in your head, draining you of one point of Wisdom/sanity per round until you've moved at least 120 feet away, and then 1d6 rounds after)
2. A roaring flood of water (aural illusion created by air flowing through a couple of holes in the wall that create a chill breeze through the area; 1 in 6 chance of encountering a small air elemental)
3. Desperate sobbing (comes from a lead-lined chest in which a female efreeti has recently been imprisoned; the exterior of the chest looks like carnival glass; the lock has been welded shut)
4. Creaking footsteps from above - which makes no sense, because above you is solid rock
5. Creaking footsteps behind you - still doesn't make sense, but 1 in 6 chance it's an invisible thief (level 1d4+1) who's down on his luck and trying to follow the party out
6. Slow hiss (50% chance of a pit of vipers beneath your feet, 50% chance of poison gas flowing into the room or corridor from a ruptured copper pipe that has been struck by a black fletched arrow)
7. Silence (entire corridor has been permanently silenced; 5 in 6 chance of random ambush here by monsters who know about the effect)
8. Clicking (50% chance of monstrous crabs or crabmen, 50% chance of ice cracking beneath the stone tiles of the dungeon - will give way in 1d4+1 rounds sending everything down into a rushing torrent of chilly water)

9. Slapping sound (flag hung over a hole through which flows an updraft from deeper in the dungeon)
10. Electricity (around the corner there is an arc of electricity flowing between two metal plates on either side of the corridor; chance in 12 equal to a character's armor bonus that (metal armor only) it is drawn to them and deals 1d6 points of damage per round until they are freed)
11. Howling (from an ancient pipe organ enchanted to play on its own - detects as magical - skeletal rats lurk within the pipes, will swarm those who investigate)
12. Snapping of bones (50% chance of trolls eating, 50% chance of goblins breaking up firewood and throwing it in a hearth to feed a small fire elemental)
13. Crackling (50% chance of a fire elemental guarding a room or corridor, 50% chance of a fire burning within the walls - corridor or room is hot and there is a 1 in 6 chance of a roof collapse each turn)
14. Laughter (50% chance of a magic mouth, 50% chance of gnolls reading comic books)
15. Evil Laughter (50% chance of high level wizard torturing a hero, 50% chance of a pack of vampiras mocking a new recruit)
16. Chanting (50% chance of 1d6 lawful acolytes at the bottom of a pit praying for strength, 50% chance of 3d6 chaotic acolytes sacrificing a thief who tried to steal their idol's good eye)
17. Din of Battle (50% chance of two major dungeon factions locked in battle that swiftly overtakes the party; 50% chance of the noises coming up through a chimney, the battle being a level or two lower)
18. Rumbling (from a primitive elevator located on the other side of the wall - it may not stop on this level)
19. Clanking (50% chance of kobolds mining the dungeon level for building materials, 50% chance of animated chains preparing to strangle curious adventurers)
20. Whispers (50% chance of pygmy goblins in the walls, plotting your doom, 50% chance you have wandered into a stark, black dome that serves as the extra-dimensional brain center for a chaos god - his "brain" is a giant, pulsing mass with the same stats and attacks as a double-strength gibbering mouter)

JMS

MYSTERY MEN!

Enter the Starman!

Image by Chris Donnelly

Starman, the Super Giant and Giant of Steel, is an android created by the Emerald Hierarchy, a band of thinkers who rule the Emerald Planet and do their best to keep the universe free of harmful radiation and injustice of all kinds.

Starman was sent to Earth in 1964 to counter the potential for harm created by man’s discovery of atomic power and atomic weaponry. Landing in Japan, he soon found himself pitted against the aggressive nation of Meropol, which threatened the world with a nuclear holocaust. Later adventures saw him fight the Salamander Men from the planet Kulimon, the Sapphireans from the Sapphire Galaxy and Balazar, an evil brain from outer space.

Starman derives his powers from the wondrous science that infuses his android body and from his Globe-Meter, a device he wears on his wrist.

Starman claims to be the friend of all children, a claim which may one day bring him into conflict with Gamera.

STARMAN

Adventurer Level 8

Strength	10 (+3)
Dexterity	10 (+3)
Constitution	10 (+3)
Intelligence	3 (+0)
Will	4 (+1)
Charisma	2 (+0)
Hit Points	65
Defense Class	17
Speed	2
Attack	+6 (+9 melee, +9 ranged)

Powers: Invulnerability III, Super Constitution +7, Super Dexterity +6, Super Strength +7

Gear: Globe-Meter (DC 16, HP 15; Powers—Adapt Body (Space), Detect Radiation, Disguise, Flight, Understand Language)



Starman fills the roll of space-based superhero or galactic police man perfectly. While he is based in Japan in the public domain films *Atomic Rulers of the World*, *Attack from Space*, *Invaders from Space* and *Evil Brain from Outer Space*, you could base him anywhere in your campaign.

One could also imagine making Starman one of many galactic guardians, a police force of androids that serve throughout the universe preserving the peace and fighting would-be interplanetary conquerors.

JMS

Campaign

Here Comes the Bogeyman

Image by Francisco de Goya (1797)

What's a bogeyman? For my purposes, a bogeyman is a unique monster that cannot be defeated by merely hitting it with swords and spells. The bogeyman can take many forms, but all bogeymen share one characteristic: They can only be permanently defeated by finding their one vulnerability and attacking it.

When do you bring out the bogeyman? Well, if you want to make it most effective, you unleash the bogeyman on your party when they're not expecting it. For example, everyone sits down to the nth in a series of delves into whatever mega-dungeon or mega-wilderness you've been running. If the party is in the midst of something mundane (i.e. heading back to town, heading back into the wilderness, resting in town), it's probably the best time to inflict the bogeyman on them. The initial encounter does not need to be deadly (unless players don't take the hint of "nothing seems to be harming it"), but should scare the crap out of them and send them running.

Now you've just shifted the campaign and put the players on the defensive. What the hell is that thing? What does it want with us? Why don't it go away? How do we stop it? These are the themes of the bogeyman sub-campaign - essentially a horror that the players didn't ask for, but which they now must deal with.

So you've decided to freak your players out and really test their mettle (and I mean their mettle, not their characters' imaginary mettle). You need to know what your bogeyman looks like - here are some ideas.

Body-wise, you have three categories you might work in:

HUMANOID: This is probably the bogeyman most often used in horror movies, be it Jason, Freddie, etc. The humanoid bogeyman can look like virtually anything, and be as drab and mundane or hellish and frightening as you like. Bogeymen without faces

(again, Jason comes to mind). The bogeyman can be completely silent (often unnerving) or can bark out a few words and taunts.

A humanoid bogeyman can be particularly effective because the form gives the players a shot of false confidence right from the get-go - it looks human, so we should be able to chop it (or fireball it) like a human.

A few ideas for medieval fantasy bogeymen:

- A traditional black knight sort, maybe with a horse, maybe without
- The less traditional "white knight" - perhaps in the tattered garb of a crusader
- The little girl - throw in a red riding hood or even a twin to set people on edge
- A peasant who's face is hidden in shadows beneath a wide-brimmed hat or a hooded cloak
- A man or woman shrouded in the tattered robes of a leper
- A man or woman who looks like somebody the players have encountered before

MONSTROUS: A monstrous bogeyman probably looks challenging (or even unbeatable) as soon as it is encountered. It is usually big - the size difference between it and its victims being a key aspect in the fear it causes them - and might be scaled, hairy, etc. Its natural weapons are probably impressive, or perhaps it holds a large sword or axe. The monstrous bogeyman might look like an undead, but it should not technically be "undead" - you don't want a cleric spoiling the encounter with a lucky turn undead roll. Maybe the monstrous bogeyman looks like it belongs to the wilderness in which it is encountered, something akin to Swamp Thing or Man-Thing or the Heap. To be most effective, the monstrous bogeyman should probably attack without warning - the adventurers are walking through the woods and BOOM, it's there and charging. The humanoid bogeyman might be more effective if first seen from far away, as though waiting for the adventurers to approach. The monstrous bogeyman, on the other hand, should be about the noise and confusion - Jaws might be the best way to describe it.

FORMLESS: When I think about the "formless" bogeyman, my mind first goes to the cloud monster in "Obsession", a second season episode of Star Trek. The formless bogeyman lack of form presents a particular challenge to adventurers, as it renders physical weapons obviously ineffective - it is also harder to wrap one's head around - no face to read (well, that applies to many humanoid bogeymen as well) - nothing physical to get a grip on. Formless bogeymen can also be shimmering curtains of energy or invisible psychic vampires - perhaps only a sound or smell announces their presence.

THE WHYS AND WHEREFORES OF BOGEYMEN

Whatever the form the bogeyman takes, its motives should, at first, be inscrutable. At first, it simply appears and presents itself as implacably hostile to the adventurers. It is an obstacle they cannot avoid and must deal with, and to deal with it, they're going to have to be creative. To defeat the monster, the adventurers must discover why the bogeyman has shown up to harry them. Here are a few ideas for bogeyman motivations, and they might be important, because the way to defeat a bogeyman might involve delving into its history.

- The bogeyman is killing to survive, i.e. a hunter
- The bogeyman likes to kill, i.e. a murderer
- The bogeyman must kill the adventurers to save itself or its future
- The bogeyman wants something the adventurers have or something they have taken ("I Want My 2 Dollars!")
- The bogeyman was sent (or conjured) by an enemy
- The bogeyman wants revenge - maybe on the adventurers in particular, or on society in general

What powers does the bogeyman bring to the table? Here's where it gets tricky.

The bogeyman is going to fight the PCs, so he needs to have combat stats. However - the bogeyman cannot be defeated in normal combat - it has a specific vulnerability that must be discovered and exploited to destroy it. Think of it as a killing ritual that must be performed (we'll talk about the killing ritual tomorrow).

The bogeyman's stats should be commensurate to the power of the adventurers it is challenging. If the PCs are all 8th level, then the bogeyman needs enough Hit Dice, a high enough Armor Class and the ability to deal enough damage to challenge the 8th level party. If underpowered, the bogeyman becomes a strange annoyance, not a terrible menace. If too powerful, the bogeyman will wipe out the adventurers before they can embark on the quest to figure out what/who it is, what it wants and how to destroy it.

In general, I'd give it two more Hit Dice than the party average - thus 10 HD for an 8th level party. Give it an Armor Class about four points higher (or lower depending on the system) than the party's second best fighter can hit regularly. I know this is vague - so in Blood & Treasure terms, if you're second best fighter has an attack bonus of +4, has a strength bonus of +1 and is wielding a +1 sword, then she has a total attack bonus of +6. On an average d20 roll, she'll hit an AC of 16 about 50% of the time. So, maybe give the bogeyman an AC of 18 - hard enough to hit to give him some staying power against the adventurers, but not so



impossible to hit that he cannot be defeated - remember, he must be defeated in that first combat to launch the quest to figure him out.

The bogeyman can have whatever powers make sense for its form, but keep in mind that the bogeyman should have some sort of fear effect - an aura, a gaze, etc. A bogeyman is almost made of fear, so a fear power just makes sense.

Now - how about those immunities?

There are two tacks you can use here. We'll call them the Undying Concept and the Doomsday Concept.

In the **Undying Concept**, you have a bogeyman that can apparently be killed, but which always returns to fight again. A bogeyman like this shouldn't have any obvious immunities (or at least not many) - it takes damage and falls, and then comes back again and again and again. There is no rule for this - no need to specify a regeneration ability. This is campaign stuff, not monster stuff. You might want to vary the bogeyman's return time - i.e.

D6	Return Time
1	Returns in 1d6+4 minutes, half healed
2-3	Returns in 1d6 turns, fully healed
4-5	Returns in 1d6 hours, fully healed
6	Returns in 1d6 days, fully healed

The Undying Concept works on the attrition model; the bogeyman is slowly wearing down the adventurers, depleting

their resources and making them more and more vulnerable until he starts eliminating them one by one.

In the **Doomsday Concept**, you have a bogeyman that simply cannot be hurt except by its killing ritual. This concept is more dangerous, because it means you're going to lose party members until they realize they have to run. You might want to limit the damage output of a Doomsday Bogeyman or make sure it is slow enough that it can, at least initially, be escaped. With a Doomsday Bogeyman, it needs to have a high magic resistance, immunity or resistance to most energies, can only hit by magic weapons, etc. It should probably also have a regeneration ability, either like a troll's (so it's always regenerating) or one that kicks in when it seems to have been killed. The idea here isn't to fight a war of attrition, but rather to retreat, regroup and devise a cunning plan to defeat the seemingly undefeatable monster.

TRIALS AND TRIBULATIONS OF BOGEYMEN

Whichever concept you're using, you're skating on thin ice with a group of players who really hate character death. If you're playing a system where it is assumed that any obstacle/challenge can be overcome, you run the risk of players who are going to feel cheated. If you have players like this, you'll probably want to use the Jason Concept, a foe they can defeat, but who keeps coming back.

THE KILLING RITUAL

The point of a bogeyman is to create a campaign (or mini campaign or side trek) based around figuring out how to kill the damned thing. That means researching the killing ritual. Here, horror movies aren't quite as helpful as they've been before, because most horror movies that involve a bogeyman become series that NEVER FREAKING END. The only killing ritual that can put a popular movie monster down permanently is low ticket sales, and even then only until Hollywood thinks it can pull off a "re-boot". For our purposes, though, we need to have an end to these campaigns of terror.

The "how" of killing a bogeyman might have something to do with the monster's origin, and then again, it might not. It could also just be some weird ritual that must be taught by the reclusive monks in those far-away mountains you'd like to introduce to your players.

The killing ritual of a bogeyman should involve one or more than one element or step. The more experienced the players (not the characters), the more elements you can get away with, but more than three is probably going to get tedious. There might be a teacher or dusty old tome that can reveal the entire killing ritual or perhaps the adventurers must track down each element

separately. In such a case, it might be a good idea to weave the killing ritual in with the monster's history (an example to follow), so that as players learn about the bogeyman's history, they gain clues on how to destroy him.

Some elements you might consider for your killing ritual:

HIT LOCATION: Much like a vampire needing a stake to the heart to keep it down, Achilles' infamous heel or Smaug's missing scale, the monster can only be killed if struck at a certain point on its body. Unless the monster is stunned/paralyzed/subdued/etc., this brings a combat element into the game and might please the more combat-oriented players who otherwise couldn't give a copper for solving the monster's riddle.

SUBSTANCE: The idea of needing special substances to kill monsters is not new to role playing games; silver for lycanthropes, cold iron for some fey, wooden stakes for vampires, magic weapons to harm demons, etc. For a bogeyman, think outside these narrow bounds, to examples like mistletoe (which Loki used to kill Baldr) or a silver spearhead anointed with a virgin's tears? It might also be a particular weapon, the sword of Sir Magnus the Moldy, for example, that necessitates a brief quest to find the weapon (a quest which, incidentally, might help to keep the dungeon crawlers in the party happy).

ACTOR: The monster might require a specific kind of actor to kill it. This can get a bit dicey, as it might take the adventurers of the game just a little bit. Sure, they have to work hard to find the seventh son of a seventh son and convince him to accompany them to kill some monster he's never heard of, but then the final stroke of the campaign comes from an NPC and that might lessen the satisfaction of the victory for the players. An "actor" requirement could also be something like, "a person who has kissed the Blarney Stone" or "a person who has lost a loved one to the monster", something that can qualify one or more characters. Even using a PC as the final actor can create trouble, though. What if the killing blow falls on the shoulders of the halfling thief and two or three other PC's buy the farm while that player suffers through some lousy hit rolls? An actor is definitely an appropriate element for the killing ritual, but use it with your eyes wide open to the potential problems it can create.

TIME: The time element involves something like: Can only be killed under a new/full/crescent moon; can only be killed at sunrise; can only be killed on a holy day; etc.. The value of a time element is to create a sense of urgency. Whatever the time element, it should be soon, so the adventurers must race to meet the deadline or suffer through another day or week of attacks that might claim new victims. You probably want to keep the interval between potential killings short, else the bogeyman side trek might outstay its welcome at the game table.

PLACE: A special place to kill a bogeyman might be fun as well, as it means the players have to figure out a way to lure the bogeyman to its undoing. Now, obviously, an intelligent bogeyman should not willingly let itself be lured to the one place it can be destroyed, so try to remember you're working with an archetypal story here; just roll with it. It doesn't have to be easy to lure the monster, but don't make it ridiculously difficult. Good places might be the site of the bogeyman's creation, an abandoned temple in a lonely wilderness, a holy site, the crater left over from a meteor impact, an active (or soon to be active) volcano, etc.

SAMPLE KILLING RITUAL

A maiden desperately in love with a wicked man was lured by promises of marriage into a lonely wood, where she was murdered. Now, on nights when the moon is new, a bogeyman composed of the psychic residue of the unfortunate woman (i.e. she isn't undead) might appear to travelers (the locals know better than to travel during a new moon, but they don't know why - just an old superstition) as a beautiful maiden with red-rimmed eyes who is accompanied by an audible heart beat. This heart beat throbs in people's ears and causes fear (especially in low-hit dice henchmen and animals).

The murdered maiden will be drawn to killing any men in the party, and will also begin attacking descendants of her murderer, who still live in the nearby village. Assume the murder happened 50 years ago, so there probably are a few elders who remember what happened and can clue people in to the event. The murderer was probably a high placed person in the village, or perhaps was a cat's paw for somebody else. Maybe the maiden's stepmother wanted her out of the way?

In this case, the killing ritual involves plunging a gold ring (it was promised to her, and she might howl about it while attacking) into the bogeyman's (or bogeywoman's, to be more precise) heart. The most likely way to accomplish this is to slip the ring onto a blade or arrow. This must be done during the night of a full moon. Her destroyer must also deliver a heartfelt apology or must shed a tear while delivering the killing blow or the bogeyman will only disappear for a year and then will return to plague the village.

JMS

MAGIC ITEMS

An (Un-) Holy Relic

St. John the Enumerator was a blessed clerk and keeper of accounts for the holy church of Nomo. Brother John spent the better part of his life maintaining the church's accounts and keeping them in balance, even during the years of Pontiff Palaithian the Decadent. For his ability to keep the church in the black, he was named a saint and his abacus was declared a relic of the church.

If only they knew how John kept the church afloat, the deals he made, and the price he and others had to pay.

THE ABACUS OF ST. JOHN THE ENUMERATOR

The abacus is a simple instrument made of oak, copper shafts and glass beads. In the moonlight, a careful observer can make out tiny motes of dancing light within the beads. Within each bead is locked the soul of a young priest of the church, an innocent true believer murdered by John's own hand and interred in the ossuaries in the catacombs beneath Nomo's streets, never to be discovered.

The abacus has ten rows divided into two sections. The larger section held five beads on each row, the smaller section held two beads. All of the beads are no longer remaining on the abacus.

The abacus projects a *magic circle against evil* that, unfortunately, is ineffective of any evil creature summoned by or connected with the abacus. It also creates a sanctuary effect in whatever building it is placed in, an effect which is also ineffective against evil creatures summoned by or connected with the abacus. Because of these effects, the abacus is believed to be a holy relic rather than an unholy one.



By touching a bead in the larger section and focusing on a person, that person's current whereabouts appear in the user's mind, as per a *crystal ball*. If the person harbors ill feelings toward the person they are viewing, one of the following effects occurs, even if the user of the abacus does not knowingly will it to occur. The user of the abacus must make their own saving throw or one of the following effects occurs:

1. Lose one level or hit dice
2. Lose 1d4 points of charisma; in essence, they are disfigured
3. Lose 1d4 points of wisdom; in essence, they are driven slightly mad
4. Lose 1d4 points of constitution; in essence, they begin wasting away
5. The remains of the victim whose soul is encased in the bead is animated as a spectre and seeks the user out to destroy them.

6. They are affected by the bead's curse instead of the user's target

If any of these effects kill the person, a pit fiend appears in a cloud of sulfur and blue fire and collects their body and soul.

LUST: The target is struck as though by a suggestion spell with no saving throw. They feel the same lust towards the user of the abacus and must go to them that night to consummate their feelings. Once the act is consummated, this lust turns to repulsion.

JEALOUSY: The target's ability score most tied to the object of jealousy is lowered by 1d4 points and those points are transferred to the user of the abacus. The feelings of jealousy are now transferred to the target in relation to the user.

HATE: The target is infected with mummy rot. As they slowly rot and die, the user is himself struck by a discoloration of the skin, which first turns yellowish, then mottled black and purple and finally a deathly white. When the person finally dies, the user returns to normal, but loses the ability to love or be loved.

The beads can also be used in another way. Touching a bead, it can be used to cast a cleric spell of a level equal to the row number minus one. In other words, beads in row one can be used to cast 0-level orisons, while beads in row 10 can be used to cast 9th level spells. When this is done, the bead turns to dust and the soul is released from it with a terrible shriek. The soul then returns to its remains in the catacombs and animates them as a spectre to hunt down the user of the bead. Spells cast from these beads impose a -5 penalty to saving throws made against them.

A lawful (good) cleric using the abacus cannot remain lawful. With the first use, they become neutral and with the second they become chaotic (evil). A third use consigns their soul to Mammon, the arch-devil patron who helped John keep the church afloat all those years.

JMS

NEW CLASS

Fantasy Justice

Illustration by Jon Kaufman

The war on chaos cannot be won in the streets alone, for beneath those streets, in hidden places, the lords of chaos lurk and plot the destruction of all that is lawful and good. The vigilante is a warrior against chaos who isn't afraid to get his hands dirty. He's not a shining knight, like the paladin, or a beacon of hope like the cleric, but rather a rugged street warrior on par with the thief, but playing for the other side.

The vigilante really doesn't belong in medieval European fantasy. He is a creature of the lurid penny dreadfuls, dime novels and pulp magazines of the late 19th and early 20th centuries. The Shadow is one of the more famous of these dark avengers, but he is not alone and the stock type survives to this day. Vigilantes are expected to be resourceful, cunning, handy with their fists (and whatever else they can find to bash in their opponent's head) and sneaky. They employ many of the techniques and skills of their less exotic foes, thieves and assassins, and thus also dress and arm themselves much like these rogues.

ROLL D8 FOR HIT POINTS

REQUIREMENTS

Strength, Dexterity and Intelligence of 13+; Vigilantes must be Lawful (Good)

ARMOR ALLOWED

Padded armor, leather armor, studded leather armor, ring mail, mithral chainmail and bucklers

WEAPONS ALLOWED

Crossbows (any) and all light melee weapons



SKILLS

Balance, climb walls, escape bonds, hide in shadows, jump, listen at doors, move silently, open lock, tracking

XP ADVANCEMENT

Vigilantes advance as paladins

CLASS ABILITIES

Vigilantes must hide their true identity, lest their value as a crime fighter be negatively affected. While wearing their **mask**, the vigilante enjoys a +2 bonus to save vs. fear and other mind affects, including mind control. In addition, they can attempt to *cause fear* (per the spell) in humanoid creatures with no more than half the vigilante's hit dice. Thus, a 1st level vigilante can cause fear in 0 hit dice creatures, while a 10th level vigilante can cause fear in creatures with 0 to 5 hit dice. If unmasked, the vigilante loses these bonuses and abilities.

Vigilantes have the same need to **disable foes** quickly that thieves and assassins have, but are often bound by their code of conduct not to kill their victims. A vigilante has the same skill at backstabs as thieves, but any time they would

normally kill their target and are employing a bludgeoning weapon, they can instead choose to reduce their victim to 1 hit point and knock them unconscious for 1d6 turns. The victim can attempt a Fortitude saving throw to cut this time in half, but make sure the vigilante is unaware of whether this saving throw is successful or unsuccessful.

Vigilantes are known for their resourcefulness, often having just the piece of equipment they need to beat any situation. As long as a vigilante has at least ten pockets, pouches or sacks (or their equivalent) on their person, they can spend 50 gp to fill them with “**miscellaneous gear**”. When, during an adventure, a vigilante suddenly needs something that is not on their equipment list other than a weapon, armor, money or magic item, they can attempt a Will saving throw modified by Intelligence to find that item in one of their pouches. If the item costs less than 10 gold pieces, there is no modifier to this saving throw. For every 10 gp of value an item has, this roll is modified by -2. If the roll is successful, the contents of one pouch are now known (i.e. the vigilante can only do this as many times as they have pouches or sacks) and the item is added to the vigilante’s equipment list.

At 6th level, the vigilante can choose an **arch-nemesis** for themselves. If this is a unique creature (i.e. Gork, the Guildmaster of Assassins in the city of Yorok), the vigilante enjoys a +2 bonus to hit and damage them, a +2 bonus on task checks made to find or defeat them, and a +2 bonus to save vs. their special abilities (if any). Once this unique arch-nemesis is defeated, the vigilante may choose a new arch-nemesis.

The vigilante can, instead of choosing a unique arch-nemesis, choose an entire class of creatures as his arch-enemies. Sample arch-enemies could be goblins, thieves, chaotic magic-users, green dragons or devils. Against his arch-enemies, the vigilante enjoys a +1 bonus to hit and damage them, a +1 bonus on task checks made to find or defeat them, and a +1 bonus to save vs. their special abilities (if any).

A 9th level vigilante can establish a **hideout** to serve as his secret base of operations within a settlement or in the wilderness near a settlement. This signifies that the settlement is under the vigilante’s protection. The vigilante attracts a 3rd level vigilante to serve as his sidekick and apprentice, and earns one contacts per level within the

city-state. Use the following table to determine the general occupation of these contacts.

D%	CONTACT	NOTES
01-15	Artisan	An artisan of some sort, probably a master. Can be of any alignment.
16-30	Laborer	Could be a servant in a wealthy house or a dock worker. Can be of any alignment.
31-45	Man-at-arms	Maybe a mercenary, but probably a member of the city guard. Can be of any alignment.
46-50	Sergeant-at-arms	Sergeant of the city guard. Can be of any alignment.
51-52	Captain of the Guard	Captain of the city guard. Can be of any alignment.
53-62	Priest	This is a 0-level adept who belongs to a Lawful (Good) temple.
63-64	Cleric	This is a 1st level cleric who belongs to a Lawful (Good) temple.
65-74	Aristocrat	This is a local minor aristocrat, usually a son or daughter of a prominent local nobleman or merchant prince. They can be of any alignment.
75-76	Courtier	As aristocrat, save they have a place in the royal or ducal court. They can be of any alignment.
77-86	Sage	A local sage (see Hirelings). They can be of any alignment.
87-96	Rogue	This is a 0-level rogue (see Hirelings) and a member or associate of the local thieves’ guild. They are always Neutral or Chaotic (Evil).
97-98	Thief	This is a 1st level thief and a member of the local thieves’ guild if such a thing exists. They are always Neutral or Chaotic (Evil).
99-100	Assassin	This is a 1st level assassin and a member of the local assassin’s guild if such a thing exists. They are always Chaotic (Evil).

Contacts are a source of information (and adventures) and have varying amounts of loyalty to the vigilante based on their alignment:

ALIGNMENT (3-FOLD)	ALIGNMENT (9-FOLD)	LOYALTY
Lawful	Lawful Good	90%
-	Chaotic Good, Neutral Good	75%
Neutral	Lawful Neutral, Neutral	60%
-	Chaotic Neutral	50%
Chaotic	Lawful Evil, Neutral Evil	30%
-	Chaotic Evil	20%

This loyalty is the percentage chance they will cooperate with the vigilante and do special (though not overtly dangerous favors) for the vigilante. Dangerous favors, or resisting torture to protect the vigilante, are made at half normal loyalty.

TABLE: VIGILANTE ADVANCEMENT

LEVEL	HD	ATK	F	R	W	TITLE
1st	1d8	+1	13	13	13	Mystery
2nd	2d8	+2	12	12	12	Thief-Taker
3rd	3d8	+3	12	12	12	Manhunter
4th	4d8	+3	11	11	11	Marvel
5th	5d8	+4	11	11	11	Justicar
6th	6d8	+5	10	10	10	Sentinel
7th	7d8	+6	10	10	10	Avenger
8th	8d8	+6	9	9	9	Crusader
9th	9d8	+7	9	9	9	Vigilante
10th	10d8	+8	8	8	8	Vigilante
11th	+3 hp	+9	8	8	8	Vigilante
12th	+3 hp	+9	7	7	7	Vigilante
13th	+3 hp	+10	7	7	7	Vigilante
14th	+3 hp	+11	6	6	6	Vigilante
15th	+3 hp	+12	6	6	6	Vigilante
16th	+3 hp	+12	5	5	5	Vigilante
17th	+3 hp	+13	5	5	5	Vigilante
18th	+3 hp	+14	4	4	4	Vigilante
19th	+3 hp	+15	4	4	4	Vigilante
20th	+3 hp	+15	3	3	3	Vigilante

JMS

SPACE PRINCESS

Alien Booze

Trekkin' across the universe can build up a mighty thirst, and there's a good chance that the dive on Rigel-5 you just entered doesn't have an Earth brew on draft. What follows is a series of random tables to determine just what sort of beverage the locals use to whet their whistles.

TABLE I – ORIGIN

D20	ORIGIN OF BOOZE	D20	ORIGIN OF BOOZE
1	Venusian	11	Betelgeusian
2	Martian	12	Polarian
3	Jovian	13	Andromedan
4	Saturnian	14	Cetian
5	Mercurian	15	Algolian
6	Plutonian	16	Pleiadeian
7	Neptunian	17	Rigelian
8	Denebian	18	Aldebaran
9	Altairan	19	Antarean
10	Cygnian	20	Arcturan

TABLE II – DESCRIPTOR (roll 1d4 / 1d10)

Roll 1d4 for the tens place, and then 1d10 for the one's place

ROLL	DESCRIPTOR	ROLL	DESCRIPTOR
1-1	Acid	3-1	Jumping
1-2	Bitter	3-2	Lite
1-3	Black	3-3	Malt
1-4	Blood	3-4	Molten
1-5	Blue	3-5	Orange
1-6	Boiled	3-6	Pale
1-7	Brown	3-7	Purple
1-8	Bubbling	3-8	Red
1-9	Copper	3-9	Rotting
1-10	Crimson	3-10	Royal
2-1	Dark	4-1	Salt
2-2	Death	4-2	Scarlet
2-3	Dry	4-3	Silver
2-4	Fire	4-4	Slime
2-5	Fizzy	4-5	Sour
2-6	Frost	4-6	Spiced
2-7	Gold	4-7	Spitting
2-8	Green	4-8	Sweet
2-9	Grey	4-9	Viscous
2-10	Heavy	4-10	Yellow

TABLE III – WHAT IS IT?

Of course, alien booze made from alien ingredients might not strictly be wine, so this table merely suggests what the potable appears like

D8	WHAT IS IT?
1	Ale
2	Beer
3	Brandy
4	Brew
5	Cider
6	Punch
7	Whiskey
8	Wine

TABLE IV – POSSIBLE SIDE EFFECTS

D%	SIDE EFFECT
01-04	Affected as though by male or female hormones (50-50 chance) - a noticeable change
05-08	Blind for 1d4 days
09-12	ESP for 24 hours
13-16	Fall in love with first person of opposite sex (or a reasonable facsimile thereof) that you see
17-20	Gain 1d10 pounds overnight
21-24	Grow dorsal fin and/or webbing between toes and fingers (or some other DNA snafu)
25-28	Hair falls out
29-32	Hair (green) grows on palms and tongue; falls out in 1d4 weeks
33-36	Hair turns blue or white or some other weird color
37-40	Increased intellect for 1d4 days, then weakened for 1d6 days
41-44	Increased strength for 1d4 days, then weakened for 1d6 days
45-48	Infravision for 1d4 days
49-52	Levitate for 24 hours
53-56	Lose 1d10 pounds overnight
57-60	Lose sense of taste for 1d4 weeks (5% chance this is permanent)
61-64	Memory loss for 1d4 days (per sitcom amnesia)
65-68	Overactive salivary glands for 1d4 days (sound like Daffy Duck)
69-72	Projectile vomiting (1d4+3 feet)
73-76	Put into highly suggestive state for 24 hours
77-80	Sleep for 1 week
81-84	Speak words in reverse order for 24 hours
85-88	Temporary insanity for 1d6 days
89-92	Visited by pooka in form of green horse or pink elephant
93-96	You can see dead people
97-100	Emit highly flammable gases from every orifice for 24 hours

JMS

Designation of Product Identity: The following items are hereby designated as Product Identity in accordance with Section 1(e) of the Open Game License, version 1.0a: Any and all logos and identifying marks and trade dress, such as all John M. Stater product and product line names including but not limited to *1800 – American Empires™*, *Action X™*, *Blood & Treasure™*, *Mystery Men™*, *NOD™*, *LAND OF NOD™*, *PARS FORTUNA™*, *Queen & Kaiser™*, *Space Princess™*, *Target 10™*; any specific characters and places; capitalized names and original names of places, artifacts, characters, races, countries, geographic locations, gods, historic events, and organizations; any and all stories, storylines, histories, plots, thematic elements, and dialogue; and all artwork, symbols, designs, depictions, illustrations, maps, and cartography, likenesses, poses, logos, or graphic designs, except such items that are in the public domain or used via a Creative Commons license (and edition). The above Product Identity is not Open Game Content.

Designation of Open Game Content: Subject to the Product Identity designation above, the following portions of NOD 20 are designated as Open Game Content: the magic items; the names, spell parameters (range, duration) and game mechanics of the new spells; the names, statistics, and text for the new monsters; the names, statistics, special abilities and advancement table for the new classes; the statistics for the characters; and anything else contained herein which is already Open Game Content by virtue of appearing in the System Reference Document or some other Open Game Content source.

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

System Reference Document Copyright 2000-2003, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, Andy Collins, David Noonan, Rich Redman, Bruce R. Cordell, John D. Rateliff, Thomas Reid, James Wyatt, based on original material by E. Gary Gygax and Dave Arneson.

NOD 20, Copyright 2013, John M. Stater. Author: John M. Stater.

Blood & Treasure – Complete Game, Copyright 2012, John M. Stater. Author: John M. Stater.

Land of Nod, Copyright 2010, 2011, 2012, 2013 John M. Stater; Author John M. Stater

END OF LICENSE

ALSO FROM JOHN M STATER ...

GAMES



BLOOD & TREASURE

A rules lite fantasy RPG that embraces 40 years of gaming – play your game, your way



SPACE PRINCESS

Take your dungeon crawls into the future!



MYSTERY MEN!

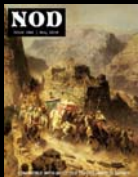
The rules lite super heroic role playing game



PARS FORTUNA

The rules you know with races, monsters and magic you've never seen

MAGAZINES



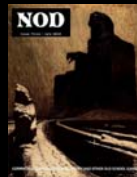
NOD 1

Wyvern Coast, random villages ...



NOD 2

Wyvern Coast, naval combat system ...



NOD 3

Wyvern Coast, beastmen, elementalists ...



NOD 4

Golden Hills, 50 new monsters, 2 dungeons ...



NOD 5

Ibis - city of magic, vampires, Mystery Men! ...



NOD 6

Venatia, Pleasure Palace of Izrigul ...



NOD 7

Three fantasy cities, new race for Pars Fortuna ...



NOD 8

Mu-Pan, wushen class, Gods of Pegana ...



NOD 9

Mu-Pan, Altered States of America, Jack-of-All-Trades ...



NOD 10

Mu-Pan, Leech class, new Pars Fortuna races ...



NOD 11

Hellcrawl, monster races, demonologist ...



NOD 12

Hellcrawl, exotic dining, Mutant Truckers ...



NOD 13

Hellcrawl, red dragons, Greatsword card game ...



NOD 14

Hellcrawl, nobles, white dragons, magic hats ...



NOD 15

Hellcrawl, blue dragons, Silver Age heroes ...

<http://www.lulu.com/spotlight/jmstater>