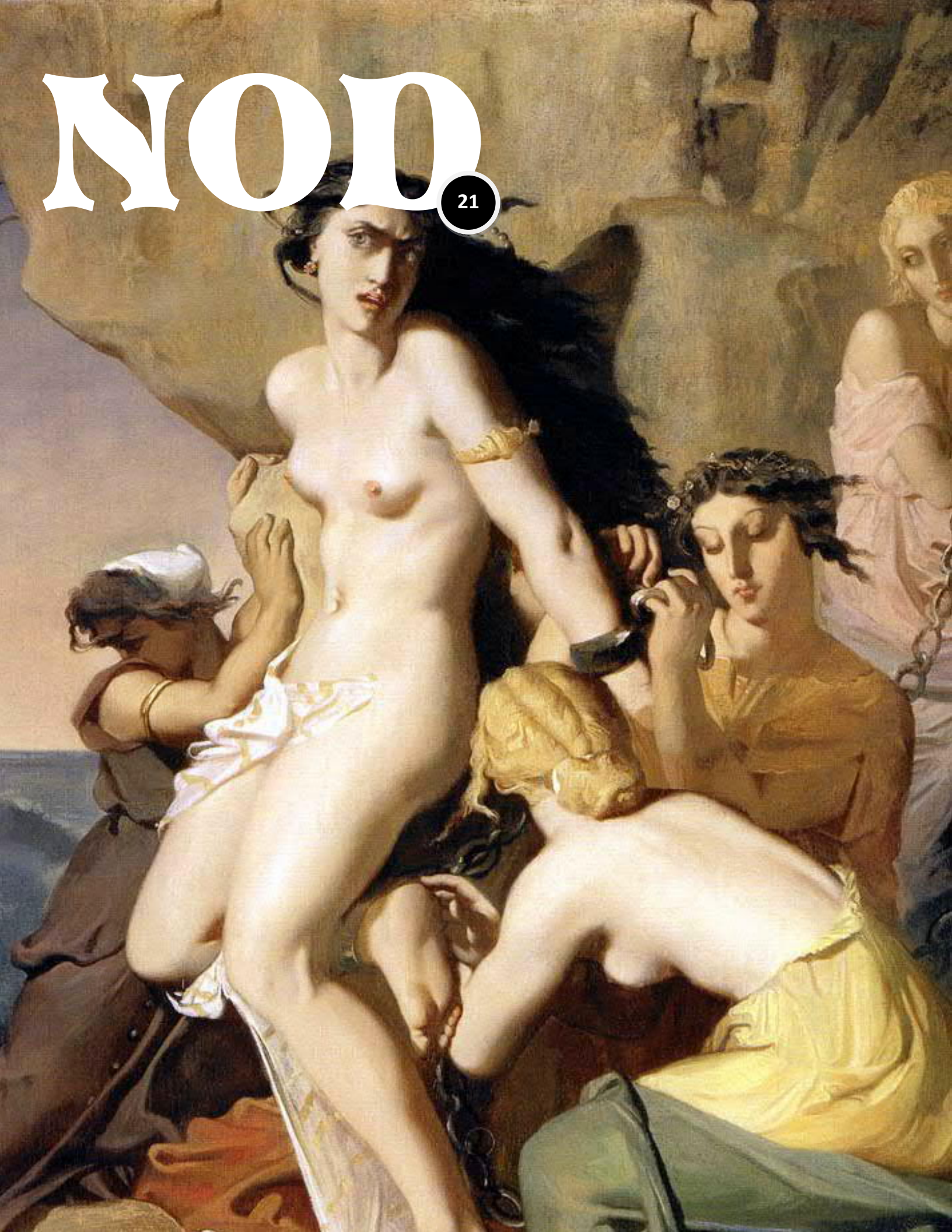


NOD

21



NOD

21

By John M. Stater

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MONSTERS

New Horrors for October

Illustrations by Jon Kaufman (Reaper), Tazio Bettin (Swarm of Hands) and Susan Knowles (Mothman)

What's the good of October if you're not using it as an excuse to inflict life-draining horrors on those people around the table that claim to be your friends. Hey – if they were really your friends they wouldn't whine whenever you made a ruling they didn't like, and they'd start bringing higher quality snacks. Is pineapple upside down cake too much to ask for all the work you put into planning these games?

So yeah, let's put the "fear of Ref" into these guys.

BLACK DOOR

Large Undead, Chaotic (CE), Low Intelligence; Solitary

HD	5
AC	18
ATK	Tendril (1d8 + constrict)
MV	0
SV	F12 R16 W12
XP	500 (CL 6)

Black doors look like normal dungeon doors, but they are possessed by an evil spirit and serve as portals to other dimensions, terrible dimensions people would rather not visit. When one approaches such a door, it springs open and a large, shadowy tendril, about 10 feet long, juts out to attack. If it succeeds on constricting a target, the tendril attempts to pull them through the door and thus through the magical portal. The portal could lead to a deeper level of the dungeon, the negative energy plane, Hell, etc.

Special Qualities: Vulnerable to fire, magic resistance 10%



CICATRIX (SCABBY HORROR)

Medium Undead, Chaotic (CE), Low Intelligence; Peel (1d8)

HD	2
AC	11
ATK	Slam (1d6)
MV	20
SV	F15 R15 W15
XP	200 (CL 3)

Cicatrices are zombies that regenerate when they suffer damage from slashing and piercing weapons. This regeneration takes the form of thick scar tissue. Regeneration is 1d4 hit points for slashing attacks and 1d2 points for piercing attacks. For every 2 points of regeneration, the scabby horror increases its Armor Class by +1, to a maximum of 18. For every three points of added Armor Class, the scabby horror's movement rate is reduced by 5 points, to a minimum of 10.

DEMON DOLL

Tiny Construct, Chaotic (CE), Average Intelligence; Solitary

HD	1
AC	13
ATK	Weapon (1d4)
MV	50
SV	F18 R14 W15
XP	100 (CL 2)

Demon dolls are small, ordinary looking dolls that have been possessed and animated by wicked souls plucked from Hell (or wherever you store wicked souls in your campaign world). Most demon dolls are armed with daggers, which they do their best to hide among the folds of their clothing.

Because of their seemingly harmless exterior, demon dolls surprise their victims on a roll of 1-3 on 1d6 (unless the players specifically mention they are wary of the doll). When they animate and attack, humanoids with 0 or 1 Hit Dice must pass a Will save or be frightened. Demon dolls can backstab for double damage, as thieves.

Special Qualities: Immune to electricity, resistance to acid and fire, magic resistance 15%

FIRE FREAK

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

HD	4
AC	12
ATK	Slam (1d6)
MV	30
SV	F14 R14 W11
XP	300 (CL 4)

Fire freaks are the animated remains of pyromaniacs who died in the fires they themselves set. They appear as charred, hairless corpses, their skin cracked and blistered, the smell of charred flesh emanating from them and frightening normal animals with 6 Hit Dice or fewer who come within scent of them (Will save or frightened).

Fire freaks lurk in dungeons, desperately awaiting the arrival of fuels (including living beings). They love fire, and when they have caused a large conflagration must pass a Will save each round or be stunned, watching the fire and marveling at its beauty.

Special Qualities: Immune to fire

Spells: 3/day—burning hands, heat metal, pyrotechnics; 1/day—fireball (3d6 damage; centered on self)

FLESH GOLEM, GREATER

Large Construct, Neutral (N), High Intelligence; Solitary

HD	12 (60 hp)
AC	18
ATK	2 slams (2d8)
MV	50
SV	F8 R8 W8
XP	3,000 (CL 14)

Greater flesh golems are not dissimilar to their lesser versions, though they are quite a bit quicker and much more intelligent. Greater flesh golems generally wish to be left alone, though they hunger for the company of beautiful members of the opposite sex, and will attempt to kidnap them or people whom they believe can manufacture such companions for them.

Greater flesh golems do not have controllers, but they can still go berserk in combat. Where normally a controller would have to attempt to gain control of the monster, a greater flesh golem has to regain control over itself with a Will saving throw.

GRANNY HAG

Large Monstrous Humanoid, Chaotic (NE), Average Intelligence; Solitary

HD	4
AC	16
ATK	2 claws (1d4) and bite (1d6)
MV	40
SV	F13 R11 W11
XP	400 (CL 5)

Granny hags are rather smallish members of their foul sisterhood. At a glance, they appear to be old human women, heavily wrinkled and slightly hunched and dressed in simple, dowdy clothes. When a granny hag decides to reveal her true nature, she stands erect, showing herself to be much larger than she appeared. One then sees the predatory teeth that fill her mouth and the iron claws on her fingers. Some granny hags choose to dwell near human settlements in rickety old cabins, playing the role of the eccentric wise woman. Others dwell deeper in the wilderness, enticing travelers into their homes with fantastic illusions of houses made of food.

Granny hags are about as strong as ogres. Their hands possess an iron grip, such that once a granny hag gets a hold of a person, it's very difficult for that person to break free. Granny hags gain a +2 bonus on grapple attacks.

Special Qualities: Magic resistance 5%

Spells: 3/day—change self, phantasmal force; 2/day—spectral force; 1/day—charm person, sleep

GRIM

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

HD	6
AC	17
ATK	2 claws (1d4 + disease) and 2 bites (1d6)
MV	30
SV	F12 R12 W10
XP	600 (CL 7)

Grims are two-headed relatives of ghouls and ghosts that dwell in the deeper regions of the underworld. They have lurid skin and long, black talons. In addition to the normal attacks of a ghoul, a grim can breathe a 20-ft. cone of bluish, paralyzing gas from each of its mouths, a total of three times per day. This gas paralyzes as does a normal ghoul's touch, and as with the ghoul's paralysis, elves are immune to it.

MELTING MAN

Medium Monstrous Humanoid, Chaotic (CE), Average Intelligence; Gang (1d8)

HD	3
AC	14
ATK	Slam (1d4 + 1d2 fire + constrict)
MV	20
SV	F14 R12 W12
XP	300 (CL 4)

Melting men look like zombies covered in ever dripping wax. This waxy flesh appears to flow endlessly, dropping off its body in puddles and leaving trails and footprints that soon dissipate into thin air. It leaves puddles that dissipate after a few minutes, and just keeps flowing from the creature.

When a melting man touches another creature (often via its slam attack), its waxy flesh adheres to the creature touched unless that creature passes a Reflex saving throw; this constitutes its constriction special attack. The waxy flesh is quite hot to the touch, burning for an additional 1d2 points of fire damage.

If a melting man is struck by a slashing weapon for 4 or more points of damage, it bursts open for a moment and releases a blast of super-heated steam. This takes the form of a 10-ft. cone in a random direction that deals 2d6 points of damage.

MOTHMAN, GREATER

Large Outsider, Neutral (CN), Super Intelligence; Solitary

HD	8
AC	20 [+1]
ATK	2 claws (1d6) and tormenting visions (see below)
MV	40 (Fly 80)
SV	F8 R8 W6
XP	2000 (CL 10)

Greater mothmen are the heralds of the ancient, eldritch cosmic gods that exist on the fringes of reality. They might be encountered on the Material, Ethereal or Astral Planes, and when encountered assault the minds of those they meet with tidings of the coming of the cosmic gods. Greater mothmen appear as 10' tall moth-headed humanoids with large red eyes and moth wings.

Greater mothmen always seek out the wisest member of any group. The monster immediately begins assaulting that person's mind with tormenting visions of the cosmic gods and the eldritch truths of meta-reality. Each round, the target of these visions must pass a Will save or suffer 1d4 points of wisdom damage.

The greater mothman can use its psychic attack from up to 100 feet away. If the mothman is more than 30 feet away, the target receives a +2 bonus to their saving throw. If the greater mothman is in physical contact with the target, the target suffers a -2 penalty to save. If the target's wisdom is reduced to zero, they collapse into a screaming madness for one minute as their mind opens up completely to the cosmic gods. After one minute, their wisdom is restored but the target now has a Neutral (CN) alignment and now serves the cosmic gods in whatever manner they desire. Communications from the elder gods and their servants are received telepathically. The person will do their best to hide their new alignment and allegiance.

If the greater mothman is attacked, it can continue to assault the mind of its target while making claw attacks.

Special Qualities: Immune to cold, resistance to electricity, magic resistance 20%.

Spells: Continuous—detect thoughts (ESP); At will—gust of wind, hypnotic pattern, misdirection, obscuring mist, touch of idiocy; 3/day—black tentacles, blacklight, dispel magic, fear, ethereal jaunt, hold monster, psionic blast; 1/day—astral projection, earthquake, symbol of fear, symbol of insanity

PRISMATIC BONES

Medium Undead, Chaotic (CE), Low Intelligence; Pair (1d2)

	WHITE	GREEN ORANGE PURPLE	BLUE RED YELLOW
HD	6	4	2
AC	14	13	12
ATK	Slam (1d6)	Slam (1d6)	Slam (1d6)
MV	30	30	30
SV	F12 R12 W11	F14 R14 W12	F15 R15 W13
XP	1,500 (CL 8)	-	-

Prismatic bones are a magical form of animated skeleton employed by arch-necromancers to protect their holdings. They appear as a normal skeleton, but with bleached, luminous bones. In this form, each time they strike an opponent (i.e. make a successful attack), they create a *flare* effect that might blind their victim. In addition, once every 1d4 rounds they can project *searing light* rays from their eyes.

If a prismatic bones is struck for at least 4 points of damage from a bludgeoning weapon or at least 5 points of damage from a slashing weapon, there is an explosion of light (per the *flare* spell) and the white skeleton is replaced by three skeletons, orange, green and purple. Each of these skeletons has 4 Hit Dice and all their own hit points (roll as normal). Green skeletons have a poisonous touch (Poison III), purple skeletons have a touch that causes disease (per *cause disease* spell) and orange skeletons are possessed of a horrible stench (per troglodytes).

These colorful skeletons can themselves be split if struck by a bludgeoning weapon for 3 or more points of damage or slashing weapons for 4 or more points of damage. Orange skeletons split into red and yellow skeletons, green into blue and yellow and purple in blue and red.

Naturally, these skeletons in primary colors also have powers. Red skeletons are wreathed in flames (per the *fire shield* spell), while blue skeletons are encased in a layer of ice, giving them an AC 16 and allowing them to inflict 1d4 points of cold damage per successful attack. Yellow skeletons drip with acid, allowing them to inflict 1d6 points of acid damage with each successful hit. Red skeletons are immune to fire, blue are immune to cold and yellow are immune to acid.

If any prismatic bones, in any color, are struck by electricity damage they split into two identical skeletons, each with half the hit points of the original.

Special Qualities: See above

PSYCHO

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

HD	2
AC	14
ATK	Weapon (1d6)
MV	30
SV	F12 R15 W15
XP	200 (CL 3)

Psychos are human beings with terribly disturbed minds and murderous lusts. They appear as normal people and are quite skilled at acting like normal people, though they are incapable of showing real emotion; when placed in an emotional situation, close observers can make a Will save to notice that something is off about them.

Psychos can backstab (as assassins) for double normal damage. They possess the special attack of a 5th level assassin as well. Most psychos have a favorite weapon – perhaps a stiletto or handaxe – and enjoy a +1 bonus to hit with this weapon.

Psychos also enjoy a weird form of regeneration. When a psycho is reduced to 4 or fewer hit points, it appears to die and even magical powers will reveal it to be dead. If the body is not



subjected to more damage, the psycho will “revive” in 10 minutes and resume their murderous rampage.

REAPER

Small Humanoid, Chaotic (CE), Average Intelligence; Gang (1d6)

HD	3
AC	16
ATK	2 blades (1d6 + sever limb)
MV	30
SV	F13 R14 W14
XP	750 (CL 5)

Reapers look like long-armed goblins with glossy black skin and magnesium green eyes that glow with dim phosphorescence. Some wear carved pumpkins over the heads, like masks. They travel in small packs and are armed with very sharp cutting blades, each one carrying a mild enchantment that makes it especially dangerous.

A creature hit by a reaper's blade and suffering 5 or more points of damage must pass a Fortitude saving throw (or save vs. petrification) or have one of their arms lopped off. The severed arm instantly comes to life and begins grabbing at its former owner or performing any other task the reaper sets it to. Arms have the same Armor Class as their former owner, and 1d4 hit points. If an arm is “killed” it is destroyed. Otherwise, the arm can be reattached (remember, there's magic involved) to its original owner once the reaper has been killed.

Some especially lucky (or talented) reapers ride strange mounts composed of severed arms. These mounts look something like centipedes and are called manopedes.

Manopede, Large Aberration, Non-Intelligent: HD 4; AC 14; ATK 2 slams (1d4+1 + grapple); Move 50; F13 R13 W11; AL Neutral (N); XP 400 (CL 5); Special - Grapple.

Severed Arm, Tiny or Small Aberration, Non-Intelligent: HD 1; AC varies; ATK 1 slam (1d3 + grapple); Move 10; F16 R16 W13; Special - Grapple.

SWARM OF HANDS

Large Undead, Chaotic (CE), Low Intelligence; Solitary

HD	4
AC	13
ATK	Grab (1d4 + constrict)
MV	0
SV	F13 R17 W12
XP	400 (CL 5)

A swarm of hands is actually a collection of humanoid hands and arms that erupts from the ground, attempting to grab and throttle passersby, ultimately tearing them apart and dragging the remains underground that their own arms might join the swarm. The swarm covers a 5 ft. by 5 ft. area, the arms reaching up to 2 feet from the ground. They are unbelievably strong.

When a creature walks into an area occupied by a swarm of hands suffers a single attack from the creature. A creature hit by the hands is grappled and constricted. In the next round, they must attempt to escape or be dragged to the ground, where they are throttled and strangled each round (treat as constriction damage). When they are dead the hands play tug of war until the body has been torn apart.



TRISKAIDEKOS

Huge Magical Beast, Neutral, Animal Intelligence; Solitary

HD	13
AC	17
ATK	13 bites (1d10 + whammy)
MV	20
SV	F4 R7 W12
XP	1300 (CL 14)

The triskaidekos is a relation of the hydra, bred in the Stygian depths. The monster is blue-black in color and has thirteen heads on long, snaky necks. Each time a person is struck by the monster's bite attack they must pass a Will saving throw or suffer a whammy (i.e. bad luck; -1 penalty to hit and on saving throws).

A triskaidekos can be killed either by severing all the heads or by slaying its body. To sever a head, an opponent must make a successful sunder attack with a slashing weapon. Each of a triskaidekos' heads has 1d8 hit points. Losing a head deals damage to the monster equal to half the head's full normal hit points. Each time a head is severed, one new head springs from the stump the next round. To prevent a severed head from growing back, at least 5 points of acid or electricity damage must be dealt to the stump before the new head appears. A triskaidekos does not die from losing its heads until all its heads have been cut off and the stumps seared by acid or electricity.



DAMNABLE SEA

TERRIBLE SECRETS AND RAMPAGING ELVES

There were riches across the ocean, of that there could be no doubt. The elves and dwarves hailed from across the sea, and while both their kingdoms were now in ruins, their stories were fantastic and full of wonders.

The earliest forays were made by the swaggering bravos of Guelph in small cogs that were barely sea worthy. These voyages proved profitable, though. They first constructed the port of Janus on an island that lie mid-ocean, and then went on to build colonies in Hybrasil that disgorged from those fabled shores gold and silver to fund their wars against the hobgoblins. These treasure ships attracted the attention of the filibusters of Brigantia, who found it worth their while to abandon their coastal galleys for swift sea-going caravels. Like wolves they hunted the over-laden treasure galleys of the Guelphlings, showering a portion of their booty on their Queen Gloriana.

The Antigooners were not pirates (well, not usually), but merchants with a keen eye for profit. Drooling over the gold and silver of the Guelphlings and hearing tales of green shores north of their colonies, they ventured into a stormy patch of water that came to be known as the Damnable Sea. Here, they discovered the Virgin Woode and, with the Brigantians hot on their heels, began the Motherlander colonization of that land of wild elves and ancient secrets.

While the secrets (at least some of them) of the Virgin Woode were revealed in **NOD 19**, the Damnable Sea also holds many challenges and rewards. An ancient elven empire lies beneath its waves. The Emperor Jasconius has conquered the city-states of the aquatic elves, scattered the hated sahuagin to the four currents and now looks to extend his suzerainty above the waves. One might also venture to the fantastic island of Bermoothes ruled by a sorcerous duke or dive into the the Damnable Sea's deepest portions to discover something more much ancient than the elves.



RIVERS

The only river that appears on the eastern portion of the Virgin Woode/Damnabe Sea map is the Celadus River, which flows into Trinity Baye, where is located the pilgrim town of Trinity.

DAMNABLE SEA

The Damnabe Sea, as it has been nicknamed, is really just the portion of Mother Ocean that lies along the eastern coast of Antilia. So named for its storms and tremendous waves, and the number of boats it has claimed, it nevertheless carries a great deal of sea traffic, both in the form of merchantmen sailing from Dweomer Baye or the other colonies east to the Motherlands or vice versa, and in the form of pirates preying on those merchants.

3D6	MONSTER ENCOUNTER
3	Aboleth (1) and Skum (1d6)
4	Triton (2d6)
5	Sea Cat (1)
6	Sea Serpent (1)
7	Crabniped (1d8)
8	Shark, Huge (1)
9	Whale, Orca (1d2)
10	Octopus, Giant (1d2)
11	Atlantean (Aquatic Elves) (2d6)
12	Locathah (2d6) or Telchines (3d6)
13	Merchantmen, Pirates or Whalers (1d3 ships)
14	Sahuagin (2d6)
15	Hag – Sea Hag (1d6)
16	Troll – Scrag (1d4)
17	Black Pudding (1d3)
18	Aquatic Dragon (1; see article in this issue)

Atlanteans (Aquatic Elves)

The Atlanteans that dwell beneath the waves of the Damnabe Sea are aquatic elves. While the surface elves depended entirely on the magical power harnessed by their standing stones to support their mystic empire, the elves who dwelled in the sea learned to harness **vril**, a form of aetheric energy. With vril, they created great cities of towering spires within impregnable bubbles, ornate submersible craft that plied the waves, alternately trading with or warring with the surface elves and all the peoples of the deep, and any number of other wonders. When the network of standing stones on the surface were destroyed the aquatic elves were set back, but not thrown into a dark age like the demon-worshipping elves of the surface.

Though the fall of the standing stones did not destroy the aquatic elves or their civilization, it put them on the defensive. They hid in their cities, and the sahuagin, who had long ago arrived to plague the Damnabe Sea from the South Seas, were free to build their own crude cities, or at least to expand the primordial locathah cities that they had conquered. Several Atlantean cities fell to the sahuagin and were razed to the ground. The elves cut themselves off from other deep peoples and from the surface world.



This state of affairs changed with the coming of Jasconius. Who he is precisely is a matter of legend and rumor. He claims to be the son of the mother-demon Ceto, and this appears to be true, for he bears many marks of demonic heritage. He appeared as a sort of brigand in the wastes, gathering aquatic elven refugees from those city-states that had fallen. He staged attacks on the sahuagin, and slowly his legend grew. When his great army arrived at the gates of Atlantis, the people voted to let him in. He was made a general and tasked with destroying the sahuagin menace once and for all. This he did, all while solidifying his power. When his campaign against the sahuagin was over, his legions returned to Atlantis, threw down its ruling priests, and he proclaimed himself emperor. His empire would soon expand with the conquest or annexation of the other two surviving aquatic city-states, Basilea and Tartessus.

Having solidified his control over the deep, Jasconius now looks to the surface with avaricious eyes. His scouts have mapped the coast and taken note of its defenses. Spies have infiltrated the human colonies and made contact with potential allies. The wild elves he views with utter contempt; he intends them to suffer along with the primitive humans.

Aquatic elves resemble surface elves in most respects, but they have no hair and somewhat glossy, fishy eyes. Under the sea, they wear very little; usually belts and loincloths of leather taken from the creatures of the deep and tanned using strange processes only they understand. When journeying to the surface, they wear complete suits of shagreen and wear helms of glass on their heads. Around the collars of these helms are inscribed runes of elemental water, which replenish the water within and allow them

to breath easily as long as they keep this helm on. Fortunately for air breathers, a canny mage or sorcerer can attempt a very difficult (-6 to the task check) intelligence check to convert these runes so that they replenish air within the helms, allowing air breathers to journey under the waves without the worry of drowning (unless the glass of the helm is broken, of course).

The aquatic elves are principally armed and armored by the telchines, a breed of aquatic kobold (see below). They mine orichalcum from seams in the sea floor and use deep hot spots to melt it and mold it into ceremonial breastplates, weapons like spears, tridents and daggers, armor for their submersibles and other implements of peace and war. The telchines, like the locathah, are a slave race among the Atlanteans.

The Atlanteans dwell in three great city-states. Atlantis [4546] is the largest and most powerful. Naturally, it is the capitol of the Atlantean Empire. The empire also includes the mercantile city of Tartessus [3736] and the holy city of Basilea [5115].

Merchantmen

Merchants in the Damnable Sea usually sail in large, ocean-worthy caravels, with a brave few making the voyage along the northern coasts in stout cogs. You can find more information on these types of sailing ships in NOD 2.

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

Telchines

Many of the surface races have their analogs beneath the waves. The telchines are the kobolds of the sea. They have skin like marine iguanas and the heads of reptilian dogs. Telchines settle near super-heated vents and volcanos, where they establish forges to work metal for the sea folk. Telchines have the same combat stats as surface kobolds, save they add a swim speed of 40.

Whalers

The pilgrims of the Virgin Woode send whaling ships in the Damnable Sea and beyond. These whalers also do very limited trading, but primarily haul in blubber for sale in Trinity, Dweomer Bay, Palmetto and the cities of the Motherlands. The blubber is primarily used for lamp oil, lamp oil being highly sought after by dungeoneers among others. For this, they have developed sift, narrow caravels ill-suited for war. These vessels carry two to four whaleboats (oar-driven vessels smaller than longships) and a store

of harpoons and other weapons, and might carry one or two small swivel guns to fend off pirates.

VIRGIN WOODE

The Virgin Woode was described in detail in **NOD 19**. The reader is referred to that tome for complete information, though the encounter table is duplicated below for the sake of convenience.

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

AMAIDAS

Amaidas is an angelic island, kissed by the powers of Law and Good and inhabited by a tribe of aasimar and lawful clerics that have made a pilgrimage there to become monks. Both aasimar and clerics are known for their cudgels and their cold hospitality. The island's patron goddess is called Psamathe, a minor goddess of sandy beaches. These beaches are littered with crude wooden idols of the goddess, decorated with garlands of flowers by the happy, bronze-skinned aasimar of the island.

The aasimar live in small family groups, building long houses from sticks and branches, usually three to a village around a central fire pit and near a small creek. They come together on the high holy days, sometimes in hidden clearings on the island, other times around the monasteries of the visiting clerical orders.

There are two monasteries on the island, the Monastery of Saint Brendan and the Monastery of Saint Amaro. They have a friendly rivalry. The Amaro monastery is also a hospice, primarily dedicated to the treatment of magical diseases. The monks of St. Amaro wear white robes and wield maces, while the monks of St. Brendan wear green robes and wield cudgels. Although not druids, the monks of St. Brendan know the spell *shillelagh*. Both orders of monks wear the tonsure.

The island itself is idyllic. It is covered with beautiful woods and meadows, ringed by white, sandy beaches, and filled with colorful songbirds. Evil and chaos are not tolerated on the island, and though the inhabitants can be merciful, the evil and chaotic will be turned away from the sacred island by force if necessary.

BERMOOTHES

Bermoothes is the island of Duke Prospero, a powerful magic-user who came to Nod from another dimension. He brought with him his daughter, Miranda, and a number of other beings. The island is also the home of the Prestidigitarium, a convocation of powerful magic-users dedicated to mapping and understanding the cosmos, and the famed fountain of youth, which is really little more than a pool of a *potion of restoration*.

The island is inhabited by a collection of peoples from all over Nod (and beyond), many of them arriving as apprentice magic-users or in the retinue or train of magic-users. The Ibians, being famed as magic-users, are well represented on the island.

SATANAZES (ISLAND OF DEMONS)

Satanazes is a long island off the coast of the Virgin Woode. The island is surrounded by sandy beaches, while the interior is composed of limestone highlands covered in small trees and thick scrub. Strange, horrible noises on the island have convinced most of the locals that it is haunted or demon-infested, and therefore very few ever approach its shores.

In truth, the place is inhabited by a tribe of tieflings descended from the ancient elves. They have a number of small villages on the island, not much larger than those of the aasimar of Amaldas, and are dominated by a secret society of wizards.

LOCATIONS

3501. Temple of the Wolverine | Stronghold

The wild elves of the north maintain a shrine here dedicated to Carcajoue, the Wolverine Lord, a deity of savagery and gluttony to the wild elves. The shrine is a spirit house composed of wooden sticks and four stout poles capped with images of the wolverine spirit painted in stark shades of white and blood red.

The shrine is protected by three spirit-wolverines as well as a wild elf druid, Paskatootsk, an elf with a rather sinister cast and a skin covered with white blotches and an evil eye. Paskatootsk is a were-wolverine, and when threatened he does not hesitate to assume his hybrid form to frighten his enemies. Fallen foes are dragged into the temple and fed to the strange, sinister wolverine spirit that dwells within the temple (actually a black pudding who dwells beneath the shrine at the entrance to a series of caverns that holds Skraeling catacombs, lost treasures of the ancient elves, a secret society of fungal mages and the world's largest opal.

Spirit-Wolverine, Medium Animal: HD 5; AC 16 [silver]; ATK 2 claws (1d6) and bite (1d8 + 1 charisma); MV 30 (Burrow 10); F11 R11 W16; AL Neutral (N); XP 500; Special—Berserk rage, ethereal.

Paskatootsk, Were-Wolverine, Medium Monstrous Humanoid: HD 4; AC 16 [silver]; ATK 2 claws (1d4) and bite (1d6); MV 30; F14 R11 W11; AL Chaotic (CE); XP 400; Special—Change shape, berserk rage, lycanthropy, cast spells as 9th level druid.

3501. Animated Cave Paintings | Wonder

Near a sparkling brook that dances a crooked path through a dense copse of birches and beeches is a great hillock. The northern face of the hillock is exposed granite, and this exposed face is marred by a rather deep cave. The cave was a safe-house for the Skraelings, a hidden place where women and children could escape to when trouble arose. The cave has not been used in a very long time, despite the arrival of the humans. The wild elves have forgotten it, or else moved far beyond its safety.

The walls of the cave are covered with paintings of magical beasts common to the northern woods. These paintings are magical and can be detected as such. In the presence of non-elves, they spring to life, leaping from the walls as two-dimensional spirit beasts bent on expelling intruders.

Buried in the floor of the cave there is a clay pot sealed with wax holding magical paints (*marvelous pigments*). Sealed within this pot, along with the paint, is the vengeful spirit of an ancient Skraeling wizard, Azkenazi, who is now a spectre.

Painted Spirit Animal, Large Animal: HD 5; AC 16 [silver]; ATK 1 bite (1d8); MV 40; F10 R11 W16; AL Neutral (N); XP 500; Special—None.

Azkenazi the Spectre, Medium Undead: HD 7; AC 15 [silver]; ATK 1 strike (1d8 + energy drain 2 levels); MV 40 (Fly 80); F12 R12 W9; AL Chaotic (CE); XP 1750; Special—Spawn, powerless in natural sunlight, incorporeal.

3520. Pod Under Attack | Monster

A whaling ship, the *Lem Smith* out of Trinity, is stalking a pod of sperm whales in this hex. The ship is captained by a grim, old pilgrim called Necessity Blacke, a peg-legged old bastard of the first order, with a scar down one side of his face and one hand that has been replaced by a hook. While he claims he received these injuries from an attack by a white whale, the truth is less glamorous. The leg was crushed by shifting cargo during a storm, the scar the result of a fishing accident and the hand was chopped off by an angry husband.

The *Lem Smith's* crew is composed of 20 pilgrim whalers, a couple rather scurrilous-looking Yankees and an exiled cavalier who calls himself Colonel Madrigan and who speaks with a lisp.

Necessity Blacke, Human Ranger: LVL 4; HP 14; AC 13 (studded); ATK 1 cutlass +4 (1d6) or harpoon +3 (1d8); MV 30; F11 R11 W13; AL Neutral (LN); XP 400; S15 I6 W15 D9 Cn9 Ch7; Special—Favored enemy (whales).

Colonel Madrigan, Human Thief: LVL 5; HP 24; AC 15 (leather); ATK 1 cutlass +3 (1d6) or thrown dagger +6 (1d4); MV 30; F12 R8 W12; AL Neutral (CN); XP 500; S6 I6 W15 D18 Cn13 Ch13; Special—Back stab.

Pilgrim Whaler, Medium Humanoid: HD 1; AC 11 (padded); ATK 1 weapon (1d8); MV 30; F13 R15 W15; AL Neutral (N); XP 50.

3520. Telchine Forge | Monster

The sea floor here is rent by a great volcanic vent. A tribe of 200 telchines has set up shop here, operating a forge that is now under the control of the Atlanteans. The Emperor Jasconius has sent a company of soldiers and a military governor, a warrior-mage called Xercelad, a haughty aquatic elf with delusions of having a great importance in the schemes of his emperor. He detests the telchines, but treats them reasonably well so long as they meet their quotas and deliver their goods on time.

The telchines are primarily working on orichalcum plates for the submersibles of the Atlantean navy. The plates are picked up fortnightly by an old Atlantean cargo submersible.

The telchines dwell in sea caves, their forge being open to the ocean. The Atlanteans have constructed a domed structure of stone in which they bivouac.

Xercelad, Aquatic Elf Fighter/Magic-User: LVL 5; HP 17; AC 10; ATK 2 trident +5 (1d6); MV 30 (Swim 40); F11 R13 W10; AL Neutral (N); XP 500; S14 I16 W14 D11 Cn10 Ch10; Special—Dominate 0 HD foes, spells per day (4/3/2/1).

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

Telchine, Small Humanoid: HD 0; AC 13 (shagreen); ATK 1 weapon (1d6); MV 20 (Swim 40); F14 R16 W16; AL Chaotic (CE); XP 25; Special—Blinded in bright light, breath water.

3538. Sahuagin Ruins | Dungeon

The ruins of a sahuagin fortress stand here, a pyramidal fortress rising from the muck of the sea floor and surrounded by numerous barracks and outbuildings. The fortress is in a crumbled state, having been struck hard by the fierce magic and weaponry of the Atlanteans. A large hole in the eastern face of the fortress leads into a maze of half-collapsed passages and chambers populated now by sahuagin remains and many scavengers. The remains have surrendered their ichor to the sea, and the terrible hatred and anger of the sahuagin dead has animated this ichor into a terrible, undead ooze that still lurks about.

Undead Ooze, Huge Ooze: HD 10; AC 3; ATK 1 slam (2d6 + 2d6 negative energy); MV 20 (Climb 20); F7 R10 W10; AL Neutral (N); XP 1000; Special—Negative energy, immune to mind effects, weapon resistance.

3547. Monastery of Nodens | Stronghold

Nodens is a rather mysterious sea deity worshipped by the Brigantians. While most of their deities are simply the gods and goddesses of the traditional Motherlander pantheon given new names, Nodens is not merely a renamed Neptunus. Rather, he is a god of both the sea of water and the Astral and Ethereal seas.

Nodens is worshipped here in a stone monastery that appears very ancient, his services conducted by six brothers under the direction of Fionell Tevirory, a cavalier dandy appointed to the post by the lord of Palmetto. Fionell is no cleric, and he hates the position and the earnest monks he commands. The monks feel the same way about him.

Beneath the monastery, at the bottom of a long shaft, there is a grotto that Fionell uses to meet smugglers from Rogue's Harbor and beyond. The smugglers deal in all sorts of contraband, moving it through the monastery and into Palmetto to avoid the taxes.

Fionell Tevirory, Human Duelist: LVL 7; HP 22; AC 14 (leather); ATK 1 rapier +6 (1d6) and sickle +6 (1d6); MV 30; F13 R9 W14; AL Chaotic (NE); XP 700; S11 I13 W7 D13 Cn9 Ch14; Special—Specialist weapon (rapier, x2 damage), +2 initiative, riposte.

Monk of Nodens, Human Cleric: LVL 1; HP 1d8; AC 16 (breastplate); ATK 1 hammer +0 (1d4); MV 30; F13 R15 W13; AL Neutrak (LN); XP 100; Special—Rebuke fire elementals, spells per day (3/1).

3604. Barmouth | Village

Barmouth is a village of 100 pilgrims. The pilgrims dwell in a cluster of cottages surrounded by a palisade with a dry moat. At the center of the village is the pilgrim meeting house and the village green. The pilgrims of Barmouth are wealthy and dress well by pilgrim standards. They raise hemp and a variety of cash crops,



and prosper from their river port and impressive, though fairly strict, inn. They have dammed a nearby creek to create a reservoir.

Barmouth is governed by Sister Sabra, a portly woman with auburn curls turning white and a very strict sense of morality. Her step-daughter, Charity, despises her step-mother and the village, and longs to return to her father's house in Trinity. She pays people to smuggle in books from the south.

Just outside the village, there dwells an old hermit nicknamed Salty-Peter by the locals. Salty-Peter is a 10th level magic-user, slightly mad, who has been known to offer advice and assistance to those who strike him as worthy (and who bring him sweets).

Sister Sabra, Human Druid: LVL 2; HP 9; AC 13 (leather); ATK 1 sickle +2 (1d6+1) or sling +2 (1d4); MV 30; F11 R14 W10; AL Neutral (N); XP 200; S13 I5 W16 D14 Cn13 Ch10; Special—Spells per day (4/3), speak druidic, move through undergrowth.

Salty-Peter, Human Magic-User: LVL 10; HP 33; AC 10; ATK 1 club +1 (1d4-2) or sling +3 (1d4); MV 30; F12 R12 W8; AL Neutral (CN); XP 1000; S4 I13 W11 D9 Cn10 Ch8; Special—Spells per day (4/5/4/3/3/2).

3606. Heretics | Stronghold

A renegade sect of druids dwells here in a scattering of huts made from sticks and dried mud. The pilgrims here believe in a complete return to nature. They are nudists who gather berries and nuts from the wild and set small traps for animals. Not a handsome people, they are known for their rather crude attitudes towards strangers and mainstream pilgrims, their brusque manner of speech and their lack of personal hygiene.

Most bothersome to the more conservative pilgrims are their relations with the dryads and satyrs of the woods and their raucous revels in the moonlight, which they believe threaten to seduce the pilgrim youth and bring ruin to their society.

The leader of the renegades is a woman by the name of Winecca Bethers, a misshapen woman who spent most of her life as an adventurer in the employ of Queen Gloriana.

Winecca Bethers, Human Fighter: LVL 12; HP 57; AC 11; ATK 3 club +10 (1d4) or 3 longbow +10 (1d8); MV 30; F7 R10 W12; AL Neutral (CN); XP 1000; S13 I7 W8 D14 Cn11 Ch9; Special—Dominate 0 HD foes.

3609. Sea Fort | Stronghold

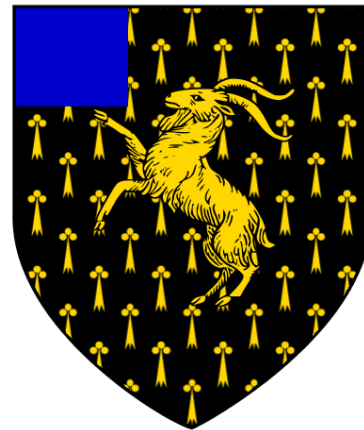
Walter Valton is a pilgrim warrior who has been given command over a sea fort meant to guard the coast from pirates. The fort has a small harbor where two or three pilgrim galleys are kept for coastal patrol and defense. The fortress has several cannon and a large bombard and is surrounded by a fishing village. Valton's daughter, Elvira, has fallen in love with a Yankee werewolf named Talbot, an immigrant from Dweomer Baye who does not meet with the approval of her father.



Valton commands sixty men-at-arms, heavy footmen, and ten heavy cavalry of knightly quality.

Pilgrim Soldier, Medium Humanoid: HD 1; AC varies; ATK 1 weapon (varies); MV 30; F13 R15 W15; AL Neutral (N); XP 50; Special—None.

Walter Valton, Human Paladin: LVL 9; HP 40; AC 16 (3/4 armor); ATK longsword +8 (1d8+1) or pistol +7 (1d8+1); MV 30; F8 R11 W8; AL Lawful (LG); XP 900; S15 I10 W13 D10 Cn11 Ch15; Special—Detect evil, smite chaos (evil) 3/day, lay on hands, immune to fear, turn undead, quest for warhorse, cure disease 1/wk, spells (1).



3618. Floater | Monsters

The bloated, rotting corpse of a sea giant is floating in this hex, and might be spotted by travelers near or on the surface. The body is floating face down and shows signs of a great deal of nibbling by sea scavengers. Seven giant bristle worms (i.e. sea centipedes) are even now feasting on the underside of the corpse. Should it be disturbed, they will certainly leave the water to investigate. The giant still wears a chainmail sleeve on its left arm and a gold necklace (300 gp) around its neck. A crystal eye is still

lodged in the sea giants eye socket. About twice the size of a human eye, it can be used to project a *color spray* once per day with the command word “Saskatoon”.

3643. Virginia | Ruins

The ruins of a coastal cavalier village rest here on swampy ground. The village appears to have been human, and seems to have been razed by a conquering army. Tracks in the village lead toward and from the direction of the sea shore. The village consisted of about 15 buildings circling a central green.

The village now has a single occupant, a girl named Virginia. She can be found sitting on the remnants of a well sitting on the village green, and appears to be in shock. The shock of seeing her family and friends killed and captured by an Atlantean raiding party has awakened psychic abilities in her. She is now tortured by terrible dreams, and each night she must pass a Will saving throw or manifest those visions as *phantasmal killers* who strike at any sentient being within 30 feet of her.

3727. Kelpie | Monster

This hex is occupied by a vast sargassum kelpie, a huge kelpie of reddish hue that covers roughly a 200-ft. diameter. She patrols the hex in search of shipping, attempting to station herself in a ship’s path and then creating the illusion of a ship stuck in the sargassum with a beautiful maiden aboard calling for help.

The kelpie is large enough that she can drag small craft underwater to drown their entangled crews or even to pluck individuals off of ships with her long, tentacle-like growths.

When not patrolling, and especially after scoring a kill, the kelpie retired beneath the waves to a small fortress of white stone, sometimes obscuring it to the eyes of underwater travelers with her copious form, or hiding herself entirely within the fortress when pursued by her enemies.

The interior of the fortress is decorated with the remains of her past victims and lovers. She keeps their treasures in a central chamber, bunched around her throne of coral and mother-of-pearl inlay (3,500 gp, weighs 400 pounds). Her greatest treasure is a sphere of amber-colored glass that holds the head of an ancient Atlantean wizard. The head exists in a semblance of life, and can be used to cast the equivalent of a *legend lore* spell once per week. The throne room, and the fortress in general, are protected by her pets, three giant barracuda.

Sargassum Kelpie, Large Plant: HD 10; AC 13; ATK 6 tendrils (1d8 + constrict); MV 10 (Swim 40); F7 R10 W11; AL Neutral (N); XP 1000; Special—Surprise (5 in 6) in sargassum.

Giant Barracuda, Large Animal: HD 5; AC 16; ATK 1 bite (2d6); MV Swim 60; F10 R10 W16; AL Neutral (N); XP 250; Special—Surprised (1 in 8), surprise (3 in 6), +1 initiative.



3736. Tartessus | City-State

Resting upon a submerged plateau of basalt is the great Atlantean city of Tartessus, until recently a mercantile republic, now a tributary state under the rule of Tibertine Anobarbos, an overbearing governor appointed by the Emperor Jasconius.

Tartessus has a population of 7,500 Atlantean citizens and as many as 12,000 slaves, mostly aquatic elves, locathah and telchines. The city is constructed of great spires of volcanic glass, smoky grey, and topped with gardens of kelp and anemones. The plateau on which the city stands is surrounded by thick fields of kelp which act as fisheries. At the outskirts of these fields there are hundreds of giant tube worms who act as a sort of living wall.

Through the towers of Tartessus, the citizens move in bubble-shaped craft powered by vril and caravans of giant sea snails goaded by slaves towards the great central souk, where all manner of undersea goods and imports from above the waves are hawked by the Atlantean merchants, their telepathic cries ringing through people’s minds. The merchant princes of the city, nearly consumed with their hatred of the new imperial order, travel far and wide in submersible merchantmen, docking at the many inns and taverns situated in the great spires, their goods cataloged by the city administrators on bronze plates.

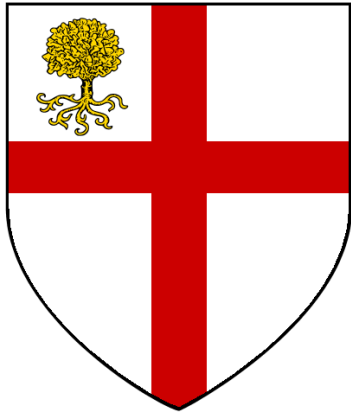
If one is lucky (or maybe unlucky), they might see Promagistrate Anobarbos and his entourage of soldiers, mute scribes, courtiers and other hangers-on moving through the city on an opulent barge and bubble-chariots, coming or going from the newly minted imperial palace (formerly the city-state’s senate). The promagistrate is a ruggedly handsome aquatic elf, lank and muscular. His bodyguards are dashing and often reckless, and his scribes record his every thought on brass plates.

Tartessus’ chief divinity is now the Emperor Jasconius, but he also permits the ancient cult of Ceto and the former patron deity of Tartessus, Doris. A secret cult of Nodens has become the de facto resistance in Tartessus, swelling in number by the admission of many prominent citizens.

3744. Elemental Fountain | Wonder

A geometric fountain of magical energy is carved into the sea floor at the center of this hex. Keyed to the planet Jovis, the hirsute Elemental Plane of Air of the Nodian cosmos, it spews torrents of bubbles into the sea, along with the occasional air elemental.

The air emerges from 4-ft. diameter hole in the ground. Within this hole there is a small cave, the actual home of the dimensional portal, and it is completely filled with fresh air. The air creates a rather strong wind that howls, but for air breathers, it is sanctum. The dimensional portal appears as a miles long drop through the billowing clouds of Jovis.



3805. Trinity | Town

Trinity is a hearty little town of 4,500 pilgrims, nestled around a fine bay and backed by well-ordered fields and thick woods that once rung with the twang of wild elf arrows, but now bear the sound of the axes and saws of lumberjacks.

As a pilgrim settlement, Trinity has a fine meeting house. The unpaved streets are lined with conservative saltbox houses and small gardens, and the people are known for their grave demeanors and somber clothes. Aristocrats can be told by their ruffles and silver-tipped walking sticks, but otherwise dress much like the commoners.

The waterfront of Trinity is often clogged by the ships of pilgrim traders and whaling vessels that hunt their prey in the Damnable Sea and far beyond. The men who work on the ships are most often dour pilgrims, with creased and sunburned faces, corncob pipes clenched in their teeth as they mend nets. A few, though, are foreigners, mistrusted by the locals for their rough manners and strange ways. The dusky folk from the South Seas are the strangest of all, much feared by the goodwives and completely fascinating to the pilgrim children.

Visitors to Trinity are expected to linger around the waterfront, but are discouraged, often by the town guard, from straying too far into the town proper. Some pilgrims make a living working as factors for visiting merchants and adventurers, heading into town

to purchase goods or to send for specialists whose services they require.

The town is surrounded by a wooden stockade and several guard towers. The town guards wear black tunics and trousers and arm themselves with breastplates, muskets and bills, primarily.

Trinity is governed by a council of goodwives, their head being the eldest druid of the town, Goody Aradia.

Goody Aradia, Human Druid: LVL 8; HP 44; AC 12 (leather); ATK 1 quarterstaff +4 (1d6-1); MV 30; F8 R12 W8; AL Neutral (N); XP 800; S8 I12 W14 D9 Cn13 Ch10; Special—Spells per day (6/4/3/2/2), speak druidic, move through undergrowth, leaves no trail, +2 save vs. energy spells, shapechange.

3813. Skavenak | Village

Skavenak is a village of 400 tieflings; demonic elves who hail from the elder days when elves cavorted with demons in a bid for limitless power. The village consists of small hovels of blackened brick surrounded by a thicket of brambles.

The tieflings of Skavenak have ash-grey skin and white war paint, raven feathers in their jet black hair, dog-like teeth in their mouths and curses on their lips, these were elves that mixed with demons and despise what they have become. Naturally cantankerous and utterly devoid of mercy, the tieflings make their way as hunters and buccaneers, sailing from their island in war canoes to overtake passing ships. The village is ruled by a dour, arrogant old coot of a tiefling warlock called Tholazil, Scion of Aspetoer.

Tholazil, Tiefling Warlock: LVL 5; HP 24; AC 12 (leather); ATK 1 spear +2 (1d8+1); MV 30; F13 R13 W11; AL Chaotic (CE); XP 500; S13 I6 W12 D10 Cn10 Ch13; Special—Spells per day (5/6/3), spells known (5/3/1).

Tiefling, Medium Humanoid: HD 1; AC 12 (leather and buckler); ATK 1 longbow (1d8) or spear (1d8); MV 30; F15 R13 W15; AL Chaotic (CE); XP 100; Special—Resistance to fire; Spells—1/day-darkness.

3827. Dimensional Clam | Wonder

Within a thick and turgid kelp forest, there lies a clam of pearlescent shell and silvery interior. When opened, the clam emits a wondrous silvery light. The light bathes one in positive energy (per a *heal* spell) and teleports people into the shallow seas of the planet of Veneris unless they pass a Will saving throw and think wonderfully wicked thoughts.

3845. Ancient Battlefield | Monster

There is ancient battle site of the elves and sahuagin here. It is littered with their picked over bones, including a chariot holding the remains of three sahuagin, one of whom was apparently a prince. If disturbed, the sahuagin bones animate, drawing the sands of the seafloor around them and attempting to bury the tomb robbers.

This hex holds an old battlefield, where Atlanteans and sahuagins once clashed to determine the fate of their empires. Here, the Emperor Jasconius summoned an abyssal whale, who swallowed the High Priest of the Sahuagin. The sahuagin were scattered and slaughtered, and thus was their empire ended.

The battlefield is still littered with bones, rusted weapons and broken engines of war. Among them there is an orichalcum chariot that served as the war platform for a prince among the sahuagin. The prince's remains still lie in the chariot, held fast there by an ivory-handled trident.

If the chariot is disturbed, the sahuagin remains rise from the rest, forming sand skeletons that attempt to destroy the tomb robbers.

Sand Skeleton, Medium Undead: HD 3; AC 15; ATK 1 bite (1d6); MV Swim 60; F12 R11 W17; AL Neutral (N); XP 150; Special—Frenzy, weapon resistance (blunt weapons).

3902. Underton | Village

A population of pilgrim dwarves and halflings, most of them fairly recent converts, is situated here around a granite escarpment. The dwarves and halflings dwell in sunken cottages with stone walls and sod roofs. The village dwarves mine tin from the stone while the halflings raise crops (wheat, corn and pumpkins).

The village has a mill run by a halfling by the name of Jovial and a dwarven blacksmith by the name of Bjarnus, a lazy old cuss who worked as an armorer 150 years ago and still knows the craft. The smithy is located outside the village limits, under a spreading chestnut tree. The tree is hollow, and is used to pass messages by the agitators, of which Grogan is one.

The town's chief elder is a halfling druid called Pansy O'Day. Pansy is a rather beautiful woman with a jealous streak. She leads a council of well-to-do goodwives who see to the moral fortitude of the community. The village guard consists of 10 halfling slingers and 10 dwarven musketeers.

Bjarnus, Dwarf Veteran, Small Humanoid: HD 2; AC 12 (leather); ATK 1 weapon (1d8+1); MV 20; F14 R15 W15; AL Neutral (N); XP 100; Special—Dwarf traits.

Pansy, Halfling Druid: LVL 3; HP 10; AC 11 (padded); ATK 1 club -2 (1d4-3); MV 20; F12 R14 W12; AL Neutral (N); XP 300; S3 I11 W14 D10 Cn13 Ch11; Special—Spells per day (4/3/1), speak druidic, move through undergrowth, leaves no trail.

3921. Mysterious Treasure | Monster

The sea floor here rises here to form an ocean bank. The sands are covered with sea grass and there is an increased chance of encounters (3 in 6) with both small sharks and fishermen. Stories among the pilgrims of Trinity tell of something buried beneath these sands, something terribly wicked and powerful, but these rumors are completely false.

3925. Airy Water | Wonder

A column of airy water exists in this hex, about 1 mile in diameter and reaching from the ocean's floor to surface. Air breathers can breathe in this magical water (although it is disconcerting to do so) as can water breathers. The airy water was once a place of trade between aquatic elves and wood elves, but since the end of the elven civilization on the surface, this trade is no more. There is still a stout inn of stacked stone on the sea floor, long since abandoned but now inhabited by a giant cuttlefish.

Giant Cuttlefish, Medium Animal: HD 6; AC 17; ATK 2 tentacles (1d6 + constrict); MV Swim 30; F10 R10 W15; AL Neutral (N); XP 600; Special—Surprise (3 in 6), hypnotize (Will save or stunned for 1d4 rounds).

3931. Hag Goddess | Monster

This hex and the hexes surrounding it are covered with a thick kelp forest. The forest is the home of the hag grand dame Erithra and her coterie of eight poisonous urchin-men. The hag and her minions dwell in sea caves obscured by the kelp. Here they hide their treasures: 2,700 sp, 500 gp, 21 pp, gold necklace set with sixteen opals (4,200 gp), copper rimmed mirror (100 gp), a treasure map tattooed onto shagreen, a small skull dipped in lead, a scrimshaw pipe carved with the *water breathing* spell (treat as a scroll) and a crystal *sword of power* set with an amethyst (+1 to hit and damage; +2 to saves vs. mind effects; cast *cure light wounds* once per day)).

Urchin-Men, Medium Monstrous Humanoid: HD 3; AC 14; ATK 1 strike (1d4 + poison II); MV 30 (Swim 40); F14 R12 W13; AL Neutral (N); XP 300; Special—Spines (when attacked with unarmed strikes or weapons like daggers, roll Reflex save each round or 1 damage and poison II).

Erithra the Grand Hag, Medium Monstrous Humanoid: HD 12; AC 16; ATK 2 claws (1d6 + poison III); MV 30 (Swim 60); F9 R7 W6; AL Chaotic (CE); XP 1200; Special—Revolting (2d6 strength damage), gaze (daze, 3/day), magic resistance 40%.

3942. Fortress of Horrors | Dungeon

The island here was once connected to the shore by a sandbar that was defended by a small stone fortress. When the sea floor fell, the fortress sunk and the elven warriors within were killed and spontaneously raised as undead horrors (possibly from a viscous, black slime that oozed up from the sea floor). The fortress still holds techno-magical artifacts of the ancient elves, and many Atlantean adventurers have tried to scavenge them, only to fall to the undead.

Black Slime Zombie, Medium Undead: HD 2; AC 11; ATK 1 slam (1d6 + necrotic slime); MV 20; F15 R15 W15; AL Neutral (N); XP 200; Special—Move or attack, weapon resistance (blunt weapons), slimy (+2 save vs. constrict or grapple), necrotic slime (causes 1 point of negative energy damage each round; corpses coated with it rise as black slime zombies in 1d4 rounds).

4002. Sacrificial Mound | Dungeon

The wild elves raised an earthen mound here in the shape of a serpent. The serpent is covered with flat, white stones that are interrupted by thirteen spherical reddish stones. The reddish stones mark the places where the feathers of a dark couatl were buried, usually about 1d4 feet under the earth.

If the thirteen feathers are brought together in the hands of one person, that person must pass a saving throw or be turned into a person-shaped portal through which the dark couatl, Tlalos, will slither. Once in the material world, he will attack his rescuers (the person changed into a portal will change back in 1d6 rounds).

Once his rescuers are dead, or if the fight looks to be going badly, the dark couatl will fly to Satanazes, where it will attempt to reinstate its kingship over the island.

Dark Couatl, Large Outsider: HD 9; AC 20; ATK 1 bite (1d4 + poison III) or coils (2d8 + constrict); MV 20 (Fly 60); F8 R8 W8; AL Chaotic (LE); XP 2250; Special—Ethereal jaunt, telepathy (90'); Spells—At will—detect good, detect thoughts, invisibility, plane shift. Dark couatls can also cast spells as a 9th level sorcerer.

4007. Tentacled Idol | Wonder

There is a porous stone statue here of a tentacled blob, about 20 feet in diameter and floating about 10 feet above the ground. The presence of the evil idol frightens away fish and causes sentient beings to become nauseated if they fail a Fortitude saving throw. The idol is covered by hundreds of small holes, about 7 inches in diameter. All of these holes lead to a central chamber. If a light source is dropped into this chamber, the light shining through the other holes creates a map of the ruins of Poseidonis.

4013. Moby Death | Monster

The infamous wight whale, Moby Death, lurks in this hex. It is surrounded by its spawn (sharks and sailors) that it has killed over the years, disgorging 1d6 undead sharks and 1d6 undead sailors from its belly when it sights prey.

Undead Shark, Medium Undead: HD 3; AC 15; ATK 1 bite (1d6); MV Swim 60; F12 R11 W17; AL Neutral (N); XP 150; Special—Frenzy, weapon resistance (blunt weapons).

Undead Sailor, Medium Undead: HD 2; AC 11; ATK 1 slam (1d6); MV 20; F15 R15 W15; AL Neutral (N); XP 100; Special—Move or attack, weapon resistance (blunt weapons).

Wight Whale, Huge Undead: HD 36; AC 22; ATK 1 bite (3d20 + energy drain 1 level); MV 0 (Swim 60); F3 R3 W3; AL Neutral (N); XP 3600; Special—Sound blast (stun 1d4 rd), spawn.

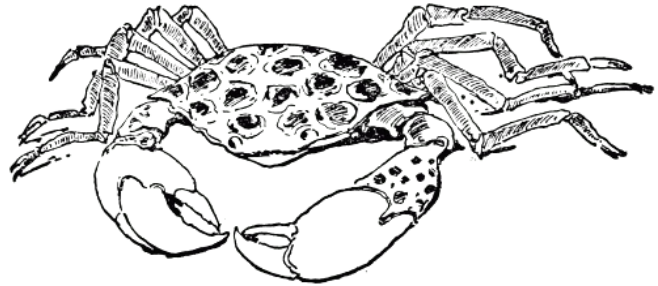
4024. Locathah | Monster

A slave village of locathah miners pulls orichalcum from pits on the sea floor. Their old stepped pyramid is now used by the Atlantean overseers as their barracks. Caravans of giant sea snails arrive

fortnightly to carry away the ore for processing. In all, there are 150 locathah slaves and 15 Atlantean soldiers.

Locathah, Medium Humanoid: HD 2; AC 14; ATK 1 weapon (1d8); MV 10 (Swim 60); F12 R15 W15; AL Neutral (N); XP 100; Special—None.

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



4042. Eye of Death | Treasure

The *Eye of Death* rests here, a cloudy crystal ball held in the hands of a stone golem carved to look like an evil naga. When the *Eye* is empowered with vril it magnifies the power of a basilisk eye encased within it to create a zigzag ray that turns things to stone. The golem and the *Eye* are hidden in a maze of coral guarded by giant eels, giant crabs, jade green crab men with pearl-studded pincers and a priesthood of aquatic medusas with eel hair and ruby red fish lips. The aquatic elves have tried to capture the *Eye* and failed. Three of them are held prisoner, Umbion the assassin, Sexta the fighter and Domitianos the cleric.

Stone Golem, Large Construct: HD 14 (60 hp); AC 22; ATK 2 slams (2d12); MV 20; F7 R8 W8; AL Neutral (N); XP 3500; Special—Slow every 2 rd, magic immunity.

Umbion, Aquatic Elf Thief: LVL 6; HP 32; AC 12 (padded); ATK 1 dagger +4 (1d4+1); MV 30 (Swim 40); F12 R10 W13; AL Chaotic (NE); XP 600; S13 I9 W9 D15 Cn14 Ch12; Special—Backstab x3.

Sexta, Aquatic Elf Fighter: LVL 5; HP 31; AC 14 (leather); ATK 2 trident +8 (1d6+3); MV 30 (Swim 40); F11 R11 W14; AL Neutral (N); XP 500; S18 I7 W8 D16 Cn9 Ch9; Special—Dominate 0 HD foes, elf traits.

Domitianos, Aquatic Elf Cleric: LVL 5; HP 27; AC 16 (chainmail); ATK 1 club +3 (1d4); MV 30 (Swim 40); F11 R13 W9; AL Chaotic (LE); XP 500; S11 I8 W16 D13 Cn14 Ch12; Special—Turn undead, spells per day (5/4/3/1), elf traits.

4045. Trading Consortium | Dungeon

An elemental trading consortium of water mephits operates here, gathering goods for sale in the elemental planes and selling elemental goods to those wealthy enough to afford them. While the trading consortium is quite profitable for the little creeps, who walk about in amber-beaded robes and weigh down their spindly fingers with rings of gold and silver, it is only a cover. They are actually spies for the Dagonites, degenerate crossbreeds of

aquatic elf and sahuagin who worship the primordial sea lords, alien elemental entities that look like inside-out eels.

4109. Poison! Hydra! Yikes! | Trap

A volcanic vent here spews poisonous black fumes into the water. The water around the vent nearly boils, causing those who approach within 1 mile to be uncomfortable, and those within 100 yards to suffer 1d6 points of fire damage each round. The vent is inhabited by an elemental hydra that guards the following treasure: An iron amulet (repels fey; Will save required for them to approach within 10 feet), small silver earring (30 gp), obsidian holy symbol of Volcanus (200 gp), an orichalcum breastplate, an orichalcum hand axe, 1,000 sp, 220 gp, 30 pp.

Fire Elemental Hydra, Huge Magical Beast: HD 7; AC 17; ATK 7 bites (1d10 + 1d6 fire); MV 20 (Swim 20); F7 R10 W15; AL Neutral (N); XP 700; Special—Regrow heads, immune to fire, wreathed in fire (all within 5 feet suffer 1d6 fire damage per round, Fort for half).

4117. Locathah Tomb | Dungeon

In elder days, the locathah enjoyed a flourishing civilization. Never as warlike as the aquatic elves or sahuagin, this civilization of fish herders was soon overrun by those folk, the sahuagin turning it into a slave empire until they were very recently undone by the Atlantean elves.

When locathah civilization was at its height, they created many imposing pieces of megalithic architecture, cultivating a stone masonry on par with the dwarves. One of the few surviving monuments to their ingenuity is the tomb complex situated in this hex. The tomb complex now appears as a maze of square and rectangular shapes jutting about 2 to 3 feet above the ocean floor, and heavily overgrown with vegetation and shelled creatures. These are the tops of a number of royal tombs, some holding royalty, others holding the royal retinues.

Each building stands about 20 feet tall, and all of them are intact. Most are joined by subterranean tunnels that allowed royalty to visit and pray to their ancestors, and custodians to maintain the complex without disrupting the traffic of the commoners above, themselves coming to pray to the kings and queens of old.

The interior of these buildings are usually covered with mosaics composed of shells and held onto the walls with some form of glue the ancient locathah must have invented. The chambers are sometimes small and cramped, holding numerous skeletal bodies wrapped tightly in copper wires, and sometimes large and grandiose, with multiple levels and great daises and thrones.

The tunnels are now patrolled by undead monstrosities created by locathah wizards as tomb guardians; the wizards would take the bones of a loyal guard, fuse them into the shape of a barracuda, and then animate them. Other sea life has made it into these lightless halls as well, and some rather powerful undead can be found guarding their own tombs and treasures.

JOLLY ROGER

Medium Undead, Chaotic (CE), Average Intelligence; Gang (2d6)

HD	2+2
AC	13
ATK	Weapon (1d8)
MV	30
SV	F15 R15 W12
XP	100 (CL 2)

Jolly rogers are pirates whose avarice was so great that it animated them beyond death. Jolly rogers appear as corpses in various stages of decay wearing the costume of a pirate. They are usually armed with broad swords, gaff hooks, throwing axes, spears, daggers, crossbows, muskets and pistols.

Because jolly rogers retain their intellect, they are capable of using their horrific visage to frighten thinking creatures with fewer than 4 hit dice. Those who fail a Will saving throw must flee and attempt to hide.

Jolly rogers also retain their earthly lusts for women, wine and treasure, regardless of their inability to enjoy them. They can detect precious gems and metals within 100 feet of them, and have a +1 bonus to attack and damage when fighting for treasure.

For every ten jolly rogers in a gang, there is a 4 Hit Dice first mate. A ship of jolly rogers are commanded by a 6 Hit Dice captain, whose frightful appearance is effective on creatures with up to 6 hit dice. Captains can *bestow curse* once per day.

Special Abilities: Resistance to cold, immune to illusions and mind effects

The most impressive chamber of all belonged to Emperor Bluggupdipup the Great and Good, he who welded the disparate locathah kingdoms into a mighty trading empire. His reign was short, though, as he fell in battle against the marauding sahuagin tribes that were driven north by another powerful submarine empire. His tomb is decorated with black opals and pearls, creating weird mosaics of strange gods, gaudy entertainments and colossal battles to stagger the imagination. These gemstones are easily worth 50,000 gp if they can be collected, a task that would take a single gemner 3 months of delicate work. Seven dergenie lurk within these walls, their skin matching the walls. The chamber is dominated by a victory arch that cuts it in two, bronze statues of Bluggupdipup's entire court (done at 4/5 scale) and a bronze sarcophagus depicting a fabulously handsome and fierce warrior.

This sarcophagus is a fake. Bluggupdipup was scrawny and ugly, and he knew it; he was famed for disallowing artists to improve his image in the slightest, for he was very wise and very humble. All that remained after his defeat by the sahuagin was his skull and



crown, a golden circlet, which is hidden in a cache at the apex of the victory arch. The sarcophagus holds a terrible trap for tomb robbers. Within the sarcophagus is a gaping planar hole that sucks people into the negative energy plane. The black hole can be collapsed by dropping the king's circlet (worth 500 gp) into it. When this is done, the hole vomits up the king's burial goods into the room, and any adventurers who disappeared into the negative energy plane through the hole that are still alive.

The king's treasure consists of a silver broadsword, one tiger-eye gem (20 gp), an orichalcum *+1 trident*, one gilt circlet (100 gp), 12,400 sp, 1,610 gp and 133 pp.

Skeletal Barracuda, Medium Undead: HD 2; AC 14; ATK 1 bite (2d4); MV Swim 60; F15 R14 W12; AL Neutral (N); XP 100; Special—Immune to illusions and mind-affecting spells, weapon resistance (edged and piercing weapons).

Dergenue, Medium Earth Elemental: HD 2; AC 15; ATK 1 slam (1d6); MV 30; F12 R14 W14; AL Neutral (N); XP 500; Special—Surprise (4 in 6), drag into wall, immune to acid, electricity and sonic energy.

4129. Sea Hulk | Monster

A sea hulk glides beneath the waves, its ghostly sails filled by phantom winds. The old caravel is crewed by jolly rogers and their spectral pirate queen Marissa Sharpe, who has phantom sharks at her command. Marissa seeks her heart, which was stolen by a damned Yankee who now resides in Dweomer Baye.

Jolly Roger, Medium Undead: HD 2+2; AC 13; ATK 1 weapon (1d8); MV 30; F15 R15 W12; AL Chaotic (CE); XP 200; Special—Frightful, gold lust.

Marissa Sharpe, Spectre, Medium Undead: HD 7; AC 15 [silver]; ATK 1 strike (1d8 + energy drain 2 levels); MV 40 (Fly 80); F12 R12 W9; AL Chaotic (CE); XP 1750; Special—Spawn, powerless in natural sunlight, incorporeal.

4137. Submerged Sand Bar | Trap

A sandbar just off the coast is often submerged here, posing a danger to ships if their captains are not learned about the local waters. Small crabmen lie buried within this sandbar, waiting for ships to run aground. They carry small, barbed spears (poison II) and communicate by clicking their claws. An invasion of them sounds like a stampede of flamenco dancers. The crabmen are sand colored with stark, white claws. The shamans are a pale blue in color and decorate themselves with nets of kelp adorned with the skulls of their conquests. Ships that ground here are attacked by 2d6 + 20 crabmen and 1d4-1 shamans who have a total of 2d4 levels (between them) of druid. Any treasures they recover they bury in the sand, awaiting traveling submarine merchants with whom they can trade.

Crabman, Small Monstrous Humanoid: HD 2; AC 15; ATK 2 pincers (1d4); MV 20 (Swim 20); F16 R12 W12; AL Neutral (N); XP 100; Special—None.

Crabman Shaman, Small Monstrous Humanoid: HD 2; AC 15; ATK 2 pincers (1d4); MV 20 (Swim 20); F16 R12 W12; AL Neutral (N); XP 100; Special—Cast spells as 3rd level druid.

4210. Calendar Stone | Treasure

A large, round calendar stone that was seized from the Emu Riders of Hybrasil by the Guelphlings washed overboard here during a storm. It now rests heavily on the sea floor, with its lower third buried in silt. The calendar fell from the ship of a Guelphling explorer, Karmidion of Korse, who charted the Antillean shore.

4216. Volcanic Throne | Wonder

The sea floor here is marred by strange cliffs of dark grey basalt that looks as though they were carved by giants (which they were). In one cleft in the cliffs there is a throne of volcanic glass that seems to hold or reflect phantom flames. Druids who sit on this throne can use *clairaudience* and *clairvoyance* throughout the entire region (Damnable Sea and Virgin Woode). For every round they sit in the chair, though, they must pass a Fortitude save or begin developing gills and losing the ability to breath air. Three failed saves makes the transformation permanent; otherwise, it persists for 1d4 hours. The throne is guarded by a silt elemental, who keeps non-druids away.

Huge Silt Elemental, Huge Earth Elemental: HD 16; AC 19; ATK 1 slam (3d8); MV 20 (Swim 90); F3 R7 W8; AL Neutral (N); XP 1600; Special—Whirlwind (per air elemental, only water and silt).

4225. Cursed Saint | Monster

The hollow-eyed undead remains of Saint Leothade, the patron saint of gypsies and rovers, walks through this hex, cursed to wander the earth forever. He drags a heavy chain that keeps him from floating to the surface. Saint Leothade has a gaping, slack-jawed mouth. When he breathes in, he creates a whirlpool that sucks the life (i.e. energy drain) out of people within it. The whirlpool is a cone 50 feet long and 30 feet wide at the base. Saint Leothade still holds his magic shield, *Garumel*, and his magical light mace *Clandestine*.

Saint Leothade, Medium Undead: HD 16; AC 20 [+2]; ATK 1 +2 light mace (1d4+3 + blindness) or slam (1d8 + energy drain 1 level); MV 30; F7 R7 W4; AL Chaotic (NE); XP 4000; Special—Immune to cold, whirlpool (30' cone; drain 1 level; once every 1d4 rounds).

4228. Coral Clamper | Monster

A coral clamper of especially large size rests on the sea floor here. It looks like a clump of basalt studded with bright red stones and, of course, a number of clams. The coral clamper currently sits atop the entrance to a submarine stair that grants access to an ancient burial chamber of mummified aberrations wearing headdresses studded with power crystals that fire searing rays. The mummies sit at the feet of a great idol that depicts a tremendously fat, walrus-headed deity with nine arms. The tusks on the idol are ivory, and each tusk holds a *potion of regeneration*.

CORAL CLAMPER

Large Aberration, Neutral (N), Non-Intelligent; Cluster (1d6)

HD	6
AC	17
ATK	4 muscle-tentacles (1d6 + constrict)
MV	10
SV	F11 R13 W10
XP	600 (CL 7)

This mollusk resembles a growth of rock or coral covered with several large (but still normal-looking) clams. When a swimmer nears it, however, the clamper lashes out with long, flexible arms of muscle for which the "clams" are the tips. These appendages encircle and crush prey, with the clam-like tip serving as a viciously biting mouth. A coral clamper normally has four appendages, and these grow to a length of 20 ft. The clamper's body is protected by its hard, coral-like shell. The clam-mouth at the end of the tentacle can attack while a victim is held, but cannot generally reach a victim other than the one held in the muscle-tentacle.

Special Abilities: Resistance to cold

The burial chamber also holds 11,000 sp, 1,400 gp, 120 pp, a large bronze coin that depicts a long-dead king of Atlantis and holds within one of his baby teeth (it can be used to commune with his spirit, which resides in Fairyland), an orichalcum helm with a dolphin crest, a prayer scroll sealed in an ivory scroll tube (holds *know alignment* druid spell), a brass bracelet (30 gp), a large gold locket (100 gp, holds a fang from a medusa's hair), a shagreen mask (allows the wearer to speak with sharks), a copper statuette of a sensuous naiad (300 gp) and a suit of +1 *shagreen leather armor*.

Coral Clamper, Large Aberration: HD 6; AC 17; ATK 4 muscle-tentacles (1d6 + constrict); MV 10; F11 R13 W10; AL Neutral (N); XP 600.

Mummified Aberration, Large Undead: HD 10; AC 18; ATK 1 slam (2d4 + mummy rot); MV 20; F9 R10 W7; AL Chaotic (LE); XP 1000; Special—Mummy rot, vulnerable fire.

4301. Watering Hole | Wonder

A waterfall spills over a limestone cliff here, forming a watering hole for animals and wild elves in the area. A portage has been carved out of the cliff face by fur traders, and serves as a trading route to the Trow Hills in the north.

4304. Astral Pirates | Monster

A seething pit of black smoke mars the woodland here. The area around the pit for a mile in every direction is blasted, as though by an explosion. Tracks lead away from the pit.

The crater was left by a strange object from the stars that was recovered by a group of six trappers and carried to Trinity. Four kith-yin, supported by a juvenile red dragon called Whelp, are stalking the area looking for the object. They lost the trail of the trappers, and are furious.

Kith-Yin, Medium Monstrous Humanoid: HD 4; AC 16 (breastplate); ATK 1 silver sword (1d6+1); MV 30; F14 R11 W11; AL Chaotic (CE); XP 400; Spells—3/day—detect thoughts; 2/day—psionic blast; 1/day—crushing despair; 1/week—plane shift in concert with three other kith-yin.

Whelp, Juvenile Red Dragon, Medium Dragon: HD 10 (30 hp); AC 18; ATK 2 claws (1d6) and bite (1d8); MV 40 (Fly 150); F8 R8 W7; AL Chaotic (CE); XP 2500; Special—Cause fear, sense hidden and invisible, cone of fire (30'), resistance to fire.

4306. Sea Cave | Monster

A sea cave here holds a tomb, an ancient tomb of the wild elves. The tomb is a fairly shallow cave. At the back of the cave there is a throne carved from the stone. A crypt thing sits upon this throne, surrounded by a fabulous treasure of ancient elven scrolls (mostly histories, but several spell scrolls as well). The crypt thing teleports intruders all the way to Satanazes Island.

Crypt Thing, Medium Undead: HD 6; AC 17 [+1]; ATK 1 slam (1d6); MV 30; F12 R12 W10; AL Neutral (N); XP 600; Special—Teleport other.

4311. Dark Convocation | Stronghold

A dark convocation of tiefling sorcerer-priests dwells in an ancient wooden tower. They plot and plan with the Atlanteans, one of whom is staying with them and availing himself of the company of the tiefling women. The tieflings have also learned of the awakening of the aboleth's and their lord and are keeping this a secret, as they plan to betray the Atlanteans in favor of the aboleth's at the first opportunity. A sisterhood of red amazons has come to serve the tieflings, bidden to do so by the aboleths.

Tiefling Sorcerer-Priest, Tiefling Sorcerer: LVL 3; HP 3d4; AC 10; ATK 1 wavy dagger +1 (1d4); MV 30; F14 R14 W12; AL Chaotic (CE); XP 300; Special—Spells per day (6/5), spells known (5/3), tiefling traits.

Atlantean Envoy, Medium Humanoid: HD 5; AC 14 (scale); ATK 1 trident (1d6+1); MV 30 (Swim 40); F11 R13 W12; AL Neutral (LN); XP 250; Special—Elf traits.

Red Amazon, Medium Humanoid: HD 1+1; AC 17 (chain and shield); ATK 2 longsword (1d8); MV 30; F15 R13 W15; AL Chaotic (CE); XP 100; Special—Immune to fear.

4343. Jeweled Breastplate | Treasure

A jeweled breastplate was swallowed in this hex by a whale, along with its wearer, a female fighter who now haunts the hex as a poltergeist. The poltergeist will attach itself to any group or ship that moves through the area. It will harass and annoy them, and will only stop when the whale and breastplate are found, and the

treasure is returned to her twin sister, a Guelphling warrior who now resides in the Guelphling colony of Argentum.

Poltergeist, Small Undead: HD 4; AC 13 [silver]; ATK 1 thrown item (1d4); MV Fly 60; F11 R13 W12; AL Neutral (N); XP 400; Special—Telekinesis, naturally invisible, incorporeal.

4402. Gulon | Monster

A gulon is despoiling this hex. Local trappers and hunters are rather piqued by this development, and set up an ambush. Unfortunately, the monster defeated the hunters; the remnants of this rag tag team can still be found here, treed by a cougar and desperate to find their way home.

Gulon, Large Magical Beast: HD 3; AC 16; ATK 1 bite (2d4); MV 40; F11 R12 W17; AL Neutral (N); XP 300; Special—Devour corpse.

4405. Mr. Barnaby | Monster

The manse of an enterprising man is situated here near the cliffs that overlook the sea. The man is Colin Barnaby, a vampire from Tremayne. His manse overlooks a small fishing village where he operates a shipbuilding operation and does a bit of logging. Colin is a dour man, with dark moods and violent tempers, and in the years since he erected his manor and village he has fed extensively on his people, until almost the entire village is composed of his thralls and subject vampires. Colin carries a silver-tipped cane to deal with werewolf attacks, and wears a ring with a large, black stone that is said to have been extracted from the heart of his creator and former master. The ring provides him protection from the daylight and makes him count as a 14 Hit Dice undead for the purpose of turn undead checks.

Human Thrall, Medium Humanoid: HD 0; AC 10; ATK 1 weapon (1d6); MV 30; F13 R16 W16; AL Neutral (N); XP 25; Special—None.

Vampire, Medium Undead: HD 10; AC 15 [silver]; ATK 1 bite (1d6) and slam (1d6 + energy drain 2 levels); MV 30; F10 R10 W7; AL Chaotic (CE); XP 2500; Special—Dominate gaze, suck blood, spawn, summon bats and wolves, change shape, gaseous form, regenerate (holy water), weaknesses, resistance to cold and electricity.

Colin Barnaby, Medium Undead: HD 12; AC 15 [silver]; ATK 1 bite (1d6) and slam (1d6 + energy drain 2 levels); MV 30; F9 R9 W6; AL Chaotic (CE); XP 3000; Special—Dominate gaze, suck blood, spawn, summon bats and wolves, change shape, gaseous form, regenerate (holy water), weaknesses, resistance to cold and electricity.

4408. Kraken | Monster

A kraken unaffectionately known as Groll (or, more commonly, as AAAAAAHHHHH!!!), dwells here in a fortress composed of white blocks that once formed the monuments of the ancient Atlantean city-state of Tritonis. Groll possesses a wondrous treasure stolen from hundreds of ships over the ages, and he has been courted by the sahuagin survivors.

GULON

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

HD	3
AC	16
ATK	Bite (2d4)
MV	40
SV	F11 R12 W17
XP	300 (CL 4)

The gulon appears to be a large, brown, shaggy wolf with the head of a wild cat and the tail of a fox. The gulon kills quickly and then gorges itself on its prey, eating rapidly and until swollen. A gulon can devour most of a man-sized corpse in three rounds. Once gorged, its movement is reduced to 6, it suffers a -2 penalty to attack, and its Armor Class is reduced to 14. A creature devoured by a gulon cannot be raised from the dead or resurrected, but can be brought back to life with a *wish* spell.

Kraken, Huge Magical Beast: HD 20 AC 19; ATK 8 tentacles (d6 + constrict) and bite (4d6); MV Swim 20; F3 R3 W3; AL Chaotic (NE); XP 2000; Special—Regrow tentacles, ink cloud (80' spread); Spells--1/day—control weather, control winds, dominate animal, resist energy.

4416. Locathah Slave Camp | Monster

A submerged sand ridge in this hex, about 4 miles long, is inhabited by locathah slaves. The slaves are kept in net-like tents by their ruler, an Atlantean slave master called Gulvarios, and his company of Atlantean soldiers. Gulvarios holds little favor in the emperor's eyes and his soldiers are among the laziest in the empire. While he would rather be preparing for the invasion of the surface world, he is instead proving to be entirely too compassionate to his slaves to please Jasconius.

Locathah, Medium Humanoid: HD 2; AC 14; ATK 1 weapon (1d8); MV 10 (Swim 60); F12 R15 W15; AL Neutral (N); XP 100; Special—None.

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

4439. Reliquary | Treasure

A reliquary jar has washed ashore here. It is half-buried in the sand and obscured by a clump of rather pungent seaweed. The reliquary jar contains a mummified heart encased in gold that was stolen from a tomb found near Argentum. The heart wants to return to its home in a mummified priest-king's chest and will possess simple minds (Will save to resist) and drive them into Hybrasil in search of the tomb.

4513. Lich Tomb | Dungeon

The infamous sea lich, Lady Thackery, is interred here in a trans-dimensional prison. The prison, from the outside, looks like a

glowing icosahedron (i.e. 20-sided dice), about 2 feet in diameter. The icosahedron is composed of solid red force (the different colors of force relate to their different vibrations – this is hardcore wizard-stuff, so you mortals probably wouldn’t understand). If this force is disintegrated, it releases the pocket-dimension it contains, a blue force dodecahedron, about 4 feet in diameter. This, in turn, contains a 16-foot wide octahedron of green force, which contains a 250-foot wide cube of orange force. Within this cube is contained the resting place of Lady Thackery, a 1,000-ft. wide pyramid of shimmering white force. This great dungeon is composed of many chambers and halls, all of which are filled with celestial monsters dedicated to protecting the white pyramid from invasion by chaos, that the infamous Lady Thackery never escapes her confinement.

Lady Thackery, Lich, Medium Undead: HD 12; AC 15 [+1]; ATK 1 strike (paralysis); MV 30; F9 R9 W6; AL Chaotic (CE); XP 3000; Special—Cause fear, immune to cold, electricity, polymorph and mind attacks, cast spells as 12th level magic-user.

4529. Sea Giants | Monster

A cave complex in this hex is home to a family of nine sea giants. The complex has areas of water and air (mostly water). In the airy areas, the sea giants brew magical kelp ale fit for the gods (and storm giants and titans). Unlike many giants, the sea giants are not especially aggressive, though they don’t encourage visitors either. Their kelp ale has a salty, bitter taste, and gives water breathers the ability to breathe air for 24 hours per draught. It is sought after by the Atlanteans, who eagerly trade with the giants for it.

Sea Giant, Large Giant: HD 9; AC 17; ATK 1 trident or spear (3d6) and tail slap (2d6); MV 20 (Swim 60); F8 R10 W11; AL Neutral (N); XP 450.

SEA GIANT

Large Giant, Neutral (N), Average Intelligence; Gang (1d8)

HD	9
AC	17
ATK	Trident or spear (3d6) and tail slap (2d6)
MV	20 (Swim 60)
SV	F8 R10 W11
XP	450 (CL 9)

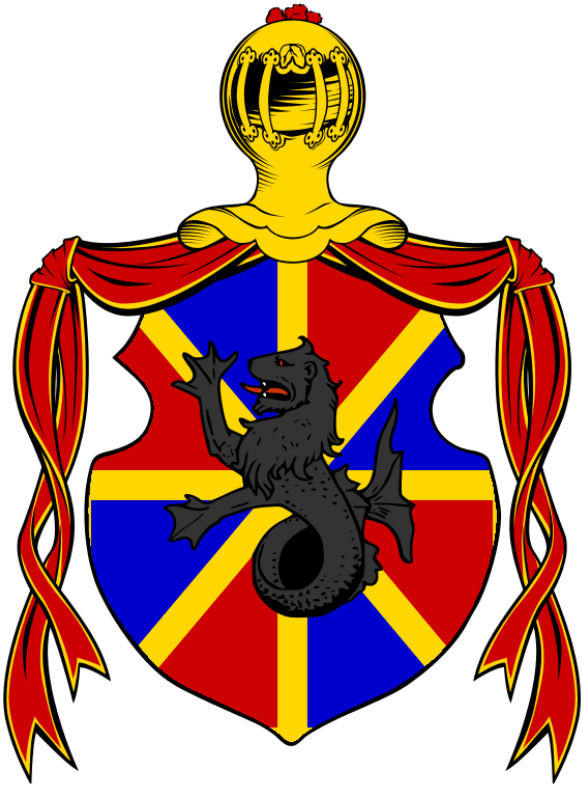
Sea giants look nothing so much as giant merfolk. The men usually have shaggy hair and beards, while the females weave sea stars and shells into their pale green hair.

Sea giants dwell in clans of 1d20+10 males plus additional non-combatants equal to 35% of the males. Each clan is ruled by an 11 HD chieftain, who is assisted by 1d4 10 HD bodyguards. Clans also include 1d4 orca whales. Sea giants usually arm themselves with tridents and barbed spears.

4532. Sahuagin Ruins | Monster

The ruins of a sahuagin settlement can be found here, their stepped pyramid despoiled. Iron chains have been driven into the pyramid, the dead bodies of the sahuagin priests now chained to their former temple. The stone buildings of the town are either abandoned or toppled, and many hold corpses. The great idol of the sahuagin, which looks like a shark headed mermaid with four arms, has been animated by the aquatic elves to attack anything that enters the temple, the idea being to catch any sahuagin refugees who sought out the place.

Stone Golem, Large Construct: HD 14 (60 hp); AC 22; ATK 2 slams (2d12); MV 20; F7 R8 W8; AL Neutral (N); XP 3500; Special—Slow every 2 rd, magic immunity.



4546. Atlantis | City-State

The great city of Atlantis is situated in this hex. The city consists of seven circular white walls. The outer portions of the city are filled with white, stone buildings, while the inner circles are filled with the orichalcum towers of the aristocrats, priests and wizards. At the center of the city is the great palace of the Emperor Jasconius, a multi-towered fortress topped by a great dome of glassy steel.

The city is home to 15,000 aquatic elves and their maybe 30,000 to 45,000 slaves. The city is protected by 100 companies of soldiers as well as batteries of searing ray projectors. The army wasn’t so large in the old days, but the emperor is planning a great invasion of the surface world. His elite guard consists of a single company of veteran warrior-mages.

The outer ring wall of the city has many towers that are used by merchant vessels and treasure caravans that bring the city its tribute, the submersibles docking at the tall towers. At the foot of these nine towers are the great markets of Atlantis. Foreigners are not permitted beyond the outer circle. Similar towers have been constructed around the penultimate circle wall for the submersibles of the Atlantean navy.

The third ring holds the temples of the city, the largest being dedicated to Ceto and her “divine son” Jasconius. Other deities of the city include Neptunus and Nodens (though their cults are out of favor with the new emperor).

Imperial Guard, Medium Humanoid: HD 3; AC 14 (scale); ATK 1 spear (1d8+1); MV 30 (Swim 40); F12 R14 W14; AL Neutral (LN); XP 150; Special—Elf traits.

Emperor Jasconius, Medium Outsider: HD 15; AC 17 (+2 scale) [+1]; ATK 1 +3 trident of shocking (1d6+4 + 1d6 electricity) or 2 claw (1d6) and bite (1d4); MV 30 (Swim 40, Fly 60); F12 R14 W14; AL Chaotic (LE); XP 150; Special—Elf traits, double damage against lawful (good) creatures, aura of fear (30'), immune to poison, resistance to acid, cold, electricity and fire, magic resistance 20%; Spells—1/day-summon monster II.

4603. Skeletal Cetetians | Monster

A pod of skeletal whales swims through this hex, one of them ridden by a sahuagin necromancer who wants revenge on the Atlanteans. He will work with anyone and strike any bargain if the object is the destruction of Atlantis and its mad emperor.

Skeletal Whale, Huge Undead: HD 36; AC 20; ATK 1 bite (3d20); MV Swim 60; F12 R14 W14; AL Neutral (N); XP 1800; Special—Immune to illusions and all mind-affecting spells, weapon resistance (edged & piercing weapons).

Sahuagin, Medium Monstrous Humanoid: HD 2; AC 16; ATK 2 talons (1d4 + rend) and bite (2d4) or bite and weapon (1d8); MV 30 (Swim 30); F15 R12 W11; AL Chaotic (CE); XP 100; Special—Light sensitivity, murderous frenzy, telepathy with sharks, cast spells as 4th level magic-user.

4607. Caves of Soggy Chaos | Dungeon

In a cleft of the sea floor there are a multitude of sea caves, each leading to a small dungeon. Some of these dungeons are connected by tunnels. These small complexes are inhabited by telchines, psychic octopi, a chaos cult and Atlantean outlaws.

4609. Blacklark | Village

Blacklark is a large village of 400 tieflings. The village is hidden among the tall pines of the island near the shore. The villagers fish the waters and raise a species of giant seagull that serve as mounts for their warriors. The village’s warriors wield poisoned darts (poison III) and spears. Their ruler is a gaunt elder who has adorned herself with hundreds of silver rings (on fingers, toes, rings, piercing her arms, etc.)

Tiefling, Medium Humanoid: HD 1; AC 15 (studded and shield); ATK 1 weapon (1d8); MV 30; F15 R13 W15; AL Chaotic (CE); XP 100; Special—Resistance to fire; Spells—1/day-darkness.

Elder Master, Large Aberration: HD 9; AC 16; ATK 3 arms (1d6 + constrict); MV 20 (Fly 30, Swim 60); F10 R11 W6; AL Chaotic (NE); XP 900; Special—Resistance to cold and electricity, magic resistance 10%; Spells—At will—detect thoughts; 3/day—phantasmal force; 1/day—ego whip.

4638. Reeking Sarassum | Monster

A vast patch of reeking sargassum floats in this hex. A fine sloop is tangled here. If its flag can be trusted, this was once a pirate ship under the command of Captain Doom, a legendary pirate who haunted these waters fifty years ago before disappearing in a terrible storm.

ELDER MASTER

Large Aberration, Chaotic (NE), Super Intelligence; Convocation (1d6)

HD	9
AC	16
ATK	3 arms (1d6 + constrict)
MV	20 (Fly 30, Swim 60)
SV	F10 R11 W6
XP	900 (CL 10)

The elder masters are a primordial race that once colonized the oceans of Nod. They created the aboleths in their laboratories, and may have also created the black puddings. They look like pyramidal masses of grey flesh about 8 feet tall, ribbed and flanged at the edges. Their skin is thick, like an elephants. At the top of their bodies they have a triple brain connected to sensory organs on stalks that can be retracted. Each sensor stalk can hear, see and smell, and each brain can operate in concert or independently.

Three limbs, about 3 feet long and flexible, jut out from the top of the creature. They are tipped with broad, fleshy leaf-like appendages that are barbed and suckered and surprisingly nimble. There are water/air intakes all over the creature’s body, and it can jet water or air from beneath its body to move through water or air. Elder masters also have four thick limbs, like tentacles, attached to its bottom to allow it to crawl. These limbs are thick and stubby. The creature filters most of its nutrients through its water holes, but also has something like a mouth hidden under its body. The creature can draw food into the mouth and stomach, dissolve it, and then eject the waste.

Spells: At will—detect thoughts (ESP); 3/day—phantasmal force; 1/day—ego whip

Special Abilities: Resistance to cold and electricity, magic resistance 10%

The ship is actually now the headquarters of the sea hag Elzibar and her ten frogman servants. They strike out at night in search of craft trying to navigate the sargassum, drilling holes in the ship so that it will seek and be abandoned. The mugwumps then plunder the abandoned ship for cargo and treasure. The thieves have amassed 330 sp, 23 gp, 2 pp, a *wand of shockwave* (3 charges) and two platinum nose rings (300 gp each).

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

Sea Hag, Medium Monstrous Humanoid: HD 3; AC 14; ATK 2 claws (1d4); MV 30 (Swim 40); F14 R12 W12; AL Chaotic (CE); XP 300; Special—Revolting (2d6 Str damage), gaze (daze, 3/day), magic resistance 10%.



4704. Hoary Old Sea God | Wonder

Just off the coast, its feet obscured by the relentless surf, there is a 50 ft. tall granite statue depicting some sort of sea god. The statue is heavily weathered and its upper portions are covered in moss and other growths. Sea gulls nest on its broken crown. A secret door is hidden in the mossy beard. This door gives access to a shaft that leads into a flooded treasure chamber guarded by a gelatinous creature. Many skulls are suspended in the jelly. The skulls sing and speak in a telepathic chorus and, with their singing, can open up dimensional portals behind and under people. These portals lead into a dungeon of pocket dimensions.

The treasure consists of 2,000 sp, 300 gp, 40 pp, an olive green overcoat (15 gp), a small silver horn (25 gp), a silver gorget (40 gp), grimoire (spellbook of a 3rd level magic-user), a platinum anklet (120 gp), a small skeleton key (allows one to unlock a door as though they had a knack; no benefit to those who already have a

knack or are skilled), grey-blue kilt with coins sewn in the hem (100 cp), a blue dragon skull and one *scroll of magic missile*.

Gelatinous Horror, Huge Ooze: HD 8; AC 4; ATK 1 slam (2d6 + 1d6 acid + paralysis + engulf); MV 20; F8 R11 W11; AL Neutral (N); XP 800; Special—Transparent, immune to electricity, weapon resistance, open dimensional portals (1 in 4 chance each round).

4716. Throne of Neptune | Wonder

A great throne, sized for something larger than a storm giant, has been carved from the basalt of the sea floor. The throne is studded with pearls (50,000 gp worth) that have an unwholesome sheen; gazing at a pearl gives one the impression that the pearl, or something behind it, is gazing back.

Sitting on the throne permits druids to access the *control weather* spell, imposing its effects anywhere in this region, or over the entire region. Non-druids who sit on the throne cause it to turn into a giant hand, grasp them, and drag them beneath the earth, per the spell *imprisonment*.

4722. Trilobites | Monster

Several monstrous trilobites are crawling over a sunken Atlantean submarine. A dozen elves are trapped within the ornate vessel. They carry important maps and intelligence gathered on the defenses of the surface, including the name of an Atlantean spy in Dweomer Baye.

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

4729. Volcanic Rift | Monster

A volcanic rift in the deep sea belches forth a poisonous chemical soup, thick and pale yellow. Within the rift there are diamonds to be found, though the sea is poisonous here (poison III). The aboleth leave their young here to nurse on the poisons and weed out the weaker of their species in violent games. At any given time there is 1d4 x 5 of the monsters here.

Aboleth, Large Aberration: HD 4; AC 16; ATK 4 tentacles (1d6 + slime); MV 10 (Swim 60); F13 R13 W10; AL Chaotic (CE); XP 1000; Special—Dominate person (3/day), slime, mucous cloud; Spells—At will—hypnotic pattern, illusory wall, mirage arcana, persistent illusion, programmed illusion, project image, veil.

4739. You're Going to Need a Bigger Boat | Monster

A megalodon hunts the seas here, and is encountered by sailors on a roll of 1-4 on 1d6, since the pickings have been slim lately.

Megalodon, Huge Animal: HD 18; AC 17; ATK 1 bite (2d10 + swallow whole); MV Swim 60; F3 R3 W9; AL Neutral (N); XP 1800; Special—Frenzy.

4804. Snakes on a Ship | Monster

A ship anchored off the coast here is listing slightly. It looks abandoned and has become a nest of vipers due to some chaos magic. The ship but holds six light cannon, twenty barrels of powder, a host of small arms and a treasure chest containing a single green emerald (2,500 gp) set in a silver circlet (100 gp) that was bound for the druids of the Trinity Bay colony. There are 100 small vipers on the ship, and they are quite hungry.

Viper, Small Animal: HD 1; AC 17; ATK 1 bite (1 + poison IV); MV 20 (Climb 20, Swim 20); F14 R13 W18; AL Neutral (N); XP 100.

4817. Magic Crown | Treasure

A crown of commanding air elementals fell into the sea here from a treasure ship that was attacked by a pirate fleet. Many air elementals were bound to it, and they have created a hemisphere 3 miles diameter of breathable air under the sea. While one can breathe the air here, it is a barren place, since sea plants cannot survive here. The air elementals will attempt to press any suitable person who enters the hemisphere into donning the crown and returning it to the surface.

Large Air Elemental, Large Air Elemental: HD 8; AC 20; ATK 1 slam (2d6); MV Fly 100; F10 R6 W12; AL Neutral (N); XP 800; Special—Whirlwind.

4821. Sea Horses | Monster

A herd of fifty wild hippocampi are being driven to Hex 5115 by twenty aquatic elves mounted on sea horses. The elves are equipped with tridents, daggers and nets. All are psychic and are capable of nudging the hippocampi with their minds.

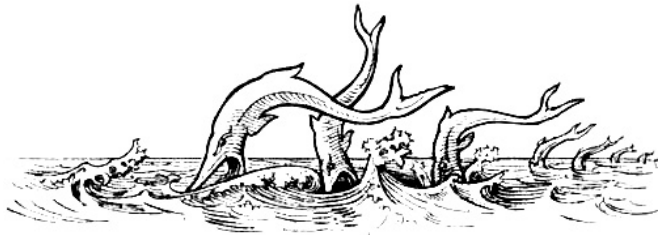
Hippocampus, Large Magical Beast: HD 4; AC 14; ATK 2 hooves (1d6) and bite (1d6); MV Swim 50; F10 R10 W17; AL Neutral (N); XP 400.

Giant Vermin, Large Animal: HD 4; AC 14; ATK 1 bite (1d4); MV Swim 50; F10 R13 W14; AL Neutral (N); XP 200; Special—None.

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

4829. Temple-Galley | Stronghold

A temple-galley of Brizo, the sea goddess, is being rowed through this hex by temple slaves while her priestesses search for ships in distress. The priestesses are skilled at interpreting dreams (25% chance of telling the future). The priestesses are skilled warriors. They wear conical bronze helms that hold the power to allow them shape shift into dolphins. They also wear bronze cuirasses and wield heavy maces.



Priestesses, Human Cleric (Water): LVL 3; HP 3d6; AC 14 (scale); ATK 1 light flail +1 (1d4+1); MV 30; F12 R14 W12; AL Lawful (NG); XP 300; Special—Turn fire elementals, rebuke water elementals, spells per day (4/2/1), magic helm (shapechange into dolphin).

High Priestess Alura, Human Cleric (Water): LVL 7; HP 31; AC 14 (scale); ATK 1 light flail +1 (1d4+1); MV 30; F10 R13 W8; AL Lawful (NG); XP 700; S10 I10 W16 D 10 Cn9 Ch12; Special—Turn fire elementals, rebuke water elementals, spells per day (6/5/4/2/1), magic helm (shapechange into dolphin).

4839. Marid | Monster

A marid has erected a palace of basalt and coral and copper on the sea floor here. The marid, Anzbari, is attended by veiled mermaids and merrows (sea ogres) armed with barbed tridents. Anzbari erects greater and greater glories to himself throughout his domain (statues, monuments, towers) and has enslaved a tribe of 400 telchines to do most of the work. A party of Atlantean diplomats have arrived, and are after him to secure his favor for their impending war against the surface folk. He is amused, but uncertain.

Telchine, Small Humanoid: HD 0; AC 13 (leather); ATK 1 weapon (1d6); MV 20 (Swim 40); F14 R16 W16; AL Chaotic (CE); XP 25; Special—Blinded in bright light, breath water.

Mermaid, Medium Humanoid: HD 1; AC 13 (leather); ATK 1 weapon (1d8); MV 5 (Swim 50); F15 R13 W15; AL Neutral (N); XP 50.

Merrow, Large Giant: HD 4; AC 16; ATK 1 slam (1d6) or by weapon (1d10); MV 40 (Swim 50); F10 R14 W15; AL Chaotic (CE); XP 200.

Anzbari, Large Outsider: HD 12; AC 21; ATK 2 slams (2d6) or trident (2d8); MV 20 (Swim 60); F6 R7 W6; AL Neutral (N); XP 1200; Special—Jet of water (60', 1d6 + blind), vortex, immune to cold; Spells—Constant—detect evil, detect good, detect magic, water walk; At will—create water, invisibility, plane shift (willing targets only, to elemental, astral, ethereal or material plane), purify food and drink (liquid only), quench, shapechange (water elemental, humanoid or giant); 5/day—control water, gaseous form, obscuring mist, water breathing; 3/day—detect invisibility; 1/day—persistent illusion; 1/year—wish (to non-genies only).



4846. Garbage | Wonder

An old sea mine here, once worked by the telchines, has been abandoned. Heaps of orichalcum slag coats the ground and the sea is slightly poisonous (poison III, check once per hour) and completely barren of life.

4926. Sea Totem | Wonder

A great sea totem was raised here by the sahuagins, an idol of their dark deities including the shark goddess Shagress, the crab god Hvarek and the manta god Phlok. Badly weathered, a secret cave beneath the totem protects a dying sahuagin priestess.

Sahuagin Priestess, Medium Monstrous Humanoid: HD 2; AC 16; ATK 2 talons (1d4 + rend) and bite (2d4) or bite and weapon (1d8); MV 30 (Swim 30); F15 R12 W11; AL Chaotic (CE); XP 100; Special—Light sensitivity, murderous frenzy, telepathy with sharks, cast spells as 4th level cleric.

4929. Divers | Monster

Pirate captain Phileas Zalk is stalking this hex in his old-but-swift craft the *Snicker-snack*. Phileas and his crew are searching for the famed Anvil of the Gods [5026]. The old pirate has sent three of his heartiest crewmen down in a diving suit he picked up from a wizard in Dweomer Baye.

Phileas Zalk, Human Fighter: LVL 12; HP 56; AC 17 (banded and shield); ATK 3 longsword +11 (1d8+1); MV 30; F6 R12 W12; AL Chaotic (CE); XP 1200; S15 I9 W6 D7 Cn13 Ch10; Special—Dominate 0 HD foes.

Pirate, Medium Humanoid: HD 1; AC 11 (padded); ATK 1 weapon (1d8); MV 30; F13 R15 W15; AL Neutral (N); XP 50; Special—None.

4930. Elder Ruin | Dungeon

An ancient city of the elder masters lies here amidst granite hills and living, writhing sea brambles. Much of the city is no more than rubble, with strange, bleached markings that resemble sunbursts spread over the great chunks of carven stone – perhaps evidence of the destruction faced by the ancient city, though the source of that destruction is anyone’s guess.

Within the rubble there are maze-like passages that lead deep underground and often back to the surface; there are corkscrew passages, bridges over great abysses filled with glowing mists and hemispherical chambers that can shed brilliant green light on command. A host of undead elder masters and their black puddings still haunt the halls, guarding weird, ancient treasures and a circle of power that allows passage to a distant star.

4933. Patriarch’s Tomb | Dungeon

A sea cave, the entrance collapsed and bearing a weird, russet-colored slime on the rocks can be found in this hex. A copper pipe, about 7 inches in diameter, juts out from the rubble. If one covers their body in the slime and puts their hands into the pipe, they will be sucked in, taking on the anatomy of an ooze, and sent hurling back into the earth where they are eventually spit out into a great

chamber of variegated marbles and drooping black bronze. As soon as their feet touch the floor, they find themselves once again in their natural form, with a font of the same russet slime near the copper pipe (this one jutting from a marble wall), presumably for the return trip.

The marble chamber is hexagonal, with an arched ceiling bathed in glowing crimson mists and walls 20 feet tall. On the wall opposite the pipe, there is a strange sculpture of an aquatic elf, in garb that appears to belong to a high priest, in a spread-eagle pose on a raised, circular subset of the stone.

As one walks through the room, the mists on the ceiling become agitated and the black bronze ornaments in the room begin a weird humming and groaning. The elf sculpture begins rotating on the wall, and as it does, strange radiations are sent out from it in waves invisible to the eye. These waves twist people mentally and physically. Each person in the room must begin making Fortitude saving throws to resist a random effect, one save per round.

D10	EFFECT
1	Fear
2	Despair
3	Laughter
4	Confusion
5	Crippled
6	Sickened
7	Arthritic
8	Blind
9	Deafened
10	Ethereal

As people approach closer to the sculpture, it spins faster and the radiations become stronger. The waves push against people, reducing walking speed by half, flying speed by 3/4 and making running impossible. The room is 30 feet wide, and each person who moves 5 feet closer to the sculpture imposes a -2 penalty to saves against the radiations.

When at least one person manages to touch the spinning sculpture, the radiations create a worm hole through time and space, allowing people to venture through it and instantly appear in the true tomb of the Atlantean high priest, Bemis-Siragoth, located in Hex 4339. Once in the worm hole, people are no longer affected by the radiations. The worm hole remains open for no longer than one hour.

This secondary tomb is a domed chamber composed entirely of black bronze. It holds five bronze sarcophagi, one of them holding the mummified remains of the high priest, the other four holding his mummified guardians. A secret door in the floor hides the mummy’s treasure. There is no exit from this tomb, which is buried 100 feet below the sea floor, than the worm hole, and the worm hole can only be opened from the original tomb chamber.

The treasure consists of 11,250 sp, 125 gp, 83 pp, a small square glass bottle holding essence of mantichore, a +1 *greatclub* of white

pine, a shagreen sash sewn with cowries (25 gp), a large religious icon depicting Thetis and Achilles, a book of Chaotic prayers (small with orichalcum covers) and a small gilt gorget (100 gp).

Mummy, Medium Undead: HD 8; AC 19; ATK 1 slam (1d8 + mummy rot); MV 20; F11 R11 W10; AL Chaotic (CE); XP 800; Special—Mummy rot, vulnerable to fire.

Mummy Lord, Medium Undead: HD 16; AC 19; ATK 1 slam (1d8 + mummy rot); MV 20; F7 R7 W4; AL Chaotic (CE); XP 1600; Special—Mummy rot, cast spells as 16th level cleric, vulnerable to fire.

4935. Floating Barrels | Treasure

Eight oak barrels connected by a waterlogged net are floating in the sea here, having been knocked off a merchant ship in a storm. The barrels hold watered down wine.

5003. Fortress | Stronghold

The Atlanteans have constructed a sort of fortress here. The fortress is a 60-ft. diameter sphere of orichalcum (plates on a frame) attached to the sea floor by a heavy chain. The chain can be wound in and out to raise or lower the sphere. Several windows are set around the sphere, as are five hatches. It is manned by 20 Atlantean soldiers and holds an armory, prison facilities and supplies for the crew and extra supplies for Atlantean submersibles that are in need. The fortress is commanded by Sub-Commander Shaltis, an old warrior who remembers a time before Jasconius. He serves his emperor loyally but without joy, and does his best to instill a sense of honor in his troops.

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

Shaltis, Aquatic Elf Fighter: LVL 6; HP 31; AC 14 (shellycoat); ATK 2 trident +5 (1d6); MV 30 (Swim 40); F9 R12 W15; AL Neutral (LN); XP 600; S15 I11 W6 D13 Cn15 Ch10; Special—Dominate 0 HD foes.

5014. Doldrums | Wonder

No winds blow across this hex of ocean, even when they are summoned by magic. This lack of air movement is caused by the the vril-powered machineries of Basilea [5115].

5015. Doldrums | Wonder

No winds blow across this hex of ocean, even when they are summoned by magic. This lack of air movement is caused by the the vril-powered machineries of Basilea [5115].

5026. Anvil of the Gods | Wonder

The infamous *Anvil of the Gods* was an anvil that was actually used by Volcanus during the primordial wars between the gods and giants. The anvil is now a holy relic and a powerful artifact, embedded in the heart of a semi-active volcano. The telchines of the Damnable Sea want the anvil, but they know it is too dangerous for them to enter the volcanic caves, for they are

haunted by elemental monsters and the metallic servants of Volcanus left behind to guard the anvil. A captive elder fire elemental dwells in a fire pit near the anvil, but its long imprisonment has left it mad and angry.

Huge Fire Elemental, Huge Fire Elemental: HD 16; AC 19; ATK 1 slam (4d6); MV 50; F4 R3 W8; AL Neutral (N); XP 1600; Special—Fire damage.



5036. Aegaeon's Castle | Stronghold

Aegaeon is a king among storm giants. Titan blood flows through his veins, and he possesses the wisdom that comes with a thousand year lifespan. Old age has not made him infirm, but it has left him a bit indolent. He mostly sits about his grand castle of blue coral, tending to his anemone gardens and watching over his children, both real children and the mermaids, tritons and Atlantean exiles that have sought shelter with him over the years.

Aegaeon has a massive treasure vault in his castle which he leaves unguarded, caring nothing for gold and jewels in his dotage. His children, on the other hand, are rather possessive of what they consider their birthright, and have been known to hunt down those who have taken this treasure to retrieve it.

Agaeon the Storm Giant, Huge Giant: HD 20; AC 19; ATK 1 greatsword (7d6) or boulder (3d10); MV 40 (Swim 40); F3 R5 W4; AL Lawful (CG); XP 5000; Special—Immune to electricity; Spells—Continuous-free action, water breathing; 1/day—call lightning, chain lightning; 2/day—control weather, levitate.

5039. Circling Sharks | Monster

A school of twelve small sharks are circling a raft in this hex. The raft is crewed by four adventurers, the survivors of a ship that was dashed apart by the Aspidochelone [5041]. While they have little in the way of possessions, they might have valuable information.

5041. Aspidochelone | Monster

A dreadful aspidochelone destroyed a merchant ship from Antigoon in this hex. It still swims here, the aft castle of the ship still lodged on one of its spines. Within this aft castle is the

captain's quarters, which holds several bottles of wine and rum, valuable sea charts, a magic telescope (sees 12 miles) and a dying Captain Katz.

Aspidochelone, Huge Animal: HD 50; AC 25; ATK 1 bite (4d20 + swallow whole); MV Swim 50; F3 R3 W3; AL Neutral (N); XP 5000; Special—Surprise (4 in 6; looks like an island).

5043. Island of Elders | Village

A rather pretty island is situated here, with white beaches and the interior rich with hard woods and meadows fed by springs. The island has a small population, about 100 human beings, all of them very aged. Those who stay on the island for at least three days find themselves bound to it (per a *geas* spell). They cannot die, but they do age. The old folks do their best to scratch out a living farming, and they also do their best to keep new arrivals on the island, to provide them workers and caregivers. Non-humans are unaffected by the island's curse.

5047. Submarine Babel | Dungeon

The elder masters had a tower here that reaches almost to the surface, and can actually extend above the surface via machineries located deep within the tower. It was used by the elder masters as a space port. Weird things now dwell within the abandoned tower, guarding its secrets and treasures. A party of aboleths and their servants has entered the tower to prepare it for their masters and the arrival of more elder masters.

5114. Doldrums | Wonder

No winds blow across this hex of ocean, even when they are summoned by magic. This lack of air movement is caused by the the vril-powered machineries of Basilea [5115].



5115. Basilea | City-State

Basilea was once the jewel of Atlantean civilization; never the power center, but the center of civilized thought and religious faith, a city-state ruled by its undying titan-queen Basilea, daughter of Aion, the god of Time Unbounded. It was a city of rich pageants, towering temple spires and deep thinkers, a city of industry and invention.

That was before the coming of Jasconius, himself of godly blood. Appearing from the wilds, he seized power in Atlantis from its rightful king, declared himself the emperor of all the seas and then set about conquering the other great city-states of the aquatic elves, Basilea and Tartessus. Tartessus fell first (and the Basileans still consider them cowards and traitors for ceasing their struggle so quickly and for their participation in the attack on Basilea). Basilea held out longer, but eventually Jasconius overcame Queen Basilea in single combat, trapping her within a great pink diamond that he now wears as an ornament on his breastplate, drawing power from the celestial titan locked within.

Basilea is now a conquered city. Its temples have been closed or re-consecrated to new gods; to Jasconius himself, and his mother Cetis. The temple of Neptunus has not been disturbed, for they fear the repercussions, but the temple of Aion has been sacked. The priests of Basilea, most of them druids, now labor for the state; those who have resisted have been locked in deep dungeons or sacrificed in the temple of Jasconius as traitors. It is a morose city-state, a dark place with a fearful populace.

Basilea has a small military, though its young men are now being impressed into service, often for rear echelon work, since Jasconius does not trust them to serve loyally. Jasconius' secret police keep tabs on dissenters and rebels, and threaten people's families who speak against the regime. Where once Basilea permitted none but pure aquatic elves to enter the city, it is now filled with telchines and locathah slaves, who themselves often heap scorn upon the fearful citizenry.

In short, Basilea is in need of heroes and liberation, and the first step may be the liberation of Basilea herself from the clutches of the cruel Emperor of Atlantis.

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

Basilea, Huge Outsider: HD 20; AC 28 [+1]; ATK 2 slams (1d10) or huge weapon (2d12); MV 60 (Fly 120); F3 R3 W3; AL Lawful (LG); XP 5000; Special—Magic resistance 50%, +2 save vs. poison, immune to disease, resistance to acid, cold and electricity, immune to energy drain, turn undead as 20th level cleric, protection from evil aura (10' radius); Spells—At will—chain lightning, charm monster, cure critical wounds, daylight, dispel magic, fire storm, hold monster, holy smite, invisibility, invisibility purge, levitate, persistent illusion, polymorph (humanoid forms only, duration 1 hour), remove curse; 3/day—ethereality, holy or unholy word, summon nature's ally IX; 1/day—gate, maze, meteor swarm, restoration.

5116. Doldrums | Wonder

No winds blow across this hex of ocean, even when they are summoned by magic. This lack of air movement is caused by the vril-powered machineries of Basilea [5115].

5121. Tunnel of Death | Dungeon

In the ocean depths here there is an ancient reef of bone white coral. The reef is like a maze, and hidden within it is a tunnel, lined initially with coral but eventually burrowing into the stone of the

sea floor. As one descends, the walls become as smooth as glass and give access to many side tunnels and chambers. Within this submarine dungeon hides a great gateway to The Abyss, the deepest, coldest seas of Neptunus, where primordial sea demons hold sway over legions of aquatic undead.

5126. Sea Serpent | Monster

A graveyard of ships lays here, hundreds of vessels, some cracked up, and others in almost perfect condition save for gaping holes in the hulls. Some ships rest on the sea floor, others are stacked atop one another. The graveyard holds many abandoned treasures, but they also hide the lair of a sea serpent and a population of strange white starfish with purple eye buds that emit rays of pure chaos energy (per the touch of a chaos beast).

Sea Serpent, Huge Magical Beast: HD 9; AC 15; ATK 1 bite (2d8 + swallow whole) or tail slap (2d8); MV 10 (Swim 60); F6 R8 W14; AL Neutral (N); XP 900; Special—Blur.

Weird Starfish, Tiny Magical Beast: HD 0; AC 13; ATK 1 eye ray (instability); MV 5; F16 R14 W16; AL Neutral (N); XP 50; Special—Eye ray (Reflex save or instability, per the chaos beast description).

5209. Ophidian Temple | Stronghold

The ophidians of old usually made their homes on land, avoiding the sea and the dangerous things that hid in its waters. A few, though, were possessed of a sense of adventure, and used their science to become aquatic. Most of these aquatic ophidians died out over the millennia, usually at the hands of the sahuagin, elves or elder masters, but a small population persists in this hex.

The ophidians who dwell here resemble coral reef snakes, being striped pink, white and black. They dwell within a grand temple complex composed of undead coral steeped in negative energy. The temple is dedicated to a siren-goddess of the ophidians, and her priestesses, who rule with iron fists, possess the abilities of sirens. They have made slaves of their males and abandoned their sorcery and science, opting instead for the divine powers bestowed by their goddess.

The temple complex is guarded by ophidian slave warriors and giant coral reef snakes.

Giant Reef Snake, Large Animal: HD 6; AC 15; ATK 1 bite (1d6 + poison IV); MV 20 (Climb 20, Swim 20); F9 R10 W15; AL Neutral (N); XP 600.

Ophidian Slave Warrior, Medium Monstrous Humanoid: HD 3; AC 15; ATK 1 weapon (1d8); MV 30; F14 R12 W11; AL Chaotic (CE); XP 150; Special—Immune to poison, magic resistance 15%.

Ophidian Priestess, Medium Monstrous Humanoid: HD 7; AC 16; ATK 1 bite (1d3 + reproduction) and weapon (1d8); MV 30; F12 R10 W8; AL Chaotic (CE); XP 700; Special—Spawning bite, immune to poison, magic resistance 15%, cast spells as 7th level sorcerer.

5214. Doldrums | Wonder

No winds blow across this hex of ocean, even when they are summoned by magic. This lack of air movement is caused by the the vril-powered machineries of Basilea [5115].

5215. Doldrums | Wonder

No winds blow across this hex of ocean, even when they are summoned by magic. This lack of air movement is caused by the the vril-powered machineries of Basilea [5115].

5219. Elven Ruins | Monster

This hex holds the ruins of an Atlantean town, composed of white domes linked by crystal passages, all radiating out from a central temple topped with a crystal spire. The buildings show no signs of distress, but the spire, which is black, now throbs with negative energy, acting as a conduit to Pluto, the negative energy plane of the Nodian cosmos.

The interior of the town now holds dozens of elven phantoms and wights, and is under the effect of a *desecrate* spell. If the central temple is re-consecrated to its rightful deity, Telesto, the sea goddess of divine blessings and success, the negative energy effect will be broken, though the undead may yet remain.

Phantom, Medium Undead: HD 4; AC 15 [silver]; ATK 1 strike (1d6 + 1d4 Str); MV 40 (Fly 80); F14 R14 W11; AL Chaotic (CE); XP 400; Special—Spawn, powerless in natural sunlight, incorporeal.

Wight, Medium Undead: HD 4; AC 15; ATK 1 slam (1d4 + energy drain 1 level); MV 30; F14 R14 W11; AL Chaotic (CE); XP 1000; Special—Spawn.

5223. Charybdis | Monster

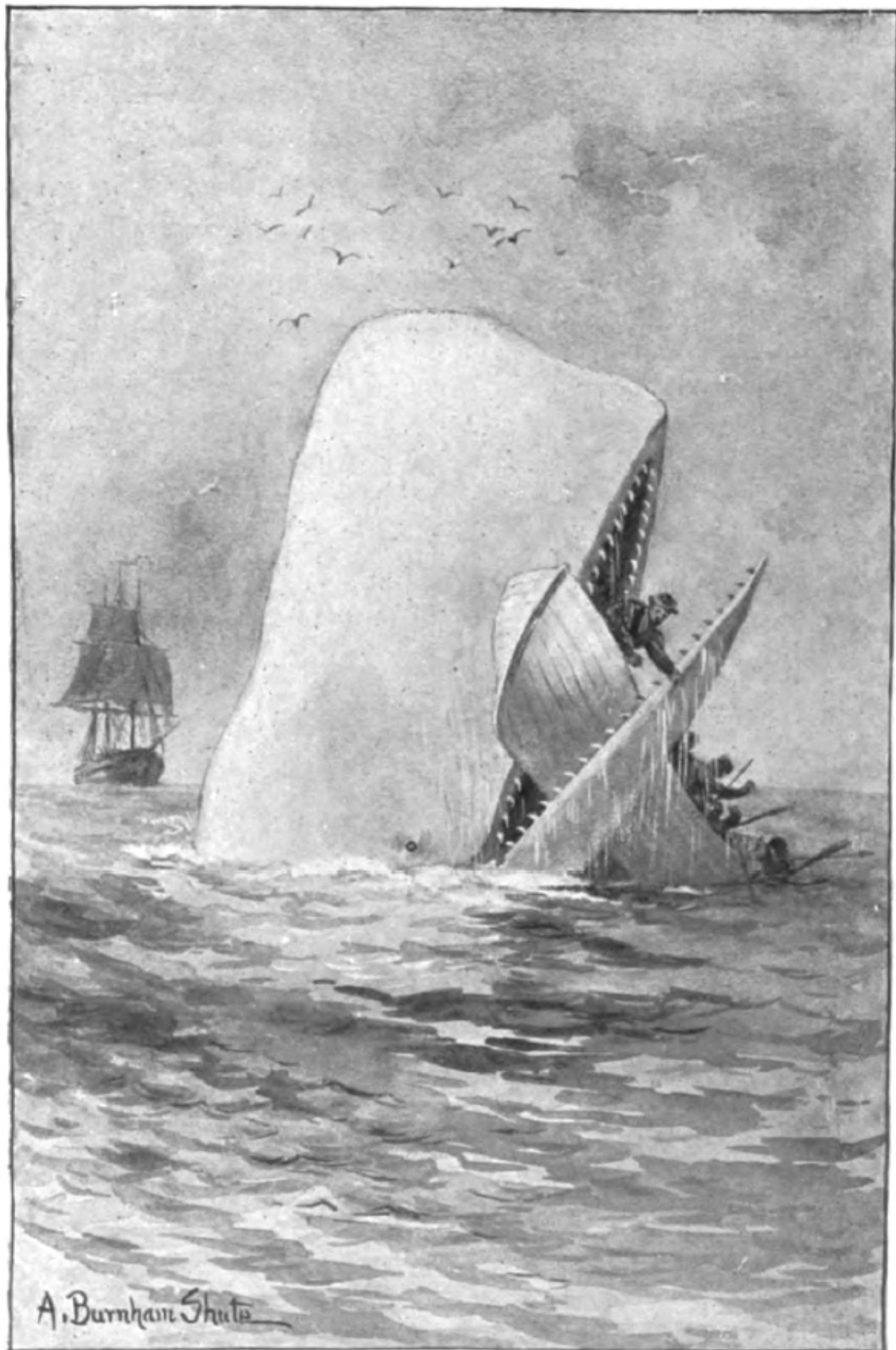
A charybdis lurks in this hex, a monstrous whale-creature with dozens of stubby fins (like the legs of a centipede). The monster collects treasure in its belly by swallowing creatures and small watercraft.

Charybdis, Huge Magical Beast: HD 36; AC 22 [+1]; ATK 1 bite (3d20); MV 20 (Swim 120); F3 R3 W4; AL Chaotic (CE); XP 3600; Special—Sound blast (stun 1d4 rd), resistance to fire, magic resistance 10%, +2 to hit and damage Law (Good), cause whirlpools (per rules for water elemental).

5226. Forgotten Chariot | Treasure

A deep sea cave hides a chariot once used by the enigmatic sea god Nodens. The chariot is propelled by water elemental dolphins that appear when one gives the command word “Zybot”. The chariot can hold three medium-sized humanoids, and grants them a *protection from evil* and *true seeing* effect. The chariot is guarded by five aquatic gargoyles in the shape of nightgaunts.

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



A. Burnham Shute

5238. Bubbles | Monster

Throughout this hex, between a depth of 200 feet and 1000 feet, there are several floating bubbles of what appears to be amber-colored energy. Each of these bubbles contains an angry fire elemental. If raised to the surface and freed, the fire elementals will show their thanks by singing their rescuer's praises in their home dimension, giving their rescuers a permanent +2 on reaction checks with fire elemental creatures. If released underwater, the fire elementals will be destroyed, with their dying breath cursing their destroyers and imposing a permanent -2 penalty on reaction checks with fire elemental creatures.

Large Fire Elemental, Large Fire Elemental: HD 8; AC 18; ATK 1 slam (3d6); MV 50; F10 R6 W12; AL Neutral (N); XP 800; Special—Fire damage.

5245. Iguana-Men | Monster

A tribe of nomadic lizardmen who resemble marine iguanas is hunting in this hex. The lizardmen are mounted on tamed plesiosaurs, with each beast holding 1d4+2 lizardmen. In all, the tribe contains about 100 lizardmen and 20 to 25 plesiosaurs. The lizardmen are expert spear fishers. Among their number is a young human woman with deeply tanned skin and golden hair. Her name is Ulara, and she was rescued from a shipwreck by the lizardmen when she was but a child. Growing up with the sea nomads, she has become a powerful beastmistress, and one of the most respected members of the tribe (though not their leader).

Lizardman, Medium Humanoid: HD 2; AC 13 (shield); ATK 1 bite (1d6) or weapon (1d8); MV 30 (Swim 20); F12 R15 W15; AL Neutral (N); XP 100; Special—None.

Ulara, Human Beastmaster: LVL 4; HP 24; AC 13; ATK 1 spear +3 (1d6); MV 40 (Swim 20); F9 R10 W13; AL Neutral (N); XP 400; S10 I10 W13 D13 Cn16 Ch10; Special—Speak with animals, surprise (2 in 6), surprised (1 in 8), banish/control animals, animal companion (sea hawk).

5306. Sirines | Monster

A group of seven sirines can be found sunning themselves on an outcropping of rock in this hex. At night, they dwell in a submerged cave where they keep their only treasure, a 4 inch diameter pearl worth 7,500 gp.

Sirine, Medium Fey: HD 6; AC 15; ATK 1 dagger (1d4); MV 30 (Swim 60); F12 R10 W9; AL Chaotic (NE); XP 600; Special—Captivating song.

5331. Primordial Ooze | Monster

On the sea floor in this hex a trio of aboleths, escorted by a company of ten skum are moving a primordial ooze back to their masters, the elder masters. The ooze is held in a cube of force, about 10 cubic feet in size. Ropes have been wound around it, and it is being dragged by the skum.

Aboleth, Huge Aberration: HD 8; AC 16; ATK 4 tentacles (1d8 + slime); MV 10 (Swim 60); F8 R10 W8; AL Chaotic (CE); XP 2000; Special—

Dominate person (3/day), slime, mucous cloud; Spells—At will—hypnotic pattern, illusory wall, mirage arcana, persistent illusion, programmed illusion, project image, veil.

Skum, Medium Monstrous Humanoid: HD 2; AC 13; ATK 2 claws (1d4 + rend) and bite (2d6); MV 20 (Swim 40); F15 R12 W12; AL Chaotic (CE); XP 100; Special—None.

Primordial Ooze, Huge Ooze: HD 20; AC 23; ATK 1 slam (4d6 + degeneration) or spit (120'/4d6 + degeneration); MV 20; F3 R5 W5; AL Neutral (N); XP 2000; Special—Degeneration (Fort save or turn into pool of goo; Will save each round thereafter to reform), spawn life (create monster, paying hit points equal to the monster's hit points), regenerate.

5335. Captain Out of Favor | Monster

An Atlantean submarine in this hex is heading for the waters around Bermoothes. The vessel is commanded by Captain Kirgoles, a rather dashing aquatic elf that is on the outs with his commanders, as he has expressed doubts about the conquest of the surface world. They have assigned him to patrol around Bermoothes to be rid of him, as they do not believe Prospero will involve himself in the coming war.

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

Captain Kirgoles, Aquatic Elf Duelist: LVL 5; HP 28; AC 16 (leather); ATK 1 Scimitar +5 (1d8) and dagger +5 (1d4); MV 30 (Swim 40); F12 R9 W14; AL Neutral (CN); XP 500; S11 I15 W8 D17 Cn14 Ch9; Special—Specialist weapon (scimitar, x2 damage), +2 initiative.

5348. Idol of the Crab Lord | Monster

A weird stone idol rests on the sea floor here, overgrown with strands of kelp and marred by barnacles. The idol appears to be made of some sort of porous blue stone, and has the shape of a rather bulky merman, though it is crudely carved. The statue is 20 feet tall, and has its hands held above its head, palms out. Each palm holds a large ruby (1,000 gp each). Touching the idol forces a person to pass a Will saving throw or be polymorphed into a sea giant; if polymorphed, they must make an additional Will save or be under the effect of a *geas* that commands they sack a passing ship and carry half of its treasures to the idol and the other half to the sea giants who dwell in Hex 4529.

5429. Ladon | Monster

A ladon, a massive aquatic hydra with 100 heads, dwells beneath the surface here, inhabiting the ruins of an ancient pyramidal structure left perhaps by the breed of aquatic Cyclopes that was common in this area a thousand years ago. The ladon eschews all but magical treasure, this being stored in a deep pit in the center of the pyramid, the hydra having little interest in the treasure save in hoarding it for the sake of a hoard. Dragons are funny that way.

The best piece of the hoard is the *Girdle of Cymopoleia*, a belt of orichalcum that grants *storm giant strength* and *water breathing* to its wearer. The rest of the horde consists of 7,900 sp, 500 gp,

20 pp, a large gold bracelet (1,000 gp), a very small opal (30 gp), a scarlet quill pen, a pair of blue steel gauntlets, a +2 *throwing hammer*, +4 vs. *fey*.

Ladon, Huge Magical Beast: HD 20; AC 17; ATK 7 bites (1d10); MV 20 (Swim 20); F3 R3 W8; AL Neutral (N); XP 2000; Special—Regrow heads.

5433. Lorimar of Wren | Stronghold

The magister Lorimar of Wren, an archimage of the first water, dwells on the sea floor in a grandiose baroque castle composed entirely of bubbles ... magical bubbles!

The bubbles are as stout as stone, though they do move slightly when hit. The bubbles, despite being impossible to separate or topple, can be walked through by folks deemed friendly by Lorimar. Those who would find a way to force their way through the bubbles will find them filled with a poisonous gas (poison I).

The castle is defended by two companies of locathah, who are glad to be sheltered by the mage from the Atlanteans who would otherwise be tormenting them, and three bubble golems.

Lorimar is a tall, spindly man with a broad smile, dashing mustache, gleaming monocle (3/day it can project a *searing ray*) and a powdered wig that is actually a magical alien entity which boosts his intellect and can read the minds of all within 30 feet.

Bubble Golem, Medium Construct: HD 4; AC 16; ATK 1 slam (1d8); MV 30; F14 R14 W15; AL Neutral (N); XP 400; Special—Vulnerable to piercing weapons, resistance to bludgeoning weapons, bounce off walls (charge at odd angles).

Telchine, Small Humanoid: HD 0; AC 13 (leather); ATK 1 weapon (1d6); MV 20 (Swim 40); F14 R16 W16; AL Chaotic (CE); XP 25; Special—Blinded in bright light, breath water.

Lorimar of Wren, Human Magic-User: LVL 13; HP 28; AC 10; ATK 1 dagger +3 (1d4-2) or dart +5 (1d4-2); MV 30; F11 R11 W7; AL Neutral (N); XP 1300; S5 I14 W11 D9 Cn10 Ch11; Special—Spells per day (4/5/4/4/4/3/2/1).

Lorimar's Wig, Tiny Construct: HD 0; AC 12; ATK 1 strangle (1d3); MV 10; F19 R17 W13; AL Chaotic (NE); XP 50; Special—Detect thoughts at will, tower of iron will 1/day, magic resistance 10%.

5439. Hired Raiders | Monster

A fleet of three pirate cogs is moving through this hex on their way to the coast of Antilia. The pirates, under the command of the (self-proclaimed) Grand Almirante Espazar, a Guelphling of ill repute, has been hired by proxies of the Atlanteans to harass shipping and raid coastal settlements as a prelude to their own invasion. The pirates are unaware of where the money came from, and they really don't care. Each cog is manned by 50 pirates.

Grand Almirante Espazar, Human Fighter: LVL 10; HP 54; AC 19 (plate); ATK 3 short sword +10 (1d6+1); MV 20; F7 R11 W13; AL Chaotic (LE); XP 1000; S15 I8 W8 D14 Cn14 Ch13; Special—Dominate 0 HD foes.

Lt. Palomma, Human Fighter: LVL 4; HP 18; AC 16 (banded); ATK 1 bastard sword +6 (1d8+2); MV 30; F11 R14 W14; AL Chaotic (NE); XP 400; S16 I10 W10 D11 Cn11 Ch10; Special—Dominate 0 HD foes.

Captain Yoza, Half-Orc Assassin/Fighter: LVL 5; HP 18; AC 11 (padded); ATK 1 falchion +4 (1d8) or thrown dagger +5 (1d4); MV 30; F11 R10 W14; AL Chaotic (NE); XP 400; S10 I13 W9 D15 Cn9 Ch7; Special—Poison use, backstab x2, dominate 0 HD foes, half-orc traits.

Cap. Utepe, Human Fighter: LVL 4; HP 16; AC 15 (chain shirt); ATK 1 cutlass +5 (1d6+1); MV 30; F11 R13 W14; AL Chaotic (NE); XP 400; S15 I9 W9 D14 Cn9 Ch12; Special—Dominate 0 HD foes.

Grandissima, Human Magic-User: LVL 8; HP 11; AC 10; ATK 1 dagger +2 (1d4-1); MV 30; F13 R11 W8; AL Neutral (N); XP 800; S7 I15 W13 D13 Cn7 Ch13; Special—Spells per day (4/5/3/2/2).

Pirate, Medium Humanoid: HD 1; AC 11 (padded); ATK 1 weapon (1d8); MV 30; F13 R15 W15; AL Neutral (N); XP 50; Special—None.

5444. Sparkling Skeleton | Monster

Ten crystalline skeletons are making their way across the sea floor on an errand for the aboleths. They seek human hearts, and carry razor-sharp blades to help cut them out.

Crystalline Skeleton, Medium Undead: HD 2; AC 15; ATK 2 claws (1d4) or weapon (1d8); MV 30; F15 R15 W12; AL Neutral (N); XP 200; Special—Reflect rays in random direction, vulnerable to metal bludgeoning weapons.

5523. Tojanida Emissaries | Monster

A band of four tojanida emissaries have traveled here from Neptunus on their way to a conference with Duke Prospero of Bermoothes. They are aware of the growing potency of the elder masters and wish not only to warn Prospero of the danger, but also to strike an alliance with him, for they know the rapacity of the elder masters will not end at their conquest of Nod.

Tojanida, Medium Outsider (Water): HD 7; AC 21; ATK 2 claws (1d6) and bite (3d6); MV 10 (Swim 90); F10 R9 W10; AL Neutral (N); XP 700; Special—Ink cloud, all-around vision, immune to acid and cold.

5527. War Canoes | Monster

In the northeastern portion of this hex there are a number of stone spires that emerge from the ocean, most them rising 20 to 60 feet above the surface, and having a base at sea level about 1.5 times their height above sea level. These spires are dotted with caves, and serve as the lair of goblin buccaneers. The goblins are sure footed climbers and excellent swimmers, their fingers and toes being slightly webbed.

The goblin colony numbers about 500, with about one third of them being warriors. The colony is governed by a council of eight sub-chiefs, each one commanding a single spire. The colony survives on fishing and gathering the eggs of sea birds, but they thrive on attacking ships that approach to close to their homes. As soon as a ship is sighted, the goblins sound horns and swarm from

their spires, piling into war canoes that carry them swiftly to their prey. Their climbing ability helps them swarm over a ship. Most are armed with daggers.

Goblin, Small Humanoid: HD 0; AC 13 (leather and buckler); ATK 1 weapon (1d6); MV 20; F14 R16 W16; AL Chaotic (CE); XP 25; Special—None.

5535. Choppy Seas | Wonder

The seas here are always choppy due to a nexus of the planes of air and water that forms weird mists on the surface and bubbling, roiling seas. The mists sometimes coalesce into steam mephits or other elemental horrors (there is a 3 in 6 chance of encountering 1d6 mephits when traveling through this hex).

Steam Mephit, Small Outsider: HD 3; AC 16 [+1]; ATK 2 claws (1d4); MV 30 (Fly 60); F13 R12 W13; AL Chaotic (CE); XP 750; Special—Breath cone of steam (10'/1d4 and tactical advantage), blur 1/hr, boiling rain (2d6) 1/day, summon mephit 1/day, regenerate.

5538. Ichthyosaur Lord | Monster

A herd of twenty ichthyosaurs is traveling through this hex, led by the mythical Ichthyosaur Lord, who has come to the Damnable Sea to deliver as many of his charges from the impending danger of war between the Atlanteans and humans and the elder masters and, well, anything that lives.

Ichthyosaur, Large Animal: HD 11; AC 17; ATK 1 bite (1d10); MV 0 (Swim 60); F7 R7 W13; AL Neutral (N); XP 550; Special—None.

Ichthyosaur Lord, Large Outsider: HD 22; AC 22 [+2]; ATK 1 bite (1d10) or 1 weapon (2d6); MV 30 (Swim 90); F3 R3 W3; AL Neutral (N); XP 5500; Special—Cast spells as 12th level druid, magic resistance 50%.

5609. Servants of the Elder Masters | Monster

An aboleth princeling and his court of lesser aboleths and skum guards (60) is moving through this hex, in search of a place to carve out his own kingdom. He despises the elder masters as upstarts who have no place left on Nod.

Skum, Medium Monstrous Humanoid: HD 2; AC 13; ATK 2 claws (1d4 + rend) and bite (2d6); MV 20 (Swim 40); F15 R12 W12; AL Chaotic (CE); XP 100; Special—None.

Aboleth, Huge Aberration: HD 8; AC 16; ATK 4 tentacles (1d8 + slime); MV 10 (Swim 60); F8 R10 W8; AL Chaotic (CE); XP 2000; Special—Dominate person (3/day), slime, mucous cloud; Spells—At will—hypnotic pattern, illusory wall, mirage arcana, persistent illusion, programmed illusion, project image, veil.

Aboleth Princeling, Huge Aberration: HD 12; AC 16; ATK 4 tentacles (1d8 + slime); MV 10 (Swim 60); F6 R8 W6; AL Chaotic (CE); XP 3000; Special—Dominate person (3/day), slime, mucous cloud; Spells—At will—hypnotic

pattern, illusory wall, mirage arcana, persistent illusion, programmed illusion, project image, veil.

5621. Zombie Tower | Stronghold

A basalt islet in this hex holds a great basalt tower. The tower is infested with zombies and shut by doors of black iron that are cold to the touch and sealed with a 13th level *wizard lock*. The island itself is crawling with giant exoskeletal crabs, 1d8 of which are encountered each hour one spends on the island. At the top of the tower there is a belfry holding a large, cylindrical bell of the same black iron as makes up the doors. Once per hour, a phantasmal duchess appears in the belfry holding a silver hammer. She strikes the bell, which emits no noise, but sends waves of doom (1d6 damage; Fortitude save or lose one level) out to a distance of 3 miles. These waves of energy cause animals to become fiendish and warp the hulls of passing ships.

Giant Crab Exoskeleton, Large Undead: HD 6; AC 16; ATK 2 pincers (2d6); MV 20; F11 R12 W10; AL Neutral (N); XP 600; Special—Immune to piercing and slashing weapons.

Plague Zombie, Medium Undead: HD 2; AC 11; ATK 1 slam (1d6) and bite (1d4); MV 20; F15 R15 W15; AL Neutral (N); XP 100; Special—Move or attack, weapon resistance (blunt weapons), spawn.

5628. Ship to Ipnos | Wonder

At night, ships sailing through this hex will catch sight of a ghostly galleon sailing right at them. There is no way to avoid the collision, but they need not fear, as the ship is ethereal. It is headed to the secret ethereal city of Ipnos, located somewhere within Mother Ocean. The people on the ship will be easily viewed by people on the material ship, and a mage quickly turning ethereal will be able to stow away on the ethereal ship (as long as he can stay ethereal) and might even reach that fabled city-state.

5630. Psi-War | Monster

The Damnable Sea is lousy with intra-dimensional nexuses and portals, mostly thanks to the presence of both the elder masters and the Atlantean elves. It is not terribly uncommon for odd things to fall from the sky. Just a week ago, such an “odd thing” did fall from the sky, and now floats in this hex. The object resembles a small island of metal studded with crystal spires and spiked pits. It measures about 200 feet in diameter and rises about 30 feet above the surface of the water at its highest point.

The strange island, really some form of artificial satellite that shifted into the material plane from the astral, is now a battlefield between two forces, once composed of cy-bots (magic-user brains encased in robot bodies) and the id-sects (psion brains encased in robotic insect bodies). The cy-bots and id-sects are old enemies who dwell mostly on the Astral Plane and in many sub-dimensions.

CY-BOT

Medium Monstrous Humanoid, Neutral (CN), Super Intelligence; Circuit (1d6)

HD	5
AC	18
ATK	1 fist (1d6+1)
MV	20
SV	F13 R11 W8
XP	500 (CL 6)

Cy-bots are high level sorcerers from another dimension who have had their brains encased crystalline domes atop automaton bodies. Their arch-rivals are the id-sects, with whom they war in their dimension and many others for goals outside the ken of normal folk.

Cy-bots are possessed of powerful kung-fu grips, giving them a +2 bonus and +2 damage with grapple attacks. When damaged by electricity, a cy-bot must pass a Fortitude save or be stunned for 1d4 rounds.

Spells: At will—detect magic, magic missile; 3/day—hypnotic pattern, invisibility, sleep; 2/day—dispel magic, lightning bolt; 1/day—wall of fire

Special Abilities: Resistance to acid, cold, fire and sonic energy, magic resistance 10%, vulnerable to electricity

ID-SECT

Medium Magical Beast, Neutral (LN), Super Intelligence; Clutch (1d6)

HD	5
AC	16
ATK	1 bite (1d4+1)
MV	30
SV	F11 R11 W10
XP	500 (CL 6)

Id-sects hail from the same dimension as the cy-bots. They possess the minds of powerful psions, grafted into robotic bodies that resemble crickets.

Id-sects can rub together their back legs and create a vibrational field in a 20-ft. radius. All within this field must pass a Fort save or become nauseated.

Spells: At will—detect thoughts (ESP), mind thrust; 3/day—ego whip, thought shield; 2/day—mental barrier, psionic blast; 1/day—intellect fortress

Special Abilities: Resistance to acid, cold, fire and sonic energy, magic resistance 10%, vulnerable to electricity

In all, there are 30 cy-bots and 35 id-sects; the id-sects are slowly gaining the advantage. The cy-bots are likely to send out

emissaries, perhaps telepathically, to any ship that passes by in a bid to gain allies. Of course, they'll betray those allies when they get their first chance. Each side wants to conquer the island and then find a way to shift it back into the Astral; doing so with humanoid slaves would be even better!

Cy-Bot, Medium Monstrous Humanoid: HD 5; AC 18; ATK 1 fist (1d6+1); MV 20; F13 R11 W8; AL Neutral (CN); XP 500; Special—See above.

Id-Sect, Medium Magical Beast: HD 5; AC 16; ATK 1 bite (1d4+1); MV 40; F11 R11 W10; AL Neutral (LN); XP 500; Special—See above.

5633. Floating Island | Wonder

A floating island exists in this hex. Composed of reddish stone, it actually forms a giant face, approximately one mile in diameter that seems to float aimlessly and might be heard sighing.

5706. Tempest of Fire | Wonder

A tempest of ever-burning flame covers the sea in this hex, invoked by the star-mage Kambiba the Stupendous in his battle with the marid marzbana, Shimirza, governor of the great northern current on Neptunus. The fires burn night and day, fueled by phlogiston sucked into the mortal realms by a tear in the dimensions. If this tear can be healed (requiring the advanced knowledge of the astrophilosophes and nearly a ton of ethereal treacle), the flames will subside, revealing a blasted volcanic isle which contains a small lake of pure silver (it will gradually cool) and the body of Shimirza in a coffin of force, held in temporal stasis and possessed of several magical items: A bowl of lapis lazuli that can conjure a single small air elemental once per day if a gemstone worth at least 10 gp is placed in it, a +2 *mirror shield* that can reflect rays (Reflex save by owner at +2 bonus), a helm lacquered blue set with a diamond that can fire a ray once per day that turns living creatures to stone and which can only be used by females and +2 *scimitar* that can *charm person* once per day. Kambiba is nowhere to be found, though the two magical emeralds he used as eyes might be found on the island.

Shimirza, Large Outsider: HD 12; AC 21; ATK 2 slams (2d6) or trident (2d8); MV 20 (Swim 60); F6 R7 W6; AL Neutral (N); XP 1200; Special—Jet of water (60', 1d6 + blind), vortex, immune to cold; Spells—Constant—detect evil, detect good, detect magic, water walk; At will—create water, invisibility, plane shift (willing targets only, to elemental, astral, ethereal or material plane), purify food and drink (liquid only), quench, shapechange (water elemental, humanoid or giant); 5/day—control water, gaseous form, obscuring mist, water breathing; 3/day—detect invisibility; 1/day—persistent illusion; 1/year—wish (to non-genies only).

5708. Grazing Urchins | Monster

Giant sea urchins graze on sargassum in this hex. Locathah are gingerly making their way through the fields of weed, gathering specific bits that they need to brew some sort of healing tea. The tea is bitter and makes people vomit (nauseous for 1d4+1 hours), but grants a +2 bonus to save vs. poison and disease. The 20 locathah are nomads who hope to avoid the Atlanteans.

Locathah, Medium Humanoid: HD 2; AC 14; ATK 1 weapon (1d8); MV 10 (Swim 60); F12 R15 W15; AL Neutral (N); XP 100; Special—None.

Giant Sea Urchin, Medium Vermin: HD 3; AC 16; ATK 1 spine (1d4 + poison I); MV 10; F12 R15 W14; AL Neutral (N); XP 300; Special—All in melee with giant sea urchin must pass Reflex save or be struck by a spine (see above).

5712. Panja Emissaries | Monster

The panja are a strange people who dwell far away in the South Seas. An ambassador of their king, Sirimbasa, is on his way with an honor guard to pay a visit to the Duke of Bermoothes and then the Emperor of Atlantis. The panja are blue-skinned and have four arms. The men use sea wax on their glorious mustaches and the women are known for their bewitching eyes.

The ambassador, one Lord Kurumbur, is accompanied by twenty guardsmen armed with tridents and wearing shellycoat armor. He rides on the back of a giant tusked sea turtle, its shell gilded, in a small howdah with his consorts, a trio of beautiful sorceresses, and his yogi, Master Parsi.

Giant Sea Turtle, Huge Animal: HD 20; AC 16; ATK 1 bite (4d6); MV 10 (Swim 30); F3 R3 W8; AL Neutral (N); XP 2000; Special—Capsize boats.

Lord Kurumbur, Panja Bard: LVL 7; HP 25; AC 13 (shellycoat); ATK 1 spear +2 (1d8-1) or javelin +3 (1d6-1); MV 30 (Swim 30); F13 R10 W10; AL Neutral (LN); XP 700; S8 I13 W12 D11 Cn9 Ch13; Special—Spells per day (3/3/2), legend lore, music (fascinate, suggestion).

Sorcerous Sisters, Panja Sorcerer: LVL 3; HP 3d4; AC 10; ATK 1 dagger +1 (1d4); MV 50 (Swim 50); F14 R14 W12; AL Neutral (N); XP 300; Special—Spells per day (6/5), spells known (5/3), panja traits.

Master Parsi, Panja Monk: LVL 9; HP 40; AC 15; ATK 2 karate chops +6 (2d6); MV 50 (Swim 50); F8 R8 W8; AL Neutral (LN); XP 900; S11 I10 W13 D13 Cn15 Ch10; Special—Stunning attack, deflect arrows, slow fall, immune to disease.

5729. Great Whites | Monster

Travelers through this hex have a 3 in 6 chance of encountering 2d6 great white sharks. There is a 1 in 6 that the sharks are saddled and ridden by long-haired metal bards equipped with galvanic lutes that can send out sonic blasts (30-ft diameter effect, 1d6 points of sonic damage, force spell casters casting spells to pass a Fortitude save or have their spells ruined, cause splitting headaches to boot).

Great White Shark, Huge Animal: HD 10; AC 15; ATK 1 bite (2d8); MV Swim 60; F5 R7 W13; AL Neutral (N); XP 500; Special—Frenzy.

Metal Bard, Medium Construct: HD 3+1; AC 16; ATK 1 heavy mace (1d6+3) or fists (1d2+2); MV 30; F15 R15 W15; AL Neutral (N); XP 100; Special—Immune to disease and poison, resistance to electricity, bard spells per day (3/1), legend lore, music (fascinate).

POD JELLY

Medium Ooze, Chaotic (NE), Average Intelligence; Invasion (3d6)

HD	2
AC	16
ATK	Touch (1d4 acid)
MV	20
SV	F15 R15 W15
XP	200 (CL 3)

These are the abilities of a pod jelly in its native form, outside the protection of its pod-like shell and before it has taken on the form of a humanoid. In humanoid form, it loses its resistance to acid, though it retains its *ESP* ability and is capable of uttering a psychic scream (i.e. *psionic blast*) once per day.

Special Abilities: Resistance to acid

Spell-Like Abilities: At will—Detect thoughts (ESP); 3/day—Psionic Blast

5742. Spider-Sharks | Monster

A mad experiment in the Damnable Sea once created a horrible amalgam of fish and arachnid, the spider-shark. These creatures look like eight-eyed black sharks covered with bristles and possessing, in addition to their fins, eight spindly legs. The hex is home to about 30 of the vile creatures, who weave a sort of floating webbing that is connected to the sea floor and tangles ships like sargassum. Tangled ships are always swarmed by 1d6 of the spider-sharks. The hex is full of rotting sea hulks with desiccated crews and treasures waiting to be claimed.

Spider-Shark, Medium Animal: HD 3; AC 15; ATK 1 bite (1d6 + poison II); MV 30 (Climb 20, Swim 60); F12 R11 W17; AL Neutral (N); XP 300; Special—Frenzy, spin webs.

5747. Were-sharks | Monster

A school of ten weresharks guard a small, rocky island here where the Duchess Chambrie, a noble woman of Lyonesse recently kidnapped by Dexter Sinister, a halfling magic-user who would make her his bride. She has refused him, rightly so, and thus is to be kept here under guard until she changes her mind. The duchess is currently encased within a shield guardian; attacks on the shield guardian have the potential of damaging the frail duchess, so would-be rescuers must be careful! Rescuers who manage to free the duchess will find her a rather fearsome woman and a royal pain in the ass. There is a 1 in 6 chance that rescuers will be interrupted by a visit from the teleporting Dexter.

Wereshark, Large Monstrous Humanoid: HD 7; AC 16 [silver]; ATK 2 claws (1d8) and bite (2d6); MV 30 (Swim 60); F11 R10 W10; AL Neutral (N); XP 700; Special—Change shape, lycanthropy.



Shield Guardian, Large Construct: HD 15; AC 21; ATK 2 slams (1d8); MV 30; F7 R8 W8; AL Neutral (N); XP 3750; Special—Amulet, store spell, protect master.

Dexter Sinister, Halfling Magic-User: LVL 9; HP 19; AC 10; ATK 1 dagger +1 (1d4-2); MV 20; F12 R12 W9; AL Chaotic (CE); XP 900; S4 I14 W11 D12 Cn7 Ch10; Special—Spells per day (4/4/4/3/2/1), halfling abilities.

58.03 Pod Jellies | Monster

Several (3d4) large seed pods float in the ocean here, and might be seen (1 in 6 chance) by a vessel passing through this hex. The pods are about 6 feet long and consist of a very thick, green hide (Armor Class 18). The pods should be treated as having 20 hit points. They are vulnerable to fire, but immune to cold.

Within the pod, there is a strange, gelatinous life form that, through its mental powers, can understand and duplicate any sentient humanoid. Each pod jelly picks a single humanoid to make its own, and each day absorbs a portion of their being (i.e. 1d6 points of constitution damage) while turning itself into a clone or replica of that person. When the original's constitution is reduced to zero, the clone bursts forth from the pod and the original's body disintegrates.

The pod jellies duplicate the original's body (i.e. hit dice and physical ability scores) and mind (intelligence and charisma scores, though wisdom is never higher than 6) perfectly, knowing all they knew and having the same general special abilities. They cannot,

however, exhibit emotion or faith, and emotion based powers (such as a berserk rage or a cleric's divine powers), are duplicated and therefore they are not possessed.

5807. Elder Tower | Stronghold

The elder masters constructed a strange radial tower in this hex on the sea floor. The tower appears to be made of seamless basalt that has been highly polished. It stands 70 feet tall is covered inside and out with strange geometric carvings. When the moon is straight overhead, though it cannot be seen from this depth, the tower appears to mystically suck vril from the ground and into those carvings, causing them to shine with pearl light.

Once abandoned, the place has now been reclaimed by an aboleth servant of the elder masters and his army of skum. They have occupied the lower levels of the place, but have not yet discovered the huge black pudding dwelling the upper levels. This monster guards the treasure of the elder masters, a fortune in platinum coins and strange orichalcum gadgets to delight any mage or scientist.

Skum, Medium Monstrous Humanoid: HD 2; AC 13; ATK 2 claws (1d4 + rend) and bite (2d6); MV 20 (Swim 40); F15 R12 W12; AL Chaotic (CE); XP 100; Special—None.

Aboleth, Huge Abberation: HD 8; AC 16; ATK 4 tentacles (1d8 + slime); MV 10 (Swim 60); F8 R10 W8; AL Chaotic (CE); XP 2000; Special—Dominate person (3/day), slime, mucous cloud; Spells--At will—hypnotic

pattern, illusory wall, mirage arcana, persistent illusion, programmed illusion, project image, veil.



5815. Mosasaurs | Monster

A pod of mosasaurs infest this part of the ocean, with 3d6 of them appearing on a roll of 1-2 on 1d6 to escort any vessel sailing through the hex in the hopes of a wreck or somebody being swept overboard. Of course, aquatic creatures moving through the hex are merely set upon and torn apart.

Mosasaur, Huge Animal: HD 15; AC 16; ATK 1 bite (2d8); MV Swim 60; F3 R5 W11; AL Neutral (N); XP 750; Special—Surprise (3 in 6).

5830. Sirine | Monster

A great, flat rock emerges from the sea here, the tip-top of a great sea mount flush with veins of gold and silver much coveted by the telchines. They dare not approach the place, though, for fear of its inhabitants, the titan sisters Asiri, Jaina and Neeri. The titans can sing like sirines, and more than that, can project a deafening silence throughout the hex and call souls up from the sea (1d6 spectres) to serve them against their enemies. The titans dwell here in an uneasy truce with Prospero, whom they consider an upstart mortal. Ships that fly his flag are left alone, but all others must pay tribute or be sent to the bottom.

Titans, Huge Outsider: HD 20; AC 27 [+1]; ATK 2 slams (1d10) or huge weapon (2d12); MV 60; F3 R3 W3; AL Chaotic (CE); XP 5000; Special—Magic resistance 50%, sirine song; Spells—At will—bestow curse, chain lightning, charm monster, cure critical wounds, deeper darkness, dispel magic, fire storm, hold monster, invisibility, invisibility purge, levitate, persistent illusion, polymorph (humanoid forms only, duration 1 hour), unholy smite; 3/day—etherealness, holy or unholy word, summon nature's ally IX; 1/day—crushing hand, gate, maze, meteor swarm.

5834. Celestial Squid | Monster

A celestial giant squid by the name of Yotho has entered these waters from the south, summoned by the magic of Prospero to serve as a temporary addition to his navy in the coming struggle with the elves. It is highly intelligent, and quite chatty. There is a chance it will seize a vessel to have telepathic converse with its master and to check its navigation.

Celestial Giant Squid, Huge Magical Beast: HD 12; AC 17 [+1]; ATK 10 tentacles (1d8 + constrict) and bite (2d8); MV 0 (Swim 80); F4 R6 W10; AL Lawful (LG); XP 1200; Special—Ink cloud, jet backwards, resistance to electricity, magic resistance 10%, +2 hit/damage Chaos (Evil).

5839. Deadly Dagger | Treasure

An emaciated human can be found here floating on a sea chest that bobs low in the water. The man is dead, a dagger lodged in his

back. The dagger is composed of black star metal. As it is drawn out from the man's back, the man grows in stature, becoming an enraged and half-crazed storm giant named Astaban, the son of Nethuns [6422]. The +1 dagger, with each hit, causes the creature it hits to shift towards becoming a weak human being. With each successful hit, roll 1d6.

D6	EFFECT
1-2	Shift size down (unless already medium)
3-4	Shift type towards humanoid (first half-humanoid, then full humanoid and loss of all special powers)
5-6	reduce hit dice by half (to minimum of 0 hit dice, which for our purposes will be counted as one half of 1 HD)

If removed from a victim it killed, the host is reformed at full hit points and in a murderous rage.

Astaban, Huge Giant: HD 15; AC 18; ATK 1 greatsword (7d6) or boulder (3d10); MV 40 (Swim 40); F3 R5 W5; AL Lawful (CG); XP 3750; Special—Immune to electricity; Spells—Continuous-free action, water breathing; 1/day—call lightning, chain lightning; 2/day—control weather, levitate.

5844. Whirlpool | Monster

Whirlpool carries ships down a funnel to a tower composed of living crabs and vermin – slimy and unwholesome – with shifting passages and such – emaciated human arms reach out in places to drain one's soul – giant black crabs (demonic) roam the halls and hallways – some have silver or golden crowns which give them powers – crab-like sea hags cackle and spit poisonous sputum into cauldrons to make potions – distorted faces float through, vomiting up torrents of sea water that crash or spitting lightning that thunders – ethereal shades in the form of floating children carrying long, whipping chains – sealed portal into a mystic kingdom of monstrous zuras beneath the sea floor. The zuras regard the Atlanteans with hatred, for they were defeated by them and deposited here in elder days. Zuras are humanoid plants of great beauty and power, both psionic and dangerous.

5905. The Crimson Witch | Monster

On a rocky slop under the waves there is a sunken ship, the *Crimson Witch* out of Palmetto. The ship is poised to fall into a very deep trench, which is a shame since it contains a treasure of 16,000 gp and about 20,000 gp worth of gems and jewelry, the collected booty of the pirate lord Green Thomas, being sent back to Tremayne for safe keeping, the pirate himself, in the guise of a tobacco merchant by the name of Thomasin Yelp, to follow shortly thereafter. The aforementioned "merchant" would dearly like the treasure recovered, and offers a 25% share to any who can retrieve it. Unfortunately, it is guarded by a fiendish giant octopus. More fabulous than the treasure are the remains of a woman lying nearby, swathed in crimson silks. Bones are all that remain of the woman, but there is a wicked intelligence hiding in that skull.

Fiendish Giant Octopus, Large Magical Beast: HD 8; AC 18 [+1]; ATK 8 arms (1d6 + constrict) and bite (1d8); MV 20 (Swim 30); F8 R9 W14; AL Chaotic (CE); XP 800; Special—Ink cloud, jet backward, resistance to fire, magic resistance 10%, +2 to hit/damage Law (Good).

Demilich, Tiny Undead: HD 21; AC 25 [+3]; ATK 1 paralyzing strike (10d6 + permanent paralysis); MV Fly 180; F8 R3 W3; AL Chaotic (CE); XP 5250; Special—Dreadful aura, trap souls, immune to all magic and supernatural effects, immune to cold and electricity, immune to polymorph and mind-affecting attacks; Spells—At will—astral projection, create greater undead, create undead, death knell, dispel magic, enervation, harm, summon monster I-IX, telekinesis, weird; 2/day—greater planar ally.

5911. Chitinous Army | Monster

An army of the elder masters marches through the muck towards the Ophidian Temple [5209] to claim its secrets. The army is commanded by a chuul called Dhamail, and consists of ten companies of skum.

Skum, Medium Monstrous Humanoid: HD 2; AC 13; ATK 2 claws (1d4 + rend) and bite (2d6); MV 20 (Swim 40); F15 R12 W12; AL Chaotic (CE); XP 100; Special—None.

Dhamail the Chuul, Large Aberration: HD 11; AC 20; ATK 2 pincers (2d6 + constrict); MV 30 (Swim 20); F9 R10 W8; AL Chaotic (CE); XP 1100; Special—Immune to poison.

5918. Sea Orcs | Monster

A pod of 23 sea orcs is ransacking a cargo ship here that was headed for Bermoothes. The crew has been killed and their bodies hung over the side of the boat on chains and spikes. The hold of the ship is sealed by magic, and holds within it a diseased melusine that is being carried to Prospero for some manner of experiment.

Sea Orc, Medium Humanoid: HD 1; AC 12 (leather); ATK 1 weapon (1d8); MV 30 (Swim 50); F13 R15 W16; AL Chaotic (CE); XP 50; Special—None.

5929. Astral Lighthouse | Wonder

A lighthouse from the Astral Plane has become partially stuck in Nod's dimension. The lighthouse resembles a silver skull, about 30 feet in diameter, that floats about 100 feet above the surface of the water. The skull rotates, casting emerald light from the eye sockets to a distance of 3 miles. Anything caught in this light must pass a Will save or suffer a weird side effect of the light, random mind transfer. Undoubtedly, hilarity will ensue.

5931. Crusaders | Monster

A brilliant white longship moves through this hex. Crewed by fifty half-savage aasimar from a region north of Guelph and loyal to its Prince Xerbo is headed to Trinity. They are crusaders who have had visions of the coming war with the elder masters and are on their way to help. They are not aware of the coming invasion of the Atlanteans. The aasimar are commanded by Gracos, a cleric of Mithras.

Aasimar, Medium Humanoid: HD 1; AC 16 (chain and buckler); ATK 1 weapon (1d8); MV 30; F13 R15 W15; AL Lawful (LG); XP 100; Special—Resistance to electricity; Spells—1/day-Daylight.

Gracos, Aasimar Cleric: LVL 6; HP 29; AC 16 (splint); ATK 1 quarterstaff +3 (1d6); MV 30; F9 R13 W8; AL Lawful (LG); XP 600; S11 I8 W17 D10 Cn13 Ch12; Special—Turn undead, spells (5/4/4/2), daylight 1/day, resistance to electricity.

5932. Floating Remains | Monster

The skeletal remains of a mosasaur float here, serving as a perch (and snack) for a flock of sea hawks. One of the hawks is the current mount of Bulbagard the Insignificant, a miniaturized magic-user formerly of Trinity and possessed of an enormous chip on his tiny shoulder (though it would be enormous even for a normal-sized human being!)

Giant Seahawk, Large Magical Beast: HD 4; AC 15; ATK 2 claws (1d6) and bite (1d8); MV 10 (Fly 80); F10 R10 W14; AL Neutral (N); XP 200; Special—None.

Bulbagard, Tiny Human Magic-User: LVL 6; HP 14; AC 10; ATK 1 dagger +2 (1d2); MV 10; F13 R13 W9; AL Neutral (N); XP 600; S5 I13 W13 D9 Cn10 Ch11; Special—Spells per day (4/4/3/2).

5935. Doldrums | Wonder

There is a 4 in 6 chance of this hex being completely without winds. Attempts to call winds causes the sky to split open and reveal the eye of an angry alien god, who deposits on any ship present his infant son for safe keeping. All aboard the ship must pass a Will save or be possessed by a *geas/quest* charging them with the safe-keeping of the strange child until it grows to maturity in 10 years.

The alien child has an angelic quality. It has overly long legs and arms and slender fingers and toes. Its head is longer than a human's head, its eyes broad and glistening. The child has soft, silvery hair and golden skin. Its eyes are like pearls, though they darken and become black pits when the child is angry. It is then that it can launch enervation rays from them. When in a jovial mood, the child has a healing touch (1 hp per HD, per a paladin's lay on hands ability). It is immune to electricity and resistant to cold and fire, and enjoys magic resistance equal to its Hit Dice times 2%. The child will gain 1 Hit Dice per month of life, and grow to full maturity in 2 years. It is very intelligent, and will soak up knowledge like a sponge.

5943. Gulper Eel | Monster

A dwarf mystic travels through this hex in the belly of a large gulper eel, preserved in an amber-steel bubble and held suspended animation. The dwarf, Grogan the Gug-Slayer, is heading back to his original birthplace for one last look before he dies. When the gulper eel reaches the shore of his old homeland, it will regurgitate its parcel, which will melt away and release the dwarf from his slumber. If the eel encounters a ship, there is a 2 in 6 chance the foolish beast will mistake it as land and regurgitate the bubble, which will bob on the surface for 1d6 rounds before disappearing and leaving the dwarf to flail in the water.

Giant Gulper Eel, Huge Animal: HD 12; AC 17; ATK 1 bite (2d8 + swallow whole); MV 0 (Swim 60); F4 R6 W12; AL Neutral (N); XP 600.

Grogan the Gug-Slayer, Dwarf Cleric/Fighter: LVL 11; HP 39; AC 13 (chain shirt); ATK 3 heavy mace +11 (1d4+2); MV 20; F8 R12 W8; AL Lawful (LG); XP 1100; S13 I7 W13 D8 Cn11 Ch7; Special—Dominate 0 HD foes, turn undead, spells per day (6/6/4/4/3/2/1), dwarf traits.

6005. Slick of Gore | Monster

A slick of gore is spread across a portion of this hex, about 1 mile long and 300 feet wide. This slick gravitates towards any ship traveling on the ocean's surface, clinging to the ship's hull and slowly regenerating into an army of miniature trolls. The trolls have something of a hive mind, as they form a blood colony.

Mini-Troll, Medium Giant: HD 3; AC 16; ATK 2 claws (1d4 + rend) and bite (1d4); MV 30; F12 R14 W14; AL Chaotic (CE); XP 600; Special—Regenerate (acid and fire).

6007. Sargasso Goblins | Monster

Sargasso fields in this hex are haunted by a small tribe of 60 sargassum goblins. The goblins have crimson skin and large, suction cup feet to walk across water and climb ships and they are amphibious. They fight with tooth and claw or whatever weapons they've scavenged. The goblins dwell in strange, bubble-like structures of woven sargassum and kelp. Within their bubble homes they keep the following treasure: 8,000 cp, 200 sp, 20 gp, a cloth chapbook of fairy tales (soiled, but hides a magnetic needle), a very small turquoise (35 gp), a large hematite (20 gp), a small silver dirk and a silver warhammer.

Sargassum Goblin, Small Humanoid: HD 0; AC 11; ATK 2 claws (1d3) or weapon (1d6); MV 20 (Climb 20); F14 R16 W16; AL Chaotic (CE); XP 25; Special—Water walk, amphibious.

6014. Killing Field | Monster

A killing field of elder masters and Atlanteans stands on the ocean floor. The killing field is dotted with shallow graves and small mounds of stones, as well as bone white strands of kelp and the odd spectral elder master or aquatic elf (2 in 6 chance of encountering 1d4 of the monsters).

Spectral Elder Master, Large Undead: HD 9; AC 16 [silver]; ATK 3 arms (1d6 + constrict + energy drain 1 level); MV 40 (Fly 80, Swim 80); F10 R10 W8; AL Chaotic (CE); XP 2250; Special—Resistance to cold and electricity, spawn, powerless in sunlight, incorporeal, magic resistance 10%; Spells—At will—detect thoughts; 3/day—phantasmal force; 1/day—ego whip.

Spectral Aquatic Elf, Medium Undead: HD 1; AC 15 [silver]; ATK 1 touch (1d8 + energy drain 2 levels); MV 40 (Fly 80); F15 R15 W13; AL Chaotic (CE); XP 250.

6030. Sea Lions | Monster

A noisy colony of sea lions lies on rocks that flank a beach of white sands and turquoise waves. An old stone hut on the beach is home to a beach comber who can control the sea lions. He keeps

treasures buried all over the beach, amounting to 350 gp. The beach comber is, to put it charitably, nuts, and he can be very dangerous. He also knows the island like the back of his hand.

Sea Lions, Medium Animal: HD 4; AC 14; ATK 1 bite (1d6); MV 10 (Swim 40); F11 R11 W17; AL Neutral (N); XP 200; Special—None.

6031. Mediolanum | Town

Mediolanum is the capital of Bermoothes, a cozy little town of white stucco buildings with colorful doors and red tile roofs. The town is not surrounded by a wall and its harbor is undefended. This is because it is governed by Duke Prospero, one of the most powerful magic-users on Nod. His daughter, Miranda, does most of the actual governing. The town guard is a bit lackadaisical, but they are well armed and armored, wearing +1 breastplates and carrying +1 bucklers and +1 longswords.

Besides the place's wonderful cafes and restaurants, exotic shops and white beaches, it is known as the meeting place of the Prestidigitarium, a secret society of magic-users with ties that extend throughout Nod and the cosmos. The Prestidigitarium has no agenda other than maintaining the cosmic order, making it, at a minimum, a force for Law and a foe of Chaos.

Guardsmen, Medium Humanoid: HD 2; AC 17 (chain and shield); ATK 1 weapon (1d8); MV 30; F12 R15 W15, +1 vs. magic; AL Neutral (N); XP 100; Special—None.

Miranda, Medium Humanoid: HD 1; AC 10; ATK 1 dagger (1d4); MV 30; F13 R15 W14; AL Lawful (NG); XP 50; Special—None.

Duke Prospero, Human Magic-User: LVL 20; HP 36; AC 11; ATK 1 quarterstaff +6 (1d6-1); MV 30; F8 R7 W3; AL Neutral (N); XP 5000; S7 I16 W14 D13 Cn10 Ch11; Special—Spells per day (4/5/5/4/4/4/4/4/4).

6047. Nega-Dome | Monster

This hex is claimed by inky, demonic, vampiric manta rays. They flock around a black hemisphere that absorbs what little light manages to descend into the depths here. The manta rays will say little about the dome, but if one were to question them long enough, they might gather that the dome is some sort of cocoon or egg, preparing to birth their fiendish lord into the world.

Itzpatotli, Large Magical Beast: HD 4; AC 12 [+1]; ATK 1 bite (1d6) or ram (1d6 + energy drain 2 levels); MV Swim 30; F10 R10 W14; AL Chaotic (LE); XP 1000; Special—Suck blood, regenerate (holy water), resistance to cold, fire and electricity, magic resistance 10%, +2 hit and damage Law.

6105. Black Jack Volta | Monster

Black Jack Volta, a very unique sea captain, and his fleet of three berserker-crewed outrigger war-canoes (60 berserkers in all), is hunting in this hex. Black Jack actually fell into the company of these warriors from the far south, serving first as their prospective lunch and then as their "living god" after he charmed them with his silver tongue. His main aim is in leading them into a fight they cannot win that he might escape them, but so far they have



proven themselves unbeatable. Jack would despair, but he's rather enjoying the power and the financial rewards. So far, his collected booty consists of 16,960 sp, 469 gp, 200 pp, seven conches, an opal (250 gp), a cedar holy symbol (10 gp), a large bronze brazier (50 gp) and a green velvet cap (100 gp).

Berserker, Medium Humanoid: HD 2; AC 12 (shield); ATK 1 weapon (1d8); MV 30; F12 R15 W15; AL Chaotic (CE); XP 100; Special—Berserk rage (2 attacks per round), immune to fear.

Black Jack Volta, Medium Humanoid: HD 8; AC 15; ATK 1 cutlass (1d6 + 1d6 electricity) or lightning bolt (30'/2d6); MV 30; F12 R14 W14; AL Chaotic (CE); XP 800; Special—Berserk rage (2 attacks per round), immune to fear, immune to electricity.

6115. Sky of Jellyfish | Monster

Thousands of giant flying jellyfish glimmer and glide over the waves here, bathing themselves in the nth rays that descend from the sky in this hex. The magical rays sustain the jellyfish for an entire year, and after bathing in them they can spawn.

Giant Flying Jellyfish, Huge Vermin: HD 16; AC 11; ATK 8 tentacles (2d6 + paralysis); MV 0 (Fly 20); F3 R7 W7; AL Neutral (N); XP 1600; Special—Discharge spell energy, paralysis.

6120. Deserted Island | Wonder

This hex contains a small, hilly island covered with fruit trees. The island only appears on the 5th day of each month. At the heart of the island is a tall white mountain, quite out of character for the rest of the island, and circled by strange creatures. The creatures are caledjula, beings from a different dimension. When their island is not in Nod, it is in the world of Pars Fortuna, and therefore provides easy transportation between the two worlds.

Caledjula, Medium Humanoid: HD 0; AC 12; ATK 1 dart (1d4) or short sword (1d6); MV 30 (Fly 20); F13 R15 W15; AL Neutral (N); XP 50; Special—Flight, phantom force 1/day.

6130. Caliban | Stronghold

A lighthouse rises on the coast here, on a rocky promontory which is itself ringed by jagged rocks. The rocks are stark white streaked with bloody crimson, and are one of the more interesting spots on the island. The lighthouse is about 200 feet tall and striped white and red. It is the home of Caliban, semi-exiled servant of Prospero and still hateful after all these centuries. Powerful magics keep him in the magic-user's employ, but he is always looking for a way to cause trouble or pain to his master.

The lighthouse sheds its light thanks to powerful mirrors and a captive fire elemental, Odravan, who shares Caliban's hatred of Prospero. The two would be fast friends were it not for Caliban's terrible fear of fire.

The lighthouse contains a small kitchen and pantry (mostly stocked with fish and seals, and the occasional mermaid) and simple living quarters for Caliban. He has dug a small dungeon into

GIANT FLYING JELLYFISH

Huge Vermin, Neutral (N), Non-Intelligent; School (1d6)

HD	16
AC	11
ATK	8 tentacles (2d6 + paralysis)
MV	0 (Fly 20)
SV	F3 R7 W7
XP	1600 (CL 17)

Giant flying jellyfish are marine creatures that have adapted to an aerial existence. It is a hazard to sky-travelers and flying creatures, as it is almost translucent and is also known to hide in clouds. The giant flying jellyfish is partially gaseous in nature, and flies by means of jetting air. The giant flying jellyfish attacks by trailing its tentacles onto the decks of ships, into the space occupied by flying opponents or through settlements when it hunts across the ground. Most specimens are 20-40 ft. in diameter, with 40-80 ft. long tentacles. Larger versions, of 24 or even 32 HD, may exist, particularly on the Ether or in the voids between the planets.

It can make up to 2 attacks per 10 ft. cubic space occupied by opponents, to a maximum of 8 attacks. Each tentacle may cause paralysis lasting 1d4 days (Fort save to negate).

The creature has also evolved a distinctive defense against magic. Any spell or similar attack against it builds up a charge in the creature, if it makes its saving throw. This charge is equal to 1 point per spell level, to a maximum equal to the jellyfish's hit dice. In any round, in addition to making tentacle attacks, the giant flying jellyfish can discharge from 1 to 4 energy charges with the following effects: (1) All spell-casting beings within 50 ft. suffer intense mental distress for 1d3 rounds per charge, making it impossible to cast spells during this time. (2) All creatures and vessels flying via magic within 30 ft. have their speed halved for 2 rounds per charge; (3) All creatures within 10 ft. of the monster suffer -1 to all die rolls per charge expended for 1d2 turns. If severely threatened, the giant flying jellyfish may expend a blast of 8 charges with effects as if 4 charges had been expended, but doubling the effective ranges of the blast's effects. This massive expenditure of power also allows the jellyfish to quadruple its flying speed for 4 rounds in order to escape.

the rocks to allow him the pleasure of torturing those few fools who fall into his hands.

Odravan, Huge Fire Elemental: HD 16; AC 19; ATK 1 slam (4d6); MV 50; F4 R3 W8; AL Neutral (N); XP 1600; Special—Fire damage.

Caliban, Large Giant: HD 12; AC 20 (leather and shield); ATK 1 greatsword (2d6) or 2 claws (1d6 + rend) and bite (1d6); MV 30; F6 R9 W9; AL Chaotic (CE); XP 1200; Special—Regenerate (acid and fire).

6131. Fountain of Youth | Wonder

The famous Fountain of Youth resides in this hex, surrounded by a garden of brilliant, perfumed flowers and fruit trees tended by sylphs and fruit gnomes. The fountain is actually a natural spring. The spring has been surrounded by a rectangular pool and dozens of brilliant silk pavilions.

Within the pool one can usually find 1d4 dozen tourists, splashing about and enjoying themselves. The water rejuvenates (taking 1d4 years off of a person's age) and restores them (per the spell *greater restoration*). Prospero offers visits to the pool for a mere 6,000 gp; the tourists who pay are escorted here from the capital via a train of white elephants in blue silk raiment, their tusks capped with shimmering silver. Tourists are permitted a day's bathing, are fed a fine luncheon, and are then returned to the capital. The entire train is under heavy guard, as is the pool. The gardens and pool are surrounded by a white stone wall 20-ft. tall with several round guard towers. The towers and wall are guarded by a sisterhood of virginal paladins.

Within the gardens, satyrs (male and female) gather about the tourists providing merriment and music to the bathers.

Sylph, Medium Fey: HD 3; AC 10; ATK 1 dagger (1d4); MV 30 (Fly 90); F14 R12 W12; AL Neutral (N); XP 300; Special—Do not breathe, cast spells as 7th level druid; Spells—At will—gust of wind, invisibility (self); 1/week—conjure a medium air elemental.

6132. Talok | Monster

A small launch has become stuck amidst the rocks on the coast, and finds itself just below a sleeping talok, a beast that looks something like a cross between an orca and a sea lion. The launch is crewed by three human sailors and two lovers, a young Lord Ramezo from Guelph and the younger Lady Sephanie of Lyonesse. They are visiting Bermoothes for its healing waters, and their parents, with whom they came, would be aghast to find them together.

Talok, Huge Animal: HD 9; AC 16; ATK 1 bite (2d8); MV 20 (Swim 40); F6 R8 W14; AL Neutral (N); XP 450; Special—None.

6135. Roc | Monster

Travelers in this hex might note a roc flying overhead. It is heading to its lair in the South Seas, and appears to be carrying a struggling sailor in its claws. The sailor is a grizzled old salt called MacGruber, a highly skilled mariner and one hell of a hand-to-hand fighter.

MacGruber, Medium Humanoid: HD 9; AC 13; ATK 2 fists (1d6+3); MV 30; F9 R11 W11; AL Neutral (N); XP 450; Special—None.

Roc, Huge Animal: HD 18; AC 17; ATK 2 talons (2d8) and bite (2d8); MV 20 (Fly 80); F3 R3 W9; AL Neutral (N); XP 900; Special—None.

6217. Terrible Convocation | Monster

Twenty elder masters have gathered here. All recently re-awakened from their stasis field hibernation, they have made their way to a plateau studded with jale-colored gemstones.

The convocation is sending thought waves into the aether (and the water), howling at the heavens in an attempt to break down the barriers to the outer dimensions to coax a few appendages of the terrible Sog-Yothoth. The thought waves are churning the water, and force people swimming through them to pass a Will saving throws to avoid the over-excitement of their frontal lobes, causing paralysis and a loss of short-term memory.

After one minute, the waters will begin to glow and space and time will begin to rend apart as silvery tentacles slip through the tears to grasp anything they can, adventurers or elder masters. The tentacles appear about 30 feet above the surface of the plateau and can stretch up to 50 feet. A total of 3d6 of the tentacles will appear before the tears are healed.

Elder Master, Large Aberration: HD 9; AC 16; ATK 3 arms (1d6 + constrict); MV 20 (Fly 30, Swim 60); F10 R11 W6; AL Chaotic (NE); XP 900; Special—Resistance to cold and electricity, magic resistance 10%; Spells—At will—detect thoughts; 3/day—phantasmal force; 1/day—ego whip.

Tentacle of Sog-Yothoth, Huge Aberration: HD 25; AC 20 [+3]; ATK 1 slam (3d6); MV 0; F3 R3 W3; AL Neutral (CN); XP 2500; Special—Immune to cold and electricity, resistance to fire, magic resistance 65%.

6223. Isle of Memories | Wonder

An island in this hex is ringed by sandy beaches. The island was once inhabited, but is now deserted by all but haunting memories. Waterfalls on the island hide a treasure, which players can find if they can survive these disembodied memories to learn of the island's final days and why and where the treasure was hidden. They might also learn from the memories how to get past the treasure's draconic guardian.

The treasure was hidden in the final days of a small island civilization of humans who originated in the South Seas. It was a Paleolithic civilization, but its people reached a high degree of architectural complexity, building cyclopean walls, palaces and temples as well as brick hovels, granaries, etc. The people offended the ancient Atlanteans, though, and they sent an army of water elementals to destroy the civilization, knocking it to the ground. The treasures were not just pearls and precious stones, but also the souls of the royal family and high priests, which were embedded in the precious stones, which were set in masks of beaten gold.

Disembodied Memory, Medium Outsider: HD 5; AC 15 [silver]; ATK 1 touch (1d6 + modify memory); MV 30; F11 R11 W11; AL Neutral (N); XP 500; Special—Incorporeal, naturally invisible, modify memory as spell.

Blue Dragon, Medium Dragon: HD 9; AC 18; ATK 2 claws (1d6) and bite (1d8); MV 40 (Fly 150, Burrow 20); F9 R9 W8; AL Chaotic (LE); XP 2250;

Special—Cause fear, sense hidden or invisible, breath lightning bolt (60'), speech, resistance to electricity.

6227. Bubblefolk | Monster

A gang of seven azpinai, alien folk of an elemental nature, is crossing this hex, attempting to find a way back to their home dimension after being pulled in through one of the many dimensional nexuses that exist in the Damnable Sea.

The creatures appear as clusters or strings of bubbles. The creatures can change their molecular structure into any form of gas or mixture of gasses. They attack by forming themselves into poisons and enveloping their enemies.

The azpinai are quite intelligent, and generally peaceful. Most will form themselves into sleeping poison to disable their opponents rather than kill them. They can communicate telepathically, and will readily parley with people they meet in the hope of finding a way back home. One of them is a talented magic-user who is happy to teach a few of his elemental spells to a mage who is willing to help them.

Azpinai, Medium Air Elemental: HD 2; AC 14; ATK 1 touch (poison); MV Fly 60, Swim 60; F15 R11 W14; AL Neutral (N); XP 200; Special—Telepathy, change molecular structure.

Mage, Azpinai Magic-User: LVL 3; HP 2d6 + 3d4; AC 10; ATK 1 touch +1 (poison); MV Fly 60, Swim 60; F14 R14 W12; AL Neutral (N); XP 300; Special—Spells per day (4/2/1), azpinai abilities.

6230. The Airy Folk | Village

A population of 200 half-sylphs dwells in this hex in a fishing village. The people have pallid skin and silvery eyes, with wispy hair of blue and grey. They dress in simple white shifts, and have very delicate bodies that they appear to barely touch the ground while walking or dancing. The people have musical voices and live on hibiscus and ethereal flesh.

The fishermen fish the skies for ethereal creatures using silver nets and flying skiffs. The skiffs are made of white wood and held aloft by the whispered chants of the airy folk. They are a generally peaceful folk, but are skilled with sling and blade and are willing to defend themselves.

Airy Folk, Medium Humanoid: HD 1; AC 10; ATK 1 weapon (1d6); MV 30; F15 R13 W15; AL Neutral (N); XP 100; Special—Feather fall.

6234. Primordial Ooze | Monster

A small portion of primordial ooze is encased here in a metal drum that floats in the ocean. Spotting it is difficult, and opening it can be ruinous to one's health.

Primordial Ooze, Small Ooze: HD 3; AC 23; ATK 1 slam (1d6 + degeneration) or spit (120'/1d6 + degeneration); MV 20; F15 R14 W14; AL Neutral (N); XP 2000; Special—Degeneration (Fort save or turn into pool of goo; Will save each round thereafter to reform), spawn life

(create monster, paying hit points equal to the monster's hit points), regenerate.

6322. Fangs! | Monster

A sea serpent dwells here in an alternate dimension that can be reached through a black hole in the sea floor. The hole leads into a dimension of sea caves and sentient mosses. It is said that hidden in this dungeon dimension there is a harp strung with hairs plucked from the beard of Jove.

Sea Serpent, Huge Magical Beast: HD 9; AC 15; ATK 1 bite (2d8 + swallow whole) or tail slap (2d8); MV 10 (Swim 60); F6 R8 W14; AL Neutral (N); XP 900; Special—Blur.

6328. Reef Madness | Monster

An island here is ringed by coral reefs, thick with life and protected by a coral creeper. The island has a placid lagoon and appears to be uninhabited. The only "man-made" things on the island are a number of crude markers composed of piles of stones around spears skewering skulls. These have been placed by the sea orcs not as territorial markers, but as warning.

The central portion of the island, where the trees are thickest, hides a small manor house inhabited by a lonely and slightly mad king. The king is called Zerbrus. He has a long, white beard and wears a golden crown and purple robes. He weaves a tale of a treasure hidden beneath his manor, but claims he has forgotten how to reach it, for his old mind is addled.

In truth, this central portion of the island is a genius loci, an ooze that imitates landscapes and structures. The ooze is served by Zebrus, who does as it pleases and works to keep people in the manor house so the ooze can devour them.

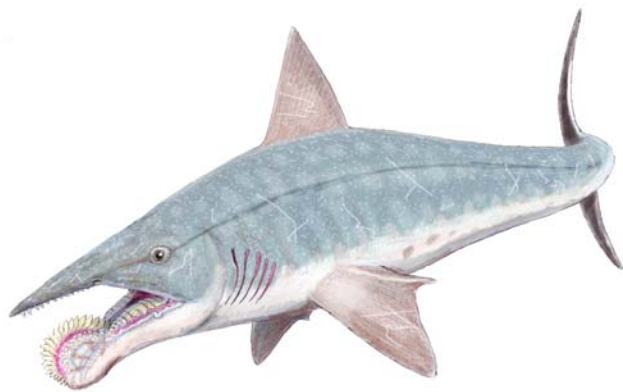
Zebrus, Human Thief: LVL 4; HP 8; AC 12 (padded); ATK 1 dagger +1 (1d4); MV 30; F14 R11 W14; AL Chaotic (CE); XP 400; S6 I9 W9 D13 Cn9 Ch10; Special—Backstab x2.

Genius Loci, Huge Ooze: HD 20; AC 0; ATK 10 slams (2d12 + constrict); MV 5 (Burrow 5); F3 R6 W15; AL Chaotic (CE); XP 5000; Special—Enslave thrall, hallucinatory terrain, regenerate.

6333. Funeral Party | Monster

A funeral party of sea giants moves through this hex. The party is composed of Lady Lune and her three lovely daughters, Unella, Avicia and Damsella. The party is carrying the body of Lune's husband, Lord Dorvis, and is on their way to Prospero to seek his advice and that he may inter her husband where his enemies cannot find him. In addition to the body, the party, which includes four bodyguards/pallbearers, is carrying the following treasures on their persons: 2,000 sp, 500 gp, 50 pp, a vibrant blue dragon scale (100 gp), a diamond (2,000 gp) and a scroll of shocking grasp.

Sea Giant, Large Giant: HD 9; AC 17; ATK 1 trident or spear (3d6) and tail slap (2d6); MV 20 (Swim 60); F8 R10 W11; AL Neutral (N); XP 450; Special—None.



6334. Helicoprion | Monster

The titan Helicoprion is fighting with a giant squid in this hex over a shimmering white ship (apparently plated with silver) of the ancient elves. The ship is headed south to Tara Tilal, the legendary last city of the elves (not counting the cities of the aquatic elves, of course) and carries a princess who served as an envoy to the mystical city of Ipnos before she was expelled for conduct unbecoming a princess.

The princess, Aunia, is a haughty woman, though her foul temper and abysmal manners make her no less intelligent and fascinating, and she is quite skilled at manipulating people. She is accompanied by twenty eleven guardsmen in breastplate and armed with spears and dagger, a priest called Lagunas (elderly and ashamed, and quite ready for the embrace of death; it was he who summoned Helicoprion to aid them), her duena, Cana, and ten human slaves, mute due to their tongues being removed at birth.

Princess Aunia, Medium Humanoid: HD 1; AC 12; ATK 1 dagger (1d4); MV 30; F13 R15 W14; AL Neutral (CN); XP 50; Special—Elf traits, cast spells as 1st level magic-user.

Lagunas, Grey Elf Magic-User: LVL 10; HP 17; AC 10; ATK 1 dagger +1 (1d4-2) or hand crossbow +3 (1d4); MV 30; F13 R12 W9; AL Neutral (N); XP 2500; S5 I15 W8 D9 Cn8 Ch11; Special—Spells per day (4/4/4/3/3/2).

Elf Guard, Medium Humanoid: HD 1; AC 18 (breastplate and shield); ATK 1 weapon (1d8); MV 30; F15 R13 W15; AL Lawful (CG); XP 50; Special—Elf traits, cast spells as 1st level magic-user.

Giant Squid, Huge Animal: HD 12; AC 17; ATK 10 tentacles (1d8 + constrict) and bite (2d8); MV 0 (Swim 80); F4 R6 W12; AL Neutral (N); XP 1200; Special—Ink cloud, jet backwards.

Helicoprion, Huge Outsider: HD 20; AC 27 [+1]; ATK 2 slams (1d10) or huge weapon (2d12); MV 60; F3 R3 W3; AL Neutral (N); XP 5000; Special—Magic resistance 50%; Spells—At will—bestow curse, chain lightning, charm monster, cure critical wounds, deeper darkness, dispel magic, fire storm, hold monster, invisibility, invisibility purge, levitate, persistent illusion, polymorph (humanoid forms only, duration 1 hour), unholy smite; 3/day—etherealness, holy or unholy word, summon nature's ally IX; 1/day—crushing hand, gate, maze, meteor swarm.

6338. Armored Death | Monster

The triton warlord Sculvenor and his triton army (140 tritons, all mounted on hippocampi) is leading his forces into the Damnable Sea to oppose the Atlanteans at the behest of the Prestidigitarium, who fear Jasconius' war will weaken the Atlanteans, making them easy prey for the elder masters. Sculvenor is an old friend of Vylock, one of the members of the Prestidigitarium.

Lord Sculvenor, Medium Outsider: HD 9; AC 16; ATK 1 trident (1d6+1) or heavy crossbow (1d6+1); MV 5 (Swim 40); F9 R9 W8; AL Lawful (NG); XP 900; Special—None; Spells—1/day-summon nature's ally IV.

Triton, Medium Outsider: HD 3; AC 16; ATK 1 trident (1d6+1) or heavy crossbow (1d6+1); MV 5 (Swim 40); F12 R12 W11; AL Lawful (NG); XP 300; Special—None; Spells—1/day-summon nature's ally IV.

Hippocampus, Large Magical Beast: HD 4; AC 14; ATK 2 hooves (1d6) and bite (1d6); MV Swim 50; F10 R10 W17; AL Neutral (N); XP 400.

6340. Slimy Death | Monster

Fourteen giant ostracoderms, primitive, jawless, slimy fish, have been summoned by the elder masters to serve in their army. The beasts have no intelligence, and are making their way slowly.

Giant Ostracoderm, Large Animal: HD 6; AC 18; ATK 1 bite (1d6 + blood drain 1d4 Con); MV 0 (Swim 50); F9 R9 W15; AL Neutral (N); XP 600; Special—Drain blood (Fort save for half damage), slimy skin (+2 to save vs. grapple attacks, resistance to bludgeoning weapons).

6408. Hunting Party | Monster

A hunting party of eight mighty sea giants is seeking out a terrible sea monster that killed their chieftain, Lord Dorvis [6333]. The giants know the trail has gone cold, but they are determined, and, being giants and not very diplomatic, will make an attempt at seizing the adventurers to interrogate them forcefully.

Sea Giant, Large Giant: HD 9; AC 17; ATK 1 trident or spear (3d6) and tail slap (2d6); MV 20 (Swim 60); F8 R10 W11; AL Neutral (N); XP 450; Special—None.

6422. Nethuns | Monster

A thick forest of blue-veined kelp hides a the great castle of the elder storm giant Nethuns. A terribly old giant, he once served as the local storm bringer of this region, but has now passed into retirement. Nethuns tends to his lovely daughters and wife (she rues the day he gave his throne to his son Astabans) and raises aquatic green dragons. Currently, he keeps a brooder and has eight eggs, as well as three young aquatic greens in his kennel. He also keeps a treasure (see below). While Nethuns is old and tired, his wife, Adrenia, remains quite vibrant, and seeks help in overthrowing her half-son. This might include quests to win the support of other local giants and an assault on Aegaeon's castle.

Treasure: 41,000 sp, 650 gp, 384 pp, a copper holy symbol of Nodens (100 gp), a gilt holy symbol of Neptunus (300 gp), a +1 brass bastard sword, a necklace of amber beads (100 gp), 18 tiger

eye gems (50 gp each), a mirror in a mithral frame (1,000 gp), 5 topaz (50 gp each), a copper anklet (100 gp), 5 jasper gems (100 gp each), 5 lapis lazuli (25 gp each), +2 *battleaxe* and four spell candles (2nd level spell in each; spell is cast when the candle is lit and burns for 1 minute).

Nethuns, Huge Giant: HD 15; AC 18; ATK 1 greatsword (7d6) or boulder (3d10); MV 40 (Swim 40); F3 R5 W5; AL Lawful (CG); XP 3750; Special—Immune to electricity; Spells—Continuous-free action, water breathing; 1/day—call lightning, chain lightning; 2/day—control weather, levitate.

Adrenia, Huge Giant: HD 15; AC 18; ATK 1 giant mace (6d6) or boulder (3d10); MV 40 (Swim 40); F3 R5 W5; AL Lawful (CG); XP 3750; Special—Immune to electricity; Spells—Continuous-free action, water breathing; 1/day—call lightning, chain lightning; 2/day—control weather, levitate.

Young Green Dragon, Small Dragon: HD 8 (16 hp); AC 17; ATK 2 claws (1d4) and bite (1d6); MV 40 (Fly 150, Swim 40); F9 R9 W8; AL Chaotic (LE); XP 2000; Special—Cause fear, sense hidden and invisible creatures, cone of corrosive gas (20'), speech, resistance to acid, water breathing.

Green Dragon Dame, Large Dragon: HD 8 (40 hp); AC 17; ATK 2 claws (1d8) and bite (1d10); MV 40 (Fly 150, Swim 40); F9 R9 W8; AL Chaotic (LE); XP 2000; Special—Cause fear, sense hidden and invisible creatures, cone of corrosive gas (40'), speech; Spells—3/day-suggestion; 1/day—plant growth, resistance to acid, water breathing.

6426. Niquithub | City-State

Niquithub was a prison city of the elder masters, and is largely intact. The ancient city is partially covered in silt and the buildings, buried up to about 20 to 30 feet in the sea dunes, are heavily encrusted by sea creatures. Giant anemones clutter the streets, and are slowly being slain and removed by the laboratory grown skum servants of the aboleth, who are even now laboring in the ruins to re-energize the eldritch machineries. All the while, the surviving elder masters are fully reawakening, collecting intelligence and concocting their plans.

What the strange beings of the city cannot know, but their alien minds cannot comprehend, is a strange force, a feeling really, that pervades their citadel. Humanoids can feel it as soon as they near the ruins, the presence of something ancient, a terrifying patience, a secret that might undo Nod itself if ever uttered.

6428. Flock in Flight | Monster

A flock of quetzalcoatlus is migrating from the Valley of Monsters north of the Virgin Woode to the South Seas in the, well, south. A note is tied around one of the creature's legs, a message to a South Seas queen from a lost barbarian hero who pines for her in the monster-haunted wilderness of the Valley.

Quetzalcoatlus, Large Animal: HD 8; AC 16; ATK 1 bite (1d10) and 2 claws (1d6); MV 20 (Fly 60); F8 R8 W14; AL Neutral (N); XP 400; Special—None.

6431. Traders | Monster

Criderian merchants, a bickering lot, are traveling here with nets filled with goods. The nets are held up and dragged by giant puffer fish. Within the nets are weird, solidified bubbles of strange gases

CRIDERIAN

Medium Aberration, Neutral (N), Avg. Intelligence; Consortium (1d8)

HD	1
AC	13
ATK	7 tentacles (1d4 + stun 1 rd)
MV	0 (Swim 40)
SV	F15 R15 W13
XP	100 (CL 2)

Criderians are often referred to as the traders of the sea. A nomadic people, they live something like the Romany life, using sea animals as beasts of burden to move their wares. Their ability to communicate telepathically and their quirky, sparking personalities help them in their work.

Criderians look like jellyfish with large, glowing yellow brains within their diaphanous bodies. Their hides and tentacles are thicker than those of a normal jellyfish, and have a pink to purple to greenish hue. The creature's seven tentacles can be used to attack or grasp. Criderians have a few minor psionic powers that allow them to read minds, control animals and communicate telepathically with other sentient beings.

that act as magic potions. The criderians have no guards, but they do hold dementia boxes, silvery objects with buttons that, when depressed, send out waves of dementia that affect humanoids, animals, monstrous humanoids, magical beasts, giants and dragons. Those creatures within 60 feet must pass a Will save or become dazed and nauseous.

Giant Puffer Fish, Large Animal: HD 4; AC 16; ATK 1 bite (1d4); MV 0 (Swim 40); F10 R11 W17; AL Neutral (N); XP 200; Special—Puff (successful unarmed attacks on the fish inflict 1d4 damage on the attacker).

Criderians, Medium Aberration: HD 1; AC 14; ATK 7 tentacles (1d4 + stun 1 rd); MV 0 (Swim 40); F15 R15 W13; AL Neutral (N); XP 100; Special—Telepathy (100'); Spells—1/day—animal friendship, detect thoughts.

6441. Prismatic Island | Monster

A cluster of giant flying jellyfish is hovering over an island of rainbow-colored rocks and cesious sands that crackle and pop with electricity as one walks over it. The rocks are actually a hoary white in color, but they are covered by hallucinogenic fungi that give them their strange coloration. This fungi, if consumed, allows one to commune with the gods (i.e. contact other plane), but forces one to pass a Fortitude save vs. poison IV.

Giant Flying Jellyfish, Huge Vermin: HD 16; AC 11; ATK 8 tentacles (2d6 + paralysis); MV 0 (Fly 20); F3 R7 W7; AL Neutral (N); XP 1600; Special—Discharge spell energy, paralysis.

6448. Dangerous Hulk | Monster

Giant hallucigenia, creatures that look like spiky worms, are attached to a sea hulk that floats here after a fight with sea orcs.

The ship has overturned, and an air pocket inside the ship permits one to venture through several rooms and claim its treasure. The giant hallucigenia are attached to the deck, and must be passed in order to access the air pocket.

Giant Hallucigenia, Large Vermin: HD 8; AC 13; ATK 14 tentacles (1d6); MV 0 (Swim 30); F8 R11 W11; AL Neutral (N); XP 800; Special—Spines (creatures in close combat must pass Reflex save or suffer 1d6 damage).

6510. Flask of Sand | Treasure

A magic silver flask floats in the sea in this hex. Although a very small object, it wants to be found and claimed and thus gives off a brilliant glint that can be seen for miles by elves and sorcerers. If uncorked and turned over, sand begins pouring out. This sound does not stop until it has formed a small (1200-ft diameter) island. The island is partially composed of 2d6+6 sand men. With the command word “Tuppence” the sand is sucked back into the flask.

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

6515. Black Whirlpool | Wonder

A whirlpool has formed here around a portal into the negative energy plane. The portal was opened by the elder masters, or at least by their eldritch machineries in Niquthub [6426]. A group of five elder master scientists and their thirty skum guards are monitoring the whirlpool, which they cannot close save by inserting a *magic wand* containing at least 10 charges of a 5th level spell or a fully charged *magic rod* or *staff*. The portal was supposed to serve as a worm hole back to their home star, but instead collapsed and now threatens to become something akin to a black hole. The skum are even now erecting a series of hexagonal chambers, using orichalcum girders, that the elder masters believe can be used to contain the rift in dimensions.

Elder Master, Large Aberration: HD 9; AC 16; ATK 3 arms (1d6 + constrict); MV 20 (Fly 30, Swim 60); F10 R11 W6; AL Chaotic (NE); XP 900; Special—Resistance to cold and electricity, magic resistance 10%, abilities of 6th level scientists; Spells—At will—detect thoughts; 3/day—phantasmal force; 1/day—ego whip.

Skum, Medium Monstrous Humanoid: HD 2; AC 13; ATK 2 claws (1d4 + rend) and bite (2d6); MV 20 (Swim 40); F15 R12 W12; AL Chaotic (CE); XP 100; Special—None.

6521. Sea Orcs | Monster

A pod of one hundred sea orcs is on its way to the Damnable Sea, preparing to either aid the Atlanteans in their conquest of the surface world or just to plunder the coast and the cities of the elves after both sides are weakened. The sea orcs’ chieftain is Skalvax, infamous around Port Janus for his raids.

Sea Orc, Medium Humanoid: HD 1; AC 12 (leather); ATK 1 weapon (1d8); MV 30 (Swim 50); F13 R15 W16; AL Chaotic (CE); XP 50; Special—None.

Skalyax, Orc Barbarian: LVL 8; HP 57; AC 13 (ring); ATK 1 falchion +8 (1d8+2) or javelin +6 (1d6+2); MV 40; F8 R12 W12; AL Chaotic (CE); XP 800; S16 I7 W11 D12 Cn13 Ch10; Special—Rage 3/day, sixth sense.

6523. Mummy Island | Monster

An island with a variety of coastline stands here, long and with a great, spiny ridge of pinkish granite. The lower slopes are covered with thick growths of elm trees and the coast is mostly rocky, with a couple sandy inlets. The island was once thickly inhabited, with the remnants of a large villain evident on one rocky promontory and a few totem poles looking over the aforementioned inlets. The ridge is marked with many man-made caves, mostly shallow. Atop the ridge, near the center of the island, there is a large copper tower topped by a beacon fire that burns mysteriously on the otherwise uninhabited island.

The island is roamed by living mummies, who maintain the beacon out of habit, and protect the caves, which hold small, sacred pools of salt water that bubble up from sea caves beneath the island.

The mummies look like haggard men and women wearing loose rags of vinaceous, matted velvet, their amber-colored skin showing through the rags. They are hairless, and their eyes are silver-grey and unblinking.

Living Mummy, Medium Undead: HD 4; AC 16; ATK 1 slam (1d8 + mummy rot); MV 20; F14 R14 W11; AL Chaotic (LE); XP 400; Special—Mummy rot.

6530. False Tomb | Dungeon

A false tomb, ostensibly of the Atlantean wizard Tovax, hides beneath the waves here. The tomb takes the form of a cube of ocherous stone that spins slowly, about midway between the seafloor and the ocean’s surface.

A close inspection of the cube reveals a maze of grooves in the surface. Touching the cube places a person within a maze of similarly colored stone. One might think they were shrunk down and are now on the surface of the cube, but in fact they have been teleported to a pocket dimension within the cube. This pocket dimension is about 1,000 feet square, with walls about 40 feet high. Hidden within this maze are a multitude of chambers, bare save for monsters and treasures.

At the center of the maze there is a 10-ft. diameter wheel of stone set on the floor. In the center of the wheel there is a magic mouth effect, and radiating from it seven arms in bas-relief, each ending in an open palm. When one enters this chamber, the magic mouth says, “With a ready tongue one might talk their way out of this dimension, with keen eyes, they might find the treasure.”

This is a clue. By placing seven tongues cut out of the mouths of monsters in this dungeon on the open hands of the wheel, the wheel begins to spin and sends out a wave of candent energy that teleports people back into the ocean hex that contains the cube and maze. By placing the eyes of seven different monsters on

those hands, a similar effect can be created, this one sending the adventurers to the true tomb of Tovax, where the Atlantean lies in state, forever preserved in his velveteen robes, the *Silver Circlet of Destiny* on his brow, his treasures arrayed around him. These treasures consist of 5,300 sp, 100 gp, 100 pp, a sealed copper box containing twenty love letters between Duke Prospero and a high born sorceress of Atlantis, a +1 *copper buckler*, a very large turquoise (300 gp), a silver torc (500 gp) and a pair of shagreen boots that grant a swim speed of a small shark.

Silver Circlet of Destiny: Permits the wearer to use augury 3/day and divination 1/day, and grants a +1 bonus to saving throws. When first worn, the wearer may declare his own destiny. The circlet then grants a +2 bonus to saving throws and task checks made in the process of achieving that destiny.

6537. Ailing Ichthyosaur | Monster

An ichthyosaur in this hex is in bad shape, having swallowed the hand of the survivor of a shipwreck who was holding a magical dagger. The dagger animates corpses and has now animated the hand, which is slowly crawling up the animal's esophagus.

Crawling Claw, Tiny Construct: HD 1; AC 15; ATK 1 *claw* (1d3 + constrict) or +1 *dagger* (1d4+1); MV 20; F18 R15 W15; AL Neutral (N); XP 100; Special—Double damage vs. prone opponents.

Ichthyosaur, Large Animal: HD 11; AC 17; ATK 1 *bite* (1d10); MV 0 (Swim 60); F7 R7 W13; AL Neutral (N); XP 550; Special—None.

6541. Bubbling and Crude | Monster

Ooze bubbles up from a crack in the sea here. It is the herald of a massive ooze that was imprisoned in the still cooling earth of Nod in elder days. Sentient and horrible, this ooze was a rival to Jubilex, and intent on challenging that demon. The ooze bubbling up now is only a portion of the main ooze.



Fiendish Ooze, Huge Ooze: HD 10; AC 3 [+1]; ATK 1 *slam* (2d6 + 1d6 acid + 1d6 fire + engulf); MV 20 (Climb 20); F7 R10 W11; AL Chaotic (CE); XP 1000; Special—Resistance to fire, magic resistance 10%, double damage against Lawful (Good) characters.

6544. Sea Anemones | Monster

There is ridge here in the deep sea that glitters with garnets is inhabited by giant sea anemones, which are hunted by the servants of the aboleth for extractions that can be used to enhance the mental abilities of the elder masters. The sea anemones have grown wary of visitors, and attack savagely and without provocation.

Giant Sea Anemone, Large Vermin: HD 5; AC 13; ATK 1 *tentacle mass* (1d8 + constrict + swallow whole + poison II); MV 5; F10 R16 W13; AL Neutral (N); XP 250; Special—Blindsight, immune to poison.

6545. Elder Emissaries | Monster

A group of five elder masters fly through the sea here on their way south to make contact with other elder masters they believe still dwell there in another submerged city.

Elder Master, Large Aberration: HD 9; AC 16; ATK 3 *arms* (1d6 + constrict); MV 20 (Fly 30, Swim 60); F10 R11 W6; AL Chaotic (NE); XP 900; Special—Resistance to cold and electricity, magic resistance 10%; Spells—At will—detect thoughts; 3/day—phantasmal force; 1/day—ego whip.

6603. Filibusters | Monster

Three filibuster ships, caravels, are dogging a Guelphling treasure ship. The filibuster vessels are called *Queen Titania's Revenge*, *Wolf Royal* and *Bravado*. The treasure ship is massive, and is called *Xanthic Glory*. The treasure ship has lost a mast, but its twenty guns are powerful and expertly manned. *Wolf Royal* and *Bravado* show minor damage, and *Bravado* is falling behind the others.

In all, there are 260 pirates on the three Brigandian vessels. They are commanded by Lord Balwic, assisted by two lesser captains, Christopher MacIntyre and the magic-user Henry Glower. The *Xanthic Glory* is commanded by Gaio Asclepius.

Pirate/Sailor, Medium Humanoid: HD 1; AC 11 (padded); ATK 1 *weapon* (1d8); MV 30; F13 R15 W15; AL Neutral (N); XP 50; Special—None.

Lord Balwic, Human Fighter: LVL 9; HP 22; AC 14 (chain shirt); ATK 2 *short sword* +9 (1d6+1) or *pistol* +8 (1d10); MV 30; F9 R12 W12; AL Neutral (N); XP 900; S14 I10 W10 D10 Cn11 Ch12; Special—Dominate 9 HD foes.

Chris MacIntyre, Human Fighter: LVL 5; HP 35; AC 13 (scale shirt); ATK 2 *short sword* +5 (1d6) or *pistol* +5 (1d10); MV 30; F11 R13 W13; AL Neutral (CN); XP 500; S11 I8 W9 D11 Cn9 Ch12; Special—Dominate 9 HD foes.

Henry Glower, Human Magic-User: LVL 6; HP 18; AC 11; ATK 1 *dagger* +2 (1d4) or *light crossbow* +3 (1d4+1); MV 30; F12 R12 W9; AL Neutral (N); XP 600; S12 I16 W15 D13 Cn14 Ch15; Special—Spells per day (4/4/4/2).

Gaio Asclepius, Human Fighter: LVL 7; HP 40; AC 14 (scale shirt); ATK 2 short sword +5 (1d6) or pistol +5 (1d10); MV 30; F10 R12 W15; AL Chaotic (NE); XP 700; S12 I8 W6 D13 Cn12 Ch9; Special—Dominate 9 HD foes.

6608. Sea Unicorn and Rider | Monster

A celestial narwhal called Brendan and the female aquatic elf paladin Astra who rides it are guiding a string of locathah refugees to the north and safety. She opposes Emperor Jasconius but has not the strength to fight him openly, and so is trying to do whatever good she can.

Locathah, Medium Humanoid: HD 2; AC 14; ATK 1 weapon (1d8); MV 10 (Swim 60); F12 R15 W15; AL Neutral (N); XP 100; Special—None.

Celestial Narwhal, Huge Magical Beast: HD 12; AC 19 [+1]; ATK 1 tusk (2d6); MV 0 (Swim 60); F6 R6 W10; AL Lawful (CG); XP 1200; Special—+2 hit/damage Chaos (Evil), resistance to electricity, magic resistance 10%.

Astra, Human Paladin: LVL 5; HP 21; AC 15 (breastplate); ATK 1 trident +6 (1d6+3); MV 30; F10 R13 W9; AL Lawful (LG); XP 500; S17 I8 W14 D10 Cn11 Ch15; Special—Detect evil, smite chaos (evil) 3/day, lay on hands, immune to fear, turn undead, quest for warhorse.

6610. Blind Rage | Monster

An injured sea serpent, blind and raging, is rampaging in this hex. A harpoon has struck it and it is now dragging a whaling boat behind it. Its twenty crewmen are half-starved and dying of thirst. Among them is the great whaler Liana Gloch, one of her arms

broken and stricken by a fever.

Sea Serpent, Huge Magical Beast: HD 9; AC 15; ATK 1 bite (2d8 + swallow whole) or tail slap (2d8); MV 10 (Swim 60); F6 R8 W14; AL Neutral (N); XP 900; Special—Blur.

Whaler, Medium Humanoid: HD 1; AC 11 (padded); ATK 1 weapon (1d8); MV 30; F13 R15 W15; AL Neutral (N); XP 50; Special—None.

Liana Glach, Human Ranger: LVL 6; HP 38; AC 12 (leather); ATK 1 broadsword +7 (2d4+2); MV 30; F9 R10 W12; AL Lawful (NG); XP 600; S16 I10 W15 D12 Cn13 Ch9; Special—Favored enemy (whales), spells (1).

6630. Manticore Island | Stronghold

A small, rocky islet holds the base of operations for the 220 pirates of tiefling captain Black Harriet. Black Harriet's ships, the *Blushing Dame* and *Manticore*, are hidden in a cove obscured by a thick growth of mangroves and other vegetation. Black Harriet and her ships are away at the moment, and the men left behind, some injured, others old and infirm, others being pure artisans and craftsmen or their children or wives, are enjoying a holiday, drinking and carousing in the small, rickety village hidden at the back of the cove. Black Harriet is assisted by a magician that calls himself Zowie; Zowie commands the *Blushing Dame*.

Black Harriet, Tiefling Duelist: LVL 9; HP 45; AC 15 (padded); ATK 1 rapier +8 (1d6) and dagger +8 (1d4); MV 30; F12 R7 W14; AL Chaotic (NE); XP 900; S10 I15 W5 D17 Cn10 Ch10; Special—Specialist weapon (rapier, x2 damage), +2 initiative, riposte, darkness 1/day, resistance to fire.



Zowie, Human Magic-User: LVL 6; HP 21; AC 9; ATK 1 dagger +2 (1d4) or light crossbow +3 (1d4+1); MV 30; F12 R14 W9; AL Neutral (N); XP 600; S6 I16 W13 D6 Cn15 Ch12; Special—Spells per day (4/4/4/2).

Pirate, Medium Humanoid: HD 1; AC 11 (padded); ATK 1 weapon (1d8); MV 30; F13 R15 W15; AL Neutral (N); XP 50; Special—None.

6803. Sea Mount | Monster

A sea mount in this hex holds the twisted wreckage of the *USS Eldridge*. The ship is stuck between the Astral and Material planes, and surrounded by a seething green mist that twists time. When creatures enter the mist, roll to determine the time factor.

D6	TIME FACTOR
1	Rounds in the mist equal turns outside the mist
2	Rounds in the mist equal minutes outside the mist
3	Normal time, but adventurers are hasted
4	Normal time, but adventurers are slowed
5	Minutes in the mist equal rounds outside the mist
6	Turns in the mist equal rounds outside the mist

Wraith-like astral echoes of the *Eldridge* sailors lurk in the mist and others are embedded in the twisted wreckage, screaming. The wreckage holds some objects dated to the Second World War, and these objects have a 1 in 6 chance of working if they can be pushed wholly into the material plane.

Time Wraith, Medium Undead: HD 5; AC 15 [silver]; ATK 1 strike (1d4 + 1d6 Con drain + slow); MV Fly 60; F13 R12 W10; AL Chaotic (CE); XP 1250; Special—Powerless in sunlight, spawn, incorporeal.

6822. Musical Lens | Treasure

A giant concave crystal lens might be found in this hex, half buried in silt and leaning against a sunken promontory. When rubbed, the lens sends out sound waves, making it a musical instrument. Unfortunately, it also sends out magnetic waves that repel metal.

The waves move metal objects up to 1 ton in weight to a distance of 10 feet, a half-ton up to 20 feet, a quarter ton (500 lb) up to 30 feet, 250 lb. to 40 feet and so on. Metal objects are not just pushed away, they are also twisted slightly. Metal objects must pass an item saving throw or be ruined; animate metal creatures or living metal creatures must pass a Fort save or suffer 1d6 points of damage for every 10 feet it is pushed away.

The lens is 5 ft. in diameter, 3 in. thick and weighs about 766 lb.

6833. Aquatic Sphinx | Monster

Aquatic sphinx sculpture (sea cat with head of woman) guards the entrance to a dungeon where the elder masters held prisoners from the outer reaches of the universe

A thick, circular orichalcum door with a locking wheel is embedded between the forelegs of an aquatic sphinx sculpted from basalt. The aquatic gynosphinx looks like a combination of a comely female humanoid and a sea cat. If the locking wheel is turned to

the left without first giving it two turns to the right (which would normally tighten it), the sphinx becomes flesh and attacks.

When the sphinx animates, the door is revealed to be set into a small marble crypt. Behind the door there is a shaft that extends at a 45-degree angle into the sea bed, ending in a large chamber. The chamber walls are covered with bas-reliefs of other aquatic sphinxes and monstrous beings being tamed and cowed by what appear to be locathah wizards or priests. The magi appear to be drawing a strange magical sign in the air.

The same magical sign, which looks something like a “Y” with an extra arm on the left side, is repeated in the center of the floor, being inlaid into the living stone with gold. Anyone touching the gold will discover that it is molten (1d6 points of fire damage), hardening about 2 rounds after it is removed from the channel it fills. This central portion of the floor can be turned – there are holes drilled into which torches or poles can be placed to provide leverage.

If turned about 90-degrees to the right, the gold can flow into another channel on the floor. When this is done, the gold flows under the wall and into a hole, the weight of the gold tripping a device that raises the wall, revealing a secret door.

This door reveals a long gallery with alcoves in the walls on either side of the gallery holding lifelike sculptures of bizarre creatures, six in total. The sculptures feel as though they are made of glass or some sort of slick metal. At the end of the gallery there is an archway that leads into a large, domed chamber, the floor of which resembles writhing worms in deep bas-relief. At the center of this domed chamber, floating about 10 feet above the floor, is a levitating globe of white light. As one approaches this light, they must save each round (Fort) or be blinded for about 1 hour, unless of course they close their eyes.

Hidden within this light there is a strange gizmo of knobs and levers. If the knobs and levers are worked correctly, the gizmo can be shut off. The energy it was using is now freed up to illuminate the walls with the same brilliant white light, and to unfreeze the bizarre sculptures and the worm bas-reliefs. All of these things are revealed to be living creatures held in stasis by the elder masters. After 10 minutes, the gizmo begins operating again, holding anything left in the domed chamber and anything in the alcoves in the gallery (including the adventurers) in stasis.

The bizarre creatures are actually alien sages and wizards deemed dangerous to their ultimate plans by the elder masters. They are listed below, along with their stats.

Aquatic Gynosphinx, Large Magical Beast: HD 8; AC 20; ATK 2 claws (1d6 + rend); MV 40 (Swim 60); F8 R9 W10; AL Neutral (N); XP 800; Special—Symbol 1/wk; Spells-3/day—clairaudience/clairvoyance, detect invisibility, detect magic, read magic; 1/day—comprehend languages, dispel magic, locate object, remove curse, legend lore.

Giant Worm, Huge Vermin: HD 16; AC 19; ATK 1 bite (2d6 + swallow whole); MV 20 (Swim 10); F4 R8 W7; AL Neutral (N); XP 800.

ALIENS

Cy-Bot, Medium Monstrous Humanoid: HD 5; AC 18; ATK 1 fist (1d6+1); MV 20; F13 R11 W8; AL Neutral (CN); XP 500; Special—See above.

Martian Woman, Medium Humanoid: HD 2; AC 11; ATK 1 longsword (1d8); MV 30; F12 R15 W15; AL Neutral (N); XP 100; Special—Telepathy (100'/sentients and can speak to animals).

Skarusoi, Large Monstrous Humanoid: HD 6; AC 16; ATK 2 arm-shield (1d8) or 1 weapon (1d8+2); MV 40; F11 R10 W10; AL Neutral (CN); XP 600; Special—Mental powers 5/day (Cone of Force-30' cone, Fort save or hurled away and knocked prone; Dimension Door (as spell); Waves of Distress-15' radius, Will save or agony (nauseated) 1d4 rd; Psionic Blast (as spell), Insect Plague (takes three skarusoi concentrating), leap 50' as charge attack.

Vook, Large Humanoid: HD 3; AC 12; ATK 2 fists (1d6 + constrict) or weapon (1d10); MV 30; F12 R14 W14; AL Neutral (N); XP 150.

Zetan Leader, Medium Humanoid: HD 3; AC 12 [+1]; ATK 1 fist (1d6+1); MV 20; F12 R14 W13; AL Neutral (N); XP 300; Special—Return to collective upon death, aura of fear (30'), ethereal travel.

Zhark, Large Monstrous Humanoid: HD 5; AC 14; ATK 4 weapons (1d8); MV 40; F12 R11 W11; AL Chaotic (LE); XP 250.

6840. Elder Idol | Stronghold

A great, living idol of the elder masters stands here on the sea floor. The idol is 200 feet tall and carved from marble. It depicts Great Cthulhu and is capable of limited movement. The thing is almost like a sea mount, and is covered with all manner of sea life, all of which has become fiendish due its closeness to the unclean thing. Worse yet, the entire hex ripples with mind-bending waves of psychic energy emitted by the idol, forcing all non-vermin and non-aberrations to pass a Will save or lose 1 point of Wisdom per hour. Creatures reduced to half wisdom become thralls to Cthulhu and the elder masters, seeking out the city of the elder masters that they might be served. Creatures reduced to 0 Wisdom become completely insane.





RULES

Getting There Is Half the Annoyance

Illustration by Jon Kaufman

Overland travel is maybe one of the most annoying things to simulate in role playing games. Many systems have been proposed, with varying rates of travel and troubles along the way. The system from *Blood & Treasure* uses travel rates lifted from Col. Sir Garnet J. Wolseley's excellent *The Soldier's Pocket-Book for Field Service*, which he based upon his military service during the 19th century. Given that I've never been a pre-modern soldier marching about with full pack or on horseback, the good colonel's figures are better than anything I could come up with.

CONVEYANCE	MILES PER DAY
Ass/Donkey	16
Camel	20
Dog sled	10
Elephant	18
Griffon	6 on foot / 18 on the wing
Hippogriff	16 on foot / 32 on the wing
Horse	16
Humans	6 in a large group, 12 in a small group
Llama	15
Mule	16
Ox	5
Pegasus	16 on foot / 36 on the wing
Reindeer team	75

Okay, a few of these creatures are not from the Colonel's book. You can probably guess which ones.

A system like this is easy enough to use, and allows players and Treasure Keepers to plot things out and figure out what is needed for a journey, i.e. the Temple of Detrimental Weevils is 30 miles away, thus we can get there in 3 days on foot if we don't hire a bunch of men-at-arms, so we'll need at least six days' worth of food, etc.

RANDOM DISTANCE

To make travel a bit more realistic, though, you could randomize the distance covered each day. Let the adventurers roll a number of d6 each day to see how many miles they travel that day based on the movement type, as follows.

CONVEYANCE	MILES PER DAY
Ass/Donkey	5d6
Camel	6d6
Dog sled	3d6
Elephant	5d6
Griffon	2d6 on foot / 5d6 on the wing
Hippogriff	5d6 on foot / 9d6 on the wing
Horse	5d6
Humans	2d6 in large group / 4d6 in small group
Llama	4d6
Mule	5d6
Ox	1d8
Pegasus	5d6 on foot / 10d6 on the wing
Reindeer team	21d6

If the party has a druid, ranger or native guide in it, let the party roll an extra d6. If the party is traveling through rough terrain, roll half as many dice, rounding down.

For example, if the party is traveling by donkeys, a group rolls 4d6 to see how many miles they cover in a day. If they were traveling through rough terrain, they would roll 4d4. In rough terrain guided by a ranger, they would roll 5d4.

TRICKY NAVIGATION

You could also simulate rough terrain, such as swamps, mountains and highlands, but requiring the adventurers make a survival task check to get out of the hex in any direction other than the one they entered. This would simulate the adventurers trying to find the proper channel or pass, and would reward characters with a knack or skill in survival.

Using this system, you would probably want to assume normal travel distances, per the first table. If you were using 6 mile hexes, for example, you would assume that the party traveling on foot could move two hexes per day. If they were traveling through rolling grasslands, no roll would be required. If they were moving through mountains, though, they would have to make a survival task check to leave each of those mountainous hexes. A Treasure Keeper could rule that each of those checks requires an hour of time, and allow them to make as many checks as they like, simply pushing back the clock and making a wandering monster check each hour that they spend searching. Eventually, it would grow late enough that the party might decide to simply make camp, such that they end up traveling less than their potential distance for the day.

The TK could assign a number of difficulties on the survival task check based on the terrain to be traveled. Highlands might offer no extra difficulties, while a thick woodland or thickly wooded swamp might offer one difficulty (i.e. -2 penalty) and towering

mountains clogged with snow might offer two or three difficulties (i.e. -4 to -6 penalty). Additional difficulties could be assigned for traveling without a map or chart, traveling without a compass (if they exist in your campaign) or traveling via an inopportune conveyance (i.e. elephants through the Alps).

TRAVEL PROBLEMS

Another way to make travel more realistic would be to assume that one major problem occurs each day. If you've ever gone on a family road trip, you know this is probably generous. The

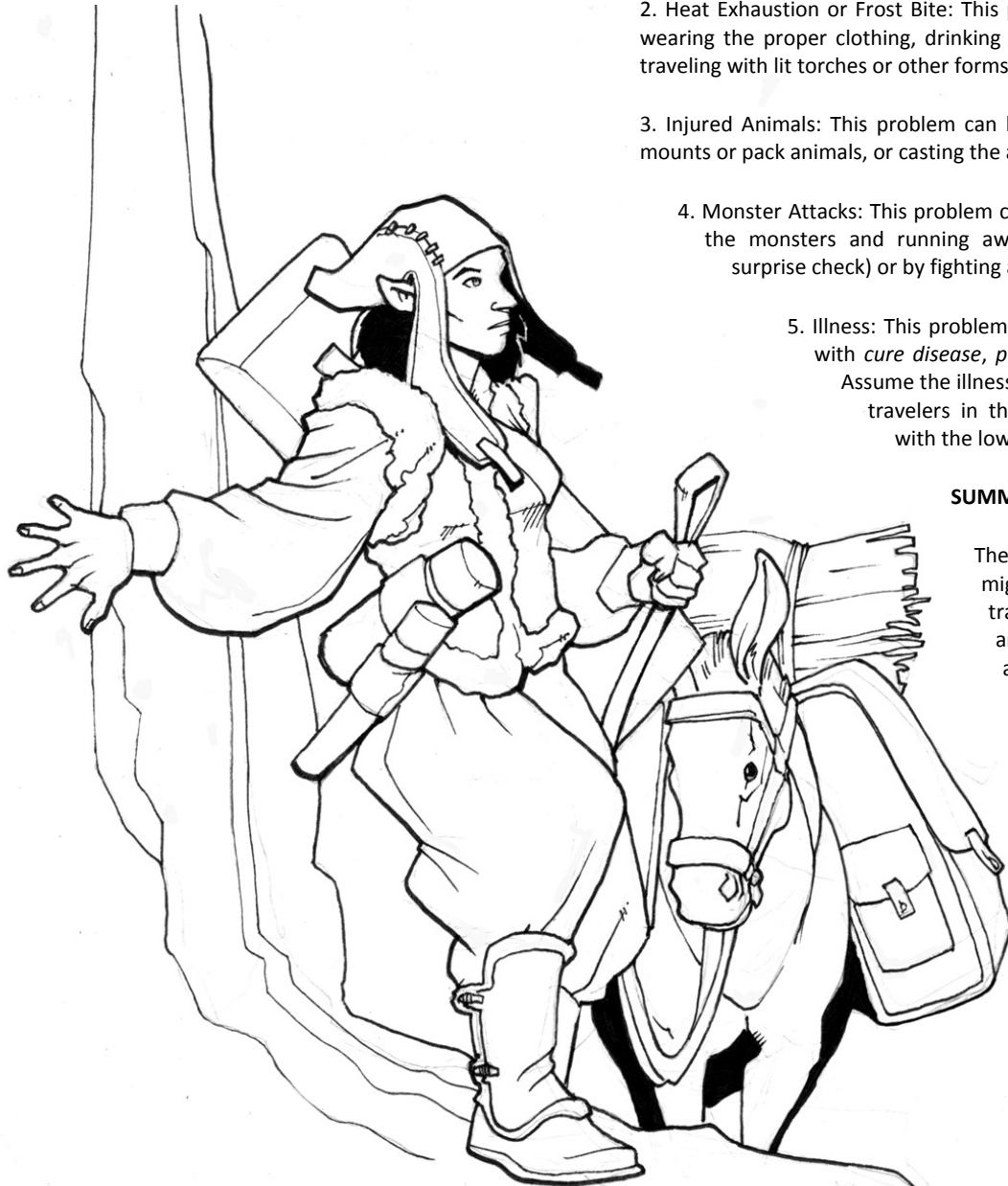
adventurers have to solve this problem, maybe in advance with wise preparation or maybe on the spot. If they don't solve the problem, they lose 3 (or 1d6) miles of travel (or more) that day.

Some possible travel problems include:

1. Broken Wagons: Assuming wagons are being used, of course. This problem can be solved by having the proper tools and replacement parts on hand or by being able to cast spells like *make whole* or *mending*.
2. Heat Exhaustion or Frost Bite: This problem can be solved by wearing the proper clothing, drinking a double ration of water, traveling with lit torches or other forms of heat, etc.
3. Injured Animals: This problem can be solved by having extra mounts or pack animals, or casting the appropriate healing spells.
4. Monster Attacks: This problem can be solved by surprising the monsters and running away (i.e. succeeding on a surprise check) or by fighting and killing the monsters.
5. Illness: This problem can be solved or avoided with *cure disease*, *purify food and water*, etc. Assume the illness strikes at least half of the travelers in the party, maybe the ones with the lowest Constitution scores.

SUMMING UP

These different scenarios might help make overland travel a bit less mechanical and more chaotic than it is already, without burdening Treasure Keeper or players with too many rules or too much information to track, and without making movement from point A to point B so difficult that nobody wants to bother.



RULES

Kick That Challenge's Butt

Illustration by Luigi Castellani

Real life combat, medieval or otherwise, is a pretty tough thing to simulate with pen, paper and dice. Combatants are making all sorts of moves, offensive and defensive, that are pretty tough to keep track of in a simulation. Because of this, a combat system was developed for the original role playing game that used such abstractions as hit points and Armor Class to simulate combat.

What if we took this abstract process and applied it to non-combat tasks in role playing games?

Modifying combat rules for non-combat tasks only makes sense for tasks that are a process rather than an event, and even then only when time is of the essence. "Task Combat" could be useful for tasks being performed while real combat is underway, tracking round by round a character's attempt to complete a task while his comrades are locked in combat.

Before we get into specific examples, let's break down the elements of combat in *Blood & Treasure*.

Offense in combat is governed by one's attack bonus and Strength bonus, which modify one's chances to land a blow and inflict damage. In skill fights, a character using one of his class abilities or skills attacks as a fighter of the same level as his class level, while those attempting things they know little about (little, but not nothing), attack as magic-users, clerics or thieves, as determined by the Treasure Keeper.

Defense in combat is governed by one's Armor Class, modified by Dexterity, and Hit Points, modified by Constitution. We'll refer to these concepts as active defense (Armor Class) and passive defense (Hit Points).

For task combat, we need to know which ability scores govern the attacker's offense, active defense and passive defense. We also need, for the defender, their Hit Dice and Armor Class. Hit Dice here represent the difficulty of the challenge, and to keep things simple, Armor Class will always be 10 plus the challenge's Hit Dice.

Now that we have the preliminaries figured out, let's see how a task combat might work in play.

PICKING A LOCK

Let's begin with picking a lock. Specifically, a thief is trying to pick a lock so that his party can escape a combat they do not think they can win.

The Treasure Keeper decides that the lock, since it's on the third level of a dungeon, has 3 Hit Dice and thus an Armor Class of 13. For this task combat, the TK rolls 3d6 and determines that the lock has 9 hit points. The lock will get one "attack" per round, for 1d6 points of damage, and since it also contains a poisoned needle trap, the lock will also deal type IV poison damage to the thief's Constitution with a successful attack.

The lock picker in this scenario is a 4th level thief. For this task, she'll "fight" as a 4th level fighter. The player rolls 4d8 for her hit points during this task and gets 15. She'll attack the lock once per round with her tools (and experience), and score 1d6 points of damage per hit.

For offense, the thief uses her Dexterity modifier, since picking a lock requires high dexterity. For her active defense (AC), we will use Intelligence, and for passive defense (hit points) Wisdom. I'm sure one could argue endlessly over which ability scores fit which situation, so the Treasure Keeper will be the final arbiter in each task combat. In this case, our thief has a Dexterity bonus of +2, no Intelligence bonus and a -1 Wisdom penalty. Using the *Blood & Treasure* rules, the thief has an attack bonus of +4, 11 hit points (due to her Wisdom penalty) and an Armor Class of 10.

Each round during the task combat, the thief attacks and then the lock responds. If the thief is reduced to 0 hit points, she fails at picking the lock, but does not die (unless she also fails a save vs. poison, since this particular lock is poisonous). If the lock is reduced to 0 hit points, the lock is picked and the thief saves the day. Heck, it's even possible that the thief is poisoned in round one and manages to survive long enough to pick the lock before expiring. Dramatic possibilities!

THE HEIST

Here's another idea for using task combat to determine more complicated tasks, tasks that may not be so important as to require investing a great deal of time, but are important enough that success or failure have an impact on the campaign.

Imagine a sub-plot in a game with a modern setting that requires the adventurers to sneak into a museum and steal a valuable diamond. This mission wasn't really planned by the Game Master, so instead of hastily drawing a museum map, figuring out security guards and traps, and all that rot, the Game Master decides to use a task combat to simulate the attempted heist. In this scenario, the museum is the challenge; perhaps we should give it 7 Hit Dice and Armor Class 17. The GM might also rule it gets three attacks each round, one from security cameras (1d6 damage), one from patrolling security guards (1d8 damage) and one from infrared beams (1d4 damage). If successful, the adventurers, who are all involved in this combat, get to the diamond and take possession of it. If they fail, they are caught, at which point they might be allowed to attempt to fight their way out of the predicament, in which case we enter traditional combat in a room filled with Egyptian antiquities against two armed guards with the police on their way.

SPELLCASTING AS A CHALLENGE

Using task combat for spell casting might work well for games with a modern setting, or any game that assumes a low magic world. In such a task combat, the level of the spell is the spell's Hit Dice (and thus also determines Armor Class). The magic-user's offense is governed by Intelligence, his active defense by Charisma and his passive defense by Wisdom. If the spell wins the combat, it is beyond the magic-user's capabilities to cast. If the magic-user wins the combat, she casts the spell.

Obviously, these rules would govern the casting time of spells, which would all be measured in rounds. It would allow Treasure Keepers and players to dispose of preparing spells. Instead, the magic-

user would just have to have a spell in their spellbook to be able to attempt casting it. Perhaps some high-level spells could have "special attacks", like Wisdom drain or paralyzation to make them more dangerous. Imagine a 7th level magic-user attempting to cast a 9th level *summon monster* spell while the party is holding off a balor demon. Multiple magic-users could join forces to cast a spell, chanting together and thus fighting as a team against the spell, attempting to conquer and thus cast it.



MYTHIC RACES

The Olympioids

Illustration by Jon Kaufman

Mythic races are an attempt to translate the gods and goddesses of mythology into fantasy races. These races could be used alongside normal fantasy races, perhaps as the inhabitants of a strange, faraway land. They might also be the inhabitants of the outer planes or the sole races available in a campaign based on the mythology in question. This first installment of this series of articles is on the Olympioids, a collection of mechanical races based on Greek mythology.

HERAKLEONS

Herakleons are large, robust mechanical men with bronze skin. They were built for strength and battle, primarily in arenas, and relish taking on large and huge monsters in front of a crowd. Herakleons like to stay well-oiled and polished. They tend to be arrogant and brash, but more often than not they can back up their bravado with their deeds.

Herakleons stand about 8 feet tall and count as medium-sized creatures. However, when their ire is raised (or when they want to show off for a crowd), they can “flex” their “muscles”, increasing their size to large and gaining the bonuses and penalties associated with that size. They have a movement rate of 30 feet per round and can see up to 60 feet in the dark. Their metallic skin gives them a natural AC of 13. Their construction makes it impossible for them to wear platemail and plate armor.

Herakleons are quite strong, adding two points to their starting strength score. They are not built for brain power, though, and thus lose two points from their starting intelligence score. A herakleon’s starting ability scores cannot be altered above 19 or below 3.

A herakleon’s braggadocio makes them stubborn foes; they enjoy a +2 bonus to save vs. fear and fatigue, and have a knack for bending bars and breaking down doors. They are, however, easily goaded into fights, suffering a -2 penalty to save vs. such mind-affecting effects.

Herakleons are +1 to hit huge monsters, and increase their AC by +4 against dragons and hydras.

Herakleons speak Common and Olympioid. They might also speak Earth and Fire Elemental, Cyclopes, Harpy, Sylvan and Dwarf.

Herakleons cannot multi-class.

HELIADES

Heliades look like peerless sculptures of male humans. Their skin is made of gilded steel and dazzles the eyes when struck with sunlight (or magical light). Beautiful and conscious of their beauty, heliades have a penchant for waxing poetic and commanding the stage. They are generally narcissists with the beauty and charm to get away with it – at least for a while.

Heliades are medium-sized creatures with a base speed of 30 feet. Their metallic skin gives them a natural AC of 12. Their construction makes it impossible for them to wear platemail and plate armor.

Heliades are graceful and charming, increasing their starting dexterity and charisma scores by one point. Their egotism and delicate construction mean they suffer the loss of one point to their starting wisdom and constitution scores. These ability modifications cannot increase a score above 18 or reduce it a score below 3.

Heliades are creatures of light, and can see up to 120 feet in complete darkness. Their honeyed words give them a *knack* for trickery and a +1 bonus to reaction rolls with all creatures but those who hate the Sun. Heliades receive a +1 bonus to hit with all bows.

Heliades can shed light (per the spell) for up to 10 minutes per day. These minutes need not be consecutive. Once per day they can cast *daylight*.

Heliades speak Common and Olympioid. They might also speak Elf, Sylvan, Air Elemental, Fire Elemental and Dragon.

Heliades may multi-class as bard/magic-users, bard/clerics and bard/fighters.

ATHENAE

Athenae are warriors born, statuesque fem-bots with steel skin and the minds of tacticians. Athenae do not look for battle, but never shy from it. They enjoy taking the lead in any situation, but have a tendency to think things through before jumping into battle, unlike the herakleons. They are never Chaotic (Evil) in alignment.

Athenae are medium-sized creatures with a base movement of 30 feet per round. They can see up to 60 feet in the dark. Their metallic skin gives them a natural AC of 14. Their construction makes it impossible for them to wear platemail and plate armor.

Athenae are wise and steadfast, enjoying a +1 bonus to their starting wisdom and constitution scores. Their deep thinking, however, makes them slow to act and hard to communicate with, meaning they lose one point from their starting dexterity and charisma scores. These ability modifications cannot increase a score above 18 or reduce it below 3.

Athenae have a natural affinity for divine spells. Athenae with a wisdom score of 10 or higher can cast the following spells, each once per day: *Virtue*, *resistance* and *bless*. Athenae receive a +2 bonus on Will saving throws against chaotic (evil) cleric spells.

Athenae speak Common and Olympioid. They might also speak Celestial, Dwarf, Sylvan, Earth and Air Elemental and Dragon.

Athenae can multi-class as fighter/war priests (a specialty cleric), fighter/warlocks (a variant of sorcerer) or fighter/scouts (a variant of thief).

STYGIAE

The stygiae are grim mechanical men with skin of orichalcum (i.e. black bronze). Cthonic folk, they take to darkness and dim deeds

like a fish takes to water. The stygiae favor gravity, brevity and dignity; they are not popular at parties. Stygiae are never lawful (good), but they need not be chaotic (evil).

Stygiae are imposing creatures, always 6 to 7 feet tall, with unsympathetic eyes that can see up to 120 feet in complete darkness. They are medium-sized creatures with a base movement of 30 feet per round. Their metallic skin gives them a natural AC of 13. Their construction makes it impossible for them to wear platemail and plate armor.

Stygiae increase their starting intelligence and wisdom scores by one point, but must deduct two points from their starting charisma scores. These ability modifications cannot increase a score above 18 or reduce it a score below 3.

As creatures of the underworld, they can detect treasures of precious metals and gemstones worth at least 20 gp as though detecting evil or magic (per the spells). In addition, a stygiae with a wisdom score of 10 or higher can cast the following spells, each once per day: *Deathwatch*, *detect undead* and *detect poison*.

Stygiae speak Common and Olympioid. They might also speak Goblin, Sylvan, Earth Elemental, Fiendish and Dragon.

Stygiae may multi-class as assassin/cleric, assassin/magic-user or assassin/fighters.



RANDOM

Party On!

Your adventurers have been invited to a party. It could be a halfling wedding, a swanky soiree with the aristocratic set or an intimate dinner party being thrown by a merchant prince you'd like very much to rob.

This is one of those tricky situations to simulate in a role playing game. There are just so many moving parts to keep track of, so many possibilities. So, why not use a random table?

While characters are at a party or gathering, roll once per hour per adventurer (or more often if you think it makes sense), with an "event" happening on a roll of 1 on 1d4 during the first hour of the party, a 1 to 2 on 1d4 during the second hour, a 1 to 3 on 1d4 during the third hour, and so on. If an event is indicated, roll 1d20 and consult the table below. Any event that doesn't make sense for the particular circumstances of the party should be re-rolled.

EVENT

1. Insult Chaos

There is a 10% chance it is an anti-cleric (roll 1d4+2 for level), who responds with a *bestow curse* spell. Otherwise, it is a lay member who reports your blasphemy to his superiors.

2. Start a Small Fire

You gain a permanent -1 reaction penalty with people at the party and others in their social circle.

3. Walk in On Burglars

While snooping around, you walk in on three burglars stealing jewels or some other valuables from the host. The burglars are probably 1 HD humans armed with daggers. There is a 10% chance per burglars that they are a thief (roll 1d4+1 for level).

4. You Should Have Knocked

You walk in on the host or their significant other *in flagrante delicto* with somebody who is not their spouse.

5. Uncover a Plot

You uncover a murder plot against a high noble or official ... or maybe it's just in your imagination. It may be difficult to convince people you're right.

6. Horrifying

You horrify some other partygoers with your stories of past adventures. Because of your newfound reputation, you gain a permanent -1 reaction penalty with people at the party and others in their social circle unless you're attempting to intimidate them, in which case the -1 penalty becomes a +1 bonus.

7. Impressive

You impress some other partygoers with your stories of past daring deeds. You gain a permanent +1 reaction bonus with people at the party and others in their social circle.

8. Learn Rumor

You learn a valuable rumor while conversing with other party guests. Roll 1d6.

1. You learn where a treasure is buried in the wilderness outside town.
2. You learn about a secret entrance into the nearest castle.
3. You learn the identity of the nearest guildmaster of thieves or assassins.
4. You hear about a heist being planned for the next night.
5. You get a tip from a merchant about an expedition to invest in (or join).
6. You hear about a powerful monster lurking in the catacombs or sewers of the city.

9. Tipsy

You've been drinking a bit too quickly. You must make a Fortitude saving throw or become drunk (-1 penalty to AC, attack rolls and all saving throws and task checks) and do one of the following (roll 1d6):

- 1-2. You make a scene, perhaps dancing on a table or removing too much clothing, and are escorted out of the party
- 3-4. You pick a fight with a fighter (roll 1d4+2 for level).
5. You wander outside and disappear for the night and pass out. The Treasure Keeper gets to decide what happened to you and where you wake up.
6. You get sick in a potted plant. You gain a permanent -1 reaction penalty with people at the party and others in their social circle.

10. Spill a Drink

You spill a drink on (roll 1d6):

1. The host or hostess; make a Charisma task check to avoid being sent away in shame

2-3. The largest, most violent person at the party (treat as level 1d4+2 barbarian); make a Charisma check to avoid a fight.

4-5. A seemingly mild-mannered man or woman who can make your life difficult if you don't apologize profusely enough and perform some task for them

6. Your soul mate! Tough luck, partner.

11. Important Contact

You make an important contact with a (roll 1d6):

1. A friendly cleric (roll 1d4+2 for level)

2-3. Wealthy merchant

4. A friendly magic-user (roll 1d4+2 for level; 50% chance they are not what they seem)

5. A petty noble or government official

6. A member of the local thieves' or assassins' guild

There is a 10% chance the important contact is actually a doppelganger trying to infiltrate your party or a vampire on the hunt for prey.

12. Flirt

You make goo-goo eyes at an attractive partygoer. There is a 50% chance they are unattached and might be interested (make a reaction check). If they're not unattached, you must make a Reflex saving throw to avoid the notice of their significant other who either (roll 1d6):

1-3. Makes a scene.

4. Does nothing but fume and wish ill upon you.

5-6. Has you severely beaten or killed, by themselves if they are capable of doing it or by a gang of minions if they are not.

13. Cornered

You are cornered by a know-it-all who talks endlessly about subjects you know nothing about. Make a Will save vs. sleep. You must make a Charisma check to extricate yourself from the conversation or you spend the next hour listening to the lecture.

14. Lesson

You get an impromptu lesson in some area of knowledge from an engaging expert. At some point in the future, you gain a one-time +2 bonus to an Intelligence check to miraculously know an important fact you otherwise would not know.

15. Quell Argument

You quell an argument between two guests. For your wisdom you gain a permanent +1 reaction bonus with people at the party and others in their social circle.

16. Faux Pas!

You commit a terrible faux pas, breaking a sacred taboo of the local culture. You gain a permanent -2 reaction penalty with people at the party and others in their social circle.

17. Promises

You accidentally promise yourself in marriage to another guest or to their son, daughter or ward. You may not have been serious, but they are very serious. There is a 10% chance they have connections to one of the following (roll 1d6):

1. A noble or royal family.

2. A powerful Chaos cult or Lawful church.

3. A guild of thieves or assassins.

4. A tribe of wild nomads.

5. A clan of berserkers.

6. A fleet of pirates.

Otherwise, they are simply members of a normal family.

18. Investigate

You agree to investigate a seemingly innocent (but actually very dangerous) party guest for the host.

19. Wall Flower

You stand in the corner nursing a drink and interacting as little as possible. Your unsociable ways earn you a permanent -1 reaction penalty with people at the party and others in their social circle.

20. Challenge

You are challenged to a duel at dawn with an excitable party guest. There is a 10% chance they have twice your levels as a fighter, duelist or magic-user. Otherwise they are just a 0-level loudmouth.

SPACE PRINCESS

The Esper

Illustration by John Schoenherr

It's a well-known fact that 0.000056% of sentient beings in the galaxy have latent psionic powers that can, with training, be fully realized.

One path of training goes through the monasteries of the psychics, who combine their psionic training with physical exercise and the art of laser swordsmanship. The other path of training is through the academies of the espers, who ignore the physical to attain mental perfection.

Many espers wear the saffron uniforms of Star Patrol's Science Section (Psi Division), while others work for governments and private companies, giving them an edge in negotiations and helping them explore strange new worlds for resources. Still others operate independently of organizations as freelance troubleshooters, criminal masterminds or cult leaders.

HIT DICE: Espers roll d6 to determine hit points

REQUIREMENT: STR 4 or lower, MEN 5 or higher

SKILLS: Espers add their SKILL to the following tests: Activate Psychic Power (MEN)

STARTING GEAR: Ray gun, crystal pendant (for focus)

LEVEL	HIT DICE	SKILL	POWERS	LUCK
MENTALIST	2	4	3	3
SAVANT	4	8	6	1
GUARD	6	12	9	0

The esper has a number of psychic powers corresponding to his level, plus ESP as a bonus power. Espers can spend their starting luck points to buy additional powers. To use a power, an esper must make an activation test. This is essentially a MEN test against a Difficulty Class (DC) determined by the power to be activated. No power can be used more than once per hour. The player can choose these powers from the psychic's power list in the main rulebook.



REVIEW

The Campaign Book That Wasn't

Having recently thought about writing a Victorian post-apocalyptic game ([Apocalypse 1898](#), to be precise), several folks pointed me towards a few 19th century tomes about such a world. One was called *After London*, by Richard Jeffries. Written in 1885, this is the book that should have been in the famous Appendix N but wasn't.

The book is set after much of the population of England has, for some reason (it is never explained, though the narrator posits a comet being involved and then discounts that notion), moved on or died. Over the centuries, England (and perhaps the entire world) has fallen back to a level of medieval technology and society.

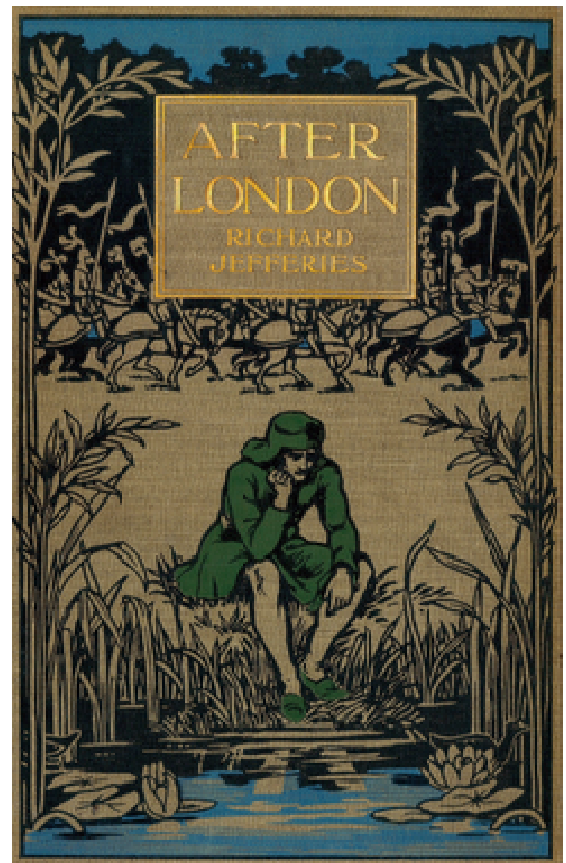
The first chapters read like a campaign setting, describing how the villages and towns and fields went back to the wilderness, and how the dissolution of London itself created a stinking, deadly morass. The fall of London's bridges and the build-up of wreckage carried by the Thames floods the heart of England, creating a great lake around which much of the remaining population dwells. They are beset by the warlike Irish in their ships and Cymru, fear that the Scots will one day invade, and have to deal with the savage bushmen (who are descended from the criminal classes) and wandering Gypsy tribes. Jeffries also covers domestic animals going wild. There is no supernatural or paranormal element here, no magic, no mutations, no steampunk, just the world they knew disappearing and a new, more primitive world rising in its place.

After the "campaign setting" is discussed, we get into the story of Felix. For our purposes, Felix is a 1st level fighting-man who hasn't enough wealth to marry his dream girl, Aurora. Like any other good PC, he decides to go out into the wilderness, in this case out on the Lake in a canoe, and score some treasure (and XP,

of course). His journey has a few hang-ups and a few dangers. Felix gets to see "modern" warfare first hand (and is unimpressed), ventures into the stinking ruins of London, and finally finds some friends in the wilderness. Does he ever return to Aurora? Who knows? Jeffries ended the story in what lots of folks would consider the middle. And maybe, for the old school crowd, this is the best way it could have ended. One adventure over and many more in the future.

Should RPG fans read *After London*? Absolutely! Although it describes a "no-magic" world, it does a fine job of making that world real and does an equally fine job of describing what needs to be described to "run the game". It also has a score of ideas that can be used when running a medieval campaign, especially the importance of status and the very frightening plight of people without it, who can be seized under any pretense, stripped of their wealth, and made a slave. Felix despises his world, but also knows that he cannot change it and has to work within it if he ever wants to wed his lady love.

About the only thing I missed in *After London*, and possibly only because I was reading a version from Project Gutenberg, was a map of future Britain. I was sorely tempted while reading to produce a hex map of the future isle ... and maybe if I find the time, I'll actually do it.



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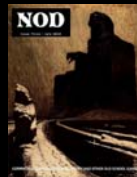
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