

NOD

23



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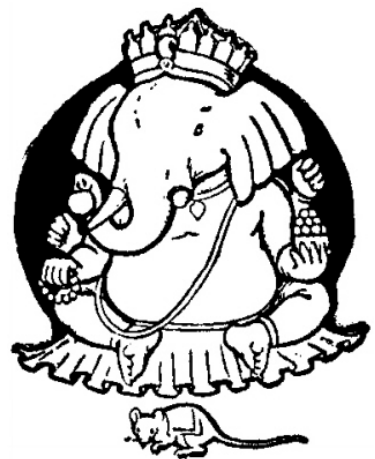
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ENDE

THUGS, DEMONS AND JUNGLE RUINS



Outsiders have been known to call the plateau of Ende the “land of monsters”, and rightly so. In ancient days, the elves dominated the western lands of Antilia and Hybresail, and dragons ruled the lands of Mu-Pan, but the rest of the planet, especially the colossal mountains called the Great Yamas, were given over to monsters.

In primordial days, those elder deities the Kabir did battle on this plateau where the ancient river Ende runs down from the mountain glaciers. They clashed with the demons and other outsiders who sought to control Nod, leaving behind small pockets of these monsters and their servants, and a great fortress-temple called Aornus, wherein was hidden a mighty artifact of the kind they had used to defeat the demons and push them into the underworld beneath the Great Yamas. This would only be the first clash of gods and godlings on the Plateau of Ende; for whatever cosmic reason, the forces of Law and Chaos, Good and Evil, Nature and Un-Nature have often chosen this place to settle their differences in battle.

Before the waters of Mother Ocean and the South Seas receded, Ende was a hilly peninsula jutting out from the Great Yamas and dominated by two monstrous tribes, the Rakshasa and the Naga. The Rakshasa dominated the goblins and ogres, while the Naga dominated tribes of lizard-men and ophidians. Between them, the two tribes constructed the fortresses that would become the four great city-states of the plateau.

Eventually, the waters receded and revealed the vast lowlands that would become the Plains of

Gondar and the tangled jungles of Djangala. These virgin territories attracted human, demi-human and humanoid tribes, who fell under the control of the monstrous tribes of the plateau for a time before finally asserting their independence.

Due to the presence of the fortress Aornus and the mythical engine of destruction concealed within, the plateau has been visited by many armies over the centuries, including diving armies of demons and angels. As a result, the plateau is home to many more aasimar (called aasura in Ende) and tieflings (called teivas in Ende) than can be found throughout most of Nod.

Ende today is much as it has been for centuries, a land of adventure, danger and potential wealth. After many millennia of settlement, the Ende is rife with ruins hiding treasures beyond belief. The cities of the plateau, constructed over a thousand years ago, sit atop ancient iterations of themselves, one city atop another, forming vast dungeons clogged with treasure and the non-human tribes that originated the cities before humans settled on the plateau. And always on the horizon is the next clash of divine armies, and all that will follow in its wake.

RIVERS

The largest river of Ende is the river for which the plateau is named, the River Ende. Originating in the glaciers of the mountains, it tumbles down through a frigid canyon and onto the plain, where it floods in the summer months.

The Ende is fed by several tributary rivers (the hex in which they originate being listed in parentheses), including the Sratama River (3425), Dhimli River (4031), Chyani (5332), Sanglama (6130), Cutali (6628), Kshira (7329) and Kavati (7529).

The region has many other rivers in addition to the Ende:

The Ghrut River (3201) is fed by the Thradar River (2801), Khyam River (4014) and Putu River (3518).

The Varada River (3128) is fed by the Klaatu River (2726), Walyana River (2920) and Nikto River (4034).

The Puskara River (6016), fed by the Galior River (7004).

The Nandisha River (4403) flows into the lands of the Philosopher Kings and is part of the largest river system of that strange region.

PLATEAU OF ENDE

This is the flood plain of the mighty River Ende, which tumbles down from the icy peaks of the Great Yamas, carves weird canyons through the mountains, floods the plains every spring and finally winds its way through Djangala to meet the South Seas.

The plateau is covered with grasslands dotted with groves of giant fig trees. In many places the grass grows as high as a man's shoulders, making it the perfect hunting ground of the man-eating tiger. The fig groves are inhabited by tribes of vicious baboons. The men of the plateau tend goats and sheep and grow crops in the fertile floodplains of the river. Game is hunted in large hunting parties by the aristocracy. The dwarves of the plateau govern the mining of metals and gemstones from the hills and mountains; several costly wars have won them this right. The men of the plateau trade extensively with the men of the lowlands and with the city-state of Kirikersa beyond. Long caravan trains of merchants and their camels make their way through the mountain passes and across the sea of grass to trade in the bazaars.

The hills that surround the grasslands are greener still, and are rank with fruit trees and fragrant blossoms. There are a plethora of caves in these hills, leading to ancient caverns under the plateau formed by millennia of the waters of the Ende seeping down into the soil and through cracks in the bedrock. The hills are home to numerous nymphs and small conclaves of the Vedans.

Perhaps the greatest source of wealth on the plateau is the extensive dungeons beneath each of the city-states, each one of these settlements being over one thousand years old.

The plateau is dotted with small naga shrines. Some of these shrines are located in the aforementioned fig groves. These shrines are tended by druids and are often festooned with offerings of flowers, fruit and coins. When a person makes an offering (worth at least 1 gp per level) and bows in obeisance for at least 10 minutes they are blessed (as the *bless* spell) for the remainder of the day. People committing a sacrilege at one of these sites are cursed (as the spell *bestow curse*) until they visit a priest for *atonement*.

One cannot speak of the plateau without giving more than a passing mention to the city-states thereon. There are four city-states, thickly populated and without tributary villages, for villages are too difficult to defend and the monstrous rulers of the city-states prefer to keep their subjects close at hand. The city-states house a combination of humans, aasura and tieflings (the principal inhabitants), as well as gandharvas (elves), yakshas (dwarves) and the strange peoples called the Vedans. The humans are the most numerous of the inhabitants by far.

The four city states are Anbar, the City of Amber, governed by a dark naga called Hajara, the Blue City of Lazhuward, governed by a guardian naga called Mizresh, the Pink City of Rhodan, governed by a water naga called Shresh and the Red City of Scarlatum, governed by a rakshasa called Jhibar. These naga compete to become supreme over their kind by capturing the powerful artifact rumored to be hidden within the impregnable Fortress of Aornus.

The dungeons beneath the city-states, though, are controlled by rakshasas, demons and devils.

Most Endian soldiers arm themselves with studded leather armor, bucklers and scimitars, falchions, longbows and throwing axes. As well as having war elephants, the armies of the four cities brandish massive mortars of ancient construction that lob great round stones bound in iron. Each city-state's officers live behind the lines in fine tents with mistresses, servants and slaves. The tents fly banners in the color of each city: Anbar flies yellow banners, Lazhuward blue, Rhodan pink and Scarlatum red. The tent pole of each army's captain is topped by the image of a naga, while lower officers have images of rocs, tigers and elephants. In truth, the armies spend more time hurling insults and challenges than fighting. The warriors spend their days in leisure, playing games, courting camp women and playing music with odd little bagpipes.

These cities are in a constant state of low-grade warfare with one another, with all trade between them (and it is significant) facilitated by foreign merchants, most of whom pay a tribute to one or more of the queens of the plateau.

3D6	MONSTER ENCOUNTER
3	Naga (1d4; equal chance of each type)
4	Rakshasa (1) or Bhoot (1d4)
5	Shedu (1d8)
6	Griffon (1d10)
7	Giant Soldier Ant (5d4)
8	Tiger (1d2) or Indricothere (1d12)
9	Panther (Leopard, 1d4) or Rhinoceros (1d12)
10	Snake, Constrictor or Viper (1)
11	Brigands (3d6)
12	Garuda (1d8) or Gnolls (1d6)
13	Merchants (3d6) or Yaksha (3d6)
14	Vishnaru (3d6)
15	Weretiger (1d2)
16	Ogres (1d8)
17	Nymph (1d3)
18	Vampire (1)

AASURA (AASIMAR)

Ende has long been a crossroads of the different planes of existence due to its being a frequent battleground between divine armies. When an outsider is manifested into the Material Plane, it becomes a living, breathing creature with free will, even if it often takes a while for the outsider to realize they are no longer bound to the wishes of the igigi from which they were spawned. Many of these outsiders break away from their appointed tasks (and alignments) and mingle with the locals, so aasimar and tieflings are not uncommon in the region of Ende.

In Ende, the aasimars are called aasuras, and they usually belong to the higher castes of wise people and warriors. Many aasuras,

BHOOT

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

HD	6
AC	16
ATK	2 claws (1d4 + constrict)
MV	30
SV	F12 R12 W10
XP	1500 (CL 8)

Bhoots are undead that are unable to cross over into the Land of the Dead, possibly because they suffered a violent death, had unfinished business on the Material Plane or because proper funeral rituals were not followed when they were buried. Bhoots haunt the land of living in corporeal form, feeding on the blood of the living.

Bhoots never cast shadows, and they speak in a nasally twang. These two clues are often enough to reveal that the person you are dealing with is not human.

Bhoots are often encountered near the place they dwelled while they were alive, or in dark places that allow them maximum opportunity to surprise their prey.

A bhoot can polymorph, three times per day, into any form of animal or vermin (including vermin swarms) from tiny to large size. When a bhoot is killed in any of these forms, it automatically resumes its normal shape.

A creature struck by a claw attack must pass a Fortitude save or be held and constricted. A bhoot will attempt to bite a creature it begins a turn holding. The bite deals no physical damage, but does drain one level and appears to age the bhoot's victim.

A creature that loses all of its levels to a bhoot's energy drain attacks rises as a bhoot 10 minutes later under the control of the bhoot that created it.

Bhoots fear water, iron, earth, soil and the smell of burnt turmeric. Iron and steel weapons inflict double damage on bhoots. The smell of burnt turmeric and the touch of earth and water force them to save or be frightened.

though, have fallen from their once high positions and must make their way as mercenaries and adventurers, for they are too proud and haughty to work as artisans, laborers, and beggars.

While aasuras aspire to (and often pretend to uphold) the old ways of their ancestors, honesty, gravity, open-mindedness, far-sightedness and martial honor, the sad truth is that generations of life at the top of the social foodchain has left them decadent, overbearing and aloof. While they are often respected, for even in their fallen state they are often driven to succeed at whatever calling they have chosen (callings which often involve killing or calling down fire from the sky), they are rarely well-liked.

In keeping with their castes, aasuras dress well, and decorate themselves with beautiful works of art. They are usually perfumed or scented with fragrant oils, and even the poorest aasura will make every effort to keep a servant or slave. Aasura warriors prefer to wear aristocratic armor, usually banded or splint, rarely platemail imported from the north, and they carry shields and various sorts of swords and lances. Most work as horsemen or charioteers.

Most aasura take the lordly Indra as their patron, though those aasura that hold to the old ways prefer Vishnu.

GANDHARVA (ELVES)

The gandharva are the elves of Ende. Once the masters of the plains of Gondar, their small, fortified villages eventually fell to humans and humanoids, forcing them to become wanderers. Most gandharva are herdsmen and herdswomen (known especially for their ability to raise horses), entertainers, traders and scoundrels.

Like most elves, the gandharva are graceful and beautiful, with eyes that gleam like gemstones, deep olive skin and black hair. They dress in light, loose garments or robes to hide their armor. Female elves are called apsara, and they are known for their incredible beauty and astounding dances.

Gandharva are cosmopolitan and easy going, with ready wits and a tendency to tell people what they want to hear. Charm is the hallmark of the gandharva, and they use it liberally to get what they want. As well as being graceful and alluring, the elves of Ende are skilled warriors, especially with staves and bows. Many elves train in the martial arts, combining dance with fighting.

Gandharva and apsara reserve their worship for Saraswati, the goddess of art, and Shiva, the Lord of the Dance.

GARUDA (BIRDMAN)

The garuda are the birdmen of Ende. They are taller than the average birdman, and have brilliant red feathers. Garuda are savage fighters who dwell in towers or cliff communities. They are highly territorial, and unless they are obviously outnumbered will attack first and ask questions later. They prefer ambushes and fast attacks, wearing their opponents down gradually and exposing themselves to as little danger as possible.

Garuda Warrior, Medium Humanoid: HD 1; AC 11 (buckler); ATK 1 scratch and peck (1d3) or javelin (1d4); MV 30 (Fly 90); F13 R14 W16; AL Neutral (N); XP 100; Special—Dive bomb.

HUMANS

Humans make up the middle castes in Endian society, the artisans, laborers and farmers. They range from poor to rich, with the

wealthiest humans usually being merchant princes. Most middle class humans are artisans, merchants or officers in the regions armies. Humans, here as everywhere, are cunning and clever and hold every opinion under the sun. Humans in Ende are often resentful towards the aasura because of their insistence on taking on airs despite their obviously lacking characters, and they fear and hate the tievas for their demonic powers and their close contact with death in all its fearful forms.

Humans are usually barred from the higher orders of society, though some are elevated into the upper castes due to their impressive abilities (i.e. high ability scores and capacity for bribing the aasuras and stroking their mighty egos). Humans with magical abilities are usually magic-users. Magic-users are not regarded as highly as psychics and clerics because of their dependence on material components, many of which are of an unsavory nature. These magic-users do a good business in Ende, serving the middle and lower castes in the manner of doctors and advisors. Human warriors usually make up the bulk of Ende's armies, and usually fight on foot or as light cavalry. Ende's officer corps is mostly made up of humans, who serve as lieutenants and captains. Higher ranks are held by the aasura nobility.

While they are barred from becoming clerics (again, there are rare exceptions), humans are not barred from the druidic orders, and in fact dominate those orders. For this reason, the humans of Ende most often give their keenest devotion to the nature gods and goddesses, such as Agni (fire), Varuna (water), and Surya (sun).

TIEVAS (TIEFLINGS)

As the aasuras are descended from outsiders of Law, the tievas, who occupy the lower rungs of the social ladder, are descended from outsiders of Chaos. Swarthy of skin, bright of eye and quick of wit, they have gravitated towards the lower professions of thief, assassin, beggar, and charlatan. The best of them live a straight (well, mostly straight) life of honest labor in such occupations as tanner, butcher, or hunter.

Tievas deal in death in one way or another, which makes them suspect and low in the eyes of the aasura and most humans. They see themselves as the necessary evils that make the more comfortable lives of the upper castes possible. While tievas care little for virtue, they do have a strong sense of self, and when crossed or insulted they rarely let the act go unavenged. A tieva might strike immediately themselves if they think they can get away with it, but more likely they will attack in the dark, from behind, with many friends.

Tievas dress as commoners. They live in the shabby quarters of town, and congregate in taverns and other places of rowdy amusement to let off steam. Tievas are rarely found in the

organized armies of Ende, even armies of Chaos, for they are generally thought to be untrustworthy and cowardly. They are, however, hired as spies by all the lords of the region, including lords of Lawful alignment.

Tievas usually worship Ratri, the goddess of night, Lord Shiva, the god of death, and Kali, the divine queen of assassins.

YAKSHA (DWARVES)

The yaksha are dwarves that separated from the dwarves of the west a very long time ago. As such, they are quite different from their kin in Antilia and the Motherlands.

While most dwarves are gruff in demeanor and generally unhandsome (from a human point of view), the yaksha are notably sensuous and passionate. The females are curvaceous and vivacious, the men dashing and ferocious when roused. They live in heated caverns, and prefer to show off plenty of skin – they’ve got it, so why not flaunt it.

Yaksha strongholds are highly ornamented with gemstones and carvings. They are well lit and very plush, for the yaksha are the keepers of the wealth under the earth.

The yaksha are worshipers of Lord Shiva, who is not only a god of death, but also of the valuables hidden within the earth.

GREAT YAMAS

The Great Yamas have been treated on in past issues of NOD, specifically issues 8 to 10, which covered Mu-Pan. Only a small part of those mountains appears on this map, but they are much the same here as elsewhere – towering peaks and cliffs, difficult to conquer and especially foreboding due to the monsters who dwell here. These include the yeti, a few Vedan adventurers, the quarrelsome garuda, cloud and stone giants, rakshasa and petty demons who escaped the ancient battle with the Kabir.

3D6	MONSTER ENCOUNTER
3	Naga (1d4; equal chance of each type)
4	Rakshasa (1)
5	Bhoot (1d4)
6	Red Dragon (1; random age)
7	Roc (1d2)
8	Tiger (1d2)
9	Leopard (1d4)
10	Wolf (2d6)
11	Garuda (1d8)
12	Brigand (3d6)
13	Yaksha (3d6)
14	Rudrana (3d6)
15	Daitya (1d6; stone giants)
16	Cloud Giants (1d4)

17	White Pudding (1)
18	Demon (TK’s Choice)

DAITYAS (STONE GIANTS)

The stone giants of Ende are called daityas. They once served as mercenaries in the divine armies that fought here, usually for Chaos, and now dwell in the mountains as barbarians. The daityas are wild men and women, heavy with crude jewelry, their faces scarred and painted with images made up of swollen dots, the men cultivating fabulous mustaches that are a sign of power and fertility in their culture. Daityas wear no armor, only baggy pants and cloaks, and their wield giant scimitars and shields. They have skin the color of rust that is often marred with patches of white.

DJANGALA

Djangala stretches from the Plateau of Ende in the north to the South Sea coast in the south, and from the Rama Hills in the west to well beyond the reaches of this region of Nod. Djangala is a thick rain forest of towering dark wood trees and thick underbrush teeming with deadly cobras.

Where the jungle meets the coast in the south, the land becomes rocky scrubland. Here, one finds Kirikersa, City of the Black Pelican, whose patron is Kali, the Demon Queen of Assassins. As the only port on the coast for many leagues, Kirikersa is a major center of trade for the region.

Djangala is home to many barbarians, but few truly civilized people.

3D6	MONSTER ENCOUNTER
3	Naga (1d4; equal chance of each type)
4	Rakshasa (1)
5	Bhoot (1d4)
6	Carnivorous Ape (1d6)
7	Elephant, Indian (1d30)
8	Tiger (1d2) or Black Bear (1d2)
9	Leopard (1d4) or Wolf (2d6)
10	Snake, Constrictor or Viper (1)
11	Gandharva (3d6) or Vanara (3d6)
12	Bandits (3d6)
13	Merchants (3d6)
14	Yamara (3d6)
15	Weretiger (1d2)
16	Ogres (1d8)
17	Nymph (1d3)
18	Vampire (1)

RAMA HILLS

The Rama Hills are a thickly populated, fertile highland that serves as the foothills of the western Great Yamas. The hills are mostly of the gentle, rolling variety, with a few canyons. The valleys are wooded, when they haven't been cleared of trees and farmed by small villages of humans. Those valleys that are still wild are populated by centaurs and gnolls.

3D6	MONSTER ENCOUNTER
3	Naga (1d4; equal chance of each type)
4	Rakshasa (1)
5	Bhoot (1d4)
6	Karkadann (1d4)
7	Elephant (1d30) or Indricothere (1d12)
8	Tiger (1d2) or Leopard (1d4)
9	Black Bear (1d2) or Wolf (2d6)
10	Snake, Viper (1)
11	Brigands (3d6)
12	Gnolls (1d6)
13	Merchants (3d6)
14	Centaurs (1d8)
15	Agniri (3d6)
16	Weretiger (1d2)
17	Nymph (1d3)
18	Vampire (1)

GONDAR

The plains of Gondar border the Rama Hills, the foothills of the Great Yamas. The plains receive quite a bit of water cascading from the mountains, and are composed of grasslands, savannah, marshes and small deciduous woodlands. The woodlands of the plains are composed of red kamala (the fruit of which produces a red dye), sal (a tree sacred to Vishnu, with leaves used to make leaf bowls and plates, and resin used in incense in religious ceremonies, lamp oil and for medicinal purposes), jamum (which produces black fruits), bombax and garuga. The plains are home to rhinoceros, Indian elephants, tigers, leopards, black bears, water buffalo, many species of deer, and the giant indricothere.

3D6	MONSTER ENCOUNTER
3	Naga (1d4; equal chance of each type)
4	Rakshasa (1)
5	Bhoot (1d4)
6	Camelopardis (1d6) or Blink Dogs (2d8)
7	Elephant (1d30) or Indricothere (1d12)
8	Tiger (1d2) or Leopard (1d4)
9	Black Bear (1d2) or Crocodile (1d12) in marshes or near rivers)
10	Snake, Viper (1d3)
11	Brigands (3d6)
12	Gnolls (1d6)
13	Merchants (3d6)
14	Vishnaru (3d6)

15	Weretiger (1d2)
16	Ogres (1d6)
17	Nymph (1d3)
18	Vampire (1)

MONEY

The peoples of this region have a standardized coinage of suvarnarupa (gold pieces), rupyarupa (silver pieces), tamararupa (copper pieces) and sisarupa (lead pieces). Lead pieces are worth one-twentieth of a copper piece, and are only commonly used by the commoners of the region. Endian coinage is octagonal, and stamped with the royal seal of whichever monarch minted it.

LOCATIONS

0101. SHILAWA | STRONGHOLD

Shilawa is a fortified abbey of Kartikeya, the god of war. The abbey is constructed from reddish stone, with thick wooden doors carved with images of peacocks. It is brightly colored with paint and set with pebbles of colored glass to make it shimmer and shine in the sunlight. The abbey has four towers.

A stout woman, Kamma, governs the abbey and its eighteen beadles, as well as the small village of thirty woven huts that surround the village. These huts are occupied by pilgrims who have devoted themselves to serving the priests, working their fields and tending their goats.

One of the priests is an automaton disguised as a human being. The real woman, Gada, was replaced on route to the abbey. The spy works for the Machine God in the Mountain.

War Priest, Medium Humanoid: HD 2; AC 16 (chainmail and buckler); ATK 1 light mace (1d6) or throwing hammer (1d4); MV 30; F12 R15 W12; AL Neutral (LN); XP 200; Special—Turn undead, spells per day (4/2).

Pseudo-Gada, Automaton Assassin/Cleric: LVL 6; HP 20; AC 17 (chainmail); ATK 1 light mace +4 (1d6+1) or throwing hammer +5 (1d4) or poisoned dagger +4 (1d4+1 + poison IV); MV 30; F10 R8 W8; AL Chaotic (NE); XP 600; S13 I5 W17 D16 Cn11 Ch12; Special—Rebuke undead, cleric spells per day (5/4/4/2), poison use, backstab x3 (paralyze or kill), assassin spells (1); Gear—Holy symbol, poison.

Kamma, Aasimar Cleric: LVL 12; HP 36; AC 15 (chainmail); ATK 1 heavy mace +9 (1d6+2) or throwing hammer +8 (1d4+1); MV 30; F7 R11 W6; AL Neutral (LN); XP 3000; S13 I11 W14 D12 Cn12 Ch14; Special—Turn undead, spells per day (6/6/4/4/3/3/2), resistance to electricity, daylight 1/day.

0116. AGAR | SETTLEMENT

A terraced valley in this hex holds the village of Agar. The valley is about 3 miles long, and is in the shape of a footprint – the villagers believe it is the footprint of Vishnu and that divine energies that

infuse the valley have made them especially fit and healthy. There may be some truth to this – healing in the valley is at double the normal rate, saves against poison and disease are at a +5 bonus and the people who dwell here live to well beyond 100 years.

The people guard their valley jealously and viciously. They do not allow intruders, and turn their noses up in disgust at the old and infirm. The villagers number 200, and their valley is guarded by 30 men-at-arms led by two sergeants (Mana and Balasa, armed as men-at-arms) and a captain called Nati (banded mail, scimitar).

Princess Candra, who hails from Karaja [0913], was given as a gift to this village two years ago by a traveling slaver that sought entry to recover from wounds he suffered at the hands of bandits. She now serves as their ersatz princess and ceremonial figure head, kept in her throne by gilded chains and a trio of bodyguards in red-lacquered splint mail and armed with spears.

Man-At-Arms, Medium Humanoid: HD 1; AC 15 (ring and shield); ATK 1 spear (1d8) or sling (1d4); MV 30; F13 R15 W15; AL Neutral (N); XP 50.

Bodyguards, Medium Humanoid: HD 2 (8 hp each); AC 18 (splint and shield); ATK 1 spear (1d8); MV 30; F12 R15 W15; AL Neutral (LN); XP 100.

Sergeants, Medium Humanoid: HD 3 (13 hp each); AC 15 (ring and shield); ATK 1 scimitar (1d8); MV 30; F12 R14 W14; AL Neutral (N); XP 50.

Captain, Medium Humanoid: HD 5 (17 hp); AC 17 (mail and shield); ATK 1 scimitar (1d8); MV 30; F11 R13 W13; AL Neutral (N); XP 50.

0121. NAGA SHRINE | WONDER

A naga shrine is situated in this hex within a copse of flowering trees that hides a small, clear spring. The naga shrine has psychic strands hanging about it that, if brushed against, send people via *astral projection* to a gladiatorial arena on the Astral Plane.

The strands are activated by coming within 20 feet of the shrine while holding a magic item or using magic or a psychic power. The potential victim may attempt a Will saving throw to keep themselves on the Material Plane.

The gladiatorial arena is run by a kith-yin lord called Hieronymus and his people, who found themselves stranded on a clump of elemental earth within the Astral Plane when their astral schooner was attacked by a force dragon. The arena is surrounded by a cage of force, and hosts fight fans from across the Astral Plane who wager on the bouts. Fights are between a variety of extra-dimensional victims. The kith-yin want to save enough money to buy a new ship, although some are starting to think that the sedentary life isn't so bad!

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 (but only in concert with three others).

0129. SMOKING RUINS | DUNGEON

Remnants of a trading post lie here, still smoldering after a raid by a gnoll tribe that dwells to the west. There isn't much left to the place, which was a small caravanserai hosting merchants from the south and west. The only inhabitant is an unfortunate man who hid down a well and now needs rescuing. The man, Anasas, has a broken leg and is in terrible pain. He is a psychic charged with delivering a large crystal to the abbot in [0101].

Anasas, Aasimar Psychic: LVL 3; HP 13; AC 12 (leather); ATK 1 quarterstaff +0 (1d6-1) or light crossbow +1 (1d4+1); MV 30; F14 R14 W11; AL Neutral (N); XP 300; S6 I12 W16 D11 Cn10 Ch13; Special—Surprised (1 in 8), +1 save vs. traps, mental magic and psychic powers (ego whip, psionic blast, telekinesis), resistance to electricity, daylight 1/day.

0132. DESPERATE HUNTERS | WONDER

A band of noble hunters are stalking a giant crocodile in this hex. The crocodile killed some of their horses and men, and they have sworn to bring the beast back as a trophy or die trying. The hunters come from Agar [0116]. The hunters have camped for five days and are running low on supplies and patience. The leader of the band, Lord Itaman (HD 4, 13 hp), may be convinced to hire the adventurers to do the dirty work. The monster dwells in this hex in the river, and might be encountered normally.

Giant Crocodile, Large Animal: HD 7 (22 hp); AC 16; ATK 1 bite (2d8 + constrict) or tail (3d6); MV 20 (Swim 30); F9 R10 W15; AL Neutral (N); XP 700; Special—None.

0141. CRYSTAL HILLS | WONDER

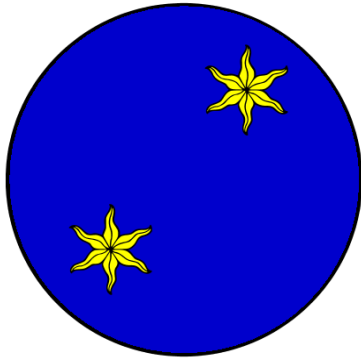
The hills here have been crystalized and given a mirror-like shine by forces as unknown as they are incredible. The hills are inhabited by all the creatures one would expect of the Rama Hills, but these creatures have been crystalized (give them the earth elemental template, and allow them to reflect rays back at their users). Motes of light dance across the facets of the hills and creatures, day and night. These lights are the psyches of the people who once inhabited a village in this hex. It is likely they called down the vengeance of the gods upon their heads.

0143. DISPLACER | MONSTER

A fold of the hills hides a partially toppled shrine in this hex. The shrine's roof now sits at a slight angle, balanced on toppled pillars and hiding the lair of a displacer. Within the displacer's lair, one can still find pieces of the shrine's idol, Lakshmi. A round sapphire worth 350 gp is still lodged in one of the idol's eyes. The lair

contains a skeleton in richly woven silk robes (worth 100 gp) and crocodile-skin leather armor.

Displacer, Medium Magical Beast: HD 6 (22 hp); AC 16; ATK 2 claws (1d6) and 2 whips (confusion) and bite (1d8); MV 50; F10 R9 W13; AL Neutral (N); XP 600; Special—location displacement.



0207. KHIKARI | STRONGHOLD

Khikari is a small fortress with walls of incarnardine stone, windswept and majestic, with long blue swallowtail banners flapping about the domed towers. The fortress is surrounded by adobe houses and workshops surrounded by a lower wall.

Khikari is ruled by Allit, a woman with a ponderous intellect and the face of an apsara. Allit spends her days on the battlements, overlooking her domain and her subjects, and casting her eyes on the aqueduct her workers are building from a large spring about a mile northwest of her fortress. When this is finished, she believes she can build a nice little community.

In the meantime, she broods over her piece of earth, and trains her 17 men-at-arms and 12 elite dragon riders. Her household also includes her cleric, the vishnaru Jali, who urges an alliance with the king of Karaja [0913], and a shady little conjurer called Bhasa, who urges her to marshal her forces and extend her rule the old-fashioned way across Gondar.

Allit's "dragon riders" are archers mounted upon giant lizards. Each carries a lance, longbow, shield and wears splint mail. The men-at-arms wear scale mail and carry spear and bow.

Human Man-At-Arms, Medium Humanoid: HD 1; AC 15 (ring and shield); ATK 1 weapon (1d8); MV 30; F13 R15 W15; AL Neutral (N); XP 50.

Allit, Human Fighter: LVL 9; HP 48; AC 16 (chainmail and buckler); ATK 2 short sword +8 (1d6); MV 30; F9 R12 W12; AL Neutral (N); XP 900; S12 I9 W9 D12 Cn12 Ch12; Special—Dominate 0 HD foes.

0209. WARLORD'S TOMB | WONDER

This hex contains a small tomb constructed of sparkling white stone. The stone is studded with bits of garnet, making it sparkle in the sunlight. The tomb is about 40 feet wide and long and 20 feet tall, and topped by a dome composed topped by a spire.

The tomb is not ornately carved, and shows the weathering of many decades. The grasses around the tomb are overgrown and show that the place has long been ignored by the outside world.

The tomb has a stout pair of stone doors that have been jimmied open and remain open. Sand and grass has gathered around the doors, jamming them open and allowing wild things to enter the place and make it a sort of home. Rangers and druids will no doubt note that many creatures have made temporary lairs in this building over the years.

The interior of the tomb has been looted and defaced. Sand is piled in the corners, and the place is occupied by a single figure, a downcast, mild looking old man, sitting cross-legged on the floor apparently in meditation. The man is tattered and shabby, but he has a strong face and keen eyes that have a warrior's focus.

The man is a ghost, the spirit of the warlord Acarshish, who ruled a tribe of horse warriors that once made themselves the masters of Gondar, scattering the gandharva from their ancestral homes and building many fortified villages in elder days. These warriors are no longer to be found here, though their ancestors are certainly still present on the plains. They have long since forgotten about their ancient king, and Acarshish is none too happy about this.

Those who engage the old man in speech will find him very melancholy. He complains of being robbed, and will ask if they might find the thieves and restore his jewels to him. The tomb was looted about a year ago, the jewels finding their way into the treasury of a merchant prince of Karaja [0913]. Once this request is made, Lawful characters must pass a Will saving throw or find themselves under the effects of a *quest* spell.

The old man describes the leader of the robbers as a man with swarthy skin and curly black hair, anointed with scented oils, with an L-shaped scar on his right cheek and very pale green eyes. This robber is the famous adventurer Antanas, well-known on the plains and somewhat less known in the jungles and mountains.

The jewels in question are seven rubies, each worth 1,000 gp.

Ghost, Medium Undead: HD 6; AC 15 [silver]; ATK 1 hurled object (30'/1d4); MV Fly 30; F12 R12 W10; AL Any; XP 1500; Special—Aging, frightful moan (30', save or flee), possess creature, incorporeal, rejuvenation.

0218. WAR BEAST | MONSTER

A mighty indricothere, resplendent in hanging silks of black emblazoned with crimson flames, is tromping slowly across the savannah. The necromancer Devasa of the Nine Deaths sits on its back, flanked by two servitor wights and a train of twenty gnolls marching behind him.

Devasa is a lanky man clad in a black loincloth, his swarthy skin decorated with white paint in the fashion of a skeleton, his ears pierced with large, gold earrings (worth 100 gp each), a platinum pin in his nose (worth 300 gp), a +1 *dagger* at his side. He is heading back to his tower [0811], after quelling the aspirations of a rival in the west.

Gnoll, Medium Humanoid: HD 2; AC 15 (leather and shield); ATK 1 longbow (1d8) or spear (1d8); MV 30; F12 R15 W16; AL Chaotic (CE); XP 100; Special—None.

Wights, Medium Undead: HD 4 (14, 12 hp); AC 15; ATK 1 slam (1d4 + energy drain 1 level); MV 30; F14 R14 W11; AL Chaotic (CE); XP 1000; Special—Spawn.

Indricothere, Huge Animal: HD 14; AC 14; ATK 1 slam (3d6); MV 30; F5 R5 W11; AL Neutral (N); XP 700; Special—Trample (3d6).

Devasa, Human Magic-User: LVL 9; HP 26; AC 10; ATK 1 dagger +3 (1d4); MV 30; F12 R12 W9; AL Neutral (N); XP 2250; S10 I15 W14 D11 Cn12 Ch11; Special—Spells per day (4/5/4/3/2/1).

0224. VASI | SETTLEMENT

Vasi is a village of 100 hunters situated amid a small wood of thorny acacias. The men of the village make a living hunting and trapping on the savannah, while their women gather herbs, berries and roots. The villagers have built a small reservoir about 100 yards east of their village in a rocky hollow. The rains are usually plentiful enough to keep the reservoir full, and the villagers have sunk a couple wells for when the rains do not come.

The village consists mostly of adobe cottages, with the largest of them the habitation of the village's headman, Ghasa, and his three sons, Ditara (a noble youth), Baniti (a scholarly youth) and Saluga (an overbearing rake), and three daughters, Dipa (a brilliant girl), Kani (a beautiful maiden) and Mavi (a hot-tempered trouble-maker). Ditara's wife is dead, and he is in a constant search for a new wife to keep his more troublesome children under control. Ditara commands the town's five men-at-arms, and serves as its priest (adept 1).

Vasi houses a very ancient naga shrine which hides an underground lair in which dwells the guardian naga Jvani. Jvani's lair extends deep underground, and includes the flooded cavern into which the town's wells descend a cavern of flowing rainbow lights, a cavern of sages-yet-to-be-born-who-speak-with-the-tongues-of-

the-dead and a portal guarded by a stone golem that leads to deeper, more dangerous depths.

Human Man-At-Arms, Medium Humanoid: HD 1; AC 15 (ring and shield); ATK 1 weapon (1d8); MV 30; F13 R15 W15; AL Neutral (N); XP 50.

Jvani – Guardian Naga, Large Aberration: HD 11; AC 18; ATK 1 bite (2d8 + poison IV) or spit (30'/poison IV); MV 40; F9 R10 W7; AL Lawful (LG); XP 1100; Special—Spells (as 9th level sorcerer).

0226. MAGIC SPRING | WONDER

A magical spring erupts from the ground here, forming a large pool. The land around the pool is especially lush, being home to fruit trees and tall, sweet grasses, but there are no animals to be found around the watering hole at all.

The water of the spring is not poisonous, but it is magical. A person drinking the water of the pool must pass a Will saving throw or be turned into an elemental water creature for 24 hours. They instantly collapse into a small pool, and each turn may attempt a Will save to gain control over their new forms. If they succeed, they gain the physical abilities of a water elemental of their size. They retain their own mentality.

Each time a person drinks again from the spring, they suffer the same effect, but Will saving throws to gain control over their bodies take on a cumulative -2 penalty per attempt.

After a person has used these waters three times, any further uses force them to make additional Will saving throws to retain their own personalities; failure leaves them a monster under the control of the Treasure Keeper.

0238. VALLEY OF BONES | WONDER

The grasslands here bubble up into low hills that hide a narrow, dry valley. The valley is absolutely littered with bleached bones and broken shields, and is the home of a tusked giant called Bala. Bala lives in a small fort of large, stacked stones, and when he hears footfalls on the ground of his dry valley, he pokes his ugly head out and challenges the newcomers to single combat. Bala is very strong. Any attack he makes that misses due to the presence of armor forces that armor to pass an item saving throw or be shattered, shaken apart or rent asunder and made useless. Moreover, three times per day Bala can clap his great hands and make a peal of thunder that causes those within 60 feet to save or be struck deaf for 1d6 hours, and those within 30 feet to suffer 1d8 points of sonic energy damage (Fort save for half).

Bala's treasure consists of a leather-bound book of tales, a gilded dagger (300 gp), a silver holy symbol (50 gp), a large hourglass (50 gp), 6,000 cp and a *magic-user scroll* (charisma, levitate).

Bala, Large Giant: HD 8 (28 hp); AC 15; ATK 2 fists (2d6) or boulder (2d8); MV 30; F6 R9 W10; AL Chaotic (CE); XP 400; Special—See above.

0304. ELEPHANT TOWER | STRONGHOLD

The abbey of Indra that sits in this hex cannot be missed, for it looms over the plains. The abbey is a white tower sitting on the back of a giant, white rocky mound that has been carved into the shape of an elephant. The mound looks immobile, but in truth was enchanted in elder days, and is a colossal stone golem.

The abbey is a four level tower, with living quarters for the nine lesser clerics, a pantry, kitchen, dining room and armory on the lower two levels, quarters for the high priest, Jasarya, and a chapel on the highest level, holding an idol of Indra carved from pure white quartz and draped in expensive silks and cloth-of-gold (5,000 gp worth) and holding a *javelin of lightning*. This is one of six magical javelins in the abbey, the others are in Jasarya's room.

The abbey and its mount are surrounded by a village of one hundred male farmers. The men dwell without women, but are visited on high holy days by lovely nymphs, who are summoned to the village by the piping and chanting of the clerics of Indra. The village has five men-at-arms with chainmail, javelins and swords.

Human Man-At-Arms, Medium Humanoid: HD 1; AC 15 (ring and shield); ATK 1 weapon (1d8); MV 30; F13 R15 W15; AL Neutral (N); XP 50.

Devasa, Human Magic-User: LVL 9; HP 26; AC 10; ATK 1 dagger +3 (1d4); MV 30; F12 R12 W9; AL Neutral (N); XP 2250; S10 I15 W14 D11 Cn12 Ch11; Special—Spells per day (4/5/4/3/2/1).

Priest of Indra, Aasimar Cleric: LVL 2; AC 17 (chainmail, shield, light mace); ATK 1 light mace +1 (1d4+1); MV 30; F12 R15 W11; AL Lawful (LG); XP 200; Special—Rebuke air elementals, turn earth elementals, spells per day (4/2), resistance to electricity, daylight 1/day.

Jasarya, Aasimar Cleric of Air: LVL 9; HP 44; AC 17 (chainmail, shield, light mace); ATK 1 light mace +5 (1d4); MV 30; F8 R11 W9; AL Lawful (LG); XP 2250; S8 I7 W15 D10 Cn13 Ch12; Special—Rebuke air elementals, turn earth elementals, spells per day (6/4/4/3/2/1), resistance to electricity, daylight 1/day.

0313. NECROPOLIS | DUNGEON

There is a small necropolis of crypts in this hex. Many of the crypts are linking together by tunnels, and some have stairs down to deeper catacombs. The necropolis was once part of a great ophidian city that has since disappeared. The crypts are haunted by a clan of troglodytes, a few ophidians, and many undead.

0322. LOOK OUT BELOW | MONSTER

The undead remains of a basilosaurus (an ancient, predatory whale) haunt this hex. The wraith-like whale swims through the solid ground, breaching to attack people (surprise on 1-5). If the beast is killed, it becomes solid and is composed of a skeleton

upon which is stretched a dried skin. Inside the dead monster's ribcage there is a blood-red ruby of great size worth 2,500 gp.

Basilosaurus, Huge Undead: HD 36 (100 hp); AC 22 [silver]; ATK 1 bite (energy damage 1 level); MV "Swim" 60; F3 R3 W3; AL Neutral (N); XP 9000; Special—Incorporeal.

0328. STRANDED | MONSTER

The ground here becomes rocky, and eventually the grasslands give way to a solid stone promontory. The promontory rises about 400 feet above the surrounding grasslands, and is about 3 miles in diameter. There are numerous hollows in the red granite, and one of these currently holds one very cross water elemental. Resting near the hollow and the water elemental is a silver flask about half full of water from the spring in [0226].

Medium Water Elemental, Medium Water Elemental: HD 4 (15 hp); AC 16; ATK 1 slam (1d8); MV 20 (Swim 90); F11 R14 W15; AL Neutral (N); XP 800; Special—Whirlpool.

0331. SWORD OF AVAHUJ | MAGIC ITEM

Avahuj was a demi-god worshipped for a time on the grasslands and since forgotten by all but the most devoted antiquarians. His sword, a +3 *scimitar*, is in this hex in a shrine of coral cut into an exquisite veranda. If the shrine is entered, the scimitar animates and attacks the greatest warrior of the band (and any who interfere, of course). The scimitar fights as a 12 HD monster with 40 hp. It can generate one 5 dice *lightning bolt* per day. If the sword is defeated in combat, it can be claimed by a fighter (and only a fighter), who must then convert to a cleric of war.

0334. FISHERMEN | SETTLEMENT

There is a pristine lake here from which a small band of gandharva fishermen catch fish for themselves and their beauteous apsara wives. The elves dwell in lodges in the lake which are connected to the shore by wooden causeways. The lake is rife with poisonous snakes, which the elves can control with their pipes.

Water Snake, Small Animal: HD 1; AC 17; ATK 1 bite (1 + poison IV); MV 20 (C20, S20); F14 R13 W18; AL Neutral (N); XP 250.

Gandharva, Medium Humanoid: HD 1; AC 12; ATK 1 spear (1d6); MV 30; F15 R13 W15; AL Lawful (CG); XP 50; Special—Elf traits.

0340. TWIN EVILS | WONDER

The land becomes more rugged here, and folds and heaves itself into violently rocky hills. A multitude of streams run through these hills, and they form many caves and grottos.

One such grotto holds a statue that resembles a marilith demon. The statue is carved from black stone veined with streaks of red. It has two ruby eyes, each ruby the color of old, fine wine, and each

containing the disembodied spirit of a marilith demon. The rubies are worth about 3,000 gp each, but anyone possessing a ruby is beset by nightmares and ill-feelings as the marilith inside attempts to take control of their psyches (Will save required each night at midnight to avoid being possessed by the marilith, per the *magic jar* spell). If the marilith possesses a person, they are affected per the *heroism* spell, and take on the alignment of the marilith.

The rubies can only be destroyed by being thrown into a sacred fire in a temple of Agni (or any other fire deity). This frees the marilith demons body, and in turn frees any being inside the rubies, though they and any others will now have two marilith demons to tangle with!

Marilith, Large Outsider: HD 8; AC 24 [+2]; ATK 6 swords (2d10) and tail (4d6 + constrict); MV 40; F8 R9 W8; AL Chaotic (CE); XP 2000; Special—5% chance per arm of a magic weapon, summon marilith 20%, immune to electricity and poison, magic resistance 40%, spells (at will—blade barrier, detect invisibility, magic weapon, project image, telekinesis, teleport without error (self plus 50 lb.), unholy aura).

0342. TOWER OF ADISVAN | STRONGHOLD

Adisvan, a garuda psychic, dwells in this hex atop a 90-ft. tall stone pillar. The tower is solid stone, with no interior. Adisvan uses it as a place to meditate and gaze on creation. He can shift from the tower's top into an extra-dimensional mansion. The mansion is attended by apsara, and features numerous rooms and gardens, most of them designed for meditation and psychic training.

Adisvan is well-muscled and lean, with an unforgiving personality. He dwells with four apprentices, usually to be found inside the mansion cleaning, cooking or training. The apprentices are two men, Asikas and Garana, a woman named Badsa and a garuda female named Kusa.

Psychic: LVL 1; AC 11 (padded); ATK 1 club +0 (1d4); MV 30; F15 R15 W13; AL Neutral (LN); XP 100; Special—Find secret doors, surprise (1 in 8), +1 save vs. traps, mental magic and psychic powers, psychic powers (ESP), other abilities based on race.

Adisvan, Garuda Psychic: LVL 9; HP 20; AC 12 (leather); ATK 1 club +5 (1d4-1) or scratch and peck (1d3); MV 30 (F90); F13 R12 W8; AL Neutral (LN); XP 2250; S8 I15 W13 D11 Cn8 Ch11; Special—Find secret doors, surprise (1 in 8), +1 save vs. traps, +2 save vs. mental magic and psychic powers, psychic powers (astral projection, cloud minds, dominate, ESP, mind thrust, precognition, psionic blast, telepathy, ubiquitous vision).

0344. STAR POOL | WONDER

An ancient, ruined palace rests in this hex. The palace grounds are overgrown with weeds, grasses, tangled fig trees and bramble bushes, and little remains except the foundations. Within the garden there is a large reflecting pool, very shallow, surrounded by cracked blue tiles and the remains of statuary. On a clear night,

when the stars are reflected in the waters of the pool, it serves as a portal to the Astral Plane.

0408. TERROR FROM THE STARS | MONSTER

An observatory was erected on a hill ages ago in this hex, perhaps by the ophidians. The stone circle is composed of thirty-six stone slabs, unadorned save for a single impression, about the size of a fist, on each stone, at varying heights. Ten giant bees have been hanging around the site lately, attracted by a weird vibration in the stones, apparently caused by the current position of the stars.

When the stars are properly aligned – which may, by an amazing coincidence, happen when the adventurers decide to camp nearby – starlight pours into the stone circle from the night sky as though it were being poured from a pitcher of milk. The light wells up within the stone circle, and then suddenly spills from it and onto the surrounding countryside, illuminating it as though it were twilight to a distance of about 3 miles.

When this starlight finally dissipates, it leaves within the stone circle a bizarre entity, not unlike a humanoid bee, about 15 feet tall, with two sets of wings, six arms that end in balls of light, and eyes like multi-faceted gemstones. These eyes allow it to pierce all illusions and to reflect spells back on their casters (per the *spell turning*). The balls of light can be shaped into almost any form – hands, hammers, spikes, whips, etc., all of them of solid light and all inflicting 2d6 points of damage in whatever form they happen to be in if used to attack.

The bee entity is a harbinger of a tribe of space gods that plan to spread their philosophy of absolute Law via their foot soldiers, which resemble humanoid insects. The bee entity, Ayanjamang, is accompanied by twenty bee-women armed with pellet crossbows (explosive pellets that inflict 1d6 points of fire damage) and barbed whips (1d4+1 points of damage).

Bee Woman, Medium Humanoid: HD 1; AC 12; ATK 1 pellet crossbow (1d6 fire); MV 30 (Fly 60); F15 R13 W15; AL Neutral (LN); XP 100; Special—Surprised (1 in 8).

Avanjamang, Large Outsider: HD 15 (51 hp); AC 20 [+1]; ATK 1 mandible (3d6 + poison III); MV 30 (Fly 90); F5 R5 W3; AL Neutral (LN); XP 3750; Special—Immune to fire and sonic energy, immune to light spells, resistance to cold, vulnerable to acid, humming buzz (60-ft. range, Will save or stunned for 1d10 rounds).

0426. KAMA OF GONDAR | MONSTER

There is a large watering hole in this hex, and a popular one at that. It currently hosts a large herd of antelopes, two lions, a pack of three hyena and several crocodiles, that live in the watering hole. The animals, primarily the antelopes, are enjoying the protection of Kama, a female centaur beastmaster. She is keeping

the predators at bay, and will react with suspicion towards any outsiders that approach the watering hole.

Tendua, Medium Animal: HD 3 (17 hp); AC 15; ATK 2 claws (1d3 + rend) and bite (1d6); MV 40 (C20); F12 R12 W17; AL Neutral (N); XP 300.

Kama, Centaur Beastmaster: LVL 6; HP 26; AC 13 (padded); ATK 2 hooves +6 (1d6+1) or longbow +6 (1d8) or spear +6 (1d6+1); MV 60; F12 R9 W12; AL Neutral (N); XP 600; S15 I7 W10 D13 Cn15 Ch10; Special—Speak with animals, surprise (2 in 6), surprised (1 in 8), banish/control animals, animal companion (2-5 HD).

0432. RAZED VILLAGE | DUNGEON

A ruin of 31 houses in a walled village is being slowly choked by the tall grasses of the plains. The ruin has signs of magic about it, as well as signs of fire damage and electrical discharges. This damage, and the delivery of the former inhabitants into slavery, was caused by automaton bandits. The bandits killed a wizard and his daughter, and stole an item from the ruin they need to bring a balor demon into the Material Plane. They know of the coming of the entity of Law that is destined to appear in [0408], and would like to see it destroyed. The bandits hail from the eastern reaches of Ende (i.e. they'll appear in NOD 25 – stay tuned!)

0438. PURATLA | SETTLEMENT

One hundred fishermen dwell here in a village of wattle & daub huts surrounded by a 12-ft. tall stone wall with a shallow moat (sharp sticks protrude from the ground under the water) and three simple stone towers. The village is ruled by a council of elders, and boasts a small inn for wayfarers (one large common room, three private rooms, meals served, 2 gp a night). The villagers are known for their legendary hounds. The villagers are all immigrants from the Plum Coast, and devout worshipers of Lord Hish, the god of silence. They demand complete silence within the confines of their village, a silence that aids in their fishing and which, instilled in their hounds, makes them especially effective at hunting.

0502. KĀTILA | MONSTER

A chimera called Kātīla dwells in this hex, in a narrow cave in the side of a great, rocky hill. The cave looks like a slash from a giant claw. It has a gravel scarp beneath it, and two streams of rust-colored water trickling down on either side of the cave entrance. The cave goes back about 50 feet and then widens into a larger cavern with a small spring. The chimera keeps a treasure of 8,000 silver pieces in two large, stone chests.

Kātīla, Large Magical Beast: HD 9; AC 19; ATK 2 bites (2d10), horns (1d6) and 2 claws (1d6); MV 30 (Fly 50); F8 R9 W12; AL Chaotic (CE); XP 900; Special—Breathe cone of fire (30'/3d6) 3/day.

0506. LEUCROTAS | MONSTER

A pack of four leucrotas has a cave lair in this hex. They keep the lair free of bones and other detritus, doing their best to make it seem inviting, and use their mimic ability to draw people in with the plaintive cries of children or the alluring speech of maidens.

At the back of the cave, the ground drops a bit and becomes coated in a very thick mud. A few more steps and a person discovers a very steep incline and a tube, that deposits them in a pit, the floor of which is covered in 3 feet of extremely sticky mud (bend bars checks are required to move 5 feet). The ceiling of this chamber is 10 feet above the surface of the mud, and is set with numerous gemstones worth about 1,000 gp total, the gemstones connected by painted white lines. Magic-users might realize that this forms a *chain lightning* spell, which they can copy into their spellbooks if they're willing to spend the time required to do so.

Leucrota, Medium Magical Beast: HD 6; AC 15; ATK 1 bite (1d6); MV 40; F10 R10 W12; AL Chaotic (CE); XP 600; Special—Mimic speech.

0511. TREES? | WONDER

Ah – the dappled sunlight of a light forest, the breeze rustling the leaves, the crunch of twigs underfoot. Interesting how they loom so high and begin to grow thicker ... especially when you consider we were crossing a grassy plain. Where did the trees come from? And they grow so close – hard to get between them. They're closing in! Vishnu help me, they're closing in!

[I'll let you figure out what it means and how to get out of it]

0517. HEADLESS DWARVES | MONSTER

This hex contains a canyon with remarkably smooth, sandstone walls worked down by the wind over thousands of years. The floor of the canyon is covered in cakes of salt and a few patches of scraggly, tough grass. The walls of the canyon are studded with hundreds of small, wooden doors, each one painted in bright colors and each one the entrance to a tiny cave lair of a headless dwarf. The dwarves carry small clubs, and when one notes the presence of strangers, they begin rapping on their door. Soon, their rapping is joined by many others, and when the sound is almost deafening, the little buggers swarm out of their doors and attack anything they can find.

Each lair contains a separate treasure worth about 1d10x3 gp. There are 100 lairs in total.

Headless Dwarves, Small Humanoid: HD 1; AC 12; ATK 1 fist (1d4); MV 20; F14 R16 W16; AL Chaotic (CE); XP 100; Special—Immune to mind effects, cannot be surprised.

0521. MONITORS | MONSTER

This hex holds a small, stone building, heavily adorned with bas-reliefs of dancing apsaras. Three giant monitor lizards have moved into the building, which otherwise presents a wonderful shelter. One of the stones inside the building is loose, and behind it there is a treasure map depicting about half of the dungeon in [0936].

Lizard – Monitor, Large Animal: HD 6; AC 15; ATK 1 bite (1d10); MV 30 (S30); F9 R10 W15; AL Neutral (N); XP 300; Special—None.

0528. NUNA OF THE BRONZE BANDS | STRONGHOLD

A weird tower of reddish sandstone rises from the plains here, seemingly out of nowhere. It has an abstract shape on the outside, smooth and natural, but on the inside looks much like any other Indian palace, being decorated by colorful tiles and many wall hangings. The palace is inhabited by an elemental called Nuna of the Bronze Bands and his three wives, a trio of oreads with skin like red sandstone and who have tourmalines adorning their brows (worth 30 gp each). The oreads are not only Nuna's wives, but also his apprentices, each having the abilities of a 1st level elemental. The tower is under the protection of Bharadatta, a gold dragon that owes Nuna a big favor.

Gold Dragon, Medium Dragon: HD 11; AC 19; ATK 2 claws (1d6) and bite (1d8); MV 60 (Fly 200, Swim 60); F8 R7 W7; AL Lawful (LG); XP 2750; Special—Cone of weakening gas (30'; as ray of enfeeblement), cone of fire (30'), speech 100%, resistance to fire, water breathing; Spells (25%)—3/day—bless (juvenile or older), detect gems (old or older); 1/day—geas (old or older), sunburst (ancient or older), foresight (great wyrm).

Oread, Medium Fey: HD 6; AC 17; ATK 1 dagger (1d4); MV 30 (Swim 20); F12 R10 W9; AL Lawful (NG); XP 600; Special—Dimension door 1/day, cast spells as 7th level druid, earthglide.

Nuna, Human Elementalist: LVL 12; HP 34; AC 10; ATK 1 club +4 (1d4) or dart +4 (1d4); MV 30; F11 R11 W6; AL Neutral (N); XP 3000; S12 I12 W13 D12 Cn9 Ch18; Special—Command spirits (6/day), turn elementals.

0531. PERILOUS SHRINE | MONSTER

An ancient naga shrine here has fallen into disuse since a pride of lions moved into the area. The shrine has no naga inhabiting it, but a small iron box has been buried nearby. The box contains a *potion of neutralize poison* and a leather sack holding 100 gp.

Lion, Large Animal: HD 5; AC 15; ATK 2 claws (1d6 + rend) and bite (1d8); MV 40; F10 R11 W16; AL Neutral (N); XP 500; Special—None.



0540. BHITI THE BOLD | STRONGHOLD

Bhiti the Bold is a flamboyant aasura princess who dwells in this hex in a great castle upon a rocky prominence surrounded by orchards of fruit trees, numerous fresh springs and streams, and a village of about 300 farmers. Bhiti commands 100 warriors and ten cavaliers (banded mail, shield, lance, scimitar).

Bhiti is a paladin, chaste and holy, but with a blazing personality and a tongue as sharp as an adder's. She brooks no sin in her community, and demands obeisance to the gods and goddesses of her people, and especially to Vishnu, her own patron. Her own shrine is overseen by her personal priest and confidant, Arahmam.

Despite her substantial virtue, Bhiti is not without the normal human drives. She has a soft spot for handsome, gallant warriors, but requires a long, formal courtship.

Aasimar Warrior, Medium Humanoid: HD 1; AC 15 (ring and shield); ATK 1 spear or longbow (1d8); MV 30; F13 R15 W15; AL Neutral (N); XP 50; Special—Resistance to electricity, daylight 1/day.

Aasimar Cavalier, Medium Humanoid: HD 1+1; AC 18 (banded and shield); ATK 1 scimitar (1d8) or lance (1d6+1); MV 30; F13 R15 W15; AL Neutral (N); XP 50; Special—Resistance to electricity, daylight 1/day.

Arahmam, Aasimar Cleric: LVL 6; HP 17; AC 17 (breastplate and shield); ATK 1 light flail +3 (1d4+1); MV 30; F10 R13 W9; AL Lawful (NG); XP 600; S10 I10 W15 D12 Cn10 Ch11; Special—Turn undead, spells (5/4/3/2), resistance to electricity, daylight 1/day.

Bhiti, Aasimar Paladin: LVL 11; HP 39; AC 17 (chainmail and shield); ATK 1 spear +9 (1d8); MV 30; F6 R11 W6; AL Lawful (LG); XP 1100; S14 I9 W14 D10 Cn14 Ch13; Special—Detect evil, smite chaos (evil) 3/day, lay on hands, immune to fear, turn undead, cure disease 1/wk, spells (2/1).

0604. MEDICINAL TREES | MONSTER

A grove of rare trees with medicinal bark (+4 to save vs. poison if brewed into a tea) grows in a cleft in the mountains here. The cleft is difficult to enter, due to a rushing stream and many great boulders blocking the entrance. The boulders appear to have been placed here, rather than to have fallen, and in fact they were

placed here by a tribe of cyclops on behalf of the valley's sole inhabitants, a small band of gandharvas and apsaras (10 of each). The gandharva dwell here apart from the rest of the world, in a wooden lodge covered with ornate and erotic carvings. The men are hunters and musicians and women are dancers (each has the spellcasting ability of a 3rd level bard).

Gandharva/Apsara, Medium Humanoid: HD 1; AC 12; ATK 1 spear (1d6); MV 30; F15 R13 W15; AL Lawful (CG); XP 50; Special—Elf traits.

0618. WOUNDED EAGLE | MONSTER

A giant eagle has landed in this hex, its wing having been struck by a flight of gnomish arrows. The gnolls are one hex away to the north, and seeking out the bird, for their sub-chief Gruul desperately wants it as a trophy. If it can be healed, it may be amenable to serving as a temporary mount.

Giant Eagle, Large Magical Beast: HD 4 (16 hp); AC 15; ATK 2 claws (1d6) and bite (1d8); MV 10 (Fly 80); F10 R10 W14; AL Neutral (N); XP 200.

0629. VARAIGA | SETTLEMENT

Varaiga is a large village located on the banks of the Ghrut River. The village is situated on a ridge of rocky hills that overlook a large plain of mud flats. The 400 villagers hunt on the plains and mudflats, and fish in the river. The village is surrounded by a stone wall about 20 feet tall and anchored by two wooden towers and a small, stone gatehouse with thick wooden doors.

Varaiga is ruled by Lord Chulla, twin brother and bitter rival of Lord Gouthu [0633]. Lord Chulla is a tall man with swarthy skin. He shaves his head, and dresses in silk robes when not encased in his suit of +1 *banded mail*. Chulla fights with pata and dagger. He commands a guard of 10 men-at-arms in chainmail and armed with shield and spear and 10 men-at-arms in leather armor and armed with short sword and light crossbows. Each of these squadrons is led by a similarly equipped sergeant, the archers by Brana and the spearmen by Ighoghak. Ighoghak has fallen under the spell of Chulla's twin brother, and now serves as a spy.

Human Man-At-Arms, Medium Humanoid: HD 1; AC 15 (ring and shield); ATK 1 weapon (1d8); MV 30; F13 R15 W15; AL Neutral (N); XP 50.

Lord Chulla, Medium Humanoid: HD 5 (25 hp); AC 17 (banded mail and buckler); ATK 1 pata (1d8); MV 30; F11 R13 W12; AL Neutral (N); XP 250.

0635. DUMDARA | SETTLEMENT

Lord Gouthu is the twin brother of Lord Chulla, who rules the nearby village of Varaiga [0629]. Chulla and Gouthu have hated one another since they were children and competed for the attention of their father, Prince Hana, who ruled over all the villages south of the Ghrut River in this area. That petty kingdom fell apart when Hana died, leaving the kingdom to the tender

mercies of his rival sons. Where Chulla has governed well in Varaiga, Gouthu, a magician by trade, has created a wicked village in Dumdara.

Dumdara sits at the place where the grasslands begin folding into the Rama Hills. The area is well watered, and the farmers of Dumdara raise plentiful crops of wheat and herds of goats. They are a licentious people, their village being graced by a temple dedicated to the love goddess Rati and perverted by the teachings of Datti, a chaotic priestess and the wife of Gouthu.

Dumdara has a population of 500. It is surrounded by a wood and earth rampart, with four towers and a gatehouse. Dumdara is defended by three squadrons of men-at-arms, ten spearmen, ten archers and ten light horsemen. Each squadron has a female sergeant, Barha (spearmen), Kali (archers) and Itaj (horsemen), who answers directly to High Priestess Datti.

Human Man-At-Arms, Medium Humanoid: HD 1; AC 15 (ring and shield); ATK 1 weapon (1d8); MV 30; F13 R15 W15; AL Neutral (N); XP 50.

Gouthu, Medium Humanoid: HD 0 (2 hp); AC 10; ATK 1 dagger (1d4); MV 30; F13 R16 W16; AL Neutral (N); XP 25; Special—Expert adept (2/1).

Datti, Aasimar Cleric: LVL 5; HP 16; AC 18 (splint mail and shield); ATK 1 light mace +3 (1d4+1); MV 30; F11 R13 W9; AL Chaotic (LE); XP 500; S12 I12 W16 D9 Cn12 Ch9; Special—Turn undead, spells (5/4/3/1), resistance to electricity, daylight 1/day.

0637. DANCING DEATH | MONSTER

There is a strange platform here in the hills, atop a large plateau surrounded by a loose wood of plum trees. The platform is composed of metal and shaped like a circle 20 feet in diameter. There are several indentations in the metal of the platform, forming an inner circle of five indentations and an outer circle of nine indentations. Three of these indentations have fist-sized pieces of colored crystal embedded in them. They can be removed with some difficulty. Projecting from these bits of glass are beams of colored light. These beams are very faint in the daytime, and might be missed by casual observers.

If the other eleven indentations can be filled with similar bits of colored glass or crystal, they will also project beams. The beams are all aimed towards the center of the circle. When all beams have been activated, they form a sort of hologram in the center of the platform – a laser golem!

Once formed, the laser golem, which resembles a four-armed, three-headed dancing god, will begin dancing. This activates an epic *sunburst* spell that begins moving towards Kumbhramu [1531], growing mile by mile until it covers an entire hex.

Large Laser Elemental, Large Fire Elemental: HD 8; AC 20 [+1]; ATK 1 slam (1d8 fire) or laser ray (100'/2d6); MV Fly 200; F10 R6 W12; AL Neutral (N); XP 2000; Special—Immune to fire.

0642. OPHIDIANS | MONSTER

The tree-choked slopes of the Rama Hills here hide an ancient cave, carved into a door in the time of the ophidians. The interior of the caves are rife with quartz deposits.

Just beyond the entrance to the cave, there are two vibrational projectors, one on either side of the door. These are tripped by a person entering the cave, and their combined vibrations force those within 10 feet of the entrance to pass a Fortitude saving throw or be affected per a *hold person* spell.

After the projectors are tripped, the ophidians that dwell deeper in the caves are alerted, and will soon arrive to seize their new captives. The adventurers might be used for slaves or food. Either way, they will be bound and walked deeper into the caves, where the ophidians maintain a small kingdom. In all, there are about 300 ophidians and 500 slaves of various races.

Ophidian, 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%.

0644. ARROW-PROOF DEER | MONSTER

The jungle here is home to a small herd of 10 onyx deer. The deer are infused with elemental energy, and have flesh composed of black stone. The deer are notoriously hard to take down, and have become something of an obsession for the hunters in the region.

Onyx Deer, Large Elemental (Earth): HD 5; AC 20; ATK 2 hooves (1d8) and antlers (1d8); MV 50; F10 R10 W16; AL Neutral (N); XP 250; Special—Breath acid (20'/3d6 acid, Reflex half, 3/day).

0708. PEARL TREES | MONSTER

This hex is marked by a large wood of pale pine trees. Rumor has it that the heart of the is home to a fierce dragon. This rumor is true, though the “dragon” is actually a celestial giant constrictor set to guard a small copse of pearl trees. The trees have pale trunks and branches, jade, feather-like leaves, and in the summer they drop pearls on the ground. These pearls are worth about 5 gp each, and the trees produce about 1d6 x 100 gp worth of the pearls each year. Pearls left on the ground degrade.

Celestial Giant Constrictor, Huge Magical Beast: HD 11; AC 15 [+1]; ATK 1 bite (1d10 + constrict); MV 20 (Climb 20, Swim 20); F5 R8 W11; AL Lawful (LG); XP 2750; Special—+2 to hit chaotic creatures.

0714. KHUR | MONSTER

A very large herd of 120 khur (the Indian wild ass, or onager) is grazing on the grasses here, slowly making its way towards the river. The khur have sandy coats, with dark manes and dark stripes that run from neck to tail. They are notoriously wild and hard to control, and might stampede if annoyed.

Khur, Medium Animal: HD 2; AC 13; ATK 1 bite (1d3); MV 40; F12 R12 W18; AL Neutral (N); XP 100; Special—None.

0725. ABHANKANA | MONSTER

Abhankana is the stuff of nightmares in this region. She dwells in what is called the Vault of Night, a great palace of pearly white stone, richly decorated with lurid carvings and barred by doors of cloudy mithral. The palace was cursed in elder days, such that it only appears in this hex on the nights of the full moon. When it does appear, the stars disappear from the sky, the wind stops moving and all is still and cold and terrible.

Abhankana is a night hag and she rules in this palace over a clan of 20 ophidians (10 male, 10 female, 14 young). When the palace shifts into the Material Plane from the Shadow Plane, the ophidian warriors make forays into the surrounding hexes seeking food, slaves and momentary escape from their prison. The ophidians are now infused with the stuff of the Shadow Plane. They have dull, black scales (surprise on 1-5 on 1d6 in darkness) and can see perfectly well in darkness. If they do not return to the palace before dawn, they die and rise as shadows (and die again, unless they can escape the rays of the sun.)

Abhankana and her people have the following treasure: 1,400 gp, 30,000 sp, a blue star sapphire (1,000 gp), magnifying lens, +1 battleaxe, scroll of cause fear, scroll of enlarge person, jump and levitate, and potion of healing. They also keep 300 human and demi-human slaves, who tend the palace and its gardens.

Shadow Ophidian, Medium Undead: HD 3; AC 15 [+1]; ATK 1 weapon (1d8) or touch (1d8 strength); MV Fly 40; F14 R14 W12; AL Chaotic (CE); XP 750; Special—Immune to poison, magic resistance 15%, incorporeal.

Abhankana, Night Hag, Medium Outsider: HD 8; AC 20 [+1]; ATK 1 bite (2d6 + disease); MV 20; F9 R9 W9; AL Chaotic (CE); XP 2000; Special—Demon fever, heartstone (visit dreams, cure disease), immune to fire, cold, charm, sleep and fear, magic resistance 20%.

0809. AHAKUS-SALI | STRONGHOLD

Ahacus-Sali is an avid worshipper of Kali and a potent necromancer. She dwells in a great tower, 60 feet tall, carved from ivory-colored stone in the image of a great pile of skulls. At the top of the tower there is a massive skull of bluish-green crystal that serves as a sort of observation dome.

Ahaku-Sali is a graceful woman, but horribly malevolent. She wears a kilt of human arms and a necklace of skulls, and wields a +1 *sickle*. Her tower is protected by six zombie-fied black bears outdoors, and inside by a company of twenty berserkers armed with barbed whips and light maces.

The crystal dome at the top of the tower is Ahaku-Sali's laboratory, where three captive alchemists are currently working on the formulas she needs to building a flesh golem.

Berserker, Medium Humanoid: HD 2; AC 12 (shield); ATK 1 whip (1d3) or light mace (1d4+1); MV 30; F12 R15 W15; AL Chaotic (CE); XP 100; Special—Berserk rage (2 attacks per round), immune to fear.

Zombie Bear, Medium Undead: HD 3; AC 13; ATK 2 claws (1d4 + constrict) and bite (1d6); MV 40; F14 R15 W12; AL Neutral (N); XP 300; Special—Move or attack, weapon resistance (blunt weapons).

Ahaku-Sali, Human Necromancer: LVL 9; HP 21; AC 11; ATK 1 dagger +2 (1d4-1); MV 30; F12 R11 W8; AL Chaotic (LE); XP 2250; S7 I16 W14 D13 Cn11 Ch11; Special—Spells (4/5/5/3/2/1).

0819. WINGED PATROL | MONSTER

A patrol of garuda has landed in this hex to rest and take on a new supply of fresh water. The garuda come from a village in the mountains, and are looking for a band of thieves (i.e. adventurers) who stole a magnificent emerald from their prince, Jharafa. The emerald acts as a type I *crystal ball*.

Garuda, Medium Humanoid: HD 1; AC 11 (buckler); ATK 1 scratch and peck (1d3) or javelin (1d4) or dagger (1d4); MV 30 (Fly 90); F13 R14 W16; AL Neutral (N); XP 100; Special—Dive bomb.

0903. MAGIC TABLET | MAGIC ITEM

A stone tablet is half-buried in the dirt here, and seemingly grasped by stone fingers erupting from the ground. The tablet is magical, and can be used to counter any spell cast against the holder of the tablet. The spell's energies are absorbed by the tablet is the holder can pass a Will saving throw; if successful, the energies write themselves onto the tablet, which then acts as a spell scroll. The tablet is aquamarine in color, and makes a person's fingers tingle when held.

The fingers wrapped around the tablet belong to a stone golem, which lies buried under the earth. The stone golem is not powerful enough to free itself from the earth, but it is strong enough to keep ahold of the tablet.

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.

0913. KARAJA | CITY-STATE

POPULATION

5,000 people | 36% vishnaru, 22% tieva, 20% human, 10% aasura, 7% yaksha, 5% gandharva

PERSONALITIES

Raja Bharama, LG Vishnaru Paladin, 12th level

Yogi Akandrat, LG Vishnaru Cleric, 9th level

Karaja is the vishnaru city-state of the grasslands. It is a city of peace and high culture, where all the pleasures of the mind can be enjoyed (and a few of the flesh, if you know who to ask). Karaja is ruled by the enlightened King Kubala, a loving monarch who encourages his people in all the arts and sciences. His Kshatriya are methodical and logical warriors, his yogis highly lawful monks.

Karaja is known for its splendid dancing, its academies of science and psionics, its haughty knights, austere temples, rich agriculture and its fleet of aerial vehicles powered by vril.

The vishnaru make up the highest caste in the kingdom, of priests, monks, psychics and soulknives. Beneath them are the warriors, mostly aasura and human, then the craftsmen and farmers (mostly humans, with a few dwarves) and finally the merchants, artists and thieves (mostly tievas, gandharvas and humans).

The city is built around several springs, which have been bricked into glistening pools. The city has no walls, relying instead on its large fleet of aerial ships and its highly trained warriors to keep enemies at bay. It has a thriving nightlife and is known for its fruit orchards, textile manufactories and horse training. The streets smell of saffron and other spices, for all cooking is done out of doors in clay ovens and grills.

Human Man-At-Arms, Medium Humanoid: HD 1; AC 15 (ring and shield); ATK 1 weapon (1d8); MV 30; F13 R15 W15; AL Neutral (N); XP 50.

Tieva Trader, Medium Humanoid: HD 1; AC 10; ATK 1 dagger (1d4); MV 30; F15 R13 W15; AL Chaotic (NE); XP 100; Special—Resistance to fire, darkness 1/day.

Aasura Kshatriya, Medium Humanoid: HD 2; AC 18 (banded mail and shield); ATK 1 longsword (1d8); MV 30; F13 R15 W15; AL Lawful (LG); XP 200; Special—Daylight 1/day, immune to fear.

Vishnaru, Medium Humanoid: HD 1; AC 16 (chainmail and buckler); ATK 1 scimitar (1d8) and katar (1d4); MV 30; F13 R15 W14; AL Lawful (LG); XP 100; Special—Halo of light (no benefit from back attacks).

0918. OLD CRYPT | DUNGEON

An old crypt lies here, hidden amidst a boulder-strewn field. The crypt appears as an ornate stone door set at an angle between two boulders. It opens onto a tunnel that leads about 60 feet into the ground at a 15-degree angle. The door shows signs of having been open before.

At the end of the tunnel, there is a second ornate stone door that features a grimacing face. The door can only be opened by inserting 5 pounds worth of something (sand, water, etc.) into the face's mouth. This causes the door to sink into the ground.

Behind this door is the antechamber of the crypt, a room filled with terracotta statues of handsome gandharvas plucking harps and loosing arrows. The symbols in the crypt might be identified as belonging to the Princess Bhava, who once ruled Mangunta [1011]. This chamber's only exit is a secret door that is opened by lighting candles in a large bronze candelabrum that is attached to the floor. When enough wax drops onto the floor (should take about 1 hour of the candles being lit), the north wall recedes 3 feet, revealing two U-shaped passages that lead to the tomb chamber of Princess Bhava.

The tomb has not been looted, and contains 100 gp and three bolts of silk, as well as the ashes of Bhava, stored in a golden urn worth 1,000 gp. Four silver urns hold the ashes of the men who built the crypt, and they will rise as fiery spirits if the crypt is disturbed. In one corner of the room there is a pot of magic white paint. This paint, when drawn on a surface, opens a portal into a different plane. The plane depends on the direction to which the portal points – North opens into the Astral Plane, South to the Ethereal Plane, Southwest to the Elemental Earth Plane, Northwest to the Elemental Water Plane, Northeast to the Elemental Air Plane, Southeast to the Elemental Fire Plane, East to the Negative Energy Plane and West to the Positive Energy Plane. There is enough paint in the pot to draw three portals.

Fire Spirit, Medium Undead: HD 2; AC 11 [Silver]; ATK 1 slam (1d6 + 1d4 fire); MV 20; F15 R15 W15; AL Neutral (N); XP 200; Special—Immune fire.

0927. RUINED PALACE | MONSTER

Aprar is the Tiger Queen, the highly disputed ruler of the weretigers of the grasslands. She has gathered a large band of the monsters (30 in all), who dwell in a ruined palace of jade stone that winds its way along a long ridge of granite that erupts from the grasslands in this hex. Ruined hovels and streets can be seen radiating around the ridge.

The weretigers have the following treasure: 510 pp, 6,400 gp, 21 gemstones of various types worth a total of 1,500 gp, a platinum scepter (1,000 gp) usually held by the queen, a *hand of the mage*,

potion of healing, potion of remove fear and a wand of detect secret doors (5 charges). Aprar is carrying this treasure to buy the loyalty of gnomish clans and any other mercenaries and bandits she comes across.

Gnoll, Medium Humanoid: HD 2; AC 15 (leather and shield); ATK 1 weapon (1d8); MV 30; F12 R15 W16; AL Chaotic (CE); XP 100.

Weretiger, Large Monstrous Humanoid: HD 7 (20 hp); AC 16 [silver]; ATK 2 claws (1d8) and bite (2d6); MV 30; F11 R10 W10; AL Neutral (N); XP 700; Special—Change shape, lycanthropy.

*Aprar, Large Monstrous Humanoid: HD 15 (52 hp); AC 16 [silver]; ATK 2 claws (1d8) and bite (2d6); MV 30; F7 R6 W6; AL Neutral (N); XP 1500; Special—Change shape, lycanthropy; Gear—Rosewood medallion inlaid with gold (1,500 gp), *potion of constitution, potion of healing, oil of invisibility, gloves of swimming and climbing, potion of remove fear, elixir of vision.**

0928. BANSWA | SETTLEMENT

The village of Banswa is possessed of rich, fertile soil, fabulously fecund fruit trees, and fine, healthy goats. There are gardens, street performers, pretty buildings painted in shades of orange and very little crime. The 100 yeomen farmers of the village are fat and prosperous. The village has a pretty temple dedicated to Lakshmi, and their lives would be idyllic if they were not governed by a monster, a rakshasa called Shandeva. Shandeva is actually a fair ruler, but he is cruel when he is displeased, and he covets and seizes their most prized possessions. This has made them a laconic, cold people, showing no love for anything, including their own children.

Rakshasa, Medium Outsider: HD 7 (19 hp); AC 20 [+2]; ATK 2 claws (1d4) and bite (1d6); MV 40; F10 R10 W9; AL Chaotic (CE); XP 1750; Special—Shapechange; Spells: Continuous—detect thoughts; Spells known: 0 (6/day)—detect magic, light, mage hand, message, read magic, resistance, touch of fatigue; 1st (6/day)—charm person, mage armor, magic missile, phantasmal force, shield; 2nd (6/day)—constitution, invisibility, acid arrow; 3rd (6/day)—haste, suggestion.

0931. SCORPION MEN | MONSTER

A trio of scorpion men, pilgrims of chaos and evil, are walking through this hex in search of an evil high priest to lead them. The scorpion men hale from the plateau, and work as mercenaries there. They bear treasure (300 pp, 4,000 gp, an electrum pendant worth 100 gp, a sable choker set with a peridot worth 1,000 gp, a *scroll of obscuring mist*, a *scroll of dimension door*, *oil of magic weapon*, *potion of protection from arrows* and a *potion of spider climb*) and a mountain princess called Kunam as an offering to their new religious leader.

Scorpionfolk, Large Monstrous Humanoid: HD 12; AC 16; ATK 1 lance (2d6), sting (1d8) and 2 claws (1d6); MV 40; F8 R7 W8; AL Chaotic (CE); XP 1200; Special—Magic resistance 30%, resistance to fire; Spells: 1/day—spectral force, 2/day—mirror image.

0936. DANGEROUS CHASM | DUNGEON

A deep chasm cuts through the landscape here. The walls of the chasm were carved in ancient days into a mass of giant, stone hands. These hands are magical – projecting various *hand* spells (grasping, interposing, etc.) towards creatures who attempt to scale the walls without wearing on their person blue gemstones worth at least 100 gp.

The floor of the chasm is about 1 mile wide and filled by a thick jungle of palms, spiky agaves and cacti. A clan of twenty leocentaurs dwells in the chasm, hunting the animals that dwell with them, and serving as guardians of the dungeon therein.

The dungeon entrance is a pair of limestone doors (20 feet tall, 8 feet wide, 2 feet thick, 26 tons each). The doors are perfectly balanced and locked with a pair of magnets hidden inside the doors. Geometric carvings cover the doors, and one in particular can be turned. When this is done (requires a bend bars task check) the magnets oppose one another, and open the doors.

The dungeon leads into a strange complex of tombs, dozens of them, and all apparently constructed by magic-users seeking to guard their treasures after death and one-up one another in terms of danger and ingenuity.

Leocentaur, Large Monstrous Humanoid: HD 5; AC 15; ATK 2 claws (1d6 + rend) and weapon (1d8); MV 50; F12 R10 W11; AL Neutral (N); XP 500; Special—None; Gear—leather armor, battleaxe, 3 javelins.

1011. MANGUNTA | SETTLEMENT

Magunta is a village of 300 lazy woodsmen who live in thatched cottages within a wide copse of hardwood trees. The village is surrounded by a wooden palisade and thicket. A stream runs nearby, spanned by a wooden bridge. Timber is sent down the stream to the village or beyond. The village is governed by Lord Atutas, who commands a garrison of 15 men-at-arms in chainmail with spear and buckler. Atutas is a swaggering peacock of a man with a rakish grin and almost no sense of pain.

Human Man-At-Arms, Medium Humanoid: HD 1; AC 15 (ring and shield); ATK 1 weapon (1d8); MV 30; F13 R15 W15; AL Neutral (N); XP 50.

Lord Atutas, Human Duelist: LVL 5; HP 12; AC 13; ATK 1 pata +5 (2d8) and katar +5 (1d4); MV 30; F13 R11 W13; AL Neutral (N); XP 500; S12 I13 W10 D15 Cn10 Ch10; Special—Specialist weapon (pata, x2 damage), +2 initiative.

1019. GNOLL CAMP | MONSTER

A clan of 200 gnolls has made camp here, dwelling in leather yurts and tending to their stolen cattle and packs of hyenas. The gnolls have ten giant hyenas used as mounts by the chieftain, Karabu, and his sub-chiefs and bodyguards. Bands of 1d6+6 gnolls patrol

the surrounding hexes, and might be randomly encountered there. The gnolls are on their way to the siege in [1030].

Gnoll, Medium Humanoid: HD 2; AC 13 (leather); ATK 1 battleaxe (1d8); MV 30; F12 R15 W16; AL Chaotic (CE); XP 100.

Karabu, Gnoll Chief, Large Humanoid: HD 6 (29 hp); AC 18 (chainmail); ATK 1 battleaxe (1d8); MV 30; F9 R12 W12; AL Chaotic (CE); XP 600.

1029. KASAVA THE KRUEL | STRONGHOLD

The mighty stone tower of the mind lord Kasava the Kruel is under siege. Kasava had dealings with the gnolls, dealings that went bad. As a result, 500 of the monsters and various humanoid and giant allies are now besieging the tower. The battle has been costly to both sides. The tower is nearly breached, and more than 200 besiegers have already been killed by Kasava's powers and by her allies, a young sapphire dragon (her mount) called Bhanamya and her twenty men-at-arms.

Kasava is a towering woman, with a pretty face, bald head, loads of jewelry, and a scheming mind that never stops.

The gnolls are commanded by a tieva warlord called Javana. Javana is tall and gaunt, but very strong. He wears studded leather armor and carries a tulwar and +1 composite bow.

Human Man-At-Arms, Medium Humanoid: HD 1; AC 15 (ring and shield); ATK 1 weapon (1d8); MV 30; F13 R15 W15; AL Neutral (N); XP 50.

Javana, Tieva Barbarian: LVL 8; HP 52; AC 14 (studded leather); ATK 1 tulwar +7 (1d8+1) or +1 composite bow +8 (1d6+1); MV 40; F8 R11 W12; AL Chaotic (CE); XP 800; S14 I8 W9 D13 Cn14 Ch6; Special—Rage 3/day, sixth sense, darkness 1/day, resistance to fire.

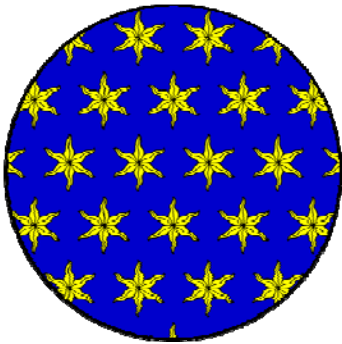
Bhanamya, Young Sapphire Dragon, Medium Dragon: HD 9 (34 hp); AC 17; ATK 2 claws (1d6) and bite (2d8); MV 40 (Fly 150, Burrow 30); F9 R9 W8; AL Chaotic (LE); XP 2250; Special—Sapphire ray (60', stun 1d6 round, headache for 24 hours), magic resistance 15%; Spells: 3/day-detect thoughts.

Kasava, Aasimar Psychic: LVL 12; HP 37; AC 10; ATK 1 dagger +7 (1d4-1); MV 30; F11 R11 W7; AL Neutral (N); XP 3000; S7 I15 W15 D11 Cn12 Ch14; Special—Surprised (1 in 8), +1 save vs. traps, +2 save vs. mental magic and psychic powers, powers (biofeedback, body adjustment, choke, cloud minds, ego whip, ESP, inertial barrier, matter agitation, mind switch, precognition, psionic blast, teleportation), resistance to electricity, daylight 1/day.

1107. ARTIMAN | MONSTER

Artiman is a stone giant wizard from the far Yamas. He is ever searching for mystic knowledge and challenges, and is currently making his way through this hex in the guise (via polymorph) of a purple worm. Despite his worm form, he possesses a modicum of his normal face, with large gold rings in his ears (worth 400 gp).

Artiman Stone Giant Mage, Large Giant: HD 9; AC 20; ATK 1 greatclub (3d6) or boulder (3d10); MV 30; F5 R8 W8; AL Neutral (N); XP 450; Special—Spells (4/4/3/2/1).



1111. LADY CANDRI | STRONGHOLD

The stronghold of Lady Candri was established long ago by the Vishnaru as an outpost of their kingdom. While the kingdom has since receded, the stronghold has remained a loyal colony of the mother country. The stronghold is a smallish stone castle atop a tall hill. Lady Candri is an attractive and intellectual vishnaru, and a powerful Kshatriya. She commands 17 vishnaru footmen and 12 elite vishnaru cavalry who ride trained giant owls. The cavalry are commanded by Gala, a cleric of Vishnu.

Vishnaru Footman, Medium Humanoid: HD 1; AC 15 (mail shirt and buckler); ATK 1 scimitar (1d8) and katar (1d4); MV 30; F13 R15 W14; AL Lawful (LG); XP 100; Special—Halo of light (no benefit from back attacks).

Vishnaru Horseman, Medium Humanoid: HD 1; AC 16 (chainmail and buckler); ATK 1 scimitar (1d8) and lance (1d6+1); MV 30; F13 R15 W14; AL Lawful (LG); XP 100; Special—Halo of light (no benefit from back attacks).

Giant Owl, Large Magical Beast: HD 4 (12 hp); AC 15; ATK 2 claws (1d6) and bite (1d8); MV 10 (Fly 70); F10 R10 W14; AL Lawful (NG); XP 400.

Gala, Vishnaru Cleric/Magic-User: LVL 5; HP 14; AC 9; ATK 1 greatclub +3 (1d6+1) and net +3 (entangle); MV 30; F11 R14 W11; AL Lawful (NG); XP 500; S10 I9 W15 D8 Cn10 Ch13; Special—Turn undead, cleric spells (5/4/2/1), mage spells (4/3/2/1).

Lady Candri, Vishnaru Cleric/Magic-User/Fighter: LVL 11; HP 36; AC 10; ATK 3 morningstar +11 (2d4+1) and light mace +11 (1d4+1) and club +11 (1d4); MV 30; F8 R11 W6; AL Lawful (LG); XP 1100; S13 I9 W16 D11 Cn11 Ch15; Special—Turn undead, cleric spells (6/6/5/4/3/2/1), mage spells (4/4/4/4/3/2/1), dominate 0 HD foes, halo powers (see Mythic Races in this issue).

1122. NUPRAJA | MONSTER

The cambion demon Nupraja is camping in this hex. He is deserter from the army of Scarlatum on the plateau, and is seeking a magic-

user or cleric capable of transporting him from the Material Plane to more pleasant dimension (though not to Hell, of course).

Nupraja, Cambion, Medium Outsider: HD 8 (29 hp); AC 18 [+1]; ATK 2 claws (1d4) or scimitar (1d8); MV 40; F9 R9 W8; AL Chaotic (NE); XP 2000; Special—Immune to poison and electricity, resistance to cold, fire and acid, magic resistance 20%; Spells—at will—detect magic, detect thoughts, levitate, polymorph self.

1132. WARRIORS AMOK | MONSTER

A series of artesian springs bubbles forth in this hex, creating an oasis of palm trees and ferns. The woods once hid a small temple dedicated to Lakshmi, the love goddess, wherein was kept an iron golem in the goddess's image. The iron golem is quite ancient, and it is perhaps for this reason that a clan of 50 berserkers who entered the wood managed to defeat it.

The berserkers are commanded by a large, gruff man called Zitya. All of the berserkers are religious zealots, who shave their bodies, except for their long mustaches, cover them with colorful tattoos. They wear leather armor and red turbans, and carry axes.

Unbeknownst to the berserkers, the iron golem is not just a holy idol, but also a prison. Locked inside the iron golem and sealed by powerful magic, is the spirit of the glabrezu demon Arindeva. The demon is still held within the iron golem, but it has used its mental powers to drive the berserkers to run amok. The berserkers will be locked in combat when the adventurers arrive.

Berserker, Medium Humanoid: HD 2; AC 12 (shield); ATK 1 hand axe (1d6); MV 30; F12 R15 W15; AL Chaotic (CE); XP 100.

Zitya, Human Barbarian: LVL 6; HP 48; AC 15 (scale); ATK 1 warhammer +6 (1d4+2) or musket +6 (1d10+1); MV 40; F9 R12 W14; AL Neutral (LN); XP 600; S13 I8 W10 D13 Cn15 Ch5; Special—Rage 2/day, sixth sense.

1142. WHITE ROBES | MONSTER

Terraced fields in this hex grow thick with weeds, and little thatched houses look rundown and abandoned. At night, people emerge from these houses and wander the hills. These "people" are bhoots, and their long white robes make them look like a religious community. They will use this appearance to trick people into staying in one house in particular. The floor of the house is a trapdoor, which they can release, dropping people into a 20-ft. deep pit. When people are sufficiently weakened by hunger, the twenty bhoote descend for a grisly feast.

Bhoot, Medium Undead: HD 6; AC 16; ATK 2 claws (1d4 + constrict + bite); MV 30; F12 R12 W10; AL Chaotic (NE); XP 1500; Special—polymorph 3/day (animal or vermin only), bite (energy drain), spawn, fears water, iron, earth, soil and the smell of burnt turmeric.

1201. PERFUMED WOOD | MONSTER

A copse of flowering trees covers a granite ridge that runs from northeast to southwest in this hex. The ridge and wood are about 3 miles long, 1 mile wide, and rise to a height of about 500 feet at the highest. The ridge is filled with caves, mostly shallow, some burrowing back into the ridge quite a ways. One of these larger cave systems is occupied by a panthera. The cave has a sweet, flowery smell, and contains the monster's treasures: 500 gp, an alexandrite (200 gp), a violet garnet (500 gp), 2 flasks of holy water, +1 composite longbow, and wand of delay poison.

There is a 1 in 6 chance while in the woods that adventurers are being spied upon by the great cat. It looks for signs of their alignment, and if it detects an evil creature, will stalk that creature until it leaves the woods or an opportunity for attack presents itself. The panthera has dwelled in this hex for a long time.

Panthera, Medium Magical Beast: HD 7 (23 hp); AC 16; ATK 2 claws (1d4 + rend) and bite (1d6); MV 40; F10 R10 W12; AL Lawful (CG); XP 700; Special—Breath weapon 3/day (20-ft radius cloud of perfume, as charm monster or fear for dragons), neutralize odors, magic resistance 5%.

1206. HAG TOWER | MONSTER

A tower of black stone in this hex spews smoke from the top like a giant smokestack. The tower is a raging inferno due to the imprisonment of a very angry fire naga. The fire naga was imprisoned here by the hag Alishbala. The hag's servitor goblins were not careful though, and the naga managed to set two of them ablaze. They spread the fire into the rest of the tower, and now the entire thing is burning. The fire should persist for another 24 hours, leaving the fire naga's chains melted and her free to leave – though she might remain here and use it for a new lair. Alishbala fled the tower, but will likely return in a few days.

Lala, Fire Naga, Large Aberration: HD 7; AC 15; ATK 1 bite (2d6 + 1d6 fire + poison II); MV 40; F11 R12 W10; AL Neutral (N); XP 700; Special—Cast spells as 7th level sorcerers, immune to fire.

Alishbala, Green Hag, Medium Monstrous Humanoid: HD 9 (37 hp); AC 22; ATK 2 claws (1d4) or weakening attack (2d4 strength); MV 30 (Swim 30); F10 R9 W8; AL Chaotic (CE); XP 900; Special—Magic resistance 25%; Spells—at will—audible glamer, change self, dancing lights, invisibility, pass without trace, tongues, water breathing.

1225. BRAHMA-RAKSHASA | DUNGEON

In the high grasses of this hex there is hidden a stone door, about 5 feet high and 3 feet wide. The door lays flat on the ground and seals the tomb of the

brahma-rakshasa Aryattan, an especially powerful rakshasa. The tomb consists of a single chamber, about 30 feet deep and bathed in supernatural darkness that only retreats in the face of a *daylight* spell or similar magic.

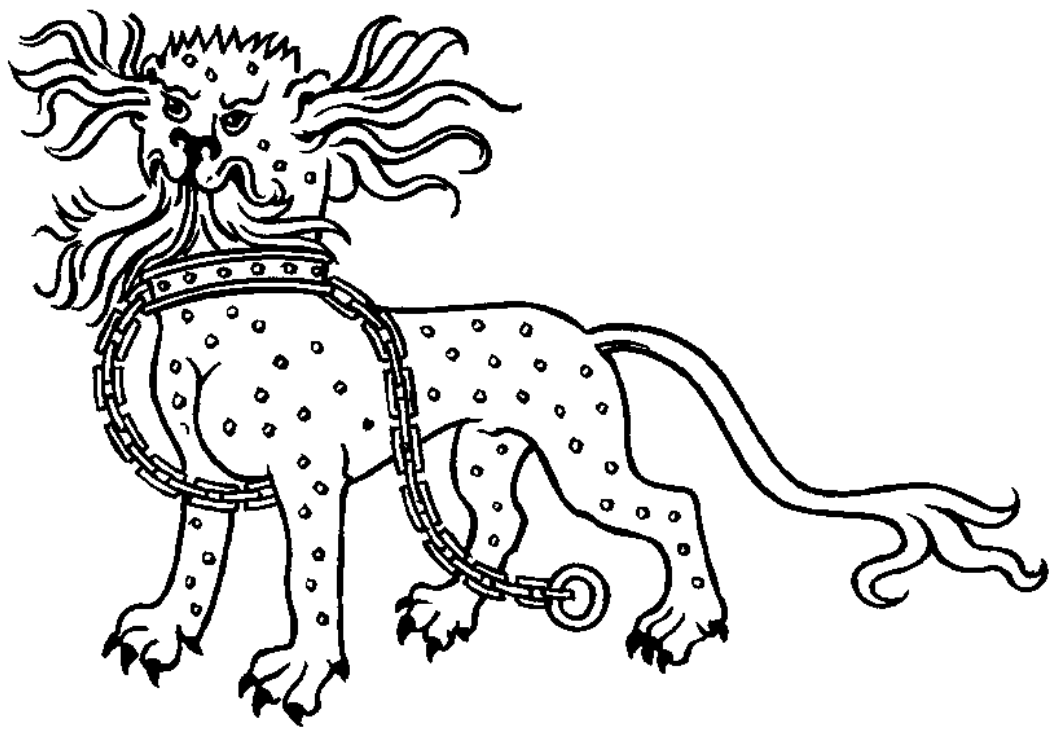
When the chamber is lit, it proves to be exceptionally plain. A large urn holds the rakshasa's ashes, and around the room there are hung dusty tapestries which depict the rakshasa in life. Each of these tapestries has a single, long silver thread woven into it. These threads can be removed from the tapestries (though this is, of course, dangerous – see below), and impressed into glyphs engraved into the urn. By doing so, the urn's lid can be removed, revealing two things. The first is the treasure of Aryattan. The second is the monster himself, who was sealed in the urn in gaseous form ages ago by his enemies. Now freed, he will wreak havoc on his "rescuers" and then head out into the world to reclaim his dominion over all living things.

The tapestries are trapped with demi-shadow monsters in the form of Aryattan. The shadow monsters are released when the threads are plucked from the tapestries.

Aryattan's treasure consists of 13,000 sp, a piece of amber (100 gp), a chrysoberyl (140 gp), a pearl (100 gp), and a garnet (600 gp).

Shadow Rakshasa, Medium Undead: HD 7; AC 13 [+1]; ATK 2 claws (1d4 + 1d3 Str) and bite (1d6); MV 40; F12 R12 W11; AL Chaotic (CE); XP 1750; Special—Incorporeal.

Aryattan, Half-Fiend Rakshasa, Medium Outsider: HD 7 (21 hp); AC 21 [+2]; ATK 2 claws (1d4) and bite (1d6) and tail (1d4 + poison II); MV 40 (Fly 80); F10 R10 W9; AL Chaotic (CE); XP 1750; Special—Shapechange (humanoid), immune to poison, resistance to acid, cold, electricity and fire, magic resistance 20%, cast spells as 7th level sorcerer; Spells—continuous—detect thoughts; 1/day—cause fear, ethereal jaunt.



1228. BOILING SPRING | MONSTER

The hills in this hex are noticeably black, and are mostly composed of volcanic rock. A boiling hot spring bubbles up in one cleft, and runs down to form a steaming pond of water. The gap through which the spring flows is encrusted with crystals, and might catch the eye of an adventurer in search of gemstones.

The spring is sacred to Agni, and a band of 20 fire people, pilgrims that journeyed here from Mu-Pan to pay their respects and seek healing for their ills and answers to their prayers.

The pilgrims carry their own portable altar, a construction of bronze and wood, atop which there is a brass censor from which emerges a thick plume of white, sacred smoke. The high priestess of the fire people, Manai, can command this smoke, which acts mostly as an air elemental that can inflict fire damage.

Smoke Elemental, Medium Elemental: HD 4 (18 hp); AC 18; ATK 1 slam (1d6 + 1d6 fire); MV Fly 100; F14 R8 W15; AL Neutral (N); XP 400; Special—Whirlwind, choke (as spell).

Fire Person, Medium Humanoid: HD 1; AC 13; ATK 1 fist (1d3 + 1d6 fire) or greatsword (1d10 + 1d3 fire); MV 40; F13 R15 W15; AL Neutral (LN); XP 100; Special—Immune to fire.

Manai, Human Wushen: LVL 4; HP 22; AC 13; ATK 1 greatsword +2 (1d10-1 + 1d3 fire) or fists +2 (1d6-1 + 1d6 fire); MV 40; F10 R10 W10; AL Neutral (LN); XP 400; S8 I7 W13 D15 Cn14 Ch7; Special—Turn elementals, elemental spells (3/2), immune to fire.

1230. SINGHAMATHA | STRONGHOLD

Singhamatha is a monastery dedicated to True Neutrality and the philosophy of raising oneself above earthly concerns, and opting out of the cosmic battle of Law vs. Chaos to find a middle path. The fifteen monks of Singhamatha are led by the Yogi Kolamu. The monks train in lion-style fighting, which concentrates on fierce charges and pounces. The lion monks gain a +1 bonus to initiative and deal double damage when they score an unarmed melee attack on a charge.

Kolamu has seen that law and chaos are preparing for yet another war which will turn Ende and the region around it into a battlefield. His greatest fear is that one side or the other will enter Aornus and retrieve the terrible weapon within. For this reason, he is recruiting adventurers to accompany his monks into Aornus to destroy the weapon or secure it for the forces of neutrality.

Lion Monk, Human Monk: LVL 2; HP 2d6; AC 11; ATK 1 siangham +1 (1d6) or hand crossbow +1 (1d4) or fists +1 (1d4); MV 40; F11 R11 W11; AL Neutral (N); XP 200; Special—Stunning attack, deflect arrows.

Yogi Kolamu, Human Monk: LVL 9; HP 52; AC 16; ATK 1 siangham +6 (1d6) or hand crossbow +8 (1d4) or 2 fists +6 (2d6); MV 50; F7 R7 W8; AL Neutral (N); XP 900; S11 I6 W14 D17 Cn16 Ch4; Special—Ki strike [+1],

stunning attack, deflect arrows, slow fall, immune to disease and slow spells, feign death, heal wounds.

1240. HAORA | SETTLEMENT

Haora is a large village of 200 humans cut out of the jungle here. The Haorans grow rice and raise jungle fowl, and do their best to live in peace. They brew a potent rice wine that serves as their primary trade object to outsiders. The village is defended by a troop of 10 spearmen commanded by a grim sergeant called Bala.

The village has a single temple made of black stone that is always shut, and within, they say, dwells the living god that rules Haora via his priests, four men in black robes. The men have had their eyes removed, that they may not gaze on the divine creature within the temple, and they always speak in unison.

The temple is actually the home of the rakshasa Dasena, and his personal gang of toughs, four ogres with elephantine tusks. They keep the villagers in line and wary of outsiders.

Ogres, Large Giant: HD 4; AC 16; ATK 1 slam (1d6) or greatsword (2d6); MV 40; F10 R14 W15; AL Chaotic (CE); XP 200; Special—None.

Dasena, Rakshasa, Medium Outsider: HD 7 (18 hp); AC 20 [+2]; ATK 2 claws (1d4) and bite (1d6); MV 40; F10 R10 W9; AL Chaotic (CE); XP 1750; Special—Shapechange; Spells: Continuous—detect thoughts; Spells known: 0 (6/day)—detect magic, light, mage hand, message, read magic, resistance, touch of fatigue; 1st (6/day)—charm person, mage armor, magic missile, phantasmal force, shield; 2nd (6/day)—constitution, invisibility, acid arrow; 3rd (6/day)—haste, suggestion.

1243. FREEZING JUNGLE | DUNGEON

The land in this hex is always chilly. No trees grow here, just small, stubby, shrubs. Several large towers formed of giant blocks of iron can be seen standing here like sentinels. Most of these towers are empty, but one leads down to an icy dungeon underneath the hex, a dungeon inhabited by a tribe of warty ogres and many other monsters, most of them covered in iron or composed of living metal. At the heart of this dungeon there is a massive eye of blue ice that holds within it a dancing blue flame. This flame can take on the form of a dancing goddess of death, and is much sought after by the forces of Law and Chaos.

1313. MONUMENT TO DEATH | MONSTER

A troupe of 20 undead giant ant exoskeletons is erecting an anthill here. The undead ants are following their programming, which comes from a formian myrmarch called Chitlik. Chitlik is building this as a stronghold, from which she can conduct raids on the surrounding countryside.

Giant Ant Exoskeleton, Medium Undead: HD 2; AC 17; ATK 1 bite (1d6); MV 50 (Climb 20); F15 R15 W12; AL Neutral (N); XP 200; Special—

Immune to illusions and all mind-affecting spells, weapon resistance (edged & piercing weapons).

Chitlik, Formian Myrmarch, Large Monstrous Humanoid: HD 12; AC 23; ATK 1 bite (2d6) and sting (2d4 + poison II) or javelin (30'/1d6); MV 50; F8 R6 W6; AL Neutral (LN); XP 1200; Special—Regenerate; Spells—At will—charm monster, clairaudience/clairvoyance, detect evil, detect thoughts, teleport without error; 1/day—dominate monster.



1324. JABALI | CITY-STATE

POPULATION

1,500 people | 80% human, 13% yaksha, 7% tieva

PERSONALITIES

Ahupas the Silversmith, CE artisan

Asvam the Gem Cutter, NE artisan

Bhava the Coppersmith, N Artisan

Handra the Goldsmith, N Artisan

Virava the Jeweler, LE artisan

Jabali is a trading city of 1,500 souls, exiles from the Plum Coast who trade in gems from the mountains. The city is built on the ruins of an ophidian city. Amidst the splendid, cyclopean stone temples and palaces of the snake men, the Jabali have constructed their own homes and shops. The Jabali are an irreligious people, so they've turned the temples into markets. The palaces are occupied by the ruling class of jewelers, gemners and caravan owners, housing them and their retainers of warriors and clerks. These oligarchs elect a man or woman from among the Kshatriyas of the city to serve as their prince. The office of prince is held for life, but it is not inheritable.

The streets of Jabali are narrow and dangerous, crime is rampant, and the ruling oligarchs make use of this fear to convince people to submit to their protection. The guardsmen of the city are poorly paid and quite corrupt. The city-state has no official religion or

temples, and preachers are only permitted to preach in the streets, accompanied by their followers and acolytes. To gain attention, the preachers wear tall, unlikely hats.

The Jabali have done a terrible job of keeping the place up – the cobblestone streets are pocked and uneven and the ancient stonework stained and cracked. The people are hostile and suspicious towards anyone without gold. The most notable among them are swaggering magic-users (the city has several small schools dedicated to the magical arts), lecherous performers (the city is known for its bawdy-houses and vulgar theatres) and its foreign merchants, wandering about in large numbers for protection and supping on the city's pleasures like starving men.



1342. JESHWANA | STRONGHOLD

Jeshwana is the name of a mighty fortress, forged by the gods themselves from the discarded weapons and armor of a demon army they crushed when the world was new. The fortress rises from the jungle like a dream, walls of adamantine and mithral domes atop flute-like towers. At its feet lap the waters of a 200-ft. wide moat of black water, from its heights wave the banners of its unlikely master, the halfling thief Latigo Jones.

How did Latigo come into possession of this stately fortress, erected divinely to stand sentinel for all the millennia over the teeming jungles of Ende? You'll have to ask him yourself, but it is rumored that the wily thief met his match in the tears of a child, and his performance as his guardian eventually put him in possession of not only Jeshwana, but in possession of its promise as a sanctuary for the weak and hopeless, and as an impenetrable obstacle to all that is wicked.

As mentioned above, the castle is composed entirely of metal, which makes it something like an oven in the summer months without the winds summoned by Latigo's compatriot, the centaur druidess Astwyn. Under Latigo's command are 100 men-at-arms, all local men and women, in chainmail and armed with shield and spear, with ten of their number horsemen in banded mail and armed with lance, scimitar and buckler.

Latigo is a portly halfling (his semi-self-imposed vacation from crime has left him a bit out of shape) with a bristly beard, a keen, suspicious eye, and an abrasive personality. Astwyn is lovely, with auburn hair, a fine nose, judging eyes and a melodic laugh heard far too little. She also kicks like a mule.

Human Man-At-Arms, Medium Humanoid: HD 1; AC 15 (ring and shield); ATK 1 weapon (1d8); MV 30; F13 R15 W15; AL Neutral (N); XP 50.

Astwyn, Centaur Druid: LVL 6; HP 21; AC 13 (leather); ATK 2 hooves +4 (1d6+1) and club +4 (1d4+1); MV 50; F9 R12 W9; AL Neutral (N); XP 600; S13 I8 W13 D13 Cn15 Ch12; Special—Spells (5/4/3/2), move through undergrowth, leave no trail, +2 save vs. energy spells, shapechange.

Latigo, Halfling Thief: LVL 9; HP 31; AC 15 (ring); ATK 1 short sword +6 (1d6) or sling +6 (1d4); MV 20; F12 R7 W12; AL Neutral (N); XP 900; S9 I9 W9 D16 Cn11 Ch12; Special—Backstab x3.

1402. MAGIC AXE | MAGIC ITEM

There is a lake in the hills here, a lake formed by a swift stream that topples from the heights of the Great Yamas. The lake was formed by a dam in a narrow gorge. The dam is the real item of interest here (though the golden pike that live in the lake are pretty impressive), for it is a massive chunk of crystal. The crystal is not stone – rather, it is air that has been temporally locked, giving it the appearance of stone. A druid might be able to tell what it is, and a dwarf has a chance to realize it is not natural crystal.

Suspended in the crystal is a bronze battle axe – very ancient and worn. The weapon is a +3 *battleaxe*. Three times per day, it can light up like a *daylight* spell, and once per day its wielder can slash the air with it can project three *scorching rays*. The axe is unusually heavy. Characters must have a Strength score of 13 or higher to wield the weapon, and a Strength score of 16 or higher is required to avoid a -2 penalty to hit with the weapon.

The gorge around the crystal is inundated with weird creatures that resemble blue baboons with ram horns and forked tongues. These thirty screeching demons guard the axe.

Screeching Demon, Medium Outsider: HD 3; AC 16 [silver]; ATK 2 strikes (1d4) and gore (1d6); MV 30 (Climb 50); F12 R12 W12; AL Chaotic (CE); XP 750; Special—Scream (as sonic blast and cause fear, 1/day), immune to poison and electricity, magic resistance 5%.

1406. MAD RAJI | STRONGHOLD

Mad Raji is a rare human psychic who specializes in movement, and has made a fortune using her powers on behalf of people and monsters that needed disappear quickly and quietly. About half of them, after paying a hefty fee, found themselves trapped in the prison that Raji dug beneath her tower, a dungeon without an exit. Raji has a split personality, half of which has a strong moral sense (i.e. is Lawful Good). It is this half of her that inspires the

imprisonment of the truly wicked. There is a 50-50 chance each day of this personality coming to the fore.

The tower is a simple affair, shaped something like a corkscrew, constructed of yellowish stone that turns a burnt orange in the sunlight. The tower looks a bit worse for wear. It rests in a dry river bed that becomes a rushing river for a few months of the year, after the Spring thaw in the Great Yamas.

Raji is a beautiful woman with wild, unkempt hair and crazy eyes. She has a combative, foul personality, whether lawful or chaotic, and cannot easily be trusted. Raji has three apprentices, each the daughter of a lord in the region – Princess Bani, daughter of Lord Atutas of Mangunta [1011], Princess Chiti, daughter of Lord Marvati of Sirama [1926] and Princess Ahan, daughter of Lord Kamarya of Namapur [2101].

Apprentices, Human Psychic: LVL 1; HP 1d6; AC 12 (leather); ATK 1 quarterstaff +0 (1d6-1); MV 30; F15 R15 W12; AL Neutral (N); XP 100; Special—Surprised (1 in 8), +1 save vs. traps, mental magic and psychic powers, powers (clairsentience).

Raji, Human Psychic: LVL 9; HP 44; AC 12 (leather); ATK 1 quarterstaff +5 (1d6-1); MV 30; F11 R12 W8; AL Neutral (CN); XP 2250; S7 I15 W15 D10 Cn13 Ch14; Special—Surprised (1 in 8), +1 save vs. traps, +2 save vs. mental magic and psychic powers, powers (astral projection, clairsentience, dimension door, dominate, etherealness, metamorphosis, mind thrust, psionic blast, thought shield).

1410. KOBOLDS AT WORK | MONSTER

A tribe of 200 kobolds is excavating a rocky hill in this hex, creating a partially subterranean observatory for the rakshasa Jeshapa. They have already felled a small copse of mulberry trees, displacing the dryads that dwelled within, and have dug three of the twelve tunnels required, and have begun to hollow out the interior of the hill. The kobolds are commanded by a chieftain called Krako, his three sub-chiefs Mirak, Zok and Torgo and the tribal shaman, a wild-eyed adept (level 2) called Jazbo. There is a 1 in 6 chance of a rakshasa showing up to review progress.

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

Kobold Sub-Chief, Small Humanoid: HD 2; AC 14 (studded leather); ATK 1 spear (1d6); MV 20; F13 R15 W15; AL Chaotic (CE); XP 100; Special—Blinded in bright light.

Jazbo the Kobold Shaman, Small Humanoid: HD 2 (5 hp); AC 11; ATK 1 staff (1d4); MV 20; F15 R15 W13; AL Chaotic (CE); XP 100; Special—Blinded in bright light, spells as 3rd level adept.

Chieftain Krako, Small Humanoid: HD 4 (14 hp); AC 16 (chainmail); ATK 1 spear (1d6); MV 20; F12 R14 W14; AL Chaotic (CE); XP 200; Special—Blinded in bright light.

Jeshapa, Rakshasa, Medium Outsider: HD 7 (30 hp); AC 20 [+2]; ATK 2 claws (1d4) and bite (1d6); MV 40; F10 R10 W9; AL Chaotic (CE); XP

1750; *Special—Shapechange; Spells: Continuous—detect thoughts; Spells known: 0 (6/day)—detect magic, light, mage hand, message, read magic, resistance, touch of fatigue; 1st (6/day)—charm person, mage armor, magic missile, phantasmal force, shield; 2nd (6/day)—constitution, invisibility, acid arrow; 3rd (6/day)—haste, suggestion.*

1419. DUNGEON OF THE ULTRA-LICH | DUNGEON

Woe the adventurer who pauses too long by a strange monolith that is found in this hex. The monolith is shaped like a bony finger, and it is 20 feet tall. If one lingers too long in its presence, they suddenly discover the ground under their feet disappearing, dropping them 20 feet into the antechamber of a vast dungeon.

The dungeon is both the lair and the body of an ultra-lich. An ultra-lich is a monster that has advanced beyond even the demilich's state of decay to become nothing more than millions of molecules of dust. In this form, the ultra-lich covers the walls, floors and even air of its dungeon home, essentially making the dungeon itself its own body. It gains limited control over the physical being of the dungeon, and the ability to cast its spells (as a 20th level magic-user) from any point in the dungeon.

The ultra-lich's dungeon is occupied by many monsters and traps, and holds numerous treasure caches left behind by the unspeakable ancient undead being that occupies the place – a being so ancient it has forgotten its own name, or why it exists. It simply hates all living things now.

1428. FLAMING SWORD | MAGIC ITEM

A magic sword appears here in the hand of a statue of a fierce warrior, but only under a new moon, when everything is as black as pitch. The sword could be taken from the statue's hand in this complete darkness, but the statue animates and must be defeated to win the prize. The statue has four arms, and in addition to the +2 *flaming scimitar*, carries a +1 *trident*, a +1 *thundering light mace* and a crystal ball that can, three times per day, launch a fusillade of three *magic missiles*. The items other than the sword cannot be wrested from the statue's grasp, and when the statue is defeated, merely become parts of the now non-magical statue.

Guardian Statue, Large Construct: HD 12 (38 hp); AC 14; ATK 1 trident (1d6+2) and mace (1d4+2 + 1d6 sonic) and crystal ball (3 magic missiles); MV 20; F8 R9 W9; AL Neutral (N); XP 1200; Special—None.

1433. VULTURE MEN | MONSTER

These hills are inhabited by a flock of ten vulture men. The vulture men are morose and philosophic, spending their days in deep conversation about the pitiable state of the universe and the pointlessness of existence. The presence of carrion snaps them out of this state of mind, at least temporarily. The vulture men are

conversationalists, and rarely hostile towards people. For small, simple favors they will share their knowledge of the hills.

Vulture Man, Medium Humanoid: HD 1; AC 11 (buckler); ATK 1 scratch and peck (1d3) or scimitar (1d8); MV 30 (Fly 60); F13 R14 W16; AL Chaotic (NE); XP 100; Special—Dive bomb.

1438. HAGS IN WHITE | MONSTER

The jungle here is particularly thick and unyielding (half normal movement rate). The air is likewise thick, with moisture and biting insects, and the ground is often slippery (with a 1 in 6 chance per day of an adventurer coming across a patch of green slime hidden beneath fallen leaves and undergrowth). Most people avoid the area, as it is too hard to move through, and it is easier to simply go find a way around it. This is as the inhabitants like it.

The inhabitants are a covey of three hags, Atikama the green hag, Kiriganga the annis, and Chanjaguna the mountain hag. The hags dwell in a lone granite peak (visible from the air or from the tops of the highest trees), a peak completely devoid of plant life save for a few flowering apricots on the lower slopes, and shaped like two great arms reaching up from the ground and clasping their hands together. It is within these clasped hands that one can find the lair of the three hags.

Within their lair, the hags guard the shining +2 *Banded Armor of Maharaja Arsannan*, a great mogul of three centuries past, who combined all the cities and tribes of the jungles into a single empire that lasted about 12 years, and for which we have to thank for the few great stone roads that yet plow through the thick jungles. The maharaja ran afoul of the hags (they didn't respect his claims of imminent domain on their jungle), and slowly succumbed to a sickness spread by them via conjured demons. His miserable soul, when finally released from his body, was drawn to the hags and placed within a black, marble orb set with a single emerald eye (worth 10,000 gp). Holding the orb gives one a Charisma of 22, and the ability to cast *command* three times per day.

The hags seek a champion who might act as their puppet and use the armor and the orb to forge a new empire in the jungle.

Atikama, Green Hag, Medium Monstrous Humanoid: HD 9 (43 hp); AC 22; ATK 2 claws (1d4) or weakening attack (2d4 strength); MV 30 (Swim 30); F10 R9 W8; AL Chaotic (CE); XP 900; Special—Magic resistance 25%; Spells—At will—audible glamer, change self, dancing lights, invisibility, pass without trace, tongues, water breathing.

Kiriganga, Annis, Large Monstrous Humanoid: HD 7 (26 hp); AC 20; ATK 2 claws (1d8 + rend) and bite (1d6); MV 40; F11 R10 W9; AL Chaotic (CE); XP 700; Special—Magic resistance 20%; Spells—3/day-change self, fog cloud.

Chanjaguna, Mountain Hag, Large Monstrous Humanoid: HD 7 (22 hp); AC 15; ATK 2 claws (1d6 + rend) and bite (1d8); MV 30 (Climb 20); F11 R10 W10; AL Chaotic (CE); XP 700; Special—Magic resistance 10%.

1503. YĀNTRIKA-SHIVAS | MONSTER

The yāntrika-shivas are a tribe of automatons, each with four arms and a face like an idol of Shiva. The yāntrika-shivas are clad in black bronze, and look like statues of the great god. Two hundred of them dwell in a fortress in this hex, guarding the approaches to the deeper mountains where the God-Machine Shiva dwells.

The yāntrika-shivas are savage fighters, each armed with two swords and two bucklers, their skin being the equivalent of platemail. They are commanded by Ēka-Shiva, notable for the golden crown bolted to his head, who wields a +1 scimitar and who rides into battle on the copper dragon Janadattava.

The fortress of the yāntrika-shivas is of middling size, with four 50-ft. tall towers, 40 ft. tall walls, and a central keep 60-ft. tall. The towers hold rotating ballistae, and the tower keep has two such engines of destruction on its roof.

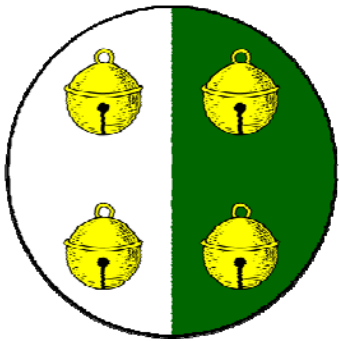
Yāntrika-shiva, Medium Construct: HD 2+1; AC 18; ATK 1 longsword (1d8+2) or fists (1d2+2); MV 30; F15 R15 W15; AL Neutral (N); XP 200; Special—Immune to disease and poison, resistance to electricity.

Janadattava, Copper Dragon, Medium Dragon: HD 8 (33 hp); AC 18; ATK 2 claws (1d6) and bite (1d8); MV 40 (Fly 100); F9 R9 W8; AL Lawful (CG); XP 2000; Special—Line of acid (60'), cone of slow gas (30'), speech.

Ēka-Shiva, Automaton Barbarian: LVL 10; HP 85; AC 18 (mail shirt); ATK 1 greatsword +9 (1d10+1) or javelin +8 (1d6); MV 40; F5 R11 W12; AL Neutral (N); XP 1000; S15 I10 W11 D13 Cn18 Ch9; Special—Rage 3/day, sixth sense, immune to disease and poison, resistance to electricity, healing spells half effective, repair spells full effective.

1513. SALT WORMS | MONSTER

This hex is a bit rougher than those around it, the grasses less lush, with many bramble bushes. A few miserable herds of wild goats call the place home. Near the center of the hex, there are a number of salty pools fed by a geyser. These pools are filled with nearly invisible crystalline worms that eat through metal. Any metal that gets wet must pass an item saving throw each day or become ridden with wormholes and made essentially useless. The worms can be destroyed by applications of acid (works every time) or fire (works 50% of the time).



1531. KUMBHRAMU | CITY-STATE

POPULATION

7,500 people | 50% human, 20% tieva, 12% aasura, 8% yaksha, 5% gandharva, 5% other

PERSONALITIES

- Prince Jamsha, LN Aasimar Cleric, 8th level
- Lord Gaura, CE Human Fighter, 9th level

Kumbhramu is the great religious center of the grasslands, a city of 7,500 people that supports numerous temples, shrines and secret cults, all involved in a proxy war between the forces of Law and Chaos under the laconic eyes of the priests of Gunputti, the chief divinity of the city-state. The city is located among thick cedar groves, and this wood has become synonymous with the city.

Kumbhramu is a crowded city of tangled streets, hovels built against the walls of palaces and mansions, secret courtyard gardens and tunnels that were once open-air streets. The city-state has but a single entrance, two massive iron doors set between two 60-ft. tall towers clad in ornamented steel. The city is defended by 470 men-at-arms, 35 sergeants and 30 Kshatriya, and the streets are patrolled by 40 men-at-arms commanded by four sergeants, two captains and one commandant. The town guards are known to be excellent gamblers, but terrible fighters, and people are mostly left to their own defenses except in cases of grand theft or riots. The locals are friendly folk, very personable, and some of the grandest con-men in the world.

Besides the many processions of priests and dancing nuns that move through the streets, alive with the tinkling of tiny brass, silver and gold bells worn on their clothes and fingers, Kumbhramu is known for its pigeons (they are considered sacred, and must not be harmed or disturbed), gambling palaces, martial arts arenas and racetracks (horses, camels, etc.)

Despite the dishonesty (or perhaps cunning would be a kinder word) of the people and guardsmen of Kumbhramu, the city government, conducted by the Brahmins, is scrupulously honest. This honesty has turned out to be a problem, as the city-state's high priest, Prince Jamsha, is losing allies to the wealthy and generous commander of the Kshatriya, Lord Gaura, a blackmailer with many spies.

Lord Gaura, Human Fighter: LVL 9; HP 33; AC 17 (breastplate and shield); ATK 2 longswords +10 (1d8+2) or shortbow +8 (1d6); MV 30; F9 R12 W12; AL Chaotic (CE); XP 900; S17 I9 W9 D12 Cn12 Ch13; Special—Dominate.

Prince Jamsha, Aasimar Cleric: LVL 8; HP 35; AC 16 (banded); ATK 1 heavy pick +5 (1d6+1); MV 30; F8 R12 W7; AL Neutral (LN); XP 2000; S11 I7 W17 D9 Cn13 Ch11; Special—Turn undead, spells (6/5/4/2/2), resistance to electricity, daylight 1/day.



1543. BIMBAYA | STRONGHOLD

There is a tower keep in this hex commanded by Bimbaya, a strapping, middle-aged woman of high ideals and a penchant for “putting the boot in” when people’s ethics and/or morals flag.

The keep occupies a great hillock in the jungle, and the lands immediately surrounding it have been cleared of jungle and support a village of 200 farmers. The keep and village are protected by 40 footmen (leather armor, longbow, short sword) and 10 horsemen (chainmail, shield, longsword), as well as Bimbaya’s chaplain, a scurrilous mystic named Pondo and his implacable foe and erstwhile friend, the white witch Anam.

Bimbaya has had visitations from Lawful outsiders of late, and in their name is amassing an army of Lawful soldiers to defend the right from the coming depredations of Chaos. In addition to her regular retinue of men-at-arms, another 300 soldiers have already gathered, including yaksha miners, gandharva archers and many human clerics and paladins (of a minor sort) and fighters. More are on their way, and Bimbaya plans to journey to the city-state of the Vishnaru to pledge her forces to its king’s command.

Human Man-At-Arms, Medium Humanoid: HD 1; AC 15 (ring and shield); ATK 1 weapon (1d8); MV 30; F13 R15 W15; AL Neutral (N); XP 50.

Anam, Human Warlock: LVL 5; HP 22; AC 12 (padded); ATK 1 spear +2 (1d8+1) or heavy crossbow +2 (1d6+1); MV 30; F13 R12 W11; AL Lawful (LG); XP 500; S13 I10 W12 D14 Cn10 Ch14; Special—Spells per day (5/6/3), spells known (5/3/1).

Pondo, Aasimar Cleric/Psychic: LVL 4/3; HP 22; AC 11 (padded); ATK 1 warhammer +1 (1d4); MV 30; F11 R14 W9; AL Lawful (LG); XP 700; S6 I13 W16 D10 Cn12 Ch16; Special—Surprised (1 in 8), +1 save vs. traps, mental magic and psychic powers, powers (aura sight, ESP, id insinuation), turn undead, spells (5/4/3), resistance to electricity, daylight 1/day.

Bimbaya, Aasimar Paladin: LVL 12; HP 47; AC 17 (chainmail and shield); ATK 1 heavy flail +10 (1d6+2) or composite bow +9 (1d6+1); MV 30; F6 R10 W5; AL Lawful (LG); XP 1200; S14 I8 W15 D9 Cn10 Ch14; Special—Detect evil, smite chaos (evil) 3/day, lay on hands, immune to fear, turn undead, cure disease 1/wk, spells (2/1/1), resistance to electricity, daylight 1/day.

1609. KUSHA NOMADS | SETTLEMENT

Nomads of the Kusha tribe have made camp in this hex, near the river. The tribe consists of 215 men, 390 women and 250 children living in a sprawling campsite of brown pavilions. They are led by the druid Shila, who is assisted by Atik and Janava. An old yogi, Gori-Buddhu dwells among the Kusha, offering her advice (often unsolicited) and generally driving Shila to distraction.

The tribal warriors wear chainmail and carry bucklers and tulwars. Half of the warriors carry a light lance, the other half composite bows. All of them are mounted on camels. They are known for their white face paint, nine dots in a grid, on their swarthy, sun-kissed faces. The warriors are divided into four lots, each of roughly 50 warriors, and each commanded by one of four fighting-men, Prura the White, Bharshira the Bold, Jyasa the Black and Ridigva of the Smiling Eyes.

The nomads own 50 slaves, who tend their huts and camels, and 380 camels. They are known for their ability to charm snakes, and their worship of Lord Agni. The warriors of the tribe wear red stones on their turbans in honor of the god of fire.

Ridigva of the Smiling Eyes, Human Fighter: LVL 4; HP 21; AC 16 (breastplate and shield); ATK 1 broad sword +5 (2d4+1) or light crossbow +5 (1d4+1); MV 30; F10 R13 W15; AL Chaotic (NE); XP 400; S15 I8 W8 D14 Cn15 Ch9; Special—Dominate 0 HD foes.

Jyasa the Black, Human Fighter: LVL 4; HP 14; AC 18 (banded and shield); ATK 1 long sword +5 (1d8+1) or composite bow +4 (1d6+1); MV 30; F10 R14 W14; AL Neutral (N); XP 400; S14 I8 W9 D12 Cn13 Ch9; Special—Dominate 0 HD foes.

Atik and Janava, Human Druid: LVL 4; HP 10 each; AC 12 (leather); ATK 2 spear +2 (1d8) or sling +2 (1d4); MV 30; F11 R14 W10; AL Neutral (N); XP 400; Special—Spells (5/4/2), move through undergrowth, leave no trail, +2 save vs. energy spells.

Bharshira the Bold, Human Fighter: LVL 5; HP 18; AC 18 (chainmail and shield); ATK 2 warhammer +8 (1d4+4) or hand crossbow +6 (1d4); MV 30; F11 R12 W13; AL Neutral (N); XP 500; S18 I8 W10 D13 Cn12 Ch9; Special—Dominate 0 HD foes.

Pura the White, Human Fighter: LVL 6; HP 31; AC 18 (splint and shield); ATK 2 khopesh +6 (1d8+1) or 2 composite bow +5 (1d6+1); MV 30; F9 R13 W13; AL Lawful (CG); XP 600; S15 I10 W11 D11 Cn13 Ch11; Special—Dominate 0 HD foes.

Shila, Human Druid: LVL 6; HP 26; AC 13 (leather); ATK 1 spear +3 (1d8) or sling +4 (1d4); MV 30; F9 R13 W9; AL Neutral (N); XP 600; S12 I8 W15 D13 Cn15 Ch8; Special—Spells (5/4/3/2), move through undergrowth, leave no trail, +2 save vs. energy spells, shapechange.

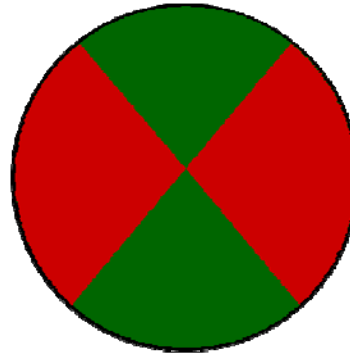
Gori-Buddhu, Aasimar Psychic: LVL 8; HP 25; AC 11 (padded); ATK 1 dagger +4 (1d4-1) or sling +5 (1d4); MV 30; F12 R12 W9; AL Neutral (LN); XP 2000; S8 I13 W17 D10 Cn9 Ch16; Special—Surprised (1 in 8), +1 save vs. traps, +2 save vs. mental magic and psychic powers, powers (body adaptation, body adjustment, clairsentience, cloud minds, ESP, psychic crush, telekinesis, temporal acceleration), resistance to electricity, daylight 1/day.

1617. WONDROUS VINTAGE | MONSTER

This hex holds a giant sinkhole, about 400 feet in diameter and ranging from 20 to 50 feet deep. The sinkhole is quite old, so grasses and trees have sprouted on the bottom. Just the same, the limestone walls are riddled with tunnels, and one of these is particularly long and winding. This long tunnel leads back about 600 feet, often with well-worn stairs carved into the stone; one might get the impression that it once belonged to a fortress, perhaps a fortress that was destroyed when by the sinkhole. The tunnel is occupied by a giant spider. The tunnel finally ends at a warped, wooden door that is partially blocked by a cave in.

Giant Spider, Medium Vermin: HD 2 (6 hp); AC 14; ATK 1 bite (1d6 + poison II); MV 30 (Climb 20); F12 R15 W15; AL Neutral (N); XP 200; Special—Spin webs.

Behind the door, if one can get it open, there is a large, rectangular chamber. One enters on a wide ledge, about 20 feet long and 5 feet wide. At either end there are stairs leading down about 5 feet to a lower portion of the chamber. This lower portion is about 30 feet long. Next to the stairs there are two casks stored in the wall, both one holding a very old wine, the other rice beer. The remainder of the chamber holds dozens of bottles of wine, rice beer, palm wine, palm nectar, pindia, and rum.



1623. KANI THE CLAW | STRONGHOLD

Where the hills and grasslands meet, there are numerous small valleys created by streams and rivulets. At the head of one of the larger of these valleys, where sorghum and other crops are grown, is the fortress of Kani the Claw, a female mercenary captain known throughout the region. Kani is a towering woman with a wicked sense of humor. A native of the plateau, she escaped its monstrous rulers and became an adventurer, working throughout Ende, the Plum Coast, Pwenet, Cush and Mu-Pan. She finally settled here, constructing the fortress with her treasure.

The fortress is of the tower keep variety, and houses 20 men-at-arms (chainmail, spear, light crossbow), 10 fighters (level 1, chainmail, buckler, lance, scimitar) on barded horses, and Kani's advisor, Ganai, a wise woman from Mu-Pan.

Kani has been retired for many years, protecting her village of 100 farmers located in the valley, and working on erecting defenses and other improvements. But she longs for adventure, and would happily join an expedition into a dangerous dungeon.

Human Man-At-Arms, Medium Humanoid: HD 1; AC 15 (ring and shield); ATK 1 weapon (1d8); MV 30; F13 R15 W15; AL Neutral (N); XP 50.

Ganai, Human Wushen: LVL 4; HP 23; AC 13; ATK 1 scimitar +3 (1d6) or fists +3 (1d6); MV 40; F10 R10 W10; AL Neutral (LN); XP 400; S9 I10 W13 D12 Cn14 Ch10; Special—Turn elementals, elemental spells (3/2), immune to fire.

Kani the Claw, Human Fighter: LVL 12; HP 52; AC 18 (splint and shield); ATK 3 long sword +9 (1d8+1) or 3 long bow +8 (1d8); MV 30; F7 R11 W11; AL Lawful (LG); XP 1200; S14 I9 W10 D12 Cn11 Ch10; Special—Dominate 0 HD foes.

1627. YAGATNAR | SETTLEMENT

Yagatnar is a village of miners, well-hidden in the rugged hills. The villagers number 100, and include humans, tievas and yaksha. The village consists of a number of cliff dwellings, each the entrance to a mine shaft, located about 20 feet above ground level; rope ladders and pulleys allow access, and can be withdrawn by the

villagers in times of trouble. Deeper within the cliff there are community areas – a tavern, of course, a shrine to Parvati and a dungeon where interlopers are thrown and forgotten. The village is headed by a slightly mad tieva called Susaga. Susaga is an assassin. He failed a mission for Queen Hajara of Anbar on the plateau, and fled from that place, finding his way to this spot and took control via threats and murder. The villagers would like to be rid of him, but they fear to act.

Susaga, Human Assassin: LVL 5; HP 12; AC 13 (studded leather); ATK 1 dagger +3 (1d4 + poison II) or dart +3 (1d4 + poison II); MV 30; F13 R9 W14; AL Chaotic (CE); XP 500; S13 I13 W6 D14 Cn10 Ch8; Special—Poison use, backstab x3 (paralyze or kill).

1630. GRASSY MOUND | WONDER

This hex is especially flat, and this lack of definition makes the great, grassy mound that rests in the eastern portion of the hex all the more noticeable. A sense of tension pervades the area around the mound; people who spend time here feel edgy and feel as though they're being watched. In a way, they are.

At the heart of the mound there is an ancient stone pyramid, constructed by the ophidians and holding a crypt, one of the few adventurers will ever find that isn't inhabited by the undead, though it does contain about 1,000 gp worth of grave goods if one can dig into the mound, find the entrance, and get past the traps.

The very top of the pyramid, the capstone, is a polymorphed ophidian adventurer, turned into stone in ages past by an angry rival, a wizard. This adventurer has been stuck in this form for about 8,000 years, and if freed could tell of a great many things, one being a secret entrance into Aornus.

1633. MERCHANTS UNDER ATTACK | MONSTER

Three yaksha merchants, Aradag, Nathsedna and Nasura, have been forced to climb a tall tree in this hex to avoid the curiosity of a giant rhinoceros beetle, leaving their small caravan (six camels laden with 500 gp worth of mundane goods) below. The yaksha are calling for help. If rescued, they will gladly show their rescuers the greatest hospitality if they accompany the yaksha to their home in the village of Siri [3032].

Giant Rhinoceros Beetle, Huge Vermin: HD 12; AC 18; ATK 1 bite (2d8) and gore (2d6) or trample (3d6); MV 20; F4 R9 W9; AL Neutral (N); XP 1200; Special—None.

1640. HORRIBLE HOUNDS | MONSTER

Adventurers moving through this hex will come upon three brain-eating zombies chained to a tree. The zombies scratch and sniff the air and lunge at people (the chains are about 15 feet long). The tree is a treant called Apajan, and it is using the zombies to track

down the necromancer Bahana (6th level specialist magic-user) who not only created the zombies, but used them to help steal an ivory idol from a shrine in the woods.

Zombie, 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).

Apajan, Treant, Huge Plant: HD 7 (27 hp); AC 19; ATK 2 slams (2d8); MV 30; F7 R12 W12; AL Lawful (NG); XP 700; Special—Double damage against inanimate objects, animate trees (180'), weapon resistance (blunt and piercing), vulnerable to fire.

1702. SUN GOD | WONDER

An ancient statue of Surya, carved from golden brown stone, stands tall on a hill, overlooking a pleasant valley. The valley runs east-west across the hex, and the statue, which stands 30 feet tall, faces east. The valley is inhabited by wild goats and antelopes, a variety of songbirds and insects, and other inoffensive creatures. It is divided by a clear, fresh stream that emerges from a hillside in the western extreme of the valley.

Those who say prayers before Surya and bathe the statue's feet in fragrant oil are blessed by the statue (per the *bless* spell) for one month. Those who do not will find themselves attacked by the otherwise inoffensive creatures of the valley (antelopes, goats, *insect plague*), who become savage and deadly.

1710. HAPURA | SETTLEMENT

Hapura is a swamp village of 300 fishermen living in wooden hovels on stilts. The people move about using rafts, and the hovels are pretty well spread out. At the heart of the village is an ancient stone tower, the home of the village's ruler, Janipra, a reeve assigned by the prince of Karaja [0913]. The tower is home to the lord, his beautiful (and bored) wife Sita, and twenty men-at-arms (longbowmen). Sita wears a jeweled necklace set with jade crocodiles that allows her to control crocodiles; three of the beasts dwell in the lower areas of the tower. Janipra uses them to maintain order (and fear), and takes it for granted that his wife will command them as he commands her.

Human Man-At-Arms, Medium Humanoid: HD 1; AC 15 (ring and shield); ATK 1 weapon (1d8); MV 30; F13 R15 W15; AL Neutral (N); XP 50.

Crocodile, Medium Animal: HD 3; AC 19; ATK 1 bite (1d8 + constrict) or tail (2d6); MV 20 (Swim 30); F12 R12 W17; AL Neutral (N); XP 300.

Janipra, Human Fighter: LVL 6; HP 28; AC 19 (banded and shield); ATK 2 spear +6 (1d8+1) or 2 heavy crossbow +5 (1d6+1); MV 30; F10 R13 W13; AL Neutral (N); XP 600; S14 I6 W10 D13 Cn13 Ch11; Special—Dominate 0 HD foes.



1721. AMANAJ OF THE RUBY ORB | STRONGHOLD

Amanaj of the Ruby Orb is a husky and unfeeling fighting-man who serves whatever throne can afford his services. Thoroughly corrupt and without a tinge of sympathy, he has cut a swathe of destruction across the region, slaughtering hundreds of people and untold numbers of monsters. His “bride” is the apsara princess Andradi, who he keeps in chains of cold iron. He bears her no love, and has not so much as kissed her or harmed a hair on her head, he merely keeps her as so much treasure. Among his treasures is the *Ruby Orb of Bhaabala*, a maharaja of elder days. The orb acts as a *rod of leadership*.

Amanaj possesses a mighty tower keep. The keep is stained red, as though by blood. Under his direct command are 20 gnolls (ring mail, shield and spear or short sword and light crossbow) and 7 elite gnoll cavalry (chainmail, shield, lance and scimitar) mounted on giant hyenas. Amanaj is served by a tiefling mage called Candruta, a bold rapsallion from the plateau, who secretly serves Mizresh, the naga queen of Lazhuward.

Amanaj is aware of the dungeon in [1728], and seeks information, especially maps, and followers for an expedition there.

Candruta, Human Magic-User/Thief: LVL 6/6; HP 21; AC 11; ATK 1 short sword +2 (1d6-1) or light crossbow +4 (1d4+1); MV 30; F12 R9 W9; AL Neutral (N); XP 600; S8 I14 W13 D14 Cn10 Ch13; Special—Spells per day (4/4/3/2), backstab x3.

Amanaj, Human Fighter: LVL 9; HP 60; AC 17 (breastplate and shield); ATK 2 scimitar +9 (1d8+1) or shortbow +8 (1d6); MV 30; F8 R12 W12; AL Chaotic (NE); XP 900; S14 I8 W11 D12 Cn14 Ch12; Special—Dominate 0 HD foes.

1728. DIRE PLATEAU | DUNGEON

The land in this hex appears to have been involved in a great upheaval. No more than a mile in from the hexes borders, the land rises in a sheer wall about 400 feet high. About 100 feet above the chalk hills one can see a few small caves. These are entrances into the dungeon within the hexagonal plateau. Within the dungeon, there is a magical spring of healing and youth guarded by three

ancient dragons. Rumors abound that there is a way to drink from the fountain without facing the dragons inside the dungeon.

[A] This strange room is shaped like the interior of an icosahedron (i.e. 20-side dice). There are four triangular exits, and floating in the center of the room a ball of what appears to be red light. Making contact with the red light causes it to turn green, and the gravity in the room to shift from side to side. Gravity remains on one side of the “dice” for 1 round, and the gravity switches last for twenty rounds in all. If one imagines the “20-side dice room” to be an actual 20-sided dice, imagine that the “dice” is resting on its “20” – you can then use d20 rolls to control where the gravity moves. While the gravity is shifting, three geometrons – a battle-prism, death-cube and hell-sphere emerge from the rooms other exits to attack the intruders.

If all three geometrons are destroyed before the light turns red again, the light turns into a spherical chest of marble with a hidden cache. If opened, it reveals the following treasure: 900 gp, four gemstones (aquamarine worth 700 gp, spinel (80 gp), topaz (400 gp) and sardonyx (40 gp) and a suit of *+1 full plate armor*. The armor is cleverly folded in on itself – unfolding it requires an Intelligence task check at a -4 penalty. Nobody can attempt to unfold the armor more than once per level.

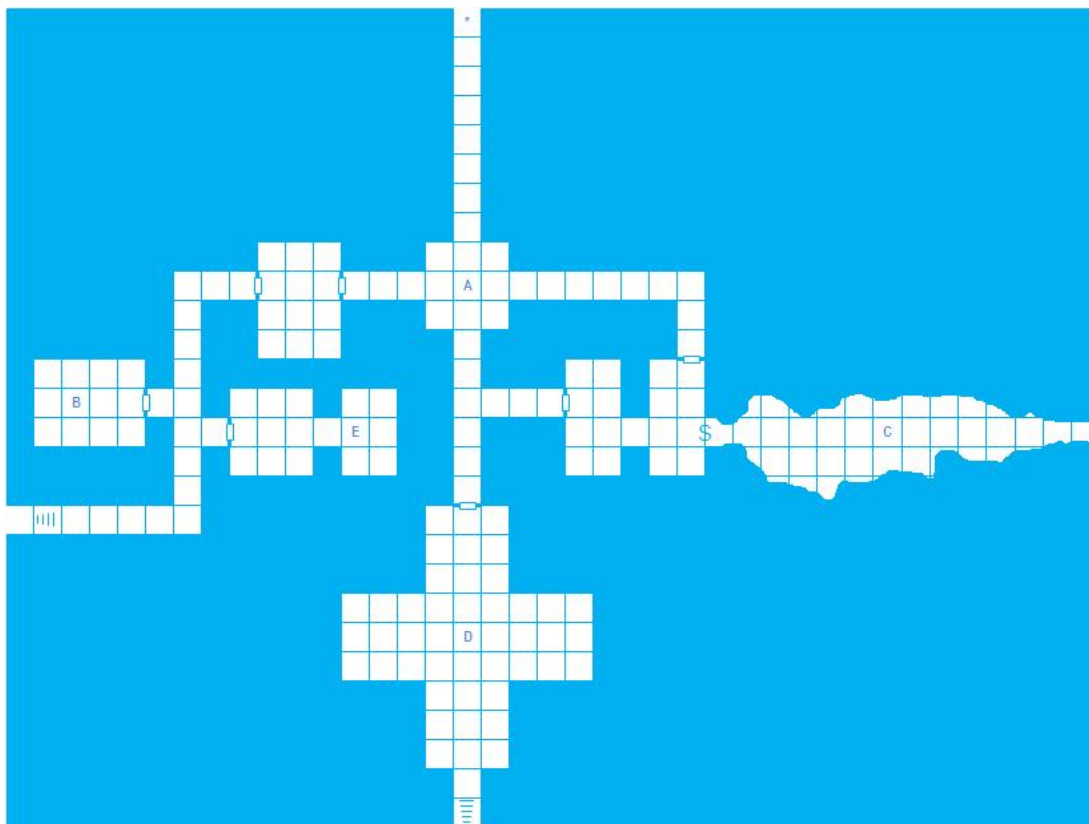
Death-Cube, Small Aberration: HD 3; AC 16 [silver]; ATK 2 weapons (1d6 + 1d6 negative energy); MV Fly 30; F15 R14 W12; AL Chaotic (LE); XP 300; Special—Levitate, envelope and control.

Hell-Sphere, Small Aberration: HD 4; AC 17 [silver]; ATK 2 fire whips (10'/1d4 + 1d6 fire); MV Fly 40; F15 R14 W11; AL Chaotic (LE); XP 400; Special—Levitate, envelope and control.

Battle-Prism, Small Aberration: HD 5; AC 18 [silver]; ATK 2 rays (60'/1d6 force); MV Fly 50; F14 R13 W11; AL Chaotic (LE); XP 500; Special—Levitate, envelope and control.

[B] This poorly lit chamber features the dusty statue of a gandharva wizard. The wizard has a pensive look on his face, and in fact turned himself to stone to await the return of his succubus lover, who was prophesied to return after one millennia of service in the hall of Kali. A *Speak with stone* spell allows one to communicate with the wizard, who has seen many adventurers come and go, and thus has heard many rumors about the dungeon as adventurers made plans or shared stories with one another.

[C] This chamber is actually a long, wide cavern. The cavern is intensely cold – icicles hang from the ceiling and the slopes leading to the floor of the cavern are icy, as is the floor. A large ice elemental is currently engaged in battle here with four adventurers. All of the adventurers appear to be fighters, wearing anything from banded mail to platemail, and wielding axes, swords and shields. The adventurers seem to be getting the worst of it.



[E] This brick room appears to be a great funnel of sorts, like a chimney. The sides are caked with ash and the ceiling disappears in darkness (it is 100-ft. tall). The ash and the bricks themselves are composed of a caustic substance that burns through leather and cloth (item saving throws after three rounds of contact) and deals 1 point of acid damage per round to exposed flesh. Behind one false wall, there is a treasure horde, the horde guarded by a negative troll (sonic and cold energy cancel its regeneration).

This scene is actually an illusion. The floor of the cavern is composed of very thin ice, and beneath it there is a freezing subterranean river in which dwells an elemental ice squid.

Elemental Ice Squid, Huge Animal: HD 12; AC 17; ATK 10 tentacles (1d8 + constrict + 1d6 cold) and bite (2d8 + 1d6 cold); MV 0 (Swim 80); F4 R6 W12; AL Neutral (N); XP 1200; Special—Ink cloud, jet backwards, resistance to cold, cold aura (15' radius, 1 cold dmg/rd).

[D] This chamber is shaped like a cross. The ceiling is vaulted and 15 feet tall. At the center of the cross, a body hangs from a chain wrapped around a crossbeam. The body belonged to a paladin, and the paladin's ghost now haunts this chamber. The paladin's body wears platemail and has a leather satchel hanging from its shoulder. The satchel holds a leather-bound book and a small metal buckler polished to a mirror-like finish. The buckler holds a portion of the paladin's soul, and if broken releases the paladin's soul and destroys the ghost. The book holds the true names of three marilith demons, permitting people who know the names to control them or send them back to Hell with but a word. The ghost will defend the book from any but other paladins.

Ghost, Medium Undead: HD 6; AC 15 [silver]; ATK 1 hurled object (30'/1d4); MV Fly 30; F12 R12 W10; AL Any; XP 1500; Special—Aging, frightful moan (30', save or flee), possess creature, incorporeal, rejuvenation.

The treasure consists of 7,000 sp in leather sacks and a *potion of jump* in a silver flask. The potion smells of vomit, and holding it down requires a Fortitude save; a failed save indicates that the potion comes up (i.e. no effect) and the person is struck with nausea for 1d6 minutes.

Negative Troll, Large Giant: HD 6 (26 hp); AC 16; ATK 2 claws (1d6 + rend) and bite (1d6); MV 30; F9 R12 W13; AL Chaotic (CE); XP 600; Special—Regenerate (cold and sonic).

1739. OBELISK OF TONGUES | WONDER

A pyramid-shaped obelisk stands here in the jungle, overgrown with flowering vines (orchids). The obelisk appears to be made of a reddish stone, but adventurers might find that two of the faces of the obelisk are soft to the touch. The obelisk is magical. If a person writes in one language on one side, a person on the other side can read what was written in their own native tongue.

1801. NAGA SHRINE | WONDER

A naga shrine has been constructed here. The shrine is quite large, and consists of a rearing naga, mouth open, and a small, stone pool filled with water. When the sun is reflected in the water, the shrine becomes magical. Stepping into the pool causes a person to sink and be launched through the mouth as a beam of light directed at the dungeon in [1728], where they rematerialize.

1808. DARJALI | SETTLEMENT

Darjali is a mining village of 200 souls, mostly ragged unfortunates who slave in their ill-producing silver mines all day and yet barely have enough to eat. Most believe the mother lode is just a day away, though, so they work diligently and grumble only when others cannot hear them. The village has no men-at-arms, but there are 50 militiamen who fight doggedly. A recent arrival to the village is the alchemist Barya, who is trying to find work as an assayer until the heat is off in Hapura [1710], where he accidentally murdered an influential man's wife.

1834. VALSIKRA | STRONGHOLD

Valsikra is a monastery dedicated to Law and Order. It is governed by the yogini Chula, a callous and precise blue amazon, who trains fifteen first level monks and six third level monks. The monastery is constructed of creamy marble, and has 20-ft tall walls surrounding a courtyard five six hexagonal pools as well as an inner sanctum which has three subterranean levels. Here, the monks live and work.

Yogini Chula, Human Monk: LVL 9; HP 56; AC 15; ATK 1 club +6 (1d4) or hand crossbow +7 (1d4) or 2 fists +6 (2d6); MV 50; F7 R8 W8; AL Neutral (LN); XP 900; S9 I7 W13 D14 Cn16 Ch8; Special—Ki strike [+1], stunning attack, deflect arrows, slow fall, immune to disease and slow spells, feign death, heal wounds.

1911. THRONE OF GUNPUTTI | STRONGHOLD

Imagine if you will an immense statue of peacock marble, flecked with bits of gold and carved in the form of Gunputti, the elephant-headed god of luck and overcoming obstacles and pretty much everything good and groovy and useful. The statue reclines on a similarly carved couch, and the whole is as large as a small tower keep, for the very good reason that it is a tower keep. The building is an abbey dedicated, appropriately enough, to Gunputti. The priests within wear lily white kilts and breastplates of bronze, and wield light maces and shields.

The abbey is commanded by Swami Dandera, a robust man a scarred face. Solemn, silent and solitary, he leads his eighteen junior (nine 1st level, six 2nd level, two 3rd level) priests by his fine example. In the coming struggle between Law and Chaos, Dandera will not remain on the sidelines, but his first object is to give succor to the victims of the war.

Dandera, Aasimar Cleric: LVL 10; HP 41; AC 17 (banded and shield); ATK 1 warhammer +7 (1d4+2); MV 30; F7 R13 W6; AL Lawful (CG); XP 2500; S14 I7 W17 D8 Cn13 Ch14; Special—Turn undead, spells per day (6/5/5/3/3/2), resistance to electricity, daylight 1/day.



1914. KIRSIDHI | STRONGHOLD

Kirsidhi is a depraved barbarian of the grasslands who now commands a small tower keep on the shores of Lake Pracina. The tower was seized by a merchant prince of Jabali [1324], and his relations there want the prince to send an army to revenge him.

Kirsidhi is an ugly woman, scarred from a life of violence. She commands 30 warriors (leather armor, javelins, battleaxes), six berserkers (similarly armed and armored, though disdaining the javelins) and her advisors, the one-armed magic-user Nuvok, who hails from the High Yamas, and the orc cleric Grikshama.

Kirsidhi has designs on building an empire anchored on the shores of the lake. To that end, she is looking for adventurers to harass the surrounding villages and strongholds and bring back information on their defenses.

Grikshama, Orc Cleric: LVL 3; HP 11; AC 16 (banded); ATK 1 heavy pick +2 (1d6+2); MV 30; F11 R14 W11; AL Chaotic (LE); XP 300; S14 I9 W13 D12 Cn13 Ch11; Special—Rebuke undead, spells per day (4/3/1).

Nuvok, Human Magic-User: LVL 4; HP 8; AC 10; ATK 1 dagger -1 (1d4-2) or hand crossbow +1 (1d4); MV 30; F14 R14 W11; AL Chaotic (CE); XP 400; S5 I15 W14 D11 Cn12 Ch9; Special—Spells (4/4/2).

Kirsidhi, Human Barbarian: LVL 9; HP 54; AC 14 (studded leather); ATK 1 warhammer +8 (1d4+2) or sling +8 (1d4); MV 40; F8 R11 W12; AL Chaotic (NE); XP 900; S15 I10 W12 D14 Cn14 Ch5; Special—Rage 3/day, sixth sense, immune to disease and poison, resistance to electricity, healing spells half effective, repair spells full effective.

1925. KUMANU | MONSTER

The hills narrow into a valley here, the sloping sides covered in small stones and boulders. A large cave here houses Kumanu, a great earth giant, who not only tends to the stones of the valley, but also guards the only way to the village of Sirama [1926], which he has placed under his protection.

Kuamnu, Earth Giant, Huge Giant: HD 11 (40 hp); AC 20; ATK 1 greatclub (4d6) or boulder (4d10); MV 30; F5 R10 W10; AL Neutral (N); XP 550; Special—None.

1926. SIRAMA | SETTLEMENT

Sirama is a large village of 500 miners, many of them (25%) aasuras who once dwelled on the plateau, but left to avoid the constant warring and the humiliation of serving monsters. The miners dig iron and other base metals from the ground, and work the ore in their own refineries and foundries, before shipping it to the city-states in the region. They are ruled by Lord Marvati, a dedicated worshiper of Vishnu. The village is protected by twenty-five men-at-arms (chainmail, hand axe, buckler, light crossbow), two sergeants, Antamant and Harya, and their dour captain, Bala the Brooding.

Human Man-At-Arms, Medium Humanoid: HD 1; AC 15 (ring and shield); ATK 1 spear (1d8); MV 30; F13 R15 W15; AL Neutral (N); XP 50.

Captain Bala, Medium Humanoid: HD 5 (13 hp); AC 17 (chain and shield); ATK 1 scimitar (1d8); MV 30; F11 R13 W13; AL Neutral (N); XP 250.

Lord Marvati, Medium Humanoid: HD 3 (16 hp); AC 18 (splint and shield); ATK 1 scimitar (1d8); MV 30; F12 R14 W14; AL Lawful (LG); XP 150.

1930. KOTHANDA | SETTLEMENT

Kothanda is a small village of hunters, hunkered down amidst the craggy hills, competing with the local tigers for the wild goats and sheep of the highlands. The villagers are known for their fastidious dress and manners; the men and women in crisp linens, dried and bleached in the sun. Kothanda has a Durga shrine, tended by an elderly man named Deepa who is secretly a weretiger. Although he has done his best to curb his predatory urges, he has lately taken to hunting at night. The village has been wracked with three murders over the past three months, and the villagers are fearful.

Weretiger, Large Monstrous Humanoid: HD 7 (27 hp); AC 16 [silver]; ATK 2 claws (1d8) and bite (2d6); MV 30; F11 R10 W10; AL Neutral (N); XP 700; Special—Change shape, lycanthropy.

1937. YAMAPUR | CITY-STATE

POPULATION

5,000 people | 72% yamaran, 25% tieva, 3% other

PERSONALITIES

Yalabha the Necro-King, NE Yamaran Magic-User, 11th level

Yamapur is a city of 5,000 yamarans hidden beneath the jungle floor. The city is entered through an ancient stone temple, guarded by shadows and shadow mastiffs; a toll of 1 piece of silver per foot, and 3 pieces of silver per wheel is charged by the spectral guards. Within the temple, there is a portal leading to a winding subterranean road that carries people and water (in clay pipes)

down to the city's main marketplace, where hundreds of merchants gather beneath giant oil lanterns to hawk their goods.

The city is composed of stone buildings, carved from the rock, and ornamented with stone spikes and images of Yama. The streets of Yamapur are dangerous; it is always night, and the yamarans are notably devious and lax in their respect for life. The streets are mostly coursed by tieva slaves running errands for their yamaran masters. When the masters appear, they ride on palanquins born by mechanical water buffalo. The locals memorialize their dead in ornate cages that hang over the streets.

Yamapur is mostly built on a downward slope, and ends at the shores of a subterranean sea, where the tievas fish for the giant catfish that dwell within. The yamarans sometimes visit this sea, to sail on pleasure barges, while their servants head out to sea on dhows to trade with other humanoid tribes.

The city-state is ruled by Yalabha the Necro-King and his privy council of seven master assassins.

Yalabha, Human Magic-User: LVL 11; HP 20; AC 10; ATK 1 quarterstaff +3 (1d6-1) or light crossbow +4 (1d4+1); MV 30; F12 R11 W7; AL Chaotic (NE); XP 2750; S6 I15 W13 D10 Cn7 Ch12; Special—Spells (4/5/4/4/3/2/1).

2002. SACRED MOUNTAIN | WONDER

The foothills of the Great Yamas are marked by a great, lonely volcano here, arisen in ancient times and sacred to the god Agni. The volcano is mildly active, giving off plumes of smoke and occasional rumblings, and sometimes disgorging a bit of lava. The volcano's exterior is pocked by thousands of small caves, each bearing a small shrine to Agni, and each tended by an agniri shrine keeper. These men and women form a strange tribe that meets, annually, within the inner recesses of the volcano, traveling through secret tunnels, to make and consummate marriages and for fathers to see their children, who otherwise stay with their mothers until they are old enough to craft a shrine for themselves. Within the inner sanctum of the volcano, it is said there is a living avatar of Agni, who blesses these unions and instructs his children, sitting upon a throne of red marble etched with gold.

Agniri Shrine Keeper, Medium Humanoid: HD 3; AC 15 (chain and buckler); ATK 1 battleaxe (1d8) and scimitar (1d8); MV 30; F12 R14 W14; AL Neutral (N); XP 700; Special—Resistance to fire, +2 save vs. fire damage.

2005. FORTRESS OF MUSIC | STRONGHOLD

A fortified roadhouse occupied by dozens of gandharva musicians and aspara dancers is situated in this hex. The roadhouse is more of a fortress, really, and its occupants are travelers who, from time to time, come here to rest, associate with their friends, families

(and sometimes ex-lovers). The roadhouse is actually a fortress-temple dedicated to Saraswati, the goddess of music and art. It was established by Swami Amrish and her sisterhood of clerics as a hospice for the elven peoples and other artists.

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

Amrish, Elf Cleric: LVL 9; HP 39; AC 17 (splint); ATK 1 greatclub +7 (1d6+2); MV 30; F8 R11 W7; AL Lawful (NG); XP 2250; S13 I10 W17 D13 Cn13 Ch12; Special—Turn undead, spells per day (6/5/5/3/2/1), elf traits.

2023. THREE TOWERS | DUNGEON

A tall, rectangular hill in this hex, with sides of yellow limestone, is topped by four ancient towers. One of these towers has almost completely collapsed, throwing large, square stones down the side of the limestone hill into a pile at the bottom. The other three are mostly intact, each one constructed of dark grey granite. The remnants of castle walls can be found between them, even though the remains of these walls are never more than about 10 feet tall. The towers stand about 60 feet tall. Between these walls, there is a hollow, about 20 feet deep, and filled with brackish water. A dwarf will notice signs of ancient construction within the castle and underneath the water.

The three surviving towers are linked by tunnels, and these tunnels have been linked to natural tunnels and caverns in the limestone hill. The primary inhabitants of these caves are wererats, though other monsters lurk there as well, and the deeper caverns play host to a rakshasa demon temple, a tribe of living skeletons with ruby eyes and lake of burning ash.

2043. DEADLY TIGER | MAGIC ITEM

This jungle hex is claimed by a legendary tiger, called by the natives *Pilāṅkhēṅ*. The tiger has emerald fur and stripes of indigo and white, and is a known man-eater. The tiger is actually an intelligent +2 *vorpal sword*, polymorphed into a tiger by an ancient magic-user in an attempt to keep it out of the hands of Chaos. The sword has been polymorphed for so long, it will require a *wish* spell to turn it back into a weapon.

Pilāṅkhēṅ Paragon of Tigers, Large Magical Beast: HD 6 (36 hp); AC 18 [+2]; ATK 2 claws (2d8 + rend) and bite (4d6); MV 40; F9 R10 W15; AL Neutral (N); XP 1500; Special—Magic resistance 25%, regenerate; Spells—3/day—dispel magic, haste, detect invisibility.

2101. NAMAPUR | SETTLEMENT

Namapur is a village of 300 somber hunters, trappers and farmers living in simple huts overlooking a ravine. The huts are surrounded by a low stone wall studded with sharpened stakes. Namapur is governed by Lord Kamarya, a hesitant ruler and very young and

inexperienced. Kamarya is much more comfortable as a hunter, though he and his people are lately very discomfited, as they have lost many of their kin (200 to be precise) to gnoll slavers. The gnolls attacked while Kamarya and his warriors were away, taking the people to the dracacore Devatu [2103] to serve as slaves. Kamarya and his 15 men-at-arms (ringmail, longbow, hand axe) are preparing to attack the gnolls and Devatu, and are willing to pay adventurers to help them on their expedition.

Human Man-At-Arms, Medium Humanoid: HD 1; AC 15 (ring and shield); ATK 1 weapon (1d8); MV 30; F13 R15 W15; AL Neutral (N); XP 50.

Kamarya, Human Ranger: LVL 3; HP 18; AC 14 (scale); ATK 1 long sword +4 (1d8+1); MV 30; F12 R12 W13; AL Lawful (NG); XP 300; S13 I8 W15 D12 Cn12 Ch9; Special—Favored enemy (gnolls).

2103. DEVATU | MONSTER

Devatu is a dracocore, a monster that mingles the blood of a mantichore and a female red dragon. It dwells in this hex in a large cave complex, populated by itself and its kobold servants and about 30 gnoll mercenaries. The gnolls are slavers, hired to round up humans from the region to work on Devatu's master plan, the construction of a grand temple dedicated to itself.

Kobold, Small Humanoid: HD 0; AC 13 (leather); ATK 1 club (1d4); MV 20; F14 R16 W16; AL Chaotic (CE); XP 25; Special—Blinded in bright light.

Gnoll, Medium Humanoid: HD 2; AC 15 (leather and shield); ATK 1 spear (1d8); MV 30; F12 R15 W16; AL Chaotic (CE); XP 100; Special—None.

Devatu the Dracocore, Medium Dragon: HD 8 (38 hp); AC 17; ATK 2 claws (2d4) and bite (1d8) or 4 spikes (100'/1d8); MV 40 (Fly 100); F8 R8 W7; AL Chaotic (CE); XP 2500; Special—Cone of fire (20'), resistance to fire.

2117. KALIORA | SETTLEMENT

In the highlands, on the shores of Lake Pracina, sits the village of Kaliora, a seemingly pleasant fishing village of 100 souls that also supports some farming and herding in the hills. The village is surrounded, on the landward side, by a moat and thicket, and two wooden guard towers have been built to give forewarning of attack. The village is ruled by a council of elders, the head of which is a surprisingly fit and spry man of 80 called Gomana. The town hosts a secret temple of Kali, built within a nearby hill, tended by a priest called Candru. The temple contains rooms for visiting or hiding assassins, thugs and chaotic clerics. The village is defended by five men-at-arms (ring mail, buckler, spear).

Human Man-At-Arms, Medium Humanoid: HD 1; AC 15 (ring and shield); ATK 1 weapon (1d8); MV 30; F13 R15 W15; AL Neutral (N); XP 50.

2128. LAKSHMI | MAGIC ITEM

On a long, stone bridge spanning the Walyana River there is a brass statue of Lakshmi. The statue is magical, and, when the

proper word is spoken (“Frizban”) by a person touching its hands, the statue melts over the person’s body, becoming the equivalent of +3 plate armor. When this is done, one can access a secret trapdoor underneath the statue (if they can find it), that leads into the stronghold of the wizard Sanika, whose tower forms the central support of the bridge. Sanika is a slight man, with a trusting heart, who oversees the education of four 0-level apprentices, Bodhava, Avaral, Gagada and Aratham, and two 1st level apprentices, Bhemanja and Ajas. The tower is protected by an adult bronze dragon named Kavigari, an old love of Sanika, who dwells in the flooded base of the tower.

Kavigari, Bronze Dragon, Medium Dragon: HD 9 (54 hp); AC 18; ATK 2 claws (1d6) and bite (1d8); MV 40 (Fly 150, Swim 60); F9 R9 W8; AL Lawful (LG); XP 2250; Special—Line of lightning (60’), cone of repulsion gas (30’), speech 85%, resistance to electricity; Spells (25%): At will—speak with animals; 3/day—create food & water, fog cloud.

Sanika, Human Magic-User: LVL 9; HP 26; AC 10; ATK 1 silver dagger +2 (1d4-1) or light crossbow +3 (1d4+1); MV 30; F12 R12 W9; AL Neutral (N); XP 900; S7 I17 W12 D12 Cn9 Ch11; Special—Spells (4/5/5/3/2/1).

2133. VIJAISI | SETTLEMENT

Vijaisi is a wealthy village of 300 herdsman who raise and train elephants. The village is ruled by Lady Abhan, and supports a troop of five guides that keep the village safe. The village contains a shrine dedicated to Airavata, Indra’s elephant mount, a shrine tended by startlingly beautiful albino twin sisters named Puri and Kama. The twins are both psychic. The herd of the village contains 20 elephants, including three celestial white elephants.

Elephant, Huge Animal: HD 11; AC 15; ATK 1 slam (2d8) and 2 stamps (2d6) or gore (2d10); MV 40; F5 R8 W13; AL Neutral (N); XP 550; Special—Trample (2d10).

Celestial Elephant, Huge Magical Beast: HD 11; AC 15 [+1]; ATK 1 slam (2d8) and 2 stamps (2d6) or gore (2d10); MV 40; F5 R8 W11; AL Lawful (NG); XP 2750; Special—Trample (2d10), resistance to electricity, magic resistance 10%, +2 hit and damage chaotic creatures.

Puri and Kama, Aasimar Psychic: LVL 3; HP 13; AC 11 (padded); ATK 1 dagger +1 (1d4); MV 30; F14 R14 W11; AL Neutral (N); XP 300; Special—Surprised (1 in 8), +1 save vs. traps, mental magic and psychic powers, powers (Puri—clairsentience, empathic projection, mesmerism; Kama—choke, ego whip, telekinesis), resistance to electricity, daylight 1/day.

2136. HEADLESS GHUṢASAVĀRA | MONSTER

A headless horseman haunts this hex, his head tied by his hair to the tail of his horse as a punishment by the druids who beheaded him for crimes against the gods. Heads taken by the horseman are hung from tress throughout this hex, and since he’s had 300 years to practice his hobby, there are at least 5,000 of them. The horseman’s treasure is hidden beneath the roots of a great banyan tree and consists of 130 pp.

Headless Horseman, Large Undead: HD 7 (19 hp); AC 18; ATK 1 sword (1d8 + special) and 2 hooves (1d6) and bite (1d4); MV 30 (Mounted 50); F12 R12 W10; AL Chaotic (CE); XP 1750; Special—Decapitate, cannot cross running water, ethereal jaunt 3/day, immune to fear and mind effects.

2140. GREEN CASTLE | DUNGEON

A great castle rises here from the jungle, composed of greenish stone in concentric bands. While the outer wall appears to be 30 feet high, the walls actually descend about 100 feet below ground. The innermost courtyard is 200 feet deep, and ringed by five caves that lead into a subterranean dungeon. This dungeon is occupied by the spirit naga Bhaticharsa, who guards the sleeping chamber of twelve ancient paladins, destined to awaken when the forces of Chaos again lay siege to Aornus.

Bhaticharsa, Spirit Naga, Large Aberration: HD 9 (24 hp); AC 16; ATK 1 bite (2d6 + poison IV); MV 40; F10 R11 W9; AL Chaotic (CE); XP 900; Special—Cast spells as 7th level sorcerers.

2144. KERAMU | CITY-STATE

POPULATION

7,500 people | 60% human, 20% tieva, 10% yaksha, 10% other

PERSONALITIES

Princess Eksam, N Human Druid, 9th level

Keramu was established as an outpost of one of the empires that ran these parts in elder days. Over the centuries, it has grown from a simple fortress and village to a thriving city of 7,500 people. The city has a strong druidic tradition. Its towering city walls are composed of rosewood and tamarind, and look like thousands of trees grown together, twisting and winding around one another. The walls are alive, and produce leaves and fruit. The city gates look like thick lattices of wood, three layers thick. They can be opened by the action of the druid guards (leather armor, scimitar).

The houses within those amazing walls are also constructed of wood – gray mango wood, white sandalwood, dark red sundry and whitish red babul. The streets are bare stone that has been carved by the local yaksha into amazing swirls and bas-reliefs both sacred and profane. Monkeys outnumber humans in the city 3 to 1 – they are loud, crude and often larcenous. The monkeys are organized into clans, each one led by the monkey companion of one of the ruling council of Brahmins (though some monkeys are secretly members of the local thieves’ guild, which is controlled by the vanara adventurer Lucky Laka).

As mentioned above, Keramu is governed by a council of female Brahmins, aasura druids to be precise. The druids worship Aditi, the sun goddess and patron of Keramu. The council is led by the

swaggering and cunning Princess Eksam, who has a reputation for underhanded schemes, but has many allies, especially among the merchant class.

Keramu is known for its well-stocked merchants, who command the main trade route between the plateau and Kirikersa, its fountains of liquid light that keep the people lovely, healthy and happy (it retains its magical properties for 24 hours after being removed from the city-state), a thriving nightlife (theatres, street parties lit by jars of liquid light, second-story cafes overlooking these streets), scholars, rangers and mercenaries. The mercenaries of Keramu are respected far and wide, especially their halberdiers. The guardsmen of Keramu are well-armed and armored (banded mail, halberd, short sword, chakram).

The wealth of Keramu comes from trade (as mentioned above), the terraced fields that surround the city, the golden-wooled sheep that are herded within the city walls, and the opal mines that are hidden beneath the city and worked by the local yaksha.

Eksam, Human Druid: LVL 9; HP 47; AC 12 (leather); ATK 1 scimitar +6 (1d8) or sling +6 (1d4); MV 30; F8 R12 W8; AL Neutral (N); XP 2250; S12 I7 W15 D11 Cn13 Ch5; Special—Spells (6/5/4/3/2/1), move through undergrowth, leave no trail, +2 save vs. energy spells, shapechange, immune to poison.

2241. PAPER CASTLES | MONSTER

The jungle here is inhabited by a colony of 30 giant wasps. The wasps dwell in a paper “castle” in the branches of a great banyan tree. The wasp queen was awakened by a druid some years ago, and now seeks to expand her kingdom by conquest. To that end, she requires more knowledge of nearby settlements, and thus seeks spies. She possesses a treasure of 1000 gp, 3000 sp, a *scroll of magic stone and shatter*, a +1 shield decorated with cobra imagery, a *potion of spider climb* and a *wand of light* [3 charges].

Giant Wasp, Large Vermin: HD 5; AC 14; ATK 1 sting (1d4 + poison II); MV 20 (Fly 60); F10 R13 W13; AL Neutral (N); XP 500; Special—None.

Giant Wasp Queen, Large Vermin: HD 8 (29 hp); AC 14; ATK 1 sting (1d6 + poison II); MV 20 (Fly 60); F8 R10 W11; AL Neutral (N); XP 800; Special—Communicate telepathically.

2308. GRISLY MEAL | MONSTER

A murder of ten fiendish crows is picking at the corpse of a giant snake. The snake grasps a magic mirror in its mouth. The mirror is haunted by the spirit of a magic-user executed by Queen Jhiba, the ruler of Scarlatum. By gazing in the mirror under the moonlight, they can peer into any part of her palace.

Fiendish Raven, Tiny Magical Beast: HD 0 (1 hp); AC 14; ATK 2 talons (1d2); MV 10 (Fly 40); F16 R12 W17; AL Chaotic (NE); XP 50; Special—Resistance to fire, magic resistance 10%, +2 to hit and damage Law.

2312. SILVILA | SETTLEMENT

Silvila is a small town of 750 people situated in the hills overlooking Lake Pracina. The town possesses a fleet of fishing vessels and a three war galleys, and so in that way commands the lake and considers the entire lake its property and extracts not only tolls from people who travel upon the lake or around its shores, but also tribute from the other settlements on its shores. In short, they are roundly despised.

The town is ruled by Lord Ciddhupa, a reeve who reports to the oligarchs of Jabali [1324], though he is so far removed from that city-state that he is virtually independent. Ciddhupa is an elder soldier and statesman, but he has grown vain and tyrannical, and his own people care not for him or his continued rule. His soldiers, 30 men-at-arms (15 chainmail, shield, spear or ringmail, and 15 short sword and light crossbow), on the other hand, adore him and thus impose his rule.

Human Man-At-Arms, Medium Humanoid: HD 1; AC 15 (ring and shield); ATK 1 weapon (1d8); MV 30; F13 R15 W15; AL Neutral (N); XP 50.

Ciddhupa, Human Fighter: LVL 6; HP 32; AC 14 (mail shirt); ATK 2 greatsword +7 (1d10+2) or composite bow +5 (1d6+1); MV 30; F10 R13 W13; AL Chaotic (LE); XP 600; S16 I9 W9 D10 Cn12 Ch12; Special—Dominate 0 HD foes.

2328. WRECK OF THE VAJRA | WONDER

In the ancient days, the aasura entered battle with the forces of the rakshasa on a great aerial vehicle called the *Vajra*. From this platform, they rained lightning and fire down upon their enemies, until a full assault by a phalanx of demons felled the vessel. Its remains landed in the jungle here, and the strange radiations given off by the craft poisoned the air and twisted the jungle foliage, making it dangerous. After many centuries, the area is now safe to enter (save for the carnivorous plant life), and the ruins can be explored. The *Vajra* is about the size of the *USS Iowa*, and contains multiple decks populated by all manner of monsters, especially plant monsters and the undead remnants of the crew. Much of the vessel is now buried in the soil, but a great tear in one side and openings on the upper decks allow one fairly easy entry.

2335. CRYSTAL TEMPLE | STRONGHOLD

A crystal tower rises up from the Walyana River here, a divinely created nunnery of Lakshmi, the goddess of light. The abbey is clear, and reflects the sunlight into a multitude of rainbows. When one approaches within 100 feet, they must pass a saving throw each round or be affected as per a *prismatic spray*. The place can only safely be approached at night, though the priestesses are capable of using light spells to duplicate the effect of sunlight.

The nunnery houses 20 priestesses and their matriarch, Gavati of the Inimitable Grace, a demure woman with a powerful inner spirit. They are aware of the coming war between Law and Chaos, and are preparing to join the forces of good.

Priestess, Human Druid: LVL 2; HP 2d6; AC 11 (padded); ATK 1 quarterstaff +1 (1d6) or sling +1 (1d4); MV 30; F11 R15 W11; AL Neutral (N); XP 200; Special—Spells (4/3), move through undergrowth.

Gavati, Human Druid: LVL 9; HP 47; AC 11 (padded); ATK 1 quarterstaff +6 (1d6) or sling +6 (1d4); MV 30; F8 R12 W8; AL Neutral (N); XP 2250; S11 I9 W15 D10 Cn13 Ch10; Special—Spells (6/5/4/3/2/1), move through undergrowth, leave no trail, +2 save vs. energy spells, shapechange, immune to poison.

2402. CATARACT | SETTLEMENT

There is a cataract on the river here. Stone stairs on the eastern side permit people to scale the cliffs with their crafts and continue on towards the coast, or, if they are heading up river, deeper into the mountains. The falls are 60 feet tall and are always marked by broad rainbows in the daytime (1% chance a herd of 3d6 unicorns is grazing nearby, attracted by the beauty).

At the top of the falls there is a small trading post (treat as an inn and general store, with room for about 10 visitors at a time and one private room). The trading post is run by Hrovis, an ex-patriot dwarf of very advanced years.

A toll is collected here by a gang of three trolls (1 gp per person), who lurk about midway up the stairs, hidden behind the waters of the falls. They otherwise leave travelers alone. The trolls have the following treasure: 1,400 gp, 2,000 sp, three gemstones (spinel worth 400 gp, hematite worth 5 gp and moss agate worth 8 gp), a masterwork pata, a simple lock (needs to be oiled), a suit of halfling-sized platemail, a magic-user scroll (*mount and wisdom*), *oil of magic weapon* and a *potion of healing*.

Troll, Large Giant: HD 6 (27, 22, 18 hp); AC 16; ATK 2 claws (1d6 + rend) and bite (1d6); MV 30; F9 R12 W13; AL Chaotic (CE); XP 600; Special—Regenerate (acid and fire).

2416. SINISTER GROTTTO | MONSTER

A small clan of ophidians, the descendants of the ancient rulers of the area, dwells here in small cave complex entered through a grotto. The grotto is hard to find. Brambles obscure the entrance and the water is especially deep in front of it. The ophidians number thirty, and are commanded by a male warlock called Pho'rn. Pho'rn has a heavily scarred body, forming circular ridges across his scales, and he plucked out one of his eyes in an offering to a demon lord.

Lesser Ophidian, 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%.

Pho'rn, Ophidian Warlock: LVL 8; HP 51; AC 14; ATK 1 bite (1d3+1 + reproduction) and trident +4 (1d6+2) or repeating crossbow +5 (1d4+1); MV 30; F12 R10 W8; AL Chaotic (NE); XP 800; S13 I11 W14 D17 Cn11 Ch17; Special—Spells per day (5/6/6/4/2), spells known (7/4/2/1), spawning bite, immune to poison, magic resistance 15%.

2442. RIVER PIRATES | MONSTER

The Klaatu River here is patrolled by a war galley that is manned by pirates and commanded by the weretigress Ganga-Karpa and her two sisters, Ganga-Kala and Ganga-Bini. The three are notoriously cruel, and might be inclined to turn especially powerful warriors into weretiger mates. They make their camp in a hidden stream that joins the river here, the entrance being obscured by thick jungle foliage and netting set up by the weretigresses. Beyond, there is a landing space and a few simple wooden huts, one of which holds their treasure of 110 pp, 2,530 gp, 2,100 sp, 14,000 cp, an alexandrite (500 gp), a non-magical crystal ball (1,000 gp), a porcelain scroll case (300 gp), four thunderstones (30 gp) and a +1 *gauntlet*.

Pirate, Medium Humanoid: HD 1; AC 15 (leather); ATK 1 hand axe (1d6) and dagger (1d4); MV 30; F13 R15 W15; AL Neutral (N); XP 50.

Weretiger, Large Monstrous Humanoid: HD 7 (24 hp); AC 16 [silver]; ATK 2 claws (1d8) and bite (2d6); MV 30; F11 R10 W10; AL Neutral (N); XP 700; Special—Change shape, lycanthropy.

2505. VALLEY OF LIGHTNING | WONDER

Two statues of Indra overlook a valley here with gently sloping sides. The interior of the valley is green and pleasant, with many lemon trees and a slow river almost choked with reeds. Each statue stands on a tall hill, facing the other.

The valley contains a hidden city, hidden by seven powerful veils of illusion. Piercing these veils of illusion is dangerous, for each one, if one attempts to dispel it, acts as a layer of a *prismatic wall*.

The city is guarded by the statues. Anyone entering the valley must contend with the statues attempting to send 8 dice *lightning bolts* in their direction once per 10 minutes. The statues can issue forth a total of 12 *lightning bolts* (six each) per day before their chemical batteries are drained and must be recharged by dynamos within the hidden city.

What treasures are hidden in the invisible city is unknown, but it's a wonderful place to hide a favorite mega-dungeon or to include a civilization related to your own campaign.

2515. CHAZAFFAT | SETTLEMENT

Chazaffat is a village of 400 farmers living in simple huts. The village is surrounded by a wooden palisade with moat and towers.

A sage called Old Chema governs the place wisely and very conservatively. The young of the village grow tired of her rules and sneak into the wilds to hold wild parties. The local crimson-haired satyrs have picked up on this, and join these wild processions, whipping the young into wild abandon. Chazzafat is protected by 20 men-at-arms (seven light horse, 13 archers, plus one sergeant for each type of soldier).

Human Man-At-Arms, Medium Humanoid: HD 1; AC 15 (ring and shield); ATK 1 weapon (1d8); MV 30; F13 R15 W15; AL Neutral (N); XP 50.

2522. KARAIGA | SETTLEMENT

A village of 100 peaceful miners living in wattle & daub longhouses is situated here in the hills. The miners have surrounded their small village with a thicket and palisade of wood, with a single wooden tower in the center of the village. Five men-at-arms, wearing ringmail and armed with spears and shields, stand guard at the palisade or in the tower. The village also houses a scout, Rama, a passionate woman who mostly keeps to herself. She has a pet monkey, Dima, and claims her short sword is magical.

Karaiga is governed by a council of elders. Deep within their mines, the Karaigans hide something wonderful, a crystal princess. The princess is a statue of a beautiful woman, apparently cut from crystal. The miners worship her as a goddess of the earth, and have built a subterranean shrine around the spot where they discovered her while digging their mine.

Human Man-At-Arms, Medium Humanoid: HD 1; AC 15 (ring and shield); ATK 1 weapon (1d8); MV 30; F13 R15 W15; AL Neutral (N); XP 50.

Rama, Human Scout: LVL 3; HP 12; AC 13 (padded and buckler); ATK 1 short sword +2 (1d6+1) or light crossbow +2 (1d4+1); MV 30; F13 R11 W13; AL Neutral (N); XP 300; S13 I12 W15 D15 Cn13 Ch12; Special—Backstab x2.

2529. HABULI | SETTLEMENT

Habuli is a large village of 200 yaksha who mine chalcedony from deep quartz deposits. The miners are a dour, unfriendly lot, and their tavern is anything but welcoming. The village is constructed on a wide ledge high up on a tall hill, the mines being dug into the side of the hill and quite deep down. The village has fallen into the hands of Amandini, a dark naga, and the exiled sister of Queen Hajara of Anbar. She has the village's ten warriors (chainmail, spear, shield) firmly under her control.

Yaksha Warrior, Small Humanoid: HD 1; AC 17 (mail and shield); ATK 1 spear (1d8); MV 20; F14 R15 W15; AL Lawful (LG); XP 50; Special—Dwarf abilities.

Amandini, Dark Naga, Large Aberration: HD 9 (30 hp); AC 14; ATK 1 sting (2d4 + poison II) and bite (1d3); MV 40; F10 R11 W8; AL Chaotic (CE); XP 900; Special—Immune to poison and mind reading, +2 save vs. charm, cast spells as 7th level sorcerers, ESP (constant).

2537. SSEETHA'S REST | DUNGEON

A tar pit bubbles to the surface here, amidst steep, rocky slopes and twisted, thorny trees and honeysuckle vines. At the bottom of the pit, which is about 30 feet deep, there lies the preserved form of the ophidian demi-lich Sseetha. His bony remains lie atop an impressive treasure trove of 15,000 gp, gems worth about 4,000 gp (including an alexandrite (800 gp), two black pearls (600 gp each), a topaz (600 gp) and a star ruby (700 gp)) and a rod of absorption (9 stored, 6 used).

Sseetha, Demilich, Tiny Undead: HD 21 (53 hp); 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.

2541. CRYSTAL GEM OF POWER | MAGIC ITEM

A gemstone, crystal clear, lies at the bottom of a crystal clear stream that flows into the river here. The stream bed is littered with gray stones and its banks heavy with fragrant blossoms and silver-gray birches. The gem is under 10 feet of water that rushes by at a fast clip, and it is devilishly difficult to see (per finding a secret door). Even more difficult to see is the guardian of the gem, a giant water elemental in the form of a cobra, endowed by the gods of Law with holy power to keep the gemstone out of the hands of mortals. The stone gives one power over water elementals and aquatic creatures (Will save at -4 penalty permitted to resist control, but this must be re-tried in one hour).

Giant Elemental Cobra, Large Magical Beast: HD 6 (16 hp); AC 15 [+1]; ATK 1 bite (1d6 + 1d6 cold + poison IV); MV 20 (Climb 20, Swim 40); F9 R10 W13; AL Lawful (LG); XP 1500; Special—Resistance to cold, electricity and physical weapons, magic resistance 10%, +2 hit and damage vs. chaotic creatures, spit water (100'/3d6 damage + prone), water body.

2609. KNOT OF LEY LINES | MONSTER

An orb of white stone, smooth as crystal and gleaming like a miniature sun, lies upon the plains here. The orb is a knot of ley lines that druids can use to control the weather in a 10 hex radius, or teleport into any place within that radius. Birdman druids sit upon the orb, regulating the weather in the area and using the teleport ability to punish those who would oppose their right to control the magical orb.

Garuda Druids, Bird Man Druid: LVL 3; HP 3d6; AC 11 (padded); ATK 1 scratch and peck +1 (1d3) or javelin +1 (1d4); MV 30 (Fly 90); F8 R12 W8; AL Neutral (N); XP 300; S11 I9 W15 D10 Cn13 Ch10; Special—Spells (4/3/1), move through undergrowth, leave no trail.

2618. BLACK POOL | WONDER

There is a deep valley here, unnaturally quiet and hauntingly beautiful, the valley floor being covered with thin, straight trees covered with lavender-grey flowers and pearly-white stones. At the heart of the valley, the air turns very cold and there is a black pool that appears to be water, but is in fact negative energy. When a living creature touches the “water”, it spawns an undead horror constructed from the DNA of the person who touched it – in other words, an undead version of the toucher. The undead monster should have approximately as many hit dice as the person who touched it – i.e. a 2nd level character spawns a zombie.

2723. JHARI | SETTLEMENT

Jhari is a small town of 800 humans situated in a wide valley in the mountains. The valley is surrounded by grey peaks and the valley is lined with evergreens. The town is surrounded by 20-ft. tall stone walls with four 30-ft. tall stone towers. These walls are patrolled by 70 men-at-arms (20 light infantry, 20 heavy infantry, 10 archers and 10 light horse) under the command of Lady Asish, a delicate-looking though tremendously fierce warrior whose family was taken by were-tigers. Her household also contains a psychic named Kharama, a quizzical man with thick eyebrows and a gleaming bald head. Asish is obsessed with killing weretigers, and often ventures forth with adventurers on grand hunts. The people dislike these hunts – they take away their greatest protector and create an opportunity for her to return with the taint of lycanthropy in her blood.

Human Man-At-Arms, Medium Humanoid: HD 1; AC 15 (ring and shield); ATK 1 weapon (1d8); MV 30; F13 R15 W15; AL Neutral (N); XP 50.

Kharama, Aasimar Psychic: LVL 4; HP 16; AC 12 (leather); ATK 1 club +2 (1d4); MV 30; F15 R14 W8; AL Neutral (N); XP 400; Sx I14 W19 D10 Cn7 Ch12; Special—Surprised (1 in 8), +1 save vs. traps, mental magic and psychic powers, powers (dominate, dowsing, mindlink, ubiquitous vision), resistance to electricity, daylight 1/day.

Lady Asish, Aasimar Fighter: LVL 9; HP 56; AC 18 (breastplate and shield); ATK 2 spear +9 (1d8+1) or composite bow +9 (1d6+1); MV 30; F9 R12 W11; AL Neutral (N); XP 900; S15 I8 W13 D13 Cn14 Ch12; Special—Dominate 0 HD foes, resistance to electricity, daylight 1/day.

2801. SERPENT ARCH | MONSTER

A vast arch towers over the river here, seemingly carved from stone. The serpents appear to hold a sphere in their mouths. The serpents are actually elemental earth snakes, each about 200 feet long and fully capable of destroying any ship that seeks to pass through the arch. If the serpents attack, onlookers will note that the stone sphere they appear to hold in their mouths will remain suspended in mid-air. If one manages to open secret door in the sphere, they will discover that it holds a portal into the elemental

earth plane. The serpents can only be controlled with a crystal that can be found in the depths of Lake Pracina.

Giant Earth Constrictor, Huge Magical Beast: HD 15 (44 hp); AC 15; ATK 1 bite (3d6 + 1d6 acid + constrict); MV 20 (Climb 20, Swim 20); F5 R8 W13; AL Neutral (N); XP 3750; Special—Rock body (no damage from materials softer than adamantite up to 10 points of total damage), breathe acid (20' cone/3d6 acid, 3/day).

2813. PLAIN OF COFFERS | WONDER

At the center of this plain, in a mile diameter, there are one hundred stone coffers buried in the ground. The coffers stick anywhere from 6 inches to one foot out of the ground, and each one has a heavy lid that is locked.

Each coffer that is opened contains one of the following:

D6	CONTENTS
1	Trap <ul style="list-style-type: none">1. Poison Gas (Poison III)2. Poison Needle (Poison IV)3. Electrical Discharge (2d6 electricity damage)4. Acid Spray (2d6 acid damage, 20-ft. cone)5. Fiery Explosion (2d6 fire damage, 30-ft. radius)6. Curse (per bestow curse, all within 60-ft.)
2-3	Monster (Roll 1d4+4 for Challenge Level) <ul style="list-style-type: none">1. Animal (Elemental)2. Animal (Fiendish)3. Magical Beast (TK's choice)4. Elemental (TK's choice)5. Dragon6. Outsider
4-5	Object <ul style="list-style-type: none">1. Mundane object worth up to 1 gp2. Mundane object worth up to 10 gp3. 1d10 x 100 silver pieces4. Random jewelry5. 1d10 random fancy stones6. Random minor magic item (90% chance of curse)
6	Empty

2821. MUMBARA | CITY-STATE

POPULATION
5,000 people 55% human, 25% yaksha, 5% aasura, 5% tieva, 5% other
PERSONALITIES
Princess Jhina, NE Human Aristocrat
Princess Agyam, NG Human Aristocrat

Mumbara is a mountain city lodged at the nexus of three broad valleys. The valleys are farmed by the inhabitants of Mumbara, who grow a variety of root vegetables and winter grains. The

valleys are also known for their roses, which grow on thick-stemmed bushes and fill the valleys with a pleasant air.

The city-state is built around a large concentric castle that is situated atop a rocky hill. The city is a scattering of buildings and alleys, with palaces being situated right next to hovels and warehouses.

Mumbara is a diarchy, ruled by the princesses Jhina and Agyam, each one betrothed to a powerful elemental spirit. Jhina is betrothed to the efreeti Azaar ibn Ir'ar al-Thaimii, and Agyam to the djinni Abu Ud'za Yah'fi al-Hy. Each princess leads a faction in the city. The fire faction is made up of artisans, farmers and thieves, the air faction by traders, merchants and aasura. Temples to Agni and Indra dominate the city's two quarters, and the neutral zone between them, composed of three large squares wherein are located two markets (one for foodstuffs, the other for other goods) and the fortified palaces of the princesses and other government buildings, is always tense.

The fire guardsmen wear red turbans and scalemail, while the air guardsmen wear white turbans and mail shirts. Each is armed with buckler, scimitar and sling, with 10 bullets.

The yaksha of the city dwell in cliffs overlooking the city proper, and while they favor the fire faction over the air faction, they are officially neutral and post their own guards, stout warriors in chainmail and wielding broad short swords, axes and crossbows. The yaksha worship Shiva in cave temples. They decorate their cliff homes with beauteous statues, their armor with engravings and small stones, and the valleys with impressive monuments. Bon vivants, they await the promised day when the ground will open up and swallow the human city, leaving the valley to them.

2824. DALI | SETTLEMENT

Dali is a small mountain village of trappers and hunters living in timber cottages. A single trading post sits outside the village, where a sinister-looking Brahmin called Atishat and his seven brides dwell. The trading post is a large timber building of two stories, the lower floor being used for trading, the upper floor holding the living quarters of Atishat and his wives.

Atishat is a vampire, and his brides are his spawn. Atishat is never to be found outside his dim trading post, but his wives can be found outside at night, wearing black veils and intimidating the villagers. The vampires mostly feed on travelers, but sometimes demand tribute of the youth of the village. They are quite careful to avoid killing their victims and creating more vampires – who needs the competition?

Atishat has the following treasure: 100 gp, an aquamarine (500 gp), a corundum (900 gp), a garnet (200 gp), a *scroll of animate*

rope, charisma and false life, a scroll of flaming sphere and hold person, a potion of healing and a potion of shield of faith.

Brides, Vampire Spawn, Medium Undead: HD 5 (16 hp each); AC 15 [silver]; ATK 1 bite (1d6) and slam (1d6); MV 30; F10 R10 W7; AL Chaotic (CE); XP 1250; Special—Dominate gaze, suck blood, spawn, summon bats and wolves, change shape, gaseous form, regenerate (holy water), weaknesses, resistance to cold and electricity.

Atishat, Vampire, Medium Undead: HD 10 (27 hp); 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.

2841. RABHANA | STRONGHOLD

Rabhana is a “reformed pirate”, a successful adventurer who finally gave up his life at sea and staked his claim on this piece of land. His wife, Mana, is a powerful sorceress, and his partner in crime and out of it.

Rabhana constructed a 60-ft. tall tower keep smack dab in the middle of the river, and then strung chains from the central keep to smaller, 30-ft. tall towers on the river banks. These prevent ships from moving up or down the river; wenches in the towers can lower the chains. Each tower is defended by ten men-at-arms (archers), and the central keep by another 40 men-at-arms (10 archers and 30 heavy infantry).

Rabhana is a stout, heavy man with a love of wine and finery, though most consider his dress too opulent. His wife is tall and graceful, with a scarred face (an eye patch covers one eye) and hair worn in black curls that fall to her hips. Mana keeps four apprentices, beautiful apsara that have caught her husband's wandering eye.

Rabhana is a tough negotiator, and is easily offended. A born competitor, he will feel a keen urge to best his guests and prisoners. His wife is more genteel and calculating, and she does her best to avoid emotional scenes and entanglements. She does truly love her husband, though, and supports him in all things.

Rabhana has a treasure of 2000 gp, a sash trimmed in leopard fur (140 gp), a platinum torc set with tourmaline (1,600 gp), a silver statue of an archer (1,400 gp), and a golden coffer set with a blue sapphire (4,000 gp).

Human Man-At-Arms, Medium Humanoid: HD 1; AC 15 (ring and shield); ATK 1 weapon (1d8); MV 30; F13 R15 W15; AL Neutral (N); XP 50.

Mana, Elf Sorceress: LVL 9; HP 25; AC 10; ATK 1 quarterstaff +2 (1d6-1) or light crossbow +3 (1d4+1); MV 30; F12 R12 W9; AL Neutral (N); XP 900; S7 I8 W12 D9 Cn9 Ch16; Special—Spells per day (6/7/7/6/4), spells known (8/5/4/3/2), elf traits.

Rabhana, Tieva Fighter/Thief: LVL 9; HP 39; AC 15 (ring mail); ATK 2 morningstar +9 (2d4+1) or shortbow +10 (1d6); MV 30; F9 R7 W12; AL Neutral (N); XP 900; S13 I8 W9 D17 Cn12 Ch10; Special—Dominate 0 HD foes, backstab x3, darkvision 60 ft., darkness 1/day, resistance to fire.

2922. TWIN TOWERS | STRONGHOLD

This fortress is composed of two towers, each 50 feet tall, with a chasm dividing them from the road to Mumbara. The towers protect the city-state, and both contain wenchs required to raise a long bridge of chains and wooden planks connected to the other side of the chasm. The chasm is 100 feet wide, and traversing the bridge is no picnic in high wind, but it's the only easy way to get to Mumbara from the plateau. The towers are connected by a narrow stone bridge.

Each tower of the keep is commanded by a lord of the factions that rule Mumbara, an air lord called Ksiramaya and a fire lord called Gomara. Despite belonging to rival houses, the two lords are involved in an amorous relationship, and do their best to maintain peace between their factions and between their soldiers, each consisting of 20 archers. Each of these two lords is assisted by a yaksha lieutenant (Giraja for Ksiramaya and Himana for Gomara). These lieutenants hold great sway over their young charges, and also endeavor to maintain peace.

Ksiramaya, Human Duelist: LVL 11; HP 51; AC 15 (leather); ATK 1 morningstar +10 (4d4) and dagger +10 (1d4); MV 30; F11 R6 W11; AL Neutral (CN); XP 1100; S11 I13 W9 D16 Cn9 Ch9; Special—Specialist weapon (morningstar, x2 damage), +2 initiative, riposte.

Gomara, Aasimar Soulknife: LVL 11; HP 51; AC 15 (studded leather); ATK 1 shortsword +9 (1d6) and dagger +9 (1d4) or mind blade +9 (1d6) or thrown mind blade +11 (30'/1d6); MV 30; F11 R6 W5; AL Neutral (LN); XP 1100; S11 I8 W18 D16 Cn11 Ch12; Special—Psychic strike (+3d6 dmg), enhance mind blade (one from A, one from B), resistance to electricity, daylight 1/day.

2926. DANGEROUS TUNNEL | WONDER

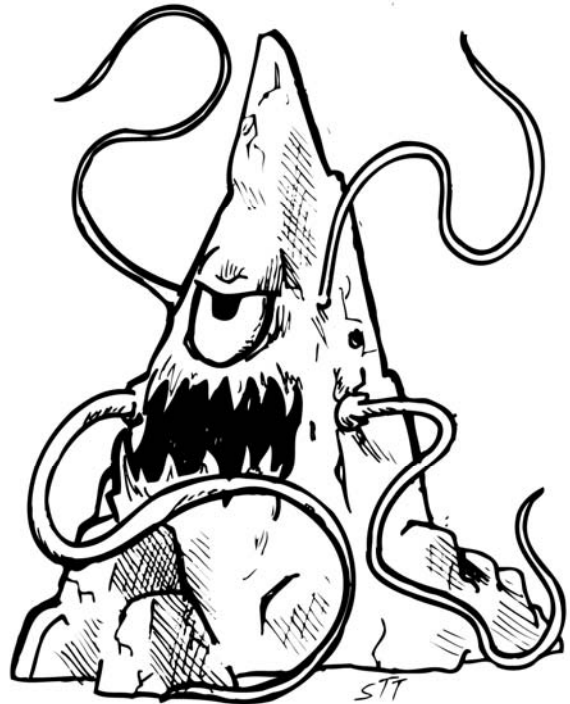
The jungle becomes all but impassable at a certain point in this hex, but it can be traversed by walking through a sort of tunnel through the thick foliage, a tunnel bordered by thirty statues of yaksha maidens, their hands outstretched. If one does not lay a copper coin on each palm as they move through, they must pass a Will saving throw (-4 penalty) or suffer from a leg-twisting curse (i.e. take on the crippled condition). This curse can only be removed by visiting the Yaksha of Mumbara [2821] and receiving forgiveness from their priestesses.

2929. CHABARI | SETTLEMENT

Chabari is a village of 100 aasura living in timber longhouses surrounded by a 10-ft. tall stone wall with three stone towers. The small village is protected by five men-at-arms (chainmail, shield, halberd, dagger). The Chabari are a very faithful people, dedicated

to the worship of Vishnu. While they are welcoming of strangers, they have a multitude of taboos and rules to guide them and their visitors. Visitors will discover that they brew fabulous pale ale, served daily in the small inn located just outside the village walls.

Aasura, Medium Humanoid: HD 1; AC 15 (ring and shield); ATK 1 weapon (1d8); MV 30; F13 R15 W15; AL Neutral (N); XP 50; Special—Daylight.



3022. ENOUGH ROPER TO HANG YOURSELF | MONSTER

The hills in this hex hide something amazing. A small cave, partially flooded by brackish water, gives access to a series of roper-infested caverns, the largest of which holds a huge, black tower carved in the shape of a roper. Adventurers who stray into this cavern with the hopes of plundering this tower will be sorry to discover that it is in fact a massive roper – in fact, it is the mother of all ropers, and a powerful alien entity of Chaos. The recent rise of Chaos in the region, and the seemingly inevitable clash between Chaos and Law, largely stems from this demi-goddess's influence.

Roper, Large Aberration: HD 10; AC 21; ATK 6 strands (50'/drag) and bite (2d6); MV 10; F9 R11 W8; AL Chaotic (CE); XP 2500; Special—Drag grappled victims 10' per round, grappled victims must make Fort save or lost 2d8 Str, grappled victims bitten at +2 bonus, immune to electricity, vulnerable to fire, magic resistance 25%.

Roper Mother, Huge Aberration: HD 11 (66 hp); AC 25; ATK 6 strands (50'/drag) and bite (4d6); MV 20; F9 R11 W8; AL Chaotic (CE); XP 2500; Special—Drag grappled victims 10' per round, grappled victims must make Fort save or lost 2d8 Str, grappled victims bitten at +2 bonus, immune to electricity, vulnerable to fire, magic resistance 25%.

3032. SIRI | SETTLEMENT

Siri is a large village of 400 yaksha constructed in caves set into an ancient volcanic flow. The yakshas' mines are thick with moon-stones. The village is heavily fortified, and protected by 20 yaksha warriors and their prince, Amikant Bahuti. The yaksha toil in fear of him, and would be happy to be rid of him, but he possesses a magical nose ring that grants him the ability to *detect thoughts*.

Yaksha Warrior, Small Humanoid: HD 1; AC 16 (scale and shield); ATK 1 handaxe (1d6) or light crossbow (1d4+1); MV 20; F14 R15 W15; AL Lawful (LG); XP 50; Special—Dwarf abilities.

Amikant Bahuti, Dwarf Fighter: LVL 7; HP 35; AC 17 (chainmail and buckler); ATK 2 spear +7 (1d8+1) or shortbow +7 (1d6); MV 30; F10 R13 W13; AL Lawful (LN); XP 900; S14 I6 W7 D13 Cn15 Ch7; Special—Dominate 0 HD foes.

3113. DURATU | SETTLEMENT

Duratu is a small village of 100 militant aasura. All are retired soldiers from the plateau who want nothing more than to be left alone. Unfortunately, their wars on the plateau left every single one of the warriors mildly psychic, their abilities often manifesting uncontrollably. This attracted the attention of a cabal of seven astral psychics, who now rule the village through its elders, using it as a base to explore the region. They seek the jewel that holds the avatar of the God-Machine in [3204].

Psychic Warrior, Medium Humanoid: HD 1+1; AC 15 (ring and shield); ATK 1 short sword (1d6); MV 30; F13 R15 W15; AL Neutral (N); XP 50; Special—Detect thoughts 3/day, immune to surprise and backstab, resistance to electricity, daylight 1/day.

Astral Psychic, Medium Humanoid: HD 2; AC 12 [silver]; ATK 1 longsword (1d8); MV 30; F12 R12 W9; AL Neutral (N); XP 200; Special—Semi-material, pass through matter at half speed, psychic pulse 1/day (range of 10' per victim's Int score, stun for 1d4 rounds + victim's Int bonus), does not need to breathe or eat; Spells—At will—detect thoughts (ESP); 3/day—mage hand, mirror image; 1/day—forceful hand, material projection, telekinesis.*

3121. CLIFF MONASTERY | STRONGHOLD

Where the mountains meet the rough hills of the plateau, there is a monastery carved into the cliffs. The monastery is actually carved into a massive salt deposit, and the salt caves preserve the mummified masters of the neutral monastery. These masters train sixteen lesser monks – four 4th level monks and twelve 1st level monks. The monks are true neutral in alignment, and they fear the coming war between Law and Chaos. If they feel the adventurers have taken sides, they will take steps to remove them from the equation by dropping them into the limestone caves underneath their monastery.

Lesser Monks, Human Monk: LVL 1; HP 1d6; AC 10; ATK 1 handaxe +0 (1d6) or javelin +0 (1d4) or fists +0 (1d4); MV 30; F12 R12 W12; AL Neutral (N); XP 100; Special—Stunning attack.

Greater Monks, Human Monk: LVL 4; HP 4d6; AC 12; ATK 1 handaxe +2 (1d6) or javelin +2 (1d4) or fists +2 (1d6); MV 40; F10 R10 W10; AL Neutral (N); XP 100; Special—Stunning attack, ki strike [+1], deflect arrows, slow fall.

Mummy Monk, Medium Undead: HD 8; AC 25; ATK 2 slam (3d4 + mummy rot); MV 50; F11 R11 W10; AL Chaotic (CE); XP 800; Special—Mummy rot, vulnerable fire, stunning attack (as monk), deflect arrows, slow fall, immune to disease and slow spells, feign death, heal wounds, immune to poison.

3124. BIG FEET | MONSTER

A gigantopithecus tribe (30 in all) dwells in this hex around a mountain lake. The giant primates mostly live on fish and whatever flora they can gather.

Gigantopithecus, Large Animal: HD 4; AC 14; ATK 2 claws (1d6) and bite (1d6); MV 30 (Climb 30); F10 R11 W17; AL Neutral (N); XP 400.

3128. ATIKRAM | STRONGHOLD

The jungles here are pierced by a cluster of stone towers, the fortified walls of a caravanserai. Here, four highways, cut from the jungle and paved with blocks of granite laid down in elder days, meet, and along with them caravans from north, south east and west. The fortress is located near the end of the navigable portion of the Varada River. The fortress is governed by Lord Garamaya, a retired cleric, and current fighting-man par excellence.

Garamaya has 60 light horsemen and 50 archers under his command, the men being mostly organized in patrols out on the highways and into the wilderness. At their core is a squadron of 20 heavy cavalry. Garamaya's household also includes Ahanan, a young priest of Kartikeya and his current lady friend, Shandree, a psychic who specializes in posing as a "helpless maiden", stealing from the saps who would dominate her. Unfortunately, she's sort of fallen for that big lug Garamaya, and is considering marriage.

There are usually 1d6 caravans at the caravanserai, a few staying inside the place, the others camped around it. The caravanserai has room for about 100 people, a general store, a smithy and an armory. Garamaya has a treasure of 2,380 gp and a massive jacinth (6,000 gp).

Ahanan, Aasimar Cleric: LVL 4; HP 14; AC 16 (scale and shield); ATK 1 light pick +3 (1d4+1); MV 30; F11 R14 W10; AL Neutral (LN); XP 400; S13 I12 W15 D9 Cn12 Ch7; Special—Turn undead, spells per day (5/4/2), resistance to electricity, daylight 1/day.

Shandree, Aasimar Psychic: LVL 4; HP 16; AC 10; ATK 1 dagger +2 (1d4); MV 30; F14 R14 W11; AL Chaotic (NE); XP 400; S9 I12 W13 D10 Cn10 Ch16; Special—Surprised (1 in 8), +1 save vs. traps, mental magic and

psychic powers, powers (dominate, ESP, mesmerism, telepathy), resistance to electricity, daylight 1/day.

Garamaya, Human Cleric/Fighter: LVL 3/12; HP 71; AC 15 (splint); ATK 3 quarterstaff +11 (1d6+1); MV 30; F6 R12 W10; AL Neutral (LN); XP 1200; S13 I7 W15 D8 Cn13 Ch11; Special—Turn undead, spells per day (4/2/1), dominate 0 HD, resistance to electricity, daylight 1/day.

3204. HIGH DUNGEON | DUNGEON

A great mountain fastness overlooks the river here, above a windy chasm that is notoriously difficult to scale. The fastness leads to a vast dungeon beneath the mountains controlled by an entity called the God-Machine. The dungeon holds an avatar of Vishnu imprisoned within a massive diamond (25,000 gp). Spirit nagas and other creatures of law keep the entity imprisoned – or rather, they keep it safe until the great war of Law and Chaos is launched.

3327. RAVENOUS ARMY | MONSTER

An army of 200 ravenous zombies is picking its way across the jungle here, clustered clumsily around a sinister-looking black orb about 3 feet in diameter that can send out mental waves of command among the zombies, and can communicate with people via telepathy. The orb has the abilities of a 15th level magic-user. It is heading towards Anbar on the plateau to offer its services in the coming clash between Law and Chaos.

Zombie, 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).

Black Orb, Small Aberration: HD 10 (33 hp); AC 18; ATK 1 touch (1d6 cold); MV Fly 60; F11 R9 W5; AL Chaotic (LE); XP 2500; Special—Command zombies, telepathy, mage spells (4/4/4/4/4/3/2/1).

3334. DHINYA | STRONGHOLD

Dhinya is a powerful apsara druid and illusionist who dwells here in a great tower disguised as a banyan tree. The trees branches are home to a multitude of monkeys and birds, all of which have been awakened by Dhinya and who therefore form a community under her protection and in her service. Dhinya is quite old, but has retained much of the beauty and vitality of her younger days, though she is less inclined now to dance, and more inclined to listen and laugh and offer up poetic wisdoms. Her tower is a sanctuary from the ills and conflicts of the world, and she will turn all of her considerable power, as well as her personal harem/bodyguard of ten gandharva warriors, against any who would bring war and misfortune to her home. Dhinya disdains treasures beyond about 5,000 gp and her own magical treasures.

Gandharva Warriors, Elf Bards: LVL 3; HP 3d6; AC 18 (mail shirt); ATK 1 greatsword +9 (1d10+1) or javelin +8 (1d6); MV 30; F14 R12 W12; AL Neutral (N); XP 300; Special—Spells (3/2), legend lore, music (fascinate).

Dhinya, Elf Druid/Illusionist: LVL 10; HP 32; AC 10; ATK 1 quarterstaff +5 (1d6-1) or hand crossbow +6 (1d4); MV 30; F7 R12 W7; AL Neutral (N); XP 2500; S8 I13 W13 D10 Cn13 Ch10; Special—Druid Spells (6/5/4/3/3/2), move through undergrowth, leave no trail, +2 save vs. energy spells and illusions, shapechange, immune to poison, illusionist spells (5/6/5/4/4/3), elf traits.

3403. CHASM OF DEATH | MONSTER

The slopes of the mountains here are steep and barren, and the valley between them is filled to a depth of 6 to 30 feet by human and animal bones, amassed here over the centuries by the ghouls who dwell in surrounding mountain caves. This place is sort of a ghoulish paradise, and is inhabited by ghouls, ghouls and their masters, the grims. The place is a veritable kingdom of death.

Ghast, Medium Undead: HD 4; AC 17; ATK 2 claws (1d4 + paralysis) and bite (1d8); MV 30; F14 R14 W11; AL Chaotic (CE); XP 400; Special—Paralyze 1d4+1 rounds, stench of death (10'/Fort or fatigued 1d6+4 min).

Ghoul, Medium Undead: HD 2; AC 14; ATK 2 claws (1d4 + paralysis) and bite (1d6); MV 30; F15 R15 W13; AL Chaotic (CE); XP 200; Special—Paralyze 1d4+1 rounds.

Grim, Medium Undead: HD 6; AC 17; ATK 2 claws (1d4 + paralysis) and 2 bites (1d6); MV 30; F12 R12 W10; AL Chaotic (CE); XP 600; Special—Paralyze 1d4+1 rounds, cone of gas (20'/paralysis, 3/day).

3426. BLACK WALL | Monster

In the middle of the jungle here there is a long wall of polished black stone. The wall has no cracks, crevices or joins, and appears to be of a single, solid surface. Unlit oil lamps are set in a line at the base of the wall. If lit, the flames leap up onto the wall and form a complicated magic circle that opens a portal into nether realms. From here, a hound of Yith emerges, seeking the most powerful magical member of the party to kill them and capture their soul in a silver bell hung around its neck. This soul is intended for the harem of the night hag Bijai-Adhish.

Hound of Yeth, Medium Outsider: HD 3; AC 19 [silver]; ATK 1 bite (1d8 + trip); MV 40 (Fly 60); F12 R12 W13; AL Chaotic (NE); XP 300; Special—Fear the sun, howl (300'/save or flee 2d4 rounds).

3431. POISONOUS RUIN | DUNGEON

A ruined village here has its buildings intact, but its people have been killed by the poisonous breath of an ancient green dragon, Jalichuvri, who came here seeking Karaka, the greatest gandharva bard that ever lived, for she believes only he can sing her back into slumber. Karaka once visited here often, but he has been dead for over 300 years. The people knew nothing of him, but the dragon did not believe them, and so eventually was driven into such a rage as to kill them all. The bodies look as though they were killed in a gas attack, like those in the Great War. The dragon is living in the ruins, curled up and waiting for Karaka's return.

Green Dragon, Medium Dragon: HD 8 (56 hp); AC 17; ATK 2 claws (1d6) and bite (1d8); MV 40 (Fly 150, Swim 40); F9 R9 W8; AL Chaotic (LE); XP 2000; Special—Cone of corrosive gas (30'), speech, resistance to acid, water breathing.

3501. FEY BATH | WONDER

Oreads come to bathe in a hot spring of magical water here, the water being golden in color and slightly thicker than normal water. The oreads find it terribly soothing, and mundane creatures (animals, humanoids, vermin) will as well, but the water also slowly petrifies them. After an hour, the aforementioned creatures must pass a Fortitude saving throw or lose 1d4 points of Dexterity as their bodies petrify. Creatures reduced to 0 points of Dexterity are turned into stone.

Oread, Medium Fey: HD 6; AC 17; ATK 1 dagger (1d4); MV 30 (Swim 20); F12 R10 W9; AL Lawful (NG); XP 600; Special—Dimension door 1/day, cast spells as 7th level druid, earthglide.

3510. CAULDRON | MONSTER

A deep, broad valley in the mountains here is completely barren of plant and animal life, and is in fact dominated by a massive cauldron. The cauldron is made of bronze and measures about 15 feet in diameter. Magical glyphs seal it (i.e. *wizard lock*), and a trio of giant eagles nests atop the cauldron and protects it. The eagles can explain that it contains a terrible demon, and must not be opened. In fact, it contains a huge acid elemental, itself the guardian of a platinum *rod of lordly might* carried within its body.

Giant Eagle, 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.

Huge Acid Elemental, Huge Water Elemental: HD 16 (57 hp); AC 19 [+1]; ATK 1 slam (3d8 acid); MV 20 (Swim 90); F3 R7 W8; AL Neutral (N); XP 4000; Special—Whirlpool.

3514. ANTAR'S TOWER OF POOLS | STRONGHOLD

A tower of black stone is situated in the marsh here, inhabited by Antar, an ancient centaur woman dressed in veils of many colors and jewelry that sparkles and tinkles when she moves. The tower has many multi-faceted crystal windows, through which her servants, awakened animals of the swamp, including crocodiles, water birds and foxes, can project rays simply by holding lanterns in the windows and just the right angle. These rays have the same effect as the *searing ray* spell.

The tower holds many pools of colored liquid, pools set in the floor, the walls and ceilings. These pools permit one to change into different forms. These forms are random, with each pool keyed to a different class of creature. Into each of these pools and through each of these a facet of a pit fiend has been thrown. Each time a person changes form in a pool, there is a 1 in 6 chance that a piece

of the pit fiend becomes attached to their soul. If thirteen pieces of the pit fiend become attached to a single creature, the pit fiend takes control of it, and the next change they make will be into that pit fiend. Antar knows this, and serves as the guardian of the pools, keeping people from using them.

Antar, Centaur Sorceress: LVL 9; HP 34; AC 12; ATK 2 hooves +3 (1d6) and quarterstaff +3 (1d6) or dart +3 (1d4); MV 30; F11 R10 W9; AL Neutral (N); XP 900; S10 I11 W11 D16 Cn14 Ch16; Special—Spells (6/7/7/6/4).

3603. ATATTUR | SETTLEMENT

One hundred honest goatherds dwell in this village, living in stone cottages. The villagers are godly folk, but are suffering a crisis of faith, for the great hero Alanaj, who has fallen from his former position of virtue and bravery, has come to the village. The people turn their eyes from the poor soul, and never speak his name, and he does nothing but sit in the dust and gaze at the sky and ponder his terrible failure.

3608. GARITU'S DOMAIN | STRONGHOLD

The half-automaton (or cyborg, if you prefer) wizard Garitu dwells in a tower keep here, a servant of the God-Machine Dharama. Dharama is a mechanical brain of great power embedded within a tall mountain to the north of the Ende map, in the Great Yamas.

The tower is protected by a swarm of mechanical insects, the insects burrowing into the reddish stone of the tower and invisible to people until they emerge and attack. A wide dirt track leads to the tower, and along this dusty track one finds the stone cottages of a small band of yaksha, worshippers of the God-Machine. The tower keep is surrounded by what appears to be an empty river, but which actually holds the stuff of the Ethereal Plane. It flows through this channel and permits passage into the Ethereal Plane to those who find a way to float down river.

Garitu, Half-Automaton Magic-User: LVL 9; HP 15; AC 12; ATK 1 quarterstaff +2 (1d6-1) or light crossbow +4 (1d4+1); MV 30; F12 R11 W7; AL Neutral (LN); XP 900; S6 I17 W16 D14 Cn11 Ch8; Special—Spells (4/5/5/3/2/1).

3627. GANAGA | SETTLEMENT

Ganaga is a village of 100 peaceful dragon men. The village is really more of a rambling stone fort, with thick stone walls and houses constructed into these walls. The courtyard of the village is a rock garden built around a natural spring. The dragon men believe the spring is sacred to Tiamat. The villagers are in hiding, their herds of goats scattered through the hills, for an ambitious sorcerer among them, Atatham, has opened a dimensional rift into which flows elemental air and fire, creating a roaring fire storm in the heavens and burning rain. The dragon men require a sacrifice to close it – an innocent must be drowned in the pool.

Dragon Men, Medium Monstrous Humanoid: HD 1+1; AC 13; ATK 1 bite (1d4 + 1d4 fire) or scimitar (1d8); MV 40; F15 R13 W13; AL Neutral (N); XP 100; Special—Resistance to fire.

Atatham, Dragon Man Sorcerer: LVL 6; HP 19; AC 10; ATK 1 quarterstaff +1 (1d6-1) or bite +1 (1d4-1 + 1d4 fire); MV 30; F13 R13 W9; AL Neutral (N); XP 600; S6 I7 W15 D10 Cn11 Ch15; Special—Spells per day (6/7/5/3), spells known (7/4/2/1), resistance to fire.

3707. AKRAR THE OGRE | MONSTER

There is a cliff-side village here inhabited by a tribe of 100 goblins. The sixty goblin warriors wear silver collars that permit them to summon and ride giant elemental air cobras, which they use to strike at surrounding villages and tribes on behalf of their master, the elephantine ogre magi Akrar. Akrar dwells in a series of fortified caves overlooking the village, the caves once having been a monastery. The monastery's face is composed of golden stone and it has been carved into a number of pillars and statues of stylized elephants and eagles.

Goblin, Small Humanoid: HD 0; AC 13 (leather and buckler); ATK 1 short sword (1d6) or chakram (1d3); MV 20; F14 R16 W16; AL Chaotic (CE); XP 25; Special—None.

Lightning Cobra, Small Magical Beast: HD 1; AC 17; ATK 1 bite (1 + 1d6 electricity + poison IV); MV 20 (Fly 40); F14 R13 W18; AL Neutral (N); XP 100; Special—Resistance to electricity, spit lightning (100'/3d6 electricity, 3/day).

Akrar, Ogre Magi, Large Giant: HD 5 (20 hp); AC 18; ATK 1 slam (1d8) or by weapon (1d10); MV 40 (Fly 40); F10 R13 W12; AL Chaotic (CE); XP 500; Special—Magic resistance 10%, regenerate, shapechange (small, medium or large humanoid or giant); Spells—At will—darkness, invisibility; 1/day—charm person, cone of cold, gaseous form, sleep.

3711. WRAITH-WOOD | MONSTER

Centuries ago, a great airship fell from the sky and crashed into this woodland. The ship buried itself in the ground and created a crater, felling the trees for 2 miles around. Of course, in time the woods regrew and the crater became a small, shallow lake. All was well until a band of adventurers drained the lake and entered the remains of the airship in search of ancient magic. All they managed to do was unseal a chamber that contained a black hole of sorts – a portal to the negative energy plane of Pluto.

The negative energy radiating from the portal not only killed the adventurers, but also the woodland. The trees here are now black and withered, and the animals dead. The spirits of the fey creatures within the wood were sucked into the void, leaving them undead monsters.

Use the following encounter chart in this hex:

D10	MONSTER
1-4	Skeletal pixie
5	Ghoulish sylph (4)
6	Shadow dryad (5)
7	Wight satyr (6)
8	Wraith nymph (7)
9	Ghostly treant (8)
10	Vampiric sidhe (12)

Around the entrance to the portal there are hundreds of small, black statues. By destroying the portal and these statues in one fell swoop, one can release the spirits of the fey back into them and go a long way to reviving the woods.

Skeleton Pixie, Small Undead: HD 0; AC 16; ATK 1 sword (1d4) or bow (60'/1d6); MV 20 (Fly 60); F17 R15 W13; AL Neutral (N); XP 25.

Ghoulish Sylph, Medium Undead: HD 3; AC 10; ATK 2 claws (1d4 + paralysis) and bite (1d6); MV 30 (Fly 90); F14 R12 W12; AL Chaotic (CE); XP 300; Special—Paralyze 1d4+1 rounds; Spells—At will—gust of wind, invisibility (self); 1/week—conjure a medium air elemental.

Shadow Dryad, Medium Undead: HD 4; AC 17 [silver]; ATK 1 strike (1d6 Str); MV Fly 40; F14 R11 W10; AL Neutral (CN); XP 400; Special—Bound to tree, merge with tree, incorporeal, create spawn; Spells—At will—entangle, speak with plants, tree shape; 3/day—charm person, deep slumber, tree stride; 1/day—suggestion.

Wight Satyr, Medium Undead: HD 5; AC 15; ATK 1 headbutt (1d6 + energy drain 1 level) and scimitar (1d8); MV 40; F13 R11 W11; AL Neutral (CN); XP 500; Special—Pan pipes (charm person, sleep, fear), create spawn.

Wraith Nymph, Medium Undead: HD 6; AC 17 [silver]; ATK 1 strike (1d4 + 1d6 Con); MV Fly 60; F12 R10 W9; AL Lawful (NG); XP 600; Special—Dimension door 1/day, powerless in sunlight, spawn, incorporeal.

Ghostly Treant, Huge Undead: HD 7; AC 19 [silver]; ATK 2 slams (2d8); MV 30; F9 R12 W10; AL Lawful (NG); XP 700; Special—Double damage against inanimate objects, animate trees (180'), weapon resistance (blunt and piercing), vulnerable to fire, aging, frightful moan (30'/save or flee), incorporeal, rejuvenation.

Vampiric Sidhe, Medium Undead: HD 10; AC 20 [+1]; ATK 2 +1 brilliant energy bastard swords (1d8+3) or bite (1d6) or slam (1d6 + energy drain 2 levels); MV 40; F10 R8 W5; AL Any; XP 2500; Special—Gaze (30'/dominate), immune to poison and disease, resistance to cold and electricity, regenerate (holy water), magic resistance 60%, suck blood, spawn, summon bats and wolves, change shape, gaseous form, weaknesses; Spells—At will—change self, detect thoughts, dispel magic, displacement, freedom, improved invisibility, knock, speak with plants, spell turning, teleport without error, true seeing, water breathing; 1/day—heal.

3725. EARTH GODDESS | WONDER

The peak of a mountain in this hex is composed of porphyry, and this peak has been carved into an 80-ft. tall statue of Prithvi, the Earth Mother. The statue is much beloved by the yaksha, and those who would be princes or queens must travel to this mountain, climb it, and fast and meditate at the statue's feet for

seven days and seven nights, the final night corresponding with the night of a full moon. If they do so, they are blessed with the ability to cast an *augury* once per day. Normal folk who meditate for at least an hour at the statue's feet have a 1 in 6 chance of having a question answered (per *augury*) as well.

The statue is guarded by three earth elementals. The elementals lurk near the base of the statue in the form of boulders. They only attack if the statue is damaged or blasphemies are committed.

The right eye of the goddess holds a perfect emerald. If this emerald is struck by a silver tuning fork, the eye collapses in on itself and forms a temporary portal to the plane of Earth.

Medium Earth Elemental, Medium Earth Elemental: HD 4; AC 18 [+1]; ATK 1 slam (1d8); MV 20; F11 R14 W15; AL Neutral (N); XP 1000.

3814. SLAVE TRAIN | MONSTER

A band of eight trolls are making their way through the marshes here with a train of slaves in tow. There are twelve humans, four tievas, three aasura and five yakshas among them. One of the humans, Jaguna, is a monk who is masquerading as a commoner. He is undertaking this deception to find the gnoll tribe that the slaves are bound for, for they now hold his parents prisoner.

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

Jaguna, Human Monk: LVL 7; HP 30; AC 14; ATK 1 fists +4 (2d4); MV 50; F9 R9 W9; AL Neutral (N); XP 700; S11 I11 W13 D15 Cn14 Ch9; Special—Ki strike [+1], stunning attack, deflect arrows, slow fall, immune to disease and slow spells, feign death, heal wounds.

3833. BARREN PLACE | MONSTER

The trees are withering here and the water is mostly lifeless. The place is inhabited by a small herd of seven water buffalo-like catoblepas. The water is infested with an almost invisible parasite. People who wash in the water or drink from it are infected, the parasite causing a burning sensation until defeated (make one Fortitude save per day until you pass three in a row, or use the *cure disease* spell). While the parasite is in effect, the victim is fatigued.

Catoblepas, Large Magical Beast: HD 6 (20 hp); AC 12; ATK 1 bite (1d6); MV 30; F9 R10 W15; AL Neutral (N); XP 1500; Special—Paralyzing gaze.

3838. AWAR | SETTLEMENT

A sun temple sits atop a hill at the center of a small village of about 100 people, mostly hunters and trappers, although they count seven priestesses, their five holy Kshatriya guardsmen, and a bowyer/fletcher among their citizens. The temple is composed of marble and features a plethora of pillars. It is relatively small,

and inside there is a brass idol (gilded with about 200 gp worth of gold) of Surya. The priestesses and Kshatriya dwell in two stone towers that are connected by a wooden palisade that surrounds the village. The commoners in the village are highly religious folk.

Kshatriya, Aasimar Paladin: LVL 1; HP 1d8; AC 14 (mail shirt); ATK 1 battleaxe +2 (1d8+1); MV 30; F12 R14 W11; AL Lawful (LG); XP 100; Special—Detect evil, smite chaos (evil) 3/day, resistance to electricity, daylight 1/day.

Sun Priestess, Aasimar Cleric: LVL 2; HP 2d6; AC 15 (chain); ATK 1 heavy mace +1 (1d6+1); MV 30; F12 R15 W11; AL Lawful (NG); XP 200; Special—Searing light (30' line), spells (4/3), resistance to electricity, daylight 1/day.

Sun High Priestess, Aasimar Cleric: LVL 5; HP 24; AC 14 (chain); ATK 1 heavy mace +4 (1d6+2); MV 30; F11 R14 W9; AL Lawful (NG); XP 500; S13 I11 W16 D8 Cn9 Ch10; Special—Searing light (30' line), spells (4/6/6/3/2/1), resistance to electricity, daylight 1/day.

3917. GOLD! | MONSTER

A colony of 100 giant ants are mining for gold in this hex, throwing up great ant hills and hiding their gold away in their tunnels. These ant hills are nowhere near as massive as the ones on the other side of the plateau, but they are still impressive.

Giant Soldier Ant, Medium Vermin: HD 2; AC 17; ATK 1 bite (1d6); MV 50 (Climb 20); F11 R13 W14; AL Neutral (N); XP 100; Special—None.

3928. BASALT RUINS | MONSTER

This hex is filled with volcanic flows and valleys bisected by swift streams and stumpy growths. One plain of basalt has been carved into hundreds of square and rectangle buildings, some great, some small. These rooms are decorated with brass and appear to be quite empty, though a small cluster is home to thirty fire people. The largest of the buildings has locked doors of heavy obsidian etched with glyphs of warding (fire). Within, there is a horde of treasure (2,800 gp, 10,300 sp, 28,000 cp, a sable scabbard set with an alexandrite (1,000 gp), three doses of antitoxin, a suit of banded mail, a suit of full plate armor, a flask of holy water, a spyglass, a *scroll of delay poison* and a *potion of invisibility*) protected by twelve brass cobras.

Each cobra is electrified, and contains the remnants of the mind of an archmage in one of twelve different precious stones. These ancient wizards seek to transfer their consciousness into sentient creatures. If a person is bitten by a serpent and suffers electricity damage, they must also pass a Will saving throw or have 6 points of their own Intelligence replaced with five points of the wizard's. If all of a person's intelligence is replaced, the transfer is complete; the victim's intelligence is increased to 18 and they take on the personality and the spell casting ability of the wizard. If only a portion is replaced, they gain a portion of the wizard's powers and they develop a split personality.

INT TRANSFER	POWERS
6 points	5th level magic-user
12 points	10th level magic-user
18 points	15th level magic-user

Fire Person, Medium Humanoid: HD 1; AC 13; ATK 1 fist (1d3 + 1d6 fire) or greatsword (1d10 + 1d3 fire); MV 40; F13 R15 W15; AL Neutral (LN); XP 100; Special—Immune to fire.

Brass Cobras, Small Construct: HD 1; AC 17; ATK 1 bite (1d4 + 1d6 electricity + poison IV); MV 40; F16 R15 W15; AL Neutral (LN); XP 100; Special—Immune to fire and electricity, weapon resistance (all), magic resistance 5%.

3935. NAGA TEMPLE | DUNGEON

The jungle here hides an ancient temple of gray-green stone that is three stories high and decorated with grotesque statues of people gasping in feat and writhing in pain. Thick vines cling to the temple walls and the ground surrounding the temple have become swampy, allowing water to seep into the lower levels of the place. The dungeon is primarily occupied by a medusa-naga, Karimala. It includes an inner sanctum of four stone golems in the guise of Kali, caves inhabited by bat-faced goblins, a virtual zoo of zombie animals, an abbey of shrouded half-imps and all manner of monsters and treasures.

Karimala, Medusa-Naga, Large Aberration: HD 11 (39 hp); AC 18; ATK 1 snakes (1d4 + poison III) and bite (2d8 + poison IV) and spit (30’/poison IV); MV 40; F9 R10 W7; AL Chaotic (CE); XP 2750; Special—Cast spells as 9th level sorcerer, gaze (petrification).

JMS

MINI-GAME

“B” IS FOR BARBARIAN

Barbarians are amazing – and not just any barbarians, but B-movie barbarians. You know who I’m talking about – those bare-chested outlaws that crowded the cinemas back in the glorious ‘80s. I was watching one of these films the other day, and it inspired me to put together a quick mini-game of feathered-hair, oiled-pec, 1980’s barbarian action.

CHARACTER CREATION

You are a barbarian warrior. As a cat-like dealer of death, you have 9 lives (more on that later) and you’re a kick-ass combatant. In combat, which uses a D6, you score a hit as follows:

vs. unarmored foes	roll 2-6 on 1d6
vs. leather armor or thick skin	roll 3-6 on 1d6
vs. chainmail or thick scales	roll 4-6 on 1d6
vs. platemail	roll 5-6 on 1d6
vs. magic armor or ethereal foes	roll 6 on 1d6

Each hit takes one life from a foe. Less skilled fighters use different hit scores, per the following table.

	Unskilled	Skilled/ Beasts	Experts/ Monsters	Barbarian Lords/ Demons
Unarmored	5-6	4-6	3-6	2-6
Leather/ Hide	6	5-6	4-6	3-6
Chainmail/ Scales	6,3-6	6	5-6	4-6
Platemail/ Bone Plate	6,4-6	6,3-6	6	5-6
Magic/ Ethereal	6,5-6	6,4-6	6,3-6	6

In the above table, a 6 followed by another number means if the attacker rolls a “6”, they must roll another 1d6 and roll in the additional range to succeed.

Attacking from horseback, in an awkward position or without a weapon drops one’s effective skill level for each such problem by one column.

How do we distinguish one barbarian from another, other than hair color and style of loincloth? With the extras!

Each barbarian hero can choose two pieces of equipment. Each weapon causes a special effect when the hero rolls a “6” in combat and follows it up with a second “6” on 1d6

EQUIPMENT	SPECIAL
Axe	Can be used to chop down doors (roll 3-6 on 1d6); in combat, decapitates foes for instant death
Bow	Range of 200 yards; in combat, can pin foes to walls
Broadsword	In combat, decapitates foes for instant death
Chainmail Bikini	Can negate hits on a roll of 4-6 on 1d6
Chakram	Range of 50 yards; in combat, can decapitate foes for instant death
Flying Guillotine	Range 5 yards; in combat can decapitate foes for instant death
Francisca	Range 10 yards
Helmet	Can negate one hit and is then destroyed
Maul	Can be used to smash down doors (roll 2-6 on 1d6); in combat, can knock foes flat on their back
Shield	Can negate one hit and is then destroyed
Spear	Range 10 yards; impales foes for extra loss of life

Each barbarian hero can choose one extra skill to possess:

Beast-Speaker	Communicate with animals; control their actions on a roll of 4-6 on 1d6
Cat-Like Reflexes	Climb walls and move silently on a roll of 3-6 on 1d6
Cleave	Make free attack on an opponent within reach after successfully killing another foe
Eagle Eyes	Spot ambushes, traps and secret or concealed doors on a roll of 3-6 on 1d6
Fortitude	Ignore effects of fatigue, poison or disease on a roll of 3-6 on 1d6
Horseman	Attack from horseback with no penalty
Intimidate	Get information or cause unskilled combatants to flee on a roll of 3-6 on 1d6
Iron Will	Ignore effects of magical control and fear on a roll of

	3-6 on 1d6
Savage Cunning	Hide in wilderness and surprise foes (free attack) on a roll of 3-6 on 1d6
Scholarly	Read ancient inscriptions, disarm traps on a roll of 3-6 on 1d6 and produce 1d6 bombs (range 10 yards) per day if he has the ingredients for gunpowder (watch the gorn episode of Star Trek for the formula)
Skullduggery	Pick pockets and find and remove traps on a roll of 3-6 on 1d6
Strong Like Bull	Tote wenches, kegs and other heavy objects on his shoulders; up to 300 pounds
Whirlwind	Make multiple attacks against foes within range, reducing his combat skill by one column for each additional foe attacked during the round
Woo Women	Make the ladies’ knees weak and cause their hearts to flutter on a roll of 3-6 on 1d6

A good barbarian does not travel alone. The barbarian hero can choose two companions for his adventure from the following list. Each companion can fight by his side and brings other abilities to the table as well.

Amazon	Expert warrior; sword and bow; intimidate foes; 6 lives
Bravo	Skilled warrior; axe; savage cunning; 6 lives
Duelist	Expert warrior; sword and shield; woo women; 6 lives
Holy Man	Skilled warrior; mace and chainmail; can hold spirits and undead at bay on a roll of 3-6 on 1d6; 3 lives
Outlaw	Skilled warrior; sword and bow; skullduggery; 6 lives
Peasant	Unskilled warrior; club; strong like bull; 3 lives
Thief	Skilled warrior; dagger; cat-like reflexes, eagle eyes and skullduggery; 3 lives
Wizard	Unskilled warrior; staff; scholarly; cast simple spells of detection and can counter the spells of other wizards on a roll of 4-6 on 1d6; 3 lives

With each adventure, a barbarian hero has one of three motivations: Greed (i.e. gold, jewels, etc.), Lust (for a prince or princess, feisty peasant girl, dashing swordsman, etc.) or Revenge. Some adventures might allow more than one such motivation. Whenever the barbarian hero (or a comrade) would be destroyed during the adventure, he or she can play a motivation card and manage an amazing feat that ensures their survival.

ADVENTURES

So, you have your barbarian hero and his retinue. Adventures are simple – come up with a patron, a cause, a villain and his

lieutenant and soldiers, a fortress for the villain, dangers along the way, and you're done.

For evil high priests, wizards and sorcerers, give them whatever spells make sense – usually things like teleportation, gaseous form, fireballs, lightning bolts, mind control, invisibility, etc. To resist a spell, a barbarian hero or hedge wizard needs to roll a 3-6 on 1d6, while others need to roll a 4-6 on 1d6.

For monsters, dig into your game books. A monster has as many lives as it has hit dice, fights like a monster, beast or demon (use your best judgment) and has as many attacks as you think it should have. Give the monsters skills (as above) where necessary. The main thing – don't overthink it. This is a barbarian b-movie, after all. It's not the story, it's the action!

JMS



MYTHIC RACES

THE VEDANS

Illustration by Jon Kaufman

The vedans are a group of humanoid races based on deities from the Hindu faith. Naturally, these are only meant as fantastic peoples inspired by Hindu deities – no offense is intended towards Hindus, and I certainly hope any Hindu readers of this magazine take no offense.

THE VEDANS

While the vedans share many traits, the most important is the unique way they multi-class. All vedans are capable of advancing in three classes simultaneously. Unlike most races that can multi-class, they only operate under the rules of a single class at a time. A fighter/magic-user/thief, for example, can choose to be a fighter one day, a magic-user the next, and a thief on another day. The choice must be made the night before the vedan goes to sleep, and it is the vedan's dreams that night that align their thinking that they may be re-born the next morning in their chosen class. Because they act in only one class at a time, they advance using the XP chart of their most "expensive" class.

YAMARA | THEY WHO WALK WITH DEATH

Yamarans are green-skinned humanoids associated by other vedans with death. While they have their morbid sides, most cultivate an image of decadent lethargy, lounging about, taking everything in and only acting when it is most advantageous to do so. Yamarans have grim senses of humor, and some hide rather potent tempers beneath their disinterested facades. Yamarans are never Lawful (Good), but they need not be Chaotic (Evil).

Yamarans stand about 5 feet tall (if males) and 4.5 feet tall (if females). Other than their green skin (and sometimes oversized canine teeth), they generally look like human beings save that their arms fork at the elbow into two separate forearms – they have four hands, but only two arms emerging from their shoulders. Because of this anatomical oddity, armor costs are 10% greater for yamarans than for other humanoids. Because of their multiple hands, they can wield two bucklers in addition to wielding one or two weapons. Their multiple hands are too close together to allow them to wield more than two weapons at a time effectively.



Yamarans may multi-class as assassin/barbarian/clerics using the rules mentioned above. A yamaran that awakens as an assassin finds that his skin has turned a deep, midnight blue, giving him a +2 bonus to hide in shadows. A yamaran that awakens as a barbarian finds that his skin has become blood red and his lower canines have grown into tusks, giving him a bite attack that deals 1d3 points of damage. A yamaran who awakens as a cleric retains his green skin, and gains the ability to cast *deathwatch* once per day as a bonus spell.

Yamarans speak Common and Vedan. They might also speak Goblin, Ogre, Ogre Mage, Sylvan or Fiendish.

RUDRANA | THE STORM CHASERS

The rudrana are vedans of the mountains, storm chasers who thrill to the crack of thunder and flash of lightning. They are outdoorsmen with fiery tempers and an enormous thirst for life. The rudrana bore easily, and they delight in every new fad and fashion and in explorations into the unknown.

Rudrana stand slightly taller than human beings. They have ruddy skin, three heads and four arms, all based on the human pattern. Because of their strange anatomies, armor costs are 50% greater for rudrana than for other humanoids. Due to their four arms, they can wield up to four weapons or bucklers, with the normal rules applied for fighting with multiple weapons.

Rudrana are so attuned to lightning that they enjoy a +2 bonus to save vs. electricity damage. Once per day, they can use the *shout* spell. Because of their multiple heads, rudrana are only surprised on a roll of 1 on 1d8. Unfortunately, three minds can be distracting, and rudrana suffer a -1 penalty to initiative rolls.

Rudrana may multi-class as druid/ranger/magic-users, using the rules mentioned above. Rudrana that choose to multi-class in this way get the following bonuses: As druids, rudrana gain full resistance to electricity and sonic attacks. Rudrana magic-users inflict one extra point of damage per dice of electricity damage they inflict with their spells (thus, a 5th level rudrana magic-user's lightning bolt would inflict 5d6+5 points of damage). Rudrana rangers deal an additional 1d6 points of electricity damage with their normal, non-magical arrows and bolts.

Rudrana speak Common and Vedan. They might also speak Dwarf, Hobgoblin, Storm Giant or Sylvan.

VISHNARU | THE PRESERVERS

Vishnaru are the holy vedans, wise and philosophical preservers of cosmic order. They are intellectual and tend to be very beautiful. Vishnaru are often Lawful (Good), but are never Chaotic (Evil).

Vishnaru are slightly taller than human beings. They have light blue skin and four arms. Because of their strange anatomies, armor costs are 50% greater for vishnaru than for other humanoids. Due to their four arms, they can wield up to four weapons or bucklers, with the normal rules applied for wielding multiple weapons.

All Vishnaru are surrounded by a halo of light as bright as a torch. They can suppress this halo when they wish.

Vishnaru may multi-class as cleric/magic-user/fighters, using the rules mentioned above. Vishnaru that multi-class using the special rules gain the following benefits: In the cleric form, a vishnaru's halo acts as a paladin's protection from evil aura. In the fighter form, the vishnaru's halo grants him extra-sensory powers, denying his opponent's any bonuses from outnumbering him or attacking from behind. In the magic-user form, the vishnaru's halo grants him a +1 bonus to Will saving throws vs. spells and spell-like effects.

Vishnaru speak Common and Vedan. They might also speak Elf, Gnome, Celestial, Dragon or Sylvan.

AGNIRI | THE FIRE-BORN

Agniri are born of flame, and enjoy deep passions and a preternatural ability to communicate with others. They are bright and engaging folk, rarely materialistic, who enjoy visiting and experiencing strange cultures. Despite their propensity for travel, agniri always seem to be at home, and they have a knack for making others feel at home.

Agniri stand as tall as human beings. They have bright red skin, two heads and four arms. Because of their strange anatomies, armor costs are 50% greater for agniri than for other humanoids. Due to their four arms, they can wield up to four weapons or bucklers, with the normal rules applied for wielding multiple weapons.

Agniri enjoy a +2 bonus to save vs. fire. They also have a knack for communicating (treat this as a task roll modified by Charisma, allowing them to communicate in very simple terms in languages they do not already know).

Agniri may multi-class as bard/magic-user/fighters using the rules mentioned above. Agniri that multi-class using the special rules gain the following benefits: In the bard form, an agniri's fascinate ability works on all sentient creatures and non-sentient animals and magical beasts, regardless of language. In the fighter form, the agniri deals +1 point of fire damage with their melee attacks and +1d3 points of fire damage with their unarmed attacks. In the magic-user form, the agniri deals one extra point of damage per dice of fire damage he deals with his spells.

Agniri speak Common and Vedan. They might also speak any other language they wish, though most learn Dragon, Fire Giant and/or Fire Elemental.

JMS

BENEATH THE DUNGEON OF THE APES

Adventure for levels 4 to 6

Illustration by Jon Kaufman

This adventure is a continuation of the “Dungeon of the Apes” adventure published in **NOD 22**. Room one in this adventure can be accessed via [42] in the previous adventure.

Much of this lower level of the dungeon is flooded to a depth of 2 feet with mildly acidic water. The water has a greenish look to it, and it appears slightly luminous to creatures with darkvision. Creatures in contact with the liquid (such as standing in it, or being submerged in it) suffer 1 point of acid damage per round. Creatures that merely touch the liquid can feel a burning sensation, but do not suffer actual damage. The acid is ineffective against metal and stone, but organic materials (clothing, leather armor) can be damaged by it. After one turn of being submerged in the liquid, these materials must pass an item saving throw or be burnt through, leaving them tattered and useless.

Flooded areas of the map are denoted with light shading. Metal grating gangplanks have been erected over these areas, and are denoted with a lighter shade. These gratings are often loose or otherwise unsteady. Fighting on these gratings forces on to pass a Reflex saving throw every three rounds or have the grating collapse, knocking anyone on top of it prone into the acidic liquid. Attempting to move silently on the metal grating carries an added difficulty.

There is no lighting on this level of the dungeon other than what people bring with them, unless otherwise noted in a room

description. The walls of the complex are mostly composed of the solid granite, and they have been smoothed. Supports of masonry and metal have built about every 10 feet in corridors. Ceilings are 10 feet above the floor unless otherwise noted (and note that with the 2 feet of liquid in much of the dungeon and the metal grating over it, the ceilings appear to be about 7 feet high).

1. Entrance

The stairs from the level above deposit adventurers in this room on a platform of metal grating. The metal is raised about one foot above the level of the acidic liquid that covers the floor, and the ceiling in this room is about twenty feet above the metal grating. The room has five exits, two to the north, and one each to the east, west and south.

This entrance chamber is inhabited by four ceiling creeps. The creeps dwell in [18], but come here to hunt. If a battle is going poorly for them, they will quickly retreat through the east exit, possibly sacrificing one of their own to get away.

Ceiling Creep, Medium Aberration: HD 3; AC 14; ATK 1 strike (20'/1d4 + constrict); MV 20 (Climb 20); F14 R14 W13; AL Chaotic (CE); XP 300; Special—Pull, suffocate, weapon resistance (slashing), resistance to cold and fire.

2. Flooded Arena

This great cavern features stadium-style seating around the exterior. The northern and eastern passages are at ground level, while the southern and western passages are at seating level, about 20 feet above ground level. The walls in this chamber sweat the acidic liquid, which then runs down the seats and into the flooded arena. There is no grating in the arena. The arena is inhabited by a sort of giant, mutant flounder with arms and legs. It hides beneath the acidic waters and attempts to surprise people as they are climbing into the stands, erupting from the liquid and grabbing a straggler, pulling them back and throwing them into the acidic liquid.

Stationed around the seating area are seven posts topped by gargoyles. Five of these gargoyles are monsters, who enjoy watching the flounder-thing work and then pick off any survivors. They keep their treasure in a small iron chest among the western seats of the arena.

The other two stone gargoyles are magical. The command word “thamba” causes them to fire rays, each at a random creature in the arena, that act as *hold monster* spells. The command word “jalada” causes them to fire similar rays that act as *haste* spells.

Flounder Thing, Huge Animal: HD 9 (39 hp); AC 16; ATK 1 bite (2d8); MV 10 (Swim 30); F6 R8 W14; AL Neutral (N); XP 450; Special—None.

Gargoyle, 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).

3. Bomb-Head

Four deactivated security robots are piled here in the center of the floor. All are beyond repair, but are still dangerous. The one on the bottom of the pile still has its self-destruct mechanism intact, and any shifting of the robot can cause it to activate. This immediately electrifies the robot's exterior (1d4 electricity damage per round to anyone touching it) and magnetizes it (bend bars check for those with metal gauntlets to let go, or to pry off metal weapons that were within 6 inches of the robot when it became magnetized. The bomb in the robot's head will go off in three rounds, per a 6 dice *fireball*.

If stripped apart, the robot's torsos can be used as clumsy breastplates for medium-sized adventurers. Each robot has a small, clear crystal rod in its head. These rods can be used to activate the teleporters in [6] and [7]. If the robots are consumed by the self-destruct of their fellow, these crystals have only a 1 in 6 chance of surviving the blast intact.

4. Silver Canisters

About fifteen silvery (not actual silver) canisters litter the floor of this room. Ten have been opened and contain the remnants of a meat paste – the others still hold this paste. Meat eaters can treat each canister as one day of rations. Wandering monster encounters occur on a roll of 1-3 on 1d6 in this chamber.

5. Altar and Priests

A cult of ancient, mutant humans dwells in this chamber. They have a truce with the ceiling creeps in [1], allowing them to venture more-or-less safely to the upper dungeon to find sacrifices for their metal god. The cultists have an altar here composed of a metal desk largely covered in dried blood and candle wax. Behind the desk, there is a mannequin wearing a silver flight suit and flight helmet – this is the avatar of their supposed deity. The cultists defend it zealously.

The eight cultists in this room are commanded by the high priest Grar and his assistant, Jono. All are clad in silver flight suits over which they wear robot breastplates. They carry light maces and shields. Grar and Jono both hold crystal rods (per [3] above).

The altar is trapped with a magical glyph that, if the desk is disturbed without first chanting the sacred words “Du Kan Ko Var”, summons a swarm of poisonous spiders (per the *summon swarm* spell). The altar holds the following treasure in one of the bottom drawers, which is locked (simple lock): 73 pp, 527 gp, two gems (alexandrite and pearl), a scroll of message, and a *potion of constitution*.

Cultist, Medium Humanoid: HD 2; AC 15 (Chainmail); ATK 1 heavy mace (1d6+1); MV 30; F12 R15 W12; AL Chaotic (NE); XP 200; Special—Rebuke undead, cleric spells (4/2).

Jono, Human Cleric: LVL 4 (18 hp); AC 15 (Chainmail); ATK 1 heavy mace (1d6+1); MV 30; F11 R14 W11; AL Chaotic (NE); XP 400; Special—Rebuke undead, cleric spells (5/3/2).

Grar, Human Cleric: HD 6 (25 hp); AC 15 (Chainmail); ATK 1 heavy mace (1d6+1); MV 30; F10 R13 W10; AL Chaotic (NE); XP 600; Special—Rebuke undead, cleric spells (5/3/3/2).

6. Teleport

Both [6] and [7] contain “teleportals” on their north walls. These portals look like 6-ft. diameter circular apertures filled with inky blackness. Room six has a tripwire trap in the entrance, which, if tripped, causes a metal door suspended from the ceiling to drop down, slamming into anyone in the entrance (2d4 points of damage). A successful Reflex save avoids the damage, but carries with it a 50% chance of ducking under the door and ending up trapped within the room. The door weighs 300 pounds, and can be lifted and latched back into place if one is strong enough, but only from the inside. Otherwise, a thief must disarm the trapped door so that folks on the outside can push it out of the way.

Walking into the teleportals before it is activated is like walking into thick, chilling goo (1d6 points of negative energy damage). One can get about 6 inches into the goo before they can walk no further. The portal is activated by sticking a crystal rod (see [3] and [5] above) into the goo. This causes it to quiver and become silver-grey in color for about 5 seconds, and then begin glowing bright red for two rounds, bright blue for two rounds and bright yellow for two rounds. This color changing continues in this same order at a faster pace, each color appearing for one round each. The changes then speed up until the colors blur into a brilliant white for another five rounds. During this time, the walls around the portal begin to bleed and flames and smoke issue from the portal and, at the end of five rounds, a random devil steps through.

D4	DEVIL
1	Bearded Devil
2	Lemure
3	Imp
4	Barbed Devil

The devil will act accordingly. After the devil steps through, the portal will remain open to Hell for ten additional rounds and will then deactivate. If a person or persons (if they walk through simultaneously) walk through before the portal becomes white, the portal deactivates after they walk through. Entering the portal on blue carries a person to [34], red to [43] and yellow to [51].

7. Teleport

This chamber works as [6] above, save there is no trap, and the portal permits demons to walk through when it turns white.

D4	DEMON
1	Alu-Demon
2	Dretch
3	Quasit
4	Vrock

Entering this portal on blue carries a person to [21], red to [13] and yellow to [51].

8. Gray Cloister

Zombie cultists in silver flight suits with their helmets on and visors down are chained to a number of metal posts which run from ceiling to floor in this chamber. There are five zombies, and they are securely fastened to the posts and thus seem harmless. One can walk between them with about two feet of clearance between themselves and the zombies. Opening a visor reveals the zombie's face and permits it to scream (Reflex save or deafened), which tends to attract the cultists in [5] or other wandering monsters (3 in 6 chance).

Screaming Zombie, 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).

9. Energy Orbs

Five energy orbs float in this chamber, bathing it in a reddish glow. Fragile crystals, not unlike the crystal rods (see [3] and [5]) grow on the floor and walls – none of these crystals has developed enough to be used to activate the teleporters in [6] or [7] yet, and it is unclear if they ever will.

The reddish light from the orbs forces Lawful (Good) creatures to pass a Fortitude save when they enter or become fatigued for as long as they remain in the chamber plus 1d4 rounds after leaving. Neutrals must pass a Will save or become frightened and flee for 1d4 rounds. Chaotic (Evil) creatures must pass a Will save or attack their comrades while under the red light and for 1d4 rounds thereafter.

The red orbs can be turned or dispelled. If this is done, they fade from view and the zombies in [8] have their souls returned to them, causing them to become fiendish berserkers. They will quickly break free from their bonds and attack anything within reach, including other cultists.

Fiendish Berserker, Medium Humanoid: HD 2; AC 12 (Shield); ATK 1 strike (1d3); MV 30; F12 R15 W15; AL Chaotic (CE); XP 200; Special—Berserk rage (2 attacks per round), immune to fear, resistance to fire, magic resistance 10%, +2 to hit and damage lawful creatures.

10. Storage

The cultists keep dry goods in this chamber – about five weeks-worth of rations, three extra flight suits, a barrel of potable water, a barrel of slightly sour wine and a barrel containing twenty black and twenty red candles. The candles are small (they are actually birthday cake candles), and burn for about five minutes before being useless.

The walls of this chamber are trapped with memory slime. The slime is clear in color and can only be discerned by its glistening. If a person touches the slime, they forget the last 1d6 hours of their life and are temporarily *confused* (per the spell) for 1d6 rounds.

11. Armory

This room is kept under guard by two of the larger cult members, Fork and Zondo. Each wears full robot armor and carries a repeating crossbow and heavy mace. The room contains four robot breastplates, six light maces, two heavy maces, a flail, a sack containing two thunderstones and three flasks of alchemist's fire. The eastern door is locked and barred, and a slick of oil has been poured in front of it (Reflex save or fall for 1d4 points of damage and knocked prone).

Cultist, Medium Humanoid: HD 2; AC 17 (Platemail); ATK 1 heavy mace (1d6+2); MV 30; F12 R15 W12; AL Chaotic (NE); XP 200; Special—Rebuke undead, cleric spells (4/2).

12. Wish Goo

The floor of this cavern contains a pool of maroon-colored goop that bubble and pops. Touching the goo and thinking hard about

something acts as a wish spell, but whatever body part is touching the goo then disintegrates. The goo detects as strongly magical and slightly chaotic.

13. Junk Trolls

This cavern is piled high with junk and detritus, most of it unidentifiable and all of it covered with a filthy sheen. The room is occupied by three trolls that wear filthy, piecemeal armor and carry great piles of the junk on their backs, the junk held together with ropes and the like. This makes the creatures a bit slow, but also allows them to rummage quickly and pull all manner of interesting items out of their junk piles. The creatures are armed with spiked clubs. Their junk piles each hold 2d6 random mundane items one can find on the equipment chart, not including weapons and armor, but including alchemical items.

The junk trolls are traders at heart, though their chaotic natures make them covetous and untrustworthy. None are particularly looking for a fight, but they won't back down if they feel threatened.

Junk Troll, Large Giant: HD 6; AC 16; ATK 2 claws (1d6 + rend) and bite (1d6) or spiked club (2d6); MV 20; F9 R12 W13; AL Chaotic (CE); XP 600; Special—Regenerate (acid and fire), rummage.

14. Seven Spinning Deaths

This large cavern (30-ft. high ceiling) has the acidic liquid in it to a depth of about 6 inches – enough to maybe ruin boots or shoes, but not much else unless one is knocked prone. It contains seven odd statues, each shaped like a spiky female human with arms held out at right angles to its body. These are the seven deaths, which all the monsters of the dungeon avoid if they can. In the presence of body heat (within 10 feet of them), these eight-foot-tall statues begin to rotate, at first holding their position. They very quickly speed up, so that within one round they are moving so fast they look like blurs. At this point, they begin randomly moving throughout the room, attacking anything they touch as a 6 HD monster that deals 2d6 points of slashing damage. The statues are not alive, and thus cannot easily be attacked – treat each as having an AC of 20 and 100 hit points. The statues will continue to spin until no creature is within 10 feet of any of them.

15. Acid Rain

A geyser of the acidic liquid erupts from a puckering hole in the floor of this cavern every 1d8 rounds. The geyser lasts for 1d4 rounds and forces all within 20 feet of it to pass a Reflex save or suffer 1d6 points of acid damage per round. Because of the frequent eruptions, acidic liquid constantly drips from the ceiling, causing 1 point of acid damage per round to anyone who remains

in the room. At some point, an adventurer hid a 500 gp diamond and a +1 *dagger* inside the geyser hole. These items are unharmed by the acid, but getting to them is tricky, requiring a pick pockets task check.

16. Purifying Light

This cavern has a 12-ft. high ceiling, at the peak of which there is a large, humanoid eye. When the eye opens, it bathes the entire room in brilliant, white light. This light causes the skin of chaotic (evil) creatures to crackle and burn (suffer 1d6 points of electricity damage), while neutrals and lawful (good) creatures enjoy either a *cure light wounds* spell or a *cure disease* or *neutralize poison* spell. The eye can be induced to open by offering up gold or gems worth 100 gp; the items disappear in the brilliant white light. If the eye is attacked, treat it as having an AC 19 and 50 hp (12 HD). Each round it is attacked, there is no healing for neutrals or lawfully attacking the eye, and the eye can launch one *searing ray* (per the spell) per round. If destroyed, the eye closes permanently and a strange, purple ichor flows from it onto the ground. This ichor transforms into three celestial ceiling creeps, who flee from the chamber but harbor ill will towards the destroyers of the eye.

Ceiling Creep, Medium Aberration: HD 3; AC 14; ATK 1 strike (20'/1d4 + constrict); MV 20 (Climb 20); F14 R14 W13; AL Lawful (CG); XP 300; Special—Pull, suffocate, weapon resistance (slashing), resistance to cold, electricity and fire, magic resistance 10%, +2 to hit and damage chaotic (evil) creatures.

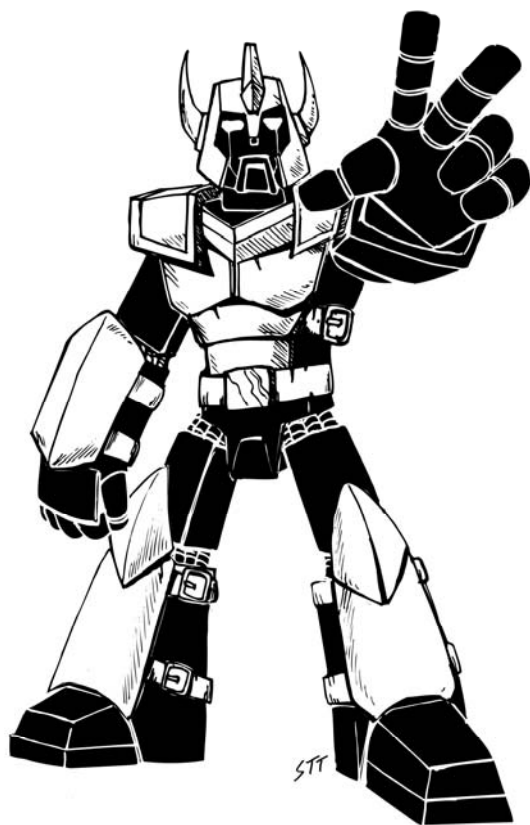
17. Black Room

The walls of this room are pitch black, and light that enters this room is seemingly torn apart into a shower of motes and sucked into the walls, dimming the light while this effect persists.

18. Creeps

This chamber is used as a lair by the ceiling creeps that hunt in [1]. If they are not hunting in [1], they are probably here. The creatures have used their dried secretions to hide their treasure on the ceiling; the secretions blend well with the stone, but can be discovered per the rules for finding secret doors. The treasure consists of 990 gp, a citrine (80 gp), a *scroll of cure light wounds* and a *potion of extra healing*. The floor of this cavern is quicksand. The ceiling creeps have stationed an old wooden chest on a stone ledge at the far end of the chamber to trick people into walking into the quicksand trap. The wooden chest is empty.

Ceiling Creep, Medium Aberration: HD 3; AC 14; ATK 1 strike (20'/1d4 + constrict); MV 20 (Climb 20); F14 R14 W13; AL Chaotic (CE); XP 300; Special—Pull, suffocate, weapon resistance (slashing), resistance to cold and fire.



19. Amethyst Brain

This large cavern is chillier than the others, and is home to an entity that wants to control the complex and the hidden atomic bomb within it, that it might extend its rule to the outside world. The entity in question is a large, pink brain kept under adamantite crystal. The brain rides a litter carried by four security robots. Five other security robots serve as his personal guard, and the creatures can spend a round, if hard-pressed, combining into a giant robot.

The brain is psychic and can fire purple rays from under its crystal shell. Each ray acts as one of the following spells: Telepathy, telekinesis or charm monster. The brain can maintain three rays at a time, but each ray beyond the first grants a cumulative +1 bonus to saving throws to targets of all the rays.

The brain seeks followers, and will do its best to recruit the adventurers. It especially desires the destruction of the celestial eye [18], the capture of the cultists [5] and the recovery of the briefcase that holds the atomic bomb codes [31]. The brain does not know where this briefcase is, but it knows it is somewhere in the complex.

Security Robot, Medium Construct: HD 2; AC 18; ATK 2 fists (1d6); MV 40; F15 R15 W15; AL Neutral (LN); XP 200; Special—Immune to mind effects, magic resistance 5%, resistance to cold and fire.

Giant Robot, Large Construct: HD 15; AC 17; ATK 8 lasers (2d6) or fists (1d8 + constrict); MV 20; F7 R8 W8; AL Neutral (LN); XP 1500; Special—Immune to mind effects, magic resistance 5%, resistance to cold and fire.

Amethyst Brain, Small Aberration: HD 4 (15 hp); AC 13 (18 in case); ATK 1 ray (see above); MV 0; F15 R14 W10; AL Chaotic (LE); XP 400; Special—Telepathy, spells (at will—mind blank, telekinesis).

20. Dungeon Hospice

The door to this chamber is made of iron and has a sliding peephole. Knocking on the door gets the peephole opened and reveals simian eyes on the other side. Whoever is on the other side will speak magic words (*detect evil*), and if there are no chaotic (evil) adventurers in the party will open the door cautiously.

When the door is opened, the room is revealed to be inhabited by four chimpanzee healers who serve the Celestial Eye [16]. The healers are monks (of the kung-fu variety) as well as skilled healers, and they use this room as a hospice in the dungeon. The room contains five beds (one a bunk bed), three wooden chests (locked, contain clothing and basic supplies), a locked iron box holding four potions of healing and a potion each of cure disease and neutralize poison – essentially extracts of the Celestial Eye's tears – and a large, metal cabinet that is kept lock, and from which there appears to be a shimmering blue light.

These sisters of mercy are not currently treating anyone, and they accept coin and quests in return for their healing. People in their care gain double normal healing and a +2 bonus to save vs. disease and poison. Serious cases get the aforementioned potions.

The cabinet holds a positive energy golem. This creature is essentially a humanoid made of flexible, clear plastic with a thick, black seam joining the front and back halves. Within, it is filled with shimmering blue positive energy. The creature is released using a hidden lever on the cabinet when the sisters are under attack. Once released, the golem is difficult to control (per the flesh golem's chances to go berserk).

Positive Energy Golem, Medium Construct: HD 8 (27 hp); AC 16 [+1]; ATK 1 touch (1d6 + positive energy); MV 50; F11 R10 W11; AL Neutral (N); XP 2000; Special—Immune to electricity, attack as ravid (see *B&T* rulebook).

Sister, Chimpanzee Monk: LVL 4 (20 each); AC 12; ATK 1 strike (1d6+1) or claw and bite (1d3); MV 40 (Brachiate 40); F11 R11 W11; AL Lawful (NG); XP 400; Special—Hit creatures only struck by +1 or better weapons, stunning attack, deflect arrows, slow fall.

21. Mutant Swordsmen

Three dandies lounge in this room, practicing their swordsmanship, swilling inferior wine and eating the mushrooms that grow on the walls. The swordsmen keep couches on the periphery of the room with their treasures (see below) hidden under the cushions. They seek honorable (well, not really) combat with other warriors. The duelists are mostly human, with long hair that hides their shriveled and unwholesome faces. They wear silks and velvet (unclean, but still worth about 100 gp) and carry masterwork rapiers and daggers. Those who defeat them in combat without killing them (they usually fight until one person has been reduced to less than half their hit points) become honorary members of their society and are encouraged to sup on the mushrooms and drink their wine, which causes people to transform into mutant swordsmen themselves.

Fighting on the magic circle carved into the floor at the center of the room has a chance of summoning an amazonian demi-goddess of swordsmanship called Duellatora. The swordsmen are desperate to summon this goddess that she may train them, but summoning her requires a secret combination of movements. The combination is as follows: (1) a successful parry by a dandy, (2) then a successful riposte by same, (3) followed by a tumble by the dandy, (4) followed by a miss by the dandy's opponent and (5) then a successful hit by dandy's opponent.

If this sequence occurs, the magic circle erupts in cascades of golden light and the appearance of the amazon, who first appears to be a golden, glowing creature that attempts to grapple and suck the energy from whoever is closest (drain one level). If a level is drained, Duellatora appears as a beautiful, golden skinned woman, eight feet tall, in gleaming armor and holding a +3 *scimitar*. Duellatora remains in the chamber for one week and is willing to teach warriors any combat feat they wish to know in exchange for their souls upon death (and torment for those who do not die fighting!)

Mutant Swordsman, Mutant Duelist: LVL 5 (25 hp); AC 13 (Leather); ATK 1 rapier (2d6) and dagger (1d4); MV 30; F13 R11 W13; AL Neutral (CN); XP 500; Special—Double damage with rapier, +2 initiative.

Duellatora, Medium Outsider: HD 12 (60 hp); AC 15 [+2]; ATK 1 longsword (2d8) and dagger (2d4); MV 60; F7 R6 W4; AL Neutral (N); XP 3000; Special—Magic resistance 20%, immune to electricity, resistance to cold and fire, spells (at will—bless, detect thoughts, telekinesis (blades only), cleric spells (6/5/4/4/3/3/2), turn undead.

22. Vampire Pods

Sinister pods, about five feet tall and two feet wide, wrinkled and grayish, are stuck in each of the high corners of this chamber. They open to reveal masses of black, shining tendrils that end in fanged mouths. The tentacles can stretch 10 feet. In the center of the room there is a pile of bones and treasure, as well as two desiccated corpses. The treasure consists of 725 gp, 5,683 sp, and four gems (black pearl, golden topaz and two tourmalines).

Vampire Pod, Medium Plant: HD 4 (17, 17, 16, 11 hp); AC 15; ATK 4 tendrils (1d4 + 1 Con blood drain); MV 0; F11 R17 W14; AL Neutral (N); XP 400; Special—Plant abilities, blood drain.

23. Emerald Souls

A glass tube, about 2 feet in diameter, runs from the east wall to the west wall in this chamber. The tube is elevated about four feet from the floor. At odd intervals, glowing green orbs with faces move slowly through the tube. The faces seem confused and frightened, and gaze in wonder at the adventurers. If the tube is shattered, the faces simply flow into the room and begin acting as poltergeists. One face will appear in the room every 1d10 minutes. The faces will remain in the room for about an hour, wreaking havoc, and then shuffle out through the other wall, apparently no longer desiring to remain in the Material Plane. Following them through the other wall leads people into a dizzying green maze on the Ethereal Plane. The maze can be entered from either wall of the chamber, and appears to go on forever, haunted by undead minotaurs, poltergeists and other monsters of the Ethereal Plane.

Poltergeist, Medium Undead: HD 3; AC 12 [Silver]; ATK none; MV Fly 20; F14 R14 W13; AL Chaotic (LE); XP 300; Special—Incorporeal, invisible, rejuvenation (as ghost), spells (at will—cause fear, telekinesis), site bound (cannot go more than 120' from room).

24. Dragon Bones

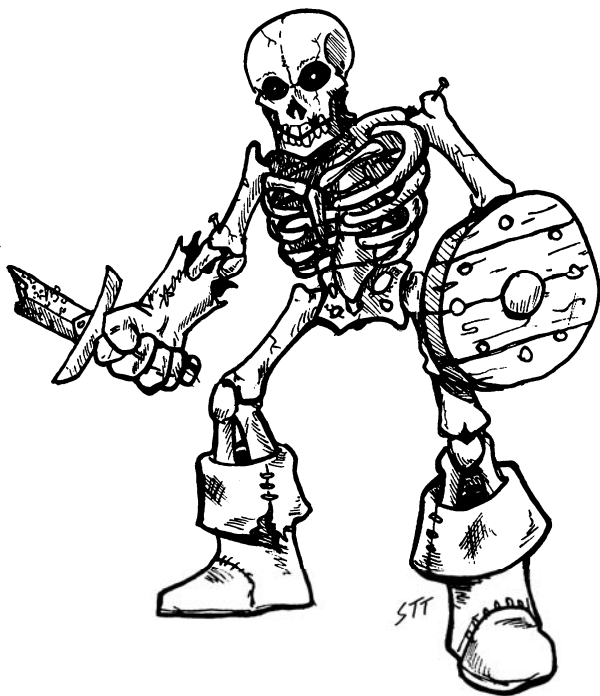
This hall is occupied by ten crystal sarcophagi, two each of blue, red, white, black and green (if the adventurers don't see where this is going, they deserve what they get!).

Within the sarcophagi one can see the outlines of skeletons. If exposed to the air, these skeletons burst into life and attack as dragon bones, the colors of the sarcophagi corresponding to the dragon types. Each skeleton carries a black meteoric iron

greatsword (double damage to fey and outsiders, hits as though a +1 magic weapon).

Sounds in this chamber are magnified and echo on a repeating loop, a single sound echoing here for 12 rounds before dissipating. After three rounds of making noise, the sound becomes loud enough to force people to save vs. deafness (Fortitude save each round the sound remains). After another three rounds, the sounds begin dealing 1 point of sonic damage per round in addition to being deafening.

Dragon Bones, Medium Undead: HD 6; AC 16; ATK 2 claws (1d4) or longsword (1d8); MV 30; F12 R12 W11; AL Chaotic (LE); XP 600; Special—Immune to acid, acid claws (1d4 rounds, +1d6 damage), immune to illusions and mind-affecting spells, weapon resistance (edged and piercing weapons), magic resistance 5%.



25. !!!!!

OMG! This room is empty!!!!

Or is it?

Yes, it is.

26. Gongs

This room holds two gongs, each four feet in diameter and hanging from the ceiling on two chains. One is composed of a gray

metal, the other a white metal. The grey gong activates the disembodied mouths in [27], while the white gong activates the hell hole in [28].

27. Poison Teeth

If the grey gong in [26] has not been struck and this room activated, it appears as a simple room with walls carved in bas-reliefs of fanged mouths. If it has been activated, it appears as a room of grey mists filled with a swarm of disembodied fanged mouths that immediately attack. If the swarm is destroyed, the mists clear and the room appears again with its bas-reliefs, with one change – the west wall has three shields hanging on it, a +1 *buckler*, a +1 *shield* and a +1 *tower shield*, all painted with an image of a mouth of fangs. All three shields are cursed. They provide a bonus to AC, but whenever their wielder misses an attack by more than 4 points, he feels a painful bite somewhere on his or her person and suffers 1 point of damage.

28. Eye of Satan

If the white gong in [26] has not been struck and this room activated, it appears as a simple room with walls carved in bas-reliefs of dancing demons and licking flames. If it has been activated, it appears as a room of white mists with a gaping hole on the eastern wall that spews forth the mists and flaming oil. The mist and flame comes from a nether dimension. The mists are poisonous (Fortitude save or sleep for 1d3 rounds, fatigued for one hour thereafter). The flames erupt once every 1d4 rounds; all within the room must pass a Reflex save or be doused with the flaming oil for 1d6 points of damage. Anyone struck by the oil and suffering damage must pass an additional Will save or find that they have been possessed by an evil spirit from the nether dimension, who turns upon the party. These spirits can be driven away by a cleric's turning ability or the touch of silver. The hole can be closed by dousing it with holy water. If closed, the room returns to normal, save on the eastern wall there hang a +1 *hand crossbow*, +1 *light crossbow* and +1 *heavy crossbow*. All of these items are magical and grant bonuses to hit, but they are also cursed. Anytime the adventurer misses an attack with them by more than 4 points, the fired bolt turns and attacks the crossbow's shooter. The shooter must make an additional attack against themselves and suffer normal damage if struck.

29. Swirling Room

When more than three people enter this room, their weight causes the walls, which appear to be made of glass with some sort of white stone (actually wool) behind them, begin one round later to rotate at a rate of 50 feet per round. This action begins generating static electricity. After ten rounds this charge is enough that it begins electrocuting a random person each round, who

suffers 1d6 points of electricity damage. If the person is wearing metal armor and there are others in metal armor, there is a 1 in 6 chance per similarly armored person that the charge jumps to them as well, dealing 1d6 points of electricity damage. The gaps in the glass walls through which the room was entered must be jumped through when they line up with the exterior passages to exit the room. This requires a Reflex saving throw. A failed roll allows one to leap out, but suffer 1d6 points of damage in the process. A save failed by more than 5 points results in the person also being crippled (per the condition).

30. St. Simian's Rest

This chamber is dusty and unkempt, ornamental stonework on the arched doorway smashed, wooden pews splintered. The only thing here that is intact is an altar on the west wall. Resting before the altar, which is an ornate granite affair, there is what appears to be a bronze sarcophagus in the shape of a large ape, possibly a gorilla. Ape script above the altar names this place St. Simian's Rest – ape clerics will know, of course, the legendary cleric St. Simian, who delved far and wide and was known to have died in this dungeon to keep its' secrets hidden.

The altar actually hides a secret door – the altar sliding away when at least 30 pounds is placed in a golden bowl on the altar, placed atop a concealed trigger. When the altar is approached, Lawful prayers must be uttered or the sarcophagus animates as a gongthrottle, a bronze construct in the shape of a gorilla. This construct is powered by the spirit of St. Simian, though not by his soul.

Gongthrottle, Large Construct: HD 8 (40 hp); AC 17; ATK 2 fists (1d6+2); MV 30; F10 R11 W11; AL Neutral (N); XP 800; Special—Gong (30'/1d6 sonic damage, save vs. deafness), throttle (if hits with both fists, + 2d6 damage).

31. Crimson Bishop

This small room has a low ceiling. It contains a low throne carved from red marble, on which is splayed the skeleton of a gorilla, the bones died a deep crimson. The gorilla wears a tattered bishop's mitre on its head and has its arms crossed across a leather attaché case.

The bones are trapped. If one tries to remove the attaché case, the ceiling in this room and throughout the catacombs begins to crumble. Each round spent in the area forces creatures to pass a Reflex saving throw or be struck by falling masonry for 1d10 points of damage. A creature that takes 8 or more points of damage is buried under the masonry – a bend bars task check is required to free them.

The attaché case itself is trapped with a fire bomb (1d4 points of damage, destroys the arming codes for the atomic bomb [51] that are kept within.

32. Seductive Corruption

This room is dimly lit with soft light, the walls and ceiling hung with gauzy silks of white, lavender couches, weird music floating about the room, and smoke whirling around from unseen places. The smoke is mildly intoxicating (Fortitude saving throw or fatigued for 1 hour). The couches are occupied by strange, amorphous spirits, colored a deep pink or lurid purple, and while only vaguely humanoid they are immensely seductive. The spirits will attempt to entice people to stay and play with them. They are very soothing and pleasurable (no hanky-panky is necessary), and heal people of 1d10 points of damage. In return, though, their playthings must pass a Fortitude save or contract a mild disease (shakes). The spirits will then send people away.

33. Last Stand

This room was the last stand of a band of adventurers who appear to be duplicates of the player's characters. Their bodies are strewn around the room, bloody and bruised, their armor rent apart, their shields splintered and their weapons broken. There is no danger here, but the room is disturbing.

34. Flickering Light

This chamber's walls are covered with frescoes depicting demonic-looking creatures with leering eyes and grimacing faces. When light is brought into the room, no matter what the source, it begins to flicker. One round it is there, the next it is gone. During these dark rounds, the images in the frescoes begin to move, first turning their heads to gaze at the people in the room, then moving closer (within the image), and finally separating from the wall to grapple and attack. While the room is light, the monsters reappear on the walls. If the monsters grapple a person in the dark, they will pull them into a fresco, from which they cannot escape without a *dispel magic*, *break enchantment*, *remove curse* (3 in 6 chance of working) or a *wish* or *miracle* spell, or by cutting their images from the wall with a silver blade and anointing the image with holy water. When the walls are cut into, they scream, potentially attracting wandering monsters.

Wall Demon, Medium Monstrous Humanoid: HD 4; AC 16 [+1]; ATK 2 claws (1d4 + constrict); MV 40; F14 R10 W12; AL Chaotic (CE); XP 1000; Special—Merge into wall.

35. Shields

This chamber is filled with about two dozen old, rusty metal shields, some round, some of the target variety. The shields are actually part of a construct, and when people have entered the chamber, they will rear up into a vaguely centipede shaped creature and attack.

Underneath the shields, there is a floor safe (-4 penalty to open lock checks) holding a very old bottle of scotch, some files (undecipherable without magic, and boring with magic), a gold bar (weighs 27.4 pounds, worth 1,370 gp) and a small bottle of nitroglycerine. The nitro, if thrown, generates an explosion in a 20-ft. radius that deals 3d6 points of damage (Reflex save for half). Clumsy handling of the nitro requires item saving throws to keep it from exploding.

Shield Centipede, Huge Construct: HD 12 (47 hp); AC 18; ATK 1 slam (2d6) and bite (1d8); MV 40; F6 R9 W9; AL Neutral (N); XP 1200; Special—Construct traits.

36. Withering Scholars

Five ancient humans, excessively wrinkled and hunched, covered with liver spots, bald as can be, sitting in chairs that enclose them, their heads connected to the wall via cables; they drool and appear to be blind. The ceiling contains a number of strange claws and drills and other tools, all attached to metal tentacles – they surround a circular hatch. From the hatch, metal parts can be dropped that are then quickly formed into security robots (takes 1d4 rounds to make a robot) – to stop this, one can try a few things – close the circular hatch somehow (not easy, remove traps at -6), destroy the robot arms (AC 20, 30 points of damage must be inflicted, immune to cold, resistance to fire and electricity) or kill the old men (AC 15, 10 hit point each) – the men will defend themselves with psychic powers: shields, intense pain, waves of nausea, psychic blasts

The robots will be used to defend the old men, neutral scholars, are hooked up to a mainframe computer on level one. They can communicate through a security robot, and are willing to answer questions in return for services rendered.

Security Robot, Medium Construct: HD 2; AC 18; ATK 2 fists (1d6); MV 40; F15 R15 W15; AL Neutral (LN); XP 200; Special—Immune to mind effects, magic resistance 5%, resistance to cold and fire.

37. Ashes

This room contains a thick layer of ash on the floor that shows many footprints. The room is otherwise empty. Sleeping here is difficult due to the heavy ash; doing so requires one to pass a

Fortitude save in the morning to avoid fatigue from coughing and wheezing for the rest of the day.

38. Glass Floor

The floor of this chamber is covered with shards of broken glass (1 point of damage per round to cross if not wearing some sort of foot protection). The glass is multi-colored.

39. Electronic Brain

This room contains a metal pillar that runs from floor to ceiling in the northeast corner. The pillar is covered with blinking lights, and from these lights can extend a moving web of laser beams. These beams deal 1d10 points of damage (Reflex save for half damage) to anyone moving through the room, unless they protect themselves with mirrors.

The pillar is a computer of sorts, that only permits passage to people who can provide it new data. Here's how it works: Choose a subject at which the Treasure Keeper is knowledgeable, though not necessarily an expert. The players must ask him or her three questions in this subject; if they can stump the TK on 2 of the 3 questions, we'll pretend that the adventurers were able to provide new data to the computer, which will then remove the web of lasers and permit passage. The web of lasers will remain down for 1 hour.

The computer pillar has AC 20 and 50 hit points, and can release a poison (Type I) gas that fills the room for 10 minutes. It can summon 1d10 security robots from [36].

Security Robot, Medium Construct: HD 2; AC 18; ATK 2 fists (1d6); MV 40; F15 R15 W15; AL Neutral (LN); XP 200; Special—Immune to mind effects, magic resistance 5%, resistance to cold and fire.

40. Witch

The orangutan witch Torra dwells in this chamber, away from other apes, working on her demon summoning rituals using advanced geometry and calculus (she has a slide rule and tons of graph paper!). The room is cluttered and messy, and there is a magic circle drawn on the floor with chalk. The circle is just a guide for her actual rituals, which require silver or gold dust. Her familiar is a white viper with a purple tongue that is usually coiled in a corner that it may better defend its mistress. A small quasit is kept in a glass specimen jar, an early triumph of her summoning. A bear rug on the floor is actually an animated rug, that defends its mistress when she is attacked. Torra keeps the following treasure in an iron box: 20 pp, 637 gp, 2,100 sp, an aquamarine, two peridots and a moonstone, a *potion of blur*, *potion of darkvision* and *potion of remove paralysis*.

Quasit, Tiny Outsider: HD 3 (8 hp); AC 18; ATK 2 claws (1d4 + poison III) and bite (1d4); MV 20 (Fly 50); F15 R12 W12; AL Chaotic (CE); XP 300; Special—Immune to electricity, regenerate; Spells—At will—detect good, detect magic, invisibility (self); 1/day—cause fear (30-foot radius); 1/week—commune.

Viper, Small Animal: HD 1 (5 hp); AC 17; ATK 1 bite (1 + poison IV); MV 20 (Climb 20, Swim 20); F14 R13 W18; AL Neutral (N); XP 250; Special—None.

Animated Bear Rug, Medium Construct: HD 2 (7 hp); AC 14; ATK 2 claws (1d4 + constrict) and bite (1d4); MV 50; F14 R13 W14; AL Neutral (N); XP 200; Special—None.

Torra, Orangutan Magic-User: LVL 6 (11 hp); AC 10; ATK 1 dagger (1d4+1); MV 30 (Brachiating 20) or claw and bite (1d4); F13 R13 W10; AL Neutral (N); XP 600; Special—Spells (4/3/3/2); Spellbook—0—Acid splash, detect magic, prestidigitation, ray of frost, read magic; 1st—cause fear, charm person, detect secret doors, enlarge person; 2nd—Command undead, dexterity, improved phantasmal force, scorching ray; 3rd—Blacklight, lightning bolt, summon monster III.

41. Wall of Faces

The west wall of this chamber is covered with faces staring out from the wall, frozen in time, their eyes closed. The faces are composed of flesh, and their origin is a mystery. If awakened (1 in 6 chance per round of making noise), the faces begin screaming and pleading for release. Tampering with the faces kills them, releasing a vengeful shadow into the chamber. The shadows pour from the mouths as its face turns to stone. The wall holds a total of 18 faces.

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

42. Laser Guns

This room has an electric light hanging from the ceiling, flickering on and off. A locked rack on the east wall contains three laser rifles (yeah, I'll forgo the whole 'something like looks like a crossbow' schtick). The guns use chemical batteries to project 100-ft. long rays of light that deal 2d4 points of fire damage. A Reflex save can avoid the ray. Undead creatures suffer double damage from the light. There are no spare batteries, and the batteries already loaded in the guns have 1d10 charges each. The lock on the rack is easy to pick, but doing so without removing a complex trap (requires two successful remove trap task checks) causes a loud klaxon to sound and six security robots [36] to be generated to respond.

Security Robot, Medium Construct: HD 2; AC 18; ATK 2 fists (1d6); MV 40; F15 R15 W15; AL Neutral (LN); XP 200; Special—Immune to mind effects, magic resistance 5%, resistance to cold and fire.

43. Frost and Flame

The northern entrance to this room looks, from inside the room, like a large mouth with red eyes above it (large garnets, worth 150 gp each) and flaring nostrils. The entrance in the east wall looks like the wide-open mouth of a wrinkled man with blue eyes (large, flawed sapphires, worth 250 gp each) and a long, drooping nose. The doors into this room are composed of metal, but when the room has been entered, weird rays form in the door-mouths' eyes and fire towards the center of the room. One is a ray of heat, the other of cold. Each person in the room must pass a Reflex save or be struck by a ray (probably the one coming from the door through which they entered) and suffer 1d8 points of damage. If a save is failed by more than 6 points, a person is struck by both rays.

The rays continue, creating a wavering disturbance in the center of the room that, in six rounds, creates an invisible stalker if the rays are not stopped, either by shattering the gemstones or using mirrors. After ten rounds, the rays stop.

The invisible stalker persists on the Material Plane for one hour, during which time it will hunt down anyone holding the atomic warhead activation codes or a crystal control rod.

Invisible Stalker, Large Elemental (Air): HD 8 (25 hp); AC 17; ATK 2 slams (2d6); MV 30 (Fly 30); F10 R9 W10; AL Neutral (N); XP 800; Special—Track unerringly, naturally invisible.

44. Platinum Skull

A gleaming platinum skull sits on a granite pedestal in the middle of this room, a starburst of shiny metal (aluminum) radiating from beneath the pedestal. When one enters, a booming voice echoes in their head, "Touch not the skull before ye, lest incalculable wealth be what ye seek."

An eagle-eyed thief, elf or dwarf might note the holes in the ceiling above the skull, and those with infravision might note that they radiate heat. If the skull is touched, molten gold pours from the holes in a radius of one to three feet around the crystal skull. This molten gold deals 6d6 points of damage (Reflex save to halve), plus 1d6 points of damage per round thereafter unless it is quickly cooled or scraped off. In total, 1,000 gp worth of gold pours down. It takes about an hour to cool (yeah, totally guessing on this one), and then is formed into a circular mass, about 4 feet in diameter and less than one inch thick, weighing 20 pounds.

45. Renaissance

This chamber holds an oblong pit, about 4 feet deep, filled with acidic goo that is heavier than the acidic water that fills the dungeon. Steps lead in and out of the pit. Walking through the pit deals 1d6 points of damage per round (no save – nobody forced you to walk). Dying from the acid results in the corpse reincarnating, per the spell *reincarnation*, instantly arising as a new creature with full normal hit points.

46. Dancing Swords

Twenty swords of various sizes are hung from the ceiling here by chains. The swords animate when the room is first entered, swinging about wildly. Anyone foolish enough to enter the room completely suffers 2d6 points of damage per round (Reflex save for half), unless they successfully disbelieve this illusion. If they do, they will discover that the swords are merely old, rusty blades, and that the real danger is a pit filled with acid (10-ft. deep, acid deals 1d6 points of damage per round).

47. Rotating Passage

When this room is first entered, it appears to be a 5-ft. wide passage, ringed with blades and filled with dazzling lights that make the passage look like it is spinning rapidly. This tends to disorient people, but the entire thing is an illusion projected from a hemispherical bubble on the ceiling. If shattered, the illusion fades and the room proves to be empty.

48. Sticky “Fingers”

This room appears to be filled with webbing. The webs seem harmless enough, but they are vaguely sentient and are programmed, so to speak, as pick pockets. The webs are as skilled as 7th level thieves at picking pockets, and will attempt to relieve people of as many small items as they can, hiding them behind masses of webbing in the corners of the room. The webs are not difficult to cut through, and they do not resist attacks. The following treasure is already held in the room: 192 gp, 4,000 sp, 10,000 cp (in various leather and cloth sacks), three gemstones (jade, malachite and moss agate), a box of perfumed candles, a *scroll of protection from evil*, a *scroll of animate rope*, a *potion of constitution* and a *potion of healing*.

49. Cabbages

A cluster of brain cabbages – cabbages with a pinkish hue covered in a slick, pink slime – erupt here from the center of the chamber, where the stone has been pulverized into soil. The smell is wretched, but the cabbages, aside from causing nausea, are not poisonous or dangerous.

50. Ghost Light

A tarnished lanthorn (why not lantern – because using obscure old words gives a dungeon atmosphere!) hangs from the ceiling of this room. The lanthorn is lit, and those upon whom the light is cast appear as ghosts that reveal how the person will one day die. Of course, one’s fate is not sealed, but the next time a person runs into the situation that supposedly will kill them, they suffer a -3 penalty to their save to resist it, or a -2 penalty to their AC.

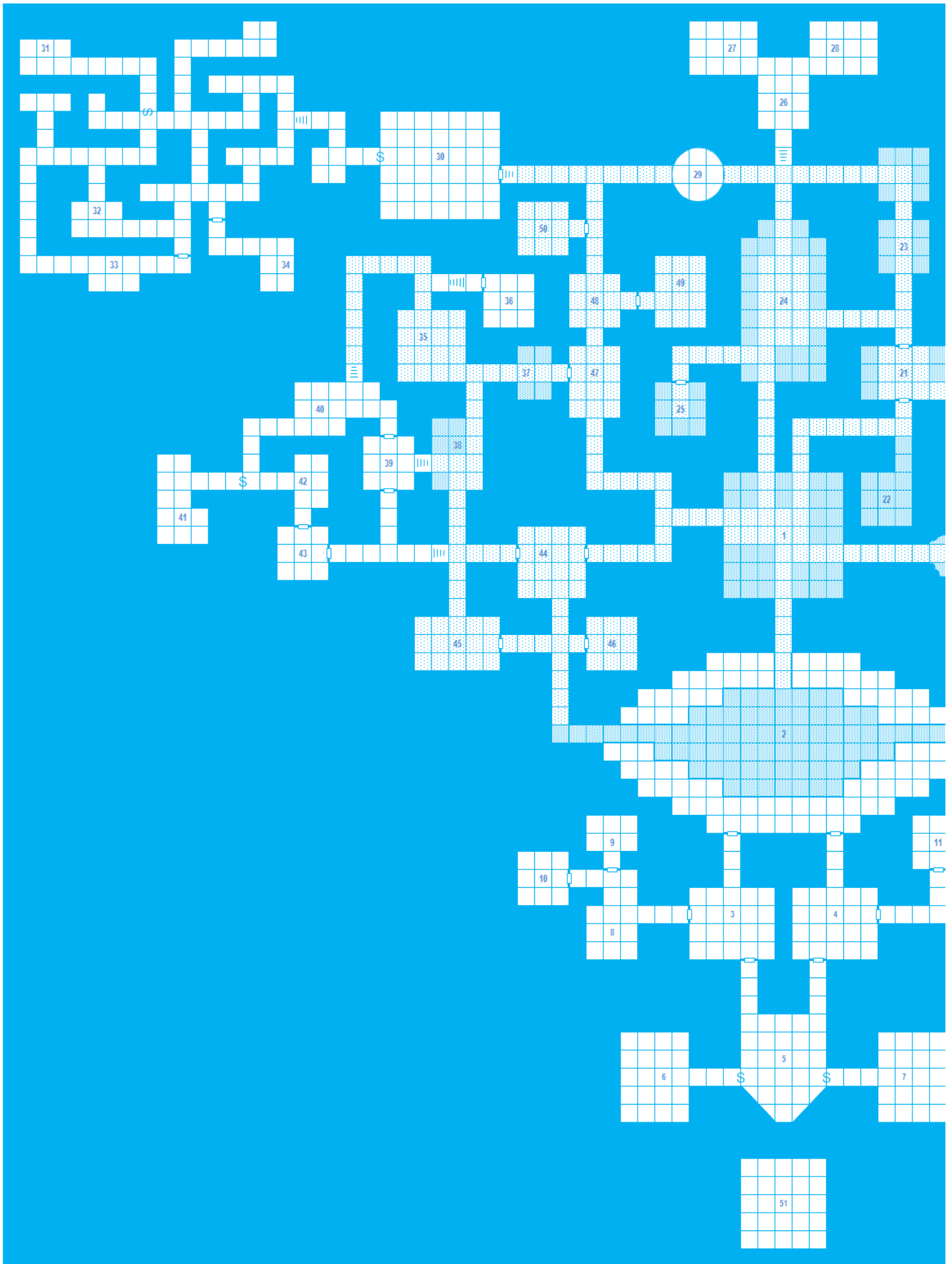
ROLL	MODE OF DEATH
1	Ghost appears charred by fire or lightning
2	Ghost is broken and crooked, as though it died by falling
3	Ghost is pierced by arrows or bolts
4	Ghost has a dagger in its back, as though the victim of a backstab
5	Ghost looks hacked up, as though by swords or axes or other sharp weapons
6	Ghost looks frozen, as though it died by cold damage

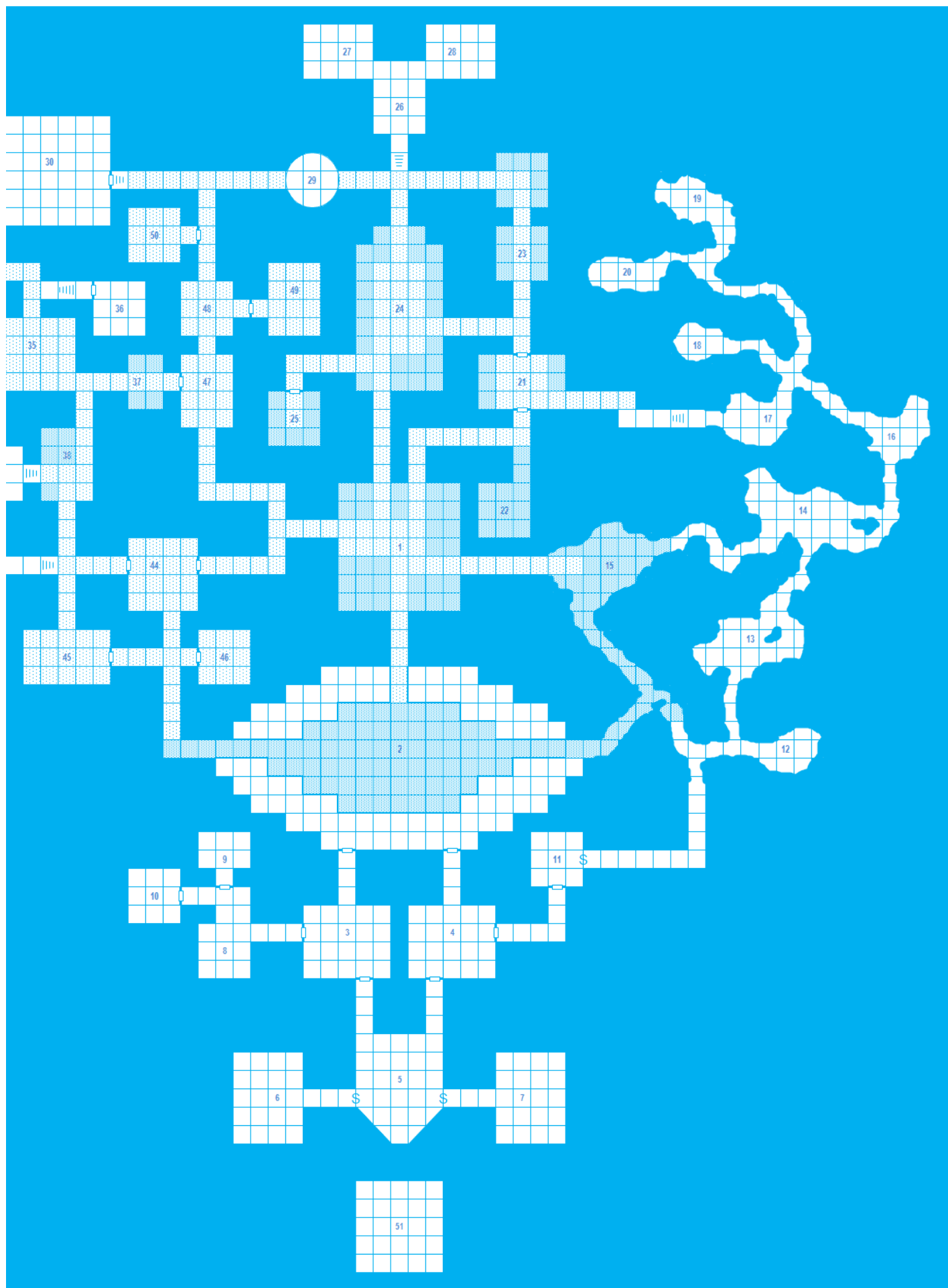
51. Temple of the Bomb

This small room contains an atomic warhead. It is currently unarmed, but can be armed with codes in a briefcase in [31]. The warhead is conical and weighs 200 pounds. This room can only be entered via the teleports in [6] or [7]. Whichever teleport is used, the passage closes in this room and remains closed for 1 hour, when it re-opens again for 10 minutes.

If the atomic warhead is removed from this room, security robots will begin generating in [36] and keep on generating until stopped or the warhead is recovered and restored to its rightful place.

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MYSTERY MEN!

HERO VS. VILLAIN

Thor vs. the Monster Maids

Illustration by Jon Kaufman

HERO

Dr. Roger Barnstable was a down-on-his-luck scientist at a Ravenhurst College near Boston. His experiments into alternative energy sources had looked promising, and had delivered to him a grant by the U.S. military to develop robots, old designs having always proved inadequate due to a lack of power. Barnstable had hired his long-suffering girlfriend, Dr. Andrea Martin, an expert in robotics, to assist. All he needed was this one break, and he'd be able to propose.

Unfortunately, Barnstable's promising developments had run into obstacle after obstacle. The grant was running out, Dr. Martin's patience was running low, and Barnstable was out of ideas. After a fight with Andrea, he found himself on the drizzling streets of Ravenhurst. A flashing neon sign caught his eye, and delivered him into a bar. Almost as soon as he plopped onto a stool, the bartender, a grey-bearded old fellow with an eye patch and a face of stone, placed a tall glass of what he thought was beer. A long drink proved it wasn't beer, but before he could contemplate what he had just gulped down, inspiration fired across his brain.

Rushing back to his laboratory, he found his mind working faster than his hands could.

THOR (SUPER HERO)

First Appearance: Fantastic Science Fantasy #56 (1965)

Dr. Roger Barnstable

LVL	ADVENTURER 10		
STR	2 (13)	HP	52 (72)
DEX	3 (8)	DC	10 (20)
CON	3 (8)	SPD	2
INT	11	ATK	+8
WIL	3	XP	16.3k
CHA	3		

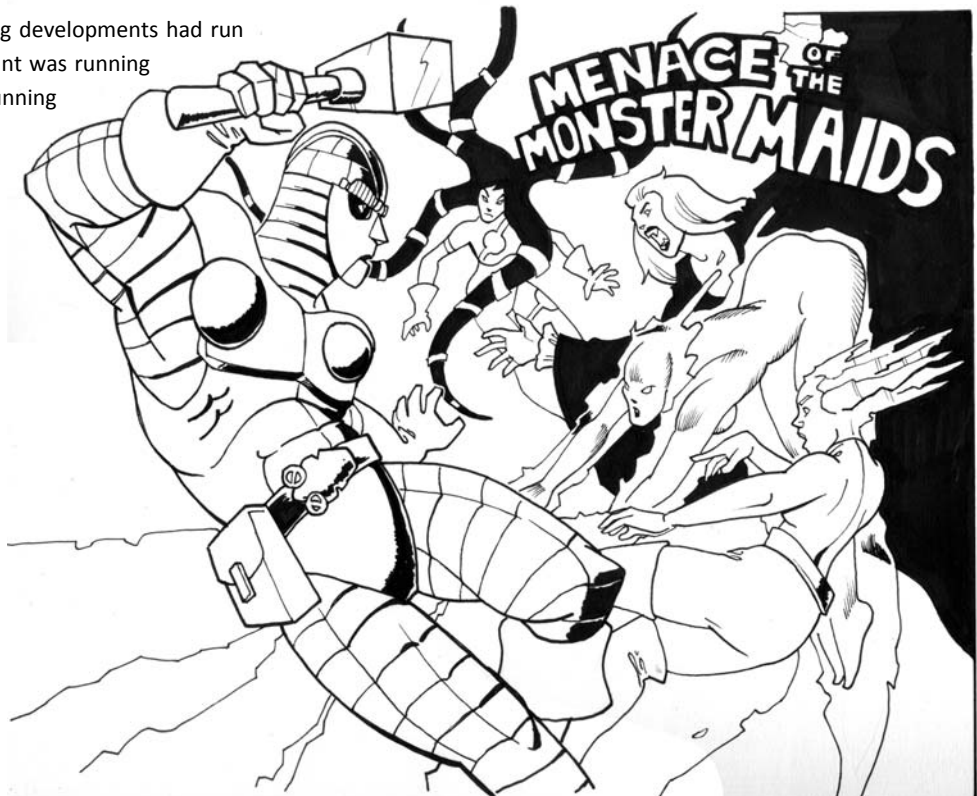
POWERS

Super Intelligence +5, Weapon Master (Hammer)

GEAR

Thor Armor (DC 16, 35 hp; Invulnerability II, Super Strength +10, Super Dexterity +5, Super Constitution +5, Energy Hands (Lightning), Fly, Endure Elements)

Hammer (DC 16, 5 hp; Energy Bolt (Lightning))



Computations and calculations sped across his mind, and soon the secrets of an invisible field of dark energy were an open book to him. He didn't stop there, though. A night of feverish tinkering with the equipment in the lab produced a suit of powered armor by dawn. That drink of mead the night before had inspired Barnstable in more way than one. He would be more than a scientist and a long-term boyfriend – Roger Barnstable would fight the good fight as THOR, and he would throw caution to the wind and marry Andrea Martin.

In the years that followed, the armored hero THOR would conquer many foes, both scientific and mystical. His first foes, however, were always his most fearsome – the four women known as the Monster Maids.

VILLAIN

The Monster Maidens began as Rose Ravenhurst, Mary White, Barbara Saint-James and Ellen Ash, four sorority sisters and “mean girls” who attended Ravenhurst College. The four were inseparable – parties, pranks, cheating on exams – and always under the command of the beautiful and manipulative Rose Ravenhurst, the great-granddaughter of the college's founder.

A bonfire party one night led the four into the woods north of the college. Under a full moon, they discovered a crystal ball. The four were enchanted by it, and when all four placed their fingers on it, powers were awakened inside them. Mary White discovered she could generate intense cold, and took the name Snow White. Barbara Saint-James' hair grew long and lush, and she discovered she could control it. She became Rapunzel. Ellen Ash gained fire powers and became Cinderella. Rose developed the powers of a vampire, along with a lust for bloodshed and power, and became Rose Red.

As the Monster Maids, the four started small, using their powers for pranks and petty revenge. Soon, Rose Red had them robbing banks, her lust for money and power growing as her powers grew. Unfortunately, the four discovered there was a side effect to their powers. Each time they transformed back into their normal selves, they looked older. Before long, they looked middle age, and found that they had no choice to remain in their supernatural forms and become full-time villains. Frankly, it wasn't much of a leap for most, though Rapunzel has shown some reticence towards her villainy over the years.

MONSTER MAIDS (VILLAINS)

	CINDERELLA	RAPUNZEL	ROSE RED	SNOW WHITE
LVL	7	11	6	6
STR	2	3	7	2
DEX	4	2	7	3
CON	3	3	4	3
INT	2	5	3	3
WIL	2	3	5	2
CHA	4	3	4	5
HP	40	50	30	25
DC	11	10	16	10
SPD	2	2	2	2
ATK	+6	+9	+5	+5
XP	9K	19.5K	6K	6K

POWERS

Cinderella – Energy Bolt (Fire), Flame Body

Rapunzel – Elasticity (Hair), Invulnerability I (Hair), Potent Attack (Hair), Iron Grip (Hair), Weapon Master (Hair)

Rose Red – Darkvision, Hypnotism, Invulnerability I, Spider Climb, Super Strength +3, Super Dexterity +4, Super Speed +1, Vampiric Touch (Bite)

Snow White – Chill Metal, Energy Bolt (Cold), Ice Body

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THE WIZARD'S BRAIN

THE DEAD WIZARD'S BRAIN ...

... has unraveled and now looks like a squishy pink snake; it casts what spells it has left as auras and vibration fields such that all spells have an area of effect of 10-ft. per magic-user level

... is kept in a jar of preservative reagents, plotting and cursing and waiting for the day of rebirth

... was merged with his or her pointy hat and now allows the wizard to control those who wear the hat

... is hidden inside a puzzle box and does not want its reverie disturbed by the senses

... was turned to crystal and now sends out thought rays that allow it to cast spells through anyone struck by such a beam

... is nestled in the head of a flesh golem (or any other flavor of golem) and is completely insane though no less potent for it

... is a cloud of mystic ash that haunts the corridors of its old tower, attempting to enter people through the nose and mouth

... is a shimmering cascade of energy that runs along the cracks and crevices of walls and which, sometimes, can animate those walls (per mid-range earth elemental with magic-user spells)

... was powdered and stirred into your drink; it will turn your tongue bright purple and give you the ability to cast one spell that was stored in it when he died one time only

... is preserved within the body of a gelatinous cube, casting spells despite the lack of vocal cords or digits

... has become a viscous goo that lurks on ceilings, dropping on the unwary

... floats in astral space, sending out tendrils of quintessence into Astral, Ethereal and Material Planes to search for a new host

... has been imprinted in a glyph etched in gold that covers a vast chamber – people in contact with the gold get an electric shock (per shocking grasp) and become conduits for his spell casting and speech; they must pass a Bend Bars check to pull away from the electrified gold

THE LIVING WIZARD'S BRAIN ...

... has become a mirror image of itself, its owner now speaking in reverse, walking in reverse and casting spells in reverse (i.e. they either have the reverse effect, or they are backward in time, the effect occurring before the casting)

... has a 1 in 100 chance per day of collapsing in on itself and becoming a black hole that sucks him and everything else into an alternate dimension

... is in constant contact with the divine via a contact higher plane effect; only he can hear these divine voices, and he is often heard saying “no, I wasn’t talking to you Thor, I was talking to somebody here” – he still doesn’t get the true benefit of the spell more than once per day

... demands chocolate at any price

... is a clockwork device that needs winding once per day – this involves sticking a crank in his ear; on the plus side, he’s immune to all traditional mind-altering spells and effects

... is split into two personalities; one is obvious and in control of the body, the other is subtle and acts via telekinesis

... is convinced that wall wasn’t there before ... or was it?

... is slowly crystallizing, losing the ability to cast low level spells, but increasing the number of higher level spells each day (i.e. one day one, the magic-user can no longer cast first level spells, but he gains one additional spell per day of his highest level spells) until he can only cast his highest level spells – at this point, the inside of his head looks like a geode

... wants to be relieved of conscious thought as much as possible; each drink or drag of something alcoholic or narcotic gives him a 1 in 12 chance of going astral (per astral spell) and journeying to a higher plane

... suffers cleric envy

... sends out etheric vibrations that impose any condition it is experiencing on everyone else within 1 mile per the magic-user’s level (save allowed, of course)

... is three seconds ahead or behind everyone else in time- very disorienting

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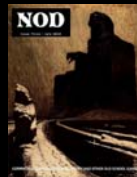
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