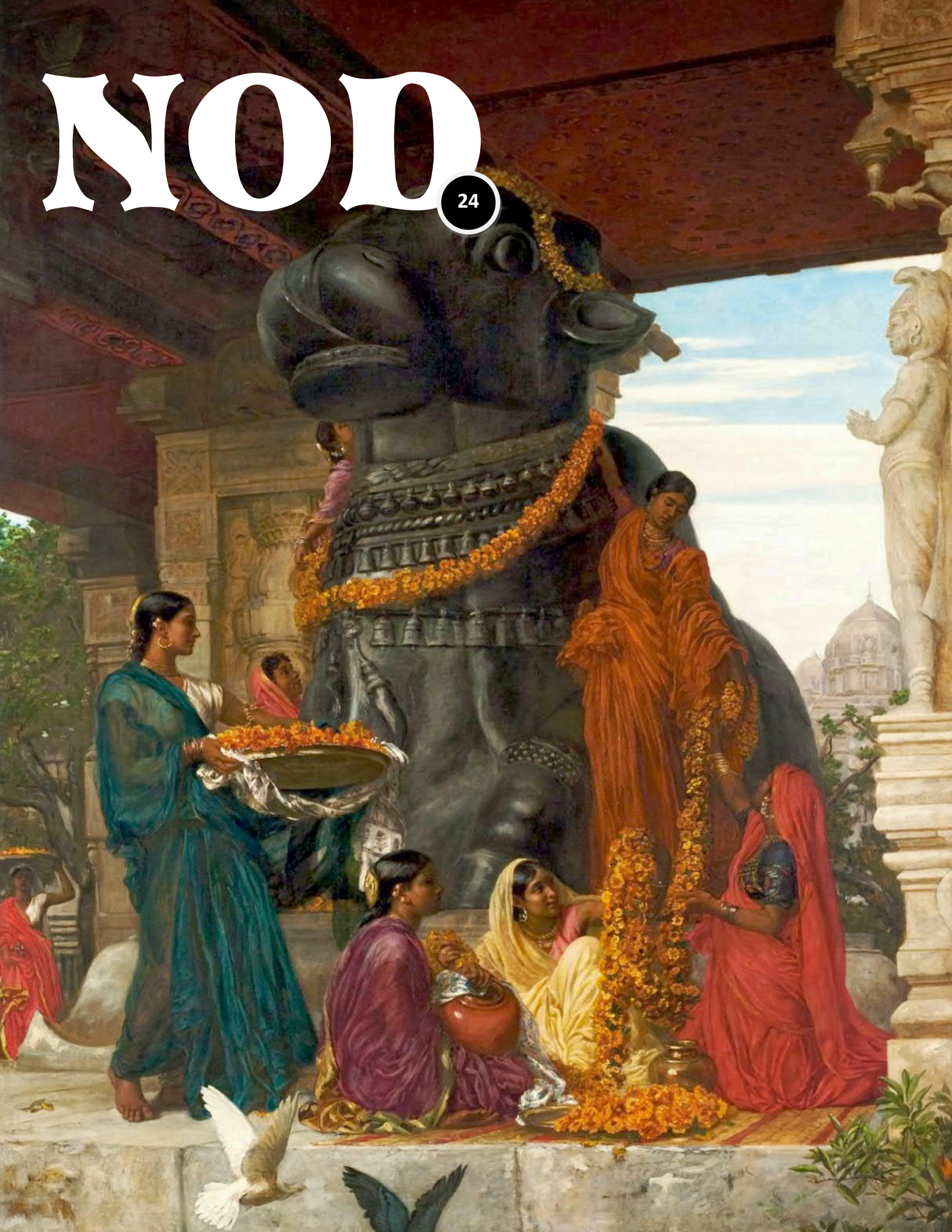


# NOD

24





# NOD

24

By John M. Stater

Cover - *The Handmaidens of Sivawara Preparing the Sacred Bull at Tanjore for a Festival* by Valentine Cameron Prinsep -

Interior Illustrations by Jon Kaufman, Brian Brinlee and Others

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# EAST OF ENDE

*Illustrations by Jon Kaufman, John Dickson Batten,  
Henry Justice Ford, Edmund Dulac and John R. Neill*

This article continues the hex crawl started in **NOD 23**. It covers the lands on and around the great and terrible Plateau of Ende.

You can find a copy of the hex map of Ende on the Land of Nod blog (<http://matt-landofnod.blogspot.com/p/nod.html>).

## 4005. PAHARASHIVA | CITY-STATE

As a cosmic crossroads of peoples and ideas – and a violent crossroads at that – Ende has seen its share of evil and chaos. Among its most contemptible visitors are the derro that lurk deep underground in strange cities. The races of good and law are well acquainted with the derro, and had no plans on ceding the plateau of Ende, this nexus of worlds, to them. To that end, they established the city-state of Paharashiva directly atop the shaft to the most powerful of all the derro cities. At least one hundred times the citizens of Paharashiva have had to repulse the armies of the derro, sometimes in the caverns between the city-states, and sometimes at the very gates of Paharashiva.

Paharashiva is a complex of tunnels, shafts and chambers, all clad in living metal. The city has a central brain that is connected to the rest of the complex and which is capable of sensing all that occurs within it. The presence of the Brain makes the city a sentient organism, and it is for this reason that those few visitors who have left the place call it the God-Mountain.

The city's inhabitants are automatons crafted from the same living metal as the rest of the city, and in constant mental contact with the Brain. Since they are composed of living metal, the automatons look like human beings with metal skin. The city includes peoples of all sorts – laborers, craftsmen, guardsmen, etc. The most respected are the brotherhood of soulknives and their commander, the dashing Alaram.

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

Baghas, Human Soulknives: LVL 3; HP 3d8; AC 13; ATK 1 mind blade +3 (1d6); MV 30; F14 R12 W12; AL Neutral (LN); XP 300; Special—Create mind blade, throw mind blade, psychic strike (+1d6); Equipment—Ring mail, punching dagger and three darts.

Alaram, Human Soulknife: LVL 9; HP 57; AC 15; ATK 1 mind blade +7 (1d8); MV 30; F12 R7 W8; AL Neutral (LN); XP 900; S10 I7 W14 D16 C11 Ch9; Special—Create mind blade, throw mind blade, psychic strike (+2d6), shape mind blade, enhance mind blade; Equipment—Ring mail, punching dagger and three darts.

## 4007. PYRAMID OF SOULS | DUNGEON

The Pyramid of Souls is a step-pyramid that floats over the River Ende and is surrounded by a field of energy that splits the river current. The pyramid was carved from a massive piece of jade that crashed into the Material Plane a thousand years ago. The jade is infused with positive energy, and the place is anathema to the undead and most demons and devils.

Within the pyramid there is a twisting maze of passages guarded by monsters of Law (aasimar, blue amazons, archons, devas, etc). The complex and the lawful monsters are ruled over by the spirit naga Chimakini. She considers herself the rightful Queen of Law in the region, and thus the rightful leader of the forces of Law that will soon mass to conquer the plateau.

Chimakini, Spirit Naga, Large Aberration: HD 9; 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.

## 4010. BLACK CUR | WONDER

A hepatizon statue of a grinning hound, tongue lolling from the side of its mouth, stands atop a cliff in this hex looking down on the valley below. The tongue drips poison (type IV), which forms a pool on the rocks below and gradually trickles down as a stream that forms a larger poisonous pool. The poison smells of ambrosia, but the presence of a dozen skeletons around the pool suggests that it is not safe to drink. Three poltergeists dwell around the pool, the unquiet spirits of poisoned men.

Poltergeist, Medium Undead: HD 1; AC 11 [Silver]; ATK 1 corrupting touch (1d6) or 1d4 hurled objects (1d6); MV Fly 30; F15 R15 W13; AL Chaotic (CE); XP 100; Special—Incorporeal, invisibility, telekinesis, rejuvenation, imprisonment.

## 4014. BUZZED | MONSTER

A demonic knight, Kazalfraz, is wandering through the land seeking three special women, all matrons of thirty summers, each possessing a magical voice that, when joined, form a very powerful weapon. He has found one woman whose hands have been bound and who rides behind him on his mount, a fiendish giant bumblebee. The other two live in nearby villages.

Fiendish Giant Bee, Medium Vermin: HD 3; AC 14; ATK 1 sting (1d4 + poison III); MV 20 (Fly 80); F12 R12 W15; AL Chaotic (LE); XP 300; Special—Resistance to fire, magic resistance 10%, +2 to hit vs. Lawful.

Cambion, Medium Outsider: HD 8; AC 18 [+1]; ATK 2 claws (1d4) or weapon (1d8+3); MV 40; F9 R9 W8; AL Chaotic (CE); XP 2000; Special—Immune to poison and electricity, resistance to cold, fire and acid, magic resistance 20%; Spells—At will—detect magic, detect thoughts, fear, levitate, polymorph self.

#### 4035. LONELY ROAD | WONDER

A narrow road of ancient stones, laid down along the river and sometimes bridging bends on the river, runs through this hex. The road is abandoned by living creatures, but is still walked by ghosts and other undead. During a full moon, pools of darkness appear along the road – portals into the negative energy plane of Pluto.

#### 4104. BULDARJAMM | SETTLEMENT

Buldarjamm is a large village of fishers, farmers and artisans surrounded by a stone wall, moat and three defensive towers. Within the walls there are dozens of timber houses. The people of Buldarjamm are the ultimate diplomats – always agreeable and friendly no matter whom they are dealing with. They throw their gates open to any who come to their village (except the most vicious humanoid armies) and pronounce themselves the servants and friends of the newcomers. While they are being so friendly, the villagers size up their visitors and plot to destroy them if they show even the slightest inclination to violence or theft. The town is ruled by a den of assassins led by the murderous Dhavira.

Dhavira is a rotund man with a heart-shaped face that might be considered cherubic. He is sly and moves slowly, and always speaks in a calm, cool voice, growing calmer and cooler when he is angry and preparing to strike. Dhavira is interested only in maintaining his power in Buldarjamm, not in extending it elsewhere. He will make any alliance he feels necessary for maintaining his own power, but will drop it quickly.

Assassins, Human Assassins: LVL 3; HP 3d6; AC 13; ATK 1 dagger +1 (1d4); MV 30; F14 R12 W14; AL Chaotic (NE); XP 300; Special—Poison use, backstab x2; Equipment—Studded leather, dagger, light crossbow.

Dhavira, Human Assassins: LVL 7; HP 25; AC 16; ATK 1 punching dagger +5 (1d3+2); MV 30; F13 R7 W13; AL Chaotic (NE); XP 700; S14 I13 W9 D18 Cn10 Ch12; Special—Poison use, backstab x2 (paralyze or kill), spells (1); Equipment—Studded leather, punching dagger, poison darts (3).

#### 4114. RAPRATA'S REST | MONSTER & TREASURE

The valley walls here grow steeper and steeper as one proceeds into the hex. Eventually, adventurers come to a place where water cascades down the walls in thin sheets, forming a large, silvery pond that drains via a small stream that becomes subterranean after a very short distance.

Within the pond, there is a mound of ancient stones. The stones appear to have once been part of a monument or temple – they show the remnants of bas-relief carvings of people and animals.

The stones sit on top of the tomb of an ancient wizard, Raprata of the Golden Eye. Raprata was sealed in a lead casket and sunk into the pond, the stones piled on it to better seal him away forever. Over the centuries, Raprata's body has wasted away, but his spirit remains and it is capable of controlling the stones of his burial mound. Raprata can animate them into something resembling an earth elemental.

Underneath the stones in the lead casket, Raprata's namesake golden eye remains. It has the following powers when it is clutched in a person's left hand:

Three times per day, it gives the possessor the *wizard eye* ability.

Two times per day, it gives the possessor the *clairsentience* ability.

Once per day, the golden eye can transform into pure energy, giving off 6d6 points of radiation (half-fire, half-negative energy) damage in a 60-ft. radius and forcing all who suffer damage to pass a Fortitude saving throw or become sick.

Large Earth Elemental, Large Earth Elemental: HD 8; AC 18 [+1]; ATK 1 slam (2d8); MV 20; F8 R11 W12; AL Neutral (N); XP 2000; Special—None.

#### 4118. BALAMAYA THE PALADIN | MONSTER

Balamaya is a jinni paladin from the far, fiery, northern land of Jinnistan. His predilection for law and goodness chafed the local efreet grandees, forcing him to leave home and seek glory elsewhere. He now seeks adventure in Ende, mounted on his giant fire lizard Rajita and bedecked in armor of brass mail and fiery red silks and satins. Balamaya is a short man, always immaculate in appearance, with a humble, forgiving nature.

Balamaya, Janni Paladin: LVL 6; HP 27; AC 14; ATK 1 quarterstaff +6 (1d6+1); MV 30; F9 R12 W8; AL Lawful (LG); XP 600; S14 I9 W14 D12 Cn10 Ch13; Special—Detect evil, smite chaos (evil) 3/day, lay on hands, immune to fear, turn undead, quest for warhorse, cure disease 1/wk, spells (1), elemental endurance, resistance to fire; Spells: 3/day—invisibility (self), speak with animals; 1/day—create food and water, ethereal jaunt (1 hour); Equipment—Chainmail shirt, quarterstaff, javelins (3).

Giant Fire Lizard, Medium Animal: HD 3; AC 18 (brass mail); ATK 1 bite (1d8 + 1 fire); MV 30 (S30); F12 R12 W17; AL Neutral (N); XP 150; Special—Immune to fire.

#### 4121. ARANEAN SPIES | MONSTER

Great heaps of earth can be found on the scrublands here. The earth was raised by a coven of aranea. The aranea use this place as a headquarters, for they are spies and assassins in the employ of Jhibba [4631]. Despite their service to Jhibba, they are actually the thralls of the half-immortal spider titaness Kanjigita, who dwells far beneath the mounds in ancient caverns choked with cobwebs and the desiccated mummies of hundreds of heroes who ventured into the darkness to destroy her.

Kanjigita, Huge Outsider: HD 20; AC 27 [+1]; ATK 2 slams (1d10) and bite (2d6 + poison) or huge spear (2d12); MV 60 (Climb 30); F3 R3 W3; AL Neutral (N); XP 5000; Special—Change shape, magic resistance 50%; Spells—At will—chain lightning, charm monster, cure critical wounds, daylight, dispel magic, fire storm, hold monster, holy smite, invisibility, invisibility purge, levitate, persistent illusion, polymorph (humanoid forms only, duration 1 hour), remove curse; 3/day—etherealness, holy or unholy word, summon nature's ally IX; 1/day—gate, maze, meteor swarm, restoration.

Aranea Assassins, Medium Magical Beast: HD 3; AC 13; ATK 1 bite (1d6 + poison) or web; MV 50 (Climb 20); F12 R11 W13; AL Neutral (N); XP 300; Special—Change shape, backstab x2.

#### 4126. THE BLACK HORDE OF GAVINDRA | MONSTER

The nomad horde of Gavindra the Black has traversed the mountains and reached the plateau, hired by the naga queen Jhiva [4631] to act as a harassing force against her sisters. The horde consists of 230 nomad warriors, 530 women, 160 children, 45 slaves and 280 warhorses dwelling in a camp of maroon tents topped by paving dovetailed black pennons. The warriors wear lamellar armor and carry shields, lances and tulwars.

Gavindra is extremely handsome, with a strong nose and chin, brooding eyes, and long black hair. Unfortunately, he pairs his good looks with a disdain for women, whom he finds silly and unworthy of his attention. He is a prideful man, quick to take umbrage at any slight, and very superstitious.

The black horde worships their leader as a son of Kartikeya, the war god. Gavindra has two acolytes, Anan and Haratha, and he has bound the warlock Kabala to his service through enchantments and sacred oaths. Gavindra's warriors are commanded by three sub-chiefs (3rd level barbarians).

Gavindra, Human Cleric: LVL 7; HP 26; AC 15; ATK 1 heavy mace +4 (1d6+1); MV 30; F10 R13 W9; AL Neutral (LN); XP 700; S9 I6 W15 D10 Cn12 Ch15; Special—Turn undead, spells per day (6/5/3/2/1); Equipment—Chainmail, heavy mace, staff sling.

Anan, Human Cleric: LVL 4; HP 18; AC 15; ATK 1 heavy mace +2 (1d6+1); MV 30; F10 R14 W10; AL Neutral (LN); XP 400; S10 I7 W14 D11 Cn13 Ch13; Special—Turn undead, spells per day (5/4/2); Equipment—Chainmail, heavy mace, staff sling.

Haratha, Human Cleric: LVL 4; HP 13; AC 14; ATK 1 heavy mace +2 (1d6+1); MV 30; F11 R15 W11; AL Neutral (LN); XP 400; S12 I6 W14 D7 Cn14 Ch11; Special—Turn undead, spells per day (5/4/2); Equipment—Chainmail, heavy mace, staff sling.

Kabala, Human Warlock: LVL 6; HP 21; AC 12; ATK 1 tulwar +2 (1d8); MV 30; F13 R13 W10; AL Lawful (NG); XP 600; S11 I5 W10 D9 Cn7 Ch16; Special—Spells per day (5/5/4/2), spells known (0—audible glamer, dancing lights, detect magic, detect poison, light, ray of frost; 1st—hypnotism, magic missile, summon monster I; 2nd—summon monster II); Equipment—Leather armor, tulwar, musket.

#### 4129. SHADA THE ADAMANT | STRONGHOLD

The sneering wizard Shada the Adamant has a large fortress in this hex, guarded by a small army of 100 skeletons. Shada is an alluring woman with dreams of stealing the throne of the dark naga Jhiva [4631]. To this end, she has put out a call on the ethereal winds for

powerful undead champions to bolster her forces, and young necromancers to command them. So far, two wights, a wraith and a vampire have answered her call, along with three young necromancers, Amar, Kalskara and Deva. One of Shada's hands is formed of adamant crystals. The crystal hand is deep black in color, with flashes of crimson when she works magic. As a weapon, it deals 1d8 points of damage and gains a +2 bonus to sundering attacks.

Shada, Human Necromancer: LVL 10; HP 23; AC 10; ATK 1 dagger +3 (1d4); MV 30; F12 R12 W7; AL Chaotic (NE); XP 1000; S10 I14 W13 D11 Cn12 Ch13; Special—Spells per day (4/5/4/3/3/2); Spellbook (0—daze, detect magic, disrupt undead, ray of frost, read magic, smoke image; 1st—cause fear, chill touch, magic missile, ray of enfeeblement, summon monster I; 2nd—blindness/deafness, command undead, ghoul touch, spectral hand; 3rd—gentle repose, hold undead, vampiric touch; 4th—animate dead, enervation, fear; 5th—symbol of pain, waves of fatigue); Equipment—Dagger, dart, spellbook.

Gravepunks, Human Necromancer: LVL 3; HP 3d4; AC 10; ATK 1 dagger +1 (1d4); MV 30; F14 R14 W12; AL Chaotic (NE); XP 300; Special—Spells per day (4/2/1); Spellbook (0—detect magic, disrupt undead, ray of frost, read magic; 1st—cause fear, chill touch; 2nd—command undead); Equipment—Dagger, dart, spellbook.

#### 4141. CRYSTAL RUIN | DUNGEON

A shattered crystal palace rests in the sun here, sending waves of heat and rays of piercing light into the great, smoldering clearing around it. The place is haunted by images in the crystal, and by a gaggle of crysmals that lay their eggs in the ruins. Gaping holes in the ground within the ruins lead to caverns below, occupied by the crystalline survivors of the old palace.

Crystalline, Medium Earth Elemental: HD 3; AC 16; ATK 1 longsword (1d8); MV 30; F12 R14 W14; AL Neutral (N); XP 300; Special—Blind foes, exploding body, immune to electricity.

Crysmal, Small Earth Elemental: HD 6; AC 20; ATK 1 sting (1d3); MV 30 (Burrow 20); F11 R12 W13; AL Neutral (N); XP 600; Special—Immune to fire and cold, resistance to electricity and piercing and slashing weapons.

#### 4201. APSARAS AND PEGASI | MONSTER

The snowcapped peaks of thid hex echo with the sounds of laughing apsara and the whinnying of pegasi. The pegasi have several nesting places here, and are distinguishable for their inward-turned ears and regal bearing.

The apsara dwell in stone longhouses in the valleys, where fish are captured with nets from the rushing streams and fruits and flowers are cultivated with their delicate, graceful hands. Each longhouse houses a sisterhood of 20 to 30 apsara, all of them capable of casting spells as 1st level druids. Approximately 25 such longhouses can be found in this hex, along with 11 pegasi nests.

Apsara, Elf Druid: LVL 5; HP 18; AC 12; ATK 1 club +2 (1d4-1); MV 30; F10 R13 W10; AL Neutral (N); XP 500; S8 I8 W13 D10 Cn13 Ch13; Special—Spells per day (5/3/2/1), speak druidic, move through undergrowth, leaves no trail, +2 save vs. energy spells, shapechange, elf traits; Equipment—Leather armor, club, sling.



Pegasus, Large Magical Beast: HD 4; AC 14; ATK 2 hooves (1d6) and bite (1d3); MV 60 (Fly 120); F10 R10 W14; AL Lawful (CG); XP 400; Special—Detect good and detect evil (60-ft radius).

#### 4208. RAJAH OF THIEVES | DUNGEON

Hidden in the underbrush by the riverside, carved into the granite walls of a winding canyon, there is a small, rusty iron door. The door is locked and was trapped with a fusillade of darts, but the trap has worn out over the decades, and no longer works.

Behind the door, there is a long hallway, roughly hewn from the granite most probably by kobolds. Whoever dug the hallway, they dug it back as far as a rushing, steaming spring in a cavern covered with weird salt growths. A few rusty picks and shovels can be found here, along with a tarnished brass doorknob.

If the doorknob is held against a wall of the spring and turned, a door appears in the wall giving access to a mausoleum of gleaming marble and brass. The mausoleum is timeless — hundreds of candles burn here, never extinguishing. In the center of this 20-ft. wide and 40-ft. long chamber there is a shallow pool of water thick

with floating red lotus. Pillars line the mausoleum and amidst some of them there are thick cobwebs — the webs of a phase spider. Among these webs there is also lodged a silver flute.

If the silver flute can be retrieved and a tune is played on it, one of the red lotus grows giant and reveals the preserved body of Sanathu, the Rajah of Thieves. The corpse sits in the lotus position and holds a great emerald worth 5,000 gp. The corpse also wears 1,500 gp worth of gold and silver jewelry.

The mausoleum changes if the corpse or the corpse's treasure is touched. The gleaming white marble becomes black, the pillars become columns of bones that animate and attack and the pool becomes a gelatinous cube that swallows up the corpse and then crawls from the recessed pool to swallow others.

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

Gelatinous Cube, Large Ooze: HD 4; AC 4; ATK 1 slam (1d6 + 1d6 acid + paralysis + engulf); MV 15; F13 R15 W14; AL Neutral (N); XP 400; Special—Transparent, immune to electricity, weapon resistance.

Column of Bones, Huge Construct: HD 12; AC 12; ATK 1 slam (2d6 + 1d6 Con); MV 10; F3 R5 W9; AL Neutral (N); XP 1200; Special—Magic resistance 10%, immune to cold.

#### 4224. RHODAN | CITY-STATE

Rhodan is a regal city constructed almost completely of pink stone quarried from the surrounding hills. The great buildings of the city are multi-tiered and edged in light grey and white stone, with many windows and tiny, recessed carvings. The smaller buildings of the peasantry and artisans have pyramidal roofs of thatch and walls that are often painted pink to resemble the houses of the wealthy and powerful. Rhodan is constructed atop a great, rocky hill and it can only be reached by a gravel road that wraps around the hill in a corkscrew fashion. The road is flanked by a low, crenelated wall that permits the defenders to use it as a fortress. Underneath the plateau there are flooded caverns that reach the nearby river via subterranean rivers. Multiple portcullises and traps guard these secret entrances to the city.

The city houses 7,000 people, and maintains a standing army of 500 warriors. The city is ruled by Shares, a water naga worshipped as a goddess of water and learning. Her "high priest" is the magic-user Lasasse (6th level). The goddess' temple-palace is mostly inhabited by her bureaucrats and guardsmen; the goddess dwells in a palace below the palace on the shores of the subterranean lake underneath the city, attended by nixies.

Shares is not as wicked as her sisters that rule the other cities of the plateau. As a result, her city-state is more prosperous and its people happier and more willing to defend their queen. While she has ambitions to rule the plateau, her primary focus is on



maintaining her city's independence and on building alliances (military and trade) with the cities beyond the plateau. Her court and city are more cosmopolitan than the other plateau cities.

Shares, Water Naga, Large Aberration: HD 7; AC 15; ATK 1 bite (2d6 + poison IV); MV 30 (Swim 50); F11 R12 W10; AL Neutral (N); XP 700; Special—Cast spells as 7th level sorcerers.

#### 4234. VURAMA | SETTLEMENT

Four-hundred licentious yakshas (dwarves) dwell in a town carved into the walls on opposite sides of a valley, mining precious stones from the mountains and tending great herds of pink goats on the valley meadows. The yakshas are known for their skill at working with wood, gathering pines from the slopes of the mountains. They maintain a company of axe-wielding warrior-maidens, berserkers that go into battle virtually naked, their bodies painted with henna designs and bedecked in silver jewelry and bells.

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

#### 4244. MUZIANI | SETTLEMENT

Four hundred fishermen dwell in Muziani. They fish in natural springs that bubble up from the underground. These fish are sinuous and heavily scaled; the meat inside is wondrous good, and the scales make for amazing leather goods. The people are prosperous, but dour and unfriendly; a pack of weretigers steal away their most beautiful daughters for their pack. The local prince, Atitand, does nothing about this, preferring to pay their tribute and live well, and he advises the people to do the same. The village has a squadron of archers and a squadron of light infantry to defend it. Their local alchemist, Candra, is a whiz with healing draughts and usually has two or three *potions of cure minor wounds* in her workshop that take the form of thick, spicy mango chutneys.



#### 4302. BROTHERHOOD OF THE ETERNAL MIND | STRONGHOLD

The brotherhood is composed of clerics dedicated to the pursuit of wisdom, and the enlightenment of aristocrats to make them better rulers. While generally uninterested in the lower classes, they do get involved in quelling rebellions against wise rulers, and starting rebellions against foolish rulers. The brotherhood occupies an ancient palace atop a plateau in the mountains. The palace was once occupied by the ancient Ice Kings of Paharastan, well regarded for their wisdom until their final king, Murkha the Fool, whose reign and kingdom was ended by the brotherhood.

The brotherhood is currently commanded by Balasa the Sagacious, a frail man with a precise mind strictly dedicated to Law. Some of his eighteen underlings fear he is not as wise as he should be, and with the coming wars between Law and Chaos, they watch his behavior closely as a test of his wisdom.

Balasa the Sagacious, Human Cleric: LVL 11; HP 50; AC 18; ATK 1 heavy pick +5 (1d6-1); MV 30; F8 R11 W7; AL Lawful (LN); XP 1100; S5 I11 W14 D11 Cn11 Ch12; Special—Turn undead, spells per day (6/6/4/4/3/2/1); Equipment—Platemail, heavy pick, sling, holy symbol.

#### 4310. BARUCHI | SETTLEMENT

Baruchi is a ramshackle village situated between large boulders on a rocky escarpment overlooking the River Ende. The men of the village are hunters, taking the pelts of exotic mountain animals and the odd mountain goat for food and wool. The village houses 100 men and 80 women. While the others are out tracking or checking traps, ten men remain behind to guard the village. The hunters of the tribe wear leather armor and carry spears and short bows. They are an ill-tempered and rambunctious bunch, often fighting with one another and rarely accepting visitors into their company. If visitors look weak, they may rob and kill them, throwing their bodies into the river. If they look strong, they resent them, hurling sly jibes and looking for opportunities to steal from them or backstab them.

#### 4325. SPIES | MONSTER

A pack of weretigers are camped here, posing as dancers and entertainers, but actually spying on the movements of the armies of Rhodan [4224]. The camp consists of several brightly colored tents. There are seven weretigers in the pack, two of them posing as muscular, mustachioed guards with talwars and shields, two posing as musicians with santoor and shahnai, and the other three as veiled dancers. One of the dancers is a 3rd level assassin, and one of the musicians is a 4th level bard.

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

Weretiger Assassin, Large Monstrous Humanoid: HD 7; AC 16 [silver]; ATK 2 claws (1d8) and bite (2d6); MV 30; F11 R10 W10; AL Neutral (N); XP 700;

Special—Change shape, lycanthropy, poison use, backstab x2 (paralyze or kill), spells (1).

Weretiger Bard, Large Monstrous Humanoid: HD 7; AC 16 [silver]; ATK 2 claws (1d8) and bite (2d6); MV 30; F11 R10 W10; AL Neutral (N); XP 700; Special—Change shape, lycanthropy, bard spells per day (3/3/2), legend lore, music (fascinate, suggestion).

#### 4330. SEAT OF ROON | STRONGHOLD

The Seat of Roon is a massive concentric castle with reddish brown walls. The castle has ten domed towers and an inner keep commanded by the lusty fighting woman Jati of the Titian Eyes, among the fiercest warrior princesses to ever rule on the plateau. She commands 100 men-at-arms (30 light infantry, 30 heavy infantry, 20 archers, 10 mountain cavalry who ride stout mountain ponies and carry light crossbows and 10 elite light cavalry). Jati is a woman of tempestuous moods and intense passions, and the chances that she will fall deeply (and briefly) in love with an adventurer or a deeply in hate with an adventurer are high. She is allied with the queen of Rhodan, but not too closely.



Jati, Human Fighter: LVL 12; HP 49; AC 16; ATK 3 battleaxe +12 (1d8 +2); MV 30; F7 R11 W11; AL Neutral (N); XP 1200; S14 I10 W12 D11 Cn10 Ch11; Special—Dominate foes, three attacks per round; Equipment—Chainmail, battleaxe, shortbow (1d6).

#### 4405. MADARA | SETTLEMENT

Madara is a small mining village of 100 people dwelling in an ornate wooden palace long ago abandoned by one of the princes of Paharastan. The palace is large enough to house all of the villagers, with the great hall serving as sort of city hall and assembly area, and the courtyard gardens providing vegetables and food. The peoples are inveterate gamblers, and they are currently ruled by a roguish bard called Asyanan.

Asyanan, Human Bard: LVL 5; HP 19; AC 15; ATK 1 sap +2 (1d6); MV 30; F13 R9 W10; AL Chaotic (NE); XP 500; S12 I15 W13 D17 Cn12 Ch18; Special—Spells per day (4/4/2), legend lore, music (fascinate); Equipment—Ringmail, sap, sling, horn.

#### 4420. GARAJAMN | SETTLEMENT

Prince Bharsushya governs over a village of “woodsmen” who quarry a petrified woodland. The petrified wood is carved into blocks and tiles and sent on great, indricothere-driven sledges to Rhodan, where they are used for construction and by sculptors to produce idols and other statuary. Bharsushya was a confidant of Rhodan’s queen, but multiple indiscretions at court drove him into exile. He now governs this outpost in the scrublands, drilling his 15 men-at-arms (light infantry) incessantly and inventing tortures for his imagined enemies at court. Bharsushya does not blame his queen for his exile, of course, as she was misled by his true, hidden enemies.

Prince Bharsushya, Medium Humanoid: HD 3; AC 19 (platemail and shield); ATK 1 weapon (1d8); MV 30; F12 R14 W14; AL Neutral (N); XP 150; Special—None.

#### 4427. CITY OF LIGHTS | WONDER

Great crystal growths erupt from the ground here in a wide spiral that covers thousands of acres. The crystals are massive, and have a mirror-like sheen. As one traverses the canyons of crystal, they see images – like humanoids composed of pure light – moving within the crystal. These beings live in a pocket dimension of light (an “Elemental Plane of Light”, one might say) called Prakāśa, and the peoples are therefore the Prakāśāns. Within their home dimension, which is composed entirely of brilliant beams, rays and splashes of light in all its colors and hues, they mine and process pure, white light, which they value as gold and use in a weird sort of alchemy. Lesser hues are turned into tools and weapons or milled into their version of flour to bake their bread.

Prakāśa houses 12,500 of these light beings. They are capable of entering the Material Plane, but rarely do so. They need nothing from Nod’s dimension, and material beings cannot use their light. If there is any interest in this place, it is in their knowledge of light spells (including many special spells – see below).

Prakāśān, Large Light Elemental, Large Fire Elemental: HD 8; AC 18 [+1]; ATK 1 slam (3d6); MV 50; F10 R6 W12; AL Neutral (N); XP 2000; Special—Fire damage, immune to fire, incorporeal.

#### CLOAKED LIGHT

Type: Evocation

Level: Bard 3, Cleric 4, Magic-User 3

Range: Touch

Duration: One hour

The object that receives this spell shines with a light as bright as full daylight that emanates in a 60-foot radius. However, this illumination is only perceptible to the caster and one person he designates per caster level. Other creatures cannot see this light or gain the benefits of its glow.



#### DAZZLING LIGHTS

Type: Illusion

Level: Bard 0, Magic-User 0

Range: Cone (10 ft.)

Duration: Instantaneous

This pattern dazzles all creatures (of 1 or less HD) in its area of effect for one round. This spell has no effect on creatures of higher HD.

#### EYES OF LIGHT

Type: Transmutation

Level: Magic-User 2

Range: 20 ft.

Duration: One turn

*Eyes of light* causes the caster's eyes to glow with bright white light. Opponents within range of the spell must attempt a Will saving throw each round at the beginning of their turn. Those that fail are dazzled for the round. While under the effect of eyes of light, the character radiates light equivalent to a torch. Furthermore he may, as an attack, focus the light in his eyes to illuminate a single target within 20 feet. This target gains a -2 penalty to his AC. The illuminated target may make a Reflex save to negate the effect.

#### RIBBON OF LIGHT

Type: Evocation

Level: Magic-User 3

Range: Close (30 ft.)

Duration: Instantaneous

A brilliant ribbon of pure white light leaps from your hand towards the target. You must succeed on a ranged touch attack to strike a target. A creature struck by this ray of light takes 1d4 points of damage per two caster levels. A successfully struck aberration or outsider takes 1d8 points of damage per two caster levels from the spell.

#### 4442. CHARNAL HOUSE | DUNGEON

A strange tower is placed in this hex. It looks like a number of shimmering white circular portals, 21 of them, floating in mid-air in a pattern reminiscent of the shape of a tower. The lowest of these portals leads into a great hall, the reception chamber of the wizard Adhit, a specialist in extra-dimensional travel. From the great hall, one cannot reach the other chambers in the tower save by teleportation (there are some teleportation devices within, but mostly one must know the spells themselves) or by using the other floating portals. Each chamber in the tower is guarded by an extra-dimensional monster under the domination of Adhit. Sadly, these monsters rebelled and killed their mistress and her apprentices and servants, so the tower is now a dungeon strewn with their bloodied and broken bodies. The monsters are mostly trapped in their own chambers, though the clever ones have discovered some of the teleportation devices and can move about.

#### 4504. SMOLDERING SKELETON | MONSTER

The water in the Nandisha River here is very clear and shallow in many places. Partially buried in the large river stones that cover the bottom there is the massive skeleton of a serpent, 20 feet long. This is a fire serpent, an elemental beast. Around the monster's neck there is a golden collar that must be worth at least 2,000 gp. If the skeleton is dredged up from the deep, it bursts into flames and lives again.

Fire Serpent, Huge Animal: HD 11; AC 15; ATK 1 bite (1d10 + 1d6 fire + constrict); MV 20 (Climb 20); F5 R8 W13; AL Neutral (N); XP 1100; Special—Immune to fire.

#### 4509. BLACK GOATS | MONSTER

There is a meadow here atop cliffs that overlook a rushing stream below. Travelers on the river will see a cloaked herdsman sitting at the edge of the cliffs, and might hear or see black goats as well. Travelers by land on the south side of the river might come upon the meadow while making their way through the mountains.

The goats here are demonic beasts, with black hair and sparkling purple eyes and horns that crackle with electricity. Their keeper is a spidery demonic being that hides beneath a thick, black cloak. He holds a shepherd's crook that is actually a *staff of divination*.

The demon and his goats are waiting for the great conflict to come, at which the thirteen goats will be sacrificed to open a portal to allow an arch-demon of Hell to enter the Material Plane.

Black Goat, Small Magical Beast: HD 1; AC 11; ATK 1 butt (1d4 + 1d6 sonic); MV 20; F14 R13 W18; AL Chaotic (NE); XP 100; Special—No movement penalty when climbing rocks, immune to electricity.

Spidery Demon Goatherd, Medium Outsider: HD 7+2; AC 19; ATK 2 claws (1d6) and bite (1d6 + Poison III); MV 30 (Fly 50); F10 R10 W9; AL Chaotic (CE); XP 700; Special—Backstab x3, web (as spell, 3/day), items save vs. acid or destroyed, summon babau 40%, immune to electricity and poison, spells (darkness, detect invisibility, dispel magic, teleport without error (self plus 50 lb. of objects)).

#### 4511. BLINK DOGS | WONDER

A pass through the mountains here must be traversed to move through this hex into its neighbors. The pass circles around an outcropping of porphyry topped by a statue of a dancing god juggling crystal spheres. A pack of blink dogs dwells around the outcropping. Anyone touching the statue finds themselves polymorphed into one of these magical beasts. They remain in this form until the next full moon. The afflicted adventurers are welcomed into the pack as blink dogs and taught the secret ways through the hex and the secret places where the blink dogs hide weapons, potions and other supplies.

Blink Dog, Small Magical Beast: HD 4; AC 16; ATK 1 bite (1d6); MV 40; F12 R11 W14; AL Lawful (LG); XP 400; Special—Blink.

#### 4540. GARAMPUR | SETTLEMENT

The jungle monastery of Garam is surrounded by a village of 100 pious men and women who live in stone cottages. The guru does not rule the village. That is done by a council of wise men and women. But the guru does advise them and select the members of the council. The people and the monks believe in strict neutrality and balance. The monks are all true neutral in alignment. All the alignments are represented among the villagers, but they are strictly balanced. A magical set of scales, large enough to hold human beings, sits at the front gates. Applicants for entry into the village are weighed to determine their alignment – only neutral people and people whose alignments balance one another are permitted to enter. The monastery houses Guru Amagnit and fourteen monks. The village is guarded by ten archers.

Amagnit, Human Monk: LVL 12; HP 44; AC 17; ATK 2 unarmed strikes +8 (3d4); MV 60; F6 R6 W6; AL Neutral (N); XP 1200; S12 I7 W13 D14 Cn15 Ch9; Special—Stunning attack, deflect arrows, slow fall, immune to disease and slow spells, feign death, heal wounds, immune to poison; Equipment—Quarterstaff, sling.

Monks, Human Monks: LVL 2; HP 2d6; AC 12; ATK 1 unarmed strike +1 (1d4); MV 40; F11 R11 W11; AL Neutral (N); XP 200; Special—Stunning attack, deflect arrows; Equipment—Quarterstaff, sling.

Guardian, Medium Humanoid: HD 1; AC 15 (ring and shield); ATK 1 weapon (1d8); MV 30; F13 R15 W15; AL Neutral (N); XP 50; Special—None.

#### 4601. THREE SISTERS | WONDER

Three volcanos in this hex spew acrid, white smoke. This ash coats the land, making it a light grey and killing off nearly all life. Viewing the area from afar, one sees several caves on the largest of the volcanos, and they might note the glint of metal or glass in the largest of these caves from time to time. The cave leads into a volcanic fairyland of imps, mephits, and elementals.

#### 4605. HUNTING PARTY | MONSTER

A hunting party of five synthoids from the stronghold of Mathook [4709] has laid siege to a cave in the mountains here. The synthoids wear brass scale mail and tall helms topped with crests of scarlet horsehair. They are armed with spears.

The cave is inhabited by a malformian that calls himself Eka. Eka was created by Mathook's fell sorceries and escaped. He has fortified the cave entrance, but is running low on supplies. The synthoids are waiting him out.

Synthoids, Medium Humanoid: HD 2; AC 14; ATK 2 fists (1d6); MV 30; F12 R15 W18; AL Neutral (N); XP 100; Special—Immune to charm.

Eka, Malformian Barbarian: LVL 4; HP 20; AC 12; ATK 1 battleaxe +4 (1d8+1); MV 40; F10 R14 W14; AL Neutral (N); XP 400; Special—Rage 2/day, sixth sense; Equipment—Leather armor, heavy mace.

#### 4610. FASTNESS OF GUNVARA | STRONGHOLD

The mountains in this hex are particularly rugged and almost impassable except through a single tunnel that has been cut through the mountains and into the grey valleys beyond. This tunnel originates at the foot of a great face of granite stone that has been carved into massive representations of heroes battling demons. These carvings are actually the face of a castle commanded by a servant of Hajara, the queen of Anbar [5016]. The castle's keeper is a medusa called Gunvara. She has 50 fiendish monkeys and 10 fiendish flying monkeys under her command. Gunvara's lieutenant is a malevolent monkey woman warlock called Asar.

Gunvara, Medium Monstrous Humanoid: HD 6; AC 15; ATK 1 snakes (1d4 + poison III) or by weapon (1d6); MV 30; F12 R10 W10; AL Chaotic (CE); XP 1500; Special—Petrifying gaze.

Asar, Human Warlock: LVL 5; HP 24; AC 11; ATK 1 scimitar +1 (1d8); MV 30; F13 R13 W11; AL Chaotic (CE); XP 500; S12 I6 W12 D9 Cn10 Ch15; Special—Spells per day (5/6/3), spells known (5/3/1); Equipment—Padded armor, scimitar, siege crossbow.

Fiendish Flying Monkey, Tiny Animal: HD 0; AC 14; ATK 1 bite (1d3); MV 30 (Climb 30, Fly 60); F16 R13 W18; AL Chaotic (CE); XP 25; Special—Resistance to fire, magic resistance 10%, +2 vs. Lawful.

Fiendish Monkey, Tiny Animal: HD 0; AC 14; ATK 1 bite (1d3); MV 30 (Climb 30); F16 R13 W18; AL Chaotic (CE); XP 25; Special—Resistance to fire, magic resistance 10%, +2 vs. Lawful.



#### 4631. SCARLATUM | CITY-STATE

Scarlatum is the great red city of the plateau, the twisting and twisted citadel of Jhiba, the Red Queen. The streets of Scarlatum are covered in white pebbles, the buildings and city walls made of reddish stone and brick. Through these streets, around the water spouts and over the tile roofs thousands of pythons slither, sacred animals that are left unmolested by the people, even when they are being attacked. Those who are killed by the pythons have their likenesses captured in fired clay and their death masks displayed on the outer walls of the queen's citadel.

Shallow pools of water, fed by underground springs, are plentiful. These pools are surrounded by gardens of vines and delphiniums,



and are thick with songbirds and wandering sitarists who warble out paens to the Red Queen. Twelve tall bell towers ring out the hours in the city-state, and communicate the wishes of the queen to her people in a code they learn from birth. At every major intersection of streets there is a tall, bronze pillar upon which the edicts of the queen are hung, embroidered on silk.

At the heart of the city-state is Dome of Pleasure and Pain, the citadel of Jhiba. The citadel has thick walls, a multitude of small towers and thousands of arrow slits. It is also surrounded by a wide moat of steaming water and overgrown gardens protected by fiendish constrictors and a troop of Amazonian lizard-women.

Jhiba is a stately dark naga with scales of the darkest red – so dark as to almost be black, and eyes like fire. She usually wears a bemused smile, but it twists into a rictus of rage and loathing when she is disappointed or opposed. Her throne room is clad in brass and polished obsidian, and features a great fire pit over which the bodies of her enemies are held by chains. The brass pillars in the room are surrounded by rippling flames.

Scarlatum, Lawful Evil City: Pop 9000 (humans, goblinoids), Patron Goddess Kali (High Priest Yaaka, CE tiefling cleric 6)

Jhiba, Dark Naga, Large Aberration: HD 9; 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).

#### 4703. ARITANT'S THRONE | WONDER

The great malachite throne of the titan Aritant is tucked into a natural amphitheater here in the mountains. Aritant sits in the throne, frozen in time. He sends out weak telepathic messages to all within 10 miles, implanting the notion of quests that, if undertaken successfully, will give the questers the means of freeing him from his imprisonment.

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

#### 4705. FALLEN STAR | MONSTER

An ancient starship is secreted in this hex, buried under an slightly less ancient volcanic flow. Only the nose of the starship pokes out of the igneous stone, bearing a single broken window that allows one to enter. The starship is in a shambles inside, the only inhabitants being termites that have burrowed into the starship from below, and the mental impressions of the starship's crew preserved in the futuristic gadgets of the ship. These impressions power the gadgets, but also work to impose themselves on any



who use the items in the same manner as cursed magic items. In all, there are seven items to be found in the wreckage, as follows:

*Flying Belt:* This item projects a cone of force from its bottom edge that permits one to fly at a speed of 40.

*Force Ring:* This ring projects a field of force around the wearer, giving them a +1 bonus to AC.

*Grav-Boots:* These chunky silver boots generate their own gravity field, in essence allowing the wearer to treat any surface as though it were a floor.

*Magna-Goggles:* These goggles work as *goggles of minute seeing*.

*Mento-Discs:* These two silvery disks, about the size of silver dollars, can be attached to one's temples. They grant the wearer a +2 bonus to Intelligence.

*Safesuit:* This silver spacesuit provides the wearer a +1 bonus to all Fortitude and Reflex saving throws.

*Sonic Disruptor:* This device looks like a silver wand with a single red button. It operates as *pipes of pain*.

If the "spirits" that possess these items are removed, the items cease functioning. The crew of the starship belonged to a sinister alien race bent on the extraction of all knowledge in the universe. They are not shy about using threats and torture to achieve their aims, but they are deathly afraid of large bodies of water, a substance that was poisonous to them in their former bodies.

#### 4708. SPAWNING PITS OF MATHOOK | STRONGHOLD

Mathook is a crafty wizard that expends his considerable genius in the pursuit of transmogrification magic. Mathook has a great tower constructed here, really a large central tower of grey marble topped by an onion dome composed of solidified quintessence. The dome looks as though it is made of a silvery crystal, and one can sometimes see furtive movements in the crystal, like reflections of creatures moving through Astral Space. The central tower is surrounded by four smaller, thinner towers of white marble topped by battlements. Each battlement is always manned by three synthoids wearing brass scalemail and a great helm topped by a crest of scarlet horsehair and armed with a spear. One of the three is also armed with a jezzail. In all, the stronghold is guarded by twenty synthoids, though a small party of five is currently out hunting an escaped experiment of Mathook.

Beneath the tower, the wizard performs his experiments in spawning pits charged with weird energies that funnel like lightning into the pits from crystal globes suspended from the ceiling. The pits are filled with a viscous liquid from which emerge

strange forms. Most of them slide back into the liquid never to be seen again, but a few manage to crawl out. They are quickly subdued by the synthoids and put in cages so Mathook can observe them and conduct further experiments. Most of the creatures are malformians, and is a particularly intelligent malformian that has escaped into the mountains.

Mathook himself is a tall man who wears naught but a loincloth of silk and a tall cap of ermine (a *hat of conjuring* – essentially a *bag of tricks (weasel)* worn on the head). His body is covered with scars, and seven eyes of different colors are tattooed around his chest and back. He is served by four apprentices, three boys and a girl, about 16 years of age. Each wears something like a black cat suit and a brilliantly patterned tunic.

Mathook, Human Magic-User: LVL 9; HP 18; AC 10; ATK 1 quarterstaff +1 (1d6-2); MV 30; F13 R13 W9; AL N; XP 900; S5 I11 W9 D7 Cn7 Ch8; Special—Spells per day (4/4/4/3/2/1); Equipment—Quarterstaff, 3 darts.

Malformian, Medium Humanoid: HD 1+2; AC 12; ATK 1 weapon (1d8); MV 20; F13 R15 W16; AL Neutral (CN); XP 50.

Synthoids, Medium Humanoid: HD 2; AC 14; ATK 2 fists (1d6); MV 30; F12 R15 W18; AL Neutral (N); XP 100; Special—Immune to charm.

#### 4742. MARUDHI'S PALACE | DUNGEON


The shaitan Marudhi has established a great palace of precious and fancy stones here. The walls of the palace are malachite, the floors white marble, the pillars snowflake obsidian. The palace is inhabited by a small coterie of jann guards, as well as living stone statues in the shape of tigers and living gemstone statues of beautiful women (the harem of Marudhi). The genie is unconcerned with the coming war between Law and Chaos, and plans to sit it out and maybe loot the plateau when it is over. He has a monstrous sense of humor, and he never forgets a slight.

Marudhi, Shaitan, Large Outsider (Earth): HD 9; AC 19; ATK 2 slams (2d6) or scimitar (1d8); MV 20 (Burrow 60, Climb 20); F8 R9 W8; AL Neutral (N); XP 900; Special—Transform metal object, bull rush, travel through stone, immune to electricity; Spells: At will—meld into stone, plane shift, soften earth and stone, stone shape, veil (self); 3/day—glitterdust, stoneskin, rusting grasp, stone tell, wall of stone; 1/day—transmute mud to rock, transmute rock to mud.

Janni, Medium Outsider: HD 6; AC 18; ATK 1 weapon (1d8); MV 30 (Fly 20); F10 R10 W9; AL Neutral (N); XP 600; Special—Change creature's size, survive on elemental planes, resistance to fire; Spells: 3/day—invisibility (self), speak with animals; 1/day—create food and water, ethereal jaunt (1 hour).

Living Stone Tiger Statue, Medium Construct: HD 5; AC 16; ATK 2 fists (1d8) or 2 lava sprays from eyes (5/2d6 fire); MV 20; F10 R10 W11; AL Neutral (N); XP 500; Special—None.

Living Gem Statue, Medium Construct: HD 3; AC 16; ATK 2 fists (1d6); MV 30; F14 R14 W14; AL Neutral (N); XP 300; Special—Immune to rays.



Memes are odd constructs of the philosopher's art that look like translucent hands topped by glowing eyes. They are constructs of thought energy given solid form. Each meme is tied to a different philosophy (see below), and when a meme takes possession of a sentient creature, it impresses this philosophy on their mind, changing their personality and sometimes their alignment.

Meme, Tiny Outsider: HD 2; AC 13; ATK 1 strike (1d4 + constrict); MV 60 (Climb 60); F16 R12 W13; AL Neutral (N); XP 100; Special—Conquer mind (with contact, Will saving throw or possessed by the meme's philosophy).

#### 4801. CASTLE OF THE PHILOSOPHER KINGS | DUNGEON

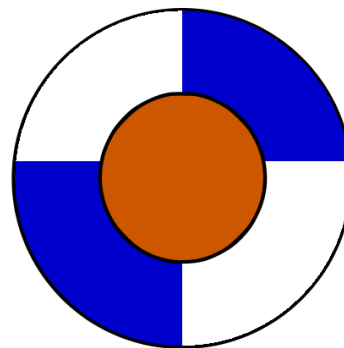
At their height, the Philosopher Kings ruled a great empire to the east of Ende, an empire that expanded into the jungles east of the plateau. The Utopian Empire of the Philosopher Kings was often in turmoil, as ruling philosophies waxed and waned. This hex holds the ruins of a fortress established by the Utopians during one of their great expansions. The fortress is situated atop a high plateau in the mountains, and commands a fork in a mountain pass that leads both to the northwest and the southwest.

The most persistent foe within the fortress are the memes that lurk in the shadows waiting for somebody to let their guard down.

You can use the following table to generate memes:

D10	PHILOSOPHY AND EFFECT
1	<b>MATHEMAGICIANS:</b> Mathemagicians believe in a rational, mathematic universe. Mathematics is the key to understanding all that is and its creation. Mathemagicians show an interest in mathematics, music, astronomy, engineering and the transmigration of souls.
2	<b>WANDERERS:</b> The wanderers roam about, lecturing those they find in a method of understanding that moves from observable facts to ultimate truths. They believe that the highest goal is happiness, and happiness is derived from virtuous actions.

- 3 **ETERNALS:** Eternals believe that there is a single, simple principal of reality that lies behind all things. They call this concept The One. The One sits atop a celestial hierarchy, followed by The Hypercosmic Gods, the Demiurge and the Cosmic Gods. The One is the source of all things, and salvation is the returning of the mortal soul to The One.
- 4 **ACATALEPSIANS:** Acatalepsiens know that nothing can be known. They believe that every statement can be contradicted with an equally valid statement. Since nothing can be known – the impossibility of knowkedge - the only proper attitude is freedom from worry.
- 5 **CYNICS:** Cynics believe that the purpose of life is to live in agreement with nature. Happiness comes from rigorous training and the rejection of wealth, power, sex and fame. One must lead a simple life free of possessions.
- 6 **ELEMENTALISTS:** Elementalists believe that all nature is reduced to four elements – air, earth, fire and water, and that these elements explain all change and diversity.
- 7 **ATOMISTS:** Atomists believe that nature consists of atoms and voids. Atoms come in an infinite number of shapes and sizes, and no atom can be reduced to a simpler form. Atoms cling together in clusters, and these clusters give rise to all visible substances.
- 8 **HEDONISTS:** The hedonists believe that the only intrinsic good is pleasure. While they admit that pleasure can be gained from altruistic behavior and mental pursuits, they believe physical pleasures are far more powerful than mental pleasures. Hedonists believe we can observe things with our senses, but cannot actually know anything about those things that cause sensations. Hedonists believe in the true neutrality of the gods, and their disinterest in interacting with the material world. They also believe that pleasures must be moderated to avoid the displeasure of overindulgence.
- 9 **STOICS:** Stoics emphasize ethics as the main focus of knowledge, and use the development of self-control and fortitude to overcome destructive emotions.
- 10 **NIHILISTS:** Nihilists reject all moral and religious principles. Life is meaningless, nothing has any real existence, so one may do as they please.



#### 4809. TOWER OF RUST | STRONGHOLD

Cidvina is a brutish man often described as a shaved (barely) gorilla. While he is nothing much to look out, he is brutally honest and practices a very rough sort of chivalry. Cidvina commands a tower keep in the jungle here. The keep is composed of great, grey blocks of stone that are liberally decorated with iron spikes. The humid climate of the jungle has rusted these spikes, giving the tower its name. The tower is hoarded by thirty archers and ten elite light cavalry.

Cidvina is a restless man who loves adventure. He has designs on conquering the Castle of the Philosopher Kings [4801], and wants

to recruit a party of adventurers to aid him. His erstwhile comrade is the young, introspective guru Anagas.

Cidvina, Human Barbarian: LVL 12; HP 94; AC 14; ATK 1 broad sword +10 (2d4+1); MV 40; F6 R11 W11; AL Neutral (N); XP 1200; S13 I8 W9 D12 Cn13 Ch9; Special—Rage 4/day, sixth sense; Equipment—Chainmail shirt, broad sword, longbow.

Anagas, Human Cleric: LVL 3; HP 17; AC 13; ATK 1 hammer +1 (1d4); MV 30; F11 R15 W11; AL Lawful (CG); XP 300; S12 I6 W15 D7 Cn13 Ch9; Special—Turn undead, spells (4/3/1); Equipment—Mail shirt, hammer, sling.

#### 4827. SLIME FLOW | WONDER

A flow of green slime is moving through this hex. The flow carries a golden box, about 6 inches long, 3 inches wide and 2 inches high. Inside the box, there is a small chunk of glowing crystal. This crystal gives off harmful rays that inflict one point of constitution drain each day (Fortitude saving throw permitted) to all within 10 feet of the crystal except oozes, plants, constructs and undead. The stone's rays are blocked by precious metals and lead.

#### 4902. MURSHK | MONSTER

A carnelian dragon (see *Blood & Treasure Monster Tome*) called Murshek dwells in a series of caverns in an ancient lava flow. The dragon dwells in relative splendor, though its horde is mostly composed of ancient, tarnished, dented and sometimes partially melted treasures. Once per year, at the height of summer, a band of psychic cultists from the cities of the Endian Plateau make a pilgrimage to the dragon's caves to bask in its glory and deliver a sacrifice in the form of a trio of beautiful youths.

The dragon's horde consists of 12,000 cp, 3,200 sp, 800 gp, a tall iron helm (ceremonial, causes one's skin to glow softly), a 100-ft. long azure string as strong as steel, a +1 *heavy flail*, the heads being in the shape of lion heads, and a large silver bracelet studded with twelve tiger's eye stones.

Carnelian Dragon, Large Dragon: HD 10; AC 17; ATK 2 claws (1d8) and bite (3d10); MV 20 (F60); F7 R8 W7; AL Chaotic (CE); XP 1000; Special—Resistance to fire, immune to sleep and charm, spells (3/day—detect thoughts), psychic pulse. See *Blood & Treasure Monster Tome*

#### 4911. OGRES | MONSTER

A clan of mossy green ogres has set up a lair in a long abandoned mine shaft that overlooks a boulder and rock-strewn escarpment. The long shaft goes about 100 feet back into the mountain before ending in a large, natural cavern. The cavern is pyramidal, with a thin seam running along the ceiling. This seam was a fold in the mountain, and leads to a much higher elevation. Snow melts into the seam and drips into the natural cavern, creating a pool of fresh water in a sandy pit. The water eventually drains through the sand into a subterranean stream.

The ogre tribe includes fourteen males, two females and seven young. They are holding four maidens as their prisoners, hoping to score a ransom. The ruler of the ogres, Jartok, is an ogre king (q.v.). His court magician is a third level ogre adept. The ogres hunt in the mountains for game, and pick berries and dig for roots. They also cultivate a weird slime in their cavern. When this slime is collected on sticks and dried in the sun, the ogres chew on to give themselves hallucinogenic dreams.

Ogre, Large Giant: HD 4; AC 16; ATK 1 slam (1d6) or by weapon (1d10); MV 40; F10 R14 W15; AL Chaotic (CE); XP 200; Special—None.



#### 5004. MEDUSA'S HAREM | MONSTER

A medusa called Jini dwells here in a ruined keep perched over a volcanic rift that belches up weird, acrid fumes that cause strange dreams that some believe are prophetic. The medusa has a harem of thirteen blind men, all attractive and wise. These men are philosophers who indulge in the hypnotic fumes. All of these men are sorcerers. The medusa also has ten hobgoblins that have been trained to fight in great helms that cover their eyes.

Medusa, Medium Monstrous Humanoid: HD 6; AC 15; ATK 1 snakes (1d4 + poison III) or by weapon (1d6); MV 30; F12 R10 W10; AL Chaotic (CE); XP 1500; Special—Petrifying gaze.

Drugged-Out Philosophers, Human Sorcerer: LVL 3; HP 3d4; AC 10; ATK 1 dagger +1 (1d4); MV 30; F14 R14 W12; AL Neutral (CN); XP 300; Special—Spells per day (6/5), spells known (5/3); Equipment—Dagger.

Hobgoblin, Medium Humanoid: HD 1+1; AC 15 (studded leather and buckler); ATK 1 weapon (1d8); MV 30; F13 R15 W15; AL Chaotic (LE); XP 75; Special—Hate elves.

#### 5014. BULA | SETTLEMENT

Bula is a village of 400 shepherds and their wives and children. They dwell in timber houses in pleasant valley in the hills. The people are ruled by Baija, an erinyes reeve of Queen Hajara of



Anbar [5016]. Baija has 20 men-at-arms commanded by the foul sergeant Iyasanas. The people of Bula have a very superior attitude, and they pride themselves on their fine dhotis, tunics and turbans. The women paint their faces and the men keep their beards and mustachios oiled and trimmed.

Baija the Erinyes, Medium Outsider: HD 7; AC 21 [+1]; ATK +1 flaming longbow (100/1d6+1 + 1d6 fire) or longsword (1d8) or rope (entangle); MV 30 (Fly 50); F10 R10 W9; AL Chaotic (LE); XP 1750; Special—Animate rope, summon 1d4 bearded devils (50%), immune to fire and poison, magic resistance 20%; Spells: Continuous—true seeing; At will—charm monster, improved phantasmal force, teleport without error (self plus 50 pounds of objects only), unholy smite.

Iyasanas, Medium Humanoid: HD 3; AC 17 (chainmail and shield); ATK 1 scimitar (1d8); MV 30; F12 R14 W14; AL Neutral (N); XP 150.

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; Special—None.

#### 5016. ANBAR | CITY-STATE

Anbar is the mysterious yellow city of the dry hills, supporting itself on strange fungal crops grown in the flooded caverns beneath the city and on imported food paid for by the city's mineral wealth. The city has tall walls of yellow sandstone topped by a thousand statues of forgotten gods and goddesses, their faces worn away by the wind and the strange priests of the city, who mutilate their own faces and cover them with veils of gold. The city's buildings are composed of orange stone, and the largest buildings have domes of white limestone. Windmills carry water from below the city to canals and pools above.

The largest building in the city is the great fiery palace of Hejara, a lawful evil fire naga who rules here as queen. Her high priest is Agaash, an aasimar from the lowlands who betrayed his people and fled to this city. The palace is composed of white limestone, with silk curtains of saffron shrouding the many high windows. Within the place there are numerous braziers and torches and Hejara's throne room/sanctum sanctorum is filled with leaping flames and attendant fire nymphs in bikinis of gold coins.

The city is home to 9,000 people, tough men and women who are used to privation. They are renowned for their frenzied berserkers and their corps of camel-mounted warriors armed with jezail muskets and spears.

The women of Anbar are known for their icy hearts and their elaborate and colorful saris. They carry umbrellas to protect their skin from the sun, and paint designs on their faces and hands with henna. The men of Anbar have leathery skin and deep-set, cruel eyes. They shun hair of any sort, shaving their bodies and considering those who do not hideous barbarians.

Beneath the farm caverns under the city there are deeper caverns that are caked with ice, some of them completely filled with ice. This ice is generated from the imprisoned heart of a demon queen,

an enemy of Kali. If melted, it forms unholy water, and a band of ten loyal ice demons are released.

Queen Hajar, 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.

#### 5028. KNIGHTS IN A TREE | MONSTER

A wild band of kshatriya have been treed by a yeth hound. The warriors are clinging to the branches of a tall tree while the hound prowls below. If they are saved, they will be outwardly thankful, but soon commiserate and plan to murder their rescuers to avoid being shamed if their tale is ever told.

Kshatriyas, Medium Humanoid: HD 4; AC 16; ATK 1 weapon (1d8+1); MV 30; F11 R14 W14; AL Neutral (LN); XP 200; Special—None.

Yeth Hound, 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 sun, howl causes fear.

#### 5036. BURIAL MOUND OF THE LIZARD KINGS | DUNGEON

A non-descript mound of earth, about 50 feet high, rises from the rank jungle in this hex. The place was a pyramid tomb constructed by the ancient lizard men for one of their kings. In those days, it was located in a shallow, swampy sea.

An entrance can be found by casting the *open* spell in the proper place (near the southeast side of the mound) or through some other clever use of magic.

The dungeon features five levels, with the lowest connecting with a larger complex of ancient caverns. The highest level is filled with traps and puzzles to dissuade tomb robbers, along with some low-level vermin. The second level is given over to more fiendish traps and undead guards. It provides access to a shaft that leads down to the tomb proper of the ancient lizard king Naegla, a minor figure in the primordial history of Ende that primarily known for being eaten by his own children when they deposed him. Naegla's tomb is haunted by oozes, constructs and more undead, as well as by the insane spirit of a captive inevitable.

A weak spot in the floor of the tomb chamber grants access to the fourth level, a mixture of palace and caverns. Here, a multitude of subterranean monsters and peoples live and fight for dominance. They are pitted against one another by the criosphinx and his cabal of puzzle-men who dwell on the lowest level where they have truck with demons and devils in their search for a giant *planeshifted* onyx worth 100,000 gp.

#### 5140. GREAT RAMPART | WONDER

A rampart of crimson stone runs along the north bank of the River Ende here, which is much higher than the south bank. The rampart

is very old, and the architecture and bas-reliefs mark it as a construction of the ancient lizard kings. The lower portions are covered with slime, and jungle vines grow along the top, with pale, skull-shaped fruit hanging from them.

The rampart is currently the lair of a band of twelve red drakkar warriors. The drakkar have found a portal that leads into a small dungeon beneath the rampart, and they are screwing up their courage to delve inside for treasure. They would not be averse to following a bold band of adventurers into the dungeon.

Red Drakkar, Medium Humanoid: HD 1+1; AC 18 (scale mail and shield); ATK 1 bite (1d4 + 1d4 fire) or weapon (1d8); MV 40; F15 R13 W13; AL Chaotic (CE); XP 100; Special—Resistance to fire.

#### 5143. KENDRA | MONSTER

Kendra is a village of 120 automatons. The automatons are constructed of teak and ivory, with bronze embellishments and reinforcements, especially on the warriors of the tribe. The automatons dwell in an ancient elephant graveyard in huts constructed from the elephant bones and a few larger buildings constructed of large stones plundered from some ancient, ruined monument. The automatons are commanded by Yark, a fighter. Yark is counseled by the wise scientist Vijana. The largest of the stone buildings is occupied by Yark and Vijana, and includes an armory and laboratory. Another stone building is a smithy. The automatons keep nine panthers as guard animals.

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

Yark, Automaton Fighter: LVL 7; HP 36; AC 19; ATK 1 heavy mace +8 (1d6+3); MV 30; F9 R12 W13; AL Neutral (N); XP 700; S16 I7 W10 D13 Cn15 Ch10; Special—Dominate 0 HD foes, 2 attacks per round, immune to disease and poison, resistance to electricity; Equipment—Banded mail, heavy mace, light crossbow.

Vijana, Automaton Scientist: LVL 7; HP 24; AC 9; ATK 1 dagger +0 (1d4+2); MV 30; F13 R14 W10; AL Neutral (LN); XP 700; S5 I13 W11 D7 Cn13 Ch6; Special—Legend lore, brew formula, discover invention, immune to disease and poison, resistance to electricity; Equipment—Tools, dagger, hand crossbow, three formulas (invisibility, repair [nanobots?], resistance to fire), sleep ray.

#### 5205. ANOSH THE EXILE | MONSTER

The naga Anosh is the younger sister of Hajara of Anbar [5016]. Possessed of the normal ambitions of her kind, Hajara soon found her sister dangerous and sent her into exile. She now dwells in this hex near a natural spring amid a grove of magnolias. Here, she is gathering an army of mercenaries. So far, she has about 20 humans, 10 gnolls and 30 goblins prepared to serve her. They are encamped nearby and are surviving by hunting and raiding the villages north of the Nandisha River.

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

#### 5207. ZAGHA THE LIZARD-LORD | STRONGHOLD

An ancient concentric castle of blue stone and many towers is situated in this hex. The place is in a ruin, and the river has flooded the lowlands here, creating a tangled swamp thick with insects. The place is now commanded by a lizardman warlord called Zagha and his minions, 40 lizardmen armed with battleaxes and longbows. Zagha is not terribly bright, but he has in his possession a *rod of lordly might*, and this has made him particularly dangerous. He is now challenging Cidvina [4809] for control of the lands south of the Nandisha River. Zagha's castle is guarded by numerous assassin vines planted around the periphery on the most obvious paths – the lizardmen use secret trails.

Zagha, Lizardman Barbarian: LVL 9; HP 41; AC 15; ATK 1 halberd +10 (1d10+3); MV 40 (Swim 30); F8 R11 W12; AL Neutral (N); XP 900; S18 I5 W7 D13 Cn14 Ch8; Special—Rage 3/day, sixth sense, amphibious; Equipment—Scale mail, halberd, shortbow.

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

#### 5213. GORGE OF LIGHTS | WONDER

A deep gorge that cuts across this hex sends weird lights into the night sky. Coruscating radiations spill from the gorge when the sun falls, causing mutations of the mind in those who stray within a mile and remain within that range for more than a couple hours (assuming they fail a Fortitude saving throw). The “mental mutations” are either psionic powers (see *NOD Companion* for a handy list) or insanities. Roll 1d6 to determine which, even numbers indicating psionics, and odd numbers insanity. In either event, these conditions last only one week.

#### 5218. KANKSAKA | MONSTER

The chimera Kanksaka dwells here in a small cave by the River Ende. He has captured a flighty maiden of Anbar, a victim of Hajara's cruelty who fled rather than be married to one of her minions. A small team of evil adventurers, the enchantress Keyura, the hunter Achander, the hook-handed assassin Gunna and the warlock Jiti, are on the hunt for the maiden, intending to sell her back to Hajara for gold and favors.

Chimera, 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.

Achander, Human Barbarian: LVL 3; HP 23; AC 14; ATK 1 warhammer +4 (1d4+2); MV 40; F11 R14 W14; AL Neutral (N); XP 300; S15 I7 W11 D11 Cn15 Ch8; Special—Rage 1/day, sixth sense; Equipment—Chainmail shirt, warhammer, javelin.

Gunna, Human Assassin: LVL 4; HP 13; AC 11; ATK 1 dagger +2 (1d4); MV 30; F14 R10 W14; AL Chaotic (CE); XP 400; S10 I13 W10 D14 Cn12 Ch12; Special—Poison use, backstab x2; Equipment—Padded, buckler, poison dagger, hand crossbow with poisoned darts.

Jiti, Human Warlock: LVL 3; HP 17; AC 11; ATK 1 trident +1 (1d6+1); MV 30; F14 R14 W11; AL Lawful (NG); XP 300; S9 I7 W13 D11 Cn10 Ch14; Special—Spells (5/5), spells known (4/2); Equipment—Padded armor, trident, composite bow.

Keyura, Human Magic-User: LVL 4; HP 10; AC 10; ATK 1 dagger -1 (1d4-1); MV 30; F14 R14 W10; AL Neutral (CN); XP 400; S6 I15 W13 D10 Cn10 Ch8; Special—Spells (4/4/2); Equipment—Dagger, dart, spellbook.

## 5220. BUGBEAR MERCENARIES | MONSTER

A band of 30 bugbear mercenaries from under the plateau has made their way to the surface in hope of securing employment. For 4 gp a day plus expenses they'll serve anyone and will fight any creature with fewer hit dice than they. The leader of the bugbears is called Urgudan. He is notable for his missing eye (a grisly scar) and for the small archaeopteryx he uses like a hunting falcon.

Bugbear, Medium Humanoid: HD 3; AC 14 (leather and buckler); ATK 1 weapon (1d10); MV 30; F12 R14 W14; AL Chaotic (CE); XP 150; Special—Surprise (3 in 6).

Urdan, Medium Humanoid: HD 5; AC 15 (leather and shield); ATK 1 weapon (1d8+1); MV 30; F11 R13 W13; AL Chaotic (CE); XP 250; Special—Surprise (3 in 6).

Archaeopteryx, Small Animal: HD 1; AC 14; ATK 2 talons (1d4) and bite (1d4); MV 10 (Fly 80); F14 R12 W18; AL Neutral (N); XP 50; Special—None.

## 5222. TAX COLLECTORS | MONSTER

A battalion of 10 half-ogres is making its way around the countryside, collecting taxes (i.e. shaking people down) for the queen of Anbar. The half-ogres wear splint mail and carry halberds, and they wear the colors of Anbar. They are commanded by Jartu, a surly old warrior with white whiskers and a slight limp. So far, the band has collected 100 gp and a barrel of wine.

Half-Ogre, Medium Giant: HD 3; AC 18 (chainmail); ATK 1 battleaxe (1d8) or slam (1d4); MV 40; F12 R14 W14; AL Chaotic (CE); XP 150.

Jartu, Half-Ogre Fighter: LVL 4; HP 24; AC 18; ATK 1 battleaxe +4 (1d8); MV 30; F10 R14 W14; AL Chaotic (NE); XP 400; S15 I10 W7 D11 Cn13 Ch10; Special—Dominate foes; Equipment—Mirror armor, battleaxe, musket.

## 5228. NEEDLE OF TRANSMUTATION | WONDER

A strange, wondrous obelisk can be found in this hex. It is composed of reddish-grey metal and is heavily pitted as though exposed to acid. The obelisk is held in a giant hand sculpted from the top of a rocky hillock. The obelisk is 16 feet tall, and the hillock is 40 feet tall, giving it a commanding view of the scrub plains.

All metal objects that weigh at least 5 pounds (or gatherings of metal objects that weigh at least 5 pounds, i.e. at least 250 coins held together in a chest or sack) that enter a one-mile radius of the needle cause it to emit a reddish ray with pinpoint accuracy. The ray transmutes those metals if they fail an item saving throw. Roll on the following chart to determine what they metals are turned into. If the roll turns up the original composition of the metal object, roll again.

D12	METAL	WEIGHT FACTOR	STRENGTH FACTOR
1	Platinum	Heavy	Weak
2	Gold	Heavy	Weak
3	Electrum	Medium	Weak
4	Silver	Heavy	Weak
5	Copper	Medium	Weak
6	Bronze	Medium	Medium
7	Iron	Medium	Medium
8	Steel	Medium	Hard
9	Lead	Heavy	Weak
10	Tin	Light	Weak
11	Aluminum	Light	Weak
12	Titanium	Light	Hard

The weight of the object changes when it is transformed. For each step up (i.e. from light to medium or medium to heavy), double the item's weight (so double from light to medium or medium to heavy, quadruple from light to heavy). For each step down, halve the weight (i.e. halve from heavy to medium or medium to light, quarter from heavy to light).

If hard metal armor is turned into a weak metal, it loses half its armor bonus. If a hard metal weapon is turned into a weak metal, it deal -1 points of damage per dice of normal damage, and must pass an item saving throw each time it scores maximum damage. Hard metal turned to medium metals lose a point of armor bonus or score -1 point of damage.

## 5233. MONKEYS ON PATROL | MONSTER

A band of Bandar-log (monkey folk) adventurers are on patrol in this hex. The party consists of a female monk called Akudsiiti, a female druid called Kanabashi, a male ranger called Runuyatra, a male scout called Dhramasa and a male sorcerer called Amattan. The adventurers hail from Yamanal [5528] and are goodly folk, though mildly xenophobic.

Akudsiiti, Monkeyfolk Monk: LVL 4; HP 22; AC 13; ATK 1 unarmed strike +2 (1d6); MV 40; F10 R10 W10; AL Neutral (N); XP 400; S11 I9 W13 D13 Cn13 Ch11; Special—Stunning attack, deflect arrows, slow fall; Equipment—Handaxe, hand crossbow.

Amattan, Monkey Folk Sorcerer: LVL 5; HP 3; AC 10; ATK 1 club -1 (1d4-1); MV 30; F15 R13 W10; AL Neutral (CN); XP 500; S5 I11 W13 D9 Cn4 Ch14; Special—Spells per day (6/7/4), spells known (6/4/2); Equipment—Club, hand crossbow; Spells Known—0—acid splash, light, mage hand, read magic, resistance; 1st—comprehend languages, disguise portal, hold portal, mage armor, obscuring mist, protection from evil, sleep; 2nd—constitution, dexterity, invisibility, knock.

Dhramasa, Monkey Folk Thief: LVL 6; HP 22; AC 14; ATK 1 sap +3 (1d6); MV 30; F13 R9 W12; AL Neutral (CN); XP 600; S9 I9 W14 D15 Cn9 Ch8; Special—Backstab x3; Equipment—Studded leather, sap, light crossbow.

Kanabashi, Monkey Folk Druid: LVL 4; HP 20; AC 13; ATK 1 quarterstaff +3 (1d6+1); MV 30; F9 R13 W9; AL Neutral (N); XP 400; S13 I10 W17 D15 Cn16 Ch15; Special—Spells per day (5/4/3), speak druidic, move through undergrowth, leaves no trail, +2 save vs. energy spells; Equipment—Leather armor, quarterstaff, darts (3).





Runuyatra, Monkey Folk Ranger: LVL 4; HP 23; AC 13; ATK 1 shortsword +4 (1d6+1); MV 30; F11 R10 W13; AL Neutral (N); XP 400; S14 I9 W14 D13 Cn10 Ch4; Special—Favored enemy (snakes); Equipment—Padded armor, shield, shortsword, siege crossbow (1d8+1).

#### 5236. FOUNTAIN OF FIRE | WONDER

A strange fountain has been carved here, rising from the ground like a volcano and shaped like the mouth of a dragon. Rather than water, the fountain belches forth a shower of sparks. The sparks fly about 20 feet into the air, and rain down in a 30 ft. radius around the fountain.

Any person touched by a spark seemingly bursts into flames. In fact, they receive the effects of a *wall of fire* spell that wraps around and covers their body. They can mentally turn this fire off and on, but for each hour the fire is turned on the person loses one level of experience.

#### 5243. SANAGA | SETTLEMENT

The village of Sanaga is built around a grand smithy. Thirty smiths are working around the clock forging spear heads, short swords and pieces of armor to sell to warriors for the upcoming war. The village is home to 400 people, and consists of timber cottages. It is surrounded by a stone wall, moat and four stout towers. Sanaga is defended by 20 archers and a single sergeant, Vlik. The village is under the dominion of Anbar; the weapons and armor they are forging are for the coming war between Law and Chaos. The smithy makes the village fairly wealthy, but even more prosperity is generated here via the smuggling that goes on. The villagers are

the source of much of the black market material that flows in and out of Anbar; the lawful evil ruler has very strict rules about what can be sold and for how much, and her taxes are high.

Archer, Medium Humanoid: HD 1; AC 13 (ring mail); ATK 1 longbow (1d8) or sword (1d6); MV 30; F13 R15 W15; AL Neutral (N); XP 50.

Sergeant Vlik, Medium Humanoid: HD 3; AC 17 (chainmail and shield); ATK 1 longbow (1d8) or scimitar (1d8); MV 30; F12 R14 W14; AL Neutral (N); XP 150; Special—None.

#### 5301. KHOHPUR | SETTLEMENT

KhoHPur is a strange village of 500 people, many of them outlaws, heretics and exiles, constructed on a small hillock riddled with crypts, tombs and mausoleums. The ancient burials range from simple affairs of fired bricks to grotesques of white marble to simple caves overgrown with vegetation and barred by ancient gates of bronze. The villagers live in simple wooden huts constructed between and on top of the graves. A stream runs nearby, and in the morning the women and children of the village walk to the stream with their water jugs. There, they gossip and play while the men of the village smoke long, clay pipes and talk of deep matters before they get down to the business of the day, be it tending gardens, hunting or crafting their wares. On the far side of the stream grow beautiful orchards of apricots that tended by the village children under the watchful eyes of a company of 20 longbowmen in chainmail hauberks and pointed helmets.

The strange city is governed by the Maldoor, a mysterious necromancer who seized control a dozen years back. The Maldoor dwells in the largest mausoleum of the city, having raised the kshatriyas there into skeletal warriors that guard him and his small cabal of dark scholars as they plumb the depths beneath the hill of tombs for treasure and lost knowledge. Despite being thoroughly weird and unwholesome, the Maldoor has proven to be a capable administrator, mostly leaving the people to their own devices and interceding in their affairs only when asked for his wise counsel.

Maldoor, Human Magic-User: LVL 7; HP 17; AC 10; ATK 1 staff +1 (1d6-1); MV 30; F13 R13 W10; AL Chaotic (NE); XP 700; S7 I13 W12 D11 Cn11 Ch12; Special—Spells per day (4/5/3/2/1); Equipment—Staff, light crossbow, spellbook (0-audible glamor, detect magic, read magic, touch of fatigue; 1st—expeditious retreat, grease, magic missile, protection from good; 2nd—invisibility, scorching ray, see invisibility; 3rd—lightning bolt, slow; 4th—enervation).

Dark Scholar, Human Magic-User: LVL 3; HP 3d4; AC 10; ATK 1 staff +1 (1d6); MV 30; F14 R14 W12; AL Chaotic (NE); XP 300; Special—Spells per day (4/2/1); Equipment—Staff, light crossbow, spellbook.

Longbowman, Medium Humanoid: HD 1; AC 13 (ring mail); ATK 1 longbow (1d8) or sword (1d6); MV 30; F13 R15 W15; AL Neutral (N); XP 50.

Skeleton, Medium Undead: HD 1; AC 15; ATK 2 claws (1d4) or weapon (1d8); MV 30; F15 R15 W14; AL Neutral (N); XP 50; Special—Immune to illusions and all mind-affecting spells, weapon resistance (edged & piercing weapons).



#### 5304. TOMB OF KALA | DUNGEON

A great column of serpentine rises from a smoking, acrid lake in this hex. The column is shaped like a cobra with a gaping mouth that permits entrance into the tomb of Kala, an ancient wizard. Within the mouth, one must contend with poisoned darts and a grease trap that sends people sprawling down spiral stairs into a pit of iron cobras. From the iron cobra pit, one must choose one of three doors. A green door leads into a false tomb complex of traps, monsters and scant treasures. A golden door leads into a long tunnel that soon fills with the toxic waters of the lake. The black door leads into the true tomb complex, which is also guarded by monsters and traps, but includes much more wondrous treasures and Kala's great spell book.

#### 5310. BAHIVPUR | SETTLEMENT

Bahivpur is a strange village at the base of a cliff. Sparkling wine flows over the cliff and into a great pool at the center of the village. The wine spills from a long, misty cave, originating from a weird portal guarded by two caryatid columns in the shape of apsaras. The golems attempt to grapple opponents and throw them through the portal and into a wonderland of gluttony called The Land of Milk and Honey. As the inhabitants get fat and sluggish they become the prey of purple leopards that prowl this hex. Unfortunate indeed!

The village is populated by 100 hunters of wild boars and deer. The hunters are tall, strapping women, all ruggedly beautiful, in armor of leather and crystal scales. They carry boar spears and long daggers. The men of the village are small and handsome. They tend the village's vines and gardens, and raise long, lazy white serpents for food and medicine.

#### 5311. BLOOD HUNGRY MONSTERS | MONSTER

This hex contains a long pass through the mountains. The walls of the pass are composed of white stone. Winged deaths (see *Blood & Treasure Monster Tome*) hunt this area, emerging at night from secret doors in the walls of the pass. Spatters of blood mark their passing.

Winged Death, Medium Undead: HD 2; AC 13; ATK 2 claws (1d4) or arrow (1d6 + Poison II); MV 30 (Fly 60); F15 R14 W12; AL Chaotic (CE); XP 200; Special—Shrill cry, magic arrows, spirits of war, surprise (3 in 6). See *Blood & Treasure Monster Tome*

#### 5321. PINK PIRATE TOWER | STRONGHOLD

Nestled in a lowland between the hills and the scrub plains there is a babbling stream. The stream really does babble, for it is composed of a huge water elemental that is bound to a golden spike in the stream bed. The water elemental knows everything that happens in or near the stream.

The stronghold on the banks of this wide stream is a tower keep composed of blocks of pink crystal. The keep has a great portcullis at the base that permits entry into a small, hidden quay underneath the stronghold. Here, a war galley is kept. The war galley has an animated and magical figurehead of the stronghold's matron goddess, Ratri, the goddess of thieves, or, in this case, of river pirates.

The high priestess Gaura maintains strict control over her pirates, a gaggle of fifteen lesser clerics. All wear leather armor and mail sleeves, and arm themselves with bucklers, short, curved swords, throwing axes and light crossbows. The clerics work as river pirates and smugglers, paying tribute to the queen of Anbar.

Gaura, Human Cleric: LVL 12; HP 39; AC 14; ATK 1 light mace +8 (1d4+1); MV 30; F7 R11 W6; AL Chaotic (NE); XP 1200; S9 I9 W13 D11 Cn10 Ch11; Special—Rebuke undead, spells per day (6/6/4/4/3/3/2); Equipment—Scale mail, light mace, staff sling, unholy symbol.

Acolytes, Human Clerics: LVL 2; HP 2d6; AC 14; ATK 1 light mace +1 (1d4+1); MV 30; F12 R15 W12; AL Chaotic (NE); XP 200; Special—Rebuke undead, spells per day (4/2); Equipment—Scale mail, light mace, sling, unholy symbol.

#### 5339. JALA | SETTLEMENT

Jala is home to the finest archers and bowyers in Ende. The village is a pretty affair, situated near a wide stream. The people are mostly hunters of game and monsters. They sell the meat, viscera, skins and furs in their great markets, held once per month. On the night of full moons they hold archery tournaments for the favors of the young men and women of the village, and hand out silver medallions to the winners. These markets are well-attended by foreign merchants.

The women of the village are uncommonly handsome. They dress in calico gowns and leather bodices, and cover their faces with

scarves and beaded headdresses. The men wear leathers and are always armed with daggers and longbows.

Jala is also notable for its great brewery, located on the edge of town. The brewery is run by a clan of foreign halflings, the patriarch of which is called Holdrum. The halflings grow crops in well-tended fields along the stream, and use it to brew EPA (Endean Pale Ale), which is sold far and wide.

Adanjam, Human Marksman: LVL 6; HP 33; AC 15; ATK 1 light crossbow +6 (2d4+2); MV 30; F13 R9 W13; AL Neutral (N); XP 600; S9 I13 W11 D14 Cn12 Ch12; Special—Specialist with light crossbow (x2 damage), +2 initiative, riposte; Equipment—Leather armor, dagger, light crossbow.

#### 5341. BRIDGE OF TERROR | MONSTER

A bridge of purple flesh extends across a narrow point in the River Ende here. The bridge is composed of three undead purple worms. Unless people chant lawful prayers while they cross the entirety of the bridge, it will collapse into the river and attack them.

Purple Worm Zombie, Huge Undead: HD 16; AC 19; ATK 1 bite (2d10 + swallow whole) and sting (2d6 + poison II); MV 20 (Burrow 20, Swim 10); F4 R7 W5; AL Neutral (N); XP 1600; Special—None.

#### 5415. CREEPY ARMY | MONSTER

An army of thirty giant spiders under the command of the aranea Zuribar is making its way through this hex on their way to the great battles to come on the plateau. The spiders harry those they meet, but their mistress is in a hurry and will not permit them to fool around with prey for too long. She bears a silver ewer that can pour out each day either a healing draught (potion of *cure light wounds*), a crystal clear liquid that acts as a crystal ball, or a golden liquid from which can be summoned a fiendish serpent of molten brass that obeys her commands for up to one hour before hardening into a sculpture worth 10 gp.

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

Zuribar, Aranea General, Medium Magical Beast: HD 3; AC 13; ATK 1 bite (1d6 + poison) or web; MV 50 (Climb 20); F12 R11 W13; AL Neutral (N); XP 300; Special—Change shape.

#### 5420. BARGE OF FEAR | MONSTER

A skittish man in simple clothes is pushing a barge down the River Ende. The barge is laden with six coffins, each wrapped in steel chains. The boatman, Kudri, is making slow progress and he is none too happy about it. He gladly gives people a ride on the barge if they help propel it. He is headed to Anbar – the bodies in the coffins are scabrous cadavers (see *Blood & Treasure Monster Tome*). Each was an enemy of Queen Hajara – she plans on using them as guards in her catacombs.

Cicatrix (Scabrous Cadaver), Medium Undead: HD 2; AC 11; ATK 1 slam (1d6); MV 20; F15 R15 W15; AL Chaotic (CE); XP 200; Special—Regenerate, scar tissue. See *Blood & Treasure Monster Tome*

#### 5432. BULWARK OF THE GODS | DUNGEON

A great wall rises here, cutting the hex in half from east to west, and anchored on either end by a great ridge of stone, each extending well into the hexes adjacent to this one. Apparently, this was once an important pass that required protection. The wall is 200 feet tall and ranges from 40 feet thick at the base to 10 feet thick at the battlements.

The lower portion of the wall contains three levels of dungeon chambers and halls extending from the massive gate that pierces the wall. The gate would require storm giants (or their equivalent) to open, or the complex system of gears hidden in a sub-level of the dungeon and guarded by a menagerie of golems. The masters of these dungeons are a trio of ancient liches that persist as nothing more than skeletal heads on floating discs.

The upper portions of the wall are inhabited by a tribe of flying monkeys. The monkeys are armed with light maces and bucklers, and led by a hero of their people called Garuman who wields a +3 *thundering shortbow*.

Flying Monkey, Small Animal: HD 1; AC 14; ATK 1 bite (1d4); MV 30 (Climb 30, Fly 60); F14 R13 W15; AL Neutral (N); XP 25; Special—None.

Garuman, Flying Monkey Ranger: LVL 3; HP 12; AC 11; ATK 1 shortsword +4 (1d6+1); MV 30 (Climb 30, Fly 60); F12 R12 W13; AL Lawful (CG); XP 300; S14 I6 W14 D10 Cn12 Ch8; Special—Favored enemy (humans); Equipment—Padded armor, shortsword, light crossbow.

#### 5440. UMBRELLA WARRIORS | MONSTER

Six wondrous men are waiting in this hex for a barge or boat to take them across the river. They have built a campfire and are sitting around it, chatting to pass the time.

The men are all quite handsome. They are well built, with lordly faces, fantastic beards and mustaches and golden turbans fastened with large opals (1,000 gp). Each man wears fine clothes of damask silk, and, most interesting of all, carries a large umbrella. The men never let the umbrellas leave their grasps.

The umbrellas can be used as +2 *greatclubs* in combat, and creatures struck by them must pass a Fortitude saving throw or be pushed back a number of feet equal to 5 plus the mace's damage or knocked prone (player's choice). When opened, the umbrellas act as +2 *shields* that permit the men, who are masterful acrobats, to *levitate* (as the spell) and glide (fly 10 feet per round, descending 5 feet per round). Each umbrella weighs 200 pounds, and requires a strength score of 20 or higher to wield.

The men compose a brotherhood of kshatriyas loyal to the forces of Law and Good. They are gentlemen of the highest order and seek only to fight for justice and protect the weak. Their names are Angajjuj the Ambidexter, Kadeva the Keen, Bahara of the Beryl



Eyes, Adadhand of the Golden Dream, Janina the Jacinthe and Surupa the Sanguinolent.

Umbrella Warrior, Human Paladin: LVL 6; HP 20; AC 16; ATK 1 umbrella +10 (1d12+5); MV 30; F9 R12 W8; AL Lawful (LG); XP 600; S20 I8 W13 D11 Cn11 Ch14; Special—Detect evil, smite chaos (evil) 3/day, lay on hands, immune to fear, turn undead, quest for warhorse, cure disease 1/wk, spells (1); Equipment—Splint mail, umbrella, composite bow.

### 5503. TEMPLE OF WISDOM | STRONGHOLD

A day's walk from the Nandisha River, there is an ancient temple of Wisdom. Established by the philosopher kings in days of old, the ruined temple is composed of shimmering blue marble and contains a number of large, golden pools in which dwell albino crocodiles. The place is haunted by the degraded descendants of the places original priests and female slaves. These thirty men and women are brutish and crude, and dwell in the subterranean chambers beneath the place, still keeping the rituals of Wisdom as best they can. Their leader is an adept (level 2) called Gjaibar.

Brute, Medium Humanoid: HD 2; AC 12; ATK 1 spear (1d8); MV 30; F12 R15 W15; AL Neutral (N); XP 100; Special—None.

### 5526. KARKADANN | MONSTER

A karkadann dwells in the scrubland here. It permits no other creature in its domain, and none would think of entering it unless they were looking for the remains of the great yaksha warrior Doro, killed ages ago fighting a red dragon. He still carries a *hammer of thunderbolts* and wears +2 *chainmail*.

Karkadann, Large Animal: HD 10; AC 16; ATK 1 gore (2d6); MV 30; F7 R8 W13; AL Neutral (N); XP 500; Special—Trample.

### 5528. YAMANAL | SETTLEMENT

Yamanal is a busy market town of 500 people at the base of the mountains. Many merchants traveling up the River Ende and crossing the mountains end up here. The village has three splendid hostels known for the beauty of their serving ladies, the magnificence of their wines and the comfort of their beds. Gaming in the form of backgammon is common here, and the village's markets for spices, jewels, and foodstuffs, are well attended.

The town is controlled by Prince Hanadha, a boorish man with piercing amber eyes and a hook nose. Hanadha is ambitious, and has increased taxes on foreigners to fund his envisioned rise to power. He commands three companies of men-at-arms, light infantry, crossbowmen and light cavalry.

Hanadha, Human Fighter: LVL 6; HP 37; AC 14; ATK 2 spear +6 (1d6+1); MV 30; F9 R14 W13; AL Chaotic (LE); XP 600; S14 I10 W10 D8 Cn14 Ch12; Special—Dominate 0 HD foes; Equipment—Chainmail, buckler, spear, musket.

### 5532. BLOOD ORCS | MONSTER

Lava once streamed down the mountainside here, forming two falls that then pooled into a veritable moat. Behind the flows there is a pass cut out of the mountains. The ground has been carved flat except for some stairs in some places, and the pass is only 7 feet wide at maximum. Caves overlooking the pass are inhabited by a tribe of fifty blood-red orcs with gleaming white fangs and evil green eyes. The orcs are led by the savage warrior Glutz, who employs an org (a hybrid of orc and ogre) lieutenant called Vad and two ogre bodyguards called Lurik and Zeet.

When anyone of lawful alignment approaches the hardened lava flows, the flows magically become molten again. The flows are 40-ft. wide. The orcs know this and they will run to the banks of the flow (or as near as they can stand) and send arrows careening over the flows at their enemies.

Glutz, Orc Barbarian: LVL 5; HP 34; AC 13; ATK 1 pole axe +5 (1d10+1); MV 40; F11 R13 W13; AL Neutral (CN); XP 500; S14 I8 W9 D12 Cn14 Ch10; Special—Rage 2/day, sixth sense; Equipment—Studded leather, pole axe, composite bow.

Orc, Medium Humanoid: HD 1; AC 14 (leather and shield); ATK 1 weapon (1d8); MV 30; F13 R15 W16; AL Chaotic (CE); XP 50; Special—None.

Org, Medium Humanoid: HD 2+1; AC 15 (leather and shield); ATK 1 slam (1d8) or by weapon (1d10); MV 30; F12 R15 W16; AL Chaotic (CE); XP 100; Special—None.

Ogre, Large Giant: HD 4; AC 16; ATK 1 slam (1d6) or by weapon (1d10); MV 40; F10 R14 W15; AL Chaotic (CE); XP 200; Special—None.

### 5535. SECRET LOVERS | MONSTER

Two cloud giants from the northern mountains are meeting here in secret. The giants, Lord Pravardha and Lady Zuba, come from rival kingdoms in the Great Yamas. They have made a love nest here, a great cavern carved by the yakshas. They do not wish to be disturbed, and will react angrily to intruders.

Lord Pravardha, Huge Giant: HD 12; AC 17; ATK 1 morningstar (6d6) or boulder (2d12); MV 40; F4 R9 W8; AL Chaotic (CE); XP 1200; Special—Track by scent, surprised (1 in 8); Spells—3/day—levitate (self plus 1 ton), obscuring mist; 1/day—fog cloud.

Lady Zuba, Huge Giant: HD 12; AC 17; ATK 1 morningstar (6d6) or boulder (2d12); MV 40; F4 R9 W8; AL Chaotic (CE); XP 1200; Special—Track by scent, surprised (1 in 8); Spells—3/day—levitate (self plus 1 ton), obscuring mist; 1/day—fog cloud.

### 5544. SHIPLORI | SETTLEMENT

Shiplori is a village of 100 warlike and fiercely independent yeomen. Having won their freedom from the princes of the south, they are determined to maintain it. They are led by a sage called Atansh of the Auburn Locks (level 1), a young, brilliant woman who is wise beyond her years. The village is composed of stone huts surrounded by a stone wall that they are working hard to enlarge and reinforce. A reservoir provides water via clay pipes.

Yeoman, Medium Humanoid: HD 1+1; AC 14 (ring and buckler); ATK 1 scimitar (1d8) or spear (1d8); MV 30; F13 R15 W15; AL Neutral (N); XP 75.

#### 5619. WEREBEARS | MONSTER

A gang of four werebears, Guna, Kanka, Baska and Jata, and their mascot, a rascally sprite called Bindya, dwell in a stone redoubt here. They forage through the hills for honey, berries, roots and insects, and know where a bloodstone mine can be found. The werebears look like sloth bears in their normal forms.

Werebear, Large Monstrous Humanoid: HD 7; AC 17 [silver]; ATK 2 claws (1d8) and bite (1d8) or bite (1d8) and weapon (1d10); MV 30; F11 R10 W10; AL Lawful (LG); XP 700; Special—Change shape, lycanthropy.

#### 5630. LORD FIRE | MONSTER

The self-named Lord Fire is an ancient salamander, exiled from the Plane of Fire, who has established himself in a burned out citadel. The citadel once hosted one of the great courts of Ende, a glittering spectacle of silver fountains, peacocks and men and women garbed in silk covered in silver jewelry and anointed with fragrant oils. Fell sorceries shrunk these men and women to about 1 inch in height. They constructed a new city for themselves from what materials they could scrounge, and went to war with the local rats for control of their old home. It was in this state that they were discovered by Lord Fire, who sealed their new city under a crystal dome. He now keeps the tiny people alive to access their many sages and magicians.

Lord Fire maintains hundreds of slaves that mine coal from a seam in the mountains. The coal is used to keep Lord Fire's domain blazing hot. Lord Fire employs a crippled imp called Jzadik as his major domo, and a guard of twenty blazing bones.

#### 5641. TENELVEL | SETTLEMENT

Tenelvel is a sleepy village of Bandar-log (monkey folk) drowsing beneath the fierce jungle sun, shading and fanning themselves with ornate fans held in their tails. The monkey folk have constructed their village from the living trees, and the upper castes can be found not on the narrow, rank paths through the village, where the lower caste monkeys toil, lifting, carrying, crafting, but on balconies and bridges, shaded by the leaves, curls of purple and heather and saffron smoke rising from hookahs and incense bowls.

The village hoses 200 monkey folk divided into several castes. The village's ten Brahmins are at the top of the ladder, notable for their conical white hats and silken veils. They are sages and diplomats, chattering down their random wisdoms to lesser Brahmin clerks, who scratch them down on scrolls.

The twenty kshatriya wear black turbans bedecked by black feathers and, if they are wealthy enough, black stones. They carry

black quarterstaves, and swing on hammocks discussing defense policy and the games they will wager on and play that evening.

The fifty vaishya of the village take more strategic posts, fanning themselves and recording on clay tablets orders and prices. They screech orders to nearby artisans, laborers and merchants, and, to those too far away, they send purple-grey pigeons bearing messages. Their wives chitter away, showing off their silk sarongs and beaded headdresses, the maidens tinkling bells to get the attention of potential suitors.

The 120 shudras work at the bottom of society, and live near the ground. They toil at arts, crafts and other manual labors, sending mocking glances upward to their supposed betters.

#### 5703. SCORPION TEMPLE | MONSTER

In a soggy patch of ground, flooded at times by the Nandisha River and reeking of rot and decay, there is an ancient stone temple. Hidden by the rank vegetation, it is carved from black marble that gleams evilly in natural and magical light. A tangle of assassin vines block the main entrance, a tunnel that leads into a courtyard surrounded by imposing walls and a bas-relief of Chelamma, the scorpion goddess. Her fingers are tipped with jacinth. Before the idol there is a well so deep that one cannot see to the bottom of it, and cold air rises from it, making the entire courtyard noticeably cooler than the surrounding jungle.

The courtyard is filled with scorpions of all sizes, including two giant scorpions. They never harm visitors to the temple, but if carried away strike within one hour of leaving the temple. While in the temple, they are tame and even playful.

The well is more than one mile deep, and leads to the lair of a scorpion-tailed black dragon called Nantikora; his horde is enormous and composed of wealth sacrificed to the goddess.

Scorpion Swarm, Tiny Vermin: HD 3; AC 18; ATK 1 swarm (2d6 + Poison II); MV 20 (Climb 20); F15 R14 W14; AL Neutral (N); XP 300; Special—Swarm abilities.

Giant Scorpion, Large Vermin: HD 5; AC 16; ATK 2 claws (1d6 + constrict), sting (1d6 + Poison III); MV 50; F10 R13 W13; AL Neutral (N); XP 500.

Nantikora the Black Dragon, Huge Dragon: HD 7 (56 hp); AC 17; ATK 2 claws (1d6) and bite (1d8); MV 60 (Fly 100, Swim 60); F7 R10 W9; AL Chaotic (CE); XP 1750; Special—Line of acid (100'), cause fear, sense hidden and invisible creatures, resistance to acid, water breathing; Spells: 3/day—darkness, insect plague; 1/day—plant growth.

#### 5710. GHOSTLY MOUNTAINS | MONSTER

The mountains here are bleak, and the deep canyons are filled with a fetid smell that comes from rotting corpses, mostly animal, but some humanoid. At night, the skies are filled with ghostly vultures who, try as they might, cannot consume the carrion of the

landscape. Corpses cannot completely rot in this hex, and may therefore be preserved in a fashion.

Vulture, Small Undead: HD 1; AC 11 [Silver]; ATK 1 bite (1d3); MV 5 (Fly 30); F14 R13 W18; AL Neutral (N); XP 100; Special—Aging, frightful moan (30', save or flee), possess creature, incorporeal, rejuvenation.

#### 5717. ANARAR | SETTLEMENT

An impenetrable keep rises here, constructed by a clan of yakshas but now inhabited by human refugees from the constant warring of the plateau. The humans work mines around the keep, drawing gold, silver and jasper from veins of quartz. The mines are precariously situated 100 to 200 feet above the floor of jagged canyons. The miners use wooden platforms, ropes and pulleys to lower themselves to these narrow holes and chip away at the quartz. The village is ruled by Princess Huti, a lanky woman with overly large teeth and narrow eyes that make her look shrewd. The princess is beloved by her people, who are otherwise quite staid and somber. The keep houses 500 people. It is guarded by two companies of crossbowmen.

Princess Huti, Human Magic-User: LVL 5; HP 16; AC 10; ATK 1 dagger -1 (1d4-2); MV 30; F13 R13 W10; AL Chaotic (LE); XP 500; S6 I14 W13 D9 Cn9 Ch8; Special—Spells per day (4/4/2/1); Equipment—Dagger, hand crossbow, spellbook (0—acid splash, detect magic, light, read magic; 1st—expeditious retreat, magic missile, protection from good, ray of enfeeblement; 2nd—invisibility, mirror image; 3rd—invisibility sphere).

Crossbowman, Medium Humanoid: HD 1; AC 13 (ring mail); ATK 1 light crossbow (1d6+1) or dagger (1d4); MV 30; F13 R15 W15; AL Neutral (N); XP 50; Special—None.

#### 5723. BHINAGA | SETTLEMENT

Bhinaha is a small village of farmers and goatherds in the scrublands. It is an outpost of Lazhuward, and consists of a fort manned by a company of archers, one of light cavalry and another of heavy infantry under the command of Princess Laili, the adopted daughter of Queen Mizresh and a powerful warrior for the forces of Law and Good. The villagers live around the walls of the fort, which is constructed of stone and wood, with walls about twenty feet tall, and four thirty-foot tall square towers. The people live in stone cottages constructed in small clusters, each cluster belonging to an extended family and consisting of three or four stone buildings surrounding a paved courtyard with a well. Princess Laili is assisted by the goodly druidess Kalasisi, a half-elf from the jungles who fell in love with the princess during one of her many adventures.

Warrior, Medium Humanoid: HD 1; AC 15 (ring and shield); ATK 1 weapon (1d8); MV 30; F13 R15 W15; AL Neutral (N); XP 50; Special—None.

Princess Laili, Human Paladin: LVL 5; HP 15; AC 17; ATK 1 scimitar +6 (1d8+2); MV 30; F10 R13 W9; AL Lawful (LG); XP 500; S17 I5 W13 D5 Cn9 Ch14; Special—Detect evil, smite chaos (evil) 3/day, lay on hands, immune to fear, turn undead, quest for warhorse; Equipment—Platemail, shield, scimitar, composite bow.

Kalasisi, Human Druid: LVL 4; HP 21; AC 13; ATK 1 scimitar +2 (1d8); MV 30; F10 R13 W10; AL Neutral (N); XP 400; S10 I8 W15 D13 Cn14 Ch11; Special—Spells per day (5/4/2), speak druidic, move through undergrowth, leaves no trail, +2 save vs. energy spells; Equipment—Leather armor, scimitar, sling.

#### 5729. MOUNTAIN ORCS | MONSTER

The mountains here are thick with orc clans. The orcs are grey-skinned and lanky, with oversized feet and hands that make them excellent climbers. They wear leather hoods and armor of leather straps and scavenged mail, scales and plate. There are six clans, each related to the others but in competition with them. In total, there are 270 orc warriors, 240 females and 450 young. They live in twisting, foul-smelling caverns that they dug themselves. The royal clan, the Clan of the Tiger, is commanded by Maharaja Praku the Quiet, who rules over nine sub-chiefs, most of them ruling the lesser clans. The maharaja employs the tribe's only smith. Encounters with the orcs occur on a roll of 1-4 on 1d6 in this hex.

Orc, Medium Humanoid: HD 1; AC 14 (leather and shield); ATK 1 weapon (1d8); MV 30; F13 R15 W16; AL Chaotic (CE); XP 50; Special—None.

Orc Sub-Chief, Medium Humanoid: HD 2; AC 16 (scalemail and shield); ATK 1 weapon (1d8); MV 30; F12 R15 W15; AL Chaotic (CE); XP 100.

Maharaja Praku, Medium Humanoid: HD 3; AC 17 (chainmail and shield); ATK 1 weapon (1d8); MV 30; F12 R14 W14; AL Chaotic (CE); XP 150.

#### 5732. NANDI SHRINE | WONDER

A shrine of Nandi, the divine bull, can be found here amidst a grove of fragrant palms that produce burgundy berries. The berries are valued for their fragrant oils, and as a potent laxative. The shrine is really just an old, weathered idol composed of limestone. Those who kiss the idol and leave floral offerings gain Nandi's blessing (a *bless* spell) for 1d6 days thereafter. One in one hundred worshippers of non-evil alignment gain the ability, when hard-pressed in battle, to *polymorph* into a giant celestial bull for the duration of the battle.

Giant Celestial Bull, Large Magical Beast: HD 5; AC 13 [+1]; ATK 1 gore (1d8); MV 40; F10 R11 W14; AL Neutral (N); XP 250; Special—Stampede, resistance to electricity, magic resistance 10%, +2 to hit and damage Chaos.

#### 5737. GOLDEN POOLS | WONDER

At sunset, the heavens coalesce in this hex into honey-colored waters that fall from the sky like waterfalls and fill hollows in the gray, rocky ground. These pools flow together and form a stream that eventually flows east into the River Ende. Bathing in these pools at sunset causes people to *polymorph* into nymphs until the next sundown.

#### 5815. KANJARO TEMPLE | STRONGHOLD

A temple of the demon god Kanjaro (a guise of Beelzebub) has been constructed here of basalt blocks and bronze. The idol



depicts a bug-eyed man with tusks and six arms juggling swords and skulls. The idol is constructed in the middle of a rectangular pool of slime, a spawning pit and sacrificial pit. Victims are thrown in and their DNA is absorbed, giving rise to slime men that possess the person's face (vaguely, often malformed) and many of the abilities they had in life, though not their personality. The Lord of Lies is using the temple to assemble an army of slime men to conquer portions of the region and to possibly enter the coming battle between Law and Chaos as a spoiler.

Slime Man, Medium Aberration: HD 3; AC 15; ATK 1 slam (1d6); MV 20 (Climb 20); F14 R14 W12; AL Neutral (N); XP 300; Special—Random class abilities, resistance to bludgeoning weapons.

### 5830. YOGIS | WONDER

The foothills here are thick with pine trees, with black, twisted trunks and branches, and long, supple needles of jade. While traveling here, it is common to come across a yogi or two wrapped around these branches in the upper reaches of the trees (they grow to thirty or forty feet – the trees, not the yogis, though that would be pretty cool as well). The yogis hold the trees sacred, and they wrap themselves around the branches to meditate and fast, seeking visions and enlightenment.

Yogis may be magic-users, clerics, druids or monks, and most range from first to sixth level. Yogis are encountered on a roll of 1 on 1d6 made each hour while traveling. They are free to speak and beg for food, as long as they do not leave the treetops.

### 5835. FIERY SEARCH PARTY | MONSTER

The woods in this hex are smoking due to fires set by a trio of blazing bones (see *Blood & Treasure Monster Tome*) that are searching these woods for six escaped slaves of Lord Fire [5630]. The blazing bones will be encountered on a roll of 1-2 on 1d6

(check each hour), the slaves on a roll of 1 on 1d6 (check each hour). The slaves are hiding in a rocky, narrow hollow thronged by vines and trees. One of the men is fatigued and crippled. All are dressed in loincloths and they are armed with makeshift clubs.

Blazing Bones, Medium Undead: HD 2; AC 12; ATK 1 slam (1d4 + 1d6 fire) or weapon (1d8 + 1d6); MV 30; F15 R15 W12; AL Neutral (N); XP 200; Special—Immune to fire.

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

### 5910. IRON LORD | WONDER

A strange mountain rises up out of the jungle here. The trees are gnarled and pale. The mountain is a deep, dark grey. The mountain is called Lord Iron Lord, and it is magnetic. Any iron entering the hex is ripped from the hands of its owner (if they fail a strength check). Armored characters must pass a like save or be compelled or even dragged at a speed of 20 feet per round towards the mountain. The mountain is home to about 110 white lizardmen who dwell in caves. The lizardmen wear leather armor and carry clubs and throwing sticks. They are ruled by a powerful harpy called Anath.

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

Harpy, Medium Monstrous Humanoid: HD 7; AC 13; ATK 2 claws (1d3) and club (1d6); MV 20 (Fly 80); F12 R9 W11; AL Chaotic (CE); XP 1750; Special—Captivating song.

### 5919. ARMS OF A GODDESS | MONSTER

The jungles here are more open than elsewhere, with more shrubbery and spiky fan palms than overarching trees. The only creatures that dwell here are rather tiny, for the entire hex is haunted by the remains of a dead goddess. The goddess' hundred



giant arms lie just beneath the surface, bursting up and attacking anything small-sized or larger that treads on the ground. When one arm attacks, another 1d6 follow 1d4 rounds behind.

Giant Zombie Arm, Large Undead: HD 8; AC 13; ATK 1 slam (2d6); MV 15; F10 R11 W10; AL Neutral (N); XP 400; Special—Weapon resistance (blunt).

#### 5921. PURAJAMM | STRONGHOLD

Six towers connected by tall walls can be glimpsed amid a sea of tall grasses and grains. The walls are rough-hewn, with arched windows placed 35 feet above the ground in the towers. Entry is through a barbican with murder holes and arrow slits, itself located behind a 90-foot wide moat. A curved causeway spans the moat to the barbican. The moat gives off weird fumes that make people generous and subservient (Will save to resist, the effect lasts for 1d6 hours).

One of the walls of the castle is cracked, and the castle is being attacked by an ettin and twelve rampaging ogres. The ogres wear chainmail and carry giant greatswords and shields. They seek the heart of Prince Ahmalan, a tiger-faced rakshasa who recently stole the wife of his most terrible rival, Bizgok, the troll satrap of the Lord Under the Plateau. The prince commands ten archers, ten heavy infantry and ten horse archers, and is aided by a 5th level magic-user with seductive eyes and a boyish figure named Giti.

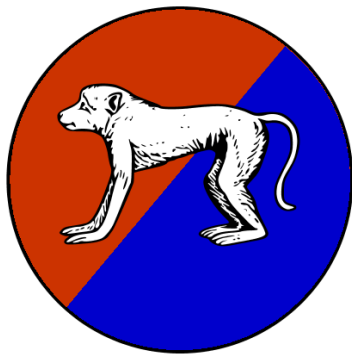
Prince Ahmalan, Rakshasa, Medium Outsider: HD 7; AC 20 [+2]; ATK 2 claws (1d4) and bite (1d6); MV 40; F10 R10 W9; AL Chaotic (CE); XP 1750; Special—Shapechange (humanoid), cast spells as 7th level sorcerer; Spells—continuous—detect thoughts.

Man-At-Arms, Medium Humanoid: HD 1; AC 17 (chainmail and shield); ATK 1 handaxe (1d6); MV 30; F13 R15 W15; AL Neutral (N); XP 50.

Horse Archer, Medium Humanoid: HD 2; AC 12 (studded leather); ATK 1 scimitar (1d8) or shortbow (1d6); MV 30; F13 R14 W14; AL Neutral (N); XP 50; Special—No penalty firing from horseback.

Ettin, Large Giant: HD 10; AC 18; ATK 2 morningstar (2d6) or javelin (30'/1d8); MV 30; F7 R10 W10; AL Chaotic (CE); XP 500; Special—Surprised (d8).

Ogre, Large Giant: HD 4; AC 16; ATK 1 slam (1d6) or by weapon (1d10); MV 40; F10 R14 W15; AL Chaotic (CE); XP 200; Special—None.



#### 5924. FROZEN IN TIME | WONDER

An army of 100 formian soldiers has occupied the green valleys of this hex. The formians are arrayed for war, with ballistae, banners, a great altar of law on the back of a giant rhinoceros beetle with three wailing maidens in cloth of gold, and a war chariot for the army's myrmarch. The formians carry polearms and crossbows. They are marching for the plateau, but have been delayed as the army's leaders explore a haunted cave of black mirrors nestled in a ridge overlooking a ruined town whose citizens are frozen in time. The people look like crystal statues with sand leaking out of them. When the sand is gone, the people die.

Formian Soldier, Medium Monstrous Humanoid: HD 4; AC 18; ATK 2 claws (1d6), bite (1d4) and sting (2d4 + poison II); MV 40; F14 R11 W11; AL Neutral (LN); XP 400; Special—Surprised (1 in 8), no bonuses for being attacked from flank or rear.

#### 5929. FIERY DOOR | WONDER

A volcano in this hex holds a door to the Plane of Fire. The portal is nestled in the innards of the volcano. To find it, one must make their way across bubbling, boiling mud flats patrolled by gangs of fire and magma mephits. The mephits are encountered on a roll of 1-3 on 1d6 (check once per day).

The door itself is set in the wall of a basalt cavern studded with green garnets that, when examined closely, appear to hold leering, inhuman eyes. The door is set at a 45-degree angle and is composed of granite. It is sealed with flowing quicksilver. When approached, a *magic mouth* appears and warns the intruders that the door is sealed by order of the Mufti of all Marid, and that opening the portal carries with it a penalty of death by drowning.

Fire Mephit, Small Outsider: HD 3; AC 16 [+1]; ATK 2 claws (1d4); MV 30 (Fly 60); F13 R12 W13; AL Chaotic (CE); XP 750; Special—Breath cone of fire (10'/1d8), scorching ray 1/hr, heat metal 1/day, summon mephit 1/day, regenerate.

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

#### 5933. VALLAMU | CITY-STATE

Vallamu is a great city-state constructed on a crystal clear lake. The lake (also called Vallamu) is shallow. Beneath the waters is white sand covering white marble with flecks of serpentine and jade. The surrounding marble hills were quarried to produce stone for the city, which is composed entirely of this stone.

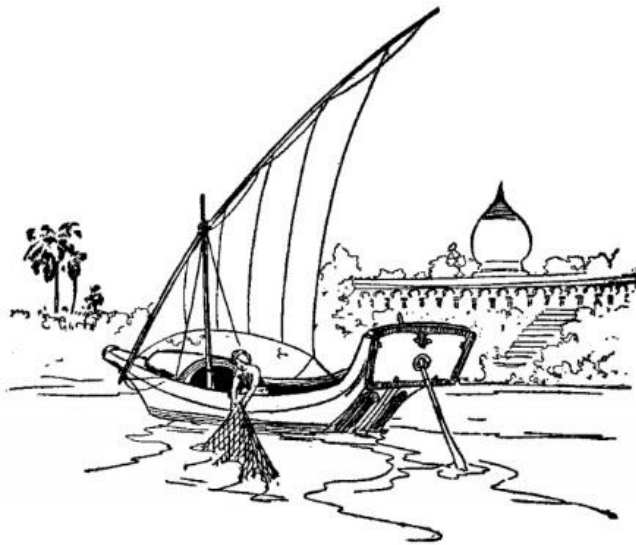
A long causeway extends from the gatehouses on the lake shore to the larger gatehouse that protects the walled city. The walls are guarded by warriors in glimmering mail coats and white turbans and kshatriyas similarly armored and wearing turquoise turbans. They are strong men, and they must be, for the tepid waters of the

lake are home to lurid green fishes flecked with scarlet gills, but also nixie seductresses. Many are the half-nixie children of the city, who spend their days fishing in the lake with their mothers.

The trade of the city is in nixie hair, which they provide as a tribute to Prince Jaladhu, the silver-haired warlock who rules here. The hair is spun into magnificent garments. These garments are carried from the city on the backs of pure white camels, which return laden with foodstuffs and other trade goods.

The people of Vallamu have the feet of birds of prey, which they hide under long, white kilts and robes. They will sentence any who discover their secret to imprisonment within the city's towers.

Prince Jaladhu, Human Warlock: LVL 15; HP 28; AC 11; ATK 1 heavy mace +5 (1d6+1); MV 30; F10 R10 W5; AL Neutral (N); XP 1500; S11 I12 W14 D11 Cn8 Ch15; Special—Spells per day (5/5/5/5/5/5/3); Equipment—Padded armor (cloth of gold, bedecked with pearls), heavy mace; Spells Known: 0—acid splash, daze, disrupt undead, light, open/close, read magic, resistance, wizard mark; 1st—grease, magic weapon, true strike, unseen servant; 2nd—blur, darkvision, flaming sphere, hypnotic pattern; 3rd—gentle repose, mental barrier, wind wall; 4th—confusion, lesser globe of invulnerability, scrying; 5th—magic jar, mirage arcana, telepathic bond; 6th—circle of death, symbol of persuasion; 7th—vision).



#### 5941. MACHILLA | SETTLEMENT

Machilla is a village of 100 zetans. The zetans ancestors crashed here a thousand years ago, and their descendants, unlike normal zetans, have developed independent minds and wills. The zetans dress in orange robes and turbans, and raise rice in flooded fields and giant beetles with glossy, indigo shells. The largest beetles are valued as pets and draft animals, smaller beetles are raised for their meat, and the most ferocious are used as guard animals. The zetans are atheists, but do practice deep meditation and the cultivation of psionic powers. The leader of Machilla is a human psychic called Buddhara, who takes the roll of the normal zetan leaders in controlling the collective.

Zetan (Worker), Small Humanoid: HD 1; AC 10 [+1]; ATK 1 weapon (1d4); MV 20; F14 R15 W14; AL Neutral (LN); XP 50; Special—Fear aura, telepathy (100 feet); Spells—1/day—detect thoughts, levitate, mage hand.

Buddhara, Human Psychic: LVL 5; HP 13; AC 12; ATK 1 staff +3 (1d6); MV 30; F13 R13 W10; AL Neutral (LN); XP 500; S9 I12 W15 D11 Cn10 Ch11; Special—Surprised (1 in 8), +1 save vs. traps, +2 save vs. mental magic and psychic powers, powers (choke, ego whip, mind switch, schism, telekinesis); Equipment—Leather armor, staff, sling.

#### 5944. DIMENSIONAL TUNNEL | WONDER

A hole in the material plane hangs in midair in this hex. The hole is situated dead center in this hex, and about 30 feet above the ground, pointing down at a 45-degree angle. If one catches sight of it (treat it as a secret door), they will see what appears to be a long tunnel, about 10 feet in diameter, encrusted with garnets. This tunnel through dimensions leads to the elemental earth plane. It is guarded by a garnet elemental.

Medium Garnet Elemental, Medium Earth Elemental: HD 4; AC 18 [+1]; ATK 1 slam (1d8); MV 20; F11 R14 W15; AL Neutral (N); XP 1000; Special—Immune to rays, resistance to fire.

#### 6004. NESTING COBRAS | MONSTER

This hex is exceedingly popular among giant cobras for hatching their eggs. Encounters with random cobras occur on a roll of 1-4 on 1d6. Encounters with nesting females, in their giant nests of leaves and debris, occur on a roll of 1-2 on 1d6. Check hourly. The serpents come here because the area is sacred to Manasa, the goddess of serpents. The goddess once had a temple here, but it was destroyed long ago and is now no more than a heap of stones covered by vines and such. If this site is discovered, one may make prayers here to the goddess and make sacrifices of blood. This will earn them a +2 bonus to reactions from serpents for one year. Those who would disturb the place will be attacked by a giant, ghostly spitting cobra.

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

Giant Ghost Cobra, Large Undead: HD 6; AC 15 [Silver]; ATK 1 bite (1d6 + poison IV); MV 20 (Climb 20, Swim 20); F11 R12 W11; AL Chaotic (CE); XP 600—Aging, frightful moan (30', save or flee), possess creature, incorporeal, rejuvenation.

#### 6008. HOKARI | SETTLEMENT

Hokari is a village of dour, saffron-skinned hunters and foragers who dwell in a landscape of bare granite scarps and swampy, fern-choked lowlands rife with venomous snakes. The people of Hokari are unfriendly and unmoved by human suffering, for they feel that none suffer as much as they. They build their small hovels out of sticks and rushes and decorate them with the skulls of their ancestors, which they claim sing them to sleep at night. The hovels are situated on these granite outcroppings. Some are large enough to hold six of the hovels, a few perched precariously over the mucky ground 10 to 20 feet below, while other outcroppings hold



but a single hovel. Many of the outcroppings are linked by rope bridges, and ascending an outcropping usually requires shimmying up a knotted rope or iron spikes driven into the rock. The hunters hold their kills and finds in wicker backpacks to keep their hands free. They carry short bows and long knives.

The largest outcropping holds the ruins of a small fortress. All that remains is a section of two walls, joined at a round tower. The tower is inhabited by three apsara maidens, Devi with sapphire eyes, Ajah with hair of burnished gold and Atis with skin like moonlight; they are beautiful but their spirits have been broken.

The apsara sisters keep the tower as a hostel and tavern. A trapdoor leads to a small dungeon that serves as a cellar. Honey wine is served in the tavern, along with nan covered with sweets and savories wrested from the surrounding lowlands. The women despise the villagers and their lives here, but insist they must remain here for all their days, for in a fit of pride and jealousy they sent a handsome young prince to his fate on a quest into the mountains. If he could be returned from his imprisonment, they could leave this place and happily wed his rescuers.

Hunter, Medium Humanoid: HD 1; AC 15 (ring and shield); ATK 1 short bow (1d6) or dagger (1d4); MV 30; F13 R15 W15; AL Neutral (N); XP 50.

Apsara, Elf Druid: LVL 2; HP 2d6; AC 12; ATK 1 staff +1 (1d6); MV 30; F11 R15 W11; AL Neutral (N); XP 200; Special—Elf traits, spells per day (4/3), speak druidic, move through undergrowth; Equipment—Leather, staff, sling.

## 6012. TITANESS | MONSTER

The wooded hills in this hex end in a cliff face 50 feet tall. The cliff is sheer, and composed of volcanic glass. The glass is hot to the touch, and the air steams in its presence. Only a few magenta fire vines cling to the cliff face, with their amber-colored, bubble-like blossoms that pop in gouts of sulfur gas. The vines are not capable of holding a person's weight, and passing beyond this hex is impossible without scaling the glass cliffs.

At one point, about midway in the hex, a waterfall pours over the cliff and into a steaming pool ringed by basalt and crystal growths. When approached, the waterfall flows up into the shape of a water titaness called Jharanā. For the consideration of a valuable gift and a desperate promise, Jharanā will pick people up and lift them to the top of the cliff. The promise extracted by Jharanā is to pray and fast for three days in a marble temple atop the cliff and by the waterside. If this is not done, the titaness's three river giant sons rise from their river and attack the adventurers, throwing their corpses into the river to please their mother.

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

Jharanā the Water Titaness, Huge Outsider: HD 20; AC 27 [+1]; ATK 2 slams (1d10) or huge weapon (2d12); MV 60 (Swim 90); F3 R3 W3; AL Neutral (N); XP 5000; Special—Magic resistance 50%; Spells—At will—chain lightning, charm monster, cure critical wounds, daylight, dispel magic, fire

storm, hold monster, holy smite, invisibility, invisibility purge, levitate, persistent illusion, polymorph (humanoid forms only, duration 1 hour), remove curse; 3/day—etherealness, holy or unholy word, summon nature's ally IX; 1/day—gate, maze, meteor swarm, restoration.

## 6029. GUARDIANS OF THE PURPLE VALLEY | MONSTER

At the birth of the Sanglama River, where it emerges from a small hole in the side of a marble cliff that has been carved like the face of a wild-eyed lion, two sets of curved stairs are carved into the cliff face to deliver travelers to the high ground above and a pleasant valley of tiny streams and a cobblestone path through fields of plants with gray stems and leaves and vividly purple flowers. This valley winds through [6028] and deposits people in the dry hills of Ende. At the start of this valley, two giant knights have been carved from marble outcroppings. The statues look ancient, and depict fierce warriors with lances and maces. The statues are animated, and attack any that attempt to enter the valley and plateau.

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

## 6037. CHAOS MONASTERY | STRONGHOLD

A monastery of Chaos has been established here by a brotherhood of monks who believe in freedom through pain and the slavery and subjugation of the unenlightened. The monks, who paint their faces, hands and feet scarlet, inhabit a fortress composed of great columns of stone that have seemingly thrust themselves up from the ground to form rude walls and towers. The columns are volcanic, and the land around them is blasted and devoid of plant and animal life. Within the walls, there is a great training field carpeted in ash and jagged stones.

The master of the chaos monastery is Alakan, who has died his entire body scarlet, save for his face, hands and feet, which are stark white. Steel claws have been fitted over his fingers and toes, and his brooding countenance is terrible to behold. Alakan rules twelve lesser brothers, who spend their days training themselves to fight and endure pain. They drink the bitter waters that bubble up in their monastery and roast small birds caught in traps placed around their monastery.

Alakan, Human Monk: LVL 10; HP 45; AC 16; ATK 2 unarmed strikes +7 (2d6+1/+2); MV 60; F7 R7 W7; AL Neutral (CN); XP 1000; S14 I7 W14 D15 Cn15 Ch8; Special—Stunning attack, deflect arrows, slow fall, immune to disease and slow spells, feign death, heal wounds; Equipment—Kama, sling.

Lesser Monk, Human Monk: LVL 3; HP 3d6; AC 11; ATK 1 unarmed strike +1 (1d6); MV 40; F12 R12 W12; AL Neutral (CN); XP 300; Special—Stunning attack, deflect arrows; Equipment—Staff, heavy crossbow.

## 6110. PARTIAL TEMPLE | WONDER

The remnants of a pyramid temple dedicated to Shiva the Destroyer is situated in this hex. The temple was abandoned when it was half completed, and never consecrated. The interior is faced

entirely with mirror-like glass that is smoky-black in color, and which seems to shatter light in its presence, causing everything illuminated in the temple to be surrounded by weird halos. There is no idol in the temple, and no roof, but no plant or animal life has ever taken up residence in the place, and a pervading sense of doom fills the hearts of those who venture inside.

## 6122. BLACK SCORPION HOBGOBLINS | MONSTER

A tribe of 150 hobgoblin warriors and their 180 overbearing females and 450 young has set up camp in these hills. They await the coming battles, and spend their days hunting, parading and with some light banditry of the surrounding lands.

The hobgoblin warriors wear lamellar armor and arm themselves with longbows, spears and daggers. Their tribal standard depicts a black scorpion, and they are thus called the Kālēbicchū goblins. They use kohl to paint their orange faces and make them more grotesque. The leader of the tribe is Daloo. Daloo always keeps three giant black scorpions tethered to his armor by long chains – the monsters are loyal to him, and follow only his commands. The Kālēbicchū pray to the red god of war Mangala through the dances and songs of Ilabhin, their shaman.

The hobgoblins are mercenaries above all, and while they will delight in making sport of adventurers and killing them, they will also take the time to explore the idea of working for them.

Daloo, Hobgoblin Fighter: LVL 4; HP 29; AC 14; ATK 1 morningstar +6 (2d4+2); MV 30; F10 R14 W15; AL Chaotic (LE); XP 400; S16 I9 W6 D11 Cn13 Ch11; Special—Dominate 0 HD foes; Equipment—Scale mail, morningstar, musket.

Ilabhin, Hobgoblin Cleric: LVL 4; HP 16; AC 15; ATK 1 heavy pick +3 (1d6+2); MV 30; F11 R14 W10; AL Chaotic (LE); XP 400; S15 I12 W15 D12 Cn11 Ch11; Special—Rebuke undead, spells per day (5/4/2); Equipment—Breastplate, heavy pick, sling.

Hobgoblin, Medium Humanoid: HD 1+1; AC 15 (studded leather and buckler); ATK 1 weapon (1d8); MV 30; F13 R15 W15; AL Chaotic (LE); XP 75; Special—Hate elves.

Trow, Medium Humanoid: HD 3; AC 15 (ringmail and shield); ATK 2 claws (1d3 + paralysis) or sword (1d8); MV 30; F12 R14 W15; AL Chaotic (CE); XP 300; Special—Paralyze, regenerate (as troll).

## 6129. AZER EMISSARY | MONSTER

A lone azer is making her way through this hex, resplendent in armor of red dragon scales lined with gold, atop a mount of living basalt in the shape of a giant centipede. The azer, Kundimala, is an emissary of her people, who dwell beneath the plateau. She has been sent to offer the goodly queen Mizresh [6626] the services of a company of azer warriors for the coming hostilities. They have devised wonderful war engines of crystal and bronze and would see them employed by her forces.

Kundimala, Azer Fighter: LVL 8; HP 38; AC 15; ATK 1 heavy mace +8 (1d6+2 + 1 fire) or fists (1d4+1 + 1 fire); MV 30; F8 R12 W12; AL Neutral

(LN); XP 800; S14 I9 W5 D11 Cn13 Ch11; Special—Dominate foes, two attacks per round, immune to fire, magic resistance 5%, vulnerable to cold; Equipment—Chainmail, heavy mace, longbow.

Stone Centipede, Large Earth Elemental: HD 8; AC 18 [+1]; ATK 1 slam (2d8); MV 20; F8 R11 W12; AL Neutral (N); XP 2000; Special—None.

Azer (20), Medium Outsider (Fire): HD 2; AC 21 (scale and shield); ATK 1 heavy mace (1d6 + 1 fire) or spear (1d8 + 1 fire) or fists (1d4 + 1 fire); MV 30; F12 R12 W12; AL Neutral (LN); XP 200; Special—Immune to fire, magic resistance 5%, vulnerable to cold.

## 6132. BĒVAKŪPHA | MONSTER

The two-headed troll Bēvakūpha dwells here, overlooking the Sanglama River. He has rigged up a very capable catapult, with which he casts stones or burning barrels of pitch at any party attempting to walk along the rocky ridges that close in the river here. These natural highways are the easiest ways to traverse this hex; otherwise, one must walk through the rank vegetation at a slower pace and risk the many spitting cobras that dwell therein (encounter on a roll of 1-3 on 1d6, check hourly).

Bēvakūpha dwells in a large cave, decorated with the plunder of a hundred years. His horde consists of a 2,200 sp, 500 gp, huge copper oil lamp, a small silver key encrusted with hematites (the magnetic force of the hematites will open most iron locks on a roll of 1-4 on 1d6), a birch holy symbol decorated with carved eyes, seventeen tiny gold tourmaline rings, a large zither made of cedar and sized for a stone giant, a silver anklet, a blue-steel scimitar (ignores magical enchantments to armor), nineteen leather-bound tomes filled with ink drawings of all the birds native to the planes of Nod, the spellbook of the wizard Xthrxs (see below), a +1 *quarterstaff* and a +1 *brass battleaxe* that casts *heat metal* on metal objects when it scores maximum damage.

Two-Headed Troll, Large Giant: HD 6; AC 16; ATK 2 claws (1d6 + rend) and 2 bites (1d6); MV 30; F9 R12 W12; AL Chaotic (CE); XP 600; Special—Regenerate (acid and fire), surprised (d8).

Xthrxs Spellbook (1st—*dead man's eyes\**, *erase*, *hypnotism*, *lesser foretelling\**, *shield*; 2nd—*daze monster*, *estimation\**, *read history\**, *spectral hand*; 3rd—*body adjustment*, *detect dimensional disturbance\**, *haste*, *sepia snake sigil*, *tongues*; 4th—*portents and omens\**, *scrying*; 5th—*break enchantment*, *foretelling\**, *timesight\**; 6th—*cone of paralysis*, *control water*).

### DEAD MAN'S EYES

Type: Divination  
Level: Magic-User 1  
Range: Touch  
Duration: 1 round

With this spell, the caster sees the last thing seen by the target corpse. The body cannot be more than 3 days old per level of the caster. The point of view is the same as the last moment of the target's life. The spell does not improve the target's vision, so someone who died in darkness reveals only blackness, even if the caster has darkvision. Visions created by this spell

are very vivid, emotionally charged and often extremely unpleasant. The caster must make a Fortitude saving throw at the end of the vision (i.e. the moment of death) or pass out for 1d10 rounds from the psychic shock of sharing in the target's death.

#### DETECT DIMENSIONAL DISTURBANCE

Type: Divination  
Level: Cleric 2, Magic-User 3  
Range: 60 ft  
Duration: Concentration, 10 minutes

As *detect magic*, except you can detect whether something has disturbed the barriers between the Prime Material Plane and the rest. The effects that this spell detects include the spells *ethereal jaunt*, *etherealness*, *gate*, *dimension door*, *blink*, *teleport* (and all its variants), all summon spells, *commune*, *contact other plane*, *astral projection*, *planar ally* and so on. Incorporeal undead and spirits also become evident to the caster.

#### ESTIMATION

Type: Divination  
Level: Magic-User 2  
Range: 60 ft  
Duration: Concentration, up to 10 minutes

Estimation lets a caster state any type of object or creature within the area of the spell. The caster is then made immediately aware of how many of the named things are within the area. If there are less than 10 of the stated items within the burst, the caster gets an exact count. If there are between 10 and 100, the number is to the nearest 10. Between 100 and 1,000 is to the nearest 100 and beyond 1,000 the count is to the nearest 1,000. If the stated item exists in quantities of 100,000 or more, or does not exist at all, the spell fails.

#### FORETELLING

Type: Divination  
Level: Magic-User 5  
Range: Personal  
Duration: Instantaneous

Similar to *lesser foretelling*, foretelling allows the caster to ask a question and derive a magical answer to it. Unlike lesser foretelling, the question can be anything, not merely one answerable by 'yes' or 'no'. The question can also be contingent on as many as three different conditions. Unfortunately, a wider scope means a greater chance for error. When casting foretelling, there is a chance for an incorrect or misleading answer (25% minus 1% per caster level).

The answer will always be as simple as possible and it might not entirely answer the question if the question is too vague or open-ended. 'Will I be alive tomorrow?' is a pretty basic question but it is also fairly vague. In this case, the answer could be 'If you are careful, yes'. The TK knows that he has a dangerous ambush waiting to spring on the party when they camp tonight but it is not impossible to defeat or avoid.

The spellcaster must have a set of fortune telling tools worth at least 250 gp to cast this spell, as well as a single gold coin carried by the caster for more than a day.

#### FORETELLING, LESSER

Type: Divination  
Level: Magic-User 1  
Range: Personal  
Duration: Instantaneous

A basic divination, *lesser foretelling* allows the caster to ask a simple yes or no question and get an answer through the magical perception of probabilities and fate. While this spell gives as accurate a reading as possible, the question cannot be a complicated one. Lesser foretelling only allows for two conditions and if the wording makes it impossible for the answer given to be a yes or no, the spell fails. The spell also fails if the question is too general or there are too many circumstances to allow for a clear outcome to base an answer on.

The spellcaster must have a set of fortune telling tools worth at least 250 gp to cast this spell, as well as a single gold coin carried by the caster for more than a day.

#### PORTENTS AND OMENS

Type: Divination  
Level: Magic-User 4  
Range: Medium (150 ft)  
Duration: 1 hour

This spell makes the caster acutely aware of the world around him, letting him take special note of subtle signs that can foretell the future. More importantly, this spell allows the caster to directly manipulate these signs to improve his luck or impair that of others. If the caster wishes to improve his own future, this spell provides a +1 bonus to all task checks, saving throws and attack rolls.

If the caster wishes to exacerbate the future of others, each desired target in range gets a Will save to negate the spell's effect. Failure to save against the portents and omens means the target suffers a -1 penalty to all task checks, saving throws and attack rolls.

Neither of these effects can be dispelled once the spell has been cast but dissipate automatically when the duration expires.

The spellcaster must possess an intricate wood and cloth doll (costing 10 gp) for each target of the spell.

#### READ HISTORY

Type: Divination  
Level: Magic-User 2  
Range: 30 ft  
Duration: 10 minutes

By studying an area, you gain a sense of its history, with the amount of information you uncover depending on how long you study the area, the intensity of the events that occurred there, and how far in the past those events occurred.

1st Round: Presence or absence of extreme impressions from the past.

2nd Round: Presence or absence of strong impressions from the past. A sense of the area's original purpose, if not already evident.



3rd Round: Presence or absence of moderate impressions from the past. A sense of the general kinds of activities that have taken place in the area for the past decade, if not already evident.

4th Round: Presence or absence of weak impressions from the past. A sense of the general kinds of activities that have taken place in the area for the past century, if not already evident.

The kinds of impressions this spell can reveal are noted below. If a past event falls into more than one category, use the stronger category:

**Weak:** A non-violent crime; casting a spell of 6th to 8th level; the creation or destruction of a medium magic item.

**Moderate:** A murder or other violent crime; a wedding or other celebration involving ordinary people; the casting of a 9th level spell; the creation or destruction of a major magic item; extensive damage, repairs, or alterations to the area.

**Strong:** The birth or death of a ruler or famous hero; the casting of an epic spell; a wedding or other celebration involving a ruler or famous hero; the creation or destruction of a great work of art; a famous battle; a mass murder; extensive destruction and reconstruction of the area.

**Extreme:** The birth or death of a god or legendary hero; a wedding or other celebration involving a god or legendary hero; the creation or destruction of an artefact; an epic battle.

The apparent intensity of an impression fades over time, as shown on the table below:

ORIGINAL INTENSITY	1 DAY	10 YEARS	100 YEARS +
Weak	None	None	None
Moderate	Weak	None	None
Strong	Moderate	Weak	None
Extreme	Strong	Moderate	Weak

If the time since an event falls between two values, use the apparent intensity for the longer time period.

When this spell reveals an impression, you can make an Intelligence task check to discern how long ago the event occurred and its general details, including what happened (a murder as opposed to a wedding), how many items or beings were involved (a battle between two high-level heroes or two low-level armies), and what kinds of creatures or objects were present.

#### TIMESIGHT

Type: Divination

Level: Magic-User 5

Range: Person, object or place touched

Duration: 1 round per hour viewed

By casting *timesight*, the caster attempts to read the past or future of an object, person or place touched, to a maximum of one day per caster level. Immediately upon casting the spell, the caster must make a Will saving throw or lose the spell due to the chaotic, incomprehensible images that flood his mind. If this occurs, nothing useful is gained and the spell has no

further effect. Unwilling sentient creatures, objects or places may make a Will save to negate this spell's effects.

If the Will save succeeds, the caster states an amount of time and can look either backwards or forwards (not both) along the flow of time for the subject. Seeing the past is easier and the images gained are clear and occur as if the caster were present for the events that transpired. However, nothing in the past can interact with him and vice-versa. This spell does not grant visual abilities the caster does not normally possess and spells that grant augmented vision, such as darkvision, are rendered inoperable for the duration of the timesight.

Attempting to see the future is far more complicated and requires a Will saving throw each hour. Failing a Will save ends the spell immediately but the caster retains memory of anything seen up to that point. Images of the future are not as clear as those of the past and the reason for this disparity is a topic of much debate among those who know this spell and its effects. The TK is the final arbiter of what can be seen with this version of the spell.

The spellcaster must use an hourglass or pocket watch worth 1,000 gp as a focus for casting this spell.

#### 6201. GHARI THE CLOCKWORK | MONSTER

A clockwork man called Ghari crawls feebly through the jungle here, beset by rust and with neither leg currently operational for lack of parts. A member of an expedition to the Great Yamas, he is the only member that survives, but he despairs of ever making his way back to civilization. He hides a ruby worth 15,000 gp in his inner workings, and will do his best to convince people to carry him back to civilization in exchange for a rich reward. He is strictly honest, and his word can be trusted.

Ghari, Automaton Fighter: LVL 3; HP 30; AC 18; ATK 1 slam +5 (1d3+2); MV 30; F9 R13 W15; AL Neutral (LN); XP 300; S16 I8 W8 D14 Cn18 Ch8; Special—Dominate foes, immune to disease and poison, resistance to electricity; Equipment—Chainmail.



#### 6214. CASTLE OF THREE SWORDS | STRONGHOLD

When the Brotherhood of Three Swords discovered the tomb complex of the lizard king Balmathok'k, they delved deeply and carried out enough treasure to construct a great fortress on the surface above the dungeon. They continued to make forays into

the depths, and formed a great company of adventurers to assist them. While this was occurring, the fortress attracted settlers, for the Brotherhood was known for its mild rule. Soon, a village of farmers and woodsmen was living around the stronghold. The stronghold itself was guarded by 84 men-at-arms and an elite corps of six kshatriya.

In time, two of the brotherhood, Jiguna the Yaksha Lord and Guri the Apsara Lady, disappeared, leaving the warlock Alantan alone to rule over the burgeoning village. The village now has a population of 500 and is doing very well. The entrance to the tomb complex beneath the castle has been sealed.

What few know is that Jiguna and Guri did not just disappear into the tomb complex while adventuring. They were betrayed. Alantan wanted to seal the complex and concentrate on establishing their kingdom. He placed them into magical prisons within the tomb complex and the sealed the dungeon, declaring it too dangerous for further delves.

Alantan, Human Warlock: LVL 10; HP 61; AC 11; ATK 1 heavy mace +3 (1d6+1); MV 30; F12 R12 W8; AL Chaotic (CE); XP 1000; S12 I5 W9 D11 Cn9 Ch14; Special—Spells per day (5/6/5/5/4/2); Equipment—Padded armor, heavy mace, longbow; Spells Known: 0—audible glamor, dancing lights, detect magic, disrupt undead, flare, mending, message, smoke image; 1st—charm person, detect undead, mind thrust, shield; 2nd—daze monster, dexterity, summon monster II; 3rd—clairaudience/clairvoyance, sleet storm; 4th—enervation.

#### 6241. PARJANYA ABBEY | STRONGHOLD

An abbey of bluish-grey stone streaked with white stands in this hex. The abbey consists of two great pyramidal structures joined together by a two-story stone structure. The pyramids are topped by giant lightning rods. The middle structure houses the sixteen monks and their master, Swami Bharu, a barrel-chested man with a curled beard and full lips. The monks wear breastplates and azure kilts, and arm themselves with maces and chakrums. They have dedicated themselves to the worship of the scholarly storm deity Parjanya, and while they are a militant order, they also cultivate learning. The monks have a large library open to non-evil, non-chaotic folk. One of the pyramids holds this library, while the other holds Parjanya's temple.

Bharu, Human Cleric: LVL 11; HP 45; AC 14; ATK 1 heavy mace +8 (1d6+2); MV 30; F8 R11 W7; AL Neutral (LN); XP 1100; S13 I8 W14 D11 Cn9 Ch13; Special—Turn undead, spells per day (6/6/4/4/3/2/1); Equipment—Chainmail shirt, heavy mace, staff sling.

Thunder Priests, Human Clerics: LVL 2; HP 2d6; AC 14; ATK 1 heavy mace +1 (1d6+1); MV 30; F12 R15 W12; AL Neutral (LN); XP 200; Special—Turn undead, spells per day (4/2); Equipment—Chainmail shirt, heavy mace, staff sling.

#### 6302. GIANT DAM | WONDER

A small army of thirty giant beavers has constructed a massive dam in this hex, creating a temporary lake and cutting off travel between Apur [6601] and the hinterlands, where valuable timber and furs are collected by hunters, trappers and woodsmen. The beavers were employed by Prince Kambabu of Apur for a construction product and were then cheated of their payment. They demand his head before they permit river traffic to once again flow between the two villages.

Giant Beaver, Medium Animal: HD 4; AC 14; ATK 1 bite (1d4); MV 30 (Swim 20); F11 R11 W17; AL Neutral (N); XP 200; Special—None.

#### 6306. THE INVISIBLE TOWER | STRONGHOLD

The invisible tower of Athasaj occupies the central portion of this hex. Athasaj is an illusionist. He meditates in the highest portions of his tower, looking over the world and praying for peace. While few remember Athasaj's name, for he usually adventured under pseudonyms, fewer ever find his home. He seeks only solitude after a life of violence. His tower is a plain column 300 feet tall that is completely invisible. *Unseen servants* keep his house and intelligent, invisible tigers patrol his kingdom and his home, keeping out anyone who appears to be a threat. His daughter Shrata, herself a great illusionist, alone pines for a richer life.

Athasaj, Human Illusionist: LVL 12; HP 19; AC 10; ATK 1 dagger +3 (1d4-1); MV 30; F11 R11 W7; AL Neutral (NG); XP 1200; S7 I13 W12 D12 Cn8 Ch11; Special—Spells per day (4/5/4/4/3/3/2); Equipment—Dagger, hand crossbow, spellbook; Spellbook—1st—charm person, color spray, grease, hold portal, mage armor, magic missile, phantasmal force; 2nd—blur, flaming sphere, improved phantasmal force, invisibility, resist energy, touch of idiocy; 3rd—dispel magic, displacement, fireball, magic circle against evil, spectral force, stinking cloud; 4th—black tentacles, confusion, improved invisibility, phantasmal killer, rainbow pattern, stoneskin; 5th—contact other plane, feeblemind, hold monster, mirage arcana, teleport, wall of force; 6th—permanent illusion, programmed illusion, true seeing, veil.

Shrata, Human Illusionist: LVL 7; HP 21; AC 9; ATK 1 staff +0 (1d6-2); MV 30; F13 R14 W10; AL Neutral (CN); XP 700; S6 I13 W10 D8 Cn10 Ch6; Special—Spells per day (4/5/3/2/1); Equipment—Staff, three darts, spellbook; Spellbook—1st—burning hands, color spray, identify, mage armor, magic missile, phantasmal force, summon monster I; 2nd—hideous laughter, hypnotic pattern, improved phantasmal force, invisibility, mirror image, scorching ray; 3rd—blacklight, displacement, fireball, invisibility sphere, spectral force; 4th—phantasmal killer, shadow conjuration.

#### 6324. MAMAHI | SETTLEMENT

Mamahi is a bizarre fishing village. The village is constructed on a granite tableland rising a scant 20 feet above the scrubland. The lands around the tableland are swampy and smell of sulfur and salt. Travelers may notice a number of natural wells, 20 feet in diameter, surrounding the tableland. Once every week, water from a subterranean ocean bubbles up through these wells and floods the plains around Mamahi. At this time, the fishermen of the village row their boats into the flooded lands and collect all manner of weird, blind, pale fish from below the surface. The village houses 100 people who dwell in simple hovels. When the

people aren't fishing, they spend their time manufacturing and repairing nets and other simple items. The wells are about 600 feet deep. If anyone wants to ride the waters back into the underworld as they recede, they are free to try.

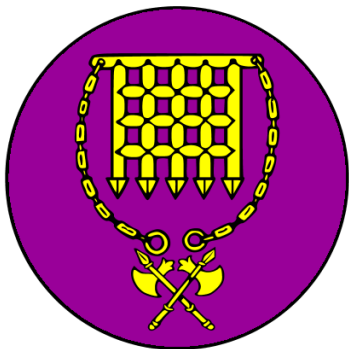
### 6333. BILASPORE | SETTLEMENT

The mountains here support several high pastures, where goatherds water and feed their herds. The herdsmen come from the cliff village of Bilaspore. They are swarthy men and women, uniformly unhandsome, but known for their great wisdom. The guru Ravara rules here with gentle wisdom. He welcomes students from all walks of life, but requires of them a year of service as goatherds before they may receive his wisdom.

### 6428. GORY FEAST | MONSTER

The hills in this hex form a natural amphitheater. The hills are composed of rocks the color burnished copper, and the winding streambeds that lead to the amphitheater are blanketed in white sand and tiny bushes that produce blood red berries.

At the new moon, the amphitheater is a gathering place for ghouls, ghouls, manitcores and similar creatures. Here, they drag prisoners for a mass sacrifice and feast dedicated to Kali. Anticlerics and assassins are invited to the proceedings. They must dye their left hands in the juice of the blackberries to avoid being eaten by their monstrous companions.



### 6440. KHINAGA | CITY-STATE

Khinaga is a small jungle city carved into what was once the base of a lonely mountain. The mountain's top was sheared off in elder times, leaving a base 200 feet tall. The city's streets have been carved like canyons into this base, with the homes, workshops, warehouses, temples, etc. of the people carved into the mountain as well. The streets are constructed on a radial pattern with the major boulevards, bedecked in colorful banners, joined by narrow alleys. The 5000 citizens of Khinaga are protective of their city and

their freedom. They are especially loyal to their Raja Endudan, a powerful gandharva (elf) psychic.

The city is accessed via great man-made canyons that radiate from the city at the center of the half-mountain. These canyons are guarded by barbicans and multiple portcullis and guard posts. The largest leads to the River Ende and ends not only in a great barbican, but also a small fishing village.

Rich minerals are extracted from the depths of the old mountain, and these metals and smith-work are the main export of Khinaga. They have made the city and its raja wealthy. Endudan has a fabulously large harem, a chariot of gold and silver, and a devoted bodyguard of soulknives in his service. The soulknives are commanded by Cittaru, a street urchin Endudan rescued and mentored in his adventuring days.

Raja Endudan, Human Psychic: LVL 13; HP 23; AC 11; ATK 1 ankusha +6 (1d4-2); MV 30; F12 R12 W5; AL Neutral (N); XP 1300; S6 I11 W17 D7 Cn8 Ch12; Special—Surprised (1 in 8), +1 save vs. traps, +2 save vs. magic and psychic powers; Psychic Powers—Astral projection, aura sight, clairvoyance, dimension door, dominate, ego whip, ESP, etherealness, illusion, inertial barrier, mesmerism, telekinesis, tower of iron will; Equipment—Leather armor, ankusha (elephant goad), three darts.

Cittaru, Human Soulknife: LVL 9; HP 34; AC 14; ATK 1 mind blade +8 (1d8+1); MV 30; F12 R8 W8; AL Neutral (NG); XP 900; S13 I9 W14 D15 C11 Ch8; Special—Create mind blade, throw mind blade, psychic strike (+2d6), shape mind blade, enhance mind blade; Equipment—Ring mail, light mace, three darts.

### 6509. CASTLE OF THE APES | MONSTER

A castle of dried mud bricks, covered by vines and decorated with a plethora of skulls, humanoid and otherwise, has been constructed atop a wooded hillock. The castle has a commanding view of the hex, and is occupied by the priman lord Dhujai. Dhujai commands a small simian army of eighteen carnivorous apes, six borsin, four giant apes and ten flying monkeys. He is also served by a half-orc wizard called Kana, his major domo. The simians seek human slaves to construct a greater fortress for their kind, who ultimately wishes to attract the monkey folk of the jungles to his banner and carve out a great kingdom.

Dhujai, Priman Psion: LVL 9; HP 37; AC 11; ATK 1 spear +7 (1d8+1); MV 30; F11 R11 W5; AL Neutral (N); XP 900; S13 I19 W19 D13 Cn12 Ch17; Special—Surprised (1 in 8), +1 save vs. traps, +2 save vs. magic and psionics, magic resistance 20%, spell-like abilities (At will—daze monster, hold person, rage, phantasmal force, suggestion; 3/day—confusion, dominate person, telekinesis); Powers—Choke, cloud minds, ego whip, ESP, intellect fortress, mesmerism, psychic crush, thought shield, temporal acceleration; Equipment—Padded armor, spear, sling.

Kana, Half-Orc Magic-User: LVL 5; HP 21; AC 11; ATK 1 club +0 (1d4-1); MV 30; F11 R14 W11; AL Chaotic (CE); XP 500; S8 I17 W10 D6 Cn16 Ch8; Special—Spells per day (4/4/3/1); Equipment—Club, hand crossbow, spellbook; Spellbook—1st—comprehend languages, grease, mage armor, magic missile, protection from good, ray of enfeeblement, shield; 2nd—blindness/deafness, charisma, invisibility, mirror image, strength; 3rd—fireball, slow.

Carnivorous Ape, 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.



Giant Ape, Huge Animal: HD 8; AC 15; ATK 2 claws (1d8 + rend) and bite (1d8); MV 30 (Climb 15); F6 R9 W14; AL Neutral (N); XP 800.

Borsin, Large Magical Beast: HD 4; AC 13; ATK 2 claws (1d4 + constrict) and bite (1d3); MV 40; F10 R11 W15; AL Neutral (N); XP 400.

Flying Monkey, Small Animal: HD 1; AC 14; ATK 1 bite (1d4); MV 30 (Climb 30, Fly 60); F14 R13 W15; AL Neutral (N); XP 25; Special—None.

#### 6516. RED MEN | MONSTER

A strange well of obsidian is situated in the hex here, a flaming pillar 60 feet high and about 5 feet in diameter extending from it. The flame never burns out and it is impossible to suppress or extinguish. At night, 6d6 strange people, men and women, emerge from the woods to pray around the fire. The people are naked, and range in age from 10 to 90, males and females.

The people always wear a bemused look on their faces, and when they smile it is terrifying, for their eyes make the smile something sinister and depraved. They may reach out to people who come, and if they make contact they grab hold with immense strength and do their best to cast people into the fiery well.

If the people are killed, their skin sloughs off them and reveals a vaguely humanoid shape, glowing bright red. These red men and women can alter their shape – lengthening their legs and torso (treat as *enlarge* spell) or turning their arms into tentacles.

During the daytime, the people might be found in small groups of 1d6 in the woods (check once per day, 2 in 6 chance).

Red Man of Chaos, Medium Monstrous Humanoid: HD 2; AC 12 (shield); ATK 1 touch (1d4 + corporeal instability); MV 30; F12 R15 W15; AL Chaotic (CN); XP 200; Special—Berserk rage (2 attacks per round), immune to fear, corporeal instability as chaos beast, immune to transformation.

#### 6525. BEAST OF BURDEN | MONSTER

A stegocentipede harnessed to a giant stone hand is meandering through this hex. The hand is ploughing through the jungle, leaving a ditch and uprooted and bent and broken trees in its path. The monster appears to have come from the mountains in the north – its path can be followed as far as there. The stegocentipede's masters are nowhere to be found, and the creature is in a rage over the strange burden it bears. If freed, it will not thank its rescuers, but it will dash away, happy to be free.

Stegocentipede, Large Vermin: HD 15; AC 17; ATK 1 bite (1d8 + Poison II); MV 30; F4 R7 W7; AL Neutral (N); XP 1500; Special—Spikes force all within 5 feet to pass Reflex save or lose 1d6 points.

#### 6543. THINAGA | SETTLEMENT

Thinaga is a village of 200 peasants living in long houses constructed of stacked stone and roofed with palm fronds. The village is surrounded by a wooden palisade with a single tall watch tower. The village contains a nice tavern that serves spicy dishes

and toddy (made from palm sap). The tavern also has a back room that can be rented, and people sometimes pay to sleep on the floor. The village is surrounded by sunken, flooded fields of rice and fish. Thinaga is defended by 10 archers and a sassy, impetuous female warrior called Volka.

Volka, Human Fighter: LVL 3; HP 15; AC 14; ATK 1 battleaxe +3 (1d81); MV 30; F12 R14 W14; AL Neutral (N); XP 300; S12 I11 W9 D12 Cn12 Ch11; Special—Dominate; Equipment—Chainmail shirt, battleaxe, composite bow.

#### 6601. APUR | SETTLEMENT

Along a narrow, deep river with steep, muddy sides, there is a large village of timber cottages inhabited by 500 farmers. The village is governed by Prince Kambabu, a foolish sage who carries the bloodline of the Utopians. He is tall, and olive-skinned, with a mass of black hair in thick braids running down his back. The farmers tend fields of basmati rice and cantaloupe and pomelo orchards, and pull carp from the river. The village supports a mill and an armorer, and a company of light crossbowmen. The women of the village are known to be argumentative, and when not otherwise engaged they weave burlap from jute. The people are in a tizzy over the damming of the river by giant beavers [6302] in revenge for Kambabu stiffing them on a construction job.

Kambabu, Human Fighter: LVL 5; HP 21; AC 17; ATK 1 greatsword +6 (1d10+1); MV 30; F11 R13 W13; AL Neutral (LN); XP 500; S14 I12 W9 D10 Cn14 Ch9; Special—Dominate 0 HD foes, 2 attacks per round; Equipment—Mirror armor, greatsword, shortbow.

Crossbowmen, Medium Humanoid: HD 1; AC 13 (ringmail); ATK 1 light crossbow (1d4+1) or short sword (1d6); MV 30; F13 R15 W15; AL Neutral (N); XP 50; Special—None.

#### 6604. DISPLACER | MONSTER

A displacer stalks the jungle here, sniffing out the remnants of a fallen vimana (air ship) in the hopes of finding a small gizmo he needs to activate a ray projector that will send him hurtling across the Astral Plane to his home star in the firmament. The ray projector is hidden in a jungle cave. Encounters with the displacer occur on a roll of 1-4 on 1d6.

Displacer, Medium Magical Beast: HD 6; 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.

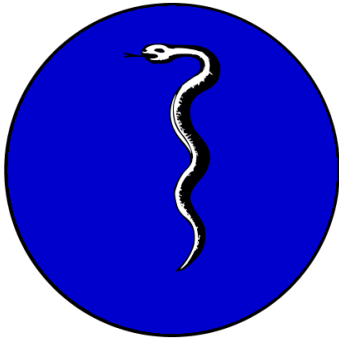
#### 6613. CROUCHING PANTHER | MONSTER

Two rapid, rushing streams make their way east through this hex, joining together about 1 mile from its border with [6713]. Where the streams join together, they have left a wedge shaped mass of stone in the shape of a crouching panther. Legend says that if one makes their way to the top of the 20-ft. tall stone and plants a kiss on it, they will be gifted with great intelligence. The TK can decide whether or not they want to give credence to this legend.

### 6617. BOAT OF ZOMBIES | MONSTER

A small riverboat has run aground in this hex. The boat is half-buried in the muddy bank, and is tilted on one side. The trapdoors into the hold have been chained shut, but one will hear something banging and scratching against the wood. This noise is coming from a cargo of ten leprous zombies that were being taken down the river to a necromancer in Narsiri [6810]. The necromancer, a rather short, mousy looking woman always swaddled in black cloth and with a sallow face and unkempt hair, has a plan to bring the city to its knees with a plague if she is not given her fondest desire, to be the chief wife of Prince Asthambhan.

Zombie, Medium Undead: HD 2; AC 11; ATK 1 slam (1d6 + mummy rot); MV 20; F15 R15 W15; AL Neutral (N); XP 200; Special—Move or attack, weapon resistance (blunt weapons).



### 6626. LAZHUWARD | CITY-STATE

Lazhuward is the great blue city, the lone bastion of Law and Good on the plateau. The walls and buildings of the city are either painted blue or covered with blue tiles baked in ovens that line the canals that join the city to the small streams that flow past it. The city is surrounded by fields and orchards, with its patrols of light horsemen in flowing blue silks and flashing scimitars and lances keeping the peace and protecting the innocent.

The streets of the city are narrow and winding, for over the years 12,000 people have piled into the city to escape the evil that pervades the plateau. These hustling crowds gather around the city's great fountains, or to hear the words of swamis, gurus, yogis and Brahmins in city squares clad in white stone. Colorful parrots cluster on the walls and screech day and night, creating a cacophony that the natives learn to live with. The city is also known for its many great wine cellars, many of them open to the public if they can find the often hidden staircases.

The ruler of the city-state is Queen Mizresh, a guardian

naga with azure scales who bears the twin sapphire-crystal *Gauntlets of Ordo-Monak*. These gauntlets allow her to create a shimmering blue *sphere of invulnerability* at will, or throw up to three lightning bolts (6 dice) per day. The lawful good aasimar cleric Mazarjin acts as her major domo and prime minister, administering the city through a corps of wise men and women remarkable for their blue, conical turbans and the long, pointed beards of the men.

Queen Mizresh the Guardian Naga, Large Aberration: HD 11; AC 18; ATK 1 bite (2d8 + poison IV) and spit (30'/poison IV); MV 40; F9 R10 W7; AL Lawful (LG); XP 1100; Special—Cast spells as 9th level sorcerers.

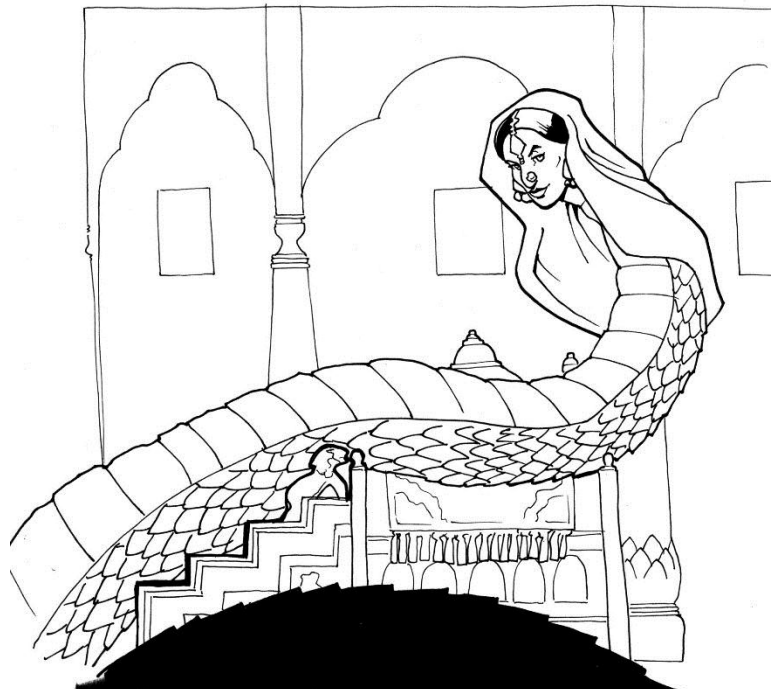
### 6706. DOME OF DOOM | MONSTER

A strange dome of glass, one foot thick and 100 feet in diameter has been placed in this hex atop a limestone scarp. The base of the dome is overgrown with thick vegetation. Within the dome, one can see a landscape of thick, black mud, as well as a gleaming gold idol of a grimacing ape.

The landscape is actually an imprisoned primordial-ooze, placed within the dome to protect the idol. The idol is almost priceless, but its real value is the celestial monkey spirit trapped within.

Primordial Ooze, Huge Ooze: HD 20; AC 23; ATK 3 slams (4d6) or spit (4d6); MV 20; F3 R6 W5; AL Neutral (N); XP 5000; Special—Degeneration (Fort save or turned into goop), spawn life (once per round, spend hit points to create animal, magical beasts, giants, vermin, monstrous humanoid or ooze which disintegrates when the primordial ooze is killed), spit goo (120' range, 15' burst radius), regeneration.

Celestial Monkey Lord, Tiny Outsider: HD 0; AC 15 [+1]; ATK 1 bite (1d3); MV 30 (Climb 30, Fly 60); F16 R13 W19; AL Neutral (N); XP 25; Special—+2 save vs. poison, immune to disease, resistance to acid, cold and electricity, magic resistance 20%, telepathy (100') and tongues.



### 6717. KANADA | SETTLEMENT

Kanada is a village of stone buildings clustered around a grove of slim, black trees topped with scarlet fronds. These fronds drip a strange, purple liqueur into a pond. The people are terrible lushes, drinking daily from the spiked pond. It is not only intoxicating, but also sustaining – to a point. Eventually, the people of the village are transformed into red men and women [6516] and wander into the woods. The village currently houses 100 people.

### 6737. BITING BABOONS | MONSTER

The jungles here are thick with monkeys that are encountered in bands of 3d8 on a roll of 1-3 on 1d6. There is a 1 in 6 chance that a band of monkeys is accompanied by Nuwrrai, a wild child of the jungle that was raised by the monkeys.

Monkey, Tiny Animal: HD 0; AC 14; ATK 1 bite (1d3); MV 30 (Climb 30); F16 R13 W19; AL Neutral (N); XP 25; Special—None.

Nuwrrai, Human Beastmaster: LVL 6; HP 37; AC 13; ATK 1 spear +5 (1d6); MV 40; F9 R9 W12; AL Lawful (CG); XP 600; S12 I5 W13 D14 Cn14 Ch11; Special—Speak with animals, surprise (2 in 6), surprised (1 in 8), banish/control animals, animal companion (leopard 3 HD); Equipment—Spear, sling, dagger.

### 6810. NARSIRI | CITY-STATE

Narsiri was a large colony of the Utopians that has long since “gone native”. Learning is still valued here, as seen by the city’s small university. Narsiri’s narrow streets of cut granite are shadowed by tall buildings garlanded with flowers. Through these streets ring the calls of beggars and merchants and the hammering of smiths. Narsiri’s smiths are renowned through the region for their fine work in silver and gold and their princely suits of armor. The fields around the city abut against the Puskara River, and grow a saffron-colored rice, apricots and sugar apples. The people keep goats and chickens, and display them proudly.

Narsiri has a population of 3,000 people and is defended by an army of 150 men-at-arms, including archers, light and heavy infantry and light cavalry. The city’s taverns serve sonti and a wide variety of spicy curries. The people dress in long, flowing robes and thick mantles and gabled hoods, despite the terribly heat.

The city is governed by Prince Asthambhan, a tall, restless philosopher who wears only a small, white wrap around his waist and heavy golden chains hanging from his ears and nose. He sits on a red, velvet cushion underneath a white, marble veranda in a sparkling pool in his palace courtyard. Visitors to his court must wade into the pool on their knees to consult the prince, who is always guarded by a troop of ten war elephants.

Prince Asthambhan, Human Sorcerer: LVL 4; HP 14; AC 10; ATK 1 dagger +0 (1d4-1); MV 30; F14 R14 W11; AL Neutral (N); XP 400; S8 I10 W12 D10 Cn11 Ch12; Special—Spells per day (6/6/3); Equipment—Dagger, hand crossbow; Spells Known—0—daze, detect magic, flare, light, open/close,

smoke image; 1st—burning hands, feather fall, obscuring mist; 2nd—scorching ray.

### 6818. DHASSORA | SETTLEMENT

The land in this hex rises gradually from the Paskara River, eventually ending in a long, winding ridge. The village of Dhassora is situated atop this ridge, protected by steep limestone slopes and a crack company of twenty archers led by the markswoman Hadri the Hawk. The village is occupied by 300 somber farmers, who grow crops on terraced fields below the granite slopes, reaching them via hidden caves lower down the slope that they enter from their village. These tunnels hold various preserves and large, stone urns of short beer. The village is ruled by Princess Abhrani, a legendary beauty who is also mute and blind. She dresses in the finest silks and is always arrayed in jewels worth at least 1,600 gp. A long, paved trail, overgrown and cracked, leads from the village to the Temple of Aditi [6822].

Hadri, Human Marksman: LVL 6; HP 33; AC 13; ATK 1 longbow +7 (2d8); MV 30; F12 R8 W13; AL Neutral (N); XP 600; S9 I8 W9 D17 Cn14 Ch10; Special—Double damage with longbow, +2 to initiative, riposte; Equipment—Padded armor, punching dagger, longbow.

### 6822. POOL OF ADITI | STRONGHOLD

A mystic pool is situated in this hex, and surrounded by a white-walled nunnery commanded by Guru Chadra, a strong-willed woman with long, flowing hair as black as coal and narrow, emerald eyes of incredible discernment. The abbey is dedicated to the star goddess Aditi.

The fortress is diamond shaped, surrounding a courtyard of limestone tiles, in the middle of which is the aforementioned pool. The abbey walls contain long passages on the ground floor, with rooms above, including sleeping chambers, an armory, storage rooms, an infirmary and a dining hall. Meditation and worship take place in the courtyard around the pool.

Each night, the pool “draws down the stars” as the priestesses put it. In essence, the pool draws quintessence from the Astral Plane into itself. This quintessence then erupts from the pool as a fine, silver mist that bestows second sight and prophecy to the priestesses, allowing them to commune with Aditi. Sometimes, astral creatures are drawn into the courtyard as well. When friendly, they are celebrated and entertained throughout the night by the priestesses. When unfriendly, they are quickly dispatched by prayer and force of arms.

Chadra, Human Druid: LVL 10; HP 45; AC 12; ATK 1 club +6 (1d4); MV 30; F7 R12 W6; AL Neutral (N); XP 1000; S9 I8 W16 D9 Cn14 Ch10; Special—Spells per day (6/4/4/3/3/2), speak druidic, move through undergrowth, leaves no trail, +2 save vs. energy spells, shapechange, immune to poison; Equipment—Leather armor, club, three darts.

Ovates, Human Druids: LVL 3; HP 3d6; AC 12; ATK 1 club +1 (1d4); MV 30; F11 R14 W11; AL Neutral (N); XP 300; Special—Spells per day (4/2/1),

Speak druidic, move through undergrowth, leaves no trail; Equipment—Leather, club, three darts.

### 6907. ELECTRIFYING CROSSING | MONSTER

The Galior River is especially deep and treacherous in this hex. The canyon through which it flows has steep walls, and great boulders balance on ledges, always threatening to topple into the water. A single bridge composed of wood and rope spans the river at about the midpoint of this hex. To get to the bridge (which is about 10 feet above the river's surface) on the north bank one must traverse a narrow defile that also serves as the lair of three shocker lizards. The lizards hide underneath ledges, and emerge when they see prey. The south bank of the river has steps cut into the canyon walls leading down to the bridge.

Shocker Lizard, Small Magical Beast: HD 2; AC 16; ATK 1 bite (1d4); MV 40 (Climb 20, Swim 20); F13 R12 W18; AL Neutral (N); XP 200; Special—Shock.

### 6933. MAHARAJA'S TOMB | DUNGEON

A large sinkhole in this hex grants access to a series of limestone caves underneath the jungle. The caves are rank with fungal growths, but in general they are not dangerous. The largest of the caves, however, contains 100 bronze gongs and bells, all of different sizes. The walls of this cave have been carved with a series of bas-reliefs depicting gods, goddesses and apsaras. The work is especially fine, and bits of paint can still be seen on the carvings. The carvings come in a wide variety of sizes, with some of the faces as much as 10 ft tall, and others no more than 3 inches.

A careful observer will note that most of the eyes on these figures are (or were) painted green. Five of the figures, however, have eyes of violet-blue. By matching the size of a gong or bell to the size of the eyes of these faces, and playing them in order from largest to smallest, one of the 10-ft. tall faces slides backward into the wall of the cave revealing a narrow entrance tunnel to the tomb of the Maharaja Aravind, a man who ruled over the jungle peoples 500 years ago, and died at the ripe old age of 130.

The tomb of Maharaja Aravind is composed of the same limestone as the rest of the cave complex, but it has been smoothed and carved into weird, undulating shapes reminiscent of the curves of women. The maharaja's sarcophagus has been lowered into a pit filled with freezing water. The water level in the pit can be lowered by playing the same bells and gongs, but from smallest to largest. Within the sarcophagus, the body of the maharaja lies in state, with no apparent decay. This is because Aravind was an automaton. Any scrutiny reveals that his skin is composed of millions of tiny ivory pins and his eyes are large sapphires worth 5,000 gp each.

The maharaja holds a weird globe of golden glass in his hands. While this art object would be worth 1,000 gp to a collector or sage, if shattered on the ground, it releases a gas that fills the tomb. This gas is poisonous (Poison III), but also has the effect of causing the undulating walls to fade away, revealing three caches of treasure. Each cache is looked over by a bas-relief of a stern goddess with lotus eyes. These bas-reliefs emerge from the walls to protect the treasure from thieves.

Cave 1. A bracelet of meteoric iron studded with topaz (165 gp each), a red dragon scale coat held together with silver wire (200 gp), three large mahogany drums (50 gp each), a +1 *throwing axe*, a small emerald (300 gp), two scrolls of love poetry (*charm monster* spells), four spears with brass heads and red shafts, four mithral chainmail hauberks, a bronze dagger (100 gp) and a gilded warhammer (250 gp).

Cave 2. Large diamond (1,500 gp), a +1 *bronze battle axe*, a statue of warrior-god carved from pine (50 gp), a +1 *composite bow*, the skull of a megaceros, a silver nose ring (100 gp), 30 gilt amulets (20 gp each), a tiny suit of platemail, a cape of orange silk (100 gp), a lyre of black pine, and a holy symbol carved from topaz (200 gp).

Cave 3. A tiny clock in a golden case (500 gp), a +1 *iron gauntlet*, a small opal (80 gp), a lance with a silver tip, three bronze pata, an adamantite handaxe, a grey idol, material unknown (plastic; 100 gp), a +2 *dirk*, a pair of velvet leggings (50 gp), two small brass amulets (10 gp each) and 10 magic candles (cast a *light* spell once, say "illuminate" to activate).

Bas-Relief 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.

### 6938. PRISONERS | MONSTER

A deep, black lake is located in this hex in a hollow hemmed in by thickly knotted trees and weird, pale vines that shimmy and shake in the presence of living creatures. If a person cuts through this rank vegetation and sets eyes on the black lake, they may discern something glowing in the depths. This is a 10-ft diameter sphere of force sunk about 20 feet below the surface.

Within this sphere of force, three ophidian sages of ancient days are trapped in suspended animation. They are named Egoth (he of the black scales, who wears golden claws on his fingers and who gashed out an eye in a bid for lost knowledge), Yoliq (she of the sibilant voice and soothing eyes, who drank deeply of a demigod's blood) and O'rtha (he of the steely gaze and the white eyes).

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



Yoliq, Greater Ophidian Vampire, Medium Undead: HD 7; AC 16; ATK 1 bite (1d3 + reproduction) and weapon (1d8); MV 30; F12 R10 W8; AL Chaotic (CE); XP 700; Special— Dominate gaze, suck blood, spawn, summon bats and wolves, change shape, gaseous form, regenerate (holy water), weaknesses, resistance to cold and electricity, magic resistance 15%, cast spells as 7th level sorcerer.

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

## 7012. WELL OF BHA-DDAATIT | DUNGEON

A stepped well descends into the ground here amid weird, irregular pillars of stone, jutting like jagged teeth from a field of unusually large marigolds. The well is approximately 40 feet wide and long, and maybe 200 feet deep. The well itself is filled not with water, but with quarrelsome incorporeal undead, which become more powerful as one descends the well. Each round, 1d3 of these monsters attack delvers into the well.

A safe way to reach the bottom of the well is through one of the many portals accessed via the stairs leading into the well. These portals lead to halls and chambers that contains traps, monsters and treasure – still dangerous, but not as dangerous as the well.

At the bottom of the well, a being of pure chaos called Bha-ddaatit is chained, guarded for eternity by a band of eleven gandharva (elven) warriors who awaken from suspended animation only when the lowest level of the well has been breached.

If adventurers delve into this dungeon, they will not be alone. A party of chaotic (evil) adventurers (of roughly the same composition and level as the player characters) has entered the place bent on releasing Bha-ddaatit for the war to come.

Divine Guardian, Gray Elf Warlock: LVL 15; HP 55; AC 14; ATK 1 heavy mace +6 (1d6+2); MV 30; F10 R10 W5; AL Neutral (N); XP 1500; Special—Spells per day (5/6/6/5/5/5/3); Equipment—+2 leather armor, +1 heavy mace, +1 chakrum; Spells Known—0—acid splash, daze, detect magic, disrupt undead, flare, ray of frost, resistance, touch of fatigue; 1st—color spray, mage armor, magic missile, shield; 2nd—blindness/deafness, mirror image, resist energy, strength; 3rd—fireball, lightning bolt, psionic blast; 4th—black tentacles, enervation, resilient sphere; 5th—cone of cold, dominate person, wall of force; 6th—disintegrate, summon monster VI; 7th—finger of death.

Bha-ddaatit, Huge Outsider: HD 20; AC 30 [+1]; ATK 2 claws (1d10) and bite (2d6) or huge weapon (2d12); MV 60 (Fly 60); F3 R3 W3; AL Chaotic (CE); XP 5000; Special—Breath cone of fire (30'), immune to sleep and paralysis, magic resistance 50%, grotesque form; Spells—At will—bestow curse, blur, chain lightning, charm monster, cure critical wounds, deeper darkness, dimension door, dispel magic, fire storm, hold monster, invisibility, invisibility purge, levitate, persistent illusion, polymorph (humanoid forms only, duration 1 hour), shield, unhallow, unholy smite; 3/day—etherealness, holy or unholy word, summon nature's ally IX; 1/day—crushing hand, gate, maze, meteor swarm.

## 7020. FORTRESS OF SIN | STRONGHOLD

A fortress of white stone with battlements traced in lapis lazuli looks over the jungle here. The fortress is built atop a granite ridge

that cuts the hex in two, and through which the only easy road through the hex can be accessed. The fortress has a massive barbican on either side, each with a massive bronze gate (total strength of 80 to push open) that can only easily be opened by blasting on a massive ram's horn chained to a granite pillar. To blow the horn, one must make a Strength check with a -10 penalty. The slopes of the granite ridge are covered with wild almond trees (note that wild almonds contain cyanide – treat ten of them as a dose of Poison IV). These almonds are harvested for Lady Irsya. The courtyard of the castle features a garden of fruit trees and a dozen constrictor snakes, the pets of Lady Irsya.

The fortress is ruled by Lord Khroda and Lady Irsya, two beautiful, athletic warriors steeped in sin. Lord Khroda has an ill-temper, and flies quickly into wrath. Lady Irsya, though beautiful and brilliant, looks upon all other women with envy. Obviously, these two are not easy to get along with, and buying passage through their kingdom is a tricky business.

Under their command are a company of twenty berserkers, equipped with mirror-armor breastplates, great scimitars and tall yellow turbans, as well as a squadron of ten elite light cavalry in chainmail with bucklers, scimitars and lances. All of Khroda's warriors wear long, waxed mustachios. Khroda and Irsya are served, or controlled if you ask their servants, by Pralobhana, a priest of Mara, the goddess of temptation.

The treasury of the fortress holds 15,000 sp, 1,200 gp and an *obsidian horse*.

Lord Khroda, Human Fighter: LVL 11; HP 47; AC 16; ATK 1 military fork +12 (1d8+2); MV 30; F8 R9 W11; AL Chaotic (CE); XP 1100; S17 I9 W9 D17 Cn10 Ch9; Special—Dominate foes, three attacks per round; Equipment—Scalemail, military fork, longbow.

Lady Irsya, Human Assassin: LVL 11; HP 32; AC 13; ATK 1 short sword +6 (1d6-1); MV 30; F12 R7 W10; AL Chaotic (LE); XP 1100; S8 I13 W13 D14 Cn7 Ch10; Special—Poison use, backstab x3 (paralyze or kill), spells (1/1); Equipment—Leather armor, short sword, hand crossbow with poison darts.

Pralobhana, Human Cleric: LVL 6; HP 30; AC 19; ATK 1 warhammer +3 (1d4+1); MV 30; F9 R13 W8; AL Chaotic (CE); XP 600; S12 I11 W17 D9 Cn15 Ch6; Special—Rebuke undead, spells per day (5/3/3/2); Equipment—Mirror armor, warhammer, shield, staff sling.



### 7031. TOWER OF LEARNING | STRONGHOLD

In the cellar of a great tower of learning there is a strange puzzle, something like a Sudoku game solved by using small idols of different weights. If this puzzle is solved, it reveals a deep pit in which is interred a thessalhydra. Of course, the opening of this pit is unlikely, as the puzzle is covered by wooden boxes and urns.

The floors above are home to a university of sages-in-training. There are libraries (ancient scrolls, mostly), reading rooms, living cells for the students, slightly larger chambers for the gurus. All of the students and gurus wear special, magical rings of purple glass. These rings record their thoughts and transmit them to coiled metal “scrolls” kept at the top of the tower in the chamber of the school mistress Kumi, a beautiful woman with a round face, black curls and wise, alluring eyes of green. Kumi governs ten gurus who serve all the needs of the young scholars.

Kumi, Human Cleric of Knowledge: LVL 11; HP 48; AC 17; ATK 1 morningstar +7 (2d4); MV 30; F8 R13 W6; AL Lawful (NG); XP 1100; S10 I13 W16 D5 Cn11 Ch6; Special—Spells per day (6/5/4/4/3/2/1), answer questions as sage; Equipment—Mirror armor, shield, morningstar, sling.

Gurus, Human Cleric: LVL 3; HP 3d6; AC 20; ATK 1 morningstar +1 (2d4); MV 30; F12 R14 W11; AL Lawful (NG); XP 300; Special—Spells per day (4/2/1); Equipment—Mirror armor, shield, morningstar, sling.

### 7041. BHULABHULAIYA | SETTLEMENT

Bhulabhulaiya is a town of tall, yellowish stone buildings set around a maze of streets paved with glossy black stones. Dead ends in these streets lead into the Plane of Shadow. The town is a haven for thieves, assassins and various denizens of the shadow realms. The pious villagers are worshippers of Lady Ratri and Lord Yama, their cults maintaining an uneasy truce. The cult of Yama is led by Lord Subraja, the cult of Ratri by Lady Jyota.

The town’s population is 3,000 – mostly farmers, artisans and ne’er-do-wells. It maintains an army of 150 leather clad archers with pointed beards and wild hair, all bleached white. Half of these warriors are controlled by Subraja, the other half by Jyota – but both of these high priests are controlled by Kala-Dauda, a vampire. Kala-Dauda has a harem of pallid wives in black, silk saris. They are known for the golden cymbals on their fingers, and their long, curled fingernails of deepest scarlet.

Lady Jyota, Human Cleric/Thief: LVL 6; HP 24; AC 14; ATK 1 heavy pick +2 (1d6); MV 30; F9 R8 W8; AL Chaotic (NE); XP 600; S8 I11 W16 D17 Cn14 Ch9; Special—Rebuke undead, spells per day (5/3/3/2), backstab x3; Equipment—Leather armor, heavy pick, staff sling.

Lord Subraja, Human Assassin/Cleric: LVL 6; HP 24; AC 15; ATK 1 hammer +2 (1d4-1); MV 30; F10 R8 W10; AL Chaotic (LE); XP 600; S8 I14 W14 D17 Cn10 Ch6; Special—Poison use, backstab x3 (paralyze or kill), assassin spells (1), rebuke undead, cleric spells (5/4/3/2); Equipment—Studded leather, hammer, bolas (1d4).

Kala-Dauda, Vampire, Medium Undead: HD 10; AC 15 [silver]; ATK 1 bite (1d6) and slam (1d6 + energy drain 2 levels); MV 30; F10 R10 W7; AL Chaotic (CE); XP 2500; Special—Dominate gaze, suck blood, spawn,

summon bats and wolves, change shape, gaseous form, regenerate (holy water), weaknesses, resistance to cold and electricity.

### 7044. BLEMMYE | MONSTER

The remains of a basalt fortress rest in this hex. Only the tall gatehouse remains, and it is inhabited by a tribe of 100 blemmye archers, 22 blemmye females and 13 youngsters. The tribe is wild and unruly, and barely kept under control by their Prince Hadaka with the assistance of the tribal shaman Shana. The tribe worships a lead idol shaped like a blemmye holding lightning bolts and a bull’s horn. The blemmye’s giant butterfly mounts are kept in a rattan cage atop the gatehouse. The warriors use them to patrol the hex for intruders to capture and ransom. The blemmye manufacture silk rope and garments from the cocoons of the giant caterpillars kept in the partial dungeon beneath the gatehouse, feeding them on lotus flowers from hidden jungle pools.

Prince Hadaka, Medium Monstrous Humanoid: HD 5+1; AC 16 (chainmail); ATK 1 bite (1d4) or by weapon (1d8+1); MV 30; F13 R11 W11; AL Neutral (N); XP 500; Special—Immune to sonic effects, surprise (2 in 6).

Blemmye Archers, Medium Monstrous Humanoid: HD 1+1; AC 12 (padded); ATK 1 bite (1d4) or by weapon (1d8); MV 30; F15 R13 W13; AL Neutral (N); XP 100; Special—Immune to sonic effects, surprise (2 in 6).

### 7109. ENERGIZE ME | MAGIC ITEM

In the middle of the thick woods of this hex, there is a staircase. The stairs are carved from deep red stone and they are covered with a moist sheen. The stairs are 3 feet wide, and ascend about 50 feet, ending at a circular platform about 5 feet in diameter. This platform holds a small pedestal of the same kind of stone, and atop this pedestal there is a silver ewer. The ewer holds a thick liquid, reddish but not dissimilar from honey in appearance. There is enough liquid for a single, long draught.

Drinking this liquid, which is intensely spicy rather than sweet, causes a person to feel energized, and infuses them with psychic energy. This energy increases all of their ability scores to 18 (if they are lower than 18), and permits them the use of the following psychic powers: *Hypnotism* (1 power point), *mind thrust* (2 power points), *precognition* (1 power point), *detect thoughts* (2 power points), *ego whip* (3 power points) and *thought shield* (2 power points). When these psychic powers are used, they drain off this energy. Each hour, a person who has drunk the liquid gains 1d6 power points. When these power points exceed the character’s constitution score, they transform into a chaos beast. If the person drains all of their power points, they lose their powers entirely.

### 7125. MONKEY MONASTERY | STRONGHOLD

A monastery of Bandar-log (monkey folk) monks is situated in the branches of a giant baobab tree. The monks live on the blessed figs that grow on the tree, and on water that drips from the leaves and is collected in porcelain urns. The monks are strict

vegetarians, and they are masterful jungle scavengers. They are brash and boastful, delighting in challenging travelers to tests of strength and skill. The monks follow the path of True Neutrality. They tattoo their faces, and fight with quarterstaves and chakram.

The leader of the monks is a female called Malacana, a courageous warrior, but a terrible liar. There are five other low-level monks and fifteen novice monks.

Malacana, Monkey Folk Monk: LVL 9; HP 38; AC 16; ATK 2 unarmed strikes +7 (2d6+1); MV 50; F7 R7 W8; AL Neutral (N); XP 00; S15 I11 W14 D16 Cn16 Ch12; Special—Stunning attack, deflect arrows, slow fall, immune to disease and slow spells, feign death, heal wounds; Equipment—Quarterstaff, chakram.

Novices, Monkey Folk Monks: LVL 2; HP 2d6; AC 12; ATK 1 unarmed strike +1 (1d4); MV 40; F11 R11 W11; AL Neutral (N); XP 200; Special—Stunning attack, deflect arrows; Equipment—Quarterstaff, chakram.

Postulant, Monkey Folk Monks: LVL 1; HP 1d6; AC 11; ATK 1 unarmed strike +0 (1d4); MV 30; F12 R12 W12; AL Neutral (N); XP 100; Special—Stunning attack; Equipment—Quarterstaff, chakram.

### 7135. ISHWAN'S TOWER | STRONGHOLD

This hex holds a strange tower of green stone. The tower is inhabited by the archmage Ishwan of the Icy Eye. At his mental command, the tower can grow up to 2,000 feet high. Ishwan claims to have constructed the tower, but in fact he merely found it and married the tower's animating spirit, which calls itself Hevana. Hevana usually appears as a jade-skinned woman with large, golden eyes and delicate features. Ishwan has learned many secrets in this tower, which carries arcane whispers from across the planes, but he has grown tired of his "marriage", for he may not touch the spirit without her permission, and she requires too much supplication and romance for the aged wizard's taste. She holds onto Ishwan greedily, but in truth would not be averse to switching to a new mate.

Ishwan's tower is a maze of passages and small chambers. These halls are patrolled by bronze-furred lions, one of them being his *polymorphed* familiar Zed.

Ishwan of the Icy Eye, Human Elementalist: LVL 14; HP 39; AC 10; ATK 1 quarterstaff +4 (1d6-1); MV 30; F10 R10 W5; AL Neutral (N); XP 1400; S8 I9 W14 D10 Cn14 Ch16; Special—Command spirits (5/day), turn elementals; Equipment—Quarterstaff, light crossbow.

Hevana, Medium Fey: HD 6; AC 17 [+1]; ATK 1 slam (1d4 + 1d6 acid); MV 30 (Swim 20); F12 R10 W9; AL Lawful (NG); XP 600; Special—Dimension door 1/day, cast spells as 7th level druid, earthglide, rock body (as stoneskin), resistance to electricity, magic resistance 10%, +2 to hit and damage vs. Chaos.

Zed the 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.

### 7139. URGAGAM | SETTLEMENT

Urgagam is a friendly village of farmers, bold, independent folks who nevertheless supplicate themselves before Lord Satara, a clever nobleman whose family has ruled the village for six generations. The village is home to 400 people, and consists of long, timber cottages and grain silos made of stone. The village boasts a shrine dedicated to the goddess of travelers, Alijcandra. The goddess' idol depicts here as an Amazonian woman with large eyes and pale, green skin. She wears red robes and has five arms with outstretched, open hands. The village is defended by 20 men-at-arms in breastplates and armed with bucklers, crossbows and spears. The warriors are led into battle by the dashing Lord Satara.

Lord Satara, Human Fighter: LVL 5; HP 23; AC 18; ATK 1 billhook +5 (1d6); MV 30; F10 R13 W13; AL Lawful (LG); XP 500; S15 I9 W10 D11 Cn13 Ch10; Special—Dominate 0 HD foes, 2 attacks per round; Equipment—Mirror armor, billhook, musket.

### 7143. CITADEL OF THE WASTES | DUNGEON

The ground here is a wasteland, and this wasteland has but a single feature, a great, grey citadel that seems to send out waves of hysteria and panic. Those who can get close enough (a Will save vs. fear is required to approach within a mile) and breach the front gate (a massive affair of bronze impressed with the image of an elephant that can snort great gouts of black smoke infused with negative energy at intruders) find themselves in a grand citadel.

This citadel was constructed by the ancient Prince Vasekha, a great conqueror and champion of Chaos. He introduced a coven of arcanices into his retinue, and they soon invited a shaitan genie into the palace. The shaitan has his own designs, and turned the citadel into a dungeon rife with undead horrors and elemental monsters. At the heart of the place, within a complicated glyph one must decode, lies the soul of Vasekha and a treasure beyond imagination.

### 7211. CENTIPEDE LORD | MONSTER

This hex is notably more humid than the adjacent hexes, and the humidity turns into a mist and finally an eerie fog as one approaches the center of the hex. Near the center of the hex there is a great pile of strange, glowing rocks, boulders really, scattered around an anvil-shaped outcropping of obsidian that reflects the faint, blue glow of the stones. The vegetation in the hex is mostly shrubs, vines and odd little flowers that seem to bob up and down in the thick fog near the hex's center. Ferns grow heavily near the glowing stones, and the ground is extremely damp and muddy, and difficult to move through.

As one nears the glowing stones, they will become aware of dozens of centipede swarms and giant centipedes emerging from the mud and crawling around the legs of the adventurers. There is

a 1 in 6 chance per round of a swarm or giant centipede attacking as it moves past towards the stones, but after a single attack it will move on. When these little monsters reach the stones, they crawl all over them – the process takes about a full minute – muting the glow until the beasts crawl over and under one another, finally merging into a truly enormous centipede.

This centipede communicates with the adventurers using telekinesis. Its “voice” sounds something dozens of muted trombones, the tone rising and falling seemingly randomly.

“We are the Centipede Lord, whom men call Kanakhajura-Raja. All the cosmos’ arthropods are a part of us, and their welfare is all we desire. Are you our friend or foe?”

Fortunately, the Centipede Lord is not the brightest demigod in existence, and provided the adventurers are not actively killing centipedes or wearing trophies from their corpses, they should be okay if they do not proclaim themselves foes. If the Centipede Lord suspects they are foes, it attacks them. Otherwise, it expels a weird blue gas that inflicts 1d6 points of electricity damage and places a *mark of justice* on the adventurers that is triggered anytime they attack a centipede or other arthropod – even in self-defense. On the bright side, the weird gas also transforms the adventurer’s skin into a shiny chitin, providing a +2 AC bonus. Well, this is “on the bright side” if you don’t mind looking like a half-centipede freak.

Kanakhajura-Raja, Huge Outsider: HD 32; AC 25 [+2]; ATK 1 bite (3d10 + swallow whole) and sting (3d6 + poison IV); MV 40 (Climb 40); F3 R3 W3; AL Neutral (N); XP 8000; Special—Resistance to electricity and fire, immune to poison and disease, magic resistance 50%, control centipedes, summon giant centipedes (2d6), regenerate.



## 7222. PANTOOK’S MAGIC MOUNTAIN | STRONGHOLD

This hex is the home of the arch-elementalist Pantook. The only sign of the wizard’s presence here is a statue, crudely carved, of a man with a high forehead (too high, in fact) and long chin covered with a pointed beard, in robes that reach the ground. When this statue is approached, a permanent *magic mouth* asks, “Whom do you seek, traveler?”

If the adventurers answer “Pantook the Mighty, who commands the elements and tames the dragons”, the ground rumbles, and they find themselves slowly rising. A mountain grows rapidly under their feet. In one round, they are ten feet off the ground. After another minute they are 100 feet higher. Ten minutes sees them standing on a peak stretching one mile into the sky. The slopes of this mountain are thick with tea and peppercorn plants, with a narrow path of sparkling blue stone leading down the side of the mountain to a large cave.

At the back of the cave (about 100 feet deep), there is a pair of golden gates bearing lion heads in bas-relief. One commands, “Tell my fellow something he does not know”. If they do so, the gates open. Otherwise, they are held fast with a *wizard lock*.

Entering the gates, the adventurers find themselves in a foyer of ivory-colored stone sparkling with shiny gems. This room is occupied by a golden lion (i.e. an animated lion made of solid gold), who greets the adventurers in Pantook’s name, and leads them to the throne room, where the great man himself makes them welcome in his home.

Pantook is very courteous and hospitable. He is always desirous of tales of adventure; assume that he tolerates the presence of guests for a number of days equal to their level plus their charisma bonus. Once he finds them tedious, he asks them to leave, employing force if necessary. While adventurers are his guests, he entertains them with lavish banquets, wondrous elemental entertainments, and comfortable rooms, each equipped with a bed of swirling winds and a small pool of warm water.

Pantook looks much like his statue. His skin is dark, his beard stark white, and his robes are silk, their color depending on which element he is desirous of commanding (see the Elementalist class in the *NOD Companion* for an explanation). He has no apprentices at the moment, but does usually have 2d6 additional guests. Use the following table to determine what they are:



D20	VISITOR
1	Blue Dragon
2	Crysmal
3	Crystalline Courtiers
4	Delver Philosopher
5	Dergenue Priestesses
6	Drow Traders
7	Dwarf Masons
8	Earth Elemental
9	Elementalist (level 1d6+5)
10	Gnome Actors
11	Hobgoblin Mercenaries
12	Janni
13	Magic-User (level 1d6+4)
14	Mudmen
15	Nymph (Oread)
16	Sandmen
17	Shaitan Genie
18	Stone Giant Gypsies
19	Xorn
20	Genie Ambassador (Djinni, Efreeti, Marid)

Pantook permits no violence in his sanctuary, although it occurs to me that a murder mystery involving all these weird creatures could be pretty darn fun.

Pantook, Human Elementalist: LVL 16; HP 31; AC 10; ATK 1 club +5 (1d4-1); MV 30; F10 R10 W4; AL Neutral (N); XP 1600; S8 I9 W14 D11 Cn11 Ch15; Special—Command spirits (5/day), turn elementals; Equipment—Club, hand crossbow.

Golden Lion, Large Construct: HD 4; AC 16; ATK 2 claws (1d8 + rend) and bite (1d8); MV 20; F11 R12 W12; AL Neutral (N); XP 200; Special—None.

### 7231. BELKER | MONSTER

A lone belker stalks this hex. It has been sent by an enemy of Pantook [7222] to infiltrate his abode. It attempts to hide among the adventurers (in a container, perhaps), or strike a deal with them to help it sneak in to Pantook's stronghold.

Belker, Large Air Elemental: HD 7; AC 20; ATK 2 wings (1d6), 2 claws (1d3) and bite (1d4); MV 30 (Fly 50); F11 R9 W13; AL Chaotic (CE); XP 700; Special—Smoke form, engulf.

### 7304. OBSERVATORY | MONSTER

A great observatory was constructed here from giant stones in elder days. It is not unlike Stonehenge. When one enters the observatory at night and looks at the sky, they find it remarkably clear. Their sight is magnified incredibly – one can discern geographical details of the major planets, and the stars appear as great luminous balls of color. While one stands in the observatory, they may not speak. If they break this rule, the stars above swirl and coalesce into a leopard-like creature composed of starlight.

This creature informs the adventurers that they must remain silent while in the observatory. If they do not, they are driven away from the observatory, and not permitted to re-enter it.

Magic-users and druids (and other scholarly classes) that spend a night studying in the observatory earn 1d6 x 100 XP.

Star Leopard, Medium Animal: HD 6; AC 16 [+1]; ATK 2 claws (1d4 + rend) and bite (1d8); MV 60 (Climb 30); F12 R12 W17; AL Neutral (N); XP 300; Spells—3/day—prismatic ray; 1/day—prismatic sphere.

### 7311. OGRES ON THE MARCH | MONSTER

A troop of eleven mossy green ogres is marching through this hex, bearing their matriarch, an ogre mage called Zimka, on a crude rattan palanquin. She fans herself with peacock feathers, and strokes the biggest, ugliest cat you've ever seen. They are headed to [7406] from their cave near the river to collect a tribute.

Zimka, Ogre Mage, Large Giant: HD 5; 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.

Zimka's Dire Cat, Small Animal: HD 1; AC 15; ATK 2 claws (1d2 + rend) and bite (1); MV 30 (Climb 20); F14 R13 W18; AL Neutral (N); XP 50.

Ogre, Large Giant: HD 4; AC 20 (scale mail); ATK 1 greatsword (2d8) or slam (1d6) or by weapon (1d10); MV 40; F10 R14 W15; AL Chaotic (CE); XP 200; Special—None.



### 7316. BILUDHA | SETTLEMENT

Biludha is a village constructed near the hill country. It is a collection of rattan huts situated around a silvery ribbon of water that flows from the hills into the Paskara River. The village houses 100 people who make their living harvesting tea leaves and songbirds from the hills and selling them to merchant caravans that run between Utopia to the east and the Ende plateau to the west, having their base of operations in Narsiri [6810].

The village is governed by the arrogant and overbearing sage Dhadravyaya, a short man in fine robes and a conical hat wrapped at the base with cloth-of-gold. He is a puppet of the imp Gliairgo, a refugee from the deadly politics of Hell. The village is protected by five men-at-arms.

Dhadravayaya, Human Magic-User: LVL 5; HP 13; AC 10; ATK 1 quarterstaff +0 (1d6-1); MV 30; F13 R13 W11; AL Chaotic (LE); XP 500; S8 I15 W14 D9 Cn11 Ch11; Special—Spells per day (4/4/2/1); Equipment—Quarterstaff, light crossbow, spellbook; Spellbook—1st—Comprehend languages, enlarge person, identify, ill omen, precognition, shield, sleep; 2nd—alter self, intelligence, invisibility, locate object, mirror image; 3rd—fly, tongues.

Gliairgo the Imp, Tiny Outsider: HD 3; AC 20 [Silver]; ATK 1 sting (1d4 + Poison II); MV 20 (Fly 50); F15 R12 W12; AL Chaotic (LE); XP 300; Special—Immune to fire and poison, change shape; At will—detect good, detect magic, invisibility (self); 1/day—suggestion; 1/week—commune (with greater devil).

Men-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; Special—None.

### 7319. TOMB OF THE PRINCESS | DUNGEON

Travelers through the jungle here might stumble on a path of crushed white stone. When it was well maintained, it was edged with white lilies, but they have now grown wild or died off.

At the end of this path there is a small marble tomb. Here, the great lady Mani-Devi was laid to rest. Mani-Devi was well loved by her people, who once inhabited the city of Thubar, the ruins of which lie sprawled across hex [7422]. When she died under mysterious circumstances, and her body was trucked far into the jungle, the people rose up and destroyed their prince. This set into motion the destruction of their city, and their scattering into the jungles. Most of the peoples of this sub-region descend from the inhabitants of the great city, though few have ever heard of this place and even they regard it as myth.

The true story of the princess is even more tragic, for she was killed by dark sorcery and turned into a bhoot. Her own husband had to kill her after she had already taken many lives. She was interred in this tomb, but was not truly killed, and if the tomb is penetrated she emerges to begin a new reign of terror and rebuild Thubar on the backs of the people she enslaves.

Mani-Devi's tomb is small, and it holds no treasure – only death!

Mani-Devi (Super Bhoot), Medium Undead: HD 12; AC 18; ATK 2 claws (1d6 + constrict); MV 30; F9 R9 W4; AL Chaotic (NE); XP 3000; Special—Shapechange 3/day, energy drain, spawn, fear water, iron, earth, soil, and smell of burnt turmeric, double damage from iron and steel. *Blood & Treasure Monster Tome*

### 7406. CHISSIKRE | SETTLEMENT

Chissikre is a village of 200 cowardly men and women constructed in a deep vale within the hills. The villagers are known for their lemon orchard and their fear of almost everything. When people approach, they hide in their stone cottages and send their large hounds out to menace the intruders. If necessary, the ten men-at-arms of the village take pot shots with their bows.

Men-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; Special—None.

War Dog, Small Animal: HD 1; AC 15; ATK 1 bite (1d4); MV 40; F14 R9 W13; AL Neutral (N); XP 50; Special—None.

### 7411. TEMPLE OF VISVAKARMA | STRONGHOLD

A canal leads from the Paskara River in this hex to a grand abbey of marble and iron dedicated to Visvakarma, the master craftsman and architect of the gods. Here, an ancient brotherhood of artificers explores ancient techniques in an attempt to recreate the astounding creations of their elders. They have a well-stocked library, a well-equipped forge and an armory containing a wide variety of masterwork weapons. The canal leads into the abbey.

At the rear of the abbey, which is constructed into the side of a thickly wooded hill, there is a great cavern filled not only with limestone spires and formations, and not only with a sparkling pool (the termination of the canal, which flows from here into subterranean depths), but with a great idol of Visvakarma, his four hands holding an urn, book, noose and smith's tools.

The abbey is governed by Guru Kasila, a high-born Brahmin from Scarlatum who was exiled when he showed an interest in the arts. He governs eighteen acolytes here.

Guru Kasila, Human Cleric: LVL 11; HP 54; AC 15; ATK 1 light flail +6 (1d4); MV 30; F7 R11 W7; AL Lawful (LG); XP 1100; S7 I11 W15 D9 Cn13 Ch14; Special—Turn undead, spells per day (6/6/4/4/3/2/1); Equipment—Breastplate, light flail, net.

Almoners, Human Clerics: LVL 2; HP 2d6; AC 15; ATK 1 light flail +1 (1d4+1); MV 30; F12 R14 W11; AL Lawful (LG); XP 200; Special—Turn undead, spells per day (4/2); Equipment—Chainmail, light flail, net.

### 7420. PYRE SHRINE | MONSTER

A shrine was constructed here in honor of the chaos titan Chula, who was killed in one of the old Law-Chaos wars. The shrine is composed of basalt and obsidian, and consists of a number of pillars surrounding a stone slab on which the body is arrayed. The body lies on the slab and burns eternally with hellfire. Lawful creatures that approach near the shrine will be attacked by fiery giant spiders that leap from the hellfire.

If the spiders are destroyed and the titan's body is extinguished, the pillars will collapse (Reflex save or lose 2d6 hit points), revealing holes underneath them that contain the following treasures: 5,600 cp, 1,700 sp, 500 gp, 15 pp, a +1 *shortbow* with twelve arrows with multi-colored fletched +1 *arrows*, a pin of cold iron that *disrupts undead* when it sticks them, an iron bell that can only be heard on the Ethereal Plane, and there produces an ungodly racket that angers the inhabits, a tower shield covered in beaten brass (resistance to fire), a small garnet, a copper bracelet with beaver-shaped charms, and a pair of blue-black velvet gloves.

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

## 7425. MANGARE | SETTLEMENT

A village of stone huts has been erected here amid the remains of an ancient megalithic citadel. The citadel's walls are composed of truly massive stones, many of them bearing embedded fossils of strange reptiles. A narrow staircase leads to the raised central portion of the citadel, where 100 loutish hunters and herders have built their cottages. A deep well provides water. The walls of the citadel are patrolled by the village's twenty archers. The ruler of the village is Prince (a self-bestowed title) Akuras, who lusts in vain after the druid Huvi, a patient woman with black, curly hair that cascades down her shoulders to the small of her back.

While Huvi is not a traditionally beautiful woman (some would consider her too rugged, her features too chiseled) she possesses an inner beauty that is almost blinding. She patrols the region with her animal companion, a giant cobra she calls Phenga, a monkey folk scout called Jamburi, identical twin rangers named Gajra and Sani and a foppish gandharva magic-user called Atrayprat.

Akuras, on the other hand, is as handsome as he is villainous. A man of monumental intellect and boundless ambition, he was merely a captain of mercenaries until he discovered Mangare and made himself a prince. He would like to extend his rule to the nearby villages of Dhassora [6818] and Dhulitpur [7722].

Akuras, Human Fighter: LVL 5; HP 31; AC 14; ATK 1 scimitar +8 (1d8+3); MV 30; F10 R13 W11; AL Chaotic (NE); XP 500; S18 I11 W7 D12 Cn13 Ch11; Special—Dominate foes, two attacks per round; Equipment—chainmail shirt, scimitar, javelins (3).

Huvi, Human Druid: LVL 7; HP 29; AC 11; ATK 1 dagger +4 (1d4); MV 30; F9 R13 W9; AL Neutral (N); XP 700; S11 I9 W15 D12 Cn15 Ch8; Special—Spells per day (6/4/3/2/1), speak druidic, move through undergrowth, leaves no trail, +2 save vs. energy spells, shapechange; Equipment—Padded armor, dagger, three poisoned darts.

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

Jamburi, Monkey Folk Scout: LVL 8; HP 23; AC 13; ATK 1 sickle +5 (1d6); MV 30; F12 R8 W12; AL Neutral (N); XP 800; S9 I12 W11 D15 Cn10 Ch10; Special—Backstab x3; Equipment—Leather armor, sickle, sling.

Gajra and Sani, Human Rangers: LVL 3; HP 19; AC 13; ATK 1 glaive +4 (1d8+1); MV 30; F12 R12 W13; AL Neutral (N); XP 300; S13 I7 W13 D10 Cn10 Ch9; Special—Favored enemy (giants); Equipment—Ringmail, buckler, glaive, staff sling.

Atrayprat, Elf Magic-User: LVL 6; HP 14; AC 10; ATK 1 staff +1 (1d6-1); MV 30; F13 R13 W10; AL Lawful (NG); XP 600; S8 I13 W10 D12 Cn10 Ch7; Special—Spells per day (4/4/3/2); Equipment—Staff, three darts; Spellbook—1—enlarge person, floating disc, identify, mage armor, magic missile, shocking grasp, true strike; 2—alter self, blindness/deafness, dexterity, improved phantasmal force, resist energy, scorching ray; 3—fireball, fly, lightning bolt, magic circle against evil.

## 7433. PROSUDHA'S ROOST | SETTLEMENT

Lord Prosudha, a paladin of great renown, is currently engaged in the construction of a stronghold in this hex. His fortress, a massive construction of white and black stone, is slowly taking shape on a

rocky promontory, while laborers clear the surrounding jungle and a troop of yakshas dig a moat. In all, a labor force of 200 men and their families is working on the stronghold, under the watchful eye of Prosudha, who is constantly communicating with messengers mundane and magical, keeping tabs on the surrounding area. He commands a force of thirty heavy infantry and a ten heavy cavalry, and will at a moment's notice dash into the jungle with his men and his personal chaplain, a bald-headed little priest of Vishnu called Athra, to vanquish recently discovered monsters.

Prosudha, Human Paladin: LVL 9; HP 48; AC 17; ATK 1 falchion +9 (1d8+2); MV 30; F8 R11 W7; AL Lawful (LG); XP 900; S17 I8 W14 D10 Cn10 Ch14; Special—Detect evil, smite chaos (evil) 3/day, lay on hands, immune to fear, turn undead, cure disease 1/wk, spells (1); Equipment—Chainmail, shield, falchion, musket.

Athra, Human Cleric: LVL 5; HP 18; AC 13; ATK 1 heavy flail +4 (1d6+2); MV 30; F10 R14 W9; AL Neutral (N); XP 500; S15 I6 W17 D8 Cn15 Ch12; Special—Turn undead, spells per day (5/3/2/1); Equipment—Chainmail shirt, heavy flail, staff sling.

Soldiers, Medium Humanoid: HD 1; AC 15 (ring and shield); ATK 1 weapon (1d8); MV 30; F13 R15 W15; AL Neutral (N); XP 50; Special—None.

## 7438. SNAKE IDOL | WONDER

A jeweled, three-headed serpent idol of malachite is now embedded in the trunks of trees that have grown up around it in this rank jungle. One of the idol's mouths holds a *rod of lordly might*, but to gain it one must climb 15 feet up a tree while defending themselves from a number of serpents: Eight giant vipers, three normal constrictors, two fiendish giant vipers and one fiendish constrictor.

Constrictor, Medium Animal: HD 3; AC 15; ATK 1 bite (1d4 + constrict); MV 20 (Climb 20, Swim 20); F12 R12 W17; AL Neutral (N); XP 300.

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

Fiendish Giant Viper, Large Magical Beast: HD 6; AC 15 [+1]; ATK 1 bite (1d6 + poison IV); MV 20 (Climb 20, Swim 20); F9 R10 W13; AL Chaotic (CE); XP 600; Special—Resistance to fire, magic resistance 10%, +2 to hit and damage against Lawful.

## 7502. SHAITRIYA THE DAMNED | MONSTER

The landscape descends to a more open plain in this hex, a vast field of wildflowers marked by a lone temple that has been set ablaze. The temple was dedicated to Vishnu, and was set on fire by the infamous anti-paladin Shaitriya Red-Arm.

Shaitriya is a tiefling, the issue of a minor devil and a human woman he caught and seduced while she was getting water from a river for her family. The child and her mother were exiled into the wilderness, where they were eventually discovered by a wandering druid. The druid protected them and kept them fed, finding a convenient cave for them to live in. As the child grew, she proved dangerous, finally killing the druid and striking out on her own. She is now seeking her mother.

Shaitriya wears a suit of +2 *mirror armor* and carries twin +1 *tulwars*, one capable of inflicting sonic damage, the other electricity damage. She also owns three magic, black-fletched arrows that, on her command, turn into magic missiles. Once they strike a target, they return to their arrow form. She rides a fiendish black elephant from which four skeletons are hung by chains from their wrists. She sometimes speaks with these skeletons, the charred remains of sages she once murdered.

Shaitriya, Tiefling Anti-Paladin: LVL 8; HP 52; AC 19; ATK 1 glaive +8 (1d8+2); MV 30; F7 R11 W7; AL Chaotic (CE); XP 800; S16 I11 W13 D13 Cn13 Ch11; Special—Detect good, smite law (good) 3/day, lay on hands, immune to fear, rebuke undead, cause disease 1/wk, spells (2), cast darkness 1/day, resistance to fire; Equipment—Mirror armor, glaive, musket.

Fiendish 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 Chaotic (LE); XP 1100; Special—Trample (2d10), resistance to fire, magic resistance 10%, +2 to hit and damage against Lawful.

## 7522. SEVEN SAGES | WONDER

Seven statues of ancient sages have been raised here. They are placed in a circle, their backs to one another. In the center of the circle, there is a fire pit. Those who build a fire with wood and incense, and cast gemstones into the fire, will awaken the statues. They are willing to impart knowledge to questioners, but must steal some as well (i.e. they drain one level per question asked). No question is too difficult for them to answer.

## 7532. JAYAWADA | SETTLEMENT

Jayawada is a village of 400 militant yeomen living in a timber cottages constructed on a sloping hill, atop of which there is a round stone fort. The lands around the hill are swampy and are given over to the cultivation of rice. Large trees grow in the fields. Chattering bearded monkeys live in these trees, and throw the crystal-fleshed fruits that grow there at the peasants as they work in their fields, though they are usually cowed or driven away by waving colorful fans and blowing shrill flutes. The fort contains a shrine that holds a great glowing crystal that bathes the fort with purple rays and which give the fort's reeve, Lord Kasoka and his household the ability to *detect thoughts* at will, and launch an *ego whip* attack once per day, as long as they bathe in the purple rays at least once per day. When they do not, they not only lose their powers, but age one year per hour until they do.

Lord Kasoka, Human Fighter: LVL 5; HP 22; AC 18; ATK 1 spear +8 (1d8+3); MV 30; F10 R12 W12; AL Neutral (LN); XP 500; S16 I10 W13 D14 Cn13 Ch12; Special—Dominate 0 HD foes, 2 attacks per round; Equipment—Mirror armor, +1 spear, shortbow.

## 7607. JAMSHARI | SETTLEMENT

Jamshari has been constructed around a 60-ft tall iron pillar topped by an iron maul. The 100 peaceful villagers are simple woodsmen who operate a mill by a rushing stream. Loud and

lust, they are inclined to ignore outsiders as much as possible and mind their own business. They know little about the pillar, but regard it as sacred and post a guard of ten men-at-arms around it. The warriors wear studded leather armor and carry warhammers and bucklers. If the pillar, which is four feet in diameter, is climbed and struck by the hammer, it blasts a ray of emerald light into the heavens. This ray reaches all the way to the planet of Veneris and permits a princess of the jungle people there to travel to Nod with her retinue, as was foretold to her people by an ancient prophecy to wed a great hero.

Men-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; Special—None.

## 7613. TOMB OF FIRE | DUNGEON

When the elemental Amunan died, he was interred in a great tomb of red marble constructed in this hex. The temple is constructed on a narrow column of rock that juts up from a steaming gorge. A rope bridge permits one to access the stone column and the tomb. The gorge walls are about 40 feet tall.

The tomb is small, domed, and tiled with brass. The interior is very warm. Brass plaques with mystic writing are hung on the walls, and terracotta statues of writhing women, like living flames, fill the place. Three wells are placed in the floor of the tomb, each covered by a brass plate, one emblazoned with an eye, one with a hand and one with a mouth.

The brass plaques have the following phrases written on them:

*"What the eye cannot see, it cannot fight."*

*"The outstretched hand may ward the burning blow, but not without being burned itself."*

*"Words of flattering may be uttered by a hateful soul."*

The Well of the Eye is 30 feet deep, and ends in a chamber filled with all manner of treasures and invisible, poisonous gas that kills a person in 1d12 rounds (double if they pass a Fortitude save). The treasure horde contains 20,000 gp worth of coins, a +1 *greatclub* that passes through all common metals, a grey-green quill that improves a person's calligraphic skills, a ring of seven bronze keys (each key fits perfectly into the first lock it is tried on), a coat of bright, scarlet silk, a gold earring set with an amethyst, a small book of prayers with a fiery red cover, a blue-tipped +1 *spear* (deals 1d6 cold damage to creatures that are vulnerable to cold damage), an iron-fitted hand crossbow and a large hematite.

The Well of the Hand is 90 feet deep and ends in a flow of lava that, every ten rounds, bubbles about 20 feet up the well.



The Well of the Mouth is 60 feet deep and ends in the tomb chamber of Amunan. The room is clad in obsidian and is scorching hot. It is filled with the wizard's true treasure, about one ton of gold and silver, which has melted into a puddle on the floor. The puddle is gathered around an obsidian pedestal that holds the polished skull of Amunan. When approached, the molten metal forms into a humanoid body, topped by the skull, and asks, in a booming whisper, "What do you seek?"

If the answer is something like "wisdom" or "enlightenment", the creature proceeds to a secret cache and reveals Amunan's spellbook, presenting it as a gift. If the answer involves something like "adventure" or "excitement", the creature merely laughs and congratulates them for finding the tomb. It presents them with golden medallions bearing the image of Amunan. If the answer is something involving wealth, the humanoid attacks them. If destroyed, it solidifies – it is worth about 20,000 gp if it can be raised and removed from the tomb.

Molton Electrum Golem, Large Construct: HD 18 (80 hp); AC 24; ATK 2 (slams (2d12 + 1d6 fire)); MV 20; F5 R6 W6; AL Neutral (N); XP 4500; Special—Magic immunity, immune to fire, weapon resistance.

Amunan's Spellbook: All 0-level spells; 1st—*detect undead*, *floating disk*, *fool's gold*, *pearl of brilliance*\*; 2nd—*hideous laughter*, *pyrotechnics*, *rope trick*, *shielding star*\*; 3rd—*clairaudience/clairvoyance*, *conjunction bolt*\*, *heroism*, *sorcerer's parry*\*; 4th—*confusion*, *greater shielding star*\*, *summon monster IV*; 5th—*contact other plane*, *mage's private sanctum*, *sovereign shield*\*; 6th—*geas*, *undeath to death*.

#### CONJURATION BOLT

Type: Conjunction  
Level: Magic-User 3  
Range: Medium (150 ft.)  
Duration: Instantaneous

You fire a blast of magical force that strikes a target unerringly, dealing 1d4 points of damage per caster level. Further, at the time of striking, the bolt summons an outsider as if *summon monster I* had been cast. The summoned creature can act immediately upon appearing anywhere you desire within 5 feet of the target, as described in *summon monster I*. It remains for 1 round per caster level.

#### PEARL OF BRILLIANCE

Type: Conjunction  
Level: Magic-User 1  
Range: 0 ft.  
Duration: 1 turn or until expended

A gleaming pearl-sized silver sphere appears in your palm, glowing as brightly as a candle. You can use the pearl to make a melee touch attack or throw it as a weapon, making a ranged touch attack with a maximum range of 60 feet.

When the pearl hits, it breaks and releases a flash of intense light. The target struck takes 1d6 points of damage plus 1 point per caster level. Creatures within 5 feet must make a Fortitude saving throw or be dazed for 1d4 rounds.

Undead creatures struck take 2d6 points of damage + 2 points per caster level and must save or be blinded for 2d4 rounds. Undead creatures within 5 feet take 1d6 points of damage plus one point per caster level and must save or be blinded for 1d4 rounds.

The flash from the pearl of brilliance as it breaks counters or dispels any darkness-type spell of equal or lower level. A darkness spell of equal or higher level counters or dispels pearl of brilliance.

#### SHIELDING STAR

Type: Abjuration  
Level: Magic-User 2  
Range: Personal  
Duration: 1 minute

Similar to a *shield* spell, *shielding star* creates a glowing star-shaped field of force to encircle and protect you. The star has to be directed against a single target's attacks. Against any attack made by that target, the caster gets a +2 bonus to AC. The star can circle around you and thus blocks the target's attacks regardless of what direction they come from.

This spell has an offensive side as well. Each attack made by the target opponent that does not hit is assumed to be blocked by the star. Each blocked attack adds 1d6 to its pool of stored energy. At any point during the star's duration, you may unleash the star's pool of energy in a force ray attack against the target opponent. The star can hold up to 1d6 per caster level and, once used to attack, the spell ends immediately.

The spell requires a masterwork buckler as a focus, which becomes the star until the end of the spell's duration.

#### SHIELDING STAR, GREATER

Type: Abjuration  
Level: Magic-User 4  
Range: Personal  
Duration: 1 turn

Similar to *shielding star*, save that the AC bonus provided by the star is +4. If the *greater shielding star* is directed against a foe that targets the caster with a ranged touch spell or ray attack, it can negate the spell or ray attack automatically. If the *greater shielding star* does this, its duration ends.

The spell requires a masterwork buckler as a focus, which becomes the star until the end of the spell's duration.

#### SORCERER'S PARRY

Type: Divination  
Level: Magic-User 3  
Range: Personal  
Duration: 1 minute

If the caster is struck by a foe's non-magical attack while this spell is in effect, the caster may expend the spell to avoid any damage. The decision to use the spell must be made before damage is rolled. The spell's effect

ends once it is used. The spell requires a vial of mercury, which is consumed by the magical energies of the spell.

#### SOVEREIGN SHIELD

Type: Abjuration

Level: Magic-User 5

Range: Personal or creature touched

Duration: 10 minutes

As *shield*, but *sovereign shield* protects in all directions simultaneously. It also absorbs all force spells and effects directed at you and dissipates them harmlessly, though it does not disrupt force effects already in place. *Magic missiles* directed at you extend the duration by one minute per *magic missile* spell, to a maximum of 20 minutes.

Sovereign shield also cushions impact damage, reducing by half any damage taken from falling, crushing traps or other massive blunt trauma. The TK is the final arbiter on what qualifies for this reduction, but in general it does not include bludgeoning melee or ranged attacks from other creatures, regardless of their size or severity.

The spell requires a single scale from a tarrasque or great wyrm dragon of any type as a focus.

#### 7617. KHALFUS | MONSTER

The ogre magi Khalfus Silver-Fang has taken up residence in an abandoned temple in this hex. Very little is left of the temple, which appears to have been cleft in twain by some godly force. The half that remains is caved-in, but a single exposed passage leads into the ruins and a subterranean chamber with a well. The ogre magic now dwells here, having been turned out of the dungeon in [7624]. He is furious, and might take his rage out on intruders, or do his best to charm them into recovering his lost kingdom from the band of evil adventurers who took it.

Khalfus, Ogre Mage, Large Giant: HD 5; 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.

#### 7644. KARAMA | SETTLEMENT

A village of wooden huts is situated on the lower slopes of a tall, almost columnar mountain of limestone. The chalky cliffs of the mountain are lousy with birds of all sorts. The 300 people of Karama collect feathers and droppings and hunt and fish in the jungle, but they hold the birds of the mountain sacred and will not harm them. In fact, dead birds that are found are given proper funerals and cremated. The people say that Garuda dwells atop the mountain. This is not true, but there is a hidden shrine dedicated to that deity at the top of the mountain. It is attended by a flock of awakened avian druids and holds a ceremonial bowl carved from a massive emerald.

Birdman Druids: LVL 1; HP 1d6; AC 11 (buckler); ATK 1 scimitar +0 (1d8) or scratch and peck (1d3); MV 30 (Fly 90); F13 R15 W13; AL Neutral (N); XP 100; Special—Spells per day (3/1), speak druidic, dive bomb; Equipment—Buckler, holy symbol, scimitar.

#### 7705. ZOMBIES AT WORK | MONSTER

Once upon a time, a necromancer zombified a small village of farmers. Leading them into the jungle, he intended them to construct a tower for him. For over a century now, the zombies have labored, digging a moat and building the tower. Unfortunately, a weak heart killed the necromancer midway through the process. His zombies continued working and have built a haphazard 200 ft. tall tower with a myriad of rooms and halls, all unoccupied, and dug a ridiculously deep and wide moat. There are 600 zombies in all.

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).

#### 7722. DHULITPUR | SETTLEMENT

A troupe of warriors led by Captain Gopala was sent by the rulers of Narsiri [6810] to colonize the jungles here as a means to expand their influence and to support merchant caravans heading towards the coast. The warriors are all veterans of many campaigns, most with families. They have constructed a small stone fortress here and cleared the land for fields and pools where fish are to be raised. Gopala is a handsome man with a very young and handsome face. The village has 100 people living in it, among them twenty men-at-arms and ten elite horse archers.

Captain Gopala, Human Fighter: LVL 6; HP 24; AC 16; ATK 1 spear +7 (1d8+2); MV 30; F10 R13 W15; AL Neutral (N); XP 600; S16 I8 W5 D12 Cn9 Ch9; Special—Dominate 0 HD foes, 2 attacks per round; Equipment—Banded mail, spear, siege crossbow.

Men-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; Special—None.

Horse Archers, Medium Humanoid: HD 1; AC 15 (ring and shield); ATK 1 short bow (1d6) or scimitar (1d8); MV 30; F13 R15 W15; AL Neutral (N); XP 50; Special—None.

#### 7801. STICKY SITUATION | MONSTER

Sticky vines flail about from trees in this hex, binding people who are unlucky enough to fall into their clutches. Each traveler in this hex, unless he or she has some special protection, must pass a Reflex saving throw or be entangled by the vines. They are then set upon by piranha monkeys.

Piranha Monkey, Tiny Animal: HD 0; AC 14; ATK 2 bites (1d4); MV 30 (Climb 30); F16 R13 W19; AL Neutral (N); XP 25; Special—None.

## 7806. WHAT THE? | WONDER

A large wad of lint, perhaps as large as a man's fist, has fallen onto the branch of a lemon tree. The branch is about 10 feet above the ground. The lint was plucked from the belly button of a passing titan, and is really nothing more than a conversation piece.

## 7813. DRAGON LAIR | MONSTER

The waters of the Paskara River here are clear and placid, moving slowly through a landscape of flowering magnolias and spiky palm fronds and ferns. A bridge arches over the river at the midway point of the hex. The bridge is composed of stone and wood, and the stone is liberally carved with images of dragons.

Underneath the bridge, one might spot a slight disturbance in the river waters, probably caused by a cave in the river bottom. This is the lair of Khonua, a very powerful, very ancient gold dragon who settled here more than a three centuries ago, leaving behind the worries and bothers brought about by adulation in far-away Mu-Pan. Khonua prefers peace and quiet, and reacts in a hostile (though not necessarily deadly) manner to any who invade her river or lair. On the other hand, she has a soft spot for children and Lawful (Good) halflings and gnomes, and might emerge from her river to chat with them if the mood takes her. The dragon can be summoned by tapping a large brass medallion in the center of the bridge with a hammer or similar instrument. If Khonua is not sleeping, she will respond.

Khonua, Great Wyrn Gold Dragon, Huge Dragon: HD 11 (88 hp); AC 19; ATK 2 claws (1d6) and bite (1d8); MV 60 (Fly 200, Swim 60); F6 R7 W7; AL Lawful (LG); XP 2750; Special—Cone of weakening gas (50'; as ray of enfeeblement), cone of fire (50'), cause fear, sense hidden and invisible creatures, resistance to fire, water breathing; Spells—3/day—bless, detect gems; 1/day—geas, sunburst, foresight.

## 7814. ORCYMA | SETTLEMENT

Orcyma is a small village on the Paskara River, an old outpost of Utopia still ruled by a member of the ancient regime. The 100 people of the village are much oppressed, working all day in the fields only to come home to meager provisions and utilitarian communal barracks, separate for the men and women. The children spend their day in the village academy, learning Utopian philosophy from the sage Laosilio, a grave man with a spotty white beard and sunken eyes that always seem to wear an expression of bemused boredom. The village's slate grey walls are defended by ten men-at-arms with scale mail, shields and spears.

Men-At-Arms, Medium Humanoid: HD 1; AC 16 (scale and shield); ATK 1 spear (1d8) or dart (1d4); MV 30; F13 R15 W15; AL Neutral (N); XP 50.

## 7819. BLUE SISTERS | WONDER

The trees in this hex look as though they have been carved into the shapes of monkeys, birds and wondrous creatures. In fact,

they have been shaped by magic, and are all quite alive and in fine shape, tended by a sisterhood of seven apsara druids who dress in gaudy blue silks. They have gold and silver bangles lining their arms and ankles, and golden nose and earrings adorning their heads. There is the normal chance to randomly encounter these apsaras, but any damage to the flora and fauna of the hex will certainly bring them with all haste to deal with the desecrator. Each of the seven apsaras has a different animal companion who is never far from the druid.

Apsara, Elf Druid: LVL 5; HP 18; AC 12; ATK 1 club +2 (1d4-1); MV 30; F10 R13 W10; AL Neutral (N); XP 500; S8 I8 W13 D10 Cn13 Ch13; Special—Spells per day (5/3/2/1), speak druidic, move through undergrowth, leaves no trail, +2 save vs. energy spells, shapechange, elf traits; Equipment—Leather armor, club, sling.

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

Panther, Medium Animal: HD 3; AC 15; ATK 2 claws (1d3 + rend) and bite (1d6); MV 40 (Climb 20); F12 R12 W17; AL Neutral (N); XP 300.

Giant Mongoose, Medium Animal: HD 3; AC 16; ATK 1 bite (1d6 + blood drain); MV 40 (Climb 20); F12 R12 W17; AL Neutral (N); XP 300; Special—Blood drain (1d4 Con).

Orangutan, Medium Animal: HD 3; AC 13; ATK 2 slams (1d4) and bite (1d3); MV 30 (Climb 30); F12 R12 W17; AL Neutral (N); XP 300.

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).

Tiger, Large Animal: HD 6; AC 14; ATK 2 claws (1d8 + rend) and bite (2d6); MV 40; F9 R10 W15; AL Neutral (N); XP 600; Special—None.

Dire Wolf, Large Animal: HD 6; AC 14; ATK 1 bite (1d8 + trip); MV 50; F9 R9 W15; AL Neutral (N); XP 100; Special—None.

## 7832. SUN TEMPLE | STRONGHOLD

Nestled on a ridge that bisects an unusually dry valley there is a temple-fortress dedicated to Surya, the sun god. The fortress looks like gleaming gold in the sunlight from afar, but up close it looks like normal reddish stone. One must approach the fortress along the ridge, a mile walk on a narrow path (about 4 feet wide). The clerics of the fortress dye their skin deep red, and dress in white robes over gleaming scalemail. They carry round brass shields emblazoned with the rays of the sun, and light maces.

The fortress is diamond-shaped, and constructed such that at its points furthest from the ridge, it is almost 200 feet tall, while at its points on the ridge it is about 60 feet tall. At each point of the diamond, there is a round tower. The stone of these towers is carved into the image of the deity. The fortress has no obvious entrances. The Surya sculptures on the ridge towers have eyes that one will note look like living, human eyes. By staring into these eyes and uttering prayers to Surya, a person suddenly finds themselves standing within the fortress' courtyard, before an idol of Surya with the same living eyes. If the applicants for entry break



their gaze at the eyes, they burst into flame, suffering 1d6 points of fire damage.

Within the fortress, there are living quarters, special shrines and meditation rooms, a special barracks for the nine monkey folk monks who serve as special bodyguards to the high priest, Jivadha, in honor of their lord's debt owed to Surya. The temple-fortress houses fourteen lesser clerics. They are dedicated not only to the worship and adulation of their god and to the furtherance of his will on Nod, but also to protecting a *figuring of wondrous power*, a *marble elephant*, kept in the fortress treasury. This figurine is sought by the chess masters of [7839].

Jivadha, Human Cleric of the Sun: LVL 11; HP 30; AC 14; ATK 1 heavy mace +8 (1d6+2); MV 30; F8 R12 W6; AL Lawful (NG); XP 1100; S14 I10 W16 D6 Cn10 Ch12; Special—Spells per day (6/5/4/4/3/2/1), 30' cone of searing light 1/day; Equipment—Chainmail, heavy mace, net, holy symbol.

Sun Priest, Human Cleric of the Sun: LVL 3; HP 00; AC 00; ATK 1 light mace +1 (1d4+1); MV 30; F12 R14 W12; AL Lawful (NG); XP 300; Special—Spells per day (4/2/1), 30' cone of searing light 1/day; Equipment—Scalemail, shield, light mace, net, holy symbol.

Monkey Monks, Monkey Folk Monks: LVL 3; HP 3d6; AC 12; ATK 1 staff +1 (1d6) or unarmed strike +1 (1d6); MV 40; F11 R11 W11; AL Neutral (N); XP 300; Special—Stunning attack, deflect arrows; Equipment—Staff, chakram.

#### 7839. CHATURANGA | WONDER

Somewhere in this hex, one might come across a most fascinating scene. In a small valley with stepped sides, a giant chess board has been inlaid into the floor of the valley. Only four pieces now rest on the board, the two mantri (or ministers), and the two rajas (or kings). The pieces consist of gaunt men sitting on stone thrones.

The white raja and mantri have skin like porcelain and silver hair. Their eyes are the color of aged ivory and they wear eburnean silks sewn heavily with pearls and platinum thread. They are calm and philosophic. The black raja and mantri have skin like ebony and jet black hair. Their eyes gleam like black diamonds and they wear swart robes trimmed with sable. They are regal and commanding.

These rajas and mantris appear to be immortal and terribly patient. When the chess board is approached, the mantris will engage the visitors, asking them to embark on a quest in their name that they might finish the game and determine the fate of the cosmos. The white pieces represent Chaos, while the black pieces represent Law, though the Chaos pieces will, of course, protest that they represent Law. This assertion is a lie.

The chess pieces are looking for *figurines of wondrous power*, in particular the *marble elephant* (for the white army), the *obsidian steed* (for the black army).

JMS





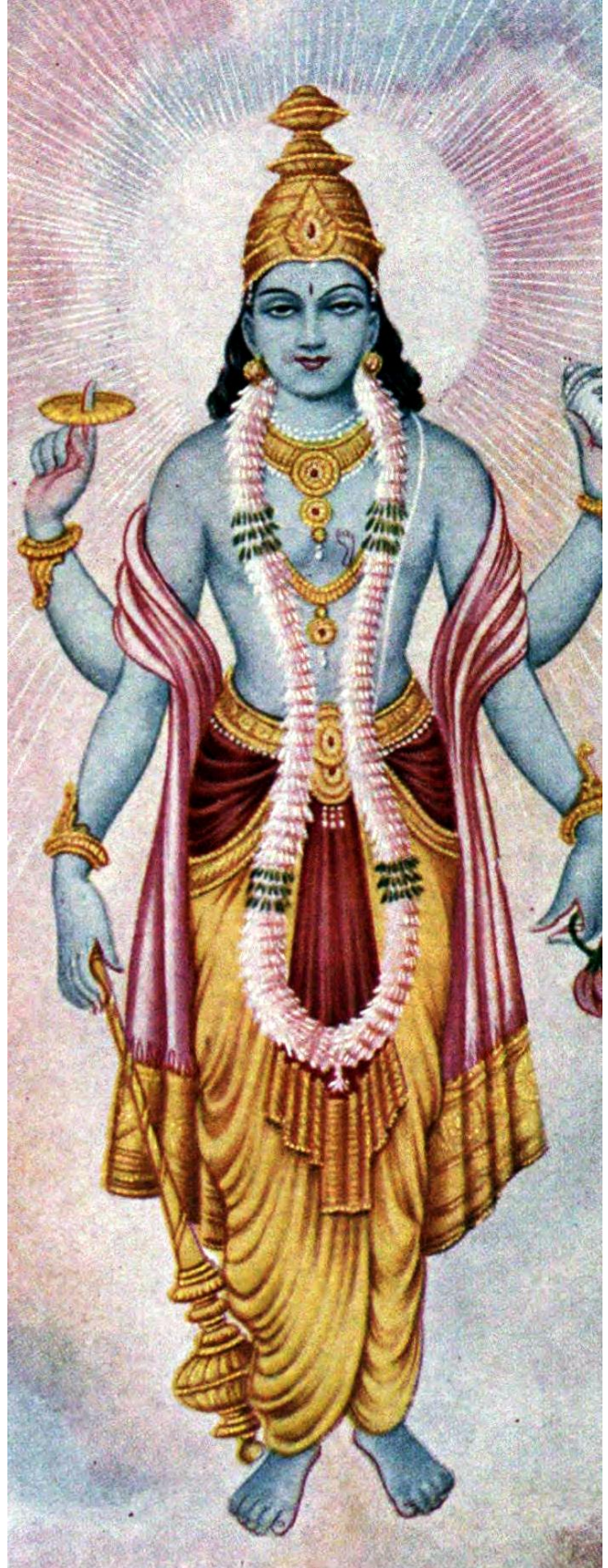
# THE MANIFOLD DEITIES OF ENDE

Ende is written with India in mind, and thus many of the deities who show up in the hex crawl are likewise inspired by the gods and goddesses of India. While other pagan faiths have modern adherents, the deities of Hinduism have a particularly large and vital following in modern India. What follows is not intended to be a collection of offensive or ignorant caricatures of these entities, but rather colorful sketches for playing a light fantasy game of warriors, wizards and dragons. It should also be noted that some of the gods and goddesses in this article are wholly the creation of this writer, as I enjoy making up fantastic divinities from time to time to populate The Land of Nod and keep the know-it-alls guessing.

The Plateau of Ende and the lands that surround it worship a grand pantheon of gods, goddesses and demons, each entity composed of many aspects that, at times, can seem counterintuitive. While some of these gods and goddesses appear to be wholly good or evil, many encompass aspects of both law and chaos and good and evil, with worshippers accepting these seeming inconsistencies as signs of the deep, complex nature of the universe.

## DEVI

Devi or Shakti is the Sanskrit word for “divine” in the feminine. While it is sometimes characterized as a goddess in its own right, Devi is more truly the core form of every Hindu goddess. Her forms Lakshmi and Parvati are treated as separate entities.



## VISHNU, THE ALL-PERVADING ONE

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Also called Lord Naranya, Lord Hari  
Protector and Preserver of the Cosmos  
Wields a heavy mace and chakram  
Patron Deity of Law, Paladins  
Served by Devas  
Symbols are the Lotus, Mace, Conch and Chakram  
Aligned with Law (Lawful Good)

Perhaps the principal deity of the lands of Ende, Vishnu is the preserver and protector in the Trimurti, or Trinity of the Divine, that includes Vishnu, Shiva and Brahma. In NOD's cosmos, he could be thought of as a personification of positive energy.

Vishnu is depicted as a beautiful man with blue skin and four arms holding a lotus flower in the lower left hand, heavy mace in his lower right hand, conch shell in his upper left hand and chakram in his upper right hand.

Vishnu dwells in Vaikuntha, a divine realm of eternal bliss and happiness separate from the Material Plane. In a fantasy cosmology, this could be considered a representation of the Positive Energy Plane. It is the final resting place of souls that have attained *Moksha*, or liberation from the cycle of death and rebirth, i.e. souls that have conquered the negative energy principal and defeated death. In the Material Plane, he dwells in Ksheera Sagara, the Ocean of Milk, where he reclines on Ananta Shesha, the thousand-headed king of serpent deities.

Vishnu is worshipped directly, or through one of his avatars, the most popular being Rama and Krishna (both of whom are dealt with separately in this article). The incarnations of Vishnu have as their purpose to oppose negative energy and entropy, and rejuvenate the cosmos.

Among his most important allies are Garuda and Hanuman. Vishnu's consort is Lakshmi.

Vishnu wears the Kaustubha jewel around his neck and a garland of vajrayanti flowers around his neck. Lakshmi dwells in this jewel worn on his chest. He wears a crown on his head as a symbol of his sovereignty over the cosmos, sometimes adorned with a peacock feather borrowed from his Krishna avatar. His two earrings represent opposites in creation, such as pleasure and pain. His conch shell represents his power to create and preserve the cosmos. His chakram represents the purified mind. His mace represents his spiritual, mental and physical power. His lotus flower represents his spiritual liberation.

In NOD, Vishnu's clerics and paladins are protectors and preservers of life, and opponents of "anti-life", or begins of negative energy and destruction. Clerics are usually armed with heavy maces and chakram. Vishnu's clerics can prepare one abjuration spell from the magic-user spell lists per day OR they can add +1 per dice of healing spells OR can turn undead as though one level higher (chosen at character creation).

## LAKSHMI

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Also called Sri, Thirumagal, Padma, Ulkavahini  
Deity of Wealth, Love, Fortune and Beauty  
Wields no weapon  
Patron Deity of Women, Lovers, Merchants  
Served by Celestials  
Symbols are the Lotus, Elephant, Owl  
Aligned with Law (Neutral Good)

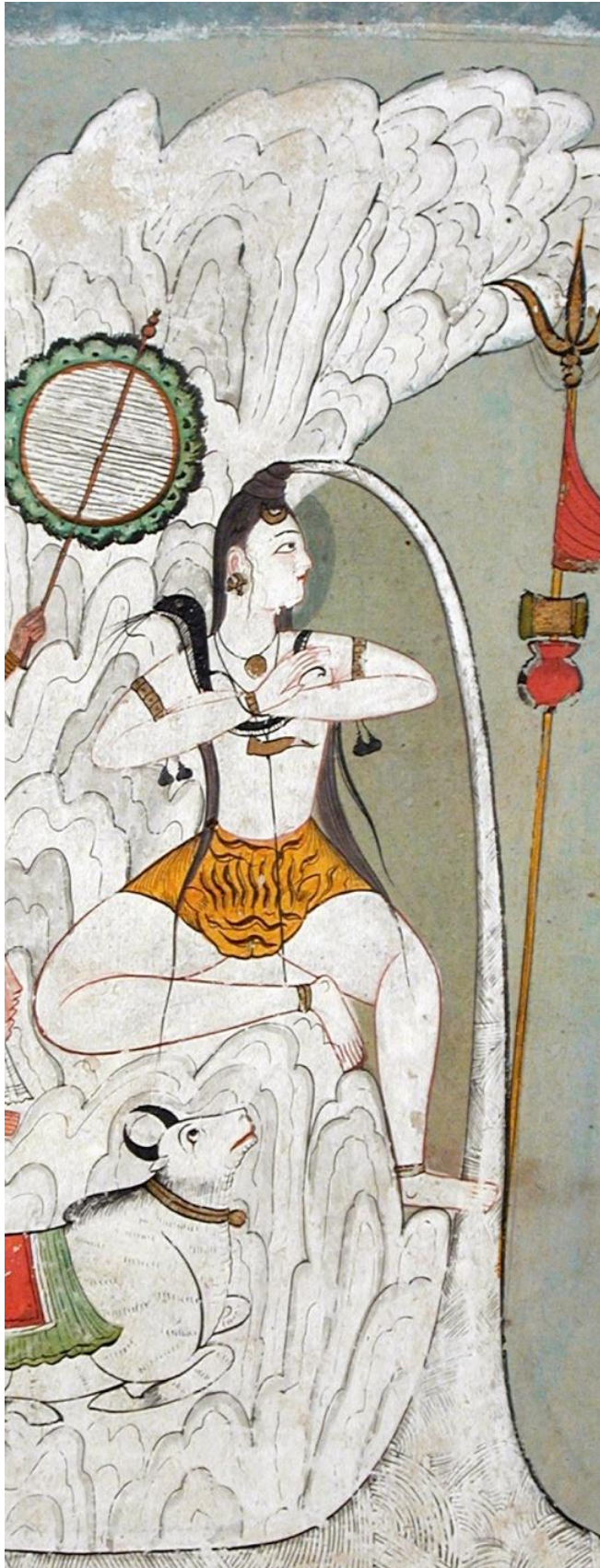
Lakshmi is the consort of Vishnu, and the source of his strength and active energy. When he has manifested in different forms, such as Rama and Krishna, she has manifested with him as Sita and Radha respectively.

Lakshmi is depicted as a beautiful woman with four arms. She sits or stands on a lotus flower. She is also depicted with one or two elephants, and sometimes with an owl.

Lakshmi's four arms represent the four goals of human life considered proper in Hinduism – dharma (the right way of living), kama (sexual desire), artha (sense of purpose), and moksha (liberation from death). In one story, she grants gifts to the gods, who all desire her. She gives food to Agni, royal authority to Soma, imperial authority to Varuna, martial energy to Mitra, force to Indra, priestly authority to Brihaspati, dominion to Savitri, splendor to Pushan, nourishment to Sarasvati and control of forms to Tvashtri.

Clerics of Lakshmi can take a giant owl as a mount as paladins take a celestial warhorse as their mount, and at the same level.





## SHIVA, THE AUSPICIOUS ONE

Also called Mahadeva (Great God), Nataraja

Deity of Destruction and Transformation

Wields a trident or axe

Patron Deity of Artists, Monks, Psychics

Served by the Ganas (Ethereal Creatures)

Symbols are the Trishula, Third Eye, and the number five

Aligned with Neutrality

Shiva is one of the Trimurti, the divine trinity of Vishnu, Shiva and Brahma. He is depicted as both a benevolent, omniscient yogi living an ascetic life on Mount Kailash and as a family man, with wife Parvati and sons Ganesha and Kartikeya. In these aspects, he is a patron of yoga and art. He is also depicted in fiercer aspects, as a demon slayer. Some depictions hold that he holds the entire universe in his stomach.

Shiva is depicted as a white skinned man with ashes smeared on his skin. He is depicted cross-legged in a state of meditation and contemplation. He has a third eye on his forehead, the serpent Vasuki around his neck, adorned by the crescent moon and with the Ganges flowing from his matted hair. The trishula (trident) is his primary weapon, though he is also associated with the axe. The damaru (a small two-headed drum) is his instrument. He is depicted sitting upon a tiger skin.

Shiva is often associated with horned gods of cattle, and with the deities Rudra, Agni and Indra. Shiva is the male aspect of Devi (q.v.), the embodiment of energy and the motivating force behind all action and existence in the Material Plane. Devi manifests as many goddesses, including Kali, Parvati, Uma, Durga and Chandika.

Shiva's attendants are the ganas, or ghostly hosts. They are commanded by Shiva's son Ganesha, thus his alternate name of Gunputty (really *gana-pati*, or "lord of the ganas"). Shiva's mount is the great bull Nandi.

Shiva does not have clerics, but rather druids or monks. They are always ascetics, who smear ashes on their faces. Shiva's druids can chant for 10 minutes in the lotus position and become ethereal for one minute, once per day OR they can turn demons and devils per normal cleric turning rules for undead.



## PARVATI, SHE OF THE MOUNTAINS

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Also called Uma, Aparna

Deity of Power and Action

Wields a Scimitar

Patron Deity of Women

Served by Celestials

Symbols are the Blue Lotus, Antelope, Crescent Moon

Aligned with Neutrality

Parvati is one of the manifold incarnations of Devi, the divine feminine of Hinduism. In particular, she is the consort, and thus feminine half of Shiva. When she is depicted with Shiva as his wife, she has two arms. When she is alone, she has four, eight or ten arms and is mounted astride a tiger or lion.

While Parvati is generally gentle and benevolent, she has fiercer incarnations as Durga, Kali (q.v.), Chandi, and the Mahavidyas, her ten fearsome aspects. Parvati is the animating force behind all weapons and powers, and all acts and works. She is the most powerful entity of all, for when her anger is at its height, she is capable of destroying the cosmos. Even the Trinity of Brahma, Vishnu and Shiva try never to make her angry, for any reason.

Parvati, as has been mentioned, does not have a single form. She is sometimes depicted as the very domestic wife of Shiva and the mother of Ganesha and Kartikeya. In this form, she is beautiful and has pale skin and milk-white garments. Like Shiva, she has three eyes. Also like Shiva, she is shown with a crown of matted hair with a crescent moon entwined in her locks.

Her different moods bring on different transformations. When she is angry and becomes violent, her skin becomes black and she takes on the demon-fighting forms of Durga or Chandi, or her most fearsome form Kali.

Parvati's druids can, each day, choose to function as fighters or barbarians of their cleric level. When doing so, they lose their cleric abilities and gain the abilities of the other classes.

## BRAHMA

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Also called Vaagish

Deity of Creation, Creativity, Knowledge

Wields a scepter (light mace)

Patron Deity of Scholars, Poets, Priests

Served by Inevitables





Symbols are the Lotus, Book

Aligned with Neutrality (Lawful Neutral)

Brahma is the god of creation, and one of the Trimurti, the divine trinity of himself, Vishnu and Shiva. Brahma is the father of Manu, from whom all people are descended. As the husband of Saraswati, the goddess of speech, he is also the “Lord of Speech and Sound.” Brahma was born through Vishnu’s navel, as he is the source of all creation. He offers the blessings of creativity and knowledge.

Brahma appears as a man with four heads and four arms. With each head, he continually recites one of the four Vedas. One of his faces is gold, one has a long white beard, and one a black beard. Brahma holds no weapons, only a scepter, book, and a string of prayer beads (the *aksamala*, “garland of eyes”). He wears a crown to show his sovereignty, and rides a giant swan.

Brahma has ten children, born from different parts of his body. They are Marichi, Atri, Angirasa, Pulaha, Pulasthya, Krathu, Vashista, Prachethasa, Bhrigu and Narada.

Clerics can attempt a Wisdom task check to understand and communicate in any language

## ADITI

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Also called Devamater

Deity of Motherhood

Wields a Trident and Scimitar

Patron Deity of Motherhood, Creativity, Freedom, Power

Served by Celestials

Symbols are the Cosmic Wheel

Aligned with Law (Chaotic Good)

Aditi is the mother of the gods, the celestial mother of every existing form and being. In this capacity, she is associated with space and the mystic speech used to cast spells. She is viewed as the feminine form of Brahma. She is also believed to be a goddess of both the earth and the sky.

Aditi’s key children, the twelve heavenly bodies, are Vivasvan, Aryamah, Pushah, Tvashta, Savita, Bhaga, Dhata, Vidhata, Varuna, Mitra, Shakra and Urukama. She is also the mother of Indra.

Aditi is pictured as a four-armed woman of motherly beauty, sometimes mounted on a rooster or a lion. In her hands she holds a trident and scimitar.

Aditi’s clerics can prepare one magic-user conjuration spell per day in place of a cleric spell. This spell cannot be of the cleric’s highest allowable spell level.

## AGNI

Also called Saptajihva

Deity of Fire, Communion

Wields a Sword and Axe

Patron Deity of Priests, Messengers

Served by Fire Elementals

Symbols are Fire

Aligned with Neutrality

Clerics of Agni can demand hospitality from any temple, including evil temples, and while ensconced may not be harmed

Agni is among the most important of the old gods, second only to Indra. He is the god of fire, and the acceptor of sacrifices, which he conveys to the other gods. This makes him the messenger and priest of the gods. Because he, like a fire, is relit every day, he is eternally young and immortal. Agni is a personification of the Elemental Plane of Fire.

Agni is depicted with two heads, three legs and two to seven arms. He has seven fiery tongues. Agni’s skin is red, and his eyes and hair are black. Seven rays of light emanate from his body. Agni rides a ram or chariot harnessed by fiery horses, goats or parrots. He can also take the form of a fire elemental.

Some stories hold that he is the twin brother of Indra, and thus the son of Dyaus Pita and Prthivi. He is also portrayed as the eldest son of Brahma. His consort is Svaha.

## GARUDA

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King of Avians, Mount of Vishnu

Aligned with Law (Lawful Good)

Garuda is the Bird Lord, the sovereign of all birds. He is also the supporter and mount of Lord Vishnu. He has the golden body of a muscled man, with a white face, red wings and the beak of an eagle. As the king of birds, he wears a crown. In *Blood & Treasure*, he is the king of the avorals.

Garuda is the eternal enemy of the serpent race, including the nagas (though he might bend the rules for Lawful (Good) nagas). Because of his enmity for serpents, his image on amulets is believed to be a ward against poison.

As the mount and ally of Vishnu, Garuda is a powerful warrior for the forces of Law and Good. In NOD, he is primarily worshipped by bird men, giant eagles and other Lawful aerial creatures.

**GARUDA THE BIRD LORD**, Huge Outsider: HD 30 (150 hp); AC 25 [+2]; ATK 2 claws (3d6) and 2 wings (3d8); MV 60 (Fly 120); F3 R3 W3; AL Lawful (LG); XP 15,000; Special—Immune to electricity and petrification, magic resistance 30%, super intelligence, aura of fear (50'), lay on hands (40 hp per day), spells; Spells—Continuous—tongues; At will—aid, blur (self), command, detect invisibility, detect magic, dimension door, dispel magic, gust of wind, hold person, light, magic circle against evil (self), magic missile; 3/day—lightning bolt.



## GANESHA

Also called Ganapati, Vinayaka, Pillai, Ekadanta

Deity of Art, Science, Wisdom, Intellect

Wields an Axe

Patron Deity of Scientists, Sages, Priests

Served by Celestials

Symbols are the Elephant Goad, Elephant

Aligned with Law (Chaotic Good)

A very popular deity, Ganesha is the god of arts, sciences, intellect and wisdom. He is a god of beginnings and a remover of obstacles. As the leader of Shiva's servants, the gana, he has the title of Ganapati, sometimes Anglicized into "Gunputty".

Ganesha has a human body with a rotund belly, two to sixteen arms, and the head of an elephant. The elephant head is the most prominent aspect of Ganesha, and in most stories he acquires it after his original, humanoid head is lost. One of his elephant tusks is broken, and he sometimes is pictured holding this tusk. Ganesha is usually represented riding on or attended by a mouse, shrew or rat. Ganesha holds an elephant goad and an axe.

Ganesha's clerics should be problem solvers, and as scholarly as they are warlike, if not more so. Clerics of Ganesha treat *symbol* spells as being one level lower than they really are.

## HANUMAN

King of Apes and Monkeys, Ally of Vishnu

Aligned with Law (Chaotic Good)

Hanuman is the Monkey Lord and an ardent follower of Rama, one of the avatars of Vishnu. Some stories present him as an incarnation of Shiva. His parentage is half monkey folk and half apsara.

Hanuman, not unlike Monkey in Chinese mythology, was a rambunctious youth. Hindu stories tell of the time he mistook the Sun for a ripe mango and took it in his mouth, disrupting a scheduled eclipse. This enraged Indra, who threw a vajra (lightning bolt) at the troublesome monkey and struck his jaw. This sent Hanuman hurtling back to Earth, unconscious, and with a scar on his jaw. This angered his father figure, Vayu, who withdrew air from the world. As all living beings were threatened with asphyxiation, Indra was forced to withdraw the effects of his thunderbolt, and many boons were granted to Hanuman to appease Vayu.

Among these boons were invincibility (he cannot be harmed by any weapon in war), the power of causing fear to his enemies and removing fear from his friends, to polymorph self at will and to teleport without error (to put them into *Blood & Treasure* terms).

Despite his mischievous youth, Hanuman went on to become a loyal and heroic follower of Rama in his war against the rakshasa lord Ravana.

**HANUMAN THE MONKEY LORD**, Medium Outsider: HD 25 (125 hp); AC 23 [+2]; ATK 2 fists (2d8) or +3 heavy mace of thunder (1d10+3); MV 60 (Climb 30); F3 R3 W3; AL Lawful (CG); XP 12,500; Special—Immune to electricity and petrification, magic resistance 30%, super intelligence, aura of fear (50'), lay on hands (30 hp per day), spells; Spells—Continuous—tongues; At

will—aid, blur (self), command, detect invisibility, detect magic, dimension door, dispel magic, gust of wind, hold person, light, magic circle against evil (self), magic missile; 3/day—lightning bolt.



## INDRA

Also called Sakra

Deity of Rain, Thunder and War

Wields a Thunderbolt

Patron Deity of Kings

Served by Devas, Elementals and Maruts

Symbols are the Thunderbolt

Aligned with Law (Chaotic Good)

Indra is the god of rain and thunder, the king of the gods, and the lord of Svargaloka, or Heaven. His home is situated on Mount Meru in Svargaloka. He is known as Vrsan ("the mighty"), Vrtahan ("slayer of Vritra"), Meghavahana ("the one who rides the clouds"), Verethragna (god of victory), and Devapati ("the lord of gods or devas"). Indra pushes up the sky, releases Ushas (dawn) from the Vala cave and slays drought (the dragon Vritra).

Indra is a heroic, brash and amorous deity. With Varuna and Mitra, he is one of the chiefs of the old gods. He is the leader not only of the devas, who form and maintain

Heaven, but also the elemental deities Agni (fire), Varuna (water), and Surya (sun).

Indra is married to Shachi, and he is the father of Arjuna, Jayanta, Midhusa, Nilambara, Khamla, Ribhus, Rsabha and Devasena, the consort of Kartikeya. His brother is Surya.

Indra wields the vajra, or thunderbolt. The rainbow is called *indradhanus*, or Indra's Bow. His divine mount is the elephant Airavata.

Indra's clerics are regal and often just as brash as their god. Clerics of Indra can prepare *lightning bolt* as a cleric spell.

## KALI

Also called Kalika, Kalaratri, Daksinakali, Bhadrakali

Deity of Time, Change and Death

Wields a Sword and Trident

Patron Deity of Warriors, Berserkers, Assassins, Monks

Served by Marilith Demons

Symbols are the Severed Head, Sword

Aligned with Chaos (Chaotic Neutral or Evil)

Kali is the fierce aspect of the goddess Parvati, or Durga. Her name means "black", but also "time", as time was the first creation, before light. As an aspect of Parvati, she is the consort of Shiva, who is also called Kala, the eternal time. She is a figure of violence and force, and was created before Shiva, who represents the rest after creation.

Kali first appears fighting Drona's son Ashwatthama, and later as the slayer of the demon Bloodseed (Raktabija). In her aspect as Daksinakali, she grows drunk on the blood of her victims on the battlefield and dances with destructive fury. Her dance nearly destroys the universe, when Shiva, urged by the other gods, and lies in her path. She finally realizes she is trampling him, and ends her dance of destruction. She is more, though, than a vicious slayer of demons in service to Shiva, but also the supreme mistress of the universe and the ultimate reality (Mahakali). Her gentle form is called Bhadrakali.

Kali appears in two forms. In the first she has four arms. She is black or blue-black in color. Her eyes are red, her hair wild and disheveled and she has small that sometimes



protrude from her mouth. Her red tongue lolls from her mouth. She might appear naked, or in a skirt of human arms and a garland of human heads. She might be accompanied by serpents and a jackal. Her divine mount is a lion, and she holds a sword, trident, severed head and a cup catching the blood dripping from the head.

In her Mahakali form, she has ten arms, ten faces, ten feet and three eyes, and her skin shines like a sapphire.

As Bhadakali, she has up to eighteen arms and three eyes. She carries multiple weapons, and flames flow from her head. A small tusk protrudes from her mouth. In this form, she protects the practitioners of Kalarippayattu, a martial arts form practiced by monks.

Kali's clerics can enter a barbarian rage once per day, but they do not have the ability to wear any armor that is more protective than chainmail.

## KARTIKEYA

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Also called Skanda, Murugan, Subramaniyan, Seyon

Deity of War

Wields a Spear, Sword, Javelin, Mace, Chakram, and Longbow

Patron Deity of Fighters

Served by Devas

Symbols are the Spear and Peacock

Aligned with Neutrality (Lawful Neutral)

Kartikeya is the god of war and the commander of the devas. He is the son of Shiva and Parvati. In early stories, he is a form of Agni, or the son of Rudra. He was born to destroy the demon Mahisha, who was also an adversary of Durga. Indra sees him as a threat to his power until Shiva intervenes and makes Kartikeya the warlord of the devas.

Kartikeya is depicted as a man with six heads and ten arms. He wields Vel, the Divine Spear, and a sword, javelin (representing his far reaching protection), mace (representing his strength), chakram (representing his knowledge), and longbow (representing his ability to combat all ills). His divine mount, the peacock, represents his destruction of the ego.

Clerics of Kartikeya can wield any weapon, as a fighter.





## MITRA

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Also called Mithra, Mithras

Deity of Honesty, Friendship, Contracts and Meetings

Wields a Sword

Patron Deity of Priests, Merchants, Kings

Served by Devas

Symbols are the Morning Sun

Aligned with Neutrality (Lawful Neutral)

Mitra is, first and foremost, the deity of contracts, covenants, oaths and treaties. In the Motherlands, he is Mithras, the god of honor. Along with Varuna, he is a chief of the Adityas, the supreme keepers of order and gods of law. Next to them in importance are Aryaman, who guards guest friendship and bridal exchange) and Bhaga (who shares in bounty and good luck).

Varuna and Mitra are the gods of the blood oath and tribal contracts, and they are sometimes twinned as Mitra-Varuna. Mitra often represents the priesthood, while Varuna represents royal authority. It is also said that Mitra brings forth the light at dawn.

Mitra's clerics can cast mark of justice once per day.

## PUSHAN

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Deity of Meetings

Wields a Lance

Patron Deity of Travelers, Herdsmen

Served by Devas

Symbols are the Sun

Aligned with Law (Lawful Good)

Pushan is a solar deity and one of the Adityas, the supreme keepers of law and order in the universe. As the god of meetings, he is responsible for marriages, journeys, roads and the feeding of cattle. He is the protector of travelers from bandits and wild beasts, and the protector of men from exploitation by other men. He is also the psychopomp, escorting dead souls to the afterlife.

As a solar deity, he represents the sun as a guardian of flocks and herds. Pushan's brothers are Surya, Aryaman, Tvashta, Savita, Bhaga, Dhata, Vidhata, Varuna, Mitra, Indra and Vishnu in the form of Vamanadeva.

Pushan wields a golden lance. His clerics can rebuke/command herd animals as evil clerics do the undead.

## RATRI

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Also called Ratridevi

Deity of Night

Wields a Dagger

Patron Deity of Sleepers

Served by Celestials

Symbol is Blackness

Aligned with Law (Neutral Good)

Ratri is the goddess of night, and the sister of Ushas, the goddess of dawn. Ratri and Ushas are the children of Mother Earth and Father Sky. Together with Ushas, she helps weave time and maintain order in the cosmos.

None know Ratri's true appearance, for she appears only as the shadowy form of a woman. Ratri is a gentle goddess. She protects those who pray to her for safety and comfort in the night. She protects people from wolves and thieves.

While Ratri is beautiful, she is also considered gloomy and infertile, as compared to her sisters vivacity.

Ratri's clerics dress in black cloaks. They are skilled at hiding in shadows (as a thief), and can prepare *darkvision* as a cleric spell.

## RUDRA

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Deity of Storms

Wields a Trident

Patron Deity of Archers, Warriors

Served by Maruts

Symbols are the Arrow

Aligned with Law (Chaotic Good)

Rudra, the “Roarer”, is a god of wind and storms, the mightiest of the mighty. Rudra shares many characteristics with Shiva, both having the epithets “kind” and “extremely terrifying”. The two deities are sometimes regarded as the same deity, though here they are treated as distinct.

Rudra appears as a man with four arms and four heads. He wields a trident and rides the winds into battle. Rudra is the leader of the Maruts or Rudras.

Rudra’s clerics are loud and boisterous, roaring with laughter when struck funny, and roaring out challenges when entering battle. They can *shout* once per day.

## SARASWATI

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Deity of Knowledge, Music, Arts, Wisdom and Learning

Wields a Lute

Patron Deity of Musicians, Artists

Served by Celestials

Symbols are the Lute and Swan

Aligned with Law (Neutral Good)

Saraswati is one of a trinity that includes Lakshmi and Parvati. They help the trinity of Brahma, Vishnu and Shiva to create, maintain and regenerate the Cosmos. Saraswati is said to have healing and purifying powers, and she is associated with rivers and water. She was born from the cosmic harmonies that accompanied Brahma’s creation of the Cosmos.

Saraswati appears as a beautiful woman with four arms dressed in pure white. Her four hands hold a book, garland, water pot and a lute. She reclines on a white lotus or rides on the back of a swan.

Clerics of Saraswati are genteel and graceful. They can exchange their ability to turn undead for the ability to fascinate (as a bard) and turn undead as a paladin.



## SHESHA NAGA

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Also called Balarama, Laxmana, Sankarshana

Lesser God of Serpents

Patron Deity of Lawful Dragons

Served by Dragons, Devas

Aligned with Law (Lawful Good)

Shesha is the king of all serpents. He is an avatar and servant of Vishnu. He appears as a gigantic thousand-headed hydra floating in the ocean of milk (i.e. the Astral Plane), forming the bed on which Vishnu lies. The hoods of Shesha hold all the planets of the Cosmos.

Clerics of Shesha Naga can rebuke/command reptiles as well as turn/destroy undead, but do both as a cleric of two levels lower.

## SURYA

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Also called Aditya, Bhanu, Ravi

Greater God of the Sun

Patron Deity of Kings, Fathers

Served by Planetars, Devas

Symbols are the Sun

Aligned with Neutrality (Lawful Neutral)

Surya is the chief sun deity of Ende, and the chief of the Navagraha, the nine planetary deities that also includes Chandra (the Moon god), Mangala (Mars, a god of war), Budha (Mercury, god of merchants), Brihaspati (Jupiter, also called Guru, the guru of the gods and personification of peity), Shukra (Venus, god of wealth, pleasure and reproduction), Shani (Saturn, who represents longevity), Rahu (the head of the demonic dragon that causes eclipses by swallowing the sun and moon, a god of chaos) and Ketu (the tail of the demonic dragon, god of fame). Surya is associated with kingship, fatherhood, authority, courage, will-power and vitality. He is associated with the color red, and brass, gold, rubies, summer, wheat and the east.

Surya has three wives named Saranyu, Ragyi and Prabha. By Saranyu, he is the father of Vaivasvata Manu, the twins Yama (the god of death) and Yami, and the divine horsemen

and physicians the Ashvins. Unable to withstand her husband's brilliant radiance, Saranyu created a double from her own shadow called Chhaya to act as Surya's wife in her absence. By Chhaya he became the father of two sons, Savarni Maru and Shani (the planet Saturn) and two daughters, Tapti and Vishti. Surya had a son named Revanta with Ragyi and Prabhata with Prabha. Surya also acted as the trainer of Hanuman.

Sons Shani and Yama are responsible for judging human lives, Shani providing rewards and punishments for one deeds during life, and Yama after death.

Surya is depicted as a red-skinned man with four arms and surrounded by a halo of intense light. He rides a chariot pulled by seven horses the colors of the rainbow.

The clerics of Surya wear red robes, and sometimes pain their armor with red lacquer. His clerics can cast *daylight* (centered on themselves) once per day.

## USHAS

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Lesser Goddess of the Dawn

Patron Deity of Maidens

Served by Celestials

Symbols are Red Cows

Aligned with Law (Neutral Good)

Ushas is the exalted goddess of the dawn. She is depicted as a beautiful young woman riding a golden chariot. As a solar deity, she is a warder of the demons. Ushas is the daughter of Father Sky and Mother Earth.





## VARUNA

Deity of Water, Astral Plane

Wields a Lasso

Patron Deity of Sailors

Served by Water Elementals

Aligned with Neutrality (Lawful Neutral)

Varuna is the god of the water element in all its forms, especially of oceans, and of the “astral ocean”. He is the chief of the Adityas (see Indra), and is sometimes placed in opposition to Surya and therefore becomes a god of darkness and night. As an Aditya, he is a god of oaths. He is portrayed as omniscient. The stars are his thousand-eyed spies, watching the movements of humans. Varuna is also the keeper of the souls of the drowned. In Zoroastrianism, Varuna is one of the 101 names of Ahura Mazda, meaning “Deliverer from evil”.

Varuna is a light-skinned god with four arms. He wears golden armor and carries a lasso and golden orb. Varuna’s mount is Makara, which might be a crocodile, but might also be a basilosaurus (which is way cooler).

Varuna’s clerics dress in blue, and can prepare *water breathing* as a cleric spell.



## VAYU

Also called Pavan

Deity of Air, Life

Wields a Scimitar

Patron Deity of Warriors

Served by Air Elementals, Maruts, Djinn

Symbols are the White Banner

Aligned with Law (Lawful Good)

Vayu is one of the elemental deities. He is supposed to have exceptional beauty, and moves about noisily in his shining coach driven by two or forty-nine or one-thousand white and purple horses. Vayu is a powerful, heroic warrior that is apparently immune to the depredations of demons. Vayu’s divine mount is an antelope.



## YAMA

Great God of Death

Wields a Noose

Patron Deity of Judges, the Dead

Served by Devils

Symbols are the Water Buffalo, Loop, Skull

Aligned with Chaos (Lawful Evil)



Yama is the god of death and the ruler of the Underworld. He is the son of Surya, and the twin brother of Yami, a river goddess. Some stories say that Yama was the first mortal to ever die, and as the first occupant of the Underworld became its king. He is also the Lord of the Pitrs, the spirits of the departed. Yama is the guardian of the south. He has two hellhounds with four eyes and wide nostrils guarding the road to his palace in the Underworld. They are sometimes sent to the Material Plane to deliver messages.

Yama is depicted as a rotund and often savage-looking man with blue skin. He wears red clothes and holds a loop of rope in his left hand. Yama uses this rope to pull souls from the bodies of the dead. Yama's divine mount is a giant water buffalo.

Yama's realm is called Naraka. It is a temporary purgatory where the soul is purified of sin by suffering. There are hundreds of thousands of hells in Naraka, and each soul is directed to the proper hell by Yama based on their deeds in life. He may also direct souls to a Swarga (Heaven) or return them to Bhoomi (the Material Plane). He is assisted in this by his chief minister, Chitragupta, who maintains a record of all the good and evil deeds of every human being. The most prominent hells are:

- Put ("Childless"), for the childless
- Avichi ("Waveless"), for those waiting for reincarnation
- Samhata ("Abandoned") for evil beings
- Tamisra ("Darkness") where the darkness of hell begins
- Rijisha ("Expelled") where the torments of hell begins
- Kudmala ("Leprous") the worst hell for those who are going to be reincarnated
- Kakola ("Black Poison") the bottomless pit for those who are eternally condemned to hell and cannot reincarnate

Other hells are Andhatamisra, Raurava, Mahaurava, Kumbhipaka, Kalasutra, Asipatravana, Sukaramukha, Andhakupa, Krimibhojana, Samdamsa, Taptasurmi, Vajrakantaka-salmali, Vaitarani, Puyoda, Pranarodha, Visasana, Lalabhaksa, Sarameyadana, Ayahpana, Ksharakardama, Raksogana-bhojana, Sulaprotta, Dandasuka, Avatanirodhana, Paryavartana and Suchimukha.

Just for the sake of reference, the seven heavens are Bhuvras, Swas (ruled by Indra), Tharus, Thaarur, Savithaa, Prapithaa, and Maha (ruled by Brahma).

Clerics of Yama can detect alignment automatically.

## NEW SPELLS

### MANIFOLD

Type: Transmutation  
Level: Cleric 3, Druid 3  
Range: Personal  
Duration: One turn

The cleric or druid can grow a number of additional pairs of arms equal to their wisdom bonus. These additional arms and hands can be used as though the spellcaster was born with them (i.e. without any special penalty).

For the purpose of wielding additional weapons and shields, use the normal rules for attacking with two weapons, extending the normal penalties for wielding additional weapons.

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## NOTIONS

# COURT INTRIGUE

*Illustrations by Frans Hals*

Adventurers, at least at the mid to high levels, are no strangers to royal courts. What better patron to foot the bills of dungeon exploration and look the other way when peasants start getting fried by stray fireballs than a king or queen?

King, queens and their courts are centers of power, though, and power breeds a certain sort of paranoid hunger. After all, working for a living is for suckers. Getting paid to do nothing but plot and scheme is a pretty sweet gig, and thus the competition for those jobs is very cut throat ... sometimes literally.

This makes royal courts hotbeds of intrigue. Courtiers compete in the most civilized way (well, if you consider poisoning people civilized) for power, and in monarchical terms, that means the favor of the king and/or queen.

When adventurers wander into court, they are often wealthy (from all that killing things and taking their stuff) and dashing (from all that adventure and defying of death). They're like fantasy rock stars, and that means there's a good chance they'll receive the favor of the king or queen.

That favor makes them a target, but a target for who?

## RANDOM FACTIONS

The following is really just a collection of notions about court factions disguised as random tables. The tables involve determining five things about potential factions: The cause, the size, the symbol, the leader and allies.

### THE CAUSE

The cause behind a faction might be a straight-forward political desire, a philosophical notion, a religious belief or even a rather silly fashion trends. Most of the members of the faction either believe in the cause or are sympathetic to it. A few will mouth the words because they see the faction as a path to power.

### D20 CAUSE

- |    |  |
|----|--|
| 1  | Attack the nearby humanoids – the faction wants an aggressive policy in the borderlands  |
| 2  | Attack a nearby city-state/nation  |
| 3  | Raise taxes, especially on adventurers and merchants   |
| 4  | Ban adventuring – nothing but upstarts and pirates   |
| 5  | Seize property from high-level adventurers – too much money on the borderlands, not enough loyalty   |
| 6  | Encourage more settlements in the borderlands (i.e. subsidize stronghold construction)   |
| 7  | Desire a ban on the use of magic-user style magic – witch hunters who claim magicians are secretly controlling the country   |
| 8  | Cynics – support a lifestyle that rejects a desire for wealth, power, sex and fame (for others, of course, not the folks in court!)  |
| 9  | Epicureans – pleasure is good (Epicurus meant knowledge, his followers probably don't), superstition and divine intervention (i.e. clerics) are bunk   |
| 10 | Stoics – emotions are bad; essentially fantasy Vulcans who primarily exist to drive chaotic players nuts   |
| 11 | Skeptics – want everything investigated to within an inch of its life before a decision can be made  |
| 12 | Chaos – worshippers of chaotic/evil deities – probably a secretive faction   |
| 13 | Neutrality – seek a middle way between Chaos and Law; resist those alignments and their adherents  |
| 14 | Law – worshippers of lawful/good deities – demand virtuous, honest behavior from government and the adventurers who work for it  |
| 15 | Fashion – a faction of fashionable men and women, seemingly non-political but generally in favor of more power and wealth for aristocrats and more obedience from everyone else  |
| 16 | Regional – a faction of humans from a particular region of the kingdom   |
| 17 | Racial – a faction of demi-humans and their human supporters from within the kingdom   |
| 18 | Peasants – not peasants at court, but aristocrats who want to champion “the people” – want all that adventurer and noble wealth spread around (except their own; oh, and they'll be happy to take a cut of the distributed wealth as well, thanks) |
| 19 | Moralists – more than just the “government should be honest” Lawfuls, these folks want to see morality pushed from the top down – no sex, no booze, no ... well, anything adventurers are going to want to buy with their ill-gotten gains         |
| 20 | Traitors – a secret faction who wants to undermine the existing political structure – either getting rid of the monarchy in favor of something else, or replacing the current monarchs with one's of their choosing                                |

### THE SIZE

Roll 1d4 and multiply by 10. This gives you the percent of the royal court that supports the faction and actively works to advance its goals.



## THE LEADER

You can go 50/50 on whether the head of the faction is male or female. Alignment could be determined by the faction itself, or just make it up. The leader's race should match that of the king and queen or the ruling elite of the kingdom unless the faction's cause is racial or the leader is monster (see below). When leader is determined, roll for the chance they are a court officer first. If they are not, then roll to see if they are a minister.

### D8 HEAD OF FACTION

1	<b>ARISTOCRAT</b> (1d4 Hit Dice) A member of a wealthy family; probably not of the nobility; 10% chance the leader is a court officer; 1% chance the leader is a court minister
2	<b>KNIGHT</b> (1d4 Hit Dice) A member of a minor noble family (Knight or Dame); 25% chance the leader is a court officer; 10% chance the leader is a court minister
3	<b>NOBLE</b> (1d4 Hit Dice) A member of a more powerful noble family (Baron, Count, Duke, etc.); 50% chance the leader is a court officer; 25% chance the leader is a court minister
4	<b>MINOR NPC</b> (1d3 for level) A member of a class; if the faction is political, the leader is probably a fighter; if philosophical, leader is probably a magic-user; if religious, leader is probably a cleric; otherwise, use whatever you like; 25% chance the leader is a court officer; 10% chance the leader is a court minister

5	<b>MEDIUM NPC</b> (1d4+3 for level) See above; 50% chance the leader is a court officer; 25% chance the leader is a court minister
6	<b>MAJOR NPC</b> (1d4+7 for level) See above; 75% chance the leader is a court officer; 50% chance the leader is a court minister
7	<b>SPY</b> The leader is an assassin working for a foreign power or a powerful monster; whatever the faction appears to be, it is really working towards the furtherance of that foreign power or monster; faction includes 1d4+2 additional low-level assassins; other members are unaware of the faction's true purpose; 50% chance the leader is a court officer; 10% chance the leader is a court minister
8	<b>MONSTER</b> The faction is led by a monster that can masquerade as a human being (doppelganger, shapeshifter, vampire, etc.); 50% chance the leader is a court officer; 25% chance the leader is a court minister

## THE SYMBOL

A good secret faction needs a symbol to help the members identify one another.

### D6 FACTION SYMBOL

1	Members wear a shape cut from paper and plastered on the face
2	Members wear a color or pattern
3	Members wear a particular item of clothing – a sash, feathers, hat, boots of a particular height
4	Members carry a particular type or style of weapon (silver daggers, etc.)
5	Members communicate with a secret language (code words, alignment language, hand signals)
6	Members have a symbol tattooed on their bodies, probably in a place usually concealed by clothing, but which can be displayed if necessary

## ALLIES OF FACTION

Allies are usually secret backers or controllers of the faction.

### D8 ALLIES

1	None – the faction has no powerful ally
2	Officer of Court
3	Minister of Court
4	Member of royal family other than king or queen
5	Queen (if applicable, otherwise no ally)
6	Queen Mother (if applicable, otherwise no ally)
7	King (the faction is currently in favor at court)
8	Powerful monster (demon, angel, devil, vampire, lich, aboleth, mind flayer, etc.)

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## MAGIC

# GRAND CURSES

Illustrations by Brian Brinlee

Sometimes a simple spell just is not enough. Sometimes, that damn village that ran you out of town because your barbarian is a half-orc needs to learn a lesson. Sometimes that pompous duchess who stiffed you after you slayed the local dragon needs to find out you are not to be trifled with. Yes, indeed, sometimes, a simple spell is not enough. Sometimes you need a Grand Curse!

Grand curses are not unlike normal spells in their overall effect, but they strike many more targets than a normal spell. Grand curses spread like plagues. They are cast on a single person and from that person affect all others with which they have contact. In this way, a grand curse can impact virtually every person in a village, town, castle or even kingdom. Grand curses are no more difficult than the normal spells they mimic, but their cost is much higher for the spellcaster.

A spellcaster can turn any spell he or she knows into a grand curse. To do so, they must be willing to sacrifice a pound of their own flesh, metaphorically. Each person affected by a grand curse costs the original spellcaster 10 experience points. Affected, in this case, means any creature that is forced to attempt a saving throw to resist the spell.

If a village of 100 people is affected, for example, the spellcaster would lose 1,000 XP. These lost XP can force a spellcaster to lose a level, so when you unleash a grand curse, beware! In addition, the grand curse counts as a spell four levels higher than the spell it mimics.

In all cases, the spellcaster casts the grand curse at one initial victim. This person receives a normal saving throw, but at a -4 penalty. If they pass their saving throw, the grand curse fails. Otherwise, they suffer the effects of the spell with a permanent duration until dispelled with *dispel magic* spell or *remove curse*. Each person that sees or has some sort of contact with the victim of the grand curse while they are feeling its effects must succeed at a saving throw themselves or become a victim of the grand curse themselves. The effects of the grand curse affect a victim 1d6 turns (i.e. 10-60 minutes) after they fail their saving throw, so

it is possible for the victims to move about quite a bit – all the better to spread the curse.

And before you ask – yes, grand curses must have a negative effect on their victims. No cursing people with *cure light wounds*!

The following are examples of grand curses.

### BEAUTY'S SLEEP

Level: Magic-User 4

This grand curse mimics the *sleep* spell. Each person that sees a sleeping victim of the spell must pass a Will saving throw or fall to sleep themselves.

### BLACK MOOD

Level: Magic-User 8

This grand curse mimics the *crushing despair* spell. Each person that sees a weeping or otherwise saddened victim of the spell must pass a Will saving throw or fall into despair themselves.

### CONFUSION OF TONGUES

Level: Magic-User 7

This grand curse mimics the *garble* spell. Each person that speaks with an addle-brained victim of the spell must pass a Will saving throw or become addle-brained themselves. The *garble* spell appears in *The NOD Companion*.

### DANSE MACABRE

Level: Cleric 7

This grand curse mimics the *cause disease* spell. Each person that comes within 10 feet of a diseased victim of the spell must pass a Will saving throw or fall sick themselves.

### INFECTIOUS LAUGHTER

Level: Magic-User 6

This grand curse mimics the *hideous laughter* spell. Each person that hears a laughing victim of the spell must pass a Will saving throw or laugh themselves.

### MASS HYSTERIA

Level: Magic-User 8

This grand curse mimics the *confusion* spell. Each person that comes within 10 feet of a confused victim of the spell must pass a Will saving throw or become confused themselves.



## PLAGUE OF ACCIDENTS

Level: Magic-User 8

This grand curse mimics the *fumble* spell. Each person that sees a person drop something must pass a Will saving throw or become clumsy themselves. The *fumble* spell appears in *The NOD Companion*.

## ST VITUS' DANCE

Level: Magic-User 12

This grand curse mimics the *irresistible dance* spell. Each person that sees a dancing victim of the spell must pass a Will saving throw or dance themselves. Oh, and I know – there are no 12th level spells – but damn this would be cool. Maybe save it for an evil demigod.



# SHEBA BABY!

*Illustration by Jon Kaufman*

At the bottom of the Arabian Peninsula, there is a land we now call Yemen. Yemen has been known in recent years for war and terrorism, but there was a time when it was home to a cluster of small, warring kingdoms. Eventually, one of these kingdoms, Himyar, came to prominence. Why is this interesting? Because Himyar was a Jewish kingdom!

Imagine if you will a fantasy campaign that leaves pseudo-Medieval Europe behind, and ventures instead into a land where the heirs of Moses do battle with evil jinn.

### HISTORY (110 BC to 520 AD)

Sometime in the 5th century BC, the Queen of Sheba (whom might have been named Nicaule, Nakuri or Makeda) visited Solomon, King of Israel in his city of Jerusalem. She came with a great retinue, with camels bearing spices, gold and precious stones, and questions for the sage king. These questions he answered to her satisfaction, and she returned to her country.

While later legends would name her a queen of Ethiopia and Egypt, and nobody knows for sure where she came from or if she existed at all, her country of Sheba was located in the modern country of Yemen. In the days of this possibly mythic queen, Sheba dominated the neighboring kingdoms. It may have been through this visit with the Israelites that the Jewish faith was transmitted to Yemen.

What is now Yemen was once a collection of small kingdoms lying on the trade route that extended from India in the east (itself likely trading with China), through the Red Sea to Egypt and southern Arabia. From those ports, camel caravans would carry all manner of valuable goods by land to the

Levant, Anatolia and Europe beyond. These kingdoms were Hadhramaut, Qataban, Sheba, Aksum (which could be found on either side of the Red Sea), and the Himyarite Kingdom.

In 280 AD, the Himyarite Kingdom finally conquered Sheba, becoming the dominant power of South Arabia until 525 AD, when it was conquered by the Christian Axumites that converted in 360 AD. In 380 AD, probably from the influence of Sheba, the Himyarite king converted to Judaism.

### LEGENDS

It should come as no surprise that a region as ancient and as important as Southern Arabia is rife with myths and legends.

Aethiopia was the focus of many ancient legends. Most importantly, the vacation home of the Greek gods and goddesses was in Aethiopia. The vacation home of the gods has mega-dungeon written all over it.

Aethiops was the ancestor of the Aethiopians – the name means ‘burnt faces’. Aethiops was a son of Hephaestus.

Cepheus and Cassiopeia, the parents of the Andromeda that was rescued from Cetus by Perseus, were the King and Queen of Aethiopia, and therefore the scene of Perseus’ fight with the sea monster might have been on the shores of the Red Sea.

Memnon was another king of Aethiopia. The son of Tithonus and Eos, he was nearly the equal of Achilles as a warrior, and brought an army of Aethiopians to Troy’s defense. He and Achilles fought one another in personal combat after being enlarged by Zeus so that all the assembled Greeks and Trojans could watch the fight. Memnon wore armor crafted by Hephaestus. Achilles eventually



stabbed him through the heart. His blood was gathered by the gods and formed into a bloody river that flows on the anniversary of his death and bears the stench of rotting flesh. His soldiers were turned into birds, and they still guard his tomb. Memnon was also known as Munon, and Snorri Sturluson said that he married Priam's daughter Troana while in Troy. She gave birth to a son, Tror (or Thor), born with hair fairer than gold. Tror becomes the King of Thrace, and ancestor to the German kings.

Menelik I, the first Solomonic Emperor of Ethiopia, the son of King Solomon and the Queen of Sheba, ruled the country around 950 BC and brought *Ark of Covenant* to Axum. Imagine the dungeon guarding that artifact, complete with imprisoned devils and celestial guardians.

The Phoenicians were also said to have originated around the Red Sea; perhaps the area holds some ancient Phoenician tombs.

As for monsters, the region has plenty. Arabia's connections with genies should go without saying. The lands at the southern tip of the Horn of Africa (i.e. modern Somalia) were reputedly the home of giants, perhaps fire giants. The caves of Hejaz and Aethiopia were home to dragons. Agobos, the father of the Queen of Sheba, gained his kingdom by slaying the dragon Arwe. The catoblepas was supposed to have come from Aethiopia. The Gambela region in Aethiopia was the home of man-eating ogres.

Skiapods, the people who could shade themselves with their feet, were supposed to have lived in Aethiopia. The region is also home to cynocephali ('dog heads'), who have black, hairy bodies. Some were vegetarians, others man-eaters who breathed fire. Troglodytes and Ichthyophagi dwell on the coast of Aethiopia, the troglodytes in caves (the name means 'cave divers'), and the ichthyophagai ('fish eaters') on the coast. While these troglodytes are no relation to the reptile people of fantasy gaming, there's no reason you can't treat them as though they were. They were said to eat snakes, lizards and other reptiles, and their language sounded like the screeching of bats.

The huspalim were monsters that looked like giant marmots with huge, round heads, tiny round ears, monkey-like faces, round paws and bald, red-spotted skin. These weird creatures are kept in cages by people of mythical island of Zacotera.

## PLACES TO VISIT, PEOPLE TO SEE

While Yemen itself is mostly desert and dry hills, it is surrounded by just about every environment you would ever want.

Yemen itself, also known as **Arabia Felix**, or 'Happy Arabia' is composed of a "fog desert" along the coast, desert sands shrouded in mists during in the morning and night. A fog-shrouded

desert coast just begs for a visit from the strange, black galleys of Lovecraft's Dreamlands. Beyond the desert are the arid grasslands, which are prone to sandstorms. The grasslands are punctuated by acacias and the frankincense tree, and roamed by oryx, gazelles, ibex, caracals, Arabian wolves, striped hyenas, and Arabian leopards, not to mention the warriors of Himyar and the other Yemeni kingdoms. The key Yemeni kingdoms were:

Sheba: Also known as the Sabaeen Kingdom it persisted from the 8th century BC to 275 AD. The kingdom grew rich from trade in frankincense and myrrh and agriculture. Sheba had advanced water systems, including dams and water tunnels. The kingdom's largest dam was destroyed in 570 AD. Sheba established a colony in Aethiopia at Yeha that would eventually be conquered by Axum, which would go on to conquer a portion of Sheba.

Hadramaut Kingdom: Founded in the 8th century BC by King Yadail it was invaded by Himyar but repelled the invasion. Hadramaut annexed Qataban in the 2nd century AD and was continuously at war with Himyar and Sheba. Hadramaut was finally conquered in 300 AD by Himyar, joining all the Yemeni kingdoms together for the first time.

Qataban: Qataban lasted from the 4th century BC to 200 AD. In the Baihan Valley rests the capital city of Timna. Its chief deity was Amm, or "Uncle", and the people of Qataban called themselves the children of Amm.

Kingdom of Himyar: The Himyarite Kingdom had its capital at Zafar and traded from the port of Eudaimon. It was made a Jewish kingdom in the 6th century by King Dhu Nuwas. Himyar made war on the other Yemeni kingdoms until it united them in 300 AD. In the 200s AD, King GDTR of Axum sent his son Prince BYGT to occupy Zafar, the capital of Himyar. Himyar persisted until 525, when it was destroyed by the emperor Justinian I.

North of the arid grasslands we find the Arabian deserts, divided roughly into the Rub'al Khali, or Empty Quarter, and the Najd.

The **Rub'al Khali**, or Empty Quarter, is a blistering sand sea desert. There isn't much to find in its sands other than scorpions (and in a fantasy campaign giant scorpions and scorpion folk, of course), and, somewhere, the lost city of Iram or Ubar.

The **Najd** is a central plateau and desert and dry river beds. This land is home to the Bedouin nomads, sand cats, striped hyenas, red foxes, caracals, gazelle, Arabian wolves, camels, oryxes, scorpions, spiders, scarab beetles, cobras, horned vipers, lizards, falcons and buzzards. In the pre-Islamic period, its most famous tribes were Banu Hanifa, Anizzah, Banu Tamim, Banu Abs, Tayy, and Banu 'Amir.

The Arabian Peninsula isn't all desert, though, not by a longshot. The west of the deserts is **the Hejaz**, a range of wooded mountains that runs parallel to the Red Sea, turning into the uplands of Yemen in the south. The Hejaz has always had a large population. In the Hejaz you will find the settlements of Mecca, Medina, Asir, Sarawat and San'a, supported by terraced fields of wheat, cotton, indigo, ginger, vegetables, palm trees, cattle, sheep, goats and camels. While adventurers in this campaign might hail from the rough-and-tumble kingdoms of Yemen, they will probably aim for founding strongholds in the Hejaz.

For adventurers, the Hejaz is crawling with Arabian leopards, hamadryas baboons (sacred animals), Arabian wolves, caracals, sand cats, mongoose, foxes, asps and honey badgers! The presence of honey badgers suggests the *aurumvorax* as well. The Hejaz also holds megalithic dolmen and the fabled Cradle of Gold.

The **coastal strip** west of the Hejaz is an arid scrubland on which sit the trading centers Yanbu, Jeddah, Jizan, Al Qunfudhah and Al Hudaayah. This land is extremely hot – one of the hottest places on earth. It also contains megalithic standing stones, any one of them a possible portal to the far away stars of Al-Ghul (Algol, planet of the ghouls) or Al-Dabaran (Aldebaran, where dwell the star nymphs known as the Pleiades), At-Ta'ir (Altair, planet of the eagle men), Ibet al-Jauza' (Betelgeuse, the 'Armpit of the Central One', which makes it perfect for Lovecraftian star-spawned madness), Dhanab ad-Dajajah (Deneb, reputedly home to slime devils), Fum al-Hut (Fomalhaut, the 'Mouth of the Whale'), Ar-Rijl (Rigel), and Al-Wagi' (Vega).

Beyond the Arabian Peninsula lies the **Erythean Sea**, more commonly known as the Red Sea. The Erythean Sea is noted for its coral, mangroves and salt marshes. Gray reef sharks and tiger sharks haunt its waters, along with moray eels, fire coral, crown-of-thorns starfish and Portuguese man-o'-war (yeah, you'll finally have a good reason to use these monsters!). Along the coast, one finds chalcedony, quartz and hematite, and perhaps maybe bands of dwarf miners extracting this mineral wealth. In ancient days, numerous trade centers lined this sea, carrying goods between the Middle East, Europe, Africa and India.

North of the Arabian deserts are the lands of Persia and the ever-expanding Roman Empire that would eventually find its way to Arabia Felix and conquer the kingdoms there.

If your players have looted and plundered the Arabian Peninsula and saved up enough to buy galleys or *magic carpets*, they might be ready to venture beyond the sea to the fabled Aethiopia.

**Aethiopia** is composed of the grasslands (the Sahel) and wetlands (the Sudd) of Sudan in the north, a gateway to the ancient kingdom of Egypt. **The Sahel** is grassland and scrubland inhabited

by giraffes, warthogs, wild dogs, cheetahs, leopards, lions, baobabs and jujubes – everything one needs for a fantasy safari.

**The Sudd** is a vast swamp in the south of Sudan, a land rife with disease-ridden mosquitoes, territorial hippos, elephants, wild hunting dogs and crocodiles. It has been said there is no more formidable swamp in the world.

The Horn of Africa is dominated by the **Ethiopian Highlands**, which are surrounded by the grasslands of Punt along the coast to the east, and the Somalian highlands to the south. The highlands are the mountains where the blessed coffee bean (and the drink made from it) originated. Especially rugged, the peoples who dwelled here were reputed to be something akin to elves. The lands here are very fertile and forested. Animals of the highlands include the aardvark, eagle (and giant eagles, of course), Ethiopian wolves and gelada baboons.

**Punt** is a region of dry grassland situated in modern Eritrea. A demi-desert strip of land, it is inhabited by wild asses, gazelles, buzzards, burrowing asps, sea turtles and dragon trees. The city-state of Malao (now called Berbera) was situated here. A peaceful city, it traded cloaks, dyed cloth, drinking vessels, sheets of soft copper, iron, myrrh, frankincense, cinnamon, duaca, Indian copal and macir, as well as slaves.

**D'mt** was another kingdom of northern Punt. Its capital was Yeha, and it was known for millet and iron tools and weapons. D'mt was succeeded by the **Aksumite Kingdom**, the first Christian empire. The men of **Axum** were known to be handsomer and longer lived than any other people – perhaps they are grey elves?

The Kingdom of Aksum was a major player in the trade between the Roman Empire and India. In their pre-Christian days, they erected large, granite stelae up to 90 feet tall. Their first capital was Mazaber, which was reputedly built by Itiyopis, the son of Cush. Under King Ezana II, the kingdom became Christian. They wouldn't carve their rock hewn churches until the 12th century, but they're super cool so you might include them anyways.

Axum exported ivory, rhino horns, tortoise shells, gold and emeralds, and imported silks and spices. The people raised cattle, sheep and camels and mined gold and iron deposits. The country had a feudal system and slavery. The country's gold and silver pieces weighed 2.5 grams each, their copper pieces (brass actually), weighed 1.125 grams.

Somalia, south of the Ethiopian Highlands, consist of the sheer cliffs of the **Karkaar Mountains** and the **Ogo Plateau**, a land of broken mountain terrain and shallow valleys devoid of perennial rivers. In the east, it slopes towards the Mudug Plain and the Indian Ocean. The central Nugaal Valley has an extensive network



of seasonal rivers and is home to pastoral nomads. The western plateau is crossed by dry rivers and shallow valleys, with permanent wells that nomads visit to water their flocks. The higher portions of the plateau are covered by Juniper woodlands and aloes, the trees that are the source of frankincense and myrrh. Animals of the plateau include the Somali ass, desert warthogs, hamadryas baboons, ammodiles, zebras, spotted and striped hyenas and African leopards.

Somalia had many stories of mythic kings. Araweello, for example, was a legendary queen who subdued all the men of her kingdom and founded a matriarchal queendom for a time. Wiiwaal was a legendary king known for his prowess in battle. Qori Ismaris was a sorcerer that could turn into a hyena man using a magic stick (a *wand of polymorph*?). The Somali forests were hunted by a female cannibal demon called Dhegdheer. Most interesting of all were the days when two giants, the cruel Habbad ina Kamas and the heroic Biriir ina Bargo, divided the lands of Somalia between them. Biriir ina Bargo dwelled in the mythic Cave of Birds and he wore a ring so heavy no man could lift it. He eventually defeated Habbad ina Kamas and united their kingdoms, establishing a long peace.

Off the coast of Somalia one finds the **Island of Dioscordius**, also known as Socotra. Socotra is famous for its dragon blood tree.

## NEW MONSTERS

### GHADDAR

The offspring of the supremely evil Iblis, ghaddar are ugly, giant humanoids that ensnare, torture, and terrify the humans they capture. When a ghaddar is finished torturing a person, he abandons them in a remote place to die. Given that Iblis is associated with fire, the ghaddar can be represented as fiendish fire giants with an Arabian flair.

■ Ghaddar, Large Giant: HD 11; AC 16 [+1]; ATK 1 scimitar (5d6) or boulder (2d10); MV 30; F5 R8 W8; AL Chaotic (CE); XP 2750; Special—Immune to fire, magic resistance 10%, +2 to hit and damage Law.

### GHAWWAS

A jinn that inhabits water, the ghawwas can be represented by the statistics for a nixie.

### HOFAFA

The hofafa are a race of winged janni. You can use the same stats for them as for normal janni.

### NASHA

A nasha is a monster resembling the Greek empusa. The empusa was a monster under the command of Hecate, a Greek goddess of

the underworld. They look like human women with the legs of an ass. As shape-shifters, they are able to take the form of a wolf, donkey or ox. When an empusa hears an insult, she must pass a Will saving throw or flee in terror, uttering a high-pitched scream.

■ Empusa, Medium Outsider: HD 9; AC 18; ATK 2 slams (1d6); MV 40; F9 R9 W9; AL Chaotic (CE); XP 900; Special—Surprise (3 in 6), change shape (wolf, ox or donkey), spells (3/day—blink, cause fear, spectral force; 1/day—etherealness, hold person).

### SHIQQ

A jinni of Yemen, they looked like humanoids divided in two, having only a single arm and leg. In Arabian folklore, the term “jinn” refers to virtually any supernatural creature, not merely to “genie-kind” as they are known in fantasy gaming. The shiqq, for example, are the spawn of nashas and human beings.

■ Shiqq, Large Monstrous Humanoid: HD 2; AC 13; ATK 1 slam (2d4); MV 20; F14 R12 W13; AL Chaotic (CE); INT Low; XP 100; Special—True sight (permanent), magic resistance 5%.

### WERE-HYENA

Were-hyenas were said to hunt in Somalia, but one would assume they would be found anywhere hyenas are found.

■ Were-hyena, Medium Monstrous Humanoid: HD 4; AC 16 [silver]; ATK 2 claws (1d4) and bite (1d8); MV 30; F14 R11 W11; AL Chaotic (CE); XP 400; Special—Change shape, lycanthropy.

## GODS AND GODDESSES

As referenced above, the most important deity in a Himyar campaign will likely be the God of Israel. In the Judaic cosmology, God is Lawful and Good, the creator of the cosmos and the deliverer of divine law to mankind.

There are a few tacks you can take when modeling a real-world monotheistic religion in a fantasy game. First and foremost, it's a good idea to make sure your players are comfortable with the introduction of Judaism and Christianity into a fantasy campaign. You know the old maxim of never discussing religion or politics with friends. Play it safe and make sure that nobody at the table is going to be offended and derail the game.

The first tack you can take is to treat the worshippers of the God of Judaism and Christianity as normal clerics, no different than clerics worshipping deities of polytheistic pantheons. A cleric is a cleric, regardless of the power they worship.

If you want to highlight the Judeo-Christian concept that there is only one true God, you can restrict all Lawful clerics to being Jews or Christians (with Chaotic clerics worshipping you-know-who), and make the priests of other pantheons either magic-users or sorcerers, or druids.

For something in between, you could treat Jewish and Christian clerics as normal clerics, and the clerics of other deities as specialty clerics under the *Blood & Treasure* rules.

There were other deities worshipped in the region.

The pre-Islamic Arabians had a pantheon of gods and goddesses originating in Mecca that included the creator god Allah, Hubal of the Golden Hand, Manaf, a god of women, Wadd, a god of love and friendship, Amm, a god of the moon and lightning, Ta'lab, a moon god that had an oracle in Sheba, Dhu'l-Halasa, another oracular god, Al-Quam, the god of war and the night, and Dushara, the "Lord of the Mountain". Mecca also had three chief goddesses, Manāt, goddess of fate, Allāt, goddess of the

underworld, and Al-'Uzzá, a goddess of protection and love.

In the Syrian city of Palmyra, far to the north, the people worshipped Aglibôl, the moon god, Malakbêl, the sun god, and the supreme deity Baalshamin.

Yemen and Ethiopia shared a nature goddess called Dhat-Badan, a goddess of the oasis worshipped at tree-circled pools.

The people of Somalia worshipped a pantheon headed by an all-powerful figured called Eebe. Eebe has been associated with the Cushitic sky god Waq. The universe, they believed, was balanced on the horns of a bull, who stared at a cow tied to a pole. Whenever the bull shifted, disasters happened. In temples called *taalo* the priests, called *qallu*, conducted ceremonies – one assumes to keep the bull from shifting. Other mythic beings of Somalia included the ayaanle, good spirits that mediated between Eebe and humans, Huur, the messenger of death in the shape of a giant bird, Nidar, the champion of the exploited and righter of wrongs (perhaps a deity for paladins?).



# MONSTERS

# NOAH'S ARK

*Illustration by Jon Kaufman*

So you're writing up an adventure, and you want some original monsters to throw at the players – something they haven't seen before. Unfortunately, you're a bit short on time. Well, with a random word plucked from your head or generated at dictionary.com, and with this ridiculously goofy system below, you've got it covered.

## STEP ONE – GET SOME WORDS

As mentioned above, dictionary.com has a random word generator. What you're looking for is a noun – this is the most important word – and maybe one or two modifiers. Adjectives are the obvious modifiers for nouns, but verbs can work as well, so long as you pop an -ing on the end (i.e. bite becomes biting, claw becomes clawing, sleep becomes sleeping).

## STEP TWO – THE BASICS

Now we need to generate some basic stats for our monster. We're going to use the noun to determine the monster type (even if you don't use type in your system, this is still good for figuring out what the monster looks like and how it attacks), size (important – determines speed and damage), hit dice and armor class.

**HIT DICE:** Count the number of consonants in the word. This is the monster's total hit dice.

**ARMOR CLASS:** Count the number of vowels in the word. Multiply this number by two and add to 10 for the monster's (ascending) AC. For descending, just subtract the number from 11.

**TYPE:** The monster's type is based on the first letter of the word:

LETTER	TYPE	ATTACKS
A	Animal	2 claws and bite
B	Undead	2 claws
C	Plant	2 slams
D	Giant*	2 slams
E	Animal	1 bite
F	Fey	1 slam
G	Fey	1 weapon
H	Vermin	1 sting (treat as tail attack)
I	Humanoid	1 weapon
J	Outsider	2 slams or by weapon
K	Ooze	1 slam
L	Giant*	2 slams
M	Magical Beast	2 claws and bite
N	Humanoid	1 weapon
O	Humanoid	1 weapon
P	Monstrous Humanoid	2 slams and bite or gore
Q	Dragon	2 claws, bite and tail
R	Vermin	1 bite and sting
S	Vermin	1 bite (mandibles)
T	Animal	1 gore
U	Plant	1 bite
V	Undead	2 slams
W	Magical Beast	1 gore and bite or 1 bite and tail
X	Construct	2 slams
Y	Monstrous Humanoid	2 slams
Z	Aberration	1d4 claws and bite or 1d4 slams and bite

\* If the monster's size is tiny to medium, feel free to change the giant into a humanoid or monstrous humanoid; in any event, increase the giant's damage output by one size level

**SIZE:** The monster's size is based on the last letter of the word:

LETTER	SIZE	BITE	CLAW	GORE	SLAM	TAIL	WPN	MOVE
A-C	Huge	1d8	2d6	2d6	1d8	2d6	3d6	50
D-H	Large	1d6	1d8	1d8	1d6	1d8	2d6	40
I-P	Medium	1d3	1d4	1d4	1d3	1d4	1d8	30
Q-T	Small	1d2	1d3	1d3	1d2	1d3	1d6	20
U-Z	Tiny	1	1d2	1d2	1	1d2	1d4	10

## STEP THREE – SPECIAL ABILITIES

There are two classes of special abilities for our purposes: Special Attacks and Special Qualities (which includes special defenses).

The monster's special attacks are determined by the third, fifth and seventh letters in the word – if a monster doesn't have a seventh or fifth letter, then they don't have special abilities for those slots. In other words, the more letters (and more hit dice), the more special abilities.

In the meantime, let's look at a sample noun. Using a random online dictionary, I generated the word "documentarian" and the modifier "mottled".

Hit Dice: Documentarian has seven consonants, so it has 7 HD

Armor Class: Documentarian has six consonants, so our monster has an AC 22 (or AC -1)

Type: Documentarian starts with “D”, so our monster is a Giant with 2 slams

Size: The documentarian’s size should be Medium. A medium giant seems stupid, but in this case we’ll say the monster has giant girth – bulging muscles – rather than giant height

LETTER	SPECIAL ATTACK
A	Acid – the monster has an acidic bite or claws; deals +1d6 acid damage with one of its attacks
B	Blood drain – like a vamp!
C	Cold – as acid above
D	Disease – monster’s bite or claws infects people with a terrible disease
E	Energy drain/life drain – like a vamp!
F	Fire – as acid above
G	Gulp – monster can swallow whole (if big enough) or latch on for auto-bite damage each round with a bite attack
H	Hug – monster can hug or constrict
I	Instability – like a chaos beast
J	Jump – monster can leap into an attack, like a giant toad – count this as a charge, leap distance equal to normal movement speed
K	Kill! – monster has a save or die attack
L	Lightning – electricity damage as acid above
M	Mind blast – like a brain flayer (or whatever fake name we’re using this week)
N	Nasty – monster has the stench ability of a troglodyte
O	Occult – monster can cast spells – either spell-like abilities or as an actual spellcaster
P	Poison – monster has a poison attack – maybe it paralyzes, maybe it damages, maybe it kills
Q	Quake with fear – monster causes fear in creatures with 4 HD or less
R	Rend – monster can rend with a claw attack
S	Sound – either can <i>shout</i> (as the spell) or sing a siren song
T	Trample or trip – monster has one of these attack forms
U	Uppercut – monster can stun or knock back with a slam attack or tail attack
V	Veils – monster can use illusions and phantasms to trick people
W	Web-spinner – as giant spiders
X	X-Hale – monster has a breath weapon like a dragon
Y	Yearning – monster can charm or compel
Z	ZZZZZ – monster has a sleep-inducing attack

LETTER	SPECIAL DEFENSE
A	Acid resistance (50%) or immunity
B	Blur – monster has blur or displacement as a natural ability
C	Cold resistance (50%) or immunity
D	Camouflage – monster surprises on a roll of 1-3 on 1d6
E	Electricity resistance (50%) or immunity
F	Fire resistance (50%) or immunity
G	Giant – increase the monster’s size category (and damage and

such) by one step

H	Monster can communicate telepathically
I	Immune to energy – pick one
J	Jumbled mind – save vs. confusion when trying to read or influence the monster’s mind magically or psionically
K	Monster has a swim speed and is either aquatic or amphibious
L	Lilliputian – reduce monster’s size category by one step
M	Magic resistance – equal to hit dice x 3%
N	Natural invisibility – can attack while invisible
O	Only hit by ... silver, +1, +2, etc.
P	Protection – monster has <i>protection from good</i> or <i>protection from evil</i> always active
Q	Monster increases speed by 1d4 x 10 feet
R	Monster decreases speed by half
S	Steadfast – monster cannot be moved or knocked prone
T	Tremorsense – it can sense you coming!
U	Monster suffers half damage from slashing, bludgeoning or piercing weapons due to the structure of its body
V	Vulnerable – monster suffers double damage from some energy form
W	Wings – monster can fly at double (or more) its land speed
X	X-Cavate – monster has a burrowing speed equal to half its land speed
Y	Monster can travel dimensionally – <i>dimension door</i> , <i>astral spell</i> , <i>etherealness</i>
Z	Monster is immune to magic like a golem





# NOTIONS ON POTIONS

*Illustrations by Telecanter and Evelyn De Morgan*

Potions are one-use magic items that need to make contact with the skin in order to deliver their effect, which is usually based on a magic spell. Simple, right?

By and large, potions show up in treasure hordes in the form of edible concoctions (referred to as potions) and oil. In either case, they are presumably kept in little bottles that hold maybe a fluid ounce of liquid. I wouldn't be surprised if more than a few referees even come right out and tell their players that they've found a potion.

Potions do not have to take the form of little bottles of liquid magic, though. And even when they do, they do not need to be distinctive from other common liquids. Keep your players guessing with a few of these alternate or variant forms for magic potions and oils:

## BEER

Magical beers work well with rustic folk, like halflings – naturally one can use magical ales, stouts, etc.

*Example – Beer of constitution*

## BLADE

A small blade, it must be run across the palm and draw blood – the mixture of blood and steel releases the magic worked into the blade

*Example – Blade of continual flame*

## BRACKISH WATER

Just because it's disgusting, doesn't mean it isn't also magical; it will force players to check out those seemingly useless puddles on dungeon floors. Must be imbibed or splashed in.

*Example – Brackish water of confusion*



## CANDY

That bowl of mints in the grandmotherly lady's house now has a special interest and effect (beyond curbing bad breath).

*Example – Candy of clairvoyance*

## CANDLE

This could be a delayed release version of a potion, or a potion that affects a group of people (say a *potion of invisibility sphere*, for example). It could also require a person to burn themselves to release the magic or perhaps the candle must be snuffed to release the magic.

*Example – Candle of sleep (must be snuffed out)*

## CHEESE

Any other dairy product would work as well, such as yogurt. "From enchanted cows ..."

*Example – Cheese of summon monster V (rat swarm)*

## CHICKEN

Gruesome, perhaps, but the chicken or other small animal must be snuffed out to release the magic. Perhaps appropriate for the temples of evil cultists.

*Example – Sacrificial chicken of deeper darkness*

## CORD

Perhaps the cord must be cut or tied into a bow to release the magic inside it.

*Example – Cord of hold person (must be tied in knot)*

## COSMETICS

Lipstick, rouge, eye shadow, they must be worn to work. This could be embarrassing for rugged adventurers. With lipstick, one person might have to put it on, but another might have to kiss them to release the spell, which then affects them both.

*Example – Lipstick of charisma, rouge or rage*

## CRACKER

Not the biscuit, but the British Christmas favor. Several crackers that must be pulled simultaneously by a group of adventurers could be used for group effect spells.

*Example – Cracker of heroes' feast*

## DYE

The dye must be spilled on an item or one's skin to release the magic, and the stain remains long after

*Example – Dye of magic vestment*

## EGGS

They must be cracked open, releasing a poof of foul-smelling gas that is sniffed to gain the benefit.

*Example – Egg of stinking cloud*

## ELIXIR

An elixir is a clear liquid used in medicine. It has a sweet flavor.

*Example – Elixir of cure disease*

## FALSE MUSTACHE

The mustache must be applied, and lingers thereafter until shaved off.

*Example – false mustache of magic armor*

## FIRECRACKER

See the cracker entry above. This is especially good for an Asian-themed campaign or dungeon.

*Example – Firecracker of smoke image*

## FLOWER

Pluck a petal to release the magic; this could also work for a multi-charge (but not rechargeable) magic item.

*Example – Flower of crushing despair*

## FORTUNE COOKIE

The magic is released by cracking the cookie, and if the spell released is a divination, maybe the knowledge to be delivered is on the slip of paper inside.

*Example – Fortune cookie of augury*

## GLASS SPHERE

Not unlike the egg above, though perhaps the glass sphere is not as disagreeable to the nose. It could also just be a stone ball that is struck against something.

*Example – Glass sphere of blacklight; stone of sound burst*

## GREASE

A variation on oil, but might have the effect of making a person slippery as well as casting a spell.

*Example – Grease of haste*

## HORN

One blast from the horn releases the magic. The horn thereafter is either inert or it disappears. The same could be done with a trill of a flute or by striking a tuning fork.

*Example – Horn of control weather*

## IMAGE

Not a treasure item, but a magical image could be imprinted on a person's eye and hidden beneath an eye patch. When the patch is raised, the image appears to the person and the magic within is released.

*Example – Image of message*

## LAMP OIL

Like the candle above.

*Example – Lamp oil of ethereal jaunt*

## LIQUEUR

Like a normal potion, but also makes the imbibers drunk.

*Example – Brandy of invisibility, Scotch of heroism*

## LOCKET

The magic is hidden inside, and released when opened.

*Example – Locket of doom*

## MATCH

The match must be struck to release the magic.

*Example – Match of detect magic*

## MUD

Another variation on magic oil. Remember when you twisted your ankle and your coach told you to rub some dirt on it and walk around? Same principle.

*Example – Mud of cure light wounds*

## NEEDLE

A finger must be pricked, and perhaps the magic only works on a particular finger.

*Example – Needle of tongues*

## NOSEGAYS / ASPHIDITY BAG

One strong sniff is all it takes. Maybe the scent ends when the duration of the magic ends, or maybe it lingers.

*Example – Nosegay of Protection from Evil*

## PAINT

Maybe applied to the body, or maybe to a surface (for a *dimension door* effect, for example).

*Example – Paint of strength*

## PERFUME

Perfume is not all that different from oil. Make the barbarian smell like lilacs if he wants the magic!

*Example – Perfume of magic armor*

## PIE/CAKE

After all, you've seen how quickly a Hostess fruit pie can take down a super villain.

*Example – Pie of charm person*

## PLASTER

In Elizabethan times (and I think beyond), small plasters in the shapes of stars, crescent moons, etc. were applied to the face as beauty marks; perhaps these must be applied, or perhaps they must be ripped off to release the magic.

*Example – Plaster of reduce person*

## POWDER

Inhale it, swallow it or powder your face with it.

*Example – Powder of change self (apply to face)*

## RIDDLE

When it is solved, the answer releases the magic.

*Example – Riddle of knock*

## SALVE

Apply generously. This brings to my mind the Three Stooges bit involving limburger cheese; also unguents, creams and lotions

*Example – Salve of breath water*

## SECRET

Not a treasure item, but a magic-user could write a secret message on a person's back with magical inks that releases the spell when another person reads it. The secret should probably have to be something that will cause trouble when it is revealed.

*Example – Secret of invisibility*

## SOAP

You must bathe with the stuff to get the effect. This conjures in my mind granny women and their lye soap.

*Example – Soap of remove curse*

## STICK

The stick must be snapped in two to release the magic.

*Example – Stick of summon swarm*

## STRING

This could be for a bow or for a musical instrument. It must be strung and then plucked to release the magic. Once the magic is released, the string snaps.

*Example – String of true strike*

## SYRUP

Perhaps the magic syrup must be mixed with carbonated water and then consumed quickly. The resulting belch releases the magic spell.

*Example – Syrup of deafness*

## TINCTURE

An alcoholic extract of some plant or animal, a tincture is not much different from a potion, though perhaps the tincture is applied to the eyes as a drop.

*Example – Tincture of cure blindness*

## TOBACCO

Tobacco (or other potent plants) must be smoked to release the magic spell within.

*Example – Tobacco of obscuring mist*

## TUNE

A slip of paper with a seemingly harmless tune might carry with it a spell. Singing or whistling or humming it releases the magic. Unlike a scroll, anyone can release this magic and it cannot be transferred into a spellbook. Like a scroll, it only works once.

*Example – Tune of summon monster I (a guard dog)*

## TONIC

Tonic is a drink that contains quinine. Tonic was developed to prevent malaria, thus the popularity of gin, England's favorite alcoholic beverage, and tonic, which helped build their empire.

*Example – Tonic of cure disease*

## WAFER

Wafers (and cookies, biscuits, breads) would make good delivery systems for cleric and druid spells.

*Example – Wafer of bless*

## WINE

Many wines were spiced in the old days, and one could imagine such a preparation having an arcane application. The grapes could also be enchanted on the vine by a passing druid.

*Example – Wine of faerie fire*





## SPACE PRINCESS

# I DREAM OF URANIANS

*Illustrations by Jon Kaufman*

The Uranians, also known as space genies or radiation genies, are powerful entities of energy who have learned the secret of transforming matter into energy and energy into matter. They usually appear to material folk as masculine or feminine humanoids, sometimes with pointed ears or other such flourishes. Immensely powerful, most folk know to treat them with respect, and it is not unknown for them to perform favors for folk who impress them. A uranian's powers can be completely contained with a force box or sphere (super science DC 25 to project a small force cube or sphere, DC 30 to project a large force cube or sphere) and should they enter the circuits of a super science device, it is possible to trap them within (invention test, DC 25).

Uranians can emit energy beams that deal 2d6 points of damage and steal away one point of STR (which can be healed normally). They are capable of changing themselves into pure energy, in which form they are immune to most attacks or taking material form. In energy form, they are effectively immaterial and cannot harm material creatures. Uranians are capable of changing ambient energy into matter or matter into ambient energy three times per day (or once per day if they are creating or dematerializing something larger than man-sized). They can alter the size of others or themselves, making them up to a tenth of their normal size or up to twice their normal size (modify STR and DEX as you see fit). Finally, they can, once per day, make themselves invisible and remain invisible until they attack or otherwise interact with another person.

Uranians suffer only half normal damage from ray guns and other energy-based attacks.

URANIAN: HD 6; DC 18; FIGHT 12 (strike 1d6); SHOOT 12 (energy beam 2d6); MOVE F; STR 6; DEX 6; MEN 6; KNO 5; DL 10; Special: Invisibility, transmute matter and energy, energy form, enlarge or reduce self or others.

JMS



## MYSTERY MEN!

# THE ROUSTABOUTS

While the Great War raged, the eminent fighter against supernatural evil, Doctor Silence, found himself locked in a struggle with a nascent demon lord. Their battleground was a circus, and in the ensuing struggle a fire was lit. While Silence managed to send the demon back to Hell, he had occasion to witness three of the circus performers save many people from the inferno. These people exhibited extraordinary powers, and as a result were soon ostracized from their former companions in the circus, despite their heroism. The Doctor gathered these three and made them the core of a team of extraordinary people that could work for the good of all.

They are known as the Roustabouts.

## ELASTO

Marcus DuPres, Sideshow Freak

Born in New Orleans, Marcus learned early on of his strange gifts and hid them from the world. A gangly man with only a mediocre intellect and education, he wound up working in a sideshow as a rubber man, and it was in this job that he met Doctor Silence. Marcus isn't sure he wants to help normal folks, but he has a crush on the woman known as Hot Toddy, who is quite taken with the idea of being a hero.

*Adventurer LVL 8; XP 10,000; HP 38; DC 19; ATK +6 melee, +11 ranged; SPD 2; S2 D16 C4 I2 W4 C4; Powers & Gear: Elasticity (4,000 XP), Invulnerability (1,000 XP), Super Dexterity (10,000 XP)*

## MINERVA

Candace Green, Strongwoman

Minerva was one of the three original Roustabouts, a circus strong woman who could lift nearly anything short of a full-sized bull elephant. She has a sweet and amorous demeanor, but a terrible temper when riled.

*Adventurer LVL 10; XP 15,000; HP 57; DC 11; ATK +13 melee, +9 ranged; SPD 2; S16 D5 C5 I1 W3 C4; Powers & Gear: Super Strength (10,000 XP)*

## HOT TODDY

Delores Webb, Dancer

The third member of the original Roustabouts, Hot Toddy was a dancing girl employed in the sideshow who did some interesting things with fire. In fact, she can control fire, and even disappear in a burst of flame only to emerge from another fire in the immediate area.

*Adventurer LVL 6; XP 7,000; HP 27; DC 11; ATK +5 melee, +6 ranged; SPD 2; S2 D6 C2 I4 W5 C6; Powers & Gear: Dimension Hop (5,000 XP; via fire only), Flame Body (10,000 XP), Pyrotechnics (3,000 XP)*

## UNCLE SAM

Samuel Prescott, Veteran

Uncle Sam is an immortal who fought in the Civil War in the New York infantry. A failed business man, he has a deep, abiding love of his country and a desire to serve it and its people. Despite his aged appearance, he is quite rugged and an excellent soldier.

*Adventurer LVL 10; XP 15,400; HP 43; DC 15; ATK +9 melee, +9 ranged; SPD 2; S5 D4 C6 I3 W6 C3; Powers & Gear: Color Spray (1,000 XP), Invulnerability I (1,000 XP), Potent Attack (1,000 XP), Shield Other (3,000 XP), Strike True (1,000 XP), Super Will (2,000 XP) / Revolver (600 XP)*

## THE SWASTIKA KID

Grant Johnson, Cowboy

*Note: Before its use by the Nazis, the swastika was merely a sun symbol and, in the United States, a sort of exotic symbol of luck.*

At first glance, Johnson appears to be a typical cowhand. He is tall and handsome and has deep, knowing green eyes. During one cattle drive, he found himself separated from his friends chasing down a rogue. Lost in a storm, he stumbled into a cave where he met The Old One, a strange little man who claimed to be a Tibetan monk. He nursed the injured cowboy back to health, and then taught him the mystic secrets of the Orient.

*Adventurer LVL 11; XP 18,800; HP 42; DC 15; ATK +10 melee, +10 ranged; SPD 2; S5 D6 C5 I2 W6 C3; Powers & Gear: Invulnerability (1,000 XP), Protection (1,000 XP), Read Minds (3,000 XP) / Two Six Shooters (1,200 XP)*

## THE MERMAID

---

Alice Jones, High Diver

Alice Jones was a bathing beauty and high diver who, during a stunt, struck her head on rocks and sank beneath the waves. Her body could not be found, and people assumed her dead. It turned out, though, that she had the mutant ability to breathe water, and did not die. Her appearance later that night sent folks into a panic, and she now lives with the Roustabouts. She is the on-again, off-again romance of Sockdolager.

*Adventurer LVL 9; XP 14,000; HP 56; DC 15; ATK +7 melee, +8 ranged; SPD 2 (Swim 3); S3 D6 C7 I4 W2 C5; Powers & Gear: Invulnerability I (1,000 XP), Super Constitution (4,000 XP), Water Breathing (6,000 XP)*

## LITTLE DANDY

---

Paulina Besser, Actress

Paulina was a glorified extra in silent movies who one day received an electric shock and found herself shrunk to the size of a doll. With Doctor Silence's tutelage, she learned to control her powers, and now serves as a part-time heroine, part-time actress still trying to make it big.

*Adventurer LVL 6; XP 7,000; HP 38; DC 11; ATK +6 melee, +6 ranged; SPD 2; S4 D5 C4 I3 W3 C7; Powers & Gear: Shrink (15,000 XP), Super Charisma (1,000 XP), Super Strength (2,000 XP)*

## SOCKDOLAGER

---

Ambrose Gorse, Prize Fighter

Ambrose is a bare-knuckle boxer with the very useful mutation of unbreakable bones. A very coarse man, his relationship with the Roustabouts is often strained, though he looks on them as his family. He is deeply in love with the Mermaid, but not very clever at showing it. Ambrose is a rabid fan of the Boston Nationals.

*Adventurer LVL 9; XP 13,000; HP 55; DC 15; ATK +8 melee, +8 ranged; SPD 2; S5 D5 C7 I2 W4 C2; Powers & Gear: Invulnerability II (6,000 XP), Regenerate (6,000 XP), Super Constitution (1,000 XP)*

## TOP HAT

---

Unknown, Thief

The man known as Top Hat is a gentleman thief who is permanently invisible. Captured by Doctor Silence, who saved his

life, he now does his best to turn over a new leaf with varying degrees of success.

*Adventurer LVL 7; XP 9,400; HP 32; DC 11; ATK +6 melee, +6 ranged; SPD 2; S3 D6 C3 I6 W2 C4; Powers & Gear: Invisibility (15,000 XP) / Stout Cane (600 XP)*

## THE WAIF

---

Jessie Knox, Pick Pocket

Another former criminal taken in by Silence, Jessie is a young woman with the ability to pass through solid objects. While she respects Silence and looks at him as a sort of father figure, the Swastika Kid is her "true love" (he doesn't know) and Sockdolager is like a big brother to her.

*Adventurer LVL 3; XP 2,500; HP 9; DC 11; ATK +3 melee, +4 ranged; SPD 2; S3 D6 C5 I2 W3 C6; Powers & Gear: Etherealness (7,500 XP; must hold breath, 3/day, cannot pass through metal)*

## DRAGON PRINCESS

---

Yen Lu, Mystic

Yen Lu was a woman working as a fortune teller in Chinatown who was caught up in a tong war. Rescued by Doctor Silence, who realized she had a great potential as a sorcerer, she now works as his apprentice. She claims to be an exiled princess from China, but this is highly questionable.

*Sorcerer LVL 9; XP 13,500; HP 35; DC 11; ATK +4 melee, +5 ranged; SPD 2; S3 D4 C4 I6 W6 C5; Powers & Gear: Force Missile (500 XP), Hypnotic Pattern (3,000 XP), Precognition (3,000 XP), Sorcery (5,000 XP)*

## THE DOVE

---

Celeste Cross

Celeste was a child preacher taken in by Silence when her itinerant preacher father died in a hail of gangster gunfire. She is a bit preachy for anyone's taste, but her heart is in the right place. She aims to one day save Top Hat's soul. The Waif is like a sister to her.

*Adventurer LVL 1; XP 0; HP 3; DC 10; ATK +1 melee, +1 ranged; SPD 2; S2 D3 C2 I2 W4 C4; Powers & Gear: Calm Emotions (3,000 XP), Heal Wounds (12,500 XP; 1/day) / Bible*

## THE MECHANIC

Rajmund "Ray" Nowak

A Polish immigrant who fell into factory work, Ray soon learned he could repair things simply by touching them. Over time, he learned to turn raw materials into wondrous machines. He now serves as the Roustabouts's resident inventor and mechanic, keeping their machines in working order.

*Adventurer LVL 9; XP 13,900; HP 51; DC 11; ATK +8 melee, +8 ranged; SPD 2; S5 D6 C5 I5 W2 C3; Powers & Gear: Fabricate (7,500 XP – metal only), Make Whole (3,000 XP) / Monkey Wrench (600 XP)*

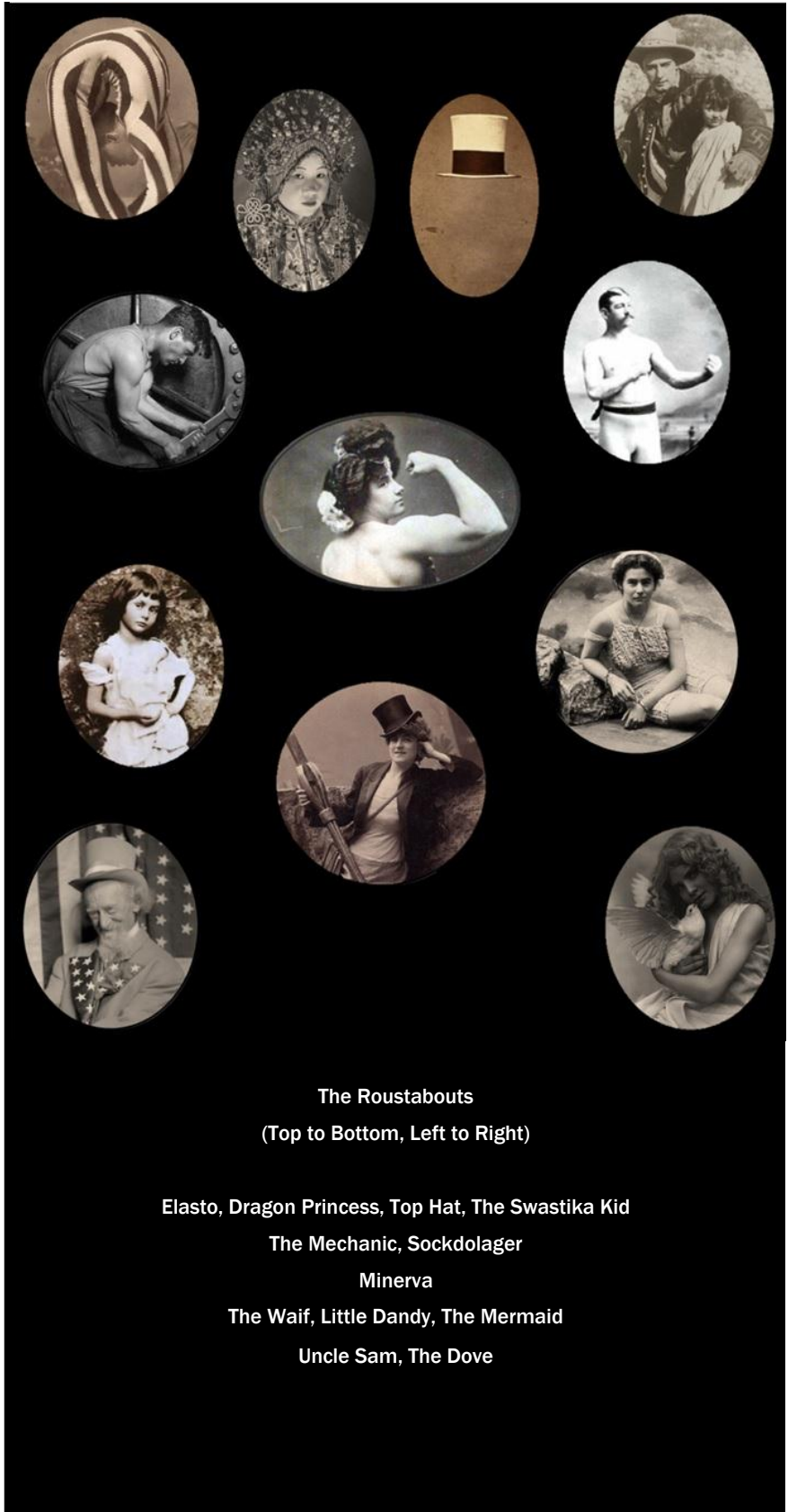
## DOCTOR SILENCE

Occult Investigator and Medical Doctor

Dr. Silence was an independently wealthy man who became a medical doctor and soon got into occult investigations as a hobby. Now in his 60's, he created the Roustabouts to help defend humanity from evil.

*Sorcerer LVL 11; XP 19,000; HP 27; DC 10; ATK +5 melee, +5 ranged; SPD 2; S2 D3 C3 I5 W6 C4; Powers & Gear: Protection (1,000 XP), Sorcery (10,000 XP)*

JMS



The Roustabouts  
(Top to Bottom, Left to Right)

Elasto, Dragon Princess, Top Hat, The Swastika Kid  
The Mechanic, Sockdolager  
Minerva  
The Waif, Little Dandy, The Mermaid  
Uncle Sam, The Dove



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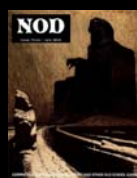
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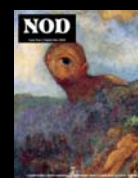
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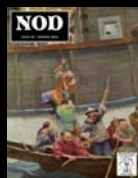
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