

NOD

26

Ulfandía
Robbers
Carthage



NOD

26

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GLORIANA'S BLESSED ISLE

*Illustration of elf races by Jon Kaufman
Painting of nymphs by Edward John Poynter*

Ulflandia, which is sometimes called Brigantia, is a large island located off the coast of the Klarkash Mountains, effectively dividing the Tepid Sea from Mother Ocean. The island was a fey stronghold in ancient times, but a series of invasions brought humans to the island. In the days of Nomo's greatest power, the

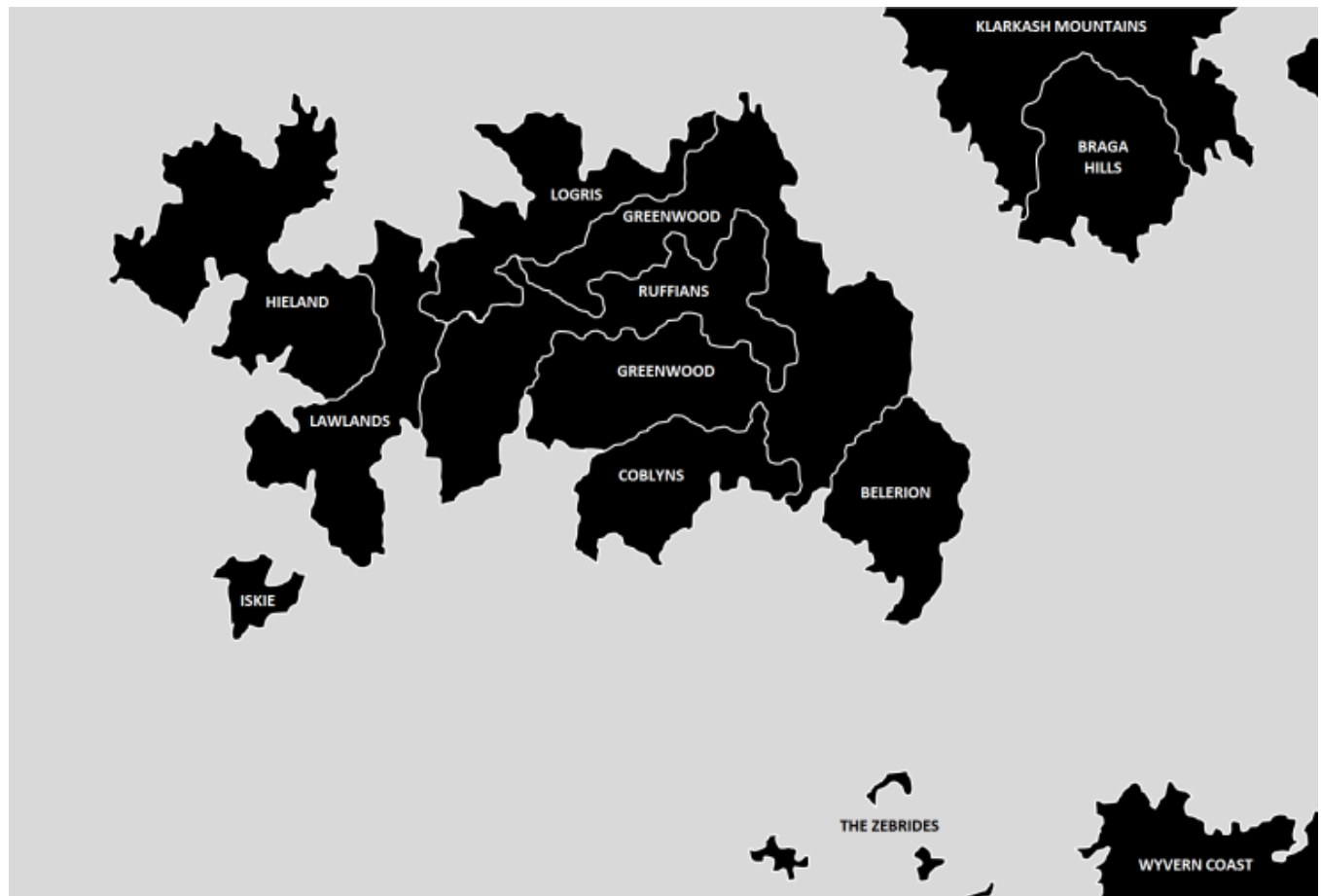
elves of Ulflandia defied that empire for decades before finally becoming a tributary kingdom. The island is now dominated by Queen Gloriana from her city of Tremayne, the largest settlement on the island.

Ulflandia can be divided into numerous regions. The woodlands in the eastern portion of the island are called The Greenwood. The grasslands in the north are called Plains of Logris, while the hills that run down the center of eastern Ulflandia are called the Ruffians. The hilly peninsula in the southeast is Belerion, and the peaks in the south are the Coblyns. The western extremities are occupied by the hilly Lawlands and the mountainous Hielands.

Between Ulflandia and the Klarkash Peninsula lies the Black Strait. The Klarkash Mountains have been covered in **NOD 25**, but the hilly portion on the southern peninsula is known as the Braga Hills. The southeastern portion of the map contains a portion of the Wyvern Hills (see NOD 1) and an island chain known as the Zebrides.

THE PEOPLES OF ULFLANDIA

In ancient times, Ulflandia was home to the giants and fey, who



battled and intermarried and generally had a wonderful time, protected from interlopers from the mainland. Tribes of gnomes, kobolds, orcs, gnolls and goblins filled things out.

When Partholon sallied forth from Hybresail to leave the decadent devil-worshipping elven wizard lords behind, a portion of his fleet was diverted from the main. While Partholon landed further north, and came to dominate the human tribes of the area and found the city-state of Nomo, his other ships landed on the isle of Iskey. Under the command of the warlord Nemed, the grey elves fought the native giants and carved out a small kingdom for themselves which they called Tyrnog.

Elven adventurers from Tyrnog soon colonized the southern reaches of Ulflandia, founding the kingdoms of Elphyne, Albion, Annouven, Prydain, Belerion, Avalon and Ylfelond. Over time, the elven population of Ulflandia changed. The elves of Tyrnog, called the Sidhe (“shee”), were still of grey elven blood. The elves of the western lands of Elphyne became the Gruagach (wild elves). The elves of the mountainous Lawlands and Coblyn were known as the Gwyllion (high elves). The elves of the Greenwood were known as the Elvene (wood elves).

In the meantime, the northern portions of the island were being settled by the orcs and hobgoblins of the Klarkash Mountains, and the wild humans of the Braga Hills. These peoples came collectively to be called the Sassenach by the elves, though later that term only applied to the humans of the Plains of Logris.

In time, the Empire of Nomo came calling. In a series of invasions the Nomoï, under the command of Brutus, colonized the north and began grinding down the old elven kingdoms. They made the fortified colony of Tremayne (Trēsmanus) their capital, and soon conquered the Plains of Logris and then the eastern portions of the Greenwood. The kingdoms of Ylfelond and Avalon were made

tributaries of Tremayne, while the other kingdoms of the island proper barely maintained their independence through arranged marriages, bribes and costly wars. The old elven kingdoms gradually faded in importance, devolving into giant citadels hidden by powerful illusions and smaller hill forts that surrounded the old citadels.

The men and half-elves of Nomo made forays against the ancient giant chiefs and the goblin tribes of the Ruffian Mountains as well. Under the command of Aurelios Ambrosios, his younger brother Uther Pendragon, the sage wizard and demigod Merlinus, and their collected knights, squires and men-at-arms, the kingdom of Tremayne rose to the heights of its power, only to be disrupted in time by royal struggles and minor civil wars. Modern Tremayne is ruled by Queen Gloriana, who continues the struggle of the heirs of Nomo to bring the entire island under her control.

THE PEOPLES OF ULFLANDIA

Elves are the aristocracy of the ancient fey tribes of Ulflandia. They serve as rulers, warriors and hunters. Under the elves are the working fairies, including such creatures as the brownies (household servants), knockers (miners and armorers), fenodyree (heavy labor), habbitrot (spinners of cloth), kilmoulis (millers of grain) and leprechauns (cobblers and other skilled trades). In some cases, these fey creatures are more powerful than their elven rulers, but the fey cleave to their traditions, which place the elves at the top of the pyramid.

Among the elves, there are several tribes, as follows:

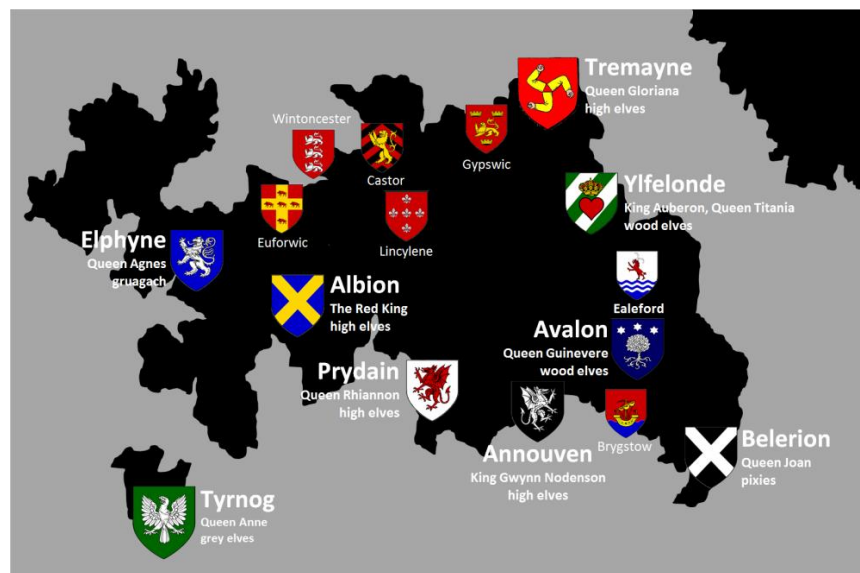
ELVENE (WOOD ELVES)

The Elvene are the wood elves of the Greenwood, living in roving bands who hunt and patrol their lands and answer the call of their rulers when it is time to fight. They dress in scarlet and green, and are merrier than the more guarded and elegant grey elves.

A typical wood elf army consists of the following warriors: A pennaeth, ten subchieftains, twenty riders, twenty woodsmen, forty spearmen and 120 longbowmen. It might have an additional 10% of troops from allied elven armies.

PENNAETH, Medium Humanoid: HD 5; AC 15 (scale, shield); ATK 1 spear (1d8) or longsword (1d8); MV 30; F11 R13 W13; AL Lawful (CG); XP 50; Special—Elf traits.

SUB-CHIEFTAIN, Medium Humanoid: HD 3; AC 15 (scale, shield); ATK 1 spear (1d8) or longsword (1d8); MV 30; F12 R14 W14; AL Lawful (CG); XP 50; Special—Elf traits.



LONGBOWMAN, Medium Humanoid: HD 1; AC 11 (padded); ATK 1 longbow (1d8) or hand axe (1d6); MV 30; F15 R13 W15; AL Lawful (CG); XP 50; Special—Elf traits.

RIDER, Medium Humanoid: HD 1; AC 11 (buckler); ATK 1 spear (1d8) or short sword (1d6); MV 30; F15 R13 W15; AL Lawful (CG); XP 50; Special—Elf traits; Gear—Light warhorse.

SPEARMAN, Medium Humanoid: HD 1; AC 12 (shield); ATK 1 spear (1d8); MV 30; F15 R13 W15; AL Lawful (CG); XP 50; Special—Elf traits.

WOODSMAN, Medium Humanoid: HD 2; AC 11 (padded); ATK 1 longbow (1d8) or hand axe (1d6); MV 30; F15 R13 W15; AL Lawful (CG); XP 50; Special—Elf traits.

GRUAGACH (WILD ELVES)

The Gruagach live in the wildest parts of Ulflandia. They cultivate a wild appearance, growing their hair long and keeping it tangled or spiking it, and painting or tattooing their faces and bodies with blue dyes. They wear woolen tunics in dazzling plaids and checks.

A typical wild elf army consists of the following warriors: A ceannard, twenty sub-chieftains, thirty reavers, thirty swordsmen, sixty pikemen and 80 axemen. It might have an additional 10% of troops from allied elven armies.

CEANNARD, Medium Humanoid: HD 5; AC 14 (chainmail shirt); ATK 1 greatsword (1d10); MV 30; F11 R13 W13; AL Lawful (CG); XP 50; Special—Elf traits.

SUB-CHIEFTAIN, Medium Humanoid: HD 3; AC 13 (scale); ATK 1 battleaxe (1d8); MV 30; F12 R14 W14; AL Lawful (CG); XP 50; Special—Elf traits.

ARCHERS, Medium Humanoid: HD 1; AC 10; ATK 1 shortbow (1d6) or hand axe (1d6); MV 30; F15 R13 W15; AL Lawful (CG); XP 50; Special—Elf traits.

AXEMEN, Medium Humanoid: HD 1; AC 13 (padded, shield); ATK 1 hand axe (1d6); MV 30; F15 R13 W15; AL Lawful (CG); XP 50; Special—Elf traits.

PIKEMEN, Medium Humanoid: HD 1; AC 14 (ring, buckler); ATK 1 pike (1d6+1) or longsword (1d8); MV 30; F15 R13 W15; AL Lawful (CG); XP 50; Special—Elf traits.

REAVERS, Medium Humanoid: HD 2; AC 10; ATK 1 greatsword (1d10); MV 30; F15 R12 W15; AL Lawful (CG); XP 50; Special—Elf traits, berserkers.

SWORDSMEN, Medium Humanoid: HD 1; AC 14 (chainmail shirt); ATK 1 greatsword (1d10); MV 30; F15 R13 W15; AL Lawful (CG); XP 50; Special—Elf traits.

GWYLLION (HIGH ELVES)

The high elves of the mountains are more akin to the grey elves than their cousins of the wilderness and woodlands. They are knightly warriors, and are organized in the manner of the humans rather than their elven kin.

A typical high elf army consists of the following warriors: A pennaeth, ten sub-chieftains, twenty knights, twenty elves-at-arms, thirty longbowmen and 130 spearmen. It might have an additional 10% of troops from allied elven armies.

PENNAETH, Medium Humanoid: HD 5; AC 15 (scale, shield); ATK 1 spear (1d8) or longsword (1d8); MV 30; F11 R13 W13; AL Lawful (CG); XP 50; Special—Elf traits.

SUB-CHIEFTAIN, Medium Humanoid: HD 3; AC 15 (scale, shield); ATK 1 spear (1d8) or longsword (1d8); MV 30; F12 R14 W14; AL Lawful (CG); XP 50; Special—Elf traits.

LONGBOWMAN, Medium Humanoid: HD 1; AC 11 (padded); ATK 1 longbow (1d8) or hand axe (1d6); MV 30; F15 R13 W15; AL Lawful (CG); XP 50; Special—Elf traits.

KNIGHT, Medium Humanoid: HD 1; AC 17 (chainmail, shield); ATK 1 lance (1d6+1) or long sword (1d8); MV 30; F15 R13 W15; AL Lawful (CG); XP 50; Special—Elf traits; Gear—Heavy warhorse.

SPEARMAN, Medium Humanoid: HD 1; AC 12 (shield); ATK 1 spear (1d8); MV 30; F15 R13 W15; AL Lawful (CG); XP 50; Special—Elf traits.

SASSENACH (HUMANS, HALF-ELVES, HIGH ELVES)

The Sassenachs are the descendants of the invaders from so long ago. They include humans (the most numerous of the invaders), half-elves (who are most often to be found in administrative and mercantile roles), and elves (the ruling class, whose families trace their roots back to Nomo rather than the ancient elven kingdoms of Ulflandia). The Sassenachs organize themselves along feudal lines, and hold chivalry in high esteem (at least in theory).

A typical Sassenach army consists of the following: A captain, ten serjeants, ten knights, ten men-at-arms, twenty arblasters, thirty archers, forty halberdiers, forty billmen and fifty yeomen. It might have an additional 10% of troops from allied elven armies.

CAPTAIN, Medium Humanoid: HD 5; AC 19 (platemail, shield); ATK 1 lance (1d6+1) or horseman's mace (1d4+1) or longsword (1d8); MV 30; F11 R13 W13; AL Neutral (N); XP 50; Gear—Heavy warhorse.

SERJEANT, Medium Humanoid: HD 3; AC 17 (chainmail, shield); ATK 1 lance (1d6+1) or horseman's mace (1d4+1) or longsword (1d8); MV 30; F12 R14 W14; AL Neutral (N); XP 50; Gear—Heavy warhorse.

ARBLASTER, Medium Humanoid: HD 1; AC 14 (chainmail shirt); ATK 1 light crossbow (1d4+1) or short sword (1d6); MV 30; F13 R15 W15; AL Neutral (N); XP 50.

ARCHER, Medium Humanoid: HD 1; AC 13 (tower shield); ATK 1 short bow (1d6) or short sword (1d6); MV 30; F13 R15 W15; AL Neutral (N); XP 50.

BILLMAN, Medium Humanoid: HD 1; AC 11 (padded); ATK 1 billhook (1d6); MV 30; F13 R15 W15; AL Neutral (N); XP 50.

HALBERDIER, Medium Humanoid: HD 1; AC 14 (half platemail); ATK 1 halberd (1d10); MV 30; F13 R15 W15; AL Neutral (N); XP 50.

KNIGHT, Medium Humanoid: HD 2; AC 19 (platemail, shield); ATK 1 lance (1d6+1) or longsword (1d8) or dagger (1d4); MV 30; F13 R15 W15; AL Neutral (N); XP 50; Gear—Heavy warhorse.

MEN-AT-ARMS, Medium Humanoid: HD 1; AC 17 (chainmail, shield); ATK 1 lance (1d6+1) or longsword (1d8); MV 30; F13 R15 W15; AL Neutral (N); XP 50; Gear—Light horseman.

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

SIDHE (GREY ELVES)

The tall, beauteous elves of Iskey are called the Sidhe (pronounced “shee”, and not to be confused with the monster called a sidhe in *Blood & Treasure*). The Sidhe descend from the original elven colonists of Ulflandia who came from the “mysterious west” to escape the wizard wars.

A typical grey elf army consists of the following warriors: A prince, twenty companions, ten chariots, twenty hobelars, forty horse archers, thirty gallowglass and 100 kerns. It might have an additional 10% of troops from allied elven armies.

PRINCE, Medium Humanoid: HD 5; AC 17 (chainmail, shield); ATK 1 spear (1d8) or longsword (1d8); MV 30; F11 R13 W13; AL Lawful (CG); XP 50; Special—Elf traits, cast one first level magic-user spell per day.

COMPANION, Medium Humanoid: HD 3; AC 16 (chainmail shirt, shield); ATK 1 spear (1d8) or longsword (1d8); MV 30; F12 R14 W14; AL Lawful (CG); XP 50; Special—Elf traits, cast one first level magic-user spell per day.

CHARIOT, Medium Humanoid: HD 1; AC 14 (scale); ATK 1 longsword (1d8) or javelins (1d4); MV 30; F15 R13 W15; AL Lawful (CG); XP 50; Special—Elf traits, cast one first level magic-user spell per day.

GALLOWGLAS, Medium Humanoid: HD 1; AC 15 (chainmail); ATK 1 greatsword (1d10); MV 30; F15 R13 W15; AL Lawful (CG); XP 50; Special—Elf traits, cast one first level magic-user spell per day.

HOBELARS, Medium Humanoid: HD 1; AC 15 (ringmail, shield); ATK 1 lance (1d6+1) or longsword (1d8); MV 30; F15 R13 W15; AL Lawful (CG); XP 50; Special—Elf traits, cast one first level magic-user spell per day.

HORSE ARCHERS, Medium Humanoid: HD 1; AC 10; ATK 1 shortbow (1d6) or hand axe (1d6); MV 30; F15 R13 W15; AL Lawful (CG); XP 50; Special—Elf traits, cast one first level magic-user spell per day.

KERN, Medium Humanoid: HD 1; AC 10; ATK 1 billhook (1d6) or short sword (1d6); MV 30; F15 R13 W15; AL Lawful (CG); XP 50; Special—Elf traits, cast one first level magic-user spell per day.

THE GODS OF ULFLANDIA

The Ulflandic pantheon descends from the religion of the elves that settled the islands in ancient times. These elves were among those of their people that rejected the demonology of their western kin, the demonology that helped launch the destructive wizard wars, for the old druidic faith of their ancestors. The gods worshipped by the old elves were their fey ancestors, the Kabir, and the various Animal Lords. In time, these deities came to be worshipped under different names, and their worship often evolved to include broader portfolios.

The Sassenachs brought their own gods and goddesses with them from the Motherlander pantheon (roughly cognate with the Greco-Roman deities), and in time the official church of Ulflandia came to recognize numerous saints.

| DEITY | PORTFOLIO | TRUE IDENTITY |
|-----------|------------------------------|---------------|
| Arianrhod | Moon | Cat Lord |
| Artio | Wildlife | Bear Lord |
| Baco | War, ferocity, hospitality | Boar Lord |
| Bel | Sun, rebirth | Bel |
| Bouvinda | Fertility | Cattle Lord |
| Brigantia | Arts, crafts, war, wisdom | Ys |
| Cam | War | Ram Lord |
| Cernunnos | Woodlands, the hunt | Karn |
| Dispater | Death, underworld | - |
| Epona | Horses, fertility, cavaliers | Horse Lord |
| Gobannus | Smiths, hearth, home | Ghobb |
| Lugus | Light | Asur |
| Nodens | Sea, hunting, healing | Nudd |
| Ogmios | Eloquence | - |
| Puck | Mischief | Tut |
| Sucellus | Agriculture, wine, beer | - |
| Taran | Thunder, sky, sun | Eagle Lord |

| SAINTS | PORTFOLIO |
|--------------|------------------------------|
| St. Angus | Youth, Beauty |
| St. Arthur | Rulers, defense of the realm |
| St. Canta | Medicine, Healers |
| St. Dylan | Sailors |
| St. Ellen | Travelers |
| St. Merlinus | Magicians, sages |
| St. Percival | Gallantry |

RELIGIOUS ORDERS

BLACK FRIARS

The Black Friars are dedicated to celestial deities. A scholarly order, they study the stars and atmospheric conditions. The Black Friars tend towards Lawful (LG, LN, NG) behavior, and are loyal to Queen Gloriana, though not always her Church. They are friendly with the Starry Order of blue magicians and the two orders of knighthood.



The Black Friars are primarily dedicated to Arianrhod, Bel, Brigantia, Lugus, Nodens, Ogmios and Taran.

GREY FRIARS

The Grey Friars are druids dedicated to the chthonic deities of earth and the underworld. Like the White Friars, they tend toward true neutrality, seeing themselves as guides to the afterworld, and thus above human affairs. They are often to be found in opposition to the necromancers of the Cunning Order of



red magicians (see below).

The Grey Friars are primarily dedicated to Dispater, Gobannus, Puck, and Sucellus.

WHITE FRIARS

The White Friars are druids dedicated to deities of flora and fauna. They are a neutral order, and consider themselves emissaries of nature to humanity, and thus above human institutions, including the Queen and her government. They do not often press this claim, as diplomacy is less costly than fighting an angry queen. White minsters (monasteries) are known for their gardens and the numerous sentient animals to be found tending them.



The white friars are primarily dedicated to Artio, Baco, Cam, Cernunnos, Epona, and Taran.

THE QUEEN'S CHURCH

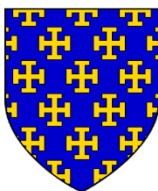
The Queen's Church handles the day-to-day religious duties of the kingdom. Queen Gloriana is the head of the church (hence the name) and the unswerving loyalty of its members. Sages and adepts make up most of the priesthood, which is divided into Vicarages and Bishoprics, with the immediate superior of the church being the Archbishop of Cantiacorum.

The Queen's Church honors all of the deities mentioned above, as well as the various saints of the church.

KNIGHTLY ORDERS

THE MOST OBEDIENT ORDER OF THE GLORIOUS QUEST

Also known as the Knights of the Cauldron, the Questing Knights, and the Knights of Percival, they are an order dedicated to recovering the Cauldron of Dozen-King for Queen Gloriana. The order is composed of warriors and clerics, all Lawful (LG, NG) in alignment. While the brothers wear their own livery, they sew a badge in the shape of a red heart over their own hearts. Once each year, at the end of campaign season, they gather at their chapter house in Camulodunon to report on their progress and adventures over the previous year, and they are permitted an audience with the Queen, who travels to the city from Tremayne for that purpose.



The quest of the knights is supported by the Black Friars, the Queen's Church and the Blue Magicians. The White and Grey Friars oppose the quest, though the White Friars do not oppose it publicly or actively, and the yellow and red magicians care little for the quest.

The arms of the order are a field azure numerous crosses or. This livery is worn by the members at their convocations, and is worn by their retainers when on official duty.

THE ORDER OF THE RED CROSSE



The Order of the Red Crosse is dedicated to the veneration of St. George, the locals name for Mithras. The knights are loyal to their god first and to the Queen second. They have numerous fortifications throughout the country, and their main chapter house in Tremayne. The knights are commanded by a

Knight Commander, and all of the knights wear white surcoats emblazoned with a saltire gules while serving the order. Most of the knights are clerics and paladins, though the ranks of their armies are filled out with lay brothers (i.e. fighters).

MAGICAL SOCIETIES



Blue Magicians



Red Magicians



Yellow Magicians

THE ROYAL SOCIETY OF PHILOSOPHERS

The members of the Royal Society of Philosophers are more commonly known as the yellow magicians. Their ranks are filled by sages, alchemists, magic-users (transmuters) and scientists. In public, the philosophers wear yellow robes. The society is headquartered in Tremayne at Mumpsimus College. The society is led by a president, elected by the members for a life term, or until recalled by the membership. The society is known for its wealth and influence with the Queen, and is regarded with jealousy by the other magical orders and the merchants of Ulfandia.



THE STARRY ORDER

Colloquially known as the blue magicians or even blue friars, the Starry Order is composed of Lawful (Good) magic-users, sorcerers and warlocks. It is closely allied with both the Knights of the Red Crosse and the Questing Knights, and with the Black Friars. The order is chartered by Gloriana, and has its headquarters in Cantiacorum, a seaport located south of Tremayne. Members are known for their blue robes and white headbands.



THE CUNNING ORDER OF WYSARDS AND WITCHES

The red magicians are a loose fellowship of magic-users, sorcerers and warlocks, unofficially divided into four colleges – The Conjurers (who wear burgundy robes and golden bells), The Evokers (who wear crimson robes and rose badges), The Illusionists (who wear scarlet capes and tall hats) and the Necromancers (who wear maroon robes and skullcaps). The group is a secret society, with secret passwords and hand signals that allow members to communicate with one another. In truth, the existence of the order is fairly well known, and though the exact location of their lodges is unknown, most people know whether or not there is a lodge in their settlement.



Conjurers



Evokers



Illusionists



Necromancers

THE QUEEN OF ULFLANDIA

As radiant as the Sun and as hard as adamant, Queen Gloriana comes from a line that descends from the Imperial House of Nomo and the royal houses of Ulflandia. The powers she possesses would suggest she retains not only the ancient, powerful blood of her people, but also the favor of the Kabir of Fairyland. Of course, puritan druids would argue this last point, pointing out that she has usurped the position of the gods in the life of the peoples of Ulflandia through her Church.

Gloriana is a princess of Pyrdain and Logris, and recognized by some as the queen regent of the whole of Ulflandia. She is also the high priestess of the Queen's Church, and has claimed the title of Empress of Nomo based on her descent from Partholon, though his claim is contested not only by the powers-that-be in Nomo, but also by several other royal houses in the Motherlands.

She rules through her Privy Council, the Ulflandic Parliamentum (a gathering of nobles, knights and clerics in the upper house, and prominent commoners in the lower house), and her courts.

Gloriana's Privy Council is made up of Sir Guyon, the Lord Treasurer, Sir Artegall, the Lord Exchequer, Dame Britomart, the Lady Chancellor, Sir Marinell, the Lord Admiral, and Sir Spyrian, Secretary of State (who also serves as her spy master). All are members of the Parliamentum.

QUEEN GLORIANA, Medium Fey: HD 10; AC 20 [+1]; ATK 1 weapon (1d8); MV 40; F10 R8 W5; AL Neutral (N); XP 2500; Special—Gaze (per the command spell, 3/day), +3 to save vs poison and disease, regenerate, magic resistance 30%, spells as 20th level druid; Gear—Royal scepter (*rod of rulership*), royal crown (*helm of brilliance*), royal orb (*orb of bronze dragonkind*), +3 glamerd plate armor, and whatever potions or other minor magic items she so desires.

RIVERS OF ULFLANDIA

The following are the names of the rivers of Ulflandia, denoted by the hex in which the river originates.

| HEX | RIVER |
|------|--------|
| 1312 | Ancen |
| 1412 | Plaid |
| 1413 | Trian |
| 1819 | Griff |
| 2119 | Brenn |
| 2217 | Tinan |
| 3014 | Wose |
| 3317 | Muiren |
| 3717 | Hynt |
| 3818 | Simes |
| 4016 | Gwynn |
| 4026 | Haven |
| 4127 | Wye |
| 4215 | West |
| 4317 | Toyl |
| 4520 | Arvorn |
| 4616 | Blough |
| 4719 | Yuldir |
| 4821 | Tudus |
| 5224 | Keltan |
| 5324 | Pys |
| 5329 | Tobyn |
| 5425 | Ipers |
| 5427 | Bryne |
| 5527 | Delly |
| 5629 | Tamara |

REGIONS OF ULFLANDIA

THE BELERION PENINSULA

STATISTICS

TYPE Highlands
FOOT TRAVEL 3 miles per day
MOUNTED TRAVEL 8 miles per day
MAJOR SETTLEMENTS Brygstow [5027], Gwyntwic [5423]

WANDERING MONSTERS

| | |
|----|---|
| 3 | Will-o'-wisp (1d4) |
| 4 | Ghost (1d6) |
| 5 | Magical beast |
| 6 | Magical beast |
| 7 | Spriggans |
| 8 | Giant spider (1d12) |
| 9 | Giant owl (1d6) screech owls |
| 10 | Giant badger (1d6) |
| 11 | Gruagach (1d20) known for their wrestling |
| 12 | Knockers |
| 13 | Mermaids (1d20) or pirates (1d4 ships) |
| 14 | Harpy (1d12) |
| 15 | Hill giant (1d8) |
| 16 | Cloud giant (1d4) or mountain giant (1d2) |
| 17 | Pixies (4d20) |
| 18 | Wyvern (1d6) |

DESCRIPTION

In elder days, the peoples of Belerion, also called Land's End, traded extensively with the peoples of the Wyvern Coast. Tin was mined in these hills then as now, and demand for tin was high as it was needed to make bronze. Besides being miners, tinsmiths and merchants, the elves and knockers of Belerion were also skilled at creating great stone monuments. Many modern Belerions have taken to piracy and smuggling. Shipwrecks are common along the coast, and many folk, known as wreckers, make a living as scavengers.

The peninsula's coasts are mostly composed of impressive cliffs, some as high as 800 feet. Where there are not cliffs, there are beaches of golden sand. The eastern coast has lower cliffs and more beaches than the western coast. At the extreme eastern tip, there are cliffs of serpentine. Inland, the land is rugged moorlands, mostly covered by gorse, heather and stunted oaks and elms. These moors are marked by numerous bogs.

Sharks and porpoises are common off the coast of Belerion, as are seals and selkies. The interior is home to giant badgers, giant owls, ravens and foxes.

THE BLACK STRAIT

STATISTICS

TYPE Aquatic
SHIP TRAVEL 36 miles per day
MAJOR SETTLEMENTS Castor [3312], Ealeford [4919], Gipswic [4010], Tremayne [4508], Wintoncester [2813], Gwyntwic [5423]

WANDERING MONSTERS

| | |
|----|--------------------------|
| 3 | Storm giant (1) |
| 4 | Triton (1d12) |
| 5 | Sea serpent (1) |
| 6 | Sea cat (1d12) |
| 7 | Kelpie (1) |
| 8 | Sperm whale (1d12) |
| 9 | Giant eagle (1d12) |
| 10 | Dolphin (1d20) |
| 11 | Hobgoblin, aquatic (4d6) |
| 12 | Pirate (1d4 ships) |
| 13 | Mermaids (1d20) |
| 14 | Sahuagin (1d20) |
| 15 | Sea hag (1) |
| 16 | Ogre, aquatic (1d8) |
| 17 | Nixie (4d20) |
| 18 | Afanc (1) |

DESCRIPTION

The Black Strait divides Ulflandia from the mainland, specifically the Braga Hills. The name is a reference to the terrific depth of the strait, which makes the water noticeably darker than most coastal waters. The waters are usually choppy. In the morning, they are shrouded in grey mists that make surprise more likely, and as the day wears on, there is a 1 in 6 chance of a storm descending from the mountains and pelting the strait with high winds, chilling rain and fierce bolts of lightning.

THE BRAGA HILLS

STATISTICS

TYPE Highlands
FOOT TRAVEL 3 miles per day
MOUNTED TRAVEL 8 miles per day
MAJOR SETTLEMENTS Beith [6612]

WANDERING MONSTERS

| | |
|----|--|
| 3 | Athach (1) on its way to the sea |
| 4 | Air elemental (1) on a rampage |
| 5 | Valkyrie (1) on a pegasus, scouting the local talent |
| 6 | Behir (1d4) |
| 7 | Giant eagle (1d8) |
| 8 | Cave bear (1d2) down from the mountains to hunt |
| 9 | Giant deer (1d12) grazing or rutting |
| 10 | Giant weasel (1) emerging from its burrow |

- 11 Berserkers (1d20) | Bragart warriors
- 12 Hobgoblins (4d6) | mounted raiding party
- 13 Duergar (1d20) | merchants from the mountains
- 14 Bard (1) | sitting on a rock composing a saga
- 15 Cathbad (1) | haunting a recent battlefield
- 16 Stone giant (1d6) | a gang of young hooligans
- 17 Nymph (1) | sunning herself on a rock
- 18 White dragon (1)

DESCRIPTION

At the tip of the Klarkash Mountains, across the channel from Ulflandia, the rolling green hills of Braga tumble from a high mountain pass. The hills are inhabited by the Bragarts, tow-headed barbarians who loudly proclaim their deeds at every opportunity, especially when in front of a crowd and when standing on something tall.

The Bragarts are less advanced than the peoples around them; they still engage in chariot warfare, for example. Warriors gird their loins with ring and scale mail and wield axes, broad swords and spears. The coastal folk make a living by buccaneering in their sleek longboats.

The smiths of the Bragarts are expert at working in iron and bronze and their decorative armor and weapons are much sought after. The greatest Bragart smiths know the secret of binding elemental spirits into metal objects using intricate knotwork designs. These items are quite potent, but also dangerous; serious damage to such an object releases an angry spirit, and the spirits have feral intelligences that can overwhelm and control the weak-willed. For this reason, the smiths only make such objects for true heroes (7th or higher level).

The hills of Braga are tall and green. Trees are few and small, and usually grow in the well-watered valleys. Apples, hazels and chestnuts are the most common. The valleys between hills were cut by sparkling, chilly streams, which reveal the chalk that lies beneath the thick grasses of Braga. These white valleys are usually narrow, though sometimes broad enough to permit a large clanhold of the Bragarts or a small fort of a Bragart hero. Caves abound, and iron, copper and tin mines are common. Most are worked by knockers, who trade with the Bragarts, or kobolds, who suffer raids by the boisterous barbarians.

COBLYN MOUNTAINS

STATISTICS

TYPE Highlands
 FOOT TRAVEL 3 miles per day
 MOUNTED TRAVEL 8 miles per day
 MAJOR SETTLEMENTS Wye-on-Fye [4426]

WANDERING MONSTERS

- 3 Vermilion dragon (1) | *See Monster Tome*
- 4 Groaning spirit (banshee) (1)
- 5 Hellhound (1d6) or Cefyldour (1d4)
- 6 Giant eagle (1d12) or giant owl (1d6)
- 7 Giant deer (1d12) or woolly rhino (1)
- 8 Cave bear (1d2) or cave lion (1d6)
- 9 Giant badger (1d6)
- 10 Giant stag beetle (1d12) | with rainbow carapace
- 11 Gnomes (1d6)
- 12 Ellyllons (1d20) | wood elves
- 13 Kobolds (2d12)
- 14 Cyhyraeth * (1)
- 15 Ogres (1d8) or ogre mage (1)
- 16 Hill giants (1d8) or mountain giants (1d6)
- 17 Brownies (4d20) or merrigans (1d20)
- 18 White dragon (1)

DESCRIPTION

The Coblyn Mountains are sparse, lofty, grey-green peaks in the south of Ulflandia. The mountains have long been inhabited by giants, goblins and doughty gnomes. The Coblyns have wide valleys, some rocky and fit only for grazing and mining, others broad and green and fit for agriculture though they are usually choked with small, tough oaks, birch, hazel and mountain ash. The higher valleys are home to pines as well as oaks. Lead and zinc mines are common in the mountains.

The Coblyns are dominated by mountain giants (in the mountains proper) and high elves (in the wooded hills). The high elves are called Gwyllions, and they are known for their fair or blazing red hair (a mark of banditry) and their extraordinary skill with the longbow, which they claim to have invented. The mountain range is named for the gnomes of the region.

Merrigans are the ocean-dwelling kin of the nixies. They hail from the crystal city of Caer Morgan [3027]. Merrigans have a penchant for drowning humanoids and they herd amphibious cattle called taroo ushtey. They can sometimes be found grazing their cattle on the green hills that overlook the sea.

NEW MONSTER

CEFYLDOUR

Cefyldour are winged horses. In the eastern mountains they are luminous creatures, while in the western mountains they are dark grey in color with fiery eyes and a foreboding presence. They inhabit mountain pools and waterfalls.

CEFFYL DWR, 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).

CYHYRAETH (HARPY HAG)

Cyhyraeth are winged hags, a sort of combination of harpy and annis hag. They make a doleful wailing when encountered. Creatures that hear this song must pass a Will saving throw or be affected as per the spell *crushing despair*.

CYHYRAETH, Large Monstrous Humanoid: HD 7; AC 14; ATK 2 claws (1d4 + rend) and bite (1d8); MV 30 (Climb 20, Fly 80); F11 R10 W10; AL Chaotic (CE); XP 1750; Special—Magic resistance 10%, doleful song.

THE GREENWOOD

STATISTICS

TYPE Woodland
FOOT TRAVEL 3 miles per day
MOUNTED TRAVEL 8 miles per day
MAJOR SETTLEMENTS Ampham [4113], Lincylene [3416], Tremayne [4508], Ealeford [4919],

WANDERING MONSTERS

- 3 Will-o'-wisp (1d4) or brain mole (1d8)
- 4 Ghost (1d6) or wight (1d12)
- 5 Unicorn (1d6)
- 6 Treant (1d8)
- 7 Brown bear (1d2) or boar (1d8)
- 8 Giant badger (1d2) or wolverine (1d2)
- 9 Wolves (2d6) or worgs (1d6)
- 10 Bandits (1d20) or goblins (1d10)
- 11 Knights or Merrie Men | [see below](#)
- 12 Hobgoblins (4d6) or bugbears (1d6)
- 13 Gruagach (1d20) or gnomes (1d6)
- 14 Brownies (4d20)
- 15 Grigs (4d20) or sprites (1d12)
- 16 Ogres (1d8) or ogre mage (1)
- 17 Werewolves or wulvers (1d4+1)
- 18 Green dragon (1)

DESCRIPTION

Beyond the settled lands of Tremayne is the vast Greenwood, the heart of Ulflandia. The Greenwood is a vast forest of oaks, rowans, alders and elms. The woods are fertile and rich, and heavily populated by many of the peoples that call Ulflandia home. They are also thick and overgrown in most places, and the forest paths are narrow, tricky, and thick with dangerous fey and lurking highwaymen.

Most of the Greenwood is dominated by Queen Gloriana and the city-states that pay tribute to her, though her barons are often rebellious and the wood elves still have hidden forts.

THE HIELANDS

STATISTICS

TYPE Highlands
FOOT TRAVEL 3 miles per day
MOUNTED TRAVEL 8 miles per day
MAJOR SETTLEMENTS None

WANDERING MONSTERS

- 3 Will-o'-wisp (1d4)
- 4 Groaning spirit (banshee) (1) or sluagh (1)
- 5 Griffons (1d10) or nuckalavee (1d6)
- 6 Catshee (1d4) or cushee (1d4)
- 7 Giant eagle (1d12)
- 8 Giant deer (1d12)
- 9 Giant badger (1d2)
- 10 Viper (1) | [adder](#)
- 11 Wolves (2d6)
- 12 Gruagach (1d20)
- 13 Gorms (4d20) or pech (1d20)
- 14 Ogres or merrows (1d8)
- 15 Hill giants (1d8) or stone giants (1d6)
- 16 Cloud giants (1d4) or mountain giants (1d2)
- 17 Glaistig (1d6) or blue hag (1)
- 18 White dragon (1)

DESCRIPTION

The Hielands are a region of rugged granite mountains and grassy hills in the extreme west of Ulflandia. Largely unsettled, they proved too difficult for the invading Nomoi or their descendants to conquer, and so they have remained largely in the hands of the fey and elves, who make their way by hunting deer and fishing in the sea and rivers (thick with salmon and trout), and by growing a few crops. The hills support thistles, gorse, grasses and heather, and stunted trees.

The Hielanders are a wild and woolly bunch that delights in singing, dancing, drinking and fighting. In many ways, they are not unlike the Bragarts of the Braga Hills. Uncommonly poor, they value the tools of their ancestors and take meticulous care of them. A lack of material wealth has made them thrifty and self-sufficient, though some would claim they are avaricious.

NEW MONSTERS

BLUE HAG (CAILLEACHAN)

Blue hags dominate the highest peaks in the Hielands. Born from the ancient hag queen Beira, who they say either still dwells among the peaks or rules from Hell, the blue hags are ill-tempered and extremely dangerous. They look like hags with blue skin and white hair. They are usually found in ragged furs and torn clothing, holding staves of white wood. Blue hags always

have ravens on their shoulders; these birds actually hold the hag's soul. Until the raven is killed, the hag can regenerate as a troll. A blue hag's raven always flies away when there is trouble, but it must remain within 100 feet of the hag.

Beira, the queen-mother of the blue hags, appears as a cyclopean hag of giant proportions, with dark blue skin, white hair, and rusty iron teeth. She wields a magic war hammer that can turn people to ice (Fortitude save, per petrification) once per day.

BLUE HAG, Medium Monstrous Humanoid: HD 9; AC 22; ATK 2 claws (1d4 + 1d6 cold) or weakening attack (2d4 strength); MV 30 (Climb 30); F10 R9 W8; AL Chaotic (CE); XP 900; Special—Magic resistance 25%, immune to cold, vulnerable to fire, staff (1/day—cone of cold, grease (actually covers the ground with ice).

BEIRA, Huge Monstrous Humanoid: HD 18; AC 22 [+1]; ATK 2 claws (1d8 + 2d6 cold) or weakening attack (2d6 strength) or +2 war hammer (2d8+2 + 1d6 cold + numbing); MV 40 (Climb 40); F3 R4 W3; AL Chaotic (CE); XP 4500; Special—Magic resistance 35%, immune to cold, vulnerable to fire, war hammer (numbs people (i.e. inflicts 1d4 dexterity damage), causes earthquake 1/day when struck against the ground and turns people to ice 1/day).



GORM

Gorms, or blue men, are wild kin to the brownies. They appear as short, rugged little folk with blue skin and white hair. They dress in tartan kilts and caps, and are known to be rather fierce. Gangs of thirteen gorms can call up a storm (per *control weather*) once per day. They are usually armed with bucklers and small broadswords, hand axes or clubs. Gorms dwell in fortresses in the wilderness, waylaying travelers to extract wealth and spirits from them. Individuals sometimes attach themselves to parties of adventurers to offer unsolicited advice and cause trouble. The queens of the gorms are luminous in aspect, and their gaze can charm fey creatures, including elves, dwarves and gnomes.

GORM, Small Fey: HD 1; AC 15; ATK 1 weapon (1d6+1); MV 20 (Swim 40); F19 R13 W12; AL Neutral (N); XP 50; Special—Magic resistance 15%; Spells—1/day—*control weather* (with twelve other blue men).

GLAISTIG

Glaistig appear as beautiful women with jade skin, long, golden hair and the hind quarters of black goats. They hide their legs under long, green robes. Some glaistigs are good, while others are evil. The male of the species is the *glashtyn*. They appear as equally beautiful men, with swarthy skin, dark, curly hair and sparkling eyes. A person of the opposite sex that views a glaistig or *glashtyn* must pass a Will save vs. the *charm person* spell. Those who are charmed follow them into the woods, where they are entertained if the creature is good, or are brutalized and maybe murdered if the creature is evil.

GLAISTIG, Medium Fey: HD 5; AC 15; ATK 2 slams (1d4); MV 40; F13 R11 W11; AL Lawful (CG) or Chaotic (CE); XP 500; Special—Charm person.

NUCKALAVEE

The nuckalavee look like skinless centaurs. Unspeakably evil, they enjoy chasing people until they die, or trampling them to death.

NUCKALAVEE, Large Monstrous Humanoid: HD 4; AC 14 [+1]; ATK 2 hooves (1d6) and weapon (1d8); MV 50; F13 R10 W12; AL Chaotic (CE); XP 200; Special—Resistance to fire, magic resistance 10%, appearance causes fear.

PECH

The pech are small fey creatures with an earth elemental heritage. They are about the size of halflings, with wide faces and large, saucer-like eyes that help them see in low-light conditions. They have pale skin that they cover with blue tattoos. They have large hands and feet and never wear beards.

The pech dwell under the earth, in great halls reminiscent of the dwarf holds of other lands. Like the dwarves, they are expert miners and workers of metal. Their skin is as tough as granite, so the pech never wear armor – usually just tartan loin cloths to maintain a bit of modesty. Pech arm themselves with short swords, hand axes, war hammers, heavy picks (which they can wield one-handed), darts and javelins. They are renowned for their incredible strength, equal to that of an ogre.

PECH, Small Elemental (Earth): HD 4; AC 16; ATK 1 weapon (+2 damage); MV 20; F12 R14 W14; AL Neutral (N); XP 400; Special—Resistance to acid and petrification, light blindness, vulnerable to cold iron, double damage against stone creatures; Spells—3/day—*stone shape*, *stone tell*; 1/day—*wall of stone* (with three other pech), *stone to flesh* (with seven other pech).

THE LAWLANDS

STATISTICS

TYPE Highlands
FOOT TRAVEL 3 miles per day
MOUNTED TRAVEL 8 miles per day
MAJOR SETTLEMENTS Orwic [2516]

WANDERING MONSTERS

- 3 Will-o'-wisp (1d4)
- 4 Groaning spirit (banshee) (1) or sluagh (1)
- 5 Griffon (1d10)
- 6 Giant eagle (1d6)
- 7 Catshee (1d4) or cushee (1d4)
- 8 Selkie (1d12)
- 9 Giant badger (1d2)
- 10 Wolves (2d6) or worgs (1d6)
- 11 Powries (4d20) | goblins in red caps
- 12 Wulvers (1d6) | as gnolls, but Lawful (CG)
- 13 Gruagach (1d20) | cattle raiders
- 14 Glaistig (1d6) or fachans (1d20)
- 15 Gillie dhoo (1)
- 16 Ogres or trolls (1d8)
- 17 Blue men (4d20) or bookaleens (1d20)
- 18 Wyverns (1d6)

DESCRIPTION

The difference between the Lawlands and Hiellands in the west of Ulflandia is as much cultural as it is geographic. The Lawlands are composed of hills and broad valleys. They are well-watered and fertile, and support farming and cattle grazing. The presence of the cattle is the key to the other main occupation of the Lawlanders – fighting off cattle raids from the Hiellanders.

The Lawlanders are mostly Sassenach invaders from the east, rather than the gruagach of the Hiellands. They have constructed large market villages, and are more settled and better armed and armored than the Hiellanders. In other words, the Lawlands are the where the laws of civilization have invaded the Hiellands. The Lawlands also boast a more diverse people, with elves, humans, half-elves and others dwelling together and organizing their allegiances on a feudal or town basis, rather than by clan.

NEW MONSTERS

BOOKALEEN

The bookaleen is a tiny fey that looks like a handsome young man in a pointed red cap, which may be an inverted flower. The bookaleen are mischievous and often cruel. They are usually found in pastures and meadows in the lowlands in the spring and summer, for they seem to hibernate in the winter and autumn. Bookaleens are capable of changing their shapes three times per day.

BOOKALEEN, Tiny Fey: HD 0; AC 17; ATK 1 dagger (1d3); MV 20; F19 R13 W12; AL Chaotic (CE); XP 50; Special—Surprise (3 in 6), magic resistance 25%; Spells—3/day—*shapechange*; 1/day—*dancing lights*, *mirror image*, *ventriloquism*.

CATSHEE

The catshee, or fairy cat, is as large as a wolf and is terribly fierce. They are completely black, save for a white spot on their breasts. Catshees haunt the hills and dales in search of victims.

CATSHEE, Medium Magical Beast: HD 3; AC 15; ATK 2 claws (1d3 + rend) and bite (1d6); MV 40 (Climb 20); F12 R12 W17; AL Neutral (N); XP 300; Special—Mournful cry (*cause fear*, per the spell), magic resistance 10%, *ethereal jaunt* 1/day, astral travel to the Moon 1/day, surprise (3 in 6).

CUSHEE

The cushee, or fairy hound, is about the size of a calf, with shaggy fur that ranges from red to black to white to green. Cushee make no noise unless they want to, allowing them to surprise on a roll of 1-4 on 1d6, and they can pass without trace. Their barks can be heard for miles, and force evil creatures to pass a Will saving throw or flee in fear (per *cause fear*).

CUSHEE, Medium Magical Beast: HD 4; AC 14; ATK 1 bite (1d6 + trip); MV 50; F11 R10 W15; AL Lawful (NG); XP 400; Special—No sound, pass without trace.

FACHAN

Fachans are monstrous beings with human torsos balanced atop a single leg. They have a single arm and single eye as well. The monster moves by hopping, and its single arm is ridiculously powerful. The monsters usually wield chains or heavy clubs, and its appearance is extremely frightening. Fachans congregate in groups of 1d20.

FACHAN, Medium Monstrous Humanoid: HD 3; AC 16; ATK 1 weapon (1d8); MV 20; F12 R14 W14; AL Chaotic (CE); XP 300; Special—Appearance causes fear.

GILLIE DHOO

The gillie dhoo are solitary fey that dwell in birch groves. They dislike visitors, but are benevolent and helpful to those who are in need. They look like small elves (about four feet tall) dressed in clothing made of leaves and moss.

GILLIE DHOO, Medium Fey: HD 4; AC 17; ATK 1 dagger (1d4); MV 30; F14 R11 W10; AL Neutral (CN); XP 400; Special—None; Spells—At will—*entangle*, *speaking with plants*; 3/day—*tree stride*; 1/day—*cure light wounds*.

SELKIE

Selkies, or roanes, are gentle fey who can take the form of seals or hauntingly beautiful elves with dark, limpid eyes. They sometimes take mortal lovers, marrying them and dwelling on land for a time. Eventually, though, the call of the sea is too strong for them, and they leave.

SELKIE (ROANE), Medium Fey: HD 2; AC 16 [silver]; ATK 1 bite (1d4) or weapon (1d4); MV 30 (Swim 50); F15 R12 W12; AL Lawful (NG); XP 200; Special—Change shape.

SLUAGH

The sluagh is a swarm of undead souls that attempt to wrest the souls away from the living so that they can be added to the swarm. When a creature has all its constitution drained by a sluagh, its soul escapes its body and joins the sluagh, healing 1d6 points of damage that the sluagh has suffered.

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

THE PLAINS OF LOGRIS

STATISTICS

TYPE Grasslands / Wetlands
FOOT TRAVEL 6 miles per day
MOUNTED TRAVEL 16 miles per day
MAJOR SETTLEMENTS Castor [3312], Wintoncester [2813], Gipswic [4010]

WANDERING MONSTERS

- 3 Yeth hound (1)
- 4 Barghest (1d6) or wight (1d12)
- 5 Llew (1)
- 6 Yale (1d12) or bonacon (1d12)
- 7 Giant ant (5d4) or giant bumblebee (1d10+10)
- 8 Lion (1d10)
- 9 Giant badger (1d2)
- 10 Wolves (2d6)
- 11 Knights | see below
- 12 Brigands (1d20)
- 13 Goblins (1d10) or hobgoblins (4d6)
- 14 Gnolls (1d6) or mugwumps (1d10)
- 15 Werewolves or wulvers (1d4+1)
- 16 Ogres or merrows (1d8)
- 17 Brownies or nixies (4d20)
- 18 Wyverns (1d6)

DESCRIPTION

Logris is composed of rolling grasslands punctuated by copses of trees (beeches and pines mostly), and numerous fens. Windswept and rainy, they would be an unpleasant place to live if not for their great fertility. The Logris plains have Ulflandia’s finest farmland and many of the island’s largest city-states.

The peoples of the plains are farmers and herdsman. They raise the finest horses, sheep and cattle in Ulflandia.

KNIGHTS

Bands of knights consist of 1d6 heavy horsemen and 1d4 light horsemen for every heavy horseman (thus number from 2 to 24). For every man-at-arms, there is a captain of level 1d4+2, assisted by a 2nd level lieutenant. There is a percentage chance, equal to

the number of warriors plus the levels of their captain and lieutenant, that the band is accompanied by a level 1d4 magic-user or a level 1d4 cleric.

LIGHT HORSEMAN, Medium Humanoid: HD 1; AC 17 (chainmail and shield); ATK 1 weapon (1d8); MV 30; F13 R15 W15; AL Neutral (N); XP 50; Special—None.

HEAVY HORSEMAN, Medium Humanoid: HD 1; AC 19 (platemail and shield); ATK 1 weapon (1d8); MV 30; F13 R15 W15; AL Neutral (N); XP 50; Special—None.

NEW MONSTER

LLEW

Llews are magical lions. They are larger than normal lions, and more ferocious, and are most commonly encountered during the summer months. The llew are symbolic of the Logris Plain, as the unicorn is symbolic of the Greenwood. Each llew’s fur is a brilliant color, and these colors determine the monster’s abilities.

A llew’s breath weapon varies with its color, as does its alignment and general nature, as follows:

Argent—Argent llews are Lawful (LG) and breath a 60-ft cone of cold that inflicts 3d6 points of damage, three times per day. They are noble and pure.

Azure—Azure llews are Neutral (LN) and breath a 120-ft line of electricity that inflicts 3d6 points of damage, three times per day. They are strong and loyal.

Gules—Gules llews are Chaotic (LE) and breath a 60-ft cone of fire that inflicts 3d6 points of damage, three times per day. They are militant and vainglorious.

Or—Or llews are Lawful (NG) and breath a 60-ft cone of fire that inflicts 3d6 points of damage, three times per day. They are wise and generous.

Purple—Purple llews are Neutral (LN) and emit a 60-ft cone of gas with an effect per the spell *command*, three times per day. They are regal and just.

Sable—Sable llews are Chaotic (NE) and breath a 60-ft cone of acid that inflicts 3d6 points of damage, three times per day. They are dolorous and morose.

Sanguine—Sanguine llews are Lawful (LG) and emit a 60-ft cone of sonic energy that inflicts 3d6 points of damage, three times per day. They are steadfast and true.

Tenne—Tenne llews are Chaotic (CE) and breath a 120-ft line of fire that inflicts 3d6 points of damage, three times per day. They are ambitious and selfish.

Vert—Vert llews are Lawful (CG) and breath a 60-ft cone of gas with an effect per *uncontrollable laughter*, three times per day. They are joyful, playful beasts.

LLEW, Large Magical Beast: HD 9; AC 18; ATK 2 claws (2d4) and bite (2d6); MV 40; F8 R9 W12; AL Varies; XP 900; Special—Breath weapon.

THE RUFFIAN HILLS

STATISTICS

TYPE Highlands

FOOT TRAVEL 3 miles per day

MOUNTED TRAVEL 8 miles per day

MAJOR SETTLEMENTS None

WANDERING MONSTERS

- | | |
|----|---|
| 3 | Will-o'-wisp (1d4) |
| 4 | Barghest (1d6) |
| 5 | Amphisbaena (1) |
| 6 | Werewolves or wulvers (1d4+1) |
| 7 | Griffon (1d6) |
| 8 | Giant ram (1) |
| 9 | Brown bear (1d2) |
| 10 | Wolves (2d6) or worgs (1d6) |
| 11 | Half-ogres (1d8) |
| 12 | Goblins (1d10) or hobgoblins (4d6) |
| 13 | Svarts (1d12) See <i>Monster Tome</i> |
| 14 | Ogres (1d8) or ogre mage (1) |
| 15 | Hill giants (1d8) or stone giants (1d6) |
| 16 | Cloud giants (1d4) or mountain giants (1d2) |
| 17 | Brownies (4d20) |
| 18 | Wyverns (1d6) |

DESCRIPTION

The Ruffians are limestone hills with chalky white cliffs that jut out into the sea. The hills are suitable for grazing animals, but little else. The local barbarians, half-ogres called Ruffians, are berserkers. They are

short and pale skinned with silvery hair and green eyes. Men wear drooping mustaches but never beards. Women braid their hair and pin it up with hair pins carved of bone. The Ruffians raise sheep, fish and sometimes engage in cannibalism, but only of outsiders. They dress in grey or blue kilts and wield clubs, short bows, spears and short bronze swords. Warriors go naked until they kill their first giant ram; they then present the creature's hide to the woman they intend to marry, and she weaves her warrior his kilt. The Ruffians worship the Ouroboros, represented by the amphisbaenas that roll through the hills.

Beneath the Ruffian Hills is the secret kingdom of the svarts and their king, Dalua. From these winding tunnels one can find portals to the extra-dimensional realm of Fairyland.

HEX LOCATIONS

0109 SAHUAGIN CAVES | MONSTER

A tribe of 50 sahuagin warriors, 40 females and 45 hatchlings dwells in this hex in a number of caves within a sea mount. The caves form a maze, which the sahuagin navigate with the help of the scent of blood they smear on the walls. The blood is not noticeable to the naked eye, but creatures with strong senses of smell will be able to track it. At the heart of the sea mount there is a large cavern sparkling with volcanic glass. Shafts in the cavern show where the sahuagin have dug out obsidian to fashion blades for their knives and spears. A column of heated water bubbles from the floor to the ceiling, where it is carried out by smaller holes to the sea beyond. The sahuagin worship this column as a form of their goddess. Among the sahuagin are five priestesses (four level 2 adepts, one level 4 adept as priest-queen). They also keep 15 whitetip sharks. The tribe's priest-queen is called A'ilorlitt Gold-Eyes.

Treasure: 90 pp,
1,570 gp, 1,600 sp,
9,000 cp, 3 gems,
a ceramic



scroll case (120 gp) with a vial of poison hidden inside, an hourglass (sodden) and a *bag of tricks* in the possession of the tribe's high priestess.

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

WHITETIP SHARK, Medium Animal: HD 3; AC 15; ATK 1 bite (1d6); MV Swim 60; F12 R11 W17; AL Neutral (N); XP 150; Special—Frenzy.

0114 LOCATHAH PATROL | MONSTER

A patrol of 30 locathah warriors mounted on giant eels has staked out this hex, awaiting the arrival of a ship from the north carrying an object important to their queen. Half the group is armed with crossbows, the other half with tridents. The leader of the group, M'blak, is mistrustful of his lieutenant, Yathq, believing the young locathah has eyes for his mate, and his jealousy may drive him to betray the locathah to the sahuagin.

Treasure: Each carries 10 gp in a shagreen sack.

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

GIANT EEL, Large Animal: HD 5; AC 15; ATK 1 bite (2d4 + entangle) and tail lash (1d6); MV 0 (Swim 40); F10 R11 W16; AL Neutral (N); XP 500; Special—None.

0124 MESSENGER | MONSTER

A celestial narwhal with silver eyes and a luminous tooth is coursing through the sea carrying a message from the sea titan Britannia to the tritons in [0130]. The narwhal is determined, but its goodly nature will compel it to help those in need.

CELESTIAL NARWHAL, Huge Animal: HD 12; AC 19 [+1]; ATK 1 tusk (2d6); MV 0 (Swim 60); F4 R6 W12; AL Lawful (LG); XP 3000; Special—Resistance to electricity, magic resistance 10%, +2 to hit and damage Chaos.

0130 CAERWEN | MONSTER

Caerwen is an undersea castle of tritons. The tritons are known for their silver scales and deep blue eyes. Their skin is pale and their hair is reddish gold in color. The tritons number 90 warriors, 110 females and 85 young. Their castle is composed of stone quarried from the sea floor.

Princess Arawen rules the tritons. Although but a slip of a girl, she is a fierce warrior and a raging force of nature when her people are threatened. At her side is the old scholar and priest Morthis, who helped raise her to maturity when her father and brothers died in a sahuagin ambush. Her three cousins serve as her champions. They are boisterous lads, as quick-tempered as their queen and distinctive for their mithral breastplates and silver

tridents. The tritons keep twenty hippocampi and eight seacats patrol the hex for sahuagin incursions.

ARAWEN, Triton Barbarian: LVL 9; HP 46; AC 14 (mail shirt); ATK 1 trident +7 (1d6+1) or heavy crossbow +7 (1d6+1); MV 15 (Swim 50); F8 R12 W12; AL Neutral (N); XP 900; S12 D11 C14 I8 W11 C9; Special—Rage 3/day, sixth sense; Spells—1/day-summon nature's ally IV.

MORTHIS, Triton Cleric: LVL 8; HP 24; AC 14 (scale); ATK 1 staff +5 (1d6); MV 5 (Swim 40); F9 R12 W6; AL Lawful (LG); XP 800; S12 D9 C11 I7 W18 C12; Special—Turn undead, cleric spells (6/5/4/3/2); Spells—1/day-summon nature's ally IV.

CHAMPIONS, Triton Fighter: LVL 6; AC 14 (scale); ATK 2 trident +5 (1d6+1) or 2 heavy crossbow +5 (1d6+1); MV 5 (Swim 40); F10 R13 W13; AL Lawful (NG); XP 600; Special—Dominate; Spells—1/day-summon nature's ally IV.

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

HIPPOCAMPUS, Large Magical Beast: HD 4; AC 15; ATK 1 bite (1d4); MV 0 (Swim 60); F10 R11 W17; AL Neutral (N); XP 200; Special—None.

0137 LIFE VEST | TREASURE

An old fashioned life vest floats on the sea here. The vest is similar to what was used in Victorian England.

0148 MABOSAUTH | CITY-STATE

A giant sphere of transparent material floats in the sea here. It usually floats about one mile below the surface, but the sphere can be raised to the surface through mystic means.

The sphere is a city that houses 5,000 aquatic elves, a lost tribe of the Atlantean Empire now long separated from their kin to the west. The elves are moon-worshippers. They raise the city to the surface when the Moon is full that they might bask in its light and commune with their goddess.

The elves usually dress in long robes and tunics of silvery cloth. Their hair is white or blue-grey and is worn in glass beads. Warriors wear breastplates and carry spears and daggers. The king of the elves, a toothless old wizard called Dringa, is terribly wise and clever. He sends patrols of his war-maidens into the sea in search of ships, that they might raise the city to the surface and lure sailors inside. These men are used to bolster the gene pool, and then have their minds wiped clean so they can be used as slave labor for the nefarious elves.

At the heart of the city-state, there is a mystic reactor that uses vril to power the city's lighting system and mechanical doors. The reactor also acts as a portal into the Astral Plane. Creatures must enter the portal to travel to the Astral Plane, and in the process their physical body is destroyed. New bodies must be acquired if they are ever to return to the Material Plane.

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

0205 WEIRD BALOON | WONDER

A giant flying jellyfish, colored a resplendent blue, is floating through this hex. A baroque gondola hangs below it. The jellyfish is the mount of an odd pair, a youthful elf (only 200 years old) called Brixa and her current paramour, a traveler who goes by the name Bartholomew Mackintosh. Bartholomew is a rugged man, somewhat short, with a long black mustache and a Scotch brogue. His love, Brixa, is an exquisite elf with arched eyebrows, sparkling sapphire eyes, and cascades of silver-blond hair falling to her waist. Mackintosh dresses as an 18th century Scottish fop, while Brixa is always dressed for action in leather breeches, riding boots, a simple shirt and a leather vest.

Treasure: 1,700 gp

GIANT FLYING JELLYFISH, Large Magical Beast: HD 3; AC 12; ATK tentacles (1d6 + grapple + poison III); MV 0 (Fly 10); F11 R15 W14; AL Neutral (N); XP 300.

BRIXA, Elf Magic-User: LVL 8; HP 16; AC 10; ATK 1 club +3 (1d4) or dart +3 (1d4); MV 30; F12 R12 W8; AL Neutral (N); XP 800; S9 D10 C10 I13 W13 C10; Special—Spells per day (4/4/3/2/2); Spellbook—0—all cantrips; 1st—charm person, comprehend languages, feather fall, identify, magic missile, phantasmal force, sleep; 2nd—alter self, blindness/deafness, blur, dexterity, flaming sphere, mirror image; 3rd—deep slumber, displacement, fireball, lightning bolt, tongues, water breathing; 4th—black tentacles, detect scrying, lesser globe of invulnerability, secure shelter; Gear—scroll of alter self, protection from normal missiles and shatter.

MACINTOSH, Human Traveler: LVL 6; HP 11; AC 12 (leather doublet); ATK 1 rapier +2 (1d6-1); MV 35; F14 R12 W9; AL Neutral (LN); XP 600; S8 D13 C8 I6 W14 C14; Special—+2 save vs sleep, perceive while sleeping, animate medium object, increase speed by 5, eccentricities (unnerved by the color green, unnerved by small animals and children, stares at people and takes long pauses before he speaks, feels the need to touch people while talking to them, suffers from agoraphobia), haste (1 min per day), dimension door 1/day, know direction, journey through shadows 1/day.

0236 HONORIA | MONSTER

Honoria is an Oceanid and a cousin of Queen Gloriana. She dwells in this hex in an undersea palace constructed of slender flutes of pure, white marble and pillars and gates of gold. She keeps a dozen triton shield maidens in her employ as bodyguards.

Treasure: 100 pp, 15,000 sp, 13,000 cp, seven fancy stones, three gems, one jewel, and a *potion of wisdom*.

OCEANID, Medium Fey: HD 9; AC 18 [+1]; ATK 1 dagger (1d4); MV 30 (Swim 90); F12 R10 W9; AL Lawful (NG); XP 1500; Special—Dimension door 1/day, magic resistance 25%, immune to cold, enlarge 1/day, siren song (fascinate at long range, deliver following spells: charm monster, suggestion, command, confusion, fear), control water at will, rebuke water elementals as 9th level cleric, cast spells as 7th level druid.

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

0303 POOR UNFORTUNATE SOUL | MONSTER

A raft floats in this hex, holding a shipwreck victim. The poor unfortunate soul was a sea captain who, to survive, eventually killed and dined on the three other survivors of his shipwreck. He is now a ghoulish, hungry for new victims. The sea captain has a key carved from serpentine hanging around his neck. He was given this key by his grandfather twenty years ago, and was told it opened the door to a hidden seaside fortress in Belerion [5632].

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

0309 SERPENT LAIR | MONSTER

A frilled sea serpent dwells in this hex, in the remnants of a ruined stepped pyramid of the sahuagin. The pyramid is thick with kelp and non-ambulatory sea creatures. The sea serpent coils inside the pyramid's inner sanctum, and escapes through a great crack in one side of the pyramid. The inner sanctum holds an ancient sahuagin treasure.

Treasure: 19,000 sp, three fancy stones and three gems set in a large stone idol of their shark goddess.

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

0313 LUBBERS | MONSTER

A tribe of 200 big, mean lubber (aquatic hobgoblin) warriors and their 270 females and 575 young dwell in this hex in a fortified camp reminiscent of a Roman fort. The lubbers are commanded by King Kune, a mean-spirited old lubber with burnished copper-red scales, leering yellow eyes and one tusk jutting from his mouth. The warriors of the tribe wear pectorals emblazoned with a skull motif and carry spears. Fifty of the warriors carry light crossbows as well. The lubbers are larger than average, and thus have 1+2 HD and deal +1 damage when they hit. They are in league with a crafty Ulflandic magic-user called Laine, who wishes to use them to seize control of Albion. The lubbers mistrust the mage because of his elf blood, but they think he might be a useful idiot, and so they humor him. Laine visits the lubbers about once every two weeks to plot and plan.

Treasure: 30 pp, 1,980 gp, 7,500 sp, 23,000 cp, two fancy stones, a *scroll of enlarge person* and a *scroll of animate rope, magic aura and see invisibility*.

LUBBER, Medium Humanoid: HD 1+2; AC 15 (studded leather and buckler); ATK 1 weapon (1d8+1); MV 30 (Swim 40); F13 R15 W15; AL Chaotic (LE); XP 75; Special—Hate elves.

KING KUNE, Medium Humanoid: HD 6+2; AC 15 (studded leather and buckler); ATK 1 weapon (1d8+1); MV 30 (Swim 40); F10 R12 W12; AL Chaotic (LE); XP 75; Special—Hate elves.

LAINNE, Half-Elf Sorcerer: LVL 3; HP 3; AC 10; ATK 1 dagger +0 (1d4-1); MV 30; F14 R14 W11; AL Neutral (N); XP 300; S7 D11 C11 I5 W13 C15; Special—Spells per day (6/6), spells known (0—acid splash, detect magic, detect poison, ray of frost, touch of fatigue; 1st—color spray, obscuring mist, shocking grasp).

0320 CROWN OF LYR | TREASURE

Those passing through this hex may chance to see a gold crown floating 100 feet above the surface of the ocean. The crown rests upon a pillar of transparent stone about 5 feet wide. The pillar is completely smooth, and thus difficult to climb. To make matters worse, the crown is protected by twenty small air elementals, who normally float around the crown peacefully, but who swarm like angry hornets when their prize is threatened.

The *Crown of Lyr* has the following powers: It can only be worn by a Neutral creature – Lawful (Good) creatures are electrocuted for 2d6 points of damage per round when they wear the crown, and Chaotic (Evil) creatures are burned for 2d6 points of damage per round when they wear the crown. The crown allows its wearer to become invisible to aquatic and air elemental creatures for up to 10 minutes per day, grants them a +2 bonus to reactions from aquatic and air elemental creatures of all kinds, and permits them to *control weather* over the sea once per day. If ever they attack an aerial or aquatic creature without first being attacked themselves, the wearer of the crown is transformed into an aerial servant. It immediately brings the crown back to the pillar, and stands guard over it for one month, after which it travels to the Elemental Plane of Air.

SMALL AIR ELEMENTAL, Small Air Elemental: HD 2; AC 17 [+1]; ATK 1 slam (1d4); MV Fly 100; F16 R9 W16; AL Neutral (N); XP 500; Special—Whirlwind.

0410 LLANTWE | DUNGEON

Llantwe is an accursed island. The island is low and sloped, and composed mostly of granite and sand. A ruined tower stands on the western point of the island, and in this tower there is a large chest of adamantine lined with lead. The chest is bound by thick chains (-3 to bend bars checks), a complex lock (-3 to open lock checks), is trapped with a poisoned needle (type IV) and was *wizard locked* by a 10th level magic-user. Inside the chest is a treasure, and the remnants of a demi-lich, the bones of an ancient mind eater sorcerer called Thakephoi-dha. Thakephoi-dha is unspeakably evil, of course, and half-mad from its long imprisonment. It will not act when discovered until it finds a way to get off the island.

Treasure: 1,500 pp, sixteen fancy stones, two gems, three jewels, a *staff of illumination* and a *wand of fireballs* [8 charges].

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

0424 DOME | MONSTER

A dome of grayish metal has been constructed on the sea floor here. The dome is about 100 feet in diameter, with a hexagonal entrance about 10 feet above the sea floor facing west and a cluster of hexagonal windows at the top of the dome.

The dome was constructed by, and is inhabited by, a large company of squid men. The squid men have designs on conquering Nod, and to that end have established numerous listening posts and spy bases under the sea. This dome coordinates the actions of several of these spies. It holds a garrison of twenty squid men, including their raucous and hard-headed commander, Shactsh. Shactsh is the veteran of many campaigns, and he bears many scars.

The dome contains equipment that permits the squid men to communicate with their home planet, a blue-green star set in the Firmament. Small babel-drones, silver spheres, flit through the dome. These drones work as translators and menial servants. They are only dimly intelligent, but are capable of following commands. Drones are capable of operating outside the dome, as long as they remain submerged. They can be recharged by electricity spells, with each point of damage inflicted on a drone giving it 1d4 days of operation.

Treasure: Each squid man has a body suit, and the armory contains twenty spear guns (treat them as medium crossbow) and 50 of the darts the guns fire. The squid men also have a set of twelve syringes that are the equivalent of *potions of healing*, six that act as *potions of neutralize poison* and three that act as *potions of cure disease*.

SQUID MAN, Medium Monstrous Humanoid: HD 5; AC 12 or 18; ATK 1 slam (4 tentacles (1d4) or 2 slams (2d4); MV 20 (Swim 60); F13 R11 W11; AL Neutral (LN); XP 500; Special—Contact with air causes 1d4 damage per round, true seeing.

SHACTSH, Medium Monstrous Humanoid: HD 8; AC 12 or 18; ATK 1 slam (4 tentacles (1d4) or 2 slams (2d4); MV 20 (Swim 60); F11 R9 W9; AL Neutral (LN); XP 500; Special—Contact with air causes 1d4 damage per round, true seeing.

0507 SEALORD | MONSTER

The *Sealord* is the war galley of Ulfrick, a druid of Nodens and a notorious pirate. While he has operated under a letter of marque provided by Queen Gloriana, he is currently between cruises, having harassed shipping between Nomo and Guelph. Ulfrick's men are tired from their long voyage, and he is now negotiating

with agents of King Lear of the Isles for protection. The *Sealord* has a crew of 170 pirates, including six mates and Ulfrick's first mate, Carlisle. The pirates wear leather armor and are armed with barbed darts, hand axes and short swords.

Treasure: The ship's hold is full of the spoils of piracy, including 40 pp, 1,850 gp, 19,000 cp, a gem, a leather talisman set with a lapis lazuli seized from a Saracen emissary (100 gp) and a *potion of barkskin* in a bottle marked with a skull.

PIRATE, Medium Humanoid: HD 1; AC 11 (padded); ATK 1 cutlass (1d6); MV 30; F13 R15 W15; AL Neutral (N); XP 50; Special—None.

MATES, Medium Humanoid: HD 3; AC 13 (leather and buckler); ATK 1 cutlass (1d6); MV 30; F12 R14 W14; AL Neutral (N); XP 150; Special—None.

ULFRICK, Human Druid: LVL 9; HP 38; AC 12 (padded); ATK 1 scimitar +6 (1d8) or sling +7 (1d4); MV 30; F8 R11 W7; AL Neutral (N); XP 900; S9 D13 C13 I9 W16 C11; Special—Spells per day (6/5/5/3/2/1), speak druidic, move through undergrowth, leaves no trail, +2 save vs. energy spells, shapechange, immune to poison.

CARLISLE, Half-Elf Duelist: LVL 7; HP 38; AC 16 (leather); ATK 1 rapier +8 (1d6+2) and dagger +8 (1d4+2); MV 30; F13 R7 W13; AL Neutral (CN); XP 700; S16 D18 C0 I15 W9 C11; Special—Specialist weapon (rapier, x2 damage), +2 initiative, riposte.

0511 ULCARN | MONSTER

Ulcarn is a bronze dragon who dwells under the sea in a grand palace of blue crystal with a dozen mermaid handmaidens. The mermaids serve as his apprentices, spies and caretakers, for he has become lazy in his dotage.

Treasure: 6,000 gp, organized neatly in a dozen iron chests.

ULCARN, Ancient Medium Dragon: HD 9 (63 hp); AC 18; ATK 2 claws (1d6) and bite (1d8); MV 40 (Fly 150, Swim 60); F9 R9 W8; AL Lawful (LG); XP 2250; Special—Line of lightning (60'), cone of repulsion gas (30'), cause fear, sense hidden and invisible creatures, resistance to electricity; Spells: At will—speak with animals; 3/day—create food & water, fog cloud, detect thoughts, control water.

0515 SUBMARINE WRECK | MONSTER

An Atlantean submarine (see NOD 21) has wrecked here, pinned under an avalanche from a sea mount. The submarine's crew, fifteen aquatic elves, is trapped within. The Atlantean captain, Oweyn, is slowly losing his grip on reality, and is beginning to suspect his crew of treachery.

0518 LUBBER FIENDS | MONSTER

A clan of lubbers dwells here amidst the wreckage of an ancient fleet of galleys. The lubbers live in the galleys, or in crude buildings constructed from the wreckage. They have unfurled one of the sails, using it as a tribal standard. It is crimson in color, and bears three silver skulls. The tribe consists of 200 warriors known for being rather large for lubbers, 270 females and almost 600 young. The tribe is led by Kin Kalagan and his bodyguard of 13

wild warriors. The clan keeps ten giant barracudas as guard animals. The beasts are under the control of their druid, Longhorne (Adept 3; he wears a helm with a single horn).

Treasure: Ten gems, 1,200 gp worth of silver ingots (240 lb)

LUBBER, Medium Humanoid: HD 1+2; AC 15 (shellycoat and buckler); ATK 1 weapon (1d8+1); MV 30 (Swim 40); F13 R15 W15; AL Chaotic (LE); XP 75; Special—Hate elves.

KING KALAGAN, Medium Humanoid: HD 4+2; AC 15 (shellycoat and buckler); ATK 1 weapon (1d8+1); MV 30 (Swim 40); F10 R12 W12; AL Chaotic (LE); XP 75; Special—Hate elves.

0604 FUNNEL INTO OTHER WORLDS | WONDER

When ships pass through this hex, there is a 1 in 20 chance of a weird whirlpool forming and sucking ships into a small sea beneath the surface of Ulflandia. In this underworld, demi-undead Nomoi warriors led by the lost centurion Bezantius battle the kingdom of svarts for domination. The sea is abutted by a vast maze of intricate, beautiful caverns.

0616 JIMMY SQUAREFOOT | MONSTER

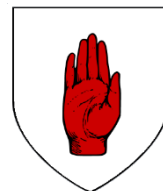
Hills of a sinister nature, they are haunted by black troll-dogs (moddey dhoo) as big as calves, with large eyes, curled shaggy hair and eyes that shine like burning coals) and a breed of evil, spiteful sprites (moonjerveggy) 2'-3' tall in red caps and green jackets) who hunt with packs of fairy dogs all colors of the rainbow or the buggane, hairy black ogres with claws, tusks and large, red mouths that tunnel underground like moles – they cannot cross water or stand on hallowed ground (fiendish)

Into this walks Jimmy Squarefoot, an ogre with the head of a pig and large, square feet swathed in calico – he is kindly – basically a chance of running into one of these things when traveling here

0617 TRIDDA | SETTLEMENT

Tridda is a hill fort of 339 gruagach ruled by Laird Cainu, an effete scoundrel mistrusted by his people but feared for the mysterious disappearances of his enemies. Cainu's domain contains another 3,000 elves and fey.

The people of Tridda are known for their fondness for wine. Their working fairies herd cattle in hidden pastures and trade for wine and other staples with the other nearby hill forts. Cainu is a cousin of Queen Agnes of Elphyne, but has sworn fealty to King Manawydan, a storm giant that dwells in an ancient castle of cyclopean stones constructed about 1 mile off the coast. The storm giant rules through Cainu, and mostly focuses on the goings-on in the sea, and the task of marrying his headstrong daughter Gladra to somebody worthy.



Cainu's kettering, or warrior band, consists of 21 gruagach warriors and a sergeant, the wily young ranger Cama.

Treasure: 1,470 gp, 700 sp, 4,000 cp, a canary diamond (jewel), a book bound in ermine bearing an epic poem of the gruagach concerning a cattle raid (700 gp) and a *scroll of strength*.

GRUAGACH, Medium Humanoid: HD 1; AC 16 (scale and shield); ATK 1 weapon (1d8); MV 30; F15 R13 W15; AL Lawful (CG); XP 50; Special—Elf traits.

CAINU, Wild Elf Barbarian: LVL 6; HP 45; AC 16 (studded leather, +1 shield); ATK 1 bastard sword +6 (1d8+1); MV 40; F8 R13 W13; AL Chaotic (NE); XP 600; S13 D11 C16 I9 W10 C9; Special—Rage 2/day, sixth sense; Gear—Potion of aid.

CAMA, Wild Elf Ranger: LVL 3; HP 21; AC 14 (studded leather, buckler); ATK 1 dagger +4 (1d4+1) or short bow +3 (1d6); MV 30; F12 R12 W13; AL Neutral (N); XP 300; S14 D11 C10 I5 W14 C8; Special—Elf traits, favored enemy (Sassenachs).

0619 SAPPHIRE PRISON | TREASURE

There is a small island in this hex, about the size of a football field. The island is a granite mount, and set in the pinnacle is a large, gleaming sapphire. If touched, the sapphire shifts people into a pocket dimension of water and ice where they must deal with a captive ice genie to escape his realm.

0638 GEOFFREY GRÆG | MONSTER

Old Geoffrey has sailed the Black Strait and Tepid Sea for years, preying on the merchant fleet of Antigoon and sometimes tangling with the corsairs of the Wyvern Coast. The Grægs are Bragarts by ancestry, and have worked as raiders for years. Geoffrey has a fleet of five cogs armed with falconets and demi-culverins. In all, Geoffrey commands 260 men. The four vessels that do not carry his flag are commanded by his lieutenants Almar (loyal but pedantic and disliked by his crew), Scurvy Colyn (tactically brilliant, but a drunkard), Mordan the Cat (a fine sailor missing an eye), Pip (a halfling bard of extraordinary ability) and the magic-user Red Camusa. The fleet is currently on the hunt.



Treasure: 90 pp, 2,650 gp, 1,000 sp, and 19,000 cp.

PIRATE, Medium Humanoid: HD 1; AC 11 (padded); ATK 1 cutlass (1d6); MV 30; F13 R15 W15; AL Neutral (N); XP 50; Special—None.

LIEUTENANTS, Medium Humanoid: HD 3; AC 13 (leather and buckler); ATK 1 cutlass (1d6); MV 30; F12 R14 W14; AL Neutral (N); XP 150; Special—None.

GEOFFREY, Human Duelist: LVL 9; HP 36; AC 15 (padded, buckler); ATK 1 cutlass +9 (1d6+1); MV 30; F12 R7 W13; AL Chaotic (CE); XP 900; S13 D16 C10 I15 W5 C9; Special—Specialist weapon (cutlass, x2 damage), +2 initiative, riposte.

RED CAMUSA, Human Sorcerer: LVL 7; HP 17; AC 10; ATK 1 club +1 (1d4-1) or dart +2 (1d4-1); MV 30; F13 R13 W10; AL Chaotic (CE); XP 700; S7 D9 C9 I8 W11 C12; Special—Spells per day (6/6/6/4), spells known (0—audible glamor, daze, detect

magic, flare, mage hand, message, smoke image; 1st—animate rope, energy missile, feather fall, obscuring mist, precognition; 2nd—ego whip, resist energy, web; 3rd—flame arrow, water breathing).

0717 SKELETON | WONDER

The skeleton of a lubber in tattered shellycoat armor lies on the beach here, half buried in the sand, but still attracting ravens. One of the skeleton's arm is pinned under its body, and in its hand is held a large (very large, in fact) brass key. The key belongs to the dungeon in [1419].

0808 BECKONING MAIDENS | MONSTER

Travelers through this hex may be amazed to spot a dozen maidens with long, flaxen hair and pale skin in the water, waving frantically for their attention. Experienced sailors will claim it is a trick by the fey, and will want nothing to do with them. The sailors are correct. The creatures are called asrai. They are composed of liquid, but can, in the presence of air, take the form of beautiful women. They are surprisingly strong, and they are carnivorous. Creatures who touch them find themselves grappled and pulled underwater to drown.

The asrai in this hex are the daughters of the sea titan Barinthus, who nurses a deep grievance against the old elves over a broken engagement, and has extended this hatred to almost all living creatures. He broods in his abode, a castle of sea glass, delighting in the murderous actions of his daughters. He is also served by a band of twenty morrigans, who dress in mithral coats and wield jagged silver tridents.

Treasure: 15,000 gp, 13,000 sp, 1,000 cp, a blue sapphire (jewel), three bolts of cloth-of-silver (worth 2,000 gp each), a crystal coffer (1,000 gp) holding a golden comb (200 gp) on a red velvet pillow (50 gp), a miniature of a tower covered in pearls (3,000 gp), a +1 *shortsword*, +3 *vs. aquatic creatures* made of sea glass with an obsidian hilt and a bronze urn (100 gp).

ASRAI, Medium Fey: HD 3; AC 14; ATK 1 slam (2d4 + grapple); MV 30 (Swim 60); F14 R12 W12; AL Chaotic (CE); XP 300; Special—Charm person 3/day, magic resistance 5%, resistance to piercing and slashing weapons.

MORRIGAN, Medium Fey: HD 1; AC 20; ATK 1 weapon (1d8); MV 30 (Swim 50); F15 R13 W13; AL Chaotic (CE); XP 100; Special—Charm person 3/day, water breathing 1/day, magic resistance 5%.

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

0812 SABENN'S SAVAGES | MONSTER

Sabenn is a short, flirtatious, thoroughly wicked woman with blazing green eyes and hair as red as blood. Captured by Bragart raiders as a child, she married their chief and soon became a pirate in her own right. Her savages are 260 pirates, seven mates (4th level fighters) and Icon, a crusty old magic-user who treats her like the daughter he never had. The savages wear very little clothing, adding furs in the colder months, and arm themselves with cutlasses. They operate three cogs called *Liberty*, *Old Nick* and *Black Dragon* and mostly cruise in Mother Ocean. They are currently heading to meet the troglodytes in [1012].

Treasure: 580 gp, 8,000 sp, 12,000 cp, five fancy stones, one fire opal worth 800 gp, scroll of know direction, phantasmal force and summon swarm, potion of delay poison, *wand of charm person* [2 charges] and *wand of color spray* [2 charges].

PIRATE, Medium Humanoid: HD 1; AC 11 (padded); ATK 1 cutlass (1d6); MV 30; F13 R15 W15; AL Neutral (N); XP 50; Special—None.

MATES, Medium Humanoid: HD 3; AC 13 (leather and buckler); ATK 1 cutlass (1d6); MV 30; F12 R14 W14; AL Neutral (N); XP 150; Special—None.

FIRST MATES, Medium Humanoid: HD 4; AC 14 (studded leather and buckler); ATK 1 cutlass (1d6+1); MV 30; F12 R13 W13; AL Neutral (N); XP 200; Special—None.

ICON, Human Magic-User: LVL 5; HP 10; AC 11; ATK 1 dagger +0 (1d4-1); MV 30; F13 R12 W10; AL Neutral (N); XP 500; S8 D13 C12 I16 W14 C11; Special—Spells per day (4/3/2/1); Spellbook—0—all cantrips; 1—alarm, grease, identify, mage armor, magic missile, mount, obscuring mist; 2—change self, flaming sphere, invisibility, knock, see invisibility; 3—dispel magic, fly; Gear—*scroll of know direction*, *phantasmal force* and *summon swarm*, *wand of charm person* [2 charges] and *wand of color spray* [2 charges].

SABENN, Human Fighter: LVL 9; HP 41; AC 17 (breastplate, buckler); ATK 2 falchion +9 (1d8+1) or composite bow +9 (1d6+1); MV 30; F8 R11 W12; AL Chaotic (NE); XP 900; S13 D13 C13 I7 W9 C10; Special—Dominate foes; Gear—*potion of delay poison*.

0814 CAER SCAITH | DUNGEON

Travelers moving through this hex in the morning or evening hours may see a curious sight – the shadow of a castle with nine towers against the heather-covered hills. This sight is curious because there is no such castle in the hex, just the shadow. Or, to be more precise, the castle is in the hex, it is merely composed of shadow. The castle is called Dunscaith, and it owned by Scathach, a princess royal of the Plane of Shadow, the mother of Queen Agnes of Elphyne, the goddess of the shadow fey of Ulflandia and perhaps the greatest warrior woman the isle has ever known.

Scathach's castle is a nexus point between the Material and Shadow Planes, allowing passage between the planes. It appears from afar as nothing but a shadow on the hills, but when approached proves to be a three-dimensional construct, though still eerily translucent. When one enters, they discover the interior to be opaque and composed of black and grey stone,

with copious shadow. All the rules to the Shadow Plane apply within the castle, and exiting the castle through anything but the gatehouse deposits people in the Plane of Shadows.

The castle has deep dungeons, and is inhabited by fey beings, shadow creatures, the shades of dead heroes and villains, a family of shadow dragons and a few wraiths and spectres. The lady of the castle is rarely home, but when in attendance she holds a court open to all petitioners, granting them safe passage in and out of her home provided they do not do any exploring. Her treasures are numerous, and her ardor intense for male warriors who prove themselves against her.

0816 FILLYDOO | SETTLEMENT

Fillydoo (roughly translated as “Black Market”) is a large settlement of 1,000 goblins, hobgoblins and allied peoples who make a living trading with the giants of the mountains and the peoples of the sea, as well as pirates and other humans and demi-humans brave enough to dare the black market. The svarts have many contacts here, and a family of magic-using duergar work here as magical smiths.

The town has rough-hewn walls of dark grey, and jagged towers guarded by goblin archers with grey-flecked arrows. The town has a single, large gatehouse commanded by a one-eyed old hobgoblin called Ulik Mawr, who wields a +1 *greatsword*.

The town is notoriously dangerous, and abounds in thieves, assassins and chaos cultists. It has a single market, where all manner of goods can be purchased, and numerous secret markets where arcane objects might be procured.

0909 OLD TARLY | WONDER

Old Tarly is a kelp dragon who lives near the shore in an undersea cave littered with treasure. He sometimes crawls onto shore to gaze at the sun through gauzy eyes, but mostly keeps just under the surface, waiting for prey.

Treasure: 500 gp, *scroll of comprehend languages*, *mount and ray of enfeeblement* (scratched onto obsidian, mount summons a magical hippocampus), *elemental gem*, *potion of magic fang* and *wand of web* (5 charges).

KELP DRAGON, Medium Plant: HD 8; AC 16; ATK 2 claws (1d6 + 1d6 negative energy) and bite (1d8 + 1d6 negative energy); MV 40 (Fly 100, Swim 20); F9 R11 W12; AL Chaotic (CE); XP 2000; Special—Breath cloud of black putrescence 3/day (obscures vision, suffocates), energy drain, spawn zombies.

0915 SEA CHEST | WONDER

An antique chest is half-buried in a sandy ravine in the mountains here. The chest is filled with bottles of rum. One bottle holds a

small rum elemental (treat as water elemental) with a surly disposition and a thirst for havoc.

SMALL RUM ELEMENTAL, Small Water Elemental: HD 2; AC 15 [+1]; ATK 1 slam (1d6); MV 20 (Swim 90); F13 R15 W16; AL Neutral (N); XP 500; Special—Whirlpool.

1009 GORMS | MONSTER

A waterfall, deep maroon in the setting sun and brilliant as new silver in the light of day, pours over the cliffs of white chalk here, spilling into the sea. Behind the waterfall there are caves worn into the cliffs where a band of gorm hides their ill-gotten booty. The gorms are in the cave about 1 time in 6, and when they are they number twenty of them. The gorms call up storms to sink fat merchant vessels hugging the coast, capturing their goods and transporting them up to the cave for sale later.

Treasure: 70 pp, 460 gp, 1,111 sp, 10,000 cp, eighteen barrels of common wine (2 gp/80 lb each), 30 bottles of wine (1 sp/4 lb each), 13 bottles of spiced wine (2 gp/4 lb each), 32 bags of salt (2 sp/1 lb each), a bag of dried mushrooms (1 gp/1 lb), an empty barrel, a canopy bed (oak, dismantled), a cauldron, a courtier's outfit, a wooden chess board, eight large iron boxes (slight rusting from their time in the cave), a pavilion tent (red and white), 10 rope ladders, a sarcophagus (still needs finishing), a signet ring (5 gp), 19 boxes of dried figs (3 gp/8 lb each), three small casks of ale (2 sp/8 lb ... and several empties), a spinning wheel, and a mahogany wardrobe (100 gp).

GORM, Small Fey: HD 1; AC 15; ATK 1 weapon (1d6+1); MV 20 (Swim 40); F19 R13 W12; AL Neutral (N); XP 50; Special—Magic resistance 15%; Spells—1/day—control weather (with twelve other blue men).

1012 CAVE DWELLERS | MONSTER

A tribe of 100 troglodytes dwell in a series of limestone caves in this hex. The troglodytes stand straighter than their kin, and they have greyish-white skin with mottled lumps of purple on their necks, faces and extremities. Their snouts are smaller than most troglodytes, but their teeth are no less sharp. The warriors of the tribe are accompanied by 60 females (notably smaller than the males) and 70 young. The tribe's chieftain, Zhag, commands four sub-chiefs and a crooked-backed shaman called Ssslag (Adept 3) who wraps his clammy body in embroidered velvet curtains.

The troglodytes are raiders and fishers, mostly. They keep their treasure locked inside a large iron maiden they salvaged. The iron maiden is wrapped in thick chains, and also serves as their idol.

Treasure: 400 gp, 3,800 sp, 22,000 cp, three jewels, *scroll of gust of wind*, *locate object and spectral force* and *wand of monster summoning II* (in the hands of the adept Ssslag).

TROGLODYTE, Medium Humanoid: HD 2; AC 15; ATK 2 claws (1d4) and bite (1d4); MV 30; F12 R15 W16; AL Chaotic (CE); XP 200; Special—Stench.

TROGLODYTE SUB-CHIEF, Medium Humanoid: HD 3; AC 15; ATK 2 claws (1d4) and bite (1d4); MV 30; F12 R14 W15; AL Chaotic (CE); XP 300; Special—Stench.

ZHAG, Medium Humanoid: HD 6; AC 16; ATK 2 claws (1d4) and bite (1d6); MV 30; F10 R12 W13; AL Chaotic (CE); XP 600; Special—Stench; Gear—Potion of healing.

1014 AULD MICHAEL | STRONGHOLD



A wizard called Auld Michael dwells in this hex in a ramshackle stone tower whipped by wind and rain. The tower is light grey in color, with an embattled roof and numerous high windows that are always dark. Auld Michael's history is murky, though he is known to have adventured in Nod for some time before retiring to the Hieland Coast. Here, he raised a tower. The tower stands atop the only hill in the hex (also said to have been raised by the wizard), and is ever dark and foreboding.

Travelers tell of chill winds that whip up and tear at their hair and clothing when they enter the hex, and sometimes of strange lights in the skies around the tower. Several standing stones are found in the hex, the largest bearing a verse:

"As Sun, Moon and Stars goes the traveler,

With the tongue of an angel,

And the lips of a lover."

The tower has no obvious door, though one can be found by walking clockwise around the tower three times while chanting Lawful prayers, eyes closed, and right hand touching the damp stone. The door then appears as a faint line of light outlining several stones, and can be opened by kissing the door and then pushing it. There is no other way.

Within the tower there is a simple kitchen, where one can often find the wizard in his favorite chair, feet on a cushion, pipe in his mouth, a brownie tending the stove or fetching him wine. He has ashen skin, very long ears and cascades of silver hair. He looks a thousand years old, but has the glimmering eyes of a nipper on the prowl for fun and excitement. Auld Michael enjoys the protection of an astral deva, one Tesiel, who appears as a slight man with golden curls, blazing eyes, and an aquiline nose. Tesiel has a wry sense of humor for an angel, and visits the wizard at least once a month for tea and conversation.

Treasure: 3,000 gp (hidden in sacks of flour that animates as clouds of choking dust when disturbed), a hunter's cap made of ermine (300 gp) and a bottle of exotic, golden wine (900 gp, never opened).

TESIEL, Medium Outsider: HD 12; AC 24 [+1]; ATK 1 +2 heavy mace (1d8+7 + stun 1d6 rd) or slam (1d10); MV 50 (Fly 100); F7 R6 W4; AL Lawful; XP 3000; Special— Immune to acid, cold and paralysis, aura of protection, resistance to electricity and fire, magic resistance 30%; Spells—Continuous—tongues; At will—aid, continual flame, cure disease, detect evil, detect lie, dispel evil, dispel magic, holy aura, holy smite, holy word, invisibility (self), plane shift, polymorph self, remove curse, remove fear; 7/day— cure light wounds, detect invisibility; 1/day—blade barrier, heal.

AULD MICHAEL, Human Magic-User: LVL 16; HP 37; AC 12; ATK 1 staff +6 (1d6); MV 30; F10 R10 W4; AL Neutral (CN); XP 1600; S10 D11 C12 I18 W13 C13; Special—Spells per day (4/5/5/5/4/4/3/3/2); Gear—scroll of fireball, potion of strength, ring of protection +2, and a wand of wisdom [8 charges].

1050 EMISSARY | MONSTER

A large troop of 100 locathah mounted on giant eels is moving through this hex on their way to Tremayne. They guard an emissary of their queen, Joolbip of the South Seas, to the queen of Ulflandia to speak of politics and alliances. The locathah are armed with barbed spears, nets and crossbows.

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

1103 HULK | WONDER

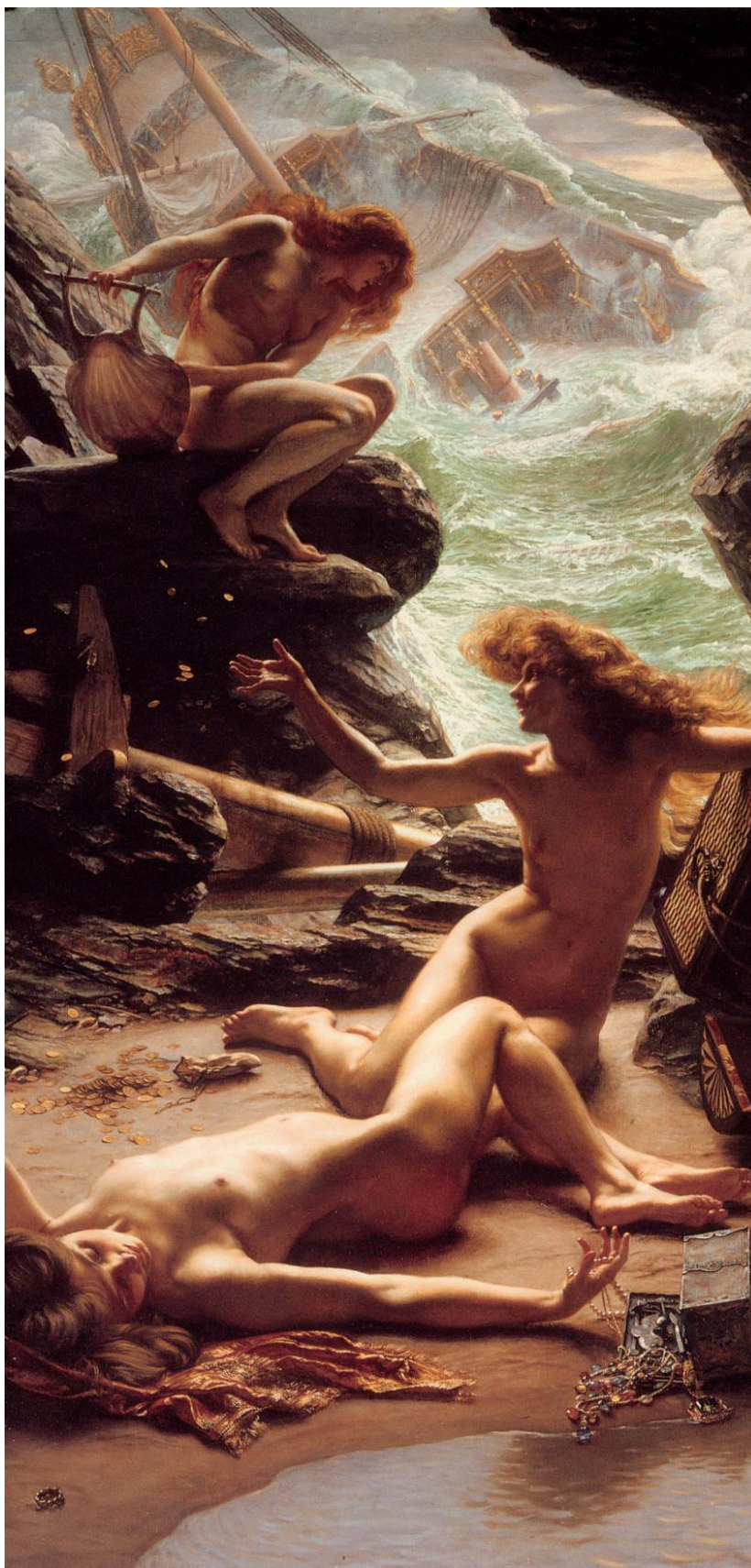
A small cog floats here with the currents, timbers creaking, ragged sails flapping in the wind. The ship's log indicates that it set sail two years ago from Dweomer Bay. The log's last entry is from one month ago, and indicates nothing untoward. The ship is now empty – no skeletons, no salvage, no treasure – but the mast is carved with *exploding runes*.

1109 EXILED NEREIDS | MONSTER

A trio of nereids, Iotes, Phile and Anthis, dwell here in a cave overlooking the sea. They are distant cousins of Gloriana, exiled from her court after they seduced and drowned a young knight. The nereids hold a grudge against the queen, scheming in their dank cave surrounded by what jewels and coins they have managed to scavenge from ships they sink with the storms.

Treasure: 2,000 gp, four fancy stones, one gem.

NEREID, Medium Fey: HD 6; AC 17; ATK 1 dagger (1d4); MV 30 (Swim 60); F12 R10 W9; AL Lawful (NG); XP 600; Special— Dimension door 1/day, 7th level druid.



1115 MAEREHEALL | MONSTER

The mountains here have deep valleys, thick with black pines and echoing with the foreboding laughter of a clan of 15 frost giants. Here, Eorl Bretwald, has established Maereheall, his fortified hall. His peoples hunt the Hielands and sometimes drag their longship down to the sea to work as whalers and raiders. His queen, Frethilda, is a renowned beauty among the giants, and a powerful druid as well, worshipping her many times great grandmother Beira, who crafted the Hielands in elder days and was among the giants cast down by the ancient elves during their many wars.

Maereheall is constructed of thick pine timbers and rough-hewn stone, and surrounded by a wall of eternal ice raised by the magic of Frethilda and her acolytes. This ice wall is patrolled by three frost giants armed with giant arbalests night and day. Other sentries are kept in the mountains. They communicate with Maereheall using giant ram's horns. When their alert comes, Bretwald releases his three winter wolves to spy on the intruders, and bring back to him news of their strength.

The Maereheall contains a frigid great hall where meat and fish are hung on giant hooks and consumed raw. Mead flows like rivers from massive casks, noisy songs are sung and epic poetry is recited by his blue-bearded scop, Ofrið Edhersson.

Beneath the Maereheall lies its greatest treasure, the chamber of ice. The chamber lies at the center of a maze of icy passages guarded by frost giants, magic, traps and monsters. Within the ice chamber lays the body of Lady Aeron, a princess royal of the gruagach, who fell in battle twenty years ago and is now held in suspended animation in the chamber. The old eorl has fallen in love with her, and can often be found here, watching over her. This has, naturally, angered Frethilda, and she seeks bold adventurers to steal the princess away from her smitten husband.

Treasure: 900 pp, 6,600 gp, numerous precious stones (fancy stones x16, gems x9, jewels (a blue-white diamond) x1), and a porcelain bowl fired in Mu-Pan and taken from a merchant ship, decorated with fierce kirin (200 gp). These treasures are kept in the ice chamber, in freezing iron boxes, save for some coins of lesser value in the purses of the giants.

FROST GIANT, Large Giant: HD 10; AC 15; ATK 1 battleaxe (4d6) or boulder (2d10); MV 30; F7 R10 W10; AL Chaotic (CE); XP 1000; Special—Immune to cold, vulnerable to fire.

OFRIÐ SCOP, Large Giant: HD 10; AC 15; ATK 1 battleaxe (4d6) or boulder (2d10); MV 30; F7 R10 W10; AL Chaotic (CE); XP 1000; Special—Immune to cold, vulnerable to fire, Bard spells per day (3/1), legend lore, music (fascinate); Gear—Ornate wooden staff (160 gp).

QUEEN FRETHILDA, Large Giant: HD 10; AC 15; ATK 1 battleaxe (4d6) or boulder (2d10); MV 30; F7 R10 W10; AL Chaotic (CE); XP 1000; Special—Immune to cold, vulnerable to fire, druid spells per day (5/3/2), speak druidic, move through

undergrowth, leaves no trail, +2 save vs. energy spells; Gear—bloodstone necklace with each stone engraved with a rune of love (700 gp), platinum earrings hung with crystals (500 gp)

KING BRETWALDA, Large Giant: HD 14; AC 15; ATK 1 battleaxe (4d6+2) or boulder (2d10+2); MV 30; F7 R10 W10; AL Chaotic (CE); XP 1000; Special—Immune to cold, vulnerable to fire; Gear—Mithral chainmail shirt (900 gp).

1120 ORCADIA | MONSTER

Orcadia is a dangerous little island. It is, believe it or not, the birthplace of all orcs. The orcs were created when a strange alien fungal being landed on this spot and was summarily attacked by the Kabir warlord Belenus. In the ensuing fight, the elder thing was destroyed. Wherever its blood was spilled, though, it bonded with whatever living thing it touched, forming a fungal hybrid. Among the living creatures nearby were a tribe of goblins. The goblins bonded with the fungal ichor, and the orcs were born. Being fecund, they multiplied quickly and soon spread from their tiny island to Ulflandia and from there to the mainland and soon throughout Nod. Warlike and savage, and born from an alien fungus, they interbred easily with everything they found, except elves, and there are now probably few evil humanoid species that do not carry some small portion of orc blood in their veins.

The home island of the orcs is still inhabited by orcs and some other fungal horrors, and not much else. The orcs here are divided into small, hostile clans that come together only in the autumn to collectively worship their progenitor and swap females to keep their bloodlines strong. In all, there are four clans, each with 100 to 200 members. They dwell in the many caves that riddle the island. At the center of the island there is a cairn under which the alien entity is buried.

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.

SUB-CHIEF, Medium Humanoid: HD 2; AC 15 (studded leather and shield); ATK 1 weapon (1d8); MV 30; F12 R15 W15; AL Chaotic (CE); XP 100; Special—None.

CHIEF, Medium Humanoid: HD 3; AC 17 (chainmail and shield); ATK 1 weapon (1d8); MV 30; F12 R14 W14; AL Chaotic (CE); XP 150; Special—None.

1128 BLACK AND WHITE | WONDER

An ancient dragon boat of the Bragarts sank here, settling into a small valley between sea mounts. One of the mounts is pearly white, the other black basalt. The Bragarts on the boat have been held in suspended animation, between life and death, but the two spirits of the sea mounts, each claiming the men. The spirits are two halves of the same being, a powerful titan that was slain here in the wars that occurred in elder days between the titans and the gods. The split halves of the titan's soul attached themselves to these mounts, each appearing as a translucent image of the old titan, and each claiming to be his true soul. Each

believes that they can absorb the life energy of the slain Bragarts and use this energy to best and absorb the rival.

1143 DINAS LIR | CITY-STATE

Dinas Lir is a city-state of aquatic elves, nixies, mermaids and other aquatic beings. At its heart is the massive citadel of the King Dylan O'Taine, eastern king of the sea elves. King Dylan's domain once extended to the isles of the surface, though now he focuses solely on his aquatic domain. He has heard of the "rebirth" of Atlantis in the western reaches of Mother Ocean and worries that they will soon approach his own domain in search of allegiance and/or tribute. This, he will not allow, and he fears the war that is sure to come. His people have been at peace for many years, except for minor skirmishes with locathah, lubbers and sahuagin, and Dylan is not sure they can prevail.

The city-state is a grand affair, though very ancient. The outer walls of the city curve inward, as though the base of a dome, and are composed of malachite blocks. The inner walls also curve inward, and are taller. They are composed of porphyry blocks. At the center is the spired temple of Nodens, the sea god, and in its shadow the great palace of the king, which encircles the temple. The high priest of Nodens, Mathoc, dwells in the temple, looking down upon the king, and he is as worried as Dylan about the rise of the Atlanteans and what it might mean for their city-state. The two men rule the city together, each being able to veto the other.

Dinas Lir itself is a maze of passages and buildings, mostly composed of black or grey basalt, with coverings of colorful sea creatures and plants. Vril-powered lights keep the city in a perpetual twilight.

1212 BONE GORGE | MONSTER

Crom Cruach is the terrible godling of ghouls and ghosts. While its divine form exists in the Negative Energy Plane, its material form has taken up residence in a deep gorge in the mountains here. The Gorge of Bones, as it is described, is carpeted with bones which, in some place, are 20 feet deep. These bones hide dozens of small caves that lead deep into the earth, where a dimensional nexus permits travel by the undead through the blackness of the negative energy plane. This nexus is, in fact, the divine form of Crom, while its physical form, which looks something like a pallid purple worm, guards the nexus.

The material form of Crom rests in a great temple of death lined with black marble and lit by pale ghost lamps that float about the place. At the end of the temple, there is a giant black gate – black because no light exits, enters or can exist within the gateway – and in the center of the temple there is a pit. Offerings of broken, bloody bodies and wealth are left around the pit by undead

monsters that have traveled through the gate. There is a 1% chance that a powerful undead or a group of lesser undead pilgrims are passing through the gate when adventurers are in the temple. Crom dwells in the pit, and emerges when it detects that creatures have entered the place.

Encounters with 1d6 ghouls occur on a 4 in 6 chance at night, or a 1 in 6 chance in the day time (check hourly).

CROM CRUACH, Huge Outsider: HD 20; AC 19 [+2]; ATK 1 bite (2d10 + energy drain 1 level + swallow whole) and sting (2d6 + poison IV); MV 20 (Burrow 20, Swim 10); F3 R3 W3; AL Neutral (N); XP 5000; Special—Spawn ghouls, immune to cold and negative energy, resistance to acid and fire, magic resistance 15%.

1215 JEWELLED BRIDGE | WONDER

A natural earth bridge crosses a great ravine here. The ravine is about 80 feet deep with rocky sides that allow dangerous climbing. The bottom is strewn with boulders, many of them bearing the faces of giant kings of old. A small stream, rust red, flows between the boulders, and their bases are caked with algae and muck and small, hardy plants. The giants in the area gather these herbs to flavor their mead.

The bridge is about 200 feet long and varies in width from 5 to 8 feet. It is encrusted with rock crystal. The elves and giants say that it was raised by the Kabir Ghobb, the crystals bursting from its surface when he walked across the bridge to do battle with the ancient giant king Hradafax. It is not uncommon to find simple religious offerings to Ghobb on the bridge.

1309 SLEEPY VALLEY | WONDER

This hex holds a valley that seems never to be brighter than twilight, even at midday. Despite this darkness, the broad, low valley is carpeted with velvety grass of the darkest green and evil looking blackthorn trees whose leaves drip with poison (type I) abound. Small paths of shiny black stones pick out a confusing trail that crosses through the blackthorn trees. A river of liquid shadow, freezing to the touch, but dissipating quickly at the touch of warm flesh, trickles down the valley. The shadow stream bubbles from a weird monolith at the northern end of the valley, a monolith carved with a grotesque face.

The shadow pours from the open mouth on the monolith. The stream disappears at the southern end of the valley, seeping into a large bog inhabited by numerous shadow trolls (encounter 1d4 trolls on a roll of 1-4 on 1d6; a total of 12 trolls live in the bog). The trolls are the sons of the shadow hag Cailleach, who dwells in an air-filled cavern beneath the bog. Once the queen of Elphyne, she is now a bitter exile who would do anything to get even with Queen Agnes.

Treasure: Cailleach's treasure is kept in a shadowy void in her cavern. Reaching into the void causes 1d5 points of strength damage and 1d8 points of cold damage. The treasure consists of 2,000 gp, a silk cloak trimmed with ermine (500 gp), a silver dagger and a *potion of endure elements*.

SHADOW TROLL, Large Giant: HD 6; AC 16; ATK 2 claws (1d6 + rend) and bite (1d6 + 1d4 strength); MV 30; F9 R12 W13; AL Chaotic (CE); XP 1500; Special—Regenerate (acid and fire), disappear into shadows (as shadow mastiff).

CAILLEACH THE SHADOW HAG, Large Outsider: HD 10; AC 20 [+1]; ATK 1 bite (2d6 + disease); MV 20; F9 R8 W7; AL Chaotic (CE); XP 2500; Special—Immune to fire, cold, charm, sleep and fear, magic resistance 25%, disappear into shadows (as shadow mastiff); Spells—At will—darkness, detect magic, ray of enfeeblement, scare, spectral force; 3/day—blacklight, improved phantasmal force, shadow conjuration; 1/day—shadow evocation.

1310 BOULDER TOSS | MONSTER

Two mountain giants, Taitharan and Maileagha, stand on mountains facing one another and hurling stones back and forth. The stones have runes carved on them with messages of love. The giant, Taitharan, and giantess Maileagha, love one another, but neither is willing to give up its kingdom (i.e. its mountain) to live with the other. While they throw stones, their hobgoblin servants (each has about 30 hobgoblins in its employ) drink the giant's mead and ale, torment their giant rams and play and rob travelers in the hills. Encounters with a band of 3d6 hobgoblins occur on a roll of 1-3 on 1d6.

Each mountain giant has a massive cave complex it calls home in its own mountain. Taitharan's is the more rugged of the two, while Maileagha's has its own bubbling spring and a fantastic curtain sewn from dozens of expensive gowns taken from maidens that she has captured and devoured over the years.

Treasure (Taitharan): 12,270 gp, 700 sp, 4,000 cp, four sapphire jewels, a suit of full plate bearing the livery of the Questing Knights, +2 *shortbow*, *oil of invisibility* in a skull-shaped bottle and a *tome of clear thought* (+3) bound in golden leather and richly illuminated by fine artists.

Treasure (Maileagha): 2,300 gp, 700 sp, 2,000 cp, four black sapphire jewels, a copper music box (1,600 gp, giant-sized, it plays Handel's *Messiah*), a glass eye (300 gp), a +1 *battleaxe* and a *wand of magic missile* (6 charges).

MOUNTAIN GIANT, Huge Giant: HD 16; AC 17; ATK 1 tree trunk (2d8+4) or boulder (2d8+4); MV 30; F3 R7 W8; AL Chaotic (CE); XP 800; Special—None.

1312 CITADEL OF WINTER | MONSTER

The fortress of the winter hag goddess Beira stands in this hex, overlooking a deep valley ever in the grip of winter (though mild in the summer months). The citadel is constructed of cyclopean

white stones. The outer walls have five great towers, each of massive size and occupied by a troupe of 50 gnoll warriors. The gnoll warriors guard the outer walls and tend to Beira's great herd of Irish deer that graze in the chill valley below, bringing them into great stables within the towers during the winter months, where they are sustained on grass mown in the surrounding hills and warmed by giant hearths.

Treasure (Gnoll Tower-Example): 270 gp, 2,700 sp, 1,000 cp, and five gemstones.

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

Beyond these outer walls there are bare granite slopes leading up to an inner set of walls with three tall towers each inhabited by a family of 4 frost giants and their attendant winter wolves. The giants and wolves patrol the great courtyard of Beira, which is massive in size and upon which stands the personal citadel of the hag queen. The courtyard is ever whipped by freezing winds and the ground is icy and treacherous.

Treasure (Giant Tower-Example): 1,200 gp and a random medium magic item.

FROST GIANT, Large Giant: HD 10; AC 15; ATK 1 battleaxe (4d6) or boulder (2d10); MV 30; F5 R8 W8; AL Chaotic (CE); XP 1000; Special—Immune cold, vulnerable fire.

The great citadel of Beira is a maze of trapped passages, dungeons occupied by her enemies, living quarters for the thirteen coveys of hags (each with a blue hag, annis and mountain hag) that make up her daughters and most trusted servants, kennels for her winter wolves, and her great throne room-temple. This temple is ever guarded by a trio of ice devils and holds Beira's throne, made of silver and encrusted with diamonds and sapphires. During the autumn and winter, she sits on this throne and observes her domains via a scrying pool set in the floor. In the spring and summer months, the hag goddess turns to stone, and sits on the throne like a great grimacing idol.

The hag's treasure is located in a great vault beneath her throne room, and is guarded by the ancient white dragon Finrimanne.

Treasure (Covey-Example): 100 pp, a crystal idol of Beira (2,000 gp) and a random minor magic item.

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

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

BLUE HAG, Medium Monstrous Humanoid: HD 9; AC 22; ATK 2 claws (1d4 + 1d6 cold) or weakening attack (2d4 strength); MV 30 (Climb 30); F10 R9 W8; AL Chaotic

(CE); XP 900; Special—Magic resistance 25%, immune to cold, vulnerable to fire, staff (1/day—cone of cold, grease (actually covers the ground with ice)).

Treasure (Beira): 1,000 pp, 15,000 gp, 40,000 gp worth of art objects, including a fine leather corset inlaid with silver, a *chaos diamond*, a *greater horn of blasting* and a *manual of bodily health* (+2) in the form of an old muscle magazine from the 1970's.

WHITE DRAGON, Medium Dragon: HD 6 (36 hp); AC 16; ATK 2 claws (1d6) and bite (1d8); MV 60 (Fly 150); F10 R9 W9; AL Chaotic (CE); XP 1500; Special—Cone of cold (30'), cause fear, sense hidden and invisible creatures, resistance to cold, no penalty to move over ice; Spells: 3/day—fog cloud, gust of wind, wall of ice.

BEIRA, Huge Monstrous Humanoid: HD 18; AC 22 [+1]; ATK 2 claws (1d8 + 2d6 cold) or weakening attack (2d6 strength) or +2 war hammer (2d8+2 + 1d6 cold + numbing); MV 40 (Climb 40); F3 R4 W3; AL Chaotic (CE); XP 4500; Special—Magic resistance 35%, immune to cold, vulnerable to fire, war hammer (numbs people (i.e. inflicts 1d4 dexterity damage), causes earthquake 1/day when struck against the ground and turns people to ice 1/day).

1331 **STORMCROW** | MONSTER

The *Stormcrow* is a large pirate galleon skirting the coast of Iskey and awaiting the arrival of a delegation from Balor, the king of the fomors. Its captain, Isirt the Red, is pacing the decks, nervous about this meeting. The fomors are treacherous, and she cannot imagine what they might want with her ship and crew. She wears a leather doublet embroidered with dolphins in silver thread, sweeping velvet skirts of burgundy and a black silk ribbon in her auburn curls. The galleon has a crew of 240 pirates, with four mates and first mate Kinsel the Shrew.

PIRATE, Medium Humanoid: HD 1; AC 11 (padded); ATK 1 cutlass (1d6); MV 30; F13 R15 W15; AL Neutral (N); XP 50; Special—None.

MATES, Medium Humanoid: HD 3; AC 13 (leather and buckler); ATK 1 cutlass (1d6); MV 30; F12 R14 W14; AL Neutral (N); XP 150; Special—None.

KINSEL THE SHREW, Elf Fighter/Magic-User: LVL 6; HP 23; AC 11; ATK 2 longsword +6 (1d8+1); MV 30; F10 R12 W9; AL Chaotic (CE); XP 600; S13 D13 C9 I15 W13 C8; Special—Dominate foes, spells per day (4/4/3/2).

ISIRT THE RED, Half-Elf Fighter: LVL 10; HP 58; AC 15 (+1 *studded leather*); ATK 3 longsword +10 (1d8+1); MV 30; F8 R12 W13; AL Chaotic (NE); XP 1000; S14 D13 C11 I12 W8 C13; Special—Dominate foes.

1332 **THE HIGH TOWER** | MONSTER

The Fomor ruled Iskey until the coming of the elves. They are now locked in eternal war with the invaders, striking out from Tor Mor, the High Tower. The king of the Fomor is Balor of the Evil Eye, who has a single eye in his forehead that emits powerful heat, enough to set the land ablaze, when completely uncovered. He normally keeps the eye covered with seven cloaks.

The Fomor disdain civilization, and instead make their way as raiders and hunters. In all, the tower houses more than 100 of

the powerful giants, and they possess two galleys with which they sometimes take to the sea for piracy.

Their tower is composed of weathered grey stone. The interior has been warped by ancient magic to be larger within than without. Some rooms even open into pocket dimensions that resemble alien worlds. The old magic that created the place has grown weak over the millennia, causing space and sometimes time to warp around the tower. Creatures entering this hex have a 1 in 6 chance of being warped. Roll d10 and check the table below for the effect of the warp:

| D10 | EFFECT |
|-----|---|
| 1 | Remain in this hex, but travel backward in time (see below) for 24 hours before being returned to this place and time |
| 2 | Remain in this hex, but back in time 24 hours |
| 3 | Move to a random hex anywhere on this map |
| 4 | Move to a random hex within 5 hexes |
| 5-6 | Move one hex away |
| 7 | Move to a random hex within 5 hexes |
| 8 | Move to a random hex anywhere on this map |
| 9 | Remain in this hex, but forward in time 24 hours |
| 10 | Remain in this hex, but travel forward in time for 24 hours before being returned to this place and time |

| D6 | PAST TIME | FUTURE TIME |
|-----|-------------------|-----------------|
| 1-2 | Primordial World | Victorian-esque |
| 3-4 | Prehistoric World | Pulp Fiction |
| 5-6 | Age of Heroes | Science Fantasy |

Primordial World: A world of chaos being subdued by the Kabir and their fey allies

Prehistoric World: A world of cavemen and dinosaurs, when the ancient elves were fighting the giants

Age of Heroes: The height of the elves, before Asur destroyed their demon-spawned magical civilization

Victorian-esque: A Nod lit by gaslight, when the immortal Gloriana rules an empire that stretches across the globe

Pulp Fiction: A Nod of shadow and light, when nations clash in a world war

Science Fantasy: A Nod with rocket ships and ray guns

FOMOR, Large Aberration: HD 14; AC 16; ATK 1 giant weapon (2d6) or slam (1d8); MV 20; F5 R8 W8; AL Chaotic (CE); XP 1400; Special—Magic resistance 18%, polymorph self 3/day, enlarge 1/day, cast spells as 3rd level sorcerer.

BALOR, Large Aberration: HD 18; AC 18; ATK 1 giant weapon (2d8) or slam (1d10); MV 20; F3 R6 W6; AL Chaotic (CE); XP 4500; Special—Magic resistance 26%, polymorph self at will, enlarge 1/day, death gaze, cast spells as 7th level sorcerer.

1345 THE NEPTUNUS ADVENTURE | MONSTER

A galleon of Guelph, a treasure ship from Hybresail, has overturned in this hex due to the depredations of a kraken. Most of the crew was devoured, but a weird artifact seized from the natives animated those who drowned in the ship have been reanimated as brine zombies. They haunt the ship, the hold of which is still loaded with gold and silver ingots totaling about 20,000 gp value, animal skins (now waterlogged) and the aforementioned magic item, an obsidian idol that looks something like a combination of octopus and jaguar.

1401 DIVING BELL TOMB | WONDER

Sir Reginald Blatherskite was a great natural philosopher and a member in good standing with the Royal Society when he embarked on an ambitious exploration of the deep ocean. Using a diving bell of his own design, catastrophe struck when the carrack from which he was suspended was attacked by pirates. The chain holding the diving bell was sundered, and the bell and its passenger descended rapidly into the deep. Sir Reginald though quickly, and cast two spells, *gaseous form* and *permanence*. For the last year, he has been stuck in this form in the diving bell at the bottom of the sea. All that accompanied him was his logbook and a *wand of water breathing* [5 charges].

1414 MITHRAL MINES | MONSTER

There is a great cleft in this hex occupied by a glacier that turns into a chilly stream that flows into the Tepid Sea. A family of seven frost giants has dug a deep mine into the stone walls of the chasm, carrying out small portions of raw mithral ore. The ore is unrefined, for doing so requires very high temperatures (dragon fire being the best) that are well beyond the ability of cold creatures like the frost giants.

The mine entrance is hidden behind large tarps that approximate the surrounding stone, though the tracks of the frost giants on the glacier might easily be followed to the spot. The mine has a deep shaft that ends in a collection of storage chambers (mostly for mine equipment), a slave pen for the kobolds pressed into their service, living quarters for the giants, and an entry hall trapped with various alarms. Beyond the entry hall there are a number of mine tunnels dug that intersect the spider-web like deposit of mithral ore in numerous spots.

At any given time, the frost giants possess 1d6 pounds of mithral ore and the following treasure: 2,500 gp in leather sacks, two gemstones, a *scroll of detect undead*, *animal messenger* and *lesser restoration* and a *potion of spider climb*, as well as giant mining equipment, about three weeks of rations and seven kegs of hard cider.

FROST GIANT, Large Giant: HD 10; AC 15; ATK 1 battleaxe (4d6) or boulder (2d10); MV 30; F5 R8 W8; AL Chaotic (CE); XP 1000; Special—Immune cold, vulnerable fire.

1419 CAER GLOMING | DUNGEON

The ruins of Caer Gloming, and old sea fortress of Albion, overlook the sea here, standing on a small promontory with but a single small cowpath to its gatehouse. The castle is now inhabited by what the locals call “the radiant death”. The radiant death is the ghosts of several angels that are locked inside the carvings in the castle’s chapel. The angels have been bound by sinister magic that can be broken only by descending via a deep well into an underworld beneath the castle.

The underworld is peopled by lost, moaning souls (banshees) and a subterranean stronghold that holds the key to releasing the angels. The key is a crystal vial into which the tears of a Chaotic (Evil) person must be cried. The stronghold is held by an ancient clan of annakim (fiendish stone giants) and all manner of chaotic monsters. The underworld also hides a great obsidian gate to a stair that descends into the deeper underworld of the svarts.

1510 DOGGEREL | SETTLEMENT

Doggerel is a rambunctious town of 550 gnolls and kobolds, with another 5,000 of the wicked humanoids dwelling in the surrounding hills in mines and small hill forts. The town has weathered, ancient stone walls and a great gate of iron teeth from which issues forth the terrible stench of the black souls it guards. The town is situated atop and near a number of coal mines, and this coal is the primary business of Doggerel. The kobold miners do the work, and the gnolls live off taxes (really more like extortion) and raiding. The gnolls keep a number of long boats which they use to raid coastal settlements. Most of the coal dug here is sold to other humanoids and the svarts, but some of it is sold to humans and demi-humans via pirates.



While the gnolls appear to be in charge, via their high chief Urabar Longsnout, the real powers in Doggerel are a cabal of kobold druids, worshippers of Ghobb. The kobold druids use the gnolls as their muscle to get more work and obedience from the little kobolds. The chief of the druids is called Cruach.

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

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

1513 ORGIR HALL | DUNGEON

Orgir Hall was once a feast hall of the frost giants. The depredations of a band of adventurers ended this, though, not so much through their own actions but when their presence attracted the attention of a red dragon the band had robbed several years earlier. The dark hall is partially burned, though the inner throne room of the old eorl is intact and now inhabited by a flock of darkmantles.

A trapdoor leads to caverns below, which hold the remains of a powerful wizard that haunts the dungeons with illusions and trickery. He guards a chest that holds the heart of a chain devil – it was this treasure that brought the wizard and his comrades here to save the life of an elf king of old. The heart is protected by the chains that once wrapped the devil’s body. The dungeon also holds a natural hot spring and the spring nymph Alwhyte who dwells within it – the old eorl tried desperately to make her his dame, but with no luck.

DARKMANTLE, Small Aberration: HD 1; AC 17; ATK 1 slam (1d4 + constrict); MV 20 (Fly 30); F16 R15 W16; AL Neutral (N); XP 100; Special—Surprise (4 in 6), suffocate, darkness.

1516 DUN HARIAN | MONSTER

A broad valley of heather and mossy stones tumbles into the sea here. The valley extends about two miles into the hex, gently ascending into the mountains, and it is crossed by a multitude of indifferent rivulets and marshes thick with water fowl. A clan of hill giants has constructed a wooden fort atop the tallest hill in the valley, Dun Harian. The clan consists of ten hill giants, their five ogre servants and fifteen orc slaves, as well as the wyrd giantess Ogamilla (half hill-giant, half-nymph). The giants scavenged a ballista from a shipwreck and have mounted it in their fortress for defense (though they’re terribly shots – awful at geometry, which is odd because they’re brilliant and throwing stones with their arms – instinct versus reason I guess). They have larders full of venison and duck, crates of apples (they relish them) and kegs of stout. They sleep in a great hall with two thrones, one for Thane Vendir and one for Ogamilla.

Treasure: 1,400 gp and a fire opal worth 1,100 gp.

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.

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.

HILL GIANT, Large Giant: HD 8; AC 15; ATK 1 greatclub (2d8) or boulder (2d8); MV 30; F8 R11 W12; AL Chaotic (CE); XP 400; Special—None.

OGAMILLA, Large Giant: HD 7; AC 16; ATK 1 staff (2d6) or boulder (2d6); MV 30 (Swim 20); F9 R12 W11; AL Neutral (CN); XP 700; Special—Dimension door 1/day, cast spells as 7th level druid; Gear—*Potion of invisibility*, *potion of spider climb*.

VENDIR, Large Giant: HD 10; AC 15; ATK 1 greatclub (2d8) or boulder (2d10); MV 30; F7 R10 W10; AL Chaotic (CE); XP 500; Special—None.

1520 COBSHILL | MONSTER

Cobshill is an outpost of 100 kobold miners. The kobolds occupy a great pile of stones in a barren wasteland of thickets and tall grasses. Beneath the stones, which look like a natural formation, there is a honeycomb of mines from which the kobolds dig quartz containing a rather mediocre form of sard (it’s a gem). The kobolds dig enough sard to keep themselves in the clover, but not enough to draw the attention of larger monsters. Still, their lair is well-trapped. Their chief, Rabann, wears a helmet fashioned from the skull of an elven wizard; he thinks it protects him from magic (it does not). He does wear a mithral chainmail shirt, though, and he wields a cursed +2 *hand axe* that gives one delusions of grandeur and makes them terribly foolhardy.

Treasure: 500 gp, 20,000 cp and a *scroll of shillelagh* written on a roll of oak leaves held together with sacred sap (it is highly flammable, so take care).

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

1521 UTHIDD | MONSTER

Uthidd was once the palace of the fairy princess Ephranda, once one of the most gracious of elven ladies, known for her wondrous hospitality but also her keen sense of vengeance. When once she felt herself insulted by the queen of Elphyne, she responded by attempting to poison the queen’s children.

When Asur cursed the elves of Nod, Ephranda and the elves of Uthidd were included. Their palace of slender towers and soaring halls sank into a morass. The cursed elves covered their windows and lived in their cellars, venturing rarely into their ancient halls, now thick with slime and so dismally cold, to brood on their misfortunes. The palace is now swathed in magical darkness and a chill wind whips through its halls, a wind that bites at the skin like a plague of rats. The drow inhabitants encase themselves in silks and velvets and plate armor to keep the wind at bay. During the long nights of winter they sally forth in sleek black boats and leave their swamp to raid the nearby populations.

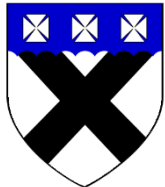
The hex of Uthidd is now a wooded swamp, with thick, slimy mud and tall, soulless pines with black bark and pale needles. It is inhabited by giant frogs, giant spiders and wheezing ettercaps.

Ephranda is still queen of Uthidd, but age and malevolence has turned her into an annis hag. She huddles under a black velvet cape trimmed with ermine, lips quivering, eyes darting, her belly burning with the injustice of it all.

DROW, Medium Humanoid: HD 1; AC 17 (chainmail and buckler); ATK 1 longsword (1d8 + poison I); MV 30; F15 R13 W14; AL Chaotic (CE); XP 100; Special—Elf traits, hate sunlight.

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

1524 ISANT | STRONGHOLD



Isant is a small village connected to the abaid of Taranis, the god of thunder and patron of kings. The abaid (i.e. abbey) is a place to contemplate and venerate the raw power and majesty of nature, set as it is on a granite spindle of rock on a barren coast smothered by wind and rain. Beyond the coast there are lush, green hills where is situated the apainn (abbey lands) and the sheep-herding village of Isant. The aba (abbot) is the landlord of Isant.

The aba is the Archdruid Finne mac Gwaerid, a gruagach known for his short stature and pugnacious nature. Loyal to the Kabir first and his queen second, he is nonetheless a royalist at heart and quick to leap to Elphyne's defense. Despite his generous and merciful nature, he tends to be suspicious of outsiders. He has an abiding hatred for the humanoids that yet haunt the Lawlands, and has called for willing warriors and priests to rally to his banner and launch a war against them. Under his rule are fourteen druids who arm themselves as hobelars.

Isant is a village of 170 people, with another 1,500 living in the apainn. They provide 11 archers and their chieftain to the defense of the apainn and abaid, and to Finne's retinue when he is called by his queen to war.

Treasure: 2,000 gp, four fancy stones, four gems, and two jewels.

HOBBY HORSE, Large Animal: HD 3; AC 14; ATK 2 hooves (1d6) and bite (1d3); MV 60; F11 R11 W17; AL Neutral (N); XP 300; Special—None.

DRUID, Wild Elf Druid: LVL 3; AC 14 (leather, shield); ATK 1 scimitar +1 (1d8); MV 30; F12 R14 W12; AL Neutral (LN); XP 300; Special—Spells per day (4/2/1), speak druidic, move through undergrowth, leaves no trail.

FINNE MAC GWAERID, Wild Elf Druid: LVL 11; HP 40; AC 15 (leather +1, shield); ATK 1 scimitar +7 (1d8); MV 30; F7 R11 W7; AL Neutral (LN); XP 1100; S11 D9 C13 I6 W14 C11; Special—Spells per day (6/5/4/4/3/2/1), speak druidic, move through undergrowth, leaves no trail, +2 save vs. energy spells, shapechange, immune to poison.

1527 GIANT WHALERS | MONSTER

A clan of 15 hill giants dwells on the coast here, working as whalers in large coracles. They dwell in caves on the coast, and their grueling, dangerous work has made them notably less violent and evil than most of their kin (frankly, they're just tired).

Treasure: 1,400 gp, two gemstones and three jewels (the whaling business pays well).

HILL GIANT, Large Giant: HD 8; AC 15; ATK 1 greatclub (2d8) or boulder (2d8); MV 30; F8 R11 W12; AL Chaotic (CE); XP 400; Special—None.

1532 PALE OF GHLOIR | STRONGHOLD



Ghloir is a large fortress where Queen Gloriana has introduced her rule to Iskey's shores. The fortress is a large concentric castle surrounded by fields and pastures that are enclosed by an earthen rampart and wooden palisade with more than a dozen wooden towers. War between the fomorians and sidhe has kept those "natives" busy, and permitted Queen Gloriana's followers an opportunity to get a foothold and flourish.

The pale is governed by Rancis, Lord Deputy of the Pale. He is a forgiving, merciful man, and deeply dedicated to the worship of Brigantia. If he has any flaw, it is his trusting nature. Rancis commands 99 men-at-arms, with nine sergeants and two lieutenants. He rules 891 peasants who raise sheep and grow grains and vegetables.

LORD RANCIS, Human Fighter: LVL 8; HP 43; AC 16 (breastplate, shield); ATK 2 lucerne hammer +7 (1d6+1); MV 30; F8 R13 W12; AL Lawful (NG); XP 800; S13 D7 C13 I10 W12 C12; Special—Dominate foes.

1533 BEAN'S CROSSING | MONSTER

This hex holds a chilly river, about 300 feet wide, but shallow. A ford in this hex permits one to cross. On either bank of the river there is a small stone tower. Both towers are in ruins now, but were apparently built to guard the ford.

It is unknown why the towers and the crossing were abandoned, but the ford is now haunted by a banshee. The banshee appears on the river bank as an old washer woman, and responds to those who attempt to cross her river by attacking them. The banshee has no treasure per se, but one might find the bleached bones of past victims on and around the river ford, and there might be some coins, gems or other items in the water.

BANSHEE, Medium Undead: HD 7; AC 17 [+1]; ATK 1 strike (1d8 + chill); MV 30; F12 R12 W9; AL Chaotic (CE); XP 1750; Special—Frightening visage (save or flee for 1d6+4 rd), chill (strength drain, 1 point), death wail 1/day (per wail of the banshee spell), unnatural presence, dispel magic kills it (save permitted), incorporeal, immune to cold and electricity, magic resistance 15%.

1535 TYRNOG | SETTLEMENT

Tyrnog was the first settlement of the ancient elves in the region of Ulflandia. Coming from across Mother Ocean fleeing the wizard wars, the elves of Tyrnog broke away from the main fleet

led by Partholon and landed on the shore in this hex. Here, they were met in battle by the firbolg and defeated them. They soon constructed a simple hill fort on the most prominent hill in the hex, and in time this developed into the city-state of Tyrnog.



Tyrnog is composed of a great concentric castle surrounded by several layers of imposing concentric walls. In between these walls are the homes of the citizens, mostly fieldstone cottages with slate or thatched roofs and streets of crushed white stone running between them. The walls have four great gates of adamant and oak, each gate opening onto a sort of causeway. These causeways separate the four sacred lakes that surround the city-state and provide defense and a place to relax. Each of these gates is protected by a legendary beast that is magically bound to serve the queen and protect the city. These beasts are Tarv the Black Bull, Torc the Red Boar, Pard the Golden Lion and Vault the White Wolf. Within the city there are few guards – the grey elves are all warriors and mages (each can cast spells as a first level magic-user), and the other citizens are mostly fey creatures with powers of their own.

The castle is home to Queen Anya and her retinue. The castle features a courtyard with a natural fountain and pool inhabited by the water nymph Ava, who rarely appears, and only ever in the presence of the queen.

Nearest the castle are the manses of the queen's war bands, the fianna, and the temples and homes of the city-state's druids. Each war band consists of 100 grey elf warriors, 10 sergeants, five lieutenants, three companions and, of course, the war band's prince, as well as 20 servants. Each war band also has a fortified manor (a tower keep) in the countryside, and spends most of its time patrolling Tyrnog's frontiers. Tyrnog's three princes are Goll Strongbow, Muirgin the Red and Dermot the Black.

The druids of Tyrnog have significant power, and enjoy great popularity among the citizenry. They are aware of the terrible consequences their kin across the sea suffered when they rejected their old ancestor-gods the Kabir.

The city is mostly populated by working fey, such as brownies, as well as numerous human slaves. Beyond the city-state, the domain of Tyrnog has a population of over 3,700 creatures. Besides raising crops, hunting, tanning and fishing, the peoples of Tyrnog specialize in making elven cloaks, boots and elven mail (i.e. mithral). The city-state's currency is composed of pingins (pennies) cast in gold, silver and copper.

Queen Anya is a veritable demigoddess of summer, wealth and sovereignty, with blazing auburn hair and a fiery temper to match. She is a gracious, joyous monarch during the summer and spring months, but her mood turns foul and morose during the autumn and winter months. She is the daughter of Nodens, the sea god and god of travelers, and wields his magic sword. Anya's court bard and archdruid is Ogma.

Beneath the great hill of Tyrnog it is said there is a vast dungeon guarded by all manner of monsters, many imprisoned there by the brave sidhe warriors. Within this dungeon there is a magic portal that leads straight to Hell.

Treasure: 27,000 gp, 5,000 gp worth of precious stones, 50,000 gp worth of art objects, *staff of fire*, *bracers of armor +3* and a *wand of suggestion* [6 charges].

PARD THE GOLDEN LION, Huge Magical Beast: HD 18; AC 20 [+1]; ATK 2 claws (2d8) and bite (3d8); MV 80; F3 R3 W5; AL Neutral (LN); XP 5000; Special—Nerve-shattering roar (every 1d4 rounds, save or fatigued), resistance to cold and fire, magic resistance 25%, regenerate, spells (3/day—*dispel magic*, *haste*, *true seeing*).

TARV THE BLACK BULL, Huge Magical Beast: HD 16; AC 20 [+1]; ATK 1 gore (2d8) and trample (2d8); MV 60; F3 R5 W7; AL Neutral (LN); XP 4000; Special—Cone of petrifying gas (60') 5/day, resistance to cold and fire, magic resistance 25%, regenerate, spells (3/day—*dispel magic*, *haste*, *true seeing*).

TORC THE RED BOAR, Huge Magical Beast: HD 20; AC 20 [+1]; ATK 2 hooves (2d4) and tusk slash (2d8); MV 100; F3 R3 W5; AL Neutral (LN); XP 5000; Special—Vorpals tusks (natural 20), resistance to cold and fire, magic resistance 35%, regenerate, spells (3/day—*dispel magic*, *haste*, *true seeing*).

VAULT THE WHITE WOLF, Huge Magical Beast: HD 12; AC 20 [+1]; ATK 1 bite (2d8 + 2d6 cold + trip); MV 100; F4 R7 W9; AL Neutral (LN); XP 3000; Special—Cone of frost (15', 8d6 cold damage, 3/day), surprise (3 in 6), immune to cold, magic resistance 25%, regenerate, spells (3/day—*dispel magic*, *haste*, *true seeing*).

AVA, Medium Fey: HD 6; AC 17; ATK 1 dagger (1d4); MV 30 (Swim 20); F12 R10 W9; AL Lawful (NG); XP 600; Special—Dimension door 1/day, gaze attack (stun), cast spells as 7th level druid and 7th level bard, legend lore, music (fascinate, charm), shapechange as druid.

QUEEN ANYA, Medium Fey: HD 25; AC 25 [+2]; ATK 2 +5 brilliant energy longsword (1d8+5, ignores armor); MV 40; F3 R3 W3; AL Neutral (CN); XP 12500; Special—Gaze (charm monster), immune to poison and disease, magic resistance 50%, regeneration; Spells—At will—detect thoughts, disguise self, displacement, freedom, dispel magic, heal, improved invisibility, knock, speak with plants, spell turning, teleport without error, water breathing, grey elf traits.

1611 OGRE SLAVES | MONSTER

A band of seven wicked ogres worked as bandits in these mountains, mostly living off hunting, but from time to time burying travelers with landslides and digging up their remains and their treasure. A recent landslide brought them more than they bargained for. A large, grotesque idol was revealed by the falling rocks, an idol with sapphire eyes. The idol enslaved their minds, and the ogres now labor to build a magical gate to permit some entity to enter the Material Plane.

Treasure: 200 gp, 27,000 sp, *shield +1*

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.

1613 FINDELL | MONSTER

Findell is an elderly werewolf who has almost lost his ability to turn into a wolf. He now lives as an aged man, sitting before a yawning cave, tanning deer skins while his three children hunt in the hills or snooze in the cave. Findell has grown mellow in his old age, and longs for conversation, but he will help his children prey on adventurers if need be (even if his back hurts and he has tanning to do and he'd rather smoke his pipe, and ...).

Treasure: 800 gp sewn into the body of a rotting goat.

WEREWOLF, Medium Monstrous Humanoid: HD 4; AC 16 [silver]; ATK 2 claws (1d4) and bite (1d6); MV 30; F14 R11 W11; AL Chaotic (CE); XP 400; Special—Change shape, lycanthropy.

1615 PISMIRES | MONSTER

A clan of 50 antmen is building a hill fort in this hex. The ant men, who look like black skinned dwarves with ant heads, have created the hill and are now burrowing into it. They have mined some silver in the process, and fashioned it into jewelry for their queen, Perid the Dainty. The antmen are doughty fighters, and ferociously loyal to their queen.

Treasure: 800 sp, 11,000 cp, a spyglass in good shape (used by the antmen's sentinel), numerous mining implements and an adamantine breastplate in the style of ancient Nomo.

ANTMAN, Small Humanoid: HD 1; AC 16; ATK 1 bite (1d4) and weapon (1d6); MV 20; F14 R15 W15; AL Neutral (LN); XP 50; Special—Dwarf abilities.

1618 GLANDYR | SETTLEMENT

Glandyr is a gruagach mining village located on the southern slopes of a great mountain in this hex. About 350 wild elves and other fey live in the village, and another 3,100 live throughout the hex as shepherds and cottagers. The village is composed of thatched huts surrounded by an earthen rampart. Besides their mining, which produces tin for the most part, the wild elves cultivate medicinal herbs and sport one of the finest bowyers in the Hielands, Dalan.



The village is ruled by Keelta, Baroness Glandyr, a vassal of Queen Agnes of Elphyne (though not a terribly loyal vassal). Her retinue consists of 22 wild elves and a sergeant. Lady Keelta is honest and merciful to a point, but her laws are often arbitrary and she is known to be selfish and lazy.

GRUAGACH, Medium Humanoid: HD 1; AC 15 (studded and buckler); ATK 1 weapon (1d8); MV 30; F15 R13 W15; AL Lawful (CG); XP 50; Special—Elf traits, maybe cast spells as 1st level magic-user.

KEELTA, Wild Elf Fighter: LVL 5; HP 23; AC 17 (platemail); ATK 2 battleaxe +7 (1d8+2); MV 30; F11 R13 W13; AL Neutral (N); XP 500; S16 D9 C11 I8 W12 C11; Special—Dominate foes.

1631 GAE DEALAN | MAGIC

A massive oak overlooks the sea here, cleaved in twain. Buried within the wood is a *javelin of thunder*, hurled by a passing titan in a fight with a sea serpent. The tree is still the home of a dryad, who was also cleaved in twain by the blast. The dryads, now called Ethrin and Nireth, have been changed by their ordeal. Both are capable of casting *call lightning* three times per day, and launching a *lightning bolt* once per day. They are also resistant to electricity. Ethrin has become the more benevolent of the two, while Nireth has become mad from the separation.

Treasure (Ethin): 200 gp and three gemstones.

Treasure (Nireth): 10,000 cp and a glass comb (120 gp).

ETHRIN AND NERITH, Medium Fey: HD 4; AC 17; ATK 1 dagger (1d4); MV 30; F14 R11 W10; AL Neutral (CN); XP 400; Special—Bound to tree, merge with tree, resistance to electricity; Spells—At will—entangle, speak with plants, tree shape; 3/day—call lightning, charm person, deep slumber, tree stride; 1/day—lightning bolt, suggestion.

1708 BLIGHTY BRAES | WONDER

The Blighty Braes are a collection of white, chalky hills that descend from on high to topple into the sea. The coast is thick with mist and fog at all times, but the hills are completely devoid of plant and animal life.

1711 THRAE | DUNGEON

Thrae is a large, crumbling, rotting town built around a large, deep harbor. The town was once a gruagach trading center, but the arrival of ghostly wolves has changed all of that. The elves have fled the town for the surrounding hills. Approximately 200 of them are still living in the area, hunting and fishing. The phantom wolves patrol the streets at night or during foggy days, howling to communicate with one another.

Treasure: Some treasure remains in the town, as many people fled without grabbing their belongings.

PHANTOM WOLF, Medium Animal: HD 2; AC 14 [Silver]; ATK 1 bite (1d6 + 1 level energy drain); MV 50; F12 R11 W18; AL Neutral (N); XP 100; Special—Incorporeal.

1713 CONWY | SETTLEMENT

The 235 gruagach of Conwy are best avoided, for they are notoriously dishonest. Modwen, Baroness Conwy, is more honest than her people, but she is also vengeful and cruel – the picture of a blackguard. She rules the village with an iron fist and the help of 20 men-at-arms and three sergeants. Conwy is composed of stone cottages painted white and it is surrounded by a thicket (lush with berries in the summer) with wooden towers. Conwy has a small tavern, known for its delightful whiskey and its seductive wenches – a trio of young vampires recently spawned by a dark traveler.



GRUAGACH, Medium Humanoid: HD 1; AC 15 (studded and buckler); ATK 1 weapon (1d8); MV 30; F15 R13 W15; AL Lawful (CG); XP 50; Special—Elf traits, maybe cast spells as 1st level magic-user.

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.

MODWEN, Wild Elf Anti-Paladin: LVL 7; HP 40; AC 20 (plate armor, shield); ATK 1 longsword +7 (1d8+1); MV 30; F9 R12 W9; AL Chaotic (CE); XP 700; S13 D12 C17 I9 W10 C14; Special—Detect good, smite law (good) 3/day, inflict pain, immune to fear, rebuke undead, cause disease 1/week, spells (1).

1714 FISHING OWLBears | MONSTER

A small stream flows into the sea here, and is currently being fished by a trio of owlbears. The owlbears have brown fur and white feathered faces. They are swiping salmon from the river, and will ignore intruders unless they are molested.

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

1715 GOLDEN SERPENT | MONSTER

This bay is the territory of a massive sea serpent with golden scales and leering red eyes. The beast has sunk many ships, making a sort of graveyard on the bay's floor that has been well plundered by the local seafolk.

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

1718 PUCHAN | SETTLEMENT

Puchan is a large village of 475 loutish gruagach living in stone huts. The village is protected by a wooden palisade painted bright white, with numerous orc and goblin heads impaled atop it. Puchan is set atop a large hill nestled amid the mountains. The hill



has steep, granite sides and a river flows around it, making the hill an island. The gruagach are hunters and fishers, and the village boasts the services of Ducan, a fine armorer with multiple sons and daughters who work in his smithy, producing fine elven chainmail and notoriously sharp short swords.

Outside the village, living in the narrow-but-pleasant valleys, are another 4,200 elves and fey. The town and manorial villages are ruled by Baron Gorant, a prudent and valorous vassal of the queen of Elphyne. One of the manors belongs to Queen Agnes, another to the Baron and the third to the village's priests.

GRUAGACH, Medium Humanoid: HD 1; AC 15 (studded and buckler); ATK 1 weapon (1d8); MV 30; F15 R13 W15; AL Lawful (CG); XP 50; Special—Elf traits, maybe cast spells as 1st level magic-user.

GORANT, Wild Elf Barbarian: LVL 4; HP 24; AC 14 (scale); ATK 1 greatsword +6 (1d10+3); MV 40; F10 R14 W14; AL Neutral (CN); XP 400; S18 D9 C15 I7 W9 C8; Special—Rage 2/day, sixth sense.

1720 FFYLLE | SETTLEMENT



Ffyllle is an ancient village of gruagach fishermen and their families huddled along the coast. The village is composed of stone longhouses, with a low stone wall protecting it from the hills. The elves believe that the hills are haunted by the spirits of an ancient tribe of creatures that once dwelled here, though their stories of these beings are vague. Outside of Ffyllle, another 1,300 elves dwell in stone cottages, herd sheep and hunt and trap small birds and animals, which they sell in Ffyllle. All of these country elves have a golden speck in their eye; the town elves claim these specks are a sign of possession by the spirits.

The town has a healer, Gentle Annie, who has a great deal of sway over the people and the village's ruler, Lord Math. Math is an elf of great vitality and generous to a fault, faithful to the gods, but vengeful when crossed. He has been courting Gentle Annie for ages, but still she refuses him, loyal to the end to her love, who left the village to seek fortune and glory a century ago.

The village is defended by nine elves-at-arms and a sergeant.

GRUAGACH, Medium Humanoid: HD 1; AC 15 (studded and buckler); ATK 1 weapon (1d8); MV 30; F15 R13 W15; AL Lawful (CG); XP 50; Special—Elf traits, maybe cast spells as 1st level magic-user.

MATH, Wild Elf Fighter: LVL 5; HP 21; AC 16 (mail shirt, shield); ATK 2 morningstar +5 (2d4); MV 30; F11 R13 W13; AL Lawful (CG); XP 500; S12 D12 C12 I9 W12 C12; Special—Dominate foes.

1725 MAGIC PIPES | TREASURE

The hills here were once home to a satyr of great age and terrible lusts, who led the animals of the hills in strange dances in the

moonlight with his magical pipes. Humans who entered the hex would be drawn to the music, and join the strange dances, and, of course, never been seen again. The satyr is now gone, and many of the elves believe he may have been Cernunnos himself and thus feel that the hills are sacred and taboo. The magic pipes are said to still be in the hills, guarded by the animals who await the return of their dancing lord.

1734 HAUNTED MINES | MONSTER

Ancient silver mines near the coast in this hex are now haunted by the poltergeist spirits of the kobolds that once worked the mines. Legend says that a vein of silver is still hidden deep in the mines, for those bold enough to find it.

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.

1811 NEYLY | SETTLEMENT

Ogir is the Palatine Baron of Neyly, known for his hospitality and temperance, but also for being a bit of a cad. He rules over a ville



of 340 gnome miners, with another 3,000 elves, gnomes and fey in the surrounding hills. The miners work in a sandstone canyon that provides them a fair number of opals.

The ville sits in a broad canyon of white boulders, scraggly shrubs and many rare herbs that are harvested by the village's druids. The village has a number of hollowed out boulders in large cisterns, and an earthen rampart for its defense. Twenty steadfast gnome warriors and their sergeant, Rollo, patrol the walls, while another 20 giant badger-mounted gnome warriors patrol Ogir's domain.

GNOME, Small Humanoid: HD 0; AC 16 (chainmail and buckler); ATK 1 weapon (1d6); MV 20; F14 R16 W16; AL Lawful (NG); XP 25; Special—Gnome traits.

GIANT BADGER, Medium Animal: HD 3; AC 16; ATK 2 claws (1d4) and bite (1d6); MV 30 (Burrow 10); F12 R12 W17; AL Neutral (N); XP 300; Special—Rage.

OGIR, Gnome Fighter: LVL 6; HP 36; AC 16 (chainmail, buckler); ATK 2 light pick +6 (1d4+2); MV 20; F9 R13 W13; AL Lawful (NG); XP 600; S13 D11 C13 I9 W8 C12; Special—Gnome traits, dominate foes.

1818 TOMB OF THE ETERNAL MAGISTER | DUNGEON

The mountains here hold a narrow defile with mottled serpentine walls. The defile descends into the mountains, and as it descends the walls become moist, then the floor becomes wet, and, a mile in, flooded. When the defile ends, characters will find themselves standing in two feet of water facing a giant black portal framed with bas-reliefs of sea serpents. The black portal appears at first to be something like obsidian, but ultimately proves to be

solidified negative energy that drains one point of constitution when touched. The portal is opened when it is struck by some form of positive energy, including something as simple as a *cure minor wounds* spell. The portal remains open for 1 hour per positive energy spell level used, or 20 minutes per point of positive energy damage scored.

Beyond the portal there is a flooded passage that extends another 200 feet into the side of the mountain, ending in a large, circular chamber with a dais raised above the level of the water. This chamber has a 60 foot high ceiling and walls lined with a spiral stair and shelves of ancient, often crumbling scrolls and books. The books have different colored covers – red, blue, yellow, green, purple, orange, black and white. The rarest tomes have white and black covers.

None of the tomes are particularly interesting. Most are pedantic tomes about obscure subjects. If the fifteen black books are taken from the shelves and opened, one finds illuminations in the center pages depicting the various morbid scenes, with a raven emblem in each. The white books are similarly illuminated with images of woodlands with a silvery unicorn in each.

If the white books are all opened and laid on the dais, circling its perimeter, a brilliant light shoots from the open books and twists itself into the form of a giant ravid. As the room fills with positive energy, plants and fungi erupt from the walls. The ravid will attack the intruders. The only inanimate objects in the room are the books, so one "swarm" of books will animate each round and attack the adventurers. Treat them as bat swarms.

BOOK SWARM, Tiny Construct: HD 3; AC 16; ATK 1 swarm (1d6); MV 5 (Fly 40); F17 R14 W14; AL Neutral (N); XP 300; Special—Swarm abilities.

RAVID, Huge Outsider: HD 12; AC 22; ATK 1 tail (1d6 + positive energy) and claw (1d4 + positive energy); MV 20 (Fly 60); F4 R7 W8; AL Neutral (N); XP 1200; Special—Positive energy touch deals 2d10 damage to undead, once per round an inanimate object within 20 feet animates and defends ravid, immune to electricity.

If the black books are all opened and laid on the dais, circling its perimeter, the room is plunged into darkness and the sarcophagus of The Eternal Magister appears. Within lays the body of the magister in state, unblemished but irrevocably dead. The sarcophagus holds his treasure.

Treasure: A pair of hepatizon earrings set with rhodochrosite (700 gp), a fez of fox fur (400 gp), a golden statuette of a nymph set with pearls in delicate places (5000 gp), a belt of sable with small yellow topaz sewn into it (600 gp), a *scroll of expeditious retreat*, *magic mouth and daylight*, a *gray bag of tricks*, *potion of protection from evil* (that also makes you grow a magnificent beard) and a *wand of darkness* [8 charges].

1821 KIRKID | STRONGHOLD

Kirkid is a fortress-monastery dedicated to the boar lord Baco, governed by Father Blatur and is home to ten warlike druids. A village of 40 farmers surrounds the abbey, and another 360 live in cottages around the abbey.



Blatur is a boisterous man with ruddy cheeks and well-worn, almost threadbare brown robes which he wears over his leather armor. He wields a knobby +2 club and is known to be an implacable foe of monsters and other spawn of chaos. His druids wear brown robes over their armor, and mostly wield scimitars and staff slings. They are mounted on awakened giant deer that are bolder and more chivalrous than their riders.

GIANT DEER, Large Animal: HD 5; AC 16; ATK 2 hooves (1d8) and antlers (1d8); MV 50; F10 R10 W16; AL Neutral (N); XP 250; Special—None.

DRUID, Wild Elf Druid: LVL 3; AC 14 (leather, shield); ATK 1 scimitar +1 (1d8); MV 30; F12 R14 W12; AL Neutral (CN); XP 300; Special—Spells per day (4/2/1), speak druidic, move through undergrowth, leaves no trail.

BLATUR, Wild Elf Druid: LVL 12; HP 63; AC 14 (leather, shield); ATK 1 +2 club +10 (1d4+2); MV 30; F5 R11 W5; AL Neutral (CN); XP 1200; S10 D10 C17 I7 W17 C12; Special—Spells per day (6/5/4/4/3/3/2), speak druidic, move through undergrowth, leaves no trail, +2 save vs. energy spells, shapechange (animals, plants), immune to poison.

1826 STONE CIRCLE | WONDER

The hills here hold a circle of tall, white stones. The circle is in poor shape, as its old keeper passed away three centuries ago.

1832 KINGDOM OF BO | SETTLEMENT

Bo is a kingdom of sidhe that stands as a rival to the more powerful city-state of Tyrnog. Bo is an elf hill — a glamoured white castle that appears as a low green hill. White cattle can be seen grazing around the hill under the watchful eye of four grey-cloaked elf warriors armed with magic crooks and elven mail. The cattle produce blessed milk (equivalent to holy water, and a full quart acts as a *potion of cure minor wound*).



Bo is home to 30 grey elves and about 100 other fey under the rule of King Conn. All of them are fighter/magic-users. King Conn is a 20th level fighter/magic-user; beneath him are Princess Neive and Prince Bethan (10th level fighter/magic-users), four 5th level fighter/magic-users, eight 2nd level fighter/magic-users and the remaining fifteen are first level fighter/magic-users.

Treasure: 20 pp, 850 gp, 200 sp, ten gemstones and three jewels.

1908 THE TITAN'S CAUSEWAY | WONDER

This harbor contains a mass of giant, basalt pillars, hexagonal in shape. The pillars range in diameter from 6 to 14 feet, and while those nearest shore are low enough for a normal human to step on, the pillars grow taller and taller as one goes.

And the causeway goes quite a ways, for as one “crosses” the causeway they enter a pocket dimension. It was here that the giants and titans of old fled when the armies of the fey and their Kabir masters defeated them at the Battle of Yod’s Gate, many centuries ago. One must tread the causeway for about one hour to truly enter the pocket dimension, and as they do they will note that the sky becomes brighter, the pillars higher and higher, the sea below shrouded in a thick, white mist, and the air grows warmer rather than cooler.

Finally, the causeway ends at a massive gate of orichalcum studded with garnets of green and red. Before this gate stands the stone giant sentinel Rig Maroll, who once ruled a kingdom of stone giants in Ulflandia, on his golden warhorse Guille, bearing in one hand a *horn of Valhalla* and in the other a longbow. A sword hangs from his belt. Rig wears studded leather armor.

GUILLE, Huge Animal: HD 8; AC 15; ATK 2 hooves (2d6) and bite (2d4); MV 60; F6 R8 W14; AL Neutral (N); XP 800; Special—None.

RIG MAROLL, Large Giant, Ranger: HD 9; LVL 6; AC 24 (+1 studded leather armor); ATK 1 silver sword (2d6) +1 longbow (2d8+1) or boulder (3d10); MV 30; F5 R8 W8; AL Neutral (N); XP 900; Special—Ranger abilities, one first level ranger spell per day.

Beyond the gate lies the Kingdom of Endraest, ruled by King Omi Fire-Eye, a storm giant with a ruby eye capable of seeing into the past and future. The kingdom is composed of rolling hills of blue-grey grasses grazed by giant cattle, sheep and goats, jutting up from a sea of swirling mists. These hills all circle around a great mountain, atop which stands the castle of King Omi. Atop the lower hills, the various families and clans of surviving giants constructed their holds, each a power unto himself, but all bowing (rarely happily) before the sagacious King Omi and his family of equally powerful storm giants. Other powerful giants in the land include Baldag (cloud giant of a goodly nature), Eord (stone giant queen, liege of Rig), Freo and Ing (twin wood giantess and giant), Donder (fire giant with an astoundingly bad temper), and Thew (frost giant and chief judge among the giants).

1910 COVEN OF THE SPRING | MONSTER

This hex holds a bubbling spring that is used as a natural cauldron by a coven of three powerful hags, the green hag Verdanti, the annis hag Skulla and the harpy hag Wyr. The three are consulted

as oracles by the local elves and humans, though visitors are careful to approach in strength and bring valuable gifts.

Treasure: 1,300 gp, a copper ring set with a pearl (400 gp) and eight fancy stones.

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

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

WYR, Large Monstrous Humanoid: HD 7; AC 14; ATK 2 claws (1d4 + rend) and bite (1d8); MV 30 (Climb 20, Fly 80); F11 R10 W10; AL Chaotic (CE); XP 1750; Special—Magic resistance 10%, doleful song.

1913 UNDERSEA CORRAL | MONSTER

A gang of five scraggs has erected a corral here out of old ship timbers, sails and nets. They've herded 30 giant sea horses in to the corral, and are using them for meat. The sea horses are highly agitated and in need of rescuing.

Treasure: 12,000 sp in an old sea chest coated with sea urchin poison (the poison makes the scraggs high, but is deadly to others), two gems, one jewel and a *ring of climbing* being worn in a scrag's ear as jewelry.

GIANT SEA HORSE, Large Animal: HD 4; AC 12; ATK 1 bite (1d6); MV 5 (Swim 60); F10 R10 W18; AL Neutral (N); XP 200; Special—None.

SCRAG, Large Giant: HD 6; AC 16; ATK 2 claws (1d6 + rend) and bite (1d6); MV 20 (Swim 40); F9 R12 W13; AL Chaotic (CE); XP 600; Special—Regenerate (acid and fire; only when immersed in water).

1918 CHASM OF SILENCE | WONDER

A chasm through the mountains here leads to the ville of Llaisy [1919]. The chasm is about 20 feet wide, with sides as high as 100 feet. Carved into the sides, at 1 mile intervals, are towering statues of a glowering god. Well-educated clerics and sages might be able to identify this god as Hish, the Lord of Silence.

At night, in the light of a roaring fire, a shadowy phantasm of Hish will step from the nearest statue. It will do nothing but glower at the adventurers unless attacked, in which case it will raise high its hands and draw three visions out of the ground to attack the adventurers. As each is killed (or if any are killed), they will melt away into the shadows and leave behind a black opal. These opals are worth 500 gp each, and have a *silence* spell cast permanently on them.

One can avoid this by leaving offerings of black flowers or irreparably damaged musical instruments to the god.

VISION, Medium Outsider: HD 8; AC 15; ATK 1 touch (1d8 + silence + 1d3 Cha); MV Fly 20; F9 R9 W9; AL Neutral (N); XP 800; Special—Robs people of their personality (i.e. Charisma damage), touch casts silence on people, incorporeal, magic resistance 20%, telepathic shush (1/day, 30' range, deals 1d3 Int and 1d3 Wis damage).

1919 LLAISY | SETTLEMENT

Llaisy is a mining village that is built around a small tower keep in a place where a broad valley of grasses and tiny yellow flowers meets the Chasm of Silence [1918]. It is community of 340 boisterous gnomes under the leadership of the Baroness Brithi, a paragon of chivalry, but reckless in war. Brithi is a loyal vassal of Queen Agnes of Elphyne, whom she regards as a sister (a feeling not reciprocated by the queen).

The valley runs for miles, and is home to almost 3,000 other gnomes and fey, who herd mountain goats and grow alpine wheat. The valley has its own mill, constructed on a swift stream that tumbles down from the mountains.



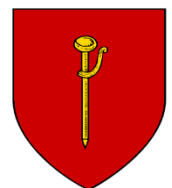
Llaisy has a single large church – too large for gnomes – that has been boarded up and abandoned. It was a temple of Hish, constructed by an unknown people. Within the hexagonal temple there is a statue of Hish carved from obsidian. Dead ferns line the walls with curtains of black velvet. The temple has a permanent silence cast upon it. The gnomes did not care for this deity, but they feared to tear down the temple or rededicate it. They have constructed their own small shrines in the hills, each dedicated to one of the Kabir in gnome form. These shrines are garlanded with wreaths of wheat and flowers, with strong libations poured on them from silver ewers at each sunrise.

The ville and the valley are guarded by 20 gnome warriors, half of them cavalry mounted on fierce billygoats (chainmail, spear, throwing axe), and the other half crossbowmen (leather armor, light crossbow, short sword). The cavalry are led by Brithi, the crossbowmen by the dashing and handsome sergeant Yardley.

BRITHI, Gnome Chevalier: LVL 5; HP 24; AC 18 (banded, shield); ATK 1 short sword +5 (1d6+1); MV 20; F11 R13 W13; AL Lawful (NG); XP 500; S15 D9 C10 I8 W11 C13; Special—Invoke tincture (sable) 3/day, invoke charge (griffon) 1/day, inspire courage, gnome traits.

1923 ABBEY OF ST HERECURA | STRONGHOLD

Saint Herecura is a patron of miners and coppersmiths, and is worshipped as a sort of demigoddess of earth and copper. The abbey is constructed of reddish stone and has a great copper gate protecting its grand courtyard, which is clad in copper from head to toe (and uncomfortably warm in the summertime,



even the nuns must admit). The abbess, Sister Uainidd, is a woman of unflagging zeal and energy, proud of her elven heritage and suspicious of clerics.

Around her abbey there is a village of stone cottages with a population of 60 men, women and children, who work primarily as smiths and armorers. Copper mining takes place in the hills, as does sheep herding and some farming by another 504 peasants, all serfs of the abbey. Sister Uainidd governs 16 lesser druids and four men-at-arms, all in rust-colored robes, with their heads completely shaved, and holding bronze maces.

The abbess wants more than this provincial life, though, and has sent out scouts and adventurers into the mountains in search of a giant, magical lens of pressed crystal which she believes will make her a demigoddess in her own right.

Treasure: 190 pp, a breastplate plated in silver and etched in gold filigree (2,100 gp) and a +2 *bastard sword* once owned by the high king of the elves, with a pommel decorated with golden leaves and vines (with the command word “Cheers” it can produce one gallon of wine for every foe it has killed in the previous hour).

DRUID, Wild Elf Druid: LVL 3; AC 14 (leather, shield); ATK 1 scimitar +1 (1d8); MV 30; F12 R14 W12; AL Neutral (CN); XP 300; Special—Spells per day (4/2/1), speak druidic, move through undergrowth, leaves no trail.

UAINIDD, Wild Elf Druid: LVL 9; HP 51; AC 16 (leather, shield); ATK 1 spear +6 (1d8); MV 30; F7 R10 W7; AL Neutral (N); XP 900; S10 D16 C16 I8 W17 C11; Special—Spells per day (6/5/5/3/2/1), speak druidic, move through undergrowth, leaves no trail, +2 save vs. energy spells, shapechange, immune to poison.

1925 MUSEUM PIECE | WONDER

The skeleton of a colossal dinosaur is embedded in the side of a chalk hill in this hex.

1928 COBBLER’S CLEARING | TREASURE

A tiny silver hammer rests on a stump in a clearing in a small wood. Anyone touching the hammer is turned into a leprechaun. The hammer is cursed, so it cannot be thrown away without a *remove curse* spell being cast. While in the form of a leprechaun, a person cannot refuse any order by an elf to work for them. The person also feels compelled to travel to Iskey to attend the great moot of the leprechauns, which occurs on Midsummer’s Day.

1931 OLD MOTHER GRAY | MONSTER

Old Mother Gray is a wretched sea hag that has haunted the coast here for centuries. She dwells in a cave set in white, chalky rock that has become stained red with blood over the years. From here, she raises storms unless her servants, a flock of awakened ravens, return to her with tribute from passing ships.

Her three sons, scraggs, lurk in the waves below to raid any ship that is capsized by her storms.

Treasure: 1,900 gp, a spinel (120 gp), a white opal (1,200 gp), a *scroll of false life* (but cursed with a delusion that makes bodies appear to blaze with hellfire), a *bag of holding III*, a *scroll of protection from evil*, a *scroll of flaming sphere and summon swarm*, an *oil of magic weapon*.

SCRAG, Large Giant: HD 6; AC 16; ATK 2 claws (1d6 + rend) and bite (1d6); MV 20 (Swim 40); F9 R12 W13; AL Chaotic (CE); XP 600; Special—Regenerate (acid and fire; only when immersed in water).

OLD MOTHER GRAY, Medium Monstrous Humanoid: HD 6; AC 16; ATK 2 claws (1d6); MV 30 (Swim 40); F12 R10 W10; AL Chaotic (CE); XP 600; Special—Revolting (2d6 strength damage), gaze (daze, 3/day), magic resistance 15%.

2007 STATELY RUINS | DUNGEON

The stately ruins of Caer Carwyn stand overlooking the bay wherein one finds the Titan’s Causeway [1908]. The ruins were a giant fortress, and today little is left other than the lower portion of the walls and bits and pieces of the towers. Fortunately, the castle’s dungeon is intact, and can be entered via giant trapdoor (ridiculously heavy). Stairs lead down into a collection of underground chambers, including prison cells, a torture chamber and storage rooms. The rooms are now empty, save for the skeletons of numerous monstrous rats and kegs, casks and crates that have been chewed into and defiled. One of the prison cells contains numerous elf skeletons as well as a single, snarling ghast that has waited centuries in the dark for new prey to come along. The torture chamber has been trapped by its previous owners with a *glyph of warding* that strikes people blind.

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

2009 CWENSBURY | STRONGHOLD



Cwensbury is a grand concentric castle with gleaming white walls and conical towers with azure roofs and long banners bearing the green and white colors of Breco, the Marquis of Cwensbury and the island’s reigning master of fisticuffs. The Marquis is a vassal of Queen Gloriana, and one of the queen’s favorites, a dashing man of action, generous and trusting, but perhaps too proud. Breco is a bit of a lad, as they say, and he has a weak spot in his heart for beautiful women, especially dusky beauties.

The great castle of Cwensbury is surrounded by a small village and dozens of cottages, with a total population of 890. The castle itself is defended by 90 elves-at-arms and a dozen elf knights. The Marquis confesses to Woodwinn, a gnome druid and the castle’s

chaplain. Woodwinn's twin brother, the illusionist Oromel, serves as Breco's court magician.

OROMEL, Gnome Illusionist: LVL 4; HP 10; AC 9; ATK 1 dagger +0 (1d4-1); MV 20; F14 R15 W10; AL Neutral (CN); XP 400; S8 D7 C9 I15 W14 C12; Special—Gnome traits, spells per day (4/5/3); Spellbook—0—audible glamor, dancing lights, flare, message, read magic, wizard mark; 1—change self, color spray, magic aura, phantasmal force, ventriloquism; 2—blur, improved phantasmal force, invisibility, mirror image).

WOODWINN, Gnome Druid: LVL 4; HP 18; AC 14 (leather, buckler); ATK 1 small scimitar +1 (1d6-1); MV 20; F10 R13 W10; AL Neutral (N); XP 400; S7 D13 C13 I13 W14 C10; Special—Gnome traits, spells per day (5/4/2), speak druidic, move through undergrowth, leaves no trail, +2 save vs. energy spells.

MARQUIS BRECO, Wild Elf Fighter: LVL 9; HP 42; AC 17 (breastplate, shield); ATK 2 longsword +9 (1d8+1); MV 30; F8 R12 W13; AL Neutral (CN); XP 900; S14 D11 C13 I6 W6 C10; Special—Dominate foes, wild elf traits.

2015 ARMIES IN CAMP | MONSTER

Two armies face each other across a plain of grey-green grasses and thick, clinging mist. The armies are encamped, and neither seems willing to attack. On one side there is a gruagach army of Elphyne and on the other side an army of the high elves of Albion. Both are led by wizards, and these wizards sit in the middle of the battlefield in "psychic combat" with one another. In fact, they are just tired and unwilling to wage war and are trying to wait each other out.

2017 MINES OF MALICE | MONSTER

A range of low granite mountains runs through this hex, notable for their swampy lowlands infested by mosquitoes (of the normal and giant varieties). Within the foothills, a clan of 60 duergar, rare for Ulflandia, mine jacinth and quarry granite. The clan is led by Queen Brida, an intrepid and clever warrior, and her inner circle of 15 hand-matrons. Queen Brida has two consorts, the elder Bruno and the younger Mogus, who compete incessantly for her attention, and would kill one another if she permitted it.

Most of the jacinth they mine and granite they quarry is sent to the underworld via kobold traders who act as intermediaries between the dour duergar and the wicked svarts. The duergar dig shafts to the surface world that they cover with blankets disguised as stone, so that surface travelers might fall into their clutches to be held for ransom or sold to the svarts.

DUERGAR, Small Humanoid: HD 1; AC 17 (chainmail and shield); ATK 1 pick (1d4+1); MV 20; F14 R15 W15; AL Chaotic (LE); XP 100; Special—Duergar abilities.

MOGUS, Duergar Fighter: LVL 4; HP 16; AC 14 (scale); ATK 1 heavy pick +5 (1d6+2); MV 20; F11 R14 W14; AL Chaotic (NE); XP 400; S14 D10 C11 I8 W9 C8; Special—Duergar traits, dominate foes.

BRUNO, Duergar Fighter: LVL 6; HP 21; AC 15 (breastplate); ATK 2 heavy pick +5 (1d6+2); MV 20; F9 R13 W13; AL Chaotic (LE); XP 600; S15 D11 C14 I8 W10 C7; Special—Duergar traits, dominate foes.

QUEEN BRIDA, Duergar Fighter/Thief: LVL 7; HP 27; AC 13 (leather); ATK 2 falchion +7 (1d8+1) or 2 dagger (1d4+1); MV 30; F10 R9 W14; AL Chaotic (CE); XP 700; S14 D13 C11 I6 W8 C6; Special—Duergar traits, dominate foes, backstab x3.

2021 ORC FORT | MONSTER

A tribe of 100 orc warriors and their 120 females and 190 orclings dwell in this hex in a crude hill fort. The fort sits in a valley with copious game and a thick wood of black oaks. The hill fort overlooks the forest, and is ringed by rocky walls on three sides and a steep slope on the other barred by a palisade of wooden spikes died dark brown with blood and topped by rotting corpses dangling by chained wrists.

The camp is composed of twisting tunnels dug into the hill and numerous spears stuck into the ground and flying tattered pennons of yellow and green, the tribal colors. The orcs have four smiths in their fort, who labor incessantly on arrowheads and spearheads and crude, spiky plate armor. The tribe is led by Abgand, a druid of Baco, the boar lord, in his most monstrous aspect. Thirteen sub-druids make up Abgand's "wild hunt", which spills out of the valley on moonless nights to venture far and wide for travelers to sacrifice to their god.

Treasure: 1,440 gp, 1,500 sp and 1,000 cp.

ORC, Medium Humanoid: HD 1; AC 15 (studded leather and shield); ATK 1 weapon (1d8); MV 30; F13 R15 W16; AL Chaotic (CE); XP 50; Special—None.

SUB-DRUID, Orc Druid: LVL 2; AC 13 (padded, shield); ATK 1 dagger +1 (1d4); MV 30; F12 R15 W12; AL Chaotic (NE); XP 200; Special—Orc traits, spells per day (4/2), speak druidic, move through undergrowth.

ABGAND, Orc Druid: LVL 5; HP 35; AC 13 (padded, shield); ATK 1 spear +3 (1d8); MV 30; F10 R13 W8; AL Chaotic (NE); XP 500; S11 D11 C16 I6 W18 C10; Special—Orc traits, spells per day (5/4/3/2), speak druidic, move through undergrowth, leaves no trail, +2 save vs. energy spells, shapechange.

2024 STREWTH | SETTLEMENT

The village of Strewth flies the banners of its baron, Dolo, and of the cruel Red King of Albion. The village is home to 360 proud high elves, and another 3,300 elves and lesser fey in the green hills that surround it. At the heart of the village is the hill fort of Baron Dolo, and surrounding the village proper there is a wooden palisade and a wide moat filled with a strange green gas that causes those who enter the moat to laugh hideously and uncontrollably. The villagers are mostly artisans, supported by herders and farmers in the hills. They are known for their cunning, and for their Midsummer Faire, attended by people from far and wide to trade goods and compete in a tournament of jousting, melee combat and archery (as well as a contest for the finest ale brewed in Ulflandia).



Baron Dolo is a chaste and valorous knight, but suspicious of foreigners. He is determined to marry his daughter Idaeche, a sweet girl of 120, but somewhat homely for an elf maid, to a steadfast and honorable knight that can defeat him in the lists.

Baron Dolo commands 20 elves-at-arms, all of them knights brilliantly arrayed, and a sergeant, the calculating Fianna, who would wed the old elf and seize control of his barony and his fortune, but who has been held off by his desire to see his daughter wed before he re-marries himself.

Treasure: 220 gp, 12,600 sp, 5,000 cp, 2 fancy stones and 2 gems.

ELF KNIGHT, Medium Humanoid: HD 1; AC 17 (chainmail and shield); ATK 1 lance or longsword (1d8); MV 30; F15 R13 W15; AL Lawful (CG); XP 50; Special—Elf traits.

FIANNA, High Elf Fighter: LVL 3; HP 15; AC 17 (banded); ATK 1 heavy mace +4 (1d6+2) or composite bow +4 (1d6+1); MV 30; F11 R13 W14; AL Chaotic (NE); XP 300; S13 D13 C13 I10 W11 C12; Special—Elf traits, dominate foes.

BARON DOLO, High Elf Fighter: LVL 6; HP 29; AC 16 (scale, +1 buckler); ATK 2 longsword +6 (1d8+1); MV 30; F10 R13 W14; AL Lawful (LG); XP 600; S15 D11 C12 I10 W8 C11; Special—Elf traits, dominate foes.

2026 ORC ROBBERS | MONSTER

A band of 30 orc robbers has set up camp here in a shady copse of willows. The robbers are led by the rebellious Sir Willys of Whitechapel, recently declared outlaw by Queen Gloriana. He is possessed of a singular obsession for revenge.

Treasure: 1,250 gp and five fancy stones.

ORC, Medium Humanoid: HD 1; AC 15 (studded leather and shield); ATK 1 weapon (1d8); MV 30; F13 R15 W16; AL Chaotic (CE); XP 50; Special—None.

SIR WILLYS, Human Fighter: LVL 8; HP 55; AC 19 (platemail, shield); ATK 2 spear +8 (1d8+1) or 2 +1 composite bow +8 (1d6+1); MV 30; F8 R12 W12; AL Chaotic (NE); XP 800; S15 D10 C14 I6 W10 C11; Special—Dominate foes.

2029 THE WHITE HART | STRONGHOLD

The White Hart is a roadhouse atop the cliffs overlooking the sea in this hex. Once a small fortress, it has since been taken over by Elder Idric and his three daughters, Cufanni, Muire and Yrobele, all exceedingly bright women, mousy in appearance (for elves), with sandy blonde hair, porcelain skin dotted with freckles from exposure to the sun, and brilliant eyes of cerise that shimmer and sparkle when they are pitting their tremendous intellects against some intractable philosophical problem. The girls (they are only in their 40's) are triplets, and hard to tell apart (Cufanni is taller than the others, Yrobele tends to bite her lip and Muire's hair is always in her eyes). When educated people enter their father's house, they cannot restrain their excitement at discussing philosophy, history and, especially, the arcane. All three are apprentices to their father, and he knows he will one day lose

them to an adventuring party. His eyes are always tinged with sadness in the presence of adventurers.

IDRIC'S DAUGHTERS, High Elf Magic-User: LVL 1; AC 10; ATK 1 staff -1 (1d6-1); MV 30; F15 R15 W13; AL Neutral (N); XP 100; Special—Elf traits, spells per day (3/1).

IDRIC, High Elf Magic-User: LVL 4; HP 8; AC 10; ATK 1 staff +0 (1d6-1); MV 30; F14 R15 W10; AL Neutral (N); XP 400; S5 D6 C11 I17 W15 C11; Special—Elf traits, spells per day (4/4/3).

2117 BHEL'S BULLIES | MONSTER

Bhel is a gruagach robber, an outlaw of Albion, and wanted by Elphyne as well. He commands a band of thirty gruagach highwaymen, dashing savages with a lust for headhunting. The band maintains a camp of small tents, usually on a hill with tree cover. They prefer to attack at twilight, using harassing techniques to push people into rough terrain where they have set snares. The band has a single wagon, driven by an old leprechaun named Guidric who also serves as their cook. Bhel's lieutenant is the especially fierce Fiacha, a blonde devil of a she-elf with a grisly scar running across her face and sharpened teeth.

Treasure: 500 gp, 600 sp, 4,000 cp.

ROBBERS, Medium Humanoid: HD 1; AC 10; ATK 1 shortbow (1d6) or hand axe (1d6); MV 30; F15 R13 W15; AL Chaotic (CE); XP 50; Special—Elf traits.

FIACHA, Medium Humanoid: HD 3; AC 13 (scale); ATK 1 battleaxe (1d8) or shortbow (1d6); MV 30; F12 R14 W14; AL Chaotic (CE); XP 50; Special—Elf traits.

BHEL, Medium Humanoid: HD 5; AC 14 (chainmail shirt); ATK 1 greatsword (1d10) or shortbow (1d6); MV 30; F11 R13 W13; AL Chaotic (NE); XP 50; Special—Elf traits; Gear—flask of holy water, dusty rose prism ioun stone, oil of invisibility, potion of healing.

2119 KINGDOM OF ELPHYNE | CITY-STATE

Elphyne is the citadel of Queen Agnes, war-chief of the Hieland gruagach clans and claimant to the throne of Iskey. A wizened old elf, she claims to have known the great heroes of old and to have personally seen the titans and giants flee before the armies of her father, Maglath Dozenblade.



Queen Agnes' castle is a grand affair, springing seemingly from the mountain itself. It is composed of blue-grey stone, like the mountain, and boasts twenty grand towers of various heights and widths, and three courtyards. The highest is the Court of Stars, where the Queen's druids study the heavens. Below is the Court of Flowers, a garden of mountain flowers and enchanted apple trees. The lowest is the Court of Beasts, where magical beasts are kept on silver leashes that make them tame. Beneath the castle are her dungeons, where those who have displeased her are kept

and tortured by a bound erinyes with a lust for pain and justice; legends say she dwelled beneath the mountain before the castle was built, and was bent to the service of the elves by Maglath.

The castle overlooks a high valley, which itself connects to two smaller, but more verdant vales. The high valley holds a small town inhabited by 960 gruagach, with a small minority of 140 high elves from Albion, mostly mercenaries and traders, and about 330 working fey. Beyond the town, also called Elphyne, the valleys are inhabited by another 12,870 people, divided into four hundreds and nine manors. Six of those manors are baronial, and are ruled by the Barons Beoruce of Darra, Carrider of Teven, Elrick of Gormost, Gilliamh of Llond, and the Baronesses Namina of Findir and Enice of Walvyn. Enice is also Thane of the Three Valleys, administering all the peoples and barons of the valleys on behalf of the queen.

Five Hieland domains are held by vassals of Queen Agnes. They are the Barony of Glandyr [1618], the Barony of Conwy [1713], the Barony of Puchan [1718], the Lordship of Ffylle [1720] and the Barony of Llaisy [1919].

Queen Agnes has 90 gruagach fighters (second level) in her garrison, along with six knights (third level fighters) and their sergeants (fifth level fighters). Her soldiers are mostly archers, spearmen and light cavalry.

2123 NE'ER-DO-WELLS | MONSTER

Two hundred ne'er-do-well goblins, with light blue skin and greasy red hair, dwell in caves in this hex. The goblins do a bit of mining, trading with the elves, and they fish in a small, silver lake beneath their caves that actually flows into the lower caves in their lair. When food runs low, and the goblins get bored, though, they dive into the lake and search for the small, smooth stones that lie in the muck at the bottom. By swallowing these stones, the goblins turn invisible (per the spell). Once invisible, they steal out of their caves and make mischief – sometimes harmless, but sometimes cruel and deadly.

Treasure: 410 gp, 1,000 sp, 8,000 cp, six flasks of acid (used to play their wicked pranks)

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

2215 HOWLING HILLS | MONSTER

The hills in this hex are alive with the wailing of a clutch of banshees, the undead souls of elf-wives whose lovers died defending their hill fort from a goblin army. To even enter the hex forces one to pass a Will save or become uneasy. After a full hour, one begins losing one point of Wisdom and one point of

Constitution per hour, as they simultaneously go mad and have their life drained away from them. It is not uncommon to spot corpses in various stages of decomposition in these hills.

At the heart of the hex there is a great hill with the remains of a fort. Here, the Seven Banshees of the Howling Hills dwell, screeching away over the skeletal remains of their lovers, the Seven Blessed Brothers who once fought for Pyrdain.

BANSHEE, Medium Undead: HD 7; AC 17 [+1]; ATK 1 strike (1d8 + chill); MV 30; F12 R12 W9; AL Chaotic (CE); XP 1750; Special—Frightening visage (save or flee for 1d6+4 rd), chill (strength drain, 1 point), death wail 1/day (per wail of the banshee spell), unnatural presence, dispel magic kills it (save permitted), incorporeal, immune to cold and electricity, magic resistance 15%.

2217 EGENTYNE | STRONGHOLD

Egentyne Castle is the hold of Sir Caibre, Lord of Egentyne, and vassal of The Red King of Albion. Caibre is a crawling, dishonest villain of a knight, whose castle commands a key mountain pass. All who pass through his domain are taxed heavily, and if they balk, are tossed into his dungeon.



Egentyne is a concentric castle, dark grey in color, defended by 65 men-at-arms and a troop of six elite heavy cavalry. Lord Caibre employs a wretched druid, Trudelm, a half-troll with vile breath and who worships the blood god Baco, performing hideous sacrifices on a nearby hill. Lord Caibre's 700 serfs live in three manorial villages under the watchful eye of his three sons, Etheac, Padelain, and Tricus.

TRUDELM, Half-Troll Druid: LVL 3; HP 11; AC 17 (leather, shield); ATK 2 claws (1d3) and bite (1d4) or 1 scimitar +2 (1d8+1); MV 30; F11 R14 W11; AL Chaotic (NE); XP 300; S13 D11 C14 I10 W14 C9; Special—Spells per day (4/3/1), speak druidic, move through undergrowth, leaves no trail, regenerate (1 hp per round/acid and fire).

LORD CAIBRE, High Elf Fighter: LVL 6; HP 31; AC 18 (banded, shield); ATK 2 morningstar +5 (2d4); MV 30; F10 R13 W13; AL Chaotic (NE); XP 600; S12 D9 C9 I7 W10 C8; Special—Dominate foes.

2220 NAVER | SETTLEMENT

Naver is a village of 170 high elves of Albion surrounded by another 1,560 non-elf serfs laboring in fields and watching over herds of sheep in the hills. The villagers live in wattle-and-daub houses with conical thatched roofs. It is surrounded by a low stone wall with a moat of icy water fed by a nearby spring.



The ville is ruled by Maera, Baroness Naver, a judicious and energetic ruler, always on the lookout for ways to improve the industry of her fief. As fine a mistress as she is, Maera is a reckless lover and a rebellious vassal, always convinced she is right and unwilling to back

down without the direst threats. Her will is enforced by 10 elves-at-arms and a sergeant, Ydrec.

ELF-AT-ARMS, Medium Humanoid: HD 1; AC 15 (studded and buckler); ATK 1 weapon (1d8); MV 30; F15 R13 W15; AL Lawful (CG); XP 50; Special—Elf traits, cast magic missile 1/day.

BARONESS MAERA, High Elf Fighter: LVL 5; HP 19; AC 17 (splint); ATK 2 heavy flail +7 (1d6+3); MV 30; F11 R12 W13; AL Neutral (LN); XP 500; S16 D14 C12 I6 W9 C11; Special—Dominate foes.

2228 ERASTER | STRONGHOLD

Eraster, the Sage of the West, Royal Oracle of Albion, has his private sanctum in this hex, an octagonal tower of brilliant blue stone. The lands around his stronghold are littered with corpses on pikes that are actually wax golems.

The interior of the tower is cluttered and disorganized, and houses a grand library of prophecies, and a well-appointed torture chamber run by an automaton named Thraen. He has numerous *wizard locked* closets, many containing summoned and bound demons and devils, who answer questions through the keyholes to avoid excruciating punishments.

Treasure: 900 gp.

WAX GOLEM, Medium Construct: HD 4; AC 14; ATK 2 fists (1d8+3); MV 20; F14 R14 W14; AL Neutral (N); XP 400; Special—Resistance to blunt weapons, magic resistance 25%.

ERASTER, Human Magic-User: LVL 10; HP 31; AC 11; ATK 1 staff +2 (1d6-1); MV 30; F12 R11 W7; AL Neutral (LN); XP 1000; S7 D14 C11 I16 W14 C8; Special—Spells per day (4/5/5/3/3/2); Spellbook—0—all; 1—comprehend languages, feather fall, hypnotism, magic missile, magic weapon, protection from evil, shocking grasp; 2—acid arrow, flaming sphere, invisibility, knock, scorching ray, wisdom; 3—dispel magic, displacement, haste, lightning bolt, slow, suggestion; 4—dimension door, enervation, greater invisibility, lesser globe of invulnerability, stone shape, summon monster IV; 5—feeblemind, hold monster, passwall, teleport; Gear—bag of tricks (rust), elixir of fire breath, elixir of hiding, gloves of dexterity +2, ring of water walking and wand of burning hands [2 charges].

2244 FISCURY | MONSTER

Fiscury is a village of 170 locathah dwelling in undersea, cliff-side tunnels wriggling with tame eels. The village's riding eels are kept in an underground vault, where they are massaged and pampered by the queen's handmaidens. Queen Sarna is a fine warrior in her own right — the Boudicca of the locathah. Her warriors are led into battle by six sergeants (3 HD) armed with lanced and crossbows, or tridents, nets and daggers.

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

2313 BAFFLE | SETTLEMENT

Baffle is a windy fishing village built along a ridge overlooking the sea. The people are dour and forlorn, disgusted with their lot in life and always looking for a way out. The arrival of adventurers means a chance to get married to a wealthy adventurer or find work.



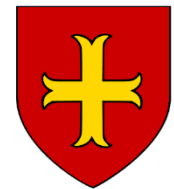
The village is composed of thatched huts. The landward side of the village is protected by an earthen rampart with a dry moat. A wooden guard tower flies the banner of Jane, Baroness Baffle, a generous, self-indulgent woman deeply in debt to the Lord Mayor of Orwic. The baroness is known as the Rose of the West for her great beauty and dazzling wit. Many have courted her, but she prefers the solitary life.

The village is guarded by twelve men-at-arms and sergeant Tuck. The warriors and their canny sergeant can usually be found scheming in the tavern, a low, long, partially dug-out stone building with a thatched roof and the finest selection of spiced wines on the coast.

BARONESS JANE, Human Fighter: LVL 5; HP 35; AC 17 (breastplate, shield); ATK 2 longsword +7 (1d8+2); MV 30; F10 R13 W14; AL Neutral (CN); XP 500; S16 D11 C14 I8 W7 C12; Special—Dominate foes.

2316 ATHER | SETTLEMENT

Ather is a town built on mining jet, sheep herding and a well-developed weaving industry. The people are a motley collection of humans and elves living in stone long-houses constructed around a central court. A strong stone wall and moat surrounds the village, with four towers and a gatehouse. Outside the town, there are another 3,100 peasant farmers and herders.



Ather's ruler, Geoffrey, Baron Ather, a vassal of Queen Gloriana, dwells in a fortified mansion in the center of town, constructed across from the town's church. Geoffrey is a just baron, and merciful to his enemies, but he shies away from conflict and tends to be selfish. He commands 22 men-at-arms (five light cavalry, ten heavy infantry and seven crossbowmen) with the assistance of Sergeant Griff Bandy-Legs.

Ather's greatest secret hides in the shadows. Many of its people are possessed by weird shadows, which awaken them at night to go out and commit acts of murder. The shadow-possessed can step through shadows and appear nearly anywhere, making them most effective assassins. Their ultimate goal is unknown.

SHADOW ASSASSIN, Medium Undead: HD 3; AC 13 [+1]; ATK 1 strike (1d6 Str); MV Fly 40; F14 R14 W13; AL Chaotic (CE); XP 750; Special—Incorporeal, create spawn.

BARON GEOFFREY, Human Fighter: LVL 7; HP 39; AC 15 (mail shirt); ATK 2 battleaxe +7 (1d8+1); MV 30; F9 R12 W13; AL Neutral (CN); XP 700; S14 D13 C14 I10 W12 C12; Special—Dominate foes.

2319 PANDY | SETTLEMENT

Pandy is a hilltop village of 245 surly gruagach raiders. The raiders protect 2,200 more elves and working fey in the countryside, who care for the herds of cattle the raiders steal. The hilltop village is protected by a wooden palisade. Within are numerous thatched huts and three wooden towers.



The village is commanded by Baron Achain, a vassal of the Red King. He is a temperate, prudent knight, but brilliantly dashing when it comes to stealing cattle or fighting duels. He loves the attention of women, and is always at his most gallant and daring in their presence. Besides the gruagach raiders, Achain commands 24 elf horsemen, with the assistance of five sergeants and three lieutenants.

BARON ACHAIN, Wild Elf Barbarian: LVL 5; HP 31; AC 15 (padded, shield); ATK 1 broadsword +5 (2d4+1); MV 40; F10 R11 W13; AL Neutral (N); XP 500; S15 D17 C15 I6 W10 C11; Special—Rage 2/day, sixth sense.

2322 ABANDONED PIT | MONSTER

An old pit mine has been abandoned here. The mine once produced coal, but has since been taken over by a dozen fire mephits, who have set it ablaze and dance and cavort in the flames, daring brave knights to attack them.

Treasure: 1,000 gp, 3 fancy stones, 3 gems, a bolt of cloth-of-silver (1,600 gp), and a +2 *longsword*.

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/hour, heat metal 1/day, summon mephit 1/day, regenerate.

2325 GLASSY-EYED MINSTRELS | MONSTER

A troupe of minstrels has set up temporary camp here, circling their brightly colored wagons and sleeping under the stars while they rest up. The minstrels are all kindly and mellow, but they appear somewhat glassy eyed and strange to visitors. They are controlled by a puppeteer (the monster, not a person who works puppets). The puppeteer is hosted on Bradrik, the tallest, most handsome and most talented of the minstrels, and with the aid of a silver circlet he wears is able to control the other minstrels by telepathy. The puppeteer uses the minstrels to lure new victims into his clutches, leaving them behind in villages to work as rabble rousers against their rulers. He has no master plan other than to dominate as many people as he can.

Treasure: 300 gp, 1,600 sp, 10,000 cp and two fancy stones.

MINSTREL, Human Bard: LVL 3; AC 12 (leather); ATK 1 rapier +1 (1d6); MV 30; F14 R12 W12; AL Neutral (N); XP 300; Special—Spells per day (3/1), legend lore, music (fascinate).

PUPPETEER, Tiny Magical Beast: HD 0; AC 19; ATK 1 bite (1); MV 5; F16 R14 W15; AL Chaotic (LE); XP 125; Special—Enthrall (touch, dominates host), telepathy 20 ft., treated as carried magic item for purposes of saving throws; Spells—At will—charm monster, detect magic, mental barrier.

2331 THE CRONE'S BATH | WONDER

A hot spring bubbles from the ground in this hex in a rocky landscape marked by pale shrubberies and a nasty odor. The spring runs into a small stream, which eventually flows into the sea. Legend says that, when the moon is full, the hags arrive at the spring with their troll children and hold dances that suck the electric winds of chaos into the mortal world. They also trade recipes and complain about their kids. Whether this is true or not is unknown, for who but the boldest adventurers could survive an encounter with 3d6 hags and as many or more trolls?

2414 ORMINSTER | STRONGHOLD

Orminster is an abbey of pinkish stone dedicated to Merlinus, the demigod of the magical arts in Ulflandia, honored by both elf and human. The abbey is surrounded by a village of 90 serfs tending the abbey's fields, with another 810 yeomen living throughout the hex, herding sheep and cattle and tending apple orchards.



The abbey is governed by a squatty (some say depraved) abbot called Athyen. Athyen is in it for the money and power, and frankly Merlinus, ensconced as he is in Fairyland, pays him no attention. Nine druids and nine magic-users serve under the abbot, as well as another six men-at-arms.

The abbey has a haunted wing, long abandoned by the monks to a ghost called Fatlips. Fatlips tromps around in heavy iron boots, and has proven too pathetic of a figure for the priests to have the heart to destroy it.

Treasure: 1600 gp, eight fancy stones, two gems, *elixir of sneaking* in a dusty brandy bottle, *oil of bless weapon* sealed with wax in an old gauntlet and a +1 *rapier*.

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

ABBOD ATHYEN, Human Druid, Magic-User: LVL 3/3; HP 13; AC 9; ATK 1 staff +0 (1d6-1); MV 30; F11 R15 W11; AL Chaotic (NE); XP 300; S8 D7 C14 I14 W14 C7; Special—Druid spells per day (4/3/1), speak druidic, move through undergrowth, leaves no trail, spells per day (4/3/1); Spellbook—0—all; 1—alarm, chill touch,

comprehend languages, enlarge person, mage armor, shield, sleep; 2—rope trick, scorching ray.

2415 BRIDGE OF DREAD | WONDER

The so-called Bridge of Dread is a large, stone gatehouse constructed on the edge of a 300-ft high cliff. The valley below is piled with volcanic rocks. The gatehouse is constructed of basalt as well, and looks awfully foreboding. The gatehouse has 20-ft tall doors of black walnut, carved with a depiction of a grotesque, grinning demon. When people approach, a tall, alabaster figure rises from the ground, holding a silver scythe. The figure, in a musical voice, says, “Turn back from these Gates of Hell, lest you dwell there eternally.”

The figure is a fey guardian summoned by the inhabitant and warden of the gatehouse, the wizard Orlock, a powerful evoker bound to guard this magical gateway into Hell by his love for Queen Gloriana. Orlock is a youngish looking wizard, muscular and handsome, who dresses in robes of red and a gold skullcap.

The gatehouse contains a portal to Hell that extends like a fiery bridge from a great hole in one of the walls. This bridge appears to extend over the valley below, though people not looking through the portal will not see the bridge of fire.

Treasure: 1,100 pp, a set of bronze candlestick that change the color of the flames of candles put in them based on the moods of those around them, shoes clad in red dragonscales (700 gp), a gold ring set with an eye agate that peers at the most powerful person within 40 feet, tall leather boots with platinum buckles (500 gp) and a leopard skin coat (300 gp).

ALABASTER GUARDIAN, Large Construct: HD 14 (60 hp); AC 22; ATK 2 slams (2d6); MV 30; F7 R8 W8; AL Neutral (N); XP 3500; Special—Glows (daylight, tactical advantage in combat), magic immunity.

ORLOCK, Human Magic-User: LVL 12; HP 16; AC 10; ATK 1 dagger +3 (1d4-1); MV 30; F11 R11 W6; AL Neutral (LN); XP 1200; S7 D11 C7 I15 W13 C8; Special—Spells per day (4/5/4/4/3/3/2); Spellbook—0—all cantrips; 1—alarm, expeditious retreat, grease, mage armor, magic missile, ray of enfeeblement, shield; 2—blindness/deafness, blur, charisma, constitution, knock, mirror image; 3—arcane sight, dispel magic, fireball, fly, hold person, magic circle against evil; 4—black tentacles, dimension door, enervation, improved invisibility, stoneskin, summon monster IV; 5—polymorph other, summon monster V, teleport, transmute rock to mud, wall of force, waves of fatigue; 6—antimagic field, chain lightning, disintegrate, wall of iron.

2417 GNOLLS | MONSTER

A village of 150 gnolls dwells here with their 90 females and their 370 cubs. They dwell in the blackened remains of an old abbey, which they personally burned to the ground, retaining what holy vestments they could for their chieftain, Jagot, and his wives, and nailing the skulls of the priests to the stone gateway. The ruins

have no roof and the doors have been battered down. The gnolls live with three trolls, brothers, the sons of Long Meg [2824].

Treasure: 110 pp, 1,740 gp, 1,600 sp, 20,000 cp and two fancy stones (an amber bear figurine and a tiny emerald chip).

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

CHIEF JAGOT, Medium Humanoid: HD 6; AC 17 (mail shirt and shield); ATK 1 weapon (1d8+1); MV 30; F10 R12 W12; AL Chaotic (CE); XP 300; Special—None.

2422 SMOKING CAVERN | MONSTER

On a windless day, a small column of smoke can be seen drifting from the hills, which are notable primarily for the lack of vegetation and the marks of scorching on the ground.

The smoke issues forth from the nose of a fire drake, which makes its lair in a small cave at a junction of several rocky hills. A small pool surrounded by slippery, black mud sits just outside the cave entrance, which appears clogged with boulders until a person approaches within 30 feet of the cave.

Within the cave, which is sooty and filled with smoke, one finds a natural stair that leads down to a lower cavern flooded with black, brackish water. The brackish water is home to a black pudding, which lurks beneath the surface. The fire drake has struck a deal with the ooze, delivering into the water the remains of its kills, on which the ooze feeds. The water has an oily sheen atop it, a defensive measure by the drake, which can set it ablaze to keep people out if need be.

A ledge on the far side of the cave permits entry into another cavern, this one the lair of the fire drake. It is in here that the monster keeps its treasure.

Treasure: 2,000 gp, a pouch covered with golden eagle feathers (90 gp), a large tapestry with silver and gold threads depicting the completion of a cathedral (4,000 gp), a rosewood rod set with jasper (800 gp) and a *potion of healing*.

BLACK PUDDING, Huge Ooze: HD 10; AC 3; ATK 1 slam (2d6 + 2d6 acid + engulf); MV 20 (Climb 20); F7 R10 W10; AL Neutral (N); XP 1000; Special—Acid, split, immune to mind effects, weapon resistance.

FIRE DRAKE, Medium Dragon: HD 5; AC 16; ATK 2 claws (1d4) and bite (1d6); MV 40 (Fly 120); F11 R10 W11; AL Chaotic (CE); XP 500; Special—Cone of fire (30'; 3d6 damage), immune to fire.

2424 WATERY GRAVE | MONSTER

A canyon with marble walls swirled white and pink houses a wide, cool, mellow pool. Water enters the pool via a waterfall, and exits via a second waterfall. The pool is shady and green, and three kelpies, who mimic green-skinned nymphs, sit upon a large stone

in the middle of the pool. The stone is carved into a statue of a green, moss-covered river god holding a silvery crown (actually made of tin, and seemingly worthless, except it used to be a +1 *light pick* that was polymorphed into the crown).

Treasure: The kelpies keep their treasure in a submerged cave. It consists of 4,000 sp, three fancy stones, *necklace of fireballs I*, and *potion of hide from animals* in a deer shaped decanter.

KELPIE, Medium Fey: HD 5; AC 17; ATK 1 tendril (1d3 + constrict); MV 30 (Swim 40); F13 R11 W11; AL Chaotic (CE); XP 500; Special—Charm, drown.

2426 MAGIC HAND | WONDER

An old trove was buried in this spot – perhaps a treasure map will lead adventurers to it. In an old chest there is, on a velvet cushion, a porcelain hand. Although made of the purest, whitest porcelain you have ever seen, the hand proves to be surprisingly strong. The fingers of the hand are bent in such a way as to remind people of the fingers of an archer, drawing back his bow.

In fact, the hand is magical. If used to draw a bow string, an *acid arrow* (as the spell) appears knocked in the bow (no, it won't hurt the archer or bow) and can be shot as per the spell.

2510 UNDERSEA AMAZONS | MONSTER

A tribe of 270 amazon lubbers and their 200 sleepy-eyed mates dwells in a submerged white castle in this hex. The castle's spires are tall and fluted, and the tops of the towers have giant black pearls embedded in the battlements. These magical pearls, each about 8 inches in diameter, vibrate at a special frequency ... a special EVIL frequency. When non-evil creatures approach within 100 feet of the towers, they send *waves of exhaustion* out into the waters (per the spell) that only affect non-evil creatures.

The warchief of the lubbers is called Angra, and she is a sight to behold. About a foot taller than the others and a tower of muscle, she wears tooled cuir boille armor and carries a large trident. Her thirteen war-sisters wear scaled armor and carry spears. They patrol their kingdom on giant barracudas.

Treasure: 1,140 gp, 3,200 sp, 35,000 cp, a black star sapphire (1,200 gp) and a *scroll of endure elements*.

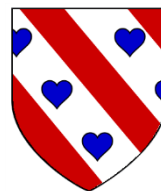
LUBBER, Medium Humanoid: HD 1+1; AC 11; ATK 1 spear (1d8); MV 30 (Swim 30); F13 R15 W15; AL Chaotic (LE); XP 75; Special—Hate aquatic elves.

WAR-SISTERS, Medium Humanoid: HD 2+1; AC 15 (scale mail); ATK 1 spear (1d8); MV 30 (Swim 30); F12 R15 W15; AL Chaotic (LE); XP 150; Special—Hate elves.

ANGRA, Medium Humanoid: HD 4+1; AC 13 (leather armor); ATK 1 trident (1d8+1); MV 30 (Swim 30); F11 R14 W14; AL Chaotic (LE); XP 150; Special—Hate elves.

2514 PRINCE HEATHEN | STRONGHOLD

Prince Heathen of Melad is a reckless knight who bows to none. A peerless warrior and skilled magician, he is given to indulging his passions, and this makes him dangerous. Heathen's castle is an ancient construction of obsidian blocks, like a great, black mound of stone with an entrance barred by bronze doors. Giant black ravens roost atop this castle, acting as Heathen's spies and assassins, but never as his mount. For that, he relies on his nightmare, Mordor.



Heathen is handsome and gallant, in his own way, but when he wants something he will stop at nothing to get it, and will gladly destroy it if he cannot have it. He commands 60 elven archers and twelve elven cavaliers.

ELF ARCHER, Medium Humanoid: HD 1; AC 15 (studded and buckler); ATK 1 longbow or longsword (1d8); MV 30; F15 R13 W15; AL Lawful (CG); XP 50; Special—Elf traits, cast one level 1 magic-user spell.

ELF CAVALIER, Medium Humanoid: HD 1; AC 18 (chainmail and shield); ATK 1 longsword or lance (1d8); MV 30; F15 R13 W15; AL Lawful (CG); XP 50; Special—Elf traits, cast one level 1 magic-user spell.

NIGHTMARE, Large Outsider: HD 6; AC 21; ATK 2 hooves (1d8 + 1d4 fire) and 1 bite (1d8); MV 40 (Fly 90); F9 R10 W9; AL Chaotic (CE); XP 600; Special—Cone of smoke (15', blinds opponents); Spells—At will—astral projection, etherealness.

PRINCE HEATHEN, Grey Elf Fighter/Illusionist: LVL 15; HP 46; AC 10; ATK 4 longsword +14 (1d8+1); MV 30; F6 R10 W6; AL Neutral (CN); XP 1500; S14 D11 C10 I17 W9 C12; Special—Grey elf traits, dominate foes, spells per day (4/5/5/4/4/3/2/1); Spellbook—0—all cantrips; 1—change self, charm person, color spray, magic aura, phantasmal force, sleep, ventriloquism; 2—blur, hypnotic pattern, improved phantasmal force, invisibility, mirror image, misdirection; 3—dispel magic, displacement, hold person, invisibility sphere, slow, spectral force; 4—false forest, illusory wall, improved invisibility, phantasmal killer, rainbow pattern, shadow conjuration; 5—dream, feeblemind, magic jar, nightmare, persistent illusion, shadow evocation; 6—cone of paralysis, permanent illusion, programmed illusion, shadow walk, true seeing, veil; 7—mass invisibility, project image, greater shadow conjuration, simulacrum, spell turning; 8—greater shadow evocation, scintillating pattern.

2516 ORWIC | CITY-STATE

The city-state of Orwic was founded on the site of a massive orc fort. A bloody battle, joined by the men of Nomo and Braggart mercenaries removed the orc presence from the coast and paved the way for human settlement. There are still isolated groups of orcs burrowed into the hills, but they're not strong enough to do any more than harass travelers or small merchant caravans.



Orwic has a population of 5,300 people, with another 48,000 living in the domain surrounding Orwic. The domain consists of

35 manors, six of them royal, nine of them ecclesiastic and the other 21 baronial. The barons are Roge of Testead, Symart of Rybrook, Holeon of Fibluff, Enryn of Deford, Narder of Arminster, Thamond of Scemoor, Riffin of Clefield, Hamart of Fidale, Piersym of Kewick and Giles of Dhill. The baronesses are Sarry of Barrymore, Eryell of Bygate, Belia of Errol, Bride of Methrop, Helia of Meawick, Merrey of Waydale, Ausan of Lewich, Malia of Ormoor, Hery of Welch, Eryeth of Gilion and Sane of Trist.

The ruler of the lands around Orwic is Glamm, Earl of Boorshire, a chaste, honest, merciful man with a vengeful temper towards those who show him disloyalty. He is a veteran of Queen Gloriana's wars in the Greenwood Marches.

Orwic proper holds a charter from Queen Gloriana, and is ruled by Lord Mayor Wodrik. Wodrik is a craven man, and jealous of his power and position. He has done fine service for the crown as a filibuster, coroner and merchant. His city is protected by 333 men-at-arms commanded by Captain Archton.

Orwic is a fine city of light grey stone buildings and roofs of grey slate or thatch. The locals weave garlands of tiny white and yellow flowers in their roofs, and paint their doors with images of the fey and their patron saint as a ward against evil. The city has a large fortification and stout walls, and was once used by Queen Gloriana's ancestors to hold court in the east, and as a military base for Nomo's abortive attempt to conquer the wild elves.

Orwic is a center of cloth manufacturing, and has a notable dwarven minority engaged in metalwork and banking. They are routinely persecuted by the nobles and burghers of Orwic, who are often in their debt, but bear up under the injustice with typical dwarven stoicism. Grain grown in the countryside is exported from here to Nomo and Antigoon, with merchants bringing back wine, fine cloth and wax. Orwic has its share of sailors, merchant-venturers and pirates.

The men of Orwic embrace the old faith of the druids, and scoff at the more modern deities of the Queen's Church. Their local patron saint is Kessag the Heroic, and the city's mynster is dedicated to him, with altars to Taran and Bel as well. The mynster has an attached college overseen by Master Olven of Orwic, a scholar and high druid.

2518 JACK-IN-IRONS | MONSTER

Jack-in-Irons appears on moonless nights, a brutish hill giant wrapped in barbed chains hung with the heads of his past victims. None know where he comes from – most say he issues forth from Hell to drag the wicked down into the abyss. In truth, he drags people into the underworld via a great cave covered by a slab of stone, selling them to the svarts or devouring them.

JACK-IN-IRONS, Large Giant: HD 8; AC 17 [Silver]; ATK 2 chains (20'/2d6) or boulder (2d8); MV 30; F8 R11 W12; AL Chaotic (NE); XP 800; Special—Resistance to cold, immune to poison, magic resistance 10%, regenerate (thwarted by silver)..

2524 ABANDONED BARN | WONDER

An old barn, almost falling down, stands in the middle of a large meadow grazed by feral cattle. Bees buzz around the meadow, which is filled with thousands of blue flowers. Inside the barn, a dozen elf skeletons are hanging from the rafters by chains. They wear shreds of clothing and a few odd items have fallen on the ground beneath them, including a silver pendant which bears the crest of the Barony of Ather [2316].

2612 ISLE OF BRIGHT WATERS | WONDER

An island in this hex is ringed by white, sandy beaches. Beyond the beaches rise wooded hills, though none are particularly tall. Between these hills, and obscured by the woods, there is a broad valley watered by natural springs. The valley has overgrown fields of wild grasses, and a small, grey castle is nestled here behind a stand of rugged pines. The castle has a moat, fed by the springs and inhabited by a wide array of noisy frogs. The castle also has a large kitchen garden tended by a lonely maiden, who dwells here alone since her parents passed. Her parents were the caretakers of the castle. Its prince was long ago lost, none know where or how. In fact, he is one of the frogs, changed into that form by a passing witch. He is a large frog, who is notable for his single possession, a golden ball.

2615 THE WONDER WORKER | MONSTER

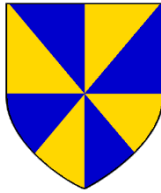
The cave of the wonder worker Mother Selbiah is in this hex. The cave is a bright affair, made of white stone on a hillock of long, sweet, green grass and garlanded by wild roses woven for her by the local pixies. Selbiah is a large woman, with hag blood flowing through her veins. She is kindly when she is not drunk, which is thankfully not often. The pixies keep out of her way when she is drunk, usually on goblin beer delivered by the local ne'er-dowells. Inside her cave she keeps a cauldron, all manner of herbs and various magical doodads. Mother Selbiah talks to people as though they were children, even elves vastly older than she. Wonderful smells issue from her hearth, where she prepared vegetable stews (she does not eat meat, for the smell of blood sometimes awakens her more bloodthirsty, wicked instincts).

Treasure: 200 gp, three fancy stones.

MOTHER SELBIAH, Medium Monstrous Humanoid: HD 5; AC 16; ATK 2 claws (1d3) or weakening attack (1d4 strength); MV 30 (Swim 20); F13 R11 W10; AL Neutral (N); XP 500; Special—Magic resistance 15%; Spells—At will—audible glamer, change self, dancing lights, invisibility, pass without trace, tongues, water breathing.

2616 CAER DEVLIN | STRONGHOLD

Caer Devlin is a large, concentric castle guarded by 85 orcs brilliantly arrayed in azure and gold tunics over chainmail. They wield either halberds and short swords or short bows and arrows with black shafts and azure feathers. The castle is home to Lord Jarkham, a man with a demonic sense of humor and a complete lack of empathy for other beings. He and his orcs raid the lands around him, holding people hostage and stealing the finest horses, sheep and cattle the surrounding lands have to offer.



Lord Jarkham's attacks occur at night, and though his troops meet resistance, none dare follow them back to Caer Devlin for fear of its guardian, the green dragon Laedor. Laedor dwells beneath the castle in a cave connected with its extensive dungeons excavated by orcs and goblins and home to numerous prisoners and monsters. The dungeons are also home to the witch Kessandra, who mothered Jarkham with an ambitious imp, Unctio, who she keeps in a magical golden cage in her chamber of horrors. Kessandra breeds owlbears, and keeps a dozen patrolling the dungeon and the grounds around the castle. They sometimes accompany Lord Jarkham on his raids.

The dragon was once the Princess Melindra, a woman destroyed by the untimely death of her lover, the knight Sir Bellanthron. She made a pact with Mother Selbiah, who was unfortunately tipsy at the time, and so transformed her into the monstrous Laedor.

The lands around Caer Devlin are home to 850 peasants, much abused by their lord and his orcs.

Treasure: 3,130 gp, 3,500 sp, 4,000 cp, ten fancy stones, one jewel, and a *scroll of detect invisibility and spider climb*.

ORCS, Medium Humanoid: HD 1; AC 17 (chainmail and shield); ATK 1 halberd (1d8); MV 30; F13 R15 W16; AL Chaotic (CE); XP 50; Special—None.

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

LAEDOR, Medium Dragon: HD 8; AC 17; ATK 2 claws (1d6) and bite (1d8); MV 40 (Fly 150, Swim 40); F9 R9 W8; AL Chaotic (LE); XP 2000; Special—Cone of corrosive gas (30'), cause fear, sense hidden and invisible creatures, speech 55%, resistance to acid, water breathing.

KESSANDRA, Half-Elf Magic-User, Assassin: LVL 6/3; HP 9; AC 12; ATK 1 short sword +2 (1d6 + Poison IV); MV 30; F14 R10 W10; AL Chaotic (CE); XP 600; S10 D16 C8 I17 W12 C5; Special—Spells per day (4/3/3/2), poison use, backstab x2.

JARKHAM, Fiendish Human Anti-Paladin: LVL 10; HP 49; AC 16 (splint mail); ATK 1 +1 battleaxe +10 (1d8+2); MV 30; F7 R11 W6; AL Chaotic (CE); XP 1000; S14 D11 C11 I10 W13 C13; Special—Detect good, smite law (evil) 3/day, inflict pain, immune to fear, rebuke undead, cause disease 1/wk, spells (1/1); Gear—potion of healing, dark blue rhomboid ioun stone.

2618 BOMBING RANGE | MONSTER

A valley in this hex looks frightening. The hills are green, but they are mottled with patches of yellow, and the skeletal remains of animals and humans are in evidence everywhere. Several burrows here house giant bombardier beetles, who seem to enjoy killing travelers with their sprays of acid.

GIANT BOMBARDIER BEETLE, Medium Vermin: HD 2; AC 16; ATK 1 bite (1d4) and acid spray (10' cone/1d6); MV 30; F12 R15 W15; AL Neutral (N); XP 200.

2625 THE CORANIAID | MONSTER

The coraniaids are fey beings with hearing so acute that they can hear any word the wind touches. They are stunted, dwarfish people, dwelling in pit dwellings covered by massive stones. They have stout doors and hang thick curtains, trying to keep the sounds of the outside world at bay. In all, twelve of the beings yet live, and here they tend mushroom gardens under the earth and weave fine clothes from the silk of spiders. They also record especially juicy things they hear in scrolls locked up in iron chests. These scrolls and their spider silk doublets, which are the equivalent of chainmail shirts, are all the treasure they possess.

CORANIAID, Small Humanoid: HD 0; AC 13 (leather, buckler); ATK 1 weapon (1d6); MV 20; F14 R16 W16; AL Neutral (N); XP 25; Special—Cannot be surprised.

2717 ULFLANDIA'S FUTURE | WONDER

This hex holds a vast, calm lake hidden in a valley ringed by steep hills. The lake is ringed by five menhirs, each with a hollow spot for a jewel shaped like a cross. The green dragon Rahamphnan dwells in the lake, and guards the very jewels that fit into those menhirs. If those jewels (emeralds) are affixed in the menhirs, the lake becomes a shimmering portal, transporting people 500 years into Ulflandia's future (do with that what you will). In this time period, each of these emeralds is either locked in a museum or held in a high security government vault, perhaps being studied by a high level traveler who claims to be a doctor.

RAHAMPHNAN, Medium Dragon: HD 8; AC 17; ATK 2 claws (1d6) and bite (1d8); MV 40 (Fly 150, Swim 40); F9 R9 W8; AL Chaotic (LE); XP 2000; Special—Cone of corrosive gas (30'), cause fear, sense hidden and invisible creatures, speech 55%, resistance to acid, water breathing; Spells: 3/day-suggestion.

2718 HILL FORT | MONSTER

A hill fort in this hex is under construction. The fifteen hill giants that live here are moving giant stones from a nearby stone circle, unbeknownst to the local druids. They are using them, and other stones, to build cyclopean walls. The hill giants keep giant goats (30), and are led by an adept (level 3) called Perchilda.

HILL GIANT, Large Giant: HD 8; AC 15; ATK 1 greatclub (2d8) or boulder (2d8); MV 30; F8 R11 W12; AL Chaotic (CE); XP 400; Special—None.

2720 PENMARTH | SETTLEMENT



Penmarth is a village of 50 gnome miners and their mates, honest to the core, the salt of the earth. Another 450 gnomes live in the hex in well-hidden burrows. The mining village is set on a tall, chalk hill with yellowed stone walls.

The gnomes quarry the stone around the hill and pull tin out of nearby mines. They stand about 1-1/2 feet tall, are very ugly, and have a nasty habit of starting projects they cannot finish.

The village and hex are governed by Logi, Lord Penmarth, a vassal of Albion and a just, if not a bit selfish, master. He dotes on his four giant badgers, used as mounts and guard animals.

GNOME, Small Humanoid: HD 0; AC 16 (chainmail and buckler); ATK 1 weapon (1d6); MV 20; F14 R16 W16; AL Lawful (NG); XP 25; Special—Gnome traits.

LOGI, Gnome Fighter/Thief: LVL 4; HP 17; AC 16 (ring, buckler); ATK 1 hand axe +5 (1d6+1); MV 20; F11 R9 W14; AL Lawful (NG); XP 400; S13 D16 C9 I10 W10 C12; Special—Dominate foes, backstab x2.

2723 ETTINHAME | MONSTER

Ettinhame is a giant castle of Ysbaddaden, the chief of the mountain giants of Ulflandia, in particular, and warlord of all the giants of the island. His daughter, the beauteous Olwen, lives here as well, acting as steward when her father is away.

Ysbaddaden's household consists of the storm giant witch Maodha, two cloud giants, Flacus and Quinn, sent here by their father to serve Ysbaddaden and learn a few things about being proper giants (both are a bit too dandy for giants), an extended family of 15 mountain giants, and about 30 servants, mostly hill giants and stone giants. He also maintains a guard of 20 ogres to patrol his domain on giant steeds. The ogres wear mail and plate and carry lances and great axes.

Ysbaddaden's greatest treasure is a massive tree with shimmering silver leaves that grows in his courtyard. Divine mead drips from the leaves into a pool below. His servants dip silver ewers into this mead to serve in his hall. The tree is actually an "avatar" of the Great Cosmic Tree, allowing people who climb its branches, and who can face the monsters that lurk therein, to travel to far flung planets in the Firmament.

Treasure: 1,200 pp, 17,000 gp, 13 fancy stones, 7 gems, 2 jewels, *scroll of daylight*, *plant growth and remove blindness*, and *oil of keen edge*.

MOUNTAIN GIANT, Huge Giant: HD 16; AC 17; ATK 1 tree trunk (2d8+4) or boulder (2d8+4); MV 30; F3 R7 W8; AL Chaotic (CE); XP 800; Special—None.

OLWEN, Huge Giant: HD 24; AC 19; ATK 1 tree trunk (2d8+4) or boulder (2d8+4); MV 30; F3 R3 W3; AL Chaotic (CE); XP 2400; Special—Cast spells as 8th level druid, carries giant *wand of mirror image* (6 charges) and *staff of swarming insects*.

YSBADDADEN, Huge Giant: HD 32; AC 25; ATK 1 tree trunk (3d8+4) or boulder (3d8+4); MV 30; F3 R3 W3; AL Chaotic (CE); XP 800; Special—None; Gear—*Shield* +3.

2737 GREEN CASTLE | MONSTER

The green castle in this hex sits beneath the sea. It is home to 90 gallant triton warriors, resplendent with their golden scales and fiery red hair. The tritons have 90 mates and 90 children, and are led by Prince Manam and his wife Rhigh, high priestess of Nodens. The prince leads his 20 hippocampi-mounted cavaliers and his pack of eight sea cats into battle against the forces of evil.

Alas, Rhigh is a duplicitous, cunning woman. Her desire for power has swayed her into the worship of Dispaten. Her husband does not know this yet, but his wife is already sowing the seeds of his undoing. For now, his warriors remain loyal and he remains a staunch ally of Queen Gloriana.

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

SEA CAT, Large Magical Beast: HD 12; AC 18; ATK 2 claws (1d6 + rend) and bite (1d8); MV 10 (Swim 40); F6 R7 W12; AL Neutral (N); XP 600; Special—None.

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

PRINCE MANAM, Medium Outsider: HD 9; AC 18; ATK 1 *trident* +1 (1d6+2) or heavy crossbow (1d6+1); MV 5 (Swim 40); F11 R9 W8; AL Lawful (NG); XP 300; Special—None; Spells—1/day-summon nature's ally IV.

2813 WINTONCESTER | CITY-STATE

Beauteous Wintoncester, heart of Ulflandic chivalry, storied city of heroes. Within the city-state's walls of red granite, bedecked by thousands of fluttering pennons and banners, live almost 7,000 people under the wise rule of Clariot, Countess of Wintonshire. Clariot rules the city-state through Lord



Mayor Fordoc Hogg and her county through her sheriff, Lady Barbara Blacke, and her 28 quarrelsome barons. Clariot is Queen Gloriana's justicar in the north, and as such she tends to be suspicious and to strike quickly at signs of baronial misconduct or rebelliousness.

Wintoncester's mayor, Fordoc Hogg, is a lusty, lazy, deceitful man known for being dapper. His tunic of white silk and his broad ermine cap make him easy to spot when walking around town. He is also known for having his grubby fingers in every purse in

the city. Hogg keeps order through his captain of the city guard, Sir Roscoe, a crafty old veteran whose arms are azure, a hound argent. The city's army consists of 430 men-at-arms and 28 sergeants.

Wintoncester is known for its bardic college, the Minster of Orfeo, its hospice, the Coven of Heurodis, its many almshouses, its busker's fair (held annually) and, of course, the presence of the ancient and much revered Round Table. The Queen's knights still meet here in times of crisis occasions to attend their majesty and pray for the kingdom.

Wintoncester's patron deities are King Orfeo and Queen Heurodis, the ancient founders of Wintoncester. They are known best for the kidnapping of Queen Heurodis by the king of the svarts, and her subsequent rescue by Orfeo.

2815 JABBERWOCKY | MONSTER

The terrible Jabberwocky lurks in this hex, waiting for intrepid knights to try their hand at defeating it.

JABBERWOCKY, Large Outsider: HD 7; AC 22 [+1]; ATK 1 bite (2d8), 2 claws (2d6) and sting (1d6 + poison IV); MV 20 (Fly 60); F9 R10 W11; AL Chaotic (CE); XP 700; Special—Regenerate, magic resistance 25%, resistance to acid and electricity, change form; Spells—At will—blur, dimension door, shield, unhallow.

2816 SLEEPY BUGBEARS | MONSTER

A band of bugbears has set up camp in the oaks surrounding a magical, singing fountain. The fountain bubbles up around a marble statue of a blushing nymph who sings a soothing song. The bugbears have been made docile from the nymph's melodious voice, and they are apt to leave people in peace.

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).

2821 MALEOR'S CASTLE | MONSTER

The hill giant Maleor and his no-good son Cornippin dwell here in a ramshackle castle with their ten ogre servants. The whole lot spends most of their time either sacking the neighboring communities or merchant caravans, or feasting and drinking. Maleor owns a flock of invisible sheep, shearing them to produce invisible wool that can be turned into *cloaks of invisibility* by a master weaver. Of course, one has to find the sheep first.

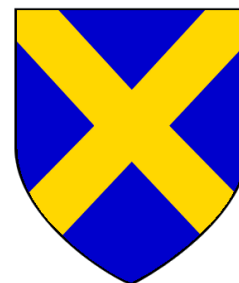
Treasure: Crystal ball (1,900 gp, non-magical), *scroll of animal trance*, *knock and fireball*, *potion of dexterity*, *potion of healing*, *potion of lesser restoration* and *potion of levitate*. They recently robbed a magic-user.

CORNIPPIN, Large Giant: HD 8; AC 15; ATK 1 greatclub (2d8) or boulder (2d8); MV 30; F8 R11 W12; AL Chaotic (CE); XP 400; Special—None.

MALEOR, Large Giant: HD 10; AC 15; ATK 1 greatclub (2d8) or boulder (2d8); MV 30; F7 R10 W10; AL Chaotic (CE); XP 500; Special—None.

2823 ALBION | CITY-STATE

Albion is the hidden citadel of the mysterious and fearful Macrhudd, the Red King of the wild elves. Within his great citadel, which is disguised by ancient sorceries to look like a great snowcapped mountain, lives the king, his court of 360 wild elves, his 25 savage knights and their squires (mounted on their worgs and winter wolves), and his 3,250 fey subjects living either within the citadel walls or in huts and barrows in the meadow valleys surrounding the false mountain.



Macrhudd is a treacherous man, and not to be trusted. He has had dealings with three witches in the mountains [1910] and he is thought to have murdered his king to achieve the throne of Albion at the behest of his ambitious lady wife. Macrhudd is now haunted by the ghost of the former king – in his mind – and his crown sits more uneasy on his head every day. He sees plots and intrigues everywhere, and woe betide strangers who wander into his territory, for they must be assassins hired by his enemies.

2824 LONG MEG | MONSTER

Long Meg is an annis hag who lives in a large stone cottage located inside a stone circle. The cottage and stones stand atop a bleak hill surrounded by miles of bog and marsh. A path of stones leads through the swamp to the cottage. Long Meg decorates her house by hanging body parts in various states of decay from the eaves of her house. The stones of the stone circle are actually Long Meg's troll daughters. At night, they turn back into trolls.

Treasure: 1,700 gp.

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

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

2825 CLWD | SETTLEMENT

The village of Clwd rests in a picturesque valley of rolling green hills and chalk escarpments. It has hedge rows and neatly tended fields radiating from the village of immaculate wattle-and-daub houses with white walls and colorful doors. The village is home to 140 high elves, mild-mannered, kindly folk. Another



1,260 people live in the hex, in smaller hamlets or in lonely cottages. The elves of Clwd are uncommonly fond of white wines and athletic games.

The village is built around a motte-and-bailey castle owned by Daco, Baron Clwd, a vassal of Albion. He is an honest, trusting elf, but randy as a lord. He is accompanied on the field of battle by 14 light cavalry and his squire, Yeoffrey the Blond, renowned for his gallantry, his commanding voice, and his mane of platinum hair.

The headlands of the valley of Clwd are avoided by the elves, for their dwells the giant hag Canthrig, who preys on children. Driven into the hills by Daco and his squire, she wants revenge.

SQUIRE YEOFFREY, Elf Fighter: LVL 4; HP 24; AC 17 (scale and shield); ATK 1 falchion (1d8+1); MV 30; F10 R13 W14; AL Neutral (CN); XP 400; S14 D13 C13 I5 W11 C11; Special—Dominate foes, elf traits.

BARON DACO, Elf Fighter: LVL 6; HP 30; AC 17 (scale); ATK 2 heavy pick (1d6+2); MV 30; F10 R10 W14; AL Neutral (N); XP 600; S13 D18 C10 I10 W6 C12; Special—Dominate foes, elf traits.

CANTHRIG, Large Monstrous Humanoid: HD 8; AC 15; ATK 2 claws (1d6 + rend) and bite (1d8) or boulder (2d8); MV 30 (Climb 20); F10 R9 W9; AL Chaotic (CE); XP 800; Special—Magic resistance 15%.

2912 SUN CRYSTAL | MONSTER

Brilliant sunlight explodes from a cave opening on a steep hill within a dank wood. A tribe of 20 mandragoras dwells in this cave, dancing about a large, crystal growth that emits the equivalent of sunlight. The mandragoras are ill-tempered and jealously guard their stone, for it keeps them far away from the evil herbivores of the woods below.

Treasure: 160 gp, 1,000 cp, suit of platemail (hidden beneath piles of plant waste moldering in corner – interior is very hot, causes 1 point of fire damage to those who stick their hand in.

MANDRAGORA, Small Plant: HD 1; AC 16; ATK 2 tendrils (1d4 + constrict); MV 30 (Burrow 20); F14 R15 W16; AL Neutral (N); XP 100; Special—Resistance to fire, magic resistance 10%.

2914 RIVER WYRM | MONSTER

The river here is wild and quick, and is in fact a water elemental dragon called Tharandulf, a sprightly old dragon who enjoys tossing people about, wetting their pant legs and flooding their camp grounds. He keeps his treasure within his body.

Treasure: 1,700 gp, five fancy stones, two jewels, a *scroll of fire trap*, a *scroll of detect animals or plants*, *consecrate and darkness*, a *potion of darkvision*, and a *potion of invisibility* in a glass chest.

THARANDULF, Medium Dragon: HD 8 (64 hp); AC 18; ATK 2 claws (1d6 + 1d6 cold) and bite (1d8 + 1d6 cold); MV 40 (Fly 100); F9 R9 W8; AL Lawful (CG); XP 2000; Special—Line of water (100', 3d6 damage and knocks people down), cone of slow

gas (30'), water body, cause fear, sense hidden and invisible creatures, speech 80%, resistance to acid; Spells: At will—spider climb; 2/day—stone shape, 1/day—transmute rock to mud; wall of stone, move earth.

2920 RHUDDA | MONSTER

The rock giant lord Rhudda (who not-so-secretly dislikes Ysbadadden) holds his court here in a vast hall beneath the ground, attended by his family of four rock giants and a clan of 20 stone giants. Rock giants have rockier flesh than the stone giants, and are more aggressive. Rhudda wears a cap and cape fashioned from the beards of kings and knights he has conquered, because, frankly, he's really weird.

STONE GIANT, Large Giant: HD 9; AC 20; ATK 1 greatclub (3d6) or boulder (3d10); MV 30; F6 R11 W11; AL Neutral (N); XP 450; Special—None.

ROCK GIANT, Huge Giant: HD 12; AC 22; ATK 1 greatclub (4d6) or boulder (4d10); MV 30; F4 R9 W9; AL Neutral (N); XP 600; Special—None.

RHUDDA, Huge Giant: HD 18; AC 25; ATK 1 greatclub (4d6) or boulder (4d10); MV 30; F3 R6 W6; AL Neutral (N); XP 900; Special—None.

2921 STARSHINE | WONDER

The mystic Chair of Idris is a stone chair carved from the peak of a mountain in this hex. The air is frigid here, but those who can stand it, when they sit upon the chair, may ask questions of the stars. Treat this as something akin to *contact other plane*.

2923 BAETH | SETTLEMENT

Baeth is a pretty little village built around mineral springs, the springs being lodged within a marble bath bearing the royal seal of Queen Gloriana. The baths are a temple to health, overseen by the priestesses of Nodens. The sisters permit men to enter the baths on Monday, Wednesday and Friday, women on Tuesday, Thursday and Saturday and on Sunday the baths are open only to the priestesses. If the Queen is in town, the baths are open only to her and those members of her court that she permits.

The village is mostly geared towards tourists, with multiple taverns, inns and shops selling all manner of doodads, gimmicks and keepsakes. Adventurers will appreciate the soothing bathes, but will find little else to interest them ... except of course the weird Cult of Steam hidden in the caves beneath the city, where the exiled Prince Ssaok, scion of the royal houses of Water and Fire, who fled here after his attempt to join the elemental planes of Fire and Water failed.

2933 SONG OF DOOM | DUNGEON

A crevasse in a tall, rocky outcropping is home to seven sirens. These wicked sisters delight in luring sailors to their deaths, and have amassed a vast fortune doing it.

Treasure: 100 pp, 1,200 gp, four fancy stones, a gemstone and a massive blue-white diamond (8,000 gp), *scroll of true strike*, *wand of monster summoning I* [4 charges], and +2 *light flail*.

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

3014 PEG POWLER | MONSTER

The green hag Peg Powler lives in the river here, in a small cave hidden beneath giant river rocks. A small dock is nearby. Her sons, five trolls, live nearby in a stinking ruin carved with grotesques of hounds with flaming tongues, the old manor of the Hortwer family, who were steeped in evil. Their cellars are flooded but contain secret vaults with a demon altar and a treasure protected by an imp.

Treasure: 2,400 gp, +1 *shield*, +1 *shield of bashing*, *potion of resist fire*, and *wand of cure light wounds* [4 charges].

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

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).

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

3016 WOLFSHEAD | MONSTER

A band of outlaws resisting the tax collectors of Queen Gloriana is hiding in the woods here. Under the direction of the exiled Lord Hode the Robber, they are preying on the local aristocrats and merchants. The band of outlaws consists of 30 longbowmen, mostly men-at-arms and hunters, and about 100 women and children. They live in a fortified camp in the woods, and post lookouts throughout the hex. Hode sends numerous spies into the surrounding communities to find potential targets, and even take up employment as guides through the woods to lead people into ambushes. Hode is assisted by his half-brother, Yon Greenwood, the plucky Friar Bilbo and the halfling Littlejohn siblings, Jack and Jill. The band is light on monetary treasure, distributing it to the poor in the area.

Treasure: Six fancy stones, a gemstone, *scroll of comprehend languages*, *potion of hide from animals*, *potion of jump* and *potion of protection from normal missiles*.

OUTLAW, Medium Humanoid: HD 1; AC 15 (ring and shield); ATK 1 longbow (1d8) or hand axe (1d6); MV 30; F13 R15 W15; AL Neutral (N); XP 50; Special—None.

THE LITTLEJOHNS, Halfling Thieves: LVL 4; HP 10; AC 13 (ring); ATK 1 staff (1d4); MV 20; F14 R11 W14; AL Lawful (NG); XP 400; Special—Backstab x2.

FRIAR BILBO, Human Cleric: LVL 6; HP 24; AC 14 (mail shirt); ATK 1 light mace +4 (1d4+2); MV 30; F10 R13 W9; AL Lawful (CG); XP 600; S13 D10 C12 I10 W13 C12; Special—Turn undead, spells per day (5/4/3/2).

YON GREENWOOD, Elf Bard: LVL 5; HP 20; AC 13 (leather, buckler); ATK 1 longsword +3 (1d8) or longbow +3 (1d8); MV 30; F13 R11 W12; AL Lawful (NG); XP 500; S9 D12 C10 I13 W8 C16; Special—Spells per day (3/3/1), legend lore, music (fascinate).

HODE THE ROBBER, Half-Elf Ranger: LVL 9; HP 51; AC 16 (mail shirt, shield); ATK 1 longsword +8 (1d8+1) or longbow +8 (1d8); MV 30; F9 R8 W11; AL Lawful (CG); XP 900; S15 D15 C10 I10 W15 C10; Special—Favored enemy (queen's soldiers and knights), leave no tracks, spells (1).

3017 HELLEQUIN'S HILL | MONSTER

Hellequin's Hill is an old elfin fort, now abandoned, that serves as the lair of a giant, fiendish black cat. The cat lives at the center of a grand dungeon, with such wonders as a howling cave filled with spirits of the wild hunt, a ghostly white hart that appears in the dungeon warning of danger, a massive chest of gold coins (all ridiculously large) that weighs 500 pounds without the gold, hellequins, fiendish bards which taunt and maim to delightful tunes, and grotesques carved into the walls that bellow out manic music and evil fogs which can only be stopped by killing a pipe organ-playing hag hiding in the depths of the dungeon.

HELLEQUIN, Medium Undead: HD 4; AC 15 [+1]; ATK 1 slam (1d4 + energy drain 1 level); MV 30; F14 R14 W11; AL Chaotic (CE); XP 1000; Special—Spawn, resistance to fire, magic resistance 10%, +2 to hit and damage Lawful (Good) creatures, fascinate as a fourth level bard.

BLACK CAT, Large Magical Beast: HD 12; AC 14 [+2]; ATK 2 claws (1d8 + rend) and bite (2d6); MV 40; F6 R7 W8; AL Neutral (N); XP 1200; Special—Blink (as blink dog), resistance to fire, magic resistance 15%, cast *darkness* 3/day.

3021 GHOSTLY SISTERS | MONSTER

A castle rises here in the hills, ghostly white against a backdrop of black pines that cover steep hills. A roaring rivulet cascades past the outcropping on which the castle was built, forming a natural moat traversed by an ancient stone bridge.

The castle is home to three ghosts, sisters killed by Albion's treacherous King Yarrow, dead these two hundred years. The sisters lurk in the dusty halls, which are hung generously with brilliant tapestries. Each tapestry holds within its threads a soul stolen from a past intruder in the castle. These intruders now wander the dungeon as zombies, while the tapestries act as animated objects, twisting and grasping at, and ultimately strangling anyone they can get ahold of.

The sisters can only be seen in the light of the Moon, and all three are most often encountered together in the northwest tower of the castle, the tallest of the towers. There, they sit and

work at weaving new tapestries, and there they will tell their story to any who will listen before trying to add them to their collection. The sisters' story will explain how they and their victims can be released from un-death, by finding the body of King Yarrow and bringing it to the castle to be burned in the light of the full moon.

TAPESTRY, Medium Construct: HD 2; AC 14; ATK 1 slam (1d6); MV 30; F14 R14 W14; AL Neutral (N); XP 100; Special—Engulf.

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).

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

3027 CAER MORGAN | MONSTER

Caer Morgan is the crystal city of the morrigans and their aquatic cattle. Here, the morrigans live out their immortal lives amid a splendid city of crystal towers and halls, bathed in rainbow hues from the sun above and decorated with vivid sea slugs and sea weeds of every green imaginable.

The queen of the morrigans, Ancamna, a powerful druid in her own right, rules from Caer Morgan, and rarely does she leave her great castle. She is attended by ladies-in-waiting, a court of luminaries, and a bodyguard of 13 merrow eunuchs in shellycoat armor and carrying tridents stamped with the image of their queen in gold.

MERROW, Large Giant: HD 4; AC 18; ATK 1 slam (1d6) or trident (1d10); MV 40 (Swim 40); F10 R14 W15; AL Chaotic (CE); XP 200; Special—None.

MORRIGAN, Medium Fey: HD 1; AC 15; ATK 1 weapon (1d8); MV 30 (Swim 50); F15 R13 W13; AL Chaotic (CE); XP 100; Special—Charm person 3/day, water breathing 1/day, magic resistance 5%.

ANCAMNA, Morrigan Druid: LVL 10; HP 32; AC 11 (padded); ATK 1 club +5 (1d4-1); MV 30; F8 R12 W6; AL Neutral (N); XP 1000; S8 D11 C12 I11 W17 C11; Special—Spells per day (4/3/2/1), backstab, gnome traits, morrigan traits.

3108 OLD TIMERS | MONSTER

The outer edges of this hex rise up as steep cliffs, while in the center there is a vast depression, the result of a meteor striking the earth. The land within the meteor is green and lush, with thick woods in the middle, and grassy hills on the perimeter. The hills are thick with caves, and in the center of the crater, within the wood, there is a large pool of red water. Within the pool, there is a great hunk of meteoric iron.

The caves on the perimeter are inhabited by a tribe of cavemen, descended from the first humans to ever venture into Ulflandia. They are still at a Neolithic level of technology, with flint knives, spears and arrows, and a breed of wolf-hound they use to hunt

the plentiful game in the hex. In all, there are three families of cavemen, one living in caves in the south of the crater, another in the northeast and another in the west. The families come together at each full moon to worship the “iron god” at the center of the crater. Each family consists of 3d4 cavemen, 30% men, 30% women and the rest children.

CAVEMAN, Medium Humanoid: HD 1; AC 11 (shield); ATK 1 weapon (1d4+1); MV 30; F13 R15 W15; AL Neutral (N); XP 50; Special—Track as 3rd level ranger.

3111 SEA DOGS | MONSTER

A pack of eight sea wolves wallow in the bloody waters around a capsized longboat of the Bragarts. The sea wolves have feasted on the crew, and the longship's treasure is now slowly floating down to the sea floor, all except a weird idol carved from greenstone. The idol stands about three feet tall, and has a bulbous head, two nostrils, large, leering eyes, prominent teeth and a stumpy body with arms wrapped around its legs. The idol is affixed to the boat by ropes. It is worth about 500 gp.

Treasure: 800 gp, 2,000 sp, and a sardonyx worth 20 gp. The treasure is in a locked chest about 100 feet below the surface and sinking at a rate of one foot per second.

SEAWOLF, Large Animal: HD 6; AC 14; ATK 1 bite (1d8 + grapple); MV 10 (Swim 50); F9 R9 W15; AL Neutral (N); XP 100; Special—None.

3115 HEAD STONES | WONDER

This hex holds a wonder – giant stone heads carved with the visages of the elven kings of old, balanced atop conical standing stones. The heads are about 6 to 10 feet in diameter, and the stones upon which they are balanced are about 10 to 20 feet tall.

3117 GOTHAM | SETTLEMENT



Gotham is a large village of 300 humans (and a few elves and gnomes) governed by the foppish Baroness Blourian, who most take for a fool, but who is actually a learned sage. Her people are also taken as fools, but they are imminently sensible, and use their reputation to take advantage of city folk who would do them an ill turn. The barony has a population of 2,800 outside the village, living in two manors held by the Baroness and the village's vicar, Torix, on behalf of the Queen's Church. The baronial guard consists of twenty men-at-arms under the command of Squire Merric, a gap-toothed fellow with steely eyes.

3122 CROOKED MEN | MONSTER

The outlaw Caradoc Crook, an elf of ill repute, has made camp in this hex in an old, burned out ruin of a fort probably built by the

invading men of Nomo hundreds of years ago. A root cellar holds the bands treasure. The band consists of Caradoc himself, 10 berserkers of Braga, 12 elven archers and 12 human brigands, as well as a fell svart magician called Wee Tom.

Treasure: 790 gp, 9,000 cp and a rhodochrosite worth 8 gp in leather sacks hidden by an illusion of human waste.

BRIGAND, 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.

ELF ARCHER, Medium Humanoid: HD 1; AC 15 (studded and buckler); ATK 1 weapon (1d8); MV 30; F15 R13 W15; AL Lawful (CG); XP 50; Special—Elf traits.

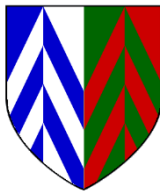
BERSERKER, Medium Humanoid: HD 2; AC 12 (shield); ATK 1 weapon (1d8); MV 30; F12 R15 W15; AL Chaotic (CE); XP 200; Special—Berserk rage (2 attacks per round), immune to fear.

WEE TOM, Gnome Illusionist/Thief: LVL 5; HP 13; AC 10; ATK 1 dagger +3 (1d4); MV 20; F13 R11 W11; AL Neutral (CN); XP 500; S14 D11 C11 I10 W12 C5; Special—Spells per day (4/3/2/1), backstab, gnome traits.

CARADOC CROOK, Elf Fighter/Thief: LVL 7; HP 16; AC 12 (leather); ATK 2 broadsword +7 (2d4+1); MV 30; F10 R10 W13; AL Neutral (N); XP 700; S15 D13 C11 I8 W10 C12; Special—Elf traits, dominate foes, backstab x3.

3209 LOTHLAN | SETTLEMENT

Lothlan is a village and barony of stone cottages and windmills standing upon the grassy, northern hills, seemingly amidst a sea of white sheep and reddish brown cattle. The country is famous for its peddlers and horses, and for the legend of the black hound of Lothlan who haunts the hills and claims as many shepherds and maidens as sheep and cattle.



The barony consists of a large manorial village of 146 people, with another 1,300 people living in the domain. Baroness Ermid, a vassal of Wintoncester, rules the barony. She is a lusty lady knight, indulgent of handsome young men and suspicious of priests, and as generous and honest as anyone in Ulflandia. She has made many forays against the black hound, but has been unable to run it down or track it for more than a mile. Ermid commands nine men-at-arms, all mounted, and is assisted by Squire Cunold, an elf who looks quite young, but who has lived for over 300 years and has perfected the art of looking busy.

SQUIRE CUNOLD, High Elf Fighter: LVL 3; HP 14; AC 16 (splint); ATK 1 longsword +4 (1d8+1); MV 30; F12 R14 W15; AL Neutral (N); XP 300; S13 D10 C11 I7 W6 C12; Special—Dominate foes.

BARONESS ERMID, Human Fighter: LVL 7; HP 42; AC 16 (banded); ATK 2 military fork +8 (1d8+2); MV 30; F10 R13 W13; AL Neutral (N); XP 700; S17 D10 C16 I7 W9 C11; Special—Dominate foes.

3213 TIDDY MUN | MONSTER

The green hag known as Tiddy Mun dwells here in a misty valley dominated by hot springs. The cool air of the mountains descends into the valley, where it meets with the heated air around the springs and creates a thick fog. Tiddy Mun dwells above the springs in a cave slick with slimes and jellies. In the springs, her seven sons, the grindylows, lurk in the boiling waters, stalking out at night to hunt for prey, especially human prey.

Treasure: 1,000 gp, 7,000 sp, two fancy stones, a star sapphire (1,200 gp), *scroll of flaming sphere and charisma*, *scroll of alarm*, *hypnotic pattern and phantom steed*, *potion of dexterity*, *potion of invisibility* and *potion of protection from normal missiles*.

GRINDYLOW (AQUATIC TROLL), Large Giant: HD 6; AC 16; ATK 2 claws (1d6 + rend) and bite (1d6); MV 20 (Swim 40); F9 R12 W13; AL Chaotic (CE); XP 600; Special—Regenerate (acid and fire; only when immersed in water).

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

3215 CLONNITH'S LAST REST | MONSTER

Clonnith, Lord of the Wild Wood, was the greatest hunter of his generation. A slayer of giants and magical beasts, his lodge once held the greatest collection of hunting trophies in the world.

Alas, Clonnith was not immortal, and he died without ever capturing the Questing Beast. He was laid to rest in a passage tomb modeled after those of his elders. The passage is carved with animal motifs, and it ends in a large tomb chamber decorated with all of his old trophies (worth 5,000 gp).

Clonnith's spirit can be found here, pacing or moping, fretting about the one that got away. It will inform visitors, for it is a friendly spirit, that should they allow him to possess them (he will only possess rangers or similar characters) and attempt one last hunt for the Questing Beast, he will show them the location of a wondrous treasure.

3217 YULL | SETTLEMENT

Yull is a town divided. The Cobblers Guild and the Honorable Brotherhood of Coopers have long feuded, and factions have formed from the other folk of the town around these two rival guilds. There are battles in the streets, bloody but rarely deadly, and usually involving truncheons and fists, a hotly contested town council, a neutral and much put-upon mayor chosen from the somewhat neutral country folk and veritable riots on the feast days sacred to the two guilds.



The Lord Mayor, Kevin, is an energetic administrator – he has to be to keep a lid on things – but he is also selfish and greedy. He and his ealdormen make a fortune selling favors and controlling the local thieves, who hide among the common folk.

The main business of Yull is iron mining, with many mines scattered throughout the domain.

While the town is officially dedicated to the worship of Brigantia, the true patron of Yull is Cyfrin, the Lady of Secrets. It is into her cult that all ealdormen are initiated, whether they like it or not, upon pain of death.

Yull has a population of 1,500 people, with another 13,600 living in the domain in 10 manors. Two of the manors are mayoral, another two ecclesiastic, and six are baronial. Yull has a standing army of 94 men-at-arms and six sergeants. They are commanded by Captain Calien, who has deep connections with the miners in the region.

3218 COCKALORUM | MONSTER

Cockalorum is the castle of Prince Amlas, a fairy prince of impeccable taste and astounding swordsmanship. His castle has slender towers lit by faerie fire and guarded by 18 living iron statues, each carved in the likeness of Amlas. His court consists of eight fairy knights, eight leprechauns, 15 pixies and 30 svarts, merchants among their people swathed in velvet and silk bedecked with pearls and platinum coins. Amlas keeps 15 elven horses and a kennel of 10 worgs. His domain is worked by almost 600 common fey and human slaves.



Treasure: 4,000 gp, an amber holy symbol holding the prehistoric goddess of mosquitoes (800 gp), a belt of electrum set with aquamarine scarabs (5,000 gp), a fine leather belt with a platinum buckle (1,200 gp), a scabbard for a short sword made of fox fur and sewn with tiny golden pearls (1,000 gp), a fertility idol of polished malachite (70 gp), a tiny bowl carved from a red spinel (500 gp), a *scroll of charm person, charisma and see invisibility*, *boots of striding and springing*, a *potion of cure moderate wounds*, a *potion of magic fang* and *salve of slipperiness*.

3220 MERTHY | SETTLEMENT

Merthy is a village of 160 somber high elf hunters, with another 1,400 elves and fey living in the lands that surround it. The village is composed of living (animated) stone houses surrounded by a stone wall with moat and towers. The houses can control themselves,



and *unseen servants* see to the needs of the elves living in the houses.

The village is governed by Fianna, Baroness Merthy, a vassal of the Red King of Albion. A forgiving, temperate woman, she is known as the Flower of Albion. Under her command are 18 elven warriors, hunters all, and sergeant Canna. The people of the barony make their homes upon the hills and ridges, for it is said that the lowland valleys are infested by vampires. In fact, they are infested with stirges.

CANNA, Medium Humanoid: HD 3; AC 17 (chainmail, buckler); ATK 1 longsword (1d8); MV 30; F12 R14 W14; AL Neutral (N); XP 150; Special—Elf traits.

BARONESS FIANNA, Wild Elf Ranger: LVL 5; HP 26; AC 14 (mail shirt); ATK 1 bastard sword +5 (1d8+1); MV 30; F11 R11 W12; AL Lawful (CG); XP 500; S15 D10 C12 I8 W13 C0; Special—Favored enemy (goblins).

3224 MANCION | SETTLEMENT

The Muiren River runs golden like honey here, where it meets the sea. A large, round hill overlooks this golden bay, and atop this hill is the town of Mancion, with its sandy-colored walls and its famed golden pikes (they're actually brass) topped with the heads of dishonest men and women (most are sculptures, some are fresh). The town's patron deity is Brigantia, and worship of the goddess is very active here, so evil-doers beware. The town's claim to fame is its fell guardian, the mummified corpse of its first bishop, Yothric, that wanders the streets at night seeking out villains to punish, usually by yanking their heads off and depositing them on the steps of the Temple of Brigantia.



Mancion is built on trade with the island of Iskey, and the merchants of Mancion hold a great deal of power here. A council of luminaries governs the city on behalf of and at the pleasure of Ossor, Viscount Mancion, a pious but lazy man. Ossor's town is home to 860 people, with another 7,750 peasants living on six manors in the countryside. The town's guard consists of 54 men-at-arms, led by three sergeants and Captain Ella, a petite woman with a glass eye and a mean left hook.

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

CAPTAIN ELLA, Human Fighter: LVL 7; HP 45; AC 17 (breastplate, shield); ATK 2 longsword +8 (1d8+2); MV 30; F9 R13 W13; AL Neutral (N); XP 700; S16 D9 C14 I6 W9 C8; Special—Dominate foes.

VISCOUNT OSSOR, 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.

3302 WRECK VICTIM | MONSTER

A small boat floats here at the mercy of the currents. A lone man rides in the boat, body thrown back, looking as though he is on the verge of death. His skin is sunburnt, his head lolls, his eyes are closed, he seems barely to breathe. The boat is a mimic. The man is stuck to it, the monster using him as bait. More importantly, the man is a zombie – he cannot die. The mimic’s mouth is in the floor of the boat, with its body sticking out underneath.

Treasure: The mimic’s belly holds an adamantite gauntlet set with four tiger’s eye gems. Each gem can be used to fire a bolt of force (i.e. magic missile). When it does so, the eye “closes”, making the gemstone worthless.

MIMIC, Large Aberration: HD 7; AC 15; ATK 2 slams (1d8); MV 10; F11 R13 W10; AL Neutral (N); XP 700; Special—Assume shapes, adhesive slime, immune to acid.

3305 THE BEHEMOTH | MONSTER

The *Behemoth* is a pirate galleon under the command of Captain Belisama, a woman from Nomo thought to be perhaps the most terrible pirate to have ever sailed. Her bloodlust is such that her ships are crewed entirely by 50 automatons, that they need not fear her depredations in the night. Her victims never surrender, for surrender to Belisama means certain death. Her first mate is Andronos IX, and he is assisted by two other mates.

Treasure: 10 pp, 1,200 gp, 500 sp, a *scroll of shocking grasp* inside a bottle of amber glass and a *scroll of endure elements*, floating disk and locate object (very tiny, requires a special lens to read).

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

AUTOMATON MATE, Medium Construct: HD 3+1; AC 16; ATK 1 heavy mace (1d6+3) or fists (1d2+2); MV 30; F14 R14 W14; AL Neutral (N); XP 100; Special—Immune to disease and poison, resistance to electricity.

ANDRONOS IX, Automaton Duelist: LVL 5; HP 26; AC 18; ATK 2 arm blades +5 (1d6); MV 30; F12 R10 W13; AL Neutral (N); XP 500; S13 D15 C13 I15 W10 C7; Special—Immune to disease and poison, resistance to electricity, specialist weapon (arm blades, x2 damage), +2 initiative, telescopic eye.

BELISAMA, Human Barbarian: LVL 9; HP 35; AC 15 (studded, buckler); ATK 1 +2 morningstar +10 (2d4+3); MV 40; F8 R11 W11; AL Neutral (CN); XP 900; S15 D15 C15 I10 W14 C13; Special—Rage 3/day, sixth sense; Gear—potion of healing, potion of enlarge person.

3312 CASTOR | CITY-STATE

Castor is a rebellious city of arrogant aristocrats, ambitious bourgeois and disgruntled peasants. The old saying goes “There is no content in Castor”. The city is currently excommunicated from the druidic community (meaning no priest of the Queen’s Church

is permitted to set foot there, other than to hunt heretics). In place of the Queen’s Church, the old faith reigns supreme.



Castor has a population of 5,555 people, with another 50,000 people dwelling in the county of Castorshire in 37 manors, 23 of them baronial. The city-state has an army of 350 men-at-arms and 23 sergeants under the command of Countess Victoria. Victoria’s castle is modern and strong, and from it she plots her subterfuges against the rule of Queen Gloriana.

Wool is the engine of trade for Castor. Its countryside is white for all the sheep raised there, and its artisans work in every aspect of the wool trade, from yarn making to dyeing to weaving and even manufacturing spindles. Castor is also known for its mint (silver pieces are minted there), the grand Hospice of the Black Friars, the three bridges that unite its two halves across the river, and the old motte-and-bailey castle on Castle Hill, where the earls and countesses of Castorshire are still crowned. Satyrs haunt the meadows and woods around Castor, and about two miles from the city stands a haunted priory, once held by the Grey Friars and subsequently abandoned when those astronomers accidentally called something horrible down from beyond the stars.

3315 MANSE ON THE MOOR | MONSTER

Where the moors meet a dark and hungry wood, there stands a manse of oak and stone upon a precarious promontory of glistening basalt, its base swathed in thistles and hawthorns save for a narrow pass sandwiched between a brass gate of exquisite manufacture and a rough-hewn stone stair.

This singular manse belongs to the wizard Hoolen Tradhane, a man with waxy skin and glassy eyes and an odd aroma that suggests mothballs and skin that forms on pea soup. He dresses in the velvets and satins of a continental noble, always with a sable cape and a turban secured with a simple platinum pin. In his hand he always grasps his walking stick (actually a *wand of stomp* with seven charges). He welcomes visitors to his abode, if only to show off his collection of giant insects and spiders kept in the dungeons beneath his home.

Carved into the rock of the promontory are a dozen cages, some with bars, most with glass, holding such monstrosities as three giant spiders of different breeds, giant mantis, three giant fleas (usually hiding beneath sand), a giant mosquito and a fiendish moth that speaks telepathically with visitors, alternately promising rich rewards if they free her and eternal damnation if

they do not. The wizard's domain is protected by a yeth hound (his half-brother, in fact) that roams the hex.

Treasure: 310 pp

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.

HOOLEN TRADHANE, Human Magic-User: LVL 9; HP 16; AC 11; ATK 1 dagger +3 (1d4); MV 30; F12 R11 W8; AL Neutral (N); XP 0; S8 D13 C9 I15 W15 C11; Special—Spells per day (4/5/4/3/2/1); Spellbook—0—all cantrips; 1—alarm, chill touch, comprehend languages, detect secret doors, hypnotism, magic weapon, shield; 2—blur, false life, glitterdust, locate object, rope trick, summon swarm; 3—gentle repose, lightning bolt, shrink item, water breathing; 4—charm monster, dimension door, phantasmal killer; 5—symbol of pain, wall of force; Gear—walking stick (wand of stomp), potion of healing.

3319 MOROTH | STRONGHOLD

Moroth is the great castle of Blessed Brian, Marcher Lord and Queen Gloriana's Warden of the North. Brian is slight of frame but wiry and as determined as a wild boar. He is utterly irreligious, jesting blasphemously with the clerics and druids who enter his realm, and sending the ones without a sense of humor into his fields to learn humility. He keeps a court magician, Gorvin, but pays him little heed. Gorvin mostly holes up in his tower, reading his books, smoking his pipe and from time to time performing small bits of magic for his lord.



The stronghold is a concentric castle with a garrison of 50 men-at-arms and an elite corps of 12 hooligans (berserkers) who are mostly to be found in the great hall with Brian, drinking to one another's health and generally making themselves a nuisance with the servants and visitors. The domain of Moroth has almost 600 peasants working Brian's fields, an includes a miller.

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

BERSERKER, Medium Humanoid: HD 2; AC 12 (shield); ATK 1 weapon (1d8); MV 30; F12 R15 W15; AL Chaotic (CE); XP 200; Special—Berserk rage (2 attacks per round), immune to fear.

BRIAN, Human Barbarian: LVL 9; HP 66; AC 14 (scale); ATK 1 greatclub +8 (1d6+2); MV 40; F9 R12 W12; AL Lawful (CG); XP 900; S15 D11 C16 I5 W9 C8; Special—Rage 3/day, sixth sense.

3322 GIANT'S HILLS | DUNGEON

In ages past, the giants delved deeply into the earth here, throwing up a great mound and marking it with the outline of one of their kind. Beneath this mound, entered through secret, shadowy ways that defy common sense and all known science, there is a great dungeon. The upper levels consist of the tombs of hill and stone giants. Beneath them is the necropolis of an ettin

king and his half-fey wife, whose svarts-at-arms (or their descendants) still stand guard. Deeper levels feature feuding hags, a chorus of allips released by footfalls upon a floor of black energy, traps involving chains and skewers, and, in the deepest levels, reaching nearly to the Underworld proper, a great Satanic cathedral staffed by undead witches and sword-imps.

3324 OLD GROG | MONSTER

Old Grog the hill giant smith dwells here, keeping a forge, three unruly daughters and a motherly wife who could only kill a person with kindness, for she's gentle as a lamb.

Old Grog remembers the old ways, and he can breathe magic into his creations if he has the mind to. He'll swap minor magic weapons and armor for tales well told and a heap of gold. If somebody promises to wed one of his daughters, he'll make more powerful magic items. He keeps a giant spider on an unbreakable silver thread in his workshop as a guard animal and companion. The spider is well versed in elven poetry and gnomish limericks, and he has a fine baritone voice (for a spider).

Treasure: 150 pp, a silver hammer (80 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—Spin webs.

HILL GIANT, Large Giant: HD 8; AC 15; ATK 1 greatclub (2d8) or boulder (2d8); MV 30; F8 R11 W12; AL Chaotic (CE); XP 400; Special—None.

3407 BEWARE THE WORGs | MONSTER

A pack of five worgs patrols this hex. They dwell in a dank little cave, well spattered with blood. They have no treasure:

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

3409 ENFIELD | SETTLEMENT

Enfield is perhaps the rudest village in Ulflandia. The village is peopled by 299 yeomen, every one of them a know-it-all, and every one of them with a fiery disposition and hair to match. The village is surrounded by a wooden palisade, white-washed, and consists of wattle-and-daub houses on paved streets laid out in a chaotic pattern (seemingly chaotic – they were actually formed into a massive *glyph of warding* that will send out waves of fatigue against the first army to attack the place).



The village is governed by Elean, Baroness Enfield, via her reeve, the ferret-faced zealot of lawful living Lokis Warlet (people call him Loathsome Varlet behind his back). While the Baroness is a generous and valorous warlord, her reeve, a cousin, is a vengeful

man with no sense of humor. He has 20 men-at-arms, crossbowmen and halberdiers, under his command, and they share is religious zealotry. His sergeant, Galen Thach, is much taken with the baroness. He is more kindly than the reeve, though his rough country ways mark him out to most people as a bumpkin of little note.

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

SERGEANT THACH, Medium Humanoid: HD 3; AC 17 (chainmail and shield); ATK 1 weapon (1d8); MV 30; F12 R14 W14; AL Neutral (N); XP 150; Special—None.

LOKIS WARLET, Human Puritan: LVL 4; HP 19; AC 12 (padded, buckler); ATK 1 hand axe +4 (1d6+1) or pistol +3 (1d8+1); MV 30; F11 R14 W10; AL Lawful (LG); XP 400; S13 D12 C12 I11 W15 C11; Special—+2 save vs. fear, +2 save vs. chaos, +1 to hit chaos, damage creatures only hit by +1 weapons, cold stare, minor miracle 2/day, turn undead.

3412 HICKATHRIFT | STRONGHOLD

Tom Hickathrift, famed giant-slayer, said to have the strength of ten men, has constructed a small tower keep on a hill overlooking the marshes in this hex. He lives here with his mother and a serving staff, and is on the lookout for a wife or a new giant to slay. Truthfully, he hasn't been careful with his treasure, and things are starting to unravel for the hero.

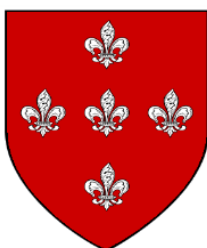
TOM HICKATHRIFT, Human Ranger: LVL 9; HP 36; AC 17 (chainmail, shield); ATK 1 +2 greatclub +10 (1d6+4); MV 30; F9 R9 W12; AL Lawful (CG); XP 900; S13 D9 C10 I7 W14 C10; Special—Favored enemy (giants), leave no tracks, spells (1).

3416 LINCYLENE | CITY-STATE

Lincylene was established in elder days as a place of retirement for the old soldiers of Nomo. A fortress town, its center is built on the grid of the old Nomo camp. Nearby, the old castle and new castle look at one another from either side of the city, with stout walls running between them. The deep pool for which the city is named stands outside the city walls, but within the walls of a priory of Green Friars.

The Countess Mathilda rules Lincylene and Ympshire, and has designs on one day conquering all of Uiflandia. She worships dark gods, and has a multitude of imps in her service as spies and advisors. Lincylene's bishop is loyal to Queen Gloriana, and is suspicious of the countess. He is the Justicar of the Queen's Church, and commands a small army of inquisitors and religious knights.

The city-state is home to 5,500 people, and its domain is home to another 50,000. Mathilda commands 22 barons, all of them loyal



to one degree or another to their countess and hoping to one day ascend to higher offices when she conquers the kingdom.

Lincylene is a trading center, bringing in goods especially from the mountains and the elven kingdoms beyond. The export cloth and wool to Antigoon, dye cloth scarlet and green, and they mint their own silver coinage. The city has a Circe of Vivien, a local wood goddess, and has a large, active community of dwarves. The dwarves are set to fund Mathilda's conquest, and they have turned their smithing and engineering skills to the countess' service as well, working in secret in the hills to build her engines of war and enough arms and armor for 3,000 warriors.

3420 CRYSTAL RUINS | DUNGEON

A castle in this hex was completely crystalized, along with its inhabitants, by the curse of a well-meaning wizard. The princess of the castle was struck down by an ambitious necromancer on the path to lichhood. He stole her soul, keeping it in a black, lacquered box, and fled. Before her body could die, the visiting wizard Denys O'Dae cast a grand curse, freezing everyone, including himself and the castle, into crystal. The people now roam the place as corpse-lights (treat as *unseen servants* that appear as small, glowing orbs), trying to lure people into the castle's great hall, where the wizard can communicate with them telepathically. He will tell his tale, describe the would-be lich, and beseech the adventurers to recover the princess' soul.

3511 YALLERY BROWN | MONSTER

Yallery Brown is an ill-tempered fey magician who dwells in a cave set amid a dark and often stormy wood. His home is a plush and comfortable manse hidden within a badger's burrow, and almost impossible for others to find. In his manse, he is served by

a coterie of pretty badgerettes, each more in love with Yallery than the last.

Yallery can be found wandering the hex, visiting with the plants and animals and generally enjoying life. If aided by adventurers, he will gladly grant them a wish ... but if he is thanked for that wish, it becomes a curse.

Treasure: 8,000 gp, many art objects valued at a total of 5,600 gp (including a gold flute, a frightening Braggart ritual mask carved from oak, a rare copy of Hisilio's Scriptures bound in leather and a small vial of perfume), a *scroll of summon monster I*, *constitution and ghoul touch* and a *potion of jump*.

YALLERY BROWN, Small Fey: HD 0; AC 16; ATK 1 sword (1d4) or bow (60'/1d6); MV 20 (Fly 60); F17 R13 W12; AL Lawful (LG); XP 50; Special—Magic resistance 5%, magic arrows (erase memory or sleep), cast spells as level 15 sorcerer (Spells per day [6/6/6/6/6/6/4], spells known [9/5/5/4/4/4/3/2]); Pixie Spells—At will—improved invisibility; 1/day—confusion, dancing lights, detect good, detect evil, detect thoughts, dispel magic, entangle, irresistible dance, permanent illusion (visual and auditory only); Sorcerer Spells Known—0—audible glamer, daze, detect magic, light, mage hand, prestidigitation, ray of frost, read magic, resistance; 1—mage armor, magic weapon, protection from evil, shield, sleep; 2—continual flame, improved phantasmal force, magic mouth, pyrotechnics, touch of idiocy; 3—hold undead, rage, suggestion, vampiric touch; 4—black tentacles, charm monster, ice storm, stone shape; 5—dismissal, feeblemind, permanency, shadow evocation; 6—disintegrate, mislead, undeath to death; 7—insanity, ultrablast.

3516 NANNY RUTT | MONSTER

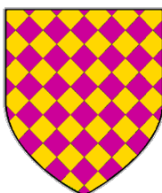
Visit Nanny Rutt, kiddies, for a feast fit for a king and queen. In her cottage in a magical wood she keeps a delightful garden of flowers and a flock of blue geese, *polymorphed* visitors who ran afoul of Nanny Rutt's many rules and regulations. The wood in which her cottage is set was once the stomping grounds of Merlinus, and signs of his ancient passage are evident to those who know where (and how) to look.

Treasure: 900 gp, a piece of amber worth 100 gp and an emerald worth 1,000 gp.

NANNY RUTT (GRANNY HAG), Large Monstrous Humanoid: HD 4; AC 16; ATK 2 claws (1d4) and bite (1d6); MV 40; F13 R11 W11; AL Chaotic (NE); XP 400; Special—Inspire fear when reveals true nature, iron grip (+2 to grapple), magic resistance 5%; Spells—3/day—change self, phantasmal force; 2/day—spectral force; 1/day—charm person, sleep.

3519 BEVYN | STRONGHOLD

The tower keep of Branwen, Lady Bevyn, a vassal of Queen Gloriana, is the bulwark of her kingdom in the south – the sharp edge of her majesty's spear, so to speak. The keep houses 40 men-at-arms, elven longbowmen recruited from the elvene and heavy infantry and cavalry. The domain around the keep is inhabited by 460 yeomen, many of them retired veterans.



Branwen is a valorous knight, forgiving, modest and courageous in battle. She rides a pegasus, Alvance, and wields the magical longsword *Marling*. Her chapel, dedicated to Ogmios, is overseen by Brother Therd, a Braggart raised by Sassenachs monks after his was left dying on the field of battle after a raid.

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.

BROTHER THERD, Human Cleric: LVL 3; HP 12; AC 15 (platemail); ATK 1 heavy pick +1 (1d6+1); MV 30; F12 R16 W12; AL Lawful (CG); XP 300; S10 D5 C9 I8 W13 C8; Special—Turn undead, spells per day (4/3/1).

LADY BRANWEN, Human Chevalier: LVL 11; HP 50; AC 19 (splint, shield); ATK 1 longsword +10 (1d8+1); MV 30; F8 R10 W11; AL Lawful (NG); XP 1100; S15 D13 C12 I11 W12 C13; Special—Invoke tincture 3/day, invoke charge 3/day, inspire courage.

3521 BLACK BOAR OF BALMENTRY | MONSTER

The legendary Black Boar of Balmentry wanders these woods, snorting a challenge to every sound and movement, and charging headlong into battle against any creature upon which it sets its beady eyes. Thousands of warriors have perished over the years trying to claim its head for a trophy, their bones now bleaching in the sun, their treasures carried away by burrowing fey careful not to be spotted.

RAZOR BOAR, Large Magical Beast: HD 15; AC 23; ATK 2 hooves (1d4) and tusk slash (1d8); MV 50; F5 R5 W11; AL Neutral (N); XP 3750; Special—Vorpal tusks (natural 20), magic resistance 35%, regenerate.

3523 HUNGRY MEADOW | MONSTER

The wood becomes an upland here, and the trees are separated by vast, rolling meadows. One meadow in particular, in roughly the center of the hex, is best avoided. The grasses that grow here are paler than most, and they are hungry. Contact with the grass causes Constitution damage (1 point per round), bringing on a general fatigue and malaise. Even worse, the woods are thick with ghouls, who dwell beneath the upland in ancient stone dungeons, reaching the surface through winding stairs and stout, concealed trap doors.

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

3525 CAER ARIANRHOD | STRONGHOLD

Caer Arianrhod is home to a coven of druidesses dedicated to Arianrhod, the goddess of fate. It is governed by Orona, a high elven druidess reputed to be among the finest people in Ulflandia. She is chaste, forgiving, generous, just, prudent and



temperate, and would be most beloved if she was not so emotionally distant. She governs 15 lesser druids, as well as more than 1,000 peasants and a small guard of six elfen warriors.

The nunnery is located quite a ways from the coast, on a chalk hill with a cave that leads to a grotto connected to the sea more than one mile away. The grotto is held sacred by the druids, and the pool within is used by them as a scrying pool.

Orona is distracted of late, for she has had prophetic dreams which she believed herald the coming of a terrible evil from beyond the fabric of space and time. She does not know whether Arianrhod has fated the evil to triumph or fail.

DRUIDESS OF FATE, High Elf Druid: LVL 3; AC 14 (leather, shield); ATK 1 club +1 (1d4); MV 30; F11 R14 W11; AL Neutral (N); XP 300; Special—Spells per day (4/3/1), speak druidic, move through undergrowth, leaves no trail.

ORONA, High Elf Druid: LVL 11; HP 41; AC 14 (leather, shield); ATK 1 spear +5 (1d8-2); MV 30; F7 R11 W6; AL Neutral (N); XP 1100; S5 D11 C13 I7 W16 C9; Special—Spells per day (6/5/4/4/3/2/1), speak druidic, move through undergrowth, leaves no trail, +2 save vs. energy spells, shapechange, immune to poison.

3529 GOUVAINT | STRONGHOLD

The chalk cliff here is carved with a bas-relief of a rotund mother goddess image. The goddess is about 50 feet high, and her belly button is actually a door leading into a cave abbey. The abbey is composed of narrow, twisting tunnels dug into the chalk, with tiny cells for the druids who dwell within and larger communal rooms and pantries, as well as a large cavern used as the place's inner sanctum with an altar stained with offerings of beer and wine. The abbey is home to 13 druids, a mix of men and women, who are chaste and celibate all year until the Vernal Equinox, when they run rampant through the hills, seeking out nymphs and satyrs (and anyone else) with whom they can celebrate the holy day. Adventurers beware, for they emerge from the goddess' belly rip-roaring drunk.



The abbess is named Diann. She is a bundle of energy, possessed of incalculable mirth and a fiery temper, but as gentle as mother to a newborn babe when people need help.

DRUIDESS OF FERTILITY, High Elf Druid: LVL 4; AC 14 (leather, shield); ATK 1 spear +2 (1d8); MV 30; F10 R14 W10; AL Neutral (N); XP 400; Special—Spells per day (5/4/2), speak druidic, move through undergrowth, leaves no trail, +2 save vs. energy spells.

DIANN, High Elf Druid: LVL 11; HP 50; AC 15 (leather, shield); ATK 1 spear +6 (1d8-1); MV 30; F7 R10 W7; AL Neutral (N); XP 1100; S7 D13 C14 I5 W14 C13; Special—Spells per day (6/5/4/4/3/2/1), speak druidic, move through undergrowth, leaves no trail, +2 save vs. energy spells, shapechange, immune to poison.

3530 DIGORS | SETTLEMENT

Digors is a village of 290 high elf cowherds, with another 2,600 herders and small-scale farmers dwelling in the hex under the governance of Vella, Baron Digors, a vassal of Pyrdain. The village is composed of stone cottages painted bright white, with thatched roofs and floors covered with sweet smelling grass. The herdsmen are known for their strength and their hair, which they wear especially long and braided. The village is served by a healer, a cunning old elf named Gunno, and a masterful huntress named Kwennan the White for her platinum hair. The baron commands twenty elfen warriors.

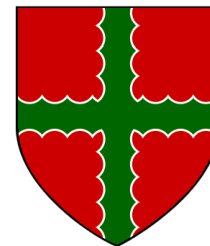
ELF, Medium Humanoid: HD 1; AC 15 (studded and buckler); ATK 1 weapon (1d8); MV 30; F15 R13 W15; AL Lawful (CG); XP 50; Special—Elf traits.

KWENNAN THE WHITE, High Elf Ranger: LVL 4; HP 23; AC 14 (mail shirt); ATK 1 long sword +4 (1d8+1) or longbow +3 (1d8); MV 30; F11 R11 W13; AL Lawful (NG); XP 400; S13 D11 C9 I6 W14 C9; Special—Favored enemy (magical beasts).

BARON VELLA, Medium Humanoid: HD 3; AC 19 (platemail and shield); ATK 1 weapon (1d8); MV 30; F12 R14 W14; AL Neutral (N); XP 150; Special—Elf traits.

3610 CAMULODUNON | CITY-STATE

Camulodunon was founded as a military fort by Nomo, and has retained its martial character through the years. Some have called it the Ulfandic Guelph. It is remarkable for its massive walls, gleaming white with red-roofed towers, the red gates of Camulodunon, said to be impervious to non-magical attacks, and for Camelot, the great keep of Viscount Arthugh, with walls painted red, windows of thick, green glass and giant ivy creepers that are home to darting grey-brown sparrows obscuring the lower citadel. The city-state is also known for its large, classical temple to Camulus, the war god, and smaller temples to Vinrix (the lost emperor of Nomo) and Epona, the horse goddess and a shrine to Sulevia, a demigoddess of fate. The city also hosts a victory arch, erected by the Nomoi to celebrate their victory over the local goblin tribes that once lived here, a giant statue of Brigantia that overlooks the Seagate, a theatre and a circus.



The city's population is 3,460 souls, mostly human, but with many half-elves and a few dwarves. The hex beyond the city is populated by over 31,000 in 23 manors. The manors are organized into eleven hundreds. The city is protected by 215 men-at-arms (heavy cavalry, heavy infantry and crossbowmen) under the supervision of 15 sergeants and commanded by the eldest son of Viscount Arthugh, Baron Georguy. The city-state still keeps a stable of 15 war mammoths, mostly used for ceremonial purposes in this day and age. The city's chief industry is ceramics and glass, along with farming and trade.

Arthugh is the Viscount Camulodunon. He is a pious and prudent man, but lazy and cowardly. He is tall, with broad shoulders and reddish hair now streaked with white. He cultivates a long mustache and beard, and has light blue eyes that sparkle when he has a scheme. His wife, the Lady Elwith, is a renowned beauty who has grown a bit plump with age and children, but is no less beautiful for it – and perhaps she is more beautiful. She is a steady hand on wheel of state, and her eldest son, Baron Georguy of Newold, has the stiffness of spine his father lacks, though he is also more reckless. He has two younger brothers, Baron Ames of Beobury (a wastrel at 18) and Baron Helry of Heabluff (only 12, and a baron in name only), and three younger sisters, the Baronesses Elix of Hayheath (a steely-eyed beauty with a penchant for torture), Kather of Wedon (demure and sensible) and Athet of Teford (her father's daughter).

Other barons of Camshire are Reyny of Hyhill, Narder of Stefield, Erard of Ergate, Jamond of Coley and Riffolk of Wyeham. The shire's baronesses are Maly of Huyhill, Icet of Suham, Hery of Rethorp and Elys of Gayton.

3614 THE BLASTED BROWN BEAR | MONSTER

A giant cave bear dwells in this hex, occupying a large cavern which leads to the subterranean tombs of a clan of mountain giants that has long since passed from the earth. The bear stalks the land in search of prey, mostly feeding on the local animals and young knights trying to make a name. It has made collecting their shields its hobby, and dozens can be found in its cave.

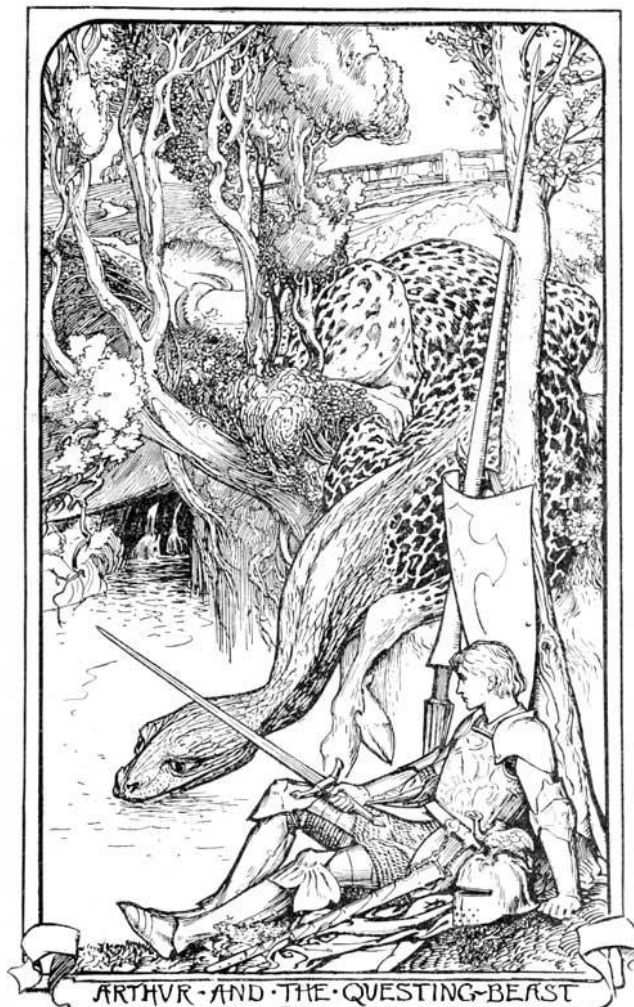
GIANT CAVE BEAR, Huge Animal: HD 18; AC 18; ATK 2 claws (2d10 + constrict) and bite (3d6); MV 40; F3 R4 W9; AL Neutral (N); XP 1800; Special—None.

3617 BARONY OF ENTDALE | SETTLEMENT



Entdale is a neat little village of pretty cottages and well-tended gardens. The Entdaleans are known to be law-abiding and level-headed, and they are often in demand by the nobles of Ulflandia to serve as clerks and advisors. The local pixies have found these somewhat humorless to be the most wonderful targets for their japes and pranks, which the Entdaleans take with their characteristic “stiff upper lip”.

Gylan, a vassal of Lincylene, rules Entdale. His walled village has a population of 135 men and women, with another 1,215 living in the country surrounding it. The village has strong walls (well laid-out), two gates (the Upriver and Downriver Gates), a deep moat fed by the river and a strong keep. Gylan is a generous man, prone to indulging his subjects and especially his seven ill-mannered children. He commands a guard of 8 men-at-arms (longbowmen) with the assistance of Sergeant Kroft.



SERGEANT KROFT, Medium Humanoid: HD 3; AC 17 (chainmail and shield); ATK 1 weapon (1d8); MV 30; F12 R14 W14; AL Neutral (N); XP 150; Special—None.

GYLAN, 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.

3620 ESMINSTER | SETTLEMENT

Eryn is the vainglorious Baroness of Esminster, a village of 220 woodsmen living in timber huts surrounded by a thicket and a dry moat. The baroness lives in a motte-and-bailey castle overlooking the village and the woods. Another 2,000 people live in the barony, scraping out an existence on small farms or as wood cutters. The castle is defended by 14 men-at-arms, half of them elves, and all armed with longbows. If Esminster is noteworthy of anything, it is the healer Willa, a former smuggler and pirate who gave up her old life and became a healer. She has a treasure buried near the village, and has so far kept her old life a secret from the people and her baroness.



3623 THE GLUTTON | MONSTER

A monstrous wolverine dwells in this hex, devouring all that enter its territory. The beast was once an unworthy knight called Glarimor who was turned into a monster by a witch he mistook for a defenseless maiden. The monster dwells in an onyx cave in a tall promontory, its top covered in snaky green trees, its muddy base shrouded in grey, cloying mists.

Treasure: 200 gp, an aquamarine worth 200 gp and a sapphire worth 1,100 gp.

THE GLUTTON, Large Magical Beast: HD 10; AC 18; ATK 2 claws (1d8) and bite (1d10); MV 40 (Burrow 20); F7 R8 W13; AL Neutral (N); XP 1000; Special—Berserk rage, resistance to arrows.

3625 MAUDOC | STRONGHOLD



Maudoc is a valorous elf knight and a vassal of the King of Pyrdain. A small elf, he is nevertheless a peerless warrior. Often at odds with the local druids, who he considers to be meddlers in his rule over the people, for he is a convert to the Queen's faith and has invited

Brother Grufin to serve as his chaplain. This has not gone over well with the locals, who consider Maudoc's time spent adventuring among the humans the source of his new eccentricities. His father Annan would never have done such things. Maudoc's stronghold is an ancient castle with a gatehouse covered in ivy and vivid pennons flying from its seven towers. Maudoc's stronghold and its surrounding manors support 570 people. The castle is defended by 50 men-at-arms, three sergeants and 12 elite horsemen.

GRUFIN, High Elf Cleric: LVL 5; HP 14; AC 19 (platemail, shield); ATK 1 warhammer +3 (1d4+1); MV 30; F11 R13 W10; AL Lawful (LG); XP 500; S10 D9 C12 I6 W13 C10; Special—Turn undead, spells per day (5/4/2/1).

MAUDOC, High Elf Fighter: LVL 9; HP 40; AC 17 (scale, shield); ATK 2 spear +9 (1d8+1); MV 30; F9 R11 W12; AL Neutral (CN); XP 900; S15 D13 C10 I6 W9 C12; Special—Dominate foes.

3628 THE BEAST GLATISANT | MONSTER

The Beast Glatissant can often be found in this hex, drinking from a pool of sweet water. It is a blessed pool, inhabited by three sisters, nymphs, who appear as women in diaphanous green gowns with copper-colored hair pulled back by golden crowns.

The beast has the head and neck of a serpent, the body of leopard and the feet of a hart. It emits a great barking noise from its belly, caused by its offspring, which grow in its belly. It is the object of many knightly quests, but no knight has ever found it and lived to tell the tale.

BEAST GLATISANT, Large Magical Beast: HD 10; AC 16 [+1]; ATK 2 claws (1d4 + rend) and bite (1d8 + Poison III); MV 50; F7 R8 W13; AL Neutral (N); XP 1000; Special—Immune to acid, magic resistance (50%) to Lawful cleric magic, leaves no tracks.

3630 FOREST GIANTS | MONSTER

A band of 15 forest giants and their mates dwells in a massive hall made of timber in this hex. The longhouse is surrounded by a wooden picket and a shallow moat, about 20 feet wide, filled with gooey mud and crossed by a drawbridge.

The forest giants have grey skin, no hair and emerald eyes. They dress in tunics and leggings, usually of green, brown, russet or grey, and wear cloaks. Forest giants are excellent bowmen, and carry large longbows and scimitars.

The forest giants have a love for ale and wine, and will gladly trade their guidance through the woods for intoxicants.

Treasure: 65 pp, 1,750 gp, a silver medallion set with a citrine (500 gp), a sable cloak with a golden clasp set with alexandrite (1,500 gp), a *scroll of darkvision*, a *+1 shield* (giant-sized), a *potion of hide from undead*, and a *potion of remove paralysis*.

FOREST GIANT, Large Giant: HD 9; AC 20; ATK 1 scimitar (2d6) or longbow (2d8) or boulder (2d10); MV 30; F6 R11 W11; AL Neutral (N); XP 900; Special—Track and survive as ranger, leave no trail, magic resistance 5%, cast spells as 1st level druids.

3716 ALFMINSTER | SETTLEMENT

The village of Alfminster is home to 230 loutish miners, who dig iron, coal and even a little silver, from the barren hills of this hex. The hills are rugged and support only a small amount of vegetation, so most of the village's food has to be imported.

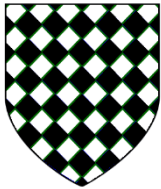
Alfminster's population is about half-human and half-gnome, with another 2,100 people, mostly human, living in stone cottages on the hills, herding goats.



Alfminster is governed by Baron Wisym, a vassal of Lincylene. He is getting on in age, and has become a bit "touched in the head". The people know him to be charitable and easily fooled. His new elven wife Olora (the village's former healer, a priestess of Nodens, 3rd level adept) has assumed most of her husband's duties. Her son, Ludwin, has assumed command of the village's 15 men-at-arms, though he is a terrible soldier and an even worse commander.

LUDWIN, Medium Humanoid: HD 0; AC 11; ATK 1 weapon (1d4); MV 30; F16 R13 W16; AL Neutral (N); XP 25; Special—Elf traits.

3718 SHROVE | SETTLEMENT



The little village of Shrove is a tributary of Lincylene. It is a pretty place, with rows of stone cottages along the river and a tall wall of packed earth and stone protecting it on the landward side. The village has an oak gate flanked by two narrow stone towers, each guarded by a trio of archers. Another 20 men-at-arms, infantry and cavalry, wait on the other side in barracks adjoining the wall. Sergeant Darby, a gnome with a jaunty red cap and long, white whiskers, lives with the men, regaling them all manner of amazing stories of his youth, some of them even true.

The village houses 400 yeomen farmers, independent folk who hold numerous moots during the year to advise their baroness, Aucien, who tolerates their delusion of democracy. She is a just and valorous warrior, but as willing as her people to bend the truth when necessary. Beyond the village there are three manors and a total of 3,630 people in the barony. The manors are governed by the village's vicar, Odbodi, and two knights in the baroness' service, Sir Grott the half-orc and Sir Edvun, a human.

Treasure: 130 pp, carved ivory drinking horn set with pearls (1,600 gp), porcelain map case engraved with knot-work (chipped, 100 gp), cloth-of-silver turban (500 gp) and wand of constitution [3 charges].

SIR GROTT, Half-Orc Fighter: LVL 3; HP 16; AC 19 (platemail, shield); ATK 1 broadsword +5 (2d4+2); MV 30; F11 R14 W14; AL Neutral (N); XP 300; S17 D11 C14 I8 W11 C8; Special—Half-orc traits, dominate foes.

SIR EDVUN, Human Fighter: LVL 4; HP 19; AC 18 (chainmail, shield); ATK 1 military fork +6 (1d8+2); MV 30; F10 R13 W14; AL Neutral (N); XP 400; S17 D13 C14 I9 W12 C11; Special—Dominate foes.

BARONESS AUCIEN, Human Fighter: LVL 7; HP 47; AC 18 (platemail +1); ATK 2 greatsword +7 (1d10+1); MV 30; F9 R13 W13; AL Lawful (NG); XP 700; S15 D9 C14 I10 W10 C12; Special—Dominate foes; Gear—potion of spider climb.

3722 BLACK ANNIS | MONSTER

If there is trouble in the Greenwood, you might as well lay it on the head of Black Annis, hag queen of the deepest, darkest portion of the woods. She dwells here in a castle of green stone with roofs of beaten copper. Her subjects are goblins, probably 800 of them, with numerous sub-chiefs who have sworn fealty to Black Annis, for fear of her reprisals.

The goblins dwell beneath the woods, in numerous tunnels that connect to stone towers camouflaged by vegetation or disguised as trees. The goblins patrol the woods at night on giant bats, and in the day (which is never brighter than twilight in the woods) they patrol on the backs of worgs. Black Annis is also served by an order of 13 black knights, all anti-paladins (average 3rd level).

Treasure: 120 pp, 1,380 gp, 9,100 sp, 3,000 cp, five fancy stones, one gemstone, a *potion of wisdom*, a *scroll of pyrotechnics* and a *scroll of gust of wind and scare*.

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

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

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

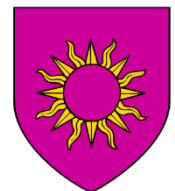
BLACK KNIGHT, Human Anti-Paladin: LVL 3; AC 19 (platemail, shield); ATK 1 longsword (1d8); MV 30; F11 R13 W10; AL Chaotic (CE); XP 300; Special—Detect good, smite law (good) 3/day, inflict wounds, immune to fear.

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

3724 NOBRUN THE NECROMANCER | STRONGHOLD

The stronghold of Nobrun of the Glassy Eyes appears to be a cave set in a obstinate granite hill topped by long, green grasses with a base surrounded by huckleberry bushes. The cave mouth is shaped like the maw of a demon, and there is the notable scent of sulfur surrounding the place.

If one approaches the cave mouth, a vrock demon is conjured. The vrock, Xerial, is Nobrun's major domo. He will inquire as to the nature of the visit and peruse his scroll to see if the visitors are expected. If they are, he will permit them to enter the cave, at which point they will see a stone stair leading up to the top of the hill and a simple wooden door painted dull green. The door is *wizard locked*. Beyond the door, which appears to be attached to nothing, is the invisible tower of Nobrun.



Nobrun is a necromancer. He is inhumanly tall and thin, with long, bony fingers covered in rings. Some of the rings look valuable, while others are made from human hair or meteoric iron and engraved with runes. The necromancer dresses in purple silk and black velvet, in the manner of a Spanish grandee. Nobrun is always heavily perfumed (usually with lavender), and he has a long, black beard (he colors it) and strange, glassy eyes. One of his eyes has a permanent *x-ray vision* spell cast on it, while the other always sees with a *faerie fire* effect. He normally wears a patch lined with lead over the *x-ray eye*.

Nobrun lives alone, except for his army of zombies. All of them are shaved smooth and dyed purple, and dressed in silver mail. Nobrun is currently between apprentices.

ZOMBIE, Medium Undead: HD 2; AC 15; ATK 1 slam (1d6); MV 20; F15 R15 W15; AL Neutral (N); XP 100; Special—Move or attack, weapon resistance (blunt weapons).

NOBRUN, Half-Elf Necromancer: LVL 9; HP 25; AC 10; ATK 1 dagger +3 (1d4); MV 30; F12 R12 W8; AL Chaotic (NE); XP 900; S10 D11 C11 I14 W14 C9; Special—Spells per day (4/5/4/3/2/1); Spellbook—0—all cantrips; 1—cause fear, detect undead, ill omen, protection from good, summon monster I, true strike; 2—detect thoughts, find familiar, ghoul touch, hideous laughter, scare, spectral hand; 3—gentle repose, magic circle against good, phantom steed, ray of fatigue, vampiric touch; 4—bestow curse, cause disease, choke, wizard eye; 5—magic jar, permanency.

3810 MISTY MOORS | WONDER

An evil grey mist hangs over the moors. The mist gets in one's nose and blurs one's eyes. It tempts a person to perform a specific act of evil. Until they do it, they suffer 1d4 points of Wisdom damage per hour. At zero Wisdom, a person becomes completely insane, and wanders the moors as a berserker. Random encounters in these moors are with bands of 2d6 berserkers one time out of six.

BERSERKER, Medium Humanoid: HD 2; AC 12 (shield); ATK 1 weapon (1d8); MV 30; F12 R15 W15; AL Chaotic (CE); XP 200; Special—Berserk rage (2 attacks per round), immune to fear.

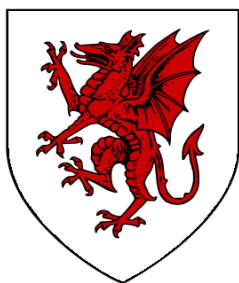
3813 WONDROUS MILL | WONDER

There is an ancient elven mill on the river here that can turn grain into cursed gold. The mill appears to be abandoned, but it has a single caretaker, a green hag with no name. To spend the gold, a person must pass a Will saving throw with a penalty equal to the number of gold pieces he wishes to spend. A natural '20' will always permit the money to be spent, regardless of the amount.

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

3825 PYRDAIN | CITY-STATE

Pyrdain is the citadel of Queen Rhiann, who rules the high elves of the southern mountains. A beauteous elf of ancient blood, she commands the loyalty of over 500 elven longbowmen and knights and almost 5,000 fey subjects.

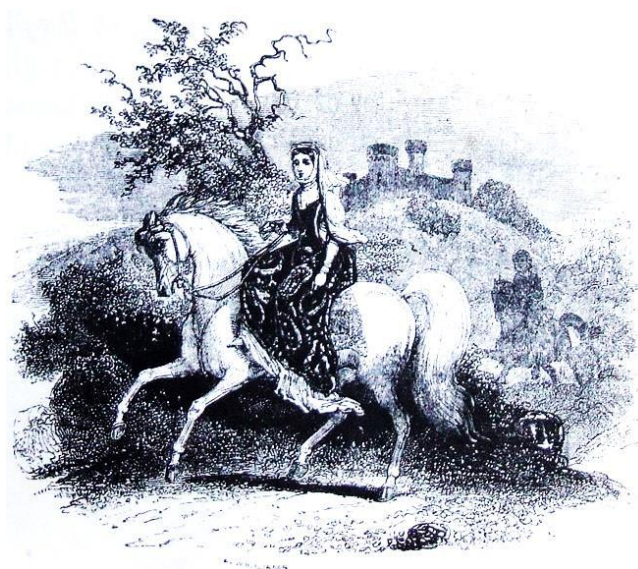


Pyrdain is situated in the steep valleys of the mountains. These mountains appear to be thick with ancient trees, but these trees are an illusion, hiding the vast fields and pastures of Pyrdain and the manors and villages of the fey who tend them. At the heart of the country is the citadel of Pyrdain, hidden within a mountain behind a waterfall. Beyond the waterfall there is a brilliant fairyland lit by giant, sentient fireflies and great spires and arches of luminescent stone. The very stones

the pave the streets glow with warm golden light, and the city dazzles the eyes of those not prepared for it.

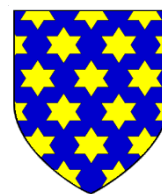
Through these streets parade the haughty high elves of Pyrdain, handsome men and beautiful women with noble jaws and scholarly brows, their curly black locks hidden by silken hats and veils, their bodies wrapped in velvets and damasks woven by giant spiders in Rhiann's service.

Rhiann is a demigoddess with the powers of a nymph and a mind to rival all the sages of Ulflandia. She sometimes deigns to ride through Pyrdain with a long train of damsels, knights, hunters and musicians. She offers blessings to the common folk, dispenses justice to criminals and grants quests to adventurers who wish to serve her. Her son, Pryderi of the Golden Locks, commands her army.



3830 CONNE | SETTLEMENT

Conne is a windswept village on the coast. Placed on a sheltered, deep harbor, the high elves of the village are mostly fishermen, with a few hunters, herders and merchants mixed in for good measure. The village has a population of 160 elves, with another 1,400 living in the hex in wattle-and-daub houses. The village has a palisade, but otherwise depends on its 20 longbowmen and their three sergeants to keep danger at bay.



The village is governed by Sir Abech, Baron of Conne, a vassal of Queen Rhiann of Pyrdain. A chaste, temperate elf, he is ridiculously boring for an elf, especially considering the joyous singing and dancing of his people.

ELF, Medium Humanoid: HD 1; AC 15 (studded and buckler); ATK 1 weapon (1d8); MV 30; F15 R13 W15; AL Lawful (CG); XP 50; Special—Elf traits, maybe cast spells as 1st level magic-user.

3918 DUN COW | MONSTER

The legendary Dun Cow grazes in this hex. Once owned by a giant, the cow has gone feral. The beast is as large as an elephant, and colored a dull greyish-brown. The Dun Cow’s milk is inexhaustible, for it is in fact an avatar of the fertility goddess Bouvinda. Attacks on the beast are ill-advised, for its horns are enormous and any attack on the cattle is an attack on Bouvinda.

DUN COW, Huge Magical Animal: HD 10; AC 18 [+1]; ATK 1 gore (2d6); MV 50; F5 R8 W13; AL Neutral (N); XP 500; Special—Stampede, frightful presence (Will save vs. fear or flee for 1d6 rounds).

3924 THE BOILING WELL | WONDER

A well in this hex produces great gouts of steam from the water, which nearly boils with magical energy. The water is about 20 feet below the surface, the well being constructed of grey stones that are slick with green slime that must be cleared before one can safely enter the well.

By bathing in the water for one minute (suffering 1d6 points of Constitution damage in the process), a magic-user or sorcerer gains the knowledge of a single weird spell. The spell remains lodged in a person’s mind for 24 hours. A sorcerer can add the spell to her natural repertoire if she has a spare spell slot, while a magic-user can scribe the spell on a scroll or in his spell book. Of course, they can also just cast the spell and discharge it from their mind permanently.

The second time a magic-user bathes in the well, the Constitution damage becomes Constitution drain. The third time, it becomes 1d6 points of level drain. A fourth dip is fatal, turning the magician into a rampaging chaos beast.

The random spells learned from the well are:

| D6 | SPELL |
|----|--|
| 1 | Accursed Archer |
| 2 | Blasphemous Shield |
| 3 | Golden Torch |
| 4 | Hex of Diminution |
| 5 | Invocation of Righteous Anger |
| 6 | Unknowable Incantation of the Yellow Doors |

ACCURSED ARCHER

Type: Transmutation
Level: Magic-User 1
Range: Medium (150 ft.)
Duration: Concentration + 1 round

This spell forces a single opponent within range that is shooting or throwing missiles to target one of his allies. If he has no allies, the spell applies a -2 penalty to his attacks on non-allies.

BLASPHEMOUS SHIELD

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

This spell conjures a shield (much like the *shield* spell) before the spellcaster. The shield bears an image blasphemous to a single chosen cleric within sight of the magic-user.

The cleric must pass a Will saving throw each round to resist attacking the magic-user. The shield bearer enjoys AC 18 against the cleric’s attacks, and a +2 bonus to saving throws against the cleric’s spells. Spells that are saved against have a 25% chance of turning back on the spellcasting cleric.

GOLDEN TORCH

Type: Conjuration
Level: Magic-User 2 (Lawful (Good))
Range: See below
Duration: 1 hour

A golden torch appears in the magician’s right hand (always the right hand, and there it must stay). It emits a golden glow with double the illumination of a normal torch, and emits positive energy in a 30-foot radius. This positive energy doubles the normal healing rate of living creatures and grants them a +1 bonus to save vs. poison, disease and death effects, forces undead creatures to pass a Will saving throw to enter the positive energy and imposes a -2 penalty to their Fortitude saving throws.

HEX OF DIMINUTION

Type: Transmutation
Level: Magic-User 4
Range: Touch
Duration: Instantaneous

This spell slowly shrinks a creature down to tiny size. Each hour, the creature’s size category is reduced by one. The spell is permanent, though it can be reversed with one or several permanent *enlarge person* spells, *dispel magic* or *wish*. The creature’s equipment does not shrink with him or her.

INVOCATION OF RIGHTEOUS ANGER

Type: Transmutation

Level: Magic-User 5

Range: Personal

Duration: 1 minute

As the cleric spell *righteous might*, save that the magic-user is unable to cast spells while enlarged.

UNKNOWABLE INCANTATION OF THE YELLOW DOORS

Type: Conjuraton

Level: Magic-User 6

Range: Personal

Duration: See below

Often used as a last ditch effort to escape certain doom, the *unknowable incantation* is a dangerous spell. When cast, the magic-user is surrounded by walls of negative energy holding four yellow portals placed to the north, south, east and west. The black walls form a circle with a 20-ft diameter, and they rise 20 feet before ending in a domed ceiling.

Touching the walls causes 1d6 points of energy drain. Each round, the walls and ceiling contract, moving inward by 5 feet (the movement is actually fluid, not all at once). If they close in on a creature, it is killed unless it is immune to energy drain, in which case it left unharmed.

The walls can be avoided by entering one of the yellow portals. Each portal leads to a random plane. The magic-user has no control over where the doors lead, nor has he any knowledge of where they lead. Once a door is touched, a person is transported to that plane. There is a 5% chance that the door deposits the person before a power of that plane.

3926 CRUEL VISAGE | WONDER

A rocky hill in this hex is carved with a monstrous visage that glares over the surrounding countryside. The visage is that of an ancient and forgotten god. If incense is burned under the visage's nose (which is large, and provides ample shade or protection from the rain), the god smiles on the burner of the incense and grants him a *bless* spell at the next moment when being under the influence of such a spell would be useful.

3929 SECRET TOURNEY | MONSTER

A host of aasimar knights, a select few paladins and other goodly warriors has met in this hex to hold a tourney and a faire. The faire is attended by all manner of Lawful (Good) creatures, including many outsiders. They are trading stories and goods, and many are making plans for future adventures.

The tourney is dedicated to choosing the most spiritually perfect damsel in Ulflandia to serve as a shining symbol to the realm. To this end, each competitor bears the scarf of a single Lawful (Good) woman, and acts as her champion in the tourney.

Naturally, the tourney consists of a joust. The lances are blunted, and healing is widely available, so the point is not to kill. If adventurers (Good only) wish to join in, assume that the tourney consists of three rounds, with the third round being the final round. In the first round, the adventurer must joust against an opponent with 1d6 HD and AC 16. During the second round, the opponent has an attack bonus of 2d6 HD and AC 17. During the final round, the opponent has an attack bonus of 3d6 HD and AC 18. You should definitely fill in the details of each opponent the adventurer faces. Of course, if multiple adventurers enter the lists, they may wind up jousting against one another in the final round of the tourney.

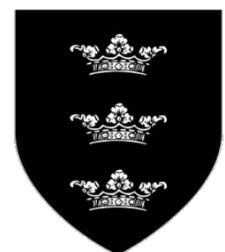
Each joust consists of three passes. Treat these as charge attacks. If an opponent is hit, roll normal damage, but do not allow that damage to take a jouster below 0 hit points. At 0 hit points, a jouster is unconscious. Any time a jouster is hit they must pass a Reflex saving throw or be unhorsed and suffer 1d6 points of normal damage (i.e. damage that could conceivably kill).

Each joust attack that is better than a roll of 10 counts as a glancing blow, and is worth 1 point. Each joust that inflicts damage is a serious blow, and is worth 2 points. If a blow unhorses a jouster, it is worth 3 points. Total each jouster's points, with the highest point total determining the winner. A jouster knocked unconscious automatically loses. The losing knight must forfeit his armor and horse to the winner, and is made that knight's prisoner. Since the competitors are all good in alignment, the prisoner is actually treated as a guest at a feast thrown by the winner and his retinue, and then released. Armor and horses are, however, kept – rules are rules, after all.

The tourney and faire takes place in a delightful clearing with a nearby stream. The faire is surrounded by many bright pavilions, wherein the knights, their retinues, friends, followers and guests bed for the night.

4010 GIPSWIC | CITY-STATE

Gipswic is the hardest working city in Ulflandia, a place of industry and thrift. The city is known for its merchants, its tall ships, its dairy farms and Butter-market and its potters. The city also has a factory of the far-away and much storied Venatian League, and the cuisine and music (especially the accordion) of those



rugged folk are popular here in Gipswic. A visitor might hear this music at the Great White Horse tavern.

The city-state has 3,330 citizens, with another 30,000 peasants in the hinterlands toiling in 22 manors under the rule of 13 barons and for agents of the earl and bishop of Gipswic. The city-state is surrounded by earthen ramparts and features a large keep, five religious houses and a mint for copper pieces. Earl Ralph is a generous and merciful ruler, and a fervent supporter of Queen Gloriana against all of her detractors.

4013 CHOKING WOODS | MONSTER

When first one enters these woods, they note the tinder fungus on the sides of the trees, and the sponginess of the ground. As one proceeds, they note mushrooms on the ground and they get successively larger. At the heart of the hex is a small shrine to Madarch, a minor goddess of fungus, and this shrine is tended by a small brotherhood of seven mushroom men.

Treasure: 200 gp, three fancy stones, a garnet (700 gp), +1 *studded leather armor* decorated with gold filigree

MUSHROOM MAN, Small Plant: HD 3; AC 14; ATK 1 slam (1d4) or spear (1d8); MV 30; F13 R14 W15; AL Neutral (N); XP 300; Special—Spores, resistance to fire.

4020 ERIC GOLDTOOTH | STRONGHOLD



Eric Goldtooth, a conjurer of wonders, dwells in this hex in a tower of golden stone with blazing bastions and a cascade of colors (per the *prismatic sphere* spell) flowing down the walls and barring entry through the front door. The lands around the tower are wild and often bizarre, for many of the wonders Eric has conjured he has released into the wild to frighten interlopers. All manner of strange beasts, many completely alien to Nod, dwell in the twisted hollows and dank caves of the hex.

Eric appears as an avuncular man with a round belly and several chins. He does indeed have a gold tooth, and many gold rings on his fingers, robes of cloth-of-gold and a tall, conical hat of red satin (for a splash of color). His tower is always very tidy, and consists of his personal quarters, a library, a conjuration theatre with a summoning circle and animated adamantine and silver chains to grab hold of creatures that escape, and finally a large treasure vault guarded by a heavily armored hill giant zombie.

He currently has two children, boys, age 6 and 11, in his tower as his captives. Their father, Marcher Lord Gyles of Midon, decided not to pay Eric for services rendered.

Treasure: A bottle of fine wine from Old Nomo (200 gp), a hunter's cap of fine green Lincylene cloth and embroidered with oak leaves in silver thread (50 gp), a gold buckle (140 gp), a matching gold pendant (100 gp), a silver bell inhabited by a tiny fey spirit of a friendly disposition (90 gp), a vase carved from rosewood that sprouts its own roses (500 gp) a small bag of exotic spices in glass vials (60 gp) and an *iron flask*.

ZOMBIE, Large Undead: HD 6; AC 20; ATK 1 slam (2d6); MV 20; F11 R12 W10; AL Neutral (N); XP 600; Special—Move or attack, weapon resistance (blunt weapons).

ERIC GOLDTOOTH, Human Conjurer: LVL 12; HP 39; AC 10; ATK 1 dagger +3 (1d4-1); MV 30; F10 R11 W6; AL Neutral (N); XP 1200; S8 D10 C13 I17 W13 C12; Special—Spells per day (4/4/4/4/3/3/2); Spellbook—0—all catraps; 1—detect secret doors, feather fall, grease, jump, precognition, summon monster I; 2—charisma, detect invisibility, detect thoughts, spider climb, strength, summon monster II, summon swarm; 3—blink, clairaudience/clairvoyance, sleet storm, slow, summon monster III, water breathing; 4—locate creature, minor creation, mnemonic enhancer, secure shelter, summon monster IV; 5—cloudkill, contact other plane, fabricate, summon monster V, wall of stone; 6—stone to flesh, summon monster VI, transformation.

4030 WOODEN SWORD | WONDER

A small wooden sword, sized for a child or halfling, sits on a broad, stony path that can be found in this hex. When grasped, the wooden sword vibrates when it points towards the site of two aristocratic children held captive by Eric Goldtooth in his tower [4020] in revenge for their father's duplicity.

4113 AMPHAM | SETTLEMENT

Ampham is a market town of 1,600 citizens and 14,000 peasants living on manors in the countryside. It is a relatively new town, with broad, cobbled streets and well-built, pretty houses with colorful doors and grey slate roofs. The locals grow flowers in front of their homes, and this had led to a dispute. One faction prefers snapdragons, while another prefers poppies, and the two factions cannot stomach one another.



The town is governed by a council of guild masters and wealthy merchants. They elect a Lord Mayor, the current one named Lord Richye. He is a vengeful, worldly and cowardly man, but his subjects know him to be honest. They employ rather forceful men (bandits, really) to patrol the streets, collect taxes and fees, and generally keep the peace, especially around visitors. The town's patron deity is Jana, a goddess of secrets, mysteries and hidden things. Her priesthood hide their faces under large hoods, and never speak but in whispers.

Iron is mined in the hills and smelted outside the town walls, and many fine smiths work in the town producing armor, weapons and other iron goods.

4115 THE GOLD DRAGON | MONSTER

The Gold Dragon is a large, fortified roadhouse in a small wood of tall, thin trees on an otherwise grassy moorland north of Midon [4116]. The place is crossed by narrow cattle paths, but it is otherwise rarely tramped, making the presence of the road house somewhat odd.

Despite its lonely location, the inn usually has from 1 to 8 visitors. These visitors are rarely human, and sometimes they are dragons in human guise through the agency of magic leather caps provided by the ownership. The landlady is Brigit O'Leir, a bonny wench of mature years and the wife of the gold dragon Kouros. Kouros dwells beneath the inn in ancient caverns. His caverns connect with the cellar, behind a secret door that leads into a long, trapped tunnel. Kouros is often sleeping, but when awake might take a flight around the moors or don a leather cap and spend time with his wife in the inn. In human guise, he appears as a mature man with greying temples, a bushy mustache, monocle and a suite of well-worn tweeds. Each dragon that wears a leather cap looks like a different person.

Treasure: 2,000 gp, five fancy stones, five gems, one jewel, +4 *thundering warhammer*

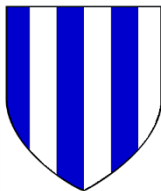
BRIGIT O'LEIR, Human Duelist: LVL 7; HP 39; AC 13 (padded); ATK 1 broadsword +6 (2d4) and dagger +6 (1d4); MV 30; F13 R9 W14; AL Lawful (CG); XP 700; S10 D15 C10 I14 W8 C10; Special—Specialist weapon (broadsword, x2 damage), +2 initiative, riposte.

KOUROS, Large Dragon: HD 11 (66 hp); AC 19; ATK 2 claws (1d8) and bite (2d6); MV 60 (Fly 200, Swim 60); F8 R7 W7; AL Lawful (LG); XP 2750; Special—Cone of weakening gas (30'; as ray of enfeeblement), cone of fire (30'), cause fear, sense hidden and invisible creatures, speech 100%, resistance to fire, water breathing; Spells—3/day—bless, detect gems; 1/day—geas, sunburst.

4116 MIDON | SETTLEMENT

Midon is a village of raggedy yeomen on the moors. The men farm the wet lowlands and their children tend sheep in the highlands. The village is set in a copse of silver beeches along a broad and lazy stream, and consists of two dozen wattle-and-daub houses surrounded by a moat fed by the stream and crossed by a single wooden bridge. Midon has an inn, The Flying Duck, and a famed herbalist named Moll Abernathy.

Near the village is the tower keep of Gyles, Lord of Midon. Gyles is an energetic man of grand ambitions and fierce loyalty to Queen Gloriana (whom he plans to one day wed, the poor fool). A valorous knight, he is also selfish and arbitrary, and the yeomen of his lands find it best to avoid him. He keeps his own manor of serfs, and another manor in the hex is held by the Queen's



Church. Gyles commands 22 men-at-arms with the assistance of Sergeant Torke.

Treasure: A bronze ring set with a banded agate (200 gp), a silver miniature of a temple inlaid with pink pearls (1,100 gp)

LORD GYLES, Human Fighter: LVL 5; HP 27; AC 17 (chainmail, shield); ATK 2 morningstar +6 (2d4+1); MV 30; F10 R13 W13; AL Neutral (LN); XP 500; S14 D10 C13 I7 W9 C11; Special—Dominate foes.

4118 MORBID MONKS | MONSTER

This hex is best avoided, for it holds the infamous Black Monastery, a stronghold of 4d6 undead druids in the service of Death. Druids of the monastery are buried alive with certain burnt offerings and items of power, and emerge as wights with their druidic powers intact (though slightly twisted). Their faces are sewn to magic tomes bound in skin flayed from their backs, and they wear long, black robes. Their magic tomes can, once per day, unleash black lightning (as the spell), and three times per day bestow a curse, which is accompanied by a hollow, hideous laughter that seems to well up from the depths of the earth.

Treasure: 1,700 gp, four gems, a *scroll of curse water and hide from animals*, a *pale blue rhomboid ioun stone*, a *potion of hide from animals*, a *potion of resist electricity* and a *wand of invisibility* with two charges.

BLACK DRUID, Medium Undead: HD 4; AC 15; ATK 1 slam (1d4 + energy drain 1 level); MV 30; F14 R14 W11; AL Chaotic (CE); XP 1000; Special—Spawn, cast spells as 3rd level druid.

4121 CELESTIAL SHEEP | MONSTER

The river in this hex becomes tricky to navigate, with portions of rapids interspersed with swampy areas thick with trees. Along the banks, one might catch sight of luminous sheep, with wool as bright as the sun. These sheep, part of a herd of 60, are guarded by a minor angel called Sephinus. Their wool is used to weave magic vestments which are awarded by the forces of Law and Good to its greatest clerical champions. The sheep are vaguely intelligent (on par with high school students, so maybe "vaguely" is too strong a word) and they mostly stand around chatting. It's a miracle that Sephinus hasn't lost his mind yet.

Sephinus appears to be a simple shepherd clothed in a white tunic and holding a crooked staff, though his angelic form is revealed if anyone messes with his sheep.

CELESTIAL SHEEP, Medium Magical Beast: HD 3; AC 16 [+1]; ATK 1 butt (1d10); MV 50; F12 R12 W15; AL Lawful (LG); XP 250; Special—Resistance to electricity, magic resistance 10%, +2 to hit chaotic (evil) creatures.

SEPHINUS THE ASTRAL DEVA, Medium Outsider: HD 12; AC 24 [+1]; ATK 1 +2 heavy mace (1d8+7 + stun 1d6 rd) or slam (1d10); MV 50 (Fly 100); F7 R6 W4; AL Lawful; XP 3000; Special—Immune to acid, cold and paralysis, aura of protection, resistance to

electricity and fire, magic resistance 30%; Spells—Continuous—tongues; At will—aid, continual flame, cure disease, detect evil, detect lie, dispel evil, dispel magic, holy aura, holy smite, holy word, invisibility (self), plane shift, polymorph self, remove curse, remove fear; 7/day—cure light wounds, detect invisibility; 1/day—blade barrier, heal.

4128 GWEN | CITY-STATE

Gwen is the night-shrouded citadel of King Annouven. The citadel is built in a region of the mountains which appears, to non-elves, to be shrouded in shadow cast by threatening storm clouds that spit lightning and send hail into the snow-covered valleys. Elves see the valleys as pleasant, and can discern the great white citadel standing atop a great hill, surrounded by fields of grains and flowers, orchards heavy with fruit and berries and pastures of blue fairy cattle and tall, dapple-grey horses.



Alas, the white citadel is another illusion, covering a great tear in the earth, a black crevasse in which Annouven's high elves, a dark and dangerous bunch, dwell in charming marble caverns, cut into magnificent architectures and decorated with plush furnishings.

The elves of Annouven are sorcerous people, even the common folk capable of minor magic. Its knights are warlocks, caparisoned in blackened mail and leather and tunics of burgundy, sable, forest green and other dark colors. The best of them ride young dragons into battle, and Annouven himself, who keeps a kennel of shadow mastiffs, rides on an ancient red dragon subdued in elder days by the king himself.

4134 THK'TATH-LOR | MONSTER

Thk'tath-Lor is a market town of the locathah. Its citizens number about 1,000, and they are mostly engaged in the stone carving and kelp weaving trades. The place is governed not by a living agency, but rather by a weird amber idol that stands in the middle of the town. This idol controls the locathah, making them little more than robots, though seemingly always happy. The people shun the use of money, and only ever trade their goods. Their city is surrounded by low walls of whitish-grey stone. There are two gates, flanked by tall towers of imported coral blocks carved in the manner of rearing sea serpents.

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

4136 THE GOLDEN MANTICORE | MONSTER

A pirate galleon of golden-hued wood and giant scarlet sails drives through the waves in this hex, heading home to Brygstow

[5027] where the captain's wife and new baby are waiting for him. The captain, Salty Todd of the Godly Bod, has been hunting the treasure convoys of Guelph, and is now a very rich man. His ship is called *The Golden Manticore*.

The galleon has a crew of 240 pirates and four mates. Its first mate is Smiling Drekk, a man who hails from the far northern lands of Og. He is notable for his skin, which is normally pale but made ruddy by the sun, his jet black hair, and his golden eyes.

Treasure: 60 pp, 880 gp, 2,400 sp, 11,000 cp, three fancy stones, a sapphire (1,000 gp), a gold talisman set with a bloodstone with the name "Alara" scratched into the back and a small treasure map hidden beneath the stone (400 gp), +1 hand axe and a wand of cause disease (5 charges).

FREEBOOTER, Medium Humanoid: HD 1; AC 12 (padded and buckler); ATK 1 weapon (1d8); MV 30; F13 R15 W15; AL Neutral (N); XP 50; Special—None.

MATES, Medium Humanoid: HD 2; AC 12 (padded and buckler); ATK 1 weapon (1d8); MV 30; F12 R15 W15; AL Chaotic (NE); XP 200; Special—Backstab x2.

SMILING DREKK, Human Barbarian: LVL 6; HP 39; AC 14 (leather, shield); ATK 1 longsword +6 (1d8+1); MV 40; F9 R13 W15; AL Chaotic (CE); XP 600; S13 D11 C13 I13 W5 C12; Special—Rage 2/day, sixth sense.

SALTY TODD, Human Duelist: LVL 10; HP 20; AC 14 (leather); ATK 1 cutlass +9 (1d6) and dagger +9 (1d4); MV 30; F11 R7 W12; AL Chaotic (NE); XP 1000; S10 D13 C13 I13 W10 C11; Special—Specialist weapon (cutlass, x2 damage), +2 initiative, riposte.

DUNGEON

THE RUINED MANSE OF NEMGER THE RED

Dungeon map by Dyson Logos

Nemger the Red was a wizard of middle ability (fifth level, in fact) who broke ties with his magical brethren when he inherited a large sum of money and an old manse from a rich uncle. Here, he devoted himself to magical study, especially in the art of magical hybridization of creatures, and founded a small devil cult composed of like-minded aristocrats in the neighborhood who both craved power and despised Queen Gloriana.

Things went well enough for some time, but finally tragedy struck, as it always must when one dabbles in demonology. Nemger discovered a spell of conjuration that demanded a human sacrifice. When a child went missing from a nearby village, the villagers suspected the arrogant wizard in the neighborhood.

After a couple weeks, they gained their courage and launched an assault on the wizard's manse. Ransacking the place, which they found empty, they discovered a secret trap door into the rooms and caverns beneath the manse. Here, they discovered his cult (though not his conjured devil) and killed the evil aristocrats. They also interrupted Nemger in his work at combining a troll and tiger, and the wizard was dragged down a pit by his own creation. The villagers fled and set the manse on fire. Its smoldering remains are now the subject of many rumors, but none have ventured into the ruins in search of treasure.

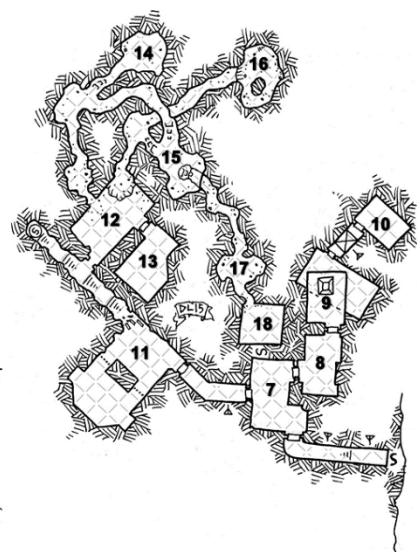
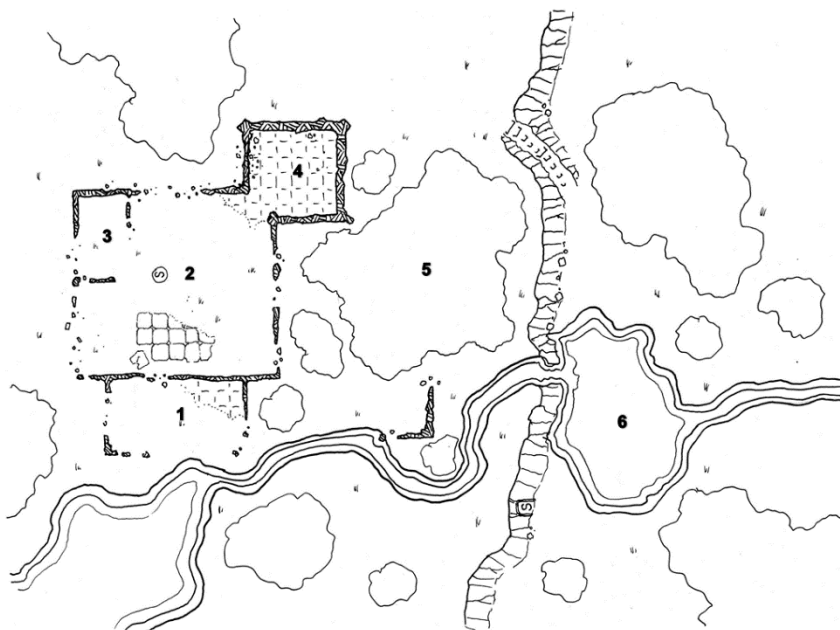
The Ruined Manse is an adventure for 4th to 5th level characters.

ROOM KEY

1. The outer walls of this "chamber" are crumbled, and are now no more than three to five feet high. What flooring remains is chipped, and weeds grow between the floor stones. Old, dead vines cling to the outer walls, and a trailing rose-red grows up the only intact wall (though it is only barely intact – some might claim that without the blood-sucking rose vines it would fall apart.

A high window looks into the area beyond, about 15 feet above the ground. A bit of glass still remains, but something metallic gleams in the sun there. This is an old pocket watch, brass and really only valuable in that pocket watches are exceedingly rare in Nod. It could probably be sold for 100 gp as is, but if it was cleaned and repaired, it could go for 1,000 gp.

ROSE-RED, Large Plant: HD 6; AC 16; ATK 6 tendrils (10'/1d6 + constrict); MV 5; F6 R15 W12; AL Neutral (N); XP 600; Special—Drinks blood (1 point of constitution per round) from those constricted, tendrils have AC 16 and 1d6 hit points each – if severed, they release their victim.



2. This was once the main living chamber of Nemger. He used his inherited wealth to construct the rooms and caverns in the plateau underneath the manse.



While the walls of this chamber are mostly intact, the roof long since caved in, and forms piles now in the corners and along the walls. There is some splintered, dashed furniture here and the remains of windows high in the walls. The only thing of interest in this chamber is the secret door, hidden underneath about 6 inches of rubbish and debris. It takes the form of a circular trapdoor embossed with a lunar symbol. When the moon shines on the trapdoor, it can be opened – otherwise, it is not only stuck fast, but touching it summons a pack of six grey wolves that lurks in the neighborhood, and which will arrive about one turn after they are summoned.

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

3. The roof in this chamber is still mostly intact, though that doesn't explain why the chamber is swathed in darkness. The darkness resists candles and torches. On one of the remaining walls, there is a carving in marble of a weird sigil that, if memorized and traced in the subterranean temple [11] it will subdue the devil that has been summoned there. The room is otherwise full of shelves with moldering books and sodden rugs lousy with fungus and hosting colonies of insects.

4. This is all that remains of a lookout tower. The walls remain strong, but the old roof and upper floor collapsed long ago.

5. This small wood of oaks is home to mother owlbear and her two (noncombatant) young, who dwell in the remains of an old stone outbuilding constructed by Nemger as a place to meditate. An old leather pouch in a corner, partially covered by owlbear filth, holds 1,000 gp and three gems. The pouch will fall apart when lifted.

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

6. This deep pool has murky, yellowish water (it is safe to drink), which is churned by the waterfall pouring down from the plateau. The remains of a heavily corroded bronze statue of a mermaid rests near the center of the pool, partially sunk into the muck and mud and thus sitting at an angle. The mermaid has outstretched hands, in which a sparrow has constructed a nest. The nest also hides a small, perfectly round sapphire worth 500 gp.

The secret door near the pool can only be opened by tapping the four corners (not easy to find) with something like a hammer.

7. Beyond the secret door there is a dusty corridor strewn with old cobwebs and displaying a musty, unwholesome odor. Beyond the steps, which are slick with green slime, water runs down the walls, leaking in from the stream above and collecting on the ground to a depth of about one foot. The iron door is rusted shut (-3 penalty to open) and bears a door knocker shaped like a grinning, horned demon in bas-relief. If the knocker is knocked thirteen times, the traps within the dungeon will all be set off instantly, and will reset in an hour.

The room beyond the iron door is dry. The ceiling is arched and painted as a night sky, with a leering moon and witches and imps that are flying around on brooms and in butter churns. Each of the doors in this room are also made of iron, and are locked. The room into [8] is trapped with a poison gas trap that will fill rooms [7] and [8] with Poison III.

The passage beyond [7] to the west is nicknamed the "Screaming Hall". With each step, characters are compelled to scream with fright (Will saving throw negates, but must be made with each step). Characters that scream more than three times lose their voice for 30 minutes, curtailing most spellcasting.

8. This appears to be a specimen room, or maybe a weird sort of trophy room. In a line down the center of the room there are four large glass cases, circular, each holding the stitched up corpse of some bestial horror. One appears to have the body of a squid with the head of a giant eagle stitched atop it. Another is a cross between wolf and antelope. A third looks like bits of grizzly bear stitched to bits of gorilla and the fourth is a fanged goat. All four monstrosities float in a weird fog within the cases, and they seem to stare at people when they enter the room and move around it.

The glass cases are actually cages of force which are dispelled when they are touched by Nemger or people not associated with him. When they are dispelled, the undead, animated hybrids within animate and attack.

The door into [9] is locked, but has a small, barred window allowing one to see into the room.

EAGLE-SQUID, Large Magical Beast: HD 4; AC 16; ATK 1 arms (grapple) and bite (2d6); MV 10 (Swim 60); F10 R12 W17; AL Neutral (N); XP 400; Special—Spit ink (30' lone, Reflex save or blinded until wiped away).

GRIZZLY APE, Large Magical Beast: HD 5; AC 15; ATK 2 claws (1d8 + constrict) and bite (1d8); MV 40 (Climb 30); F10 R11 W16; AL Neutral (N); XP 500; Special—None.

VIPER-GOAT, Small Magical Beast: HD 1; AC 14; ATK 1 butt (1d2) and bite (1 + Poison IV); MV 20; F14 R13 W18; AL Neutral (N); XP 250; Special—No movement penalty when climbing rocks.

WOLF-TOAD, Medium Magical Beast: HD 3; AC 14; ATK 1 bite (1d8 + trip); MV 40 (Hop 20); F12 R12 W17; AL Neutral (N); XP 300; Special—None.

9. The room has bare, grey walls splattered with blood. There is a large, heavy table in the center of the room, with chains bolted onto it. The table is hinged, and a lever allows one to ratchet it so that it can dump things from the table directly into a pit in the floor. The pit is barred, but the bars can be opened via a second lever located next to the table. A work bench on the east wall holds tools, now rusty, and jars of acid and other chemicals. There is also an iron box. The box is locked, and the interior is lined with lead. Inside the box there is a metallic grey lump of stone that glows in the dark and emits weird rays. Those bathed in the rays who are not protected by thick clothes or such must pass a Fortitude saving throw each turn or contract radiation poisoning (treat as a disease).

The table is currently at an angle, with claw marks dragging down it. The bars on the pit are open, and there is blood crusted around the edge of the pit.

10. The pit leads about 20 feet down and into a rough-hewn stone room. The room is now occupied by a weird hybrid of a tiger and troll. The chamber is soiled and blood-caked, and littered with bones and rubble. Chains with manacles hang from the walls. The door is *wizard locked*.

The trollger is insane and hungry. It was trapped down here about two years ago and can neither escape nor die, thanks to the regenerative powers of the troll.

TROLLGER, Large Magical Beast: HD 6; AC 15; ATK 2 claws (1d8 + rend) and bite (1d8); MV 40; F9 R10 W13; AL Chaotic (CE); XP 600; Special—Regenerate (acid, fire).

Beyond the *wizard locked* door there is a narrow corridor with a covered pit. The pit is filled with burning hot sand (treat as quicksand that inflicts 1d6 points of fire damage each round). The iron door at the end of this hallway has been spiked shut from the inside of the room.

Inside the room behind the iron door lie the remains of Nemger the Red. Dragged into the pit by his creation, he managed to escape into this room. Bleeding heavily, he attempted to draw a magic circle and summon the demon in [11] to help him, but died before he could finish the spell. A dusty book next to his shriveled corpse is opened to the page of the incantation he was using, and if the last word on the page is pronounced, the spell will be completed. The magic circle is flawed, and will not contain the demon summoned inside it.

Nemger's corpse wears black silk robes (140 gp) and carries the following treasure: 20 pp in a leather pouch and a silver sphere that, when opened, emits a *continual flame*. The book on the ground contains the following spell:

THE UNSPEAKABLE CONJURATION

Level: Cleric (Evil) 3, Magic-User 3

Range: Close (30')

Duration: Permanent until dispelled

The unspeakable conjuration takes 10 minutes of chanting and gesticulating to cast, and puts the spell caster and his allies in terrible danger. The spell requires a human (not humanoid or demi-human) sacrifice, about 20 gp worth of precious stones, and a magic circle drawn on the floor in human blood.

Once these preparations are completed, and the spell cast, a single devil or demon that the spellcaster must know by name, is summoned into the magic circle. There, it engages in a battle of wills with the spellcaster. Each round, the spellcaster and the devil or demon must make a Will saving throw. If passed, calculate by how many points the roll was successful and keep a running total. The first combatant to reach 25 points wins. Any distraction, physical or mental, means defeat for the distracted.

If the spellcaster wins, the demon or devil is subdued and in his service for 666 days. During this time, the outsider may be released from the magic circle, and may not do anything to harm its master, or go beyond bounds set by the master. The outsider cannot summon other outsiders, nor can it teleport away, etc.

If the outsider wins, the summoner loses one level, 1d6 points of Wisdom, and the outsider can choose to possess the summoner, sending its own body back to the plane from whence it was summoned and allowing its mind to take up residence in the summoner for 666 days. The outsider retains any spellcasting ability it had before, but otherwise is physically the same as the body it is possessing. The outsider can also simply choose to go back home and leave the summoner be.

11. This chamber is composed of two parts – the fore area is a meeting area clad in red-veined white marble tiles, with a small obsidian altar on the southeast wall, two marble benches (facing each other, and perpendicular to the altar and red velvet curtains (worth 60 gp each) obscuring the two passages to the rear portion of the chamber.

The altar holds three silver candlesticks with blue candles (partially melted) and a small jadeite bowl which holds the remains of foul smelling incense.

The door leading into it from the stairs has been knocked down, and the room was clearly the site of a battle. About seven skeletons are found here. Three are in black robes, another four are in simple peasants clothes. All show signs of violence, mostly from bludgeoning and piercing weapons. None of the bodies holds treasure of any sort.

If the curtains are removed, one will note shimmering silver bars of force blocking their way. Touching these bars causes a sharp, almost electric shock (1d6 damage) that also blinds a person for 1d6 rounds and causes them to black out for about one round. The bars are magical, and can be dispelled or breached with a silver object, which will "short them out" for about one turn.

Behind the bars is the inner sanctum of the temple. Herein, there is a garish idol of a devil with a fearsome beard. The idol is expertly carved. A small sacrificial pit has been placed in front of the idol, and it holds burnt human bones and a few charred fancy

stones (1d8, worth 5 gp each). Each of the alcoves in this room holds a small statue, one of an evil looking woman with wings and holding a lash in one hand and a torch in the other, and in the other alcove a statue of a goat-headed man in a state of extreme “arousal”. On the wall opposite the large idol, there are manacles chained to the wall, and simple instruments of torture lie about the room, along with candle stubs, empty bottles (they may have contained wine) and other detritus. A locked iron box (Poison IV needle in lock) is hidden behind the large idol. This box holds the temple’s treasure.

The idol in this room is, alas, not an idol, but the summoned devil Caulath, a bearded devil that has been trapped here by the bars and the rules of the summoning for about three years. He is intensely angry, and needs mortal blood to free himself from Nemger’s strange summoning incantation (see below) so that he may be free to roam the Material Plane. While under the summoning spell, he cannot teleport or summon another bearded devil into the Material Plane.

The devil is vulnerable to the special sigil found in [3] above. If faced with the sigil, the devil will be calmed and cowed, and subject to a single suggestion (as the spell, Will save permitted). Caulath knows about the treasury below, and how to escape the fiery trap, though he does not possess the key.

Treasure: 7,000 sp, a small silver amphora set with red spinels (2,000 gp, holding the ashes of a green hag), a silver warhammer set with a star ruby (3,000 gp) and a small carpet threaded with silver in the shape of a pentagram (1,300 gp) and +1 dagger.

CAULATH, Medium Outsider: HD 6; AC 19 [Silver]; ATK 1 glaive (1d10 + infernal wound) or 2 claws (1d6); MV 40; F10 R10 W11; AL Chaotic (LE); XP 1500; Special—Infernal wounds (lose 2 hp per round until *remove curse* or *heal* spell), if hit with both claws, hit by beard (1d8 damage + devil chills disease), summon bearded devil 1/day (35% success), immune to fire and poison, magic resistance 15%; Spells—At will—teleport without error (self plus 50 pounds).

12. This chamber was a meeting room for Nemger’s cult. Here, they stored their black robes in a large, black walnut wardrobe. There were comfortable chairs here (black walnut with red velvet cushions), a similarly constructed couch, and a round table. Dark hymnals rest on the table, bound in red leather, and a small silver idol of a devil (200 gp) sits in the center of the table, next to a (non-magical) crystal ball (50 gp) and a voodoo doll of Queen Gloriana filled with pins and showing signs of burning.

Three black cats guard the room. They are fiendish cats that can, once per day, breath forth ethereal winds that rip at people’s souls, negating the abilities of clerics, druids and paladins (Will save permitted) and dealing 1d6 points of Charisma damage (Will save permitted).

BLACK CAT, Tiny Magical Beast: HD 0; AC 14; ATK 1 claws and bite (1); MV 30 (Climb 20); F16 R13 W18; AL Chaotic (NE); XP 25; Special—Resistance to fire, magic resistance 10%, +2 to hit and damage Lawful (Good) creatures, breath ethereal breath (15’ cone).

13. This was the wizard’s armory, where he kept a supply of five spare staves, three daggers, a silver dagger, fifty darts, three silver darts and athames, bells, candles and other magic paraphernalia. A weird mirror with smoky glass hangs on the wall. It depicts a scene straight out of Hell, as though one is looking into the plane of evil itself, but actually serves as a passage into the treasury below. The mirror is large enough to walk through, and doing so brings people bodily into the treasure while plucking evil thoughts from their minds. These evil thoughts are animated them as grotesque doubles of the person in question in the form of animated iron statues within the treasury. The number of statues depends on the number of evil thoughts in the mind of the traveler through the mirror (based on their alignment).

| ALIGNMENT | EVIL THOUGHTS |
|-----------|---------------|
| Lawful | 0 |
| Neutral | 1 |
| Chaotic | 2 |
| LG | 0 |
| NG | 0 |
| CG | 1 |
| LN | 0 |
| N | 1 |
| CN | 1 |
| LE | 1 |
| NE | 2 |
| CE | 3 |

IRON GROTESQUE, Medium Construct: HD 4; AC 20; ATK 2 fists (1d8); MV 10; F14 R15 W15; AL Chaotic (CE); XP 400; Special—Lodged weapons, resistance to fire, magic resistance 10%, +2 to hit and damage Lawful (Good) characters.

14. The walls of this cavern are composed of bluish stone covered in a slimy sheen. This slime gathers in a puddle in the center of the cavern, and emits a slight radiance in the dark.

A band of 20 jelly gnomes dwells here. They emerge from the slime on the walls, and have jellied, lumpy bodies of a dark blue color with eyes that appear like silvery sparkles. Jelly gnomes have fingers that can get anywhere, and they are very sticky. Their touch (and their wit) is acidic, but they are generally inoffensive creatures. If offered presents, they will happily warn people about the danger of the bubbling pool in [16].

JELLY GNOME, Tiny Monstrous Humanoid: HD 0; AC 14; ATK 1 slam (1d2 + 1d4 acid); MV 20 (Burrow 20); F19 R13 W13; AL Neutral (N); XP 25; Special—Gnome traits, ooze traits, pick pockets as 5th level thieves.

15. The floor of this cavern is covered in about one foot of thick, dry sand, and is home to six sandmen who defend the pit and ladder down below. Sand seeps down pit in the room, and from

the ceiling above, and a wizard or dwarf might be able to identify it as elemental earth sand if they taste it.

Movement through the sand cavern is halved, due to feet sinking into the thick sand, and the sandmen get a tactical advantage against their foes in this room.

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

16. This room is covered in a thin, viscous slime that originates as a heavy mist from a bubbling, oozy pool. The pool is a deep blue, but translucent, with a silvery sheen on the surface. At the bottom of the pool, which is about three feet deep, there is a gold key set with a small ruby.

The ooze in the bubbling pool turns living tissue into blue jelly, much like the jelly gnomes in the other room. A Fortitude saving throw is permitted to resist the ooze, but a new save must be made one minute later, and another after that. If all three saves are passed, the ooze does not alter the tissue's genetic code.

If the ooze wins, it begins turning the tissue into blue jelly, and then expanding to neighboring tissues. This effectively kills the creature (1d6 points of constitution drain per round) and can only be halted by chopping off the infected tissue and burning the stump with fire for 1d4 point of hit point damage.

Creatures killed melt away, and then regenerate as jelly gnomes with only a vague sense of who they once were.

The key in the pool is useful in surviving [17].

17. This room is the antechamber of Nemger's treasury. The room has rough, whitish walls covered in an oily sheen. In the center of the room, there is a cascading fountain of fire, about three feet high. When any but Nemger enters the room, the fountain dies away, and erupts again around the walls of the room, blocking the exit with walls of flame. The effect is per the *wall of fire* spell, as though cast by a 7th level magic-user. People trapped in the room suffer 1d6 points of fire damage per round from the intense heat.

The *wall of fire* can be "opened" with the key found in [16]. The key must be anointed with blood, at which point it emits a ruby-colored ray from the end that parts the fire wherever it strikes, creating a 4' wide safe passage.

18. This room is the treasury of Nemger. It contains three large urns, each sealed by a copper cap. When people enter, a magic mouth appears on the ceiling and says the following:

"Two of these urns contain certain death, one a spectacular treasure. Nemger has left you messages to guide your way, but beware, for only one of his messages is true!"

The first urn carries the message, "Within you will find naught but a chilling doom." The second urn carries the message, "No riches do I contain, only a terrible plague." The third urn carries the message, "A thousand deaths are to be found within – the riches you seek are in the second urn."

The first urn holds Nemger's treasure (see below). The second urn holds a living plague (new monster – see below). The third holds a swarm of wight-ants (new monster – see below).

Treasure: 2,500 sp, an *amulet of natural armor +1*, a *potion of strength* (in the form of a large, purple garlic in a jar – it must be sniffed to get the magical effect), a *potion of lesser restoration* (in a dusty bottle of wine sealed with gold) and a *potion of wisdom* (contained in a ceramic owl and tasting like salt water).

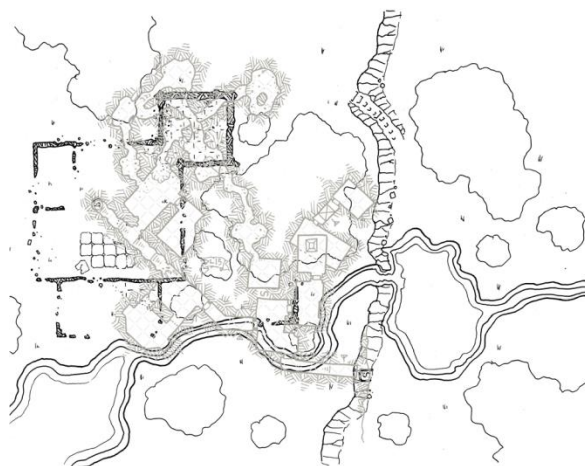
A living plague appears as a slimy worm, as large as a boa constrictor, covered with pustules and reeking of sick. It has no apparent eyes or other sensory organs, but it apparently can see and hear without any trouble.

Wight ants are undead ants which, in a swarm, have the undead powers of a wight.

LIVING PLAGUE, Large Magical Beast: HD 6; AC 15; ATK 1 bite (1d6 + constrict + disease); MV 20 (Climb 20, Swim 20); F9 R10 W15; AL Chaotic (CE); XP 600; Special—Cause disease (roll disease randomly, Fortitude to save, those constricted must pass a save each round or contract a disease).

WIGHT ANT SWARM, Tiny Undead: HD 2; AC 17; ATK 1 swarm (1d6 + energy drain 1 level); MV 20 (Climb 20); F18 R15 W12; AL Chaotic (CE); XP 500; Special—Swarm abilities, spawn (dead are raised as wights).

JMS



CLASS

ROBBERS!

Illustration by Arthur Rackham

In my quest to create yet another odd character class, I have dreamed up the robber band. Actually, the inspiration for the class was a small band of robbers cutting a swathe through time after stealing a map of creation. You've probably heard of them. Watching *Time Bandits* made me think of a band of halflings causing trouble, and that made me think of the swarm rules in d20 and one thing led to another and ... the robber band. Obviously, this is not a traditional character class, so it's not only not for every player, but not for every campaign. Truth be told – I have no idea if this will even work.

REQUIREMENTS

Dexterity 9+, Charisma 13+

Non-lawful, non-good; robber gangs are not necessarily evil, but they are certainly not good

Halfling or gnome (or other small races, if allowed in your games)

ARMOR ALLOWED

Padded and leather armor; no shields

WEAPONS ALLOWED

Club, dagger, dart, hammer, light mace and sling

SKILLS

Hide in Shadows, Move Silently

CLASS ABILITIES

A robber band starts out as a single rogue, the boss. As the crew gains levels, it also gains members, with each member representing one hit dice, or level, of the crew. Each time a new member is added to the crew, that member should be named, and a dice should be rolled on the following table to get an idea of what that new member brings to the crew.

When a member of the crew brings a competence in a task, that particular member is skilled in that task, and his presence and tutelage makes Gives rest of the members a knack in that task. If a crew is divided, this distinction might be important.

| D20 | MEMBER | BENEFIT |
|-----|--------------|--|
| 1 | Fence | Appraise Value |
| 2 | Juggler | Balance, Jump and Tumble |
| 3 | Muscle | Bend Bars and Break Down Doors |
| 4 | Burglar | Climb Sheer Surfaces |
| 5 | Mumpsimus | Decipher Codes Spectacles (without lenses), scholarly robes |
| 6 | Palliard | Disguise Disguise kit |
| 7 | Hell-Driver | Drive Wagon |
| 8 | Escapologist | Escape Bonds Razor, skeleton key |
| 9 | Grave Robber | Find Traps and Remove Traps |
| 10 | Gossip | Gather Rumors |
| 11 | Eves Dropper | Listen at Doors |
| 12 | Cracksman | Open Locks Cracking tools (crowbar, skeleton key, center-bit) |
| 13 | Cutpurse | Pick Pockets Straight razor |
| 14 | Rum Padder | Riding Pony, short sword and pistol |
| 15 | Flash-Man | Trickery Fancy clothes, fake jewelry |
| 16 | Patrico | Cast 0 or 1st level cleric spells (chosen when joins the crew) |
| 17 | Faytor | Cast 0 or 1st level magic-user divination spell (chosen with joins the crew) |
| 18 | Swaddler | One Combat feat Light mace, knuckledusters |
| 19 | Picaroon | One Combat feat Smallsword, dagger, cloak |
| 20 | Bravo | Backstab x2 Dagger |

The robber band **attacks as a swarm**. Attacks against the crew deal damage to the band's collective hit points. The crew can split up to make attacks, or even choose not to throw all their weight against a single opponent. For however many members of the crew are attacking a single foe (usually no more than eight against a medium-sized creature), treat the attacks as coming from a robber crew of that level. Thus, three robbers attacking a creature attack as a 3rd level crew, i.e. with a +2 attack bonus. The crew, no matter how they are split up, uses saving throw values for their crew's full level. Any feat taken by the robber crew is assumed to be held by all members of the crew. Feats or abilities that come with individual members are possessed only by that member.

On the **downside**, robber crews are composed of multiple halflings or gnomes, and each member requires his or her own equipment and rations. This makes running a robber crew a bit expensive, so make sure you don't pass up a chance for treasure or theft!

Damage against a robber crew must also be addressed. When a robber crew's hit points are reduced to 0, it is assumed that all of the members have been killed, the boss being the last to fall. For every three points of damage a crew suffers, there is a 10% chance that one member, chosen at random, is killed and must be replaced when the crew next reaches civilization. While the crew is short a member, they are also short that member's skills or abilities and their help in a fight. When the crew does reach civilization, a new random member is added to the crew.

A **3rd level robber band** learns how to cover one another's retreats. Members of the crew can retreat at a full run without drawing an attack from their foes.

A **5th level robber band's** chattering and dodging about has a chance of confusing their opponents. Each round a crew decides to caper instead of actually attacking, their foe must pass a Will saving throw or be stunned for that round. To confuse an opponent, at least three members of the crew must be engaged in combat with that opponent.

A **7th level robber band** learns how to look out for each other. They roll their chance of being surprised on 1d8 instead of 1d6. In addition, when they fight, each member of the robber band engaged with a single creature over the first member increases the Armor Class of the group fighting that creature by one.

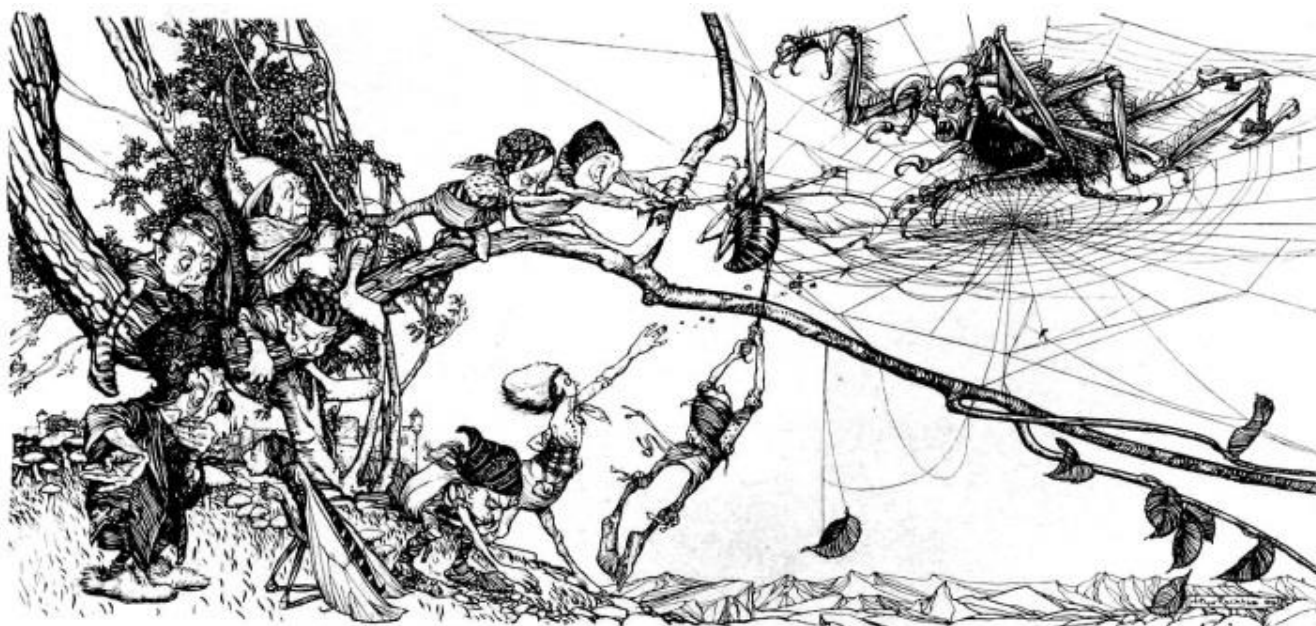
A **9th level robber band** can establish a hideout for themselves, per the thief class. The robber band does not attract a lieutenant, but they do attract a number of lesser rogues and thieves, with the members of the robber band each taking on a small gang of their own to tutor and control.

ROBBER BAND CLASS ADVANCEMENT

XP: Advance of thief

| LVL | HD | ATK | F | R | W | TITLE OF LEADER |
|-----|-------|-----|----|----|----|-----------------|
| 1 | 1d6 | +0 | 15 | 13 | 15 | Rogue |
| 2 | 2d6 | +1 | 15 | 12 | 15 | Dimber Damber |
| 3 | 3d6 | +2 | 14 | 12 | 14 | Upright-Man |
| 4 | 4d6 | +3 | 14 | 11 | 14 | Head Cully |
| 5 | 5d6 | +3 | 13 | 11 | 13 | Ringleader |
| 6 | 6d6 | +4 | 13 | 10 | 13 | Top-Thief |
| 7 | 7d6 | +5 | 13 | 10 | 13 | Judge |
| 8 | 8d6 | +6 | 12 | 9 | 12 | Prince Prig |
| 9 | 9d6 | +6 | 12 | 9 | 12 | Arch Rogue |
| 10 | 10d6 | +7 | 12 | 8 | 12 | Arch Rogue |
| 11 | +2 hp | +8 | 11 | 8 | 11 | Arch Rogue |
| 12 | +2 hp | +9 | 11 | 7 | 11 | Arch Rogue |
| 13 | +2 hp | +9 | 11 | 7 | 11 | Arch Rogue |
| 14 | +2 hp | +10 | 10 | 6 | 10 | Arch Rogue |
| 15 | +2 hp | +11 | 10 | 6 | 10 | Arch Rogue |
| 16 | +2 hp | +12 | 10 | 5 | 10 | Arch Rogue |
| 17 | +2 hp | +12 | 9 | 5 | 9 | Arch Rogue |
| 18 | +2 hp | +13 | 9 | 4 | 9 | Arch Rogue |
| 19 | +2 hp | +14 | 9 | 4 | 9 | Arch Rogue |
| 20 | +2 hp | +15 | 8 | 3 | 8 | Arch Rogue |

JMS



PUNIC ADVENTURES

Illustration by André Castaigne

While other ancient peoples fought over the hills and valleys surrounding the Mediterranean Sea, the Phoenicians were getting things done. Their origins are uncertain – some would have them coming from Anatolia while others claim their origins were in Bahrain – but there is no question about their importance to Western Civilization. To the Western world, the Phoenicians are something like the ur-seafarers – trading and exploring throughout the Mediterranean World and planting colonies from the Levant to Spain. They are perhaps best known for their clash with the young Roman Republic, a clash which ultimately led to the destruction of Carthage.

Seafaring adventurers with a love for exploration and treasure ... that sounds like a great *Blood & Treasure* campaign.

PHOENICIAN CHARACTERS

The core of a Phoenician campaign is not the “party”, but the crew. Phoenician campaigns take place on oared ships, probably lightly armed, that ply the Mediterranean waters in search of adventure. At early stages of a campaign, the adventurers are junior members of the crew (although the players should probably still have the lion’s share of control over where the ship they serve on goes and what it does). As adventurers gain experience, they become the trusted “away party” for their captain, and eventually they earn enough money to purchase their own ship, in the manner of normal fantasy characters establishing strongholds.

One can imagine any of the typical character classes working in a campaign such as this, though paladins might present a problem. It is probably best to recast the paladin not as a holy warrior, but as a warrior favored by the gods and sent by them to slay monsters. Clerics will serve the Phoenician gods, which are presented with some detail in **NOD 1** as “Deities of the Wyvern Coast”. Since much of the campaign takes place on the water, and since it is an ancient campaign, armor will be at a premium. When armor is scarce, heavily armored characters under the normal rules take a hit – paying XP for armor they cannot use.



TK’s might want to give fighters, paladins and other such characters a break on their XP requirements for gaining levels. We’ll talk more about armor and weapons below.

As with any quasi-historical campaign, TK’s will have to decide whether it will be a human’s only campaign, whether the traditional fantasy races (elves, dwarves, halflings, etc.) will be present, or whether more Greco-Roman oriented races (centaurs, satyrs, etc.) will replace them.

Phoenician Male Names: Abdamon, Adon, Ahumm, Baaliaton, Barekbaal, Bodashtart, Bodo, Eshmouniaton, Hannibal, Itthobaal, Jiris, Kiwsen, Melqart-shama, Mika, Mithonbaal, Paltibaal, Sikarbaal, Ummashtart, Xabdmilk, Yehomilk

Phoenician Female Names: Adonia, Amma, Asherah, Ashtoreth, Birkana, Bisha, Coriander, Demna, Imashmon, Izabel, Jesibel, Jez, Quarta, Shiba, Sisa, Tanith, Yasha, Zibqet

THE PHOENICIAN WORLD

The known history of the Phoenicians runs from 1200 BC, but they originated long before that. Many of their cities, including Byblos, Sidon and Tyre, were established before 1200 BC. The last of the great Phoenician cities, Carthage, was established in 814 BC by a princess exiled from Tyre (or so legend holds). By 770 BC, the Phoenicians were colonizing Iberia. This places the campaign in the time period of Classical Antiquity. This period permits most weapons, but places some restrictions on armor and perhaps other items of adventuring gear. Armor in this period includes padded armor, leather armor, scale armor and studded leather, as well as shields (either wood covered with beaten bronze or hide, or hide on a frame).

Phoenician society rested on three pillars: The king, the temples and the councils of elders. While kings and queens ruled in a traditional hierarchy, the presence of elder councils and powerful oligarchs made Phoenician more democratic than those of their neighbors, and apparently inspired Greek constitutional government. It is notable that democracy is often linked with seafaring peoples, including the pirates of the Caribbean. Ships require large crews, and unless one is using slaves at the oars or practicing exceptionally cruel punishments, they must rely on the loyalty of those crews to keep the ships afloat and prosperous. This requires that ship captains must pay well and keep morale high, and this lends itself towards a more democratic society, where power is invested in a wider group of people than a single royal family or clan.

The Phoenician economy rested on trade. The Phoenicians dominated trade in the Mediterranean Sea and the Red Sea, trading such goods as wine (especially to Egypt, where grapes would not grow), gold from Nubia and Tyrian purple dye, a dye derived from the Murex sea snail, and all the other items you would expect – grain, fish, timber, etc. **NOD 1** contained an article on trade goods in fantasy games, which players and referees might find useful. Phoenician ships were tub-shaped and both oar and sail driven. They typically had figureheads shaped like horse heads.

Phoenician temples were well-organized, with a well-organized caste of priests performing many functions for a variety of prices. A Phoenician priest healing for money should not strike a person as odd or irreligious. Priestly magic required training and devotion, and thus had to be paid for. Phoenician priests were clean shaven, unlike most men of the period. Their rituals involved chanting and ritual dancing. Any cleric or druid spell that takes more than a round to cast should probably require the cleric or druid to dance. Heck – why not ask the player of that cleric or druid to bust a move, just for fun.

The early stages of a campaign will require actual trade to keep the ship's crew fed and watered. This can become a mini-game for the players, buying cargo in one port and selling it in another at variable prices. TK's can use a simple dice roll to simulate how far the current price in a port deviates from the standard price in the game, and adventurers can use reaction checks or other task checks to attempt to raise the price. Since trade is so important to a Phoenician campaign, the Venturer (presented in the **NOD Companion** and online) might be a valuable class to have present in the game. If not, the TK might want to include a haggling skill, making it available to bards, thieves or other such classes.

PHOENICIAN MONSTERS

The Phoenicians did not leave behind a mythology as rich as that of their neighbors, or else their stories were simply adopted by the neighbors and became part of the rich tapestry of stories of the Mediterranean world. Monsters from Greek, Roman, Egyptian and Canaanite stories are all perfect for a Phoenician campaign – centaurs, nymphs, genies, fallen angels, hydras, cyclops and satyrs all have their place in the campaign.

The following monsters are most appropriate for a fantasy Phoenician campaign:

| MONSTER | MYTHIC LOCALE |
|------------------|--|
| Amazon | Black Sea or Anatolia |
| Automaton | - |
| Centaur | Greece |
| Chimera | Anatolia |
| Cyclops | Cyprus, Greece, Sicily, Pyrenees Mountains |
| Dracanae* | - |
| Dragon | Greece, Black Sea, Rhodes, Anatolia |
| Dryad | - |
| Erinyes | - |
| Fire Giant | Lemnos |
| Genies | Arabia, Mesopotamia |
| Ghoul | Arabia |
| Giant Boar | - |
| Giant Bull | - |
| Giant Crab | - |
| Giant Eagle | Caucasus Mountains |
| Giant Lion | - |
| Giant Snake | - |
| Gnolls | Balkans |
| Gorgon** | - |
| Griffon | Ural Mountains |
| Halfling (Pygmy) | Africa |
| Harpy | Crete |
| Hydra | Caucasus Mountains (Colchis), Greece |
| Iron Golem*** | - |
| Lamassu | Mesopotamia |
| Lamia | Libya, Europe |
| Lemures | - |
| Leucrota | Africa |
| Manes | - |
| Manticore | Iran |
| Medusa | Anatolia (Cisthene) |
| Minotaur | Crete |

| | |
|----------------|----------------------|
| Nymph | - |
| Pegasus | Greece |
| Satyr | - |
| Scorpion Man | - |
| Sea Monster | - |
| Seacat | Italian coast |
| Shedu | Mesopotamia |
| Skeleton | - |
| Sphinx (Crio-) | Egypt |
| Sphinx (Gyno-) | Egypt, Greece |
| Stirge | Carpathians |
| Succubus | - |
| Unicorn | Africa, India |
| Vampire | Balkans, Carpathians |
| Werewolf | Greece, Macedonia |

* Dracanae have the lower bodies of dragons (i.e. giant serpents) and the upper bodies of beautiful women. Echidna, the mother of monsters, was the most infamous and powerful of them. Scylla and Ceto were also dracanae. Dracanae are best represented by the Ha-Naga.

* The fantasy gorgon is similar to the Khalkotauroi, fire breathing constructs shaped like bulls

** Based on the bronze construct called Talos



Perhaps more important than which monsters are used is where they are located. Taking a cue from the travels of Odysseus and the voyages of Sinbad, the best and most valuable monsters in a Phoenician campaign should be on islands, or at least in places that are hard to access. Allow the humdrum world of human monsters to persist in most places, and reserve the monsters and magical treasures to the true wilderness, where Phoenician characters are induced to travel and explore in search of valuable trade goods ripe for the taking. The Phoenicians might travel into the savannas of Kush looking for ivory, but they might find something much more wondrous when they get there.

PHOENICIAN SPELLS

The following spells might prove useful in a Punic campaign.

ANCHOR

Level: Magic-User 1 (Abjuration)

Range: One ship

Duration: 2 hours per level

This spell maintains a ship's position against currents, holding ships weighing up to 10 tons per caster level.

ANIMATE CREW

Level: Cleric 5, Magic-User 6 (Necromancy)

Range: Touch

Duration: Instantaneous

This spell creates up to three skeletons or zombies per level of the caster, which serve as the crew for a ship. These animated creatures are bound to the ship they serve and cannot go further than one mile from the vessel (and then only by express command of the caster). If corpses are unavailable when the spell is cast, they crawl out of the sea as soon as they can (although if the spell is cast far away from the site of a shipwreck or naval battle, it may take the undead crew weeks to reach the ship).

The spell creates a wraith captain to command the ship, and the crew serves the captain. Only the captain's Hit Dice counts towards the caster's control limit. The wraith captain must be gifted with an item worth at least 100 gp per level of the caster, while the crew demands at least two gold pieces each.

BREEZE

Level: Bard 0, Cleric 0, Druid 0, Magic-User 0

Range: Close (30 feet)

Duration: One minute

You create a gentle breeze to blow continuously over an area as far as 30 feet away from you. The breeze is cool and pleasant, giving a +1 bonus to any Fortitude saving throw against hot

weather. It does not help in extreme heat conditions, like those found in a volcanic crater or the Elemental Plane of Fire. It can also be used to dry humid or drenched objects like scrolls and clothing, or to fly a kite.

HOLD SHIP

Level: Magic-User 6 (Abjuration)

Range: Long (500 feet)

Duration: Concentration

Hold ship allows you to halt another vessel in its tracks, holding it immobile irrespective of winds, currents and the efforts of its crew. The ship remains motionless for one round. You may attempt to hold the ship for longer than one round by succeeding in an Wisdom task check at a penalty dependent on the length of the ship (see below).

| SHIP LENGTH | PENALTY |
|--------------------|---------|
| Less than 16 feet | None |
| 16 to 32 feet | -1 |
| 33 to 128 feet | -2 |
| 128 to 250 feet | -3 |
| 251 to 400 feet | -4 |
| 401 to 600 feet | -5 |
| 600 feet or longer | -6 |

MARINER'S FAITHFUL SEA CHEST

Level: Magic-User 3 (Transmutation)

Range: Touch

Duration: One week

The chest affected by this spell must be no larger than four feet wide and three feet high and deep. When this spell is cast, the chest becomes waterproof (even when the lid is open, items contained in the chest will not be damaged by exposure to seawater) and much tougher (as tough as steel). Any clothing placed in the chest is magically washed, pressed and neatly folded. At any time and at any range, the caster of the spell can call for the chest, which will then begin to move towards him. The chest will also automatically try to follow the caster if he moves more than one mile away from the chest, but he can command the chest to stay by touching it.

The faithful sea chest has a Swim speed of 15 feet per round and can always tell where the caster is. If the chest finds itself thrown overboard, it swims to the surface and then sets off in pursuit of

its master. The chest can also move slowly while on land, at the rate of 5 feet per minute. It moves in grinding jerks, making a horrible noise like breaking wood. Some faithful sea chests have been quite creative in getting to their master, pushing themselves up stairs, off roofs and into wagons.

Once the sea chest has found its master, it stops moving until it is summoned or must follow him again.

PREDICT WEATHER

Level: Cleric 1, Druid 0, Magic-User 1 (Divination)

Range: Personal

Duration: Instantaneous

By casting this spell, you are able to predict the future weather within a radius of one mile per level.

RAISE ISLAND

Level: Magic-User 7 (Conjuration)

Range: Long (500 feet)

Duration: One week

An island of bare stone instantly appears upon the casting of this spell. The island can only appear on saltwater. It floats on the surface for the duration of the spell, but cannot be moved.

SEAS OF FATE

Level: Bard 2, Cleric 3, Magic-User 4 (Conjuration)

Range: Personal

Duration: Instantaneous

This spell may only be cast once per voyage. It puts the ultimate destination of the voyage into the hands of fate. The spell may only be used when the caster is not sure where he is going – it can be cast if the character jumps onto a random ship in the port or if the character is piloting his own vessel. The character will always arrive where he needs to be. This destination is a mystery to him until he arrives – attempting to divine or determine where he is going by any means breaks the spell. The spell does not ensure he arrives safely or whole – a character might cast this spell, run into a storm and be shipwrecked on a deserted island five hundred miles from anywhere, if that island is where he should be.

SEAVISION

Level: Cleric 2, Druid 1, Magic-User 2 (Transmutation)

Range: Touch

Duration: One hour

You can see normally underwater.

SET LOOSE THE RAGING WIND

Level: Magic-User 5 (Transmutation)

Range: 100 feet

Duration: One round

When you cast set loose the raging wind, the air around you in a 100 foot radius explodes outward in a storm burst of gale-force winds, driving rain and crackling lightning. A thunderclap goes off throughout the air, easily audible up to a mile distant in open conditions. Everyone caught in the 100 foot burst is hurled to its outer edge if they fail a Fortitude saving throw (except Huge creatures, which are unaffected). For the spell's duration, no physical creature or object can approach you or enter the 100-foot burst of wind.

Everyone in the radius is automatically deafened for 1d4 rounds, including you. The lightning deals 5d6 points of electrical damage to each target in the area as well (Reflex saving throw for half damage). The spell's caster takes 2d6 points of electricity damage (no saving throw). The driving rain acts as a *grease* spell over the entire area, but this fades away after 1d4 rounds.

SHUNT STORM

Level: Druid 4, Magic-User 5 (Transmutation)

Range: One mile per level

Duration: Instantaneous

This moves a storm away from the caster, to a maximum of one mile per caster level.

TOUCH OF THE MERCHANT

Level: Magic-User 1 (Divination)

Range: Touch

Duration: One hour

The caster knows the value of any item he touches.

WIND ARMOR

Level: Bard 2, Druid 2, Magic-User 2 (Evocation)

Range: Touch

Duration: One minute

Swirling winds surround the target creature of this spell, granting it a +2 bonus to AC against melee attacks and +3 against missile attacks. The target suffers a -2 penalty to its own missile weapon attacks. In addition, the winds are strong enough that the creature takes damage from falling as if the fall were 10' shorter.

THE CARTHAGE CAMPAIGN

Carthage presents many opportunities as the centerpiece of a Phoenician campaign. For one thing, it allows for the campaign to

be slightly more modern. For another, it brings the Romans into the picture in a big way. Of course, the Carthaginians had rivalries with Syracuse and Numidia, but no rivalry was more important or better known than their rivalry with the Romans.

Established in the 7th century BC, Carthage was constructed on the eastern side of Lake Tunis with sea inlets to the north and south. The Phoenicians built two artificial harbors, capable of harboring a fleet of up to 220 warships, with walled towers overlooking both harbors. The walls of Carthage were more than twenty miles long, and the landward walls were never penetrated by an enemy.

Carthage's military was composed of a core of native troops, including the Phoenicians themselves, and Libyans and Numidians, as well as Celtic, Balearic and Iberian mercenaries. The Numidians were known as the most masterful light cavalry in the ancient world. Carthage also used North African elephants (now extinct) in their military; Hannibal's passage of elephants through the Alps is legendary. Phoenicia recruited its navy from its own citizens, since their loyalty was absolutely vital to the security of the state. The profession of sailor was well regarded and financially stable among the Phoenicians.

Carthage's traders and explorers ranged through the Sahara Desert, the Red Sea, Black Sea, Mediterranean Sea and into the Atlantic as far as Britain in the north and the Tropic of Cancer in the south. Wild theories, not widely accepted by scholars, believe that the Phoenicians traveled to the Americas – certainly there could be no better challenge for high level characters than to travel across the Atlantic and explore ancient North or South America.

The wide travels of the Carthaginians brought them into contact with such diverse people as the Tuaregs, Egyptians, Kushites and Ethiopians of Africa, the Arabs, Assyrians, Elamites, Israelites, Lydians and Medes of the Middle East, the Celts, Etruscans, Greeks, Milesians (proto-Irish), Cimmerians and Scythians of Eurasia. Players that wish to play a "barbaric" outsider that doesn't quite fit into the Phoenician mold have plenty of foreign cultures to choose from.

Carthage was known for having a relatively weak kingship. Between the reign of Dido (circa 760 BC) and Hanno the Navigator (circa 580 BC), it is unknown who held the throne. This makes a wonderful period to set a campaign, as ambitious characters start out as crew on a merchant ship, have amazing adventures on mysterious islands or far away jungle and desert wastelands, become trusted crewmen and then captains and oligarchs and finally challenge for the throne of Carthage itself.

JMS

MIS-SPELLS

When you write as much as I do, you get used to dealing with typographical errors. Some of them are rather amusing – I remember one blog post in which some room trap involved a wench rather than a winch lifting something heavy. I suppose anybody who has ever visited message boards knows about the mysterious class called the “rouge”.

One area in which I have made more than a few errors, and repeated errors at that, is with spell names. Sometimes, these messed up spell names actually make a weird sort of sense, and it occurred to me that errors in spelling on scrolls might lead to some amusement in a game. These misspelled scrolls could be a new category of cursed magic item. The magic-user thinks they’re casting one thing, but discover their spell has a different effect.

A few ideas follow:

ALTAR SELF

The caster is turned into an altar for the duration of the spell. Note sure if I want to know where the holy water comes from.

ANIMATE TROPE

This one takes some work for the GM. Think of a role playing trope and make it come to life (literally) during the game.

BASTE

Warm meat juice is squirted on the caster, making them more delicious and stickier.

BLANK

The caster’s face disappears for the duration of the spell.

BURNING HANDS

Sets a person’s butt on fire. The damage is per *burning hands*.

CANE OF COLD

A walking stick made of ice appears in your hand. Feel free to shake it angrily at your foes.

CHARM PARSON

As *charm person*, but it only works on clerics and druids.

DORKNESS

The lights stay on, but the caster becomes socially awkward (Charisma 5) for duration of the spell.

FIND FAMILIAR

More of an incorrect inflection than misspelling, this spell causes they caster to find strangers strangely familiar. He just knows he knows them from somewhere, and it’s maddening that he cannot think of who they are. As a result of this frustration, he suffers a -1 penalty to Will saves for the duration of the spell.

LARGE PERSON

This spell causes a person to grow incredibly fat.

OBSCURING MAST

The mast of a ship grows from the ground right in front of somebody, obscuring their vision until they move out of the way.

SLAW

A jar of coleslaw appears.

SPECTRAL HAM

A ghostly swine appears and otherwise acts as the spectral hand spell. This one might be an improvement over the original.

SUMMON MUNSTER

Roll randomly on a d10: (1-2) A goofy flesh golem; (3-4) An elderly vampire with a cigar; (5-6) A young (1 HD) werewolf; (7-8) A motherly vampire lady; (9-10) A normal human female with a high Charisma.

TIREBALL

A belted radial is launched bouncing towards a target point, and then explodes with a loud noise, sending shreds of rubber out. Does damage as a fireball, without the “fire” damage, and dealing minimum damage within the blast radius.

WIZARD MARK

Summons a first level magic-user named Mark.

HORSES ARE SOOOO 1978

Illustration by Luigi Castellani

Paladins, at fifth level, can undertake a quest to obtain a very intelligent mount. Depending on the edition of the game you play, this mount either hangs out with you all the time (thus requiring you to hire a groom or page to look out for it when you're in a dungeon), or it just pops into existence whenever it is convenient.

What if there were more options than that super-clever wonder horse for your paladin? Well, how about these ...

1. **MECHANICAL WARHORSE:** Requires a quest to settle a grudge for the Dwarf King, who forged the horse in his own workshop. Just combine an automaton and a heavy warhorse to get the stats. For anti-paladins, the mechanical warhorse is red and spiky.
2. **PUTTI:** I think I did stats for these fellows once (you know, the chubby, winged babies people mistakenly call cherubs or cupids), if not, just make them Lawful (LG) imps. For anti-paladins, just use an imp who sits on their shoulder and whispers evil things into their ear.
3. **UNICORN:** but only if the paladin is female – men get celestial warhorses with 4 HD. For anti-paladins ... the nightmare.
4. **AASIMAR SQUIRE:** A fourth level fighter. For anti-paladins, a tiefling picaroon (a fifth level rogue).
5. **BLINK DOG:** Maybe the quest involves rescuing it from a giant's kennels. For anti-paladins, a shadow mastiff.
6. **HALO:** Actually a lantern archon with 4 HD that often hangs out around the paladin's noggin. For anti-paladins, just craft a red-hued evil version of the lantern archon.
7. **RELIC:** The relic is the skull of a cleric which the paladin can communicate with telepathically, and which can cast spells as a 4th level cleric (touch spells through the paladin).

8. **CHOIR:** A choir of four 1 HD lay priests who can chant (as the spell) and inspire (as bards). For anti-paladins, four 1 HD flagellants with scourges who do the same.

9. **GOLD WYRMLING:** Precocious, of course. For anti-paladins, a red wyrmling.

10. **BROWNIE KNIGHT:** Gained by embarking on a quest for the Fairy Queen, a bit of a curmudgeon. For anti-paladins, a spriggan thug of the Unseelie Court.

11. **ELVEN SAGE:** An old codger with silver hair who can cast spells as an adept (venerable master). For anti-paladins, a drow alchemist who may or may not be trying to poison her master.

12. **REFORMED PROSTITUTE:** A prostitute who has seen the light and can cast spells as an adept (venerable master; note, the prostitute is not venerable in terms of age, but in terms of the blessings bestowed upon him or her). For anti-paladins, a heretical friar or nun.

JMS



ALIEN FLORA

Illustration by Jeremy Mohler

To help folks looking to populate their regions with some odd plants, I came up with this alien plant generator. Note: This is not based on hard science!

STEP ONE: Determine Type

| D6 | TYPE |
|-----|--------|
| 1-3 | Plant |
| 4-6 | Fungus |

STEP TWO: Determine Size

| D8 | SIZE |
|----|---------------------------------------|
| 1 | Fine (no more than 6" tall) |
| 2 | Tiny (around 1' tall) |
| 3 | Small (around 3' tall) |
| 4 | Medium (around 6' tall) |
| 5 | Large (around 15' tall or wide) |
| 6 | Huge (around 30' tall or wide) |
| 7 | Colossal (around 60' tall or wide) |
| 8 | Gargantuan (around 120' tall or wide) |

STEP THREE: Determine Form

| D10 | FORM |
|-----|---|
| 1 | Clump – grown in a clump, like many grasses |
| 2 | Stick – stem with very little branching, usually topped by a flower or a clump of foliage |
| 3 | Vines – takes the form of vines or runners |
| 4 | Carpet – grows close to the ground like a ground cover |
| 5 | Branches – droopy or “weeping” – point downward |
| 6 | Branches – upraised, make a sort of v-shape |
| 7 | Branches – form a spherical structure around the trunk |
| 8 | Bulbous – either grows directly from the ground or stands atop a root structure |
| 9 | Web-like |
| 10 | Subterranean – like a tubor or fungus |

STEP FOUR: Foliage

| D10 | TYPE |
|-----|--|
| 1 | No discernible foliage |
| 2 | Leaves (roll 1d3: 1 = Small, 2 = Medium, 3 = Large; roll 1d4: 1 = Elliptical, 2 = Circular, 3 = Multi-pointed or sided; 4 = Rectangular) |
| 3 | Needles (roll 1d2: 1 = Soft and flexible, 2 = Rigid and sharp) |
| 4 | Fronds – like those of a palm tree |
| 5 | Fronds – like those of a fern |
| 6 | Ribbon-like |
| 7 | Moss-like – carpets the plant |
| 8 | Tongue-like (retractable) |
| 9 | Spine-like |
| 10 | Crystalline |

STEP FIVE: Flowers

| D4 | TYPE |
|----|-----------------|
| 1 | Large and showy |
| 2 | Tiny and plain |
| 3 | Flower spikes |
| 4 | No flowers |

STEP SIX: Fruit

| D4 | Type |
|----|--|
| 1 | No fruit |
| 2 | Large (head-sized) fruit; 25% chance of growing in clumps |
| 3 | Medium (fist-sized) fruit; 50% chance of growing in clumps |
| 4 | Small (berry-sized) fruit; 75% chance of growing in clumps |

Roll 1d6: 1 = Edible and nutritious; 2-5 = Edible but worthless or inedible; 6 = Toxic

COLORS

Colors of any part of the plant can be rolled here

| D20 | COLOR |
|-------|------------------------------|
| 1 | Blue |
| 2 | Red |
| 3 | Purple |
| 4 | Orange |
| 5-10 | Green |
| 11-15 | Brown |
| 16 | White |
| 17 | Grey |
| 18 | Black |
| 19 | Metallic – silvery |
| 20 | Metallic – golden or coppery |

ODORS

Odor of any part of the plant can be rolled here

| D10 | ODOR |
|-----|-----------------------|
| 1 | Musky |
| 2 | Putrid |
| 3 | Pungent |
| 4 | Camphoraceous |
| 5 | Ethereal (like ether) |
| 6 | Floral |
| 7 | Pepperminty |
| 8 | Buttery |
| 9 | Metallic |
| 10 | Spicy |

TASTES

Taste of fruit (or other parts) can be rolled here

| D6 | TASTE |
|----|-------------------|
| 1 | Sweet |
| 2 | Sour |
| 3 | Tart |
| 4 | Savory, spicy |
| 5 | Tasteless |
| 6 | Foul or sickening |

TEXTURES

Texture of bark, skin or foliage can be rolled here

| D10 | TEXTURE |
|-----|-----------------------------------|
| 1 | Leathery |
| 2 | Furry |
| 3 | Smooth |
| 4 | Soft, downy |
| 5 | Prickly, spiny |
| 6 | Slimy |
| 7 | Moist (maybe acidic or poisonous) |
| 8 | Ribbed |
| 9 | Irregular |
| 10 | Cracked |

INTENSITY

When working with color, taste or smells, you can randomly determine the intensity of the sensation

| D6 | INTENSITY |
|-----|-----------------------|
| 1-3 | Light, mild, slight |
| 4-5 | Medium |
| 6 | Dark, strong, intense |

ANYTHING ODD?

Assume a 1% chance of something “odd” about the plant

| D8 | ODD |
|----|---|
| 1 | Slight mobility (like a Venus flytrap) |
| 2 | Complete mobility (can actually walk or crawl or slither about) |
| 3 | Crude intelligence (about animal- or insect-level) |
| 4 | High intelligence (as intelligent as human beings or more so) |
| 5 | Emits light or cascades or auroras of light |
| 6 | Weird secretions (may be poisonous or otherwise) |
| 7 | Vibrates and hums |
| 8 | Communicates with animals via pheromones – can alter moods |

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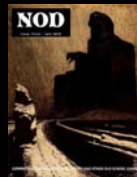
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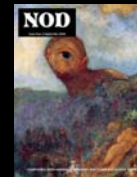
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Ibis - city of magic, vampires, Mystery Men! ...



NOD 6

Venatia, Pleasure Palace of Izrigul ...



NOD 7

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



NOD 8

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



NOD 9

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



NOD 10

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



NOD 11

Hellcrawl, monster races, demonologist ...



NOD 12

Hellcrawl, exotic dining, Mutant Truckers ...



NOD 13

Hellcrawl, red dragons, Greatsword card game ...



NOD 14

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



NOD 15

Hellcrawl, blue dragons, Silver Age heroes ...

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