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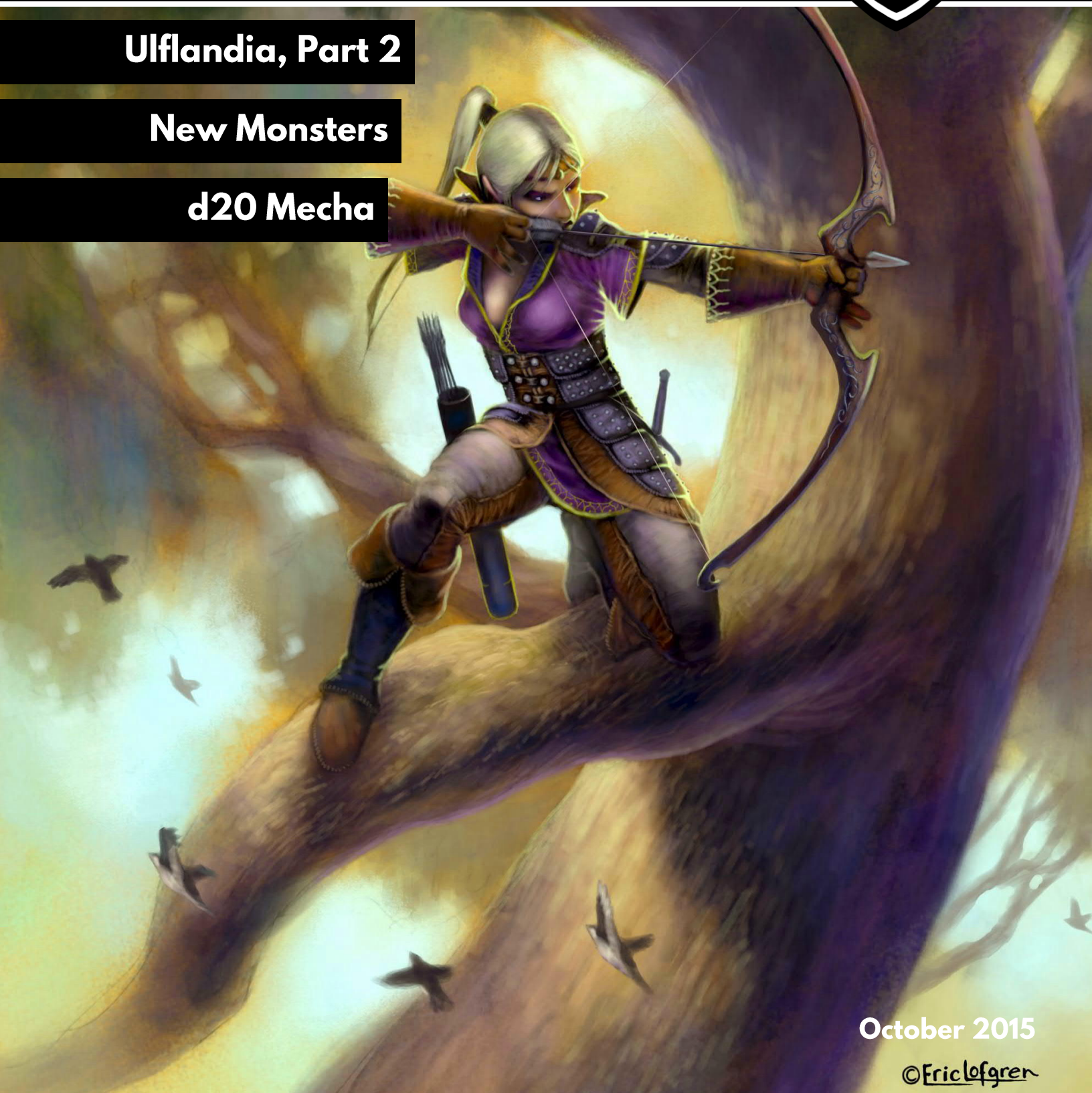
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27

Ulflandia, Part 2

New Monsters

d20 Mecha



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NOD

27

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Gloriana’s Blessed Isle, Part 2	I
Mecha in RPG’s: Classes	49
The Nodian Bestiary	56
Strength: A Primer	61
The Muscleman	66
You Pull the Lever and ...	68
Racial Variations: Earth	69
Plan 9 From Outer Space: The RPG	71
The Grey Planet Beckons	77



HEXCRAWL

GLORIANA'S BLESSED ISLE, PART 2

Illustrations by Denis McCarthy, Jeremy Hart,
Byam Shaw, John Stater and others

The Ulflandia hex crawl began last issue, in **NOD 26**. The hex crawl continues in this issue.

Ulflandia 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 changed it into a kingdom dominated by humans, elves and half-elves. In the days of the Nomo Empire's glory, it defied that empire for decades before finally becoming a tributary kingdom. Today, it enjoys complete independence once again.

The island is now dominated by Queen Gloriana from the city of Tremayne, the largest settlement on the island. The island can be divided into numerous sub-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 called Belerion, and the peaks in the south are the Coblyns. The western portion is taken up 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 (first seen in **NOD 1**) and an island chain known as the Zebrides.

Encounter Areas

4202 The Haunted Statue | **Monster**

The haunted bust of Vustulus Marne, wickedest troll that ever ate an orphan, is hidden in a small cave in this hex. It has long been a shrine to the local trolls and ogres, who

have danced cannibal rituals around it under the crescent moon, anointing their eyes with blood. Touching the bust inflicts a person with the curse of cannibal hunger unless they pass a Will saving throw.

Curse of Cannibal Hunger

Level: Magic-User 6

Range: Touch

Duration: Permanent until dispelled, *miracle* or *wish*

The target of this spell loses 1 point of Constitution each day unless he consumes triple normal rations. If the accursed consumes the flesh of a sentient humanoid, the curse is suppressed for 1d4 days.

4204 Flight of a Dragon | **Monster**

A bronze dragon, Vrekulio, is taking wing over this hex with a giant crab clamped onto his tail. The dragon is in pain, and is close to passing out. It will gladly reward one who helps rid it of the crab. The dragon's cave is located near the seashore, in a cave covered with wild rose vines.

Treasure: 2,200 gp, *scroll of chill touch and obscuring mist*, *scroll of constitution and summon monster I* and a *wand of cure moderate wounds* [4 charges].

Vrekulio, Adult Bronze Dragon, Medium Dragon: HD 9; 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, speech, resistance to electricity.

4209 Tomb in the Woods | **Dungeon**

A massive oak tree stands here. It has seen many centuries, and in fact serves as a tomb for the ancient Queen of the Pixies. The tree roots form, in essence, a large dungeon for tiny creatures haunted by fey guardians, cunning traps, tiny and small animals.

To enter the dungeon, one must anoint their bodies with fairy glyphs traced on their bodies in boiled tree sap and sleep beneath the tree at night. Their bodies will transmute through the soil and into the roots, shrinking them to tiny size and leaving them in the twisting tunnels and weird chambers within the magic tree.

4220 Magic Loom | **Wonder**

A clearing in this hex holds a magic loom, which can spin straw into gold thread. The thread is cursed, of course, with any garment that includes it in its weaving causes the wearer's skin to break out in scarlet blotches and the wearer to slobber when they speak (effective Charisma score cut in half). The clearing is surrounded by tall elms with iridescent leaves that make a crystalline tinkling when the wind does not blow.

4226 Smoky Village | Settlement

This hex holds a village of 200 fyrelings amid thickly wooded hills. The fyrelings feed on the wood the way most folk feed on crops, and they manufacture pottery with incredible glazes and grotesque and humorous faces worked into the clay. Near the village there is a small tomb in which is interred the body of an old thief-hero of the fyrelings, called Candle Jack. Jack's body is now composed of ash – something like the remains of people that have been found at Pompeii. His tomb is hidden within a system of basalt caves that is guarded by fyreling assassins and many traps.

Fyreling, Medium Monstrous Humanoid: HD 2; AC 12; ATK 1 touch (1d4) or weapon (1d6); MV 40; F15 R12 W12; AL Neutral (CN); XP 200; Special—Immune to fire, vulnerable to cold, produce flame 3/day.

4236 The Golden Manticore | Monster

A pirate galleon of golden-hued wood and giant scarlet sails drives through the waves in this hex, heading to its home port of Brygstow [5027], where the captain's wife and new baby are waiting for him. The captain, Salty Todd, has been hunting the treasure convoys of Guelph, and is now a very rich man. His ship is called *The Golden Manticore*. He commands 120 pirates and has 4 mates.

Treasure: 71,300 sp, a large aquamarine worth 800 gp, a belt composed of silver and malachites (800 gp), a bolt of silk thread (200 gp), a suit of +1 *full plate* lacquered black and traced with gold (1,500 gp), an *arcane scroll*, a *divine scroll*, a *potion of healing* and a *wand of knock* (3 charges).

Pirates (120), Medium Humanoid: HD 1; AC 11; ATK 1 short sword (1d6); MV 30; F13 R15 W15; AL Neutral (N); XP 50.

Mates (4), 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.

Salty Todd, 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 C15 I11 W5 Ch12; Special—Rage 2/day, sixth sense.

4239 Splashing Herd | Monster

A mermaid beastmaster called Orla is swimming with a herd of hippocampi through this hex. A great hero of the region, she is investigating the reports of squid-man activity. Her companion, Flippy, is a dolphin with sage eyes.

Flippy the Dolphin, Medium Humanoid: HD 2; AC 15; ATK 1 slam (2d4); MV Swim 80; F12 R11 W18; AL Neutral (N); XP 100; Special—Echolocation, sage abilities.

Orla, Mermaid Beastmaster: LVL 6; HP 36; AC 13; ATK 1 +1 *trident* (1d6+2); MV 15 (Swim 60); F10 R10 W13; AL Neutral (N); XP

600; Special—Speak with animals, surprise (2 in 6), surprised (1 in 8), banish/control animals, dolphin animal companion.

4246 Flaky Locathah | Monster

A village of 65 locathah is set here on the slopes of a great seamount of basalt and obsidian. The locathah are renowned as obsidian flakers, and make some of the best stone tools and weapons in Mother Ocean. They make their finest creations, meant for enchantment or royalty, from snowflake obsidian. The locathah are led by Queen D'thara, a stately locathah with large, amber eyes and mauve gills flecked with silver. She wears a gown of beads and coins of gold and silver, and carries a +2 *obsidian spear*.

Treasure: 1,080 gp, 16,000 cp, 2 doses of antitoxin.

Locathah, Medium Humanoid: HD 2; AC 14; ATK 1 weapon (1d8); MV 10 (Swim 60); F12 R15 W15; AL Neutral (N); XP 100.

Queen D'thara, Medium Humanoid: HD 5; AC 14; ATK 1 +2 stone spear (1d6+2); MV 10 (Swim 60); F12 R15 W15; AL Neutral (LN); XP 250; Special—Mild psionic ability to sense evil intentions.

4301 The Ship of Shadows | Monster

The infamous Ship of Shadows is moored here. The ship appears as a weird shadow on the sea in the daylight, but at night is revealed to be a ragged galley, entirely black, with slightly tattered sails that flap in an unseen, unfelt ethereal breeze. The entire crew is composed of shadows (including a shadow monkey), and is cursed to wander Nod for all time in punishment for their crimes in life.

Treasure: 3,300 gp, 4 fancy stones, 3 gems, 1 jewel, *flame tongue* sword (composed of shadow stuff until blessed by a cleric of at least 6th level, and sprinkled with holy water).

Shadows (30), 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.

Captain Threk (Greater Shadow), Medium Undead: HD 9; AC 14 [+1]; ATK 1 strike (1d8 Str); MV Fly 40; F11 R11 W9; AL Chaotic (CE); XP 2250; Special—Incorporeal, create spawn.



4308 Bray | Settlement

Bray is a sprawling village of 300 farmers set around a wide hill on which stands a motto-and-bailey castle built in ancient times. The people of Bray are duplicitous bastards,

doing as they please while smiling pleasantly and agreeing with everything visitors say.

A long barrow tomb outside the village is haunted by wight-smiths who work in an underground smithy over black flames of negative energy, making ethereal weapons used by incorporeal undead. These weapons can be wielded by incorporeal creatures, but strike corporeal creatures. They also cause numbness where they strike (Fortitude save or 1 point of Dex damage; maximum 3 points of Dex damage).

The village is ruled by Mayor Sudge, a boisterous fellow with many chins, sandy blond hair and a seemingly sunny disposition. He and his wife invite visitors to stay in their home, where they are thoroughly cased and will probably



leave having had some valuable object stolen. His six constables are just as crooked.

4311 Herne's Oak | Wonder

Herne's Oak is a large, tangled mess of a tree that has grown around an ancient stone carved with whorls and swirls. The tree is an ancient druidic altar dedicated to Cornunos. Within the tree are the fey god's sister-wives, numerous dryad priestesses. They come out of the tree only on holy days, leading a procession of elves and fey around the tree nine times before conducting druidic rituals.

Dryad Priestess, 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; Spells—At will—*entangle*, *speak with plants*, *tree shape*; 3/day—*charm person*, *deep slumber*, *tree stride*; 1/day—*suggestion*.

4315 Master Scarabaeus | Stronghold

Master Scarabaeus is a little known wizard lord who is obsessed with beetles. He dwells in this hex in a ramshackle tower surrounded by thickets and overgrown with stinging vines. Giant beetles are common around the stronghold (encounter on a roll of 1-3 on 1d6; see below), and the master is now close to half-beetle himself. He has a fine library, dusty and little used, a laboratory which has gone to pot, and a treasure chamber underneath a secret trapdoor in the cellars, which are crawling with beetle swarms. Scarabaeus is always accompanied by three beetlor bodyguards.

Treasure: 2,300 gp, 7,000 sp, 4 fancy stones, 2 gems and 2 jewels.

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; Special—None.

Beetlor, Large Monstrous Humanoid: HD 8; AC 18; ATK 2 claws (2d6) and bite (1d10); MV 20 (Burrow 10); F10 R9 W9; AL Chaotic (CE); XP 800; Special—Sickening gaze; Gear—one carries a +1 battleaxe and a +2 shield.

Master Scarabaeus, Human (sorta) Magic-User: LVL 11; HP 22; AC 10; ATK 1 dagger +3 (1d4-1) or mandibles +3 (1d4-1 + grapple); MV 30 (Burrow 5); F11 R11 W7; AL Neutral (N); XP 1,100; Special—Spells per day (4/5/4/4/3/2/1); S8, D12, C12, I15, W13, Ch9; Gear—*scroll of alter self*, *gloves of arrow snaring*.

Spellbook: 0—*acid splash*, *daze*, *flare*, *mending*, *message*, *resistance*; 1st—*charm person*, *grease*, *magic missile*, *magic weapon*, *mind thrust*, *phantasmal force*; 2nd—*blur*, *brain lock*, *mirror image*, *protection from normal missiles*, *spectral hand*; 3rd—*blacklight*, *dispel magic*, *mental barrier*, *summon monster III*, *stinking cloud*; 4th—*animate dead*, *ice storm*, *mnemonic enhancer*, *rainbow pattern*; 5th—*cone of cold*, *overland flight*, *transmute rock to mud*; 6th—*flesh to stone*, *symbol of persuasion*.



4320 The Golden Trail | **Monster**

A narrow trail picks its way through the woods and thick underbrush in this hex. A hunter is on this trail, following a golden hind. The hind has been spotted in the area for years, but has never been caught. The hunter, Ewan, is very poor, and wants to capture the hind for the money. His wife

and children are in a bad way. The hind is a polymorphed duchess whose duchy was usurped by her jealous and wicked witch-children.

Ewan the Hunter, Medium Humanoid: HD 1; AC 11 (padded); ATK 1 hunting bow (1d6+1) or hunting knife (1d4); MV 30; F13 R15 W15; AL Neutral (N); XP 50; Special—Track.

Golden Hind, Large Animal: HD 3; AC 15; ATK 1 hooves (1d4); MV 50; F11 R12 W17; AL Neutral (N); XP 150; Special—None.

4329 The Prince of Whales | Monster

A pod of eight sperm whales is moving through this hex, led by a very special guest, the Whale Prince, the cosmic ruler of all cetaceans. He appears as an especially large sperm whale (though he can take the form of any whale, or of a titan-sized man in a loincloth and carrying a trident). The Whale Prince is heading to Ulflandia in search of his old friend, Merlinus, to beg a favor. Someone precious to him (an astral whale) has been stolen, and he needs help finding and rescuing her. He is unaware that Merlinus has long since passed into Fairyland.

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

Prince of Whales, Huge Outsider: HD 36; AC 24 [silver]; ATK 1 bite (3d20); MV 0 (Swim 60); F3 R3 W3; AL Neutral (N); XP 3600; Special—Sound blast (stun 1d4 rd), shapechange, communicate and charm whales.

4349 Serpents of the Sea | Monster

A scaly, spiny sea serpent is coursing through the ocean in this hex. On its back is a sort of modified howdah, hung with shells and iridescent scales. On the howdah is the ophidian sorceress Cthisil, an ancient of ancients, her scales brilliant green, her body draped in gold and silver. She wears a loincloth of shagreen strips.

Cthisil is slightly less evil than most ophidians, mostly because she has become so bored with the world that the idea of “heroism” has become attractive to her. Unfortunately, heroism doesn’t come naturally to the chaotic or evil, and her brand of heroism may not work for others.

Cthisil, Medium Monstrous Humanoid: HD 7; AC 16; ATK 1 bite (1d3 + reproduction) and weapon (1d8); MV 30; F12 R10 W8; AL Chaotic (CE); XP 700; Special—Spawning bite, immune to poison, magic resistance 15%, cast spells as 7th level sorcerer, spells per day (6/6/6/4), spells known (7/5/3/2); Gear—*wand of charm monster* [6 charges].

Spells Known: 0—*acid splash, detect magic, message, open/close, read magic, resistance, smoke image*; 1st—*alarm, cause fear, identify, ill omen, mind thrust*; 2nd—*hideous laughter, hypnotic pattern, incantation of hatefulness*; 3rd—*explosive runes, shock-wave*.

Incantation of Hatefulness

Level: Magic-User 2

Range: Close (30')

Duration: 1 minute

This spell enflames the racial antipathy of sentient creatures within 30 feet of the spellcaster, causing them to immediately attack one another unless they pass a Will saving throw. Good creatures enjoy a +1 bonus to their saving throw, while evil creatures suffer a -1 penalty to their saves.



4412 Hartford | Settlement

Founded by the Merrie Brothers of Percival at a deer’s ford, Hartford is a small market town of 1,100 people. The town has stout stone walls, stained with rust (due to high iron content), and boasts a fortress-monastery of Percival’s knights and clerics. There are two gates into the city, the Pengate and Afgate, and three main roads lead to the town. Hartford is mostly a trading town, trading in ores from the mountains. The town’s buildings are painted in blues and yellows, with many crosses of St. Percival painted throughout the town.

The Merrie Brothers dominate the town. They are an order of fighting clerics, fighters and paladins, and the town’s charter gives them two seats on the town council and the right to nominate the town’s Lord Mayor (currently a retired paladin by the name of Cedric Silverboots).

Hartford hosts a market on the feast day of St. Aloysius the Sober, the patron saint of smiths and jewelers, on Aprilis 26. St. Aloysius is an important saint in the town, though not the town’s patron saint (that would be Percival). The town is known for its smiths – particularly goldsmiths and silversmiths - and jewelers, and the wealthy merchants who trade with them. The chapel of St. Aloysius is funded by the local Guild of Bauble-Makers.

Hartford is known for its friendly locals and generally pleasant climate. Its market fair is well-attended by people from throughout Ulflandia, and from more distant ports, like Ophir, Ibis, Nomo, Guelph and, of course, Antigoon. In fact, a foreign courtesan of Lyonesse, by the name of Iselee, is meeting even now with town alchemist Barton Sudbury, on a mission of great import to the royal family of her fabulous homeland.

4421 Beast of Dunn | Monster

The fell Beast of Dunn haunts these lands. The monster protects the woodland and its creatures from intruders, including the fey. It looks something like a cross between an Irish elk and boar, and is about the size of an elephant.

Beast of Dunn, Huge Magical Beast: HD 12; AC 16; ATK 2 hooves (2d6), gore (1d12) and antlers (2d6); MV 50; F4 R6 W12; AL Neutral (N); XP 1200; Special—Magic resistance 15%, surprise (3 in 6), roll surprise on 1d10.

4430 Gown of Silver | Wonder

A gown of silver scales floats in the sea here, shed by a sea nymph cavorting with a lucky sailor. The gown is worth 1,000 gp. If the gown is stolen, the nymph will do anything to get it back.

4438 Ship of Ibis | Monster

A galley of Ibis was transporting a mummy case from ancient Nabu to the wizards of Tremayne when the mummy escaped from its imprisonment and went on a rampage, killing the crew and reanimating them as ghastrs. The mummy and his ghastrs are now heading back to Ibis to reestablish his kingdom.

Ghastr, 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).

Prince Zuulotep, 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.

4444 Drip, Drip, Drip | Wonder

A great bubbling occurs in this hex, producing foam and attracting ugly little dancing air mephits. The bubbles erupt from a tower beneath the seas, where a sahuagin elemental, long forgotten, once made her home. A magic faucet in her tower was left on, and is spewing air into the sea here.

The tower holds many imprisoned fire and air elementals, as well as dangerous traps and sea life. A vault carved into the form of a very angry and captive earth elemental holds the following in a heart-shaped strongbox of adamantite.

The elemental's old tomes (actually composed of long strips of copper, silver and gold rolled around crystal rods) are found in her old library, which is protected by three fiendish assassin vines. Studying these tomes is worth 1,000 XP for an elemental, or permits a magic-user to learn three special elemental spells: *Hands of Lava*, *Shocking Lantern*, and *Transmute Water to Slime*.

Treasure: 9,000 gp, 21,000 cp, 13 fancy stones, 8 gems, 1 jewel, *scroll of summon monster I and hold person*, +3 glaive that sheds light in the presence of outsiders and a staff of fire with 10 charges.

Huge Earth Elemental, Huge Earth Elemental: HD 16; AC 18 [+1]; ATK 1 slam (3d8); MV 20; F3 R7 W8; AL Neutral (N); XP 4000; Special—None.

Fiendish Assassin Vine, Large Plant: HD 4; AC 15 [+1]; ATK 1 slam (1d8 + constrict); MV 5; F10 R17 W14; AL Chaotic (CE); XP 1,000; Special—Surprise (4 in 6), low intelligence, resistance to fire, magic resistance 10%, +2 to hit lawful (good) creatures.

Hands of Lava

Transmutation

Level: Druid 2, Elementalist 2, Magic-User 3

Range: Personal

Duration: 1 minute

This spell transforms the spell caster's hands into living lava. Their touch deals 1d6 points of damage and sets flammables ablaze. The hands can also be used to throw lava balls (10' range) that deal 1d4 point of fire damage.

Shocking Lantern

Transmutation

Level: Elementalist 2, Magic-User 2

Range: See below

Duration: 1 minute

This spell transforms a normal lantern into a *lantern of shocking*. The flame is replaced by a coruscating spark of energy that emits light equal to a torch. Anyone but the spell's caster touching the lantern receives a shock. In addition, all vermin within 10 feet of the lantern are struck once per round by an arc of electricity that deals 1d4 points of damage.

Transmute Water to Slime

Transmutation

Level: Elementalist 5, Magic-User 5

Range: Close (30')

Duration: See below

This spell transmutes up to one ounce of water into green slime. The alteration is permanent unless dispelled within 10 minutes of the spell's casting.

4449 Sandy Island | Wonder

Sand falls from the sky in this hex, pouring down in a great column about 30 feet in diameter. It is piling up into quite an island, and one rife with giant sand fleas (1d12 attack anything that explores the island). Stepping through the falling sand (requires a bend bars/lift gates check) leads people into the hollow center of the column, in which rests a glowing diamond of massive size. When touched, it transports people to a sandy sub-dimension of the Elemental Plane of Earth, an endless desert.

Giant Flea, Small Vermin: HD 2; AC 15; ATK 1 bite (1d4 + blood drain + disease); MV 30 (Jump 60 feet); F13 R15 W15; AL Neutral (N); XP 200; Special: Jump acts as a charge attack.

4503 Isle of Domes | Monster

There is low, rugged island in this hex. The island is composed of basalt and contains jagged hills and weird igneous columns. Signal fires sit atop these columns, placed there by an unknown agency.

The island is covered by a multitude of domes. The domes are composed of polished obsidian, and have no obvious entrances. Within each dome, which is about 20 to 30 feet in diameter, there is a tiny vault about 5 feet in diameter in which there is a tiny stash of topaz coins (treat as 3d8 pp). There are probably 50 domes in all. 1 in 6 is protected by an elemental earth wraith. An earth wraith appears as an entity of sulfur fumes.

The black beaches of the island are crawling with swarms of pallid blue crabs (encounter 1d4 swarms on a roll of 1 on 1d6, check once per hour).

Earth Wraith, 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, stench (as troglodyte), incorporeal.

Crab Swarm, Tiny Vermin: HD 3; AC 18; ATK 1 swarm (1d6 + constrict); MV 10 (Swim 10); F15 R13 W17; AL Neutral (N); XP 300; Special—Swarm.

4508 Tremayne | City-State

Population	60,000
Ruler	Queen Gloriana (CN; unique monster, see below)
High Priest	Enid Mayhew (N female half-elf druid 8)
Theme	Elizabethan London
Vistas	Elizabethan architecture, street urchins, swaggering filibusters, well-appointed gentlemen challenging one another to duels, pigs and goats roaming the streets, pixies (and other small fey) in jaunty vests and derbies going about their business
Accent	Shakespearean English
Names	Adfan, Bleigh, Bloody, Bouda, Bowyn, Brigan, Bryhn, Cabrintainn, Cardis, Cauldur, Celindan, Cunobar, Davy, Dyfrid, Enid, Ficnan, Finne, Gwydd, Harth, Ingran, Kennia, Kylen, Llycridh, Mabin, Machlaire, Maryn, Mavee, Muir, Niddi, Ranian, Rhigh, Slaigli, Wenham, Wick, Wolsech-tainn, Ysfayne
Money	Noble (gp), Groat (sp), Farthing (cp)

Tremayne is the city of the Fairy Queen Gloriana and her notorious filibusters. Tremayne is situated on a bend of the

River Toyl. Tremayne is very Shakespearean in character. Everything is overly dramatic and done with a flourish. The women are lusty and sly, the men rakish and cruel. Every passion, crime, romance, and deed is magnified a thousand fold. And everything centers around the island's half-fey queen and her court.

Duels are commonplace in Tremayne and the women are infamous for their wiles. The port is clogged with filibusters sailing under lettres of marque supplied by the Queen, and robbers haunt the crooked streets.

Tremayne is a walled city with an impressive keep. The army (the "Trayned Bands") consists of 5,000 soldiers, mostly longbowmen and heavy foot, with a few dashing cavaliers to support them. The city-state's fleet is quite strong, consisting of a galleon (*Gloriana's Revenge*, captained by Sir Warwick Sprouse), several caravels and war galleys, and dozens of armed merchantmen crewed by filibusters (i.e. privateers).

Foreigners are questioned at the gate in Tremayne, with suspicious types whisked away to face the Queen's spymaster. No dangerous beasts are permitted within the city limits, and goblinoids (including half-orcs) must be kept on a leash. Even though taxes are moderate, the population grates under them, for they mostly go to support the splendor of the royal court.

Tremayne's monarch is the half-fey Queen Gloriana. She is arrogant, self-centered, ambitious, occasionally cruel and very adroit at politics and war. Being the type to make enemies, she has assembled a spy ring *par excellence*.

Most of the city-state's constables (as they're called) are on the take. When criminals are captured, punishment can be harsh. Murderers are routinely impaled on stakes set atop the city walls, and thieves can expect to lose a finger. Skilled bards can get away with just about anything due to the old druidic customs still embraced by the populace. The thieves' guild is known to nick the noses of freelancers operating on their turf. The authorities favor the pillory as a means of dispensing justice for small crimes.

Tremayne's population includes sizable populations of gnomes, elves, half-elves, goblins, and other fey folk. Tremayne's primary industries are wool-related. Tin mines are also located in the rolling hills of Tremayne's domain.

Tremayne is wealthy beyond its size due to its filibusters (privateers) and fine port. Though the best plunder is bequeathed to the queen in exchange for her favor, many fine gems and jewels can be purchased in Tremayne. The city is also rightly famed for its dark, frothy ales and beers. Adventurers in search of mercenaries and retainers have double the normal chance of finding them in Tremayne,

though they will be likely be headstrong braggarts and maybe more trouble than they're worth. One should also mention the many suspect maps to the fabled city of Ipnos one can find for sale in Tremayne. They come at a high price, and those "in the know" understand them to be fakes.

Crime is common in Tremayne, especially of the street urchin variety. Citizens are wary and untrusting of strangers, and always on the lookout for a con.

Tremayne, for all the bluster and drama of its citizenry, is a rather dull town architecturally. Most of the city is composed of timber-framed homes with thatched or tiled rooves and wattle & daub exteriors. Gloriana's palace is a standard grey fortification, though the surrounding park is nice (and entrance is by invitation only).

Popular inns and taverns include the Black Gander, the Thorny Rose, the Swan and Sword, the Blue Thistle, the Crown and Anchor and the Flying Duck.

The Tremanni speak Elizabethan English - very ren-faire. The Tremanni pass the time with gambling (dice games are especially popular), bear-baiting, pit fighting and darts, and they delight in poetry and the theatre.

Food in Tremayne is rich and filling; barley soups, thick stews, mutton and ham. Gravy is common and brown bread is served with every meal. The Tremanni appreciate all manor of spirits; they brew every sort of beer, ale and cider imaginable on their island and distill powerful whiskeys to boot. Tobacco from Dweomer Bay in Antilia is very popular, and taken in pipes, cigars and snuff.

The knights of Tremayne are called the Gentlemen-At-Arms. They are sworn to protect and serve Gloriana at her pleasure or their pain.

Notable personages and places in Tremayne include:

Caldemon Jones | Fencing instructor

Caldemon is one of the *Maisters of the Noble Science of Fense*, a college of fencing instructors well regarded in Tremayne. He is also an ardent admirer of the queen, and apires to visit her bedchamber. Caldemon is tall and fair haired, with a dashing mustache. He is graceful and courteous, but quite dangerous when riled. He will gladly kill (or die) defending the queen's honor.

Treasure: 100 gp.

Caldemon Jones, Human Duelist: LVL 6; HP 33; AC 13; ATK 1 +2 *rapier* +6 (2d6+3) and/or +1 *dagger* +5 (1d4+1); MV 30; F13 R10 W13; AL Lawful (CG); XP 600; Special—Specialist weapon (rapier, x2 damage), +2 initiative, riposte; S12, D16, C12, I13, W8, Ch13;

Gear—padded leather doublet, +2 *rapier*, +1 *dancing dagger*, *potion of enlarge person*.

Diana's Temple | 4th level druid spells

Enid Mayhew is the Bishopess of Tremayne. She is a bitter rival of Dr. Virgilus for the queen's ear. Enid is an aging beauty. Her long auburn hair is turning silver and her face is lightly wrinkled (in the best way). Enid's eyes are a piercing, icy blue and she has a broad, ready smile that hides a cunning, ambitious mind.

Tremayne's patron deity is Brigantia (see **NOD 26**). Her temple is built atop a mound in the heart of the city. It is constructed on the Romano-Celtic model. The temple is overseen by Mayhew and several adepts.

Treasure: 1,200 gp, 2 gems

Enid Mayhew, Half-Elf Druid: LVL 8; HP 26; AC 10; ATK 1 silver dagger +3 (1d4); MV 30; F9 R12 W9; AL Neutral (N); XP 800; Special—Spells per day (6/4/3/2/2), speak druidic, move through undergrowth, leaves no trail, +2 save vs. energy spells, shapechange; S22, D10, C9, I12, W16, Ch8; Gear—Cudgel, *belt of giant strength*, *scroll of cure minor wounds*, *augury* and *gust of wind*.

Doctor Emilianus | Sage

Dr. Emilianus is the chancellor of Noden's College. He carries a slim silver dagger and is usually found wearing the clothing of a gentleman of means. Otherwise he wears the white robes of his office. The Doctor is small of frame and speaks with a lisp. He is Neutral (LN) in alignment.

Doctor Virgilis | Royal astrologomagus

Dr. Virgilis is Gloriana's royal astrolomagus. He wears flowing robes of red and black with a grand ruffle at his collar. He is bald, but always wears a leather cap that covers his pate. Painfully thin (the result of unsavory associations with the infernal powers, so the rumor goes), Dr. Virgilis is ingratiating and pompous. He is also quite loyal to his queen, and will only be too happy to expose plots against her, especially if they advance his own power.

Treasure: 400 gp

Doctor Virgilus, Human Magic-User: LVL 8; HP 12; AC 9; ATK 1 silver dagger +3 (1d4); MV 30; F12 R12 W9; AL Chaotic (LE); XP 800; Special—Spells per day (4/5/4/3/2); S9, D8, C12, I18, W11, Ch13; Gear—Silver dagger, *wand of web* [6 charges].

Spellbook: 0—all; 1st—animate rope, energy missile, hold person, ill omen, mage armor, phantasmal force, sleep, ventriloquism; 2nd—continual flame, hideous laughter, misdirection, obscure object, thought shield, touch of idiocy; 3rd—deep slumber, fireball, shrink item, sepia snake sigil, spectral force; 4th—dimensional anchor, fire trap, minor creation, stoneskin.

Gloriana Regina | Queen of all she surveys

Gloriana is Queen of Tremayne and Dweomer Bay, Princess of Fairyland. She wears a *ring of spell turning* and a *ring of protection* +3. Gloriana is tall and possessed of unearthly beauty. She is usually pleasant, but possessed of the most violent passions. She can also be casually cruel when the mood strikes her. Many people have died at her hand or on her orders, or been walled up in dungeons or towers to appease her lust for power and revenge.

Queen Gloriana, Medium Fey: HD 9 (54 hp); AC 24 [+2]; ATK 1 dagger (1d4); MV 60 (Swim 40); F12 R10 W9; AL Neutral (CN); XP 600; Special—Gaze attack (stun), regenerate, magic resistance 25%; Spells—3/day—dispel magic, haste, detect invisibility; 1/day—dimension door; plus cast spells as 7th level druid; Gear—Crown jewels (10,000 gp), gilded +3 dagger, *ring of spell turning*, *ring of protection* +3.

His Magnificence | Guildmaster of thieves

The man called “His Magnificence” is the guild master of Tremayne’s notorious thieves. In actuality is he Dr. Morris, a renowned and beloved alchemist and mathematician. Dr. Morris is unspeakable evil and terribly clever, and the thieves of Tremayne live in mortal fear of him. His most potent spies are the street urchins of Tremayne.

The thieves of Tremayne live high on the hog – after all, there’s so much wealth in the hands of drunken sailors in this town! Street urchins are especially common in Tremayne, and most are members of the guild. The guild operates in small cells, each headed by an experienced thief. The cell leaders communicate with go-betweens (using the Cant, of course), who in turn report to higher ups, and so on. Only one person knows the actual identity of the guildmaster, and he is often “replaced”.

Treasure: 3,000 gp

His Magnificence, Human Thief: LVL 11; HP 60; AC 11; ATK 1 +1 rapier +7 (1d6) or light crossbow +8 (1d4+1); MV 30; F10 R7 W10; AL Chaotic (CE); XP 1,100; Special—Backstab x4; S7, D15, C13, I14, W14, Ch15; Gear—Rapier +1, light crossbow, bag of holding.

Nodens College | Sages and bards

Nodens College is dedicated to the god of eloquence and language, and patron of travelers. The college hosts anywhere from 50 to 200 students at any given time. It is popular throughout the Motherlands for its time honored druidic education, emphasizing rhetoric, history, and the natural sciences. The college is headed by Doctor Emilianus, who is fiercely protective of his students and therefore much beloved by them.



Nodens College consists of a lecture hall, a faculty dormitory, and a domed shrine to Nodens (the sea horse sculptures and topiaries are very well regarded). The shrine is tended by the druidess Terpsichordia (N female half-elf druid 3). The wooded slopes surrounding the shrine are a popular place for students to read, debate, duel and enjoy themselves. Naturally, there are no fewer than three public houses surrounding the college.

Sir Fitzal Warde | Queen’s spymaster

Sir Fitzal Warde is Queen Gloriana’s spymaster. He dresses as a modest gentleman, usually in black, with only a touch of lace. Sir Fitzal is slightly balding and he wears a droopy mustache. He has poor eyesight, but doesn’t want to wear spectacles – this leaves him squinting most of the time.

Treasure: 800 gp, 4 gems

Sir Fitzal Wade, Human Venturer: LVL 6; HP 33; AC 10; ATK 1 silver dagger +3 (1d4); MV 30; F13 R13 W10; AL Neutral (LN); XP 600; Special—Appraisal, +1 save vs. traps, haggling, +1 henchman, contacts, pidgin, smuggler; S8, D12, C11, I16, W10, Ch15; Gear—*Ring of protection* +2.



Sir Rory Galbredden | Captain-general

Sir Rory is Captain-General of Tremayne's trayned bandes. He usually dresses as a gentleman in bright silks with ample lace. He carries a rapier to court, while at war he wears half-plate and carries a *+1 flaming longsword*. Sir Rory is of medium build with red hair and blue eyes. His skin is pale and freckles easily. He has a commanding voice and a calm demeanor.

Treasure: 1,000 gp, 3 gems

Sir Rory Galbredden, Half-Elf Fighter: LVL 7; HP 31; AC 17; ATK 1 *+1 flaming longsword* +7 (1d8+1) or handgonne +6 (1d8+1); MV 30; F10 R13 W13; AL Neutral (N); XP 700; Special—Dominate o HD foes, 2 attacks per round; S12, D11, C12, I10, W9, Ch13.

Sir Warwic Sprouse | Lord admiral, pirate

Sir Warwic is Queen Gloriana's lord admiral. In port, Sir Warwic dresses simply and he is easily recognized by his ivory leg. He walks with an iron-tipped cane and carries a bejeweled broadsword everywhere he goes; the sword lets out an audible hum whenever its owner is in physical danger. At sea he wears studded leather armor. Sir Warwic

has auburn hair that is greying at the temples; a great curl usually hangs down over his forehead. He wears a long beard and mustache.

Treasure: 600 gp

Sir Warwic Sprouse, Half-Elf Duelist: LVL 7; HP 37; AC 15; ATK 1 broadsword +7 (2d6+2) or handgonne +8 (1d8+1); MV 30; F13 R10 W13; AL Chaotic (NE); XP 700; Special—Specialist weapon (short sword, x2 damage), +2 initiative, riposte; S13, D17, C14, I14, W7, Ch9; Gear—*Potion of healing, potion of jump*.

4511 Yellow Dragon | Monster

Axobar is a juvenile gold dragon who has made a small lair here in a cave set in chalky hills, overlooking a sodden meadow thick with flowers, nettles, butterflies, dragonflies and small birds and lizards. Axobar is an imaginative dragon, and fancies this land her kingdom, which she fiercely protects. She is looking for a royal court, and is not beyond using mild threats of force to recruit henchmen.

Treasure: 300 gp, *ring of counterspells*.

Axobar, Medium Dragon: HD 11 (33 hp); AC 19; ATK 2 claws (1d6) and bite (1d8); MV 60 (Fly 200, Swim 60); F8 R7 W7; AL Lawful (LG); XP 2750; Special—Cone of weakening gas (30'; as ray of enfeeblement), cone of fire (30'), cause fear, sense hidden and invisible creatures, speech, resistance to fire, water breathing; Spells—3/day—bless.

4513 Jack o'Legs | Monster

The woods here are not safe for wealthy merchants and fat friars, for they are stalked by the legendary outlaw Jack o'Legs. He mostly preys on the people of Hartford, assisted by his two mastiffs, Rex and Boris, and his godmother, the ogress Dorcas. Jack and his crew dwell in a large cave obscured by ancient oaks.

Treasure: 400 gp, 2 fancy stones, 1 gem, 1 jewel

Jack O'Legs, Medium Giant: HD 6; AC 15 (studded leather and shield); ATK 1 battleaxe (1d8+1) or longbow (1d8+1); MV 30; F10 R12 W12; AL Chaotic (NE); XP 600; Special—+2 save vs. fire; Spells—stomp 1/day.

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

Mastiffs, Small Animal: HD 2; AC 15; ATK 1 bite (1d4); MV 40; F13 R12 W18; AL Neutral (N); XP 100; Special—None.

4515 Village of Cats | Settlement

Hogar is a small village of farmers and traders. The fields are filled with wheat and beans, and the children of the village herd geese, while the women of the village make the finest kerchiefs in the land. The village is known for its cats,

which are revered by the locals. While nobody in Hogar owns a cat, everyone in Hogar feeds about ten to twelve of the beasts, who repay them by controlling the rat population and snuggling on cold nights.

Hogar is often the haunt of the Cat Lord in his off hours – he has several loves in town (both feline and humanoid), and he doubles as the village guild master of thieves when in human form.

Treasure: 16,000 gp, 13 fancy stones, 6 gems, 2 jewels, gold medallion set with a bloodstone (1,300 gp), ivory drinking horn set with pearls (1,300 gp), leather belt with a silver buckle (120 gp), ornate silver mirror studded with blue agates (1,000 gp), peridot statuette of an angel (1,500 gp), *helm of brilliance*, *staff of life* [6 charges].

Cat, Tiny Animal: HD 0; AC 14; ATK 1 claws and bite (1); MV 30 (Climb 20); F16 R13 W19; AL Neutral (N); XP 25; Special—None.

Felix the Cat Lord, Medium Outsider: HD 18; AC 18 (leather) [silver]; ATK 1 dagger +13 (1d4+2) or claws and bite (1d3+2); MV 30 (Climb 20); F3 R3 W3; AL Neutral (N); XP 4,500; Special—Backstab x5, darkvision 60', change shape (any feline), speak with felines, charm felines.

4522 Avalon | City-State

The river bogs down in this hex, becoming broad and shallow, and dotted with many small islands. The largest of them is covered with apple trees, so thickly covered in fact that penetrating beyond the shoreline is nearly impossible.

Those who do penetrate the orchard find the air close and dim, a perpetual twilight. Fireflies float around day and night, and the wind makes weird rustlings and whisperings as it glides through the trees. Most folk think the place haunted. The apples are golden and delicious, but not worth the trouble. Baskets brought on the island develop holes, clothes catch on branches and tear, mud puddles seem to appear out of nowhere, and they struggle mightily to hold on to boots.

This is all illusion. The entire island is filled by Avalon, the citadel of the elf Queen Argante. Her courtyards and shores are filled with golden apple trees, but among these trees rise gleaming white walls, battlements, towers and turrets. Her gate is guarded by stout elven rangers and a troop of elven chevaliers feast in her great hall and sally forth on quests for their liege lady.

Avalon's myriad halls and chambers are home to 150 elf nobles and another 1,200 common household fey, who live among the trees, or in the river or in whatever handy cupboard or hidey hole in the castle that is available.

Queen Argante is slim and slight, with eyes of gauzy violet, lips as dainty as cherries, and slender fingers that can pluck the strings of a man's heart as skillfully as they pluck the strings of a harp. Despite her petite character, she is a lusty queen, falling in and out of love with elves and mortals quickly, and leaving her lovers with gifts of silver and aching hearts quenched only by elven brandies and the love of the maids of her court. The elves of Avalon are as lusty and decadent as their queen.

At the heart of Avalon is the royal temple, which holds in its catacombs portals directly into Fairyland. It is through these flooded catacombs, where mingle the waters of Ulflandia and Fairyland, which the boats of heroes pass on their way to honored retirement in Fairyland.

Queen Argante, Medium Fey: HD 12; AC 19 [+1]; ATK 1 touch (save vs. sleep) or +3 freezing silver dagger (1d4+3 + 1d6 cold); MV 40 (Swim 30); F12 R10 W9; AL Neutral (CN); XP 3,000; Special—Dimension door 1/day, gaze attack (*charm monster*), abilities of 12th level druid and 12th level bard.

4527 Beachcombers | Monster

Gangs of beachcombers (2d6) work the beaches here, gathering the flotsam and jetsam that wash ashore. The men and women live in small, wooden shacks and lean-tos, and they have a fishy appearance (being half locathah). While they are cowardly by nature, they are not above ambushing adventurers who they outnumber, or who look as though they are exhausted.

Beachcomber, Medium Humanoid: HD 1; AC 12; ATK 1 weapon (1d6); MV 20 (Swim 30); F13 R15 W15; AL Neutral (N); XP 50; Special—None.

4536 The Marid's Portal | Monster

A marid named Yahad is on the outs with the lords of his people, and has raised a small tower for himself in this hex. The tower is quite lovely, being made of brass and bejeweled with rubies, emeralds, sapphires, etc. (All illusory – it is actually composed of granite raised from the sea floor).

The tower is surrounded by a village of 170 locathah, who moved here seeking Yahad's protection. The locathah are hunter-gatherers, riding giant eels and carrying nets and daggers. At the top of the tower, Yahad keeps a harem of enslaved mermaids in gilded chains, and his most prized possession, a large egg. The egg is made of gold and bejeweled (real jewels this time, worth 4,000 gp). If opened (a simple counter-clockwise twist will do), it bathes an area 20 feet in radius in an unearthly glow that rises in brilliance until it is blinding. When one's eyes recover, they find they have been transported to another plane, either random or, if they were expecting it, to a plane of their choice.

Treasure: 60 pp, 2,500 gp, 1,500 sp, 4,000 cp, crystal comb (100 gp), spyglass, *scroll of spectral hand*, *hat of disguise*, *potion of constitution*, *potion of strength*, *potion of protection from evil*.

Locathah, Medium Humanoid: HD 2; AC 14; ATK 1 weapon (1d8); MV 10 (Swim 60); F12 R15 W15; AL Neutral (N); XP 100.

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

4546 Ancient Idol | Wonder

A giant sandstone statue atop a small, sandy islet is slowly being eroded by wind and wave. Its features are now indistinct, though it appears to have once been carved in the form of a handsome, tall, muscular man holding aloft a curling horn of some kind.

4602 Coral Dungeon | Dungeon

Beneath the pounding waves there is a coral reef that was carved long ago into a sprawling dungeon maze by a clan of adventurous dwarves using deep sea diving equipment. The maze is now inhabited by all manner of monsters, outcast sorcerers and unwholesome cults. At the heart of the dungeon lies a thunderbolt of the titans, purloined by the dwarves when a contract went unfulfilled.

4606 Raiders | Monster

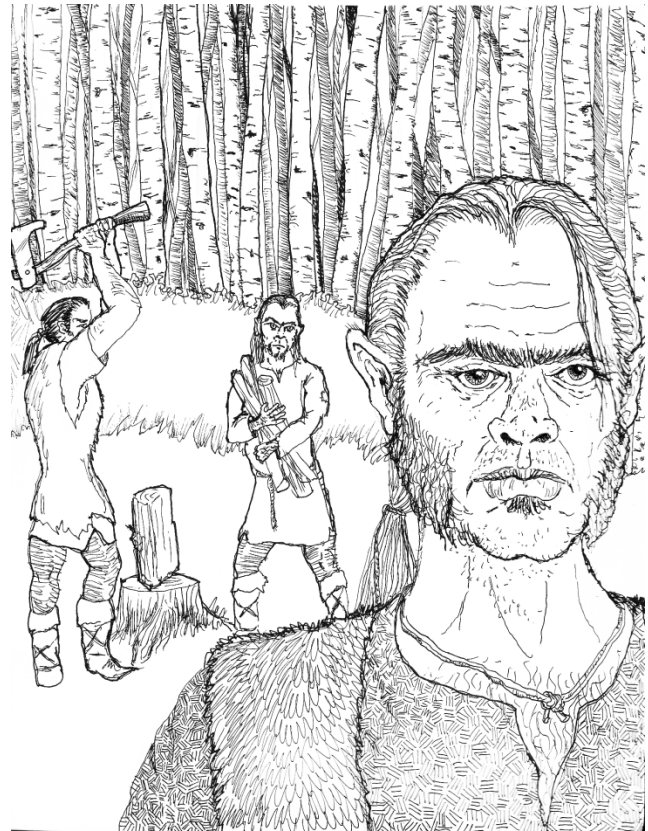
A party of Braggarts has landed two longships on a beach in this hex. They are arguing on the beach over a badly scrawled map that indicates that a rich, vulnerable abbey should be located here. There are 80 warriors in all (about 40 from each boat). Twelve of the warriors are berserkers. The longships are captained by a pair of brothers, Giller and Orson, who rarely get on well and are now on the verge of bloodshed.

Treasure: 500 gp, 5 fancy stones

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

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.

Giller the Gules, Human Barbarian: LVL 8; HP 45; AC 16 (scale and shield); ATK 1 +1 *bastard sword (sheds red light)* +8 (1d8+2);



MV 40; F8 R12 W13; AL Neutral (CN); XP 800; Special—Rage 3/day, sixth sense; S13, D11, C15, I5, W8, Ch11.

Orson of the Golden Locks, Human Fighter: LVL 8; HP 37; AC 18 (chain shirt and shield); ATK 2 spear +9 (1d8+2); MV 30; F9 R10 W14; AL Neutral (LN); XP 800; Special—Dominate foes; S16, D16, C11, I9, W5, Ch9.

4609 Haggard Hermit | Monster

A haggard old man and his three boys live in a small cabin in this hex. The cabin is a shambles, and the fields around it are overgrown and do not look as though they have produced crops in a very long time. Likewise, the small barn is empty. The men don't look ill-fed, and they have a wild look in their eyes. This is because they are werewolves.

Treasure: 200 gp, 2 pieces of jade (90 gp each), a large violet garnet (200 gp)

Werewolves (4), 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.

4618 Tomb of the High Kings | Dungeon

This hex holds a very special place, a tomb of the elven high kings of old. Four of the ancient high kings, Cybilli, Galandedir, Orthir and Viddi, are entombed here, in separate tombs. The entrance to the tombs is covered by a large

hill that is now thickly wooded. The entrance is covered by three layers of illusion – the first looks like nothing but hillside, under that a skeleton with ten gold rings on its fingers, and the third a small cave holding a golden crown. The real entrance is a long passage flanked by carved stone.

The passage way leads to a small chamber that holds a statue of Cernunnos. The god stands, pointing to the left and right with outstretched hands. To the left and right are curtains of falling water blocking openings. At the feet of the statue, there is a bowl. The bowl is part of the statue, which is carved from green stone, and cannot be removed. The statue and the water radiate magic.

If a fresh heart from a creature of at least small size is placed in the bowl, the statue's arms fold down, and two narrow secret doors open behind them. One of these passages is brilliantly lit, the other is pitch black.

We shall take each of these passages in turn.

The **water curtain to the left**, if walked through, disintegrates all non-magical metal. The metal ceases to be, and it isn't coming back. This passage leads to area [A].

The **water curtain to the right**, if walked through, negates all magic – magic items, existing protective spells, and special magic abilities – until one crosses back through the water on their way out. This passage leads to area [B].

The **bright passage** leads to a great door of gilt oak carved with the image of an elven warrior in glorious raiment, brandishing a longsword that is piercing the sun, causing it to bleed down the sword and the king's arm, and drip on the ground below, where it is being lapped up by dogs. Along the walls are images of people on their hands and knees, in prayer or obeisance. This door leads to [C].

The **dark passage** is chill and damp, and filled with strange whisperings. It ends in a door of smooth stone, icy to the touch, upon which a grotesque face has been carved with a long, extended tongue. The tongue drips an icy liquid. This door leads to [D].

[A] Beyond the water curtain are stairs, which lead down to a bronze door. Behind the door there is a chamber about 10' long, 5' wide and 8' high. At the far end of the chamber there is a silver fountain on the wall in the shape of a female face. Water pours from the face onto the floor, and runs to the center of the room where there is a small drain.

The trick of the room is the water and the drain. The room holds a secret door that is only revealed by being submerged, and only opens when the chamber is completely filled (8' high) with water. To do this, one must plug the drain. The water will rise at the rate of 1 foot per turn.

Characters have to hold their breath for one full minute before the door opens. They can see its outline shimmering in silver as the waters rise. This secret door leads to the tomb of Cybilli. The water will not enter the tomb when the door is opened, and it recedes when the door is opened.

The body of Cybilli lies in his tomb un-rotted. He was a tall man, with auburn curls and deep scars over his body. He is wrapped in a shift of elven silk and wears a shirt of elven mail. Upon his chest is the magic sword *Malgarwen*. *Malgarwen* is a +2 *short sword* that drinks blood (1 extra point of damage per hit), turning the steel rosy in color. When underground, the wielder of *Malgarwen* must make a Will save each day or lose a point of Charisma, his appearance becoming more and more wild and primitive.

[B] Beyond the water curtain there is a short passage that leads to a circle-shaped room 10' in diameter and 10' high. The room is filled with shifting shadows caused by eight torches with flickering carmine flames. One notes that a strange figure moves in the shadows. It jumps about, and seems to brandish a weapon in a threatening manner.

This is the shadow of an ancient warrior, full in his warp spasm, who after a minute leaps from the walls to challenge the intruders.

The shadow warrior is hard to beat, but there is a way. As each of the torches is extinguished, the room becomes lighter, and the red glow of the torches is replaced by a blue glow. The loss of each torch reduces the shadow warrior's Hit Dice by one. When the shadow dies, it collapses on the ground and the place it falls leaves a hole that leads to the tomb of Galendedir below.

Greater Shadow, Medium Undead: HD 9; AC 14 [+1]; ATK 2 shadow swords (1d6 Str); MV Fly 40; F11 R11 W9; AL Chaotic (CE); XP 2250; Special—Incorporeal, create spawn.

Galendedir's body is held upright via a wooden frame in a chariot with scything wheels. He is no more than a skeleton now, but quite tall and with a refined bone structure. A suit of elven mail is draped over his body, and a large bronze shield is propped against the chariot. On his head is a bronze helm with a boar crest. This helm is magical (+2 to AC, +1 save vs. mind effects and illusions; with the opposite effect when worn by a spellcaster).

[C] This passage is flooded with brilliant light. The light is blinding (Reflex save or struck blind for 1d4 hours) and searing (1d6 fire damage per round). The light comes from a golden orb. The orb must be stabbed, and red liquid pours out. As the liquid pours from the orb, the light's intensity is reduced. One must drink the liquid to become ethereal and pass through the flood of red liquid and the wall beyond the orb and into the tomb of Orthir.

Orthir's body lies upon a pile of rushes and dried flowers. He wears elven mail and a masked helm. His side is still pierced by a spear, *Gilliba*, a +2 *spear* that roars in the presence of giants in the daytime, but at night is a -2 *curse* *weapon* that increases the frequency of random monster encounters by 1 in 6.

[D] This door opens on a cavern of ice (1 point of cold damage per round). One can see their own breath, and this breath animates as tiny steam mephits (1d4 per round) that torment and torture with insane glee. If the ice is melted, the room becomes colder (add 1 point of cold damage per round). It takes 1 minute to melt the ice enough to reveal a door underneath it. This door leads to the tomb of Viddi.

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

Viddi is half-mummified, with long, blond hair in braids. He wears a shirt of elven mail and silk trousers embroidered with dragons. A silver hand axe lies on his chest, and his body lies upon a large, bronze +2 *shield* that glows with *daylight* on command three times per day. When carried underground, the shield causes hallucinations in the holder's mind of witchy women and evil lights (reduce effective Wisdom score by 1d6).

4620 Abbey of Tut | Stronghold

This hex holds an abbey of Tut, the god of laughter, tricks and japes, and the patron deity of many of the small fey. The abbey is heavily ensorcelled, appearing as a low hill with the remains of a tree on its summit. Hanging from the tree is a corpse – drawn and desiccated. To dispel the illusion, one must pull the illusory corpse's finger, which causes it to fart and break out in laughter, and the hill to suddenly appear as a fortress, with the characters atop the central keep, their hand now grasped by a capering scarecrow.

The abbey is a 30-ft tall keep with weathered, grey walls covered by flowering vines. It is surrounded by a courtyard composed of a hedge maze (and protected by a trio of giant owls), the courtyard surrounded by a 10-ft tall wall.

Giant Owl, Large Magical Beast: HD 4; AC 15; ATK 2 claws (1d6) and bite (1d8); MV 10 (Fly 70); F10 R10 W14; AL Lawful (NG); XP 400; Special—None.

The scarecrow leads people into the tower, and once in they find it bristling with traps (pranks really). It is staffed by gnomes and pixies for the most part, who delight in jokes and antagonizing serious people. They are not particularly generous or kind, so do not be fooled.

The head of the abbey is Brother Tibold, a wizened gnome with pronounced laugh lines and a shock of flaming red hair. He is usually accompanied by his pet toad, Woodrow.

Pixie, 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); Spells—At will—improved invisibility; 1/day—confusion, dancing lights, detect good, detect evil, detect thoughts, dispel magic, entangle, permanent illusion (visual and auditory only). One pixie in ten can cast irresistible dance 1/day.

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.

Brother Tibold, Gnome Druid: LVL 9; HP 30; AC 13 (leather); ATK 1 staff +5 (1d6-1); MV 20; F9 R11 W7; AL Neutral (CN); XP 900; S8 D12 C9 I13 W16 C15; Special—Gnome traits, 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.

4624 Cult of the Eye | Monster

A shallow, reeking lake can be found in this hex, its shores a noisome mess of reeds and thorny vines. Frogs abound here, though on moonless nights they make not a sound. On these nights, a slimy idol of cool, smooth stone appears in the lake's center, with a stone causeway leading to it. A procession of men and women, some in high positions of power in Ulflandia, snakes along the causeway, pale lanterns in hand, seeking the blessings of the chaotic god of the idol. The idol looks like a smooth monolith with a single great eye carved at the top of the monolith.

4631 Sea Fangs | Monster

The Sea Fangs are Braggart raiders. They crew a trio of longships, which are returning home from a season of raiding and trading along the Wyvern Coast. They have a dozen slaves from Ophir with them, mostly women, and fair amount of goods and treasure.

The Sea Fangs are commanded by Oette, a spirited woman who has carved quite a name for herself among the Braggarts, Ulflandians and Ophirians. She has lank red hair, which she keeps pulled back in braids, icy blue eyes, and a scar on her chin.

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

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.

Oette, Human Barbarian: LVL 9; HP 74; AC 14 (ring mail, buckler); ATK 1 cutlass +8 (1d8+1); MV 40; F7 R12 W13; AL Chaotic (CE); XP 900; S13 D11 C17 I12 W7 C13; Special—Rage 3/day, sixth sense.

4628 Weird Apparatus | Wonder

A weird apparatus lies moldering at the bottom of the sea, a skeleton still at the controls – though not of the undead variety. The apparatus looks something like a metal crab, large enough to carry two medium-sized humanoids inside. Within the crab, there are a series of ten unlabeled levers.

When a lever is pulled for the first time, roll d10 to see what it controls:

D10	Function
1	Extend/retract legs and tail
2	Uncover/cover forward porthole
3	Uncover/cover side portholes
4	Extend/retract pincers and feelers
5	Snap pincers
6	Move forward/backward
7	Turn left/right
8	Open/close “eyes” (have <i>continual flame</i> inside)
9	Rise/sink in water
10	Open/close hatch

The apparatus can operate in water up to 900 feet deep. It holds enough air for the crew to breathe for 1d4+1 hours (or twice as long for a single occupant).

Apparatus, Large Construct: HD 12 (200 hp); AC 20; ATK 2 pincers (2d8); MV 20 (Swim 20); F8 R9 W-; AL -; XP 1,200.

4642 Crazy Aboleth | Monster

A crazy aboleth stalks through this hex, mad from betrayal and loss, and looking for new minions or a good fight.

Aboleth, Huge Aberration: HD 8; AC 16; ATK 4 tentacles (1d8 + slime); MV 10 (Swim 60); F8 R10 W8; AL Chaotic (CE); XP 2,000; Special—Dominate person (3/day), slime, mucus cloud; Spells—At will—hypnotic pattern, illusory wall, mirage arcana, persistent illusion, programmed illusion, project image, veil.

4701 Isle of Nightmares | Dungeon

An island in this hex has a weird, hazy outline. It is filled with jagged, black mountains and the sea froths against its gray sandy beaches. Between the jagged peaks there are valleys of trees with dark purple foliage and what appear to be silver apples. This is the Isle of Nightmares.

Many adventurers have been lured here in search of treasure, or by a desire to pluck those silver apples from the trees, but none have returned. At the heart of the island – really the foundation of the island – is the cracked psyche of a dying god. From its mind flows every imaginable horror. Sleeping on the island brings on the *nightmare* spell (save at -2). In the daytime, one character at a time are stalked by an unseen force. If ever they are separated from the party, this unseen horror becomes a *phantasmal killer* (as the spell). The silver apples, if reached, turn out to be nothing but illusions – they are fruit, and have the color of polished silver, but the flesh of the apples is bitter and cause intestinal distress.

At the island’s center there is a yawning cave seething with mists and uttering terrible agonizing cries. This is the physical manifestation of the dying god. Deep within the cave dungeon, the dying god’s avatar awaits a brave band that can end his pain, though he will not go quietly.

The god in question, his name forgotten even by himself, is a gaunt man with a bent back and white, curly hair that flows from his head and into a sort of ethereal mist. His eyes are deep purple, and tell of lost dynasties and wicked betrayals. On his head is a wide-brimmed hat of mithral (a *hat of invisibility*), and on his body are gauzy robes that billow in ethereal winds (treat as *cloak of displacement*). He carries a silver holy water sprinkler from which pours an *obscuring mist*.

Treasure: 600 pp

Forgotten God, Medium Outsider: HD 12; AC 24 [+1]; ATK 1 +3 heavy mace (1d8+8 + stun 1d6 rounds) or slam (1d10); MV 50 (Fly 100); F7 R6 W4; AL Neutral (N); XP 3,000; 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, confusion, deeper darkness, detect evil, detect lie, dispel evil, dispel magic, improved phantasmal force, invisibility (self), plane shift, polymorph self, rage, suggestion; 7/day—black lightning, detect invisibility; 1/day—insanity, vision.

4710 Lucifer’s Basin | Wonder

This hex holds a natural amphitheater that has been nicknamed “Lucifer’s Basin”. The basin was formed, it is said, in primordial times when the Kabir and the chaos beasts warred across the land. The place is now sacred to Cernunnos. The high point on the ridge of the amphitheater is gibbet hill, where enemies of the Cult of Cernunnos are hanged by silken ropes and drained of their blood to feed the land. The souls of the hanged haunt the landscape, tormented by Cernunnos but protecting his sacred land as wraiths. Enemies of the cult are confronted by 1d6 wraiths. People that are unfortunate enough to be in the hex at night encounter 1d4 wraiths on a roll of 1-2 on 1d6.

Wraith, 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.



4711 Rhyme | Settlement

Rhyme is a village of 600 peasants living in stone cottages on a ridge ringing a natural harbor. Old Nomo roads lead from Rhyme, along the coasts and through the hills, to Tremayne and other nearby settlements. During severe rains, the streets run like rivers in Rhyme, but the people are used to it.

The village is famous for the Smiling Mermaid Inn, which has been used by adventurers, rogues and smugglers for years to ply their trade. The inn has been converted recently into a coffee house by Godley Derb, a retired adventurer who found a taste for coffee while exploring the Wyvern Coast and Punt.

The village's ruler, Baron Caratak, rules from a tower keep on the highest hill overlooking the harbor and village. The keep also operates as the village's counting house, for Caratak and his wife Belonda are avaricious beyond belief.

Each summer, the village is terrorized by the black dragon Knuck, who dwells about 3 miles from the village in a swampy cave. The baron and his wife begrudgingly pay the dragon tribute after it has killed a few villagers and sacked a couple ships, but they aren't willing to hire a band of adventurers to finally kill the beast.

Black Dragon, Medium Dragon: HD 7; AC 17; ATK 2 claws (1d6) and bite (1d8); MV 60 (Fly 100, Swim 60); F10 R9 W9; AL Chaotic (CE); XP 1750; Special—Line of acid (60'), cause fear, sense hidden and invisible creatures, speech 45%, resistance to acid, water breathing; Spells (5%): 3/day—darkness (juvenile or older), insect plague (ancient or older); 1/day—plant growth (old or older).

4713 Boggarts | Monster

A gang of 12 bogles is cavorting around an overturned cart in a clearing. The owner of the cart, Nebryn, and his delicate son Taleth (a 0-level sorcerer) are hiding in the woods, sorrowfully watching the cart's destruction.

Bogle, Small Fey: HD 3; AC 16; ATK 2 slams (1d4 + constrict); MV 40 (Climb 30); F15 R12 W13; AL Neutral (CN); XP 400; Special—Greasy skin (+2 to save vs. grapple attacks), track with scent, dimension door 3/day, magic resistance 5%.

4730 Alvo the Demon Fish | Monster

A sperm Whale, nicknamed Alvo the Demon Fish, patrols this hex, attacking ships that come to close. Ships encounter him on a roll of 1-3 on 1d6. The locathah from the nearby hexes sometimes follow him about to scavenge from ships he sinks. Likewise, mermaids in search of handsome men sometimes rescue sailors from these attacks and take them to their secret spots to make out.

Alvo the Demon Fish, Huge Animal: HD 36; AC 22; ATK 1 bite (3d20); MV 0 (Swim 60); F3 R3 W3; AL Neutral (N); XP 3600; Special—Sound blast (stun 1d4 rounds).

4740 Rusting Hulk | Monster

A weird old ship made of rusting iron floats in this hex at a slight angle. A down-and-out sea hag called Gloranth has made an upper cabin of the ship her lair. She mostly subsists on fish and the odd adventurer, having retired from a life of active evil.

The hold of the ship is locked tightly, and the walls are lead lined. Inside, there are numerous passages and holds, all of them filled with radioactive gases and horrible, slimy mutants. The radiation flows from glowing golden rods.

Hag's Treasure: 300 gp, *scroll of command* (cursed so that the commanded creature becomes your lifelong nemesis).

Mutant, Medium Humanoid: HD 1+2; AC 12; ATK 1 weapon (1d8); MV 20; F13 R15 W16; AL Neutral (CN); XP 50; Special—None.

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

4747 Gnoll Traders | Monster

A clan of nearly civilized gnolls runs a trading station in this hex. The gnolls trade goods, treasures and slaves (mostly slaves) in an old adobe fort, long since abandoned and lacking in even the most rudimentary luxuries. It does have a natural spring in its courtyard that supplies water (expensive!), and the land around it is fairly flat, permitting people to camp in relative comfort (except for the sand fleas, the heat and the stench of the gnolls).

All trading at the fort must be done under the auspices of the gnoll chieftain, Thalk, who wears the robes and turban of office of some minor official of Ophir who once ran afoul of the gnolls. Thalk is always accompanied by his seven bodyguards and his mate, an albino gnoll priestess called Drik (Adept 2).

The clan numbers 160 gnoll warriors in hide armor and carrying short bows and spears. They have 60 females and

285 cubs. The clan keeps 6 giant hyenas as guard animals (they are kept within the courtyard at night, though there is a 1% chance per night that they escape and attack the encamped traders). The gnolls have 16 human slaves who do most of the work in the camp. The gnolls wear very little clothing – mostly a loincloth, though the warriors wear their hide armor when on duty.

Gnoll, Medium Humanoid: HD 2; AC 14 (hide); ATK 1 spear (1d8) or shortbow (1d6); MV 30; F12 R15 W16; AL Chaotic (CE); XP 100.

Gnoll Bodyguard, Medium Humanoid: HD 3; AC 16 (hide and shield); ATK 1 spear (1d8) or light crossbow (1d4+1); MV 30; F12 R14 W15; AL Chaotic (CE); XP 100; Special—None.

Thalk, Medium Humanoid: HD 5; AC 17 (chainmail); ATK 1 battle-axe (1d8+1); MV 30; F11 R13 W13; AL Chaotic (CE); XP 100; Special—None.

4748 Crystal Tower of Xaphit | Stronghold

A crystal shard of enormous size juts up from the sea here, the narrow end being the lowest. The crystal actually floats in the sea, and can at the command of its master, Xaphit the Mighty, can move through the sea, fly through the air, or dematerialize and enter the Ethereal or Astral Planes.

Xaphit is a powerful wizard, vibrant and wicked down to his clavicle. He dresses in silk robes richly embroidered, and wears sandals of blue dragon leather and a dozen rings on his chubby fingers. Xaphit regards all other magicians as rivals, and seeks to test them in the most humiliating way. He also regards himself a handsome lover, and will seek the company of the man in the party with the highest Charisma, taking no for an answer but always seeking revenge for being rejected.

Xaphit is ever accompanied by the ghost of his former lover, the bard Olven Allspice, who acts as his counsel, his spy and his bodyguard.

Treasure: 3,000 gp, rings worth 2,700 gp.

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

Xaphit, Human Magic-User: LVL 12; HP 20; AC 9; ATK 1 dagger +3 (1d4-1); MV 30; F11 R11 W6; AL Chaotic (NE); XP 1200; S8 D8 C10 I16 W15 C10; Special—Spells per day (4/5/5/4/3/3/2); Gear—Spellbook, *potion of wisdom*.

Spellbook—0—detect magic, flare, mage hand, ray of frost, read magic, touch of fatigue, unseen clerk, wizard mark; 1st—charm person, detect undead, grease, magic missile, obscuring mist, phantasmal force, reduce person; 2nd—babble, blur, booming voice, detect invisibility, obscure object, resist energy, spider climb; 3rd—fireball, keen edge, loose lips, phantom steed, sleet storm,

tiny hut, water breathing; 4th—charm monster, crushing despair, globe of invulnerability, hallucinatory terrain, illusory wall, scrying; 5th—dismissal, feeblemind, sending, symbol of sleep, telepathic bond; 6th—crystallize, legend lore, longevity, shadow walk.

Babble

Level: Bard 2, Magic-User 2

Range: Close (30')

Duration: 10 minutes

This spell causes people to speak unintelligibly for the duration. They understand other people perfectly well, and think they are forming normal sentences when they speak. They do not, therefore, realize that are speaking gibberish until it is pointed out to them. The afflicted may attempt a Will saving throw to negate the effect. Thereafter, he may attempt secondary Will save to make himself intelligible, with a penalty of -1 per word to be spoken. Spellcasters can make similar saving throws to utter their spells properly, with a penalty equal to the level of the spell +1. If a spell is uttered as gibberish, it is still considered "used" for that day.

Booming Voice

Level: Bard 1, Magic-User 2

Range: 120'

Duration: 1 hour + 1 hour per caster level

This spell affects up to 10 targets within 120 feet. The targets, if they fail a Will saving throw, cannot help but speak as loudly as possible. These booming voices have the normal chance for attracting wandering monsters, and might cause other calamities as well (per the TK's discretion).

Loose Lips

Level: Bard 2, Cleric 3, Magic-User 3

Range: Close (30')

Duration: 1 minute

This spell causes a single target (who may negate it with a successful Will saving throw), to divulge any secrets she is keeping for one minute. They usually start with their most pressing, timely secrets (like a plan for assassinating the king and queen with an exploding hedgehog), and work their way towards long held secrets from childhood (stole some tarts from the castle kitchen as a child).

Unseen Clerk

Level: Magic-User 0

Duration: 1 hour

This spell creates something akin to an unseen servant, save it will do nothing but transcribe the activities of the spellcaster and her associates for 1 hour, including drawing a map of where they have explored in a dungeon and taking down all conversations within 60' of the unseen clerk. The spellcaster can cause the unseen clerk to strike things from the record as she desires. The spellcaster must provide a pen and paper for the unseen clerk, and they will follow her around, busily scratching things down as she goes.

4809 Cave of the White Witch | Monster

Mother Ludlam is an old woman who lives in a cave overlooking the sea. Some regard her as kindly, others as a lunatic, and a few claim she's a baby-eating hag. Can't they all

be right? Well, they could, but they aren't. She is, in fact, a non-old female illusionist, and the head of a band of avengers who do their best to fight injustice and villainy in eastern Ulflandia. The cave serves as their headquarters, with multiple hidden tunnels that exit into the wilderness.

Mother Ludlam usually appears to others as an old woman. She keeps a cauldron boiling, hangs herbs at the cave entrance, and keeps two wolves (really cats) as pets. All of this is thanks to her illusion spells.

Mother Ludlam, Human Illusionist: LVL 7; HP 12; AC 10; ATK 1 dagger +1 (1d3 + Poison I); MV 30; F13 R13 W10; AL Lawful (LG); XP 700; S7 D9 C7 I13 W12 C13; Special—Spells per day (4/4/3/2/1).

Spellbook—o—dancing lights, detect poison, flare, prestidigitation, smoke image, touch of fatigue, wizard mark; 1st—detect undead, hold portal, phantasmal force, protection from evil, unseen servant, ventriloquism; 2nd—, fog cloud, hypnotic pattern, improved phantasmal force, mirror image, shatter; 3rd—invisibility sphere, nondetection, slow, spectral force; 4th—detect scrying, illusory wall, solid fog.

4812 Caulduin | Settlement

Caulduin is a village of 100 people; quarrymen who pull a fine marble from a nearby quarry, charcoal makers in the surrounding woodlands, a few farmers and herdsman and many fishermen. The masonry brings the money to the village, and the Guild of Masons holds more power in Caulduin than any other brotherhood. The village is set on a rocky, windswept promontory overlooking the sea. A beach below holds the village's fishing boats in a natural amphitheater, as well as a few shanties used by the fishermen to store their gear and find shelter from the rain while they smoke when the fishing is bad.

4816 Monolith and Squirrels | Wonder

A standing stone of the ancient elves, overgrown with weeds, stands in this hex. This one was turned into rusted steel during the great catastrophe of the elves, and is now home to a race of magically-inclined squirrels. The squirrels live in the woods surrounding the stone, and regard it as sacred and inviolable.

Magic Squirrel, Small Magical Beast: HD 0; AC 16; ATK 1 sword (1d4) or bow (60'/1d6); MV 20 (Fly 60); F14 R13 W16; AL Lawful (CG); XP 50; Special—Magic resistance 5%; Spells—At will—improved invisibility; 1/day—confusion, dancing lights, detect good, detect evil, detect thoughts, dispel magic, entangle, permanent illusion (visual and auditory only).

4818 Friar's Bridge | Monster

Friar's Bridge is an old stone bridge that crosses a volatile stream. It was built on the site where a curial friar lost his

life attempting to ford the stream. The friar's ghost now haunts the bridge. The bridge offers the only way to move from one side of this hex north-south.

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

4821 Ylfelond | City-State

Those who sleep in this hex at the solstices or equinoxes, or maybe on a night the elves are feeling sprightly, might awaken within the citadel of King Auberon and Queen Titania. While they slumber, the ground around them sinks to form narrow, twisting lanes, and beneath the green grass one discovers ancient stone buildings, round and bleached and covered with vines.

The streets all radiate from a great hill, which itself turns into the citadel of King Auberon. King Auberon and his kingdom are morose and sober – very unlike most elves. He broods and worries over his kingdom and his people. Only the sight of his excellent queen, Titania, gladdens his heart and brings a sparkly to his eyes. Her graceful form floats through the citadel and the streets, bringing a heart-aching joy with her to the commoners and elves alike. The queen is guarded with her trust and stingy with her favors, except for the most excellent of people.

The warriors of Ylfelond ride black fairy steeds in plate barding lacquered black and encrusted with fancy stones. The warriors wear similar armor, with intricate tracings of gold and silver, and rich, tasseled capes of damask. Their weapons are always traced with alchemical silver. They keep goblins as their pages and heralds, cuffing them around the ears for every ill move, and sending them on errands a chivalrous knight should not undertake.

4844 Kobold Mines | Monster

An island in this hex holds rich opal mines worked by a clan of 300 kobolds. The kobolds have orange scales and beady purple eyes, and they are known for the originality and cruelty of their traps. The clan is commanded by Queen Thronix (Adept 4).

Treasure: 10 pp, 660 gp, 900 sp, 9,000 cp, three flasks of unholy water and *potion of invisibility*.

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.

4847 Centaurides | Monster

A tribe of amazon centaurides has claimed this land as their own. It is better watered than most of the Wyvern Coast, getting more rain and having several small springs. This provides a savannah-like environment during the spring and early summer, and makes for a rich hunting ground during that period. The centaurs are hunters first and foremost. They dwell around the largest spring in tents.

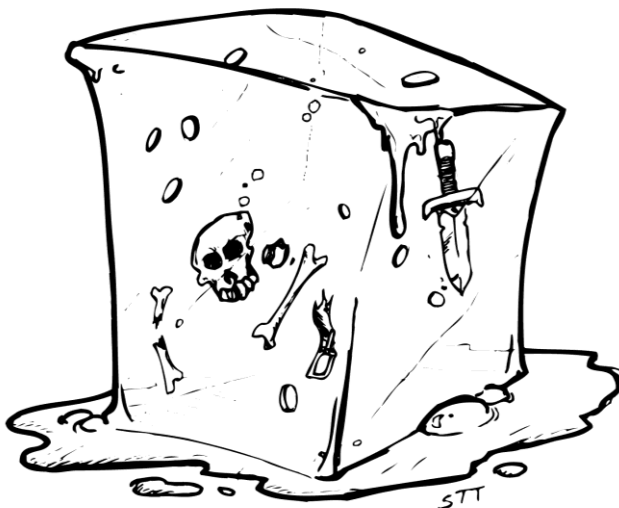
Green Amazon Centaur, Large Monstrous Humanoid: HD 3+1; AC 16 (leather armor); ATK 2 hooves (1d6) and 2 longbow attacks (1d8) or 1 spear (1d8); MV 30; F13 R11 W12; AL Neutral (N); XP 350; Special—Track and survive.

4903 Isle of Oozes | Monster

The island in this hex is carved into weird geometries, the mountains looking like stacked cubes, spheres, cones and pyramids. Tunnels lace the mountains, forming a dungeon of oozes, the servants of a mad demigod of oozes that is bound within the island's bedrock.

Treasure: 10,000 gp, 7 fancy stones, 2 gems, an emerald (1,100 gp), and *gelatin of controlling oozes*.

Gelatinous Demigod, Large Ooze: HD 12; AC 10 [+1]; ATK 1 slam (2d6 + 1d6 acid + paralysis + engulf + Poison I); MV 25; F8 R9 W9; AL Neutral (N); XP 3,000 (CL 14); Special—Transparent, immune to electricity and poison, resistance to acid, cold, fire and weapons, magic resistance 25%, rebuke undead as 12th level evil cleric, *deeper darkness* 3/day, *antimagic field* 1/day, *unholy aura* 1/day.



4914 Cantiacorum | Settlement

Cantiacorum is the seat of the Archdruid of the Queen's Church, currently one Huberd of Cantiacorum, a generous, fatherly man with a zealous love of the queen and the gods

and a fanatical desire to do their will. He appears in public in white robes of damask silk, with a tall mitre and a crook of golden oak (a *staff of healing*).

The town has high walls of pale stone, with gates edged in alabaster. The gates are made of white pine and are decorated with thousands of prayer scrolls and tiny votive offerings nailed to them. One of these gates is blocked up, and it is from this gate that the protective spirits of Cantiacorum emerge in times of trouble. The spirits of thousands of ancient, barbaric elves pour from the stone to roll over the enemies threatening the town.

Beyond the doors are cobblestone streets, fine shops (the place is a real tourist trap) and dozens of shrines. The town is home to a large buttermarket, held every other week. Cantiacorum has an active theater scene and many bards call it home. The Bardic College of Cantiacorum (BCC – go Fightin' Cockerels), is headquartered here.

The Cathedral of Brigantia is the centerpiece of the town. It is adjacent to a fortified monastery of religious knights and the stronghold of the Archdruid. On the Archdruid's grounds stands the alder grove which was the original center of the druidic faith in Ulflandia.

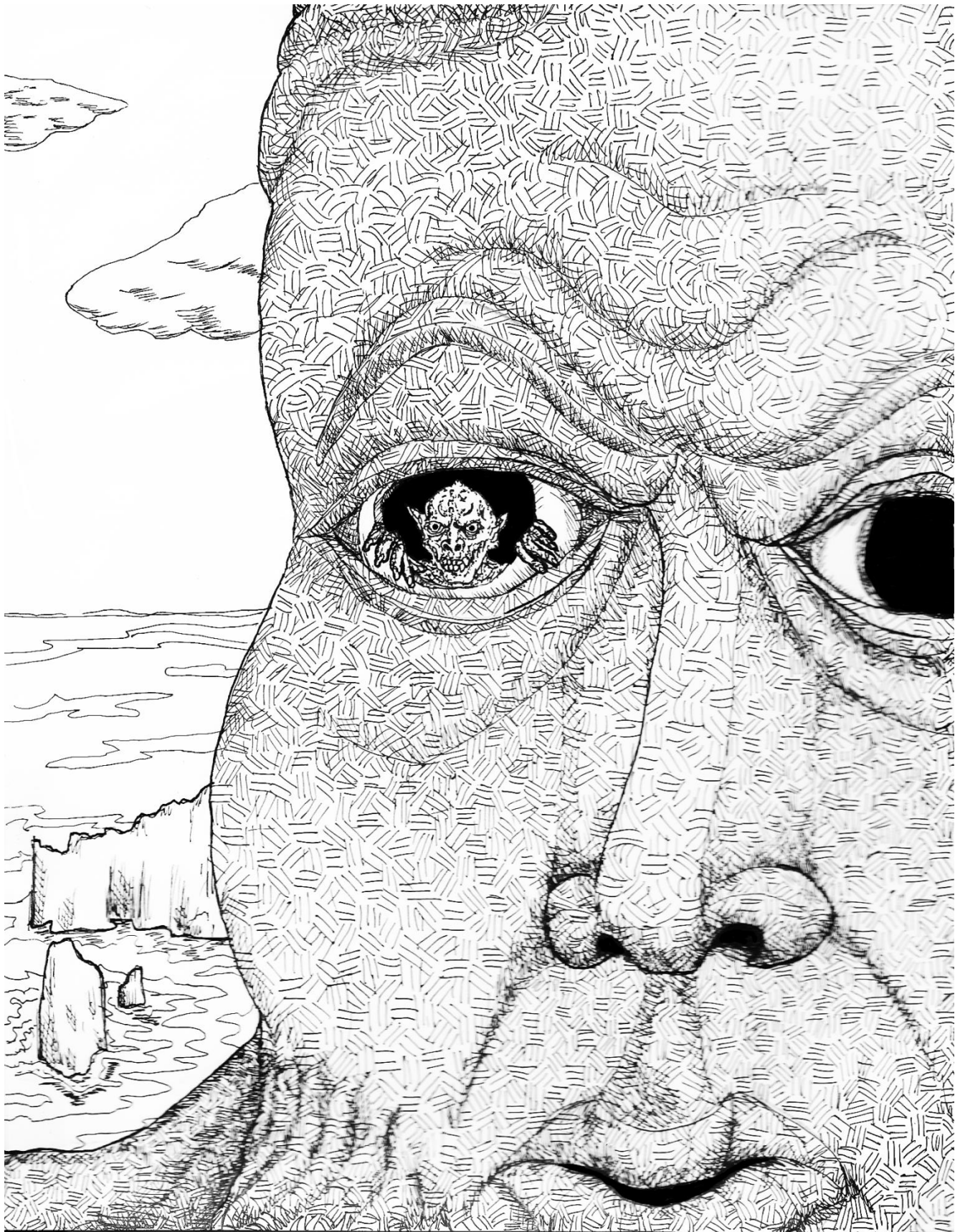
The Archdruid does not rule Cantiacorum. That role is filled by the queen's representative, Sheriff Faversham. His law does not extend into the priestly quarter of the town. His captain, Roland of the Blue Rose, is a dashing elven duelist, dangerous with ladies and gentlemen alike.



4919 Ealeford | Settlement

Ealeford is a town of 3,000 people. A city of spires and bells, it holds the greatest university in Ulflandia, and is the center of learning in the whole of the country. Many scribes and publishers make their home here. The town boasts two printing presses, one at the university, and other held by an independent owner (and secret agitator).

With its long history of malting and brewing, and active public house scene, it should come as no surprise that the students of Ealeford and the townspeople are often at odds over the student's drunken revels. Bel is the town's patron deity, and his monks run the University. They do their best to keep the students under control, but wrangling hundreds of teenagers is difficult.



4926 Bountiful Nunnery | Monster

A nunnery has been constructed here by Matriarch Jena of the corn demi-goddess Caridwen. The nunnery is formed of grey stone, but painted bright white. It is enclosed by a tall wall, and within are kitchen and medicinal gardens. Beyond the wall there is a village of humans and halflings, farmers all, with a large, comfortable inn and a brewery that produces a very fine, frothy, golden beer. The nunnery is not open to men, though women of quality might be shown hospitality by the nuns. In all, the nunnery is home to 30 priestesses and a dozen servants.

The nunnery is most notable for its two gates. Both are made of oak, one painted red, the other white. At the summer solstice the red door is opened and summer floods into Ulflandia and the surrounding seas, accompanied by the flight of a great red dragon, which disappears into the sun. At the winter solstice the white door is opened and a white dragon emerges, bringing with it the chill of winter and heavy snows. The doors are guarded by the matriarch and her priestesses, ranger/druids all.

Corn Priestess, Human Ranger/Druids: LVL 3/3; HP 17 each; AC 13 (leather and buckler); ATK 1 scimitar +4 (1d8+1) or longbow +3 (1d8); MV 30; F11 R12 W11; AL Neutral (NG); XP 300; Special—Spells per day (4/2/1), move through undergrowth, leaves no trail, favored enemy (magical beasts).

Matriarch Jena, Human Druid: LVL 15; HP 63; AC 13 (leather and buckler); ATK 1 scimitar +10 (1d8); MV 30; F5 R10 W5; AL Neutral (NG); XP 1500; S12 D10 C13 I12 W14 C9; Special—Spells per day (6/5/5/5/4/4/3/2/1), move through undergrowth, leaves no trail, +2 save vs. energy spells, shapechange (animals, plants), immune to poison.

4948 Ghastly Beacon Tower | Monster

A beacon tower was raised here long ago in the shape of a man. The tower stands 30' tall, with beams of light emerging from the eyes of the statue's face. Alas, the beacon has not been lit in many years, not since the fall of the Zebridean Empire. The beacon tower is now home to a pack of 20 ghaunts, who crawled up into the statue from the underworld below in response to a prophetic dream experienced by their mistress and oracle, Yrace.

Treasure: 300 gp, polished coral (130 gp), an emerald (1,000 gp) and a *potion of endure elements*.

Ghaunt, 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).

5008 Crystal Dungeon | Dungeon

A crystal-walled dungeon lies beneath the waves here, holding terrible mind-altering secrets bound up in small glowing stones that look like bubbles. These stones are held by the monsters of the dungeon, and are considered by them more valuable than gold; each contains a secret that, when learned, forces a character to roll d% under his Wisdom score. If successful, he gains one point of Intelligence. If not, he loses one point of Wisdom.

5013 Triton's Lair | Monster

A kingdom of tritons (90 males, 100 females, 80 young) dwell in this hex in a castle constructed within a crystal dome of the ancient Atlanteans. The castle is built atop (and within) the ruins of an Atlantean city. Many pieces of high technology are worked into the castle's walls, unbeknownst to the simple, though wonderfully dashing and noble, tritons.

The castle boasts a large shrine of Neptunus tended by seven virgin mermaids (not an easy trick – a horrible old scrag woman keeps them out of mischief). Prince Tethien rules the kingdom. He is an old warrior, noble and true, with three loving wives and nine strapping sons. The tritons own a herd of 20 aquamarine sea horses.

Treasure: 1,400 gp, 72,000 sp, 17,000 cp, +1 *buckler*, a *scroll of chill touch*, *true strike* and *enthral*, *scroll of cure moderate wounds* and *speak with animals*, *potion of healing* and *potion of wisdom*.

Triton, Medium Outsider: HD 3; AC 18; 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.

Prince Tethien, Medium Outsider: HD 9; AC 16; ATK 1 +2 *trident* (1d6+3); MV 5 (Swim 40); F9 R9 W8; AL Lawful (NG); XP 900; Special—None; Spells—1/day—summon nature's ally IV.

5016 Gableton | Settlement

Gableton is a large village (400 people) of fishermen living in stone cottages by the seaside. There are two small manors, really large farmhouses with low walls, in the surrounding countryside. These manors are the homes of two knights, Alnir and Rhyon (5th level fighters), local lads who went to war and got into the peerage. They do not particularly like each other. Both are highly competitive, and to this day compete to have the fastest horse, wooliest sheep, fattest swine, etc.

Each knight is married to the other's daughter (it's a long story), and the two sisters-in-law keep the knights from coming to blows (usually). Each knight has a retinue of 12

men-at-arms. The village also has a lovely stone church dedicated to St. Klevin, patron saint of fishermen.

The captain of Gableton's guard, Crobant, is a shifty character involved in smuggling and banditry [5416].



5020 Sarum | Settlement

Sarum is a fine market town of 2,500 people. It is prosperous, and has a large population of immigrant halfings. The town is known for its "moonrakers", smugglers of goods that have not been taxed by the Queen's taxmen. Dovelin, Lord of Sarum, is in league with the smugglers, and he makes a pretty penny at it. The local vicar has grown wealthy as well through honest means, but holds a grudge against Lord Dovelin because she believes him a rascal and varlet. Dovelin is a spendthrift, and he has to stay in league with the criminals to keep his head above water.

The town's patron saint is St. Abran the Traveler. His feast day, Midsummer 16th, is also the day of the town's salt market and Salt Festival. Rabbits are especially beloved by the populace, so on the festival day the youngsters wear rabbit ears and, well, tend to get into trouble.

Sarum is surrounded by a stone wall, and is home to fine artisans, a gallery of sculpture (endowed by the rival knights of Gableton [5016]), many excellent apothecaries, and the famed Royal Stables, wherein are kept the Queen's Own Horse, a squadron of light horsemen on pegasi. More commonly known as the Sarum Flyers, they fight with pistols and sabers and wear mail shirts. They are known to be arrogant and daring. The doors of Sarum are carved with all manner of folk images, mostly designed to thwart the evil eye or frighten away goblins.

The Court of the Rabbit Queen is also be found in Sarum, or rather just outside Sarum. The Rabbit Queen rules all the rabbits and hares in the cosmos, and keeps a fine burrow (really a fey palace) underneath the green hills of Sarum. She keeps a squadron of twelve caleygraunts (fey rabbit knights) to defend the burrow.

Caleygraunt, Small Fey: HD 2+1; AC 13; ATK 2 claws (1d4) or weapon; MV 40; F16 R12 W11; AL Neutral (CN); XP 200; Special—Magic resistance 70%, detect and identify magic items within 30' (5 in 6 chance, 4 in 6 if a spell has been cast on the calygraunt, 2 in 6 if confused), activate an identified magic items within 10'.



5025 Bæth | Settlement

Bæth is the health spa of all Ulflandia, where Brigantia is worshiped as a healing goddess and locals and tourists alike bathe in hot springs and enjoy a pause in their toils.

The town has many fine inns, taverns and stews, but the ancient baths built by the druids and improved by the men of Nomo, are the main attraction. A river runs by Bæth, with an ancient stone bridge crossing it. Pilgrims cast silver coins from the bridge to the local nixies for luck. For gold, the nixies are willing to kill.

The town is governed by a mayor and council, though the local bishop, Hildur, holds most of the power. He is a greedy old man, ensorcelled by gold. A young friar, Cadfanus, opposes him, living in the wildwood with rebels, satyrs and other fey. He wears white robes of rough cloth, tied by a rope belt, and carries a magic cudgel.



5027 Brygstow | City-State

Brygstow is a coastal city-state of 2,000 people. It is a well-fortified burh that has fended off more than one attempted invasion by elves and Bragarts alike. The port city handles most of Ulflandia's trade with Iskey, Hybrasil and Antillia, as well as housing a silver mint and a large shipbuilding industry. Smugglers are common in Brygstow, and a "Brygstow handshake" is slang for picking a pocket. Tons of wool, fish, wine, grain and tobacco flow through its port and into its markets. The port is managed by the Society of Merchant Venturers. The Exchange, on Corn Street, is where the city's mercantile trade takes place, on bronze tables nicknamed "The Nails".

5107 Sea Amazons | Monster

A tribe of jade amazons, mermaid-like amazons, are hunting in this hex. They ride giant manta rays that are tattooed with their personal crests, and hunt a sea serpent that has recently given them trouble.

Manta Ray, Giant, Huge Animal: HD 8; AC 14; ATK 1 ram (2d6); MV Swim 50; F6 R8 W14; AL Neutral (N); XP 400; Special—None.

Jade Amazon, Medium Humanoid: HD 1+1; AC 14 (shellycoat); ATK 2 heavy crossbow (1d6+1) or 1 spear (1d8); MV 10 (Swim 50); F13 R12 W15; AL Neutral (N); XP 100; Special—Track and survive.

5110 Tomb of the Mer-Queen | Dungeon

The ancient Mer-Queen Aebba is interred in a tomb in this hex. The tomb is built of coral blocks and is surrounded by a bubble of air that keeps the fishy folk away. A thick forest of giant seaweed (assassin vines) grows around the place (through the air bubble to the sea beyond it), obscuring and protecting the tomb.

The tomb's entrance is blocked by a slab of coral carved with an image of the queen. Her eyes shine with chemical light, and fill the air with vapors (Poison I). A silver or magical dagger must be inserted into each eye to cause the slab to vanish (with the daggers, never to return). Within the tomb, there are stinging mists and wavering walls that glisten with acid. The halls are twisted and confusing, but eventually deposit people in the tomb proper, in which an automaton in the shape of the queen welcomes them and offers them to drink from her goblet.

The goblet holds a potion that sends people to a subdimension, where the queen lives forever in a blessed land of lagoons and handsome sailors. There is no treasure here, and the queen will send her handsome suitors to hunt those who disturbed her tomb. If the queen's head can be removed from her body, the adventurers will be returned to her tomb, unharmed.

5122 Gorgonna | Stronghold

A large castle has been built in this hex, the stronghold of Gorgonna, the infamous "ugly duchess". A widow, Gorgonna rules over a small populace of servants and retainers with an iron fist. Woe betide a handsome man (or even a plain one) who comes to the castle, for they will find a hospitality that is hard to refuse and harder to accept.

Gorgonna is a half-orc, the result of a secret tryst between her mother, the former duchess, and an orc raider. Gorgonna's mother, Ava of Sarum, was as lusty a woman as ever lived. Gorgonna is not a bad woman. She is just and sometimes generous. She is quite wealthy, and that alone

might tempt an adventurer who is down on his luck, especially a half-orc, to pitch a little woo.

Treasure: 2,000 gp, 5 fancy stones, 4 gems.

5149 Yrkarya | Stronghold

Yrkarya is a wizard, an odd looking fellow with a spherical head, a long, pointed nose, sleepy eyes hidden behind dark spectacles, a body encased in mithral scales, and fingers that end in silver claws. He wears a broad-brimmed hat on his round head, and wears a ring with a large ruby on his left forefinger. This ring is the source of much of his power, for it can, on command, send out rings of force that imprison people (something like a *force cage* only large enough for a single creature). It is called the *Ring of Saturnis*.

Yrkarya lives in a tower that looks like it was built from a dozen peasant cottages, one stacked on another, and all looking as though they will topple at any moment. They are, in fact, held together by magical force. He dwells with two sentient weasels, Rik and Tik, who are constantly arguing, and his apprentice, Gaileth, a young lad with shaggy blond hair and a perpetual snuffle. He is always laden with his master's goods and the butt of his master's jests.

Treasure: 31,100 gp.

Yrkarya, Human Magic-User: LVL 11; HP 31; AC 11; ATK 1 staff +4 (1d6); MV 30; F10 R10 W6; AL Neutral (N); XP 1100; S9 D15 C14 I17 W16 C9; Special—Spells per day (4/5/5/4/3/2/1); Gear—Spellbook, scroll of erase, scroll of summon monster II, 2 flasks of oil of invisibility, oil of magic stone, oil of magic weapon, potion of levitate and wand of daylight.

Spellbook—0—daze, detect poison, flare, light, message, open/close, ray of frost, wizard mark; 1st—animate rope, charm person, comprehend languages, ill omen, jump, summon monster I, true strike; 2nd—blindness/deafness, charisma, flaming sphere, knock, spider climb, stomp, wisdom; 3rd—blink, dispel magic, lightning bolt, magic circle against evil, shrink item, spectral force; 4th—choke, crushing despair, mnemonic enhancer, polymorph other, summon monster IV, wall of ice; 5th—feeblemind, lesser planar binding, mirage arcana, persistent illusion, tower of iron will; 6th—crystallize, mass suggestion, programmed illusion, veil.

5217 Howling, Ever Howling | Monster

A pack of nine worgs lives in this hex in a cave wreathed in mists. The nine have nearly hunted the hex out, so they'll be quick to find and attack intruders. The wolves will not leave their cave, for it is also home to the spirit of one of their ancestors, who appears at the full moon to howl and provide his blessings to his children. For one week after the full moon, the worgs have a +1 bonus to attack and 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.



5219 Sir Bevis the Giant-Slayer | Stronghold

Sir Bevis is a famed giant-slayer, a ranger who sacked a hill giant chief's stading, dared a frost giant jarl's glacial rift to rescue an elven princess (it didn't work out) and descended into the depths of a fire giant king's hall to topple a kingdom. He then retired. He used his treasure to build a tower keep with the blessings of Queen Gloriana, and settled down to enjoy his wealth and to heal old wounds.

Ten years later, he is bored out of his skull and ready to get back into the adventurer's life. He's lost a step, and is a bit out of shape, but upon meeting the adventurers, he will quickly join the party (whether they want him to or not) and lead them back to the scenes of his old triumphs. They may not survive the experience (his old comrades didn't).

Treasure: 2,100 gp, incense of meditation (a gift, still wrapped in waxed paper and sealed)

Sir Bevis, Human Ranger: LVL 9; HP 43; AC 17 (scale, shield); ATK 1 broadsword +9 (2d4+2) or longbow +8 (1d8); MV 30; F9 R9 W10; AL Lawful (CG); XP 900; S17 D14 C11 I10 W16 C9; Special—Favored enemy (giants), leave no tracks, spells (1).

5221 Maiden Castle | Stronghold

Maiden Castle is a hill fort commanded by the wood elf spear-maiden Ygraine and twenty sister-clerics of Brigantia. The elves are warriors through and through, singing of the exploits of the great heroes of the past in their oak-clad hall, practicing melee in their fighting pits, and coursing over the hills in their scythed war chariots.

Elf War Cleric: LVL 3; AC 17 (chainmail, shield); ATK 1 spear +1 (1d8); MV 30; F12 R14 W12; AL Lawful (LG); XP 300; Special—Spells per day (4/2/1).

Ygraine, Elf War Cleric: LVL 10; HP 27; AC 17 (chainmail, shield); ATK 1 spear +7 (1d8+1); MV 30; F8 R12 W7; AL Lawful (LG); XP 1,000; S13 D11 C10 I12 W15 C13; Special—Spells per day (6/4/4/3/3/2).

5227 Goram and Vincent | Monster

Goram and Vincent are an ettin that dwells in this hex in a large, dilapidated castle. They charge a toll of 5 gp per foot,

7 gp per wheel, of all who move through their hex (provided they find them). Their main road between Brygstow and Gwyntwic passes by their castle, so they make a pretty penny on the mercantile traffic alone.

The ettins possess a pair of magic gauntlets that permit them to separate into two hill giants (each having lost half the hit points they lost as an ettin). When they re-combine, all of their damage is healed. They can do this once per day.

Treasure: 4,200 sp.

Goram & Vincent, Large Giant: HD 10; AC 18; ATK 2 morningstar (2d6) or javelin (30'/1d8); MV 30; F7 R10 W10; AL Chaotic (CE); XP 500 (1,000 with their magic gloves); Special—Surprised (d8).

5241 Burning Ship | Monster

The pleasure yacht of the efreeti Ummaa (widow of the departed Simee ibn Amal al-Mudhai) is passing through this hex. At first glance, one might think it a ship on fire, for smoke billows out of two smokestacks. The ship is made of steel, forged by fire giants, and decorated with brass fittings and fancy stones by enslaved dwarves and gnomes.

The ship is large enough to carry Ummaa and her entire retinue (four efreet maidens, 15 swaggering jann in peacock armor and carrying silver scimitars and jambiya) and enslaved red amazons (their legs and arms bound in black iron, allowing them just enough mobility to serve). A chorus of crysmals creates weird music (like that of a Theremin) by dancing rhythmically and close to one another. In

the bowels of the ship, 10 medium fire elementals heat water to create steam, which drives two large paddle wheels. The fire elementals are bound by oaths, and are overseen by a crusty old duergar armed with a +1 *whip of cold* (+1d6 cold damage).

Red Amazon, Medium Humanoid: HD 1+1; AC 17 (chain and shield); ATK 2 longsword (1d8); MV 30 (10 while bound); F15 R13 W15; AL Chaotic (CE); XP 100; Special—Immune to fear.

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

Garl, Duergar Assassin: LVL 4; HP 12; AC 13 (leather); ATK 1 +1 *whip of cold* +3 (1d3+1); MV 20; F14 R10 W14; AL Chaotic (CE); XP 400; S10 D14 C11 I14 W10 C7; Special—Backstab x2.

Efreeti, Large Outsider (Fire): HD 10; AC 18; ATK 2 slams (1d8 + 1d6 fire) or falchion (1d10 + 1d6 fire); MV 20 (Fly 40); F7 R8 W8; AL Chaotic (CE); XP 1000; Special—Change size (2/day; Fort negates), contact with body deals 1d6 damage, immune to fire, vulnerable to cold; Spells—At will—detect magic, produce flame, pyro-

technics, scorching ray (1 ray only); 3/day—invisibility, wall of fire, wish (non-genies only); 1/day—gaseous form, permanent illusion.

5316 Storm Citadel | Monster

The Storm Citadel is an old stronghold composed of adamantine that sits on the bottom of the sea. It ripples with electricity, and giant electric eagles guard the approaches to it. A flight of five aquatic blue dragons, the *polymorphed* forms of storm priestesses, guard a *hammer of thunderbolts* inside the stronghold. They command an impressive array of traps and aquatic monsters.

Aquatic Blue Dragon, Medium Dragon: HD 9; AC 18; ATK 2 claws (1d6) and bite (1d8); MV 40 (Fly 150, Burrow 20, Swim 60); F9 R9 W8; AL Chaotic (LE); XP 2250; Special—Lightning bolt (60'), cause fear, sense hidden and invisible creatures, speech 65%, resistance to electricity.

5326 Hunting Party | Monster

A hunting party of wraiths, decked out in threadbare finery and riding upon ghostly mounts, moves through this hex at night. They seek a fox that shines with brilliant god-light, an innocent soul whose existence condemns them to this Hell on Earth for all eternity.

Wraith, 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.

5329 Druid's Grotto | Monster

The Druid's Grotto is a hidden spot (though known to Ulflandic druids of 5th level or higher) along the coast, where fresh water from a subterranean stream mixes with salt water from the sea in three pools of scrying. One looks into the past, one into the present and one into the future.

The pool of the past is guarded by the sea hag Gorffennol, the pool of the present by the nymph Heddiw, and the pool of the future by the psychic nixie Dyfodol. The three claim to be sisters, and each guards its pool to its last drop of blood from non-druids, or even from druids who do not make the proper sacrifice. Each demands a gemstone worth at least 1,000 gp bathed in the scerer's blood as a sacrifice. Gorffennol demands a diamond, Heddiw an emerald and Dyfodol a sapphire. In place of a gemstone, they accept a quest, and that the druid stays for one month in the grotto serving them and entertaining them with tales.

Sea Hag, Medium Monstrous Humanoid: HD 6; AC 14; ATK 2 claws (1d4); MV 30 (Swim 40); F12 R10 W10; AL Chaotic (CE); XP 600; Special—Revolt (2d6 strength damage), gaze (daze, 3/day), magic resistance 20%; Treasure—1 diamond (1,225 gp each).

Nymph, 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; Treasure—1 emerald (1,130 gp).

Nixie, Small Fey: HD 5; AC 14; ATK 1 weapon (1d6); MV 20 (Swim 30); F17 R13 W13; AL Neutral (N); XP 50; Special—Charm person 3/day, detect thoughts 3/day, water breathing 1/day, psionic blast 1/day, magic resistance 25%; Treasure—1 sapphire (1,650 gp).

5331 Abbey of the Venerable Bede | Dungeon

The Abbey of the Venerable Bede is in this hex, set in a pleasant valley and surrounded by a thriving village of 400 farmers. The monks are scholars, not warriors, and they guard a library of 20 tomes of knowledge. The monks are sages (roll 1d4+1 for adept level). Their leader, Brother Devon, is the wisest of them all (adept 6).

5339 Atlantean Ruins | Wonder

A ruined Atlantean city under the waves here offers ample opportunities for aquatic adventurers (or especially crafty surface peoples). The place boasts catacombs beneath the Temple of Neptunus, a large dungeon beneath the former royal palace, and numerous tombs in its ancient cemetery. The ancient walls were defended by seven remarkable towers in the shape of dragons that can launch searing rays (6d6 damage) from their ruby eyes. Once a creature has passed into the city, they cannot be hit by these rays.

5344 Castle of Sorrow | Monster

Overlooking the sea here is an ancient castle built in the style of old Zebrides, with many arches and domes, zig zag patterns carved into the stone and triangular battlements. The stone is golden in color, and weathered with age. Its gates are thrown open, and there are no guards, for the master of the castle has no fear for he has nothing for which to live. His love has passed beyond his reach.

The aforementioned master is the cambion Artos, who calls himself the King of Sorrows and sits grimly on his throne, a jug of wine in the crook of his arm, in his fingers a gold locket with a lock of her hair. His broken sword, Klammer, sits on the flagstones of his throne room, one half embedded in the pit fiend Aslubias, who fled with Artos' alu-demon lover, Karet. The sword's other half could be used, via the coaxing of sympathetic vibrations (one must rub the wool of a black sheep over the wool while chanting Klammer's name), to guide them to Aslubias' hideaway on the Astral Plane. Artos will give all his treasure to souls willing to go after his love, but he himself has given up to woe.

Klammer was once a +2 *thundering bastard sword*.

Treasure: 2,300 gp, three stones – an aquamarine (800 gp), chrysoprase (50 gp) and fire opal (700 gp).

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

5401 Rotting River | Monster

A narrow stream runs through this hex. It's only about 5 feet wide and reeks of rotting flesh, with gibbets of meat and bones floating or bobbing to the top and then pulled back under. Several aquatic ghouls (1d8) that look like an inhuman cross between human and lamprey swim in the sluggish river. Sometimes, they raise their eyes above the water, looking for prey.

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.

5416 Smuggler's Hideout | Monster

A band of 30 smugglers lurk in a ruined keep. They store their smuggled goods and a kidnapped victim or two in the dungeon beneath the keep. The smugglers hole up in one of the towers, and have set traps around the courtyard to keep out intruders. The smugglers are under the command of Crobant, captain of the guard in Gableton [5016].

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

5423 Caerdroia | Settlement

Caerdroia is a very odd place. From the outside, it presents tall, gleaming walls of white, open gates and picturesque peasants working in the fields that surround it. The peasants seem pleasant enough, but also a bit worried when around strangers. When the sun falls, they head from the fields to their cottages about 2 to 3 miles away from the city. The gates remain open through the night.

Inside the city, the streets and shops are equally pleasant, though again, the people look a bit worried. When the sun falls, they lock up tight, and douse their lights. Only the taverns remain open. They aren't very crowded, and the people within are of a strange cast. They are friendly, but odd. The women are seductive yet cold, the men huddled over their drinks, and the talk runs to the secret that lies within Caerdroia. Some claim a monster lives at the heart of the city, guarding a fabulous treasure. Others say a wizard dwells there, with a library full of wondrous secrets. Eventually, the adventurers will be challenged to discover the

town's secrets. If they fail to respond, they will be roundly mocked by women and men alike. (Treat these people as members of the macabre race, which you can find in the *NOD Companion*.)

If the adventurers decide to head for the center of the town, they find the streets are a maze. As they go deeper into the town, the streets become more dark and dank, and emptier. They will find some doors open, with strange people beckoning to them to enter and partake of fairy fruits, weird liquors and languorous dances with dangerous, fey women. If the adventurers accept these treats, they will likely never emerge from the house again.

Closer to the center of town, adventurers are confronted by random encounters with demons, devil and the undead. At the very center of the maze lies a tall tower, obscured when one first enters the city, yet impossibly tall. Strange waters flow down the walls, glimmering in the moonlight and gathering in the courtyard around it, about 1-foot deep.

The tower door is locked. Within, the adventurers find a hole that extends into an extradimensional abyss. A howling chorus of tortured voices erupts from the abyss, causing the weak to feel *rage* (per the spell) and the strong to feel *hopeless despair*. Each round listening to the voices causes 1 point of Wisdom drain. Those who go insane wander off into the city and are lost forever. Those who do not are grabbed by tentacles from the abyss and pulled in unless they flee or ward the tentacles with holy symbols or water.

5427 Tomb of the Spider King | Dungeon

The Spider King was a goblin warlord who once conquered and dominated the hill country, driving the pixies and elves before his dark legions from beneath the earth and raising his spider banner over many hill forts before he burned them to the ground with their occupants inside.

Alas, his reign was as brief as it was violent. His body, at the end, was mangled and burned, and carried by his few remaining bodyguards deep into the earth via a cave in this hex. He was laid to rest behind a thick slab of stone with all his treasures. The tomb has since been broken into often, and now hosts all manner of monsters. The treasures have never been found, though, and should still be there, waiting, tainted by the Spider King's curse.

5434 Blunderbore | Monster

Blunderbore, the infamous giant lord, dwells in a ruined manse in this hex with his coterie of 28 orgs (a crossbreed of ogre and orc). His wandering brother Rebeck is sometimes in residence in the observation tower.

Blunderbore is known for attacking travelers that move through the hex, and kidnapping merchants and aristocrats. He eats the men and hangs the women by their hair in his dungeon, ransoming them or tempting knights to attempt valiant rescues that often lead to their own deaths.

Org, Medium Humanoid: HD 2+1; AC 14 (leather and shield); ATK 1 slam (1d4) or by weapon (1d8+1); MV 30; F12 R14 W15; AL Chaotic (CE); XP 125; Special—None.

Blunderbore, Large Giant: HD 10; AC 15; ATK 1 battleaxe (4d6) or boulder (2d10); MV 30; F5 R8 W8; AL Chaotic (CE); XP 1000.

5443 Jagged Death | Monster

There is a ruined temple in this hex, a domed structure with white walls with crushed shells mixed into the plaster, giving them a slightly pink hue that turns a vibrant orange at sunset. The walls are largely ruined, although one tall wall with a large stained glass window remains standing.

The window is actually a crystal sentinel, a strange elemental guardian summoned long ago to be a guardian of the tomb beneath the temple, the tomb of its matriarch. The sentinel does nothing as long as adventurers do not approach the secret door behind the shattered idol. If they do approach the secret door, it attacks.

The tomb is a small dungeon, but deep and cold and resonant with sorrow and regret that threatens all who enter with *crushing despair*. Weeping ghosts wander the tombs, as do giant subterranean crabs with alabaster shells flecked with deep violet and petty-gnomes with powerful psionic abilities that probe people's minds (and which are the source of the waves of sorrow that fill the tomb).

Crystal Sentinel

Size/Type: Large Elemental (Earth)
Hit Dice: 9
Armor Class: 19
Attack: 2 slams (2d6)
Movement: 30
Saves: F8 R11 W11
Immunity: Color spray, prismatic spray, electricity*
Alignment: Neutral (LN)
Intelligence: Average
No. Appearing: 1
XP: 900 (CL 10)

A crystal sentinel is an elemental creature that can take three forms. One form, perhaps its natural form, is as a crystal pane that looks something like stained glass. It gleams even in low light, and has colors that shift over time. In this form, it retains its hit points and AC, but cannot fight.

The sentinel can also take the form of a tall (12') humanoid composed of crystal. In this form, it can fight using the stats above. It can also disincorporate into thousands of grains of glass, flowing like

a water elemental and capable of whipping itself into a whirlwind like an air elemental. In its whirlwind form, it blinds (Fort save to resist) as well as damages.

Sentinels can communicate telepathically, to 100' with non-earth elementals and 1 mile with earth elementals. They are surprised on a roll of 1 on 1d8. Electricity aimed at the sentinel rebounds from it in a random direction.

Gems in their presence must pass an item saving throw or be turned to clumps of worthless clay.

Spells: 3/day—amber ray, crystalize, daylight, continual light

Amber Ray

Level: Druid 8, Magic-User 9

Range: Close (30')

Duration: Permanent (see below)

This spell takes the form of a ray of amber light. Any object that is struck by the ray must pass an item saving throw or become no stronger than crystal. After 10 minutes, the item can attempt another item saving throw (using its old hardness) to regain its former strength. If this save fails, it becomes permanently brittle.

5503 Lazy Peasants | Settlement

A seemingly pleasant tribe of 100 pastoralists dwells in this hex. They are all young and beautiful, and lounge about in tunics, donning heavy cloaks only in the cold. They are all armed with shepherd's crooks, and each of them tends 1d10 x 10 sheep – excellent animals. They dwell in small huts, woven from grasses and flowers, and live off of the animals they hunt with their slings and the plant life they gather.

Each of these people is actually an energy being encased in a fleshy form, and capable of casting spells as a 4th or 5th level sorcerer. The crooks they carry are what they use to channel their inner energies into magic – without them, they cannot cast their spells.

Energy Being, Medium Outsider: HD 2+1; AC 12; ATK 1 strike (1d4) or sling (1d4) or spell; MV 30; F12 R12 W9; AL Neutral (N); XP 200; Special—Resistance to electricity, sorcerer spells, regenerate damage (except from negative energy).

5518 Demon Knight | Monster

Nine knights camped on a moonless night in a clearing beneath a cave high on a witch hill. As they slept, nine women, as lovely as fire, crept from the cave and laid with them in their dreams, and when they awoke, they were no longer human. Reborn as demonic knights, they held a tournament, until only one survived to fly the banner of Chaos, and with his victory and the blood sacrifice of his fellows the forces of chaos and evil rallied around him. The knight now has a small army of goblinoids, bandits, chaos cultists (still hiding their identities under pointed hoods), ogres, trolls and hags. They have fortified the hill, and made the



cave into a dark shrine to the nine fiery seducers, bathing it in blood and stoking inside it the powerful energies of chaos which they shall use to tread blessed Ulflandia under their feet.

Treasure: 2,000 gp, bolt of cloth-of-silver (1,300 gp), moss agate necklace (600 gp) and a silver sundial set with red spinels and black pearls, always points to the most powerful magic (4,500 gp).

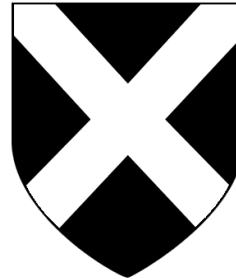
Demonic Knight, Medium Outsider: HD 9; AC 20 [+1]; ATK 1 +1 *heavy flail* (1d6+3) or 1 +1 *hand axe* (1d6+2) or 2 strikes (1d6); MV 30; F9 R9 W9; AL Chaotic (LE); XP 2,250; Special—Immune to invisibility and illusion, terrifying voice, negative energy breath (10' cone, 2d4 strength damage), spawn shadows; Spells—2/day—dispel magic; 1/day—fireball, symbol of fear, wall of ice.

5520 Green Orb | Wonder

Off the coast, on a rocky islet notably devoid of any life, there is a tower of green stone, heavily weathered and much feared by the locals. The tower has no doors and no windows. The top of the 60' tall tower is a gaping mouth, from which can extend a slaver tongue covered with sharp, poisonous spines. Inside the tower lie many dangers, but also a great reward – the *Orb of Green Dragonkind*.

5526 Fey Circle | Monster

A green, grassy hill in this hex holds a large elf circle, made by pixies. It is a place of merry celebrations by the fey folk in honor of their great god Tut. Non-fey entering the elf circle must attempt a Will save at a -2 penalty. Those who fail the save are affected as per the spell *irresistible dance*. Those who fail by more than 5 points are also affected by *hideous laughter*. The effects can be dispelled, but those who cannot do so must wait for a fey to pop by and save them. Assume a 1 in 6 chance of a fey encounter every hour.



5529 Queen Joan | Stronghold

If you happen by a large hill in this hex, upon which pixies and sprites and other fey are dancing and capering, and they motion you to join them, beware. This is the citadel of Queen Joan the Wad and her consort, Jack o'Lantern, the sovereigns of the tiny, joyful, mischievous fey. Their citadel is hidden within the hill, and is composed of small halls and chambers carved from chalk and decorated with rich tapestries. The place is mostly ballrooms and larders, for the pixies are partiers supreme, and have little time for that which is not fun.

Mortals that enter this citadel find that time moves ten times as quickly here as in the outside world. That time, however, is spent feasting, dancing, playing parlor games, throwing darts and watching mock jousts and plays. They are kindly people, but watch out if they are crossed, and make sure you are not prettier than the Queen and her ladies or win too many hands of whist against the men.

5533 Brandybell | Settlement

Brandybell is a seaside village famous for its roaring night life. The place has three taverns, one frequented by fishermen and sailors, one by farmers and herdsman and one by the artisans, professionals and soldiers of the village. The taverns are bitter rivals in terms of sports and pranks, and choosing one's tavern unwisely could have dire circumstances for the adventurers.

The village also has a shrine to St. Asenora, patron saint of fishwives. On high holy days, a beautiful, mysterious woman visits the shrine to pray and receive blessings from the

druids, and then disappears into the mists along the sea-shore. She is actually a mermaid capable of taking human form, who mourns the death of her husband, a simple fisherman of the village who died more than a century ago.

5604 Volcanic Birth | Monster

Multiple fire and earth elementals, including an efreeti grandee and three shaitans (ladies of the Ruby Court), have gathered to witness the birth of a volcano. There is much celebration among the elementals, though very little mingling among fire and earth, except by the memphits – but you know, they’re pretty tacky.

There is some secret mingling, however, between the efreeti and one of the shaitan courtesans – a problem, given that he has multiple wives at home and she is bound to an Elemental Earth Queen. If their tryst is discovered, it could start an all-out war between fire and earth. The efreeti’s major domo may seek out the adventurers to help keep the affair a secret and head off possible discovery.

Efreeti, Large Outsider (Fire): HD 10; AC 18; ATK 2 slams (1d8 + 1d6 fire) or falchion (1d10 + 1d6 fire); MV 20 (Fly 40); F7 R8 W8; AL Chaotic (CE); XP 1000; Special—Change size (2/day; Fort negates), contact with body deals 1d6 damage, immune to fire, vulnerable to cold; Spells—At will—detect magic, produce flame, pyrotechnics, scorching ray (1 ray only); 3/day—invisibility, wall of fire, wish (non-genies only); 1/day—gaseous form, permanent illusion.

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

5627 The River Door | Dungeon

The river here has high banks of a chalky nature. The water is swift and oaks keep it shaded most of the day, making the water cold. Set into one bank of the river (always the one on the side of the river opposite the adventurers, because magic just works that way) there is a door. The door is made of bronze, and it glints in what sunlight reaches it. It is a very heavy door, and the lower third is covered by water. If the door can be opened, it leads to a (now) flooded dungeon of tiny, angry river godlings and mystic slimes.



5631 Thunderdell | Monster

Thunderdell is the ettin king of the coast, with 26 ogres under his rule. He maintains a large castle here. Thunderdell is smarter than most ettins (not much to brag about), and his left head can cast spells as a 3rd level magic-user. He wears platemail and carries a shield and greatsword. His advisor is the tiefling Wodan the White, an albino with silver hair and twisting horns of pink and cyan.

Thunderdell is allied with Joan the Wad and her pixies, though the alliance is always shaky. A pixie by the name of Candyfloss (yeah, he’s a guy) acts as Joan’s ambassador to the ettin’s court, and he has picked up a score of bad habits from the ettin and his ogres.

Treasure: 50 pp, 3,700 gp, 24,000 cp, 7 fancy stones, 4 gems, *scroll of detect secret doors*, *detect undead and undetectable alignment*, *scroll of shillelagh*, +1 spear.

Candyfloss, 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); Spells—At will—improved invisibility; 1/day—confusion, dancing lights, detect good, detect evil, detect thoughts, dispel magic, entangle, permanent illusion (visual and auditory only). One pixie in ten can cast irresistible dance 1/day.

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.

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

Thunderdell, Large Giant: HD 10; AC 24; ATK 1 greatsword (2d8); MV 30; F7 R10 W10; AL Chaotic (CE); XP 1,000; Special—Surprised (d8), cast spells as 3rd level magic.

5632 Seaside Fortress | Dungeon

Ages ago, a band of ambitious gnomes, led by a gnome warlord, hewed the living stone cliffs overlooking the sea and turned them into a most impressive fortress. Looking from the sea, there is little to indicate that the cliffs hide a fortress other than some small windows and arrow slits and an impressive door hidden in a grotto. There are no indications from the land above but a few false badger burrows which lead into the fortress.

The aforementioned door is locked, and powerfully so. The door has a very complicated locking mechanism that is really three complex locks joined together. Moreover, the main lock of the three is sealed in an iron box affixed to the door, and the iron box is *wizard locked*. A body floating on a raft [0303; see last issue] holds a key to this door, if one can get past the *wizard lock*.

Behind the door there is what amounts to a large dungeon ruin. The gnomes are long gone, and various monsters and spiteful fey now dwell within, hoarding treasure and giving very warm receptions to those who enter.

5633 Corbin the Cruel | Monster

Corbin the Cruel is a smuggler, a Bragart who wrecked on the coast and made a new life for himself. He has turned his old longship into a longhouse, and employs ten bandits and several rowboats to smuggle goods from merchant vessels parked off the coast. They keep their treasure in chests buried along the coast.

Treasure: 140 gp, 100 sp.

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

Corbin the Cruel, Human Barbarian: LVL 4; HP 35; AC 13 (leather, shield); ATK 1 longsword +4 (1d8+1); MV 40; F10 R14 W14; AL Chaotic (NE); XP 400; S14 D10 C15 I9 W6 Ch14; Special—Rage 2/day, sixth sense.

5634 Pennian | Settlement

Pennian is a small village sheltered in a bay, with a pooka-haunted mountain looming above it. The village relies mostly on fishing, smuggling and piracy for its coin, and things are kept moving smoothly under the harsh (and corrupt) magistrate John Treacle.

The village is somewhat cosmopolitan, being visited by pirates, privateers and filibusters from Mother Ocean and the Tepid Sea. Most stick to their own drinking establishments, and their games are rowdy and raucous.

The only religion the town knows is that of St. Meriadoc, a healing saint and a rebel against the old Nomo rulers of Ulflandia. His shrine is well-tended – the pirates keep it up, hoping their gifts of gold will ensure safe travels.

5648 Ghastly Kingdom | Monster

When the Zebrideans expanded their reach from their islands to the Wyvern Coast, their power center was on this island, which they called Xaanor. The island was once volcanic, and the soil is especially rich. Eventually, their little empire collapsed under the weight of mismanagement and corruption. The imperial family and its retinue escaped death at the hands of their citizens by escaping into the catacombs beneath their capital city, which was abandoned to the fauna and flora of the jungle.

The family and its retinue survived and gradually transformed into pale, gaunt cannibals, building a new kingdom

underneath the earth. At night, when the air is perfumed by exotic blooms, they creep out to look at the moon and set snares for visitors to their island, to be dragged below and enslaved or devoured in grand, ritual feasts that mock the imperial rites of their past.

Pseudo-Ghast, Medium Monstrous Humanoid: HD 4; AC 17; ATK 1 weapon (1d8); MV 30; F14 R11 W11; AL Chaotic (NE); XP 200; Special—Dislike sunlight.

5702 Keldaroke | Settlement

Keldaroke is an Umbriagan village, one of the southernmost, of woodcutters. The villagers are 100 in number, and have a heavy dose of orc blood in their veins. They are exceptionally ugly and ill-tempered, but they're clever enough to avoid work. To that end, they've domesticated giant beavers and use them to cut their wood, which they float down the river, riding the logs down and selling them to passing barges which take the lumber north to the city-states.

Giant Beaver, Medium Animal: HD 4; AC 14; ATK 1 bite (1d4); MV 30 (Swim 20); F11 R11 W17; AL Neutral (N); XP 200.

Keldaroke Warrior, Medium Humanoid: HD 1; AC 14 (leather and shield); ATK 1 weapon (1d8+1); MV 30; F13 R15 W15; AL Chaotic (NE); XP 50; Special—None.

5717 Sea Battle | Monster

A sea battle rages here between the corsair galleass *Red Star* and a dragon turtle. The ship bumped the slumbering creature in the night, and the two have been at it, off and on, for two or three hours. The dragon turtle is smarter than the corsairs, and appears to be toying with them, but they have taken a heavy toll. Twenty men are dead, and they've lost one of their masts.

The *Red Star* has a crew (living) of 220 pirates led by Captain Noban and his first mate, the (slightly psychotic) corsair Zorgara, one of the most feared of her kind. The *Red Star's* magic-user, Condus of the Curly Locks, has been knocked unconscious, and is now below decks. The men of the *Red Star* wield spears and wear little armor.

Corsair Treasure: 240 pp, 1,260 gp, 1,800 sp, 4,000 cp, 4 fancy stones, 1 gem, a gold pendant (500 gp), a feathered coinpurse (80 gp; Zorgara cherishes it),

Corsair, Medium Humanoid: HD 1; AC 11 (buckler); ATK 1 spear (1d8); MV 30; F13 R15 W15; AL Chaotic (CE); XP 50.

Zorgara, Half-Orc Barbarian: LVL 6; HP 29; AC 16 (leather +1, shield +1); ATK 1 light flail +6 (1d4+2) or +1 light crossbow +6 (1d4+1); MV 40; F9 R13 W13; AL Chaotic (CE); XP 600; S13 D12 C15 I7 W11 C8; Special—Rage 2/day, sixth sense.

Capt. Noban, Human Duelist: LVL 10; HP 35; AC 16 (leather); ATK 1 cutlass +10 (1d6+1) and dagger +10 (1d4+1); MV 30; F12 R6 W12; AL Chaotic (NE); XP 1000; S14 D16 C11 I16 W8 C13; Special—Specialist weapon (x2 damage), +2 initiative, riposte.

Dragon Turtle, Huge Dragon: HD 12; AC 25; ATK 2 claws (2d8) and bite (4d6); MV 20 (Fly 30); F4 R7 W7; AL Neutral (N); XP 3000; Special—Breath weapon-cloud of steam, capsize vessels.

5724 Sunken Tomb | **Dungeon**

The tomb of King Belpus, one of the early elf kings of Ulflandia, is now submerged about 50 feet off the coast. The tomb is composed of menhirs, which glow fiercely with a rich, burnished golden light, on the day of the Summer Solstice. Many people make a pilgrimage here at that time to honor the “sea god” Belpus, throwing garlands of flowers into the sea and sacrificing and roasting lambs on the beach (in other words, they have a picnic).

The tomb has never been breached, and it is water tight due to the magic deposited in the menhirs. If the tomb’s seal is broken it quickly floods, the waters pulling people into the tomb unless they pass a Fortitude saving throw modified by strength instead of constitution. Beyond the seal there is a 30’ long hallway, which ends in a wall of spikes, upon which the heads of Belpus’ ancient enemies, the orcs, have been displayed. Anyone being pulled in will hit the spikes, suffering 1d8 points of damage (Reflex save for half).

The spiked wall is also a secret door. One of the heads hides a bronze key in its mouth, and when this key is turned, the door swings open. Behind the door is the ante-tomb of Belpus, wherein is kept a small shrine to the summer goddess Eostre, Belpus’ matron deity. The shrine is guarded by three summer elementals, which appear as creatures of heat and light, with faces like smiling, golden suns and bodies composed of pure energy that makes one’s vision ripple and shift. The magic of the tomb makes it possible for them to act without penalty in the submerged tomb.

Beyond the ante-tomb there is the tomb proper, in which the body of Belpus (a skeleton now) lies on a slab of stone (or, more likely, floats against the ceiling). His only treasures are a *ring of invisibility* and a *ring of spell turning*.

Summer Elemental, Medium Elemental (Fire): HD 4; AC 15 [+1]; ATK 2 light rays (1d6 fire); MV 40 (Fly 60); F14 R11 W14; AL Neutral (N); XP 400; Special—Immune to fire, blinding light (cover eyes or suffer blindness while looking at elemental and for 1d6 minutes after).

5726 Ballyhoo | **Settlement**

Ballyhoo is a large village of 300 farmers, herdsmen, hunters and fishers living in timber houses. The village is surrounded by an earthen rampart sprinkled liberally with

white chalk and studded with spikes. The rampart is surrounded by a moat filled by brackish water. A 60’ guard tower rises from the center of the village. The village is governed by a council of elders, who answer only to Queen Gloriana, from whom they hold a charter. The leader of the council is the alchemist Rodger Goodkind, who experiments on small animals and those people who come to him for medicines, but whom he thinks have only a slim chance of survival.

5748 Crystalline People | **Monster**

At their height, the Zebridean mages were expert at making constructs, including crystalline constructs that worked as entertainers for the elite. The crystalline constructs survived the catastrophe that destroyed the empire. In this hex, the constructs occupy the ruins of an ancient palace complex (the city that surrounded it has been reclaimed by the jungle). Over time, they have become sentient, but have not learned to make others of their kind. Only 44 of the constructs remain functioning, and they live a contemplative life, needing neither rest nor nourishment. Some among them have taken up the adventuring life, gathering treasures of the old empire and storing them in the palace ruins to create a museum.

Treasure: 1,700 gp, 48,000 sp, 34,000 cp, 2 fancy stones, 2 gems, 1 jewel, a ceramic bowl decorated with the orange-yellow glaze and line patterns of the Zebrideans (130 gp), a leather talisman bearing the image of the frog god Thehuki (70 gp), a pewter ewer in the shape of a dolphin (130 gp), an idol of Thehuki carved from red spinel and decorated with purple corundum eyes (3,000 gp), a ceremonial suit of banded mail, a scroll in the form of a conch with runes engraved in bands around the exterior (*fog cloud*, *snares*) and a +1 quarterstaff topped by a bronze dolphin figure.

Crystal Construct, Medium Construct: HD 3; AC 16; ATK 2 fists (1d6); MV 30; F14 R14 W14; AL Neutral (N); XP 300; Special—Does not need to eat, drink or breath, immune to cold, fire and electricity, magic resistance 5%.

5806 Valley of Purple Grass | **Monster**

A flock of 400 jovial bird men dwell on cliffs overlooking a valley of writhing purple grass and weird, puckered mounds that exude a sweet perfume that stings the eyes (-1 penalty to task checks involving sight) after more than an hour’s exposure. A multitude of reptiles dwell in the valley along a shallow river in which float great lily pads that serve as the abode of meditative mugwump philosophers. The bird men prey on the reptiles, and avoid the frog men.

The mugwumps are often consulted by the humanoids of the Klarkash Mountains, though the drow and duergar consider them frauds. War bands of the humanoids make their

way into the valley to ply them with treasure in exchange for their mystic counsels. The bird men often gather to attack these war bands and steal their offerings.

Treasure: 80 pp, 1,740 gp, 4,800 sp, 15,000 cp, 2 fancy stones, a spyglass, a small carpet threaded with silver (2,500 gp) and a *potion of endure elements*.

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

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

5815 Misty Island | Wonder

The Misty Island is an ancient retreat of the druids of both Ulflandia and the Klarkash Mountains. It is always obscured with mist, making landing on the island difficult for non-druids; for druids, the mists part. The island is rocky, with little greenery and no trees. A series of twelve stone circles, one inside the other, dominate the island and form a complex map of the cosmos that aids in casting spells of communion with the gods and transportation to the outer planes. No violence is permitted on the island; to break this law brings forth the guardians, massive earth elementals that can exhale poisonous mists. The five earth elementals have been carved into the shape of bears.

Guardian, Huge Earth Elemental: HD 17; AC 21 [+1]; ATK 2 slams (3d8); MV 20; F3 R7 W7; AL Neutral (N); XP 4,250; Special—Cone of poison gas (50' cone, Poison III).

5827 Steading of the Moor Giants | Monster

The moors here have long been dominated by a clan of 16 hill giants, sometimes referred to as the moor giants by the peoples of the peninsula. They dwell in a large, crudely constructed fortress of massive stones stolen from ancient stone circles and turf. The fort is surrounded by earthen ramparts and sharpened wooden spikes. The giants keep moor ponies in their enclosure, trading them to the elves and gnomes from time to time, and otherwise keep to themselves.

Underneath their fortress there is an ancient burial mound of a druid prince. The prince has become restless, for his tomb has been profaned by the presence of the giants.

Treasure: 2,900 gp, a white opal (1,100 gp), a rare compendium of fabulous blasphemies bound in mummy wrappings and written in the ichor of darkmantles (200 gp, as a curiosity) and a silver brooch set with a rose quartz (900 gp).

Moor Giant, Large Giant: HD 8; AC 15; ATK 1 greatclub (2d8) or boulder (2d8); MV 30; F8 R11 W12; AL Chaotic (CE); XP 400.

5835 Battle City of the Chaos Gods | Wonder

Once every 10,000 years, the waters of this hex are frozen solid around a domed city of crystalline towers and streets of brass that rises from the waves. Within the dome lies the Battle City of the Chaos Gods. Here, the minor powers of chaos, including demon lords, bring their war bands and battle it out for the *Talisman of Ultimate Evil*, a powerful artifact. Adventurers who happen to be in the area might be pulled into the arena, because chaos gods like nothing better than innocent bystanders to threaten and terrorize.

5850 Aquatic Caravan | Monster

A caravan of 17 locathah merchants and their retainers (120 locathah guards) are traveling here. The locathah ride giant eels that hold wicker packs full of exotic undersea treasures, but most especially pots of octopus ink and healing idols carved from sea glass. Half the guards are armed with tridents and light crossbows, the other half with spears and weighted nets.

Locathah, Medium Humanoid: HD 2; AC 14; ATK 1 weapon (1d8); MV 10 (Swim 60); F12 R15 W15; AL Neutral (N); XP 100.

5903 Windy Bridge | Monster

A long bridge spans this river. The bridge is made of stone, and is of brutish design. It is about 500 feet long. The bridge is haunted by a weeping wind spirit, the sylph Olara. Her mortal lover jumped from this bridge to escape her 200 years ago, and she has haunted the bridge ever since. She does not appreciate visitors on her bridge, and is likely to react in a hostile manner. There is a chance she will fall for a lovely mortal man who attempts to cross the bridge (percentage chance equal to charisma score, double for druids).

Sylph, Medium Fey: HD 3; AC 10; ATK 1 dagger (1d4); MV 30 (Fly 90); F14 R12 W12; AL Neutral (N); XP 300; Spells—At will—gust of wind, invisibility (self); 1/week—conjure a medium air elemental. Sylphs also cast spells as 7th level druids.

5919 Morose Sea Serpent | Monster

A morose sea serpent is swimming in this hex. He just wants to be left alone.

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.

5929 Cormoran's Castle | Monster

Cormoran the mountain giant rules this island from a massive fortress of cyclopean stone, with a giant stone ram's

head above the gate that weeps and wails at the approach of lawful (good) characters, at which point Cormoran runs to the gatehouse to pelt his visitors with boulders or insults, or perhaps to unleash his pet wyvern to take care of the intruders. Unless they present gifts, and quickly, the adventurers will be attacked until killed or driven away.

Cormoran does not live alone. He has a large staff of 20 *unseen servants* to do his bidding, a talking statue (the head is still flesh and blood) of a beautiful elven princess (kept by his throne) and a large mirror in which are trapped the damned souls of several knights who came to slay the giant but who instead were seduced by the spirit of the mirror. The spirit of the mirror, Udelia, appears as a beautiful woman with ghostly white skin, ruby red lips, and sapphire blue eyes.

Cormoran's island is green and pleasant, and grazed by fine sheep he stole from the mainland. The sheep are tended by his unseen servants, who will quickly report and theft.

Treasure: 150 pp, 12,000 gp, 9 fancy stones, 3 gems and 3 jewels, plus the mirror and statue mentioned above.

Pet Wyvern, Large Dragon: HD 7; AC 18; ATK 1 bite (2d8), 2 claws (2d6) and sting (1d6 + poison IV); MV 20 (Fly 60); F9 R10 W11; AL Neutral (N); XP 700; Special—None.

Cormoran, 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.

5949 Magic-Spewing Volcano | Wonder

A volcanic vent spews out prismatic magic in this hex. A brotherhood of illusionists runs about with magic mirrors, catching the fallout.

6003 Fishing Village | Monster

Under the sheltering cliffs in this hex there is a small fishing village. The "people" dwell in caves, damp but dry enough to make life not too unpleasant. The people in question are a crossbreed of gnoll and aquatic troll; they look like green, scaly hyena-men with large, gnashing teeth (that force them to speak troll or gnoll with a lisp), long, clawed fingers, and tufts of mustard yellow hair clumped around their necks and shoulders.

The village has a population of about 150. They take to their small boats each morning, paddling with their long arms into the sea and dropping nets or casting spears at larger creatures. Like aquatic trolls, they regenerate damage, and so are not the least bit afraid of sharks.

Snag, Medium Humanoid: HD 4; AC 14; ATK 2 claws (1d6); MV 30; F11 R14 W14; AL Chaotic (CE); XP 400; Special—Regenerate (acid and fire; only when immersed in water).

6102 Cannibal Wights | Monster

A valley in this hex is half filled with rocks, from pebbles to boulders, the remnants of an old landslide that brought a large cliff down. Beneath the landslide are the bodies of seven adventurers who now exist as cannibal wights.

The landslide also buried the entrance to a dungeon, which the adventurers were trying to enter when they triggered the landslide. It is said that an altar of Chaos (CE) is hidden within the dungeon, and can grant wicked wishes to those who are "worthy".

Treasure: 100 gp, 400 sp, moonstone (40 gp), a *cloak of elvenkind* (tattered), *potion of charisma*, and *wand of hold person* (3 charges).

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

6106 Temple of the Dancing Gods | Wonder

A strange temple wraps around the peak of a mountain in this hex. The abbey is constructed of marble, and consists of a broad ballroom of sorts with a portico open to the chilly



wind. Within the ballroom there are many alcoves containing idols of strange, malformed gods, all of them in poses that suggest dancing (of a sort).

Playing music in the temple animates the idols, which leap down and begin dancing around the temple. Soon, ghosts and other incorporeal spirits seep in from the Astral and Ethereal Plane and begin dancing along with the idols. They attempt to draw mortals into the dance. If they join in, and can dance for eight solid hours, they are blessed by the dancing gods and enjoy Magic Resistance 10% for one month. To survive the dance, they must pass a Fortitude saving throw each hour, with a cumulative -1 penalty to their roll in each hour after the first. Of course, there are other dangers to being in the temple while the gods dance.

After 8 hours, the dance whips into a frenzy. The gods and spirits begin moving faster and faster, creating something like a whirlwind. Those in the temple must pass a Reflex saving throw at this point to avoid being sucked into the Astral or Ethereal Planes as the dance reaches a crescendo and the participants suddenly disappear, the gods being back on their pedestals as though they had never moved.

6108 Shrieking Death | Monster

A flight of giant harpies dwell in this hex. They look something like roc's with the heads of hill giantesses. The seven harpies dwell in a large cave high on a mountain, and patrol the skies like vultures.

Treasures: 800 gp, *scroll of detect undead and protection from evil*, *scroll of hypnotism and charisma*, *scroll of bless weapon and shield of faith*, *potion of aid* and *potion of dexterity*.

Giant Harpy, Large Monstrous Humanoid: HD 7; AC 14; ATK 2 claws (1d6) and greatclub (2d8) or drop boulder (2d8); MV 30 (Fly 90); F11 R9 W10; AL Chaotic (CE); XP 1750; Special—Captivating song.

6111 Religious Procession | Monster

A procession of clerics is traveling through this hex on their way to the Temple of the Dancing Gods, carrying the ashes of their high priest in a golden box to be interred in the temple. The procession is led by a 7th level cleric, Patrio, his two 5th level lieutenants Krywys and Carpinn, five 2nd level adepts and eleven 1st level acolytes. They are protected by a force of 20 men-at-arms, six light cavalry, eight heavy cavalry and six crossbowmen.

Treasure: A golden box worth 2,000 gp encrusted with ten fancy stones and a single large ruby (1,000 gp), *scroll of hypnotism*, *oil of shillelagh*, *potion of remove paralysis* and a *wand of shatter* (5 charges).

6209 Valley of the Shambling Mounds | Monster

This hex contains the Valley of the Shambling Mounds, a wetland of rotting vegetation through which mouldering mounds of animated vegetation lope and shuffle. Encounters with 1d4 shambling mounds occur on a roll of 1-2 on 1d6, checked each hour.

A lizardman civilization once dominated this valley and their great temple to their fertility goddesses (divine triplets) still stands. It is a stone pyramid in which a primordial ooze guards a bronze cauldron from which flow green mists laced with positive energy. This energy causes the growth in the valley and animates the shambling mounds.

Shambling Mound, Large Plant: HD 8; AC 19; ATK 2 slams (2d6 + constrict); MV 20 (Swim 20); F8 R11 W12; AL Neutral (N); XP 800; Special—Immune to electricity, resistance to fire, electricity gives them 1 hp/HD (lost at rate of 1 per hour).

Primordial Ooze, Huge Ooze: HD 20; AC 23; ATK 3 slams (4d6 + degenerate) or spit (120'/4d6); MV 20; F3 R5 W5; AL Neutral (N); XP 2000; Special—Degeneration (Fort save or turned back into primordial ooze; may make Will saves each round to regain each ability score; six successful saves before three failed saves means they return to normal), spawn life (produce a monster, losing one hit point per 2 hit points of the monster), regenerate.

6212 Brutish Bones | Monster

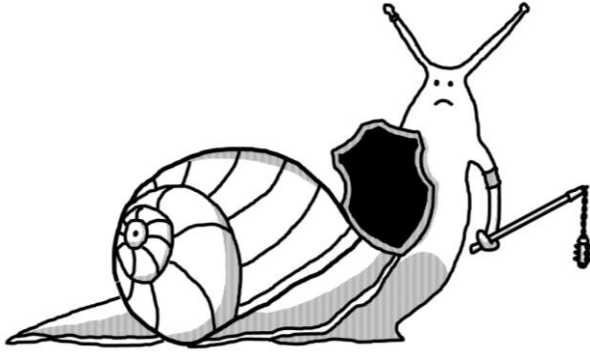
A gang of seven skeletal trolls is trashing an old, ruined tower keep in this hex. The keep was constructed of grey stone, and has mostly tumbled down into a ruin. There are still two floors left, plus the third floor, which is now without walls. The rubble is heaped to the southeast of the standing tower, the stones tumbling partially down a hill into a saffron stream that bubbles and pops, and gives people the feeling they're being watched.

The skeletal trolls do not regenerate per se, but they are able to reconnect their bones, and even trade bones with one another. The effect is the same as regeneration.

The tower still has a small treasury in the cellar, which is blocked by about 500 pounds of rubble. The cellar trapdoor is locked, and the stairs below are slick with slime (not the green kind). In the cellar there are several kegs of wine (turned to vinegar), moldy foodstuffs, rusty weapons and armor and a wooden chest containing treasure.

Treasure: 500 gp, *scroll of ventriloquism and strength*.

Skeletal Troll, Large Undead: HD 4; AC 16; ATK 2 claws (1d6 + rend) and bite (1d6); MV 30; F13 R14 W11; AL Neutral (N); XP 400; Special—Immune to illusions and all mind-affecting spells, regenerate (acid and fire), weapon resistance (edged & piercing).



6225 Glass Princess | Monster

A crater on the sea floor here contains a weird shrine honored by a tribe of 200 snail people. The snail people gather every week to worship a large hunk of volcanic glass shaped vaguely like a snail woman. They call her the glass princess, and believe she was sent to them by the great powers that dwell above the sea.

The snail people live nearby in caves. They maintain a forge over an active sea vent, and fashion shields and weapons.

Treasure: 90 pp, 2,300 gp, 1,000 sp, 5 gems, 1 jewel.

Snail Person, Large Monstrous Humanoid: HD 4; AC 16; ATK 1 weapon (2d6); MV 20; F13 R12 W11; AL Neutral (N); XP 200.

6232 Sea Giant's Castle | Monster

A sea giant with a froggy face and bandy legs dwells in this hex in a castle of white marble plundered from an ancient Atlantean city. The giant, Zarbo, is a lonely soul in search of love. The mermaids don't like him, nor do the sea nymphs, and the giantesses find him repulsive. This has made him rather ornery, though at heart he's a decent chap.

Treasure: 500 gp, in a glass chest trapped with gas - actually a vampire mermaid named Allura in gaseous form.

Zarbo the Ugly Giant, Large Giant: HD 8; AC 15; ATK 1 +1 trident (2d8+1) or boulder (2d8); MV 30 (Swim 50); F8 R11 W12; AL Neutral (N); XP 400; Special—None.

Allura, Medium Undead: HD 10; AC 15 [silver]; ATK 1 bite (1d6) and slam (1d6 + energy drain 2 levels); MV 10 (Swim 50); 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.

6306 Painted Chasm | Monster

This hex holds a chasm with ingeniously painted walls. The walls are murals of weird men and women enjoined in dances in praise of giant fly-headed angels dripping putres-

cence over smaller images of men and women, probably intended to represent peasants, who are variously being feted or slaughtered by their "betters". These paintings go on for miles, and if inspected closely may reach out and grab you, for they are paintings of various oozes and jellies, held in the murals via some form of dark, ancient magic but released for the purpose of making people into sacrifices to Izbok'atleth, a minor deity of morbidity.

The characters will be attacked by 1d4+3 oozes, rolled randomly on the following table:

d8	Ooze
1	Black pudding
2	Ochre jelly
3	Grey ooze
4	Brown pudding
5	Dun pudding
6	White pudding

6402 Weird Stone | Wonder

A mountain in this hex holds a large cave mouth, with a smattering of ferns and burnt offerings on terracotta plates crowding the entrance. The cave leads to a tunnel, about 500' long, which curves upward, eventually ending in a tall cliff face. A hole in the ceiling of this cave allows light to pour in, around midday, illuminating a stone face carved into the cavern wall. The face is of a beautiful youth of indeterminate sex. Its lips are slightly pursed. One can kiss this stone face and receive one piece of knowledge - any knowledge (within reason). When they kiss it, their face is changed into the face of a different person (TK's choice).

6404 Valley Guardian | Wonder

A mountain pass here is guarded by a 17' tall bronze statue. The statue holds a jet black shield, and behind him is a wall of solid bronze, 50' tall. The wall has no hand holds, and is covered with an odd, oily sheen.

There is a gong at the statue's feet. If struck, a summoned monster leaps from the black shield. The monster is composed of black metal. There are three monsters in all - a giant ram, a giant bull, and a giant rhinoceros - and all must be defeated to open a door in the base of the wall. When the first monster is defeated, the door opens 1 inch. When the second is defeated, it opens 1 foot. When the third is defeated, it opens completely. Without passing the wall, one cannot move through this hex.

6408 Bragart Barbarians | Settlement

A clan of 34 Bragarts dwells in this hex, in a cave fastness well defended. The cave overlooks a rugged valley with cyclopean walls 40' tall which form a ledge about 60' wide in front of the cave. A gatehouse 30' tall has been constructed to close off the cave, with a portcullis and arrow slits.

The barbarians' clan also includes 22 women and 28 children, who hunt and gather while the men are away raiding and plundering, or working as mercenaries (in small bands) in the Umbriagan wars. The chief, Toren Slamfist, keeps as spotted lion as a pet. The beast is chained up most of the time, but is well-fed and reasonably loved by his owner.

Treasure: 60 pp, 130 gp, 2,000 cp, 2 gems.

Bragart Warrior, Medium Humanoid: HD 1; AC 15 (ring, shield); ATK 1 axe (1d6); MV 30; F13 R15 W15; AL Neutral (N); XP 50; Special—None.

Toren Slamfist, Human Barbarian: LVL 6; HP 34; AC 15 (ring, shield); ATK 1 hand axe +7 (1d6+2) or +1 light crossbow +6 (1d4+1); MV 40; F10 R13 W15; AL Neutral (N); XP 600; S16 D10 C14 I10 W9 Ch13; Special—Rage 2/day, sixth sense.

6438 Rich Prize | Monster

An Antigoon privateer is limping back to port in this hex, accompanied by its prize, a treasure ship of Guelph. Both ships took some damage in the fight, each losing a mast. The privateer lost 30% of its crew, the treasure ship 65% - and the survivors are locked below deck.

The privateer is crewed by 180 pirates led by Captain Lord Mertus, a bit of a dandy, but a shrewd commander and savage fighter, especially in the clinch. About 45 men from the treasure ship crew are in chains below deck, including their ship's mage, Odrez (7th level magic user).

Treasure: 46 lb. of gold, 176 lb. of silver, 200 lb. of copper.

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

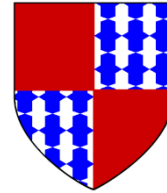
Mertus, Human Fighter: LVL 9; HP 46; AC 18 (breastplate); ATK 2 rapier +8 (1d6); MV 30; F9 R9 W13; AL Neutral (N); XP 900; S12 D18 C11 I9 W8 Ch12; Special—Dominate foes; Gear—*potion of protection from arrows*.

6445 Waltzing Waters | Wonder

A patch of animated sea water dwells in this hex. It enjoys pushing boats off course, tossing them around (if no larger than a cog) and spinning them around. There is no reasoning with it or fighting it, though a spellcaster might be able to dispel it long enough to get away from the stuff.

6501 Princess of Urgal | Stronghold

The Princess of Urgal dwells in this hex, in a grand castle constructed during the time of the ancient elves and their march across the Klarkash Mountains. The castle is quite elegant, but also quite powerful, with thick, tall walls. It is situated atop a narrow plateau and has a thickly wooded courtyard, the trees being enchanted.



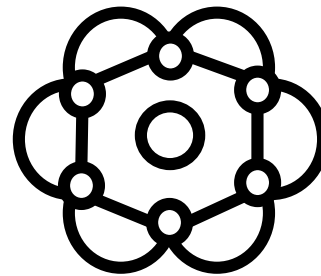
Princess (self-proclaimed) Xydryda is a half-orc warrior from way back, but she can still slay a hobgoblin with the best of them. She commands 30 crossbowmen and 30 heavy infantry, and has the assistance of a saintly dwarven smith-priest called Emene, who commands a sisterhood of 12 dwarf warriors.

Treasure: 1,190 gp, 8,000 sp, 5 fancy stones, 3 gems and a blue sapphire (1,300 gp).

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

Emene, Dwarf Cleric/Magic-User: LVL 4; HP 14; AC 10; ATK 1 light mace +2 (1d4+1); MV 20; F11 R14 W10; AL Lawful (LG); XP 400; S11 D9 C11 I13 W15 Ch12; Special—Turn undead, cleric spells per day (5/4/2), magic-user spells per day (4/4/2), dwarf abilities.

Princess Xydryda, Half-Orc Fighter: LVL 11; HP 66; AC 21 (chain-mail, +3 *shield of electricity resistance*); ATK 3 broadsword +13 (2d4+3); MV 30; F9 R10 W11; AL Neutral (N); XP 1100; S18 D13 C13 I9 W9 Ch10; Special—Dominate foes, half-orc abilities.

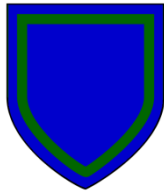


6506 Paranoid Chimera | Settlement

A chimera in this hex got into some loco weed, and is now huddled down on a mountain ledge overlooking a rocky valley covered in weird blue puffball fungus, feeling very paranoid and emotionally vulnerable.

Chimera, Large Magical Beast: HD 9; AC 19; ATK 2 bites (2d10), horns (1d6) and 2 claws (1d6); MV 30 (Fly 50); F8 R9 W12; AL

Chaotic (CE); XP 900; Special—Breathe cone of fire (30'/3d6) 3/day.



6514 Lord Vygar the Vulgarian | Stronghold

The Vulgarians are one of the larger Bragart tribes. Lord Vygar the Vulgarian is one of the more powerful of the them, and his castle is an impressive sight atop a green hill overlooking the sparkling sea, longboats and smaller craft parked on the white beaches and flying the banner of Vygar and his sub-chieftains.

Vygar has amassed a small army of 40 archers, 20 heavy infantry and 30 light infantry and a bodyguard of 12 greatsword-wielding berserkers who paint themselves in red swirls and run into battle naked save for copper bracelets and a fur loincloth. Vygar is a canny barbarian lord, acting as a patron to others and taking shares of their spoils and rarely committing his troops to battle except when he has the upper hand. He has ambitions to unite his people as their first high king, but he's not holding his breath.

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

Berserker, Medium Humanoid: HD 2; AC 10; ATK 1 greatsword (1d10); MV 30; F12 R15 W15; AL Chaotic (CE); XP 200; Special—Berserk rage (2 attacks per round), immune to fear.

Lord Vygar, Human Barbarian: LVL 13; HP 70; AC 14 (ringmail); ATK 1 greatsword +12 (1d10+2); MV 40; F6 R11 W10; AL Neutral (N); XP 1300; S17 D10 C15 I10 W14 Ch15; Special—Rage 4/day, sixth sense.

6529 Spider Barque | Monster

A black galleass is moving through this hex, its black sails bearing silver tracery in the style of webs and bolstered by ethereal winds belched out by a large sculpture of a bloated cherub resting on the aft castle.

The galleass' upper deck is covered by black tarps, and is crewed by 100 goblins in the employ of Lady Wyllewera, a drow aristocrat and bon vivant who has left the relative safety of the underworld for a cruise, just some sight-seeing and piracy, nothing fancy. Human slaves drive the 180 oars on the ship, while 30 drow mariners, more comfortable on subterranean seas or the Astral Plane, keep the goblinoids in line and make up the bulk of the ship's defenses, including manning the massive bronze cannon fore (embellished

with images of spiders and skulls) and the many smaller guns located amidships.

Wyllewera is a cold elf, with a passion for dominating accomplished people (i.e. high level characters), using their own passions against them and eventually consigning them to her slave pits as trophies of her own cunning and ability to manipulate. The Lady can be found on deck at night, bathing in the Moon's rays or communing with demons in the blackness of the new moon, or in her plush cabins (2-stories), torturing people the ship has captured or toying with the more handsome of the drow mariners.

Treasure: 170 pp, 700 gp, 700 sp, 9,000 cp, 3 fancy stones, a golden yellow topaz (600 gp), a star sapphire (1,200 gp), +1 *buckler* (used by a drow mariner) and a +1 *breastplate* (used by the captain of the drow mariners).

Goblin, Small Humanoid: HD 0; AC 13 (leather and buckler); ATK 1 weapon (1d6); MV 20; F14 R16 W16; AL Chaotic (CE); XP 25.

Drow Mariner, Medium Humanoid: HD 1; AC 14 (leather and buckler); ATK 1 scimitar (1d8 + poison I); MV 30; F15 R13 W14; AL Chaotic (CE); XP 100; Special—Elf traits, hate sunlight.

Wyllewera, Drow Fighter/Magic-User: LVL 8; HP 23; AC 11; ATK 2 broadsword +8 (2d4+1) or hand crossbow +8 (1d4); MV 30; F10 R11 W8; AL Chaotic (NE); XP 800; S13 D13 C6 I16 W15 Ch12; Special—Dominate 0 HD foes, spells per day (4/4/3/2/2); Gear—*potion of jump*.

Spellbook: 0—acid splash, audible glamor, dancing lights, daze, mending, ray of frost, read magic, smoke image; 1—burning hands, change self, elemental weapon, feather fall, magic aura, magic weapon; 2—fog cloud, levitate, misdirection, pass through element, scorching ray; 3—haste, ray of fatigue, suggestion, vampiric touch; 4—minor creation, scrying, shout.

6541 Merrow | Monster

Ten grouchy merrow and their 190 mermaids make their homes in submerged caves in this hex. The caves are hung with phosphorescent seaweed that provides a soft glow and makes weird, shifting shadows on the walls. The merrow have collected many treasures over the years, both from plunder and scavenging, and their mermaid wives revel in it, but their finest treasure is a giant black pearl, the touch of which can remove a person's fears (immune to fear), but also remove their capacity to love (they become evil).

Treasure: 1,700 gp, 28,900 sp, 7,000 cp, 3 fancy stones, a coat of silver scales (600 gp), *scroll of summon swarm*, *boots of striding and springing* (they look like wellies and have a noisy squeak), *scroll of lesser restoration*, and a black pearl (3,000 gp).

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

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

6549 Halflings in Peril | Monster

A gang of halfling thieves stole a small boat to escape the justice (so to speak) of Ophir. Alas, none of them were sailors of any real accomplishment and now they have cap-sized. Four of them remain (roll 1d4+1 for their thief level), and a great white shark is circling and ramming the boat.

Treasure: 900 gp and a +1 *shortbow* (but no arrows).

Large Shark, Large Animal: HD 7; AC 15; ATK 1 bite (1d8); MV Swim 60; F9 R9 W15; AL Neutral (N); XP 350; Special—Frenzy.

6602 Tomb of King Gruen | Dungeon

King Gruen once ruled over many Bragart tribes, extending his dominance with sinew and steel, and a luck that could only be divine. When he died in battle with hobgoblins, his men carried his body deep into the mountains and sealed him and themselves inside.

They dug out a tomb complex, setting many traps, and interred their king within with what treasures they could. The men then donned their armor, lifted their spears, surrounded his sarcophagus and drank poison. They remain there, a bodyguard of armored wights around the skeleton of the Old King. Many monsters have tunneled into the complex over the years, though none have breached the king's tomb. The expanded complex is also home to savage blue kobolds, a pernicious grey ooze that lurks in the lower caverns, an exiled minotaur prince and his hobgoblin amazons and a blind drow wizard named Hloralon.

6604 Shrewd Ogres | Monster

Ogres aren't known for their intellect, but a gang in this hex is different. The ogres are 16 in number. They have grey, waxy skin and topaz eyes that glimmer and gleam, especially in the presence of wealth. The ogres have long arms, fists like hams, stubby fingers and bandy legs covered in shaggy brown fur. Their pates are bald, with a fringe of brown hair around the base of their heads and extending like mains to the small of their backs. The hair is greasy and unkempt.

The ogres live in a ruined keep to which they have made some improvements, rebuilding a fallen tower and erecting crude roofs to replace the one that collapsed in the great hall. Eight enslaved Bragarts serve them, performing hard labor and sometimes entertainment in their fighting pit.

The leader of the ogres is a large ogress who prefers to be called Her Majesty. She is a shrewd trader and knows the value of making deals rather than just raiding and killing.

That said, if she sense weakness, she pounces on it. She conducts a lively trade between the goblinoids of the mountains and the Bragarts, especially in the form of slaves. Her mate is a rangy bugbear with silvered fur who acts as the group's shaman.

Treasure: 2,000 gp, 28,000 sp, a suit of full plate armor sized for a dwarf.

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.

Bugbear Shaman, 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), adept level 3.

Ogre Queen, Large Giant: HD 8; AC 15; ATK 1 greatclub (2d8); MV 30; F8 R11 W11; AL Chaotic (CE); XP 400; Special—*Potion of mage armor*.



6608 Marlinius' Quivering Tower | Stronghold

Marlinius is an astro-mage, a magic-user that specializes in the magic of the stars and light. He is a strange man, who lives in an even stranger abode, the Quivering Tower. Marlinius is tall and gaunt, with wild raven hair and gentle amber eyes. He usually has a long, clay pipe in his mouth, in which he smokes pixie dust. He coughs and wheezes, but the smoke permits him to turn ethereal for 10 minutes each day, and to levitate at will.

Marlinius' tower is quite tall, and is narrower at the top than the bottom. It is composed of a strange, spongy beige stone that is not unlike flesh, and quivers slightly at the touch. The arrow slits and windows that decorate its exterior are seen to blink by those who pay attention, and the great door that permits entry has been known to pucker or sigh as the mood takes it.

Marlinius keeps a fine observatory at the top of the tower, with a multitude of charts, some on paper, others etched

into glass or stone, and many in in strange, alien tongues, and several telescopes, including one large enough to see the great herds of fungi that populate parts of the Moon. Below his observatory there is a fine library, kept almost entirely on wax cylinders which he plays on an old Victrola, and below that his bedroom and study. Marlinius' study holds many of his adventuring treasures, including a complete exoskeleton of one of the ruby men of Jovis' fifth moon, and a large globe of amber in which is held an ancient god-king of the giant dragonflies.

The tower is protected by seven trolls, each with a large moonstone implanted in its head that gives Marlinius complete control over them. Marlinius also has a personal guardian, a wax golem that usually assumes the form of a very attractive and buxom woman, but which can assume almost any form. The golem refers to itself as Marlinius' wife, at which the wizard scowls but never corrects it.

Many of the pieces of furniture in the tower are actually ensorcelled mimics, also implanted with moonstones, which can attack at Marlinius' command.

Marlinius, Human Magic-User: LVL 15; HP 31; AC 11; ATK 1 dagger +5 (1d4); MV 30; F10 R9 W5; AL Neutral (CN); XP 3750; S11 D13 C12 I18 W13 Ch9; Special—Spells per day (4/5/5/4/4/4/3/2/1).

Spellbook: 0—*black rainbow**, *dancing lights*, *detect magic*, *detect poison*, *guidance*, *light*, *message*, *open/close*; 1—*burning hands*, *chill touch*, *color spray*, *energy missile*, *erase*, *ill omen*, *summon monster I*; 2—*augury*, *darkness*, *darkvision*, *levitate*, *shielding star**, *wizard's light**; 3—*blacklight*, *daylight*, *deeper darkness*, *fly*, *searing light*, *sundog**; 4—*divination*, *eyes of darkness**, *greater shielding star**, *illusory wall*, *rainbow pattern*; 5—*animal growth*, *contact other plane*, *fabricate*, *foretelling*; 6—*analyze dweomer*, *circle of death*, *night bolt**, *sunbeam*; 7—*prismatic spray*, *reverse gravity*, *scintillating pattern*; 8—*prismatic wall*, *sunburst*.

Black Rainbow

Level: Magic-User 0 (divination)

Range: Touch

Duration: 10 minutes per level

Casting this spell allows the recipient to see in full color when using darkvision, with exactly the same degree of detail as if you were using normal sight in full daylight.

Eyes of Darkness

Level: Magic-User 4 (transmutation)

Range: 20 ft.

Duration: 10 minutes

Eyes of darkness causes the caster's eyes to become deep sinks of shadow. Opponents within range of the spell must attempt a saving throw each round at the beginning of their turn in initiative order. Those that succeed are unaffected. Those that fail lose 20 feet off of their normal visual range and have a 20% miss chance against any

target they attempt to attack. This effect lasts for 1 hour per level of the caster. The effect is cumulative, so if the target fails two saving throws, his miss chance increases to 40% and so on. When the character's miss chance becomes 100%, he is considered blind for the duration of the spell.

While under the effect of *eyes of darkness*, the character may focus the darkness in his eyes on a single target within range. This target may make a Will save. If he fails, he is immediately blinded for 1 hour per level of the caster.

Casting the spell requires an eye carved out of star sapphire. This costs a minimum of 700 gp.

Night Bolt

Level: Magic-User 7 (evocation)

Range: 100 ft.

Duration: Instantaneous

This spell causes a flood of pure, starless night to erupt from the caster's hand. Writhing and crackling like obsidian lightning, it pours over those unfortunate enough to be caught in its path, ripping the flesh from their bones and robbing them of their senses. The night bolt deals 1d6 points of damage per caster level, with a Reflex save allowed for half damage.

In addition to the damage effect, all within the bolt's path must attempt a Fortitude save or be both blinded and deafened for 2d4 rounds. Those who were successful with their Reflex save gain a +2 circumstance bonus to their save to resist the loss of their senses, as they are able to shield themselves from the worst of the night bolt's energy.

A night bolt is most effective when cast in at night or in areas of heavy shadow, such as in a narrow alleyway or the twisting tunnels of the under earth. When cast in such circumstances, the night bolt imposes a -1 penalty to all saves. Conversely, when cast during the daylight or in areas well saturated with light, those in its path benefit from a +1 bonus to their saves to resist its effects.

Revealing Light

Level: Magic-User 1 (evocation)

Range: 500'

Duration: 1 minute

When cast, a light shines over all creatures in a 10-foot-radius area, illuminating them. This light grants a +1 bonus to all ranged attacks against these creatures for the duration of the spell. Creatures within the affected area may leave the area of effect at any time, since the affected area cannot move.

Shielding Star

Level: Magic-User 2 (abjuration)

Range: Personal

Duration: 1 minute

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

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

Shielding Star, Greater

Level: Magic-User 4 (abjuration)

Range: Personal

Duration: 1 minute

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

Sundog

Level: Magic-User 2 (evocation)

Range: See below

Duration: 1 minute

This spell creates up to four lights that are miniature suns. They can move up to 100 feet a round. The sundogs shed light as bright as full daylight in a 60-foot radius. Creatures who suffer penalties in bright light suffer them while exposed to this magical light. Sundogs brought into an area of magical darkness (or vice versa) are temporarily negated, so that the otherwise prevailing light conditions exist in the overlapping areas of effect.

Sundogs counter or dispel any darkness spell of equal or lower level, such as *darkness*.

Wizard's Light

Level: Magic-User 2 (divination)

As *light* except that only the caster can see objects illuminated by this light source. All other creatures perceive the area per the normal lighting conditions. A creature using true seeing can also see by the light of the wizard's light. The focus is a lens ground from black volcanic glass worth at least 25 gp.

6706 Giant Veggies | Monster

A broad valley, swathed in mists, supports a population of 1,200 rabbit men. The rabbit men tend a garden of giant vegetables and live in comfortable burrows. When trouble rears its ugly head, in the form of chimeras or hobgoblins or humans, the rabbits grab their shootin' irons and defend their land like soldiers. The rabbit men are allied with the dwarves in [6710], and trade with them for metal goods.

Rabbit Man, Small Humanoid: HD 0; AC 13 (leather, buckler); ATK 1 short sword (1d6) or musket (1d10+1); MV 20 (leap 40); F16 R14 W16; AL Lawful (LG); XP 25; Special—None.

6710 Dwarf Village | Settlement

A clan of 250 dwarves tends terraced gardens on a hill in this hex that overlooks the river. Inside the hill, they have

constructed a nice little stronghold and deep iron mines. The dwarves supply most of the iron needs of the Bragarts, and have made a fortune doing it. The dwarves live under the rule of Lord Dorfus, a scraggly old dwarf prospector who made good when he tricked a dragon out of his horde in this very hex. The dwarves are allied with the rabbit men [6706], and put up a spirited defense with crossbows and billhooks when Bragarts show up to raid rather than trade.

Treasure: 2,570 gp, 2,500 sp, 18,000 cp, 5 fancy stones and 2 jewels.

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

Lord Dorfus, Dwarf Fighter/Thief: LVL 8; HP 32; AC 15 (leather, buckler); ATK 2 short sword +8 (1d6+1) or short bow +9 (1d6); MV 20; F9 R7 W13; AL Neutral (N); XP 800; S13 D16 C10 I10 W7 Ch10; Special—Dominate 0 HD foes, backstab x3.

6713 Door in the Oak | Monster

A large oak tree in this hex has seemingly grown around a small door. The door is constructed of polished oak with an antique bronze door knocker shaped like a satyr's face grasping the knocker in his mouth.

The oak tree is 1,500 years old and more than 70 feet tall, and has been the residence of the dryad Cadwynn, still as lovely as the day she was born, for these many years. Her house is a sort of hostel for traveling fey, elf knights and maidens, dwarves of the finer sort (there aren't many), satyrs who promise to behave themselves (but not too much), and non-fey who have an appreciation for pinochle and oolong tea.

The interior of the tree is a wonderland of wooden rooms, whorled and ornamented with solidified sap, with twisting tunnels and a green light that rises and sets with the sun, replaced by giant fireflies at night.

6716 Village of Clocks | Monster

Not all automatons are human in shape. A village of 100 mechanical mermaids lives here. They have glowing eyes to illuminate the depths and gilded skins that make them prey for greedy sea dwarves and other ne'er-do-wells. The mecha-mermaids have rehabilitated an old treasure ship of Guelph and have upgraded the cannons to launch powerful sonic waves that cut through the water and cause not only damage (6d6 to a range of 300'), but also ear bleeding and deafness.

The leader of the mecha-mermaids is called Ula-7. She is a scientist, and very wise, though emotionally childlike. She is fascinated by the surface world. She has constructed

three clockwork giant crabs as guardian animals. They are kept on patrol around the hex, looking for interesting objects to bring back to their creator.

Clockwork Crab, Medium Construct: HD 3; AC 18; ATK 2 pincers (1d6 + constrict); MV 20 (Swim 10); F12 R12 W17; AL Neutral (N); XP 150; Special—None.

Mecha-Mermaid, Medium Construct: HD 1+1; AC 15; ATK 2 fists (1d2+2); MV 5 (Swim 50); F15 R15 W15; AL Neutral (N); XP 100; Special—Immune to disease and poison, resistance to electricity.

Ula-7, Mecha-Mermaid Scientist: LVL 7; HP 16; AC 16; ATK 1 dagger +2 (1d4) or fists (1d2); MV 5 (Swim 50); F13 R12 W9; AL Neutral (CN); XP 700; S11 D13 C9 I15 W14 Ch6; Special—Legend lore, brew formula, discover invention.

6725 Mermaid Fight | Monster

Two mermaids – not the mechanical kind – are fighting over a silver comb (35 gp) in this hex. Many sea creatures have gathered to watch the action.

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

6746 Clockwork Seductress | Wonder

A clockwork belly dancer, about 4' tall, has washed up on shore. It is still attached to a length of deck, and thus must have been aboard a pleasure ark. The clockworks need repair, but if repaired will work fine and make the statue worth about 400 gp. If, at one point in its dance, the pointer finger is twisted, the belly dancer produces a rolled up treasure map from its wrist.

6814 Ulgard | Settlement

Ulgard is a fishing village of loutish Bragarts who live in stone cottages on a hill overlooking the sea. The hill is surrounded by a dense woodland. A small trail trapped with a pit leads from the beach to the village. The boats are left on the beach under a guard of six warriors. The Ulgardians are fine smiths. The village houses 100 people.

Treasure: 100 gp, 2,100 sp, 6,000 cp.

6827 Red Hand of Enormous Size | Monster

A bloodstone hand of tremendous size, perhaps four feet long and worth 50,000 gp, rests on the sea bottom here. A dozen giant sea scorpions crawl over the hand, which once belonged to a primordial giant composed entirely of gemstone material. His hand was severed in battle with the Kabir a million years ago, and has rested here, atop an igneous plateau ever since. Any creature touching the hand must pass a Will save (-5 penalty) or be turned into an earth elemental of reddish cast in service to that ancient giant. He

must seek him out in his prison deep within the Bleeding Mountains and free him to be freed himself from his new form.

Giant Scorpion, Large Vermin: HD 5; AC 16; ATK 2 claws (1d6 + constrict), sting (1d6 + Poison III); MV 50; F10 R13 W13; AL Neutral (N); XP 500; Special—None.

6834 Renegade Squid | Monster

A squad of squid-men is tracking down a renegade who wants to warn the humans of the impending invasion by his people. He is hiding in a coral reef, waiting for their patrol craft to sweep the area and leave.

Squid Man, Medium Monstrous Humanoid: HD 5; AC 18 (air suit); ATK 4 tentacles (1d4) or 2 slams (2d4); MV 20 (Swim 60); F13 R11 W11; AL Neutral (N); XP 500; Special—Resistance to cold, immune to confusion, feat and insanity, *true seeing* (always active).

6850 Werewolves | Monster

A trio of werewolves is sharpening their long blades in the entrance to a cave where they hide out. They are muttering and casting dark looks at one another, for they've captured a fine treasure and interred it in their cave, and each now suspects the others are going to steal it.

Treasure: 600 gp kept in the preserved head of a stone giant that has been heavily tattooed with mystic nonsense, and *oil of magic stone*.

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.

6904 Org Marauders | Monster

A gang of orgs are marching through this hex, either on their way to fight in the Guelph-hobgoblin wars, or on their way back from the wars, depending on what time of year the encounter takes place.

If the encounter takes place during spring or summer, there are 60 org warriors in chainmail, with pole arms or battle-axes, their blood red banner emblazoned with a white cockatrice, their captain Skarz in platemail and mounted on a snow-white giant spider. Their spirits are high and they're spoiling for plunder.

If the encounter takes place during the fall or winter, there are 30 org warriors in good health and another 15 that are bruised and battered (treat them as crippled). They are armed as above, but their equipment is in sorry shape, slightly rusty and caked with gore and mud. Their leader is without his mount, and is in a foul temper. These orgs are less likely to attack unless provoked.

The orgs are heading for a cave mouth in this hex where they make their permanent camp. Their 45 org wives are waiting for them – they’ve been tending the 50 slaves with all the tenderness one would expect from orgs – and 50 brutish kids are dreading the return of their fathers.

Treasure (with troops): 110 gp, 350 sp.

Treasure (in lair): 900 gp, 3,150 sp, carved ivory drinking horn with black pearl (4,000 gp), rabbit furs (30 gp).

Org, Medium Humanoid: HD 2+1; AC 17 (chainmail); ATK 1 weapon (1d8); MV 30; F12 R15 W15; AL Chaotic (CE); XP 100.

Org Chief, Medium Humanoid: HD 5+1; AC 17 (chainmail); ATK 1 weapon (1d8+1); MV 30; F11 R13 W13; AL Chaotic (CE); XP 250; Gear—*potion of spider climb*.

Giant Spider Mount, Large Vermin: HD 4; AC 14; ATK 1 bite (1d8 + poison II); MV 40 (Climb 30); F10 R14 W17; AL Neutral (N); XP 200; Special—Spin webs.

6913 Prophetic Pool | Wonder

This wild landscape is rife with a large herd wild sheep and a pack of wolves that lives on them. A magic pool exists in this hex on an upland surrounded by twisted pines.

The pool mimics the people that approach it, rearing up and taking their shape, while communicating with them in a voice reminiscent of the sounds of the glass armonica. The pool can answer questions with confusing riddles, and, for the price of a pretty jewel, detaches a piece of itself as a gift. This bit of water, about 4” tall, appears as a miniature version of the person to whom it was given. It is content to dwell in a handy vial or flask, and when released, will follow simple commands as long as it is treated well and not overly endangered by its new master.

Water Mate, Tiny Construct: HD 1; AC 14; ATK none; MV 20 (Swim 50); F18 R15 W16; AL Neutral (N); XP 200; Special—If killed, master loses 2d10 hp, turn into mobile puddle.

6941 Fabulous Ruins | Monster

A sunken palace, blasted almost to rubble, but with a few surviving halls and one tower topped by a minaret, sits on the seafloor here. The silt has buried much of it and there are few treasures to be found, although some might still hide in the catacombs beneath. The palace is guarded by two dozen surly crabmen with yellowish pincers.

Crabman, Medium Monstrous Humanoid: HD 2; AC 15; ATK 2 pincers (1d4); MV 20 (Swim 20); F15 R12 W12; AL Neutral (N); XP 100; Special—None.

6949 Garren | Settlement

Garren is a village in a sweltering valley that plays host to hundreds of thorny acacia trees. The people gather an inferior sort of gum Arabic from the trees, tend goats and hunt and gather in the surrounding hills. The village houses 100 people and is composed of adobe houses covered with acacia thorns. The village’s adobe walls are likewise covered, and are guarded by Old Obel and his five sons. Obel wears an ancient shirt of mail and carries a scimitar and jezail (musket), while his sons have leather armor and spears. The town’s leader, the merchant Skavo, wears a copper ring inset with malachite (400 gp). The villagers believe that spirits dwell within the acacia trees, and worship them in raucous rites in the dusk, burning fragrant herbs, drinking mead and dancing into the night.

Treasure: 100 gp, 100 sp

7002 Frozen Forest | Wonder

A woodland here has been turned into stone, forming a giant maze that must be solved to pass through this hex. The maze has, naturally, attracted numerous minotaurs and other such monsters of chaos, but its true masters are the fleshless spirits that enter a person’s psyche as a soft and pleasant humming, but then prey on their fears, twisting them like the maze is twisted (lose 1 Wis per hour).

7011 Swordswoman | Stronghold

Black Odelia, a swordswoman of Antigoon, has settled here, having bested a dozen Bragart warriors in hand-to-hand combat, carried away the son of a minor chieftain for her mate, and drank a rampaging band of ogres under the table (by poisoning their wine). She is constructing a concentric castle, and is about half-way done – her stronghold is currently just a temporary motte-and-bailey structure. A small village of craftsmen and laborers (800 in number) has gathered around her castle and within the half-completed walls, and her 70 men-at-arms patrol those walls and the surrounding hex for trouble.

Black Odelia personally commands eight dragoons of the highest quality, taking them deep into the surrounding hexes in search of treasure and danger, and leaving her twin sister, the sorceress Martia, in her stead. Martia is not to be trusted, though, and her tower has already witnessed black rites that would shock her sister. She just needs a band of patsies to seize control of the castle in her sister’s name – but where could she find them?

Treasure: 4,510 gp, 2,500 sp, 4,000 cp, 5 fancy stones, 4 gemstones.

Martia, Human Sorcerer: LVL 6; HP 10; AC 10; ATK 1 dagger +1 (1d4-1); MV 30; F13 R13 W10; AL Chaotic (NE); XP 600; S7 D9 C10 I8 W12 Ch13; Special—Spells per day (6/7/5/3); Spells Known—0—dancing lights, detect poison, disrupt undead, light, mage hand, message, wizard mark; 1—mage armor, magic aura, protection from good, reduce person; 2—flaming sphere, spectral hand; 3—fly; Gear—*wand of enlarge person* (6 charges).

Black Odelia, Human Fighter: LVL 11; HP 48; AC 20 (platemail, +1 shield); ATK 3 longsword +12 (1d8+2) or silver dagger +12 (1d4+2); MV 30; F7 R12 W12; AL Neutral (N); XP 1,100; S16 D8 C14 I9 W7 Ch12; Special—Dominate o HD foes; Gear—*potion of charisma*.

7022 Besieged City | City-State

The city of Zelka, with its walls that gleam like pearl and its towers of smoky sea glass, is a religious center of the locathah. The city is home to 12,500 locathah and other sea folk. It has wide streets paved with quartz and numerous statues of deities that resemble jellyfish, and represent to the locathah a combination of the fates and muses.

The city is governed by the High Matriarch Obloph'too, who oversees a large priesthood and a small army of zealots who range through the seas carrying the holy word and protecting pilgrims.

The city is now under siege by a great sea dragon, red as Hell and seething with anger. An errant rogue of a locathah stole eggs from its nest and is hiding in the city. The dragon wants the eggs back, and will stop at nothing.

Locathah, Medium Humanoid: HD 2; AC 14; ATK 1 weapon (1d8); MV 10 (Swim 60); F12 R15 W15; AL Neutral (N); XP 100.

Obloph'too, Locathah Cleric: LVL 8; HP 20; AC 15 (gown of electric rings); ATK 1 trident (1d6+1); MV 10 (Swim 60); F9 R12 W9; AL Neutral (LN); XP 800.

Red Sea Dragon, Medium Dragon: HD 10; AC 18; ATK 2 claws (1d6) and bite (1d8); MV 40 (Swim 150); F8 R8 W7; AL Chaotic (CE); XP 2500; Special—Cone of steam (30'), cause fear, sense hidden and invisible creatures, speech, resistance to fire.

7028 Antiquarian | Monster

"The Smiling Nereid" is an actual nereid, real name Yara, who collects men and antiquities in a sea cave, trading them for secrets about the gods, demons and titans. She collects them as a ransom for her two sisters, who fell in with a bad crowd and are now held by a powerful marid on a demi-plane of water.

Treasure: 100 gp, all manner of antiques worth about 300 gp total, and a +2 *greatsword*.

Yara, Medium Fey: HD 6; AC 17; ATK 1 dagger (1d4); MV 30 (Swim 60); F12 R10 W9; AL Neutral (CN); XP 600; Special—

Dimension door 1/day, gaze attack (stun), cast spells as 7th level druid.

7102 Zaince | Settlement

A weird cult of Antigoon that worships a wine swilling deity that rides on a tortoise has set up a colony here, as they felt persecuted in Antigoon. The colony, called Zaince, now houses 1,000 people, mostly cultists, but a few other non-conformists as well and a small factory of Merchant Venturers under the leadership of Brother Manne, who is also the cult leader of the town.

The town is composed of stone houses and has stone walls and three guard towers. The walls are shoddily built, and if the place is ever attacked by hobgoblins, it will surely fall. The town has 50 soldiers, who wear mail shirts and puffy black pants, and carry spears and wine-red oval shields bearing the image of their god.

7104 Zeria's Bastion | Stronghold

Zeria is a wizened old war wizard who commands a great fortress that spans a valley in this hex, keeping monsters from the north at bay. The stronghold to the north is preceded by a veritable forest of wooden spikes on which are impaled hobgoblins, orcs, goblins and other wicked humanoids (often just their skeletons).

The fortress is really just a wall with twenty great towers, each of them guarded by animated crossbows. Along the top of the 30' wide wall are two dozen animated catapults.

Zeria also commands two battalions of living creatures, one of 30 gnome badger-riders, and the other of 20 elven longbowmen. Each is led by a princess of their people, the gnome Guinda and the elf Fionaran.

Guinda, Gnome Fighter/Illusionist: LVL 6; HP 16; AC 11; ATK 2 short sword +6 (1d6+1) or 1 light crossbow +6 (1d4+1); MV 20; F10 R12 W9; AL Lawful (NG); XP 600; S14 D13 C9 I14 W13 Ch6; Special—Dominate foes, spells per day (4/4/3/2); Spellbook—0—dancing lights, detect magic, detect poison, light, mending, prestidigitation; 1—change self, comprehend languages, hypnotism, identify, obscuring mist, protection from evil; 2—charisma, improved phantasmal force, scare, strength; 3—dispel evil, invisibility sphere.

Fionaran, Elf Fighter/Magic-User: LVL 5; HP 17; AC 10; ATK 2 longsword +7 (1d8+2) or 2 longbow +5 (1d8); MV 30; F11 R13 W12; AL Lawful (CG); XP 500; S16 D10 C9 I16 W8 Ch7; Special—Dominate foes, spells per day (4/4/3/1); Spellbook—0—acid splash, disrupt undead, flare, mending, resistance, wizard mark; 1—energy missile, erase, floating disk, reduce person, shocking grasp; 2—locate object, spider climb, web; 3—keen edge, magic circle against evil; Gear—*potion of healing*.

Zeria, Human Warlock: LVL 12; HP 50; AC 12 (leather); ATK 1 +1 longsword +5 (1d8+1); MV 30; F11 R11 W6; AL Lawful (LG); XP

1,200; S10 D9 C9 I8 W15 Ch16; Special—Spells per day (5/6/6/5/5/4/2); Spells Known—0—acid splash, dancing lights, detect magic, disrupt undead, mending, open/close, resistance, smoke image; 1—elemental weapon, identify, jump, shield; 2—change self, improved phantasmal force, mind thrust, strength; 3—fireball, invisibility, stinking cloud; 4—polymorph other, wall of fire; 5—summon monster V; Gear—*potion of extra healing*.

7108 Tinkers | Monster

A wagon crafted from junk and cast-offs is rolling precariously through this hex, drawn by a mechanical ox. The cart is home to a trio of scrap gnolls. They find work among the humanoids and Bragarts as tinkers, and engage in a little siege engineering along the way.

Treasure: 4,000 cp.

Scrap Gnoll, Medium Humanoid: HD 2; AC 14 (leather and shield); ATK 1 weapon (1d10); MV 30; F12 R15 W14; AL Chaotic (CE); XP 100; Special—May possess explosives or firearms.

7145 Lizardmen | Monster

A tribe of 125 lizardmen tends an orchard of pomegranate trees on terraces overlooking the sea in this hex. The lizardmen live in comfy burrows dug into the top of their hill and do their best to stay out of sight. They sun themselves on rocks down by the seashore and spear fish when they're not tending their trees.

Down on the seashore, there is an old stone quay. The quay is made of white marble and was once part of a summer palace of the Purple Kings. The lizardmen use it as a sun temple, court of law and meeting place.

Treasure: 1,820 gp, 2,000 sp, 8,000 cp, 3 gems and a *potion of invisibility*.

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



7148 Princess Salenna | Stronghold

A large castle dominates a green, lush valley here watered by multiple springs. The castle is the domain of Princess Salenna, the rebellious older sister of Prince Zargo of Ophir. Cast out by her father, she has nursed a terrible hatred for her brother and has invested many gold pieces in schemes to harass, annoy and destroy him and his children.

Salenna has no children of her own, but does have loyal subjects (she is a more just ruler than her brother) and warriors under her command (20 light cavalry, 32 archers), as well as a band of zealous berserker priests dedicated to the savage, bloodthirsty lion goddess Sekhmet and commanded by a cleric named Nebesi.

The princess is stately, with an aquiline nose, deep bronze skin and black hair kept in braids. Her eyes are vivid green and her lips are thin, and often part to show her pearly teeth. It is said her smile is like the roar of a dragonne.

Salenna's rules over 486 people, mostly goat herders.

Treasure: 1,655 gp, 1,450 sp, 5,500 cp, 2 fancy stones.

Nebesi, Human Cleric: LVL 6; HP 17; AC 17 (highly ornamented breastplate, shield); ATK 1 warhammer +3 (1d4+1); MV 30; F10 R13 W8; AL Lawful (CG); XP 600; S11 D11 C10 I6 W16 Ch12; Special—Turn undead, spells per day (5/4/4/2).

Princess Salenna, Human Fighter: LVL 10; HP 57; AC 19 (banded mail, shield); ATK 3 scimitar +10 (1d8+1); MV 30; F9 R11 W13; AL Neutral (N); XP 1,000; S15 D13 C15 I10 W6 Ch13; Special—Dominate foes; Gear—*Robe of scintillating colors*.

7206 Exiles | Monster

A group of 12 blue drakkar (dragon men) exiles is traveling through this hex, led by their chieftain Sceadwain. The group is looking for work as mercenaries or a ruin to call their own. They all wear a distinctive tartan and carry bastard swords, shields and wear studded leather armor. The group carries scant treasure and the hunting has been bad. They will work cheap (1 sp per day per drakkar, 1 gp per day for the chief), until they find a way to steal some treasure or steadier work than dungeon crawling.

Treasure: 25 gp, 350 sp.

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

Sceadwain, Medium Humanoid: HD 5+1; AC 18 (scale mail and shield); ATK 1 bite (1d4 + 1d4 electricity) or weapon (1d8); MV 40; F11 R13 W13; AL Chaotic (LE); XP 100; Special—Resistance to electricity.

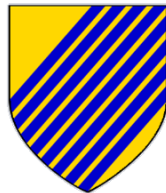
7210 Yozig | Settlement

The village of Yozig has a population of 300 Bragarts, mostly whalers, with a few fishermen, scavengers and pirates among them. An ancient standing stone of the elves stands out in the bay. Starfish cling to it and form a powerful psionic hive mind which they use to control the villagers. This control takes the form of a weird cult among the vil-

lagers that sacrifices people at low tide, the essences of the victims being supped upon by the starfish, which grow larger and more powerful, extending their control.

7242 Sinking Ship | Monster

The pirate ship *Blaze of Glory* is sinking in this hex, having received a broadside from the fortress of Lady Valdersa [7244]. The ship is already half underwater, and about 20 of the crew, without the captain but with the first mate, are in the ship's launches, watching it go down.



7244 Lady Valdersa | Stronghold

Lady Valdersa controls a small seaside fort in this hex, training her heavy guns on the sea traffic passing along the coast. She sends a small galley (the *Gallivant*) out to collect a toll (5% of the cargo), putting a few shots across the bow to make sure people know they need to weigh anchor and pay up. The castle is garrisoned by 21 men-at-arms (10 heavy crossbowmen, 11 marines).

Treasure: 240 gp, 300 sp, 2 fancy stones, 2 gems.

Lady Valdersa, Human Fighter: LVL 10; HP 47; AC 19 (splint mail, buckler); ATK 3 bastard sword +10 (1d8+1) or 1 +1 *light crossbow* +12 (1d4+1); MV 30; F8 R10 W12; AL Neutral (N); XP 1,000; S13 D16 C12 I8 W9 Ch9; Special—Dominate foes.

7301 Forest of Spears | Wonder

A high, grey valley in this hex is littered with tens of thousands of spears. The spears are driven into the ground and form a weird woodland. The valley is rife with vipers (grey-scaled, with red markings on their heads). One among all the spears is a +3 *spear* possessed by its former owner's spirit, a chaotic evil orc warlord called Grunnak.

7309 Spidery Guards | Monster

A pass in this hex is guarded by giant spiders in the employ of the hobgoblins. The spiders only permit evil humanoids to pass. Others are attacked, drained of their vital juices, and hung up as a warning to others.

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.

7334 An Ill Wind | Monster

A gang of seven air mephits is plaguing a Bragart longship on its way to trade and raid the Wyvern Coast. The pesky devils are sending the ship in circles.

Air 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 dust (10'/1d4 and blinded), blur 1/day, gust of wind 1/day, summon mephit 1/day, regenerate.

7342 War Galleys of Ophir | Monster

A fleet of eight war galleys of Ophir are cruising through this hex as a show of strength to discourage pirates who do not work for the prince. The fleet is under the command of Admiral Galta, a bronze-skinned beauty with a penchant for torture. Her ship is the cruelest in Ophir's fleet. Another vessel is commanded by Captain Dasune, a magician of some note and a paramour of Prince Zargo's niece. Neither Galta nor Dasune are particularly good sailors or tacticians, though the lesser captains of the fleet, most of them experienced corsairs, are of a high quality.

The sailors of the fleet are armed with javelins and short, stabbing spears, and wear no armor.

Captain Darsune, Human Magic-User: LVL 8; HP 20; AC 8; ATK 1 club +2 (1d4-1); MV 30; F12 R14 W8; AL Neutral (N); XP 800; S6 D4 C11 I14 W13 Ch12; Special—Spells per day (4/5/3/2/2); Spellbook—o-audible glamor, flare, mage hand, mending, ray of frost, read magic; 1—endure elements, grease, ill omen, magic missile, protection from good, sleep; 2—detect thoughts, false life, gust of wind, levitate, web; 3—blacklight, gaseous form, phantom steed, sleet storm; 4—crushing despair, detect scrying, fear.

Admiral Galta, Human Aristocrat: LVL 10; HP 42; AC 12 (leather, buckler); ATK 1 morningstar +4 (2d4); MV 30; F12 R8 W10; AL Chaotic (LE); XP 1,000; S10 D12 C10 I10 W5 Ch15; Special—Legend lore, music (fascinate, suggestion), +1 reaction.

7334 Thoughtful Sphinx | Monster

An androsphinx named Akhebib is sitting on a small, rocky islet smoking a meerschaum pipe and gazing out to sea. Akhebib is a thoughtful fellow, given to long discourses on truth and beauty and he has an amazing store of naughty limericks to share. He keeps a fine cave on the Wyvern Coast [7845], in which is kept his treasure.

Treasure: 3,000 gp, a silver goblet encrusted with garnets and bearing a painting of a very plain woman inside the cup (1,000 gp), a pouch of alligator skin set with a small, golden pearl (1,500), an ermine coat (3,000 gp), a silver watch chain connected to a magic eye agate that blinks the time on the hour (2,320 gp), and a porcelain idol of Astarte with emerald chip eyes (1,400 gp).

Androsphinx, Large Magical Beast: HD 12; AC 20; ATK 2 claws (2d6 + rend); MV 50 (Fly 80); F6 R6 W8; AL Lawful (LG); XP 1200; Special—Mighty road 3/day.

7334 Red Trolls | Monster

A clan of 34 trolls with red, scaly skin dwells in a cave system in this hex with 53 females and 48 young. The trolls are uncommonly fond of human flesh, and keep up an active trade for victims, pulling copper out of the hills to sell to merchant caravans. The troll chieftain can attack twice per round with a +1 *battleaxe*.

Treasure: 5,900 gp, 400 lb of copper, 2 fancy stones, 1 jewel, an ebony nose ring (140 gp), a silk robe (2,000 gp), an *amulet of strength +1*, 5 *arcane scrolls* in a weathered leather pouch, *potion of healing*, *potion of extra healing* and a *potion of lesser restoration*.

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).

7401 Tatuorn | Settlement

Tatuorn is a small village of 100 yeomen farmers trying to settle the Rainbow Hills. They have constructed a small palisade with a single guard tower, and the village's mayor keeps a small bar in his home. The people of Tatuorn do not wish to be disturbed by outsiders, and to that end keep 10 archers ever-ready for action.

Treasure: 210 gp, 1,600 sp, *potion of dexterity*.

7405 Grufus' Rest | Dungeon

Grufus was an early venturer from Antigoon who led a failed expedition into the bay here. Surrounded by hobgoblins, his warriors held them off, but most, including Grufus, perished during the battle. A small burial mound was constructed for Grufus. He was so beloved by the moon goddess Luna that she turned his small cairn into a large tomb of glowing moonrock guarded by lunar monsters and traps of light.

7408 Earth Shrine | Wonder

A great pile of deceased earth elementals serves as a shrine to Elemental Earth in this hex. A massive block of stone (10' x 10' x 10') blocks the entrance to the shrine. Most elementals can either move it out of their way or walk through it. Inside, there is a gold pedestal encrusted with fancy stones (worth about 6,000 gp, but weighs 300 lb), and atop this a *scepter of commanding earth elementals* carved from a single piece of obsidian. The scepter strikes as a non-magical heavy mace. Surrounding the pedestal there are three layers of bars of force, each tinged with acidic ener-

gies that deal 1d6 points of acid damage when touched. The bars can be dispelled, but when they disappear, pure acid (2d6 damage, eats through anything but gold, silver and platinum) pours from the ceiling where the bars were.

7446 Abbey of Shamash | Stronghold

Othis is an old cleric of Shamash, a deity of the sun and a patron of travelers. His fortified abbey serves as both a house of religion and a roadhouse for pilgrims, merchants and other travelers (including adventurers). The abbey has stout walls, around which travelers pitch their tents. A fountain supplied by a spring within the abbey walls provides water for the travelers. The abbey has no entry gate. Visitors supply the priests within by filling baskets for them with food and drink. The priests do not speak, and take whatever they are given.

The priests do not permit entry because they are overseeing a massive golden egg, from which a celestial roc will one day be born. They keep it in their heavily fortified holy of holies and have multiple small buildings that serve as barracks, temple, kitchen and warehouses.

Othis, Human Cleric: LVL 11; HP 44; AC 16 (banded, shield); ATK 1 light mace +7 (1d4+1); MV 30; F8 R11 W7; AL Lawful (LG); XP 1,100; S9 D11 C10 I8 W17 Ch11; Special—Turn undead, spells per day (6/6/4/4/3/2/1).

7507 Feathered Patient | Monster

A griffon, injured by a giant's boulder, is being treated here by a passing druid. The druid, Jenife, is a motherly sort, and she's practically tamed the griffon for all her pampering. It has an injured wing and cannot fly. She's got it in a cave mouth being guarded by her pet mountain lion, which seems to regard it as kin.

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

Jenife, Human Druid: LVL 8; HP 32; AC 14 (padded, shield); ATK 1 club +5 (1d4) or dart +6 (1d4); MV 30; F8 R11 W8; AL Neutral (N); XP 800; S11 D13 C13 I14 W15 Ch14; Special—Spells per day (6/5/3/2/2), speak druidic, move through undergrowth, leaves no trail, +2 save vs. energy spells, shapechange.

7518 Crawling Hand | Monster

A large jug floats in the sea here. Inside the jug there is a severed hand (actually an old crawler). The hand is encased in a *gauntlet of force shields* (casts *shield* 3/day, each use lasting 1 minute).

Old Crawler, Small Aberration: HD 2; AC 15; ATK 1 rotting grip (1d8 + grapple); MV 20; F16 R13 W11; AL Neutral (N); XP 200; Special—Continuous damage.

7608 The Masked Magician | Stronghold

Ah, the Masked Magician. A powerful wizard to be sure, and perhaps one of the world's foremost experts on dimensional travel, but what a jerk! Condescending, pedantic, and so very full of himself. He is tall, with an imposing nose and wry little smile (which he knows drives women wild). He wears a silk top hat and cape (a *cloak of invisibility*), a tuxedo and a red cummerbund (actually a *belt of storm giant strength* with a illusion cast over it). And the mask! A domino mask, with deep green eyes peering through the holes and judging. Always judging.

He lives in a fine manor house, built in the art deco style. The exterior is stone, covered with plaster and painted in pastels. The grounds are well manicured by a small village of gnomes – hedges, topiaries, tulips beds – immaculate.

Treasure: 100 pp, 2,000 gp, marble bowl set with carnelians (400 gp), *potion of strength*, *potion of delay poison*.

Masked Magician, Human Magic-User: LVL 10; HP 34; AC 10; ATK 1 silver dagger +2 (1d4-1); MV 30; F12 R12 W7; AL Neutral (N); XP 1,000; S6 D9 C10 I16 W15 Ch15; Special—Spells per day (4/5/5/3/3/2); Spellbook—o—audible glamor, detect magic, message, open/close, ray of frost, read magic, resistance, touch of fatigue; 1—animate rope, change self, floating disk, fool's gold, hypnotism, mage armor, mind thrust; 2—alter self, constitution, detect invisibility, levitate, scorching ray, thought shield, web; 3—fireball, heroism, rage, summon monster III, wind wall; 4—fire shield, hallucinatory terrain, intellect fortress, wall of ice; 5—contact other plane, hold monster, psychic crush.

7647 Crystal Tomb | Dungeon

The hills in this hex look like the same reddish, sunbaked hills in the rest of the Wyvern Coast. When electricity is applied to them, they appear to be translucent and made of crystal. Weird, blue worms wriggle through the glassy soil, and fires seem to burn deep below, tended by things that look like a combination of snail and flea. At the heart of the hills there is a tomb of crystal blocks blazing in the sun or nearly invisible at night. Within the tomb lies the body of a crystalline princess called Xalka. She once dominated a crystal empire beneath the earth. Her body is almost invisible, but exudes a haunting perfume. The sepulcher is filled with a weird radiance – a shimmering wraith.

Treasure: Chalcedony (40 gp), jasper (70 gp), corundum (400 gp), ruby (1,100 gp), tourmaline (120 gp), a *divine scroll* (etched on glass), *potion of resist acid* and *wand of levitate* (7 charges).

Shimmering Wraith, Huge Aberration: HD 12; AC 21 [Silver]; ATK 1 touch (4d6 + 1 Con); MV Fly 60; F6 R8 W4; AL Neutral (CN); XP 1,200; Special—Incorporeal, immune to acid, cold, fire, poison and sonic energy, feed on constitution (drain), aura of despair (as *crushing despair*).

7729 Blood in the Water | Monster

A battle royal is underway beneath the waves in this hex, as 170 locathah (20 of them on giant eels) are fighting a force of 100 sahuagin, led by a ferocious priest-queen. The sahuagin have seven large sharks with them, and other 100 small sharks have gathered to clean up the corpses.

Locathah, Medium Humanoid: HD 2; AC 14; ATK 1 weapon (1d8); MV 10 (Swim 60); F12 R15 W15; AL Neutral (N); XP 100.

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.

7846 Blue Pool | Wonder

The hills here hold a crystal blue pool with a reflective bottom. The water is cool and refreshing. It is possessed by seven undead spirits of nixies, killed by a band of chaotic adventurers who stumbled upon the pool.

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

7849 The Watcher | Monster

A gang of 200 bandits is hiding in this canyon. They are camel-riders, armed with short bows, lances and short swords. They have been raiding Ophir's caravans, and have quite a stash of treasure. The group is led by twin sisters Umlanna and Qadea. They have posted sentinels at either end of their canyon hideout, who communicate with weird whoopings when people show up.

Treasure: 240 pp, 1,800 gp, 2,200 sp, 12,000 cp, 12 fancy stones, 3 gems, *arcane scroll*

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

Umlanna, Human Barbarian: LVL 8; HP 52; AC 12 (leather); ATK 1 +1 *bastard sword* +8 (1d8+2) or heavy crossbow +6 (1d6+1); MV 40; F7 R12 W12; AL Chaotic (CE); XP 800; S13 D11 C16 I10 W11 Ch8; Special—Rage 3/day, sixth sense.

Qadea, Human Dervish: LVL 8; HP 47; AC 17 (chainmail, shield); ATK 1 +1 *longsword* +9 (1d8+3) or light crossbow +6 (1d4+1); MV 30; F9 R9 W10; AL Chaotic (NE); XP 800; S17 D10 C11 I8 W16 Ch12; Special—Whirling frenzy, spells from assassin list (1); Gear—ring of counterspells.

8021 Chaos Shrine | Stronghold

A chaos shrine dedicated to fell Cthulhu has been constructed here. It looks like a mass of black obsidian pylons that burst from the sea. Yellow bubbles leak through the cracks of the structure, giving the water a sulfuric taste. The entrance to the shrine glows a foul yellow, and creatures moving through it must pass as though walking through a *wall of fire*, though the damage is acid damage.

Near the shrine are its keepers, a small band of 20 sahuagin warriors and their 21 mates. They are attached to the sahuagin fighting in [7729], and represent the last of their people. The queen's priestesses, four under-clerics, are in charge of the sahuagin, and they are already fighting among themselves. Two want to enter the shrine seek divine help, while the other two do not want to break the taboo.

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.

Sahuagin Under-Cleric, Sahuagin Cleric 4: HD 4; AC 16; ATK 2 talons (1d4 + rend) and bite (2d4); MV 30 (Swim 30); F11 R12 W11; AL Chaotic (CE); XP 400; Special—Light sensitivity, murderous frenzy, telepathy with sharks, rebuke undead, spells per day (5/3/2).

8045 Cave Dwellers | Settlement

A tribe of 100 cave dwellers live in small caves shut by bright white doors on the cliffs overlooking the sea. The caves are connected by ledges, crude stairs, ropes and ladders, and one cave serves as a community kitchen, pantry and dining area. The people fish from their caves and gather herbs and such in the canyons cut by silver rills that empty into the sea. The people are ruled by a den of holy assassins. The corsairs sometimes hire them, in defiance of the assassins of Ophir.

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

Assassin, Medium Humanoid: HD 3; AC 12 (leather); ATK 1 stiletto (1d4 + Poison IV); MV 40; F14 R12 W14; AL Chaotic (NE); XP 750.

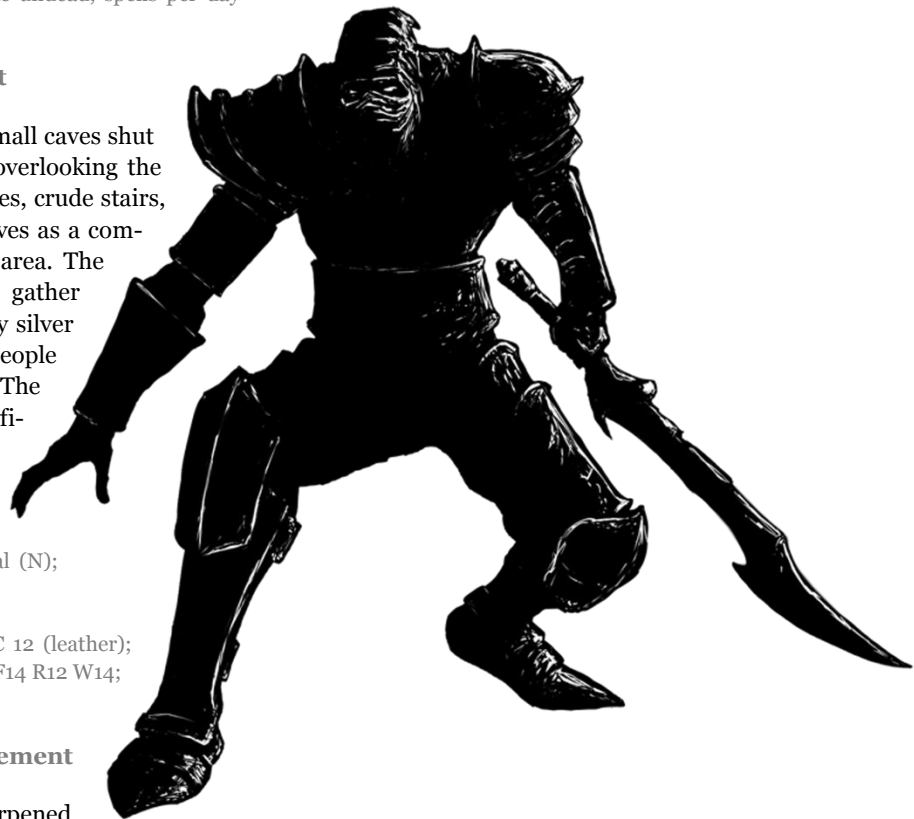
8150 Wooden Barricades | Settlement

A low stone wall, pierced with sharpened sticks and decorated with clay idols, surrounds a village of 100 people. The people dwell in adobe houses, dug halfway into the earth. A single, tall tower of white marble blocks,

and much finer than the architecture of the rest of the village, sits in the middle of the village and gives a commanding view of the landscape. It is topped with a dome, and has a single entrance – a locked door of blue-steel. No living person in the village has ever been in the tower, though some of the elders claim their fathers once entered to pray to a weird deity for protection, and then never again entered.

The inner sanctum of the temple is deathly quiet, and covered with what at first appears to be a thin layer of dust, but on closer discernment by a gnome, dwarf or magic-user, turns out to be powdered diamond. The idol of the god still stands, 12' tall with dried flowers scattered around its feet and a crude stone altar before it with a sacred silver hammer resting upon it. The idol is carved from white marble and looks like a tall, boyish man with silver curls on his head, eyes covered with gold lead and a third eye made of moonstone. It wears flowing robes and holds a hand aloft.

Treasure: 2,000 sp, 4,000 cp and a black pearl (400 gp) hidden within the tower, which pulses with demonic power.



JH

GAME VARIANT

d20 MECHA I: CLASSES

Written by Luke DeGraw
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Editor's Note: This is the first of three articles that will present ideas for using your favorite d20 game rules, fantasy or modern, to depict the adventures of giant robots and their pilots. This first part covers the classes that one might use for such a game. The second part will cover equipment, and the third the mecha themselves.

Hi there Tabletop Giant Robot Combat Simulation fans! You know who you are and what I'm talking about. Or you don't, in which case, let me explain.

I love giant robots. Especially the "gritty and industrial combat tank" variety depicted in a popular Western tabletop game, as opposed to the "fancy and ridiculously overpowered one-man army" variety depicted in Japanese entertainment (which I do not hate, I simply love a little less).

Having dealt with a few different RPG systems, I also discovered that I prefer systems that are simpler; there doesn't need to be a rule for every conceivable situation, as long as the GM and the players can agree on a satisfactory outcome or house rules.

When I set out to play an RPG version of the previously mentioned Tabletop Giant Robot Combat Simulation (referred to as TGRCS from here on), I knew that the game originally offered very little in the way of RPG elements, mostly limited to a pilot's ability to pilot and fight in a mech. What I didn't realize was that the available RPG companion to TGRCS was pretty complicated and, in a lot of people's opinions, not that good.

I figured I'd write up a conversion of a popular basic rules d20-based role playing game. If you are familiar with one of these systems, it shouldn't be hard to figure out how to adopt these rules and classes.

That being said, some explanation is warranted. For example, you might notice I use two terms for the giant robots in these rules, "mech" and "mecha". This is a personal decision of mine to hybridize both Western and Eastern termi-

nology. Specifically, the Japanese use the term "mecha" for giant robots, whether singular or plural. Western sources use a term similar to "mech", but I never liked the way "mechs" sounded. I decided to use both, using "mech" for singular and "mecha" for plural.

The classes are essentially broken up between two gaming systems: TGRCS and d20-based RPG. The two are handled separately from each other, so there aren't any rules for overlapping the two. TGRCS has rules for handling infantry combat versus mecha. TGRCS uses a descending d12 system; lower rolls are better. I've broken up the combat modifiers into "to Strike" and "to Be Hit" to help avoid confusion. If a character has a "to Strike" bonus, that affects their ability to hit a target. If a character has a "to Be Hit" bonus, that affects their chances of being hit by attacks in TGRCS. These essentially work like attack bonuses and armor class.

CLASSES

Shock Trooper

Shock troopers are trained in direct combat. They are the modern fighter, the professional soldier on the field capable of excelling in all theaters of combat. The shock trooper has the best Base to Hit progression and above average hit dice.

Hit Die: d10

Base to Hit: 1 at level 1, +1 per level thereafter

Advance as Fighter

Special Abilities

Level 1: Weapon Specialization

The shock trooper is thoroughly familiar and experienced with one weapon of his choice. This allows him to hit targets more easily and deal more damage.

Choose one specific weapon (such as a long ranged laser) to receive -1 to Strike and +10% to damage, rounding up. All weapons of the same type mounted on a mech receive this bonus.

Outside of mecha, the shock trooper receives a bonus to Hit equal to half his level, rounding down (minimum of +1), with a class weapon determined by the type of weapon chosen: Energy, ballistic, or missile.

Level 4: Alpha Strike

The shock trooper learns that a mech running at full speed with guns blazing is an intimidating sight.



An enemy force is penalized an amount equal to the Shock trooper's level to their initiative if in the previous round an opposing shock trooper moved at full speed and engaged at least one of their members with one of the following combination of weapons: At least 6 of the same type of weapon (e.g., all medium ranged lasers); at least 4 different types of weapons (e.g., long ranged laser, medium ranged laser, short ranged laser, and machine gun); at least 3 different weapon systems (e.g., 1 laser, 1 missile launcher, 1 ballistic). However, should 75% of those weapons fail to hit the target, rounding down, the alpha strike fails.

Outside of mecha, the shock trooper gains +1 to Intimidate, and an additional +1 per level thereafter.

Level 7: Tactical Master

The shock trooper becomes familiar with the weapons of his trade: Tactical weapons.

All short and medium range direct fire weapons receive -1 to Strike and +10% to damage; these include short and medium ranged lasers of all types, short and medium-range ballistic weapons of all types (including machine guns), and

short and medium ranged missile systems of all types. This bonus stacks with weapon specialization.

Outside of mecha, the shock trooper receives +10% damage with the same class of weapon determined by the weapon specialization skill: Energy, ballistic, or missile.

Level 10: Weapon Master

The shock trooper knows his specialized weapon so well by now that he can perfectly time the firing sequence, allowing him to reduce the recycle time by 25%.

The shock trooper can fire his specialized weapon three times over two rounds. This is represented by alternating rounds of firing once and firing twice. The shock trooper can only fire his specialized weapon twice in one round if he fired it once (and only once) in the previous round. Weapons that allow more than one round to be fired in a round, such as specialized ballistic weapons, are allowed the full benefit of this ability (for instance, a weapon that can fire twice per round could potentially fire four times in the next round). All effects of the weapon are applied as usual, including ammo depletion, heat generation, and potential jamming; the weapon is simply allowed to fire twice in the

same round. All weapons of the same type mounted on a mech receive this bonus.

Outside of mecha, the same effect applies.

Assault Commando

Assault commandos are trained in the use of heavy armor and weapons. Their purpose on the battlefield is to draw fire from weaker allies while dealing massive amounts of damage themselves. They have above average Base to Hit progression and the best hit dice in the game.

Hit Dice: d12

Base to Hit: +0 at level 1, +1 per level thereafter

Advance as Paladin

Special Abilities

Level 1: Heavy Armor Specialization

The assault commando's extensive use of heavy armor mecha teaches her how to position the mech to maximize armor effectiveness.

When piloting a heavy or very heavy mech (60 tons or heavier), the assault commando is +1 to Be Hit.

Outside of mecha, the assault commando is automatically proficient with heavy armor and heavy weapons and receives a bonus equal to half her level, rounding down (minimum +1) to Constitution checks and saving throws.

Level 4: Last Stand

The assault commando can use the heavy nature of her mech as the basis for a more stable firing platform.

When piloting a heavy or very heavy mech and not moving, all weapons receive -1 to Strike and +10% to damage.

Outside of mecha, the assault commando cannot be flanked in combat.

Level 7: Big Gun Defense

The assault commando becomes extremely competent with high damage and heavy weapons.

The following weapons receive +10% damage: Short range and high damage ballistic weapons, long range and high damage ballistic weapons, high damage lasers, particle beam weapons, and missile launchers that fire more than 10 missiles.

Outside of mecha, the assault commando is +1 to Hit with Heavy Weapons, and +1 to Hit every level thereafter.

Level 10: Attack Its Weak Spot for Massive Damage

The assault commando knows exactly when to exploit an opportunity to inflict maximum damage.

If the assault commando deals a critical hit on a target, the next successful attack has a 50% chance to automatically strike the same body area. The assault commando can choose to forfeit this effect.

Outside of mecha, if an assault commando deals a critical hit with any weapon the target must make a Constitution save or become unconscious for 1d6+1 rounds. If using Crit Cards, the player can choose to substitute this effect for that on the card.

Mechanic

Mechanics are the backbone of any mechanized fighting force. They are trained in the maintenance, repair, modification, and even creation of the machines of war. They have average hit progression and above average hit dice.

Hit Dice: d8

Base to Hit: +0 at Level 1, +1 every even level thereafter

Advance as Cleric

Special Abilities

Mechanics are broken up into two subtypes: Grease-monkeys and Engineers. The difference between the two is based in their style of training. Players choose one subtype when creating the character. The subtype cannot be changed thereafter.

Grease-monkeys learned their trade by working on engines and machines in garages, typically starting in their childhood and working their way up steadily until they found themselves modifying minor mecha for fun and profit. They excel at maintenance and repair, and can freely choose their areas of specialty, but overall have less options than engineers.

Maintenance: Grease-monkeys continuously maintain their own mech, requiring no extra time spent.

Mecha Repair: -20% time and money

At Levels 1 and 3, the grease-monkey selects two basic optimization skills. At Levels 2 and 4, the grease-monkey may

choose to replace one optimization skill with another basic optimization skill.

At Levels 6 and 9, the grease-monkey selects one basic or advanced optimization skill. At levels 7 and 10, the grease-monkey may choose to replace one optimization skill with another basic or advanced optimization skill.

(In summary, the maximum number of skills a grease-monkey could learn is 6. A maximum number of 4 advanced skills could be learned if advanced skills were selected at Levels 6 and 9, and basic skills were replaced with advanced skills at Levels 7 and 10.)

Engineers are formally educated in the workings of machines. They typically have attended a university or trade school to obtain their knowledge and focus on the underlying principles and theory of mechanical science. They excel at modification and creation, but follow a strict path of learning for areas of specialty.

Mecha Modification: -10% time and money

Mecha Creation: The art of creating new mecha is lost to many. Using new or salvaged parts, an engineer can attempt to create a whole new mech. The process is so prohibitively time consuming and expensive that many do not even bother. However, building one's own mech has the benefits of tailoring it to one's exact needs. The time, money, and material required can be reduced significantly by having access to specifically designed mecha support structures. Ideally, a specially designed mecha construction facility should be used.

(It should be noted that while both grease-monkeys and engineers can perform maintenance, repairs, and modifications on mecha, only engineers can create new ones)

Engineers learn these skills at the level indicated:

Level 1: Gyroscope Optimization (Basic)

Level 2: Short Range Missile Optimization (Basic)

Level 3: Artificial Musculature Optimization (Advanced)

Level 4: Armor Optimization (Basic)

Level 5: Ballistics Optimization (Basic)

Level 6: Targeting System Optimization (Advanced)

Level 7: Long Range Missile Optimization (Advanced)

Level 8: Jump Jet Optimization (Basic)

Level 9: Energy Optimization (Advanced)

Level 10: Heat Sink Optimization (Advanced)

Optimizations

Gyroscope: -1 to Strike, +1 to Be Hit, +1 Movement

Targeting System: -2 to Strike

Energy System: Energy Weapons Damage +10% and Range +1; Movement +1, Heat +1 per round

Armor: Total Armor Points +10% OR Energy Damage vs Player -20% OR Ballistic/Missile Damage vs Player -20%

Artificial Musculature: Movement +1, Melee Damage +10%, Weight Capacity +5 tons

Ballistics: Ballistic Weapons -1 to Strike, Ammo +10%, jammed ballistic weapons unjam in 1d6 rounds, +2 to avoid Ballistic Ammo Explosions

Long Range Missiles: Range +1, Minimum Range -1, Random Missile Damage +1 level, +2 to avoid long range missile Ammo Explosions

Short Range Missiles: Damage +3 per volley, +2 to avoid short range missile Ammo Explosions

Heat Sink: For every 5 heat dissipated per round, dissipate 1 extra heat that round

Jump Jet: Jump Movement +2, Heat -1, minimum heat generation canceled

Out of mecha, all mechanics gain the following skills:

Level 1: Mechanical Mind

Extensive work with machines makes the mechanic generally familiar with their workings, even when working with specifically unfamiliar machines.

The mechanic receives a bonus equal to half his/her level, rounding down (minimum of +1), to any check or save involving machines.

Level 4: Scraped Knuckles

Working on machines is often a physically-demanding task. mechanics have built up their strength and a tolerance to pain while maintaining their focus.

The mechanic receives -1 damage from all sources and +1 Strength, and an additional -1 damage and +1 Strength every even level thereafter.

Level 7: Like a Well Oiled Machine

Mechanics tend to be meticulous about equipment maintenance; this inherently transfers to their own firearms and increases their effectiveness.

Any weapon in the possession of a mechanic for more than one day will automatically deal maximum damage on a critical hit.

Level 10: Deus Ex Machina

Like the great mechanic and engineer heroes of galaxies far away or where no one has gone before, the mechanic can pull off miracles of engineering magic that should not have been possible, especially considering the short amount of time given.

When under the gun (perhaps literally) and attempting to repair, boost, or otherwise affect the performance or operation of a machine, the mechanic may roll a skill check. If successful, the mechanic can then roll d% to receive one of the results from the following table. The Mechanic cannot roll more than once per machine, unless specifically stated.

d%	RESULT
99-90	Failure; the machine is unintentionally jammed stuck in its current condition. Extensive repairs are needed to remedy the problem.
89-60	No effect; reroll next round
59-40	Success; machine will be modified successfully after 1d6 minutes of work.
39-20	Great success; machine will be modified successfully after 1d6 rounds of work.
19-10	Amazing success; machine will be modified successfully after 1 round of work.
09-05	Unbelievable success; machine is modified successfully after 1 round and at 100% greater effect.
04-01	Preternatural success; machine is modified immediately and at 300% greater effect.
00	A Miracle of the Cosmos; machine is modified immediately and at 1000% greater effect.

A note to Game Masters: Take into considerations the consequence of modifying any machine beyond its normal capabilities. A machine may be able to operate at 1000% effect for an extremely limited amount of time before potentially deadly failures occur. Use your best judgement in relation to the power and size of the machines being affected as to how this might affect the players should something suddenly go wrong.

Sniper

The modern sniper piloting a mech is not restricted to one weapon system like snipers of the past. In this way, the tra-

ditional role of fire support has merged with sniping to create an all-encompassing long-range tactical firing platform. The new sniper's primary role remains the same as the sniper and fire support of the past: engage targets from a long distance, preferably from a location unseen or beyond line-of-sight. The sniper has average hit dice and Hit progression.

Hit Dice: d6

Base to Hit: +0 at level 1, +1 every even level thereafter

Advance as Assassin

Special Abilities

Level 1: Blend Into the Shadows

Snipers know how to position their mech behind cover to reduce visibility while maintaining viable firing positions.

If terrain increases the sniper's to Be Hit modifier, the sniper gains an additional +2 to Be Hit.

Outside of mecha, the sniper receives a bonus equal to half her level, rounding down (min. of +1), to stealth checks.

Level 4: Long Range Specialization

While a sniper is trained in the use of all long-range weapons, the differences between missile and direct fire systems vary enough that extra training and practice in one area can further increase the sniper's ability to use those systems.

Snipers may choose one of the following skills. This skill cannot be changed thereafter.

Artillery Fire: Snipers gain an enhanced ability to fire long range missiles on targets that are not in line-of-sight. If a friendly unit is able to verbally indicate the direction and range of a target, the sniper may ignore the usual penalties for firing long range missiles indirectly.

True Sniper: If terrain increases the sniper's to Be Hit modifier, all direct fire weapons are -1 to Strike, and an additional -1 to Strike every even level thereafter.

Outside of mecha, regardless of the option chosen, the sniper receives +1 to Hit with long range weapons, and an additional +1 to Hit every even level thereafter.

Level 7: Ranged Expertise

The sniper becomes proficient with all long-range weapon systems.

The following weapons receive -1 to Strike and +10% damage: all long ranged missiles, all long ranged ballistic weapons, and all long ranged energy weapons.

Outside of mecha, the sniper receives +10% damage with long ranged weapons.

Level 10: Assassinate

When undetected, the sniper can carefully aim a single weapon shot to deal massive damage.

If the sniper fires only one weapon against a target when currently undetected, it automatically makes a critical hit. Treat the critical hit normally.

Outside of mecha, the same effect applies.

Scout

The scout is the fast moving, light hitting, and tactically flexible unit on the field. Using stealth and observation, the scout can use her abilities to assist the team or execute precision strikes. The scout has average hit dice and average Hit progression.

Hit Dice: d6

Base to Hit: +0 at Level 1, +1 every odd level thereafter

Advance as Thief

Special Abilities

Level 1: Stealth

The scout uses knowledge of radiation signatures and energy emissions to mask her presence from sensors.

The detection radius of the scout is reduced by half of her level, rounding up. Enemy units must pass closer to a scout in order to detect it with only sensors. Visual detection is unaffected.

Outside of mecha, the scout receives a bonus equal to half of her level to Dexterity checks and saves.

Level 1: Light Mech Specialization

Extensive use of light mecha gives the scout superb maneuverability when piloting them.

When piloting light mecha, the scout receives +1 to Be Hit and +1 Movement.

Outside of mecha, the scout's base movement rate is increased by 5 ft. per round, and an additional 5 ft. every odd level thereafter.

Level 4: Forward Recon

Scouts can report the location of enemy units without revealing their own position of the presence of enemy troops.

If a scout is undetected, has identified enemies visually or with sensors, and has radio contact with the rest of her team, friendly units are +1 to initiative.

Outside of mecha, the scout cannot be caught flat-footed.

Level 7: Bee Sting

The scout knows that small weapons are capable of dealing a heavy punch if directed at the correct target when it is not expected.

Once per round, the scout may deal triple damage with the first weapon attack when attacking a target's back and using short ranged, low damage weapons, such as short ranged lasers, machine guns, two-shot or four-shot short ranged missile launchers, or flame weapons.

Outside of mecha, the scout adds +2 to damage on attacks dealing 1d6 or less worth of damage.

Level 10: Quick Strike

Using the speed of a light mech, the scout may move quickly to attack a target before moving away.

If a scout has any movement remaining after the attack phase of her turn, the scout may use that movement to move again before ending her turn.

Outside of mecha, when not running or jogging, the scout can move any amount less than the maximum movement, make a full attack or action, and then use the remaining movement. The base rate can change on the second movement, i.e. a character may walk or sneak up to a target, attack, and then run or jog away. The remaining movement after the first movement will be multiplied accordingly.

Tactician

On the battlefield, no one can turn a ragtag group of rebels into a cohesive fighting force like a good tactician. Able to coordinate tactics amongst many different types of mecha and fighting styles, the tactician boosts the effectiveness of any team. The tactician has the worst hit dice and Hit progression of all the classes.

Hit Dice: d4

Base to Hit: 0 at Level 1, +1 every 3rd level thereafter

Advance as Magic-User

Special Abilities

Level 1: Jack-of-All-Trades

Using his knowledge of the fighting units in his team and superior observation skills, the tactician mimics their abilities in a pinch.

The tactician can utilize one combat ability that is available to any member of the team as if he were a member of that class. For example, a tactician teamed with a Level 1 shock trooper can utilize the weapon specialization ability, giving a -1 to Strike to selected weapon. The disadvantage is that the ability exactly mimics the character the class comes from. In the previous example, the tactician can get the -1 to Strike, but it must be applied to the same weapon the shock trooper has selected for weapon specialization. The tactician selects which ability to mimic at the beginning of combat and may change it every other round.

Outside of mecha, the same effect applies.

Level 4: Coordinated Tactics

Using extensive combat experience, observation, and quick radio communication, the tactician can effectively coordinate the tactics of units on his team. This increases their effectiveness, but the concentration the tactician expends on coordinating the tactics leaves him less effective.

The tactician must be able to see the target, either directly or through sensors. Then the tactician must be able to relay spoken information quickly to the desired friendly unit (radio, etc.). When these conditions are met, the tactician may transfer his/her own Hit Bonus and jack-of-all-trades bonus ability to the desired friendly unit for one turn. This ability must be declared before the tactician or the desired friendly unit has made any action that turn. During that turn, the tactician does not benefit from his/her own Hit Bonus or jack-of-all-trades ability. Furthermore, identical abilities do not stack, although abilities with customized variables do stack. For example, A shock trooper with medium ranged laser specialization could benefit from medium ranged ballistic weapon specialization, but not from another medium ranged weapon specialization. At level 7, the tactician can apply this bonus to two units. At level 10, 3 units can be selected.

Outside of mecha, when the tactician's player is rolling initiative, the tactician receives +1 to initiative, and an additional +1 every even level thereafter. The tactician must be

present and conscious participating in the fight to utilize this bonus.

Level 7: Advanced Detection

The tactician has spent considerable time studying the profiles and abilities of various mecha. He can use this information to best prepare his own forces for combat.

Every unit in direct line of sight of the tactician is -1 to Be Hit for all friendly units in radio contact with the tactician.

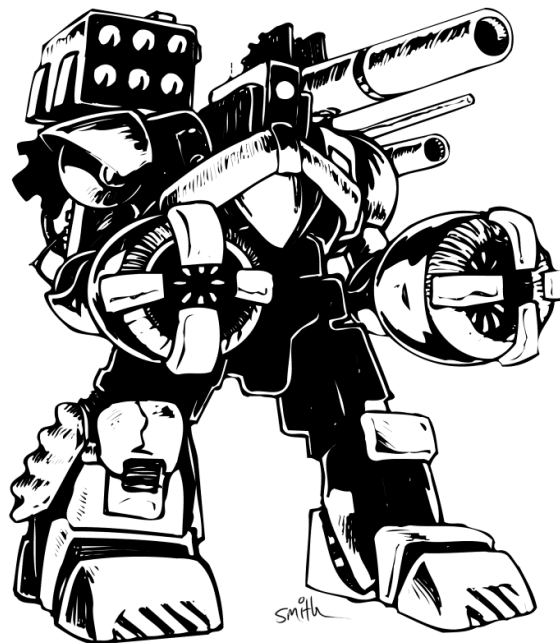
Outside of mecha, the tactician receives a bonus equal to half his/her level, rounding down (+1 minimum), to Intelligence checks and saves.

Level 10: Renaissance Man/Woman

Intense study of group tactics, weapons, mecha, and combat has allowed the tactician to further improve his ability to utilize the abilities of team members.

This ability is available at the beginning of the second round of combat and works the same as jack-of-all-trades, allowing the tactician to mimic two abilities. In this way, the two abilities may change alternately each round. Alternatively, the tactician may select only one ability with the option of changing it every round.

Outside of mecha, the same effect applies.



Next issue: Part II, with gear for mecha-oriented games

MONSTERS

THE NODIAN BESTIARY

Illustrations by David Lewis Johnson

Engine of Hell

Size/Type: Large Construct

Hit Dice: 10

Armor Class: 20 [+1]

Attack: 2 claws (2d6)

Movement: 20

Saves: F9 R10 W10

Immunity: Fire

Resistance: Magic 10%

Vulnerability: Cold

Alignment: Neutral (N)

Intelligence: Non-

No. Appearing: 1d4

XP: 1,000 (CL 11)

Engines of Hell are monstrous, brazen constructs operated byimps. They are armored suits of bronze and brass, often of monstrous shape and form, and glowing red hot. Smoke escapes from the nostrils fashioned on the engine's brazen head. The imp sits within, operating the construct with levers and chains.

Engines of Hell have no minds of their own. They are under the control of the imp. If the imp is removed, killed, etc. the construct ceases operating. Attacks that require a Will save that are directed against the pilot imp must be made by the pilot imp, not the construct.

All engines of Hell have the above basic statistics. In addition, they can choose one of the following modifications from each category:

Hands

Cannon Arms: The construct can make 1d8 damage slam attacks with its cannon arms

at a -1 penalty (they are clumsy), but can also use them to fire cannonballs (3d6 damage, 100' range) once per arm. Engines of Hell with cannot arms cannot grapple.

Chain Hands: The construct has 10-ft chains instead of hands, allowing it to slash targets up to 10 feet away for 1d8 points of damage.

Crushing Grip: The construct's claw attacks constrict on a successful hit (Reflex save negates).

Jackhammer Hands: The construct's hands are actually jackhammers dealing 1d8 points of damage. In addition, hits ward off by armor or shields force those items to pass a saving throw or be made useless. Jackhammer hands cannot grapple.

Helm

Battering Ram: Construct gains gore attack for 1d8 damage.

Flame Belcher: Construct can, three times per day, belch forth a 10' cone of fire for 3d6 damage.

Gnashing Jaws: Construct gains bite attack for 1d8 damage.

Feet

Quake Makers: One per day, the construct can produce the same effect as the *stomp* spell, non-magically.

Raking Claws: The construct gain an additional claw attack for 2d6 damage with its feet.

Rocket Boots: The construct can, once per day, fire boot rockets and leap a distance and height equal to 100 feet (i.e. 100 feet high, straight up, 100 feet distant without really leaving the ground, 50 feet high and 50 feet distant, etc.).





Fistulator Demon

Size/Type: Large Outsider

Hit Dice: 9

Armor Class: 18

Attack: 1 bite (2d6) and 1 blow tube (see below)

Movement: Fly 30

Saves: F10 R11 W6

Immunity: Poison

Resistance: Magic 5%

Alignment: Chaotic (CE)

Intelligence: Super

No. Appearing: 1

XP: 900 (CL 10)

Fistulators are demons with grotesque faces and gaping maws on their bellies. They play magic bagpipes made from the sentient heads of damned priests. The fistulator attacks with its belly mouth, but otherwise plays its pipes, producing one of the following effects each round.

1. Sound Burst - As the spell. Sounds like the blaring of a fog horn.

2. Sonic Ray - As the *energy ray* spell, using sonic energy. Sounds like a high pitched shriek.

3. Dancing - As *irresistible dance* spell. Sounds like a jig.

4. Shatter - As the spell, except that it affects a 30' radius area around the monster. Sounds like an opera singer hitting a super high note.

5. Silence - As the spell, except it affects a 30' radius area around the monster. Sounds like ... silence.

6. Confusion - As the spell, except it affects a 10' radius area. Sounds like the screaming of a madman.

7. Blasphemy - As the spell. Sounds like demonic cackle.

8. Discord - As the spell *song of discord*. Sounds like a cacophony of voices and instruments.

9. Hold - As the spell *hold monster*. Sounds like a quick blast of trumpets, followed by the trill of flutes while the affected creature remains held.

Globulous Looch

Size/Type: Large Aberration

Hit Dice: 7

Armor Class: 14

Attack: 2 slams (2d6 + Poison II) [ooze form]

Movement: 30 (Fly 20)

Saves: F11 R12 W11

Alignment: Chaotic (CE)

Intelligence: Low

No. Appearing: 1d4

XP: 700 (CL 8)

Globulous looches are buoyant balls of skin and fat with six beady eyes on their underside. They float on air currents, especially in narrow valleys of high mountain ranges, observing the inhabitants and travelers below and cursing them silently. When their hatred for other beings gets the better of them, they descend to the ground and split, releasing their ooze form, which then does its best to gobble up as many people and animals life as possible as it grows a new, thick skin and regains its buoyancy.

Globulous looches are especially fond of magic items, which they drain of their magic. The enchantments in the item are retained by the globulous looch for up to 24 hours, and are usable at will. Magic armor simply transfers its magical armor bonus to the looch (as well as any special abilities), and magic weapons transfer their bonus to hit and damage (as well as any special abilities). After 24 hours, a new skin is grown, and the globulous looch, if still alive, floats back into the atmosphere.



Lady Lion

Size/Type: Medium Outsider
 Hit Dice: 12
 Armor Class: 18 [+1]
 Attack: 4 blades (1d8+1 + bleed)
 Movement: 50
 Saves: F7 R6 W7
 Resistance: Electricity, fire, magic 15%
 Alignment: Neutral (N)
 Intelligence: Average
 No. Appearing: 1
 XP: 1,200 (CL 13)

Lady lions are mortal versions of Sekhmet, the goddess of slaughter and vengeance. Delivered unto the Material Plane by the gods or other similar powers, they are intended to cut a swathe of death as a means of reminding people of their mortality and their inferior position to the gods. On some occasions, they are brought to the Material Plane to complete a quest, and in this capacity might work with or against the player characters.

Lady lions look like tall female humanoids with faces that suggest the ferocity and grandeur of the lioness. Their limbs are long and muscular, their bodies powerful and lean. Lady lions wear armor of steel cords and wield twin +1 scimitars, attacking twice per round with each scimitar.

The lady lion's magical scimitars cause bleeding wounds. Those struck who fail a Fortitude saving throw begin losing one point of constitution per round from blood loss until magical healing is applied. The TK should keep track of lost constitution points. For every three points of lost constitu-

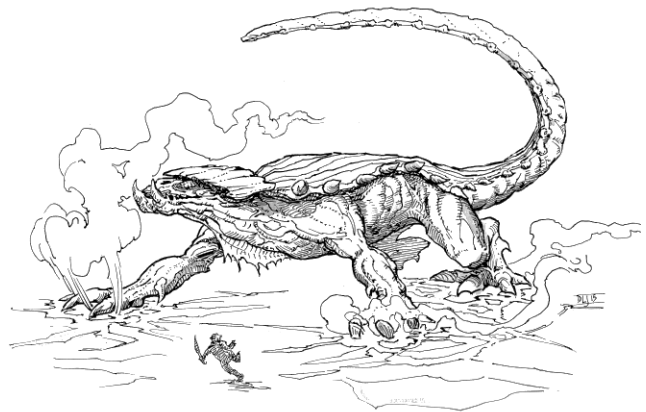
tion, from whatever source, the lady lion can animate the blood into a monster per the spell *summon monster I*. The monster in question is blood red, but otherwise acts as a normal monster of its type. If these blood monsters do not attack during a round, they can merge into monsters with as many HD as they have combined. Two 1 HD giant blood rats, for example, could form into a 2 HD blood wolf. These monsters can be dispelled, but reform a round later. Once formed, they do not have to be controlled by the lady lion, and can combine on their own, without direction (i.e. without the lady lion having to forgo attacking for a round to command them).

Once per day, a lady lion can transform herself, for one round, into a *blade barrier*.

Megalar

Size/Type: Huge Magical Beast
 Hit Dice: 9
 Armor Class: 16
 Attack: 1 bite (1d10 + swallow whole)
 Movement: 30
 Saves: F6 R9 W14
 Immunity: Fire
 Alignment: Neutral (N)
 Intelligence: Animal
 No. Appearing: 1
 XP: 900 (CL 10)

Megalars are huge reptiles with massive feet. They have a rather flat body profile, and walk low to the ground. Whenever a megalar stomps a foot (they can stomp two feet per round), a jet of hot, flammable gasses explodes from the ground. This is, essentially, a one-way portal to the Elemental Plane of Combustion. These jets deal 1d6 points of fire damage to all within 10 feet due to their extreme temperature, and burst into flames if they contact an open fire. A flaming pillar burns for one turn, dealing 2d6 damage to the touch, and 1d6 damage to all within 10 feet.



Monkey Cat

Size/Type: Small Magical Beast
Hit Dice: 1
Armor Class: 13
Attack: 2 claws (1d2) or bite (1d3)
Movement: 50 (Climb 20)
Saves: F14 R12 W15
Alignment: Neutral (N)
Intelligence: Low to Average
No. Appearing: 1d8
XP: 50 (CL 1)

Monkey cats dwell in steamy equatorial jungles. They look like cats with long tails, overlong arms and legs that end in humanoid hands. Most are black, but other color schemes exist. Like both monkeys and cats, they are terribly curious, and have a penchant for theft. They dwell in prides in the tree tops under a grand dame, who decorates herself with stolen jewelry. Her attendants are the bullies and protectors of the tribe, while her daughters hunt and practice the ancient rites that honor the creator of the monkey cats, a wizard with more time and money than he knew what to do with. Crude carvings of his face are made in the high tree tops, and are worshipped with yowling songs and ritual hunts of birds and rodents.

Monkey Cat Characters

Monkey cat characters gain a bonus of +2 to dexterity and suffer a -2 penalty to intelligence. They can hang from their tails, and gain a climb speed of 20. They can see in the dark up to 60 feet. Monkey cats can multi-class as fighter/thieves, sorcerer/thieves and cleric/thieves.

Nemesis

Size/Type: Medium Outsider
Hit Dice: 8
Armor Class: Varies
Attack: Varies
Movement: Varies
Saves: F9 R9 W9
Alignment: Neutral (LN)
Intelligence: Average
No. Appearing: 1
XP: 800 (CL 9)

A nemesis is an extraplanar spirit called into the Material Plane to punish a mortal creature. They are usually summoned by powerful clerics or magic-users, or they are sent by angry divinities. A nemesis' form varies according to the creature it is fighting.

Against warriors and monsters that rely on physical force, the nemesis seals itself in a shell of living steel. It has AC 22 and attacks with weapons formed from the living steel –any two one-handed weapons, dealing +2 damage with each. The steel-form nemesis has a movement rate of 20 and is immune to all combat maneuvers.

Against clerics and druids, the nemesis takes on a necrotic form, resembling a lich, though not undead. In this form it attacks twice per round, dealing 2d6 points of negative energy damage each round and enjoying magic resistance 35% against divine magic. The necrotic form has AC 18 [Silver], a movement rate of 30 and is immune to negative energy damage.

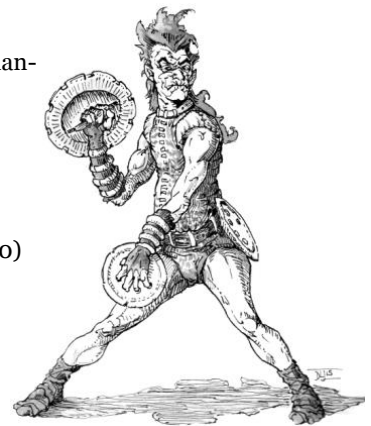
Against magic-users and sorcerers, the nemesis takes a form of pure energy. Each round, it can produce an effect equal to a level 0 or first level spell. Three times per day, it can produce an effect equal to a 2nd to 4th level spell. Once per day, it can produce an effect equal to a 5th to 6th level spell. In energy form, the nemesis has AC 17 [+1] and a movement rate of 30 (Fly 60). They are immune to fire and electricity damage.

Against thieves and assassins, the nemesis takes on a shadow form. In shadow form, they automatically hide in shadows and move silently. They have AC 16 [Silver] and a movement rate of 60. They attack with two shadow daggers that deal 1d4 damage and force a Fortitude save to avoid being chilled to the heart (1d4 Con damage, stunned for one round). They can backstab for triple damage.

The nemesis can change its form once per round. They are single-minded in their quests to punish or destroy. When their quest is complete, or they are destroyed, they return to their plane of origin in the Pleiades Star Cluster.

Traballer

Size/Type: Medium Humanoid
Hit Dice: 1+1
Armor Class: 13 (leather scale, buckler)
Attack: By weapon
Movement: 30 (Burrow 10)
Saves: F13 R15 W15
Alignment: Neutral (N)
Intelligence: Average
No. Appearing: 3d8
XP: 150 (CL 1)



Traballers are flinty-skinned folk with manes of black hair and perpetual scowls on their faces. They stand as tall as elves, but have overlong arms and legs and pot bellies. Their touch causes sympathetic vibrations in solid items,

causing them to shatter (item saving throw permitted). Stone items save at -4. Traballers most often work as miners and quarrymen. They are secretive folk, dwelling away from others in simple huts, and hiding their children and wives under heavy scarlet cloaks bound at the ankles and wrists with brass bands. While so hidden, females gain mystic abilities bestowed on the species by their goddess of mysteries, allowing them to cast spells as adepts (level 1-4).

Male traballers wear armor of leather scales with steel collars and bands around their arms and legs. In battle, they wield steel battle rings that can be used as shields (two are the equivalent of a buckler), bludgeons and can be thrown (25' range, 1d3+2 damage).

Traballer Characters

Traballer characters enjoy a +1 bonus to Constitution, but suffer a -1 penalty to Charisma. Female characters who retain their scarlet coverings also gain a +1 bonus to Wisdom, but suffer an additional -1 penalty to Charisma (total -2) for their unnerving appearance. They can make sundering attack with their bare hands. Males know how to fight with their battle rings. Shrouded females gain the following spells, provided they have a Wisdom score of 10 or higher, each spell usable once per day: *Guidance*, *mending* and *sanctuary*. Traballer characters cannot multi-class, but they can dual class like humans.

Vasculon

Size/Type: Medium Construct

Hit Dice: 6

Armor Class: 18

Attack: 2 slams (1d8) or 4 rays (60'/see below)

Movement: 30

Saves: F12 R12 W12

Resistance: Magic 10%

Alignment: Neutral (N)

Intelligence: Non-

No. Appearing: 1

XP: 600 (CL 7)

A vasculon is a construct composed of human veins, arteries, ganglia and nervous system encased inside a humanoid shaped glassy-steel shell. In place of eyes, the vasculon has four bloodstones set in its head. Each round that it does not attack physically, it can fire scarlet rays from these eyes at up to four separate targets. These rays ignore armor, and have the following effects:

Boil Blood: 2d6 fire damage; Fortitude save for half

Freeze Blood: 1d6 cold damage; slowed (as *slow* spell) for 1d4 rounds

Gout of Blood: Creature bleeds from its orifices, 1d6 damage plus 1 point of Con damage

Manipulate Humors: Creature struck with fear (as *cause fear* spell), *crushing despair* (as spell) or *rage* (as spell)

Each ray can only be used once per round, and each ray must be directed at a different target. Attacks against the bloodstones are made against AC 20, and each bloodstone has 20 hit points.

Zordok

Size/Type: Tiny Aberration

Hit Dice: 3

Armor Class: 18

Attack: 1 lightning bolt (1d6 + 1 level energy damage + shift consciousness)

Movement: Fly 60

Saves: F17 R13 W13

Immunity: Electricity

Resistance: Fire, cold

Alignment: Neutral (N)

Intelligence: Low

No. Appearing: 1

XP: 750 (CL 5)

Zordoks look like glowing spheres surrounded by orbiting motes of light, not unlike the manner in which atoms are sometimes depicted. A zordok can launch a lightning bolt attack that, if it hits, transfers its consciousness into a living person. The person then gains the Galvanized template (see below), and also suffers one level of energy damage. This energy damage increases the zordok's size by one step (+1 HD, +2 damage) and increases its intelligence by one step (low to average, average to high, high to super).

The zordok can move its consciousness from body to body through electricity attacks. Each time it does, the new target suffers one level of energy damage and the zordok's original body becomes larger and more intelligent.

If the host of the zordok's consciousness is killed or knocked unconscious, the zordok's body is turned into a tiny adamantine sphere. The creature reconstitutes its normal energy form in 1d4 days later at its original 3 HD power level.

Galvanized Template

A galvanized creature is immune to electricity and can use the *shocking hands* and *levitate* spells at will. If grounded, they must pass a Fortitude saving throw or be knocked unconscious for 1d6 rounds.

ABILITY SCORES

STRENGTH: A PRIMER

While each ability score in a role playing game is important, the strength ability looms large. This is probably because of role playing's roots in war gaming, and thus its focus on combat. High strength makes it easier to hit an opponent in combat, and makes those hits more damaging. The quicker you drop an opponent, the less likely you or your comrades are to die, and the more treasure and experience points you amass. But is this all strength is good for? What else can we do with those strength scores?

What is It Good For?

Strength is vital for melee combat, as mentioned above. Strength modifies melee attack rolls and damage rolls for melee weapons and thrown ranged weapons. Strength modifiers can vary between games and referees should feel free to use the progression they prefer. The advanced scheme to the right uses different modifiers for attacking and damaging (with the attack modifier being before the slash, and the damage modifier after the slash in the advanced column in the table below).

In *Blood & Treasure*, strength also modifies task checks for bending bars and lifting gates, breaking down doors, jumping and swimming. Arguably, using strength in place of dexterity to modify climb sheer surfaces checks would also be a reasonable use of the ability score.

Strength determines how much weight characters can carry before being encumbered. In *Blood & Treasure*, a character can carry 10 pounds of weight per point of strength before they are encumbered. In *Bloody Basic*, encumbrance is handled differently. Strong characters (defined as having a strength of 13 or higher) can carry 34 light items (versus the normal 24 light items) before being encumbered.

What Else Could It Be Used For?

Strength really should impact running speed, since running quickly (though not for long distances) requires muscular development. You might want to bump a character's run-

ALTERNATE STRENGTH MODIFIERS

STR	B&T	BASIC	ADVANCED	EXPANDED
1	-5	-2	-4 / -3	-5
2	-4	-2	-3 / -2	-4
3	-3	-2	-3 / -1	-4
4	-2	-2	-2 / -1	-3
5	-2	-1	-2 / -1	-3
6	-1	-1	-1 / 0	-2
7	-1	-1	-1 / 0	-2
8	-1	-1	0 / 0	-1
9	0	0	0 / 0	-1
10	0	0	0 / 0	0
11	0	0	0 / 0	0
12	0	0	0 / 0	+1
13	+1	+1	0 / 0	+1
14	+1	+1	0 / 0	+2
15	+1	+1	0 / 0	+2
16	+2	+1	0 / +1	+3
17	+2	+2	+1 / +1	+3
18	+3	+2	+1 / +2	+4
19	+4	+2	+1 / +3	+4
20	+5	+2	+2 / +3	+5
21	+6	+2	+2 / +4	+5
22	+7	+2	+2 / +5	+6
23	+8	+2	+3 / +5	+6
24	+9	+2	+3 / +6	+7
25	+10	+2	+3 / +7	+7

ning movement rate by +5 feet per round if they have a strength score of 13 or higher.

Strength is a function of muscle, and muscle density has an impact on one's ability to take physical blows and to resist disease. In this respect, strength impacts constitution. A referee might want to allow adventurers a +1 bonus to their constitution score for a strength score of 15 or higher, and impose a -1 penalty for a strength score of 6 or lower.

Males vs. Females

This is dangerous territory in the modern world, but worth discussion. Studies show that the average man has about 36 percent more muscle than the average woman, and that a man's muscle fibers are slightly stronger than a woman's, by from 5 to 10 percent. If the average man weighs 180 pounds, he is 40 percent muscle. If the average woman weighs 166 pounds, she is 26 percent muscle.

FUNCTIONAL STRENGTH

STR	PRESS	LIFT	DRAG	PULL
3	30 lb.	75 lb.	325 lb.	750 lb.
4	40 lb.	100 lb.	500 lb.	1,000 lb.
5	50 lb.	125 lb.	625 lb.	1,250 lb.
6	57 lb.	150 lb.	750 lb.	1,500 lb.
7	65 lb.	175 lb.	875 lb.	1,750 lb.
8	75 lb.	200 lb.	1,000 lb.	2,000 lb.
9	85 lb.	225 lb.	1,125 lb.	2,250 lb.
10	95 lb.	250 lb.	1,250 lb.	2,500 lb.
11	105 lb.	275 lb.	1,375 lb.	2,750 lb.
12	115 lb.	300 lb.	1,500 lb.	3,000 lb.
13	125 lb.	325 lb.	1,635 lb.	3,250 lb.
14	135 lb.	350 lb.	1,750 lb.	3,500 lb.
15	145 lb.	375 lb.	1,875 lb.	3,750 lb.
16	152 lb.	400 lb.	2,000 lb.	4,000 lb.
17	160 lb.	425 lb.	2,125 lb.	4,250 lb.
18	170 lb.	450 lb.	2,250 lb.	4,500 lb.
19	180 lb.	475 lb.	2,375 lb.	4,750 lb.
20	190 lb.	500 lb.	2,500 lb.	5,000 lb.
21	200 lb.	525 lb.	2,625 lb.	5,250 lb.
22	210 lb.	550 lb.	2,750 lb.	5,500 lb.
23	218 lb.	575 lb.	2,875 lb.	5,750 lb.
24	228 lb.	600 lb.	3,000 lb.	6,000 lb.
25	238 lb.	625 lb.	3,125 lb.	6,250 lb.

The average man can deadlift about 1.33 times his weight, the average woman 1.01 times her body weight. Using the above average weight figures, that translates into 240 pounds for men, and 168 pounds for women, which translates into average strength scores of approximately 11 for men and 8 for women, or a +3 bonus to starting strength score for men.

The record deadlift for men is 1,015 pounds, a strength of 22 using *Blood & Treasure*. The record for women is 589 pounds, or roughly a strength score of 17 to 18.

If you wanted to use a strength modifier based on gender in your games, I wouldn't go beyond a +1 bonus for males and a -1 penalty for females. That would limit female human characters to a starting strength of 17, which puts the women's deadlift record within their capabilities.

Women, on the other hand, are regarded as having more stamina and a higher tolerance to pain than men, which might translate into a starting constitution bonus. If you're going to implement that strength penalty for women, you should counteract it with a +1 constitution bonus.

Strength Training

Some versions of the grand old game permit virtually no means of permanently increasing ability scores outside of *wishes* and magic items. Others permit regular advances for ability scores. Frankly, the latter seems more plausible to me than the former.



Scheme 1: The first scheme is the simplest. Every four levels (or whatever interval you prefer), one of a character's ability scores can be increased by one point. You might still want to impose a maximum score of 18.

Scheme 2: Another way of modeling these gains is through training, and thus experience points. In this scheme, a character devotes experience points towards training in an ability score. The ability score must be chosen when the XP are earmarked. Using this scheme, a character can increase a score by spending 25% of the additional XP (not total XP) needed for him to advance to his next class level.

As an example, consider a 6th level fighter with a strength score of 15 that wants to advance his strength to 16. Since the fighter is 6th level, and is working towards 7th level, he requires 25% of the XP required to advance to 7th level, or 25% of 32,000 XP, or 8,000 XP to increase his strength score by 1 point. As XP are earned, the fighter earmarks them towards strength training. If the fighter advances in level (for some reason) before increasing the ability score, the required XP increases as well.

As with Scheme 1, the game master might want maintain an ability score cap of 18. She might also want to impose natural limits, such as permitting no ability score to be raised more than 3 points above a character's starting score.

Dangers to Strength

In real life, and in fantasy, there are many things that can negatively impact one's strength.

Aging

As a person ages, their muscle mass tends to shrink. The SRD sets this as a -1 penalty to strength during middle age (40-59), another -1 penalty in old age (60-79) and a third -1 reduction to the venerable (80+). The ages in parentheses are for humans. Attacks that age a character can impact the character's strength. While one can track their character's precise age and the years added to it, I think it makes more sense to simply advance characters through the age categories with aging attacks, to make those attacks a force to be reckoned with and to reduce paperwork.

Disease

Many diseases cause muscle fatigue (per the *fatigue* condition), especially if they are accompanied by infection. Diseases that are known to cause muscle fatigue include influenza, malaria, dengue fever, syphilis, tuberculosis, Lyme disease and polio.

Poison

Several poisons can cause weakness, including organo-phosphates, used in modern farming and as chemical weapons, and botulinum toxin. Mercury poisoning is also known to cause weakness. A referee can choose to treat fatigue as a side effect of poisons – perhaps there is a 10% chance of this occurring. Additionally or alternatively, a fifth poison, Poison V, can be introduced to *Blood & Treasure* which acts as Poison IV, but deals strength damage rather than constitution damage, and does not kill.

Monsters

Several monsters in *Blood & Treasure* deal strength damage or strength drain.

Androsphinx – Its third roar deals 2d4 points of strength damage for 2d4 rounds (Fortitude saving throw negates).

Aurelian Xaoc – The monster's prismatic aura deals 1d4 strength damage (Fortitude saving throw negates).

Colossus – The sight of a colossus reduces Strength by 1d4 (Fortitude saving throw negates).

Demonic Knight – Uses a cone of negative energy that saps 2d4 points of strength (Fortitude saving throw negates).

Green Hag – Its weakening attack deals 2d4 strength (Fortitude saving throw negates).

Groaning Spirit – Deals 1 point of strength drain with its attacks if they deal damage (Fortitude save negates).

Neh-thalguu – Its tentacles drain 1 point of Strength by dehydration (no save).

Sea Hag – The sight of one deals 2d6 strength damage (Fortitude saving throw negates).

Shadow – Its attack deals 1d6 strength damage (no save). A greater shadow deals 1d8 strength damage.

Thorciasid – The monster's 2 claw attacks deal 1d4 strength drain (no save).

Spells

As with monsters, there are magical means of losing strength. The following spells deal strength damage or drain: *Chill touch*, *geas*, *quest*, *ray of enfeeblement*, *reduce person*, *symbol of weakness* and *weird*.

Magic Items

The *rod of withering* deals 1d4 points of strength damage or drain, and some cursed magic items can reduce a character's strength score, specifically the *robe of powerlessness*.

Building Strength

Besides the advancement schemes mentioned above, there are ways to improve one's strength, either permanently or temporarily.

Magic Items

Several magic items increase a character's strength score. The most basic, of course, are *potions of strength* and scrolls containing spells that improve strength (see below). One might also use *gauntlets of ogre power*, a *belt of giant strength* or *manual of gainful exercise*. While the *maul of titans* and *hammer of thunderbolts* do not increase a character's strength, they are especially useful (or only usable) by characters with immense strength.

Spells

What magic can take away, it can also increase. The following spells increase a character's strength score: *Enlarge person*, *iron body*, *lighten burden* (indirectly), *righteous strength* and *strength*.

New Spells

Fell the Mighty

Level: Magic-User 3
Range: Close (30')
Duration: 1 turn

If the target of this spell normally has a strength bonus, it is turned into a strength penalty. A +1 strength bonus would therefore become a -1 strength penalty.

For monsters, apply a -2 penalty to hit and damage for large monsters, and a -4 penalty to hit and damage for huge monsters affected by this spell.

Giant Strength

Level: Cleric 3, Druid 3, Magic-User 3
Range: Touch
Duration: 1 hour

As the *strength* spell, except it grants a strength score of 22.

Incredible Strength

Level: Magic-User 4
Range: Touch
Duration: 10 minutes

The subject of this spell increases his or her strength as they suffer damage in combat. For every 4 points of damage they suffer, their strength modifier increases by +1.

Mass Strength

Level: Cleric 6, Druid 6, Magic-User 6
Range: Close (30')
Duration: 10 minutes

As the *strength* spell, except it affects 10 creatures.

Mighty Mite

Level: Magic-User 3
Range: Touch
Duration: 10 minutes

The subject is reduced in stature, per the *reduce person* spell, but their muscle density increases, granting them a +2 bonus to their strength modifier.

Weakness

Level: Cleric 2, Druid 2, Magic-User 2
Range: Touch
Duration: 1 hour

Reverse of the *strength* spell, it reduces a creature's strength to 3.

New Feats

Not every game uses feats, but if yours does, you might want to make these feats available to players.

Archimedes' Lever

Prerequisites: Intelligence 13+

When faced with a strength task check, you can make a Will save modified by your intelligence instead of a Fortitude save modified by your strength. You have to explain by what means you use your intelligence to perform the task.

Dilettante

Prerequisites: Intelligence 13+

Choose one ability score. You enjoy a +1 bonus to all task checks related to that ability score, provided you do not have a knack at that task, or are skilled at it.

Herculean Effort

Prerequisites: Strength 13+

When pressed, the character can make a Herculean effort. Once per day, the character adds a +2 bonus to a strength-based task check, but is left fatigued afterwards.

Hippolyta's Blessing

Prerequisites: Strength 13+

You may apply your strength bonus to damage when shooting arrows. A bonus of up to +1 can be added when shooting a shortbow, +2 with longbow and +3 with greatbow.

Iron Thews

Prerequisites: Strength 13+

Once per combat, you can add your strength bonus to Armor Class by flexing your iron hard sinews. Afterwards, you are left fatigued by the effort.

Pressure Points

Prerequisites: Grapple

You gain the ability to use pressure points to deal 1 point of strength damage per successful grapple attack on a grappled opponent instead of inflicting normal damage.

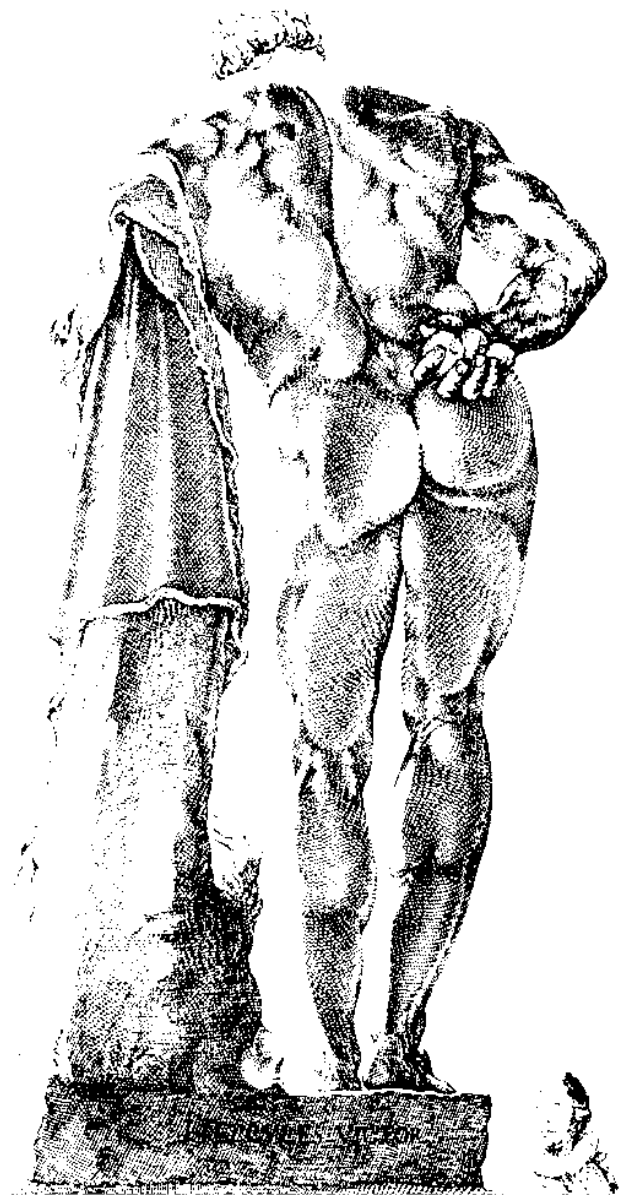
Steadfast

Prerequisites: Strength 13+

You gain a +2 bonus to save vs. the following maneuvers: Bull rush, grapple, overrun and trip.

Workhorse

Your carrying capacity is treated as though your strength score was 1 point higher.



NEW CLASS

THE MUSCLEMAN

Illustration by Jon Kaufman

In 1957, the world was changed forever. An obscure sub-genre of action/adventure films in Italy called “Peplum” burst onto the American scene when a bodybuilder, former Mr. America, and budding actor named Steve Reeves journeyed to Italy and starred in Pietro Francisci’s low-budget masterpiece *Hercules*. The film did big money in the United States, and that meant more of the same!

Soon, dozens of films with Reeves, and dozens more without him, dubbed “sword and sandal” in the United States, were being released, and a generation learned to thrill to the exploits of oiled, half-naked musclemen wrestling lions and beating the crap out of Greco-Roman warriors.

We have lots of interesting characters running around fantasy roleplaying games, and plenty have 18’s in Strength, but none of them are true musclemen. Until now ...

Hit Dice: d12 to 10th level; +4 hp/level thereafter.

Requirements & Restrictions

Strength 15+, at least 6’ tall

Musclemen wear no armor, only the hides of the animals and monsters they have slain. They can also equip themselves with shields.

Musclemen can wield any weapon, but double-handed weapons are preferred.

Special Abilities

Musclemen are skilled at the following tasks: Break Down Doors, Bend Bars and Lift Gates, Climb Sheer Surfaces, Jump, and Swimming.

Musclemen are capable of using their muscles to influence reactions, either through charm and awe, or sheer intimidation. Musclemen can modify reaction checks

with their Strength score rather than Charisma score if the TK deems the situation appropriate.

Musclemen add 1.5 times their strength bonus (rounding down) to attacks and damage when they are armed with two-handed weapons.

Musclemen treat creatures as one size category smaller for the purpose of grapple and bull rush attacks.

Once per day, a muscleman can call on an adrenaline rush and either re roll a failed strength check with a +2 bonus, or double their strength bonus on a single melee attack and damage. They can also make sundering attacks with their bare hands.

A muscleman spends a great deal of time in training. Every four levels, beginning with fourth level, they can deduct one point from Intelligence, Wisdom or Charisma and add it to their Strength score.

A 10th level muscleman can clear an area of wilderness and build a stronghold. The stronghold must contain a training ground arena or fighting pits where the muscleman and his followers can build their muscles and prove their mettle before adoring crowds.

Muscleman Class Advancement

Level	XP	Attack	Fort	Ref	Will	Title
1st	0	+1	13	15	15	Brute
2nd	2,000	+2	12	15	15	Strongman
3rd	4,000	+3	12	14	14	Steamroller
4th	8,000	+3	11	14	14	Juggernaut
5th	16,000	+4	11	13	13	Muscleman
6th	32,000	+5	10	13	13	Man-Mountain
7th	64,000	+6	10	13	13	Colossus
8th	128,000	+6	9	12	12	Behemoth
9th	250,000	+7	9	12	12	Hercules
10th	500,000	+8	8	12	12	Hercules
11th	750,000	+9	8	11	11	Hercules
12th	1,000,000	+9	7	11	11	Hercules
13th	1,250,000	+10	7	11	11	Hercules
14th	1,500,000	+11	6	10	10	Hercules
15th	1,750,000	+12	6	10	10	Hercules
16th	2,000,000	+12	5	10	10	Hercules
17th	2,250,000	+13	5	9	9	Hercules
18th	2,500,000	+14	4	9	9	Hercules
19th	2,750,000	+15	4	9	9	Hercules
20th	3,000,000	+15	3	8	8	Hercules

A musclemen who builds a stronghold attracts 1d8 men-at-arms per level, 1d6 first level musclemen who wish to train under him and one 3rd level musclem to serve as his lieutenant and spotter. These musclem NPCs should be generated as characters under control of the player.

Musclemen gain additional abilities as they advance in level if their strength score is high enough.

Burst Chains and Iron Bands (Level 3, Strength 16+)

A musclem can burst chains and iron bands simply by flexing their chest muscles or biceps. The object is allowed an item saving throw, but suffers a penalty to the roll equal to the musclem's strength score minus 14.

Toss Little Guy (Level 5, Strength 17+)

Musclemen can toss gnomes (Str 17), halflings (Str 19) and dwarfs (Str 21) at opponents. Treat this as a ranged attack with a max. range of 10 feet. If the musclem misses, the tossed character gets no attack, loses their turn and suffers 1d4 points of damage. If their attack hits, the tossed character makes an attack as though charging, and adds the musclem's strength bonus to their damage.

Hammer Nails (Level 7, Strength 18+)

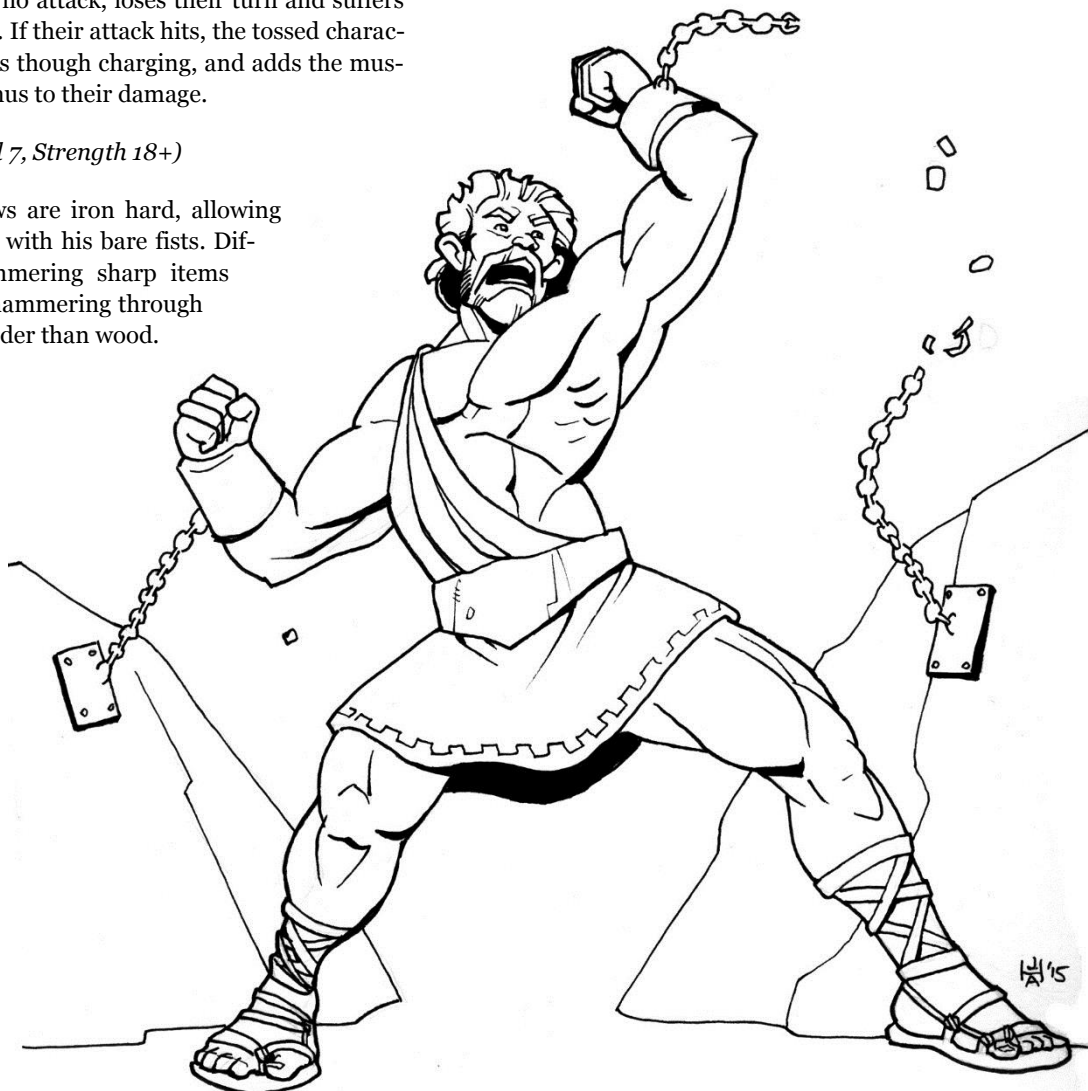
A musclem's sinews are iron hard, allowing him to hammer nails with his bare fists. Difficulties include hammering sharp items larger than nails, or hammering through materials that are harder than wood.

Bite Through Chains (Level 9, Strength 20+)

A musclem's jaws are such that he can bite through small bits of metal, like chains. In addition, he can bite characters that he grapples (treat as an additional unarmed attack).

Catch Boulder (Level 11, Strength 22+)

Much like giants, a musclem with this ability can attempt to catch a shot thrown from a catapult – but NOT a bolt from a ballista – or a boulder thrown by a hill giant or stone giant. The musclem can catch a shot weighing up to 50 pounds, but must pass both a Reflex and Fortitude saving throw to do so successfully. Otherwise, he suffers normal damage from being hit by the stone.



NOTIONS

YOU PULL THE LEVER AND ...

Illustration by Jon Kaufman

Most traps are designed to surprise the players and keep them on their toes – pits opening beneath their feet, poisoned needles they forgot to search for – that sort of thing. Levers are something else entirely.

What does the lever do? Is it something bad, something good, or nothing at all? The players do not know until they pull it. The power is in their hands, and the blame if they are harmed is on their shoulders.

To get you started with the fun of inflicting levers on your players, here are 20 to throw into your next dungeon.

1. It electrifies just enough to hold your hand tight and inflict 1 point of electricity damage per round.
2. Your hand sticks to the lever, because you just grabbed a mimic (or part of a mimic).
3. It pulls out of the wall with a shower of sparks.
4. Your fingers tingle and then begin changing to stone (save vs. petrification); if this save fails, it begins to affect your arm (another save), then shoulders (save), etc.
5. Loud bells ring, shaking dust from the ceiling and alerting all monsters on the level to your presence; some come running for a free-for-all, while others begin setting traps.
6. The floor opens beneath you and you fall into a pit.
7. The floor opens beneath you and you slide down a chute to a lower dungeon level.
8. The ceiling opens above you, water pours down (1d4 damage).
9. The ceiling opens above you, green slime pours down.
10. The wall falls down, revealing a treasure room.
11. The wall falls down, revealing a clutch of rust monsters.

12. The wall falls down on you (save or crushed for 2d10 damage).

13. Iron walls rise from the floor to block all exits, poisonous gas fills the room.

14. You teleport to a random location on this dungeon level.

15. You teleport to a random location on a lower level.

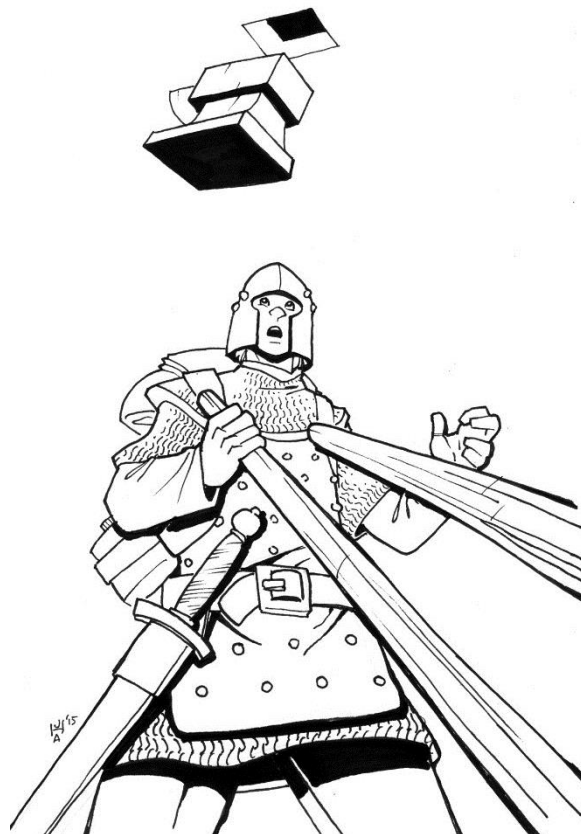
16. You teleport back to the surface.

17. The room makes a 180-degree turn (save or knocked prone on floor); you are now in a mirror universe.

18. You gain the ability to use one random 1st level magic-user spell, one time. On a second pull, you gain a spell, but only if it can be plucked from the mind of a comrade. On a third try, you lose any spells you had prepared. On a fourth try, you summon a marilith demon, because seriously, how many damn times are you going to pull this lever?

19. You change into a random animal with as many hit dice as you have levels; your own mind is submerged beneath the psyche of the beast; this change lasts for 10 minutes.

20. You turn off all lights in the room (torches, light spells, etc.); pulling again reverses this.



RACIAL VARIATIONS: EARTH

Illustration by Jon Kaufman

I've always enjoyed coming with variations on a theme, or variations on existing things in games. Of late, I've thought about doing themed variations on some of the existing races in *Blood & Treasure* – themes like the elements, or insects or animals.

For my first theme, I choose elemental earth.

These races could work well in a campaign set on any elemental earth plane in any campaign, or as visitors to the Material Plane from that world. They can also be treated as denizens from deep within the world that are kin to the surface demi-humans.

Coal Gnomes

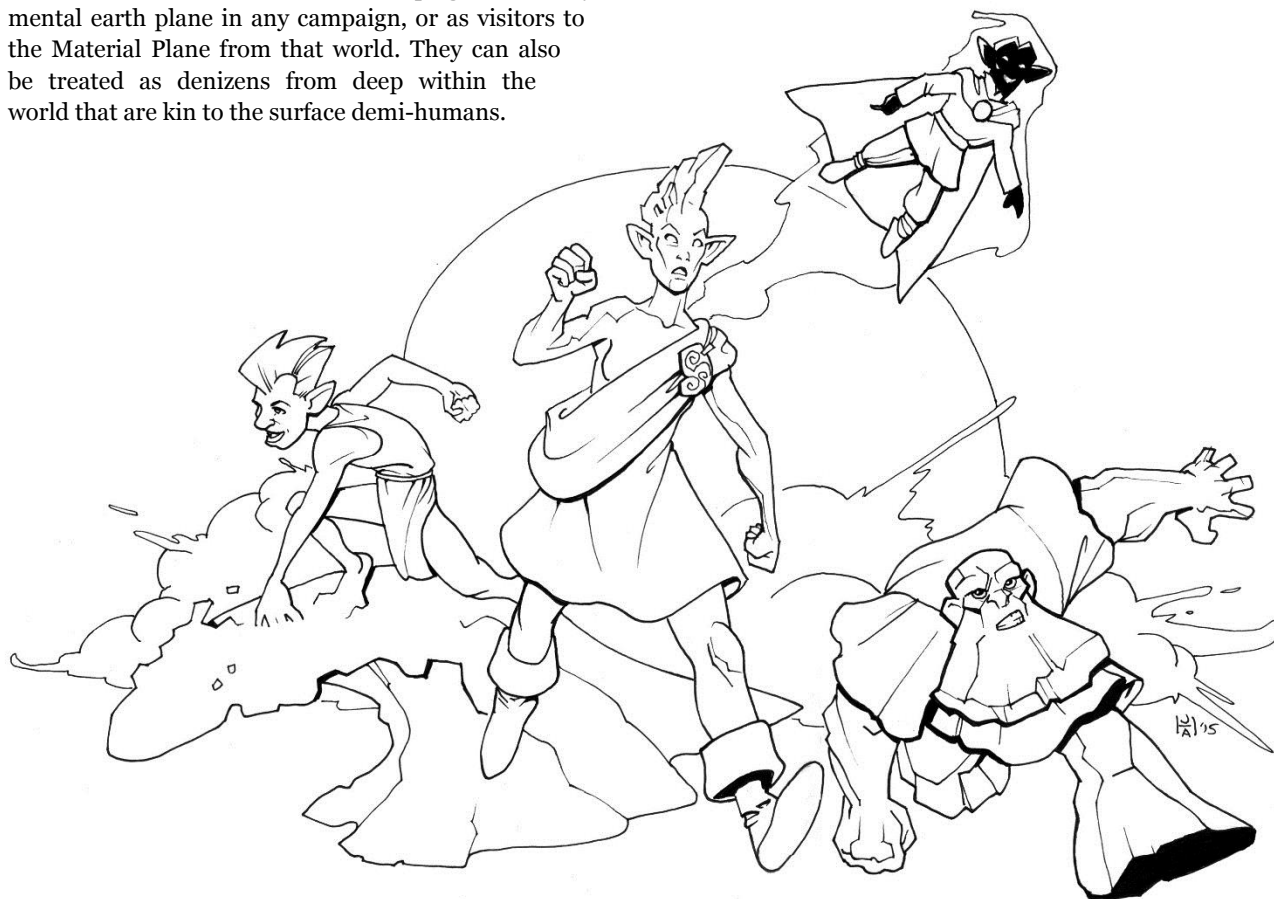
Coal gnomes look like normal gnomes, except their flesh is composed of a substance not unlike coal. It is pitch black and they have beady eyes that glow like embers.

Coal gnomes are temperamental folk, becoming little balls of fire (sometimes literally) when they are insulted or frustrated. The granite dwarves offer them no offense, though their lack of emotion can be frustrating. A sandling's pranks never fail to set a coal gnome off. Coal gnomes have a great regard for the crystal elves.

When a coal gnome is struck by fire, the gnome ignites and smolders. The coal gnome suffers one point of fire damage per round, and no more. While they smolder, they can score +1 point of fire damage with each successful melee attack. A coal gnome will continue to smolder until they are put out using water or a powerful blast of wind.

Coal gnomes are small creatures with a base speed of 20 feet. They have darkvision to a range of 120 feet and have a knack for listening at doors.

Coal gnomes add one point to their starting constitution scores, but lose one point of their starting strength score.



Coal gnomes do not practice illusionist magic, but they are devotees of elemental magic. A coal gnome with a charisma score of 10 or higher can cast the following spells, each once per day: *Acid splash*, *flare*, and *endure elements*.

Coal gnomes can multi-class as fighter/sorcerers, cleric/sorcerers or sorcerer/thieves.

Granite Dwarves

Granite dwarves are stoic and seemingly emotionless; at least, they rarely show emotion. Logical and resolute, they look like dwarves carved from granite. Granite dwarves find crystal elves too fragile and arrogant, the coal gnomes too passionate, and the sandlings just plain aggravating. Granite dwarves tolerate all, but like none (or few).

A granite dwarf has a speed of 20 feet per round. They can see in the dark up to 90 feet. A granite dwarf's skin gives them an AC bonus of +1.

Granite dwarves add one point to their starting constitution score, but subtract one point from their starting charisma.

Granite dwarves enjoy a +2 bonus on Fortitude saving throws against poison and acid, and a +2 bonus on Will saves against magic unless they themselves are spellcasters. Granite dwarf spellcasters lose this bonus to save vs. magic.

Granite dwarves have a knack for noticing unusual stonework such as sliding walls, stonework traps, new construction, unsafe stone surfaces and shaky stone ceilings. A dwarf can also intuit depth, sensing his approximate depth underground as naturally as a human can sense which way is up. This knack also applies to finding and removing traps that involve stone construction.

Granite dwarves cannot multi-class or dual-class, for their minds are too focused. This focus, however, gives them a +5% bonus on earned experience points.

Crystal Elves

Crystal elves are as graceful and lithe as normal elves. Their bodies are composed of living crystal, in various colors and hues. They rarely wear clothing, but do adorn themselves with jewelry and sometimes capes or cloaks.

The crystal elves have a very high opinion of themselves, feeling as though they are living works of art and a cut above most other species. The sandlings are like noisy children to them, the coal gnomes are too sooty for polite company, and granite dwarves are boring.

A crystal elf's skin reflects and refracts light, depending on the angle at which it is struck. When fighting in moderate

illumination, all opponents engaged in melee combat with the crystal elf must pass a Reflex saving throw when they miss the elf in combat by more than 3 points, or be blinded for one round. In strong illumination, creatures locked in melee combat must pass this save each round, and creatures within 20 feet must do so when they miss the elf in ranged combat as above.

The crystal elf's body gives them a +2 bonus to save vs. rays. They suffer double damage from sonic attacks.

Crystal elves add one point to their starting dexterity score, but subtract one point from their starting constitution. They have darkvision to a range of 30 feet. They have a knack for finding secret doors. Crystal elves have 90% magic resistance to sleep and enchantment spells. They are also immune to a ghoul's paralysis touch.

Crystal elves may multi-class as fighter/magic-users, cleric/magic-users and magic-user/thieves.

Sandlings

Sandlings look like normal halflings composed of sand. They are quick and curious and have more abrasive personalities than normal halflings. Sandlings enjoy annoying people – grinding on the nerves of the granite dwarves and crystal elves in particular. They regard the coal gnomes as great fun, though, and prefer their company best.

Sandlings ignore one point of damage per hit from physical damage, but water and wind deals +1 point of damage per dice (or 1 point of damage if the attack doesn't normally deal damage) to them.

Sandlings are small creatures with a base speed of 20 feet per round. They add one point to their starting dexterity scores, but subtract one point from their starting strength.

Sandlings have darkvision to a range of 30 feet. They have a knack for hiding, moving silently and escaping bonds.

When a sandling is struck for full damage by a physical blow (minimum 5 points of damage), they split into two tiny versions of themselves, splitting the damage as well. They must also split their equipment when they split, and their hit point total, but each of these twins retains its normal level, ability scores and special abilities.

The twins cannot re-merge until they get a full night's sleep. If that sleep is interrupted, they must remain split until they get another chance at 8 hours of rest.

MINI GAME

PLAN 9 FROM OUTER SPACE

THE RPG

Images in Public Domain

What says October better than horror movies? And what says horror better than a movie conceived and directed by Ed Wood, Jr.? Not in a good way, of course.

Actually, I have a soft spot in my heart for Ed Wood. He may not have been a great writer or director or actor (okay, he absolutely was not any of those things), but he had a passion for the work. I never got the impression he was just trying to crank out crap for a quick buck. I think Wood wanted to be a great film maker, but didn't have the talent.

This game, therefore, is in honor of a man with more passion than talent, and what is perhaps his greatest film ...

The Basics

To play *Plan 9 from Outer Space: The RPG* you need pen, paper, these rules and a few ordinary dice (d6 to those in the know). In this game, you have ability scores and skills. When you want to attempt an action, from combat to

climbing walls to tricking Tor Johnson, you add the relevant ability score to the relevant skill and attempt to roll under this number using three dice (3D). Some actions are particularly easy, but still need to be checked, and use two dice (2D). Likewise, some especially difficult tasks involve rolling four dice (4D).

The Plot

There exist in the universe many species more advanced than (but seemingly identical to) humanity. One of these species has recently used advanced mathematics and a sci-fi trope generator to calculate that human science will eventually discover a substance called the Solaronite, which causes light particles to explode. The use of this substance will set off a chain reaction that will destroy the entire universe, so naturally the aliens would like to prevent that.

Being geniuses, the aliens decide the best way to get our attention is to start attacking small towns and destroying them, therefore ensuring that humans will pour billions of dollars into defense spending. Makes perfect sense!

Unfortunately, the U.S. government is already big into conspiracy theories, and is both hiding and ignoring what the aliens are up to. This means only one thing ... Plan 9!

Plan 9 involves the aliens using rays to stimulate the pituitary and pineal glands of the recently deceased, raising them as a ghoul army to conquer the Earth.

The players in this game have 12 hours in which to uncover the existence of the alien plot, find their saucer and then destroy it. This is the only way to defeat the aliens. Even though they have a space station and presumably lots of other saucers and they still need to stop us from discovering Solaronite ... hey, it's Ed Wood. What do you want? It isn't supposed to make much sense. The point is to play this game and have fun on Halloween!

While the original film was set in San Clemente, California, I would advise that you set your version in your own town. This way, the players will know their way around without needing a map or cues from the game master. In the original film, the flying saucer was usually to be found in a cemetery, to be near corpses to turn into ghouls.

Ability Scores

Characters are a collection of abilities and skills. All characters have the same seven abilities. Ability scores range from 1 to 6, though monsters may have higher ability scores.

Strength (STR): Measures your ability to beat Tor Johnson arm wrestling.

Dexterity (DEX): Measures how quickly you can run away from ghouls, or how deftly you can shoot them.

Constitution (CON): Measures how well a character stands up to punishment (physical punishment – not the mental punishment involved in watching the film).

Intelligence (INT): Measures the extent of a character's learning. Of course, we all know that human beings have stupid minds! Stupid! Stupid!

Willpower (WIL): Measures a character's resistance to the charms of Vampira.

Perception (PER): Measures a character's awareness and ability to discern falsehoods.

Charisma (CHA): Measures a character's animal magnetism and ability to manipulate others.

For each of these abilities, roll two dice and write the value of the higher roll next to the ability score.

Classes

Characters may choose to follow one of five professions, called classes. Each class determines which skills are prime and secondary for the character.

Amazing Psychic: My friends, we are all interested in the future, for that is where you and I are going to spend the rest of our lives! That's why you, my friends, need a psychic, to read minds, predict the future, bend spoons, etc.

Amazing psychics increase their INT score by one point, and reduce their STR by one point.

Primary Skills: Psionics

Secondary Skills: Intuition, Make Friends, Science

Tertiary Skills: Choose any three

Baptist Minister: Hey, they funded the dang movie, so like Ed Wood, I have to shoehorn them in somewhere. Actually, the minister's ability to exorcise the ghouls might just come in handy.

Baptist ministers increase their WIL score by one point, and reduce their PER by one point.

Primary Skills: Exorcise

Secondary Skills: Guts, Intuition, Make Friends



Tertiary Skills: Choose any three

Heroic Pilot: Heroic pilots are macho good guys. They backhand aliens and stick up for the good old U.S. of A! The game will begin with the heroic pilot seeing a flying saucer to get the action going ... so you pretty much have to have somebody to play the role.

Heroic pilots increase their DEX score by one point, and reduce their INT by one point (which is generous, if you've ever watched the movie).

Primary Skills: Fly Plane

Secondary Skills: Endure, Fighting, Guts

Tertiary Skills: Choose any three

Military Man: The U.S. Army is aware of the aliens and their depredations, but wants to keep everyone else in the dark. The military man in the group is a senior officer who wants to defeat the alien menace and keep things quiet.

Military men increase their STR score by one point, and reduce their CHA by one point.

Primary Skills: Marksmanship

Secondary Skills: Fighting, Guts, Intimidate

Tertiary Skills: Choose any three

Police Officer: Whenever you have people being murdered and graves being robbed, the police will show up (eventually). Chief investigator Tor Johnson has already been turned into a ghoul, so watch out!

Police officers increase their PER score by one point, and reduce their WIL by one point.

Primary Skills: Detection

Secondary Skills: Car Chase, Fighting, Marksmanship

Tertiary Skills: Choose any three

Scream Queen: Every bad horror movie needs a good scream queen. The scream queen has a special skill not open to the other classes – Scream (see skills below).

Scream queens increase their CHA score by one point, and reduce their CON by one point.

Primary Skills: Scream

Secondary Skills: Dodge, Seduce, Sneak

Tertiary Skills: Choose any three

Skills

Each character has seven skills (see above). One skill is “prime”, three are “secondary”, and three are “tertiary”. Skill scores range from 0 to 12. Each skill (see below) is associated with an ability score. For the prime skill, roll 3 dice and drop the lowest value. For secondary skills, roll 2 dice and used their combined value. For tertiary skills, roll 1 dice and use that value.

Acrobatics (DEX): Ability to do flips, leaps, walk tight ropes and dive out of cars and trains without getting hurt.

Car Chase (DEX): Ability to control a vehicle during a high speed chase.

Climb (STR): Ability to climb ropes (2D), walls (3D) and cliffs (4D).

Detection (PER): Ability to note clues and other concealed things.

Dodge (DEX): Ability to dodge cars, traps, explosions and such.

Endure (CON): Ability to endure pain, poison, alcohol and such.

Exorcism (WIL): Ability to repulse the undead, as follows:

- | | |
|----|---|
| 2D | Causes a normal ghoul to flee for 1D rounds, and holds Tor Johnson at bay for 1 to 6 rounds |
|----|---|

- | | |
|----|--|
| 3D | Turns 1D worth of ghouls to dust, causes Tor Johnson to flee for 1 to 6 rounds, and holds Vampira at bay for 1 to 6 rounds |
|----|--|

- | | |
|----|--|
| 4D | Turns 2D worth of normal ghouls to dust, causes Tor Johnson to flee for 2 to 12 rounds, and causes Vampira to flee for 1 to 6 rounds |
|----|--|

Fighting (STR): Ability to inflict damage using melee weapons.

Fly Plane (DEX): Ability to fly aircraft while your co-pilot reads from a script in his lap.

Guts (WIL): Ability to resist fear, seduction and mind control.

Intimidate (CHA): Ability to intimidate people without reprisals. If the check is failed, revenge always follows.

Intuition (PER): Ability to sense danger and know when people are lying.

Jump (STR): Ability to leap from one roof to another, or across small chasms.

Lie (CHA): Ability to lie and get away with it.

Listen (PER): Ability to listen in on conversations, including through doors or over background noise.

Make Friends (CHA): Ability to make hostile creatures neutral, neutral creature friendly, and friendly creatures to render material or dangerous assistance.

Marksmanship (DEX): Ability to inflict damage in combat with guns, crossbows and thrown weapons.

Psionics (INT): Ability to manipulate reality with the power of your mind:

- | | |
|----|--|
| 2D | Passive powers that read minds (E.S.P.), detect enemies or predict the future |
| 3D | Active powers, such as telekinesis, mind control, stunning people or causing them to sleep, slowing or holding creatures, causing headaches and bending spoons |
| 4D | Hostile powers that inflict 1 point of damage to Constitution or Willpower |

Scream (CHA): This skill is only open to the Scream Queen, and therefore cannot be taken as a tertiary skill by the other classes. When the scream queen makes a successful scream check, her allies instantly know where he or she

is, and they get a +1 bonus to any skill they use to protect her or get her out of danger.

Seduce (CHA): Ability to seduce people, making them fall in love with you and spill the details of a bad guy's plan.

Sneak (DEX): Ability to sneak past people quietly and hide from them.

Surprise (DEX): Ability to surprise foes from an ambush and get a free attack.

Swim (STR): Ability to swim and dive without dying.

Thievery (DEX): Ability to steal things.

Equipment

Once a character has his ability scores and skill scores, he can pick out the kits to equip himself. Characters start the game with \$20 per point of Charisma to buy equipment.

<u>Melee Weapon</u>	<u>Cost</u>	<u>Range</u>	<u>Fighting</u>	<u>Damage</u>
Brass Knuckles	\$1	-	+1	1
Chain (3')	\$2	-	+1	1
Club / Bat	\$1	-	+1	1
Knife	\$5	30'	+1	2
Sap	\$1	-	-	*
Switchblade	\$3	30'	+1	1

<u>Missile Weapon</u>	<u>Cost</u>	<u>Range</u>	<u>Marks</u>	<u>Damage</u>
Bazooka	\$1,500	700'	-	6
Machine Gun	\$50	1,500'	+1	3*
Molotov Cocktail	\$1	100'	-	*
Pistol	\$20	250'	-	2
Revolver	\$15	100'	-	3
Rifle	\$40	800'	+1	2
Shotgun	\$25	100'	+1	3*
Submachine Gun	\$40	200'	-	1

<u>Explosive</u>	<u>Cost</u>	<u>Range</u>	<u>Fighting</u>	<u>Damage</u>
Dynamite	\$20	*	*	*
Grenade	\$10	120'	-	2
Nitro Glycerin	\$40	*	*	*

Dynamite: Dynamite deals 4 points of damage within 5' when it explodes, 3 points of damage within 10', 2 points of

damage within 20' and 1 point of damage within 30'. A successful Endure check lowers this damage by 1 point.

Machine Gun: A machine gun has a maximum range of 1,500' and deals 3 points of damage, or, if you spray bullets over a 10' area, all in the area must pass a Dodge check or suffer 1 point of damage.

Molotov Cocktail: These items burst when they hit a solid surface, inflicting 1 point of fire damage to all within 5 feet who fail a Dodge check.

Nitro Glycerin: Nitro Glycerin deals 6 points of damage within 10' when it explodes, 4 points of damage within 20', 2 points of damage within 30' and 1 point of damage within 50'. A successful Endure check lowers this by 1 point.

Sap: If you strike a creature from behind with a sap, the victim suffers 1 point of damage and must pass an Endure check or be knocked unconscious for 1 to 6 minutes.

Shotgun: A shotgun has a maximum range of 100'. It deals 3 points of damage, or, if sawed off, blankets a 10' area (max range 50') that forces all within it to pass a Dodge check or suffer 1 point of damage.

Submachine Gun: A submachine gun makes 2 attacks per round.

Conflict and Combat Resolution

To resolve conflicts, you need to understand the following terms:

Target Value (TV): A character's TV is equal to his skill score + relevant ability score + a bonus for any advantages he might enjoy (as determined by the game master)

Task Check: A task check is a roll of the dice, usually three dice in which the player tries to roll his target value or lower to succeed at a task; any disadvantages the character suffers are added as a bonus to the dice roll. A roll of all 6's always fails. A roll of all 1's always succeeds.

When two creatures oppose one another, both roll against their total value, and the one who succeeds by the most is the winner.

The GM can rule that there is a modifier to the roll or target value based on other conditions, such as working under pressure or attacking from behind. For an advantage, add +1, +2 or +3 to the target value. For a disadvantage, add +1, +2 or +3 to the roll.

Combat

Combat is handled in combat rounds, with each round being 10 seconds of time. To determine who goes first in a round, each player rolls 1 dice (1D) and adds their REF score. The highest roll goes first, followed by the next highest, and so on. Ties go to the combatant with the highest DEX score. If there is still a tie, flip a coin.

Combat uses the conflict resolution method detailed above, using a character's Fighting skill for melee (hand-to-hand) attacks or Marksmanship for missile (ranged) attacks.

A successful physical attack roll deals one point of damage to the opponent's CON score. Attacks against a character's mind deal one point of damage to the opponent's WIL score. If the attack roll succeeds by 3 or more points, the attacker can also impose a special condition on his opponent, such as putting him in a grapple hold, tripping him or erasing a memory from his mind.

A creature reduced to 0 points of CON or WIL is knocked unconscious and critically wounded, and they can be killed by one more attack.

Movement

Characters walk at a speed of 260 feet per minute (or 40 feet per combat round), and can sprint at a speed of 2300 feet per minute (or 390 feet per second). A sprint can last up to one minute. Running at half sprinting speed can last up to 10 minutes. An Endurance check can double the time a character can sprint or run.

Ghouls walk at a speed of 200 feet per minute (or 30 feet per combat round) and cannot run.

Psionics

When a character must resist psionic powers, they add their INT and WIL scores together and attempt to roll under that total value with 3D.

Luck

Each character begins a game session with a Luck score of 6. A luck score can be substituted for an ability score or skill score when making checks. Each time this is done, the character's Luck score is reduced by 1 point. One can also spend luck to avoid wounds. Roll 1D. If the result is lower than one's current Luck score, the wound is avoided. Either way, one point of luck is lost.

Monsters

The players have four main fiends they have to overcome to defeat Plan 9 from Outer Space.



Alien

The aliens are technically superior to human beings in terms of intelligence. Not an easy claim to substantiate with a viewing of the film, but let's just go with it. Two aliens have been tasked with carrying out Plan 9 – the alien commander Eros and his lieutenant Tanna.

The aliens can use the ghouls on their flying saucer to animate 6 ghouls each hour. The GM can decide where they place these ghouls, and what orders they give them to help them carry out their plan.

STR 3, DEX 4, CON 4, INT 6, WIL 5, PER 3, CHA 3

Fighting 6, Fly Saucer 10*, Intimidate 8, Marksmanship 7, Science 12, Sneak 6

** Treat this as the Fly Plane skill, only as regards flying the alien saucers*

Ghoul (Normal)

Ghouls are the risen dead. They are controlled by the aliens. If the alien flying saucer is destroyed, the control is released and the ghouls quickly decompose. Ghouls are immune to fear and most psychic powers.

STR 4, DEX 2, CON 6, INT 2, WIL 5, PER 2, CHA 1

Endure 10, Fighting 6, Marksmanship 3



Tor Johnson (Strong Ghoul)

Tor Johnson played the police detective investigating the robbing of graves at the cemetery. He is killed by Vampira, and is then raised as a ghoul by the aliens. Ghouls are immune to fear and most psychic powers.

STR 6, DEX 2, CON 6, INT 2, WIL 5, PER 2, CHA 1

Endure 12, Fighting 8, Marksmanship 3



Vampira (Sexy Ghoul)

Vampira is among the first of the ghouls, and easily the sexiest of them (it's all relative, folks). Ghouls are immune to fear and most psychic powers.

STR 5, DEX 3, CON 5, INT 2, WIL 5, PER 2, CHA 5

Endure 10, Fighting 7, Marksmanship 3, Seduce 10

Common Vehicles

Vehicles are rated for their top speed, their armor protection, which they apply to themselves and to passengers, and they have their own BODY rating, which works something like a character's CON score.

Flying Saucer: These ships are operated by the aliens. There is one flying saucer in the game – when it is destroyed, the game is over. They are quick and maneuverable. They carry all sorts of science scanners, and the ray that animates the dead and controls them. Saucers have CON 12. Top Speed 600 mph in atmosphere, but faster in space, Armor +6, BODY 18.

Motorcycle: Motorcycles are built for one, but can carry two in a pinch. Motorcycles add +2 to a character's Car Chase score. Top Speed 130 mph, Armor +0, BODY 5.

Roadster: Roadsters are built for speed and maneuverability. They seat two people, and add +1 to a character's Car Chase score. Top Speed 140 mph, Armor +1, BODY 10.

Sedan: Sedans seat four people comfortably. Top Speed 120 mph, Armor +2, BODY 12.



THE PLANES

THE GREY PLANET BECKONS

Image in Public Domain, Art by John M Stater

The most famous cosmology for fantasy gaming was established about 40 years ago. In this scheme, there are inner and outer planes, the outer planes being keyed towards alignments, and organized in a “wheel” scheme.

For NOD, I wanted to do something different, merging the concept of the planes with medieval notions about the composition of the solar system with the Earth in the center of the universe, and the planets, Sun and stars orbiting around it. Beyond the stars is Heaven and in the Earth's center is Hell (the point in the universe as far as possible from the throne of God).

I've recently decided to merge my original idea with a new idea I had about the planes being akin to threads that intersect at planar nexuses. First, I'll explain the planar threads idea, and then we'll explore NOD's Negative Energy Plane.

Dimensional Strings

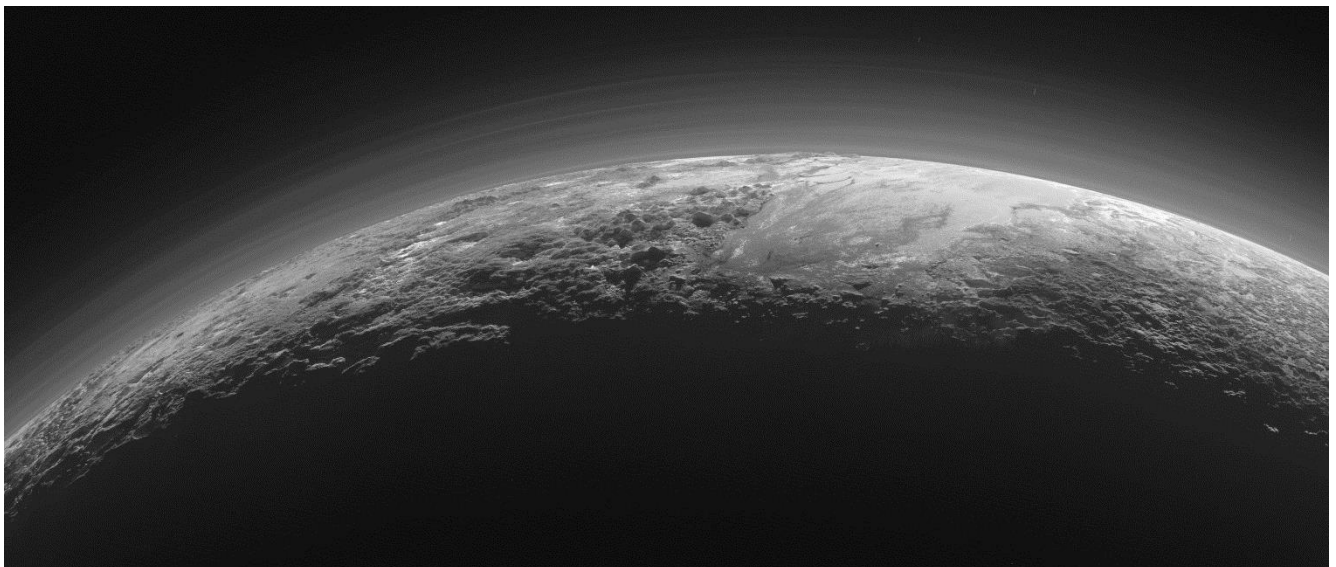
Long-time fantasy gamers get the idea of “planes”. Each plane is its own reality, and it connects in some fashion with other planes. The planes are primarily where high level murder-hobos go to kill really powerful things and steal their extremely powerful stuff. Simple.

How about we swap out planes for strings?

No, the Elemental Plane of Fire will not look like a blazing tightrope. It will still be an endless reality of fire and efreit. While one is in the dimension, they will see no beginning or end. The dimension will, however, function as a string in the way it interacts with other dimensions. All of these dimensions, as strings, crisscross the multiverse and, at certain points, intersect.

An intersection of two dimensions is called a “dimensional nexus” or “planar nexus”. At a dimensional nexus, the realities of two or more dimensions are combined, forming a little pocket dimension that combines the aspects of the planes that are connected. You might have a plane that combines Elemental Fire with Chaotic Good, or a plane that combines Shadow with Water. Perhaps the Astral Plane is where all these strings are located, and perhaps when one is traversing the Astral Plane they can accidentally hit a string and find themselves in another dimension. The Ethereal Plane is just the blurry edges of the vibrating Material Plane, and can be a passage to these “nexus points” that interact with the Material Plane.

Using this scheme, the planets in the Nodian cosmology are where different planes intersect with the Material Plane.



The Planets

Briefly, the planets in the Nodian cosmos, and the planes with which they intersect, are:

Planet	Associated Plane
Nod	Material Plane
Luna	Material Plane
Mercurii	Elemental Earth
Venerii	Positive Energy
Martis	Neutrality
Sun	Fire
Jovis	Elemental Air
Saturnis	Chaos
Neptunis	Water
Uranus	Law
Pluto	Negative Energy
Firmament	*

* The Firmament, or Sphere of Fixed Stars, contains numerous planets/stars. It is worth mentioning here that the ancients did not really differentiate between planets and stars, other than believing the planets were close, and the stars were much further away. In this scheme, Andromeda and Betelgeuse are treated as planets rather than as stars orbited by planets.

The Negative Energy Plane

The Negative Energy Plane is a vast void that sucks the life out of travelers. It is a lonely, haunted place, drained of color and filled with winds bearing the soft moans of those who died within them. Negative energy is anathema to life, and spells that inflict wounds, drain energy or inflict instant death use negative energy to do so.

On the Negative Energy Plane, life is fleeting. Each round, those on the plane must make a Fortitude saving throw or lose one level to energy drain. A creature whose level is reduced to zero is slain, becoming a wraith. The *death ward* spell protects a traveler from the damage and energy drain of a negative-dominant plane.

Non-living matter soon crumbles, fire is snuffed out, water evaporates and air disperses.

Dangers of Pluto

Pluto is kissed by the Negative Energy Plane, making it a bleak and desolate place with many dangers.

The Atmosphere

The air of Pluto is thin and poisonous (Poison III) to most creatures. Native Plutonians are immune to poison.

The Climate

Pluto is a cold world, with daytime temperatures around 0° F (-17° C) in the daytime, and at night dropping to -120° F (-84° C). Natives find the highs comfortable, and the lows cold (i.e. time to put on a heavy cloak). Non-natives must come prepared or freeze to death.

Gravity

Pluto has low gravity, making visitors from other worlds stronger by comparison. A creature from Nod has his or her effective strength increased by 4 points on Pluto.

Ice Volcanos

Beneath the surface of Pluto there is a mantle of ice, and beneath that a thin layer of water heated by the planet's core. This abyssal ocean is a world of its own, but at times forces the mantle upward through the crust in the form of ice volcanos. These objects explode like normal volcanoes, but deal cold damage instead of fire damage and cause extensive snowfall.

Magic

On Pluto, necromancy spells have their variables doubled. Spells that use positive energy, such as *cure* spells, have a 50% chance of spell

failure on Pluto, and all variables are halved.

Conjured objects on Pluto have their durations cut in half, or, if permanent, last for 24 hours. Material objects not native to Pluto slowly disintegrate, slowly turning into dust. Spells of summoning have a chance of failure equal to 50% minus the level of the spell caster, as most creatures will resist being summoned to the grey planet. Spells of evocation have all their variables halved, as Pluto thwarts energy as well as matter.

"Yuggoth... is a strange dark orb at the very rim of our solar system... There are mighty cities on Yuggoth—great tiers of terraced towers built of black stone... The sun shines there no brighter than a star, but the beings need no light. They have other subtler senses, and put no windows in their great houses and temples... The black rivers of pitch that flow under those mysterious cyclopean bridges—things built by some elder race extinct and forgotten before the beings came to Yuggoth from the ultimate voids—ought to be enough to make any man a Dante or Poe if he can keep sane long enough to tell what he has seen..."

—H. P. Lovecraft, "The Whisperer in Dark-

Negative Energy

The planet is bathed in negative energy. This keeps natural healing from functioning properly, and deals 1 hit point of damage per hour. Non-natives must pass a Fortitude saving throw each night or suffer 1 point of Constitution damage. Native Plutonians are unaffected by this energy.

Quicksand

Pluto's environment tends to break things down. Matter, for example, crumbles into dust, so there is a great deal of dust piled around the planet. In the Ashen Wastes and in other locales, this dust sometimes forms the equivalent of quicksand, with people slipping under the dust at an alarming rate, and descending maybe as far as 1 mile beneath the planet's surface.

Void Storms

Void storms occur frequently on Pluto, though there is only a 1% chance per day that one will strike near adventurers. When it does, roll 1d100 to find the distance between the adventurers and storm, in miles.

A void storm occurs when a bit of Negative Energy Plane suddenly intrudes on Pluto's atmosphere, instantly turning a 5-mile radius sphere of air into a vacuum. The effects of the storm on adventurers depend on how far away they are:

Miles	Effect
0-5	Sucked into Negative Energy Plane – bumper!
6-10	Gale-force winds that make flying impossible (fall from sky, Reflex save to halve damage), put out all fires (magic fire is extinguished on a roll of 1-4 on 1d6). Creatures must pass Fortitude save or be knocked around for 1d6 points of damage. In addition, the winds create a sonic blast that deals 1d6 points of sonic damage, and forces creatures to pass a Fortitude saving throw or be deafened for 1 hour.
11-30	As above, but without sonic damage or deafening.
31-70	Extreme winds that make flying difficult (Reflex save to avoid falling) and put out small to large unprotected flames.
71-100	High winds that make flying difficult (Reflex save at +2 to avoid falling) and put out small unprotected flames.

The Plutonians

There are five humanoid cultures on Pluto. Four of these people are “quasi-undead”, or humanoids that have evolved to resemble various classes of undead. The ice men are elemental creatures.

The Black Traders: The Black Traders are quasi-vampires who are never seen unrobed. They have ghastly, pallid flesh, hairless skin and leering yellow eyes. They



grow their finger- and toenails quite long, and wear tightly fitting outfits of black leather, their faces masked. Some wear long black capes. They always wear curved swords and daggers hanging from shoulder harnesses.

The Black Traders trade in all manner of goods collected from all over Pluto – foodstuffs (such as they are), funerary cloths, monster parts, gemstones, handicrafts, bitter spirits, etc. Black Traders value secrets above all things, trading in secrets and knowledge the way others trade in coins and gems. The Black Traders will trade for goods and secrets, but they do not care for coins or gems. One purchases things from Black Traders by selling them secrets. The more dire the secret and the more powerful the person it concerns, the more valuable it is.

The Black Traders dwell in large, dismal cities within the craters that dot the Poison Country (q.v.). They move about in sky galleys called “black arks” made of black wood, with stark white sails and three rows of oars pulled by tireless pseudo-zombies. These galleys course through the poisonous skies of Pluto, alighting near the settlements of others and greeting those who wish to trade with them. The typical black ark has a crew of 1d4+1 black traders and 60 to 100 quasi-zombie rowers.

Black Trader (quasi-vampire), Medium Humanoid: HD 10; AC 15; ATK 1 bite (1d6 + grapple) and 1 slam (1d6); MV 30; F8 R10 W10; AL Chaotic (NE); XP 500; Special—Immune to poison and negative energy, resistance to cold.

Didallu: The Didallu are quasi-wights that dwell in the Drab Mountains. The Didallu s are ivory-skinned, with raven hair and violet eyes. They are tall and gaunt, the women graceful after a fashion, the men given to wide exaggerations and long melancholies. The men dress in woolen tunics and trousers and gray cloaks, and have long, curly beards. They wrap their lower legs in leather thongs and wear leather sandals on their feet and intricately patterned conical wool caps on their heads. The women wear loose-fitting gowns, wide leather belts wrapped just under their breasts, shorter cloaks than the men and they put their hair

in braids. Warriors arm themselves with spear, shields, leather armor, short bows and long knives.

The Didallu raise black sheep, trading wool and foodstuffs for fragrant oils and herbs used in their complex embalming rituals. They make mummies of their dead philosophers and nobles, walling them into their temples and palaces that they may advise future generations through barred windows. Peasant corpses are used as fuel in their furnaces. A Didallu patrol consists of 2d6+4 warriors with about 10% of them mounted on scrawny black camels.

Didallu cities are terraced ruins of grey and black stone. The highest points of their cities are taken by their temples and the mansion of the priest-king and his grand retinue of lesser votaries. The lower portions are inhabited by the nobles and the peasants.

Didallu (quasi-wight), Medium Humanoid: HD 4; AC 15; ATK 1 slam (1d4) or by weapon +2; MV 30; F11 R14 W14; AL Neutral (N); XP 200; Special—Immune to poison and negative energy, resistance to cold.

Ice Men: The ice men control the land of Red Ice (q.v.). They carve large cities from glaciers or on ice mountains, and hunt the terrible beasts that roam those lands for sport. The ice men are stoic, though not emotionless. They are, however, perhaps the most reasonable people on Pluto, though their ultimate philosophy is defeatist and fatalist. They expand their empire where they can through sheer boredom and disgust of the lesser races (as they see it) that inhabit Pluto.

The ice men dig grand temples into the glaciers of their homeland, where they gather large numbers of captives and slaves and slaughter them to feed the red ice of their homeland, believing the ice to be a living, hungry god.

Ice Man, Large Outsider (Water): HD 8; AC 17; ATK 2 slams (1d8 + 1d6 cold); MV 20 (Swim 60); F8 R9 W10; AL Neutral (N); XP 800; Special—Pass through ice, chill extremities, immune to cold, poison and negative energy, vulnerable to fire, resistance to cold and weapons.

Lashers: The Lashers are gnolls native to Pluto. They have the faces of snarling hyenas, with skin as white as snow and grey fur. They equip themselves with simple weapons like clubs and spears and wear the hides and skins of the beasts or humanoids of Pluto they have slain. In temperament, they are not terribly different from the Necrophages. The Lashers dwell in the Dead Sea, forming a theocratic, nomadic empire dedicated to the worship of Yeenok. The warriors ride on giant war zarks (a jet black shark that has adapted to a non-aquatic environment). Their leaders are equipped with multi-headed flails and bull whips.

Lasher, Medium Humanoid: HD 2; AC 15; ATK 1 weapon; MV 30; F12 R15 W16; AL Chaotic (NE); XP 100; Special—Immune to poison and negative energy, resistance to cold.

Zark, Large Animal: HD 7; AC 15; ATK 1 bite (1d8); MV 50; F9 R9 W15; AL Neutral (N); XP 350; Special—Immune to poison and negative energy, resistance to cold.

Necrophages: Necrophages are fierce warriors who roam the Ashen Wastes in hordes, striking out at the settled peoples of Pluto when they get the chance. The Necrophages consume the flesh of their dead and of enemy casualties in war. They are berserkers in combat, wear leather and ring armor, carry shields, leaf-bladed short swords, spears and javelins and make use of scythe-wheeled chariots drawn by giant hyenas.

While one might expect berserkers to charge into combat screaming, the Necrophages fight in perfect silence. Their clerics cast *silence* on the tribe's war chariots, so that their charging armies make almost no sound as they sweep across a battlefield. Necrophages are tall and lean, with pale green skin that they paint in grotesque patterns using burgundy paint made from crushed elderberries and columbines. Necrophage tribes are ruled by undead kings, with worthy challengers raised by force of will when they die to challenge the existing wight-king. A patrol consists of 1d6x3 warriors in war chariots (3 in a chariot, a driver, a spearman and an archer) pulled by 2 giant hyenas.

Necrophage (quasi-ghoul), Medium Humanoid: HD 2; AC 14; ATK 2 claws (1d4) and bite (1d6); MV 30; F12 R15 W15; AL Neutral (N); XP 100; Special—Immune to poison and negative energy, resistance to cold.

Giant Hyena, Large Animal: HD 4; AC 14; ATK 1 bite (1d6 + trip); MV 50; F11 R10 W15; AL Neutral (N); XP 400; Special—Immune to poison and negative energy, resistance to cold.

Shadow Men: The Shadow Men are quasi-shadows who dwell in the Shadow Lands under the domination of the Nine Petty Deaths. Each has flesh colored matte black, with black eyes that do not sparkle and black hair that falls flat over their shoulders. They dress in black, have armor and weapons of black steel, and ... well, you get the idea. They are a warrior people, organized from birth into battalions in the fashion of the Spartans. When they move, they seem to glide over the earth, and their attacks are made more eerie because of their low, throaty war chant.

Shadow Man (quasi-shadow), Medium Humanoid: HD 3; AC 13; ATK 1 slam (1d6) or by weapon +1; MV 40; F12 R14 W14; AL Neutral (LN); XP 150; Special—Immune to poison and negative energy, resistance to cold.

Features of Pluto

Ashen Wastes: The Ashen Wastes are dry steppes covered with a thin layer of ash that seems to drain the heat from the landscape; open fires last half as long as normal on the Ashen Wastes. Underneath the ash are meadows of dry grasses, asphodels and poisonous plants. The wastes are mostly inhabited by hordes of Necrophages (1d10 x 100 warriors + 50% noncombatants) and giant hyenas. One might also encounter achaierai, ash and dust elementals, dust mephits, night hags, nightmares and zombies.

Ash Elemental, Medium Elemental: HD 9; AC 17 [+1]; ATK 1 slam (3d6); MV 30; F9 R11 W11; AL Neutral (N); XP 2,250; Special—Absorb heat (30', 1d6 damage per round, extinguish flames), change shape, immune to cold, vulnerable to fire.

Dust Elemental, Large Elemental: HD 12; AC 21 [+1]; ATK 1 slam (3d6); MV 30; F6 R9 W9; AL Neutral (N); XP 3,000; Special—Engulf foes (Reflex save negates, 2d6 damage per round from disintegration), dust devil (as the air elemental's whirlwind).

Dead Sea: The Dead Sea is the remnant of a shallow ocean. It is now a saline plain covered by a thick layer of nitrogen snow. The eastern portion is hilly, and inhabited by nilbog tribes, while the western portion is the home of the lashers, cruel theocratic gnolls bent on the conquest of Pluto. Salt elementals and mephits roam the frigid wastes.

Nilbog, Small Humanoid: HD 0 (1d4 hp); AC 13 (leather); ATK 1 weapon (1d6); MV 20; F14 R15 W15; AL Chaotic (NE); XP 50; Special—Opposite action (20', creatures must pass Will save or do the opposite of what they intended),

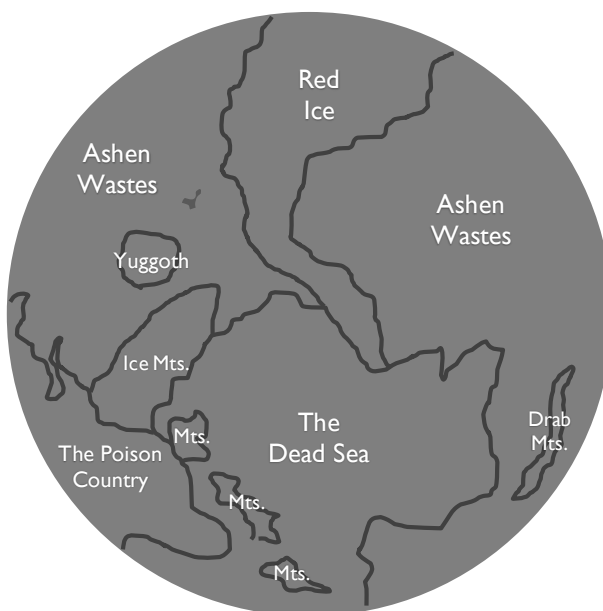
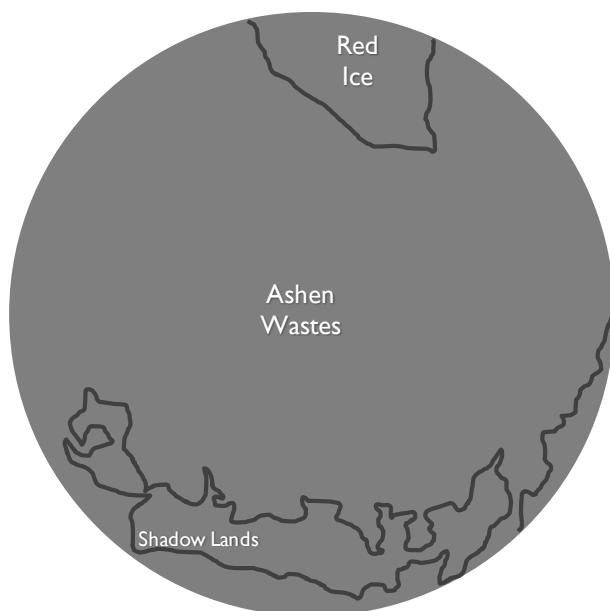
healed by damage (can gain up to 2 times its normal hit points), damaged by cure spells.

Salt Elemental, Large Elemental: HD 12; AC 19 [+1]; ATK 1 slam (4d8); MV 10; F6 R9 W9; AL Neutral (N); XP 3,000; Special—Absorb moisture (80', 2d6 damage per round), killed when immersed in water, immune to fire.

Drab Mountains: These granite peaks are covered with nitrogen snow in the peaks, and meadows of grey grass and thorn trees (Poison I) in the foothills. The mountains are inhabited by the Didallu, who build their cities there and who fight grand, pointless wars with one another over matters of pride and vanity. The valleys have wide, shallow rivers of reddish water that flow into the Sea of Death. The lower slopes are home to barghests, grey dwarves, howlers and yeth hounds. Some have surmised that the grey dwarves are native to Pluto. Here, they dig minerals from the crust and collect valuable gasses in alembics.

Ice Mountains: The Ice Mountains are literally mountains of black water ice rising on the verge of the Sea of Death, some of them volcanos that spew gasses and water from the interior of Pluto into the atmosphere, to fall back to the ground as snow. The only inhabitants of the Ice Mountains are shadows, wraiths and outlaw ice men.

The Poison Country: The Poison Country is a shallow sea of oil and tar interrupted by giant craters in which the Black Traders build their cities of obsidian and iron. The land is very difficult to traverse, even in a boat, due to the tar. Random encounters with black tentacles (as the spell, but triple size) keep intruders away from the cities of the Black Traders. Night hags are sometimes seen coursing over the sea on nightmares, to trade with the Black Traders.



Red Ice: The Land of Red Ice is a broken land of rugged peaks divided by glaciers and frozen lakes of orange and red ice. Lazy rivers of umber slush flow from the margins into the Ashen Wastes, only to be quickly swallowed up. Along these rivers there are thick stands of tall, leafless white trees. The land is inhabited by the giant icemen and a menagerie of dangerous beasts including nightcrawlers, white dragons of the most uncouth sort, cryohydras, idrax, which look something like crabs formed of ice, and Necrophage clans looking for plunder.

Idrax, Large Elemental: HD 9; AC 18 [+1]; ATK 2 pincers (1d10); MV 20 (Swim 50); F8 R11 W11; AL Neutral (LN); XP 2,250; Special—Immune to cold, poison and spells (level 0 to 2); Spells—At will—*detect invisibility*; 3/day—*detect magic*, *dispel magic*, *wall of ice*, *transmute rock to mud*, *web*; 1/week—*scurry*.

Shadow Lands: The Shadow Lands are a series of rugged black mountains and their foothills, and the lands that exist in the shadow of these mountains. These lands are claimed by the undead. Specifically, they are claimed by the Nine Petty Deaths, nine arch-liches of great power and influence, who consider themselves the lords of Pluto. Each lich controls a large army of quasi-shadows (the native peoples of the region) and other undead, and collects tribute from most of the other peoples of Pluto, though the icemen resist them most successfully. The nine are Aetun, Caraglus, Gelis, Margon, Orond, Shador, Therothad, Torix and Xogar. Each has a fortified palace on a separate mountain, with the miserable villages of his quasi-shadow subjects clustered around the base and in the surrounding countryside.

Yuggoth: Yuggoth is a plateau that rises like a fortress from the Ashen Wastes. The outer walls of the plateau ascend one mile from the wastes below, and are quite rugged and unforgiving to climbers. Atop the plateau, the air is notably thinner, a product of the weird machineries of the plateau's inhabitants, the mi-go. The mi-go came to Pluto in ages past and built an outpost that is used by their scientists to study and explore the Nodian cosmos. Immune to the vacuum and cold of space, the mi-go find Pluto not unpleasant, and its negative energies endlessly fascinating. The only encounters common to Yuggoth are the mi-go themselves, their automaton servants, and void elementals summoned by their dark researches.

Void Elemental, Small Elemental: HD 6; AC 21 [+1]; ATK 1 slam (4d4); MV 90; F13 R10 W11; AL Neutral (N); XP 3,000; Special—Constant gust of wind (as spell, 60' radius, 1d4 damage per round), slain by wind spells from casters with 7 or more levels.

Moons of Pluto

Pluto has five moons, the largest being Charon. Charon is nearly as large as Pluto itself, and is composed almost entirely of negative matter. Negative matter is relatively unreflective, and thus Charon appears as a matte black world. It is more closely tied to the negative energy plane than Pluto, and is very dangerous to living creatures.

Styx and Hydra are ice moons, while Nix is known to the Plutonians as the "Grey Manse of the Death Lord", the home of a powerful and unique negative energy dragon called Zeru. Kerberos is composed of detritus and debris, and offers very little of interest to anyone.

Adventures on Pluto

Why on earth would somebody come to Pluto?

Dungeons: Like everywhere else in a fantasy role playing universe, Pluto has dungeons, such as the tomb complexes of the Didallu, the ice fortresses of the icemen and the catacombs of the Shadow Men. Somewhere in the Ashen Wastes there stands the Black Fortress of Ultimate Night, wherein dwells a nightwalker and much treasure.

Magic: Pluto is at the pinnacle of necromantic magic. Perhaps a specific spell or summoning can only be performed there, and perhaps only with the help of a native. Pluto might also be the repository of an artifact associated with negative energy, such as the *Talisman of the Sphere*.

Revenge: The Nine Petty Deaths are not satisfied with their realm on Pluto, and seek to spread the influence of the negative energy plane elsewhere, especially Nod. They have many agents, and may steal away the souls of people precious to the adventurers, requiring them to journey to Pluto to effect a rescue or revenge.

Trade: The Didallu and Black Traders often have interesting goods or secrets to sell. High level adventurers, in search of secret knowledge or powerful or weird items or substances, may have to travel the stars to Pluto to trade.

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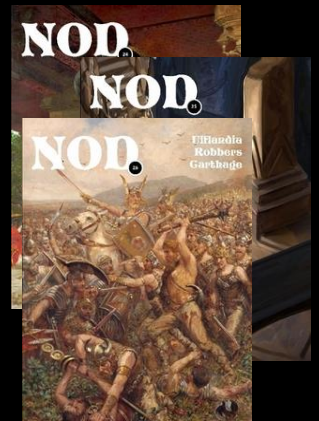
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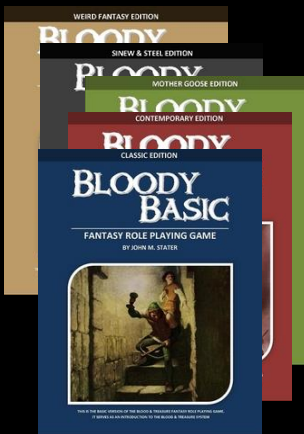
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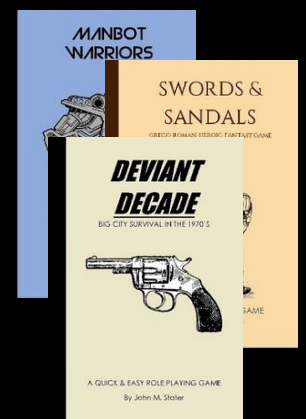
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