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Trollheim Hex Crawl

D20 Mecha Gear

Disease in RPGs



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Visit <http://matt-landofnod.blogspot.com/p/nod.html> for this issue's hex map

HEXCRAWL

THE TROLLHEIMS PART I

Illustrations by Claudio Casini, Gary Dupuis, Jon Kaufman, Denis McCarthy, James E Shields, V Shane and Viktor Vasnetsov

The chilly lands in the northeast of Nod are known as Og, after the great river which drains them. The River Og looms large in the lives of the people there, and most treat it as a god. They are wise to do this, of course, for Og is a god.

South of the Og lie the undulating Golden Steppes. North of the Og are primordial woodlands, marshes and tundra, all ringed by snowcapped mountains. The Trollheims and White Mountains border it on the west, and the shadowy, ill-famed Black Mountains on the north.

Within those mountains, woodlands and marshes live humans, dwarves, elves, halflings and humanoids, at war with nature and one another to survive Og's bitter domain.

This hex crawl covers the extreme southwest corner of Og, which include the northern portion of the Trollheim Mountains and the extreme western fringe of the Golden Steppe. Within these confines lies the great city of Azsor, a city-state of humans and dwarves ruled by the legendary King Mogg.

History of Og

In primordial times, much of Og was covered by a sheet of ice that spread from the Sea of Stars to what is now the fey country of Mab. At the edge of the ice sheet, a simple human people scraped out a stone-age existence. The land was rough and wild. Nod was much drier then, and the great desert of the south all but encompassed what is now steppe-land. The greatest resource of Og was its herds of mammoth.

As that age of ice passed, a shallow sea was formed, attracting strange denizens of the deep to build cities beneath those grey, warm waves. Great forests sprang up in the wake of the retreating glaciers. The trees grew unnaturally tall, attracting the attention of the ancient elves.

At this point in time the elves already ruled the human civilizations of the Motherlands. They now resolved to settle the great forests of Og. All that stood in their way was the shallow sea and its inhabitants. These creatures were older than the

elves, and possessed of wondrous technologies and elder lore. The elves were at the height of their powers and arrogance, and a cabal of elven wizards decided the easiest way to eliminate the fish folk was to drain their shallow sea. Through unknown means (well, I know them ... if you read the hex crawl, you might discover the secret as well), they accomplished this task, leaving in the sea's place a great river that flowed from the White Mountains to the Sea of Stars.

The elves and their human subjects now surged into Og. They besieged the citadels of the firbolgs and drove them into hiding. The goblin folk were driven into the mountains, and the primitive humans they found were enslaved. These slaves toiled endlessly on the walls and towers of the now mythic elven city of Isithul. Isithul's location is now a mystery. Its walls were built of green stone, it is said, and within its halls walked the greatest wizards the elves ever produced. They had come to Isithul for a grand project – a way to travel between worlds.

When the grand project was finally completed, it rivaled the ancient Crown Stone in power and achievement. Although it appeared as nothing more than a giant vessel covered in beaten gold, at its heart lie an engine powered by mysterious crystals that could bend space and time. It was the height of elven achievement, but it displeased the Kabir, the ancient gods of the elves. Asur, chief amongst the gods, instructed Nudd to destroy this vessel before it could do any harm. Although his quest was long, and fraught with peril, Nudd eventually succeeded in destroying the elven ship, scattering its mysterious crystal shards in the process. These shards are still to be found in Og.

When the Great Rebellion of Dwarves and Men occurred, and the Crown Stone was destroyed, the great network of standing stones went with it and the elves lost their ability to maintain the magical civilization they had created. The ethereal winds swept over the landscape, spawning monstrous beasts and aberrations and destroying the elven aristocracy's monopoly on power.

Some five hundred years ago, humans led by a spellcaster called Louhi battered down the gates of Isithul and formally ended the reign of the elves in Og.

Four hundred years ago, the red-skinned Qum'al of the steppe sacked the encampment of Ulu-Thau, Emperor of Harady. Drunk on plunder, they then turned their attentions to the verdant lands to the north of the River Og. In short order they conquered the small stone forts of the Isithul (the name now given to the people of Louhi). The Isithul were soon overrun from the White Mountains to the Sea of Stars, pushed into the northern lands.

By three hundred years ago, the Qum'al had established hill forts from Azsor to Luhan, and causeway villages on the lakes of Mab. Only in the Valley of Yore did they meet strong resistance from the better organized and more technologically advanced Feafolc (halfings). Yore would be sorely pressed in those days, but it never fell.

Throughout the lands of the Qum'al, every hill fort became a tribal state, and raids and war were common. The clan elder system of the steppe Qum'al was gradually replaced by the leadership of war chiefs. Eventually, the greatest of those chiefs carved kingdoms out of the chaos. Such ancient Qum'al kingdoms as Luhan, Mab, Irith, Zhuul, and Krakon were forged, only to fall and then rise again as life degenerated into a circle of blood feuds and ill-conceived wars of conquest.

Two hundred years ago, seafaring invaders from Yama hit the Amber Coast of modern Luhan. The Nakdani, fleeing their sinking homeland, drove their war galleys to Luhan and began to colonize it. The petty Qum'al kingdoms united in a war against the invaders, led by the mighty lords of Azdak, the Luors. The war raged intermittently for 100 years before ending in a draw, the invaders holding the coast, the Qum'al the hinterlands. Nakdani kingdoms such as Ozid, Morr, Ellik, Vac, and Gyora were founded.



By one hundred years ago, through marriage and trade, the great kingdom of Luhan was formed under a high king, the lord of Azdak. The Qum'al and Nakdani had become one folk, now called the Luhano. High king after high king undertook great public works, such as repairing the ancient trade roads of the elves. Wooden forts were constructed to keep the rampaging Vadda under control, mines were established in the hills and mountains, and an iron industry was established.

When a high king fell out of favor, the magnates of Luhan would withdraw their support and challengers would march with their supporters to the gates of Azdak. The fields to the north of Azdak drank much blood over the centuries, as royal dynasties rose and fell.

To the west, the country of Mab led a quiet, contemplative existence. The people dwelled in small lake settlements. Peace was made with the "degenerate" wood elves, though contact between them and humans remained rare. Fortunately, there was enough contact to produce the present White Queen of Mab. She, like her fathers and mothers before her, is a sorceress of great power.

In the foothills of the White Mountains, life remained simple and unorganized until about 50 years ago, when the war chief Mogg forged an alliance with the king of the dwarves and founded the Golden City of Azsor and began creating his own kingdom in the west. Mogg's saga is reproduced below.

The present day finds Azsor's king merry, Azdak's asleep on his throne, the Isithul dreaming of a new golden age, and the White Queen alone in her tower, reading the stars and beginning to fret over things yet to come.

Mogg's Saga

Some fifty years ago, an army of bugbears was converging on the diwaz city of Ungaram (or Ungrim). The king had already fought off the hobgoblins. His army was weakened and demoralized due to the betrayal of his heir. Knowing the bugbears were on the march, he launched a desperate plan, sending four scouts out in each cardinal direction with appeals for aid.

None of the scouts reached their destinations. Three of them fell prey to the cold or to foul beasts in league with the bugbears. One was fortunate enough to be caught in a blizzard that sent him well off-course. He found himself in the foothills of the White Mountains, at the gate to a hill-fort surrounded by a wooden palisade.

Gaining admittance, he was brought before a young war chief called Mogg. He explained his plight, and put his city's fate in the hands of Mogg.

Mogg's companions scoffed at this dwarf and the plight of his far-away people. Mogg listened. He knew little of the dwarfs, but what he knew fired his imagination. The dwarfs held great cities carved into mountainsides, and they were wealthy beyond the dreams of avarice. The dwarfs were a magical race, of great cunning and courage. He wished to see their realm. He also knew much of the bugbears, for many times had he vanquished war bands that had raided his village's lands.

He told his companions to be ready to march at dawn. With poetic speech, he fired their hearts with tales of the enchanted weapons and gold that would make theirs the greatest of all Runa tribes.

He brought the dwarven emissary before his council of elders and beseeched them to give him the war spear, that he might give aid to the dwarfs. He argued that they would be splendid allies, and reminded the elders of their own trouble with the bugbears. He was silver tongued, and the council agreed. When dawn arrived, it found Mogg, his twenty companions, one hundred clansmen, and an aging druid called Izsak, following the dwarf back to his city.

The dwarf soon realized how far off course he was, and he made haste to reach the city, for he feared that it might already have fallen to the bugbears. Reaching the Blue Pass, Mogg and the emissary were amazed to find that they were in fact just ahead of the bugbears. The pass was narrow, and Mogg developed a plan. He sent the dwarf on to his people, with instructions to bring back every warrior they could muster.

Izsak was ordered to topple the walls of the Blue Pass, that a defensible stone wall could be created. It was done, and as the bugbears marched into the pass, frightened by the great landslide that they had heard, they were welcomed by a hail of Runa arrows. Several times the bugbears charged, and each time they were sent back. Their own shaman worked dark magic, but was no match for the more experienced druid. As dawn broke on the next day, the Runa ammunition was depleted and the bugbears prepared to launch a final assault. Nevertheless, the bugbears were surprised in the early hours by a raid by Mogg and his companions. Fear shot through their ranks, and many bugbears abandoned the campaign entirely. When the Dwarf-King Tordan arrived with his army, quick work was made of the remaining bugbears.

Mogg and his men were brought back to Ungrim as heroes, and were feted for five days and five nights. On the day of his departure, Mogg was given a mule train, filled with gold and silver. He was presented a runic battleaxe and a magic belt that doubled his already impressive strength. More importantly, he was given the hand of Tordan's daughter, Brygg, in marriage.

Through trade and alliance with the dwarfs, Mogg's built a great fortress called Azsor. Many dwarfs settled in his realm, and his own children, all half-dwarves, became leaders of a warrior company called the Sons of Death. His three daughters, who resembled Mogg in their bravery, strength, and lack of temper, became great sorceresses.

Regions of Western Og

The Grey Waste | Wasteland

The grey waste is a high scrubland of tall grasses and thorny bushes dripping with toxic sap growing in low depressions surrounded by gray-green stones. Very few animals dwell here, the most notable being shocker lizards, foxes, manul, eagles, falcons, wild horses, gazelles, saiga antelopes and camelops. A few gnolls, ogres and troglodytes dwell here, hunting, gathering and raiding. Bands of Azsori sometimes enter the wastes to catch wild horses and camelops.

Encounters appropriate for characters level 4th to 5th

3d6	Random Encounter
3	Belker (1d4)
4	Ghoul (1d12)
5	Basilisk (1d6)
6	Shocker lizard (1d12)
7	Jackalwere (1d6)
8	Cave hyena (1d12)
9	Camelop (4d6)
10	Horse, wild (4d6)
11	Azsori herdsman (1d20)
12	Berserker (1d20)
13	Gnoll (1d6)
14	Troglodyte (1d12)
15	Ogre (1d8)
16	Hill giant (1d8)
17	Sylph (1d10)
18	Blue dragon (1)

Notes

Blue dragons in the Grey Wastes are more blue-gray in color, and they are all of the smallest size

Sylphs in the Grey Wastes appear as tall, veiled women

New Monsters

Manul, Small Animal: HD 0 (1d4 hp); AC 13; ATK Claws and bite (1d3); MV 20; F14 R13 W19; AL Neutral (N); XP 25.

River Og | Aquatic

A vast, mighty river, ponderous and slow, winds its way through a verdant, rolling countryside. It is so wide that the other shore isn't visible, even to the keen eyes of elves. This is the River Og, the lifeline of the North.

Og is an enormous river, as wide as 20 miles in some spots. Some sages think it a hybrid of river and sea, and they are correct. The Og was created millennia ago by the ancient elves. They raised the Runafold from the bottom of a shallow sea in their war with the deep ones who dwelled there. The Og was the channel they cut to allow the waters to empty into the Sea of Stars. For this reason there are many large salt deposits in the Runafold, and along the Og.

The Og runs from the White Mountains to the Sea of Stars. Azsor is at its headwaters, Azdak at its mouth. It is fed by rivers running from the wooded ridge that extends from the White Mountains to the Bumplands of Luhan. The watershed for the other side of the ridge is the River Fek.

Navigable nearly to Azsor, the Og flows very slowly through the Bog Country, and can be forded in many places east of its intersection with the Yore.

Few know that the Og has a brother river called the Alph, that flows beneath the land of Og. It is a principal source of life for the inhabitants of the Underworld, and for much of its length flows through crystal-studded caverns.

Encounters appropriate for characters level 3rd to 5th

2d6	Random Encounter
2	Brass dragon (1)
3	Ghost (1d6)
4	Hippopotamus, giant (1d6)
5	Basilosaurus (1d2)
6	Pirate (1d20)
7	Halfling (1d20)
8	Half-elf (1d20)
9	Trader (1d10)
10	Merrow (1d8)
11	Mermaid (1d20)
12	Nixie (4d20)

Notes

Halfling encounters are with Yorrisc nuns on hospice ships (galleys) or with fishermen (small craft) or merchants (galleys)

Half-elf encounters are with fishermen in coracles

Mermaids of the Og have purple skin and silver hair

Pirate crews are 10% halfling on galleys

New Monsters

Basilosaurus, Huge Animal: HD 23; AC 15; ATK 1 bite (1d8 + swallow whole) or slam (1d10); MV S40; F3 R3 W7; AL Neutral (N); XP 2300.

The Runafold | Grassland

“I saw riding across the golden ocean of grass tall men on great black chargers. Their silver hair flowing behind them as they bounded across the great, vast steppe, long spears gleaming in the light of the setting sun. They are Runa, fierce nomads whose domain stretches from the shores of the Mother Sea to the White Mountains. Quick to anger, quick to laugh, oath-takers and cunning warriors, they live for the hunt and the raid, and to sing their songs of glory long into the black night.”

The Runa flatlands were created as a byproduct of the vicious war fought between the elves and deep ones. In its place there was once a shallow sea. The elves used powerful magic to raise the seabed, draining the water into the Sea of Stars and leaving behind a great steppe.

Once fought over by the Gnolls, Qum'al and Hwarud, most of the plains are now under the control of the Gnolls. The Hwarud have been cast from the plains into the warm hills to the south. The flatland Qum'al, the Runa, and the steppe halflings control what's left.

Encounters appropriate for characters level 5th to 7th

3d6	Random Encounter
3	Genie—Marid (1d12)
4	Sirrush (1d8)
5	Krenshar (1d10)
6	Blink dog (2d8)
7	Cave lion (1d10)
8	Cave hyena (1d12)
9	Woolly rhinoceros (1d12)
10	Aurochs (10d10)
11	Patrol (Azsori) (3d6)
12	Nomads (Runa) (4d10)
13	Halfling, steppe (1d20)
14	Gnoll (1d6)
15	Centaur (1d8)
16	Ogre (1d8)
17	Sylph (1d10)
18	Gold dragon (1)

The Telifold | Grassland

The Telifold is where the Runafold steppes meet the Trollheim Mountains. They are a rolling highland, drier than the lowland plains and very hilly near the many rivers that cut

across them. The river valleys are especially fertile, and thick with trees.

The Runa make camp on the Telifold in the summer months. They and the permanent settlers, the Azsor, grow einkorn wheat and cotton. The foothills of the Trollheims support groves of peach trees, and the cultivation of muskmelons and short grasses that are used as fodder for livestock.

The Telifold is otherwise not terribly different from the Runafold, and uses the same encounter table.

The Trollheims | Highland

The Trollheims would be regarded as mighty mountains indeed if not for the presence of the even taller and more majestic White Mountains to the north.

The lower slopes of the mountains are covered with fir trees. Above the tree line, the Trollheims are covered in snow and ice, the snows thawing for a brief period in Midsummer.

The valleys of the Trollheims are wide and more thickly inhabited by monsters and other wildlife than the mountains proper. Three major rivers cut through the Trollheims and flow north, the westernmost Alman River, the central Freuth River and the eastern Hiz River. The Freuth and Hiz flow into one another at Lake Srig. All three eventually disappear beneath the mountains and flow into the Underworld, becoming the Alph River. In this way, they provide a means of transportation for both surface and subterranean merchants.

Encounters appropriate for characters level 5th to 7th

3d6	Random Encounter
3	Red dragon (1)
4	Vampire (1d4)
5	Griffon (1d10)
6	Pegasus (1d10)
7	Giant eagle (1d12)
8	Giant lynx (1)
9	Worg (1d12)
10	Leopard (1d4)
11	Giant badger (1d6)
12	Patrol (Ruzigar) (1d12)
13	Goblin (1d10)
14	Mountain hag (1)
15	Ogre (1d8)
16	Troll (1d4)
17	Oread (1)
18	White dragon (1)

The Valleys | Grassland/Highland

The valleys of the Trollheims are mostly grassland, with small woodlands along the rivers. The valleys are inhabited by peoples related to the genies of Jinnistan (Map H7). These people are the Oghur, Ruzigar ad Siqlish.

The Oghur dwell in the valley bottoms, farming and herding along the rivers. The Ruzigar dwell on the slopes of the valleys, and while they trade with the Oghur, they have a distinct culture of their own. The Ruzigar are hunters, herders, raiders and miners who live in cliff dwellings. They are more dashing and “chaotic” than the steady and staid Oghur. The Siqlish are a nomadic people who dwell in small family groups on large barges. They travel up and down the rivers, and consider Lake Srig their traditional homeland. They are traders, charlatans, entertainers and mystics.

The valleys are rich in flora, including witch-hazel, wild rose bushes, carnations, gum Arabic trees, limes, walnuts, hazels, alders, maples, and wild onions, carrots and mallow.

Animal life in the valleys includes wisents, gazelles, Hyrcanian tigers, worgs, cave hyenas and blink dogs. Large trout and sturgeons swim in the rivers.

Encounters appropriate for characters level 5th to 7th

3d6	Random Encounter
3	Genie (Djinni, Efreeti, Marid or Shaitan) (1d12)
4	Vampire (1d4)
5	Eagle, giant (1d12)
6	Blink dog (2d8)
7	Tiger, Hyrcanian (1)
8	Worg (1d12)
9	Cave hyena (1d12)
10	Wisent (1d30)
11	Oghur warrior (1d10)
12	Siqlish wanderers (1d10)
13	Ruzigar raider (1d10)
14	Mountain hag (1)
15	Ogre (1d8)
16	Troll (1d4)
17	Sylph (1d10)
18	Janni (2d8)

Notes

Janni encountered here are probably emissaries from Jinnistan on their way to attend the court of an Oghur potentate

Siqlish encounters are with bands of the rogues on their barges or camping on the shore

New Monsters

Hyrcanian Tiger, Large Animal: HD 7; AC 13; ATK 2 claws (1d4) and bite (1d6); MV 40; F9 R10 W15; AL Neutral (N); XP 700.

Wisent, Large Animal: HD 7; AC 12; ATK 1 horns (1d6); MV 50; F9 R9 W15; AL Neutral (N); XP 350; Special—None.

The People of Og

Diwaz | Dwarf, Hill

There are two kinds of dwarves in Og, the mountain dwarves and the diaspora dwarves.

If you're a mountain dwarf, you are probably proud, hard-working, brave and utterly disinterested in anyone outside of your clan and stronghold. For millennia your people have dwelled within the mountains, mining them, tending them and shaping them. It is a rare dwarf indeed who leaves home in search of adventure. If you're such an adventurer, you're probably not held in high regard by your kin back home.

If you're not a mountain dwarf, then you're one of the clanless dwarves that make up the dwarven diaspora. Driven from their ancient strongholds in the Golden Mountains (now called the Bleeding Mountains) in Antilia, these dwarves soon found themselves refugees in the lands of the men, lands they had taken great care to avoid. Too proud to mourn their lost homes, the diaspora dwarves set about returning things to the way they were supposed to be (a common dwarven notion, and one that makes many of them pessimists).

Three other dwarven populations are notable in Og. There is a population of diaspora dwarves who settled in the Flinty Hills of Beorshire in Yore. They are loyal servants of Mother Church and respected citizens. An offshoot of these hill dwarves live in the Grey Mountains. They have carved out a nascent kingdom there. Finally, there is the dwarven community of Azsor. Azsor was founded with the help of the mountain dwarves. The dwarven community in Azsor is a mixture of mountain dwarves and diaspora dwarves. Even though the diaspora dwarves of Azsor are wealthy, they are treated as social inferiors by the mountain dwarves.

Almost all dwarves in Og worship Ghobb and Isha, their father and mother deities. While mountain dwarves are open with their religious beliefs, diaspora dwarves have grown used to hiding theirs, so as not to provoke the native populations with whom they dwell. They practice their faith behind closed doors, often in secret. This has made their brand of religion distinct from the more flamboyant faith of the mountain dwarves. In place of boisterous singing they have solemn chanting. In place of great pagan idols they have small, finely crafted altars that fold up into leather cases.



The mountain dwarves carve great vaulted temples into their mountain homes. Each subterranean temple allows a single shaft of light to strike the great anvils they use as their altars. Worship consists of ritual humming by the worshippers, and chanting by their priests, with the rhythm kept by striking the altar with a golden hammer.

Kharnakel | Elf, Grey

The Kharnakel are descendants of the ancient elven settlers, and are thus related to the high elves of Mab and the wood elves of the Vastwood. They live in small, isolated settlements in the mountains at higher altitudes than the Ruzigar (q.v.), tending shaggy fey cattle and communing with their ancient ancestor gods.

The Kharnakel are tall and gaunt, with well-defined cheekbones, pointed chins and sinewy arms and legs. They are fantastic runners and climbers (knack for climbing sheer surfaces and +5' to move rate). They have pale skin, silver hair and amber eyes. They dress in greys and browns, edged with fur.

Oghur | Human, Earth Elemental

The Oghur are descended from the humans of the steppe and southern mountains and the janni of Jinnistan. They tend to be stocky, the women buxom, with skin the color of almonds, grey, steely eyes and curly hair that is sandy blond to brown. The men cultivate beards and mustaches, while the women hide their long hair beneath veils. Male costume consists of tunics, baggy trousers and high boots. Women wear gowns, aprons and slippers.

The Oghur dwell in walled cities and villages, farming in the river valleys and keeping goats, sheep, stout ponies and domesticated wisent. Outside their cities they build stone towers. These towers might serve as barracks and beacons for defense, or as homes for Oghur families. Families keep their animals on the ground floor, and live on the floors above. Most towers are 2 to 4 stories tall, 20' to 40' wide and 30' to 80' tall. Military tower walls are about 4' thick at the base and 2' thick at the top.

The Oghur have three city-states in the valley, Almaz [1839], Zümürd [1733] and Yaqut [2443].

Oghur warriors wear scale or chainmail, and bard their horses similarly. They carry round shields and carry *shashka* (scimitars), *khanjali* (daggers) and composite bows. Horsemen also carry lances. Noble warriors wear burnished bronze masks and pointed helms.

Weapon	Length	Weight	Damage
Shashka	38"	2.8 lb.	1d8
Khanjali	14"	0.9 lb.	1d4+1

Soldier Type	%	Equipment
Slings	01-15	Padded armor, khanjali, sling
Archers	16-55	Leather armor, khanjali, composite bow
Spearmen	56-85	Scale mail, shield, spear, khanjali
Cataphracts	86-00	Chainmail or platemail, shield, lance, shashka or horseman's mace

Oghur cuisine is rich and thick, and includes porridge topped with honey and stew served with fragrant rice. The people relish beer, drinking it from silver bowls on their high holy days and to mark special occasions, and otherwise consuming it from earthenware jars.

Also notable is the very impressive (and large) Oghur shepherd. These dogs look something like canine bears, and are known to have a measure of worg blood in their veins. Some are as tall as 3' at the shoulder.

Oghur Shepherd, Medium Animal: HD 3; AC 13; ATK 1 bite (1d4 + trip); MV 40; F12 R12 W17; AL Neutral (N); XP 200.

Oghur religion is based around the worship of the Kings and Queens of Elemental Earth as ancestor-deities. Their images are engraved on icons. Oghur priests dress in black and priestesses wear white, and both wear tall, conical caps.

Oghur characters enjoy a +1 bonus to Strength and a -1 penalty to Dexterity at character creation. Oghur enjoy a +1 bonus to reaction checks with earth elemental creatures. Oghur with a Charisma score of 12 or higher can cast the following spells: 1/day—*resistance, magic stone*.

Qum'al | Human

The Qum'al are horse nomads who roam the Golden Steppe. They can be divided into three peoples. Two, the Luhano and Azsori, live north of the River Og, and the Runa live south of the Og. The Azsori feature in the hex crawl in this issue.

The Runa have maintained the way of life of their ancestors. They live in tribes and are renowned as horse archers and raiders. Many art objects from Mu-Pan and Harady make their way to Og via Runa raiders. The Harady call them the Ippikok, or "red horsemen".

Pureblooded Qum'al are stocky and have red skin, white hair and blue to blue-green eyes. The eastern Luhano highlanders and the horse nomads of the steppe remain almost pure-blooded Qum'al. Most Luhano flatlanders are of mixed Qum'al and Nakdani descent. This gives them a peach skin tone and white to blonde hair. The Azsori have mixed slightly with the Harady, and with the dwarves of the mountains, giving them a slightly lighter red skin, and hair color ranging from platinum blonde to fiery red.

The Qum'al pride themselves on their self-sufficiency and ability to endure hardships. They rarely complain and look down on those who do. Qum'al tend to be aggressive and determined. They see life as a competition against their enemies, against nature and against the very gods, and they are willing to do whatever is necessary to win that competition. They can be treacherous and cunning, and wildly violent when the situation requires it.

For the Runa, the tribe is an extended family in which most folk live their entire lives. Each tribe is centered around its herd of horses, specifically the eldest mare. Even though the tribe traces its mythic descent from a number of totem animals, the eldest mare is the tribe's connection to the spirit world. When she passes away, the tribe breaks up, with each family band establishing itself as a new tribe in a new encampment or hill settlement. Each of the eldest mare's daughters and granddaughters becomes the nucleus of a new tribe.

The Runa roam the steppe during the spring and summer, bows in hand, clad in leather trousers and soft boots, great grey cloaks wrapped about their bodies. Their hunting parties are always accompanied by packs of sleek, powerful, hounds. A Runa hunting party is led by a chieftain, and is composed of his companions. Riding swiftly and silently, the Runa soon have their prey at bay. The beast slain and butchered, the band heads back to their camp. The meat and skin must be cleaned and tanned and the bones delivered to the clan's wise women for rituals that will guide the beast's spirit to the Spirit World.

In winter and autumn, the hunting bands make for a trading post. They trade horses, wool and pelts for metal and leather goods and special foodstuffs. The Runa prefer barter to coin, but have an eerie fascination with gold.

The Runa keep camels, aurochs, goats, sheep, and heavy and light horses. They have also domesticated several species of dog for use in hunting and in sentry work.

While the hunters are away, those left behind are kept busy. There are fires to stoke, garments to mend and weave, weapons to repair. Boys and men stand guard over the herds of cattle, sheep, and goats and, most importantly, the horses. Women and girls are found in their felt tents weaving or around the campfires preparing the evening meal. Each evening feast is a great celebration for the Runa. Thanks are given to the animals killed, and stories are sung.

Huddled around a fire in brightly colored cloaks, the elders sit in judgement over the tribe. The tribal elders are always women, all having promised themselves to the stallion-princes of the tribe's eldest mare. They hold their position for life. The elder's ceremony of promise is conducted in the wilderness, away from the eyes of other folk. She leads the stallion into the night, and there promises herself to him in a marriage ritual, becoming in effect a member of his harem. Thereafter, she has a vote in the tribal council. She may lay with other men, but may not bear them children. When a stallion-prince dies, his widow is expected to mourn him as though he was a human husband. All tribal elders dwell as sisters in a great tent or hut near the center of the tribe's encampment or hill-fort.

Every summer, games are held to choose a new war chief. The war chief must symbolically marry the eldest mare of the tribe, though this ceremony is conducted in the light of day, in the center of the tribe's encampment. Like the elders, he is considered married to the mare, and equal in status to the stallion-princes and may keep a harem of his own. New war chiefs gather about themselves a core of companions that swear fealty to their chieftain above all else. When one chief-

tain is supplanted by another, he may choose to leave the band, wandering the wilds with his companions as an outlaw.

War chiefs are professional warriors and hunters. It is their prerogative to raid, and a war chief can keep all he can take. Loot is distributed to his companions and to the elders as he sees fit. Chieftains have the best weapons, the finest jewelry and the most slaves. Nevertheless, just as the husband tends his wives' flocks at their pleasure, the war chief holds his position of power at the pleasure of the elders.

The Telifold, where the Golden Steppe meets the Trollheims, are a bone of contention between Azsor and the Runa, but agreements between King Mogg and the tribes keep the peace as long as the Azsori limit their farming to the river valleys, and the Runa do not poach their herds or trample their crops without paying guilt-money for having done so.

Merchants ply the River Og like an interstate highway. Their galleys can be seen night and day, loaded with cargo from all the major trading centers. A few continue onto the Sea of Stars, but most stick between Azdak and Azsor. Galleys range from single-deck to large triremes. Most are armed. Luhan merchants are also encountered in great camelops caravans of 1d4 commoners, 1d4 fighters, and 1 leader bringing goods to the markets in the larger Bumplands settlements. Typical merchant cargos include:

From Azsor: Iron and iron goods, gold goods.

From Luhan: Amber, timber, wool.

From Mab: Jet, peat, rare herbs.

From Yore: Grain, fruit, oils, vegetables.

The Qum'al use three names to identify themselves. These are the clan name, family name and personal name. The clan name is the name of the clan's totem animal, i.e. Lu, Zaz, etc. Family names have several possible etymologies: The name of a revered ancestor + descendant modifier (as in Pax's spawn), geography (high hill, green hill, ox ford), the appearance of an ancestor (crooked mouth, longshanks, red-haired), a nickname (running elk), or a profession (baker, swineherd, cowherd, etc.). The personal name is one syllable for men, two for women. Women's names begin with a vowel, and then have the same pattern as men's names. Men's names are consonant + vowel + consonant (usually a double consonant), such as Mogg, Nall, Korr and Pax.

Qum'al Organizations

Tur'mush-lal-Halagu: Mogg's companions, the 'Sons of Death', wear scale armor and wield battleaxes. They are fearless champions of their lord, and all carry arms and armor from

their dwarven kinsmen of Ungrim. They carry a standard into battle made from the pelt of a white dragon foolish enough to demand tribute from Great Mogg. All of them are barbarians and fighters, trained by King Mogg in the ways of the wild warrior, and by their dwarven kin in the finer points of battle.

The Gilded Hammer: Based in Azsor, the Gilded Hammer is a branch of a dwarven magic lodge present in the dwarven strongholds of the Trollheims. The wizards of the Gilded Hammer are primarily concerned with alchemy and transmutations. Lodge members have golden sigil rings with a hammer image stamped on them. The lodge has orders that correspond with the members' wealth. To join an order, one must be able to afford the trappings of that order. At the highest levels, this requires an ornamental mithral breastplate (not used in battle, of course). At most levels it requires a robe of rich cloth, and a golden torc encrusted with jewels.



Ruzigar | Human, Air Elemental

The Ruzigar are tall humanoids descended, it is said, from the Djinn of Jinnistan. They live on the slopes of the mountain valleys, above the stone cities of the Oghur, and they consider themselves above the Oghur in all ways.

Ruzigar are tall, like the grey elves of the mountains. They have olive skin, grey to blue eyes and hair in various shades of grey, mimicking the color of storm clouds. The women wear their hair long and in braids, while men wear bristly beards and pointed mustachios.

The Ruzigar are herders of sheep, goats and swift, sure mountain ponies. They are also hunters and raiders. They rarely ascend the slopes to fight the grey elves, despite their ancient wealth, but instead descend into the valleys to make lightning raids against the caravans of the Oghur.

The Ruzigar dwell in cave villages, enlarging these caves and outfitting them with thick woolen curtains, furs and other bits of furniture. In the meadows below these cities they feed their livestock and hold religious ceremonies to honor the djinn. These ceremonies include wild dances that involve spinning on the part of the women and leaping on the part of the men, and the drinking of wine flavored with limes from ram horns. These villages are ruled by chieftains called *kral*s.

Ruzigar warriors are always mounted on their swift ponies. They wear very little armor, rarely more than padded or leather, and carry composite bows, *shaska* and *khanjali* (see above). The Ruzigar also hunt with falcons.

Ruzigar ponies are bred for hardiness. They are generally bay, black or grey, with rare white specimens reserved for the finest Ruzigar warriors. They are very sure-footed, and they enjoy a +1 bonus to Fortitude and Reflex saves.

Ruzigar Pony, Large Animal: HD 4; AC 14; ATK 2 hooves (1d6) and bite (1d4); MV 60; F10 R10 W17; AL Neutral (N); XP 400.

Ruzigar characters get a +1 bonus to Dexterity and -1 penalty to Constitution at character creation. They enjoy a +1 bonus to reaction checks with air elemental creatures. Ruzigar with a Charisma score of 12 or higher can cast the following spells: 1/day—*smoke image*, *longstrider*.

Siqlish | Human, Water Elemental

The Siqlish are a wandering people who dwell on the rivers of the Trollheims. Descended from the Marid of Jinnistan, they have olive skin, electric blue eyes, and white hair. They dress in especially colorful costumes, for they make their living as hawkers, entertainers and fortune tellers (and, alas, as charlatans and thieves when their legitimate interests fail to pay well). The Siqlish are renowned as musicians, playing panduris, chonguris, panpipes, accordions, flutes and zurnas, and dancing sinuous, acrobatic dances.

The Siqlish dwell on barges, which they tie together to form large, floating platforms near shore when they are interacting with others, or in the middle of the rivers when they are not. These barges are topped with colorful tents, and inside these tents one finds pillows, low tables and wine flowing freely from silver ewers. The Siqlish adore caviar.

Each barge has its *tovaris*, or chief, and all the Siqlish pay a grudging respect and tribute to their king, or *mep*, that lives on a large and ever-changing conglomeration of barges – a veritable floating palace – on Lake Srig.

Siqlish characters get a +1 bonus to Charisma and a -1 penalty to Wisdom at character creation. They enjoy a +1 bonus to reaction checks with water elemental creatures. Siqlish have a swim speed of 20' per round. Siqlish with a Charisma score of 12 or higher can cast the following spells: 1/day—*create water*, *obscuring mist*.

Noble and Royal Titles in Og

Title	Oghur	Azсор
Knight	Atli	Rizar
Lord/Lady	Hökdar/Xanim	Gozpo/Agozpa
Baron/Baroness	Maq/Maqessa	Nep/Anepa
Count/Countess	Qraf/Qrafinya	Boyo/Aboya
Duke/Duchess	Düzh/Düzha	Kherts/Akhertsa
Prince/Princess	Shazad/Shazada	Zhap/Azhapa
King/Queen	Kral/Kralicha	Krang/Akranga

Encounter Areas

0109 Tomb of the Thief of Skulls | Dungeon

Atop a mountain peak that glimmers a wavering blue in the evening and a brilliant white in the day, there is a small cave. The cave has been dug into the eternal ice, and then deeper into the primordial stone, forming crude stairs that descend into inky blackness, silent and suffocating.

At the bottom of the stairs there is a circular chamber, 30 feet in diameter, with a vaulted ceiling 20 feet high. The walls are icy and the air a swirl of freezing mist. Embedded into the icy walls are a dozen bodies, of dwarves, elves, humans and goblinoids. They are the remains of assassins and bounty hunters who once pursued the infamous Thief of Skulls. Little is now known of the Thief of Skulls. He may have been a madman or magician or demon. While he still lived, he constructed this, his last resting place, freezing his enemies into the walls as a monument to his genius.

In the center of the room is a raised platform. Upon this platform there are twelve large crystal bowls. Each bowl holds a smoky liquid, and in this liquid a skull is suspended.

If one dips his fingers into the liquid and rubs the rim of the bowl, the liquid within the bowl bubbles and hisses and an image of the owner of the skull appears above the bowl, prepared to answer a single question. These skulls belong to among the wisest and most evil creatures that ever lived – a brutal tyrant, vile necromancers, the first assassin, a brain lasher, etc.

One of these twelve bowls holds the skull of the Thief of Skulls. This skull is a demilich, bored with un-death. The Thief was a gambling man and while he is content to allow people to consult his plunder, he will destroy those who are unfortunate enough to choose his own bowl.

Treasure: On the frozen bodies of the Thief's would-be conquerors are a *ring of electricity resistance* (platinum, with a

hammer image on it), +3 *splint mail* on the body of a dwarf, and a *staff of swarming insects* [5 charges].

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

0113 Janag | Settlement

Janag is a large Oghur village of 300 people, primarily fishermen and woodsmen. The villagers send timber down the river to [0718], and receive back shipments of beer and other necessities. Janag is defended by 15 warriors, resplendent in scale shirts edged with fur and armed with round shields and spears. Janag has an excellent armorer by the name of Gazar, a former mercenary who finally quit fighting when he lost a foot. Non-magical weapons that strike one of his shields (i.e. miss their attack by 1 for bucklers or 1 to 2 for shields) have a 1% chance of breaking.

0121 Saleh | Settlement

Saleh is a secluded mountain village of 300 grey elves. The elves lurk in the woods around their village, skewering intruders with their arrows while making nary a sound. If a band appears to be particularly powerful, it might be engaged in conversation with the object of trade.

The elves will not treat non-gray elves with more than formal hospitality. They will be given a place in their stables to sleep, and provided the simplest fare to eat. A grey elf will not permit a visitor to enter his home or touch him.

The village consists of about 40 houses constructed of beautifully carved stone linked by a tall stone wall with five towers. The village has wooden gates decorated with lapis lazuli inlay (worth 5,000 gp). Within, the elven houses surround gardens and a large pasture for their delicate azure cattle. The houses themselves have courtyards with fountains (supplied by wickedly cold underground springs) and gardens.

The village supports a bowyer named Ordin and his three children, sons Khatir and Aldir and daughter Evindal. Ordin is a master bowyer, but his children are the equal to almost any human bowyer in the world. Bows made by Ordin increase their range by 10% at double the price.

Grey Elf, Medium Humanoid: HD 1+1; AC 16 (chainmail, buckler); ATK 1 longsword (1d8) or longbow (1d8); MV 30; F15 R13 W15; AL Lawful (CG); XP 50; Special—Elf traits, cast spells as 1st level magic-user (3/2).

0125 Yvark the Degenerate | Monster

The valley of the Alman River is notoriously wild. The Oghur and Ruzigar do not dwell here, so the place is controlled by savage tribes and monsters. This is due to the presence of Yvark the Degenerate, a foul monster that dwells in a fetid, damp cave in this hex.

Yvark appears at first blush to be a serpent 3-feet thick and 30 feet long with glistening scales. In fact, it is an ooze studied with thousands of gemstones that it has collected over many centuries. Many adventurers have been slain attempting to kill the monster and claim those gems. Yvark emerges from its cave once each year, at Midsummer, to lay waste to anything and everything it finds in the valley as far south as the joining of the two streams into the Alman River.

In battle, Yvark can rear back, revealing its foul underbelly and striking out with a dozen long, sticky pseudopods. A creature struck and held is then fallen upon by the monster. The gems that encrust its body do more than provide defense against attacks. The monster can churn its body acids and create a blinding light. This light lasts for 3 rounds. If the monster has reared up, all in its presence must pass a Reflex save or be blinded for 1d6 hours. If the monster has not reared up, though, the light is turned by its gem-encrusted body into thousands of slicing beams of light. All within 60 feet must pass a Reflex save or suffer 2d6 points of fire damage. Creatures in metal armor receive a +2 bonus to their save. Non-metal armor and clothing must pass an item saving throw or be shredded.

Yvark's gems are worth 20,000 gp. One of them is a crystal skull, which can serve as proof that the monster is dead.

Yvark the Degenerate, Huge Ooze: HD 16; AC 18; ATK 12 pseudopods (1d6 + 1d4 acid + grapple) or body slam (3d6 damage + 1d6 acid); MV 30 (Burrow 10, Climb 30); F4 R7 W7; AL Neutral (N); XP 4000; Special—Ooze abilities, blinding light, acid eats through metal and stone, but not wood or leather, immune to cold, resistance to electricity and fire, vulnerable to sonic energy.

0129 Anton Radacanu | Stronghold

Anton Radacanu is a hermitish wizard lord from Haimos (a mountainous land to the south on map I8 to be detailed in a later issue of NOD) who left the vampire-ridden land of his birth behind to dwell in the greater Trollheims.

He has constructed a stronghold on the banks of the Alman River in a thick copse of troll-oaks (massive oaks that never grow much higher than 40', but which spread out as much as 150' in diameter, with twisted black branches).

His tower is composed of massive blocks of wood, and stands 200 feet tall. The wood composition protects it from the depredations of Yvark [0125]. Atop the wooden tower, which holds a circular staircase and only a few small chambers, there is a pyramid structure. The pyramid is composed of a rose-colored stone that seems to drink in the light. At night, it can send a beam of light into the night sky. The beam penetrates the Astral Plane and reaches to the stars of the Firmament, permitting communication with those strange planes and the beings that call them home.

The pyramid can detach from the tower and fly at a speed of 300 miles per hour for up to five hours, after which the pyramid must land so that Anton can rest and recuperate. Each hour of operation inflicts 1 point of constitution damage on the wizard. While in flight, the tips of the pyramid can emit beams of searing light, up to three per hour, that deal 9d6 points of fire damage.

Anton is a handsome man, though his looks are marred by his gaunt face and cruel mouth. He keeps one eye covered by a patch so utterly black as to appear to be a hole in his face. He claims the eye beneath this patch is that of a medusa, and would turn people to stone if he were to reveal it. This is a lie – the patch covers up a burn received at the hand of the rival who ultimately drove him from Haimos. Anton is not a vampire, but his manner, thin frame and pallid skin make him appear to be one. When Anton conjures *mage armor*, it appears as black, ribbed platemail.

Anton is served by of seven white drakkar warriors. They dress in furs and gleaming scale armor, and wield heavy maces and silver daggers.

White Drakkar, Medium Humanoid: HD 1+1; AC 18 (scale mail and shield); ATK 1 bite (1d4 + 1d4 cold) or heavy mace (1d6+1); MV 40; F15 R13 W13; AL Chaotic (CE); XP 100; Special—Resistance to cold.

Anton, Human Magic-User: LVL 9; HP 16; AC 9; ATK 1 silver dagger +2 (1d4-1); MV 30; F13 R13 W9; AL Chaotic (NE); XP 900; S6 D8 C6 I13 W10 Ch4; Special—Spells per day (4/5/4/3/2/1).

Anton's Spellbook: 0—*audible glamer, daze, mending, message, ray of frost, read magic, resistance, wizard mark*; 1—*comprehend languages, expeditious retreat, mage armor, magic missile, phantasmal force, protection from evil*; 2—*daze monster, detect invisibility, detect thoughts, false life, spider climb*; 3—*blacklight, fireflux*, heroism, hold undead, psionic blast*; 4—*cause disease, ice storm, lesser globe of invulnerability*; 5—*dismissal, summon monster V*)

Fireflux

Level: Magic-User 3

Range: 10'

Duration: 1d4+1 rounds

This spell conjured a roiling flame that curls around the spellcaster's feet. The flame expands and contracts at random, staying a minimum of 2' away from the magic-user and roiling out 1d8' further away in 8 directions – north, northeast, east, southeast, south, southwest, west and northwest. Attackers within the flames range suffer 1 dice of fire damage per level of the spellcaster.

0136 Sanctuary of the Sun | Monster

A brotherhood of stone giant mystics has constructed an abbey in this hex. The abbey is constructed of luminous white marble. This gleaming stone and a large brass disc affixed to the abbey's central tower make it visible for up to two hexes away when the sun catches it.

The temple is dedicated to the Sun, and is meant as a place for meditative and contemplative stone giants to seek refuge from the evils and hazards of the world. It currently houses eight giants. The leader of the abbey, Brother Vozgol, can cast spells as a 4th level adept. He is a quiet giant, with much to hide. Beneath his peaceful abbey, a strange gas creature lurks, drawing strength from the inner turmoil of the giants. The giants gain peace, but lose a bit of their souls, and the monster becomes more powerful and hungrier.

When called upon to defend the monastery, the stone giants wield war hammers and don armor of brass scales. The abbey has three mascots, a trio of black bears. They are never purposely exposed to danger, and should they be harmed, the stone giants would attack without mercy.

Treasure: 1,500 gp, 14,000 sp, six sunstones (regarded as holy), brass idol of a ram (1,700 gp), crystal idol of a female stone giant decorated with green spinels (800 gp), a chest of beaten silver (1,000 gp), *eyes of the eagle, potion of aid, potion of constitution, and potion of remove paralysis.*

Black Bear, Medium Animal: HD 3; AC 13; ATK 2 claws (1d4 + constrict) and bite (1d6); MV 40; F12 R12 W17; AL Neutral (N); XP 300.

Stone Giant, Large Giant: HD 9; AC 20; ATK 1 war hammer (2d6+2) or boulder (3d10); MV 30; F6 R11 W11; AL Neutral (N); XP 450.

0143 Pegasi | Monster

A herd of thirty pegasi perch on the cliffs of the tallest mountain in this hex. The mountain has caves which the monsters use to escape the chill air at night, and where they keep their nests in the spring. The eldest stallion has the remains of a rope hanging from his neck, a clear sign that somebody once captured him – or attempted to capture him.

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

0148 Golden Fleece? | Monster

A family of six trolls dwells in a cave overlooking a large meadow of sweet grass, violets and honeysuckle. The meadow is grazed on by a large herd of wild sheep, which the trolls hunt when they're hungry (and when travelers have been scarce, for they prefer the meat of humanoids). The trolls wear sheep-skin coats and leather helmets etched with ram horns. Their great treasure is a dingy sheepskin they claim is the legendary Golden Fleece. It is not, in fact, the Golden Fleece, but it is infested with ticks.

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).

0151 Tharlaunt | City-State

Tharlaunt is a duergar city located deep beneath the ground, in the heart of the tallest mountain in the hex. Many secret tunnels lead from the surface to the city, and from the city to a subterranean river that leads into the deeper underworld. Some of the tunnels to the surface lead to disguised towers that permit the duergar to scan not only this hex but the adjacent hexes as well. When adventurers are sighted (a 1 in 12 chance), a patrol is sent out at night to capture them.

Tharlaunt is ruled by a brotherhood of death priests, for it is they alone who can protect the city from the scourge of the vampire lords of Haimos. This is a fiction. The death priests are themselves vampires (living underground in the dark makes it easy to masquerade as normal). They are very careful about feeding on their citizens, using their underlings as blood donors only when they are hypnotized. They also infect slaves with vampirism that they might carry its taint and the duergar's power to the surrounding cities on the surface and in the underworld.

The city proper is hidden behind black gates that generate intense cold unless the proper chants are performed. Behind the gates are icy caverns that lead to a honeycomb of caves, tunnels and chambers, and ultimately to a vast vault beneath the earth filled by a frozen lake. In the center of the lake there is a mountain of ice in which is encased a sleeping chronodaemon. The caves overlooking the frozen lake are dwelled in by the nobles of the city, while the vampire dwarves have turned the ice mountain into their fortress.

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

Vampire Death Priest, Small Undead: HD 10; AC 15 [silver]; ATK 1 bite (1d6) and slam (1d6 + energy drain 2 levels); MV 30; F11 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, cast spells as 5th level anti-cleric.

0201 Bandy Thom | Monster

Bandy Thom, a trollcarl, and his army of trolls and ogres maintain a fortified camp in this hex. They mostly work for the giants to the north during the campaign season (summer to early fall in the mountains), and otherwise live here, hunting and raiding.

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.

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).

Trollcarl, Large Giant: HD 12; AC 16; ATK 2 claws (1d6 + rend) and bite (1d6) or greataxe (2d8 + knock prone); MV 30; F6 R9 W9; AL Chaotic (CE); XP 1200; Special—Regenerate (acid), magic resistance 25%, knock prone (Fort negates).

0203 Karaglas | Settlement

A tribe of 100 tieflings dwell in an ice fortress in this hex, mining quartz from within the ancient glacier. Quartz, of course, is primordial ice so cold that it can never melt (or at least ancient peoples once thought that to be true, and that's good enough for Nod).

The tieflings descend from ice devils. They have skin as white as snow, and faceted eyes like those of the ice devils. Their wise men have enchanted ice mantises which they use as mounts and sometime working animals.

The chief danger of the glacier, besides the tieflings (whose bard is really worse than their bite) are the ice ghosts, spirits composed of freezing mist that are risen from the corpses of creatures that died by falling into crevasses. These ice ghosts can be held at bay by cast iron lamps that burn bitter herbs.

Ice ghosts (composed of mist, from people who have died in crevasses) haunt the area; held at bay with cast iron lamps that burn bitter herbs

Tiefling, Medium Humanoid: HD 1; AC 15 (studded and shield); ATK 1 axe or pick (1d6); MV 30; F15 R13 W15; AL Chaotic (CE); XP 100; Special—Resistance to cold; Spells—1/day-darkness.

Ice Ghost, Medium Undead: HD 5; AC 15 [silver]; ATK 1 strike (1d4 + 1d4 cold + chilling paralysis 1d6 rounds); MV Fly 60; F13 R12 W10; AL Chaotic (CE); XP 500; Special—Powerless in sunlight, incorporeal.

0205 Haunted Road | Monster

There is a deserted road in this hex that goes between the river and glacier (hexes 0205, 0206, 0307, 0308, 0408).

The road runs through thick growths of juniper and it is haunted by a headless spectre that rides on a jet black ram. Encounters with this spectre, called Qaravac, occur on a roll of 1 on 1d6 at night.

This particular hex holds a wayside shrine to Radegast, a deity of hospitality. The shrine is a small, stone building with a roof like a stepped pyramid. Inside, there is a small altar where offerings can be made. A secret trapdoor leads into a cellar stocked with provisions (4 weeks of iron rations, five bottles of sour, but drinkable wine and 10 blankets). Seven goblins are hiding in this cellar.

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

Qaravac, 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.

0206 Haunted Road | Monster

There is a deserted road in this hex that goes between the river and glacier (hexes 0205, 0206, 0307, 0308, 0408). See [0205] for more information.

0210 Baba Tagu the Hag Queen

This hex holds a tower of granite thronged by somber, black pines, alive with the screeching of night owls and ravens. The tower is home to Baba Tagu, a hag queen, and her malevolent sons, a band of grey-skinned trolls encased in magical black armor of the queen's devising.

The tower is surrounded by a moat of bones 20 feet wide. The tower is equipped with a drawbridge. Baba Tagu can animate the moat, creating up to 20 HD worth of skeletal monsters (treat as animated objects) from the bones for up to 1 hour (total) per day. A dozen ghouls crawl through these bones, and can be called upon by Baba Tagu to defend the tower.

Baba Tagu has a crystal ball with true seeing, and uses it to keep track of what goes on in the region. She is a power broker, using the trolls and ogres as her pawns. Her current goal is the conquest of the entire region. For this, she needs to eliminate Mogg and conquer Azsor [0808], but she is no fool. Baba Tagu plans to first gain control over the city-states of the Oghur, and then lead their armies against Mogg.

Already, her spies and agents are sowing the seeds of discord between them, focusing primarily on the presence of the mystic firebird at the court of King Kizil of Almaz [1839]. She is also gathering trolls and ogres to her tower, to be prepared to march with the conquered Oghur against Mogg. Already, she has gathered 20 ogres and 12 trolls to her banner.

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.

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.

Troll, Large Giant: HD 6; AC 21; ATK 1 greatsword (2d6) or 2 claws (1d6 + rend) and bite (1d6); MV 30; F9 R12 W13; AL Chaotic (CE); XP 600; Special—Regenerate (acid and fire), magic armor wards negates fire (Fortitude save).

Baba Tagu, Medium Monstrous Humanoid: HD 12; AC 22; ATK 2 claws (1d6) or fatiguing attack (1d6 constitution damage); MV 30 (Swim 30); F8 R7 W6; AL Chaotic (CE); XP 1200; Special—Magic resistance 35%; Spells—At will—*audible glamer*, *cause fear*, *change self*, *dancing lights*, *invisibility*, *pass without trace*, *tongues*, *water breathing*; 3/day—*bestow curse*; 1/day—*augury*, *polymorph other*, *protection from good*.



0212 Snake-Handlers | Monster

One hundred green-skinned goblins with bristly black hair and yellow eyes live in a village of thatched huts on the banks of the river. They mostly fish and trap, and at times attempt to hijack passing boats, rarely with much success. The goblins raise serpents and milk them for their poison, which is in high demand by alchemists for brewing anti-toxins, poisons and potions. The Siqlish sometimes leave small bags of gold and silver on the edges of their barges. The goblins swim out to the boats and exchange pots of venom for gold.

Treasure: 800 gp, 800 sp, bronze breastplate, 50' of silk rope, a silver holy symbol of Arca (the bear goddess) and a clay jar containing *salve of slipperiness*.

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

0216 Hell Bear Tribe | Monster

A tribe of 148 hobgoblin warriors dwell in a cave complex in this hex with 178 females and 550 young. The hobgoblins share their caves with a grey ooze that dwells in a deep pit that was excavated over 1,000 years ago, and bears the carvings of primitive dwarves. The hobgoblins feed captives and

cowards to the beast, which they worship as a tutelary deity they call Ophok.

The hobgoblins have pale orange skin, white hair that they cut into mohawks and rubbery pink lips from which jut numerous sharp fangs (most have an overbite). The hobgoblins wear furs, the warriors wearing armor of leather scales and carrying picks, war hammers and stone-throwing crossbows (treat as light crossbows).

The hobgoblin king Urtufruk carries a *+1 shield* bearing the crest of the Ivark family of Azsor [0808], a dwarf family of noble blood. A scion of that family, Yuri, disappeared in the mountains many years ago.

Beneath the caves lurk many vagabond vampires – sickly, benighted creatures that have gone feral. While they no longer need to sleep in coffins to regenerate – any dark cave will do – they have lost many other vampire powers. The hobgoblins grow garlic on the surface and make heavy use of it to keep the vampires at bay. The princess of hobgoblins, Yrda, associates with the vampires, using hidden passages to reach the lower caves. She seeks the power to usurp her father by becoming a vampire, but has so far lacked the courage to seal and the deal.

Treasure: 770 gp, 3,400 sp, 6,000 cp, two fancy stones.

Hobgoblin, Medium Humanoid: HD 1+1; AC 14 (leather scale and buckler); ATK 1 weapon (1d8); MV 30; F13 R15 W15; AL Chaotic (LE); XP 75; Special—Hate elves.

King Urtufruk, Medium Humanoid: HD 4+1; AC 18 (chainmail and *+1 shield*); ATK 1 weapon (1d8); MV 30; F13 R15 W15; AL Chaotic (LE); XP 75; Special—Hate elves.

Feral Vampire, Medium Undead: HD 5; AC 14 [silver]; ATK 1 bite (1d6) and slam (1d6 + energy drain 1 level); MV 30; F13 R13 W12; AL Chaotic (CE); XP 1250; Special—Suck blood, spawn, summon bats, gaseous form, regenerate (holy water), weaknesses, resistance to cold and electricity.

0231 Tomb of the Hill Giant Chief | Dungeon

Uvar, a hill giant chief, was turned to stone by a medusa about 50 years ago. His people constructed a tomb for him in the mountains here, converting an existing cave system into a tomb by blocking it with a large boulder and painting in ochre on the walls. The petrified chief was placed in a lower cavern, with flower garlands draped over him (they are now dried and fallen on the floor) and offerings of animal skulls at his feet. Beneath the body there is a hidden hole that contains treasure (see below).

The tomb is dank and moist, and a pool of toxic liquid has gathered near the corpse. The pool gives off poisonous vapors (Poison III) that fill the cave.

Uvar's ghost still haunts the hex around the tomb, and if his body is disturbed the ghost appears to wreak a horrific vengeance.

Treasure: 700 gp, three fancy stones, a *scroll of call lightning* tattooed on a ram skin, a *wand of light* composed of a fresh pine branch hung with pine cones (the cones glow when the wand is used), and a *wand of summon monster II* (made of ivory, with a silver bell hung from the end).

Ghost, Large Undead: HD 6; AC 15 [silver]; ATK 1 hurled object (40'/1d6); MV Fly 30; F11 R12 W10; AL Any; XP 1500; Special—Aging, frightful moan (30', save or flee), possess creature, incorporeal, rejuvenation.

0241 Cave Bear | Monster

A female cave bear dwells in a cave in this hex, hunting in the valley. She is encountered in this hex on a roll of 1-2 on 1d6. The cave bear was once "awakened" by a druid, and still wears a gold amulet around her neck (300 gp).

Cave Bear, Large Animal: HD 12; AC 17; ATK 2 claws (2d6 + constrict) and bite (2d8); MV 40; F6 R7 W12; AL Neutral (N); XP 1200.

0250 Devil's Fang | Stronghold

A wicked looking tower rises in this hex on the side of a mountain. The tower looks like a tall, irregular pyramid, or perhaps a grey fang jutting up from the mountain. The tower is the keep of Lord Lugoth, a duergar lord exiled from his homeland of Tharlaunt [0151] for crimes against the ruling Brotherhood. He is a proud dwarf, and deeply bitter. Under his command are 26 duergar and 11 fighter/mages. Lugoth and his malevolent men are collecting the ingredients to a powerful spell that will flood the underworld with light and, they hope, destroy the vampires. Tunnels from the tower lead into Tharlaunt via spider-filled tunnels.

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

Duergar Fighter/Mages: LVL 3; HP 3d6; AC 10; ATK 1 battleaxe +2 (1d8); MV 20; F12 R14 W12; AL Chaotic (LE); XP 300; Special—Duergar abilities, dominate foes, spells per day (4/2/1); Spellbook—0—*disrupt undead, flare, mage hand, read magic, resistance*; 1—*chill touch, hypnotism, ray of enfeeblement*; 2—*flaming sphere*.

Lord Lugoth, Duergar Fighter/Mage: LVL 10; HP 38; AC 11; ATK 3 battleaxe +10 (1d8+1); MV 20; F7 R13 W8; AL Chaotic (LE); XP 1000; S13 D8 C14 I16 W12 Ch9; Special—Duergar abilities, dominate foes, spells per day (4/5/5/3/3/2); Spellbook—0—*disrupt undead, flare,*

mage hand, prestidigitation, read magic, resistance; 1—alarm, chill touch, comprehend languages, floating disc, hypnotism, ray of enfeeblement, ventriloquism; 2—charisma, daze monster, flaming sphere, mirror image, protection from normal missiles, summon monster II, wizard lock; 3—displacement, rage, ray of fatigue, secret page, summon monster III; 4—charm monster, fire shield, lesser globe of invulnerability, secure shelter; 5—blight, fabricate, symbol of pain.

0304 Ice Bridge | Monster

A crevasse cuts this hex in half from north to south. A single ice bridge, guarded by an ice troll, spans the crevasse, in which dwell 20 giant ice toads. The troll keeps a small treasure buried in the ice about 30' to the northeast of the north end of the bridge.

Treasure: 500 gp (what you might call “cold cash”)

Giant Ice Toad, Medium Magical Beast: HD 3; AC 13; ATK 1 bite (1d8); MV 15 (Hop 30); F12 R13 W17; AL Neutral (N); XP 150.

Ice 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).

0307 Haunted Road | Monster

There is a deserted road in this hex that goes between the river and glacier (hexes 0205, 0206, 0307, 0308, 0408). See [0205] for more information.

0308 Haunted Road | Monster

There is a deserted road in this hex that goes between the river and glacier (hexes 0205, 0206, 0307, 0308, 0408). See [0205] for more information.

0309 Gubdrub | Settlement

Gubdrub is an Azsori town built in the highest point of the mountain pass that links Azsor [0808] to Jinnistan. It is governed by Prince Erikh Iron-Hand, King Mogg's middle son. Erikh is a hot-tempered warrior, more human than dwarf, with his father's copper hair and the resolve of a cave bear.

The gates of Gubdrub are the only way through the pass, and the position of the fortress-town allows watchmen to see for four hexes, catching most smugglers trying to move across the mountains. Most of the town's night watchmen are dwarves, whose darkvision, coupled with telescopes, give them an edge over their human fellows. Past the massive city gate lays the narrow city, a collection of stone buildings with slate roofs. Past the town lies the farmland that supports it, nestled in a long, narrow river valley that stretches for 2 hexes and supports wheat, barley, oats, rye, sugar beets, mountain goats

and sheep and a few cattle. Aside from the human and halfling farmers, there are numerous dwarf miners and quarrymen.

The town's total population is 1,115, with another 10,000 in villages and farmsteads behind the town. The town has 10 watchmen (5 dwarves and 5 humans) and 80 dwarves and men-at-arms under Erikh's command.

Prince Erikh Iron-Hand, Half-Dwarf Barbarian: LVL 7; HP 56; AC 14 (chainmail shirt); ATK 1 battleaxe +8 (1d8+2); MV 30; F10 R13 W14; AL Neutral (N); XP 700; S16 D11 C12 I7 W8 Ch9; Special—Rage 2/day, sixth sense.

0322 Athaan the Weird | Stronghold

Athaan is an archmage of the grey elves, hailing originally from Saleh. As her power and wisdom grew, she grew tired of the company of others and struck out to clear a mountain valley of thick pines and junipers of monsters and build a stronghold. Enthralling a tribe of kobolds from the underworld, she constructed a simple round tower with a conical roof of azure glass through which she can read the movement of the stars. Athaan is a diviner, often consulted by her own people and others of the mountains who can find her and pay her price: Silence for one year.

Athaan lives in the company of a sylph called Zymbe and two Ruzigar sisters, Aysel and Günel. Aysel is a woman of many moods and silvery hair that flows down her back like a waterfall. Günel is a gentle soul with a warm, inviting personality and a ready wit. She is a platinum blonde, with violet-flecked eyes who favors jewelry. Aysel and Günel act as housekeepers and stewards and both have learned a bit about divination from Athaan.

Athaan herself is tall and plain for an elf. She keeps her hair and face hidden under a lace veil, but has a melodic, commanding voice that piques the attention of most men.

Treasure: 3,500 gp, bolt of silk (150 gp), bottle of Jinnistan shiraz (900 gp), ermine purse set with ruby chips (1,400 gp), high leather boots with brass buckles (110 gp), porcelain ware (1,100 gp), silver buckle (500 gp), and *scroll of detect secret doors*.

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.

Günel, Ruzigar Diviner: LVL 3; HP 8; AC 11; ATK 1 dagger +0 (1d4-1); MV 30; F14 R13 W11; AL Neutral (CN); XP 300; S6 D13 C11 I16 W16 Ch13; Special—Ruzigar abilities, spells per day (4/3/2); Spellbook: 0—dancing lights, flare, light, message, read magic; 1—comprehend languages, detect undead, identify, precognition; 2—detect thoughts, intelligence, locate object.

Aysel, Ruzigar Diviner: LVL 3; HP 7; AC 10; ATK 1 dagger +0 (1d4-1); MV 30; F14 R14 W11; AL Neutral (N); XP 300; S6 D9 C11 I14 W13 Ch12; Special—Ruzigar abilities, spells per day (4/3/1); Spellbook: 0—dancing lights, flare, light, read magic, resistance; 1—comprehend languages, detect undead, identify, precognition; 2—detect thoughts, locate object.

Athaan, Grey Elf Diviner: LVL 13; HP 25; AC 10; ATK 1 dagger +4 (1d4-1); MV 30; F11 R11 W6; AL Neutral (N); XP 1300; S8 D9 C9 I16 W15 Ch11; Special—Grey elf abilities, spells per day (4/5/5/4/4/3/2/1); Spellbook: 0—acid splash, dancing lights, flare, light, message, open/close, read magic, resistance; 1—comprehend languages, detect undead, identify, ill omen, precognition, shield, summon monster I; 2—detect invisibility, detect thoughts, hypnotic pattern, intelligence, locate object, scare, summon monster II; 3—clairaudience/clairvoyance, mental barrier, protection from energy, psionic blast, suggestion, tongues; 4—detect scrying, fear, locate creature, scrying, wizard eye; 5—contact other plane, feeblemind, mind fog, prying eyes, telepathic bond; 5—analyze dweomer, legend lore, probe thoughts; 6—limited wish, vision.

0326 Galum the Haunted | Monster

Galum is a half-ogre warrior from way back and he has become a haunted, tormented man. He dwells here in a cave with his two daughters, both three-quarters human and both thoroughly in hate with the world they believe destroyed their father. He worked as a mercenary for years and now believes he is haunted by the hundred or so creatures that he killed. If an adventurer can cure Galum of these nightmares/illusions, he will reward them with a secret – he knows a hidden way into the hag queen's tower.

Galum owns scale mail, but rarely wears it. His shield and battleaxe are hung on a wall within reach.

Treasure: 7,000 sp and three fancy stones in a locked chest under dirty socks.

Galum, Half-Ogre Fighter: LVL 6; HP 54; AC 12; ATK 2 battleaxe +7 (1d8+2); MV 30; F8 R12 W12; AL Neutral (NE); XP 600; S16 D13 C17 I7 W13 Ch12; Special—Darkvision 60', dominate foes.

0333 Neanderthals | Monster

A tribe of Neanderthals (28 men, 29 women and 21 young) dwell in a cave complex and in thatched huts in this hex. They are particularly large Neanderthals, and mostly keep to themselves. They hunt the lands between the mountains and the river and retreat into the mountains when Yvark [0125] is on the prowl. The Neanderthals are led by Irrink, a savage warrior with many trophies hanging in his cave (and all the most beautiful Neanderthal ladies in his harem).

The tribe keeps five white apes as guard animals. They are the charge of their priestess (Adept 3) Nessoke, who wears a

cloak of golden eagle feathers and has two scrolls (runes carved into sticks), one of *constitution* and one of *web*.

Neanderthal, Medium Humanoid: HD 2+1; AC 12; ATK 1 spear (1d8); MV 30; F12 R15 W15; AL Neutral (N); XP 100.

Irrink, Neanderthal Barbarian: LVL 6; HP 46; AC 13 (hides and furs); ATK 1 spear +7 (1d8+2); MV 40; F8 R13 W13; AL Neutral (N); XP 600; S16 D14 C16 I8 W9 Ch11; Special—Rage 2/day, sixth sense.

0343 Senojipil | Monster

Senojipil is a converted ruin that serves as a village for 61 juggernaut warriors, their 49 women and 23 children. The ruin was the castle of a cloud giant that was destroyed by the ancient elves during their conquest of the region. While much of it was reduced to rubble, a significant portion of the ground floor survived. The old great hall now has a new timber roof and serves as the great hall of King Valdas. The surrounding hallways have been subdivided into timber-framed houses and the chambers are used as armories, granaries and the like.

The men are primarily hunters, stalking this hex and those surrounding it for game such as mountain goats and sheep, and also the giant mountain spiders of the area. The women gather herbs, wild grasses, roots and small game closer to home, and sometimes venture into the surrounding valleys to trade with others. The juggernauts maintain a forge and have a fine armorer, though metal is scarce and he spends most of his time repairing and modifying captured arms and armor, rather than making his own.

The juggernauts are known for their very strong mead, and a delicious (according to them) spider goulash.

Treasure: 900 gp, 1,800 sp, 9,000 cp, a black pearl (400 gp), and a *scroll of magic aura*.

Juggernaut, Medium Giant: HD 3; AC 17 (chainmail, shield); ATK 1 spear (1d8+1); MV 30; F12 R14 W14; AL Neutral (LN); XP 300; Special—+2 save vs. fire spells and effects; Spells—*stomp* 1/day.

King Valdas, Medium Giant: HD 6; AC 19 (platemail, shield); ATK 1 greatsword +1 (1d10+2); MV 30; F12 R14 W14; AL Neutral (LN); XP 600; Special—+2 save vs. fire spells and effects; Spells—*stomp* 1/day.

0348 Monastery of Chaos | Stronghold

The hills in this hex are windswept and sparsely vegetated. On a high hill a sprawling monastery has been built from reddish-black basalt. This monastery is dedicated to Chaos, and is home to a brotherhood of 9 janni monks under the tutelage of Gahi, a malevolent janni woman known for her golden teeth and umber skin.

The monastery offers an uninviting face to the world, and within it is no better. The halls are as black as pitch, and they howl with chill winds that carry the muttered curses of Chaos. The monks take a vow of silence and may only communicate using hooded lanterns and a code of their own devising. They live in the three towers of the monastery – the halls between them are a training ground, where all manner of monsters are summoned from the void (per the *summon monster* spell, roll 1d6 to determine the level; encounters occur once every 5 minutes). These halls are the only way to access the monasteries pantries, which are stocked with brown bread and dried fruit and meat by mysterious spirits.

Monks that have reached the 1st level of experience are sent out into the world to spread the balm of Chaos, and are asked to return once in their lifetime with the head of a powerful creature of Law.

Treasure: 2,200 gp, *scroll of detect thoughts*, *scroll of summon monster II*, *scroll of hold animal*, *potion of strength*, *oil of magic weapon*, *wand of delay poison* [2 charges], *wand of false life* [3 charges] and a *wand of wisdom* [4 charges] hidden throughout the complex in black strongboxes trapped with poisoned needles. The poison acts as the touch of a chaos beast.

Janni, Medium Outsider: HD 6; AC 18; ATK 1 weapon (1d8); MV 30 (Fly 20); F10 R10 W9; AL Chaotic (CE); 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).

Gahi, Medium Outsider: HD 9; AC 22; ATK 2 unarmed strikes (2d6); MV 50 (Fly 20); F10 R10 W9; AL Chaotic (CE); 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), hit monster's only struck by +1 or better weapons, stunning attack, deflect arrows, slow fall, immune to disease and slow spells, feign death, heal wounds.

0408 Haunted Road | Monster

There is a deserted road in this hex that goes between the river and glacier (hexes 0205, 0206, 0307, 0308, 0408). See [0205] for more information.

0415 Rock Lizards | Monster

A trio of rock lizards is sunning themselves on ancient slabs of basalt near the river.

Rock Lizard, Medium Magical Beast: HD 3; AC 15; ATK 1 bite (1d8 + 1d6 acid); MV 30 (B30); F12 R12 W17; AL Neutral (N); XP 300; Special—Resistance to acid, +4 save vs. bull rush and trip, stonewalk (no damage from non-adamantine, non-magic weapons until 30 points of damage have been ignored).



0417 Golden Boys | Monster

The sandy banks of the river in this hex are alive! A dozen sand elementals dwell on the river's bank. They are obsessed with the acquisition of gold dust from the river bottom, and when they appear, they each have about 1d6x10 gp worth of gold dust within their bodies.

Sand Elemental, Medium Earth Elemental: HD 8; AC 18; ATK 1 slam (2d6); MV 30; F11 R14 W14; AL Neutral (N); XP 800; Special—Sand form, weapon resistance.

0420 Iron Idol | Monster

A tribe of 100 howling goblins haunt a tiny wood in this hex, where they keep an idol of meteoric iron that fell from the sky. The touch of the idol can make people gargantuan during a lightning storm, but those who are enlarged soon burn out (1d4 x 24 hours) and explode in a shower of sparks (3d6 damage to all within 50').

The goblins dwell in tiny huts of woven grass, and feed on insects, birds and snakes. They are a simple people, and they enjoy the simple pleasures of life.

Goblin, Small Humanoid: HD 0; AC 10; ATK 1 weapon (1d4); MV 20; F14 R16 W16; AL Chaotic (CE); XP 25; Special—None.

0423 Oras of the Storms | Monster

Oras is a storm giant, and the master of the region's weather patterns. He rules from a large castle high in the mountains in this hex, a castle in which are kept the region's winds in the castle's tallest tower. These winds are called Zaltas, who brings the cold, Ziltas, who brings warmth, Letus, who brings the rain and Zbegas, who brings the snow. Oras releases the winds from the tower as he sees fit ... and by the direction of his advisors (see below).

Oras dwells with his family, his wife Juka, his sons Pyko and Zaugas and his daughters Grotzi and Zavys. He is assisted in his work by a coterie of twenty gnome sages, who advise him on the weather needs of the region, and a gang of halflings who serve in his kitchens.

Oras is an aloof giant, taking more notice of the goings-on in the giant land of Utt than in the measly Trollheims. When his castle is intruded upon, he reacts with incredible wrath, though he has a soft spot for children and fine cooking (and thus the halflings who staff his kitchen).

Treasure: 11,000 gp, 7,000 gp worth of fancy stones, gems and jewels, 4,000 gp worth of art objects, including an ebony box containing the tooth of a basilisk, a copy of the Demonapocrypha of Yalm and a goblet carved from a giant pink pearl, a *scroll of sleet storm*, a *+3 greatsword* that can slice through darkness (creating light for 1d4 rounds), a *+1 longsword* called *Uberik* that hums in the presence of lies, and a *wand of dexterity*.

Gnome, Small Humanoid: HD 0; AC 10; ATK 1 dagger (1d4); MV 20; F14 R16 W16; AL Lawful (NG); XP 25; Special—Gnome traits, cast spells as Adept 2.

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

0426 Troll Spiders | Monster

A giant spider infused with troll blood dwells in this hex in a narrow cave clogged with webs and dozens of desiccated corpses. Within the maze of narrow tunnels is a large cavern, the home of the giant spider and its spawn. The caverns and caves are composed of jagged basalt with a mirror-like shine that dazzles the eyes in the presence of light.

Treasure: 1,300 gp, 3 gems, 1 jewel, *amulet of health +2*, *scroll of goodberry* and *potion of magic fang*.

Giant Troll Spiders (10), Medium Magical Beast: HD 4; AC 15; ATK 1 bite (1d6 + poison II); MV 30 (Climb 20); F10 R11 W15; AL Chaotic (NE); XP 400; Special—Spin webs, regenerate (acid and fire).

0430 Rock Apes | Monster

Eight rock apes have come down from their lair in the mountains [0629] to ritually bathe in the Alman River in this hex.

Treasure: 1,900 gp, a bronze chime (slightly dented) edged with malachite (1,000 gp), a copper censer (filthy, 300 gp), a *scroll of dexterity*, a *+1 morningstar* and a *+1 shield*. All kept in their cave in [0629].

Rock Ape, Large Magical Beast: HD 5; AC 15; ATK 2 claws (1d8 + 1d6 acid + rend) and bite (1d8 + 1d6 acid); MV 30 (C15, B30); Save F10, R11, W16; XP 500; Special: Resistance to acid, +4 AC vs. bull rush and trip attacks.

0433 Lady Aubergea | Monster

The floating castle of Lady Aubergea is now zooming over this hex at a high altitude, but within sight of land. It is buffeted by three large air elementals sent by Oras [0423] to attack the ambitious cloud giantess who wants to replace him as the master of the region's weather. Aubergea is treating this as a siege, and has sent three of her sons (the family consists of her, four daughters and three sons) to find assistance. She and they will pose as good-hearted victims of the tyrant Oras in their bid to win people to their side. The family also keeps five giant spotted lions as pets; three have gone with the boys, the others remain to guard Lady Aubergea on her throne.

Treasure: 1,190 pp, 3,000 gp, 14 fancy stones, 3 gems, 1 jewel, *scroll of ray of enfeeblement*, *scroll of reduce person*, *scroll of mirror image*, *scroll of wisdom*, *scroll of spell resistance*, *potion of constitution*, and *potion of hide from undead*. The scrolls are all kept on Aubergea's person.

Giant Lion, Large Animal: HD 8; AC 15; ATK 2 claws (1d8 + rend) and bite (1d8); MV 40; F8 R9 W14; AL Neutral (N); XP 800.

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

Lady Aubergea, Huge Giant: HD 12; AC 17; ATK 1 morningstar (6d6) or boulder (2d12); MV 40; F4 R9 W8; AL Chaotic (CE); XP 1200; Special—Track by scent, surprised (1 in 8), cast spells as 6th level sorcerer (6/6/5/3); Spells—3/day—levitate (self plus 1 ton), obscuring mist; 1/day—fog cloud; Sorcerer spells known—0—acid splash, disrupt undead, light, open/close, ray of frost, touch of fatigue, wizard mark; 1—detect secret doors, enlarge person, ill omen, mind thrust; 2—flaming sphere, touch of idiocy; 3—suggestion.

0436 Temple of the Purifying Flame | Stronghold

The Temple of the Purifying Flame is a holy site for the Siqlish and other river people. Ruzigar and Oghur pilgrims sometimes visit the site as well.

The temple consists of small stone buildings on either side of the river with quays. In the middle of the river, between the two buildings, a green flame floats above the water. The flame has no heat and its touch brings a random effect (see table below). True Neutral creatures add +2 to their roll on the table. LN, CN, NG and NE creatures add nothing to their roll. All others suffer a -2 penalty to their roll.

d8	Effect
<0	Bestow curse
0	No effect
1-4	Neutralize poison or cure disease
5-7	Restoration
8-9	Heal
>9	Regeneration

The two stone buildings contain malachite bowls of holy water for washing, and the green flame must be approached naked and by swimming out to it. The flame is 80 feet away from the bank. The water is very cold. Since most visitors are ill, they are carried to the flame by a team of companions. It is customary for a petitioner to fast and meditate for 24 hours before entering the river, and for offerings in excess of 10 gp per level to be cast into the river before one enters it.

The temple is tended by the local nixies, which are known to be foul-tempered and given to rages when the temple or flame are shown disrespect. They gather the offerings and carry them to the bottom of the river, where they sink into the silt and disappear forever.

Nixie, Small Fey: HD 0; AC 14; ATK 1 weapon (1d6); MV 20 (Swim 30); F17 R13 W13; AL Neutral (N); XP 50; Special—Charm person 3/day, water breathing 1/day, magic resistance 5%.

0441 Lost Caravan | Monster

A trading caravan from Haimos has lost its way in the mountains in this hex. The caravan is currently encamped. It consists of 50 camels laden with goods, five wagons carrying supplies and serving as barracks, 10 oxen to pull the wagons, six traders, eight servants and 20 mounted men-at-arms with mail shirts, shields, lances, light crossbows and scimitars. The men-at-arms are commanded by Sergeant Darius.

The traders carry herbs, tonics, silk brocade and silver arrowheads (about 4,000 gp worth of goods total). The leader

of the caravan is Alina, a woman who could not look more vampiric except by being an actual vampire.

Light Warhorse, Large Animal: HD 3; AC 14; ATK 2 hooves (1d6) and bite (1d3); MV 60; F11 R11 W17; AL Neutral (N); XP 300.

Warrior, Medium Humanoid: HD 1; AC 16 (mail shirt, shield); ATK 1 weapon (1d8); MV 30; F13 R15 W15; AL Neutral (N); XP 50.

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

Servant/Trader, Medium Humanoid: HD 0; AC 11 (padded); ATK 1 weapon (1d6); MV 30; F13 R16 W16; AL Neutral (N); XP 25.

Alina, Medium Humanoid: HD 3; AC 11 (padded); ATK 1 weapon (1d6); MV 30; F12 R14 W14; AL Neutral (N); XP 150.

0450 Escaped Prisoner | Monster

The night hag Baba Zilva is hunting in this hex for an escaped princess that she plucked from a world that hangs in the Firmament. The woman is called Izitrix. She is tall and elegant, without body hair and with skin of deepest Alizarin crimson. On her hands she has three slender fingers and a thumb, and on her feet three long toes decorated with rings of a crystal that glows first blue, then gold and finally green. Her eyes are ruby colored and quite narrow, her nose thin, her lips dainty.

There are no males among Izitrix's people, who hail from the star Mirfak. They pride themselves on order and conformity. The Mirfaki are capable of separating their limbs and head from their torso, and their hands and feet from their limbs. They maintain control of these body parts, and the body parts retain their full strength. While they are immune to disease, all are carriers. All who spend time in their company must pass a Fortitude save each day or contract a random disease.

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

0501 Fiery Forge | Monster

A band of six fire giants has set up a forge in this hex, taking advantage of a volcanic fissure which oozes and bubbles with lava. Their leader is the elder smith Rangvald, and they are working on forging a magic blade for their lord, King Onud, who dwells in Utt in the White Mountains.

Treasure: 2,000 gp in a locked chest kept quite hot; used to buy supplies from the peoples of the Grey Waste.

Fire Giant, Large Giant: HD 11; AC 16; ATK 1 greatsword (5d6) or boulder (2d10); MV 30; F5 R8 W8; AL Chaotic (CE); XP 1100; Special—Immune to fire, vulnerable to cold.

0503 Smēde | Settlement

Smēde is a village of 200 azer iron miners, who are delving deep into the frozen earth and awakening many angry earth spirits as they go. The azer trade their iron to fire giants [0501] for gold and protection. The giants demand the purest possible iron, and thus the azers' delving deeper and deeper. An argument is brewing over their current contract, given the danger the azer face for the primordial spirits. Some want more money, others want to give up.

Treasure: 2,450 gp, 3,600 sp, 4 fancy stones, 2 jewels, +1 *light mace* (wielded by the leader), *potion of endure elements* and *potion of mage armor*.

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

0505 Remorhaz | Monster

A remorhaz haunts the glacier in this hex. It burns its way through the iceberg, creating tunnels that often collapse, creating crevasses and sinkholes above.

Remorhaz, Huge Magical Beast: HD 7; AC 19; ATK 1 bite (2d10 + swallow whole); MV 30 (B20); F7 R10 W13; AL Neutral (N); XP 700; Special—Immune to fire, body heat (touching body deals 8d6 fire damage; item saving throws required).

0508 Bansheeri Warriors | Monster

The rare white amazons are native to the northlands, and are known to the dwarves as the Bansheeri. They have porcelain skin, auburn or blonde hair and fiery red eyes. The white amazons dwell in a fortress deep in the White Mountains, but an army of 300 has come south to kidnap the great King Mogg they have heard so much about that he may wed their queen.

White Amazon, Medium Humanoid: HD 1+1; AC 17 (chainmail, shield); ATK 1 spear (1d8); MV 30; F15 R13 W15; AL Neutral (N); XP 100; Special—Magic resistance 10%, resistance to cold.

0512 Dwarf-Roast | Monster

A gang of 12 bugbears is hunkered down in a copse of pines in this hex, drunk on wine and roasting numerous dwarves who recently fell into their clutches. Five of the dwarves are still alive, bound with rope to the trees. One of the dwarves has a sapphire (600 gp) hidden in his beard.

Treasure: 400 gp, 4,400 sp, copper earrings set with blue quartz (180 gp).

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

0532 Hobgoblins | Monster

The river in this hex hides a crude stronghold which is home to 50 aquatic hobgoblin warriors and their 60 females and 85 young. The females catch fish in the river and gather edibles from the banks, while the males keep watch or strike out on land to raid. The hobgoblins dominate the valley for many hexes, and their underwater village permits them to avoid the depredations of Yvark [0125].

The hobgoblins have froggy faces and jutting tusks. They have bandy legs and mottled, saffron skin with black striping on the face, running from their eyes down their cheeks to their jowls. One of the oldest hobgoblins, blind and partially deaf, is the clan's witchdoctor (Adept 3).

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

0602 Steaming Dungeon | Dungeon

A steaming hole in the ground in this hex serves as the entrance to a dungeon, cut into the stone in ages past by unknown hands. The hole leads to an intersection of two long passages, with walls of damp, white quartz. The air is filled with tiny motes of light that ignore adventurers – at first. The psi-flies number in the millions, and compose a hive mind that means to protect the treasure at the heart of the dungeon. This treasure, an artifact, is surrounded by the glowing, throbbing hive of the psi-flies.

Besides the psi-flies and their hive, one will also find in this dungeon a race of blue ettercaps with psionic powers, feuding tribes of purple slime goblins and black, chitinous kobolds and a hidden shrine of Meethok the Traveler.

The purple slime goblins dwell in a complex of slime-covered caverns that are thick with fungi. The black kobolds mine gold and silver from a vast mine which is often beset by giant shadow rats. The shrine of Meethok might hold the key to defeating the psion-flies.

Beyond the inky webs of the blue Ettercap, one finds a long shaft filled with sulfurous fumes. This shaft leads to a pyramidal shrine that contains an idol of a hermaphroditic deity with blood-red hair curled up in horns, china-white skin, mauve eyes and carrying a ring of keys. This is Meethok.

Each key on Meethok's ring has a single tooth and lines on the shaft that, coupled with the position of the key, suggest musical notes (at least to bards). These musical notes, in different combinations, open one of three portals. One leads to the planet Veneris, one to the lands of Isithul far to the north and east (a terrible place to visit), and a third into a room of poisonous bronze and fiery serpents in which is hidden a magic helm that makes one immune to psionic powers.

Purple Slime Goblin, Small Monstrous Humanoid: HD 1; AC 13; ATK 2 claws (1d3 + poison II); MV 20; F16 R13 W13; AL Chaotic (NE); XP 100; Special—Poison paralyzes for 1d6 rounds, +2 to save vs. grapple due to slimy body.

Black Chitinous Kobold, Small Humanoid: HD 0; AC 16; ATK 1 weapon (1d6); MV 20; F14 R16 W16; AL Chaotic (CE); XP 25; Special—Blinded in bright light, +1 save vs. rays.

Ps-Fly Swarm, Tiny Magical Beast: HD 5; AC 15; ATK 1 swarm (1 + stun); MV F30; F14 R11 W12; AL Neutral (LN); XP 500; Special—Stun for 1 round with successful attack; Spells—At will—*detect thoughts*; 1/day—*crushing despair, good hope, haste, hypnotic pattern, psionic blast, rage*.

0607 Völtsima | Settlement

Völtsima is a large village of 400 hill dwarves living in stone longhouses with slate roofs, many of them partially subterranean with many-chambered cellars. The village controls access to the river at the glacier's edge, and is set in a broad curve of hills overlooking the river but partially protected from the chill winds that blow through the river valley.

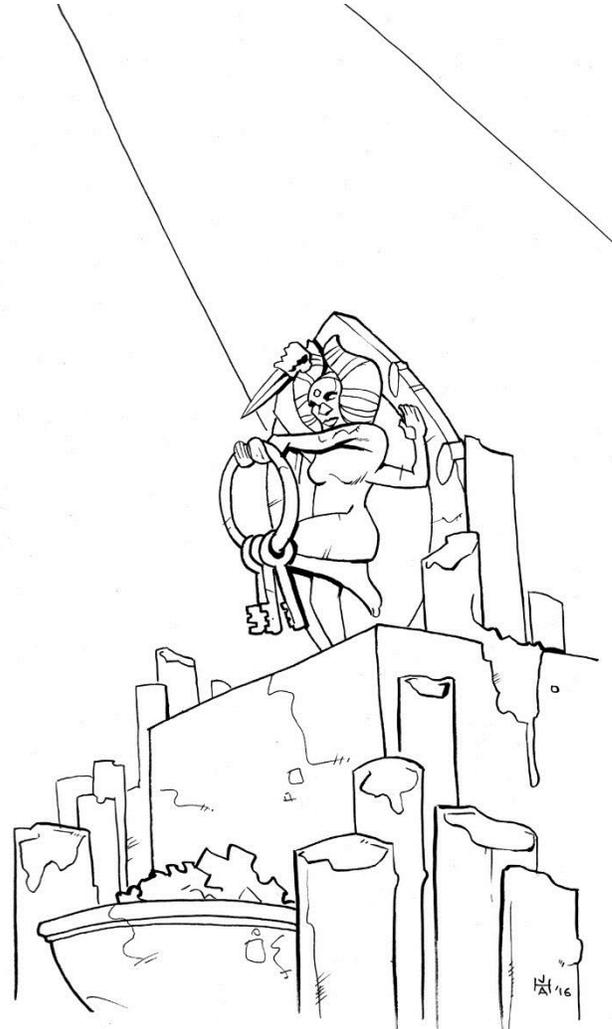
The village has 20 dwarf warriors defending it, all in chainmail with shields, battle axes and light crossbows. They are well-drilled and very brave, and are commanded by the lord of the village, Sigur Jarnleggr. A series of beacons permits them to communicate with Azsor in about one hour.

0621 The Dread Galley | Stronghold

Forod is a Siqlish wizard of great antiquity. He dwells on an animated galley where he experiments with captured trolls (or bits of trolls), attempting to learn the secret of their regenerative powers. He is assisted in this by two apprentices, the eager Zemfira, with the nervous eyes, and the subdued Vuqar, with the crooked leg. Besides his apprentices, Forod keeps numerous animated guards and servants, most of them looking like humanoids composed of brass bands and chains.

Fodor is an odd man, very shy and retired, with a wheezing laugh and eyes that sparkle when he has an idea. He is relatively harmless, but does not relish company. He will trade spells with fellow magic-users for a fee.

Treasure: 150 pp



Zemfira, Siqlish Magic-User: LVL 2; AC 10; ATK 1 dagger (1d4); MV 30; F15 R15 W12; AL Neutral (N); XP 200; Special—Siqlish abilities, spells per day (4/2); Spellbook—0—acid splash, daze, detect magic, disrupt undead, mending, message; 1—charm person, comprehend languages, obscuring mist.

Fodor, Siqlish Magic-User: LVL 9; HP 24; AC 9; ATK 1 dagger +1 (1d4-2); MV 30; F12 R12 W11; AL Neutral (N); XP 900; S5 D8 C11 I14 W5 Ch7; Special—Siqlish abilities, spells per day (4/5/4/3/2/1); Gear—Silk robes, silver dagger, wand of lightning bolts [4 charges]; Spellbook—0—acid splash, daze, detect magic, detect poison, disrupt undead, mending, message; 1—charm person, comprehend languages, magic weapon, obscuring mist, ray of enfeeblement, unseen servant; 2—charisma, darkness, hypnotic pattern, knock, scorching ray, spectral hand; 3—blink, mental barrier, magic circle against evil, summon monster III; 4—choke, improved invisibility, resilient sphere; 5—interposing hand, wall of force.

0634 Troll-Ants | Monster

A colony of troll-ants, giant vermin with a bit of troll blood in their veins, is building an ant hole in this hex. They have created a mound about 80 feet tall, and their home has tapped

into underworld tunnels that lead to the crystal caverns beneath the Og and the steaming river Alph that flows through those beautiful caverns.

The troll-ants range through the valley and into the mountains searching for food. They prefer grasses and fruits, but will settle for adventurers if they're hungry enough.

A troll-ant is larger than other giant ants, with a greenish-brown body that looks chiseled. They have a natural fear of fire and despise the color red.

Giant Worker Troll-Ant, Large Magical Beast: HD 4; AC 17; ATK 1 bite (1d6); MV 40 (Climb 20); F10 R11 W14; AL Neutral (N); XP 400; Special—Regenerate (acid and fire).

Giant Soldier Troll-Ant, Large Magical Beast: HD 5; AC 17; ATK 1 bite (2d4) and sting (1d4 + 1d4 cold); MV 40 (Climb 20); F10 R11 W13; AL Neutral (N); XP 500; Special—Regenerate (acid and fire).

Giant Queen Troll-Ant, Large Magical Beast: HD 6; AC 17; ATK 1 bite (2d6); MV 30; F9 R10 W12; AL Neutral (N); XP 600; Special—Regenerate (acid and fire).

0639 Mushroom Men | Monster

The land in this hex is boggy, with much rotting vegetation. The air is rank and close and the ground spongy. A tribe of 200 mushroom men dwells here, simple folk who communicate by projecting colorful lights and auras, and who have a surprising store of wisdom and very wry senses of humor.

The mushroom men are preyed on by giant warthogs (encounter 1d4 on a roll of 1-3 on 1d6, made once per day). To protect themselves, the mushroom men live in large, hollowed out logs covered with flowering vines.

Mushroom Man, Small Plant: HD 3; AC 14; ATK 1 slam (1d4) or spear (1d8); MV 30; F13 R14 W15; AL Neutral (N); XP 300; Special—Spores, resistance to fire.

Giant Warthog, Large Animal: HD 7; AC 15; ATK 1 gore (1d10); MV 40; F9 R10 W15; AL Neutral (N); XP 700; Special—Ferocity.

0646 Quiet Village | Monster

A goblin village has been constructed above the caves of a sleeping red dragon, Ozvarzano. The 400 goblins live in thatched huts, with a moat filled with goblin scat and other foul things. They wrap their feet in rags to pad them and never speak until well away from their village, in hopes of keeping the dragon asleep. The goblins beg and plead for people to keep quiet near their village, and are expert at ambush, surprise and sneak attacks (double damage, move silently 65%).

Goblin Treasure: 1,340 gp, 1,500 sp, two gems, one jewel and a suit of full plate armor, rusted and dented.

Dragon Treasure: 2,500 gp, *scroll of flaming sphere*, *oil of blessing* in a bottle shaped like Jove with a screw-top head, *potion of delay poison* and *potion of charisma*.

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

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

0705 Lindworm | Monster

A lindworm dwells in a high mountain cave in this hex. The cave entrance and slope are caked with ice all year long and there is little to eat here save lichens. Acid bubbles up from beneath the ground and forms a pool in the cave. It trickles from the cave mouth and down the mountain, cutting weird designs in the stone. The wind howls here, mocking the despair of the monster within. The lindworm is a cross between white dragon and wyvern. A fire giant bound it in thick chains and left it here to guard his prize, a *maul of the titans*.

Lindworm, Large Dragon: HD 7; AC 17; ATK 1 bite (2d6), 2 claws (1d8) and sting (1d6 + poison IV); MV 40 (Fly 100); F9 R10 W11; AL Chaotic (NE); XP 700; Special—Cone of cold (20'), cause fear, resistance to cold, no penalty to move over ice.

0713 Massive Maze | Monster

This hex holds a pass through the mountains. The pass is a vast maze, with walls 300' tall, numerous waterfalls and pools, some portions underground, and all manner of monsters preying on adventurers that have been forced into solving the maze. Most prominent among the monsters is the minotroll called Nygoz, who claims the hex as his own. Nygoz dwells in a cave in a tall spire that overlooks the maze below.

Treasure: 800 gp in leather sacks, two fancy stones, one jewel (a large black opal), a *potion of barkskin*, a *potion of mage armor* and a *wand of delay poison* (he uses it as a toothpick).

Minotroll, Large Monstrous Humanoid: HD 6; AC 15; ATK 1 battleaxe (2d6) and gore (1d8) and bite (1d6); MV 30; F11 R10 W11; AL Chaotic (CE); XP 600; Special—Immune to mazes and backstabs, regenerate (acid and fire).

0718 Balq | Settlement

Balq is a lake village of 300 people. The people are primarily fishers, but they also herd sheep and produce woolen cloth which they trade with other villages. They live in wooden longhouses that face the sea. The Balqs are known for their covens of wise women, who, working in threes, have the abilities of alchemists. The village has 50 trained warriors who don chainmail and wield spears to defend their village from

the scraggs of the lake. Their wise women keep them supplied with alchemist's fire.

Warrior, Medium Humanoid: HD 1; AC 16 (chainmail, buckler); ATK 1 spear (1d8); MV 30; F13 R15 W15; AL Neutral (N); XP 50.

0722 Trolls on the Hunt | Monster

A gang of 8 trolls has wandered down from the mountains into this hex to hunt. They have killed a camelops and caught two Siquish maidens who wandered away from their barge. The trolls live in a dank cave in [0623].

Treasure: 500 gp, 90,000 cp, four gems. This is kept in their cave, sewn into a dingy, flea-ridden cave bear skin.

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).

0736 Father Frost | Monster

A giant bogatyr is making his way from the mountains down to the river on a horse made of winter. The bogatyr is old and grey, with lips drawn thin over yellow teeth, and as he mutters under his breath, one sees a thin mist escape from his mouth, curling around his mustache. It is best to leave this fellow alone. His purposes are not for the ken of men.

Ice Horse, Huge Magical Beast: HD 9 (54 hp); AC 19 [+2]; ATK 2 hooves (2d8 + 2d6 cold) and bite (2d6 + 2d6 cold); MV 100; F6 R6 W12; AL Neutral (N); XP 900; Special—Immune to cold, cold aura (15', deals 1 cold damage), ice body (half damage from piercing and slashing weapons, 2d6 damage from touch), magic resistance 25%, regenerate.

Father Frost, Large Outsider: HD 11 (66 hp); AC 19 [+2]; ATK 1 pole-axe (6d8 + 1d6 cold) or boulder (4d10 + 1d6 cold); MV 60; F7 R7 W7; AL Neutral (N); XP 2750; Special—Immune to cold, vulnerable to fire, cold aura (15', 1 cold damage), ice breath (3/day, 20' cone, 6d6 damage), magic resistance 25%, regenerate; Spells—3/day—*chill metal*, *dispel magic*, *haste*, *detect invisibility*.

0805 Arafik | Stronghold

Arafik is a great concentric castle that commands a pass through the mountains. The castle is quite large, as it is designed for battle with giants and trolls. It has six towers, 100' tall, equipped with massive ballistae on platforms. There are multiple spouts on the walls through which flaming oil can be poured on trolls and frost giants, and acid on other giants. Within the castle, Lord Goll, one of Mogg's most trusted companions, commands 60 men-at-arms, half of them heavy crossbowmen and half of them halberdiers. Goll himself commands 12 heavy cavalry. The dwarven witch Una dwells in a tower of her own.

Beyond the castle, in the direction of Azsor [0808], there dwell more than 100 families in stone longhouses, farming the land and tending goats and sheep.

While Goll is loyal to Mogg, he is also desirous of quitting this post for the pleasures of Azsor. To this end, he is searching for a dungeon reputed to be in the area, and will detain adventurers to interrogate them about the whereabouts. He might then hire them to help loot it, or throw them in the dungeon to avoid any competition.

Treasure: 1,880 gp, 6,500 sp, two fancy stones.

Una, Dwarf Magic-User: LVL 5; HP 21; AC 11; ATK 1 quarterstaff (1d6); MV 20; F12 R12 W12; AL Neutral (CN); XP 500; S10 D13 C14 I15 W8 Ch11; Special—Spells per day (4/4/2/1); Gear—*Wind fan*, *scroll of dexterity*; Spellbook—0—*acid splash*, *detect undead*, *disrupt undead*, *mage hand*, *message*, *read magic*; 1—*animate rope*, *color spray*, *fool's gold*, *precognition*, *shocking grasp*, *sleep*; 2—*blindness/deafness*, *hideous laughter*, *spider climb*; 3—*gaseous form*, *lightning bolt*.

Lord Goll, Human Fighter: LVL 9; HP 59; AC 21 (plate armor, +1 shield); ATK 2 longsword +10 (1d8+2) or lance +10 (1d6+3) or +1 light crossbow +9 (1d4+1); MV 30; F8 R12 W12; AL Neutral (N); XP 900; S16 D12 C13 I11 W9 Ch12; Special—Dominate foes; Gear—*Ring of sustenance*.

0808 Azsor, the Golden City | City-State

DEMOGRAPHICS

City Population—18,000 people

Domain Population—162,000 people

People—70% humans, 20% dwarves, 5% halflings, 5% others

Patron Deity—Borta, Goddess of Wisdom

AUTHORITIES

Ruler—King Mogg, Human Barbarian: LVL 15; HP 102; AC 18 (mail shirt, +1 shield); ATK 1 hammer of thunderbolts +25 (4d6+13); MV 40; F4 R9 W9; AL Lawful (CG); XP 1,500; S16 (23) D14 C16 I10 W13 Ch15; Special—Rage 4/day, sixth sense; Gear—*Belt of frost giant strength*, *gauntlets of ogre power*.

Spiritual Leader—Anazh, High Priestess of Borta, Human Druid: LVL 8; HP 40; AC 14 (leather, shield); ATK 1 scimitar +5 (1d8); MV 30; F8 R12 W7; AL Lawful (NG); XP 800; S9 D10 C13 I10 W16 Ch12; Special—Spells per day (6/5/4/2/2), speak druidic, move through undergrowth, leaves no trail, +2 save vs. energy spells, shapechange; Gear—*Scroll of strength*, *potion of shield of faith* +2.

Arcane Leader—Yurik, Dwarf Magic-User: LVL 7; HP 25; AC 11; ATK 1 staff +1 (1d4-1); MV 30; F11 R12 W9; AL Neutral (LN); XP 700; S6 D13 C16 I16 W14 Ch8; Special—Spells per day (4/5/4/2/1);

Gear—2,200gp, *staff of fire* [6 charges], *stone golem manual*, *scroll of jump*, *oil of invisibility*, *wand of burning hands* [2 charges], *wand of detect secret doors* [1 charge].

Guildmaster of Thieves—Fekk, Medium Monstrous Humanoid: HD 9; HP 42; AC 16 [silver]; ATK 1 bite (1d6) or short sword (1d6); MV 30; F14 R10 W14; AL Chaotic (CE); XP 200; S11 D16 C13 I16 W5 C13; Special—Change shape, lycanthropy, backstab x3, skills of Thief 9; Gear—3,200 gp, 4,400gp worth of gems and jewelry, *potion of healing*, *potion of undetectable alignment*.

DESCRIPTION

Theme—Medieval Russia, mythic Norsemen

Vistas—Mist from the falls covering the rooves and cobblestones, the ring of metal as smiths forge weapons and armor, dwarfs and men bartering for goods, strutting barbarian warriors, beautiful women with milky skin and golden hair in long braids

Money—Koro (gp), Pechak (sp), Malko (cp)

Treasury—1,330pp, 3,560gp, 10,500sp, 278,000cp and 18,800gp worth of gemstones and art objects.

Azsor is a massive city-state created by both dwarves and humans. The city is constructed around the base of a waterfall that tumbles over several cliffs. The city consists of seven terraces and includes subterranean portions within the cliffs excavated by the city's mountain dwarves.

Each of the seven terraces features 40' high walls, with a single gatehouse and gate in each wall. Each terrace except the highest is 30' higher than the one below it. The terraces are connected by long ramps for moving goods and animals, and stairs for foot traffic. Most contain entrances to the subterranean portion of the city, and these portions have ways to access higher levels as well, including water-driven elevators.

The streets of Azsor are paved with white and grey stones, and the buildings are mostly stone or timber frame, with roofs of slate. Azsor is not a particularly colorful city, though the mists of the waterfall do support orchards of lime trees and brilliant flowers. The people of the city have tended to adopt the mountain dwarf tradition of sober clothing, showing wealth with the quality of the goods rather than flash.

The highest terrace is actually constructed on a mountain ledge 100' above the next highest terrace. It holds the great citadel of King Mogg and the Great Temple of Borta, the mammoth goddess and patron deity of Azsor. The citadel has walls 60' tall and five great towers, each 80' tall, that look over the city and which give a commanding view of the Telfold. Given that Azsor is about 500' above the level of the steppe, the top of the citadel towers are 830' above the level of the steppe. The guardsmen use spyglasses ground in far-

away Lyonesse to view the surroundings, and sound massive horns to alert the city-state and their king to coming dangers.

The Great Temple of Borta is technically located on the citadel's grounds, though it is wholly under the governance of Borta's high priestess Anazh. It is a large, beautiful structure of stone and wood that encompasses gardens and a library. It is open to lay persons to meditate and worship, but the inner sanctum is restricted to her priests (druids and magic-users). The walls are painted with murals stressing peace and enlightenment. Statues of meditating saints abound.

With a population as vast as Azsor's, one can find anything they might need in the city, from sages to smiths to rogues. The city has shrines and temples to all of the major gods and goddesses worshipped in Og, as well as well-hidden cults to various demons and devils. There are merchant houses of the dwarves of the deeper mountains, the Oghur of the Trollheims, Haimos, Yore and Azdak. Azsor also currently plays host to the exiled Mum of Yore, the high theocrat of that country that is currently under the rule of the Governess, leader of a radical religious cult. The Mum dwells in the citadel of King Mogg as his honored guest.

King Mogg is 6'9" tall and a tower of muscle. He usually keeps these muscles hidden beneath loose clothes of a simple nature. He has skin browned in the sun, coppery hair, a full beard and piercing green eyes. Even without his tall crown, he is a magnificent sight. His queen, Bygul, is a very handsome dwarf woman with deep blue eyes, a golden hair and skin the color of hazelnuts. She is the motherly type, and helps to curb Mogg's legendary rages.

0811 Crystopolis | Dungeon

A narrow canyon leads back to a wall of quartz, polished to a mirror-like sheen. If touched, the quartz seems to vibrate, and send those vibrations into the body touching it. This is a painful sensation, and requires a Fortitude saving throw to avoid passing out from the pain.

Should one permit themselves to be so energized, they will discover that they can step through the quartz and enter the land of Crystopolis, a vast underground city of crystal, inhabited by crystalline people. The city was created when the ancient elves drained the ancient sea that preceded the Og.

The elves accomplished this raising the land beneath the ancient Hyrcanian Sea by stimulating, via immense magical energies, the growth of crystals underground. During this process, some of the sea leaked underground, and formed the Underworld river called Alph. Crystopolis guards hidden tunnels that lead to the great crystal wonderworld, which they regard as sacred land and off-limits to outsiders.

Crystopolis is ruled by a triumvirate of princesses, named Sripri, Jala and Vath. All three are jealous rulers, suspicious of their fellow princesses and eager for an excuse to take sole power over the kingdom.

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

0820 Tomb of the Scrag Queen | Dungeon

A crude tomb has been constructed in the river here for an ancient scrag queen. According to inscriptions scratched into the rocks, her name was Grutle. The tomb consists of heavy stone monoliths leaned against one another to form a long tomb, 20' tall at the peak and 30' long. A 3-ton boulder blocks the entrance, and the far end is built into the river's bank, about 5' below the surface of the water. The boulder is carved into a crude grimace, with two eyes inset with white stone and a mouth inset with black stone.

The floor of the tomb behind the boulder is paved with black and white stones. There is no particular pattern to the way they are set, but intruders must step on a pattern of two white stones then one black stone when they cross the floor, or cause the water that fills the tomb to suddenly heat to boiling (1d6 damage per round).

At the far end of the tomb, there lies the charred skull of Grutle, on a white stone pedestal. If the skull is touched by a living creature, it begins to regenerate, taking 1 day to become a complete head, and another day to form into a complete troll body.

0832 Wicked Harvest | Monster

As adventurers travel through this hex, they may come upon the screams of dozens of women. They come from flower fairies, which are being slain by a trio of trolls who are mowing down the flowers in which they dwell in a pasture. If aided, the surviving flower fairies can invite the adventurers into their flowers – it only requires a touch. Within these flowers, the adventurers find a magnificent mansion, with cups of dew and bowls of nectar (heal 1d6 hit points).

Flower Fairy, Tiny Fey: HD 0; AC 13; ATK 1 strike (1); MV 20 (Fly 60); F19 R13 W12; AL Lawful (NG); 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).

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).

0839 Icy Hearts | Monster

Thirty frigid zombies are shuffling down a narrow canyon in this hex, towards the valley. Everything they touch is kissed with frost, and the small stream that runs through the canyon is now sluggish from the cold.

The zombies are blue, with faces twisted in a rictus of death, and icy claws jutting from their swollen fingers. Icy mist escapes from their mouths and chest cavities, where the ice witches of the mountains [1137] have implanted enchanted hearts of ice.

The zombies have been sent in search of a female elf, which their mistresses need to perform an evil ceremony. They are not particularly bright, and might grab a female elf in the party if they get the chance.

Frigid Zombie, Medium Undead: HD 2; AC 11; ATK 2 claws (1d6 + 1 cold); MV 20; F15 R15 W15; AL Neutral (N); XP 100; Special—Move or attack, weapon resistance (blunt weapons), immune to cold, freezing breath (1/day, 20' cone, 2d6 cold damage).

0848 The Windy Warlock | Monster

The Ruzigar warlock Vido has left his army of 100 skeleton warriors in this hex, standing at attention, while he attends to business on the Ethereal Plane. He will return in 1d6 hours. In the meantime, the skeletons do nothing, but will defend themselves if attacked.

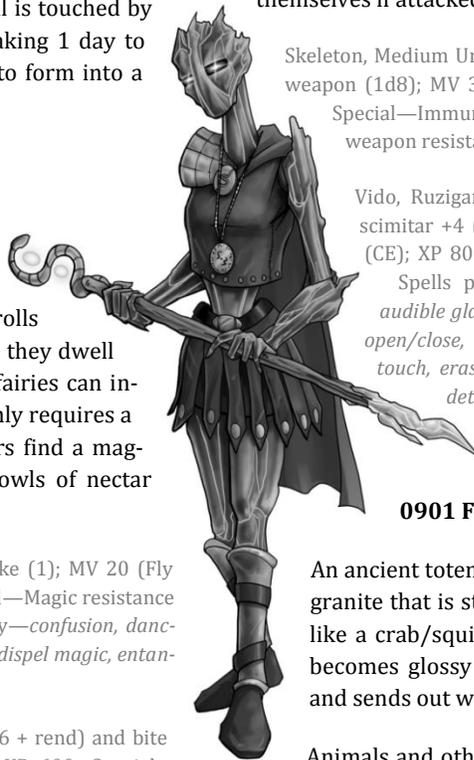
Skeleton, Medium Undead: HD 1; AC 15; ATK 2 claws (1d4) or weapon (1d8); MV 30; F15 R15 W14; AL Neutral (N); XP 50; Special—Immune to illusions and all mind-affecting spells, weapon resistance (edged & piercing weapons).

Vido, Ruzigar Warlock: LVL 8; HP 27; AC 10; ATK 1 scimitar +4 (1d8+1); MV 30; F12 R12 W9; AL Chaotic (CE); XP 800; S13 D12 C12 I11 W10 Ch16; Special—Spells per day (5/5/5/5/3), spells known (0—*audible glamer, dancing lights, detect magic, message, open/close, prestidigitation, touch of fatigue*; 1—*chill touch, erase, identify, shocking grasp*; 2—*brain lock, detect thoughts, mirror image*; 3—*body adjustment, gaseous form*; 4—*animate dead*).

0901 Foul Totem | Wonder

An ancient totem has been carved here from light grey granite that is streaked with red. The totem is shaped like a crab/squid hybrid. In the presence of magic, it becomes glossy black in color and perfectly smooth, and sends out waves of chaos magic.

Animals and other simple beasts within 60' must pass a Will save at +2 or be turned into chaos beasts. Magic spells



cast in its presence are exchanged for a random spell effect of the same level, likewise potions and scrolls. Other magic items become cursed items if they fail an item saving throw.

Bathing in the weird energies of the idol warps the flesh of humanoids and giants. For every round spent within 60' of the idol, a creature must pass a Fortitude save or suffer a random mutation. Each mutation carries with it a percentage chance of coming with a drawback as well (see below).

d%	Mutation	Drawback
01-02	Grow extra finger on each hand	10%
03-04	Hands and feet become flipper-like (-2 penalty to manual dexterity, +5' swim)	10%
05-06	Tongue becomes forked	10%
07-08	Small horns sprout from forehead	10%
09-10	Skin becomes scaly	10%
11-12	Grow a thin coat of fur	10%
13-14	Eyes take on an unnatural appearance	10%
15-16	Hair becomes an unnatural color	10%
17-18	Skin becomes an unnatural color	10%
19-20	Voice becomes unnerving (-1 to reactions)	10%
21-22	Acidic saliva (+1 acid damage from bite)	25%
23-24	Adrenaline jolt (+2 Str or Dex, 1 turn, 1/day)	75%
25-26	Claws (claw attack for 1d3 damage)	25%
27-28	Darkvision 60'	75%
29-30	Energy diffusion (+2 to save vs. one energy)	50%
31-32	Fangs (bite attack for 1d3 damage)	25%
33-34	Force barrier (as <i>shield</i> spell, 1/day)	75%
35-36	Gills (can breathe water)	50%
37-38	Great horns (gore attack for 1d3 damage)	25%
39-40	Hypersensitivity (roll surprise on d8)	75%
41-42	Leaper (jump up to 15')	25%
43-44	Scaly armor (+1 natural AC)	75%
45-46	Scent (can track by scent, 65% chance)	50%
47-48	Second wind (<i>cure minor wounds</i> , self, 1/day)	50%
49-50	Smokescreen (<i>obscuring mist</i> , 1/day)	25%
51-52	Tail (+2 bonus to keep balance)	25%
53-54	Thick fur coat (+1 natural AC, +1 to save vs. cold)	25%
55-56	Ultra-immune system (+2 save vs. disease)	50%
57-58	Wall crawler (+4 bonus to climb)	50%
59-60	Webbed digits (swim speed +10')	25%
61-62	Echolocation (no penalty when blind)	95%
63-64	Elasticity (+4 bonus to escape bonds)	95%
65-66	Energy absorption (absorb up to 5 points of damage of one energy type per day)	90%

67-68	Enlarged form (per <i>enlarge person</i>)	99%
69-70	Exoskeleton (+2 natural AC)	95%
71-72	Extra arms (2 extra arms, wield an extra shield or weapon, normal rules apply)	99%
73-74	Gazing eye (third eye, <i>augury</i> 1/day)	90%
75-76	Pheromone attraction (<i>charm person</i> , 1/day, opposite sex only)	99%
77-78	Prehensile tail	90%
79-80	Prickly pear (grow spines, 1d3 damage to those who touch you)	90%
81-82	Negative energy (healed by negative energy, damaged by positive energy)	95%
83-84	Skeletal reinforcement (+3 natural AC)	95%
85-86	Stinger (tail attack for 1d3 damage + Poison II)	90%
87-88	Telekinetic mind (<i>mage hand</i> 3/day)	95%
89-90	Telepathy (100' range)	95%
91-92	Tentacle (+4 to grapple attacks)	99%
93-94	Venomous bite (bite attack, 1d3 damage + Poison II)	90%
95-96	Vexing voice (one opponent must pass a Will save or be stunned for 1 round)	90%
97-98	Wings (Fly speed of 60')	99%
99-100	X-ray vision (through 5' of stone, 1' of metal, cannot penetrate lead)	99%

d%	Drawback
01-05	One random ability score is reduced by 1
06-10	You must consume at least 1 pint of blood each day or suffer 1 point of constitution damage
11-15	Brittle bones reduce your AC by 1, -2 penalty to saving throws against crippling
16-20	Suffer from fear (per spell) when confronted with fighting and fail a Will save
21-25	You heal at half your natural rate if you do not have a magic item in your possession
26-30	Festering sores on your body make it hard to wear armor (-2 penalty to hit and Reflex saves while in armor)
31-35	You suffer a -2 penalty to Fortitude saves
36-40	You suffer a -2 penalty against fire or cold
41-45	You suffer a -2 penalty to Reflex saves
46-50	You are dazed in the presence of bright or sudden light if you fail a Fortitude save
51-55	One arm withers and falls off
56-60	You suffer a -2 penalty to Will saves
61-65	You must consume at least 1 pint of alcohol each day or suffer 1 point of constitution damage
66-70	You suffer a -2 to reaction checks with creatures within 30' of you due to powerful body odor
71-75	Your blood is poisonous to you and others; you must drink a dose of antitoxin each day or lose 1 point of constitution

76–80	You rapidly age one age category
81–85	Your normal movement rate decreases by 5'
86–90	Suffer +1 damage whenever you are physically wounded
91–95	Natural light deals 1d6 points of fire damage to you
96–100	You suffer a -2 penalty to save vs. disease

0914 Runa Camp | Monster

A gang of 50 Runa raiders has camped by the river here, preparing to cross in the morning. They are pursued by Azsori horsemen who are one day behind. The nomads were not very successful in their raids, and other than a ten horses they have no treasure of which to boast.

Light Warhorse, Large Animal: HD 3; AC 14; ATK 2 hooves (1d6) and bite (1d3); MV 60; F11 R11 W17; AL Neutral (N); XP 300.

Nomad, Medium Humanoid: HD 1; AC 15 (ring and shield); ATK 1 lance (1d8) or scimitar (1d8) or composite bow (1d6+1); MV 30; F13 R15 W15; AL Neutral (N); XP 50; Special—No penalty fighting on horseback.

0927 Gluttonous King | Stronghold

A crude tower keep has been erected in this hex by the ogre mage Nalbath. He rules over 32 ogres (18 of them males), who hunt and gather in the mountain valleys. Nalbath is not satisfied with his lot in life, and looks with jealous eyes on the great cities of the valley beyond the mountains. He had allied himself with the hag queen Baba Tagu in her scheme to conquer those cities, and hopes for a satrapy of his own.

Treasure: 800 gp, 62,000 sp, three gems, one jewel (worn in Nalbath's hair), a *scroll of speak with animals* and a *potion of delay person*.

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.

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

0929 Pesky Trolls | Monster

A gang of seven juvenile trolls are smashing the ruins of a once great stronghold, the palace of the ancient Yellow King of the Mountains. The Yellow King was a pre-human lich buried in his own ruins by the armies of the ancient elves. He still lies beneath these ruins as a lich, and I have a feeling those pesky trolls are about to unearth him ...

1003 Gathering of the Clans | Settlement

Hill giant clans have gathered in this hex, summoned by Volkek, a barbarian of great renown. 15 hill giant warriors have gathered on a mountain pasture. They are decked out in their finest hides and furs, their faces painted for war, hoisting giant spears and clubs. Their leader, Volkek, stands on his cave bear-pulled chariot, his shaman by his side. The females of the clans are hunting and gathering to prepare for their journey to the tower of Baba Tagu [0210], to join her army. They carry a treasure to hire more mercenaries on the way. The treasure is in a large wagon pulled by a dozen oxen and driven and guarded by Volkek's little brother, Jorm.

Treasure: 2,600 gp, 10,000 sp, *scroll of blur*, +2 *buckler*, *oil of invisibility* and *potion of constitution*.

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

Jorm, Large Giant: HD 10; AC 15; ATK 1 greatclub (2d8) or boulder (2d8); MV 30; F7 R10 W11; AL Chaotic (CE); XP 400.

Volkek, Hill Giant Barbarian: LVL 8; HP 56; AC 15; ATK 1 greatclub (2d8) or boulder (2d8); MV 40; F8 R11 W12; AL Chaotic (CE); XP 400; Special—Rage 3/day, sixth sense.

1005 Crypt of Old King Koro | Dungeon

Old King Koro was not a merry old soul. He was a mean-spirited old cuss who ruled his dwarves with an iron fist and hated elves so much he never missed a chance to insult or attack one. When Koro died, his people breathed a sigh of relief and interred his body as far away as possible, in a small cave tomb high on a mountain side.

The cave is reached by a tunnel just large enough for a dwarf to crawl through. This a tunnel slopes up at a 30-degree angle. The slope is studded with shards of metal, making it very hard to ascend, which most adventurers would have to do on their hands and knees. The tunnel ends in larger cave, which has been turned into a very fine tomb, stocked with weapons, armor, wine casks and treasures to see Koro into his afterlife on the Elemental Plane of Earth. The entrance to this cave is blocked with a large, round stone. The stone is difficult to dislodge, and getting it out of the tunnel without being crushed or knocked off a cliff is difficult.

Koro's body is interred in a suit of +2 *plate armor*. When the tomb is entered, the armor becomes super-heated and animates to attack. It might appear as though the dwarf is undead, but this is not the case.

As the armor is damaged, bits fall off, causing elemental fire to pour out of the armor in 10' cones that almost fill the chamber (5d6 points of fire damage, Reflex saving throw to

halve damage). For every five points of damage sustained by the armor, it loses one piece. After four pieces have been lost, the armor no longer spews elemental fire.

Encased within Koro's burial slab is a magic anvil. When struck with a hammer, the striker should roll a damage dice. The anvil sends out waves of anti-magic to a range of one mile per point of damage. This acts as a *dispel magic* spell with a duration of one hour, and also forces outsiders in the area of effect to pass a Will save or be sent back to their home plane.

Treasure: 400 gp, aforementioned plate armor and anvil.

[that image of stock art of dwarf armor would work here]

Animated Armor, Small Construct: HD 6+1; AC 20; ATK 1 slam (1d6 + 1 fire); MV 20; F13 R12 W12; AL Neutral (N); XP 600; Special—Construct abilities, magic resistance 15%.

1008 The People of Enor | Monster

A clan of 28 Neanderthal males, 29 females and 21 young dwell in a cave complex in the hills. They hunt and gather in the hills and on the steppe, and enjoy the protection of King Mogg, for their leader, the chieftain Enor, is one of his oldest friends and companions. The two met when Mogg helped Enor track down a white dragon who had stolen Enor's daughter Reka. The two shared many adventures over the years, and are, in effect, brothers.

The Neanderthals keep two semi-domesticated cave bears as their pets and guardians. They worship eagles, and Enor bears a *+1 shield* bearing a white eagle.

Cave Bear, Large Animal: HD 12; AC 17; ATK 2 claws (2d6 + constrict) and bite (2d8); MV 40; F6 R7 W12; AL Neutral (N); XP 1200; Special—None.

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

Enor, Neanderthal Barbarian: LVL 6; HP 56; AC 16 (studded leather, *+1 shield*); ATK 1 spear +6 (1d8+1); MV 40; F8 R13 W13; AL Lawful (CG); XP 600; S13 D12 C16 I9 W12 C13; Special—Rage 2/day, sixth sense.

1025 Wirm the Wonderful | Stronghold

An old elementalist by the name of Wirm the Wonderful settled here long ago to live the life of a hermit. He dwells in a fortified cave complex, complete with a natural spring, heating provided by his magic, and a trio of pesky, semi-tamed mephits to act as servants, guards and comedy relief.

But Wirm has grown old. His crooked smile is lacking some teeth, and his hair is now lank and white, his shaking hands marred with liver spots, and his eyes not as bright as they



once were. He also knows his memory is beginning to fail, and thus it is time to retire. He is heading for Azsor [0808]. He has packed his possessions on a couple sturdy mules.

Wirm carries a special magic item, a small iron sphere that, when swallowed, gives him the effect of the *ironskin* spell for 1 hour. Of course, retrieving it is unpleasant.

Treasure: 2,500 gp, iron pendant (20 gp), *scroll of web*, *scroll of warp wood* and *potion of strength*.

Dust 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 particle (10'/1d4 and tactical advantage), blur 1/day, wind wall 1/day, summon mephit 1/day, regenerate.

Earth 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 rock shards (10'/1d8), soften earth and stone 1/day, enlarge person 1/hr, summon mephit 1/day, regenerate.

Salt 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 salt crystals (10'/1d4 and tactical advantage), glitterdust 1/hr, withdraw moisture 1/day, summon mephit 1/day, regenerate.

Wirm the Wonderful, Human Elementalist: LVL 11; HP 32; AC 10; ATK 1 quarterstaff +4 (1d6); MV 30; F11 R11 W7; AL Neutral (N); XP 1100; S11 D12 C12 I12 W13 Ch13; Special—Command spirits (Cha/3 per day), turn elementals.

Note: The elementalists is a class featured in the *NOD Companion*. If you do not own this volume, and do not wish to, treat Wirm as a magic-user with many element-oriented spells in his spell book. You should buy the *Companion* though, because it's awesome and the sale would make me smile.

1035 Gliding Goblins | Settlement

The tallest peak in this range of mountains is home to a tribe of 200 unruly goblins. The goblins have white skin and glowing green eyes, and have perfected glider wings that allow them to soar through the mountains. The wings are made of eagle bones and feathers and goblin spit.

The goblins use their gliders to scout and hunt. They drop stones and darts on victims, and carry daggers to finish off their prey. Of course, bringing the food back to their cave complex requires walking. *C'est la vie*.

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

1037 Azure Scales | Monster

In a low valley, obscured by steam and mist from a series of semi-poisonous natural hot springs, there lives a clan of 72 azure-scaled troglodyte males, 88 females and 97 young. Their caves are partially flooded by the springs, which makes them hard to find and hazardous to the health of anyone who isn't a native troglodyte (save vs. Poison III).

The troglodytes worship a live Soviet cruise missile, a Kh-55. The missile weighs 3,600 lb. and is 20' long. They have drawn a crude face on the missile, and wrapped it in a fur cape with a golden pin (30 gp). The missile is kept in a higher, un-flooded cave. It is surrounded by a shallow moat filled with oil that the troglodytes can set ablaze at a moment's notice. The fire burns for 1 hour, and there is a 1% chance that the heat will set off the missile, killing everyone in the cavern. The moat connects to a shallow pit in which sacrifices are made.

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

1101 Graven Visage | Wonder

The graven face of an angry goddess has been carved on a basalt plateau in this windswept, weedy country. The hex is mostly occupied by dragon-serpents (encounter on a roll of 1-3 on 1d6, check once per day), who sway in the presence of the goddess' visage. Reptilian characters must pass a Will saving throw to avoid falling under her spell, and seeking out the Ophidian Temple [1631].

Dragon-Serpent, Small Magical Beast: HD 2; AC 16; ATK 1 bite (1d4 + 1 acid + Poison II); MV 20 (Climb 20); F13 R12 W16; AL Chaotic (CE); XP 200; Special—Resistance to acid, immune to charm and sleep, +3 save vs. hold spells.

1110 Grundo | Settlement

Grundo is an Azsori village of 100 stout, feisty peasants and their equally fierce wives. The village is composed of timber cottages and is surrounded by a dense thicket with a single entrance barred by a wooden gate. The gate is flanked by two wooden guard towers that are 20' tall.

The village's headman is Hodd, a happy-go-lucky fellow with prominent ears and dusky grey eyes overshadowed by fuzzy eyebrows. He works as a smith, and is regarded as something of a magician by the people, who mostly fish, keep sheep, grow grains, roots and pulses and weave woolens that are highly regarded in Azsor ("as warm as Grundo hosen").

The village's heart is its tavern, a large stone building with narrow windows on the second floor, making it something of a fortress. Here, they serve the finest mead in Mogg's kingdom (he often visits) and succulent joints of mutton.

1115 Yow | Wonder

The remains of the village of Yow lie here, smoldering and stinking of death. There is little evidence of what descended on this place, killing the people and burning the buildings – no footprints of soldiers or horses, only slashing wounds on the men, women and children (there were 85 of them), the aforementioned burning timbers, and the crystalized bones of a man who used to be the village's headman, Rogg. The culprits were the cultists of Züza [1317], who demanded obedience from the people of Yow and were refused.

1118 Gurgling Geysers | Wonder

A hot and frothy geyser springs up in this hex, exploding every 1d6 hours and bathing the surrounding area in weird, glowing salts. These salts are useful in alchemical operations, and in the forging of magic arms and armor. One can gather 1d6 pounds around the geyser over the course of an hour, and sell it for about 100 gp per pound to the right people.

1125 Shamir | Monster

300 Ruzigar dwell in a cliff-side village in this hex, overlooking a pasture teeming with game and lush, green grass. The Ruzigar are ruled by a war-chief, İlkin, and a council of elder men and women. The Shamiri are nasty customers, raiding into the valley below when their lookouts see Siquish or other vessels moving down the river. The Ruzigar dislike the water,

but their volleys of arrows often convince captains to surrender and move their boats to the river bank to be plundered.

Treasure: 700 gp, 900 sp, a moonstone (70 gp).

Ruzigar Pony, Large Animal: HD 4; AC 14; ATK 2 hooves (1d6) and bite (1d4); MV 60; F10 R10 W17; AL Neutral (N); XP 400.

Ruzigar Warrior, Medium Humanoid: HD 1; AC 16 (scale, buckler); ATK 1 shaska (1d8) or composite bow (1d6+1); MV 30; F13 R15 W15; AL Neutral (N); Spells—1/day—*longstrider*, *smoke image*; XP 100.

Ilkin, Ruzigar Barbarian: LVL 4; HP 36; AC 16 (scale, buckler); ATK 1 shaska +4 (1d8+1) or composite bow +3 (1d6+1); MV 40; F9 R14 W15; AL Neutral (CN); Special—Rage 2/day, sixth sense; Spells—1/day—*longstrider*, *smoke image*; Gear—*potion of jump*; S16 D11 C16 I8 W8 C12; XP 400.

1132 Gimbus the Troll Lord | Stronghold

The trollcarl Gimbus has constructed a tower keep in this hex, marshalling a force of 4 trolls, 9 ogres and 18 orcs. The hill giantess Zodiva (Adept 4) serves as his major domo and court magician. She has the hots for the dashing troll, and has served him loyally so far, though the whole “chaotic evil” thing means he can never trust her implicitly. Gimbus has his eyes on the domain of the ogre mage Nalbreth [0927] and has sent an emissary to recruit the goblins of [1035] to his cause. He will be happy to employ evil or neutral adventurers as well, and use good adventurers to feed the troops.

Treasure: 1,000 pp, 1,610 gp, 12,000 gp worth of art objects including a gold framed painting of the king of Zümrüd [1733] and a large illuminated history of the lands of Og bound in tooled leather, *scrolls of invisibility* and *cure moderate wounds*.

Orc, Medium Humanoid: HD 1; AC 14 (leather and shield); ATK 1 weapon (1d8); MV 30; F13 R15 W16; AL Chaotic (CE); XP 50.

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.

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).

Zodiva, Large Giant: HD 8; AC 15; ATK 1 greatclub (2d8) or boulder (2d8); MV 30; F8 R11 W12; AL Chaotic (CE); XP 400; Special—Spells as 4th level adept; Gear—*scroll of augury*.

Gimbus, Large Giant: HD 12; AC 16; ATK 2 claws (1d6 + rend) and bite (1d6) or greataxe (2d8 + knock prone); MV 30; F6 R9 W9; AL Chaotic (CE); XP 1200; Special—Regenerate (acid), magic resistance 25%, knock prone (Fort negates); Gear—*oil of magic weapon*, *potion of shield*, *dusty rose prism ioun stone*.

1137 Ice Witches | Monster

A sextet of troll witches dwells in a high cave that is surrounded by fields and valleys of boundless snow and ice, broken only by black-limbed junipers. Weird, luminous mists creep from the cave and dance over the snows, sometimes assuming the form of a beautiful dancer, to lure the curious into the cave and to their doom.

The troll witches labor under the tutelage and imperious command of the living severed head of an ice hag called Baba Jukkea. Baba Jukkea’s head dwells in the deepest recesses of the cave complex, on the other side of a chasm rife with poisonous fumes (Poison III) and the screams of the damned – trolls who wronged the hag in her former life chained deep in the chasm and tormented with dripping acid.

The witches dwell on the near side of the chasm, each in a separate cave, with a common area in between where they keep their twelve white-furred bugbear guards and the frigid zombies they routinely manufacture [see 0839]. They currently have three zombies on hand.

The troll witches can cast spells as 5th level sorcerers. The hag’s head casts spells as an 8th level sorcerer. Baba Jukkea opposes the machinations of her sister Baba Tagu, and might recruit adventurers (or force them) to help her.

Treasure: 2,300 gp, 2,100 sp, 5 fancy stones, 2 jewels, *scroll of sound burst*, *silversheen* and *staff of swarming insects*.

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

Frigid Zombie, Medium Undead: HD 2; AC 11; ATK 2 claws (1d6 + 1 cold); MV 20; F15 R15 W15; AL Neutral (N); XP 100; Special—Move or attack, weapon resistance (blunt weapons), immune to cold, freezing breath (1/day, 20’ cone, 2d6 cold damage).

Ice Witch, 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), spells per day (6/6/4); Spells known—0—*audible glamer*, *dancing lights*, *detect magic*, *mage hand*, *ray of frost*, *touch of fatigue*; 1—*chill touch*, *energy missile*, *obscuring mist*, *phantasmal force*; 2—*fog cloud*, *command undead*.

Baba Jukkea’s Head: Spells per day (6/6/6/5/3); Spells Known—0—*audible glamer*, *dancing lights*, *detect magic*, *disrupt undead*, *mage hand*, *ray of frost*, *resistance*, *touch of fatigue*; 1—*chill touch*, *energy missile*, *ill omen*, *obscuring mist*, *phantasmal force*; 2—*fog cloud*, *command undead*, *whispering wind*; 3—*sleet storm*, *spectral force*; 4—*animate dead*.

1140 Fire Trees | Wonder

A large copse of *yanginagac* (fire trees) grows in this hex, filling the valleys and providing a safe spot from the trolls. The sap of these trees bursts into flame when it hits the air – dried branches do not burst into flame with air contact, but they do burn readily and might burst into flame if crushed underfoot. Fortunately, the trees themselves do not burn while still alive. This keeps the trolls at bay, but makes the place dangerous for non-trolls as well.

1149 Clovis and Pepin | Monster

An ettin by the names of Clovis and Pepin rules this hex from a craggy castle of reddish stone streaked with broad bands of sulfur yellow. The castle reeks of sulfur, and is surrounded by black, bubbling marshes.

Clovis is the dominant head, and he has a carbuncle eye that allows him to *know alignment* and sense the emotions of those he looks upon. Pepin despises his brother, and would see him laid low. To this end, he conspires with the ettin's slaves (200 goblins) against Clovis and the 60 orc warriors that are loyal to him.

The goblin slaves work in mines, digging iron, copper and a bit of silver. They also raise eating lizards and hunt and gather throughout the hex under the supervision of pairs of orc guards with barbed whips. The orcs are under the direct command of Captain Qrug.

Treasure: 130 gp, 10,200 sp, 21,000 cp, 4 fancy stones, and one gem.

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

Orc, Medium Humanoid: HD 1; AC 14 (leather and shield); ATK 1 weapon (1d8); MV 30; F13 R15 W16; AL Chaotic (CE); XP 50.

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

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

1206 Yorp | Settlement

Yorp is a village of 200 honest woodsmen living in log cabins. The village is surrounded by wooden barricades patrolled by 10 longbowmen. The village's woodsmen mostly cut pine, sending it down a mountain stream to Thig [1307]. Each month, a caravan from Thig comes up to Yorp with money, ale and supplies for the woodsmen.

1219 Invisible Tower | Wonder

This hex holds an ancient ruin in the upper mountains. The ruin is composed of cyclopean stones and is caked with frost. Seven towers still stand here. Some say they are the mythic Seven Towers of Althak-Ro. Around the towers stand portions of the once massive walls, decorated with mosaics of lapis, porphyry, malachite and marble.

One of the seven towers, the tallest, centermost tower, is not really a ruin. A single flight of stairs, slick with ice and damaged in spots, leads up 30 feet around the exterior of the seemingly ruined tower and then stop. In truth, they do not stop, but rather turn invisible. A person who "steps off the edge" will appear to vanish into thin air, when in fact they have entered the invisible portion of the great tower, a dungeon protected by three invisible stalkers and the ice-bound lich of Althak-Ro, the ophidian elemental, tormented by the cries of his doomed people.

Clutched in Ro's hand is a *horn of blasting*, once a treasure of the gods! It is the horn of a giant ram, with an interior of mother-of-pearl and an exterior of gold, and requires a strength of 15 to sound.

Invisible Stalker, Large Elemental (Air): HD 8; AC 17; ATK 2 slams (2d6); MV 30 (Fly 30); F10 R9 W10; AL Neutral (N); XP 800; Special—Natural invisibility.

1221 Harspic's Rest | Dungeon

In the foothills of the mountains here there is a barrow tomb erected over the body of an ancient elf druid called Harspic. A traditionalist, he did not approve of his people's various and sundry pacts with dark powers and dropped out of elf society, even going so far to oppose them in their conquest of Og. For this, he was slain by the warlock Gudriis, his body crushed into the size of a marble.

The marble looks something like a black sphere of glass, about one-half inch in diameter. It lies in the central chamber of the tomb. If disturbed by a non-druid who does not first pour a libation of mead onto the ground around it, a trio of assassin vines bursts from the ground to entangle and destroy the intruders. Those who are killed are dragged underground, their spirits joining Harspic's spirit within the ebon sphere. These spirits – there are five of them now, including Harspic, a dwarf thief called Jorvan and a trio of Oghur adventurers – can be communicated with via the sphere using *speak with dead*.

The central chamber also holds other grave goods, including an intaglio of Asmodeus in coral (130 gp), a *potion of magic fang* in the form of a dried piece of venison, and a *torque of*

clumsiness (per *ring of clumsiness*) in silver with gold etching, the ends in the shape of grinning faces.

Assassin Vine, Large Plant: HD 4; AC 15; ATK 1 slam (1d8 + constrict); MV 5; F10 R17 W14; AL Neutral (N); XP 400; Special—Surprise (4 in 6).

1225 Burning Pantheon | Wonder

A great, smoking cleft in the mountains holds the ruins of a blackened pantheon. Within the pantheon is a bronze casket that glows white hot. The heart of an efreeti is kept in this casket. It is the heart of a rebel, thrice-damned by Iblis, whose soul now freezes in the icy center of Hell.

The casket was interred in an Oghur temple and was intended to lie forever in a granite prison. But the hatred of the rebel efreeti was too powerful, and the temple and its priests burned. Iblis' eye is ever on the casket, and if an attempt is made to retrieve it (or to visit it by one of his subjects), his wrath will be swift and terrible.

1229 Ogres | Monster

A clan of 12 ogre warriors dwells here, along with 8 feisty females and 6 blundering young. The ogres have mildew green skin and eggplant-colored hair. They wear leather and furs and arm themselves with spears and shields. The ogres are terrible malcontents and bullies. They moved into an old, flooded dwarf mine which was played out long ago, but provides excellent security. The timbers are rotting, of course, and there's a problem with giant spiders, but still ...

Treasure: 800 gp, 2 fancy stones, 1 gem, *scroll of divine favor* and *ring of feather falling*.

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.

1236 Battle Royale | Monster

A wyvern and tatzelwurm are engaged in a great struggle in this hex, whipping through the mountains and laying waste to its verdant valleys. The hex belongs to the tatzelwurm, who lairs in a broad cave hewn from purple stone. The cave overlooks a field of white flowers and jade green grass. The battle has raged on-and-off for an hour.

Treasure: The tatzelwurm has 1,400 gp, 7 fancy stones, one diamond (5,000 gp), *scroll of magic weapon*, *folding boat*, *portion of strength* and *wand of cure light wounds* [3 charges] in his cave lair.

Tatzelwurm, Large Magical Beast: HD 8; AC 18; ATK 2 claws (2d6) and bite (2d6); MV 30 (Fly 50); F8 R8 W11; AL Neutral (N); XP 800;

Special—Mighty roar (every 1d4 rounds, save or blinded and deafened for 1 hour).

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.

1239 Nunnery of Aite | Stronghold

Aite is a minor goddess of misfortune, folly and delusion, and her greatest priestess, the cleric Bakhta, has constructed a nunnery here as a sanctuary for the makers of misfortune to escape the world that hunts them. In essence, it is a retreat for evil, with numerous cottages surrounding the nunnery proper, which is constructed of white brick.

Entering the hex is tricky. While the nunnery is situated atop a mountain, the hex appears to be a deep abyss, black and smoking. At each of the cardinal directions, there is a white ring of stone, about 8' in diameter. Entering one of these stones permits one to enter the true hex, but it also forces one to pass through a puzzle room that can only be escaped by solving a riddle and surviving the traps that accompany that riddle. If adventurers survive, they may enter the hex and approach the nunnery.

Bakhta has 17 acolytes, who dress in black cowls and bronze masks that depicting a howling mad woman. They are very reserved, and keep to themselves, offering no hospitality to those who stay here other than peace and quiet.

Treasure: 2,290 gp, 700 sp, 9,000 cp, glass eye (100 gp), *scroll of scare*, *scroll of bane*, *marvelous pigments*, *potion of remove paralysis* and *potion of sanctuary*.

Acolyte of Misfortune, Human Cleric: LVL 2; AC 16 (scale, shield); ATK 1 light flail (1d4+1); MV 30; F12 R15 W12; AL Chaotic (CE); XP 200; Special—Rebuke undead, spells per day (4/2).

Bakhtu, Human Cleric: LVL 10; HP 48; AC 18 (chainmail, shield); ATK 1 light flail (1d4+1); MV 30; F8 R11 W7; AL Chaotic (CE); XP 1000; S9 D13 C11 I9 W15 Ch11; Special— Turn/rebuke undead, spells per day (6/4/4/3/3/2).

1246 Monster Inn | Monster

A pack of six Siquish werewolves run a fortified waystation on the river here for traveling monsters. Most monsters in the region know is it best to avoid the place around the full moon, but otherwise the inn allows them a measure of safety when they are traveling. If adventurers dare enter the place, be sure to place some jann, ogres, trolls, orcs and other humanoids in the place to make things interesting.

The head of the pack, Mother Dis, possesses a vial that can turn water placed into it into chainmail armor when it is

poured over one's head. She always keeps this vial on her person and handy. The werewolves keep the rest of their treasure in the attic, in a locked iron chest with a trapdoor that sends people falling into the common room below.

Treasure: 1,500 gp, three fancy stones.

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.

1304 Mount Faryad | Wonder

Mount Faryad, an active volcano, fits and fumes in this hex, throwing globular bombs into the surrounding hexes that are feasted on by crystalline worms and coveted by ragged little gnomes with keening eyes and bitter tongues. The gnomes scurry from their hidey-holes to scoop up the burning rocks that they might be worshiped. Through the ash and the heat, a flock of firebirds wheels on smoldering wings, sometimes pouncing on the gnomes, who believe that they are being carried away to Paradise by the birds. In truth, they are roasted over the volcano and then devoured by the hungry firebirds, who tear them limb from limb in mid-air and gulp down the roasted bits and pieces.

1307 Thig | Settlement

When the diaspora dwarves of the Motherlands first began moving into Og they were barred from settling in Azsor by the native mountain dwarves, as they were technically clanless and therefore had no legal standing in dwarf law. As a result, the newcomers were forced to settle in the smaller towns and villages controlled by King Mogg, who never turned away a person in need.

Many dwarves settled in Thig and it still has a population that is 65% diaspora dwarf. They are industrious people, quarrying stone, tending goats (the finest in the land, they claim) making cheese from their milk and glue from their horns and hooves, and running sawmills powered by the river. Thig has an active mercantile community, with daily barges and caravans moving goods to and from Azsor and the surrounding communities. It has a population of about 400 people, and maintains a large garrison of dwarf crossbowmen and axemen, as well as a detachment of 10 Azsori horse archers.

1311 Orf | Settlement

Orf is a small fishing village of about 100 people living in simple huts along the river. The landward side is protected by a ditch and pointed sticks, and the village is built on a mound about 22' tall. The village has a small tavern, built about 100' away from the mound and frequented by travelers and locals alike. They serve a powerful ale there.



An Azsori merchant traveling through the village recently passed away under mysterious circumstances. The locals have hidden the body, and fear an investigation.

1314 Black Cloaks | Monster

The Black Cloak is a secret society of religious fanatics dedicated to Alun, the Qum'al ram spirit of war. A gang of 62 Black Cloaks has crept past the outer defenses of Azsor and is plotting to attack one of the smaller villages in their dark god's honor. They wear black cloaks (obviously) and ride swift black horses with ram's horns affixed to their barding. The warriors equip themselves with lances, scimitars and composite bows. Their leader, Nujj, is a war-priest with fiery eyes and a head shaved and covered with tattoos.

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.

Nujj, Human Druid: LVL 10; HP 48; AC 11; ATK 1 +1 scimitar +7 (1d8); MV 30; F7 R11 W7; AL Chaotic (NE); XP 1000; S10 D13 C14 I6 W14 Ch11; Special—Spells per day (6/5/4/3/3/2), speak druidic, move through undergrowth, leaves no trail, +2 save vs. energy spells, shapechange, immune to poison.

1317 Züza | Monster

A skeleton, crystalized into glimmering red glass, appears to be have been crawling north when whatever happened to make it into crystal happened. In fact, it was an unlucky thief

who was scurrying away from zealous followers of Züza, a mad demigod who has made a home for himself in this hex.

Züza has raised a tower of crystal shards from the hills, blighting the hex in the process. Patrols from Burr's Keep have spied the place, and word has been sent to Azsor, but nothing has yet been done.

Züza dwells here with 30 cultists. He appears as a humanoid composed of shimmering crystal, with the eyes of an eagle and a tongue like an amber serpent when he reveals it in its entirety. What entity of chaos bore him none can say, but he is powerful and determined to carve a theocratic kingdom for himself out of this area. Züza has put out a call for creatures of chaos, but few have answered, for his wild mood swings and the tortures and deaths they inspire are already well known among the monsters of the hills and mountains.

Züza's cultists wear crystal masks that keep them in telepathic contact with Züza at all times. They otherwise dress in white robes over their armor (usually scale or mail). They fly about on crystalline disks (fly speed 60' per round normal, or 300' per round at top speed, but this is very dangerous) and wield silver sickles.

Their leader, a disaffected and disgraced nobleman of Azsor called Hligg, wields a magic rod that can fire a ray three times per day that hyperthermotizes their flesh and bakes their bones into crystal. Naturally, they receive a Reflex save to avoid the ray, and then suffer 3d6 points of fire damage. If they die, they are crystallized. Otherwise, they are burned.

Treasure: 20,670 gp, 28,000 gp in art objects including bracers made from white dragon hide (1,000 gp), an onyx brooch that casts reddish light when the command word *Hessop* is spoken (4,000 gp), a silk cloak trimmed with leopard fur (120 gp) and fine tooled-leather shoes (300 gp).

Cultist, Medium Humanoid: HD 1; AC 15 (scale, buckler); ATK 1 silver sickle (1d6); MV 30 (F60 on flying disc); F13 R15 W15; AL Chaotic (CE); XP 50; Special—None.

Hligg, Human Cleric: LVL 6; HP 16; AC 16 (chainmail, buckler); ATK 1 silver sickle (1d6); MV 30 (F60 on flying disc); F10 R13 W9; AL Chaotic (CE); XP 600; S12 D11 C12 I6 W13 Ch14; Special—Rebuke undead, spells per day (5/4/3/2); Gear—magic rod (see above) and *potion of mage armor*.

Züza, Medium Outsider: HD 28 (129 hp); AC 23 [+2]; ATK 3 claws (1d6+4 + 1d6 acid); MV 40; F3 R3 W3; AL Chaotic (CE); XP 7,000; S19 D17 C18 I16 W20 Ch18; Special—Cast spells as 19th level cleric (6/6/6/6/6/5/4/4/3/3), 13th level magic-user (4/4/4/4/4/3/2/1), rebuke undead, immune to acid and electricity, resistance to fire, spell resistance 55%.

1319 Borr's Keep | Stronghold

Lord Borr Blue-Eye has his stronghold here, living in partial exile from the court Mogg. He was once a trusted lieutenant, but a dalliance with Mogg's daughter Ularr led to a cooling of their friendship. He still guards the southern reaches of Mogg's kingdom, and despite their falling out he is still loyal to Mogg, and more importantly to Queen Bygul. Borr still keeps a lock of Ularr's hair close to his heart.

Borr commands six boon companions, the Golden Riders, who are as dedicated to Ularr as he, as well as 20 men-at-arms, mostly light cavalry. He is assisted by a priest of Ing called Gur. Borr has 260 peasants in his domain.

Treasure: 3,100 gp, 4,000 cp, 3 fancy stones, 3 gems.

Warrior, Medium Humanoid: HD 1; AC 15 (ring and shield); ATK 1 weapon (1d8); MV 30; F13 R15 W15; AL Neutral (N); XP 80.

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

Borr, Human Fighter: LVL 12; HP 46; AC 15 (chainmail); ATK 3 greatclub +11 (1d6+2); MV 30; F7 R11 W10; AL Lawful (LG); XP 1,200; S13 D12 C11 I8 W13 Ch9; Special—Dominate foes.

Gur, Human Cleric: LVL 5; HP 27; AC 17 (chainmail, shield); ATK 1 light mace +4 (1d4+2); MV 30; F10 R13 W10; AL Lawful (LG); XP 500; S14 D12 C14 I8 W14 Ch10; Special—Turn undead, cast spells (5/4/2/1).

1332 Gyres | Monster

Gyres, which are a form of evil, unwholesome satyr with manic smiles and glistening black fur, dance amidst the peaks of this hex, dancing to draw the attention of elder things better left unknown. They roam in packs, pillaging and perverting what they find and dancing at night. Their screams and laughter echo through the valleys (4 in 6 chance of hearing at night), and when they are heard, they are never more than 1d3 miles away.

Gyre, Medium Monstrous Humanoid: HD 2; AC 15; ATK 2 claws (1d4) and bite (1d3) or 1 weapon (1d8); MV 40; F15 R12 W12; AL Chaotic (CE); XP 200; Special—Frenzy (as *haste* for 3 rounds).

1340 Khundak | Settlement

Khundak is a village of 200 duergar miners. The village is located underground, beyond several treacherous caverns (only they know the safe way). There are few signs of Khundak on the surface other than tracks left by the miners and traders with whom they deal.

The duergar of Khundak are not connected with those of Thalaunt [0151], being members of the Behornadjäkel clan. In

fact, they know little of their kin and do not like what they have heard. They mostly trade their silver and gems to Oghur traders from Almaz [1839].

The Khundak duergar worship their elders through maidens who undergo tortures that allow them to be possessed by the spirits of their grandfathers. From these possessed maidens, the duergar receive wisdom and guidance. In a pinch, up to three maidens can be possessed by these undead spirits, gaining the ability to cast spells as 5th level adepts.

Treasure: 1,420 gp, 800 sp, 11,000 cp, a small bronze breastplate, highly ornamented with seraphim and acacia and winged camels (500 gp), a very fine set of silversmith tools, *scroll of scorching ray* in a scroll case made from basilosaurus tooth and a +2 *battleaxe*.

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

1402 Green Sands | Monster

A family of five rock trolls dwells in this hex in a cave overlooking a landscape of shifting gray-green sands. The sands are ground malachite, and potentially valuable. The trolls have similarly colored skin, and surprise in this hex on a roll of 1-3 on 1d6. Their leader, Bogthrok, wields a magic whip, and is feared and hated by his family.

Treasure: 1,200 gp in a tattered mammoth-skin satchel dropped by a frost giant and a *scroll of magic missile* (water damaged, 1 in 6 chances of not working).

Rock Troll, Large Giant: HD 6; AC 18; ATK 2 claws (1d6 + rend) and bite (1d6 + 1d4 acid); MV 30 (B10); F9 R12 W13; AL Chaotic (CE); XP 600; Special—Regenerate (acid and fire).

Bogthrok, Large Giant: HD 7+1; AC 18; ATK 2 claws (1d6 + rend) and bite (1d6 + 1d4 acid) or +1 *whip* (10'/1d4+1); MV 30 (B10); F9 R12 W13; AL Chaotic (CE); XP 700; Special—Regenerate (acid and fire); Gear—*Feather token (swan boat)*.

1404 Ethag the Oracle | Monster

Ethag is a frost giantess with a somber, scowling appearance, who dwells alone in a high, frosty cave in this hex. She is an exiled oracle who predicted the death of a powerful jarl by his own son in her home country and for this was exiled as a traitor. She was right, of course, but has remained in exile just the same. She still practices her art in this cave, but charges a heavy price to do so. Ethag tells her fortunes (assume she can cast any divination spell up to 7th level) by drinking a concoction of mead, blood (supplied by the person for whom she is prophesizing) and wyvern venom. This puts her into a trance

from which she tells her prophecies. If attacked in her trance, she flies into a berserk rage (2 attacks per round).

Ethag's cave features an entrance encrusted in rime and walls painted to depict the twisting branches of Yggdrasil. Beyond the entrance cave there is a long cavern that ends in a pool of freezing water. Above the water there is an entrance to a higher cave in which she receives visitors. One can either walk through the water (4' deep, 1d4 cold damage) or edge along a ledge (Reflex save to avoid falling into the water) to reach this higher cave entrance.

The receiving cave links to her bedchamber, which is blocked by a wooden door painted with a large, bloodshot eye dripping blood. The receiving room contains a wooden throne covered with mammoth furs, other furs spread on the floor, and benches for visitors. Sweet herbs are burned in a small brazier. Spring-loaded spears have been implanted in the cavern walls behind the benches, and can be tripped by Ethag from her throne (Reflex save or 1d8 damage).

Ethag's bedchambers are simple, containing a fur palette for sleeping and two chests for clothes and other items. A boulder blocks the entrance into her pantry/treasury, where she keeps sides of meat, barrels of roots and vegetables, and her treasure.

Treasure: 1,600 gp, 2 fancy stones and 3 gems.

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

1407 Gnolls on the March | Monster

A tribe of 186 gnoll warriors in mammoth hide armor and wielding shields, spears and axes has come down from the mountains to this hex in preparation of sacking Thig [1307]. Their 83 females and 361 cubs are with them. The tribe is led by Uvai, a high chieftain and elder warrior among his people. Half of his chest and face are without fur as a result of a fight with an ankheg, and he wears trophies from the ankheg to this day. Uvai has a personal bodyguard of 14 large gnolls (3 HD). The gnolls are accompanied by a rangy troll named Hurk. The tribe keeps 63 dwarf and human slaves to do their domestic chores and carry the baggage.

The gnolls fervently worship Yeenok, their demon lord, and are accompanied by a mobile shrine in a yurt pulled by oxen. Inside the yurt there is a blood-stained wooden idol of Yeenok. The tribal shaman, Yovek (Adept 3), lives with the idol, but in times of battle he mounts a giant hyena and fights. He carries a *scroll of haste* and a *scroll of endure elements*.

Treasure: 3,180 gp, 1,200 sp, 20,000 cp, blue sapphire (1,200 gp) kept in the shrine,

Gnoll Warrior, Medium Humanoid: HD 2; AC 15 (hide and shield); ATK 1 spear (1d8) or composite bow (1d6+1); MV 30; F12 R15 W16; AL Chaotic (CE); XP 100; Special—None.

Gnoll Bodyguard, Medium Humanoid: HD 3; AC 17 (scale and shield); ATK 1 battle axe (1d8); MV 30; F12 R14 W15; AL Chaotic (CE); XP 100; Special—None.

Uvai, Medium Humanoid: HD 4; AC 19 (+1 chainmail and shield); ATK 1 battleaxe (1d8); MV 30; F11 R14 W15; AL Chaotic (CE); XP 100; Special—None; Gear—a silver crown wreathed in *continual flame* (5,000 gp), *potion of dexterity* and *potion of charisma*.

Hurk the 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).

1422 Vygar's Palace of Blood | Dungeon

A cave on the river leads back to a rusty portcullis, and beyond this portcullis lies Vygar's Palace of Blood. The palace is a dungeon complex, constructed by a hero among the stone giants and used for a time as a fortress when Vygar ruled a mountain empire of giants and ogres.

The fortified dungeon was laid low by an infestation of purple worms, perhaps attracted by the discovery of a rich vein of a rare mineral that the worms favor as a digestive aid. The halls are now occupied by vagabond monsters and the relics of the ancient stone giant empire.

1428 Abbey of King Iron | Stronghold

The Oghur priest Dameer Bozğölari commands a fortified abbey in this hex. The abbey is dedicated to Iron, a King of Elemental Earth. The abbey maintains a permanent information beam to Mercurii, the elemental earth planet. The amber-colored beam is directed from the Heavens to a silver helm topped by a spherical crystal, which is kept in the abbey's inner sanctum under heavy guard.

The sanctum sits beneath a translucent amber dome and is bathed in honey-colored light. The sanctum is a wonderland of perfect geometries, in the tiles that cover the floor and the carvings that grace the walls. The great altar of King Iron is a massive iron pillar which emits a red mist that the priests and Dameer can inhale to gain the benefits of a *strength* spell. The silver helm is kept atop the pillar.

Dameer is a strict, humorless man and the 10 brothers and sisters of his abbey are equally reserved. He and his priests conduct morning exercises in the courtyard of their abbey. This is followed by a breakfast of ox blood soup (the peasants

who dwell around the abbey raise crimson oxen, which they bleed for the soup, but do not kill, for they are sacred), the noon prayers and meditation. A hearty lunch of oatmeal is followed by weapon exercises and more prayers and meditation. Dinner is always meat, and plenty of it, and a small ration of fortified holy wine.

Beyond the abbey there is a village of long white cottages, partially dug into the ground. The 100 Oghur who dwell around the abbey are protected by the brothers and sisters of King Iron, and in return tend their herds and take up spears and crossbows in times of war.

Treasure: 2,860 gp, 1,000 sp and a bolt of silver cloth (500 gp; a gift from a merchant they saved from disease).

Oghur Peasant, Medium Humanoid: HD 1; AC 14 (mail shirt); ATK 1 spear (1d8) or light crossbow (1d4+1); MV 30; F13 R15 W15; AL Neutral (N); XP 50; Special—Oghur abilities.

Iron Priest, Oghur Druid: LVL 1; HP 1d6+1; AC 13 (leather, shield); ATK 1 club +0 (1d4) or dart +0 (1d4); MV 30; F12 R15 W12; AL Neutral (LN); XP 100; Special—Spells (3/1), Oghur abilities.

Dameer, Oghur Druid: LVL 10; HP 43; AC 13 (leather, shield); ATK 1 +2 club +8 (1d4+2) or dart +6 (1d4); MV 30; F7 R12 W6; AL Neutral (LN); XP 1,000; S11 D10 C15 I9 W16 Ch13; Special—Spells (6/4/4/3/3/2), move through undergrowth, leaves no trail, +2 save vs. energy spells, shapechange, immune to poison, Oghur abilities.

1434 Magic Pool | Wonder

A pass in these mountains is graced by a bronze statue of a nymph. The nymph is lithe and graceful, with hair that looks as though it is blowing in a strong wind. Beyond the nymph there are entrances to three canyons. The first canyon has damp walls of white stone streaked with scarlet and marked with clumps of violet moss. The second canyon is drier and has a sandy floor rife with sand ticks. The third canyon has the steepest walls of scarlet and a forest of pale shrubs tipped with poisoned thorns (Reflex save once per hour or suffer 1d6 points of dexterity damage). At the end of the third canyon there is a magic pool that reincarnates the dead (per the druid spell of the same name). The nymph guides people to that pool by giving off a loud hum when one approaches the entrance to one of the other canyons. The first canyon leads to [1335] and the second to [1435]. Both are rough going.

The high druid of the Abbey of King Iron [1428] knows of the location of the magic pool.

1446 Urtezhi | Settlement

The village of Urtezhi is home to the largest population of gnomes in this region. They are an insular people, though not unwelcoming to strangers who only plan on a short stay. The

village sprawls on the hill and is surrounded by a tangled wood. The woods are a *hallucinatory terrain* created by Ligesh, a master of mischief and the de facto ruler of the village. The gnomes are not much for leadership, but they respect the old illusionist's council more than others, and do as he says more often than not.

Urtezhi has an urban population of 620 gnomes (men are more common than women, and children are scarce and highly valued) and a rural population of 5,500 gnomes living in mossy stone cottages. The gnomes do some mining in the hills and raise seven varieties of beans and rugged goats with the finest, silkiest beards you've ever seen.

The village is composed of stone townhouses divided by narrow streets. They have large gardens, and glass roofs to let in the sun. The streets are cobbled, and everything is a wash of jade and heather and brilliant blue. The gnome men of the village have greenish eyes and white beards, and their skin is usually quite brown. The women are taller than the men, with knowing eyes that squint when they laugh and hair worn in long braids. The village's 40 guardsmen wear cloaks of white and armor of leather scales. They wrap their feet and ankles in leather and carry spears and curved daggers. They cut a very dashing figure. Sergeants and captains are mounted on giant badgers.

Ligesh dwells in an invisible tower in the middle of town disguised as a bubbling fountain topped by a statue of a laughing anthropomorphic badger. The tower is quite homey and simply furnished. It has several pantries, a small library, a laboratory and living quarters for himself and his two apprentices, Shaka and Genje. His great hall is used as the town hall and courthouse.

Gnome Guardsman, Small Humanoid: HD 0; AC 13 (leather, buckler); ATK 1 spear (1d6); MV 20; F14 R16 W16; AL Lawful (NG); XP 25; Special—Gnome traits.

Ligesh the Master of Mischief, Gnome Illusionist: LVL 11; HP 24; AC 10; ATK 1 silver dagger (1d4); MV 20; F11 R11 W8; AL Lawful (NG); XP 1,100; S8 D9 C9 I15 W11 Ch13; Special— Spells per day (4/5/4/4/3/2/1); Spellbook—0—*audible glamer, dancing lights, daze, detect magic, mending, prestidigitation, read magic, smoke image*; 1—*change self, color spray, fool's fold, grease, phantasmal force, reduce person, unseen servant, ventriloquism*; 2—*blur, hypnotic pattern, improved phantasmal force, invisibility, mirror image, misdirection, whispering wind*; 3—*deep slumber, displacement, illusory script, invisibility sphere, shockwave, wind wall*; 4—*hallucinatory terrain, illusory wall, improved invisibility, rainbow pattern, shadow conjuration*; 5—*dream, mirage arcana, persistent illusion, shadow evocation*; 6—*cone of paralysis, permanent illusion, programmed illusion*.

1451 Mount Güzgü | Wonder

A mountain in this hex has perfectly smooth slopes with a mirror-like surface. During the day, it blinds anyone within sight of it (up to 1 hex away; Fort save to resist).

1517 Dangerous Water | Monster

An artesian spring bubbles out of a hill in this hex and forms a pure pool of water that drains away to the north. A rabid, snarling worg guards the water. It is afraid of it, but will not permit anyone else a drink.

Rabid Worg, Medium Magical Beast: HD 4; AC 14; ATK 1 bite (1d6 + trip + disease); MV 50; F11 R10 W15; AL Chaotic (CE); XP 400.

1522 Hawks and Ghouls | Monster

The valleys that radiate out from Mount Kirji are hunted by giant hawks. They are filled with mountain goats and a host of smaller animals, and a breed of hopping ghouls that emerge from caves to feed on carrion at night.

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.

Giant Hawk, Medium Animal: HD 3; AC 15; ATK 2 claws (1d4) and bite (1d6); MV 10 (Fly 70); F12 R9 W17; AL Neutral (N); XP 150.

1526 Spider Wranglers | Monster

A band of 32 goblin spider-wranglers has made camp in this hex. They have small tents of spider silk and conical cages in which they keep the six wild giant spiders that have caught. All of the goblins ride tame giant spiders.

The goblins dwell in a cave village in [1524] with their 67 females and 87 young.

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

Giant 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.

1545 Hill Giant Steading | Monster

Bjarn is a hill giant *hilmir* (chief) who rules a band of 8 giants along with his wife, the sorceress Uffa. The band keeps 2 griffons with striped bodies (midnight blue on saffron) and the heads of golden eagles as mascots and pets. Uffa dotes on the creatures, and they are terribly spoiled. The griffons spend most of the warm hours of the day on the wing, screeching when they sight visitors.

The hills giants dwell on a tall hill in a large hall built of logs and surrounded by a wooden palisade. A deep cellar has been carved from the clay of the hill, and is used to store roots, corn, fragrant herbs, wine and ale.

The giants have come of late under the torment of a pack of screaming devilkins, which appear to have been conjured by Uffa while drunk (an all-to-often occurrence). They lurk among the boulders and set themselves upon any who pass by. Three of them have been killed, but another five yet live.

Treasure: 2,400 gp, 9,000 sp, belt of silver strands (30" waist) (450 gp), leather boots with silver buckles (halfling size) (60 gp) and *scroll of false life*. All kept in an iron strong box buried in the griffon stable.

Screaming Devilkin, Small Monstrous Humanoid: HD 3; AC 18; ATK 1 tail-barb (1d4); MV 10 (F30); F15 R12 W12; XP 300; Special: Scream.

Griffon, Large Magical Beast: HD 7; AC 17; ATK 2 claws (1d4) and bite (2d6); MV 30 (Fly 80); F9 R10 W13; AL Neutral (N); XP 700; Special—None.

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

Uffa, Large Giant: HD 8; AC 15; ATK 1 greatclub (2d8) or boulder (2d8); MV 30; F8 R11 W12; AL Chaotic (CE); XP 400; Special—Cast spells as 5th level sorceress (6/6/4); Spells Known—0—audible glamor, daze, mending, ray of frost, resistance, smoke image; 1—cause fear, jump, mage armor, mind thrust; 2—blur, spectral hand.

Bjarn, Large Giant: HD 10; AC 15; ATK 1 greatclub (2d8) or boulder (2d8); MV 30; F7 R10 W11; AL Chaotic (CE); XP 500.

1608 Uvad | Settlement

Uvad is a hill village of diaspora dwarves and Azsori humans. They work as woodsmen, clearing the low slopes of the hills and mountains of trees, which they float on a stream towards the Punann River. The village has a population of 100, and they are famed throughout Azsor for their dour faces, brevity of speech and cutting senses of humor.

1610 Kog's Kurgan | Wonder

A great kurgan was raised here to cover the tomb of an ancient Runa war chief called Kog. Kog was a hero among his people, and he once gathered a great horde to deal with the Ulu-Tham of the southern steppes. Ever at his side were the twin white tigers Agshai and Agolo. They were buried with Kog, and protect the tomb to this day as spectral tigers.

Should one dig into the 30' high tomb, they will come upon a rectangular construction of megaliths. Within the megaliths lies the body of Kog, nothing but bones, accompanied by the bones of his tigers – Agshai at his head, Agolo at his feet – and

DEVILKIN

A few old adventurers have encountered the screaming devilkin, the most numerous of the devilkin, and told harrowing tales of them. Fewer have encountered their rarer kin. All devilkins are Chaotic (CE) in alignment.

Cackling Devilkin

Cackling devilkins have faces twisted into masks of sorrow, with drooping, yellow eyes. They are smaller than screaming devilkins, but otherwise adhere to their body shapes. Cackling devilkins have warm, golden hides and bat wings of deep, lustrous russet. Their constant cackling goads people into a mad fury, forcing them to pass a Will save each round or attack with whatever melee weapons they have on hand, including their bare hands. These attacks are made at a -2 penalty, but inflict +2 points of damage if successful.

Small Monstrous Humanoid: HD 3; AC 18; ATK 1 tail-barb (1d4); MV 10 (F30); F15 R12 W12; XP 300; Special: Cackle.

Moaning Devilkin

Moaning devilkins have lavender scales, tiny, pinched faces with cavernous mouths and black wings. They are gaunt and long of limb, though their arms and legs are no more usable than those of other devilkins. Their constant moaning is not only unnerving, but severely depressing. Those who hear it must pass a saving throw or fall into a funk, dropping their weapons and collapsing to the ground sobbing. After three rounds of sobbing, they must pass an additional saving throw or fall into a deep, dark sleep (per the spell).

Small Monstrous Humanoid: HD 2; AC 18; ATK 1 tail-barb (1d4); MV 10 (F30); F16 R12 W12; XP 200; Special: Moan.

Roaring Devilkin

Roaring devilkins have leonine faces atop long torsos. Their legs are squat and twisted while their arms are long and end in large, clawed hands. Bat wings decorate their backs. Their scaled bodies are a deep violet, lightening to blue around their mouths. Where screaming devilkins howl constantly, roaring devilkins save their existential pain for thunderous roars. They can do this once every three rounds. This roar causes 1d6 points of damage and forces one to save vs. deafening.

Small Monstrous Humanoid: HD 4; AC 18; ATK 2 claws (1d3); MV 10 (F30); F15 R11 W11; XP 400; Special: Roar.

Screaming Devilkin

A screaming devilkin is 3 feet tall, has a 5-ft. wingspan, reddish-brown skin and black eyes. A screaming devilkin howls continuously. Anyone within 60' must pass a Will save or be dazed and unable to act. They can attempt a new save each round to break the effect. Spellcasters in the area must succeed on a Will saving throw each time they try to cast a spell. *Silence* negates the devilkin's scream for the duration of the spell.

Small Monstrous Humanoid: HD 3; AC 18; ATK 1 tail-barb (1d4); MV 10 (F30); F15 R12 W12; XP 300; Special: Scream.

his burial goods, which include pots of green paint, clay jugs that once contained a potent mind-altering drink and the following treasures: 1,500 gp worth of gold dust in sealed clay jars, a talisman of eagle feathers, a leather belt with an electrum buckle (100 gp), a coat of silk from Mu-Pan emblazoned with phoenixes (200 gp) and a +3 *spear*.

Spectral Tiger, Large Outsider: HD 6+1; AC 14 [silver]; ATK 2 claws (1d8 + rend) and bite (2d6 + energy drain 2 levels); MV 40 (Fly 80); F9 R9 W13; AL Neutral (LN); XP 1,500; Special—Incorporeal.

1613 Tela | Settlement

Tela is a river port of 3,900 humans, dwarves, and a small halfling minority that mostly works as entertainers, rat catchers and pastry chefs. Tela is primarily a farming community, surrounded by moors and wetlands, and is known for its prize draught horses and bulls. Every year, the town's finest bull is chosen at a festival and given to King Mogg as tribute.

Tela has a stout stone wall 40-ft high surrounding the old town, with six large towers. The upper portion of each tower is decorated with a mosaic depicting the town's prize bulls in malachite on white stone. Tela's citadel stands 60 ft. tall. The town's *sz*er, or sheriff, Jull, dwells in the citadel with his extended family and a stable of very fine warhorses. Jull and his 12 companions are heavy cavalry, not unlike cataphracts. He also commands 100 men-at-arms, about 20% of them dwarves, mostly crossbowmen and spearmen.

The domain around Tela is home to another 35,100 people living in 26 clan holds, or *trorz*, ruled by hereditary lords.

Jull, Human Fighter: LVL 7; HP 39; AC 17 (chainmail, shield); ATK 2 scimitar +7 (1d8+1); MV 30; F10 R13 W13; AL Neutral (N); XP 700; S13 D9 C10 I12 W9 Ch10; Special—Dominate 0 HD foes.

1631 Ophidian Pyramid | Wonder

This hex contains the remnants of a step pyramid built of blocks of serpentine. One side of the pyramid has collapsed, revealing the inner sanctum, which is now a debris-filled ruin with a small opening that permits entry into a maze of flooded passages below. These passages are inhabited by all manner of traps, fungi, oozes and many serpents with diamonds embedded in their heads. Those diamonds contain the spirits of ancient ophidian priests. The surface of the pyramid is cursed. Non-reptiles become stuck fast to them (per the touch of a mimic). When this happens, a clarion call is sounded that summons 1d6 pteranodons to destroy the intruders.

1643 Zilfr | Settlement

Zilfr is a hill fort constructed around the tomb of an ancient prince of the petty trolls, Kvill of the Rotting Hand, who could

PETTY TROLL

Petty trolls are seven-foot-tall trolls with dusky green skin, prominent noses and large ears decorated with studs and rings. The flesh inside their mouths is bluish green and their teeth are yellow. Petty trolls wear chainmail haubergeons and carry battle axes and longbows. They are a warlike people and more clannish than normal trolls, operating in groups of 2d6 x 10. Clans are led by chiefs with 5+1 Hit Dice.

Medium Giant: HD 3+1; AC 16; ATK 1 battleaxe (1d8) or longbow (1d8); MV 30; F12 R14 W14; AL Chaotic (NE); XP 300; Special: Regenerate (fire).

spread death with a touch. Kvill's priests rule the village and lead its warriors. The high priest of the village is Jyrak.

The village is home to 122 warriors and another thousand females, young and slaves. The warriors are clad in black, with executioner-like hoods and broad leather belts. Twenty of the warriors carry heavy crossbows.

Treasure: 1,600 gp, 10,600 sp, 6 fancy stones, an ebony medallion with a carnelian intaglio of a three-eyed man (1,100 gp), *scroll of dexterity*, *scroll of web*, *cursed horseshoes of slowness* and *boots of the winterlands*.

Petty Troll, Medium Giant: HD 3+1; AC 16; ATK 1 battleaxe (1d8) or longbow (1d8); MV 30; F12 R14 W14; AL Chaotic (NE); XP 300; Special: Regenerate (fire).

Jyrak, Medium Giant: HD 5+1; AC 18; ATK 1 battleaxe (1d8) or longbow (1d8); MV 30; F12 R14 W14; AL Chaotic (NE); XP 500; Special: Regenerate (fire), spells as adept 2.

1702 Shivare's Moon Pool | Stronghold

The gnolls are known to chiefly worship the demon lord Yeenok, but they have other deities as well. Among them is the moon goddess Shivare, who is thought to be Yeenok's sister or wife or both. This hex holds a nunnery of Shivare, overseen by the high priestess Yarl (Adept 4) and 14 priestesses (Adept 1).

The nunnery is a cave complex which holds a pool seething with positive energy (immersion acts as *greater restoration*, with a 1 in 6 chance that the energy causes the immersed creature to overload and die if they fail a Fortitude save) and crawling with celestial moon serpents. The gnoll priestesses preach apocalypse, sending their pronouncements in the form of long scarves carried by white hyenas.

Gnoll chieftains travel to this cave to receive the blessing of Shivare, for although they and Yeenok despise the moon goddess, they (and that includes Yeenok) fear her even more.

Treasure: 1,300 sp, 24,000 cp, 4 doses of antitoxin in tiny bottles carved from topaz, *potion of strength* (frothy black ale that stinks of the grave) and a *+1 greatsword*.

Celestial Moon Serpent, Small Magical Beast: HD 1; AC 17; ATK 1 bite (1 + poison I); MV 20 (Climb 20, Swim 20); F14 R13 W16; AL Lawful (CG); XP 100; Special—+2 to hit chaotic (evil) creatures, resistance to electricity, magic resistance 10%.

Gnoll Priestess, Medium Humanoid: HD 2; AC 15 (leather and shield); ATK 1 silver sickle (1d6); MV 30; F12 R15 W16; AL Neutral (N); XP 200; Special—Adept 1.

Yarl, Medium Humanoid: HD 4; AC 15 (leather and shield); ATK 1 silver sickle (1d6); MV 30; F11 R14 W14; AL Neutral (N); XP 400; Special—Adept 4.

1708 Boiling Baths | Wonder

This hex contains hot mineral springs on the lower peaks. People from the surrounding country come here to take medicinal baths, and the springs are widely regarded as sacred ground. No violence is permitted here, and even evil humanoids and most monsters respect this tradition.

1723 Pass of Hatutsa the Mighty | Stronghold

Hatutsa is a deity of the Ruzigar, who is also known as Rada, one of the Queens of Elemental Air. This pass has long been held as sacred to her due to the strong winds that blow through the pass and the strange noises these winds elicit from the natural crevices and caves that dot the pass.

Of late, a band of intrepid Ruzigar under the leadership of the druid Atira have started to construct an abbey in the pass. The abbey is constructed of stone, and is about 2/3 done, with the inner sanctum completed and roofed, and the outer buildings and courtyard in various stages of completion.

The inner sanctum abuts a small cave, and it was through this cave that Atira heard the voice of Hatutsa call to her and command her to build this edifice, establish dominion over the pass and collect offerings on her behalf, which are to be thrown into the cave.

The voice, alas, came from an imp named Ephigar, who was stranded in the material plane ages ago. While exploring the pass he found this cave, which leads back to a massive crystal, possibly connected to the crystals used by the ancient elves to raise the sea bed of Og. The crystal gives off magical energy, which Atira detected and believed to originate with Hatutsa.

Over the cave entrance the druid carved a mask of Hatutsa and beneath it she placed a glass altar. Here, Atira and her 11 adepts sing praises to Hatutsa. Atira also commands a band of 20 Ruzigar robbers. The robbers ride mountain ponies, wield

lances and horseman's hammers and wear long black scarfs and black mail and black shields. The robbers are led by a man called Garlof, who does not trust the priests, but is happy to use a *+1 shield* they provided them. It looks like a mirror, and once per day can project a black beam. When this beam strikes a creature, it surrounds them in a field of magical darkness 5' in diameter for 1 turn unless they pass a Reflex saving throw and avoid the beam.

The robbers live in black tents set up near the abbey. The priests dwell in tents set up within the incomplete abbey.

Treasure: 200 pp, 270 gp, 400 sp, 6,000 cp, 5 fancy stones.

Robber, Medium Humanoid: HD 1; AC 17 (chainmail, shield); ATK 1 horseman's hammer (1d4+1); MV 30; F13 R15 W15; AL Chaotic (CE); XP 50; Special—Ruzigar abilities, magic shield.

Garlof, Medium Humanoid: HD 3; AC 18 (chainmail, *+1 shield*); ATK 1 horseman's hammer (1d4+1); MV 30; F12 R14 W14; AL Chaotic (CE); XP 150; Special—Ruzigar abilities, magic shield.

Ruzigar Druid: LVL 2; HP 2d6; AC 14 (leather, shield); ATK 1 staff +1 (1d6); MV 30; F11 R15 W11; AL Chaotic (NE); XP 200; Special—Ruzigar abilities, spells per day (4/2), move through undergrowth.

Atira, Ruzigar Druid: LVL 9; HP 26; AC 14 (leather, shield); ATK 1 *+1 scimitar* +7 (1d8+1); MV 30; F8 R12 W8; AL Chaotic (NE); XP 900; S10 D9 C14 I10 W14 Ch12; Special—Ruzigar abilities, spells per day (6/5/4/3/2/1), move through undergrowth, leaves no trail, +2 save vs. energy spells, shapechange, immune to poison; Gear—*scroll of endure elements*, *potion of wisdom*.

1729 Great Waterfall | Dungeon

A great waterfall falls 300' into a great mist that shines with rainbows during the day and gleams silver with moonlight at night. It is one of the natural beauties of the region, and few have seen it – discovering it should be worth 100 XP.

Behind the waterfall, through caves thick with mist as damp and chill as a glacier's heart, there is a vast dungeon in which the rebel marid Manrud was imprisoned by his brothers to keep him from teaching their true names to humanity.

The dungeon is home to the mad Manrud and his harem of equally mad nymphs and nixies and his major domo, the janni Abu, a tribe of purple hobgoblins, water elemental guards, the enigmatic Prince Moon and his white amazon warriors, frosty fey, primitive duergar and much more.

1733 Zümrüd | City-State

Zümrüd is an Oghur city situated in the Freuth River valley. It is a very religious city, dedicated to the adoration of the Queen of Elemental Earth called Zaffira, the joyous and musical goddess of youth and beauty. Oghur tend to be staid and

quiet, but the Oghur of Zümürd are a measure more personable and talkative. Humans might barely notice the difference, but other Oghur find the Zümürdi positively silly.

The city proper has a population of 3,500 people, with another 31,500 living in the surrounding domain, which extends about 12 miles (2 hexes) beyond the city.

Zümürd is notable for its grand temple of Zaffira, painted a vibrant azure, and for the clan of 14 stone giants that lives in the city. The stone giants preceded the Oghur, and their original home site has been preserved by arrangement with the city's legendary founder and first king, Zümürd.

The city's current rulers are twin brothers, Prince Okuz and Prince Qoyun. Okuz is a warrior, and has a warlike attitude, while his brother is a philosopher. The soldiery of Zümürd supports Okuz and Qoyun is supported by the priests, artisans and peasants. The hag queen's spies are working on Prince Okuz and his great ambition, and he has started gathering a secret army of mercenaries and humanoids in the badlands for an assault on Almaz [1839], which they claim is planning an assault of its own. Zümürd has an army of 234 warriors, mostly crossbowmen and heavy infantry, as well as 16 knights armed and armored in the manner of cataphracts. The city is also patrolled by 36 guardsmen.

Zaffira's temple is composed of four towers with pyramid roofs, and between the towers a courtyard and inner sanctum. The courtyard is quite large and contains a multitude of fruit trees and pools. The priests gather here to instruct and interact with the people, and retire into the inner sanctum to conduct their devotions. At sunrise and sunset they ascend into the towers and play devotional music on lithophones, which reverberate through the city. A number of musical stone pillars can be found around the city. They can be played by percussion in some cases, and in others by the wind blowing through holes. Caves beneath the inner sanctum hold hundreds of geodes. These geodes are cracked open in times of crisis to tell the future. This requires complex geometric calculations, making the priests of Zaffira not only musicians but also sages.

The people of Zümürd are known for their masonry and stonework, as well as for their carpentry and construction. Outside the city, the people raise crops and herds and mine and quarry. The city's currency is small chips of fancy stones. The people are expert at weighing them by eye and discerning their approximate value.

1736 Doomfields | Wonder

The Doomfields are a pastureland east of the Freuth River that is strangely devoid of animal life. When creatures enter

the Doomfields, they become heavier and heavier with each step, until they cannot move. Each round, a creature in the Doomfields has their weight double. Count this extra weight towards encumbrance. The only way to reverse this process is to bleed. Each round of bleeding, which inflicts 1 point of Constitution damage, reverses one round of weight gain. There is a 1 in 6 chance that characters that have entered the Doomfields will spot a rocky outcropping with the word "Bleed" carved into it.

1740 Into the Light | Dungeon

A wizard's tomb lies under the River Freuth. The tomb is a glowing orb just under the river bed which is released by cracking a large white stone that is carved with magic words. When released, the orb floats above the river. Entering the orb is as easy as touching it.

When the orb is entered, a person finds themselves in a demi-plane of light that is marred by demons of darkness. The demi-plane is blinding and almost impossible to navigate without the use of magic. To find the wizard's body or his burial treasure, one must seek out a black tree that drips black blood that soaks into the brilliant white sand of the demi-plane. The demons of darkness (treat them as shadows) can be found heading towards this tree. Demons are encountered on a roll of 1 on 1d6, checked once per hour. The wizard's body is still material and is desiccated, but it glows with permanent light.

Treasure: 800 gp, +2 *shield*, +1 *leather armor*, *wand of false life* (all of which permanently glow).

Black Demon, Medium Outsider: HD 9; AC 14 [+1]; ATK 1 strike (1d8 Wis); MV Fly 40; F9 R9 W8; AL Chaotic (CE); XP 2250; Special—Incorporeal, *deeper darkness* 3/day.

1744 Dragonne | Monster

A terrible dragonne roams the river here, acting as a barrier between the petty troll settlement of Zilfr and the Oghur village of Jambar. To some degree, this is a boon to the Oghur, who would otherwise have to defend themselves from the trolls. On the downside, it forces them to travel across the mountains to the Oghur city of Yaqut to trade. The dragonne dwells in a toppled stone temple near the river, once a pilgrimage site for the Oghur.

Temple: 8,000 sp (stamped with a cult image – they were offerings by pilgrims), 3 gems, *scroll of hypnosis*, +1 *shield* (round, emblazoned with a geometric sapphire design), *necklace of fireballs V* and *potion of intelligence*.

Dragonne, Large Magical Beast: HD 9; AC 18; ATK 2 claws (2d4) and bite (2d6); MV 40 (Fly 30); F8 R9 W12; AL Neutral (N); XP 900; Special—Nerve-shattering roar (every 1d4 rounds, save or fatigued).

1806 Byakhee | Monster

A herd of seven byakhee haunts a high plateau of writhing violet grass, supping on unpleasant dreams that float by on astral breezes.

Byakhee, Large Outsider: HD 3; AC 15; ATK 2 claws (1d4) and bite (1d8); MV 40 (Fly 120); F11 R11 W17; AL Neutral (N); XP 300; Special—Immune to cold and fire, can survive in vacuum, travel through space and dimensions, almost instantly.

1839 Almaz | City-State

Almaz is a large Oghur city-state constructed where the Freuth and Qan rivers meet. As a port city it enjoys trade with the large city-state of Yaqut and the merchants of Haimos. It is more cosmopolitan than Yaqut and Zümürd, though the insular nature of the Oghur actually means that this makes them less tolerant of visitors and their outlandish ways due to being in such close contact with them.

The city state has a population of 5,500 people. It is composed of dull orange-brown buildings that surround a large acropolis on which stands the city's citadel. The city descends right down to the banks of the river. Outside the city there is a population of 49,500 peasants organized into 37 holy villas under the direction of the ruling theocracy of Kiva. The city has an army of 387 warriors, mostly crossbowmen and medium horsemen and infantry, and a corps of 22 elite warriors who resemble the janissaries. Fifty-five guardsmen patrol the city (half in the day time, half at night time).

Most of the wealth in Almaz is held by the church, leaving the people almost uniformly poor. The church maintains three lavish temples and a citadel where they worship Kiva, their name for the elemental earth king Quicksilver. The city holds the mongoose sacred to the god, and numerous white mongooses are kept by the priests in the temples. They are permitted to roam at will, keeping the snake population of Almaz very low. Religious ceremonies in Almaz are a cacophony of shrill whistles and tambourines and snaky dancers. The interior of the temple is clad in beaten silver.

The day-to-day running of the city is deemed to be beneath the priests, who are content to focus on spending the tax money. The priests rule through magistrates, known by their silver gorgets and tall turbans of white damask silk. The magistrates oversee the city's trade and diplomacy, except when dealing with royalty, which is handled by the priests. The church is always headed by a triad of priests, chosen each day

by random lot (i.e. the will of Kiva). Each in the triad has a single vote, and the will of the majority is absolute.

Almaz is currently a city at peace, though they have heard rumors that the drums of war are pounding in Yaqut, and this frightens them.

1842 Qapigöza | Monster

The linnorm Qapigöza dwells in a cave of weird, shifting stones high in the mountains here. The cave is carpeted in smooth, rounded pebbles and stones that shift around peoples' feet and flow through the cavern, back and forth, as though they were water. The larger stones also move about, and there is a 1 in 6 chance each turn that an adventurer is struck by a stone for 1d12 points of damage.

Over the melodic, hypnotizing sound of the stones sliding past and crashing into one another, one detects a strange, sibilant chanting. Once people are more than 60 feet into the cave, they come upon the linnorm, who seems unaffected by the stones. He guards the passage that leads deeper into the cave. Here, light is turned into negative energy (i.e. damages living creatures, 1d6 per round), while magical darkness turns into positive energy (1d6 per round, 1 ability point per turn, resurrection after 24 hours).

The linnorm's treasure is hidden under the moving stones, and can only be forced to the surface by whistling.

Treasure: 900 gp and 2 fancy stones kept in a stone chest (poisoned needle in lock).

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

1848 Prismatic Keep | Settlement

A strange keep stands in this hex, overlooking a pleasant valley of lemon trees interspersed with calm ponds inhabited by brilliantly hued frogs. The croaking of the frogs is very soothing, and one might find the grey elves of the keep strolling through the woodland, listening to the frog song.

The keep is constructed of white stone, and stands about 40' above the valley floor on a mountain ledge. The keep has three prominent towers and from the arched windows of each tower there flow cascades of multi-colored light, like liquid rainbows. These lights flow down the towers, battlements, walls and cliffs, and form a *prismatic wall*.

Within the keep there dwell 100 grey elves, as wicked as their ancient kin and just as schooled in the magical arts. Each can cast spells as a 1st level magic-user. The elves keep goblin

slaves to do the housekeeping, and spend their days in falconry, hunting and play. They are terribly bored and always looking for new people to dominate and abuse. Their master, Prince Givrost, is a powerful wizard and warrior.

Treasure: 1,100 gp, 4,000 sp, 5,000 cp, 4 gems.

Grey Elf, Medium Humanoid: HD 1+1; AC 16 (chainmail, buckler); ATK 1 longsword (1d8) or longbow (1d8); MV 30; F15 R13 W15; AL Chaotic (NE); XP 50; Special—Elf traits, cast spells as 1st level magic-user (3/2).

Givrost, Grey Elf Fighter/Magic-User: LVL 9/9; HP 28; AC 10; ATK 1 +1 *greatsword* +10 (1d10+2) or longbow +8 (1d8); MV 30; F9 R12 W9; AL Chaotic (NE); XP 900; S13 D10 C11 I14 W10 Ch7; Special—Grey elf abilities, dominate foes, spells per day (4/5/4/3/2/1); Spellbook—0—*dancing lights, daze, disrupt undead, flare, read magic, smoke image, touch of fatigue, wizard mark*; 1—*animate rope, detect undead, hold portal, magic missile, magic weapon, ray of enfeeblement, reduce person*; 2—*hideous laughter, improved phantasmal force, spectral hand, thought shield, web, whispering wind*; 3—*explosive runes, gaseous form, haste, shockwave, vampiric touch*; 4—*bestow curse, fear, scrying*; 5—*psychic crush, wall of force*.

1932 Khabeut | Stronghold

Khabeut is an Oghur concentric castle that winds its way along a rocky ridge that zig zags over a sloped pasture of grass and brilliant violet flowers. The valley is fringed by gullies that are choked with trees, and those trees are home to numerous bee hives.

The castle is the home of Gorvo, an Oghur warrior who displaced the Ruzigar that once lived here. Gorvo appears to be a heroic warrior, long-haired, with chiseled features and a dark secret. In the dungeon beneath his castle he keeps an enslaved sorceress from a future time who serves him to protect her child, who Gorvo keeps in a tall tower.

Gorvo's castle is guarded by 98 warriors (6 musketeers, 12 light crossbowmen, 11 light cavalry on swift horses, the remainder are heavy infantry).

Treasure: 4,000 gp, 3,000 sp, 4,000 cp, crystal statue of an elf dancer (1,300 gp), feathered gloves (120 gp), cloak of saffron silk (130 gp), ornate silver mirror (300 gp), *potion of healing* and mithral chainmail shirt.

Phaelar, Human Scientist: LVL 6; HP 18; AC 9; ATK 1 club +0 (1d4-2); MV 30; F13 R13 W10; AL Neutral (LN); XP 600; S5 D8 C9 I13 W10 Ch10; Special—Legend lore, brew formula, discover invention.

Gorvo, Oghur Fighter: LVL 11; HP 69; AC 20 (plate armor, shield); ATK 3 guisarme +12 (2d4+2); MV 30; F7 R11 W12; AL Chaotic (NE); XP 1100; S16 D11 C14 I10 W6 Ch11; Special—Dominate foes.

1940 Urakh | Settlement

Urakh is a fortified frontier town that guards the way between Almaz [1839] and Yaqut [2443]. The city has stout, thick walls of red-brown stone and dozens of squat buildings which would be considered plain and ugly if not for the floors of white marble and doors painted in pleasant hues of watchet and auburn.

The people are more militant than the average Oghur, their town being a military colony of Almaz. Of the population of 515 living in the city and more than 4,600 living outside the city in three holy villas under the protection of rectors appointed by Kiva's church in Almaz, the city boasts 72 well-trained warriors, most of them light crossbowmen, light cavalry and light infantry. They occupy pyramid-roofed towers at the far edges of hex [1940].

1945 Jambar | Settlement

Jambar is a lake village of Oghur, the twin of Tshot [2147]. It is home to about 100 people that make their living from fishing and dredging fine clay from the lake bed which they fashion into pottery almost as fine as porcelain. The people fear the dragonne in [1744], but also count it their protector, for it keeps the petty trolls of Zilfr [1643] at bay. The Brothers Five, warriors who protect Jambar, have the dragonne emblazoned on their round shields. They wear breastplates and wield daggers, javelins and bearded axes.

Tshot is a favored haunt of the Cat Lord, who, when he desires a rest, resides with an old man who tickles his ears and feeds him fish and sweet cream.

1950 Totem of Zig and Zag | Wonder

Zig and Zag were enigmatic deities of the ophidians, divine twins that represented not life and death, but rather ultra-life and un-death. They appear here as great serpents, one ulfire the other jale, carved into the side of the tallest mountain in this hex, and facing east.

2003 Blasted Ruin | Monster

The ruins of an old dwarf settlement lie in this hex on the verge of the scrub plains. A silver mine lies nearby. It could be active now if its workers were not killed long ago. The village appears to have been blasted by an incredible heat; the stone is blackened and turned to glass in some spots, and metal items in the halls are melted into slag. Magicians may detect the residue of powerful demon magic here.

The dwarves still exist, in some respect, beneath the earth. They were turned into slime beings that fear the light and

seek out the cold beneath the earth. There, they have carved with their acidic bodies a city of slimes.

The slime dwarves have mostly forgotten who they were, but they remain staunchly Lawful (LG), and will help those who appear to need help.

Slime Dwarf, Small Monstrous Humanoid: HD 1+1; AC 11; ATK 1 touch (1d6 + 1 acid); MV 20; F15 R15 W14; AL Lawful (LG); XP 100; Special—Dwarf abilities.

2010 Ularr's Hold | Stronghold

Ularr, a princess of Azsor and the eldest daughter of King Mogg, dwells in this hex in a fortified tower and complex of gardens. Ularr resembles her father in many respects, with her fine, chiseled features, blazing red hair and green eyes. Ularr is tall for a half-dwarf (about 5'5") and might be described as statuesque. From her mother she inherited an insatiable curiosity and a kind heart.

Ularr is a magic-user of great renown in Og. While not the official court wizard of Azsor, she is often consulted by Mogg's soothsayers and conjurers. Her tower is constructed of bluish stone, with tall walls that surround gardens of lime and lemon trees and wild roses. Three gold wyrmlings dwell with her as guardians and comrades.

Ularr is nursing a broken heart, for her marriage to Borr [1319] was disapproved of by her father. Despite the heartache, she remains a loyal daughter – perhaps too loyal.

Treasure: 1,700 gp, two gems – chalcedony and sardonyx, *scroll of color spray* and *scroll of see invisibility*.

Gold Wyrmling, Medium Dragon: HD 11 (22 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.

Princess Ularr, Half-Dwarf Magic-User: LVL 11; HP 21; AC 9; ATK 1 silver dagger +4 (1d4); MV 30; F11 R11 W8; AL Lawful (LG); XP 1,100; S10 D6 C12 I15 W13 Ch11; Special—Detect unusual stonework and slopes, etc., spells per day (4/5/4/4/3/2/1); Spellbook—0—*acid splash, detect magic, detect poison, disrupt undead, flare, message, read magic*; 1—*cause fear, erase, jump, floating disc, sleep, unseen servant, ventriloquism*; 2—*acid arrow, blur, constitution, hypnotic pattern, summon swarm, whispering wind*; 3—*flame arrow, hold person, protection from energy, sepia snake sigil, stinking cloud, suggestion*; 4—*choke, confusion, dimensional anchor, false forest*; 5—*contact other plane, feeblemind, waves of fatigue*; 6—*death fog, summon monster V*.

2016 Centaurs | Monster

A clan of 25 centaurs is hunting mammoth on the steppe in this hex with Mogg's permission. They have light bay bodies. The five men wear curly forked beards of blue-black and the 11 women weave flowers and ribbons into their braided hair. The clan also includes 19 young.

When encountered, one of the following events is ongoing:

d6	Event
1	Two males are competing for the hand of a maiden, who loves a third who is already promised to another.
2	The eldest male has been bitten by a poisonous snake and lies in a stupor while a power struggle to replace him is brewing.
3	While the men were away, the women got into the loco weed. They'll be pursuing any men in the party, just as their own males are about to return to camp.
4	A child has become lost, and is being stalked by a tiger.
5	One centaur has killed another over a large ruby (1,000 gp) and hidden the body. He will cast the blame on the party.
6	The centaurs are hard-pressed by a bull mammoth.

2020 Pezh | Settlement

Pezh is a river port of 927 men, women and children. It is nestled in the rolling hills of the Kollan River valley, which boasts green hills flecked with a rainbow of flowers and perfumed breezes in the spring and summer. The town is surrounded by another 8,300 peasants in small farming and fishing villages. The people of Pezh are mostly fishermen and traders. The town boasts an active bazaar with goods shipped over the mountains from the Oghur cities and villages.

Pezh is known for its tall brick houses decorated with murals of daily life and the struggles of the gods. The tallest hill in the town is topped by the castle of Prince Voss, son of Mogg and ruler of Pezh. The base of this grand hill is dotted with the homes of the elite and their gardens which are the pride of the town. The villages outside the city are mostly agricultural, and produce the only large supply of grapes in Azsor. Most of the six villages that surround Pezh make sweet white wines that are eagerly consumed by the town's *bon vivants*.

Pezh now exists under a cloud of danger. The scholar Uvarr has been studying the evil demigod Züza [1317], but her investigations have drawn his attention, and he has started to mess with her mind, turning her into his unwitting pawn. This is all the worse for her being the wife of Prince Voss. She has convinced him that the stories about the demigod are lies, concocted by his father in a bid to remove him from power. She urges him to join the cult and pledge his allegiance.

Pezh maintains an army of 15 crossbowmen, 20 light infantry, 10 heavy infantry, 4 heavy cavalry and a small war galley to patrol the Kollan up to its joining the River Og.

2028 Imperiled Visitor | Wonder

A man in a strange suit of silver cloth and a belt of silver has been bound to a tree in this hex. The man is unconscious and in need of medical attention (1 hp left, will die in 1 hour if not aided). He is a man from another world, unsure of how he arrived in Nod but eager to leave. The man is named Calvin Jones, and he is an astronaut. His belt is able to project force fields in the form of the *shield* spell, with 7 uses left before the battery is drained.

Calvin Jones, Human Fighter: LVL 2; HP 10 (1 left); AC 12 (silvery suit); ATK 1 fist +3 (1d2+1); MV 30; F10 R14 W15; AL Lawful (NG); XP 200; S13 D14 C16 I12 W9 Ch10; Special—Dominate foes.

2035 Küykalak | Settlement

Küykalak is a village of 212 Ruzigar, split into two factions led by sub-chiefs vying for control. The two chiefs contend with one another for followers with boasts and challenges. The adventurers may be drawn into this conflict by the sub-chiefs or by a village elder that seeks to best both of the chiefs, whom she believes unworthy of rule. She favors the son of the old chief, who while young does appear to have inherited his father's good sense.

The challenges the adventurers may face include climbing a mountain to steal a giant eagle egg, riding rapids in a small canoe, wrestling a mountain goat, feats of riding skill and saber duels while balancing on narrow planks.

2045 Lake Buz | Wonder

Lake Buz is a chilly lake situated between the Oghur villages of Jambar [1945] and Tshot [2147]. The lake is inhabited by the Sushaqlar, or "water children", a crossbreed of nixies and the ancient fish men that once dwelled in the region. They look like lithe children with pallid skin, bulging green eyes, webbed fingers and toes and sharp teeth. Despite their somewhat unwholesome appearance, the Sushaqlar are a peaceful race of philosophers. They worship a crystal tree that grows in the depths of the lake, filling the deep waters with a pleasant, silvery radiance.

2049 Kingdom of the Cat | Wonder

Jainkat is the "kingdom of the cat goddess" hidden high in the Trollheims, a kingdom most folk believe is a myth. The landscape here is brutalized by icy winds, but the people of Jainkat do not care, for their kingdom is lies safe and warm beneath a dome of crystal.

A great tower called the Castle of the Winds stands 2,000 feet high and pierces the dome, so that the highest point of the tower is battered by winds day and night. Here, the machineries that maintain the dome, which is actually composed of pure force, are hidden. None know of this, for entering the high point of the tower is taboo.

There are two entrances into the dome, both through hidden caves in the mountains that are guarded by men-at-arms (15 in each). The dome is two miles in diameter. Within there is a warm woodland of teak forests, spice plantations and small farmsteads that grow grains, vegetables, poppies, safflowers, plum trees and catnip. Each field is surrounded by stone hovels connected by a low stone wall. The field complexes are more common as one approaches the great tower. Around the base of the tower are the barracks of the soldiers of the Altesse and her ministers and servants, as well as the great central marketplace and the workshops of the artisans. In all, 855 people dwell around the tower's base, and another 7,600 people dwell in the surrounding farm complexes.

The mountains that surround the domed valley are composed of granite and are rich in jargoons. The jargoons are mined by antikytheres, clockwork creatures that are beginning to form a hive mind and get some ideas about who should really be in charge of the valley.

The valley's ruler, the Altesse, is Taloo'aree, whom the people regard as a demigoddess. She is in fact a caterwaul – you might have met her in [2247] – and an exceptionally cruel queen. She demands complete obedience and treats her people as little more than slaves.

The people of the valley have honey-colored skin and hair as black as midnight. They wear baggy clothes and coats. The royal guard dresses in midnight blue, while most of the population wears whites, brown and yellows (thanks to the safflowers that grow so well in the valley). The warriors that guard the passes into the valley wear breastplates and carry composite bows, shields and scimitars. The 30 royal guards, who never leave the Altesse's side, wear armor of silvered scales and carry halberds and silver daggers. The captain of the army, Yar, is detailed in [2247].

Warrior, Medium Humanoid: HD 1; AC 14 (mail shirt); ATK 1 halberd (1d10) or scimitar (1d8) or composite bow (1d6+1); MV 30; F13 R15 W15; AL Neutral (N); XP 50; Special—None.

Yar, Medium Humanoid: HD 3; AC 19 (chainmail); ATK 1 +1 warhammer (1d4+2); MV 30; F12 R14 W14; AL Neutral (N); XP 150.

Altesse Taloo'aree, Caterwaul, Medium Magical Beast: HD 5; AC 16; ATK 2 claws (1d4) and bite (1d6); MV 30; F11 R11 W14; AL Chaotic (CE); XP 500; Special—Screech (1/hour; 1d8 damage to all within

60'; Fort save for half damage); 1 in 6 is so quick they have AC 18 and 3 claw attacks per round.

2115 Charred Ruins | Wonder

A pack of 11 gnolls are picking over the burnt ruins of an Azsori village. The village was burned by the servants of Züza [1317]. The leader has found a rod (see 1317) left behind by one of the slain zealots.

Treasure: 270 gp, 1,600 sp, 8,000 cp in a large, wooden trunk bound in chains and found in the ruins.

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

2118 Mournful Ghosts | Monster

A weeping ghost lurks in the tall grass, its mournful crying heard throughout the hex and forcing travelers to pass a Will save against *crushing despair*. Those who succumb become silent and reflective, and begin casting off their valuables (from most valuable to least) at the rate of one every 1d6 turns, as they consider the pointlessness of life.

The ghost appears as a beautiful Runa maiden in buckskin dress and veil, weeping into her hands.

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.

2122 Kohte | Settlement

Kohte is a strange village of Azsori in the foothills of the Trollheims. The hills are especially mild in this region, with several wide streams trickling through and carrying with them a fair amount of gold dust. This gold dust has made Kohte a bustling village, with 288 people in the village proper and another 2,600 living in the surrounding countryside in small conclaves. The village is protected by 20 bowmen, armed with composite bows and daggers and wearing studded leather armor and grey cloaks. The bows and arrows are made locally by a master bowyer, an old Runa woman named Ikkal who was exiled from her tribe.

The village is divided by one of the larger streams, with Kohte-Nizuk (Low Kohte) on the north and Kohte-Vizok (High Kohte) on the south. Kohte-Vizok is situated on a higher ridge of limestone. The population is split evenly between the two sides of the stream.

Two bridges span the stream, the Lovers' Bridge and the King's Bridge. The Lovers' Bridge is the oldest, and legend says it was built by a knight who loved a maiden held captive

by a dragon on the other side of the stream. The King's Bridge is a larger dwarf-built span that was financed by Mogg.

By ancient custom, the people of Kohte never speak after nightfall. Those who are caught doing so are bound in ropes and hung (not by the neck) under the King's Bridge until sunrise, when they are scolded and released.

2125 Scratching to Get In | Monster

A trio of undead trolls is scratching at the granite face of a mountain in this hex. The trolls are actually scratching at a secret door, through which a party of adventurers from nearby Pezh recently fled. The secret door leads to a series of caverns rich in fungal life and sparkling with green garnets.

Ghoulish Troll, Large Undead: HD 4; AC 15; ATK 2 claws (1d6 + paralysis + rend) and bite (1d6); MV 30; F13 R14 W12; AL Chaotic (CE); XP 400; Special—Regenerate (acid and fire), paralysis lasts for 1d4+1 rounds.

2130 Black-Hearted Runa | Monster

A tribe of Runa have crossed the mountains and entered this valley intent on plunder. The tribe consists of 167 warriors, 404 non-combatants and 268 children. The tribe is led by war chief Jagg, a tall man with a shaggy head of hair and an impressive nose ring. He has three brothers, his boon companions, Gogg, Yall and Hinn, each of whom is a 4th level barbarian. He is married to sisters Opann and Ovell. Men marrying sisters is a tradition among the Runa. Both sisters are wise women and are feared by their tribesmen, for each of them has a green eye and a violet eye, an ill omen among the Runa.

The nomads have raided some out-settlements of Payl, and now hold 35 slaves. The nomad warriors wear chainmail and carry shields, lances and tulwars. Like their leader, most have large piercings on their faces.

Treasure: 10 pp, 1,890 gp, 1,000 sp, 14,000 cp, a jade amulet from Mu-Pan (110 gp), a lapis lazuli charm (13 gp), 6 gems and 3 jewels.

Nomad Warrior, Medium Humanoid: HD 1; AC 16 (chainmail shirt, shield); ATK 1 tulwar (1d8) or lance (1d6+1) or composite bow (1d6+1); MV 30; F13 R15 W15; AL Neutral (N); XP 50; Special—Mounted combat.

Jagg's Brothers, Human Barbarian: LVL 4; HP 4d10; AC 14 (studded leather, buckler); ATK 1 tulwar +3 (1d8) or composite bow +3 (1d6+1); MV 40; F10 R14 W14; AL Neutral (N); XP 400; Special—Rage 2/day, sixth sense.

Ovell, Human Sorcerer: LVL 5; HP 9; AC 10; ATK 1 dagger +1 (1d4); MV 30; F13 R13 W10; AL Neutral (N); XP 500; S7 D9 C11 I13 W14 Ch16; Special—Spells per day (6/7/5); Spells known—0—audible glamor, detect poison, mage hand, open/close, resistance, touch of

fatigue; 1—color spray, hold portal, mind thrust, ray of enfeeblement; 2—pyrotechnics, spectral force.

Opann, Human Sorcerer: LVL 7; HP 19; AC 10; ATK 1 dagger +1 (1d4-1); MV 30; F13 R13 W9; AL Chaotic (CE); XP 700; S6 D10 C9 I14 W14 Ch14; Special—Spells per day (6/7/6/4); Spells known—0—daze, detect poison, disrupt undead, flare, mage hand, mending, message; 1—expeditious retreat, floating disk, mage armor, ray of enfeeblement, shield; 2—invisibility, improved phantasmal force, summon monster II; 3—fly, shockwave; Gear—*Scroll of hypnotic pattern*.

Jagg, Human Barbarian: LVL 10; HP 74; AC 15 (studded leather, buckler); ATK 1 tulwar +9 (1d8+1) or composite bow +9 (1d6+1); MV 40; F6 R11 W13; AL Chaotic (NE); XP 1,000; S15 D13 C17 I10 W8 Ch11; Special—Rage 3/day, sixth sense; Gear—*Potion of protection from normal missiles*.

2138 Dragon Lake | Monster

This hex holds a pristine lake in a deep chasm. The lake is long, narrow, deep and very cold. It has a fine stock of trout, some as large as 30 lb, and is also stocked with Kajhd, a bronze great wyrm who remembers the ancient elves, and in fact retreated to this lake as a result of them. He hates elves to this day, and is prone to persecuting them.

Kajhd dwells in a dark cave near the bottom of the lake. This cave extends back well into the mountain, ending in a strange cave filled with wavy golden energy emitted from a crack in the floor. Anything this energy touches is turned to gold. Alas, this gold is cursed (actually radioactive), and robs a person of one point of constitution per hour.

Treasure: 14,000 gp, scroll of cause fear on bronze plates, a magic folding boat, a potion of delay poison and a wand of burning hands.

Kajhd, Medium Dragon (Great Wyrm): HD 9; HP 72; AC 18; ATK 2 claws (1d6+2) and bite (1d8+2); 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.

2147 Tshot | Settlement

Tshot is a small village of 98 ornery Oghur farmers, with another 900 living beyond the village in little homesteads. The farmers raise crops of rye, wheat and linseed, herd goats and sheep and gather wild mushrooms and figs. That wheat is turned into crispy flat bread and a golden wheat beer that is prized in Jambar and in Yaqut across the mountains.

2205 Bann the Mad | Monster

The mountains in this hex are dry and craggy, with many knife-like ravines and almost no vegetation. In the middle

region of the largest peak, overlooking a basalt plain of reddish-black pillars and shard-like stones there is a cave.

The cave mouth is encrusted with yellow salts and crystals. In this cave there lives a wizard, Bann, who is quite insane. He replaced his lower body with that of a giant spider with the help of several other wizards, but the operation drove him insane and he was driven away by his fellows into the desert. He wandered for days until finding this cave.

The tunnel extends back about 200 yards, and the going is quite dangerous (Reflex save or fall for 1 point damage, 1% chance of being crippled for 1d4 hours). As it descends, the yellow crystals become more prevalent, as does a pale yellow mist or radiance – it's difficult to tell which, because it swirls around objects moving through it, and refracts on metals and mirrors, creating black rainbows.

Eventually, the mist/radiance coalesces into a stream of gold liquid energy that flows down the center of the tunnel, sometimes forming “waterfalls” and small pools. These pools soon evaporate into the aforementioned mist/radiance.

At the end of the tunnel there is a large cavern which holds many ledges and a pond of the gold liquid energy. Here dwells Bann, who is given to mad rages and manic sobbing. The remnants of a laboratory show that he attempted to reverse his condition, but failed. When Bann is at his worst, the energy pool forms itself into the form of a lithe, sexless being that sings a song of sound and light that lulls him to sleep.

The energy pool will defend Bann if he is wrongly attacked, but not if he begins the violence. It can communicate on a telepathic level, and has the abilities of a sage specializing in knowledge about the planes and magic.

Bann, Large Monstrous Humanoid: HD 6; AC 17; ATK 1 bite (1d4 + poison II) and by weapon; MV 30 (Climb 15); F11 R10 W9; AL Chaotic (CE); XP 600; Special—Magic resistance 15%, Spells—1/day—clairaudience/clairvoyance, dancing lights, darkness, detect evil, detect magic, dispel magic, faerie fire, levitate, suggestion.

Gold Energy Being, Medium Outsider: HD 6; AC 17 [+1]; ATK 1 touch (1d4); MV 40 (but cannot move more than 60' away from its source); F10 R10 W9; AL Neutral (N); XP 600; Special—Scream (60' cone; 2d6 sonic damage); Spells—At will—*calm emotions, charm monster, detect magic*; 3/day—*color spray*; 1/day—*legend lore, rainbow pattern*.

2218 Ribbit | Monster

The mugwumps that dwell in these wetlands once menaced Mogg and his people, but came to befriend him after he foiled a mad wizard bent on raising an army of shambling mounds in their swamp.

The mugwumps are 200 in number and live by hunting and trapping. They also gather aquatic herbs, which they trade to Azsori traders. Their treaty with Mogg is strong, and is renewed every three years with a ritual hunt and feast hosted by the mugwumps, at which gifts are exchanged.

Of late, Runa bandits have been lurking about the margins of the wetland, apparently seeking something. In truth, they have been sent by the wizard Mazduri [2745] in search of a golden lotus that he believes has grown in the swamp. Three mugwump hunters have already been killed by the Runa. Some hotheads in the tribe are claiming it was done by the Azsori and urge a breaking of the treaty and a war!

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

2222 Slük | Settlement

Slük is a dismal Azsori village in the hills, not far from the more prosperous Khote [2122]. Slük is home to 312 people, with another 2,800 peasants in the hex. They are a suspicious lot who are not well disposed towards outsiders. The village is ruled by Lord Mott, a handsome man with furtive green eyes and a long, pointed mustache much admired by dwarven women. He and his band of 19 bully-boys keep order in the village. They wear scale armor and wield clubs while bullying the locals, but keep daggers and short swords handy for when adventurers or monsters show up.

The people of Slük are mostly farmers, hunters and miners, the miners mining tin and other minerals in the hills. The hunters of Slük are competent archers. The village hosts a fest each year at Midsummer that includes tournaments in wrestling (for a leather belt with a large silver buckle worth 10 gp) and archery (for a brand new composite bow and three silver arrows). These fests are held about one mile outside of the village on a large pasture. Guardsmen keep outsiders from leaving the fest for the village, although pick pockets and disorderly drunks are taken to the village to be thrown into the stocks ...

... or at least that's what people are told. If they are outsiders, they are actually taken down into the secret salt mines beneath the village where they join three dozen other slaves. People who ask after their imprisoned friends are told that they were released or escaped and left Slük for the hills.

The mine entrance is hidden beneath Mott's great hall, beneath a large fireplace in the kitchen. His servants know about the slaves and the mines, but they keep quiet out of fear. The mines have an exit tunnel, about 1 mile north of town, and it is through here that salt is taken to be traded by caravan to Pezh.

2223 Flavios | Monster

Flavios, a trader of Haimos, is leading a caravan of 12 camelops driven by his countrymen. The caravan is guarded by a mercenary band of eight petty trolls in scale armor and carrying spears and shields. They are on their way to Pezh.

Cargo: 5 lb of sandalwood (200 gp), 23 lb of dried lotus fruits (1,610 gp), 5 ingots of gold (3 lb each, 300 gp each), 22 lb of salt (110 gp), 17 yards of silk (170 gp), 21 cigars (210 gp), 7 lb of saffron (105 gp).

Treasure: 176 gp in a locked strongbox.

Camelops Driver, Medium Humanoid: HD 0; AC 10; ATK 1 weapon (1d6); MV 30; F13 R16 W16; AL Neutral (N); XP 25.

Petty Troll, Medium Giant: HD 3+1; AC 16; ATK 1 spear (1d8); MV 30; F12 R14 W14; AL Chaotic (NE); XP 300; Special: Regenerate (fire).

Flavios, Human Venturer: LVL 6; HP 29; AC 12 (leather); ATK 1 quarterstaff +3 (1d6) or sling +3 (1d4); MV 30; F13 R13 W9; AL Neutral (N); XP 600; S9 D10 C9 I10 W13 Ch13; Special—Appraisal, +1 save vs. traps, haggling, contacts, pidgin, smuggler.

2227 Poetic Genius | Monster

The fire giant Orvos has taken up residence in the mountains here, constructing a sturdy hall from the native stone and timber, with a large fire pit that is kept roaring hot by a trio of frightened orc servants.

The giant spends his days hunting and his nights composing, for he is a poetic genius, well known in the north for his sagas. He left his kinsmen because he despised their coarse ways. Orvos keeps a cellar stocked with wine. Cuts of venison, lamb and mutton either dry outside or are smoked in his fire pit.

Orvos was not always a poetic genius. One day, he discovered an amulet set with a moonstone cut in the shape of a dove. Upon putting this on, he gained the special abilities (though not spells) of a 6th level bard, but also became subject to immense rages. This is because the amulet contains the entrapped spirit of a marilith demon, Malacant. The amulet would have the same effect on others, giving them the bard special abilities, but forcing them once per day to pass a Will saving throw or suffer the effects of *rage*. Each day the save is passed, a cumulative -2 penalty is applied to their next save. Once they succumb, the process resets.

Treasure: Two fancy stones, star ruby (1,100 gp).

Orvos, Large Giant: HD 11; AC 16; ATK 1 greatsword (5d6) or boulder (2d10); MV 30; F5 R8 W8; AL Chaotic (CE); XP 1100; Special—Immune to fire, vulnerable to cold, legend lore, music (fascinate, suggestion); Gear—Large golden lyre (150 gp).

2230 Payl | Settlement

Payl is one of four Oghur villages in the Hiz Valley. All four belong to a sort of confederation. Each is politically independent, but trades with the others, and they defend one another in times of trouble. At the eastern extremity of the confederation there is the stronghold of Hikmet, the Golden Prince of Hizkuru. Hikmet technically rules over all four villages, but he is an adventurer and cares not to be a ruler. As such, he has given them the power of self-governance, and merely acts as a counselor and defender. The confederation also includes Urvak [2331], Ornut [2431] and Opak [2532].

The people of the Golden Valley, as it is called, are Oghur with golden skin, green to copper eyes and black hair. They are about 6" taller than most Oghur, and thinner.

Payl has 220 people living in it, and another 1,980 people living in the surrounding hills, mostly along the river. As the westernmost village in the confederacy, it has thick stone walls and three towers. The village is built on a tall hill with a wide woode between it and the river. While the villagers are mostly hunters, artisans, priests and soldiers, the smaller freeholds surrounding it are farms and orchards, growing a ridiculously spicy mustard (highly favored in the local cuisine), apricots, pomace (which the local alchemist, Govzodi, makes into a liquor), barley and wheat. They also keep bees, and produce some astounding pastries.

The 30 soldiers of Payl wear scale armor and white tunics, and carry halberds, hand axes and light crossbows.

The 12 priests serve in the Temple of Zalaza, an elder earth daemon that causes earthquakes. The valley is prone to them, but it is believed that the temple priests, though lullabies and soothing harp music, can keep Zalaza sleeping and the valley free of earthquakes.

2232 Red Trolls | Monster

This hex holds the mountain fastness of a clan of 8 red trolls, energetic beings that not only regenerate quickly, but also move quickly. The stronghold is a crude construction of unmortared stone surrounded by a placid, shallow lake. The banks are thick with stinkweed and giant scarlet toads. The trolls covet beauty, but also despise it.

Treasure: 1,600 gp, white pearl (110 gp), *scroll of protection from reptiles* and *potion of spider climb*.

Giant Toad, Medium Animal: HD 3; AC 13; ATK 1 bite (1d8); MV 15 (Hop 30); F12 R13 W17; AL Neutral (N); XP 150; Special—None.

Red 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), *haste* at will, but cancels their regeneration powers.

2247 Wicked Goddess | Monster

Descending a rugged mountain trail, wide but precarious just the same, you see an assemblage of 12 men in baggy trousers and long, heavy coats of midnight blue velvet fastened by shining brass buttons. The men in the front rank carry long poles topped by brass tiger heads with lanterns grasped in their mouths. Behind the front rank are two ranks of 12 men holding halberds and wearing shirts of silver scales in place of velvet coats. Behind these ranks stride six men holding a palanquin of polished teak with silver fittings topped by a gauzy pavilion of red and yellow. The palanquin is followed by more soldiers armed with composite bows and scimitars.

At the head of the assemblage is a tall man on a white charger, caparisoned in damask, and wearing a hauberk of black mail and a cape of crushed midnight blue velvet. The man calls himself Yar, and has a commanding demeanor.

Naturally, the assemblage expects that travelers coming the opposite way will stand aside, and they will press this demand with a show of arms if necessary. The leader of the assemblage proclaims himself the grand vizier of a hidden country in the mountains, a country of teak forests and spice plantations and beautiful men and woman with honey-colored skin and hair as black as a starless night. On the palanquin is the kingdom's living goddess, she of the swift death who commands fear with her voice, which sounds like the scream of a thousand hellish infants.

The living goddess is a caterwaul called The Altesse Taloo'aree. She is on her way into the village of Tshot to pay homage to the Cat Lord and bring him a tribute of catnip in intricately carved pomanders of teak inlaid with silver images of hunting cats. Her kingdom is located in [2049].

Treasure: 540 gp, 1,200 sp.

Warrior, Medium Humanoid: HD 1; AC 14 (mail shirt); ATK 1 halberd (1d10) or scimitar (1d8) or composite bow (1d6+1); MV 30; F13 R15 W15; AL Neutral (N); XP 50; Special—None.

Yar, Medium Humanoid: HD 3; AC 19 (chainmail); ATK 1 +1 warhammer (1d4+2); MV 30; F12 R14 W14; AL Neutral (N); XP 150.

Caterwaul, Medium Magical Beast: HD 5; AC 16; ATK 2 claws (1d4) and bite (1d6); MV 30; F11 R11 W14; AL Chaotic (CE); XP 500; Special—Screech (1/hour; 1d8 damage to all within 60'; Fort save for half damage); 1 in 6 is so quick they have AC 18 and 3 claw attacks per round.

2250 Kobold Mine | Monster

Thirty blue-skinned kobolds have just started mining rock crystal in this hex. The mine is located in a valley known for its thick mists, its rolling, moor-like landscape, and its many quicksand pits. The kobold mine is located on one of the larger hillocks and is well concealed. The kobolds are led by a shaman, Ugoolar (Adept 3) and his four cultist/bodyguards (1 HD). Ugoolar and his cult dress in leopard furs and paint their snouts white. They carry short swords, while the other kobolds wield light picks. All of them don leather armor and bucklers when violence is eminent. The mine produces about 25 gp worth of uncut rock crystal per month.

Treasure: 70 gp, 12,000 cp; kept in three vaults cut into their mine, each concealed and containing a gas trap (Poison III).

Kobold, Small Humanoid: HD 0; AC 14 (leather, buckler); ATK 1 light pick (1d4); MV 20; F14 R16 W16; AL Chaotic (CE); XP 25; Special—Blinded in light.

Cultist, Small Humanoid: HD 1; AC 14 (leather, buckler); ATK 1 short sword (1d6); MV 20; F14 R15 W15; AL Chaotic (CE); XP 50; Special—Blinded in bright light.

Ugoolar, Small Humanoid: HD 1+1; HP 5; AC 17 (breastplate, buckler); ATK 1 short sword (1d6); MV 20; F14 R15 W15; AL Chaotic (CE); XP 50; Special—Blinded in bright light, spell as adept 3.

2307 Kazmaqdashy | Stronghold

Kazmaqdashy the Fire-Starter is a powerful Oghur magic-user who hails originally from Yaqut [2443] to the south. He was driven from the lands of Oghur by an alliance of the three great city-states, for he is a villain of the first order. Since those days, Kazmaqdashy has only grown in magical power, and the day will come when he returns south to lay low the cities of his people.

Or so it was planned. Kazmaqdashy himself has in recent days been laid low. A sickness is upon him, and his servants, warriors (12 gnolls) and four apprentices are worried. The gnolls worry their master will die and they will not be paid, though they are prepared to loot the tower and eat the humans if they must. The apprentices and servants, humans from Azsor or the Runa tribes, fear what the gnolls might do to

them if their master dies.

Kazmaqdashy spends his days sitting in his study, weak and tired, trying to study or amuse himself. Each night, a night hag in the shape of his former lover appears in his dreams. She is slowly draining and destroying him, all the while searching his tower for a very special sword that, rumor has it, he unearthed a very long time ago on an adventure far to the north.

Treasure: 80 pp, 3,260 gp, 900 sp, numerous tapestries and carpets (5,000 gp).

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

Apprentices, Human Magic-User: LVL 2; AC 10; ATK 1 dagger +0 (1d4); MV 30; F15 R15 W12; AL Chaotic (CE); XP 200; Special—Spells per day (4/2); Spellbook—0—audible glamor, dancing lights, flare, read magic, smoke image; 1—burning hands, endure elements, energy missile.

Kazmaqdashy, Oghur Magic-User: LVL 12; HP 33; AC 10; ATK 1 silver dagger set with ruby +4 (1d4); MV 30; F10 R11 W8; AL Chaotic (CE); XP 1,200; S11 D12 C13 I16 W15 Ch14; Special—Spells per day (4/5/5/4/3/3/2); Gear—Cloth-of-gold robes (1,100 gp), jewelry of gold, electrum and jade (3,000 gp), silver dagger set with ruby (2,600 gp), wand of charm person [3 charges]; Spellbook—0—audible glamor, dancing lights, flare, mage hand, open/close, read magic, smoke image; 1—burning hands, charm person, elemental weapon, endure elements, energy missile, phantasmal force, protection from good; 2—brain lock, continual flame, flaming sphere, pyrotechnics, resist energy, scorching ray, strength; 3—deep slumber, fireball, flame arrow, invisibility sphere, magic circle against good, phantom steed; 4—dimension door, fire shield, fire trap, scrying, wall of fire; 5—break enchantment, feeblemind, hold monster, transmute mud to rock; 6—contingency, forceful hand, transformation.

2309 Goatrillas | Monster

A herd of 15 goatrillas graze on the mountain slopes here. They feed on leaves and grass mostly, but their ire is easy to arouse. Goatrillas look like gorillas with goat horns and the hindquarters of a goat. They are expert climbers.

One of the goatrillas has discovered a *ring of shooting stars* on a hand sticking out of a crack in the rocks. This hand belonged to the magic-user Sharspax, an adventurer from the south who, with others, entered a dungeon within these mountains and



became trapped by something dark and horrible. They almost managed to dig their way out of the dungeon, finally making a crack to the outside, when they were overcome. Sharspax's last act was to stick his hand through the hole.

The entrance to this dungeon is about 1 mile away, through a non-descript cave. The cave was once more open, and was once subject to wind from the outside. The wind and the warmth were used to mummify the bodies of ophidian priests, and now their undead remains and something they worshipped waits in the dungeon to destroy all intruders.

Goatrilla, Medium Magical Beast: HD 3; AC 13; ATK 2 claws (1d6) and bite (1d6) or butt (1d2); MV 30 (Climb 30); F12 R12 W17; AL Neutral (N); XP 300; Special— No movement penalty when climbing rocks.

2324 Rat Caves | Monster

Azsor has an infestation of wererats, and that infestation originates in this hex, in burrows chewed and clawed deep into the earth to a cave of red crystals. When the moon is full, the crystals erupt in red light, and this light turns people into wererats and servants of the Dead Red God, who communicates through the vibrations of the crystals and urges the rodents to war with humanity!

A cult of 15 wererats dwells in these burrows, sending their agents into the world to topple societies and bring prisoners back to be bathed in the red light.

Treasure: 600 gp, 4,000 cp, 2 gems, *scroll of silence*.

Wererat Cultist, Medium Monstrous Humanoid: HD 2; AC 16 [silver]; ATK 1 bite (1d6) or weapon (1d8); MV 30; F15 R12 W12; AL Chaotic (CE); XP 200; Special—Change shape, lycanthropy, cast spells as 2nd level adepts.

2331 Urvak | Settlement

Urvak is a village on a hill overlooking a small forest to the north of the river, and pastureland to the south. The village is composed of brick buildings rising towards a great temple with many columns and a peaked roof clad in tin (which may be mistaken for silver from a distance).

The village is home to 186 golden-skinned Oghur (see Payl in 2230), with another 1,674 peasants dwelling in the countryside, cutting timber on the north and raising crops and animals on the south. The village has a guard of 13 warriors clad in bronze breastplates set with large rock crystals and carrying round shields, spears and daggers.

The hill on which Urvak is constructed is composed of reddish-brown basalt, with odd crystal "bubbles" jutting from the surface in places. Adventurers may feel as though they are being watched in the presence of these crystal bubbles, and

they are – the spirits of the villagers' dearly departed appear in them in the form of hazy golden eyes. These eyes are consulted by the sages of the village on behalf of Prince Peygam. The chief of the sages, Varmak, is a healer and quite generous with his time and gifts.

2334 Bouncing Ooloks | Monster

A mountain pass in this hex becomes a narrow canyon (10' wide), with high walls (300'). It is a chill place, only kissed by the sun for about 30 minutes at noon, and home to a pack of 12 bouncing ooloks, weird, hairless humanoids with oversized heads, hands and feet, spindly legs and arms, and rubbery skin of psychedelic purple. The creatures are quite mad, and caper about the pass, gibbering and cackling. They are adept at using the tight quarters to their advantage in a fight. They are currently crawling over the remains of a covered wagon in the pass. The wagon holds three Oghur bodies. Two are corpses – a man and woman – and a little boy, about 12 years old, who barely clings to life. The oxen that pulled the wagon fled up the canyon, and can be found about 2 miles away on a watered pasture.

Cargo: 160 ingots of lead (10 lb. ingots, 7 sp each), 80 ingots of iron (10 lb. ingots, 1 gp each), 60 ingots of tin (5 lb. ingots, 2 gp each), 20 ingots of copper (5 lb. ingots, 5 gp each), 10 ingots of silver (2 lb. ingots, 20 gp each), 10 fox skins (14 gp/skin), 14 lb. of cloves (15 gp/lb.).

Treasure: 10 gp (on the corpses) and a +2 *bastard sword* wrapped in oily cloth. It was wielded by a Prince Oxo of Haimos, who left Haimos with his common wife, whom he married against the wishes of his king, and her son in exile.

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%.

2343 Tsery | Settlement

Tsery is the gateway to Yaqut, a fortress town of soldiers, sailors, smiths of various sorts and the peasants that support them. The town has a population of 475 and the countryside beyond is home to 4,275 peasants. The town is built almost entirely of cut stone and fired brick, with paved streets. The town's wall is 30' high with crenellations, and features many towers and two gatehouses. It also has a fortified harbor with a war galley, the *Hidra*, always at the ready. Across the river there is a small fortress armed with two cannon and a mortar. On the Tsery side they have twice that ordnance, and thus effectively control the river. The town garrison has 66 men-at-arms, mostly crossbowmen and artillerymen.

Tsery's main industry is smith craft, including armor and weapon production. Over the years, it also become home to many fine gem cutters and jewelers.

The town is ruled by the *Shazada* ("princess") Gözella, reputedly the most beautiful woman in all the lands of the Oghur, a surmise which her shining black hair, amber complexion and golden eyes would seem to support. Her lips are like the petals of a blood-red rose, and her neck is like unto a swan, which I'm told was quite a big deal back in the olden days. Gözella is the daughter of Zhava, *Tzavor* ("king") of Yaqut.

Gözella's son, Günaz, has been kidnapped. He is being held captive by the Hag Queen Baba Tagu [0210]. A doppelganger has been left in the child's place. Gözella is aware of this, and has been warned that if she does not open the defenses of Tsery to the army of Baba Tagu, the child will be killed in a most horrible manner.

2404 Magic Scarf | Wonder

A magic scarf caught on a thorn bush whips in the wind and releases sparkles (*glitterdust*) that swirl into the sky. The scarf is made of silk and is emblazoned with intertwined gold dragons and Mu-Panese pictographs describing the whereabouts, in riddles, of a great treasure.

2409 The Iron Tower | Dungeon

The Iron Tower is a well-known dungeon in the region, often challenged by adventurers, but rarely survived. It is constructed both above and below ground, and in fact one must venture through the three subterranean levels to find the passages that lead to the six levels of the dungeon that are above ground.

The tower is composed of rust-red stone with a door that defies opening. The door is composed of iron with a small, round mirror placed at eye level in the center of the door. The hinges appear to be real, but the door is a fake. However, shining a bullseye lantern at the mirror sends a thin beam of light from the mirror to the ground about 30 feet in front of the door. This marks the position of a well-concealed trapdoor that leads into the lower levels.

The lower levels are a "traditional" monster and trap filled dungeon, being composed of caverns that existed before the tower was built by the ancient elves as a prison for creatures with psionic powers. The elves were masters of magic, and found psionic powers disturbing. Traps in the lower levels include fields that scramble psionic brains (randomizing powers and dealing Wisdom damage), steel jaws and magic darts that seek out psionic powers.

The upper portions are the actual prison, which was designed as an endless maze. The guardians of the prison were sentient gray lions with diamond teeth. The lions are immune to psionics. They still dwell here and still watch over the prisoners to make sure they do not congregate with one another.

Diamond Lion, Large Magical Beast: HD 5+2; AC 15; ATK 2 claws (1d6 + rend) and bite (1d8); MV 40; F10 R11 W11; AL Neutral (LN); XP 500; Special—Immune to psionics, magic resistance 15%, diamond teeth are worth 500 gp.

Among the features of the upper levels is the dastardly chamber of thirst, which absorbs liquid and was used to punish unruly prisoners, the powerful brain in a jar that is locked behind lead walls due to its compelling madness and telepathic abilities, the tentamort worshipped by the mutant, inbred descendants of the original prisoners, and its high priest Exidor, an ancient elf psychic who chooses not to leave the dungeon, but rather to act as its secret master.

2418 Prisht | Settlement

Prisht is a pleasant port town of brick and white plaster buildings pressing on the banks of the Og. Just beyond the main town is the White Citadel, home to the Ikon of Prisht, Vott, who is an old friend of King Mogg.

Prisht has a bustling population of 1,618 people in the town, and another 14,500 in the countryside. The countryside is full of orchards, verdant fields and pastures of fine horses, tall and grey. Brick making is a major industry in Prisht due to the red clays of the region making a fine brick. The houses in Prisht are either bare red brick, or plastered white. Many are decorated with paintings of orange and red tulips, a craze in the town imported from Jinnistan.

Trade has made the town wealthy, with a large population of diaspora dwarves dominating the brick making industry. The countryside is poorer, and dominated by the Five Lords. Ikon Vott is one of the lords, and controls the town proper. Beyond, the countryside is divided roughly into four quarters ruled by the Lords of the East, West, South and North Winds, Zobb, Jorr, Konn and Ylarr respectively. All are warriors, and all command about 20 men-at-arms, leaving another 34 in the White Citadel. The city also boasts about 60 sailors, who man the war galleys *Kralstkoto*, *Gorgona* and *Yumruk*. The adventures of the crew of the *Gorgona* and its captain, Ibann, are legendary.

Prisht has suffered of late of corruption and crime. The thieves' guild is infested with wererats and they are becoming more violent and aggressive than in the past. Meanwhile, the Ikon has grown weak and indecisive in his old age. The populace grows restless, and the clanless dwarves have become the scapegoats for all their problems and worries.

2431 Ornut | Settlement

Ornut is a village of the golden Oghur. It has a population of 86 people in the village, which consists of about 20 stone buildings surrounding a central courtyard with a central well. The buildings are built into the village wall. The village has three guard towers, two flanking the only entrance, a narrow walkway about 40' long with a portcullis on both ends.

Beyond the village, 770 Oghur yeomen work in small farms tending orchards of lime trees and golden fields of grain and herds of cattle with rufescent hides. The natives make a very fine, white cheese, which they form into large wheels.

Ornut has a small armed band of five veteran warriors, light cavalry, to keep the peace, and an active militia.

The village is the home of the Demon's Fang, a feared assassin who once operated throughout the region. He is now known as Azi, and runs a small tavern in the village. Nobody in the village knows what he was, but there are some in the region who might identify them. Some of these people would try to avenge their loved ones by killing him, while others would try to hire him for one last job. Azi quit because of failing health. His hair is now turning white, and his armor, should he put it on, would be ill-fitting on his reduced frame.

Azi, the Demon's Fang, Oghur Assassin: LVL 6; HP 14; AC 11; ATK 1 dagger +2 (1d4-1) or thrown dagger +4 (1d4-1); MV 30; F15 R9 W13; AL Neutral (N); XP 600; S7 D13 C5 I13 W12 Ch12; Special—Poison use, backstab x3 (paralyze or kill), assassin spells (1); Gear—Studded leather, dagger, light crossbow.

2438 Ushak-Kahannam | Monster

Ushak-Kahannam is a red dragon in the full bloom of youth, and thus quite terrible. Where older dragons spend more time in slumber, he is still building his hoard through raid and plunder. Ushak-Kahannam, the "Child of Hell", has killed many warriors and burned many farms.

He makes his lair in a ruined hold that once belonged to a clan of mountain dwarves. The dwarves have long since disappeared, perhaps drawing back into the darkness and becoming duergar. The ruins are rich with harsh bas-reliefs depicting monsters and bloodshed.

Within the ruined hold, the citadel is almost whole, save for a large hole in the outer wall through which the dragon enters and exits. This hole leads into the great hall, and at the back of the great hall there is another hole in the wall that leads into a great cavern. Here, the dragon makes his home, surrounded by treasure and his harem.

Ushak-Kahannam has collected seven maidens and done a fine job of brainwashing them. They are now his servants, polishing his scales and keeping his lair tidy. When he arrives, they form a chorus, singing his praises and practically worshipping him. The women, all of Oghur and Ruzigar extraction, carry wavy-bladed daggers and wear colorful glass beads in their hair. Their teeth are sharpened, and they paint their eyes with shades of ruby and gold, just as Ushak-Kahannam likes it.

Treasure: 800 gp, 2,000 sp, 11,000 cp, *scroll of command undead* (actually engraved into a dwarf skull), +1 *shield* (round, bronze, with a sun image embossed on it) and *potion of delay poison*.

Maiden, Medium Humanoid: HD 2; AC 11; ATK 1 dagger (1d4+1); MV 30; F12 R15 W15; AL Chaotic (CE); XP 200; Special—Berserk rage (2 attacks per round), immune to fear.

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

2443 Yaqut | City-State

Yaqut was the jewel of the Oghur once, and, truth-be-told, is still their largest and finest city, but it has lost something since its glory days. The city is home to 7,550 people, with another 68,000 living in surrounding farms and villages. It has verdant fields, excellent pastureland, ample woods and mines that produce iron and silver. And yet, many troubles plague the grand city.

The city is a river port. It is protected by two walls, the inner wall being 30' high, the outer wall 20' high. They are separated by 100'. The outer wall has a single gate and gatehouse, and six 25' tall towers, while the inner wall has two gates, each located 500 feet away from the outer gate, with their own gatehouses, and four 40' tall towers. Each of the inner towers houses a squad of crossbowmen, but also serves as the tower of one of the city's mystic brotherhoods.

About 1 mile away from the city stands the Mound of Secrets, a holy site protected by a druidic conclave and a dispatch of the rangers of Yaqut. This mound is said to house the spirit of the Great Earth God, who knows all the secrets of the universe and shares them, in small measure, with his druids. The Great Earth God is the official deity of Yaqut, and there are several temples dedicated to him within the city.

The mound is actually the shell of a massive elemental earth tortoise, the living god of Yaqut. The higher level druids are aware of this, but others are not. In times of terrible strife, the druids can sound the great bronze horn hidden in the small

malachite temple before the mound to awaken the tortoise and send it to their enemies.

Within the city, Ferrix, King Iron, is worshipped by the warriors and royal court. His temple is a large affair located within the great citadel, a giant construction of cyclopean stones, raised by giants in elder days and taken over by the Oghur when they discovered it in this valley hundreds of years ago. The citadel is a mish-mash of different stones, giving it a crazy quilt appearance and the nickname "The Prismatic Mount".

Within sight of the citadel are the city's three official markets, each circular in shape and tiled with stone. The markets are dedicated to livestock, grain and foodstuffs and minerals. They are surrounded by counting houses and factories, and beyond these are the streets of artisans and the mansions of merchants and hovels of laborers. Yaqut also has a vibrant art scene, as well as underground theatres where the king is openly mocked. The artists are goaded on by spies of Baba Tagu who operate from the docks in a warehouse that is supposed to store grain. The city also boasts gun works, iron foundries, smiths of all sorts and two ancient families known for making pickles. These families have an intense rivalry, and it is said that everyone in the city is in a faction that prefers one pickle or the other.

Yaqut is ruled by King Mötashem, fifth in his direct line and a direct descendant of King Anor, who founded the city-state. The court's highest treasure is the preserved *Golden Hand of Anor*, which is used in coronations and is said to be able to ward away evil magic and inspire prophetic dreams. The king wears a bulbous gold crown and claims rule over all the Oghur people, though he does not press this claim. King Mötashem is assisted by a Council of Lords, 24 people drawn from the rural nobility and including one member of the druidic conclave of the Great Earth God, and one priest of the Temple of King Iron.

The king also has a firebird in his court, a supposed gift from emissaries of Jinnistan. The bird was actually a gift from Baba Tagu, given as a way to stir up jealousy in the other city-states and inspire them to wage a war on Yaqut.

Yaqut is protected by an army of 500 warriors, 30 knights and 80 city guardsmen, as well as numerous cannon and mortars shaped like dragons. The warriors dress in diamond-pattern chainmail and conical helms and they carry teardrop shields. Armaments range from heavy and light crossbows to pikes, spears and halberds.

The Yaquti are the shortest and stoutest of the Oghur. They dress in tunics and trousers, with broad fur capes and fur boots and hats. They prefer chunky silver jewelry, and men are always clean shaven shave for thick sideburns.



2449 Brooding Demon | Monster

In one of the valleys of this mountain hex there is a large tunnel. Fashioned by dwarves, the entrance to the tunnel is a thing of beauty, ornamented with carvings of pomegranate and acanthus leaves and flanked by twin pegasi. Each of the statues holds a brass ring in its mouth.

The tunnel is blocked by a door composed of steel, 5" thick, 9' tall and 5' wide. The door is unornamented save for an engraved warhammer that appears to hang from a chain that extends from one side of the door to the other.

The door weighs about 9,200 lb, almost 5 tons. To open it, one must tie a rope or chain between the brass rings and affix a weight of exactly 5 lb. to the middle.

If the door is opened, it reveals a rough-cut tunnel about 100 yards long. The sides are streaked with bituminous coal, a substance most dwarves and sages can identify. The tunnel leads to an ascending circular stair. As one approaches the stair, they are greeted by a clay golem descending it. The clay golem will not permit people to pass.

Clay Golem, Large Construct: HD 11 (55 hp); AC 20; ATK 2 slams (2d10 + cursed wound); MV 20; F9 R10 W10; AL Neutral (N); XP 2750; Special—Haste 1/day, magic immunity.

The stairs lead to other tunnels and more stairs and eventually end at the top of the mountain 500 feet above. The top of the mountain has been hollowed to form a natural chamber. In this chamber there is a large globe of glass (3" thick) containing a roaring fire. The fire illuminates the chamber with a reddish-yellow glow and casts weird, frightening shadows onto the walls.

The fire is actually a demon imprisoned in the globe. If one makes an attempt to touch the glass, they summon a flight of seven celestial pegasi to stop them. If the glass is broken, the demon, a balor called Agrizar, is freed and sets the chamber, stairs and tunnel aflame with a *fire storm*.

Agrizar is in a weakened condition when first released, having only 30 hit points. His first goal will be to escape.

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

Balor, Large Outsider: HD 20; AC 26 [+3]; ATK +1 *vorpal longsword* (1d10+7) and +1 *flaming whip* (1d6+1 + 1d6 fire); MV 40 (F90); F3 R3 W3; AL Chaotic (CE); XP 5,000; Special—Explodes at death (10d6 damage, 100'), summon nalfeshnee, glabrezu or marilith demon 1/day, immune to electricity, fire and poison, magic resistance 75%, spells (continuous—*true seeing*; at will—*dominate monster*, *insanity*, *power word stun*, *telekinesis*, *teleport without error* (self plus 50 pounds of objects only), *unholy aura*, *unholy word*; 1/day—*fire storm*, *implosion*).

2503 Troglodytes | Monster

A rare breed of troglodyte with scales like turquoise stones dwells here. The tribe includes 72 warriors, with 88 noncombatants and 97 young, all living in dank, abyssal caverns at the base of a large mountain.

The troglodytes are notorious slavers, and have many humans, dwarves and the strange salt people from the wastes to the north digging iron ore in their mines.

The troglodytes are led by a priest-queen that calls herself Zhyvara. She and her tribe worship an ancient triple statue depicting an elven princess flanked by two handmaidens. The princess holds a diamond vessel on her head that is filled with holy water that replenishes itself.

Treasure: 2,700 gp, 6,500 sp and a red garnet (130 gp)

Troglodyte, Medium Humanoid: HD 2; AC 16 (buckler); ATK 2 claws (1d4) and bite (1d4) or axe (1d8); MV 30; F12 R15 W16; AL Chaotic (CE); XP 200; Special—Stench.

Zhyvara, Medium Humanoid: HD 4; AC 15; ATK 2 claws (1d4) and bite (1d4); MV 30; F12 R15 W16; AL Chaotic (CE); XP 200; Special—Stench, cast spells as 4th level sorceress (6/63); Spells known—0—

daze, detect magic, mage hand, resistance, smoke image, wizard mark; 1—chill touch, magic weapon, true strike; 2—darkness; Gear—scroll of disguise, scroll of burning hands, potion of dexterity, potion of healing.

2512 Black Cloaks | Monster

A band of barbarous Black Cloak warriors are in this hex, resting after a disastrous encounter with the warriors of Azsor. They slipped away from the Azsori and have not yet been found. The band consists of 62 mounted warriors (spear, composite bow, scimitar) and the war chief Kajj. Of Kajj's two companions, one, Hikk, has been captured by the Azsori and is being transported back to Azsor as a prisoner. The other, Goff, still rides with Kajj, but has suffered a grievous wound and is in no shape for fighting.

Black Cloak Warrior, Medium Humanoid: HD 2; AC 12 (shield); ATK 1 spear (1d8) or scimitar (1d8) or composite bow (1d6+1); MV 30; F12 R15 W15; AL Chaotic (CE); XP 200; Special—Berserk rage (2 attacks per round), immune to fear.

Goff, Human Barbarian: LVL 4; HP 22 (currently 5); AC 17 (mail shirt, shield); ATK 1 scimitar +4 (1d8+1) or +1 *composite longbow* +5 (1d6+1); MV 40; F11 R14 W14; AL Chaotic (NE); XP 400; S14 D14 C15 I6 W11 Ch10; Special—Rage 2/day, sixth sense.

Kajj, Human Barbarian: LVL 10; HP 79 (currently 35); AC 14 (leather, shield); ATK 1 +1 *keen scimitar* +10 (1d8+2); MV 40; F6 R12 W12; AL Chaotic (CE); XP 1,000; S13 D12 C16 I7 W10 Ch11; Special—Rage 3/day, sixth sense; Gear—*Potion of healing*.

2532 Opak | Settlement

Opak is a mining village of 632 citizens with another 5,700 peasants in its domain. The city-folk are mostly miners, smiths, and glass blowers. The village is fortified, and is looking a bit rundown. It is ruled by a Council of Nine Worthies, chosen each year in a series of dangerous competitions.

2534 Mutant Caravan | Monster

A band of 12 stunted mutants mounted on psi-leopards are on their way to Opak [2532] to trade their gold. The mutants gather the gold in the mountains from a mine hidden in a thick copse of fir trees in a lonely valley.

The mutants are about 3' tall, with saffron skin, slightly oversized heads and eyes on stalks. They can turn invisible 1/day, and are much stronger than they look. When outside their mine, they wear leather armor and carry spears and shields.

The psi-leopards are sturdy creatures which can, once per day, make their spotted hides pulse and shift in color, creating the same effect as a *hypnotic pattern* spell. Their normal fur is purple and dark grey.

The leader of the mutants, Yarlo, wears a silver talisman set with a tiger's eye, and he has a chainmail shirt.

Treasure: 2,000 gp worth of gold dust (20 lb.)

Psi-Leopard, Medium Magical Beast: HD 3; AC 15; ATK 2 claws (1d3 + rend) and bite (1d6); MV 40 (Climb 20); F12 R12 W17; AL Neutral (N); XP 300; Special—Hypnotic pattern 1/day.

Mutant, Small Humanoid: HD 1+1; AC 15 (leather, shield); ATK 1 spear (1d8+1); MV 20; F13 R15 W16; AL Neutral (N); XP 100; Special—Invisibility 1/day.

Yarlo, Small Humanoid: HD 3+1; AC 17 (mail shirt, shield); ATK 1 spear (1d8+1); MV 20; F13 R14 W14; AL Neutral (N); XP 300; Special—Invisibility 1/day.

2536 Abandoned Fort | Monster

An abandoned fortress of the petty trolls lies in this hex, showing some signs of ruination, but on the whole intact. It would take about 300 man hours to fix it up.

The fort is a shell keep that is now occupied by a trio of vraptars, one of them a female, who lair in the great hall. Vraptars are four-legged avian/insect crossbreeds.

The courtyard of the fortress is a weird swirl of green mists that cause bouts of temporary insanity in people who gaze too long at it (Will saving throw to resist). Victims of the insanity, when they are under stress, have a 1% chance of exhibiting one of the following effects:

d10	Effect
1-4	Hear voices that are not there or see things that are not there, disturbing their concentration (-1 penalty to attack, AC and task checks)
5-7	Believe themselves to be a famous person, even a deity
8-9	Paranoid delusions that friends are really enemies, with a 1 in 6 chance of them becoming violent
10	Manic laughter and panicked running in a random direction for 1 minute

Vraptar, Small Magical Beast: HD 3; AC 14; ATK 1 bite (2d6); MV 30 (F70); F13 R12 W17; AL Neutral (N); XP 300; Special—Females inject eggs if they make a successful bite attack, eggs hatch in 1d4 days, killing the carrier, destroyed by *cure disease*.

2541 Lynx and Pet | Monster

A giant lynx called Vashak and his pet Oghur ranger, Azkatsi, are chipping their way across an ice field in this hex, with an eye on the Yuksa River. They are toting a small canoe made in the lower mountains, and are transporting the crystalized brain of King Anor, legendary founder of Yaqut. The brain, which looks like a brain composed of diamond, is a relic that was thought lost by the Yaquti. The two left Yaqut two years

ago with a brave band of adventurers in search of the brain, and found it in the high mountains as a bauble in the jewel of a mountain giant's crown.

The mountain giant ruled a kingdom of ogres and trolls deep under the earth. The adventurers stole the brain and topple the kingdom (literally – the cavern was held aloft by a crystal pillar that, when vibrated properly, caused the whole thing to fall apart). The giant was killed, his people scattered through the mountains, and only one the lynx and ranger survived.

It is not a given that the return of the brain will be welcomed by the current ruler of Yaqut. The brain is said to have the ability to communicate telepathically with the king, and the king who was in charge when it disappeared was none happy to get that voice out of his head. On the other hand, the people are not thrilled with the current regime, and might welcome the return of the sainted Anor back to his realm.

Treasure: 1,300 gp, 1,300 sp, 3 gems, *crystal brain of Anor*.

Vashak the Giant Lynx, Large Magical Beast: HD 2+1; AC 14; ATK 2 claws (1d3 + rend) and bite (1d2); MV 30; F10 R11 W16; AL Neutral (N); XP 200; Special—Human intelligence, hide in shadows and find traps as 10th level thief, surprise 1-4 on 1d6.

Azkatsi, Oghur Ranger: LVL 8; HP 38; AC 13 (ringmail); ATK 2 hand axes +7 (1d6+1); MV 30; F9 R9 W11; AL Lawful (NG); XP 800; S15 D11 C12 I9 W15 Ch9; Special— Favored enemy (giants), leave no tracks, ranger spells (1); Gear—Potion of constitution, potion of endure elements.

2547 Dondurulmuz | Monster

In the highest mountain of this hex, there is a great crack, made wide through thousands of years of freezing and thawing water, and possibly with the help of mighty claws and muscles. This crack runs deep and eventually becomes a winding tunnel caked with ice. The tunnel becomes a sort of rough slide (Reflex save each round or slip for 2d6 damage and an express trip to the cavern below).

At the end of this tunnel there is a cavern 500' wide and 800' long. The floor of the cavern is a frozen lake 30 feet deep at the center. This lake is the lair of the white dragon Dondurulmuz. The ice is thick enough to carry the dragon's weight in most spots, but there are a few places where it is thin. The only way out of the lake cavern is via the sliding tunnel.

Dondurulmuz lives in a small cave set 15 feet above the surface of the ice lake. Here, the dragon keeps its hoard under a layer of ice two inches thick (takes 20 hit points of damage to chip through and get to the goods).

The dragon misses its brother, Ushutma, who was slain long ago by King Mogg after the dragon kidnapped the daughter of

a friend. Dondurulmuz is a brooding dragon, and quick to kill intruders, but he will give audience to those who claim to be enemies of Mogg.

Treasure: 500 gp, 4,000 sp, 10,000 cp, *scroll of jump*, *potion of darkvision*, and *potion of resist cold*.

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

2549 Dzaladov | Settlement

Dzaladov is a village of 186 petty trolls. The village is a collection of stone huts with pointed roofs set on the side and crest of a serpentine hill. The village has two smiths, who mostly work on chains but are also capable armorers.

Beyond the village, the petty trolls maintain 1,600 human, Oghur, Siquish and Ruzigar slaves, who work in the fields. The slaves are organized into crews of 100 slaves supervised by two slave drivers. The slave drivers wear chainmail and carry whips and clubs. Gravel roads connect the slave farms to the village, and they are well patrolled.

Most of the trolls are warriors, but the core of the army is 12 troll-knights who wear chainmail and carry shield, spear and scimitar. They are commanded by the village's ruler, King Sikhlish of the Bloody Hand. The king also acts as the village's high priest. The village maintains a temple that contains an altar composed of bloody helms stacked atop one another, and a large adamantine gong.

The gong is designed to keep away the tutelary deity of the village, Kari, a wind spirit. Kari is actually a spirit troll that demands sacrifices of slaves and treasure. He dwells in a cave 2 miles south of the village. The gong must be sounded once per hour to set up vibrations that keep Kari at bay. Kari can still attempt to approach, but must pass a Will save (-3 penalty) to overcome the vibrations. When he does, he wreaks a terrible vengeance unless he finds a sacrifice and treasure waiting in his temple. The trolls assign a priest to sound the gong once per hour and to guard the sacrificial victim and treasure that are kept in the temple in case Kari gets through.

Treasure (Petty Trolls): 900 gp, 6,450 sp, 50,000 cp, 3 fancy stones, 3 gems, and a large sapphire (1,300 gp).

Treasure (Spirit Troll): 100 gp, 650 sp, Gold brooch (400 gp), silver necklace (90 gp), electrum urn (40 gp), platinum amulet (900 gp), *oil of magic stone*, *potion of healing* and *potion of darkvision*.

Petty Troll, Medium Giant: HD 3+1; AC 16; ATK 1 battleaxe (1d8) or longbow (1d8); MV 30; F12 R14 W14; AL Chaotic (NE); XP 300; Special: Regenerate (fire).

King Sikhlish, Medium Giant: HD 5+1; AC 17; ATK 1 +1 *light mace* (1d4+3); MV 30; F12 R14 W14; AL Chaotic (LE); XP 500; Special: Regenerate (fire); Gear—*Potion of healing*, *potion of delay poison*, *potion of endure elements*.

Spirit Troll, Large Giant: HD 8; AC 20 [silver]; ATK 2 claws (2d4) and bite (2d6); MV 30; F8 R11 W11; AL Chaotic (CE); XP 800; Special: Regenerate (sound), turn ethereal 3/day for 1 minute.

2601 Bastion of Eyes | Stronghold

The mountains in this hex are especially rugged, with only a single valley one mile wide connecting [2502] to Map I6, The Salt Barrens. The valley ascends to an elevation of 12,000 feet before again descending. The descent is drier than the ascent, though the valley is relatively lifeless on either side of the crest, being a plain of basalt with lichens and dwarf junipers.

Unfortunately, those attempting to use the valley to cross the mountains must contend with the Bastion of Eyes. The Bastion is a wall 100 feet wide and 210 feet tall that cuts the valley in two at the crest. On either side of the bastion there are the remnants of paved streets and foundations. The bastion itself is composed of cyclopean basalt blocks. Every 100' there is set in the wall a giant, leering eye. These eyes are about 10' in diameter, and they are clearly alive.

At the wall's middle there is a massive bronze door decorated with weird glyphs. It leads into a dungeon that must be traversed to get to the other side of the wall. This dungeon has been taken over by the wizard Vayrus the Vain, who occupies one of the lower chambers with his three apprentices and his bodyguard Orgo the Ogre.

Orgo the Ogre, Large Giant: HD 4; AC 16; ATK 1 slam (1d6) or greatsword (2d6); MV 40; F10 R14 W15; AL Chaotic (CE); XP 200.

Apprentice, Human Magic-User: LVL 2; HP 2d4; AC 10; ATK 1 dagger +0 (1d4); MV 30; F15 R15 W12; AL Chaotic (CE); XP 200; Special—Spells per day (4/2); Spellbook—0—detect magic, detect poison, light, prestidigitation, read magic; 1—obscuring mist, sleep.

Vayrus the Vain, Human Magic-User: LVL 10; HP 25; AC 11; ATK 1 staff +3 (1d6); MV 30; F12 R11 W7; AL Chaotic (CE); XP 1,000; S12 D13 C10 I14 W13 Ch10; Special—Spells per day (4/5/4/3/3/2); Gear—Wand of magic missile [4], phylactery of faithfulness, potion of healing, potion of endure elements, potion of remove fear, potion of resist fire; Spellbook—0—detect magic, detect poison, disrupt undead, light, message, prestidigitation, read magic, touch of fatigue; 1—comprehend languages, detect secret doors, detect undead, hold portal, obscuring mist, sleep, true strike, ventriloquism; 2—darkness, rope trick, scorching ray, spider climb, stomp, whispering wind; 3—hold person, invisibility sphere, lightning bolt, spectral force, tongues; 4—

fire trap, minor creation, polymorph other, stone shape; 5—feblemind, interposing hand, passwall.

Beyond Vayrus' chamber there are many dangerous rooms, including the infamous Red, Blue and Green Rooms, and the kennels of a crossbreed of blink dog and hellhound. The other chambers are haunted by the restless spirits of dead beholders, beauteous gargoyles of white marble with icy claws, and other terrible monsters.

Blynkehund, Medium Magical Beast: HD 4; AC 16; ATK 1 bite (1d6 + 1d6 electricity); MV 40; F12 R11 W14; AL Neutral (LN); XP 400; Special—3/day spit lightning (30', 2d6 damage, Reflex for half).

2606 Silver Crusaders | Monster

An ancient ophidian temple complex in this hex has a new resident, a silver dragon called Brutinvale. The old dragon is a bit of a codger, and means to impose his will on the wasteland and make it safe for decent folk. To this end, he commands a cult of 12 silver drakkars. The drakkars are commanded by Vicar-Captain Plesh, a radiant female drakkar with a genius for tactics and a flair for leadership.

The drakkars wear armor of silvered scales and carry shields and silver light maces. Vicar-Captain Plesh carries a *+1 shield* emblazoned (cross argent on azure field).

Treasure: 4,900 gp, 5 fancy stones, a blue spinel (500 gp) and a *blessed book*.

Silver Drakkar, Medium Humanoid: HD 1+1; AC 18 (scale, shield); ATK 1 bite (1d4 + 1d4 cold) or silver light mace (1d4+1); MV 40; F15 R13 W13; AL Chaotic (CE); XP 100; Special—Resistance to cold, 1/day-paralyzing touch (Will save, 1d4 rounds).

Brutinvale the Silver Dragon, Medium Dragon: HD 10; HP 50; AC 19; ATK 2 claws (1d6) and bite (1d8); MV 40 (Fly 150); F8 R8 W7; AL Lawful (LG); XP 2500; Special—Cone of cold (30'), cone of paralyzing gas (30'), cause fear, sense hidden and invisible creatures, speech, resistance to cold, tread on clouds and gas as though walking on solid ground; Spells: 3/day—fog cloud, control winds; 2/day—feather fall.

2637 Astral Needle | Monster

The mountains in this hex hide a singular construction, a 600' tall needle-like tower, 30' in diameter, topped by a large "saucer" ringed by circular windows. What might have built the tower is a mystery. At the base of the metal construction there is an unlocked metal door which gives access to a circular stair. The stair ascends to the saucer. The saucer has three floors. The lower two are subdivided into empty triangular rooms. There is no hint here to their original purpose.

The third floor is not subdivided. It is vaulted and cold. On the ceiling a massive ooze pulses and writhes, a riot of shifting colors, with bursting bubbles that erupt into a thin mist.

The ooze is hypnotic and psionically very powerful. It can send out psionic tendrils that appear as a hazy pink mist. When these make contact with a human, they hit them as with the *ego whip* spell. The ooze can create as many as 16 of these tendrils, and they can strike anywhere in the room. See below for more information on the ooze.

The ooze can project illusions telepathically throughout the region, and has used this power to hide something for the past 50 years. Above all of the major population centers float giant black pyramids of starmetal. These pyramids are 500' x 500' at the base and 500' tall, and are manned by 100 scarlet ooze men that hail from a moon of the distant star Betelgeuse. They are here to collect information before they invade.

Each of the pyramids has its own such ooze, which power the pyramids, keep them afloat in the sky, and allow them to travel through the Astral Plane.

Scarlet Ooze Man, Medium Monstrous Humanoid: HD 2; AC 11; ATK 1 touch (1d6 + Poison I or II); MV 30; F15 R12 W13; AL Neutral (N); XP 200; Special—Immune to electricity.

Psychic Ooze, Huge Ooze: HD 16; AC 3; ATK 16 tendrils (1d4 Cha + dazed 1 round); MV 20 (Climb 20); F4 R7 W4; AL Neutral (N); XP 4,000; Special—Immune to electricity and mind effects, vulnerable to sonic damage, weapon resistance; Spells—Continuous—*cause fear, mental barrier, true seeing*; At will—*clairaudience, clairvoyance, detect thoughts (ESP), levitate, phantasmal force, wizard eye*; 3/day—*choke, mind fog, nightmare* (up to 6 miles away), *phantasmal killer* (up to 6 miles away), *probe thoughts*; 1/day—*astral projection, dominate person, mass charm, psionic blast*.

2643 Hot Casket | Monster

A shallow cave in this hex holds a brass casket studded with twenty firestones (worth 25 gp each; the whole is worth 750 gp). The casket is *wizard locked*, and contains a fire snake.

Fire Snake, Medium Magical Beast: HD 3; AC 15; ATK 1 bite (1d8 + 1d6 fire); MV 30 (S30); F12 R12 W17; AL Neutral (N); XP 300; Special—Immune to fire, heat aura (1 point of fire damage per round in 15' radius).

2705 Agh | Settlement

Agh is a village of camel herders, cloth weavers and raiders situated on the slope of the mountains. It is a dismal place built of grey stone. The people that dwell here are a crossbreed of humans and gnolls called gnoll-men. They look like pugnacious, ratty humans with large, yellowing canine teeth and yellow eyes that rarely blink. Their native tongue is gnoll, but they also speak the common tongue with a robust growl.

The village is home to 85 gnoll-men, with another 765 living in tent encampments near the main village. Agh is a collection of mud-brick huts with domed roofs. The village is surround-

ed by a low mud-brick wall 4' tall. It has a single deep well surrounded by a pool that the people use for drinking water, washing and bathing.

The gnoll-men raise camels and sheep, using the wool to weave fine cloth. They also farm and conduct trade with Azsor and the salt people who dwell in the Salt Barrens.

The gnoll-men are conniving, greedy folk and each one is an expert at contract law. They dwell in small families (136 families in all), each governed by a patriarch. The families keep the peace through gift-giving, arranged marriages, deal-making and threats of violence.

Gnoll-Man Warrior, Medium Humanoid: HD 1+1; AC 16 (studded leather, shield); ATK 1 trident (1d6+1); MV 30; F13 R15 W15; AL Chaotic (NE); XP 50; Special—None.

2708 Lace Merchant | Monster

A lace merchant from Agh [2705] is traveling through this hex with a caravan of seven camels (with drivers armed with muskets) and 9 light horsemen in studded leather armor with tridents and composite bows. The lace is worth 6,000 gp.

The lace merchant is called Kerki. He is a gnoll-man, with especially yellow teeth (a trait of male beauty among the gnoll-men). He wears a turban of blue silk, a mail shirt and he carries a trident, shield and curved dagger.

Kerik is distracted by problems at home. His new son-in-law is a useless layabout, and he would be glad to be rid of him. In fact, he might even be willing to pay for such a service.

Gnoll-Man Camel Driver, Medium Humanoid: HD 1+1; AC 13 (leather); ATK 1 long knife (1d6) or composite bow (1d6+1); MV 30; F13 R15 W15; AL Chaotic (NE); XP 50; Special—None.

Gnoll-Man Warrior, Medium Humanoid: HD 1+1; AC 16 (studded leather, shield); ATK 1 trident (1d6+1); MV 30; F13 R15 W15; AL Chaotic (NE); XP 50; Special—None.

Camel, Large Animal: HD 3; AC 13; ATK 1 bite (1d4); MV 50; F11 R11 W17; AL Neutral (N); XP 150; Special—None.

Kerki the Trader, Medium Humanoid: HD 3+1; AC 17 (mail shirt, shield); ATK 1 trident (1d6+1); MV 30; F12 R14 W14; AL Chaotic (NE); XP 50; Special—None.

2717 Warlord's Cairn | Monster

This entire hex is considered taboo by the Azsor and Runa, for it holds the burial cairn of Kann, the ancient war lord who once commanded the Qum'al clans against the hordes of the Purple Emperor Ulu-Than. Kann was said to descend from the gods, and thus he was immortal. While Kann was not able to die of old age, he was able to grow exhausted with age. In his

100th summer he commanded his people to construct this cairn that he might retire and sleep in peace. This they did, and the legend was born of Kann sleeping through the centuries until his people needed him again, at which point he would awaken and lead them to victory.

The cairn is 200' in diameter and 40' tall. It is now a grassy hill with no discernable entrance, though the shamans of the Runa are said to know the secret chants required to open it.

If those words are chanted a portal opens on the west side of the hill. The portal leads into a labyrinth with stone walls decorated with the distinctive animal and warrior figures of the Runa in chalk and ochre. The passage is as quiet as a tomb at first, but then one hears and feels a rhythmic wind in the passage, like somebody breathing.

At the center of the labyrinth there is a stone slab carved with runes of power. On this slab lies the body of Kann, looking as though he is sleeping and had entered the cairn no more than an hour ago. His spear lies on his chest, his other weapons at his feet and his armor is propped against the slab. Eleven sarcophagi of red stone ring the chamber, each decorated with a crude painting of a Runa warrior in a tall helm with a horse-hair crest.

When people enter the central chamber, the sarcophagi open to release eleven Runa warriors, now wights, who level their spears at the adventurers but do not advance. One of them steps forward and points his spear at three images drawn on the upper walls of the chamber. These images are:

1. An adventurer accepting a lock of hair from the head of the Queen of Mabb, and then weaving that hair into a cloak.
2. An adventurer cutting the heart from a mountain giant and then using the blood to dye the cloak in the previous image
3. An adventurer stealing a white dragon's gold and then melting it down and forging it into a brooch to fasten the cloak from the previous images

These are the quests that must be completed to awaken Kann from his slumber. When the cloak is finished, it must be laid upon Kann and words of power must be spoken by druids or clerics. Kann is a demigod, so he may be the best chance the Azsori have to defeat the evil demigod Züza [1317] that has taken up residence in the region.

If the body is disturbed, the wights attack. Each level that the wight's drain from a person restore a part of the wight's life force. If a wight steals four levels, he returns to life as an 8th level fighter. Any wights spawned before they are restored remain as guardians in the chamber.

Wight Warriors, Medium Undead: HD 4+2; AC 17; ATK 1 spear or slam (1d4 + energy drain 1 level); MV 30; F14 R14 W11; AL Chaotic (LE); XP 1000; Special—Spawn.

Kann's Bodyguard, Human Fighter: LVL 8; HP 8d8+8; AC 18 (breastplate, shield); ATK 2 +1 spear +9 (1d8+2); MV 30; F9 R11 W12; AL Neutral (LN); XP 800; S16 D13 C13 I9 W11 Ch10; Special—Dominate foes.

Kann, Human Demigod of Strength*: LVL 16; HP 83; AC 23 (studded leather, shield); ATK 1 greatsword +17 (1d10+5); MV 30; F4 R5 W3; AL Lawful (LN); XP 1,600; S22 D11 C13 I9 W16 Ch12; Special—One resurrection of self, plea for divine assistance (spells up to 6th level), magic resistance 16%.

*The demigod class can be found on the *Land of Nod* blog

2719 Tigresses | Monster

A trio of weretigresses is hunting in this hex. They have taken down a woolly rhino. One has had her fill and is cleaning her paws in the sunshine, still in the form of a tiger. A second is on top of the corpse, eating. The third sits nearby in the form of a Runa woman with majestic golden eyes. She is dressed in leathers, and a tiger skin cape is slung on her shoulders.

Treasure: Between the three, they carry 1,100 gp in leather sacks. The leader, in human form, carries a +2 scimitar that sheds silvery light in the presence of evil.

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

2721 Wild Cattle | Monster

A herd of 300 wild cattle live in this hex. They have of late been preyed on by a pack of dire wolves. There is a 1 in 6 chance per day of adventurers being caught in a stampede (Reflex save or 3d6 damage) or encountering the wolves.

Cattle, Large Animal: HD 5; AC 13; ATK 1 gore (1d8); MV 40; F10 R11 W16; AL Neutral (N); XP 250; Special—Stampede.

2732 The Golden Ishkhan | Stronghold

Voskar is a warrior known as the *Golden Ishkhan*. He rules this valley and the villages in it with a very light hand, granting the village's autonomy in their own affairs and only taking charge when faced with external threats.

The Golden Ishkhan is a tall, handsome man, well-muscled and golden skinned. He normally wears a loose tunic, trousers and leather boots, with minimal ornamentation. Some might mistake him for a peasant. In battle, he dons platemail armor and a cloak of golden eagle feathers (*cloak of protection* +2) and wields a magic battleaxe called the *cosmic axe*.

Voskar's fortress is a small shell keep. He maintains a small force of 13 men-at-arms, all heavy cavalry, and keeps on his staff the wizened (and usually tipsy) shaman Harbat and the young and enthusiastic elven magician Khandavara. The trio along with two or three warriors can often be found patrolling the hex and visiting the villages.

Treasure: 4,000 gp, leather bracers set with rubies (1,200 gp), *scroll of daylight* (rolls onto a tube of moonstone worth 750 gp) and *oil of invisibility*.

Khandavara, Elf Magic-User: LVL 4; HP 0; AC 0 (type); ATK 1 dagger +0 (1d4-1); MV 30; F14 R14 W10; AL Lawful (CG); XP 400; S6 D9 C9 I15 W14 Ch8; Special—Elf abilities, spells per day (4/4/2); Gear—*scroll of daylight* in moonstone tube (1,500 gp); Spellbook—0—acid splash, dancing lights, detect magic, disrupt undead, flare, prestidigitation, read magic; 1—fool's gold, ill omen, shocking grasp, summon monster I, true strike, unseen servant; 2—charisma, ego whip, pass through element.

Harbat, Oghur Druid: LVL 6; HP 28; AC 14 (padded, shield); ATK 1 spear +4 (1d8+1); MV 30; F9 R12 W9; AL Neutral (N); XP 600; S13 D13 C13 I11 W13 Ch11; Special—Oghur abilities, spells per day (5/4/3/2), move through undergrowth, leaves no trail, +2 save vs. energy spells, shapechange.

Voskar, Oghur Fighter: LVL 11; HP 43; AC 20 (*platemail, cloak of protection* +2); ATK 3 *cosmic axe* +13 (1d8+3); MV 30; F8 R10 W11; AL Lawful (NG); XP 1,100; S15 D13 C11 I10 W10 Ch11; Special—Oghur abilities, dominate foes.

The *cosmic axe* is a +2 battleaxe of black starmetal that absorbs light. Once per day it can launch a bolt of cosmic energy that deals 3d6 points of damage (roll to hit, energy affects all creatures, including gods). Outsiders struck by the energy or the axe must pass a Will save or be sent back to their home plane (only one save is ever required in a single battle).

2736 The Hand of Yodd | Stronghold

The cosmos is a weird place (at least Nod's cosmos is) and one of its weirder inhabitants dwells in this hex.

From the outside, the large castle in this hex does not appear to be abnormal. It is constructed of basalt blocks and has domed towers and a domed keep. The castle is home to 95 warriors, including nine elite warriors who ride into battle on griffons. The warriors of the castle wear white surcoats over their chainmail armor, and are either armed with longbows and scimitars or pole axes and daggers.

The castle has a steward, a cleric of light called Chrag, who acts as the owner's major domo and representative to the outside world. The aforementioned owner is Marveno. Marveno is the disembodied right hand of a cosmic giant. The hand has blue skin, a large unblinking eye in the palm and

numerous magic tattoos. Marveno is Lawful (LG), and he does his best to protect the region from the forces of evil.

Until nightfall, that is.

After dark, the castle and its inhabitants shift. This castle is occupied by 95 bandits, as well as nine berserkers mounted on griffons (yeah, the griffons look the same). The steward is called Nelb, an anti-cleric of darkness, and the owner is Skhena, the crimson left hand of the cosmic god, with the same unblinking eye and magic tattoos. Skhena is a force for chaos and evil in the region.

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

Fighter of Light, Human Fighter: LVL 1; HP 1d8; AC 15 (chainmail); ATK 1 weapon; MV 30; F13 R15 W15; AL Lawful (LG); XP 100; Special—Dominate foes.

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

Berserker, Medium Humanoid: HD 2; AC 12 (shield); ATK 1 weapon; MV 30; F12 R15 W15; AL Chaotic (CE); XP 200; Special—Berserk rage (2 attacks per round), immune to fear.

Marveno / Skhena, Large Outsider: HD 12; AC 18; ATK 1 slam (2d6); MV 30; F6 R7 W4; AL Lawful (LG) / Chaotic (CE); XP 1,200; Special—Resistance to cold and electricity, magic resistance 18%; Spells—At will—*detect magic*, *detect thoughts*, *know alignment*, *mage hand*; 3/day—*interposing hand*; 1/day—*forceful hand*, *grasping hand*, *crushing hand*.

2739 Fungal Idol | Wonder

This hex holds a volcanic plain high in the mountains and surrounded by jagged cliffs of an opal hue. Within the caldera, the ground is heated from below. A strange stone pillar rises from the plain like an abstract, twisted sculpture. Around it, gangs of fungal creatures writhe and dance to an unheard rhythm emitted from the idol. The fungi do not appear to be dangerous.



2745 Colorful & Deadly

A very old ruined castle in this hex looks down a broad valley that descends into the foothills. One can see the Olm River from the highest tower in the castle.

The ruin is now occupied by the sorceress Mazduri, a beautiful Ruzigar woman with uncharacteristic red hair. Mazduri dresses to impress and distract and has a very flirtatious manner which some find grating and others irresistibly fun. She dresses in colorful veils and gowns with ample jewelry and belts made of coins.

Mazduri's castle is guarded by 27 butterfly-men, rare creatures drawn from a sub-dimension of

fairy. The butterfly men look like lithe, athletic male warriors with glossy black skin and large, segmented eyes and two antennae that look something like large feathers. These antennae can, once per day, send out a wave of vibrations that causes fatigue (per the spell *wave of fatigue*). From their backs emerge large, colorful wings of violet, orange and gold. They wear white loincloths and silver belts, and carry light maces.

The lower halls of the ruin are thick with undersized purple worms. They surround the tower in which the sorceress and the butterfly men dwell. Here, she keeps her Chamber of Dreams, where she meditates and entertains gentleman callers, her Chamber of Treasures, guarded by those purple worms, and living quarters for herself and her guards.

Mazduri has long desired King Mogg, but has never managed to seal the deal with him for he is notoriously loyal to his wife and even more suspicious of magicians. She enjoys tormenting and taunting him, but ultimately likes him very much and would come to his aid if summoned.

Treasure: 30 pp, 480 gp, 3,200 sp, 1,000 cp, 4 fancy stones, 1 gem, ornate halberd (310 gp), ornate composite bow (375 gp), ornate platemail (600 gp), *bag of devouring* and *scroll of inflict wounds*.

Butterfly Man, Medium Outsider: HD 2; AC 16; ATK 1 light mace (1d4+1); MV 40 (Fly 120); F12 R12 W12; AL Neutral (N); XP 200; Special—*Wave of fatigue* 1/day.

Mazduri, Ruzigar Sorcerer: LVL 11; HP 17; AC 11; ATK 1 silver dagger +4 (1d4) or +1 dart +6 (1d4+1); MV 30; F12 R10 W9; AL Neutral (CN); XP 1,100; S6 D13 C5 I11 W7 Ch18; Special—Ruzigar abilities, spells per day (6/7/7/7/6/4); Gear—*Scroll of charisma*, *scroll of endure elements*, *potion of charisma*, *wand of summon monster II* [7 charges]; Spells known—0—*acid splash*, *dancing lights*, *detect poison*, *disrupt undead*, *mage hand*, *message*, *open/close*, *prestidigitation*, *smoke image*; 1—*alarm*, *animate rope*, *change self*, *elemental weapon*, *expeditious retreat*; 2—*false life*, *fog cloud*, *locate object*, *spectral hand*, *wisdom*; 3—*fireball*, *gentle repose*, *hold undead*, *mental barrier*; 4—*bestow curse*, *cause disease*, *hallucinatory terrain*; 5—*dismissal*, *symbol of pain*.

2806 Exiled Gnolls | Monster

A warband of 35 gnolls dwells in this hex in rocky pits dug into the waste. They are mightily disgruntled, having been turned out of their mountain hold [2707] by their 55 females and 70 young for being so lousy at taking slaves and bringing home meat for their cook fires.

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

2810 Stranded Ubue | Monster

An ubue called Borshakep dwells in a cave here. The cave entrance is blocked by a thick curtain of furs and pelts. Beyond the curtain there is a small antechamber, bare save for a cave bear rug spread over a 10' deep pit. Beyond the antechamber there is a larger cavern furnished roughly with furs, pelts and a single workbench covered with tools. Some of the tools are crudely fashioned.

A strange construction sits next to the workbench. The object is composed of crystal and looks something like a giant armillary sphere. In the middle of the contraption there is a seat. The ubue puzzles over it, holding a brass rod studded with garnets, scratching one of its three heads and then rubbing one of its chins and then making an adjustment by waving the brass rod about and singing.

The contraption will take Borshakep back through the Astral Plane to its home world, the triple star Fomalhaut, if it can be repaired. Borshakep has tried to make it work through the use of many crystals and gemstones, but none have worked. What it needs to get it working is a crystal rod of the ancient elves. These are, of course, very rare and very dangerous.

Treasure: Tools, 500 gp in precious stones.

Ubue, Large Giant: HD 3; AC 18; ATK 3 clubs (1d6); MV 20; F11 R14 W13; AL Neutral (CN); XP 150; Special—15% chance the heads argue with one another in a situation.



2827 Arsenical Abbey | Stronghold

Lord Arsenic, a King of Elemental Earth, is worshipped in an abbey of obsidian by a cult of Oghur assassin-priests. The abbey appears to grow from the surrounding basalt stone and is set on a small island in the middle of a grey, tranquil lake. A magic command work (*sikvid-kosta*) causes a basalt causeway to emerge from the lake, allowing passage to the front door of the abbey, a single door of polished black oak studded with nails of arsenical silver that form a skull and crossbones.

The assassin-priests of the abbey wear grey vestments, wrapping their faces and bodies tightly, and wearing gray tunics, trousers and cloaks over this body wrapping.

The thirteen adepts conduct strange rituals in the abbey, ingesting small amounts of poison to build up a resistance to it. They also keep an impressive reptile house with all manner of poisonous beasts.

The inner sanctum is a tapering room with a high ceiling that ends in an octagonal skylight. On one wall there is a bas-relief of Lord Arsenic. His face is geometric and grave. Below it, there is a small bowl of arsenical silver holding holy poison (acts as Poison III and holy water).

The abbey is under the governance of Father Zahar, a pitiless Oghur with thin lips and brooding eyes that suggest terrible inner turmoil. He is willing to entertain visitors in the abbey's

dining hall, where they serve bitter herbs and bread and thin soup. Here, he discusses contracts and donations to his temple. After dinner, adventurers who have taken out a contract or made a donation are given a room for the night. The room is very sparse and uncomfortable, and adventurers will be locked inside for the night.

If no contract or donation is made the adventurers are bid a good night and turned away. The priests give 10 minutes head start and then attempt to hunt them down and kill them.

Treasure: 1,870 gp, 5,000 cp, 5 fancy stones and 4 gems.

Assassin-Priest, Oghur Assassin/Druid: LVL 1/1; HP 2d6; AC 11 (padded); ATK 1 dagger +0 (1d4 + Poison III); MV 30; F13 R13 W13; AL Chaotic (NE); XP 100; Special—Poison use, backstab x2, druid spells per day (3/1).

Father Zahar, Oghur Assassin/Druid: LVL 10/10; HP 37; AC 11 (padded); ATK 1 +2 dagger +8 (1d4+2 + Poison IV); MV 30; F8 R8 W8; AL Chaotic (NE); XP 1,000; Gear—*Scroll of protection from good*, *oil of levitate*; Special—Poison use, backstab x3 (paralyze or kill), assassin spells (1/1), druid spells per day (6/4/4/3/3/2), move through undergrowth, leaves no trail, +2 save vs. energy spells, shapechange, immune to poison.

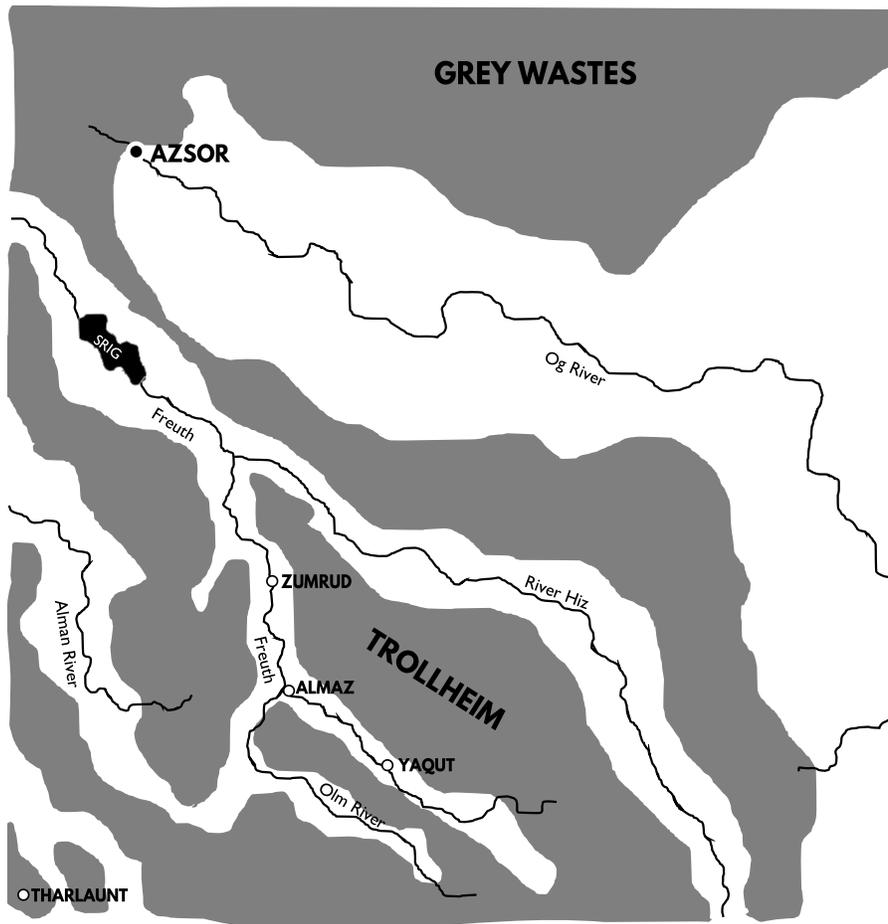
2839 The Blazing Pit of Aldoroth | Dungeon

Those tramping through this hex may come upon a blasted plateau of basalt, devoid of life. Atop this plateau there is a 20' diameter pit surrounded by 13 pillars, each surmounted by a ball of fire that hisses and spits when people come near them.

The pit has a circular stair winding down into the earth. As one descends, they discover that the pit's sides taper inward. The stairs end 40' below the earth at three doors of copper, gold and silver. The gold door means almost certain death, for when opened a wave of acid is released. Anyone in front of the door must pass a Reflex save or be knocked prone. Anyone standing in the bottom of the pit suffers an immediate 1d6 points of acid damage. The acid then begins filling the pit, and eventually fills half of it. The acid deals 1d6 points of acid damage per round. It takes an hour for the acid to drain. When it does, adventurers will find the gold door closed and the trap reset.

The copper and silver doors access the dungeon known as the Blazing Pit of Aldoroth. It is a fiery dungeon of weird radiations and bizarre creatures that shift in and out of dimensions and infect adventurers with bizarre curses. At the lowest level of the dungeon, they must face a time-shifting spider-thing called Aldoroth, who guards one of the *crystal rods* of the ancient elves.

In the next issue ... the second half of the Trollheim hex crawl plus the gods of Og!



GAME VARIANT

d20 MECHA II: GEAR

Written by Luke DeGraw
Art by S Trent Troop

Editor's Note: This is the second 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 second part covers the gear that one might use for such a game. The first part last issue covered player classes, and the third will cover the mecha.

Adventurers planning to head out in their giant robot and cause trouble need more than just their 20 ton metal suit. The following items of equipment just might come in handy.

Beginner's Adventure Pack

Backpack, external frame (20 credits): Three large main storage areas, many smaller pockets, straps for securing items, belt for weight distribution

Sleeping bag, lightweight, heat-reflective, reversible (30 credits): Reflects 95% radiant heat and compacts into a 2 1/2ft x 4 inch roll. Normally reflects heat inward to preserve body heat, can be reversed to reflect external heat.

Marker, paint, oil-based (1 credit): Writes on most surfaces.

Lighter/heating element, rotary crank charged (7 credits): Uses simple lighter fluid, heating element ignites fuel and can be used to ignite tinder without fuel. 10 cranks equals 1 ignition, can store up to 50 ignitions. Regular use: Fuel lasts a week, ignition indefinitely (assumed that the player charges it at least 3 times a day).

Flashlight/Lantern, electric, internal battery (15 credits): Tight-beam flashlight 100ft x 5ft or wide-beam lantern with 60 ft. radius of illumination. Regular use: 1 week; 12 hours maximum duration, 2-hour charge time.

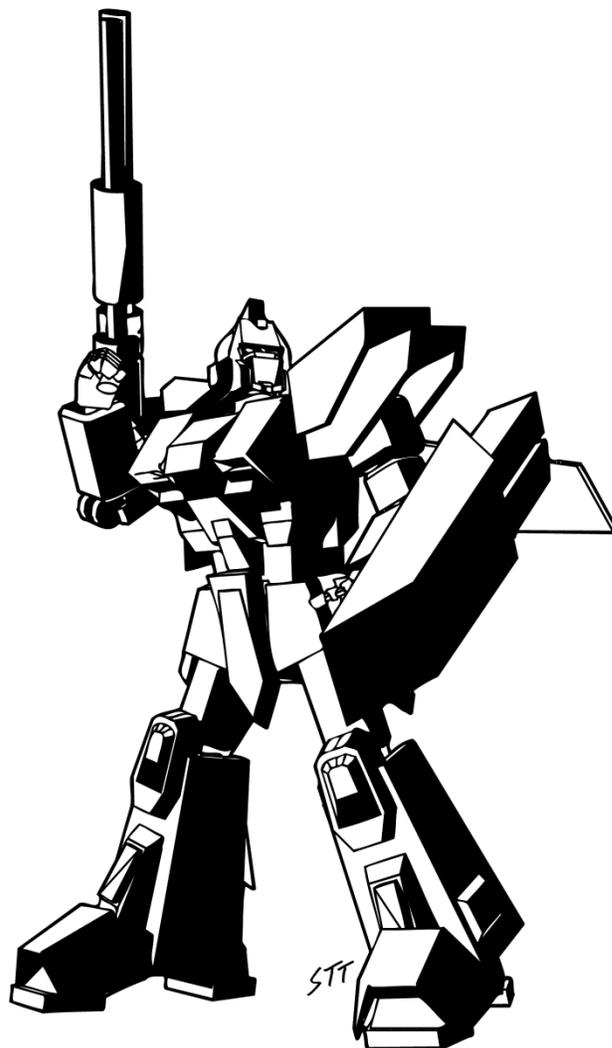
Rope, nylon, 50ft (10 credits)

Belt, utility (20 credits): Eight small compartments, accessible as a half-action when worn.

Pants and shirt and shoes, spare set: Player's choice. Cost is variable; 50 credits average

Personal Data Assistant (100 credits): Can connect to wireless networks and other PDAs to look up or communicate information. It includes an internal inertial and geosynchronous satellite GPS system with maps for navigation.

Radio, hand-held, transmitter and receiver (50 credits): Can pick up broadcast radio waves from large transmitters, such as radio stations, emergency broadcast systems and police channels. It can also transmit on over 100 short-range high-frequency channels. Transmission range is 10 miles on direct or near-direct line of sight (flat terrain, broadcasting from the side of a mountain), 5 miles out of line of sight (mountains or buildings in the way). It includes a scanner that scans all police and private channels until it detects a broadcast. Regular use: 1 week, 12 hour maximum transmission time, 2-hour charge time.



Water bottle, 16 oz., steel, removable bite-and-suck straw, insulated, rigid carry/attachment loop (20 credits) OR two (2) flasks, 8 oz., steel, leg contoured (10 credits each)

Armor

Armor types have varied durability depending on their construction type.

Bullet-resistant armor is just that, bullet-resistant. For every bullet that strikes, the armor receives a 5% cumulative chance to fail on the next hit. When it fails, it will no longer provide protection. Bullet-resistant armor is intended to be replaced often. Note that bullet-resistant armor provides no benefit against energy weapons, but it functions normally against bladed weapons and blunt force trauma.

Ablative ceramic armor is designed to break away in pieces when struck by bullets. It is much more durable than bullet-resistant armor, and therefore only receives a 2% cumulative chance to fail on the next hit. It also has a reflective coating that makes it effective against energy weapons.

Dragon skin is modern scale armor, made of overlapping laminated discs. It offers good, flexible protection from attacks. Dragon skin is slightly less durable than ablative ceramic armor, receiving a 3% cumulative chance to fail on the next hit. It also has a reflective coating that makes it effective against energy weapons.

Ballistic plate armor is heavy armor that can only be used by trained characters. It only receives a 2% cumulative chance to fail when struck by a critical hit. It has a reflective coating that makes it effective against energy weapons.

Light powered armor is essentially ballistic plate armor with a powered exoskeleton. The exoskeleton relieves the user of the weight of armor, allowing for regular movement. It does not provide any additional strength or carrying capacity to the user. More advanced powered armors are detailed in TGRCS.

Bullet-resistant Armor

Type	AC	Special	Cost
Vest	+1	None	50
Jacket	+2	None	100
Suit	+3	-5 Move	150
Helmet	*	None	25

Ablative Ceramic Armor

Type	AC	Special	Cost
Vest	+3	None	600
Jacket	+4	-5 Move	900
Suit	+5	-10 Move	1200
Helmet	*	None	300

Dragon Skin

Type	AC	Special	Cost
Vest	+5	-5 Move	2000
Suit	+6	-10 Move	3000
Helmet	*	None	1000

Heavy Armor (Available only to the Assault Commando)

Ballistic Plate

Type	AC	Special	Cost
Vest	+6	None	7000
Jacket	+7	-5 Move	10,000
Suit	+8	-10 Move	18,000
Helmet	*	None	3500

Light Powered Armor

Type	AC	Special	Cost
Suit	+8	None	30,000
Helmet	*	None	6000

* A helmet's AC is equal to the AC of the armor worn with it. The helmet's AC is only applicable against attacks striking the head.

Ammunition

Pistol and submachine gun ammunition costs 10 credits/50 rounds, or 1 credit/3 rounds.

Shotgun ammunition costs 10 credits/20 rounds, or 1 credit per round.

Assault rifle ammunition costs 100 credits/300 rounds, or 1 credit/2 rounds.

Sniper rifle ammunition costs 5 credits/10 rounds, or 1 credit per round.

Machine gun ammunition costs 100 credits/300 rounds, or 1 credit/2 rounds.

Concealable Ranged Weapons

TYPE	DAMAGE	RANGE	BURST	ROUNDS	RELOAD	COST
Pistol						
Revolver	1d6	20'	1	6	1 action	400
Auto-loading	1d6	15'	1	10	1/2 action	600
Breech-load	1d8	25'	1	1	1/2 action	800
Shotgun						
Break-action	1d10(2d10)	10'	1 or 2	2	1/2 action	400
Pump-action	1d10	10'	1	6	1&1/2 actions	600
Auto-loading	2d8	10'	2	8	1&1/2 actions	1000
Assault	1d8	15'	1	12	1/2 action	2000
Submachine Gun						
Light	2d6	30'	3	30	1/2 action	1200
Heavy	2d8	30'	3	30	1/2 action	2000

Non-concealable Ranged Weapons

TYPE	DAMAGE	RANGE	BURST	ROUNDS	RELOAD	COST
Assault Rifle						
Light	3d6	40ft	5	30	1/2 action	1500
Heavy	3d8	40ft	5	20	1/2 action	2000
Sniper Rifle						
Bolt-action	3d6	100ft	1	5	1 action	1000
Auto-loading	3d6	80ft	1	10	1/2 action	1800

Non-concealable Heavy Weapons (Available only to the Assault Commando)

Type	Damage	Range	Area of Effect	Burst	Rounds	Reload	Cost
Machine Gun							
Light	5d8	30ft	0ft	10	100	1 action	2500
Heavy	5d10	30ft	0ft	10	100	1 action	4000
Sniper Rifle							
.50 Caliber	5d10	150ft	0ft	1	1	1 action	3000
Rocket Launcher							
Light	5d12	50ft	5ft	1	1	2 actions	2000
Heavy	5d10x2	50ft	10ft	1	1	2 actions	5000

.50 Caliber ammunition costs 50 credits/10 rounds, or 8 credits per round.

Rocket launcher ammunition costs 50 credits per round.

All weapons that can hold more than one round can be reloaded via detachable box magazines, ammo clips, or speed loaders. These items are ubiquitous and therefore only cost 10 credits each. The reloading time assumes these items are used to quickly resupply ammunition; reloading a magazine,

clip, or speed loader during combat is limited to three rounds per combat round.

All weapons, with the exception of rocket launchers, can be purchased in energy variants. Energy weapons have the same range as their ballistic counterparts, but they deal an additional +2 damage and have +50% ammo capacity. The cost of an energy weapon is derived by multiplying its ballistic counterpart's cost by 10. Removable energy power sources (energy magazines, e-clips, or just batteries) can be recharged with

standard electrical systems at a rate of 1 round per minute OR from fusion reactor systems at a rate of 5 rounds per minute. Energy weapon batteries can be purchased for 50 credits each. Arms dealers will likely have at least a few fully charged batteries on hand and will swap a working depleted battery for a charged one for a fee.

Weapons fire their burst amount each time they are fired. Variable rate fire weapons are denoted, such as the break-action shotgun.

Optics

Binoculars, x2-x10 variable zoom (400 credits): Zoom range 300 ft.; Objects up to 300 ft. away appear as if they were right next to the user.

Image intensifier, binocular, optional IR emitter, optional head mount (1,000 credits); Range without IR emitter: 50 ft.; Range with IR emitter: 150 ft.; Commonly referred to as "night vision goggles", the IR emitter from an image intensifier acts as an "invisible" source of light that increases clarity and range. However, this light is plainly visible to other image intensifiers. They come with a web-gear head covering to mount the unit for hands-free operation. May also be mounted to any helmet or integrated into a powered suit's helmet.

Thermal imager, binocular, optional head mount (2,000 credits); Range: 75 ft.; Converts thermal energy into a color-coded visual image. Thermal imagers cannot be obscured by smoke, fog or other hazes. Mounts on the head or helmet exactly like the image intensifier.

Tri-Nocs: Monocular, x1-x10 variable zoom, image stabilized, optional image intensifier, optional IR emitter, optional thermal imager, head-mounted (5,000 credits); Image intensifier range without IR emitter: 50 ft.; Image intensifier range with IR emitter: 150 ft.; Thermal imager range: 75 ft.; Zoom range: 350 ft.; Combines the usefulness of a normal zoom lens, image intensifier, and thermal imager into one package. The two disadvantages are that the unit only allows monocular vision (each vision mode only has one lens) and, due to its size, it must be worn on the head or mounted to a helmet. The image stabilizer slightly increases the range of the zoom lens.

Drugs

Drugs come in 2 forms: A quick application, 1 dose "pen" syringe or a longer lasting, but less effective, epidermal patch. Some drugs have a negative side effect after the primary effect has worn off. Apply these effects immediately after the duration has ended. Pens have duration of 1d6 x 5 minutes. Patches have duration of 1d6 x 2 hours. The stated cost is for one pen syringe or 3 patches.

Adrenalin (strength enhancer and anesthetic) (700 credits)

Pen: +3 Strength, +15 temporary hit points; must be injected into the heart; Negative: -5 HP (cannot reduce HP below 0), weepy for 1d6 minutes (if conscious)

Patch: +1 STR, +5 Temp HP; Negative: -2 HP (cannot reduce HP below 0)

Amphetamine (low-grade cognitive enhancer) (300 credits)

Pen: +3 INT, +1 AGI; Negative: -2 INT/WIS for 1 day

Patch: +1 INT, +1 AGI; Negative: -1 INT for 12 hours

Nootropic (high-grade cognitive enhancer) (1,000 credits)

Pen: +5 INT, +3 AGI

Patch: +2 INT, +1 AGI, no sleep deprivation effects

Recombinant Activated Human Factor VII (advanced coagulation agent) (5,000 credits)

Pen: +10 HP, +10 Temp HP, prevents bleeding

Patch: +5 HP/hour, +5 Temp HP, prevents bleeding

Within reason, any other item available in popular tabletop role playing games is available for purchase. Multiply cost in gold by 10 for price in credits. Convert all silver or copper prices into gold and then multiply. If number is less than 1, the price is 1 credit.

Next issue: Part III, with stats for great big metal kill machines!

CAMPAIGN

THE WORLD OF ATLANTIS

Painting by Lawrence Alma-Tadema

Map by John Stater

Last year, when I was working on the Dweomer Bay hex crawl (see NOD 20), I delved into the lore of Atlantis to get ideas for what to do with the aquatic elves in my setting. In the process, I came upon Madame Blavatsky's Theosophy and her thoughts on Atlantis. As I read up on her imagined Atlantis, I could not help but see fertile ground for a science-fantasy campaign. What follows is an outline that folks might find useful.

The theosophists originated the idea of "root races", or races

of creatures that preceded modern human beings.

These root races were supposedly our forebears, and indeed shared the planet with us at a time in the very distant past. In these days long forgotten, Earth was very different than the planet we know today, geographically-speaking. The theosophists worked off of the theory popular at the time that continents could sink into, and be raised from, the ocean depths, thus changing the face of the earth. The most famous of the sinking continents was, of course, Atlantis. Understanding continental drift as we now do, we know that Earth's continents were configured differently back in the day, but we also know that this was not due to continents sinking or rising from the ocean floor.

A Theosophy-inspired campaign might be set in the waning days of Atlantis, when the civilization was no longer at its height. This idea ties into the implied setting in many fantasy games of a medieval civilization built on the ruins of a more highly advanced one.

In our campaign, Atlantis isn't yet at the point where it is sinking into the sea. The campaign also assumes that all of the other root races still exist on Earth. That gives us the "multiple races" concept we need for good and proper fantasy gaming. This article will use Madame Blavatsky's root races only



as an inspiration, altering them to make them more playable in a fantasy role playing game.

The first step in building this campaign is to understand the geographic layout of Atlantis' Earth. Then, we can meet the intelligent peoples that inhabit that Earth.

Atlantean Geography

The world of Atlantis (you can see the map on the next page) consists of numerous continents and islands, including Atlantis, Lemuria, Mu (arguably two continents) and Hyperborea (which comes from the works of Clark Ashton Smith rather than Madame Blatavsky).

Being something of an island world, one imagines many sea-going cultures and perhaps a higher degree of naval technology than that of Medieval Europe. It might also be a good idea to adapt many different styles of sailing vessels to the different cultures – one might use Viking style longships while another uses Greek galleys and still another cogs, caravels and galleons.

Assuming a climate similar to modern Earth, Atlantis would be temperate, while Lemuria and Mu would be tropical and sub-tropical, with savannah in the south, steppe in the north and a desert cutting through the middle of Mu.

Perhaps the desert peoples are traders, leading caravans of camelops or other prehistoric animals across the sands. The steppe and savannah people would likely be nomads, with fortified settlements along the coasts designed to keep those raiders and plunderers at bay.

The settlements are probably independent city-states or leagues of city-states, with perhaps one world-spanning maritime empire to act as a foil to the players' own dreams of empire building.

The Root Raes

Elders (The First Race)

Medium Aberration, Neutral (N)

Hit Dice: 1
Armor Class: 10 [Silver]
Attack: By weapon
Movement: 30
Saves: F15 R15 W13
Intelligence: Average
No. Appearing: 1d8
XP: 100 (CL 2)

The first race, the eldest race, was an ethereal people. These creatures are actually composed of etheric matter, which in *Blood & Treasure* terms means they can only be hit with silver and magic weapons.

The original elders were formed when Earth was still cooling. Their ethereal bodies were unaffected by the heat, but their modern descendants are less etheric. They reproduce by division, as amoebas, and are the forebears of the second root race (see below).

The modern elders are halfway between their purely ethereal forebears and their golden skinned descendants. They have silvery skin, are slight and graceful, can walk through walls on occasion, but are otherwise as vulnerable as humans to cold, heat and physical duress. Their slight forms make them quiet. Because they reproduce by dividing, the elders are asexual. They can be found all over the primordial world, but their home is Mount Meru, an ethereal and invisible mountain at the center of all creation.

Elders as Characters

Elders are medium-sized creatures with a base land speed of 30 feet per round. They have darkvision to a range of 60 feet and a knack for moving silently. Since the matter of their bodies is only about 90% material, they suffer a one point penalty to starting strength, but gain a one point bonus to starting dexterity. An elder's starting ability scores cannot be reduced below 3 or increased above 18 due to these modifiers. Once per day, an elder can force their bodies to become completely ethereal, per the *ethereal jaunt* spell, for 1 full minute. In addition, an elder can reduce its solidity enough to reproduce the effects of the *blur* spell for a total of 1 minute per day. Elders can multi-class as fighter/thieves, thief/magic-users and thief/clerics.

Kimpurshas (The Second Race)

Medium Humanoid, Neutral (N)

Hit Dice: 1
Armor Class: 13 (leather, buckler)
Attack: By weapon
Movement: 30
Saves: F13 R15W15
Intelligence: Average
No. Appearing: 1d8
XP: 100 (CL 2)

The second root race is the Kimpurshas, who are sometimes called Hyperboreans. The Kimpurshas are golden-skinned humanoids who reproduce by budding, and are thus also asexual like the Elders.

The Kimpurshas hail from the tropical northern continent of Hyperborea. Once upon a time, the continent was tropical because Earth had not yet received its axial tilt. In time, the planet tilted and the continent was shattered and altered, so that the Kimpurshas had to move on. They can still be found in the world as nomadic sea peoples, sometimes merchants and sometimes pirates, moving about in ancient galleys.

Kimpurshas as Characters

Kimpurshas are medium-sized creatures with a base land speed of 30 feet per round. They have darkvision to a range of 60 feet. Possessed of vril (mystic energy) in their veins, they enjoy a one point bonus to their starting charisma scores due to this infusion of energy, but suffer a one point penalty to their starting intelligence scores due to their primitive lifestyle. A kimpursha's starting ability scores cannot be reduced below 3 or increased above 18.

A Kimpursha's magical blood gives them a +3 bonus to save vs. magical effects and a +1 bonus to all other saves. Since Kimpurshas are nomads of the waves, they have an innate knack at predicting the weather and a knack for keeping their balance. Their climb speed up non-sheer surfaces (i.e. where they have hand-holds) is 15 feet per round. Kimpurshas can

multi-class as sorcerer/fighters, sorcerer/thieves and sorcerer/clerics.

Shalmalians (The Third Race)

Medium Humanoid, Neutral (N)

Hit Dice: 1

Armor Class: 16 (scale, shield)

Attack: By weapon

Movement: 30

Saves: F13 R15W15

Intelligence: Average

No. Appearing: 1d8

XP: 50 (CL 1)

The third race is the Shalmalians, who are sometimes called Lemurians. The Shalmalians are taller and larger than modern humans and have jet black skin. They inhabit the continent of Shalmali (Lemuria).

There were four sub-races of the Shalmalians, the first three reproducing by laying eggs and the fourth reproducing as modern humans. It is from this fourth race from whom the theosophists believed the peoples of Africa, India and Austral-



ia descended. For our purposes, I think it is more fun to have the Shalmalians be egg-layers, which also gives them a nice tie-in to the people of Barsoom.

Since their descendants end up in Africa and India, the Shalmalians will use the weapons and armors of Africa and India. Dinosaurs still roam the primordial Earth of Atlantis' day, so the Shalmalians will be the masters of these animals, using them as beasts of burden and as war-beasts. Imagine an 8-ft. tall Shalmalian knight in mirror armor and wielding an African throwing knife astride a triceratops.

Shalmalians as Characters

Shalmalians are medium-sized creatures (though they might be as much as 9 feet tall) with a base land speed of 30 feet per round. Their size gives them a +2 bonus to starting strength, but they suffer a -1 penalty to starting wisdom due to their bravado and tendency to use their strength to solve their problems. A Shalmalian's starting ability scores cannot be reduced below 3 or increased above 18.

Shalmalians have a knack for taming wild animals and riding them. They can multi-class as fighter/clerics, fighter/magic-users and as fighter/thieves.

Atlanteans (The Fourth Race)

Medium Humanoid, Neutral (N)

Hit Dice: 1

Armor Class: 17 (chainmail, shield)

Attack: By weapon

Movement: 30

Saves: F13 R15W15

Intelligence: Average

No. Appearing: 1d8

XP: 50 (CL 1)

The fourth race of primordial Earth is the Atlanteans, of which there were several sub-races. For our purposes, we will use the High Atlanteans who were based on the American Indian (another link to Barsoom) and the Low Atlanteans, who based on the Turanian peoples (a link to Robert E. Howard's Hyborea).

The High Atlanteans built an amazing civilization that harnessed vril energy to power their flying machines, telecommunications, and other machines. They had aerial battleships that carried 50 to 100 fighting men and which could launch poison gas bombs and fire-tipped arrows, probably not unlike the aerial craft of Barsoom.

The High Atlanteans worshipped the Sun, as did the ancient Egyptians who descend from them. This makes Lawful clerics

in this campaign sun worshipers. Unfortunately, they eventually fell into the use of black magic (i.e. became Chaotic clerics and magic-users) and became materialistic.

When the High Atlanteans fell, the Low Atlanteans (who also used black magic) became dominant in Atlantis. The continent was torn by strife and went post-apocalyptic due to the struggles of the High and Low Atlanteans. Some old vril-powered technology (i.e. magic items) survived the apocalypse, but most of it is gone. What remains is found in the ruins of Atlantis, or in the possession of adventurers and kings. The Low Atlanteans have a medieval-level of technology now and the end is coming soon.

High Atlanteans as Characters

High Atlanteans are medium-sized creatures with a base land speed of 30 feet per round. Natural magicians, they enjoy a +1 bonus to starting intelligence. Their over-reliance on vril-powered technology and their fine living imposes a -1 penalty on their starting constitution.

High Atlanteans are usually well-educated, and have a knack for deciphering scripts and activating magic-user scrolls. A task check to activate a scroll suffers a penalty to the roll equal to the level of the spell to be activated. If the activation is failed, the scroll is ruined and the High Atlantean suffers damage equal to the level of the spell.

High Atlanteans can communicate telepathically with sentient creatures up to 150 feet away. This also allows them to attempt to implant a *suggestion*, per the spell, once per day in other humanoids. They can multi-class as fighter/magic-users, cleric/magic-users and magic-user/thieves.

Low Atlanteans as Characters

Low Atlanteans are medium-sized creatures with a base land speed of 30 feet per round. They enjoy a +1 bonus to starting intelligence, like the High Atlanteans, but suffer no penalty to starting constitution.

Low Atlanteans have a knack for deciphering scripts and can communicate telepathically up to 150 feet, but without the ability to implant suggestions. Low Atlanteans can multi-class at first level or choose to change classes in mid-play as do normal humans (see Aryans below).

Aryans (The Fourth Race)

Medium Humanoid, Neutral (N)

Hit Dice: 1

Armor Class: 15 (studded leather, shield)

Attack: By weapon

Movement: 30

Saves: F13 R15W15

Intelligence: Average

No. Appearing: 1d8

XP: 50 (CL 1)

The fifth race (and now things get tricky) is the Aryans, the people with "moon-colored" skin. In Theosophy's reckoning, they emerged from the Atlantean race and left Atlantis to found other kingdoms, specifically The City of the Sun on a tiny island in the shallow sea that will one day become the Sahara Desert, and the City of the Bridge located directly beneath the ethereal city of Shamballa.

The Aryans are guided by the Lord of the World and eventually became many different peoples in the modern world, including the Hindus, Arabs, Persians, Greeks, Celts, Teutons and Slavs. To play in this campaign, you'll need to get over terrible ideas and crimes that were committed due to the Aryan mythology that sprang from these ideas. If necessary, drop the word Aryan and just call them humans.

Aryans as Characters

Aryans as Characters use the same rules as normal humans in fantasy games.

The Next Step

You have a map, a little history and some playable races – now what?

Now you need to figure out just what these adventurers are going to be up to in the world of Atlantis. The setting lends itself to classic dungeon crawling. Adventurers can delve into the ruins of High Atlantis and those of the primordial ophidians or other aliens. The ancient bunkers of the greys from Zeta Reticuli or a crashed starship of the space brothers from the Pleiades. The adventure might even move from earth to those far flung empires beyond the stars.

You might also want to pursue a high fantasy adventure, where adventurers gradually ascend to the higher consciousness represented by the City of the Bridge, and from there enter the Outer Planes.

Blood & Treasure



Second Edition coming in 2016!

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NEW CLASS

MEN OF THE MOUNTAINS

Illustration by Urs Graf

Reisläufer are human beings who hail from mountainous lands. Warriors, they are trained in mercenary bands to wield pole arms with the greatest precision and efficiency. Their close connection to mountains, as filled as those wild places are with all manner of fairies and spirits, lends them magical abilities at higher levels.

Hit Dice

Reisläufer roll 1d8 for hit points at each level until 9th level, and gain 3 hit points per level thereafter.

Requirements & Restrictions

Reisläufer must have a Constitution score of 9 or higher, and an Intelligence score of 9 or higher. They must be neutral (or lawful neutral) in alignment. Only humans and dwarves (and whatever other mountainous folk you have in your campaign) may become reisläufer.

They can wear padded, leather, studded leather, ringmail, chainmail shirts, scale mail, chainmail and breastplates, and can use bucklers and shields.

Reisläufer can wield battleaxes, clubs, all crossbows, all firearms, daggers, darts, greatswords, longswords, all maces, pikes, all pole arms, long and short bows, short swords and spears in combat.

Special Abilities

Reisläufer are skilled at climbing sheer surfaces, jumping, opening locks (if mechanical), removing traps (if mechanical), tinkering and survival in highland regions.

A life in the mountains has given the 1st level reisläufer a knack at noting unusual stonework and sloping passages as keenly as a dwarf. Dwarven reisläufer become skilled at these tasks.

Reisläufer also have an innate money sense. They can

calculate a number of coins and the value of gemstones with 80% accuracy. When buying goods, they can make an Intelligence check to either find a bargain (10% discount) or find superior merchandise (pay a 50% premium, gain a +1 bonus to checks or attacks when using the item).

Reisläufer must remain Neutral (LN) for their entire careers, but they have mercenary hearts and can commit Lawful, Chaotic, Good or Evil acts at the cost of 10 gp per reisläufer level. A reisläufer who strays from neutrality becomes a normal fighter with the attack bonuses of a cleric until he or she receives an *atonement* spell.

The mountain homes of reisläufer are lousy with mad wizards and scientists, so 3rd level reisläufer are particularly skilled at fighting one of their most hideous creations, the flesh golem. Against a flesh golem, a reisläufer gains a +2 bonus to hit and scores double damage on a successful hit.

A 4th level reisläufer becomes a master with pole arms and pikes, gaining a +1 bonus to hit and damage with them. When fighting in formation with a pole arm, pike or spear, the reisläufer gains a +1 bonus to AC per 5 fellow warriors similarly armed in the formation, up to a maximum bonus of +4 to AC.

Reisläufer Class Advancement

Level	XP	Attack	Fort	Ref	Will	Title
1st	0	+0	13	13	15	Regular
2nd	2,000	+1	12	12	15	Cragman
3rd	4,000	+1	12	12	14	Mountaineer
4th	8,000	+2	11	11	14	Gardist
5th	16,000	+3	11	11	13	Alpinist
6th	32,000	+3	10	10	13	Yodeler
7th	64,000	+4	10	10	13	Hellebardier
8th	128,000	+5	9	9	12	Reisläufer
9th	250,000	+6	9	9	12	Burgrave
10th	500,000	+6	8	8	12	Burgrave
11th	750,000	+7	8	8	11	Burgrave
12th	1,000,000	+8	7	7	11	Burgrave
13th	1,250,000	+8	7	7	11	Burgrave
14th	1,500,000	+9	6	6	10	Burgrave
15th	1,750,000	+10	6	6	10	Burgrave
16th	2,000,000	+10	5	5	10	Burgrave
17th	2,250,000	+11	5	5	9	Burgrave
18th	2,500,000	+12	4	4	9	Burgrave
19th	2,750,000	+12	4	4	9	Burgrave
20th	3,000,000	+13	3	3	8	Burgrave

A 5th level reisläufer can undertake a quest, guided by a divine vision, to find and gain the service of an unusually intelligent, strong, and loyal St. Bernard to serve him. If the reisläufer's dog dies, he must wait until gaining another level of reisläufer to undertake the quest again.

The St. Bernard has the following stats:

St. Bernard, Medium Magical Beast: HD 2+2; AC 16; ATK 1 bite (1d6); MV 40; F12 R12 W16; AL N (LN); XP 200; Special—Resistance to cold, cask of wine (produces enough restorative brandy to restore a total of 2 hp per Switzer level per day), low intelligence.

A 6th level reisläufer can cast a small collection of spells common to her people by yodeling. The spells are drawn from the reisläufer spell list. The reisläufer can cast as many spells per day as the paladin (see *B&T Player's Tome*).

1st-Level Spells

Cause fear	Charm person
Daze	Hideous Laughter
Message	Open/Close
Sleep	

2nd-Level Spells

Animal trance	Daze monster
Enthrall	Hold person
Rage	Shatter
Sound burst	

3rd-Level Spells

Charm monster	Confusion
Crushing despair	Good hope
Speak with animals	

4th-Level Spells

Dominate person	Hold monster
Repel vermin	Shout

An 8th level reisläufer gains the ability to manufacture magical cheeses. The cheese must be created from the milk of a magical beast (one with the "proper equipment", of course), and can be infused with a spell effect that duplicates one of the monster's special abilities or one spell up to 4th level that the monster can cast. Making the cheese takes as long as brewing an equivalent potion, and requires a proper kitchen.

An 11th level reisläufer can choose to establish a stronghold in the mountains and gain followers. The lands controlled by

the burgrave are called a *canton*. A reisläufer who commands a canton attracts 1d6 men-at-arms per level, 1d6 first level reisläufer who wish to train under them and one 3rd level reisläufer to serve as a *leutnant*. These reisläufer should be generated as characters under control of the player.



RULES

A FINER FORM OF CONTAGION

I've never been completely satisfied with the rules for disease *Blood & Treasure*. This article is an attempt to create a system a bit more granular than most, with an emphasis on in-game effects and general simplicity.

The Basics

When struck with a disease, say from the bite of a rat, a prolonged stay in sewers or a flophouse or a trap, an adventurer must pass a Fortitude saving throw to avoid suffering any ill effects at all. This might represent a case where the contagion is simply not introduced to the character's system by some bit of luck, or it is introduced and the character's immune system neutralizes it very quickly.

If this Fortitude saving throw fails, the character is infected. First, we need to know the severity of the disease. The Treasure Keeper can either roll dice to determine severity, or base it on the hit dice of the monster that spread it or the level of the dungeon on which it was acquired.

d%	HD	Disease Severity	Minor Symptoms	Major Symptoms
01-75	0-4	Minor	1d3	-
76-90	5-9	Medium	1d4	1d2-1
91-100	10+	Major	1d4+1	1d3

Disease symptoms begin appearing within 1d4 days. This is the disease's incubation period.

The Treasure Keeper should now roll 1d4 minus the sufferer's Constitution bonus. This is the number of days before the sufferer's immune system has a chance of defeating the disease. It is possible that the disease can be fought off before any symptoms begin to appear.

Each day, a victim of disease can roll a Fortitude saving throw to attempt to throw off one symptom, usually the most severe, but in any event a symptom of the player's choice. If the player is successful, that symptom is removed.

If the diseased character is active (i.e. not getting plenty of rest), they suffer a -2 penalty on this save.

All characters that spend time around the diseased character have a percentage chance each day to be exposed to disease. This percent chance is based on the number and type of the symptoms, with a 10% chance per minor symptom and a 5% chance per major symptom of contagion. Naturally, the healthy character is permitted a Fortitude saving throw to avoid actually contracting the disease.

Note: If you want to give a more supernatural feel to diseases, you can rule that any adventurer who dies from a disease and is not burned or buried in consecrated ground rises as an undead with Hit Dice roughly equal to the number of levels they had in life.

Minor Symptoms (3d6)

3d6	Minor Symptom Suffered
3	Exhaustion
4	Fever, severe
5	Rash, major
6	Dementia
7	Rash, minor
8	Aches
9	Cough
10	Diarrhea
11	Fatigue
12	Fever, low-grade
13	Sickened
14	Stuffy head/runny nose/sneeze
15	Swollen joints, minor
16	Shooting pains
17	Spasms
18	Swollen joints, major

Aches: The character is possessed of aches in the muscles and joints and suffers a -1 penalty to attacks, Armor Class and Reflex saving throws and task checks.

Cough: Roll 1d4 for severity. Severity is the chance on 1d6 per hour that your coughing attracts a wandering monster. After any major exertion, such as running, fighting or climbing you are fatigued until resting 10 minutes.

Dementia: The character is unsteady on his feet. When moving at more than half speed or fighting, he must pass a Reflex saving throw each round to avoid falling prone for 1d4 points of damage. Whenever he is forced to concentrate on spell casting, he must pass a Will saving throw to successfully cast the spell. The character suffers a -1 penalty on all Reflex and Will saving throws and task checks.

Diarrhea: The character suffers intestinal distress every 1d6 x 10 minutes and needs to find a private place to deal with the problem. If the character is not drinking a double ration of water, he suffers 1 point of Constitution damage per day due to dehydration.

Exhaustion: An exhausted character moves at one-quarter normal speed, suffers a -1 penalty to saving throws and task checks and her foes enjoy two tactical advantages against her in combat.

Fatigue: Per the normal rules for this condition in *B&T*.

Fever, Low-grade: The character has a low-grade fever and suffers a -1 penalty to Will saving throws and task checks. He also requires twice the normal daily ration of water. Failure to hydrate properly results in 1 point of Constitution damage each day.

Fever, Severe: The character has a severe fever and suffers a -3 penalty to Will saving throws and task checks. He requires twice the normal daily ration of water. Failure to hydrate properly results in 1 point of Constitution damage each day. The fever also causes hallucinations. Each hour, the character must pass a Will saving throw or be struck with the equivalent of the *confusion* spell for 1d6 x 10 minutes.

Rash, Minor: The character suffers from a minor rash over a small portion of her body and suffers a -1 penalty to attacks, Armor Class and Reflex saving throws and task checks due to the discomfort. Each day, the character must pass a Fortitude saving throw to avoid scratching and turning the minor rash into a major rash.

Rash, Major: The character suffers from a major rash over a large portion of her body and suffers a -2 penalty to attacks, Armor Class and Reflex saving throws and task checks due to the discomfort and a -2 penalty to Charisma-related task checks due to the physical marring. Each day, the character must pass a Fortitude saving throw to avoid scratching and suffering 1 point of Charisma drain for permanent scarring.

Shooting Pains: The character suffers fierce, shooting pains. She suffers a -2 penalty to attacks, Armor Class and Reflex saving throws and task checks. Whenever she is forced to concentrate on spell casting, she must pass a Will save to successfully cast the spell. The character suffers a -1 penalty on all Reflex and Will saves and task checks.

Sickened: Per the normal rules for this condition in *B&T*.

Spasms: The character suffers random severe muscle spasms. This translates as a tactical advantage for his foes in combat, a -1 penalty to Reflex saving throws and task checks and a requirement to pass a Reflex save each time he is walking on a precarious surface to avoid falling.

Stuffy Head/Runny Nose/Sneeze: The character has a 1 in 6 chance per hour that her sniffing and nose blowing attracts a wandering monster. Any exposure to copious amounts of dust, pollen, molds and the like force her to pass a Fortitude saving throw or begin a sneezing fit that last 1d4 minutes, delaying the party and attracting a wandering monster on a roll of 1-3 on 1d6.

Swollen Joints, Minor: Minor swelling in the joints reduces movement by 5 feet per round, grants the sufferer's foes a tactical advantage in combat and imposes a -1 penalty to Reflex saves and task checks.

Swollen Joints, Major: Major swelling in the joints reduces movement by 10 feet per round, grants the sufferer's foes a tactical advantage in combat and imposes a -3 penalty to Reflex saves and task checks.

Major Symptoms (1d6)

d6	Major Symptom Suffered
1	Blood poisoning
2	Coma
3	Immune system attacked
4	Internal bleeding
5	Muscle damage
6	Nerve damage

Blood Poisoning: The disease is attacking the character's blood. Each day the character must pass a Fortitude saving throw or suffer 1d6 points of Constitution damage. At 0 Constitution, the character dies.

Coma: The character falls into a deep, comatose slumber. While in a coma, she heals ability score damage at twice the normal rate and enjoys a +1 bonus to save vs. the other symptoms of her disease. After three days, the comatose character can begin making daily Will saving throws to come out of the coma. If three of these Will saves are failed, the coma becomes a permanent condition and can only be removed with a restoration, miracle or wish spell.

Immune System Attacked: The disease attacks the character's immune system, imposing a -2 penalty to all saves vs. disease (including saves against symptoms of disease).

Internal Bleeding: The character bleeds internally, suffering 1d6 points of hit point damage and 1d6 points of Constitution damage each day that a Fortitude saving throw is failed. At 0 Constitution, the character dies.

Muscle Damage: Each day the character must pass a Fortitude saving throw or suffer 1d6 points of Strength damage. If the character reaches 0 points of Strength, she is paralyzed and dies in 1d6 hours.

Nerve Damage: Each day the character must pass a Fortitude saving throw or suffer 1d6 points of Dexterity damage. If the character is reduced to 0 Dexterity, she is paralyzed and dies in 1d6 hours.

New Spells

This new system suggests a few new spells:

Blahs

Level: Cleric 1
Range: Touch
Duration: Instantaneous

This spell inflicts one random minor symptom on a person touched who fails a Fortitude saving throw. The symptom persists for 24 hours and then disappears.

Cure Symptom

Level: Cleric 2, Druid 2, Ranger 2
Range: Touch
Duration: Instantaneous

This spell removes one symptom from a diseased character.

Ray of Contagion

Level: Cleric 4
Range: Close (30')
Duration: Instantaneous

This spell acts as the 3rd level cleric spell *contagion*, save that it has a 30' range and requires a ranged attack to deliver. The ray is a bilious green.

Suppress Symptom

Level: Cleric 1, Druid 1, Ranger 1
Range: Touch
Duration: 24 hours

This spell suppresses a single symptom of a disease for 24 hours.

Virulence

Level: Cleric 2, Druid 2
Range: Close
Duration: 24 hours

This spell makes all diseases within close range more virulent for 24 hours. All who suffer from these diseases suffer a -1 penalty on saving throws against the disease, and the chance of exposure to the disease for others is doubled.



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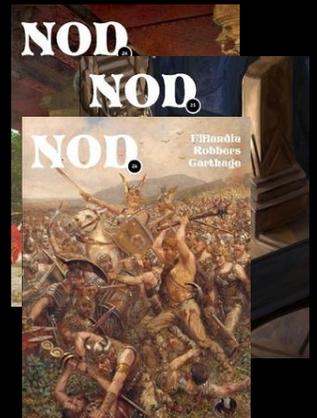
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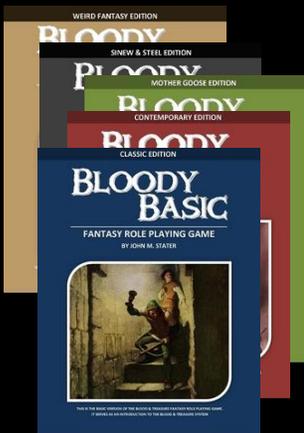
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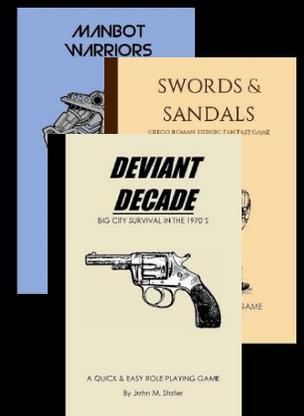
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