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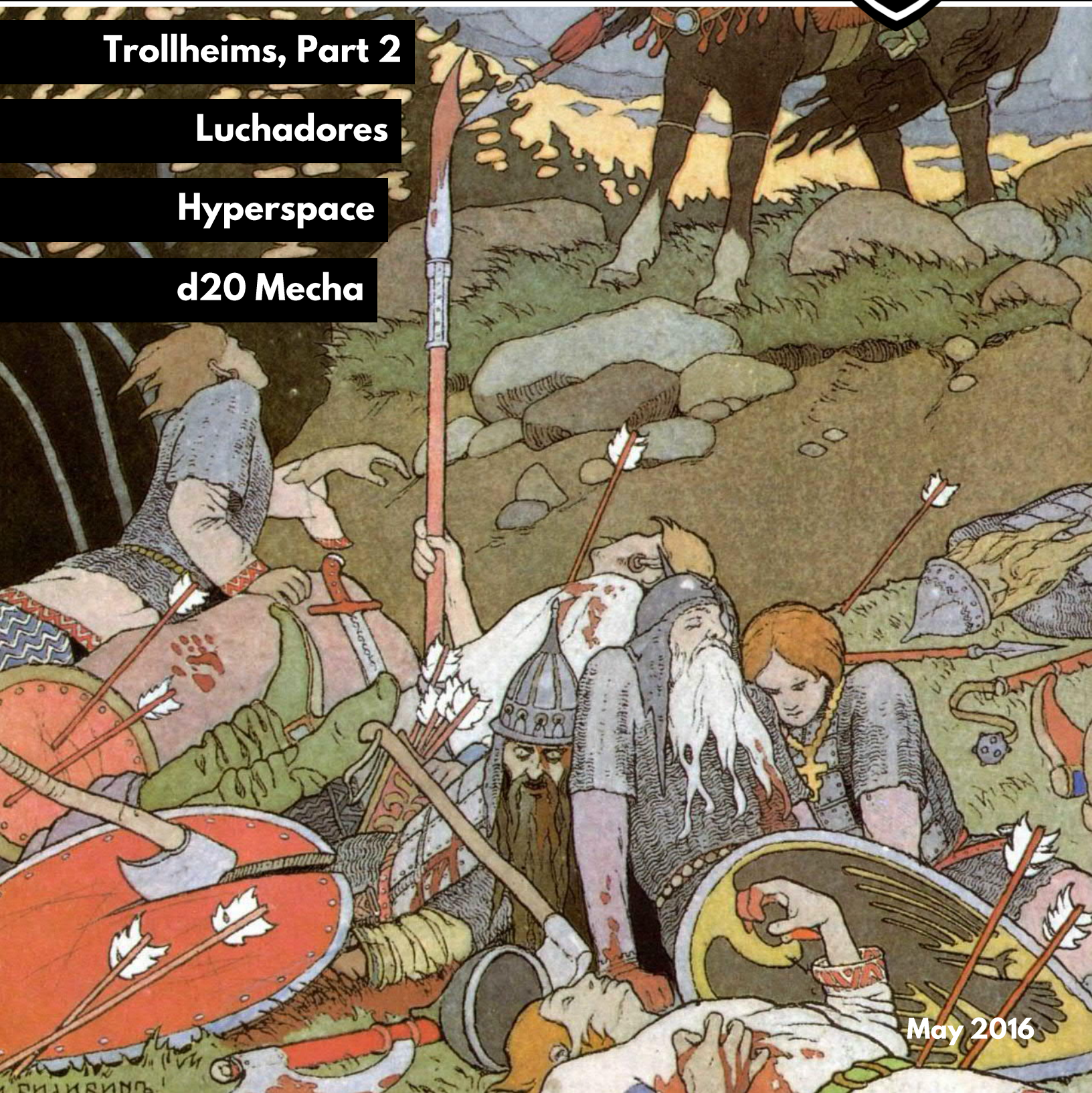
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Trollheims, Part 2

Luchadores

Hyperspace

d20 Mecha



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NOD

29

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HEXCRAWL

THE TROLLHEIMS PART II

Illustrations by Denis McCarthy, Colin Throm,
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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, because 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 in Og's brutal 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.

Encounter Areas

2901 Frozen Falls | Wonder

A 50' high waterfall plunges from a greenish-brown precipice in this hex, filling a shallow pool before running out in a trio of deep streams. Elves might discern, in their minds' eye, a face staring at them from the waterfall. *Detect magic* will note powerful magic within the waterfall, and an attempt to *detect thoughts* elicits the following warning: "Only death can save me – leave, and forget what you have seen."

The warning concerns an astral deva, trapped within the waterfall (or really within a sub-dimension that coexists with the waterfall). If a Lawful (Good) creature is drowned in the pool, the waterfall turns into crystal, allowing the astral deva

to shatter her way out of the prison. Naturally, the astral deva does not want anyone to die to save her.

2907 Hair Shirts | Monster

Approximately 300 gnoll-men dwell in a village here. They are a hateful bunch, scratching out a trade in trinkets and inferior glassware. Most wear hair-shirts and tall caps, and they decorate themselves with glass trinkets. The village's 20 warriors wear leather armor and carry shields and spears.

The only structure in the village of any note is the hemispherical temple to Blud, the demon lord of confusion. Those who enter without wearing special glass lenses over their eyes see a prismatic idol that causes permanent *confusion* (Will save to negate). The temple is overseen by a weird old woman called Uthoo the Twist (Adept 3), who has a crooked spine and a hissing, wheezing laugh that is chilling.

Treasure: 40 pp, 700 gp, 1,300 sp, 4,000 cp, a tiger's eye agate (12 gp) and a +1 *bastard sword* kept in the temple.

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.

2909 Blistered Orcs | Monster

A tribe of 200 orcs lives in a fortified village in this hex. The orcs are in a bad way, suffering a plague of blisters caused by the curses of a plague hag, Baba Krava, dwelling elsewhere in the hex. She has sent her vapor birds among the orcs, and the acidic rays that radiate from them has caused a rash of truly devilish itching among the orcs.

The orcs mostly hunt and fish in the mountains, and raid gnoll-man caravans that pass too near their territory. When their shaman was unable to cure the blisters, he was murdered and eaten. The orcs are happy to promise all their worldly goods to any who can track down and kill the hag and her murderous birds ... promise, but not deliver, of course.

Orc Treasure: 200 gp, 700 sp, 5,000 cp, a carved ivory drinking horn (100 gp), and a *potion of reduce person*.

Hag Treasure: 5 fancy stones, 1 jewel and a *potion of healing*.

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

Plague Hag, Medium Monstrous Humanoid: HD 8; AC 20; ATK 2 claws (1d6 + disease); MV 30 (Swim 30); F11 R9 W9; AL Chaotic (CE); XP 800; Special—Magic resistance 20%; Spells—At will—bestow curse, detect magic, invisibility (self).

Vapor Bird, Small Magical Beast: HD 3+1; AC 18 [Silver]; ATK 2 talons (1d4); MV 10 (Fly 80); F13 R11 W17; AL Neutral (N); XP 300; Spe-

cial—Incorporeal, all within 30' must pass Fort save or suffer blistering skin for 24 hours (-2 to all d20 rolls).

2913 Morgor | Settlement

Morgor is a mining village of 400 lanky hill dwarves and flinty gnomes. The dwarves of Morgor are livelier than most due to the positive influence of the gnomes and their hand organs. The warriors of the village, 20 dwarves and gnomes, wear bulbous helmets and coats of mail and carry military picks and light crossbows.

The village currently looks abandoned, for the people have had to withdraw into their mine. They have been terrorized for more than a week by a weird sorcerer called Tall Darrow. The countryside around the main village is populated by 3,200 dwarf and gnome farmers. Many of them have fled the area and are on their way as refugees to Azsor. Many others are hiding in cellars or caves in the wilderness.

Tall Darrow has pale, waxy skin spread over his tall, thin frame. He is capable of replacing his head with one of six others, all of them being the preserved heads of ancient sorcerers, and each having their own set of magic spells that they know. Each morning, the sorcerer can remove one head and then attach a new one, but only in the first rays of dawn. The process takes 10 minutes, during which the sorcerer can do nothing else.

Morgor's ruler is the Lady Ymarr, a rough and tumble hill dwarf war-maiden with a pet winter wolf she rescued as a cub. The wolf is growing impatient in the mine, and is threatening to return to its naturally evil form.

Village Treasure: 850 gp, 2,500 sp, 13,000 cp, 2 fancy stones

Sorcerer's Treasure: 1,800 gp, bloodstone (50 gp)

Tall Darrow, Human Sorcerer: LVL 8; HP 32; AC 10; ATK Staff +2 (1d6-1); MV 30; F11 R12 W8; AL Chaotic (CE); XP 800; S7 D10 C13 I8 W13 C15; Special—Spells per day (6/6/6/5/3), spells known (8/5/3/2/1).

Lady Ymarr, Dwarf Fighter: LVL 6; HP 23; AC 17; ATK Battleaxe +7 (1d8+2); MV 20; F10 R13 W13; AL Lawful (LG); XP 600; S14 D9 C11 I9 W9 C11; Special—Dominate foes; Gear—Platemail, battleaxe.

Winter Wolf, Large Magical Beast: HD 6; AC 15; ATK 1 bite (1d8 + 1d6 cold + trip); MV 50; F9 R9 W12; AL Chaotic (CE); XP 600; Special—Cone of frost (15', 4d6 cold damage, 3/day), surprise (3 in 6), immune to cold, vulnerable to fire.

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

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

2916 Wasps on the Water | Monster

An old tower in this hex hosts a nest of giant wasps. The tower, and in fact the entire hex, is avoided by locals. The nest is home to 15 wasps.

Treasure: A treasure was left in the tower's cellar. It consists of 600 gp worth of fine wine in 20 bottles, a bag of gems (worth 5,000 gp total), a suit of +1 *platemail* and a *ring of protection* +1. The ring bears the sigil of the noble house of Vaydar in the mountain kingdom of Haimos [Map I8].

Wasp-Giant, Large Vermin: HD 5; AC 14; ATK 1 sting (1d4 + poison II); MV 20 (Fly 60); F10 R13 W13; AL Neutral (N); XP 500.

2919 Dagger of Dolman | Wonder

The going is rough in this hex, with narrow canyons littered with boulders and smaller stones. A dwarf or gnome may note that several of the larger stones have been cut, as though a dagger was plunged into them. From these cuts there are stains as though of blood.

In fact, they were pierced by the *Dagger of Dolman*, a magic dagger created by the Oghur. The dagger can draw blood from stones, and this blood, if collected, can be used to create potions of strength and elemental earth spells. A clumsy Oghur wizard was using the dagger in this hex when he tripped and fell into a ravine. His greyish bones and tattered robes are visible from above. The dagger is beneath him.

2921 Mammoth Hunters | Monster

A tribe of 400 Runa nomads has camped here. They are hunting mammoths, and have gathered nearly enough meat, hides and tusks to last them through the winter. These particular runa, of the eagle clan, are at peace and have no war chief. They have split into parties of 10 to 30 people to hunt and perform their work, clustering their framed, hemispherical tents around large camp fires. Horsemen patrol the outer bounds of the camp, and three large patrols orbit the camp site about 2 miles away. They have brass horns they can blow to alert the camp that trouble is on the way.

Nomad, Medium Humanoid: HD 1; AC 13 (leather and shield); ATK 1 weapon (1d8); MV 30; F13 R15 W15; AL Neutral (N); XP 50.



2926 Warlord of the Peaks | Stronghold

The lion-maned Warlord of the Peaks, a large human named Zarbald by his mother, has a castle in this hex commanding a mountain pass. The Warlord is a fascinating man, with strange eyes and a lion-headed cloak that gives him a strength score of 19 and a natural AC of 12. Under that cloak he wears chainmail armor painted in strange sigils. He carries a magic battleaxe into battle.

Zarbald commands 90 men-at-arms and a sisterhood of 10 blind dwarf monks. His cavalry is mounted on axebeaks captured on the steppe and tamed by the Warlord himself. His court wizard is a snaggletoothed old crone called Mother Bib.

The Warlord has a single aim in life – treasure and power. He loves to challenge himself against the elements and against other warriors. He views Mogg as a respected rival and equal.

Treasure: 1,700 gp, 21,600 sp, 5,000 cp, a moonstone (40 gp) and a recorder carved from ivory (100 gp).

Warlord of the Peaks, Human Fighter: LVL 11; HP 62; AC 18; ATK +1 battleaxe +15 (1d8+5); MV 30; F7 R10 W11; AL Neutral (N); XP 1100; S19 D13 C13 I10 W10 C12; Special—Dominate foes; Gear—Chainmail suit, +1 battleaxe, lion cloak.

Mother Bib, Human Magic-User: LVL 6; HP 16; AC 10; ATK Club +1 (1d4-1); MV 30; F13 R14 W10; AL Neutral (N); XP 600; S8 D9 C10 I13 W9 C7; Special—Spells per day (4/3/3/2).

Dwarf Monk: LVL 1; AC 10; ATK Fists (1d4); MV 20; F13 R13 W13; AL Neutral (LN); XP 100; Special—Stunning attack, dwarf traits.

Axebeak, Large Animal: HD 3; AC 14; ATK 2 talons (1d6) and bite (2d6); MV 50; F11 R11 W17; AL Neutral (N); XP 150; Special—None.

2933 Soggy Temple | Monster

In a low spot here there are the remains of a pantheon, a temple of pocked limestone and a few bits of marble and brass, soiled and tarnished. The temple is dry enough, but it is surrounded by a soggy marsh about 18" deep. Rank vegetation grows up around the temple and vines climb the remaining columns. The temple holds the remains of a green marble idol of the insect goddess Tokma, an ancient Siqlish deity. Thousands of black, shiny beetles crawl around the temple. Each has a magic mouth cast on its carapace, chanting the praises of the goddess in tiny, shrill voices.

The temple ruin is inhabited by 20 vodyanoi, hulking frog men who dwell in the marsh, hunting and praying to own goddess, Yaloo. They hate the beetles and the idol, but fear to destroy either. They hide their treasure in stone chests buried in the mud and muck. The leader, Gulleep, wields a +1 warhammer that once belonged to the lord of the temple.

Treasure: 600 gp, 3,900 sp, 9,000 cp, a fancy stone and a gem.

Vodyanoi, Medium Humanoid: HD 3; AC 12 (buckler); ATK Crescent axe (1d6+2); MV 30 (Leap 50, Swim 50); F12 R14 W14; AL Chaotic (CE); XP 150; Special—Surprise (3 in 6).

Gulleep, Medium Humanoid: HD 6; AC 12 (buckler); ATK +1 warhammer (1d4+2); MV 30 (Leap 50, Swim 50); F10 R12 W12; AL Chaotic (CE); XP 300; Special—Surprise (3 in 6).

2937 Tomb of Mists | Dungeon

A deep valley in this hex is surrounded by tall peaks flecked with crimson and topped with snow. The valley is about 900' wide and 1,200' long and is crossed by numerous stone bridges and tunnels, all bearing an engraved owl motif. The tunnels have many alcoves, each carved with owl glyphs and containing a hole drilled into the ground, presumably for offerings to the tutelary deity of the valley.

The valley is defended by flock of nine alkonost harpies (see below). They are the cruel priestesses of the owl goddess, a

high priestess of whom is entombed at the bottom of the valley. To get there, one must traverse the bridges, suffering from the attacks of the harpies, and make their way through the tunnels, which are defended by candle goblins and screaming astral spirits which cannot be heard by natural means, but which frustrate and antagonize just the same (save vs. rage whenever the situation merits).

The aforementioned tomb holds the body of Yavix, a Ruzigar queen and priestess who apparently crystalized after death. Light brought into the tomb casts 1d6 shadows on the walls, which animate and attack. Magical light creates wraiths.

Treasure: Seven cloaks woven from cloth-of-gold (200 gp each), a carved ivory eye idol inlaid with amethyst (1,200 gp), robes of grey silk (40 gp), a tourmaline statuette of a gaunt owl goddess (4,000 gp), a *scroll of charisma*, *scroll of locate object*, *scroll of levitate*, *scroll of resist fire*, *elixir of truth*, *potion of invisibility*, *potion of remove paralysis*, *wand of hold person* [8 charges] and *+1 shield*. The potions are in tiny stone bottles decorated with serpents, the wand is composed of ebony wrapped in silver wire and the scrolls are etched onto four silver longswords which become normal swords if the spell is cast or inscribed in a book.

Candle Goblin, Small Humanoid: HD 0; AC 13 (leather and buckler); ATK 1 dagger (1d6) or acid bomb (30'/1d6 acid); MV 20; F14 R16 W16; AL Chaotic (CE); XP 25. Candle goblins have owl-like faces and wear thick candles on their heads.

Alkonost Harpy, Medium Monster: HD 7; AC 13; ATK 2 claws (1d4); MV 20 (Fly 80); F12 R9 W11; AL Chaotic (CE); XP 1750; Special—Captivating song, cast spells as 3rd level anti-cleric.

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

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

2940 Damned Lake | Monster

A black lake in this hex froths and heaves. It is a reservoir of damned spirits, cursed by the hags of the region. Fiendish, phosphorescent trolls dwell in the lake; 1d10 will creep out when adventurers come close enough to be chased down and dragged into the lake, where they suffer 1 negative level per round until destroyed.

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

2947 Silver Prince | Stronghold

Arkayts is an Oghur warlock sometimes called the Silver Prince for his habit of wearing not only silver jewelry, but also a silver skullcap and leather armor studded with silver. Arkayts is a figure of both terror and mockery among the staid Oghur. He is decadent, with Jinnistani handmaidens swathed in silk and brooding warriors from Haimos in band-ed mail with black pikes. His halls are perfumed, his beds plush and his table excellent.

Unfortunately, there is little hospitality to be found in his home now, for his tower is under siege by the Idolischche, an evil idol animated by the hag queen Baba Tagu [NOD 28, 0210]. The Idolischche is accompanied by an army of mug-wumps who bar the rivers, and an army of hairy hill goblins and petty-trolls, who bar entry and exit by land. The siege is three weeks old when the adventurers show up, and the castle can last another week with luck.

Mazduri the sorceress [NOD 28, 2745] has clashed with Arkayts in the past, and bears him little love. Still, he has contacted her, requesting aid and she is considering rendering it due to the threat Baba Tagu represents to all.

Treasure: 1500 gp, 2 fancy stones, 4 gems.

Hill Goblin, Small Humanoid: HD 0; AC 13 (leather); ATK 1 footman's mace (1d4+1); MV 20; F14 R16 W16; AL Chaotic (CE); XP 50; Special—Regenerate 1d6 hit points once per day.



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).

Idolische, Huge Construct: HD 20 (100 hp); AC 20 [+1]; ATK Fist (3d10 + 1d10 fire); MV 80; F3 R4 W5; AL Neutral (N); XP 5000; Special—Magic resistance 35%, turns cleric and druid spells back on their owners if they fail to penetrate its magic resistance, *stomp* 1/day, surrounded by wails of the damned (*cause fear*).

Arkayts, Oghur Warlock: LVL 9; HP 39; AC 13 (*leather +1*); ATK 1 spear +2 (1d8-1); MV 30; SV F10 W10 R10; AL C (NE); XP 900 (CL 10); S8 D9 C10 I11 W11 C14; Special—Spells per day (5/6/5/5/3); Spells known—0—daze, light, message, ray of frost, read magic, resistance, smoke image; 1—color spray, floating disc, hold portal, phantasmal force; 2—dexterity, fog cloud, strength; 3—blacklight, flame arrow; 4—phantasmal killer.

2950 Lava Ants | Monster

There is an ancient idol here of the giant ants. It is composed of reddish-brown stone and is worn very smooth. When touched, it belches forth a million lava ants, who begin scorching the ground, moving in a random direction and walking until they reach water. They will walk into the water and turn into tiny garnets. The ants cannot be stopped by mortal means, but they can be halted with a living sacrifice on the basalt altar before the ant idol. A sentient creature must be placed on the idol and have its head bashed in – it then melts into the basalt and the soul is reformed as a lava elemental in some planar nexus between the elemental planes of fire and earth.

3010 Wandering Spring | Wonder

A wandering spring sometimes bubbles up in this hex. When it appears, it carries with it a strange old man with a large, bald head and sleepy eyes, who can answer one question posed to him about the motivations of any upon whom his gaze falls. The spring is guarded by six white ogres. Any who bathe in the spring when it disappears are carried to a random plane. The spring disappears once per hour.

White Ogre, Large Giant: HD 4+1; AC 16; ATK Slam (1d6); MV 40 (Climb 20); F10 R14 W15; AL Chaotic (CE); XP 200; Special—Resistance to cold, rend armor (item saving throw).

3023 Gloomy Storm Giantess | Monster

There exists in this hex a pleasant hollow surrounded by tulip trees. In the midst of this grove there is a silver tube that juts up from the ground. Should anyone drop a gemstone down this tube they will hear a hollow, echoing voice ask "What do you need to know, friend?"

At the moment, a storm giantess by the name of Avnell is consulting the subterranean oracle about whether her lover will

ever return from Utt, the City of Giants located far to the north in the White Mountains. She is quite distraught, which explains the gloomy clouds and temperamental rains that plague this hex at the moment.

If adventurers will promise to journey north and find her lover, the erudite storm giant Jondr, she promises them the moon and the stars.

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.

3037 Arena of the Mind Eaters | Dungeon

Caverns in this hex descend into the earth in a confused jumble, here rent by volcanic fumes, there crossed by frigid streams clogged by phosphorescent slimes. Eventually, one comes to the Mind Gate, which opens at the thought of consuming sentient brains, granting access to an abandoned redoubt of the mind eaters.

The old redoubt consists of offset blocks of rooms and passages, about 60 in all, stacked on one another and leading to a large underground lake, as black as death. From here, semi-sentient elemental sea urchins crawl from the muck to wage war on behalf of their mistress, an elemental troll queen called Hagatha with lank black hair and greenish-grey skin. She wears a veil of mithral coins and carries a giant *psi-sword* that slices through egos, creating split personalities.

Arrayed against the troll queen are a coven of nagas and their minions, the magmin, on an insane crusade to rid the world of water. They have been driven to the redoubt, pushing other monsters out of their way, and are making their last stand against the forces of elemental water.

Magmin, Small Elemental (Fire): HD 2; AC 17 [+1]; ATK 1 strike (1d8 + combustion); MV 30; F16 R12 W16; AL Neutral (N); XP 500; Special—Immune to fire, vulnerable to cold, aura of flames (20', save or 1d6 damage each round), combustion (save or things catch fire).

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

Sea Urchin, Small Humanoid: HD 0; AC 13; ATK 1 weapon (1d6); MV 20 (Swim 20); F14 R16 W16; AL Chaotic (CE); XP 25; Special—Spines (those in melee contact save each round or poisoned, 1 damage).

Queen Hagatha, Large Giant: HD 9; AC 16; ATK 2 claws (1d6 + 1d6 cold + rend) and bite (1d6 + 1d6 cold); MV 20 (Swim 40); F8 R11 W11; AL Chaotic (CE); XP 600; Special—Regenerate (acid and fire; only when immersed in water), chill metal 3/day, spit water (100', 3d6, save or knocked prone).

3039 The Ebon Manse | Monster

The Ebon Manse is a fortress of translucent astral stone, constructed by enslaved psi-crabs on behalf of the night hag Baba Magda. The manse holds numerous portals to distant stars and planets, each one tied to the screams of a sleeping firbolg prince, long ago imprisoned in the dream fortress. When Baba Magda needs to travel, she steals into their dreams and causes them to scream in their sleep, opening a rift above them and permitting up to six creatures to enter. The castle is guarded by an enslaved dream dragon. The dream dragon communicates via dreams with anyone with a Wisdom score of 13 or higher that enters the hex, pleading for rescue. Baba Magda's foot soldiers are 20 blue-skinned ogres. They wear translucent black platemail and carry bardiches.

Treasure: 800 pp, 4,800 gp, 26,000 cp, 6 fancy stones, 2 gems, 1 black star sapphire (removed from the crown of the High Queen of Saturn's Rings), +1 *bardiche*, +1 *longbow* and a *wand of shatter* (4 charges).

Ogre, Large Giant: HD 4; AC 19; ATK Slam (1d6) or Bardiche (1d10); MV 40; F10 R14 W15; AL Chaotic (CE); XP 200; Special—None.

Dream Dragon, Medium Dragon: HD 10; AC 19; ATK 2 claws (1d6) and bite (1d8); MV 40 (Fly 150); F8 R8 W7; AL Neutral (N); XP 2500; Special—Cone of prismatic spray (30', as spell), 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—hypnotic pattern, phantasmal force; 2/day—invisibility, spectral force.

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

3041 Damaged Balloon | Monster

A band of seven scrap gnolls is trying to fix a fallen balloon in this hex. The balloon is poised on a mild slope, but at the edge of a terrible precipice. The figurehead on the balloon's gondola is in the shape of a gynosphinx, and it is animated and capable of speech. To put it mildly, she is not happy.

The figurehead is psychically connected to an animated difference machine located below deck and held within an adamantine *box of holding and destroying* (1 out of 6 items placed in the box is destroyed). The difference engine is the source of the angry commentary from the figurehead, who is actually a rather sweet girl with dreams of singing opera (alas, she doesn't sing well enough for that). The scrap gnolls were sent by Vaigo [4349], who wants to salvage the balloon.

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

3103 Yalf's Hold | Stronghold

A half-ogre Yalf keeps his castle here, with a legion of misfits and monstrosities under his command and poised to enter the Salt Barrens in search of the *Six Sacrilegious Scrolls*, relics of the Chaotic faith. The master scroll, through which the others can be found, was recently stolen from his castle by a renegade working for Baba Tagu. He made it 15 miles into the Salt Barrens before he died.

Yalf's army consists of 15 gnolls, 30 gnoll-men (mostly crossbowmen on foot or mounted on obese grey camels with ebon beads lovingly woven into their coats) and 50 orcs (mostly foot soldiers). A mysterious oracle from the Salt Barrens is held in his dungeon, a woman with pebbled, white skin and pale yellow eyes who answers to the name Ibo.

Yalf flies the banner of the azure skull.

Treasure: 4,120 gp, 900 sp, 19,000 cp, *bracers of defenselessness* (he knows they're cursed, will not touch them)

Yalf, Half-Ogre Fighter: LVL 12; HP 53; AC 20 (plate, shield); ATK 1 +1 *footman's mace* +13 (1d4+4); MV 30; F6 R11 W12; S16 D9 C14 I7 W8 C12; AL Chaotic (NE); XP 1200; Gear—Silver dagger.

3109 Shadow Horses | Monster

A herd of shadow horses sweeps down from the hills at eventide, leaving crystal growths to grow behind them. These crystals last for 1d4 hours before they explode into a mist of negative energy that chokes and drains. The mist persists for 1d6 hours (or 1d6 turns if there is a strong wind, 10% chance). The crystals can be harvested and used to create magic items, but they drain 1 hit point (permanent) per day from any within 10 feet of them. The horses are heading towards the City of Sand and Stone [3403].

3114 Payyo | Settlement

Payyo is a pleasant village of 500 Azsori, mostly cowherds, leather workers and tile makers. The village is composed of wooden houses and is surrounded by a thicket pierced by winding passages. Two wooden towers look out over the thicket, and each boasts three light crossbowmen at all times. The village has 24 men-at-arms in all, commanded by an old-timer called Sajj, who walks with a slight limp (more pronounced when the air is cold) and carries a silver flask containing a medicinal mixture (well, Scotch actually).

The men of Payyo are an ill-tempered lot, always grumbling about the weather, the price of wool, the latest news from

“the city”. Their women are more peaceful and kind. Many are lay servants of the cult of Usas the Cow Spirit, who has a small temple in this village. The temple priestess, a female dwarf named Lotja, fancies herself the greatest wrestler in the land, and happily challenges newcomers to test their mettle and, more importantly, their sportsmanship.

When Lotja is not conducting rituals or birthing babies and calves in the village, she is travelling among the farmsteads of the 4,500 people who live elsewhere in the hex, including some shifty dwarf miners on whom she is keeping an eye.

Treasure: 1,770 gp, 3,000 sp, 17,000 cp, 8 fancy stones (highly valued by the villagers).

Sajj, Medium Humanoid: HD 3; AC 17 (chainmail, shield); ATK Handaxe (1d6+1); MV 30; F12 R14 W14; AL Neutral (N); XP 150.

Lotja, Dwarf Cleric: LVL 5; HP 23; AC 14 (breastplate); ATK 1 warhammer (1d4+1) +3; MV 30, F10 R14 W11; S11 D8 C13 I11 W14 C14; AL NG; XP 500; Special—Turn undead, spells per day (5/4/2/1); Gear—*Boots of elvenkind*, *potion of healing*.

3121 Goblins on the March | Monster

335 hard-boiled goblin warriors wearing piecemeal armor and carrying the normal array of goblin weapons is on the march, commanded by the wererat Klakk, who is in league with the wererats of Azsor (though they fear his ambition and hair-trigger). The goblins are heading towards the stronghold of Baba Tagu [NOD 28, 0210] to join her army.

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

Klakk, 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.

3123 Frightened Nomads | Monster

A tribe of 170 Runa warriors, infamous for their cruelty and love of slaughter, is being tormented here by an apparition of their old chieftain, who demands they bury the head of Mogg with his corpse before he will retire into the afterworld.

The tribe also includes of 400 women and 270 children. The war chief, Yonn of the Ebon Eye, is a high priest of petty, quarrelsome gods better left unsaid. By his side is the witch-woman Ijall, who bears his child. Yonn has two acolytes (3rd level anti-clerics), and three 4th level fighters to aid in his command of his whooping warriors.

Treasure: 1,710 gp, 300 sp, 15,000 cp and 4 gems.

Runa Warrior, Medium Humanoid: HD 1; AC 13 (leather, buckler); ATK Composite bow (1d6+1) or scimitar (1d8); MV 30; F13 R15 W15; AL Chaotic (CN to CE); XP 50; Special—None.

Ijall, Human Sorcerer: LVL 8; HP 20; AC 10; ATK 1 club +3 (1d4); MV 30; F12 R12 W9; S9 D11 C10 I12 W12 C14; AL Chaotic (CE); XP 800; Special—Spells per day (6/7/6/5/3); Spells known—0—detect poison, disrupt undead, light, mage hand, open/close, smoke image, touch of fatigue, wizard mark; 1—burning hands, elemental weapon, endure elements, hypnotism, obscuring mist; 2—charisma, whispering wind, wizard lock; 3—blink, flame arrow; 4—improved invisibility; Gear—*Potion of neutralize poison*, *wand of detect secret doors*.

Yonn, Human Anti-Cleric: LVL 10; HP 42; AC 15 (chainmail); ATK 1 light mace +6 (1d4+1); MV 30; F8 R12 W7; S10 D12 C10 I8 W13 C10; AL Neutral (CN); XP 1000; Special—Rebuke undead, spells per day (6/5/4/3/3/2); Gear—*Scroll of purify food & drink*.

3137 Brazen Trolls | Monster

A clan of 40 brazen trolls lives here around the base of an active volcano, seemingly unafraid of the fiery doom which may befall them. They dig into the volcano's side for obsidian, with which to fashion spears and javelins. At their head is the chieftain Grall, who wears a bronze breastplate bearing the countenance of a grimacing demon, with two rubies for eyes that, once per day, can lash out with scarlet lightning that not only does 2d6 damage, but also twists legs (save to negate), crippling people until healed. The trolls carry long, black horns made from the horns of giant rams. These are their doom horns, they tell people – when they sound them, the volcano will erupt and wash away the world in lava.

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).

Grall, Large Giant: HD 8; AC 20; ATK 2 claws (1d6 + rend) and bite (1d6); MV 30; F8 R11 W11; AL Chaotic (NE); XP 800; Special—Regenerate (acid and fire).

3146 The Idiot Zhimoth | Stronghold

None would dare call Zhimoth an idiot to his face, for their destruction would be swift and sure. Still, the old Oghur wizard has become addlebrained in his dotage. His apprentices spend more time assisting him in basic tasks than learning, and all three would have left him if not for their greed, for they each search in their off hours for the secret treasure room in his castle. They search in vain – the treasure chamber is located in an alter-dimensional space within a locket he wears around his neck. Zhimoth only has a 5% chance of recalling this fact now, since his mind left him. The locket is made of iron covered in a bit of silver, and appears to be rusted shut. In truth, it is *wizard locked*, and has a permanent *nondetection* cast over it to hide its true nature.

Zhimoth has a white birthmark that resembles a bird's talons over half his face. Besides his locket, he also wears a cursed spiked gauntlet on his left hand, which gives him second sight (it can detect magic and invisibility at will), but has reduced his intelligence past the point where he can cast spells – this is the source of his memory loss.

Besides his three apprentices, Zhimoth has two weretiger bodyguards and mates, Qai and Ollo, who prepare for his death and also seek his treasure. The household holds a fine library (small, but excellent, especially in terms of tomes about medicinal herbs and healing), and it boasts a fully-stocked apothecary's lab (Zhimoth's ex-wife was a healer).

Encamped around his tower is a small clan of tiger-striped (white paint) goblins armed with spears and rank horsehide leather armor and lice-ridden fur capes and boots. They wear amber lenses over their eyes – a gift from the magus – that allow them to see invisible creatures, but also makes them paranoid. Their chief wears chainmail and a dented helm, and carries a scimitar that drips with acid (+1 damage).

The tower is a construction of white stone that is set upon a thousand tiny legs that can move it. The tower's movement rate is only 1' per round, so travel in it is slow and often very jarring and dangerous on steep grades.

Zhimoth has never been on good relations with the Silver Prince [2947] or Mazduri [2745].

Treasure: 9000 gp, copper goblet engraved with gryphons (200 gp), crystal ball filled with dragon smoke (1,600 gp) and a marble figurine of an aberrant goddess (200 gp).

Goblin, Small Humanoid: HD 0; AC 13 (leather and buckler); ATK 1 weapon (1d6); MV 20; F14 R16 W16; AL Chaotic (CE); XP 25; leader carries +3 *shield* and +1 *short sword*.

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.

Zhimoth, Oghur Magic-User: LVL 14; HP 31; AC 9; ATK 1 club +3 (1d4-2); MV 30; F10 R11 W7; S5 D7 C11 I14 W8 C7; AL Neutral (CN); XP 1400; Special—Spells per day (4/5/4/4/3/3/2); Gear—Carved wooden staff studded with electrum spikes (800 gp), leather boots with gold buckles (50 gp), scroll of resist fire, potion of blur, wand of summon monster II (4 charges).

3151 Zomber | City-State

Zomber is a city-state of 10,000 duergar and their goblin slaves. It is centered on a large subterranean fortress from which radiate hundreds of tunnels and chambers that contain living quarters, guard rooms and mine shafts. The duergar produce iron, silver and a little mithral.



The government of King Dvaro controls everything within Zomber. All precious gems and minerals are the possession of the king – the people trade in paper promises. Guardsmen with clubs and whips patrol the streets, stamping out all signs of individual thought and joy. Zomber is for hard work, not amusement or enjoyment.

Zomber has an army of 200 warriors, mostly armored in chainmail and carrying shields, spears and hand axes. Missile support consists of light and heavy crossbows and light ballistae mounted on the backs of giant beetles.

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.

King Dvaro, Duergar Psychic: LVL 7; HP 11; AC 9 (padded); ATK 1 staff +4 (1d6); MV 20; F13 R13 W10; S9 D4 C7 I15 W11 C10; AL Chaotic (LE); XP 700; Special—Duergar abilities, surprised (1 in 8), +1 save vs. traps, +2 save vs. mental magic and psychic powers; Powers—dominate, ESP, inertial barrier, metamorphosis, mind thrust, tower of iron will, telekinesis.

3211 Ivod | Settlement

Ivod is a mining village of wild-eyed dwarves, half-mad because they have been shifted out of normal time. Zott, a magic-user with more ambition than skill has set up shop here, enslaving the villagers with threats and charms. He has set them the task of unearthing a weird fragment of god-mind lodged in the rock underneath the village. As the miners dug deep into the earth, the power of the god-mind took the area out of phase. When unearthed, and with help from the magic-

user, it will shift the entire region into an alternate timeline where APES EVOLVED FROM MEN, or something in that vein.

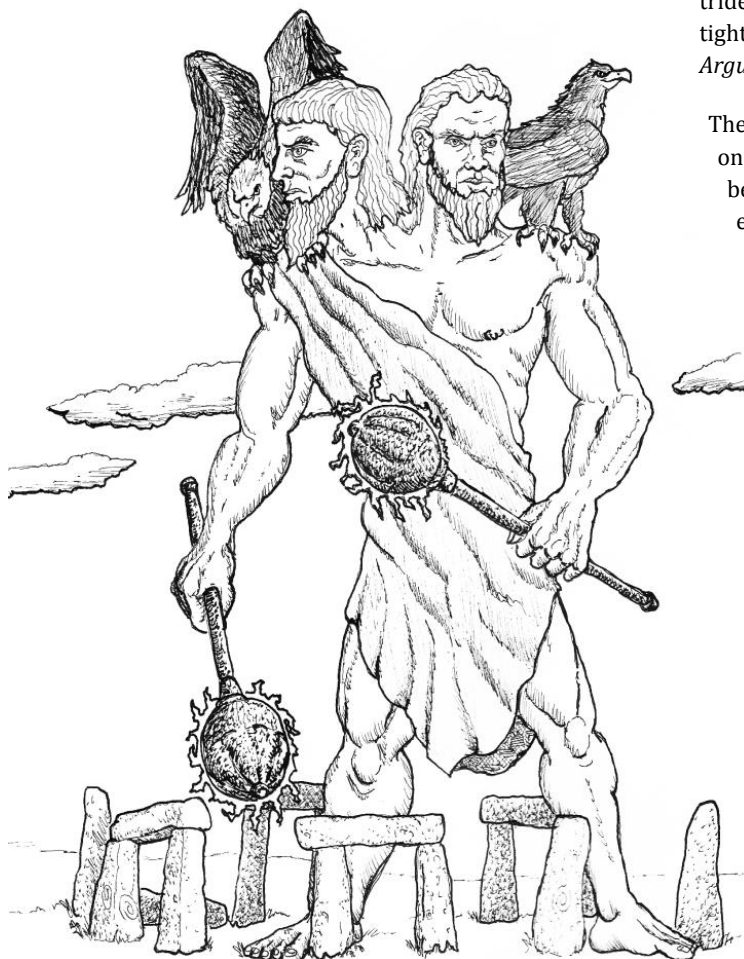
Treasure: 60 pp, 4 fancy stones, *scroll of zone of truth*.

Monkey, Tiny Animal: HD 0; AC 14; ATK 1 bite (1d3) or knife (1d4); MV 30 (Climb 30); F16 R13 W19; AL Neutral (N); XP 25.

Zott, Human Magic-User: LVL 6; HP 10; AC 9; ATK 1 dagger +2 (1d4); MV 30; F14 R14 W9; S6 D6 C6 I14 W14 C13; AL Chaotic (CE); XP 600; Special—Spells per day (4/4/3/2); Spellbook—0—acid splash, daze, detect magic, flare, read magic, resistance, touch of fatigue; 1—animate rope, magic missile, phantasmal force, protection from evil, true strike; 2—protection from normal missiles, resist energy, summon swarm, touch of idiocy; 3—daylight, gaseous form, hold person.

3230 Sky Father | Wonder

A circle of ancient monoliths stands in this hex. The stone circle marks a nexus of ley lines that can be induced into a vortex of elements by a powerful druid (level 15 or higher), laying waste to an area 30 miles (5 hexes) in radius. At the heart of this vortex, the sky lord Jumaos will appear to answer the petitioner's summons and, after a brief conversation, smash them into bits. Jumaos appears as a two-headed



storm giant 80 feet tall, carrying a crackling mace of power in each hand and an arrowhawk on each shoulder, one of them black and the other one white.

Storm Giant, Huge Giant: HD 25; AC 20 [+1]; ATK 2 maces (8d6) or boulder (5d10); MV 40 (Swim 40); F3 R5 W5; AL Neutral (CN); XP 6250; Special—Immune to electricity, surprised on a roll of 1 on 1d8; Spells—Continuous—free action, water breathing; 1/day—call lightning, chain lightning; 2/day—control weather, levitate.

Arrowhawk, Medium Magical Beast: HD 7; AC 20; ATK 1 lightning bolt (50'/2d8) or bite (1d8); MV 10 (Fly 60); F10 R9 W12; AL Neutral (N); XP 700; Special—Immune to electricity and poison.

3241 Tormented Giant | Monster

In a deep cave wild with screams of pain and chaotic dreams come to life (1 in 6 chance per turn of encountering a chaos beast) there is an imprisoned hecatonchiere, Zygas, left over from the elder days when the giants launched their ill-conceived war against the Kabir.

The giant is bound by chains composed of regret, which grow stronger as the giant struggles and writhes in pain from the ministrations of a hundred goblin-imps armed with flaming tridents (they are dipped in flaming oil, not magical). Gripped tight in his hundred hands, Zygas holds the hundred *Eyes of Argus*, each a perfect sphere of ulfire-colored crystal.

The eyes are animated *wizard eyes* which swarm and act as one when commanded by a magic helm that has long since been lost, but is surely lurking in a deep dungeon. They eyes, as a swarm, are capable of casting up to nine levels of 1st to 5th level spells per day.

Goblin-Imp, Small Humanoid: HD 1+1; AC 15; ATK 1 sting (1d4) and spear (1d6); MV 20 (Fly 40); F14 R13 W16; AL Chaotic (NE); XP 100; Special—Resistance to fire, +2 save vs. poison, cast detect good (1) and invisibility (self) (1).

Hecatonchiere, Huge Humanoid: HD 20; AC 18; ATK 10 fists (5d6) or 10 boulders (100'/5d6); MV 20; F3 R6 W6; AL Chaotic (CE); XP 2000; Special—Magic resistance 20%, double resistance vs. divine magic, sight of them stuns onlookers (Will save) .

3306 Earth Temple | Monster

This hex holds a sacred site of Elemental Earth, a temple of shifting stone blocks and columns of every color in the rainbow but green. The temple is actually composed of priestly earth elementals, each a perfect cube or cylinder as determined by its place in the "scheme of things" and motionless in meditation until called upon to serve their deity. The earth elemental priests are under the governance of a wizened old medusa call Avarda, a gap-toothed old woman with skin made

leathery from exposure to the sun, wind and rain. Avarada rides a half-trained gorgon and is served by 20 blind goblins.

Treasure: 1,090 gp, 10,000 cp, 20 prayer cloths of copper thread (15 gp each), electrum brooch set with a chrysoprase (1,500 gp), ten silver amphora filled with mercury wine (250 gp; the wine is obviously poisonous to any but an earth elemental), *scroll of deathwatch* and *scroll of wall of stone*.

Medium Earth Elemental, Medium Earth Elemental: HD 4; AC 18 [+1]; ATK 1 slam (1d8); MV 20; F11 R14 W15; AL Neutral (N); XP 1000; Special—Cast spells as 1st level druid.

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

Gorgon, Large Magical Beast: HD 8; AC 19; ATK 1 gore (1d8) and trample (1d8); MV 30; F8 R9 W14; AL Neutral (N); XP 2000; Special—Cone of petrifying gas (60') 5/day; Gear—Silver scepter set with red garnets (1,600 gp), *scroll of protection from dragons*.

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

3311 Dark Druid's Rest | Dungeon

The tomb of the dark druid is located at the bottom of a 10' diameter shaft with perfectly smooth walls that ooze a mild acid (1 point of damage per round). At the bottom of the shaft there is a large pile of wooden masks depicting animals, monsters and aspects of nature.

Sitting atop the pile is an old elf, a keeper who holds a crooked staff which can turn objects into *insect swarms* (3/day). The walls of the shaft can be walked through by people wearing masks depicting a cat – there happen to be five of them, the only set of masks in the lot. All the others are unique.

Walking through the walls allows entry into the dungeon of the dark druids, haunted by such things as negative energy animals, sickle-armed zealots garbed in cloth-of-silver and gray renders mind-linked to the Grim Golden God.

3322 Ozok | Settlement

Ozok is a weird little village of 200 woodcarvers and farmers. All are men and women who decided to leave civilization to form a perfect society. Their society is held together by their worship of a glowing blue stone that pierces their minds with lambent rays that drain them of emotion. They are happy to bring others into their society with the help of the gem, which they keep in a cave above the village that is guarded at all times by six villagers in studded leather armor and armed with spears and daggers. The villagers are all immune to fear, charms and emotions of all kinds. Their leader, the Blue Prin-

cess, is a beautiful woman with a scarred soul who dresses in the furs of a blue leopard and clothes of blue.

3333 Zazh-Piagio | Settlement

Zazh-Piagio is a village of 100 Oghur miners who live in stone huts surrounding an open quarry of malachite. A pump system designed and run by a clique of dwarves keeps it from flooding. The men and women pull malachite blocks from the quarry and sell them throughout the region. The villagers are notorious robbers, who drug visitors, strip them of wealth and then leave them naked in the wilderness two hexes away.

3347 Black Abbey of Demons | Monster

The Black Abbey of Chernabog, the Black Demon of Og, stands in this hex on a windswept ruin of crumbling parapets and defaced statues of men and women in terrible distress. At full moons, the abbey is alive with the revels of witches, goblins and minor demons conjured for the occasion. The abbey doors remain ever closed, even during these revels. Within there is a sisterhood of hags and their daughters, guarded by faceless men and writhing shadows. A blue, flickering flame leaps from a well in the abbey courtyard – it is only visible at night, but can burn even when unseen.

3403 City of Sand and Stone | City-State

The so-called City of Sand and Stone rests on a slight rise in the bleak landscape of the Grey Waste here, surrounded by a vast encampment of evil humanoids.

The city is an ancient construction of sandstone and limestone hovels and towers, and long abandoned by the people that built (at least, by living people). The place is now peopled by echoes and illusions. Jackals roam the streets in service to the Shadow Lords who now control the place, their shadow servants delving into the psychic structures that lurk unseen in the city and which grow and change over time, hiding the secrets of the ancient builders.

Outside the city walls, 2,000 gnoll-men, gnolls and goblins live in leather tents with plush accoutrements inside - treasures long ago looted from the abandoned city. A society of gnoll temple-whores, the followers of the gnoll goddess Shivaré, mingles among the tents, selling their services of ecstasy and augury in exchange for silver. They carve weird patterns into their fur and dye their teeth purple. The gnoll priestesses fashion the silver into charms that keep the black, sobbing winds that sometimes flow from the city gates into the surrounding landscape at bay.

These winds can grip a person's heart and freeze it, putting them into an eternal crushing despair, haunted by dreams of the ancient city and its beautiful inhabitants who dabbled in

mysteries that should have been left undiscovered. They invited a great entity from beyond time and space to reside in their marble temple, which is now lost in the warp that destroyed the populace and rendered the city unlivable.

The priestesses of Shivare, however, prophesize that one day the city will be released from that deity's grip, and the city will be reborn and filled with jewels and wealth, ripe for the taking by the assembled raiders outside its walls.

3418 Qava | Settlement

Qava is a village of herdsman living in mud-brick huts clustered around a tall, stone tower. The tower is home to the warlord Yixx, a mountain of a man with heavily scarred arms and grey eyes that twinkle when he's happy, and flame when his ire has been raised. He is a ready wit, but loses his cool when he is exasperated and resorts to violence. The people live in fear of his rages, but also recognize him as a great defender and provider.

Treasure: 400 gp

Yixx, Human Barbarian: LVL 7; HP 53; AC 14 (mail shirt); ATK 1 +1 *heavy mace* +9 (1d6+4); MV 40; F10 R13 W13; S16 D11 C17 I7 W9 C10; AL Neutral (N); XP 700; Special—Rage 2/day, sixth sense; Gear—*Potion of blur*, *potion of enlarge person*, *ring of protection* +1.

3423 Jolk | Settlement

Jolk is a small village of 100 hunters who are especially skilled at falconry. Their village is surrounded by a palisade and moat. It is ruled by its eldest citizen, currently the wise man Jobb, who is also a healer and philosopher. He was a bandit in his youth and stole a sword from a chieftain, killing the chieftain and his children as well. He has hidden this crime for 50 years, and hides the sword – it is buried beneath the floor of his home. Still, the feelings of guilt have grown as he has aged, and he is becoming paranoid, believing visitors to the village are servants of the old chieftain's family seeking the sword and revenge.

3429 Temple of Mental Fortitude | Stronghold

The Temple of Mental Fortitude is a strange place indeed. The "temple" consists of a thousand stone pillars of unknown height emerging from a valley shrouded in chill mists. In the surrounding mountains there dwells a flock of giant eagles. Seekers of enlightenment come to the lip of the valley and meditate for three days before holding up an offering of gold to the giant eagles. If they are judged worthy, an eagle swoops down, grabs the monk with its talons (inflicting damage) and deposits him or her atop one of the icy pillars.

The pillars are about 10' in diameter. There, the monk continues his meditations for 14 days, eating nothing and hydrating himself on the ice that gathers on his pillar. This mortification of the flesh is intended to bring about enlightenment and mental fortitude. If he survives, the monk increases his Wisdom by 1d4, and reduces his Constitution by the same.

When a monk has finished his time on the pillar, he crawls to the edge of the pillar and leaps off. A giant eagle will either catch him and carry him back to the edge of the cliffs that ring the valley, or he plunges into the mists and is never seen or heard from again.

3438 Ram-Home | Monster

A giant ram wanders these hills and meadows. Within his guts there is a veritable metropolis of sentient bacteria, who have given the giant ram a measure of intelligence. The bacteria are sages, and if communicated with (this would involve touching the giant ram while casting *detect thoughts*), they can provide answers to the mysteries of the universe ... well, the universe within the giant ram. Other than that, they don't know a whole lot.

3446 Old One-Eye | Monster

A cyclops lives in a cave by the river here, herding a flock of giant sheep with glossy blue-black wool and over-sized horns on their heads. The cyclops is a confirmed hermit and bachelor and he will not take kindly to visitors unless they bring him delightful presents. Among his possessions is a salvaged mechanical man in bad repair, but still containing the spark of life in an amber globe beneath his breastplate. This mechanical man was a servant of the ancient elves, and knows much of their culture and lore (treat him as a sage). The mechanical man has a distinctly owl-like look to his face.

Treasure: 2,000 gp, amethyst (110 gp), sapphire (600 gp)

Cyclops, Huge Giant: HD 13; AC 15; ATK 1 slam (3d10) or boulder (3d6); MV 30; F4 R9 W9; AL Chaotic (CE); XP 1300; Special—Poor depth perception.

3450 Tombstones | Wonder

Stone burial markers can be found on a vast meadow in this hex, marked with asphodels and patrolled by giant white rats. The burial markers have the adventurers' names on them, and if examined for more than a moment, the ground before them becomes as air, dropping people into a crystalline underworld as crystalline people. They can only regain their humanity (or elvishness or dwarfishness, etc.) by rescuing the seven harmonic angels captured by the ruby devil-men servants of a nihilistic psionic black pudding driven half-mad by the weird sonic radiations of the crystalline world.

3501 Guardians of the Forbidden City | Monster

A society of 200 Lawful (Good) kinumat (salt-folk) from Zag-Biluda [Map J6] defends a concrete redoubt in this hex. They are the Guardians of the Forbidden City (the name they give the City of Sand and Stone [3403]).

The kinumat are a religious order of warriors dedicated to protecting the strange City of Sand and Stone from intruders other than the foolish humanoids and bandits who now surround it. They maintain patrols in the area, searching for adventurers who might be able to unlock the terrible secrets of the place. They attempt to drive the adventurers away, but if forced, will take them prisoner and deliver them to the city of salt-folk in the Barrens.

The society consists of 50 cataphracts armed with horseman's axes and light lances, and 150 footmen in scale coats and armed with composite bows and pole axes. The cataphracts are mounted on giant lizards in scale barding, and they are led by Sister Zorri, while the footmen are led by three sergeants, Brother Zorrix, Sister Zena and Brother Zhul.

The order is commanded by Brother Zabe and his acolytes, Sister Zola and Brother Zuwan. The strange magician Professor Zann assists them as a magical advisor and eccentric bon vivant among an otherwise ascetic order.

Treasure: 700 pp, 2,510 gp, 3,000 sp, 13,000 cp, 2 fancy stones, 2 gems, 2 jewels, large stele of rock salt stone that serves as an idol

Giant Lizard, Large Animal: HD 6; AC 16; ATK 2 claws (1d4) and bite (2d6); MV 40; F9 R10 W15; AL Neutral (N); XP 300; Special—None.

Kinumat Retainer, Large Humanoid: HD 2; AC 16 (scale); ATK Halberd (1d10); MV 30; F11 R15 W15; AL Neutral (LN); XP 200; Special—Resistance to acid.

Kinumat Knight, Large Humanoid: HD 2; AC 16 (scale); ATK Lance (1d8) or horseman's axe (1d8); MV 30; F11 R15 W15; AL Neutral (LN); XP 200; Special—Resistance to acid.

Elder Zann, Kinumat Sorcerer: LVL 8; HP 23; AC 10; ATK 1 dagger +2 (1d4-1); MV 30, F12 R12 W9; S7 D11 C9 I8 W11 C12; AL Neutral (LN); XP 800; Special—Resistance to acid, spells per day (6/6/6/5/3); Spells known—0—acid splash, detect magic, detect poison, light, mending, message, prestidigitation, resistance; 1—detect secret doors, elemental weapon, fool's gold, mage armor, summon monster I; 2—acid arrow, glitterdust, shatter; 3—heroism, sepia snake sigil; 4—stone shape; Gear—*scroll of spider climb*, *scroll of flaming sphere*, *potion of healing*, *potion of invisibility*, *wand of magic missile* (2).

Acolytes, Kinumat Cleric: LVL 4; HP 13; AC 18 (scale, shield); ATK 1 horseman's hammer +2 (1d6+1); MV 30, F11 R14 W10; AL Lawful

(LN); XP 400; Special—Resistance to acid, turn undead, spells per day (5/4/2).

Sister Zorri, Kinumat Fighter: LVL 4; HP 18; AC 15 (scale); ATK 1 horseman's axe +5 (1d6+2); MV 30, F10 R13 W14; S15 D13 C13 I9 W9 C13; AL Lawful (LG); XP 400; Special—Dominate 0 HD foes

Ivart, Kinumat Cleric: LVL 11; HP 38; AC 17 (scale, shield); ATK 1 horseman's hammer +8 (1d6+2); MV 30, F8 R12 W7; S15 D8 C9 I8 W13 C9; AL Neutral (LN); XP 1100; Special—Resistance to acid, turn undead, spells per day (6/6/4/4/3/2/1); Gear—*scroll of magic weapon*, *potion of healing*, *potion of dexterity*, *potion of enlarge person*.

3509 Metallic Marauders | Monster

A band of 12 metallic men is picking its way across the Grey Waste, collecting soil samples and searching for signs of an ancient library of technical manuals they believe might be hidden in the waste. Their leader is the sci-warrior Blue-9, who wears blue robes and carries a +1 *spanner* and an *amulet of advanced mathematics* (+2 to all science task checks). His men wear blue skein suits, and light crossbows.

Treasure: 1,510 gp

Metallic Men, Medium Elemental (Earth): HD 1+2; AC 16; ATK 1 fist (1d4) or by weapon; MV 30; F13 R15 W15; AL Neutral (LN); XP 100; Special—Immune to electricity and poison, resistance to cold, fire and edged weapons, no discernable anatomy, channel electricity into lightning bolt (60', up to 3 dice of damage), form weapons.

Blue-9, Metallic Man Fighter/Scientist: LVL 6; HP 19; AC 15; ATK 2 fist +6 (1d4+1) or 2 +1 *spanner* +7 (1d4+3); MV 30; F10 R13 W11; S13 D8 C11 I14 W6 C6; AL Neutral (LN); XP 600; Special—Metallic man abilities, dominate foes, legend lore, brew formula, discover information; Gear—+1 *spanner*, *amulet of advanced mathematics*.

3519 Purple Knights | Stronghold

This hex holds a concentric castle commanded by Lord Harr, a paladin of Ing and Kan. He and his warriors can be identified by their purple banners and cloaks. The castle is defended by 65 men-at-arms, horse-archers and light horsemen, and 10 zealous holy warriors on horse, in scale mail and armed with horseman's axes, light lances and scimitars.

Harr and his companions seek the Holy Whisper, which is said to echo in pristine valleys amidst scenes of terrible beauty. They also seek nymphs to whom they can pledge themselves in courtly love. This leads them all over the region, so small bodies of these Purple Knights can be found anywhere.

Treasure: 336 gp, 30 sp, 400 cp, small vial of perfume drawn from the breath of a panthera (300 gp).

Purple Warrior, Medium Humanoid: HD 1; AC 17 (chain, shield); ATK 1 weapon (1d8); MV 30; F13 R15 W15; AL Lawful (LG); XP 50.

Purple Knight, Medium Humanoid: HD 2; AC 19 (plate, shield); ATK 1 weapon (1d8); MV 30; F13 R14 W14; AL Lawful (LG); XP 100.

Lord Harr, Human Paladin: LVL 11; HP 45; AC 15 (chainmail); ATK 1 long sword +10 (1d8+1) or +1 *silver dagger* +11 (1d4+2); MV 30; F7 R11 W6; S13 D11 C12 I8 W13 C13; AL Lawful (LG); XP 1100; Special—Detect evil, smite chaos (evil) 3/day, lay on hands, immune to fear, turn undead, quest for warhorse, cure disease 1/wk, spells (1/1); Gear—+1 *silver dagger*.

3534 Yazma's Tomb | Dungeon

This hex holds a pilgrimage site for the Oghur, the tomb of an ancient religious leader called Yazma. Yazma's tomb is constructed of black marble, and is secreted in a pine copse. The tomb has a single entrance, a narrow marble door with a secret release located on the opposite side of the tomb. The release is hidden in what appears to be a crack – a blade must be worked into the crack and then levered up. There is a 1 in 8 chance that the tip of the blade is snapped off (unless it is magical or adamantine).

Behind the door there is a narrow tunnel, about 15 feet long, and then an antechamber that holds numerous iron spheres and a pedestal topped by a bronze bowl of flaming oil.

The oil and flames are an illusion. If five of the iron spheres are stacked on the bowl, the pedestal sinks into the ground and a set of stairs is revealed that leads down to the tomb. Three of the iron spheres are actually iron cobras curled up into balls. They are programmed to attack anyone that enters the antechamber.

The tomb is a simple affair, hung with prayer beads (spheres of fancy stone on silver cords; about 400 gp worth) and with a floor littered with rock salt. The mummified body of Yazma is in a porphyry sarcophagus sealed with lead. Within the body there is a heart of quartz which, if pried from her dead body, acts as a *stone of controlling earth elementals*. Unfortunately, her sarcophagus also holds mists of petrification that fill the room when the sarcophagus is opened.

The tomb site has a caretaker, an old Oghur illusionist called Vatro, who is notable for his bushy sideburns and gold tooth. He lives in a longhouse about 1 mile away from the tomb, and visits often to keep things clean.

Iron Cobra, Small Construct: HD 1; AC 18; ATK 1 bite (1d4 + poison IV); MV 40; F16 R15 W15; AL Neutral (N); XP 100; Special—Weapon resistance (al), magic resistance 5%.

Vatro, Oghur Illusionist: LVL 5; HP 11; AC 10; ATK 1 staff +1 (1d4); MV 30; F13 R13 W10; S9 D12 C12 I16 W14 C13; AL Neutral (N); XP 500; Special—Oghur abilities, spells per day (4/4/3/1); Gear—Spellbook (0-audible glamor, dancing lights, detect magic, flare, read magic, smoke image; 1—change self, color spray, magic aura, phan-

tasmal force, precognition, ventriloquism; 2—blur, ESP, hypnotic pattern, improved phantasmal force, mirror image; 3—displacement, spectral force, suggestion).

3539 Asylar | Settlement

Asylar is a Ruzigar village at the river's bend, burrowed into chalk cliffs. The village has stables hidden in the surrounding hills guarded by elite warriors. Buried deep in the cliffs is a hidden temple of Elemental Air. Within the temple there is a *bag of winds* – ancient winds from a balmy earth perfumed by the heady scent of primordial chaos. The bag is guarded by an air elemental that favors the form of a serpent and is called Oivos by the Ruzigar.

When visitors enter the temple they hear the trilling of flutes issuing from the cliffs, as the women, children and elderly of the tribe call not only on their hunters and warriors to come down from the hills, but also on Oivos to emerge from the cliffs to claim a new sacrificial victim to decorate its cave.

Ruzigar Warrior, Medium Humanoid: HD 1; AC 16 (scale and 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.

Large Air Elemental, Large Air Elemental: HD 8; AC 20 [+1]; ATK 1 slam (2d6); MV Fly 100; F10 R6 W12; AL Neutral (N); XP 2000; Special—Whirlwind.

3616 Niwcirk | Settlement

Niwcirk is a bustling village of halfling exiles, devout men and women living under the protection of Amogg, Mogg's youngest daughter and a barbaric warrior in the vein of her father. Amogg is stout and often surly, with flaming red hair (from her dwarf blood) and dazzling green eyes.

The village is home to 280 men, 460 women and 300 children. It consists of half-subterranean wattle-and-daub houses in the halfling style, with extensive gardens and a small orchard of apple trees. The village is surrounded by a palisade (12' tall) and has two 20' tall guard towers. The village warriors consist of 20 slingers and 10 warriors armed with spears, daggers, ring mail and bucklers.

Treasure: 2,800 gp, 5,900 sp, 29,000 cp, *potion of healing*.

Halfling, Small Humanoid: HD 0; AC 14 (studded leather, buckler); ATK 1 weapon (1d6); MV 20; F14 R16 W16; AL Lawful (LG); XP 25; Special—Halfling traits.

Amogg, Half-Dwarf Barbarian: LVL 6; HP 48; AC 14 (mail shirt); ATK 1 battleaxe +6 (1d8+1); MV 40; F10 R13 W12; S13 D12 C16 I7 W13 C9; AL Lawful (CG); XP 600; Special—+1 save vs. magic and poison, detect unusual stone work and determine depth underground 2 in 6,

rage 2/day, sixth sense; Gear—*Ring of protection +2, potion of healing*.

3631 Temple of the Fox | Monster

A crevice in this hex, narrow and spooky, hides a small temple dedicated to Ruch, the Fox Spirit of the Qum'al. The temple is carved into the red walls of the crevice, with a single small door flanked by bas-reliefs of fox women. The door opens to a tunnel entrance that goes back about 30' into the cliffs, ending in a chamber 20' in diameter with a 30' domed ceiling.

The temple room is completely dark – magically dark – with a number of motes of light that resemble stars orbiting the dome, moving slowly unless somebody attempts to grab one or interfere with one – then they scramble and swarm around the room at full speed.

Grabbing a mote (treat them as AC 25) causes a terrible burn (1d6 damage) and leaves a key-shaped imprint on the palm. If the pattern is used to make a key and one returns to the temple, they find it guarded by seven foxweres wrapped in polychromatic veils that hide shirts of mithral mail. Each carries two scimitars and can cast spells as a 4th level druid.

In the floor of the temple there is a tiny hole, just big enough for a key. When a key created from an impression left by a mote is put in the hole and it is turned, the corresponding mote becomes larger as the key is turned, and becomes a portal into a vault buried deep beneath the ground.

These vaults belong to some of the greatest thieves in the world and they are guarded by death traps of their own devising. Here, these thieves hide their greatest treasure – a copy of their memoirs.

Foxwere Druid, Small Magical Beast: HD 3; AC 17 [Silver]; ATK 1 bite (1d4) as fox or bite (1d4) and weapon (1d6) as hybrid; MV 40; F12 R12 W14; AL Neutral (CN); XP 300; Special—Cast spells as 3rd level druid, charming gaze (Will negates), change form.

3634 Lord Vash | Stronghold

Who in the Trollheims has not heard of Lord Vash? His skin of burnished bronze, his billowing raven locks, his third eye from which issue the spirits of barbarians from elder ages?

It is here that he has established his hill fort, populated by outcasts and renegades, mostly from among the Oghur, but embracing all of the non-evil peoples of the mountains. The hill fort is a grand affair, a citadel of golden stone on a green hill, with a village of 500 spread around it and guarded by a wall of wood and stone. Those walls are defended by 40 barbarian warriors in ringmail, carrying shields, spears and

composite bows. Beyond the walls another 4,500 people dwell in relative peace and freedom.

The citadel is defended by Lord Vash and his personal guard of eight berserkers, and Father Hogavark, a druid of questionable hygiene and strange religious views.

Vash's village boasts two breweries run by rival dwarf brothers, each producing ale so golden that dragons have visited the village in search of the "golden hoard" they've heard so much about from adventurers. His armorers are among the best in the region (which is saying something), and the parlor of Madame Sirr, a Siquish woman, is well visited by adventurers seeking not only a glimpse at the future, but also any number of elicit potions and identifications of magic items.

Lord Vash asks for nothing but freedom for himself and his people, and he brooks no interference by the great city-states of the region. At his command, his warriors, berserkers and at least 200 of his people will take up arms and march!

Treasure: 2,940 gp, 800 sp, 3,000 cp

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

Berserker, Medium Humanoid: HD 2; AC 12 (shield); ATK 1 weapon (1d8); MV 30; F12 R15 W15; AL Chaotic (CE); XP 200; Special—Berserk rage (2 attacks per round), immune to fear.

Father Hogavark, Oghur Druid: LVL 4; HP 49; AC 11 (padded); ATK 1 scimitar +3 (1d8+1); MV 30, F10 R14 W10; S13 D10 C15 I13 W15 C11; AL Neutral (CN); XP 400; Special—Oghur traits, spells per day (5/4/2), move through undergrowth, leave no trail, +2 save vs. energy spells; Gear—*Cloak of charisma +2, scroll of darkvision*.

Lord Vash, Oghur Barbarian: LVL 10; HP 70; AC 13 (studded leather); ATK 1 bastard sword +9 (1d8+1); MV 40, F8 R12 W12; S13 D10 C14 I12 W12 C11; AL Neutral (N); XP 1000; Special—Rage 3/day, sixth sense, summon 2d6 ghosts of ancient barbarian warriors from third eye 1/month; Gear—*Vial of alchemist's fire, scroll of protection from undead, cloak of elvenkind, potion of enlarge person*.

3711 Alchemical Village | Settlement

There is a weird little village in this hex composed of brick buildings shaped like ovens. Within these little homes dwell something akin to mechanical men, save that they are blobby in shape and are composed of an outer shell of flexible glass and are filled with alchemical formula. These weird folk are peaceful and helpful.

3721 Mystic Fireflies | Monster

Near the river in this hex, large fireflies appear at night, weaving and dancing. These fireflies carry bacteria that, when introduced to a body via catching the flies, grant people the

power of *clairvoyance* for 24 hours, but steal from them 1d3 points of Wisdom, simulating drunkenness. This lost wisdom heals normally after the *clairvoyance* disappears.

3744 Baba Zhanik | Monster

Baba Zhanik is a wild-haired mountain hag who keeps a herd of six semi-wild giant goats. The goats form a loose herd, and might cover an area up to 1 square mile. Their mistress is never more than 10 minutes away from them, and responds to their cries instantly. Each goat has a bell hung around its neck. Each bell is a different color, and each scares away a different type of demon when it is rung (range 20'; saving throw negates otherwise flee the area and harbor a terrible hatred for the perpetrator of this heinous crime against demons everywhere).

Giant Goat, Medium Animal: HD 1; AC 12; ATK 1 butt (1d4); MV 30; F14 R13 W18; AL Neutral (N); XP 50; Special—No movement penalty when climbing rocks.

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

3802 Lizard Palace | Dungeon

This hex holds a palace of ancient, giant lizardmen. The palace is made of limestone and serpentine. Its broad halls are lined with sculptures birthed from a madman's dreams, and its courtyards trickle with unseen water and dancing lights that cause a feeling of unease in non-reptiles.

Phantoms and skulks stalk these halls, and undead monstrosities lurk in the chambers, all bound to the service of the lich-lord Pavax, who was teleported into the solid stone altar of an alien god at the heart of the palace. The lich is still aware and still holds the runic *Sword of Vo*, a *nine lives stealer*.

3823 Nunnery of Arka | Stronghold

The hills here are especially wild and rugged, and hide a nunnery of priestesses dedicated to the worship of Arka, the goddess of the hunt and healing. The nunnery is secluded and is built from white stone overgrown with vines. Within, there is a broad courtyard and medicinal spring, medicinal garden, and living quarters for the nuns and temple. The nunnery's hospice is located outside the walls. It is connected to the nunnery via a tunnel.

The 19 nuns are governed by Mother Avatt, an elderly woman nearing the end of her life. Her prioress is Sister Ilikk and her sub-prioress is Sister Ovagg. Both have lived lives outside of the abbey as adventuring druids, and both have decided to retire from their adventuring lives to this place. The key mis-

sion of the nuns is to heal the sick. To that end, they have a most unusual guest – a cloud giantess who seemed to fall from the sky. While she is of the evil variety, she is currently in a deep coma. She was found in the wilderness by Vodd, a ranger who protects the nuns.

Treasure: 790 pp (at the bottom of a deep well under 20' of brackish water – the druids consider it an abomination), 1,000 sp, ebony idol of Arka studded with peridots and alexandrites (6,000 gp).

Vodd, Human Ranger: LVL 7; HP 32; AC 17 (chainmail, +1 buckler); ATK 1 longsword +7 (1d8+1); MV 30, F10 R10 W12; S13 D11 C11 I7 W13 C11; AL Lawful (Neutral Good); XP 700; Special—Favored enemy (nomads), leave no tracks, spells (1); Gear—140 gp, black pearl (400 gp), *oil of bless weapon*, *potion of barkskin*, *potion of charisma*, *potion of resist electricity*, *potion of resist fire*.

Sister of Arka, Human Druid: LVL 1; AC 12 (leather); ATK 1 quarter-staff +0 (1d6); MV 30, F12 R15 W12; AL Neutral (N); XP 100; Special—Spells per day (3/2).

Sister Ovagg, Human Druid: LVL 5; HP 24; AC 11 (padded); ATK 1 sickle +3 (1d6); MV 30, F10 R13 W10; S10 D7 C13 I11 W15 C8; AL Neutral (N); XP 500; Special—Spells per day (5/4/2/1), move through undergrowth, leaves no trail, +2 save vs. energy spells, shapechange.

Sister Ilikk, Human Druid: LVL 8; HP 40; AC 11 (padded); ATK 1 spear +5 (1d8); MV 30, F8 R12 W8; S9 D10 C13 I9 W14 C10; AL Neutral (N); XP 800; Special—Spells per day (6/5/3/2/2), speak druidic, move through undergrowth, leaves no trail, +2 save vs. energy spells, shapechange.

Mother Avatt, Human Druid: LVL 11; HP 49; AC 11 (padded); ATK 1 spear +6 (1d8-1); MV 30, F7 R11 W7; S8 D12 C14 I8 W13 C11; AL Neutral (N); XP 1100; Special—Spells per day (6/6/4/4/3/2/1), move through undergrowth, leaves no trail, +2 save vs. energy spells, shapechange, immune to poison; Gear—*potion of remove paralysis*.

3837 Hin | City-State

Hin is an ancient Oghur city, once grand and vital, now faded and dying. Her royal dynasty, the Vards, whose symbol was the yellow rose, has nearly died out. Only the mad King Haypat survives, propped up on his throne of obsidian, his staff of office clenched in feeble fingers, while serving ladies tend to his every need. The people of Hin have forgotten their greatness, and each year the young leave to find work elsewhere.

About 25,000 people remain in the domain of Hin on the east side of the River Hiz, while about 2,800 people live within the city. Some actively work to dismantle it, selling the stone to the masons and builders of other city-states, while others work as artisans and soldiers. The citizens are getting old, and now many of the old are even leaving the city to join their children elsewhere.

3850 Salamanders on Vacation | Monster

The salamander Zhabut and his wife Kazmina are returning to Jinnistan from their vacation abroad. The two ride on a brass litter carried by a dozen stubby magmin, urged on by the whippings of three bronze automatons armed with *chilling whips* (+1 whip, +1 cold damage). They salamanders are in poor spirits, and may attack adventurers who cannot provide them some good tales or thrilling sport.

Treasure: 570 gp, 5,000 cp, 4 fancy stones, 5 gems, 1,000 gp worth of souvenirs, harp of charming, potion of healing.

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

Magmin, Small Elemental (Fire): HD 2; AC 17 [+1]; ATK 1 strike (1d8 + combustion); MV 30; F16 R12 W16; AL Neutral (N); XP 500; Special—Immune to fire, vulnerable to cold, aura of flames (20', save or 1d6 damage each round), combustion (save or things catch fire).

Noble Salamanders (2), Large Outsider: HD 12; AC 23 [+2] (*shield +1*); ATK 1 +1 *bastard sword* (1d8+1 + 1d6 fire), tail (2d8 + 1d6 fire + constrict); MV 40; F7 R8 W7; AL Chaotic (CE); XP 7500; Special—Immune to fire, vulnerable to cold, immune to sleep, hold and charm spells; Spells—*burning hands* (3/day), *dispel magic* (1/day), *fireball* (3/day), *flaming sphere* (3/day), *summon monster VII* (1/day), *wall fire* (3/day).

3901 Greedy Idol | Wonder

A limestone idol of a basilisk-man sits atop a tall mountain in this hex, with rugged slopes that are dangerous to climb. The idol stands about 15 feet tall, and is visible from anywhere in the hex. Those who climb and reach the idol should be given an XP award for their effort. They must also pass a saving throw to avoid being *geased* by the idol into stealing into the Forbidden City and stealing a large diamond worth 10,000 gp. The diamond must be returned to the idol within one week.

3926 Cyclopeans | Monster

A cave fort in this hex is home to 37 cyclopeans. The cave entrance is located about 20' above ground level and there is no obvious way of accessing the cave from below other than climbing the cliff face. From above, there is a knotted rope attached to a spike driven into the rock.

About 4' into the cave there is a bronze portcullis that requires a key to open. The key must be turned clockwise three times to open the door safely. Turning the key once makes a clicking sound, but when one tries to open the door at this point, a secret panel opens in the left wall and three pit vipers are released into the hall.



Pit Viper, Small Animal: HD 1; AC 17; ATK 1 bite (1 + poison IV); MV 20 (Climb 20, Swim 20); F14 R13 W18; AL Neutral (N); XP 100.

Beyond the gate there is a winding stair that is dimly lit by flickering torches placed in holes driven in the wall. At the bottom of this stair there is a large living complex for the cyclopeans, including bedrooms, storage rooms, a small shrine dedicated to the cyclopean deity Ultra Orbis, a workroom for their master smith (it connects to furnaces) and slave pens for the 200 or so human and Oghur slaves they have taken.

The cyclopeans are led by their high priestess, Pomar, who wears a wide brass collar and vivid paints around her eye in the fashion of the clergy of Ultra Orbis. The war chief of the clan is Vralko.

Treasure: 70 pp, 900 gp, 6,000 sp, 16,000 cp, fine Oghur damask worth 200 gp

Cyclopean, Medium Monstrous Humanoid: HD 2; AC 15 (chain); ATK 1 weapon (1d10); MV 30; F15 R12 W12; AL Neutral (N); XP 100; Special—Peer into future 1/day.

Vralko, Cyclopean Barbarian: LVL 4; HP 30; AC 12 (leather); ATK 1 trident +4 (1d6+2); MV 40, F9 R14 W14; S14 D12 C16 I10 W9 C11; AL Neutral (LN); XP 400; Special—Cyclopean traits, rage 2/day, sixth sense; Gear—Leopard fur cloak (1,500 gp), *potion of healing*.

Pomar, Cyclopean Cleric: LVL 7; HP 16; AC 16 (banded); ATK 1 quarterstaff +4 (1d6); MV 30, F11 R13 W10; S11 D10 C7 I11 W10 C10; AL Neutral (LN); XP 700; Special—Turn undead, spells per day (6/4/3/2/1); Gear—*potion of resist acid, ring of sustenance*.

3941 Cave Raiders | Monster

A tribe of 60 cruel caveman raiders is making its way up the river, intent on raiding the outer settlements of Hin. The cavemen fight as berserkers. Their leader, Chief Johj, is a burly devil of a man dressed in black furs and armed with a mammoth tusk wrapped in bands of mithral. His brothers, Pok and Lorv, accompany him and covet his power.

Tribesman: 2,010 gp, 2,000 sp, 4 fancy stones, 2 gems

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

Pok, Caveman Barbarian: LVL 3; HP 20; AC 13 (leather); ATK 1 spear +4 (1d8+1); MV 40, F10 R13 W15; S14 D15 C16 I17 W8 C5; AL Chaotic (NE); XP 300; Special—Rage 1/day, sixth sense.

Lorv, Caveman Barbarian: LVL 4; HP 29; AC 12 (leather); ATK 1 stone battleaxe +4 (1d4+2); MV 40, F10 R14 W14; S13 D8 C13 I9 W11 C9; AL Neutral (N); XP 400; Special—Rage 2/day, sixth sense.

Johj, Caveman Barbarian: LVL 10; HP 67; AC 12 (leather); ATK 1 greatclub +9 (1d6+2); MV 40, F7 R12 W12; S13 D11 C13 I7 W10 C10; AL Chaotic (CE); XP 1000; Special—Rage 3/day, sixth sense.

4015 Wrecked Caravan | Monster

A broad ravine in this hex holds a small stream and copious amounts of rubble, as well as the remains of a halfling caravan. There are seven skeletons here and a wagon dashed to pieces. One of the halflings was an assassin on a mission to assassinate the exiled Mum of the halflings in Azzor. The assassin still lurks in the wreckage as a shadow.

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

4021 Ignot | Settlement

The muddy shores of the Og in this hex are worked by a village of 500 crawdad gatherers and giant crawdad hunters. Their village, Ignot, is located about a mile away. It is a collection of simple huts flanking a stone tower which acts not only as a watch tower, but also contains a shrine of Arka. The shrine is connected to the hospice [3823], and is visited monthly by one of the lesser nuns to perform rites and heal wounds. The village is surrounded by a palisade.

The girl children of Ignot are trained from an early age to calm the giant hippos that sun themselves along the Og, and

which could easily destroy the village or kill any hunters they come across. Hunting parties are always accompanied by one of these girls, who they take great pains to keep safe.

4025 The King's Sword | Monster

A magic sword is embedded in a tree in this hex. The sword looks as though the tree grew over it (which it did). The sword is guarded by a nine-headed hydra called Lamya. It is the giant bastard sword (a medium-sized creature could wield it as a two-handed sword) of an ancient firbolg king. The sword holds the power to awaken the suspended firbolg disguised as trees in [4327].

Nine-Headed Hydra, Huge Magical Beast: HD 7; AC 17; ATK 7 bites (1d10); MV 20 (Swim 20); F7 R10 W15; AL Neutral (N); XP 700; Special—Regrow heads.

4028 Workshop | Monster

A mountain hag called Baba Satamash lives in this hex in a small, fortified longhouse. She shares her home with a family of gnomes she has enslaved and pressed into service making wondrous little clockwork toys. The toys are to be distributed to all the good children in the region, and are designed to inject them with a weird elixir that puts them into suspended animation. Only Baba Satamash can save them, and for this service she will demand a terrible price. The TK can decide what that price will be in his or her campaign.

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

4032 Gazing Crystal | Monster

A chimera guards a gazing crystal suspended beneath the peak of the tallest mountain in this hex. One must make their way through a maze of caves to find the crystal ball, which is suspended from a silver cord. The ball can see into any place in Nod, and up to one year in the past. People can speak through the ball to those they see, but each word of the message inflicts one point of constitution damage, creating the sensation of one's life slipping away.

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

4103 Idol Dreamers | Wonder

The desert in this hex extends into the mountains, running between two cliff walls as red as blood. There are hundreds of small alcoves dug into these walls, and each holds a dreaming man or woman with turquoise skin and red hair, with a silver and gold eye painted on their stomach. These psychics are

idle dreamers, but they dream of wondrous idols (actually *figurines of wondrous power*), which slowly form beneath the sands. One new figure is created every 1d6 weeks. Each of these figurines works as normal, but it is linked to the dreamers, and after six uses awakens the psychic potential in its user, who then makes a pilgrimage back to the canyon where he crawls under the sands and sleeps for seven days, emerging as a new dreamer.

4105 Varr the Terrible | Settlement

Varr is among the worst men ever to have lived. A war-priest of the demon lord Kostchtchie, he established a fortress here on a high plain that is always covered with ice and snow. Tunnels born through the earth beneath the fortress lead to greener meadows, and permit easier ingress and egress by Varr and his warriors. The tunnels are haunted by any number of undead nasties, and form a terrible maze for those who do not know the way. The tunnels also lead to the great temple-cave of Kostchtchie [4106].

The fortress houses 32 berserkers and 12 frost men, the loyal servitors of Varr, who both adore and fear him. The berserkers are commanded by Juvok, a war cleric as wild and woolly as they. The frost men are commanded by Shi-Varr, a female clone of Varr, and a formidable warlock in her own right.

Varr has deemed that Amogg, daughter of Mogg, shall be both his bride and his great sacrifice to Kostchtchie to bring that demon lord into the mortal realms to destroy Azsor.

Treasure: 270 pp, 400 gp, 500 sp, star ruby (1,000 gp), coat of white dragonscale (3,000 gp), ermine cap with a tourmaline badge (1,600 gp), beautiful carpet with silver thread design (actually a treasure map) (4,000 gp), *staff of healing* (seized from a Lawful cleric, kept as a trophy)

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.

Frost Man, Medium Humanoid: HD 4; AC 15; ATK 1 battleaxe (1d8) or longbow (1d8); MV 30; F11 R14 W14; AL Chaotic (CE); XP 400; Special—Cold blast from eye (30' cone, 3d6 cold damage, Ref half).

Shi-Varr, Human Warlock: LVL 4; HP 14; AC 10 (padded); ATK 1 spear +1 (1d8+1); MV 30, F14 R14 W11; S11 D8 C11 I5 W12 C13; AL Chaotic (CE); XP 400; Special—Spells per day (5/6/2); Spells known—0—detect poison, open/close, ray of frost, touch of fatigue, wizard mark; 1—energy missile, magic aura.

Juvok, Human Anti-Cleric: LVL 5; HP 18; AC 20 (+3 *breastplate*, shield); ATK 1 warhammer +3 (1d4+1); MV 30, F11 R13 W9; S11 D12 C10 I10 W16 C11; AL Chaotic (CE); XP 500; Special—Rebuke undead, spells per day (5/4/3/1); Gear—*Rod of withering*.

Varr, Human Anti-Cleric/Fighter: LVL 11/11; HP 49; AC 25 (+2 *plate armor*, +3 *shield*); ATK 3 silver greatsword +11 (1d10+2); MV 30, F7 R11 W6; S13 D6 C14 I7 W14 C10; AL Chaotic (CE); XP 1200; Special—Dominate 0 HD foes, 3 attacks per round, rebuke undead, spells per day (6/6/4/4/3/3/2); Gear—*potion of shield of faith* +2, *eyes of doom*, *ring of blinking*, *pearl of power* (6th level), *rod of the python*.

4106 Temple of Kostchtchie | Monster

Varr [4105] keeps his great temple of Kostchtchie deep beneath the surface of this hex. The temple is an icy cave that melts into numerous underground streams that flow into the Alph, the subterranean cousin of Og.

Reaching the ice temple is fraught with danger [see 4105] – it is an icy labyrinth haunted by frost men, frost giants, ice elementals and rogue yetis. The temple's ice altar is wrapped in the coils of a frost worm ouroboros.

The altar in question is composed of a hundred human bodies – sacrifices – frozen into a conglomeration of gore and horror. The bodies are animated as wights, and snap, snarl and grab at people that approach too near. One of the wights near the top of the pile holds a single corpse candle that can be used to find a secret door between dimensions in the temple that leads to Varr's sanctum sanctorum.

The sanctum sanctorum is cold, but not icy. It has walls of obsidian that cast perverse reflections of people who enter the room. The room holds a silver summoning circle and three magic mirrors that hold the souls of three ancient high priests of Kostchtchie. Their participation is required to bring the demon lord into the world. A gibbet is placed above the silver circle for the final sacrifice, Mogg's daughter Amogg.

Treasure: 4,000 gp, 29,000 gp in art objects, including a painted glass urn from the Zorg dynasty of Martis (100 gp), a ceramic figure of a mastiff (70 gp), a carved ivory drinking horn that neutralizes poison (4,000 gp), a cloth-of-gold sash that illuminates like the golden sunlight of an Italian evening (7,000 gp), a silver longsword set with a black pearl (6,000 gp), *oil of invisibility* and a *tome of clear thoughts* (+2).

Frost Man, Medium Humanoid: HD 4; AC 15; ATK 1 battleaxe (1d8) or longbow (1d8); MV 30; F11 R14 W14; AL Chaotic (CE); XP 400; Special—Cold blast from eye (30' cone, 3d6 cold damage, Ref half).

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

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

Frost Worm, Huge Magical Beast: HD 28; AC 18; ATK 2 bite (2d8 + 1d8 cold); MV 30 (Burrow 10); F3 R6 W12; AL Neutral (N); XP

14000; Special—Immune to fire, vulnerable to fire, trill (100' radius, Will save or stand motionless while trills + 1d4 rounds), breathe a cone of cold (30' cone, 1/hr, 15d6 cold damage, Ref half), turns to ice and shatters when dead (100' radius, 10d6 + 10d6 cold, Ref half).

4109 Robo-Cossacks | Monster

The lair of 100 robo-cossacks is situated here on the plains. They use it as a base of operations, but there is only a 1 in 6 chance they are present. More often, they are raiding somewhere in the Grey Wastes, or down into Azsor. Mogg has sworn to destroy them, but they are slippery foes, and quite dangerous.

Robo-cossacks are composed of rust-red metal, with spherical heads traced over with gold circuitry. They have tendril-like upper arms that end in more solid lower arms and hands. These hands can be rotated back to reveal a warhammer on their right arm and a sickle on their left arm. The robo-cossacks also carry composite bows and light lances. They ride powerful grey mares in bronze scale barding.

Their purpose is the creation of new robo-cossacks, which requires various metals and rare earths, as well as human brains and hearts. To this end, they often raid dwarf settlements and other mines, and down into the steppe to capture nomads who can be turned into new robo-cossacks. Their main program demands they eventually overtake all Nod.

The robo-cossacks are commanded by Koz0001.

Treasure: 646 gp, 150 sp, 400 cp, 2 jewels.

Robo-Cossack, Medium Construct: HD 1+1; AC 16; ATK 1 warhammer (1d4+2) and sickle (1d4) or by weapon; MV 30; F15 R15 W15; AL Neutral (N); XP 100; Special—Immune to disease and poison, resistance electricity.

Koz0001, Automaton Fighter: LVL 6; HP 27; AC 16; ATK 2 warhammer +5 (1d4+2) or 2 sickle +5 (1d4); MV 30, F10 R13 W13; S12 D9 C12 I5 W12 C12; AL Neutral (N); XP 600; Special—Automaton traits, dominate 0 HD foes; Gear—*potion of wisdom*, *potion of shield*.

4134 Throes of Pain | Monster

Waterfalls spray from the mountain. They are the throes of an immortal water elemental dragon, his heart pierced with a sword carved from the heart of the star Algol.

4143 Favarra | Settlement

Favara is a rare Siqlish village, a trading place where the various tribes meet on holy days or to trade secrets they have learned for gold and other delights. The village consists of 120 buildings on stilts built very near the river bank. The

village is home to 300 Siqlish fishermen, artisans and retired thieves, charlatans and dancers.

The largest building in the village is a great guildhall of bards and thieves, where the greatest of their number are commemorated with wooden busts (people kept stealing the silver busts). The place is really just a tavern, where Siqlish adventurers sit on large pillows, gathered around low tables, drinking wine and swapping songs and stories. The place is a wonderful spot to learn interesting lore about the region, to make contact with bards and thieves (including non-Siqlish) and to sell loot or find illicit goods.

The queen of Favara is Yasharma, a wise old woman who has kept her people free and safe for generations, mostly via their trade in embarrassing secrets and the Queen's canny diplomacy with the Oghur and Ruzigar of the valley.

Treasure: 20 pp, 9,970 gp, 3,400 sp, 15,000 cp, 12 fancy stones, 3 gems, 3 jewels, small vial of unicorn musk (10 gp).

Siqlish Warrior, Medium Humanoid: HD 1; AC 12 (leather); ATK 1 shaska (1d8) or sling (1d4); MV 30 (Swim 20); F15 R13 W15; AL Neutral (CN); Spells—1/day—*create water*, *obscuring mist*; XP 100.

Yasharma, Siqlish Bard: LVL 17; HP 56; AC 13 (studded leather); ATK 1 shaska +7 (1d8-1); MV 30, F9 R5 W5; S8 D9 C10 I16 W11 C18; AL Neutral (CN); XP 1700; Special—Siqlish traits, spells per day (4/5/5/5/3/3/1), legend lore, music (fascinate, suggestion, break enchantment); Gear—*spyglass*, *boots of levitation*, *scroll of strength*.

4204 Forest of Petrified Screams | Wonder

This hex is filled with weird abstract rock formations. These formations are actually petrified screams of terror. The place, though quite beautiful, is unnerving.

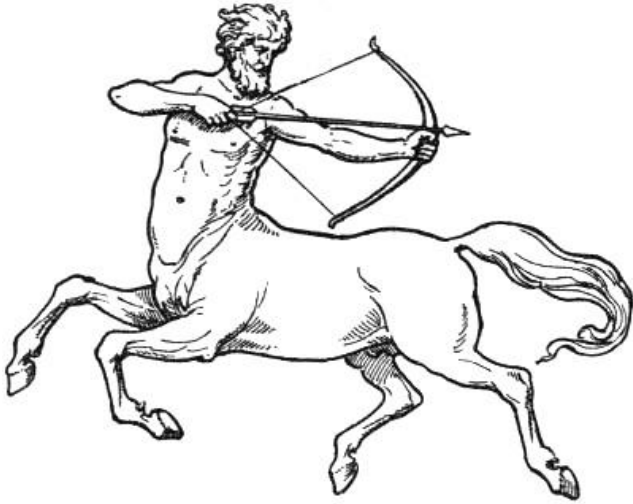
4212 Ruined Pleasure Palace | Monster

A pleasure palace of Lady Agate, a minor lady of elemental earth, once stood here. It was a showplace of the masonic arts, a salon for the wise of elemental earth and a place of innumerable delights for elementals of all sorts. Many grantees of Jinnistan visited the place in its heyday, but all of that ended when Lady Agate ran afoul of Iblis, and his armies swarmed over the place, burning and melting all in their path.

The place is now a battlefield again, as earth mephits and screaming devilkins fight over it, all in the hope of finding one of the Five Perilous Stones that once decorated Lady Agate. The stones were set in her left arm, and that arm was lost when Iblis attacked. It is reputed to still be somewhere within the palace, buried so deep beneath the rubble that the scavenging crysmals cannot find it.

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.

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



4217 Centaurs at Rest | Monster

A small band of centaurs has made a camp here. They've had a rough go of late, and seek only to rest. The band consists of 5 males, 11 females and 19 young. Their chief, Korovoz, is brooding and in a foul temper, having been defeated more than once by the Runa. A trio of satyrs has joined the band, trying to lift their spirits with their tunes, but Korovoz remains bitter.

Treasure: 200 gp, 500 sp, 3 fancy stones, 1 gem.

Satyr, Medium Fey: HD 5; AC 15; ATK 1 head butt (1d6) and weapon (1d8); MV 40; F13 R11 W11; AL Neutral (CN); XP 500; Special—Pan pipes (charm person, sleep, fear).

Centaur, Large Monstrous Humanoid: HD 4; AC 14; ATK 2 hooves (1d6) and weapon (1d8); MV 50; F13 R10 W12; AL Neutral (N); XP 200; Special—None.

Korovoz, Centaur Barbarian: LVL 5; HP 48; AC 15 (mail shirt); ATK 2 hooves +4 (1d6+1) and +1 scimitar +6 (1d8+2); MV 40, F11 R12 W13; S14 D15 C13 I10 W12 C11; AL Neutral (N); XP 500; Special—Age 2/day, sixth sense.

4222 Joord | Settlement

Joord is a small village of 100 famers and herdsmen, a collection of timber longhouses surrounded by a low stone wall with a shallow moat and a wooden guard tower. The village is surrounded by smaller farmsteads, adding another 855 peo-

ple to the overall population. The place is famous for its mammoth jerky (spiced with horseradish) and the healing hands of Jerim, a halfling masseur who settled here after the people rescued him from wolves.

4233 Rebels | Stronghold

A mysterious brotherhood of elemental folk lurk in a half-ruined fortress here, intent on overthrowing the rule of Iblis and killing him. The organization consists of about 25 janni and as many as 80 Oghur, Ruzigar and Siqlish adventurers in the mid- to high levels. They have contacts with more powerful elementals, mostly from the planes of earth, air and water, but a few fire elementals have been brave enough to lend them their support (or at least lip service). At least one elemental queen has lent them her support.

The band is led by Zamyra, a janniyah, who lost her parents to one of the rages of Iblis. She is a charismatic leader, but is in over her head. She is too rash, and assumes that all will go well in her plans. She is unaware that there are at least three traitors among her band, informing Iblis of her activities. Iblis is permitting this little rebellion to continue in a desire to discover which of his subjects are disloyal.

Treasure: 350 gp, pearl (60 gp), *gray bag of tricks*, +1 glaive, +1 shield, +1 horseman's mace, *oil of darkness*, *phylactery of faithfulness*, *potion of blur*, 2 *potions of healing*, *ring of jumping*; the magic items are distributed among the jann.

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

4242 Oryun | Settlement

Oryun is a village 100 ill-tempered Oghur herdsmen and their wives and children. They're in a bit of snit over the nearness of the Siqlish settlement of Favara [4143]. The herds are sometimes poached by Siqlish sneak-thieves, who use enchanting music to lure the animals away to be turned into stew or roasted and seasoned and put on flat bread.

4304 Degenerates | Settlement

There is a village of 100 licentious degenerates in this hex, outcasts from the steppes who fell under the sway of a creature called Zabb, who looks in most respects like a normal Runa man, but with an alicorn jutting from his forehead. Possibly a visitor from beyond, or merely a herald of chaos, his boon companions are a band of seven satyresses. He rides a chimerical beast that looks something like a combination of

hippopotamus and lion, with a broad, toothy grin that is enough to give anyone pause.

The village is composed of crude stone huts and a central plaza. When people are not making merry in the plaza, they are lazing about, waiting for the return of their master. They grow no food in their valley, and neither hunt nor gather. Their nourishment comes from beer, wine and whatever foodstuffs Zabb creates for them with his magic.

Treasure: 110 pp, 1,100 gp, 900 sp, 7,000 cp, black opal (1,100 gp), *scroll of disguise self*, *scroll of light*, *scroll of summon monster I*, *potion of healing*, *ring of sustenance*.

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

Satyr, Medium Fey: HD 5; AC 15; ATK 1 head butt (1d6) and weapon (1d8); MV 40; F13 R11 W11; AL Neutral (CN); XP 500; Special—Pan pipes (charm person, sleep, fear).

Beast, Large Animal: HD 6; AC 15; ATK 2 claws (1d6 + rend) and bite (2d6); MV 35; F10 R11 W17; AL Neutral (N); XP 600; Special—None.

Zabb, Medium Outsider: HD 7+2; AC 18 [+1]; ATK 1 slam (1d6); MV 50; F10 R9 W9; AL Neutral (CN); XP 1750; Special—Immune to confusion and enchantments, spells—1/day—turn water to wine, obscuring mist that confuses, hideous laughter, ray of dancing.

4312 Arena of Chaos | Stronghold

A great pit has been excavated into the stone of this hex. The pit is 100 feet wide and long, and 30 feet deep. Alcoves are dug into the walls of the pit, at various heights. Here, mid-level monks of Chaos gather to meditate and do battle in the arena, in a bid to advance in level.

The monks shed their clothes when they enter the pit and dye their fingers and toes azure. When they enter the pit, they must call out one of the current inhabitants from his or her alcove and defeat them in battle to take their alcove, driving the loser from the arena. Each day, the monks meditate and chant and then leap into the arena to fetch strange foodstuffs that materialize in the arena. At night, a keening red light pierces the arena and the monks challenge one another to combat. This combat is never to the death.

The mistress of the pit, Umazz, is a female monk of many winters, who has lived in the pit, fighting and meditating, for over 10 years. She has never been defeated.

Monks in the pit can be assigned levels from 4 to 9 (1d6+3).

Umazz, Human Monk: LVL 12; HP 52; AC 17; ATK 2 unarmed strikes +9 (3d4+1); MV 60; F7 R7 W7; S14 D13 C13 I9 W14 C8; AL Neutral (N); XP 1200; Special—Stunning attack, deflect arrows, slow fall,

immune to disease and slow spells, feign death, heal wounds, immune to poison.

4327 Firbolg Ruin | Wonder

There is a ruined stone hall here, very beautiful and haunting, on a rocky slope thick with gnarled oak trees. The place is unnaturally silent. Within the hall there is a large stone slab that bears the following:

“By the nine poisonous strokes were they bound, by the sword royal shall they be freed, by the cutting of stone shall they be reborn.”

The words are a reference to the trees, which are actually firbolg giants in suspended animation and made to look like a forest with powerful illusions. There are 50 firbolgs in all. The stone slab holds the power that keeps them suspended and veiled, and it can only be destroyed by the sword of the firbolg king, which can be found in a hex to the north embedded in a tree [4025].

Firbolg, Large Giant: HD 13; AC 18; ATK 1 weapon (1d10+4); MV 40; F6 R9 W8; AL Lawful (CG); XP 1300; Special—Deflect 2 missiles per round (Reflex save), spells—1/day—change self, detect magic, fool's gold, modify memory, reduce person (self).

4346 Yazo | Settlement

The village of Yazo is a miserable, unlucky place. They are the guinea pigs of the wizard Vaigo [4349]. The wizard protects and feeds them, but also experiments on them. All of the men of the village have had their left arms replaced with brass serpents over which they have only slight control, and none in the presence of Vaigo. The women are all healthy enough, but they become mad in the presence of steel. The children are as yet untouched.

4349 Vaigos | Stronghold

Vaigos is a sinister wizard who performs odd experiments on the people of Yazo [4346]. He hails from lands unknown, and speaks with a lilting accent at once comical and terrifying. His eyes are a piercing yellow, his hair as black as pitch, and his flesh carries an unhealthy greyish quality reminiscent of the grave. His experiments seem nonsensical, and this may in fact be the truth.

Vaigos' tower is a marvel of non-Euclidian geometry. It is composed of stone of every shade of blue. The stones seem to move on their own volition, forming doors, windows, stairs and chambers where they appear to be needed. Those who threaten Vaigos may be blocked up and never found again, unless they have silver, which they can use to carve their own doors and windows.

Vaigos lives with nine guards who look something like gaunt blue toads with black claws and golden rods embedded in their heads that project sonic death and powerful emotions. His eleven servants are stout yellow women with pinched faces who float on air rather than walk.

Treasure: 100 pp, 700 gp, 2,000 cp, 3 gems.

Yellow Servant, Medium Monstrous Humanoid: HD 1+1; AC 12; ATK 1 slam (1d3); MV 30 (levitate); F15 R13 W13; AL Chaotic (NE); XP 100; Special—Float over ground rather than walk.

Blue Toad Guard, Medium Monstrous Humanoid: HD 4; AC 16; ATK 2 claws (1d4); MV 40; F14 R10 W11; AL Chaotic (LE); XP 400; Special—Sonic death (1/day, 30' cone, 6d6 damage + deafened, Reflex halves damage and negates deafness), alter emotions (1/day, 30' radius, Will negates).

Vaigos, Human Magic-User: LVL 11; HP 31; AC 11; ATK 1 club +4 (1d4); MV 30, F11 R11 W7; S4 D13 C10 I14 W14 C8; AL Chaotic (CE); XP 1100; Special—Spells per day (4/6/4/4/3/2/1); Gear—*dust of illusion*, *potion of extra healing*, *potion of invisibility*.

4409 Yellow Gnolls | Monster

A clan of 180 gnolls with mustard-colored fur rules this valley, raiding nearby villages for slaves. The gnoll clan includes 80 females and 360 cubs. They dwell in a strange ruin carved from a massive deposit of salt. There are pillars, a small zigurat, homes and battlements, all carved from salt. The place was once a religious site for the ophidians, and bears many bas-reliefs – now very worn – with snake motifs.

The gnolls have added nothing to the ruin other than hide tents and slave stockades. They keep four indricotheres as beasts of war and burden, painting their heads bright white and piercing their thick skin with brass bells. They bear wooden platforms on their backs, from which gnolls attack with composite bows and pikes.

The gnolls are led by King Gorruk (4 HD) and his mate, the gnoll priestess Hshaa (Adept 5), who worships the ancient gods of the ophidians. It was she who led the gnolls to this ruin, where she found ancient scrolls that made her powerful.

Treasure: 100 pp, 2,610 gp, 3,500 sp, 12,000 cp, 5 fancy stones, 2 gems, an electrum orb overlaid with orichalcum (once possessed by the princes of the Oghur) (9,000 gp).

Indricothere, Huge Animal: HD 14; AC 15; ATK 2 hooves (4d6); MV 30; F3 R6 W11; AL Neutral (N); XP 700.

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

King Gorruk, Medium Humanoid: HD 4; AC 17 (scale and shield); ATK 1 battleaxe (1d8+1); MV 30; F11 R14 W14; AL Chaotic (CE); XP 100,

Gear—*Potion of mage armor*, *potion of protection from arrows*, *potion of remove fear*.

4510 Othibjarg | Settlement

Othibjarg is a village of 100 swarthy dwarves who have set up a mining camp around a rich vein of silver. They're producing a couple hundred pounds a month, which is transported by a horse guard sent by Mogg personally. The dwarves have grown giddy (not a pretty thing among dwarves) and boastful of their wealth. There is talk of an independent kingdom, perhaps supported by Runa mercenaries. The head of the camp is Kjotr, an old dwarf who should know better, but drunk on silver, the idea of King Kjotr is growing on him.

Treasure: 850 gp, 1,000 sp, 2 gems.

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

Lord Kjotr, Dwarf Fighter: LVL 5; HP 28; AC 18 (platemail); ATK 2 heavy pick +6 (1d6+2) or 2 +1 *dagger* +7 (1d4+2); MV 30, F10 R12 W12; S14 D13 C13 I7 W13 C8; AL Lawful (LG); XP 500; Special—Dominate 0 HD foes; Gear—*Oil of magic stone*, *potion of healing*.

4526 Rabbit People | Monster

Four deep burrows in his hex are inhabited by 20 rabbit people and their 80 kits, dashing sorts of good humor and boundless energy. Fields of sunflowers and clover surround the burrows. The rabbit folk gather and grow little gardens in hollows. They are masterful swordsmen.

Treasure: 80 gp, 2,000 cp.

Rabbit Person, Small Humanoid: HD 0; AC 12 (buckler); ATK 1 short sword (1d6); MV 40; F14 R16 W16; AL Lawful (NG); XP 25.

4528 Karcleer | Stronghold

Karcleer is the "crag overlooking clear waters", a citadel of the old elves that has fallen on hard times. The elves of the citadel degenerated over the years, losing their potency and *joie de vivre* and falling under the sway of a visiting wizard from Azsor, Govv, who has done his best to curb their more murderous, apathetic tendencies while delving into their dusty, abandoned library of scrolls. He officially serves as an mere advisor to their prince, Avundere, a courtly flatterer who would not deign issue an order save by his liege's leave.

Karcleer is home to 123 males, 118 females and six young. His stable holds 22 fine elven steeds, snowy white and proud. His kennel holds 11 elven hounds, canny and dangerous when riled. He also has a flock of 5 peerless peregrines.

The stronghold sits on a high promontory of green/grey stone overlooking a rushing river. Secret stairs and tunnels lead down from the stronghold to the surrounding woods. These passages are always guarded and usually trapped.

Treasure: 2,880 gp, 2,000 cp, miniature ship in a bottle (150 gp), gilded wooded idol of a crying goddess (5,000 gp).

Elf, Medium Humanoid: HD 1; AC 15 (studded and buckler); ATK 1 weapon (1d8); MV 30; F15 R13 W15; AL Lawful (CG); XP 50.

Avundere, Elf Fighter/Magic-User: LVL 6/9; HP 20; AC 15 (breastplate); ATK 2 longsword +6 (1d8+1); MV 30, F10 R12 W9; S13 D12 C8 I12 W10 C10; AL Lawful (CG); XP 900; Special—Dominate 0 HD foes, spells per day (4/4/4/3/2/1); Gear—Ermine boots wrapped with gold thread (1,500 gp), ermine cloak (2,000 gp).

Govv, Elf Magic-User: LVL 12; HP 29; AC 10; ATK 1 silver dagger +4 (1d4); MV 30, F11 R11 W7; S10 D11 C12 I11 W10 C10; AL Lawful (CG); XP 1200; Special—Spells per day (4/4/4/4/3/3/2); Gear—Decanter of endless water.

4534 City of the Five Winds | City-State

The City of the Five Winds is a Ruzigar city-state hidden deep within the mountains. The city is situated between five valleys, each torn by chill winds that turn into a funnel within the valley. The ancient Ruzigar constructed a tall tower of white stone in the heart of this whirlwind, and rings of connected habitations in rings surrounding this tower. The tower acts as a temple to the Five Winds.

The temple is tended by a priesthood composed of sylphs and a warrior band of sylphids, with Ruzigar lay priests who manage the affairs of the city. The lay priests have their own leader, a Holy King, who manages this bureaucracy and the city's non-sylphid soldiers.

Over 5,000 Ruzigar dwell in the city-state, with another 45,000 in the valleys beyond, working mostly as herdsmen and tending sacred groves of Hawthorns, the best of which are turned into masterful longbows.

Alas, the Holy King and his clerks and soldiers have recently fallen under the sway of Pazuzu, the wind demon. They now act to spread the demonic faith through the Valley, using "gentle" intimidation and outright assassination to eliminate those who oppose the new regime. The sylphs are not powerful or numerous enough to oppose them and are now trapped within their tower citadel. They have sent pleas out into the ether, hoping they will be received and answered.

Patrols of demon worshippers can be found in this hex and those surrounding it. Each one is led by a first level adept.

City Treasure: 130 pp, 4,100 gp, 10,000 sp, 56,000 cp, 6 fancy stones, 3 gems, amber amphora of ambergris (3,000 gp), carved wooden staff of office (150 gp), *scroll of flare*, *scroll of acid arrow*, *scroll of charm person*, *scroll of remove fear*, *potion of enlarge person*, *potion of hide from undead*, *potion of magic fang*, *wand of summon monster I* (4).

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 Chaotic (CE); XP 100; Special—spells—1/day—*longstrider*, *smoke image*.

Sylphid Warrior, Medium Fey: HD 3; AC 12; ATK 1 scimitar (1d8); 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.

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.

Holy King, Ruzigar Anti-Cleric: LVL 6; HP 16; AC 14 (mail shirt); ATK 1 quarterstaff +3 (1d6); MV 30, F10 R13 W8; S11 D9 C9 I15 W16 C8; AL Chaotic (CE); XP 600; Special—Rebuke undead, spells per day (5/4/4/2); Gear—scroll of resist electricity, potion of darkvision.

4542 Congress of Oreads | Monster

A high plateau of bare, wind-swept rock in this hex serves as the site for a congress of oreads. The top of the plateau has the appearance of a massive geode that has been split in two and polished to a high shine. At the center of the plateau has been carved a sunken section with natural stone benches. The oreads of the world gather here every 333 years to discuss the current geologic state of the planet. Visitors are permitted, though they may not speak. Such intruders are pitched unceremoniously from the top of the plateau by the sergeants-at-arms, a dozen xorns.

Xorn, Medium Outsider (Earth): HD 7; AC 21; ATK 1 bite (4d6) and 3 claws (1d4); MV 20 (Burrow 20); F10 R12 W12; AL Neutral (N); XP 700; Special—Glide through stone, cannot be flanked or attacked from behind, immune to cold and fire, resistance to electricity, weapon resistance (blunt).

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

4604 Creepy Hermit | Monster

A spriggan has set up housekeeping in a cave in this hex. The cave overlooks a valley of jagged stones and weird flowering trees. The trees produce giant purple blooms which are visited by giant bees. The hermit uses a censor of sweet herbs and dried flowers to lull the bees into inactivity while he gathers

honey. He also traps smaller giant insects. The spriggan, Delo, is a dangerous fellow, with an extensive collection of kidneys taken from sentient creatures. He keeps them in clay jars stacked in his cave. He also has a keg of sour beer and a bottle of “spirits” (Poison I) which he gladly shares.

Treasure: 5,000 cp in a leather sack buried about 100 yards south of the cave.

Spriggan, Small Humanoid: HD 0; AC 16 (chainmail and buckler); ATK 1 weapon (1d6); MV 20; F14 R16 W16; AL Chaotic (NE); XP 25; Special—Giant-size (fight as a gnoll).

4601 Kith-Yin | Monster

A stranded band of 15 astral pirates (also known as kith-yin), have taken up residence in an old fort in this hex. The fort is composed of two joined circular courtyards (25' tall walls) with an irregular tower (40') in between. The walls and tower are constructed of granite, and are proof against all but the mightiest attacks. They've rigged up a makeshift beacon system that sends bursts of energy into the Astral Plane. The system requires sorcerers and magic-users, who have a weird helmet with glowing crystal rods and wires place on their head, and which drains spells from their memories to create the bursts. Each burst requires 5 levels worth of spells (deduct from a spellcaster's spells per day), and sends a burst once every 10 minutes when operational.

The astral pirates ride giant bees, which they've captured and tamed with their strange knowledge. They patrol this and other hexes in search of magicians to capture.

Each time a burst is sent out, roll 1d20. On a roll of “1”, they are discovered by astral pirates, who open a portal into the Astral Plane. They will take any captives and treasure they have collected back to their astral ship. On a roll of “20”, they are discovered by astral ninjas (the kith-zan, see below); 3d6 of them burst through from the Astral Plane and attack. On a roll of “10”, there is another astral encounter.

Treasure: 600 gp, 11,000 cp, 2 fancy stones, copper music box (playing Tom Jones' greatest hits) (1,800 gp), belt of gold discs sets with black opals (7,000 gp), *potion of jump*, and *potion of protection from evil*.

Giant Bee, Medium Vermin: HD 3; AC 14; ATK 1 sting (1d4 + poison III); MV 20 (Fly 80); F12 R13 W14; AL Neutral (N); XP 300.

Kith-Yin, Medium Monstrous Humanoid: HD 4; AC 16 (breastplate); ATK 1 silver sword (1d6+1); MV 30; F14 R11 W11; AL Chaotic (CE); XP 400; Spells—3/day—detect thoughts; 2/day—psionic blast; 1/day—crushing despair; 1/week—plane shift (but only in concert with three other kith-yin).



Kith-Zan

Medium Monstrous Humanoid

Hit Dice: 5

Armor Class: 17

Attacks: 2 slams (1d4) or weapon (1d6+1)

Movement: 50'

Intelligence: Average

Saves: F13 R10 W11

Alignment: Neutral (LN)

No. Appearing: 2d6

XP: 500 (CL 6)

Magic resistance 18%, resistance to falling damage

The kith-zan are close relations of the kith-yin, and their worst enemies. Where the kith-yin are violent psychopathic pirates of the Astral Plane, the kith-zan are cold, logical warriors dedicated to imposing order on chaos.

The kith-zan have a natural resistance to magic, and are capable of dealing damage to creatures only capable of being hit by magic. They can also sunder magic items with their hands.

Leaders among them are usually monks.

4606 Blind Formians | Monster

Three Formian myrmarchs are making their way across this hex, their eyes having been taken by the astral pirates [4601]. They've no way to return home to Jovis, and were hoping the astral pirates could give them a lift in exchange for a heap of treasure. On the bright side, the astral pirates were good enough to accept the treasure.

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

4627 Orcs! | Monster

The tribe of 65 orc warriors that dwells in this hex is among the last of its kind in the region. They have pale crimson skin and larger tusks than the average orc, and when they go to war they do so in armor of black leather scales and armed with pole axes, daggers and crossbows. The tribe also includes 51 beleaguered females and 150 orc children. Their keep is a collection of granite monoliths with stinking huts in between them. The leader of the tribe is Karak, who is helped by six sub-chiefs. The orcs enjoy the protection of the archimage Vjaz [4528], without which they would have long ago been destroyed by the Azsori.

Treasure: 1,370 gp, 5,000 cp.

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

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

Karak, Orc Barbarian: LVL 5; HP 46; AC 13 (studded leather); ATK 1 +1 battleaxe +7 (1d8+3); MV 40, F10 R13 W13; S16 D10 C13 I5 W9 C10; AL Chaotic (CE); XP 500; Special—Rage 2/day, sixth sense.

4636 Viik | Settlement

Viik is a large lumber camp cutting tall black pines which they send to Illuz-on-the-Og to be turned into galleys for King Mogg's navy. The camp is home to 300 woodsmen and a few dozen women and children. It consists of rough-hewn log longhouses and outbuildings. The camp is low on comfort and is not intended as a permanent settlement.

Of late, the camp boss lady, Uyott, has run into trouble with her workers turning up missing. Over 30 men have disappeared with scarcely a trace. Initially, they figured they were just moving on, but they no trace of them has been found in Stancirc, the nearest allied settlement.

The culprits are a band of nine malevolent rusalka. These are their woods, and they resent the intrusion and destruction, and mean to make the humans pay dearly for it. The rusalka were once Ruzigar witches, exiled from the City of the Five Winds for heresy and eventually killed when they proved dangerous even in exile.

Rusalka, Medium Undead: HD 4; AC 13 (17 when incorporeal); ATK 1 strike (1d6); MV 30; F14 R14 W11; AL Chaotic (CE); XP 400; Special: Incorporeal at will (until sunrise); Spells—At will—charm person.

4644 Lour | City-State

Lour is a hidden underground city of 1,200 shadow giants, their foul allies (trolls, ogres and the like) and desperate slaves. The city lines a miles deep shaft. It was once a mine of the primordial giants, where they dug mithral from the ground for their war against the Kabir. The mine could not be destroyed, but it was collapsed and the miners and slaves were trapped. New exits have been dug from the mine, but it is very hard to access, and the inhabitants do not care to be found. They have recently hatched a plan to dig deeper, for they believe one of the Old Ones is trapped beneath the earth.

Shadow Giant, Large Giant: HD 6; AC 16 [Silver]; ATK 1 slam (2d6 + 1 Str); MV 40; F9 R12 W12; AL Chaotic (NE); XP 600; Special—Create spawn, *ethereal jaunt* 1/day.

4707 Horn of Hate | Wonder

The *Horn of Hate* is a magic horn carved into the peak of a 3



mile high mountain in this hex. The horn extends from about 100 yards below the peak, wrapping around the mountain and finally ending in a great resonating cavern. When blown, the *horn* summons 1d3 balors straight from Hell ... and if they have to travel to the Material Plane, they're bringing an ass-kicking with them!

The horn's lower end is located within a hall carved into the living stone. Two thick stone doors keep the riff-raff out, and a trio of drider assassins makes sure anyone who gets past the doors and their *glyphs of warding* (3d6 cold damage) do not sound the horn unless the forces of evil are imperiled.

Driders, 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%, leaders cast spells as 6th level clerics or magic-users; Spells—1/day—clairaudience/clairvoyance, dancing lights, darkness, detect evil, detect magic, dispel magic, faerie fire, levitate, suggestion.

4724 Kilf | Settlement

A colony of men and dwarves, under the protection by King Mogg, has been constructed here. It has suffered mightily from the depredations of the crimson orcs [4627], but the rich vein of silver discovered here makes it worth fighting for.

Mogg keeps 40 men-at-arms, 30 foot and 10 horse, in the settlement, which is also protected by a spiked moat, an earthen wall and a wooden palisade. The colony is home to 300 hard-working miners, smiths and armorers, in addition to the aforementioned warriors. The warriors are under the command of Old Kragg, a very old dwarf soldier of the kingdom with an uncanny ability to hold ground.

Treasure: 870 gp.

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

Old Kragg, Dwarf Fighter: LVL 8; HP 55; AC 15 (chainmail); ATK 1 battleaxe +9 (1d10+2); MV 30, F9 R12 W12; S16 D10 C12 I11 W10 C12; AL Lawful (LG); XP 800; Special—Dwarf traits, dominate 0 HD foes, defensive stance; Gear—bronze ring set with an eye agate (500 gp), *potion of barkskin*, *potion of healing*, *ring of force shield*

4727 Jackasses | Monster

A trio of were-donkeys is braying in laughter at an unfortunate trader whose wagon is stuck in the mud. The man, Jubb, has had a harrowing experience. He is the only survivor of a caravan that was raided by the Black Cloaks. His leg is now injured, and that's making his job all the more difficult. Naturally, the lycanthropes are planning to attack the man when he finally does get unstuck. Because they're jackasses.

Were-Donkey, Medium Magical Beast: HD 3; AC 15 [silver]; ATK 1 bite (1d3) or bite (1d3) and club (1d4); MV 30; F12 R12 W14; AL Chaotic (LE); XP 300; Special—bray (Will save or *confusion*), change shape.

4729 Smoking Boots | Wonder

At the summit of a small hillock, grassy on the south and barren on the north, there is a fine pair of boots. The boots are empty except for smoke curling from them. The boots are of the riding variety and are made of polished leather with brass fittings on the toes and ankles.

The boots are magical and cursed. While worn, the character can ignore any damage rolled against them when the maximum damage is rolled. This can occur 10 times ... and then the wearer of the boots explodes (treat as *disintegration* spell, no save). All things considered, probably not worth it.

4801 Convention | Monster

Atop a plateau in this hex three warlords, each a wyvern rider, are comparing notes. Their beasts are tethered nearby, and are silently considering a mass attack against at least one of the men who subdued them.

The warlords are men who never settled down into a stronghold. Among them are Vygg, a local boy, Farzhuan from Mupan and Red Pierre from far-away Lyonesse. The men have all adventured together in the past, and they are good friends, willing to fight to protect one another from harm.

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.

Vygg, Human Fighter: LVL 9; HP 38; AC 16 (chainmail); ATK 2 greatsword +10 (1d10+2); MV 30, F9 R11 W12; S16 D13 C10 I8 W10 C5; AL Neutral (CN); XP 900; Special—Dominate 0 HD foes; Gear—100 gp, 2 fancy stones, 4 gems.

Farzhuan, Human Fighter: LVL 9; HP 49; AC 14 (lamellar); ATK 2 +1 *longsword* +10 (1d8+2 + 1d6 electricity); MV 30, F8 R12 W11; S17 D9 C13 I12 W13 C9; AL Neutral (LN); XP 900; Special—Dominate 0 HD foes; Gear—140gp, ring of swimming.

Pierre le Grand, Human Fighter: LVL 9; HP 51; AC 18 (chainmail, shield); ATK 2 horseman's axe +10 (1d6+3); MV 30, F8 R11 W13; S16 D14 C15 I11 W7 C13; AL Neutral (N); XP 900; Special—Dominate 0 HD foes; Gear—180 gp, 2 fancy stones, 3 gems.

4810 Old Zom | Monster

An old, creaky cyclops by the name of Zom is traveling through this hex on his way north to visit sick kin. He has a bag full of goodies and tonics he brewed up at home. Zom is in

a hurry, so there's only a 1 in 6 chance he will take the time to kill anyone. His home cave is in [4026].

Zom the Cyclops, Huge Giant: HD 13; AC 15; ATK 1 slam (3d10) or boulder (3d6); MV 30; F4 R9 W9; AL Chaotic (CE); XP 1300; Special—Poor depth perception.

4814 Wight Riders | Monster

Three white shapes make their way through the night in this hex leaving a trail of hellfire and a monstrous scream. They are wight riders, undead warlords mounted on *magi-cycles*. They were recently belched up from a nether plane and are in search of an entrance to the Underworld, where they plan to take charge. The three wights are Grood, Larst and Vall. They wear spiked leather armor and carry chains which they use in combat to entangle or disarm foes.

The magi-cycles look like motorcycles with tires bathed in hellfire. They seem to absorb light, making everything within 30 feet of them dim and dreary except for the fire.

Magi-Cycle, Medium Construct: HD 4; AC 16; MV 1300 max; F14 R11 W-; AL Neutral (N); XP 400; Special—Blazing wheels (overrun attacks deal 2d6 fire damage), rumble (Will save or as *cause fear*).

Wight, Medium Undead: HD 4; AC 17; ATK 1 chain (1d4 + entangle) or slam (1d4 + energy drain 1 level); MV 30; F14 R14 W11; AL Chaotic (CE); XP 1000; Special—Spawn.

4820 Ympano's Hold | Stronghold

Ympano is a gnome warlord in service to Nebb, the lord of Pelz [4921]. He is a crafty warrior, with 95 gnome warriors under his command, as well as the wise illusionist Jimpo. The hold is surrounded by a village of 855 farmers, who mostly raise linseed (for the oil and fabric) and rye. They distill a fantastic whiskey that has almost been banned for human consumption more than once. It probably would be banned if not for Mogg's great love of it. Ympano's boast is his "gallery of the weird", a tower in his castle that holds many trophies and treasures from his adventuring career, including caged fire mephits, the voice of a demigod frozen into quartz and the jaws of a giant crocodile.

Treasure: 1,380 gp, 800 sp, 10,000 cp, emerald (1000 gp), ivory rod carved with images of antelopes (400 gp), gilded plate armor (1,500 gp),

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

Jimpo, Gnome Illusionist/Thief: LVL 5; HP 18; AC 11; ATK 1 dagger +4 (1d4+1); MV 30, F12 R10 W10; S14 D15 C9 I14 W14 C11; AL Neutral (N); XP 500; Special—Gnome traits, spells per day (4/4/2/1), backstab x2; Gear—*potion of wisdom*.

Ympano, Gnome Illusionist/Fighter: LVL 11; HP 46; AC 11; ATK 3 +1 short sword +11 (1d6+1); MV 20, F10 R7 W9; S9 D14 C14 I16 W7 C13; AL Lawful (CG); XP 1100; Special—Gnome traits, spells per day (4/5/5/4/3/2/1), dominate foes; Gear—*scroll of flare*.

4822 Tortoise Men | Monster

The tortoise men are wise and resolute. They plod across the steppe, rarely speaking, ever vigilante of danger, and completely dedicated to their grand quest – to find the ancient crown of Ulu-Than, the Purple Emperor of the steppe. They began their journey far to the south, and now seek a sage in Azsor they believe will guide them to their goal.

Tortoise Man, Small Humanoid: HD 2+2; AC 20; ATK 1 warhammer (1d4+1) or heavy crossbow (1d6+1); MV 20; F14 R15 W15; AL Neutral (N); XP 50; Special—None.

4843 Fox Clan | Monster

A band of Runa nomads is currently dwelling in their secret mountain camp. They are members of the Hekykozsoru clan, who worship Ruka the Fox. They are among the friendlier of Runa clans, and notable for their white cloaks and silver tracery on the armor and weapons of their war chief, Nurr, and his guard. Nurr is the high chief of all of the Hekykozsoru. They have a good relationship with King Mogg, and have allied themselves with him in the past to deal with the Black Cloaks and other threats.

This particular band numbers 90 warriors plus 800 to 900 non-combatants. The warriors are mostly armed with chain-mail, shield, scimitar and either lance or composite bow.

Besides Nurr, the band includes his personal guard (three 3rd level fighters, two 4th level fighters) and his two sub-chiefs, Olarr (6th level fighter) and Hall (5th level fighter). Nurr's shaman is Pakk (5th level druid), who is assisted by two 3rd level druids. The band also has a young and troublesome halfling sorcerer named Jeremy who they recently rescued from gnoll slavers.

The Runa camp contains, in a deep pit obscured by vegetation, a pool of living steel that can be shaped into anything a person desires if they can withstand the pain of thrusting their hand into the hot metal for 1 minute (deals 2d6 damage and requires a successful save vs. pain).

Treasure: 1,190 gp, 1,100 sp, 6,000 cp.

Jeremy, Halfling Sorcerer: LVL 4; HP 14; AC 10; ATK 1 club +0 (1d4-1); MV 30, F14 R14 W11; S8 D12 C12 I16 W11 C11; AL Lawful (NG); XP 400; Special—Halfling traits, spells per day (6/7/4); Spells known—0—acid splash, detect magic, detect poison, mage hand, smoke image, touch of fatigue; 1—elemental weapon, magic aura, mount; 2—detect invisibility.

Hall, Human Fighter: LVL 5; HP 33; AC 16 (mail shirt, buckler); ATK 2 falchion +6 (1d8+1) or 2 composite bow +6 (1d6+1); MV 30, F10 R12 W14; S13 D14 C14 I7 W6 C10; AL Neutral (N); XP 500; Special—Dominate 0 HD foes.

Pakk, Human Druid: LVL 5; HP 23; AC 11 (padded); ATK 1 staff +3 (1d6); MV 30, F10 R13 W9; S12 D12 C13 I12 W17 C9; AL Neutral (N); XP 500; Special—Spells per day (5/4/3/1), move through undergrowth, leaves no trail, +2 save vs. energy spells, shapechange.

Olarr, Human Fighter: LVL 6; HP 30; AC 14 (mail shirt, buckler); ATK 2 scimitar +5 (1d8) or 2 +1 composite bow +6 (1d6+1); MV 30, F9 R13 W14; S15 D12 C15 I11 W7 C10; AL Lawful (NG); XP 600; Special—Dominate 0 HD foes.

4909 Trollcarl | Monster

The trollcarl Uthanc the Quite Cross is leading a phalanx of ogres and hobgoblins through this hex on his way north, into the Vastwood, hired by a vampire lord of ill repute. He is accompanied by his daughter, the fair Iyanka (Adept 3), who rides in a covered sedan chair carried by zombies. The zombies are chained to the sedan chair and are unable to fight. The sedan chair is carved from dark wood and curtained with cloth-of-gold. Within, she burns blood candles and chants to dark godlings.

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.

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.

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).

4916 Tigerboar | Monster

A terrible tiger-boar hunts in this hex, preying on anything that gets near the river.

Tiger-boar, Large Animal: HD 6; AC 14; ATK 2 claws (1d8 + rend) and gore (1d10); MV 40; F9 R10 W15; AL Neutral (N); XP 600; Special—Ferocity.

4921 Pelz | City-State

Pelz is a large city-state set midway between Azsor at the western edge of Mogg's domain and Illuz-on-the-Og at the eastern edge. It is a river port with a very strong garrison and many large war galleys to protect river traffic. Pelz is also notable for its large gnome population, which outnumber the dwarves of the city-state 3 to 1. The gnomes live in cellar and attic apartments, and maintain good relations with the hu-

mans who live under or above them for they are kind souls with a lust for life equal to that of the Azsori.

The city is governed by Nebb the Dreary, Prince of Azsor and cousin of King Mogg. He is a man with a droopy mustache, somber eyes and a distinct lack of humor. Fortunately, he is an able administrator, and gives a great deal of freedom to his subjects, making the economy of Pelz among the most dynamic of all Azsori city-states.

The city-state is built in a triangular river valley that faces the river. At the highest point is the citadel of Nebb, notable for its bas-reliefs of rams. It is called the Ramhold. The wealthy merchants of the town live on the ridge of hills located to the east of the citadel, and the temples of the town are built on the western ridge. The largest temple is that of Alun. It supports not only priests, but also a band of temple warriors in black lacquered mail with round, black shields. They carry lances and scimitars.

Between the ridges are the homes of the people, with the artisans and lesser merchants living nearest the citadel and the poor living nearest the river. The city-state has a stout river wall and fortified quays over looked by tall, round towers bristling with archers.

Pelz is home to 7,560 people, with another 68,000 people dwelling up to a hex away in farming villages. The gnome population in the hinterland is as large as that in the city-state. The farmers produce grain, pomegranates and honey, and the gnomes are known for their linen cloth. Pelz has a fine herd of light warhorses and many altecamelus. The city has an army of 470 men-at-arms and 60 Azsori knights and their squires.

4935 Wizard's Dungeon | Stronghold

The astrologomage Guvv maintains a squat tower of purple stone in the hills here. The tower is surrounded by all manner of strange, primordial plants, and the ground around it is mucky, with patches of quicksand. Approaching the tower by any means other than levitation or flying is very dangerous, and many have sunk into the muck. Those who are found themselves deposited in the tower's dungeons, a sprawling complex of white marble lit by floating blue orbs of light that sound a screeching alarm when intruders are discovered or prisoners make an attempt to reach the central, spiral staircase that permits entry into the tower above. The stairs are protected by three giant, ivory-colored vipers.

Among the prisoners in the dungeon are several Runa treasure hunters, a couple adventurers from Azsor (a magic-user and thief) in poor shape, a dhampir assassin from Haimos (he was sent to kill Guvv) and a medusa called Zmorra. The me-

dusa is locked in a windowless cell that can only be entered via secret doors, and only then if one knocks shave and a haircut on the stone with a piece of copper.

The upper tower is defended by 17 warriors in chainmail and broad-brimmed helms. They carry light crossbows, long-swords and daggers. They are commanded by the swaggering ex-river pirate Asatt, who is notable for her eye patch and purple hair as well as her foul mouth and bloody-mindedness.

Treasure: 3,120 gp, 6,000 sp.

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

Asatt, Human Duelist: LVL 5; HP 13; AC 14 (padded); ATK 1 +1 rapier +8 (1d6+3) and dagger +7 (1d4+2); MV 30, F12 R9 W13; S16 D17 C15 I13 W12 C11; AL Chaotic (LE); XP 500; Special—x2 damage with rapier, +2 initiative.

Guvv, Human Magic-User: LVL 12; HP 55; AC 10; ATK 1 quarterstaff +4 (1d6); MV 30, F9 R11 W7; S11 D11 C16 I16 W10 C11; AL Neutral (LN); XP 1200; Special—Spells per day (4/5/5/4/3/3/2).

4939 Sir Lurji Izhlezu | Stronghold

Sir Lurji is one of the grey elves from the mountains to the west. A duel and death over a woman's love sent him into exile, and for many years he wandered Og and beyond as an adventuring swordsman. Notable for his very pale skin and lank, black hair, he was nicknamed the "Adder's Tongue".

In his 300th year of exile, after many clashes with Mogg lead to an eventual team-up to rid the world of the Warp-Mind, he finally settled down in the Warp-Mind's crystal stronghold in his hex. The stronghold consists of a large, central tower (80' tall, 35' in diameter) surrounded by five smaller towers (50' tall, 20' wide) connected to the central tower by bridges.

By Lurji's side are the hunchbacked goblin poet Zayn and his court psion Mitka, an anthropomorphic octopus from far away Mu-Pan, as well as a corps of 196 scruffy-but-kind (in a rough way) bandits, 36 excellent swordsmen and 10 horse-archers from the Golden Steppe. Here, this happy band makes merry and heeds the call to adventure and exploration.

Treasure: 420 9p, 810 gp, 2,400 sp, 14,000 cp, 5 fancy stones, 3 gems.

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

Horse Archer, Medium Humanoid: HD 2; AC 15 (ring and shield); ATK 1 scimitar (1d8) or composite bow (1d6+1); MV 30; F12 R15 W15; AL Neutral (N); XP 50.

Swordsmen, Human Fighters: LVL 2; AC 13 (studded leather); ATK 1 longswords +2 (1d8); MV 30, F12 R15 W15; AL Neutral (N); XP 200; Special—Dominate 0 HD foes.

Mitka, Octopus Man Psychic: LVL 4; HP 14; AC 12 (leather); ATK 4 clubs +2 (1d4); MV 30, F14 R14 W9; S10 D10 C9 I12 W17 C16; AL Neutral (LN); XP 400; Special—Surprised (1 in 8), +1 save vs. traps, mental magic and psychic powers; Powers—biofeedback, ego whip, etherealness, schism; Gear—*potion of mage armor*.

Zayn, Goblin Bard: LVL 5; HP 30; AC 11 (leather); ATK 1 dagger +3 (1d4+1); MV 30, F12 R11 W11; S13 D8 C15 I13 W9 C9; AL Neutral (CN); XP 500; Special—Spells per day (3/3/1), legend lore, music (fascinate); Gear—*wand of constitution* [4].

Sir Lurji, Grey Elf Fighter/Magic-User: LVL 9; HP 34; AC 15 (elven chainmail); ATK 2 +1 longsword +10 (1d8+3); MV 30, F9 R12 W7; S15 D10 C12 I14 W16 C13; AL Neutral (N); XP 900; Special—Dominate 0 HD foes, spells per day (4/4/4/3/2/1).

5011 Northfort | Settlement

Northfort is a small castle situated on Azsor's frontier with the northern mountains. The castle is governed by a seneschal called Hojj, who commands about 30 men-at-arms. The castle holds a shrine of Yazir, the Ox Spirit of Strength. The shrine is overseen by a young druid, Omakk, who is happy to wrestle newcomers in exchange for a tithe and sitting through a sermon or two.

The castle is surrounded by a few mining camps worked by about 100 miners, humans, dwarves, gnomes and halflings. The hexes surrounding the Northfort are still pretty wild – there are quite a few small cave complexes inhabited by wild humanoids and a small chaos cult. All in all, not a bad place for a band of 1st level adventurers to get their start.

Treasure: 700 gp, 1,200 sp.

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

Omakk, Human Druid: LVL 3; HP 8; AC 12 (leather); ATK 1 quarterstaff +1 (1d6); MV 30, F12 R14 W12; S11 D9 C16 I8 W16 C13; AL Neutral (N); XP 300; Special—Spells per day (4/3/2), move through undergrowth, leaves no trail.

Seneschal, Human Fighter: LVL 5; HP 36; AC 14 (ring); ATK 2 +1 broad sword +8 (2d4+3); MV 30, F11 R13 W13; S16 D15 C13 I10 W10 C13; AL Neutral (LN); XP 500; Special—Dominate 0 HD foes.

5019 Zygg | Settlement

Zygg is a large village of 380 gnome weavers and smiths (especially silversmiths), with another 3,400 dwelling elsewhere in the hex. The farmsteads of Zygg blend with those of Pelz [4921], save that they look miniaturized, the cottages are homier and the streets are less planned. Zygg is in a lush val-

ley, but the location of river rapids adjacent to the town makes it useless for river traffic. All of the village's goods are carried to Pelz by mule (the gnomes prefer mules to other animals) in large caravans.

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

5021 Ifitt's Revenge | Monster

A gang of 196 bandits has taken up residence in a ruined village near the river. The village was once a fishing village and port, but a shift in the Og's course caused it to be abandoned. The bandits have four longboats, which they drag to the river (about 1 mile away) at night and use to launch surprise raids on passing ships. The bandits wear mail shirts and carry short swords and shields.

The bandits are led by Azsori renegade Ifitt, who was once an officer in Mogg's navy. Her penchant for cruel punishments and smuggling got her kicked out of the service, and this is her revenge. She is assisted by three mates, who command the other boats on raids.

Treasure: 20 pp, 1,550 gp, 5,800 sp, 4,000 cp, 7 fancy stones, 1 gem, polished stone statue of Ruka the Fox (100 gp), *scroll of intelligence*, *wand cure moderate wounds* (2), *wand of magic missile* (5).

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

Mates, Human Duelists: LVL 4; HP 18; AC 13 (padded); ATK 1 scimitar +4 (1d8) and dagger +4 (1d4); MV 30, F14 R10 W14; AL Chaotic (CE); XP 400; Special—Scimitar (x2 damage), +2 initiative.

Ifitt, Human Duelist: LVL 10; HP 51; AC 14 (leather); ATK 1 scimitar +9 (1d8) and dagger +9 (1d4); MV 30, F12 R7 W13; S10 D14 C9 I13 W7 C9; AL Chaotic (NE); XP 1000; Special—Scimitar (x2 damage), +2 initiative, riposte.

5023 Yoff's Hold | Stronghold

Yoff was an old warrior who lost his will to fight. Charged with protecting this side of the river from Runa raids, he finally came to the point of sending out half-hearted patrols and hoping for the best. His hold was recently sacked by the emboldened Runa. The hold's lord is now dead and its maidens taken into bondage. The captain of the guard, Konn, lives, but is afraid to avenge the attack and is supported by the 16 survivors of the raid.

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

5041 Lady Unarr's Hold | Stronghold

The ring of hammer on anvil can be heard night and day from the hollow in which this tower keep was built. Lady Unarr subdued a red dragon, and its fires are now used to forge a magic bastard sword. A dozen dwarves, assisted by the magician Fann, are engaged in crafting this wondrous blade. The castle is constructed near a vein of adamantite, discovered by a dwarf and gnome miners (about 100 dwell around the stronghold) who were looking for silver. The keep is guarded by 42 men-at-arms, mostly heavy footmen.

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

Fann, Human Magic-User: LVL 6; HP 23; AC 11; ATK 1 dagger -1 (1d4-1); MV 30; F12 R12 W9; S8 D14 C14 I15 W15 C12; AL Neutral (N); XP 600; Special—Spells per day (4/4/3/2); Gear—20 gp, silk robes (400 gp), a rock crystal set atop a crown and wreathed in *continual flame*, *scroll of fog cloud*.

Lady Unarr, Human Fighter: LVL 11; HP 56; AC 16 (chainmail, buckler); ATK 1 bastard sword +11 (1d8+1); MV 30; F8 R11 W10; S15 D10 C12 I10 W6 C12; AL Neutral (LN); XP 1100; Special—Dominate foes; Gear—7 fancy stones, 2 gems, 2 jewels.

5203 Pals | Monster

The griffon Ovak and air mephitis make an odd couple, but they're friends to the end. They are surveying the land from a high peak here, deciding on their next move.

Air Mephitis, Small Outsider: HD 3; AC 16 [+1]; ATK 2 claws (1d4); MV 30 (Fly 60); F13 R12 W13; AL Chaotic (CE); XP 750; Special—Breath cone of dust (10'/1d4 and blinded), blur 1/day, gust of wind 1/day, summon mephitis 1/day, regenerate.

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.

5222 Kofek Runa | Monster

The eagle clan is flush with loot, having just sacked Yoff's Hold [5022]. The Kofeks consist of 240 nomad warriors (with eight 3rd level fighters, six 4th level fighters, five 5th level fighters and four 6th level fighters) under the leadership of war chief Pekk. The clan mage, Yvann, is riding high, having urged Pekk to ignore his truce with Mogg and plunder the stronghold. Clan druid Kirr thought it was a bad idea, and still thinks it was an ill act, for he knows that Mogg's warriors will soon be on the trail.

Treasure: 8,110 gp, 700 sp, 19,000 cp, 6 fancy stones, 2 gems,

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

Nomad, Human Fighter: LVL 3; AC 16 (chainmail, buckler); ATK 1 scimitar +3 (1d8) or composite bow +3 (1d6+1); MV 30; F12 R14 W14; AL Neutral (N); XP 300; Special—Dominate foes.

Nomad, Human Fighter: LVL 4; AC 16 (chainmail, buckler); ATK 1 scimitar +4 (1d8) or composite bow +4 (1d6+1); MV 30; F11 R14 W14; AL Neutral (N); XP 400; Special—Dominate foes.

Nomad, Human Fighter: LVL 5; AC 16 (chainmail, buckler); ATK 1 scimitar +5 (1d8) or composite bow +5 (1d6+1); MV 30; F11 R13 W13; AL Neutral (N); XP 500; Special—Dominate foes.

Nomad, Human Fighter: LVL 6; AC 16 (chainmail, buckler); ATK 1 scimitar +5 (1d8) or composite bow +5 (1d6+1); MV 30; F10 R13 W13; AL Neutral (N); XP 600; Special—Dominate foes.

Yvann, Human Sorcerer: LVL 6; HP 17; AC 10; ATK 1 staff +1 (1d6-1); MV 30; F13 R13 W9; S7 D12 C11 I10 W15 C15; AL Neutral (CN); XP 600; Special—Spells per day (6/7/5/3); Spells known—0—acid splash, flare, light, mage hand, prestidigitation, read magic, wizard mark; 1—endure elements, erase, ray of enfeeblement, sleep; 2—knock, web; 3—blink; Gear—Scroll of comprehend languages, wand of silence [4].

Kirr, Human Druid: LVL 6; HP 27; AC 12 (padded); ATK 1 scimitar +3 (1d8); MV 30; F9 R12 W9; S12 D13 C14 I8 W13 C10; AL Neutral (N); XP 600; Special—Spells per day (5/4/3/2), speak druidic, move through undergrowth, leaves no trail, +2 save vs. energy spells, shapechange; Gear—Scroll of snare, unguent of timelessness.

Pekk, Human Fighter: LVL 9; HP 43; AC 16 (chainmail, buckler); ATK 2 +1 *horseman's axe* +10 (1d8+2) or 2 composite bow +8 (1d6+1); MV 30; F9 R12 W12; S13 D10 C12 I9 W10 C12; AL Neutral (N); XP 900; Special—Dominate foes; Gear—Necklace of fireballs IV.

5227 Wolfmen Have ... | Monster

A pack of seven werewolves has set up shop in a small wooden shack next to the river. The shack is rickety and dirty, and hides a trapdoor entrance into a series of caves. These caves are bejeweled with opals, and were once mined by a clan of 19 gnomes who fell to the depredations of the werewolves.

Treasure: 900 gp, *scroll of glitterdust*, *ring of protection* +2

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.

5303 The Slab | Monster

A narrow trail winds up the mountain side in this hex, ending in a yawning cave that grants access to a massive cavern. The cavern is well worn and damp, with large growths of fungus on the walls and a tribe of 180 hobgoblin warriors and their 188 vicious women and 411 young in the center.

The tribal warriors worship wolves, and paint their standards and shields with gory images of wolves killing lambs, chil-

dren, knights, old women and even a bunny or two. Their chieftain, Omog, maintains strict discipline over his warriors and their families, and has hammered into them that, at all cost, they must defend their cave from outsiders. The tribe has a shaman called Kaivar (Adept 3).

At the rear of the cavern there is a giant stone slab 18' tall and 9' wide. The slab is completely bare of ornamentation and is cold to the touch. This slab cannot easily be moved. The hobgoblins will defend it to the last warrior, and most of the woman and a few children will fight for it as well, as their tribal tradition and honor demand.

What lies behind the slab? Millions of gallons of water! If the slab is breached, the water pours from the breach, likely drowning anyone in the cavern (1% chance of survival) and then flowing into the surrounding valleys, creating a lake.

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.

Chief Omog, Medium Humanoid: HD 4+1; AC 19 (chainmail, shield); ATK 1 axe (1d8); MV 30; F13 R15 W15; AL Chaotic (LE); XP 75; Special—Hate elves.

5339 Lazy Tigers | Monster

A duo of sabre-tooth tigers is sunning themselves in this hex, having recently devoured a baby mammoth. They are in no mood for a fight and are more likely to run away than fight if they are challenged.

Smilodon, Large Animal: HD 9; AC 17; ATK 2 claws (1d10 + rend) and bite (2d8); MV 40; F8 R9 W14; AL Neutral (N); XP 900.

5350 Fumakas | Monster

The Fumakas nomads are suffering a great sickness from a strange stone a girl found while gathering. The stone is rearranging her mind, drawing power from those around her, to create a supra-genius sorceress.

The Fumakas number 150 nomads, mostly in leather or mail shirts with lances, scimitars and composite bows. Their druid, Jadd, represents Lu, the great horse spirit. He is a feisty old man with little patience for fools and a hatred for sorcery. The war chief, Atarr, is a mighty warrior, but now laid low by the power of the accursed stone. His companions include five 3rd level fighters, three 4th level fighters, three 5th level fighters and two 6th level fighters.

Treasure: 620 gp, 16,900 sp, 12,000 cp, 8 fancy stones, 1 gem, *wand of acid arrow* [2] and *wand of knock* [4].

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

Nomad, Human Fighter: LVL 3; AC 16 (chainmail, buckler); ATK 1 scimitar +3 (1d8) or composite bow +3 (1d6+1); MV 30; F12 R14 W14; AL Neutral (N); XP 300; Special—Dominate foes.

Nomad, Human Fighter: LVL 4; AC 16 (chainmail, buckler); ATK 1 scimitar +4 (1d8) or composite bow +4 (1d6+1); MV 30; F11 R14 W14; AL Neutral (N); XP 400; Special—Dominate foes.

Nomad, Human Fighter: LVL 5; AC 16 (chainmail, buckler); ATK 1 scimitar +5 (1d8) or composite bow +5 (1d6+1); MV 30; F11 R13 W13; AL Neutral (N); XP 500; Special—Dominate foes.

Jadd, Human Druid: LVL 7; HP 33; AC 12 (leather); ATK 1 scimitar +4 (1d8); MV 30, F10 R13 W10; S11 D10 C13 I15 W16 C10; AL Neutral (N); XP 700; Special—Spells per day (6/5/4/2/1), move through undergrowth, leaves no trail, +2 save vs. energy spells, shapechange; Gear—scroll of summon monster II, scroll of protection from evil.

Atarr, Human Fighter: LVL 6; AC 16 (chainmail, buckler); ATK 2 scimitar +5 (1d8) or 2 +1 composite bow +6 (1d6+2); MV 30; F10 R13 W13; AL Neutral (N); XP 600; Special—Dominate foes; Gear—*potion of levitate*.

5410 Halfling Caravan | Monster

A caravan of oxen laden with wicker baskets of foodstuffs and fine woolens, and driven by a 20 halflings, is making its way through this hex back towards Yore. The halflings are armed with shields, spears and slings, and ride two to an ox. The halflings are members of the resistance and are sneaking weapons back to Yore. The weapons are hidden among the goods in the wicker baskets.

Treasure: 260 gp, 1 gemstone.

Halfling, Small Humanoid: HD 0; AC 14 (studded leather, buckler); ATK 1 weapon (1d6); MV 20; F14 R16 W16; AL Lawful (LG); XP 25; Special—Halfling traits.

5439 Stankirk | Settlement

Stankirk is a village of 294 halfling farmers, their 242 good-wives and 131 wee ones. They have built a collection of burrows in this hex radiating out from a stone church on a hill. At the bottom of the hill they have a tavern and a few stores and shops (each with a large kitchen garden, of course). The outer settlements consist of 6,000 halflings dwelling in fortified burrows that house two to four families each. The halflings are Yorrisc exiles who specialize in growing wortes and blueberries, separating their fields with hawthorn hedges, and they also keep bees. Their honey and mead are in high demand by the Azsori, with whom they are allied.

The domain is called Stanshire, and is governed by Sheriff Godron and her two deputies, Mavis and Drok. The sheriff has

a small stone fort, on a hill near the church, where she keeps 74 war ponies and a well-stocked armory. Halfling scouts are kept on patrol in the outer reaches of the hex; visitors are spotted 5 out of 6 times. When discovered, a band of 20 halfling warriors on ponies, led by the sheriff and one deputy, arrive in an hour to check things out.

Treasure: 10 pp, 1,410 gp, 4,100 sp, 18,000 cp, topaz (600 gp), emerald (1,000 gp)

Halfling, Small Humanoid: HD 0; AC 14 (studded leather, buckler); ATK 1 weapon (1d6); MV 20; F14 R16 W16; AL Lawful (LG); XP 25; Special—Halfling traits.

Mavis and Drock, Halfling Fighter: LVL 2; AC 16 (chainmail, buckler); ATK 1 short sword +2 (1d6); MV 20; F12 R15 W15; AL Lawful (NG); XP 200; Special—Halfling abilities, dominate foes.

Godron, Halfling Fighter: LVL 4; HP 19; AC 20 (platemail, buckler); ATK 1 hand axe +5 (1d6+1); MV 20; F11 R12 W14; S15 D17 C11 I10 W9 C10; AL Lawful (CG); XP 400; Special—Halfling abilities, dominate foes.

5448 Fanimff Runa | Monster

A clan of 260 warriors of the boar clan and their 2,300 non-combatants are sitting in a council. Famine has struck the clan, for their fields were destroyed while they were away on the steppe. The clan chief Makk is a proud man and his bard, Jurr, has his ear and is counselling him to engage in raiding to supplement their meager foodstuffs. He has hesitated, due to his respect and fear of King Mogg, but he is beginning to be swayed, for Jurr has bewitched his two sons and his eldest wife and they now argue for raiding. His younger wife disagrees, but she has little sway over him. The clan druid, Ijirr, has gone into the steppe to meditate and pray for a peaceful resolution; her absence is keenly felt, but her adepts have argued for patience.

With the 260 nomad warriors are eight 3rd level barbarians, six 4th level barbarians, five 5th level barbarians and four 6th level barbarians.

Encounters in this hex are with Ijirr 75% of the time, and a clan patrol the rest of the time.

Treasure: 10 pp, 7,780 gp, 5,700 sp, 13,000 cp, 15 fancy stones, 3 gems, 1 jewel, *ring of wizardry III*.

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

Nomad, Human Fighter: LVL 3; AC 16 (chainmail, buckler); ATK 1 scimitar +3 (1d8) or composite bow +3 (1d6+1); MV 30; F12 R14 W14; AL Neutral (N); XP 300; Special—Dominate foes.

Nomad, Human Fighter: LVL 4; AC 16 (chainmail, buckler); ATK 1 scimitar +4 (1d8) or composite bow +4 (1d6+1); MV 30; F11 R14 W14; AL Neutral (N); XP 400; Special—Dominate foes.

Nomad, Human Fighter: LVL 5; AC 16 (chainmail, buckler); ATK 1 scimitar +5 (1d8) or composite bow +5 (1d6+1); MV 30; F11 R13 W13; AL Neutral (N); XP 500; Special—Dominate foes.

Nomad, Human Fighter: LVL 6; AC 16 (chainmail, buckler); ATK 1 scimitar +5 (1d8) or composite bow +5 (1d6+1); MV 30; F10 R13 W13; AL Neutral (N); XP 600; Special—Dominate foes.

Jurr, Human Bard: LVL 5; HP 16; AC 14 (ring, buckler); ATK 1 club +2 (1d4); MV 30; F13 R11 W11; S11 D11 C11 I13 W9 C15; AL Neutral (N); XP 500; Special—Spells per day (3/3/1), legend lore, music (fascinate).

Ijirr, Human Druid: LVL 6; HP 29; AC 13 (leather, buckler); ATK 1 dagger +3 (1d4); MV 30; F9 R13 W9; S11 D11 C14 I9 W15 C12; AL Neutral (N); XP 600; Special—Spells per day (5/4/3/2), speak druidic, move through undergrowth, leaves no trail, +2 save vs. energy spells, shapechange.

Makk, Human Barbarian: LVL 11; HP 57; AC 13 (studded); ATK 1 greatsword +11 (1d10+2); MV 40; F8 R11 W11; S16 D10 C13 I8 W11 C11; AL Neutral (N); XP 1100; Special—Rage 3/day, sixth sense.

5501 Winged Folk | Monster

A tribe of 40 winged folk dwell here in the high peaks, in a great multi-leveled mansion of agate and topaz, with fluted columns and wide stairs and pools of water heated by underground thermals. The mansion has broad rooms divided by curtains of silk. They are well-appointed and comfortable, bedecked with pillows, silver ewers of sparkling amber wine, bowls of delicate fruits, censers of incense and chirping songbirds in silver cages. Their food is provided by 100 human slaves, toiling in the valleys below.

The winged folk that dwell here claim to be wise, but are actually rather childlike and foolish. They know the words, so to speak, but they do understand. Still, they hold themselves as superior to the land-bound. They are happy to entertain travelers, providing succor in exchange for worship, but if their guests do not show proper respect or best them at their games, they turn surly. For those who anger them, they have iron cages hanging from cliffs in the chill air. They lock their guests in those cages overnight to teach them a lesson, or leave them there to die if they are angry enough.

The winged men are ruled by King Zam, an elderly man with a grave countenance and short, white beard. His children, Prince Xampho and Princess Umbelina, are ever at his side. They despise one another, Umbelina feeling Xampho is too weak to one day rule, the poetic Xampho despairing at the cruelty and foolishness of his people.

Treasure: 300 gp, 2,200 sp, *potion of healing*

Winged Men, Medium Humanoid: HD 1; AC 12; ATK 2 hand axes (1d6) or javelin (1d4); MV 30 (Fly 60); F13 R15 W15; AL Neutral (N); XP 100.

5508 Bonacons | Monster

A bonacon herd is now grazing here. They have been stalked recently by a pack of tigers and are spooked. Beware!

Bonacon, Large Magical Beast: HD 3; AC 13; ATK 1 bite (1d3) or kick (1d4); MV 40; F11 R12 W17; AL Neutral (N); XP 300; Special—Cone of burning dung (120' cone, Reflex save or 1d6, +1 damage per round until skin is washed).

5523 The Wolf Clan | Monster

A band of the Farvolks, or wolf clan, is on the move in this hex, heading toward the Og in search of medicinal herbs. The old mother of the clan, Ilinn, is ill and will surely perish without help. The clan is commanded by the war chief Uruff, a woman with dark, deep eyes and a terrible lust for power. She's a keen hunter and has won many battles against the Fumakas clan, their most bitter rivals. Nevertheless, if she fails to save Ilinn she will be challenged for leadership.

The Farvolks consist of 210 warriors and 1,800 noncombatants, most of them lightly armored archers and heavily armored lancers. The clan sorcerer, Torr, opposes Uruff for past slights. The clan also has seven 3rd level fighters, five 4th level fighters, four 5th level fighters and three 6th level fighters, three brothers being groomed for leadership by Torr.

Treasure: 800 pp, 640 gp, 24,000 cp, peridot (30 gp), comb of azurite (600 gp), bottle of ichor wine (1,200 gp), carved ivory drinking horn set with antelopes in jet (1,500 gp), ivory idol of an archer (400 gp), crimson silk vest trimmed with leopard fur (150 gp).

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

Nomad, Human Fighter: LVL 3; AC 16 (chainmail, buckler); ATK 1 scimitar +3 (1d8) or composite bow +3 (1d6+1); MV 30; F12 R14 W14; AL Neutral (N); XP 300; Special—Dominate foes.

Nomad, Human Fighter: LVL 4; AC 16 (chainmail, buckler); ATK 1 scimitar +4 (1d8) or composite bow +4 (1d6+1); MV 30; F11 R14 W14; AL Neutral (N); XP 400; Special—Dominate foes.

Nomad, Human Fighter: LVL 5; AC 16 (chainmail, buckler); ATK 1 scimitar +5 (1d8) or composite bow +5 (1d6+1); MV 30; F11 R13 W13; AL Neutral (N); XP 500; Special—Dominate foes.

Nomad, Human Fighter: LVL 6; AC 16 (chainmail, buckler); ATK 1 scimitar +5 (1d8) or composite bow +5 (1d6+1); MV 30; F10 R13 W13; AL Neutral (N); XP 600; Special—Dominate foes.

Torr, Human Sorcerer: LVL 8; HP 11; AC 9; ATK 1 staff +1 (1d4+2); MV 30; F13 R13 W9; S6 D7 C8 I7 W10 C16; AL Chaotic (CE); XP 800; Special—Spells per day (6/7/7/5/3); Spells known—0—dancing lights, daze, detect magic, flare, light, ray of frost, touch of fatigue, wizard mark; 1—charm person, mind thrust, obscuring mist, protection from good, shield; 2—daze monster, ego whip, resist energy; 3—lightning bolt, wind wall; 4—black tentacles.

Uruff, Human Fighter: LVL 11; HP 49; AC 16 (chainmail, buckler); ATK 3 spear +11 (1d8+1) or 3 composite bow +10 (1d6+1); MV 30; F8 R11 W10; S15 D12 C10 I9 W7 C13; AL Neutral (N); XP 1100; Special—Dominate foes.

5628 Druid Debates | Stronghold

This hex holds a large, natural amphitheater which is tended by a small sisterhood of philosophical druids. The druids live on site in small stone structures that resemble little beehives. There is no difference between these simple cells, from those of the lowest adepts to the mother superior herself, Lalla, a thin gnome woman with alert, knowing eyes. At the heart of the amphitheater there is a natural column of flint, which is held sacred to the ram spirit Alun.

As mentioned above, the druids at this site are principally philosophers. They often gather to hear alignment debates. At the moment they are enjoying a debate between a visiting shedu [5751], arguing for lawful goodness, and a lillend arguing for chaotic neutrality.

Shedu, Large Magical Beast: HD 9; AC 16; ATK 2 hooves (1d6); MV 30 (Fly 60); F8 R9 W10; AL Lawful (LG); XP 900; Special—Magic resistance 20%, spells—at will—astral projection (self), detect evil, detect thoughts, ethereal jaunt (self), magic circle against evil; 3/day—charm monster.

Lillend, Large Outsider: HD 7; AC 17; ATK 1 sword (1d8) and tail (2d6 + constrict); MV 20 (Fly 70); F9 R10 W9; AL Neutral (CN); XP 700; Special—Immune to fire and poison, cast spells as 7th level bard, spells—3/day—darkness, hallucinatory terrain, knock, light; 1/day—charm person, speak with animals, speak with plants..

Druids, Human Druids: LVL 3; AC 12 (leather); ATK 1 scimitar +1 (1d8); MV 30; F12 R14 W12; AL Neutral (N); XP 300; Special—Spells per day (4/2/1), speak druidic, move through undergrowth, leaves no trail.

Lalla, Gnome Druid: LVL 11; HP 51; AC 12 (leather); ATK 1 dagger +7 (1d4); MV 30; F7 R11 W6; S10 D12 C15 I14 W16 C14; AL Neutral (N); XP 1100; Special—Spells per day (6/6/5/4/3/2/1), speak druidic, move through undergrowth, leaves no trail, +2 save vs. energy spells, shapechange, immune to poison.

5705 Accursed Abbey | Stronghold

A weird abbey dedicated to the Lords and Ladies of Misfortune stands here, served by a morose band of priests who have turned their backs on the world and all within it. Feeling

themselves victims of misfortune most cruel, they now promote it for others, relishing every stroke of bad luck that befalls others. In short, they're jerks.

The priests of the abbey wear iron masks contorted into grotesqueries of laughter. To these masks are attached their garment, a shapeless black robe with overlong sleeves. Within these sleeves they hide their weapons and unholy symbols. They share their abbey with thirteen black catweres (cats that can assume human shape, in their case of unnerving beautiful children with black hair and dusky skin.)

The abbey is ruled by Black Todd, a wicked patriarch with an active mind and a body grown feeble with age and evil. He is assisted by two lesser priests, Vatt and Ikarr, who are accorded the honor of wearing silver masks. Todd's is gold.

A small camp of petitioners has sprung up around the abbey – people afflicted with ill luck or curses who seek relief or who wish to join the priesthood. They herd some animals and grow small gardens, and are generally in a bad way. Only desperation keeps them here, and this desperation has turned into a weird zealotry – they will defend the priests and their wicked abbey to the death.

Treasure: 6,200 gp, 3 fancy stones, small sack with vials of exotic spices (600 gp), pearl earrings (600 gp).

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

Priests, Human Anti-Cleric: LVL 3; AC 14 (scale); ATK 1 morningstar +1 (2d4); MV 30, F12 R14 W12; AL Chaotic (CE); XP 300; Special—Rebuke undead, spells per day (4/2/1).

Prior, Human Anti-Cleric: LVL 6; HP 26; AC 17 (platemail); ATK 1 heavy pick +3 (1d6+1); MV 30, F9 R13 W9; S9 D9 C14 I10 W15 C13; AL Chaotic (CE); XP 600; Special—Rebuke undead, spells per day (5/4/3/2).

Black Todd, Human Anti-Cleric: LVL 12; HP 53; AC 18 (plate armor); ATK 1 light mace +8 (1d4+1); MV 30, F6 R11 W6; S8 D9 C13 I9 W14 C9; AL Chaotic (CE); XP 1200; Special—Rebuke undead, spells per day (6/6/4/4/3/3/2); Gear—Light mace is set with a pulsing amethyst that discerns good and evil (4,000 gp), *scroll of greater magic weapon*, *potion of extra healing*.

5715 More Foxes | Monster

While part of the clan is in their mountain hideout [4843], the rest of the Hekykoszoru (or fox) clan is on their way to trade with the Yorrisc. They have numerous animal hides, a bit of loot and plunder and several fine composite bows to trade.

The band consists of 230 warriors and more than 2,000 non-combatants. The band is led by Nurr's younger sister Edell. The band also includes seven 3rd level fighters, five 4th level

fighters (including the dashing and impetuous Hodd, who fancies Edell), four 5th level fighters and three 6th level fighters (including Oderr, who would supplant Nurr and his sister for leadership of the fox clan).

Treasure: 1,000 gp, 9,600 sp, 18,000 cp, 5 fancy stones, 2 gems, 1 jewel.

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

Nomad, Human Fighter: LVL 3; AC 16 (chainmail, buckler); ATK 1 scimitar +3 (1d8) or composite bow +3 (1d6+1); MV 30; F12 R14 W14; AL Neutral (N); XP 300; Special—Dominate foes.

Nomad, Human Fighter: LVL 4; AC 16 (chainmail, buckler); ATK 1 scimitar +4 (1d8) or composite bow +4 (1d6+1); MV 30; F11 R14 W14; AL Neutral (N); XP 400; Special—Dominate foes.

Nomad, Human Fighter: LVL 5; AC 16 (chainmail, buckler); ATK 1 scimitar +5 (1d8) or composite bow +5 (1d6+1); MV 30; F11 R13 W13; AL Neutral (N); XP 500; Special—Dominate foes.

Nomad, Human Fighter: LVL 6; AC 16 (chainmail, buckler); ATK 1 scimitar +5 (1d8) or composite bow +5 (1d6+1); MV 30; F10 R13 W13; AL Neutral (N); XP 600; Special—Dominate foes.

Edell, Human Fighter: LVL 7; HP 32; AC 16 (chainmail, buckler); ATK longsword +8 (1d8+2) or composite bow +6 (1d6+1); MV 30; F10 R13 W13; S17 D10 C12 I9 W10 C10; AL Neutral (N); XP 700; Special—Dominate foes; Gear—Potion of healing.

5751 Shedu Temple | Wonder

This hex holds the famous Shedu Temple. At midday on Midsummer's Day, when the sun is full, the temple appears on the steppe, a gleaming beacon of white stone.

The temple is a conglomeration of walls forming seven interlocking compounds. The walls range from 12' to 20' in height. Some of the compounds hold gardens of writhing star plants and shimmering pools of perfumed holy water that offer communion with angels. Others are paved courtyards where the shedus and their visitors discuss the Lawful Good philosophy or laze in the sun listening to music. Visitors include all manner of Lawful (Good) creatures.

Visitors are always welcome at the temple, but they must be warned. The temple appears for 1 hour at the appointed time, and then disappears. Non-good creatures find themselves left on the steppe, unharmed but melancholy. Good characters remain in the temple and are not seen again until the next appointed appearance of the temple. They are unaged and cured of all illnesses and healed of all damage.

Even when the temple does not appear, the Runa believe the site has healing properties. The ill or wounded are sometimes transported here to recuperate.

Shedu, Large Magical Beast: HD 9; AC 16; ATK 2 hooves (1d6); MV 30 (Fly 60); F8 R9 W10; AL Lawful (LG); XP 900; Special—Magic resistance 20%, spells—at will—astral projection (self), detect evil, detect thoughts, ethereal jaunt (self), magic circle against evil; 3/day—charm monster.

Random Runa Clan

No.	Clan Name	Totem Spirit	Ruler
1	Kupactusz	Hawk	Abydd (f)
2	Veszitocs	Eagle	Hruff (m)
3	Korev	Bear	Yminn (f)
4	Ozonel	Ram	Jekk (m)
5	Fanimff	Boar	Makk (m)
6	Holszige	Bull	Keff (m)
7	Zoldszig	Dolphin	Alunn (f)
8	Barlankaran	Makar	Yra (f)
9	Kokikyo	Snake	Usuzz (f)
10	Makmakas	Hawk	Koll (m)
11	Szikso	Eagle	Yorr (m)
12	Kovekzet	Boar	Jidd (m)
13	Kofek	Eagle	Pekk (m)
14	Domanya	Bear	Uradd (f)
15	Domlel	Hawk	Aherr (f)
16	Hekykoszoru	Fox	Nurr (m)
17	Domfer	Mammoth	Kydd (m)
18	Fuvestaj	Horse	Kadd (m)
19	Korhalal	Bull & Hawk	Aribb (f)
20	Domorias	Wolf	Ikarr (f)
21	Hekalso	Horse	Adenn (f)
22	Joizuviz	Wolf	Odirr (f)
23	Hollodu	Raven	Sutt (m)
24	Farvolk	Wolf	Uruff (f)
25	Nehrias	Mammoth	Enann (f)
26	Domold	Horse	Karr (m)
27	Fumakas	Horse	Atarr (f)

THE MASKED MARAUDERS OF MEXICO

Written by Tony Tucker

Illustration by Hector Gomez

The Luchador class is based on the famous Lucha Libre wrestlers of Mexico, but could be used for Greco Roman, Sambo or other practitioners of 'No holds barred' wrestling of the appropriate era.

Luchador is a sub-class of fighter. They have all the abilities of fighters, with the following alterations and additions:

Minimum Ability Scores: Con 13, Str 9, Dex 13, Cha 13

Luchadores may not become proficient with firearms, nor may they wear armor.

Luchadores are skilled at the following tasks: Acrobatics, Bend Bars, Break Down Doors, Endure, Jump and Lift Gates.

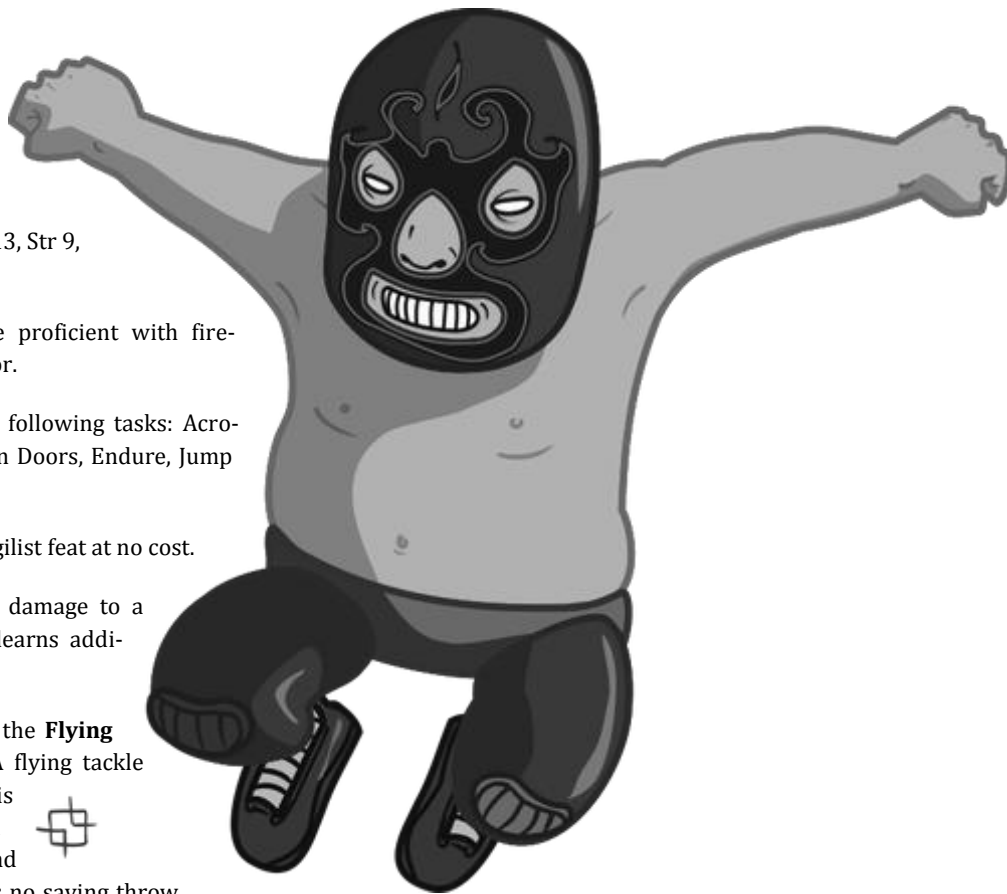
Luchadores begin with the Pugilist feat at no cost.

A luchador adds his level in damage to a grappled opponent. He also learns additional combat maneuvers.

A 1st level a luchador learns the **Flying Tackle** combat maneuver. A flying tackle requires the attacker charge his opponent. If successful, both combatants become prone and engaged in a grapple. There is no saving throw against this maneuver, but failure indicates the attacker becomes prone and suffers 1d3 damage in the attempt. The difficulty class (DC) for this maneuver is 16.

At 5th level, a luchador learns the **Armbar** combat maneuver. When a luchador gets a single opponent into a grapple and both are prone, the luchador may double his unarmed combat damage. There is no saving throw against this maneuver, but failure indicates the defender automatically escapes the grapple. The DC for this maneuver is 18.

A 9th level luchador learns the **Finishing Move** combat maneuver. When a luchador gets a single opponent into a grapple, he may triple his unarmed damage. There is no saving throw against this maneuver, but failure indicates the defender automatically escapes the grapple. The DC for this maneuver is 20. The luchador's player should come up with a special name for his finishing move, and he should describe it in the most exciting, lurid terms possible.



MINI-GAME

LUCHADORES VS THE AZTEC MUMMY

Illustration by Emily Vitori

Q: What's to be done when an Aztec mummy awakens to wreak havoc on Mexico City as it attempts to rebirth the Aztec Empire with a massive blood sacrifice to the gods?

A: You find a burly man in a mask and kick some mummy ass!

What follows is inspired by a series of classic movies from Mexico: *The Aztec Mummy* (1957), *Curse of the Aztec Mummy* (1957), *The Robot vs. The Aztec Mummy* (1958) and *Wrestling Women vs. The Aztec Mummy* (1964). Although this is presented as a *Quick & Easy* mini-game, there are notes at the end to help run it as an adventure for *GRIT & VIGOR* – and how convenient is it that this very issue has a luchador class for *GRIT & VIGOR* by Tony Tucker?

The Basics

To play *Luchadores vs. the Aztec Mummy* you need pen, paper, these rules and a few ordinary dice (d6). In this game, you have ability scores and skills. When you want to attempt an action, from combat to climbing walls to tricking Popoco, you add the relevant ability score to the relevant skill and attempt

to roll under this number using three dice (3D). Some actions are particularly easy, but still need to be checked, and use two dice (2D). Likewise, some especially difficult tasks involve rolling four dice (4D).

At the end of the adventure, some of the monsters encountered are given stats for use in *GRIT & VIGOR*.

The Plot

A secret cult dedicated to the ancient Aztec Empire is active in Mexico City. They've recently uncovered the tomb of the Aztec mummy Popoca hidden beneath a sports arena. The cult has already dug under the arena and located the mummy, which they have transported to a secret location. They plan to awaken the mummy at the next full moon and transport him to the pyramid at Teotihuacan. Here, they will sacrifice a woman and, they believe, awaken the Aztec gods. The gods will help them recreate the Aztec Empire on Earth, and ultimately conquer the world.

As our story begins, one or more luchadores and their associates are at the arena awaiting a bout when one of them finds a tunnel behind some lockers. A few of the gangsters hired to locate and move the mummy have returned to the tomb to steal its gold artifacts!

Ability Scores

Characters are a collection of abilities and skills. All characters have the same seven abilities. Ability scores range from 1 to 6, though monsters may have higher ability scores.

Fuerza (FRZ): Measures your ability to pick up heavy stuff and throw robots around.

Destreza (DEZ): Measures how easily you can dodge bullets, or how deftly you can shoot them.

Constitución (CON): Measures how well a character can stand up to pain and fatigue.

Inteligencia (INT): Measures the extent of a character's learning, including the ability to translate Aztec glyphs.

Valor (VAL): Measures a character's resistance to the terror of Aztec mummies and other horrors.



Percepción (PER): Measures a character's awareness of his surroundings and ability to discern falsehoods.

Carisma (CAR): Measures a character's animal magnetism and ability to manipulate others.

For each of these abilities, roll two dice and write the value of the higher roll next to the ability score.

Classes

Characters may choose to follow one of ten professions, called classes. Each class determines which skills for the character are prime and which are secondary.

Clérigo

You would have to be a fool to go hunting mummies without bringing along somebody skilled at exorcism. The clérigo is probably in charge of an orphanage that the luchadores regularly visit to brighten the morale of the children.

Clérigos increase their VAL score by one point, and reduce their CON by one point. They begin the game with a crucifix.

Primary Skill: Exorcism

Secondary Skills: Guts, Intuition, Make Friends

Tertiary Skills: Choose any three

Federale

Federales are members of Mexico's police forces. In this game, they are usually hard boiled but friendly detectives in fedoras and nice suits.

Federales increase their DEZ score by one point, and reduce their CAR by one point. They begin the game with a revolver and a badge they can flash to gain access to things.

Primary Skill: Detection

Secondary Skills: Car Chase, Fighting, Marksman

Tertiary Skills: Choose any two

Gaucha

After a tough week of punching cattle on the plains, the gauchos like a chance to come to town and watch the fights.

Gauchos increase their CON score by one point, and reduce their INT by one point. They begin the game with a lariat and a revolver.

Primary Skill: Roping

Secondary Skills: Endure, Fighting, Riding

Tertiary Skills: Choose any three

Hindú

These mysterious, turbaned gentlemen of the east are dedicated to the defense of the innocent from supernatural forces.

Hindúes increase their VAL score by one point, and reduce their FRZ by one point. They start the game with a magic jewel that glows when within 60 feet of the undead.

Primary Skill: Occult

Secondary Skills: Exorcism, Intuition, Knowledge

Tertiary Skills: Choose any three

Luchador

Luchaors are the professional wrestlers of Mexico. With their identities hidden by their masks, they draw power from their mystery and strike fear into the hearts of the evil.

Luchadores increase their FRZ score by one point, and reduce their PER by one point.

When a luchador hits a foe in combat, they can opt to forgo damage to instead knock them to the ground, stun them for 1 round, bounce them off of the ropes (luchador scores 1 extra point of damage on next successful attack, or suffers 1 extra point of damage if they lose initiative), knock them prone, or place them in a lock. A lock deals 1 CON damage on the next round, and every round until the lock is broken by the victim with a successful attack of their own or a successful 2D check of their FRZ.

Primary Skill: Fighting

Secondary Skills: Acrobatics, Guts, Intimidate

Tertiary Skills: Choose any three

Matador

Matadores probably don't belong in this game, but they're crazy brave and are really snappy dressers, so why not?

Matadores increase their DEZ score by one point, and reduce their PER by one point. They begin the game with a cape and a sword.

When animals and bestial monsters attempt to strike matadores in combat, they must add +1 to their dice roll.

Primary Skill: Dodge

Secondary Skills: Fighting, Guts, Intimidate

Tertiary Skills: Choose any three

Picaro

These picaresque members of the lower classes serve as both comedy relief and objects of pathos. They usually wear a distinctive bit of eccentric costume, and they might have a catch phrase to use in tense situations.

Picaros have exclusive access to the Catch Phrase skill. When a picaro successfully uses his catch phrase, all allies within earshot gain a +1 bonus to whatever skill they are using. The first time a picaro uses his catch phrase, he rolls 2D. The next use requires 3D, then 4D, etc.

Picaros increase their CAR score by one point, and reduce their VAL by one point.

Primary Skill: Catch Phrase

Secondary Skills: Dodge, Make Friends, Sneak

Tertiary Skills: Choose any three

Profesor

Profesores are learned men and women who study ancient mysteries and mathematics and astronomy and ... well, everything. Their primary role in the game is to answer questions and fill in information about the setting for the GM.

Profesores increase their INT score by one point, and reduce their CON by one point.

Primary Skill: Knowledge

Secondary Skills: Intuition, Listen, Occult

Tertiary Skills: Choose any three

El Robot Humano

The "humanoid robot" was invented by the evil Dr. Krupp to defeat the mummy. Krupp is gone, but the robot still remains the implacable foe of the Mesoamerican undead.

Humanoid robots increase their FRZ and CON scores by one point, and reduce their CAR by two points.

Primary Skill: Fighting

Secondary Skills: Endure, Guts, Listen

Tertiary Skills: Choose any three

Scream Queen

Every bad horror movie needs a good scream queen. The scream queen has a special skill not open to the other classes – Scream (see Skills below).

Scream queens increase their CAR score by one point, and reduce their CON by one point.

Primary Skill: Scream

Secondary Skills: Dodge, Seduce, Sneak

Tertiary Skills: Choose any three

Skills

Each character has seven skills (see above). One skill is "prime", three are "secondary", and three are "tertiary". Skill scores range from 0 to 12. Each skill (see below) is associated with an ability score. For the prime skill, roll 3 dice and drop the lowest value. For secondary skills, roll 2 dice and used their combined value. For tertiary skills, roll 1 dice and use that value.

Acrobatics (DEZ): Ability to do flips, leaps, walk tight ropes and dive out of cars and trains without getting hurt.

Car Chase (DEZ): Ability to control a vehicle during a high speed chase or while doing sweet drums. Also counts for motorcycles or ten speeds (if you can pedal fast enough).

Catch Phrase (CAR): Ability to use a hilarious catch phrase to cut through tension and ease fears.

Climb (FRZ): Ability to climb up ropes (roll 2D), walls (roll 3D) and cliff faces (roll 4D).

Detection (PER): Ability to note clues and other concealed things, such as secret doors.

Dodge (DEZ): Ability to dodge cars, traps, explosions, etc.

Endure (CON): Ability to endure pain, poison, alcohol, etc.

Exorcism (VAL): Ability to repulse the undead, as follows:

2D	Causes a skeleton to flee for 1D rounds, and holds yollotlmics and luchadores at bay for 1 to 6 rounds
----	--

3D Turns 1D worth of skeletons to dust, causes yol-lotlmics and lichadores to flee for 1 to 6 rounds, and holds Popoca at bay for 1 to 6 rounds

4D Turns 2D worth of skeletons to dust, causes yol-lotlmics and lichadores to flee for 2 to 12 rounds, and causes Popoca to flee for 1 to 6 rounds

Fighting (FRZ): Ability to attack foes using a melee weapon.

Guts (VAL): Ability to resist fear, seduction and mind control.

Intimidate (CAR): Ability to intimidate people without reprisals. If the check is failed, revenge always follows.

Intuition (PER): Ability to sense danger and know when people are lying.

Jump (FRZ): Ability to leap from one roof to another or across small chasms or to hop fences at top speed.

Knowledge (INT): Ability to recall information on almost any subject; especially obscure subjects require you roll 4D.

Lie (CAR): Ability to lie and get away with it.

Listen (PER): Ability to listen in on conversations through doors or over background noise (because even downtown, voices carry).

Make Friends (CAR): Ability to make hostile people neutral, neutral people friendly and to convince friendly people to render you material or dangerous assistance.

Marksmanship (DEZ): Ability to attack foes using guns, crossbows and thrown weapons.

Occult (INT): Ability to manipulate reality with mystic words and gestures:

2D Passive spells that read minds (E.S.P.), detect the presence of enemies or predict the future

3D Active spells, such as telekinesis, mind control, stunning people or causing them to sleep, slowing or holding creatures, causing headaches and bending spoons

4D Hostile spells that inflict 1 point of damage to Constitución or Valor

Ride (DEZ): Ability to ride horses at top speed, jump over obstacles and perform other stunts on horseback.

Roping (DEZ): Ability to throw a lariat (or something similar) around a creature or object. The lariat holds them tight

(roll 3D vs. FRZ to get out) and allows the thrower to make a FRZ check to knock them down.

Scream (CAR): This skill is only open to the Scream Queen, and therefore cannot be taken as a tertiary skill by the other classes. When the scream queen makes a successful scream check, her allies instantly know where he or she is and they get a +1 bonus to any skill they use to protect her or get her out of danger.

Seduce (CAR): Ability to seduce people, making them fall in love with you and spill the details of a bad guy's plan.

Sneak (DEZ): Ability to sneak past people quietly and hide from them. Hiding in plain sight requires you roll 4D.

Surprise (DEZ): Ability to surprise foes from an ambush and get a free attack.

Swim (FRZ): Ability to swim and dive without dying. Cliff diving requires you roll 4D.

Thievery (DEZ): Ability to steal things.

Equipment

Once a character has his ability scores and skill scores, he can pick out the kits to equip himself. Characters start the game with \$400 per point of CHA to buy equipment.

Melee Weapon	Cost	Range	Fighting	Damage
Brass Knuckles	\$20	-	+1	1
Chain (3')	\$40	-	+1	1
Club / Bat	\$20	-	+1	1
Knife	\$100	30'	+1	2
Machete	\$160	-	+1	2
Macahuitl	-	-	+1	2
Sap	\$20	-	-	*
Switchblade	\$60	30'	+1	1
Sword	\$200	-	+2	2

Missile Weapon	Cost	Range	Marks.	Damage
Machine Gun	\$1000	1,500'	+1	3*
Molotov Cocktail	\$20	100'	-	*
Pistol	\$400	250'	-	2
Revolver	\$300	100'	-	3
Rifle	\$800	800'	+1	2
Shotgun	\$500	100'	+1	3*
Submachine Gun	\$800	200'	-	1

Explosive	Cost	Range	Fighting	Damage
Dynamite	\$400	*	*	*
Grenade	\$200	120'	-	2
Nitro Glycerin	\$800	*	*	*

Dynamite: Dynamite deals 4 points of damage within 5', 3 points of damage within 10', 2 points of damage within 20' and 1 point of damage within 30'. A successful Endure check lowers this damage by 1 point.

Machine Gun: A machine gun has a maximum range of 1,500' and deals 3 points of damage. Alternatively, you can use it to spray bullets over a 10' area. All in the area must pass a Dodge check or suffer 1 point of damage.

Molotov Cocktail: These items burst when they hit a solid surface, inflicting 1 point of fire damage to all within 5 feet who fail a Dodge check.

Nitro Glycerin: Nitro Glycerin deals 6 points of damage within 10', 4 points of damage within 20', 2 points of damage within 30' and 1 point of damage within 50'. A successful Endure check lowers this by 1 point.

Sap: If you strike a creature from behind with a sap, the victim suffers 1 point of damage and must pass an Endure check or be knocked unconscious for 1D minutes.

Shotgun: A shotgun has a maximum range of 100'. It deals 3 points of damage, or, if sawed off, blankets a 10' area (maximum range 50') that forces all within it to pass a Dodge check or suffer 1 point of damage.

Submachine Gun: A submachine gun makes 2 attacks per rd.

Conflict and Combat Resolution

To resolve conflicts you need to understand the following game terms:

Target Value (TV): A character's TV is equal to his skill score + relevant ability score + a bonus for any advantages he might enjoy (as determined by the game master)

Task Check: A task check is a roll of the dice, usually three dice in which the player tries to roll his target value or lower to succeed at a task; any disadvantages the character suffers are added as a bonus to the dice roll. A roll of all 6's always fails. A roll of all 1's always succeeds.

When two creatures oppose one another, both roll against their TV, and the one who succeeds by the most is the winner.

The GM can rule that there is a modifier to the roll or target value based on other conditions, such as working under pressure or attacking from behind. For an advantage, add +1 to +3 to the TV. For a disadvantage, add +1 to +3 to the roll.

Combat

Combat is handled in combat rounds, with each round representing 10 seconds of time. To determine who goes first in a round, each player rolls 1 dice (1D) and adds their DEZ score. The highest roll goes first, followed by the next highest, and so on. Ties go to the combatant with the highest DEZ score. If there is still a tie, arm wrestle to go first.

Combat uses the conflict resolution method described above, using a character's Fighting skill for melee (hand-to-hand) attacks or Marksmanship for missile (ranged) attacks.

A successful physical attack roll deals one point of damage to CON. Attacks against a character's mind deal one point of damage to VAL. If the attack roll succeeds by 3 or more points, the attacker can also impose a special condition on his opponent, such as putting him in a grapple hold, tripping him or erasing a memory from his mind.

A creature reduced to 0 points of CON or VAL is unconscious and critically wounded. One more attack will kill them.

Movement

Characters walk at a speed of 260 feet per minute (or 40 feet per combat round), and can sprint at a speed of 2300 feet per minute (or 390 feet per second). A sprint can last up to one minute. Running at half sprinting speed can last up to 10 minutes. An Endure check can double the time a character can sprint or run.

Popoco the mummy walks at a speed of 200 feet per minute (or 30 feet per combat round) and cannot run.

Occult

When a character must resist occult powers, they add their INT and VAL scores together and attempt to roll under that total value with 3D.

Luck

Each character begins a game session with a Luck score of 6. A luck score can be substituted for an ability score or skill score when making checks. Each time this is done, the character's Luck score is reduced by 1 point. One can also spend luck to avoid wounds. Roll 1D. If the result is lower than one's

current Luck score, the wound is avoided. Either way, one point of luck is lost.

Monsters

Ahuizotl

These dog-like beings have spiky fur, human hands on their forepaws and a human hand on their tail. They have a liking for human flesh, and serve as guard animals for the mummy.

Creatures hit by the monster's tail hand are held fast, and must make a 3D STR check to escape.

FRZ 5, DEZ 5, CON 6, INT 1, VAL 4, PER 4, CAR 1

Fighting 4, Endure 5, Listen 3, Swim 6

Aztec Mummy (Popoco)

Popoco is the Aztec mummy people just will not leave alone.

Creatures hit by the monster's tail hand are held fast, and must make a FRZ check with 3D to escape.

FRZ 7, DEZ 2, CON 8, INT 3, VAL 7, PER 4, CAR 2

Fighting 6, Endure 9, Guts 7, Intimidate 6, Intuition 6, Occult 3

Cultist

The cultists wish to resurrect the Aztec Empire by invoking the power of the old gods. They are men and women who dress in long robes and frightening masks while doing the cult thing, and street clothes otherwise.

Cultists carry knives and pistols.

FRZ 3, DEZ 4, CON 3, INT 4, VAL 4, PER 4, CAR 4

Fighting 3, Marksman 4, Occult 5, Sneak 4, Surprise 3

Gangster

Gangsters are armed with revolvers and switchblades.

FRZ 4, DEZ 4, CON 4, INT 3, VAL 3, PER 3, CAR 3

Fighting 4, Marksman 5, Lie 3, Sneak 4, Surprise 3, Thievery 4

Lichador

Lichadores are undead wrestlers animated by the mummy to serve as his tag-team partners in the afterlife. They have pallid flesh, wear sugar skull masks and smell of the grave.

When a lichador hits in combat, the victim must pass a DEZ check or suffer one of the following fates: Stunned for 1 round, knocked prone to the floor or grappled. Grappled creatures suffer 1 point of CON damage per round until they pass a FRZ check to break free.

FRZ 7, DEZ 5, CON 6, INT 2, VAL 8, PER 2, CAR 2

Fighting 6, Marksman 5, Endure 6, Guts 5, Intimidate 4, Intuition 4, Surprise 4

Skeleton

Skeletons are the animated bones of Aztec warriors. They wear either the garb of a jaguar or eagle warriors and are armed with macahuitl.

FRZ 4, DEZ 2, CON 6, INT 2, VAL 5, PER 2, CAR 1

Fighting 6, Marksman 3, Endure 10

Yollotlmic

Yollotlmic are hearts that were removed from sacrificial beings and then placed in stone jars. These jars were engraved with mystic glyphs, and can now be commanded by the mummy to rise and destroy.

The yollotlmic appear as floating stone jars surrounded by pulsing, blood red energy. They can project rays that are red or black. Red beams deal 1 point of CON damage, while black beams deal 1 point of VAL damage. Either requires a ranged attack to hit.

FRZ 1, DEZ 6, CON 4, INT 3, VAL 4, PER 4, CAR 1

Fighting 3, Marksman 6, Guts 6, Occult 4

Locations

Mexico City

Mexico City is the setting of this adventure. There are three principal locations in the adventure: the Arena, University and Pyramid (see the map below for their general locations within Mexico City).

Drive Times

Arena to University = 34 minutes

Arena to Pyramid = 72 minutes

University to Pyramid = 86 minutes

Drivers can use a Car Chase check to speed this up. They can shave 10 percent off the drive time with a 2D check, 20 percent with a 3D check and 30 percent with a 4D check.

A failed check indicates a car crash, dealing 1D of CON damage to everyone involved and adding 30 minutes to the travel time. Assume that the crash occurred midway between the locations, and assume that a new car can be obtained.

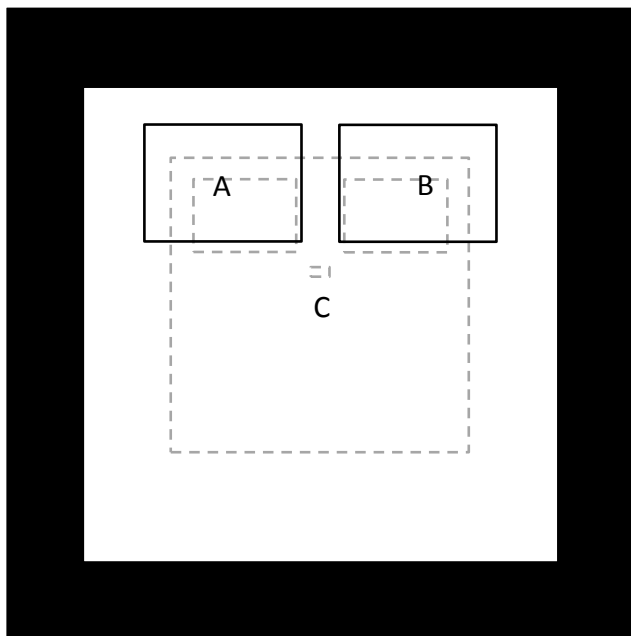
Arena

The arena is the location of the mummy's tomb. The tomb is located at the end of a long earthen tunnel that shows recent activity. The doors to the tomb are not partially opened, and one can see lights moving around the tomb (flashlights) and can hear the sound of people moving about and talking.

The tomb is 20' x 15' and is composed of stone. It contains the mummy's sarcophagus and holds many ritual objects. The cultists left for the university 30 minutes ago with the mummy, and it will take 45 minutes to prepare the mummy for the ritual that will take place at the pyramid. There are currently three gangsters looting the tomb.

University

The professor that controls the evil cult, Dr. Rodrigo, has a hideout at the university. The hideout is located behind a secret door in the professor's office. This secret room is 20' x 20' and holds the mummy's body and objects and scrolls necessary to perform the evil ritual and sacrifice the cult desires.



Pyramid

The pyramid is of the normal Aztec design, being a large stone construction with steps leading to the top. At the top, there are two temples, one dedicated to the rain god Tlaloc (A) and the other to the war god Huitzilopochtli (B). These temples are tall structures, about 48' wide and 35' deep.

Within these temples there are pillars and altars. Each is guarded by three cultists. A hidden trigger on the altar of Tlaloc causes it to slide out of the way and reveal a set of stairs that lead down into the older pyramid upon which the new pyramid was constructed. This is a smaller duplicate of the larger, newer pyramid, the main difference being that it is bathed in absolute darkness. The stairs are guarded by an ahuiizotl.

Here, the Aztec mummy is preparing to plunge a dagger into the heart of the professor's secretary, who is bound atop a slab (C) sitting before the interior temples of rain and war.

The mummy is flanked by two lichadores and three skeletons, as well as Dr. Rodrigo (if he still lives). Treat Dr. Rodrigo as a cultist with an Occult score of 8.

GRIT & VIGOR Monster Stats

The following monster stats can be used to run this adventure using the *GRIT & VIGOR* rules (on sale now at Lulu.com and Rpgnow.com).

Ahuizotl

Type: Magical Beast
Size: Medium (400 lb)
Intelligence: Low
Hit Dice: 4
Movement: 50/250 (Swim 30)
Armor Class: 15
Attacks: 2 claws (1d3), bite (1d4), tail (1 + constrict)
Saving Throws: F11, R11, W15
Environment: Near water
No. Appearing: 1
Alignment: Chaotic Evil
XP Value: 400 (CL 5)

When an ahuizotl successfully constricts with its tail, it attempts to drag its victim into the nearest body of water.

Aztec Mummy

Type: Undead
Size: Medium
Intelligence: Average
Hit Dice: 6
Movement: 35
Armor Class: 18 [Steel 1]
Attacks: 2 slams (1d6)
Saving Throws: F12, R12, W11
Special: Vulnerable to fire, resistance to physical blows
Environment: Tombs
No. Appearing: 1
Alignment: Lawful Evil
XP Value: 600 (CL 7)

Aztec mummies do not spread mummy rot, like the Egyptian versions. They are strong, though, and are possessed of a supernatural determination to protect Aztec relics, mummies and reincarnated Aztec royalty. When on such a mission, an Aztec mummy enjoys a +2 bonus to all attacks, damage and saving throws.

Lichador

Type: Undead
Size: Medium
Intelligence: Average
Hit Dice: 4
Movement: 40/200
Armor Class: 16
Attacks: 2 slams (2d6 + constrict or knock prone)
Saving Throws: F14, R14, W11
Environment: Graveyards and ruins
No. Appearing: 1d2
Alignment: Chaotic Evil

XP Value: 400 (CL 5)

Lichadores are dead luchadores brought back to life through black magic. They look like heavily muscled men, sometimes partially rotted, with pallid skin and wearing masks that look like sugar skulls.

Lichadores smell of the grave, and this odor causes those within 10' who fail a Fortitude save to suffer a -1 penalty to AC and to attacks.

When a lichadore gets a victim in a headlock (i.e. constrict), they drain 1 point of strength per round. Each point of drained strength heals the lichadore of 1 hit point, and every 3 drained points of strength give it a cumulative +1 bonus to hit and damage in combat.

Yollotlmic

Type: Construct
Size: Large (13-15' tall, 3,000 lb)
Intelligence: Non-
Hit Dice: 15
Movement: 40/200
Armor Class: 17 [Steel 1]
Attacks: 2 heavy machine guns (2d6), grenade launcher (2d6) or cone of intense heat (see below)
Saving Throws: F7, R8, W8
Environment: Any
No. Appearing: 1
Alignment: Neutral
XP Value: 1500 (CL 16)

Yollotlmic can project 60' long rays that are red or black. Red beams inflict 1 point of Constitution damage against targets who fail a Fortitude saving throws, while black beams deal 2 points of Wisdom damage against targets who fail a Will saving throw. Either attack requires a ranged attack to hit.

For every point of Wisdom damage that the monster inflicts, it can cast one cleric spell of 1st to 4th level. For every point of Constitution damage that the monster inflicts, it can cast one magic-user spell of 1st to 2nd level.

HORRORS OF HYPERSPACE

Written by Aaron Siddall
Illustrations of Rath and Tove by Aaron Siddall

GRIT & VIGOR was written with pulp adventures in mind – or at least adventures informed by the feel of the old pulps – but it was designed to handle any era.

Among the best of the pulps was the science fiction, atomic powered rocket fiction about brave spacemen setting out into the unknown in search of adventure. This article consists of material written by Aaron Siddall of the excellent Random Acts blog (<http://mythadvocate.blogspot.com>) for a recent GRIT & VIGOR campaign set in a combination of old-style atomic sci-fi and Lovecraft's amazing Dream Cycle.

At the heart of the campaign is Hyperspace ...

Hyperspace (Plane)

Hyperspace, also called the Astral Plane, is an alternative region of space co-existing with our own universe which may be entered using an energy field or other device. Hyperspace is most succinctly described as a "somewhere else" within which the laws of general and special relativity do not apply, especially with respect to the speed of light being the cosmic speed limit.

Hyperspace is an endless "sea" of clear silvery sky, both above and below. Hyperspace has subjective directional gravity. It is also timeless. Age, hunger, thirst, poison, and natural healing do not function in Hyperspace, though they resume when the traveler leaves Hyperspace.

Travel through Hyperspace for starships is relatively easy once an Interstellar Gate is used. Ships find this route between stars quite useful. Unfortunately Hyperspace is haunted by a number of aggressive and dangerous species.

Hyperspace Travel

Ships equipped with a hyperdrive can enter hyperspace once they are out of a planet's gravity well, typically ten miles out

(GM's discretion). Wormholes, warp-gates and some psychic powers also allow access to Hyperspace, but they are rare.

Travelling between solar systems using Hyperspace can be accomplished via a successful Navigation task check. Success indicates that the course has been successfully set through the Silver Void. Failure results in the ship running off course to a destination of the GM's choosing.

Ships using Hyperspace to travel to distant star systems take 7d10 ship days to reach their destination, regardless of travel distance. During this time the crew need not eat, drink or sleep, though many still do to repel the sheer alien-ness of the Starry Void.

Hyperspace Equipment

The tools of the adventurer's trade are many, the most important of which are pluck, grit and a will to succeed and survive. That being said, the importance of good gear, especially weapons, cannot be understated.

Weapons and Power Sources

The following weapons and equipment are generally available in the Hyperspace campaign setting. For a description of what these statistics mean, see Chapter 3 of *GRIT & VIGOR*.

Generally, most would-be adventurers use the same weapons and equipment as found in earlier eras, and so can be purchased as found in the weapons and equipment found in *GRIT & VIGOR*. This is mostly because such items are fairly cheap and easy to manufacture on colony worlds. The high-tech goodies found below are the nifty gadgets that wealthy adventurers, law enforcement and the more successful criminals have access to.

All of the weapons and armor listed in the gamebook are available on most worlds (pending local laws and tech levels).

Advanced Melee Weapons

These are all high tech versions on primitive weapons. All require a power source.

Weapon	Cost	Dmg	Wt.	Power Source
Energy baton	\$120	3d6	5 lb	Beltpack or backpack
Stun baton	\$200	2d6	3 lb	Beltpack or backpack
Vibro dagger	\$225	4d4	2 lb	Minifusion cell
Vibro sword	\$350	4d8	5 lb	Minifusion cell

Energy Baton: When this baton hits an opponent it emits a high-voltage charge. The energy damage cannot penetrate a force screen. Each hit counts as a discharge.

Stun Baton: This appears to be a metal baton that emits an energetic glow and subtle hum when activated. The baton, when it hits an opponent, lets off a low-voltage charge that does 2d6 damage and stuns the target for 1d6 rounds if the target fails a Fortitude save. The stun baton can remain powered for 15 minutes before depleting the power cell.

Vibro Dagger: A vibro dagger resembles an ordinary dagger (and can be used as one for 1d4 hp damage), but when activated the blade vibrates at a high rate of speed, making it a more effective weapon. Anyone attacking with an activated vibro dagger receives +2 to hit and deals 4d4 hp damage. A vibro dagger may remain powered up for 60 minutes before depleting a power cell.

Vibro Sword: A vibro sword is much like a vibro dagger, but resembles a long sword (and can be used as one when inactivated for 1d8 damage). Anyone attacking with an activated vibro sword receives +2 to hit and deals 4d8 hp damage. A vibro sword may remain powered up for 40 minutes before depleting a power cell.

Advanced Ranged Weapons

These are the weapons available for civilian purchase on most planets. More advanced weapons exist, but are restricted to military use. The real power of these high tech energy weapons is their lightness and potential rate of fire.

Laser Pistol Mk1: The earliest forms of laser pistol, it was designed for a number of uses and is widely sold throughout the galaxy. The Mark 1 appears to be a silvery slender pistol.

Laser Rifle: The laser rifle is really just an extended laser pistol Mk1, but incorporating various features, not the least of which is larger and sturdier laser generation equipment (requiring the larger and more extended shape and design).

Plasma Pistol: The plasma pistol was an experimental attempt at compacting the power and damage of the plasma rifle into a pistol-sized weapon. The required magnetic generators made the weapon ungainly and large (looking like a souped-up “ray-gun” with antennae and such), and the plasma gener-

ated was comparatively low powered.

Plasma Rifle: The plasma rifle (really more a portable cannon) is a very advanced weapon. The weapon generates a strong electric field, applying it to a low-pressure gas. This gas is super-heated and atoms within begin to create nuclear reactions as they collide. In effect, the gas medium causes a controlled and directed series of nuclear reactions in a concentrated bolt of energy. The weapon is a heavy device with multitudes of knobs and switches.

Stun Pistol: These widely found weapons were the standard armament of civil authorities. They come in a variety of forms and shapes, but are usually pistol-sized. The stun gun transforms power from its source into a low voltage field, ray, or emission that stuns the nervous system of the target for 2d4 turns if he fails a Fortitude saving throw. It ignores the AC provided by armor, using only the character’s base AC.

Power Sources

Various items of this type were created to supply power to the technological devices of mankind’s creation. The power source (or “fuel cell”) is an electrochemical device that converts the chemical energy of the fuel into a direct current output, like a “continuous-process battery”. Most fuel cells used hydrogen as a fuel. The various types of power sources in Hyperspace are as follows:

Power Cell: This item is a small flat circular battery, used to power certain civilian energy-consuming devices. This is the most primitive form of power source, being in effect a battery. Chemicals within the pack produce an electric charge when forced to interact, this being the source of produced power. Power: 1 year continued use, Cost: \$20

Power Pack: Power packs give power to almost everything in mankind’s world from ultra-modern blenders to computers to cars. The power pack is the size of a toaster or car battery, but may be as small as a thin textbook. A power pack weighs about 3 pounds. Power: 5 years continued use, Cost: \$60

Power Clip: The power clip, created for use with portable weapons, is a small black “battery.” When slid into any ac-

Weapon	Cost	ROF	Damage	Range	Shots	Wt.	Power Source
Laser pistol Mk 1	\$700	1	5d6	300'	10	2 lb	Power clip, backpack or backpack
Laser rifle	\$750	1	6d6	900'	10	7 lb	Power clip, backpack or backpack
Plasma pistol	\$700	1	7d6	300'	10	5 lb	Minifusion cell
Plasma rifle	\$750	1	8d6	400'	10	15 lb	Minifusion cell
Stun pistol	\$300	1	2d4 Str	150'	10	2 lb	Power clip

Note: All of these weapons can attack more than once per round if the user has the ability to make multiple attacks

ceptable receptacle (such as an energy weapon's clip port), it immediately powers the weapon. Power: 10 discharges or 15 years, Cost: \$40

Power Beltpack: The power beltpack consists of a black plastic (or metal) belt with small power packs attached, along with a power cord and universal adapter/capacitor. The beltpack can be used to power energy weapons and other devices that will accept it. A power beltpack weighs 2 pounds. Power: 25 discharges or 30 years, Cost: \$400

Power Backpack: This type of item is a small black backpack, carried on plastic, leather, or rubber straps, linked around the chest. The power backpack has a power cord with universal adapter/capacitor that fits into any item that will receive it. A power backpack weighs 4 pounds. Power: 50 discharges or 60 years, Cost: \$650

Minifusion Cell: This device is a small silver clip with an orange or red radiation symbol. It processes internal hydrogen fuel to power its miniature fusion reactor, providing a potent output of power. Power: 10 discharges or 120 years, Cost: \$800

Plutonium Clip: This was used to power the various advanced portable nuclear weapons, such as radiation rifles and fusion rifles. It appears to be a thin glass cylinder (a special zirconium glass) with a glowing green core of plutonium-239. The plutonium is drawn from the clip as the weapon fires, draining it just like "charges." Power: 10 discharges or 240 years, Cost: \$1,500

Radioactive Battery: These batteries were developed to power the basic functions (not weapon systems) of robotic units over a long period of time so that they would not require recharging. The battery generates power through a combination of a slow fission reaction and the decay of radioactive isotopes. Power: 500 years continued use, Cost: \$2,000

Gadgets and Gizmos

These are devices that have use in industry, policing, colonial settlements and adventure!

Advanced Breathing Apparatus: These apparatus include a backpack mounted air tank. Tanks are good for 10 hours of use. The apparatus renders the wearer immune to gaseous toxins, including poisonous gas, inhaled radiated dust, and airborne diseases. Cost: \$300 + \$20 per additional tank of air.

Antitox: This drug completely dilutes and cleanses poisons and chemical toxins from the system 2 rounds after injection and removes all negative effects. Cost: \$2.

Communicator: These communication devices are similar to walkie-talkies, headset communicators or hand-held gizmos with similar parameters. A typical communicator uses either radio or microwave emitters/receivers, giving a range of 1d10 miles and weighs about 1-2 pounds. Power Source: Power Cell. Cost: \$10.

Diagnostic Scanner: This hand-held electronic device, when used within 10 feet of a given subject (the scanner must be directed towards the target), will scan its bloodstream, electric impulses, and general chemical content with a variety of sophisticated sensors.

The scanner has a compressed memory bank filled with a large library of diseases and general illnesses, and the information gleaned from the scan is cross-referenced with its memory bank to diagnose whatever disease or sickness (if any) is affecting the target. The diagnostic scanner detects and accurately identifies diseases, chemical contaminant levels, the presence of parasitic infestations, radiation levels, broken bones, degenerative genetic illness, poison, etc.

In game terms this device gives anyone with the Treat Injury skill a +10 bonus to Treat Injury task checks. Power Source: Beltpack. Cost: \$50.

Force Screen Belt: This priceless artifact creates a reactive force field around the wearer. While energized, the shimmering force field resists all forms of damage, absorbing the first 20 points of damage per round. Power is only used when and if the wearer is struck. The energy field negates all other forms of powered shields worn by the user. Power Source: Plutonium clip. Weight: 3 lbs. Cost: \$600.

Healing Pack: This phenomenal device appears to be a small hand-held pack with dials and lights on it, the size of an old-style calculator. When held over a serious wound and activated, the pack beeps, blinks and "magically" heals the wound. In fact, it emits a specialized radiation wave that accelerates cellular regeneration activity. It sutures open cuts, mends bones, replaces tissue, etc. A single discharge of energy heals the subject of 3d10 hit points instantly. The device requires power, however, and it cannot cure diseases, nullify poison, or bring subjects back from the dead. In addition, it has a flat 25% chance of malfunctioning if used on any form of non-terrestrial lifeform, instead 1d10 points of damage instead of healing. A healing pack weighs 2 pounds. Power Source: Minifusion cell. Cost: \$60.

Hologram Projector: This item appears similar to a flat black trophy stand, with a button or dial concealed inconspicuously on the front, back, or bottom. When the button is pressed an emitter creates a 3D holographic image, floating roughly three inches to a foot above the unit. The image created ro-

tates a full 360 degrees over the course of thirty seconds. The image programmed into the hologram projector can be virtually anything; a commemorative image of a popular movie star, medical diagrams, flashy advertisements, a flag billowing in the wind, etc. A small port on the side permits a different image card to be inserted if desired. Power Source: Power Cell. Cost: \$200.

Infra-Red Goggles: These appear as heavy, silvered goggles. The lenses are filled with a glycine coating, filtering out all light except for that produced by infra-red. These goggles allow the wearer to clearly discern heat sources in the dark to a distance of 240'. These goggles weigh 2 pounds. Cost: \$100.

Medi-Spray (I, II): This magnificent miracle drug is dispensed in small, handheld canisters with a nozzle at one end and an activation button on the opposite side. Such canisters come in a variety of colors and shapes, but there are two main medical variations of the basic drug available, wound healing and spore neutralization. Type I sprays a liquid-form artificial "flesh" onto any wounded area, which quickly bonds and heals the wound (heals 2d8 hit points per dose); Type II sprays a white-cell agitator that fights any and all forms of spore infestation or other infections with 100% effectiveness. All medi-sprays optimally have 10 doses of spray; they cannot usually be reloaded, and are disposable. Cost: \$20 (Type I), \$30 (Type II).

Motion Detector: This item appears to be a fanciful metal device, with a glass T.V. tube on its topside. The device, when activated and pointed in a certain direction, detects all motion in a cone up to 50' long and 30' wide at the terminal end. Things that are moving appear as dots on the screen, showing their relative position in the cone and the rate of their speed. The detector only detects motion by things no smaller than a mouse. A motion detector weighs 4 pounds. Power Source: Beltpack. Cost: \$50.

Power Fist: This appears to be a single heavy, black, metal glove, perhaps spiked or studded and with a fine chrome trim. The fist is a perfect exoskeletal covering for the human fist, and is, in effect, a power-assisted limb. The power fist allows the wearer to grip far more powerfully than a normal human fist, able to crush the likes of a metal power clip in a single motion. This weapon acts to magnify the strength of the user in melee attacks (or feats of strength), giving an enhancement bonus of +4 to the wearer's Strength. If two power fists are used, the bonus increases to +8, but only for two-handed operations (such as wielding a two-handed weapon, or using both hands to bend bars). A power fist weighs 8 pounds. Power Source: Beltpack or backpack. Cost: \$150 each or \$250 for a set.

Regeneration Tank: This most advanced of all medical devices is a large immovable tank, filled with a special chemical fluid that accelerates the regenerative capabilities of the human body. Any patient submerged in the regen tank is sustained by the chemical. The body is kept alive in much the same manner as in a womb, relying on umbilical support from the tank's machinery (these automatically attach to a patient). Fluid in the tank causes wounds to heal and ruptured or damaged organs to regenerate. Such devices require a great deal of power to operate, and the patient is effectively unconscious and vulnerable while immersed in the tank.

The healing abilities of the tank are dependent on the damage suffered. A person with 50% of his hit points is always healed (100% chance), with a 25% drop in the chance for every 1/4 of hit points lost from that point on. Fatal injuries are not reversed, but those with potentially fatal consequences, such as diseases, are. Rumors abound about a special type of regen tank that was capable of bringing someone back from the dead if used within 24 hours of death, though such reanimation tanks are likely the inventions of unhinged minds. Power Source: Power pack. Cost: \$1000.

Robot Dog: These dogs look and act like normal dogs, but are actually robots. They may appear mechanical or natural, depending on the model and mission. Characters who want to have a robot dog must have the Sidekick Feat. Cost: \$300.

Space Suit: These suits supply complete protection from the vacuum of space, and come with an Advanced Breathing Apparatus and air tank. The suit is not armor and provides no protection against weaponry of any type. However, the suit is self-sealing. If penetrated, the wearer suffers any damage incurred by weapons, but is still considered protected from the dangers of vacuum, radiation and temperature extremes. Space Suits look much like coveralls and can fit under a jacket or body armor. Cost: \$100.

Survival Kit: This type of item was generally only issued to soldiers in the field, but many types are available. The typical kit contains a water-purification bag, a simple sewing kit, a book of 20 waterproof matches, a compass, four gobs of chewing gum, eight pieces of sweet candy (no nutrition, but raises energy level due to sugar content), a razor blade and holder, and a single ten-dose canister of medi-spray. A survival kit weighs 10 pounds. Cost: \$15.

X-Ray Goggles: This form of advanced eyewear permits the wearer to see into and through solid matter. The wearer can see through a stone wall and up to 30 feet. The wearer may see 60 feet if looking through wood and other low-density material. A 10 foot squared area (100 square feet) can be visually examined each turn, and any secret doors, hidden

recesses, or traps will be evident. Lead or gold will block x-ray vision. Power Source: Power Cell. Cost: \$100.

Land Vehicles

Land vehicles run the gamut of animal-powered carts to motorcycles, high-speed cars and land rovers. Most are common throughout the settled worlds of Hyperspace and have the same costs, stats and rules as those found in *GRIT & VIGOR*.

Hover Vehicles

Hover vehicles are common on any world with an active spaceport. They travel by use of an antigravity inductor engine, fueled by a mini-fusion cell. They come in similar forms to more primitive vehicles, including hover-bikes, hover-cars, hover-trucks and hover-busses. As these vehicles run for a long time on a single mini-fusion cell and need little maintenance, they are very popular on colony worlds.

Most of these vehicles have fairly simple controls, similar to land-vehicles, and can be flown with either the Drive or Pilot skill, whichever is highest. Some vehicles have robotic controls, with programmed behavior or even artificial intelligence, though these are rare since the Hyper-Wars (for fear of infovore Infestation). Vehicles may have armor and other characteristics similar to robots.

Some Hover Vehicles are:

Hover-bike: Like a motorcycle, but able to fly. These vehicles have an open cockpit, requiring special gear and/or an independent air supply. Size: M, HD: 2, AC: 16, SPD: 250 mph, ACC: 125, MVR: +2, CP: 1/0, Wt: 200 lb, Cost: \$1,150.

Hover-bus: Like a bus or troop transport, but able to fly. These vehicles are airtight and have oxygen for 24 hours for ten people. Size: L, HD: 10, AC: 16, SPD: 200 mph, ACC: 100, MVR: +0, CP: 1/3, Wt: 1.6 tons, Cost: \$6,000.

Hover-car: Like an automobile, but able to fly. These come in luxury or workaday varieties. These vehicles are airtight and have oxygen for one standard week (7 Earth days). Size: L, HD: 10, AC: 16, SPD: 300 mph, ACC: 150, MVR: -2, CP: 1/5, Wt: 1.5 tons, Cost: \$5,100.

Hover-truck: These are workaday vehicles built to carry cargo and up to two passengers. These vehicles are airtight and have oxygen for one standard week (7 Earth days). Size: L, HD: 14, AC: 16, SPD: 250 mph, ACC: 125, MVR: -3, CP: 1/2, Wt: 3.3 tons, Cost: \$6,000.

Hyperspace Encounters

Hyperspace is a busy place, especially where vessels enter and leave. Every time a ship enters or leaves Hyperspace, there is a chance that something is drawn to the disturbance.

Roll d100 and be sure you have numbers and behavior ready.

d%	Encounter
1	Terror From Beyond (Solitary)
2	Fire Vampire Swarm (2d6)
3	Mi-Go Clutch (1d8)
4	Nug-Soth Explorers (2d4)
5	Tove Colony* (5d10)
6	Nightgaunt*
7	Space Patrol – 2d8 Starfighters
8	Space Patrol – 1d4 Couriers
9	Merchant Frigate – GM's choice.
10	Moon Beast Slavers(1d4 + 2d6 Lengites)
11	Asterion Star Mother (Solitary)
12	Asterion Star Warrior Gang* (1d8)
13	Asterion Starlord Command* (1d4)
14-20	Asterion Starling Clutch* (2d6)
21	Dimensional Horror*
22	Astral Angler (Solitary)
23	Phase Spider*
24	Examiner Cluster* (1d6)
25	Thuum'ha Trade-Freighter (2d12)
26	Arkhamer Researchers – GM's choice.
27	Spirit – GM's choice.
28	Sawsnark Cruiser – GM's choice.
29	Giant Robot – GM's choice.
30	Color Out of Space
31	Wenelian Pirates*
32	Tove Colony* (5d10)
33	Byakhee Swarm* (1d12)
34	Elderian Travellers (2d4)
35	Space Pirates -- GM's choice.
36-00	No encounter

** Appears in an unoccupied section of the nearest ship or space station. The only exception to this rule is a Boojum ship like the Sawsnark Cruiser.*

Some of the monsters in the chart can be found in other books, as follows:

Asterions: *BLOOD & TREASURE Monster Tome*,

Astral Angler: *Land of Nod* blog, Feb 17, 2014

Giant Robots: *GRIT & VIGOR*

Phase Spider: *BLOOD & TREASURE Complete*

Spirits: *GRIT & VIGOR*

Other creatures may be available at the *Random Acts* blog or elsewhere on the internet.

Hyperspace Creatures

Below are several creatures that player characters will encounter if they traverse to silvery void of Hyperspace.

Byakhee

Type: Outsider

Size: Large

Intelligence: Low (3-8)

Hit Dice: 3 (9-12 hp)

Movement: 60/720 (Fly 120/1800)

Armor Class: 15

Attacks: 2 claws (1d4) and bite (1d8)

Saving Throws: F11, R11, W17

Special: Immune to cold, fire, survive in vacuum

Environment: Any

No. Appearing: Flight (1d12)

Alignment: Neutral

XP Value: 300 (CL 4)

"They were not altogether crows, nor moles, nor buzzards, nor ants, nor vampire bats, nor decomposed human beings; but something I cannot and must not recall."

So wrote H.P. Lovecraft of the Byakhee in "The Festival" (1923). The byakhee are a winged species that dwells in outer space, or perhaps in strange dimensions that mimic space. They can be summoned by occultists and used as mounts to traverse space and alien dimensions.

A byakhee can be ridden as a flying mount, but can also bend space to travel not only to other planets and stars, but also to other dimensions of reality.

Summoning a byakhee is a level three spell. If successful, it summons up to one byakhee per occultist level. The monsters arrive in 1d4 turns and are tame enough to ride. They remain in service for a number of hours equal to his level.

Color Out of Space

Type: Aberration

Size: Medium

Intelligence: Average (9-12)

Hit Dice: 3 (9-12 hp)

Movement: Fly 45

Armor Class: 10

Attacks: Touch (1d4 Con, 1d6 Wis)

Saving Throws: F14, R14, W12

Special: Immune to physical weapons, acid, cold and fire

Environment: Any

No. Appearing: Solitary or pair

Alignment: Neutral

XP Value: 300 (CL 4)

The color out of space was invented by H.P. Lovecraft in his short story "The Colour Out of Space" (1927). It is an alien creature that appears as a gaseous light composed of colors not a part of the normal spectrum; colors like stygian blue, hyperbolic orange, self-luminous red, ulfire, and jale. The creature is sentient, and appears to feed on the life energy of plants and animals. It also appears to be able to divide; though perhaps it is actually a colony of alien intelligences that can divide and join together as they like.

Creatures coming into contact with the monster must pass a Fortitude saving throw or suffer 1d4 points of Constitution drain and 1d6 points of Wisdom drain. Creatures reduced to 0 points of Constitution rapidly decompose into grey dust. Creatures reduced to 0 Wisdom are driven insane. Each point of constitution damage a color out of space drains increases its hit point total by 1d6. For every 6 hit points it gains over its normal total, the color out of space gains one Hit Dice. As a color out of space gains Hit Dice, it increases its size and gains additional abilities:

HD	Size	Fort	Ref	Will	Special
1	Small	16	15	13	-
3	Medium	14	14	12	-
5	Large	12	13	11	Blight the land
10	Huge	7	10	8	Space travel

Blight the Land: A large color will blight the land for about 1 mile around it. Its weird radiations will cause mutations, mostly gigantism, in plants and animals, and leave them inedible and, soon enough, dead. It does not feed off of these plants and animals and grow larger.

Space Travel: A huge color out of space can leave a planet's surface and travel back into space from whence it came.

A color out of space will not grow past the huge stage. After reaching 11 HD, a small color with 1 HD will split from it, leaving it with 10 HD.

Colors out of space shun the daylight, which weakens them (effectively reducing their Hit Dice by half). They attempt to dwell in cool, dark places – remember, their native habitat is the void of space.

Dimensional Horror

Type: Outsider
Size: Large
Intelligence: Average (9-12)
Hit Dice: 6 (18-24 hp)
Movement: 60/600
Armor Class: 18
Attacks: 2 claws (1d6 + grapple)
Saving Throws: F9, R10, W10
Special: Blindsight, track by scent
Environment: Anywhere, at the worst possible time
No. Appearing: Solitary
Alignment: Neutral
XP Value: 600 (CL 7)

Dimensional horrors are extra-dimensional monsters that capture people and drag them into spaces between the dimensions. They are humanoid in shape, with long, clawed arms and stout legs.

The dimensional horror can move from the normal world to a coexistent dimension or back again. Any creature grappled by the dimensional horror as it shifts must succeed at a Will saving throw or be taken along to the other dimension.

Any creature in this alternate dimension is invisible and intangible with respect to the normal world. Creatures there cannot see or hear dimensionally shifted creatures; to anyone watching a shift from the normal world, it appears that the affected creature simply ceases to exist. Creatures within the coexistent dimension can see, hear, and affect each other normally, and they can also see and hear the normal world. No visual cue differentiates creatures in one dimension from those in the other, so creatures unwillingly brought to the coexistent dimension may be confused when their companions seem unable to see them anymore. A dimensional horror, however, innately knows which of the two dimensions any creature within range of its blindsight occupies.

A dimension-shifted creature is unable to affect anything in the normal world and can pass through non-shifted objects harmlessly. The coexistent dimension effectively lacks gravity, so a shifted creature can move about at its base speed in any direction or orientation it desires. However, the physics of movement for objects remains the same as in the normal world. A dropped object falls at the same rate as it would in the normal world and comes to rest on the "floor," but creatures and the objects they carry do not fall when dropped and can be pushed through the "floor" or through other objects that are solid in the normal world.

Though the coexistent dimension has no atmosphere as such, any shifted creature can breathe normally there. These phenomena baffle scientists and will likely continue to do so until

some safe and reliable means of accessing the alternate dimension is established.

A dimensional horror can remain in the coexistent dimension as long as it wishes. Any other shifted creature or object remains there as long as it is grappled or held by a dimensional horror and for 1 minute thereafter. When that time elapses, the creature instantly shifts back to the normal world. When a dimensional horror dies, all creatures it shifted to the coexistent dimension instantly return to the normal world, along with the corpse of the dimensional horror. Creatures that arrive in the normal world within a solid object or creature are pushed out of the obstruction and into the nearest open space, taking 1d6 points of damage for each 5 feet so traveled. The object or creature within which the shifter arrived is unharmed by the process. Dimensional horrors often take care to hide their victims' bodies in caverns and other open spaces deep underground or in hollow trees, so that when they automatically shift back to the normal world, they will not be obvious.

True seeing makes dimensionally shifted creatures visible to creatures in the normal world, and *negation* returns them there, automatically breaking the grapple of any dimensional horrors that hold them.

Attempts by scientists to harness the dimensional horrors' alternate space have had little success, partially because such efforts seem to attract the attention of dimensional horrors. Nevertheless, a few technological items have been created to combat these terrors from beyond.

Lengites

Type: Monstrous Humanoid
Size: Medium
Intelligence: Low to Average (3-12)
Hit Dice: 5 (15-20 hp)
Movement: 50/300
Armor Class: 15
Attacks: Bite (1d4) and fists (1d3) or by weapon
Saving Throws: F13, R11, W11
Special: None
Environment: Mountains
No. Appearing: Knot (1d20)
Alignment: Chaotic Evil
XP Value: 250 (CL 5)

The Men of Leng, or Lengites, are a strange people that dwell on a high plateau that may be located in Tibet, or possibly in a strange dimension of dreams. They look like a cross between human and goat, and have sharp teeth, a hunger for human flesh, and are in communion with dark gods.

In any large group of Lengites, there is a 5% chance that one of them is an occultist of level 1d4+1.

Mi-Go (Fungi from Yuggoth)

Type: Aberration
Size: Medium (5' long)
Intelligence: High (13-18)
Hit Dice: 4 (12-16 hp)
Movement: 60/360 (Fly 10/150)
Armor Class: 14
Attacks: 2 pincers (1d6)
Saving Throws: F14, R14, W10
Special: Survive in vacuum, immune to cold
Environment: Cold places
No. Appearing: Clutch (1d8)
Alignment: Lawful Evil
XP Value: 400 (CL 5)

These alien fungi first appeared in H.P. Lovecraft's story "The Whisperer in Darkness" (1931). They are composed of fungus, and have a pink exoskeleton. Their heads, such as they are, are covered in antennae. They have numerous pairs of legs, and a pair of bat-like wings that allow them to propel themselves via the solar winds at 1 million mph through the vacuum of space. The matter that composes their bodies does not apparently register on photographic film, though it is solid and can be seen by the naked eye.

The mi-go have a very high level of technology. They can, for example, remove a human's brain and keep it alive in a special "brain cylinder". They can also attach mechanisms to this cylinder to permit the brain to see and hear. They do this to transport people's brains back to their base on Pluto (or Yuggoth, as they call it).

Moon-Beast

Type: Aberration
Size: Medium
Intelligence: Average (9-12)
Hit Dice: 4 (12-16 hp)
Movement: 50/300
Armor Class: 16
Attacks: 2 slams (1d8)
Saving Throws: F14, R14, W11
Special: Immune to bludgeoning weapons, resistance to cold
Powers: At will—*Sensitivity to psychic impressions*
Environment: Any
No. Appearing: Crew (1d10)
Alignment: Neutral Evil
XP Value: 400 (CL 5)

The moon-beasts were introduced in H.P. Lovecraft's *Dream Cycle*. The author describes them as "great greyish-white

slippery things which could expand and contract at will, and whose principal shape — though it often changed — was that of a sort of toad without any eyes, but with a curious vibrating mass of short pink tentacles on the end of its blunt, vague snout" in *The Dream Quest of Unknown Kadath*. They dwell in the weird dream dimension described therein, on the dark side of that dimension's Moon.

The moon-beasts are traders, exchanging rubies for gold and slaves in their great black galleys. They use the Lengites as their go-betweens, for none would trust a moon-beast.

Moon-beasts have rubbery bodies that are immune to bludgeoning attacks. They can stretch and alter their bodies as well, allowing them to get into places that should be too small for them to access.

Nightgaunt

Type: Monstrous Humanoid
Size: Medium
Intelligence: Average (9-12)
Hit Dice: 3 (9-12 hp)
Movement: 45/220 (Fly 70/700)
Armor Class: 13
Attacks: Arms (1d6 + grapple)
Saving Throws: F14, R12, W12
Special: Resistance to cold
Environment: Any
No. Appearing: Tickle (1d8)
Alignment: Neutral
XP Value: 300 (CL 4)

Inspired by H.P. Lovecraft's childhood nightmares, the nightgaunts appeared in his poem "Night-Gaunts" and the novella *The Dream Quest of Unknown Kadath*.

While their bodies are vaguely humanoid, they are thin and faceless, with black, slick, rubbery flesh. Nightgaunts have membranous wings, clawed hands and a long, barbed tail which they use to "tickle" their prey into submission. Nightgaunts make no sound, but they understand language.

Once a nightgaunt has grappled a victim, it uses its tail to tickle them in a very unpleasant way. The victim suffers 1d4 points of Wisdom damage when it struggles against this tickle. If reduced to half its normal Wisdom score, the victim ceases struggling with the nightgaunt, allowing it to carry him wherever it wishes.

Summoning a nightgaunt is a level three occultist spell. If successful, it summons up to one nightgaunt per occultist level. The monsters arrive in 1d4 turns and remain in the occultist's service for a number of hours equal to his level.



Rath (Mome Rath)

Type: Aberration
 Size: Small (3' long, 37 lb)
 Intelligence: Animal (1-2)
 Hit Dice: 1 (3-4 hp)
 Movement: 30/280
 Armor Class: 14
 Attacks: Bite (1d4)
 Saving Throws: F14, R13, W15
 Special: Immunities (poison, disease, radiation), resistant to cold, regeneration
 Environment: Hyperspace or Any
 No. Appearing: 1d2
 Alignment: Neutral
 XP Value: 100 (CL 2)

A rath is a species of green, pig-like creature that lives primarily in Hyperspace. They are a strange mix of rubbery flesh, shell and scale, looking like walking taxidermy experiments. Despite their odd appearance, they are dangerous predators and should not be underestimated. Rathes are commonly found on starships that traverse Hyperspace and on space stations.

Rathes are adapted to space, and can live virtually anywhere. They are the most common predators of toves and can be expected to turn up anywhere that a tove colony of over 20 creatures has taken up residence. Unfortunately, these creatures are not above preying on anything and everything that presents itself, including humans and humanoids.

Rathes are immune to radiation, poison and disease and suffer only half damage from cold. These creatures are only partially

corporeal, regenerating 1d4 points of damage automatically each round on their turn.

Toves (Slithy Toves)

Type: Aberration
 Size: Tiny (2-6' long, 6 lb)
 Intelligence: Animal (1-2)
 Hit Dice: 0 (1-2 hp)
 Movement: 30/150 (Climb 15, Swim 15)
 Armor Class: 15
 Attacks: Bite (1)
 Saving Throws: F16, R16, W13
 Special: Immunities (poison, disease, radiation)
 Environment: Any
 No. Appearing: 4d6
 Alignment: Neutral
 XP Value: 50 (CL 1)

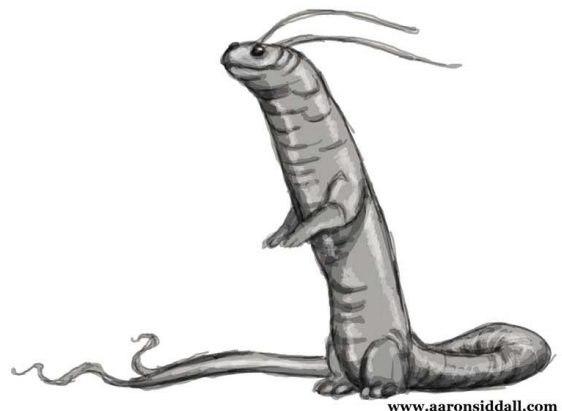
"'Twas brillig, and the slithy toves

Did gyre and gimble in the wabe;"

– Lewis Carroll, 'Jaberwocky'

Toves' are a species of extra-dimensional lifeform commonly found on starships that traverse Hyperspace and on space stations. These creatures look somewhat like segmented eels with insectoid eyes and antennae, but completely lack ears. They are about the length of a human arm and continually secrete a noxious ammonia-like slime.

Toves are adapted to space, and can live virtually anywhere. They are immune to radiation, poison and disease, but are mostly harmless to anything larger than rodents. The biggest threat posed by Toves is that they are pests that routinely eat up ship stores and foul the air. A single tove can summon 1 additional tove per day, causing a significant increase over time. It is unknown how they breed.



Tove Familiars

Occultist characters might take it into their head to have a tove as a familiar. This is possible, but will be a bit disgusting, as these creatures ooze constantly. For PC's with the stomach for it, tove familiars grant their masters a +2 to FORT saves.

Hyperspace Ships

Below are two vessels that player characters will encounter if they traverse to silvery void of Hyperspace.

Mi-Go Saucer (Aircraft)

Gargantuan Construct

Hit Dice: 30 (150 hp)

Armor Class: 16 (DR 20)

Speed: 1,200 mph (atmosphere), 2 million mph (space)

Climb: 600 fpr

Ceiling: 40,000'

Maneuver: +8

Crew/Passengers: 4/8

Weight: 50 tons

Weapons: 1 x Death Ray

These vessels are piloted primarily by greys, but occasionally house a mi-go and its grey worker servants. Saucers are not true spaceships, though they can fly to and from orbit. Saucers appear as they have for ages in UFO accounts and in classic sci-fi films. Standard saucers have accommodations for eight (4 crew, 4 passengers), and space for 25 tons of cargo.

Saucers use the Dogfight rules while in combat. See *GRIT & VIGOR* page 75 for details.

Death Ray: Once per round, these ships can fire a 90' cone of intense heat from cannon located on the bottom of the saucer.



The cone inflicts 10d6 points damage (Reflex save allowed for half damage). As an added feature, this ray can be set to "capture", forcing living targets to make a Will save or be immobilized for 1d4 hours.

Mi-Go Carrier (Starship)

Gigantic Construct

Hit Dice: 110

Armor Class: 25 (DR 20)

Speed: 1,200 mph (atmosphere), 10 million mph (space)

Maneuver: +4

Crew/Passengers: 50/600

Weight: 6,000 tons

Weapons: 4 x Death Rays, 2 x 20 missiles, 4 x saucers

These cigar-shaped vessels are the primary vessels used by the mi-go to travel between the planets and stars. These ships are commanded by at least 50 leader type greys and 600+ worker-type greys and can carry 2,000 tons of cargo. Mi-go occupants of these vessels have their own quarters and sections of the ship, and do not normally mingle with the greys. Mi-go carriers are generally cargo and research vessels, and not normally used in warfare, although they can fight.

Carriers are true space ships and so use the space battle rules.

Death Ray: Once per round, these ships can fire a 90' cone of intense heat from cannon located on the bottom of the vessel. The cone inflicts 10d6 points damage (Reflex save allowed for half damage). As an added feature, this ray can be set to "capture", forcing living targets to make a Will save or be immobilized for 1d4 hours.

Spaceship Battles

Space combat in Hyperspace is a dangerous affair. Rather than the dogfights often depicted in films like *Star Wars*, spaceship combat in Hyperspace is more like submarine warfare. It is a long distance battle, enemies often no more than mere blips on a screen. While rare, closer engagements do occur and are quite terrifying.

Space battles are best handled on either a ship vs. ship basis, or a fleet vs. fleet basis, to keep things simple. The rules are essentially the same as for dogfights and naval battles. Each ship captain or fleet commander makes a Spacemanship task check. The faster ship enjoys a +2 bonus to this task check. The captain that beats his target number by the most (or fails by the least) has the advantage, and can either close with his enemy or increase the distance between them.

If the ship with the advantage beats his opponent's task check by five or more, he may make a full attack while his opponent may only make a partial attack. Otherwise, both vessels can make a full attack.

For our purposes, a full attack uses all the vessel's ship-to-ship weapons on turrets, and half of its non-turreted ship-to-ship weapons. A partial attack only permits the vessel to use its forward or rear weapons.

The character on board a vessel with the best Gunnery skill makes the Gunnery task check to fire the weapons. Follow the normal rules in GRIT & VIGOR for firing artillery.

Each ship deducts damage from its hit points and makes a roll on the following table. If the ship has lost less than 25% of its hit points, roll 1d6. If it has lost 25-49% of its hit points, roll 1d8. If it has lost 50-74% of its hit points, roll 1d10. If it has lost 75-99% of its hit points, roll 1d12.



ship is in an atmosphere, it is vulnerable to aircraft. Aircraft in the air can attack a ship each round, and in turn can be targeted by the ship's weapons aboard. Use the normal rules for attacking vehicles to resolve attacks against aircraft, and attacks by aircraft.

Roll	Special Effect
1-2	No special effect
3	Artificial gravity lost; characters acting as pilot, gunners or working the navigational computers are strapped in and unaffected. Other characters suffer 1d6 damage each round until they pass a Reflex save and strap themselves in. Characters making repairs cannot strap themselves in and suffer a -3 penalty to repair tests.
4	Controls damaged, opponent gets a +2 bonus to their next Spacemanship task check to determine advantage in combat.
5	All player characters suffer 1d4 damage from flying debris (Reflex saving throw for half damage).
6	10% of cargo destroyed
7	Fire! All PC's in area suffer 1d6 damage from flames and smoke until fire is subdued (Reflex save for half damage)
8	Random weapon or turret destroyed or disabled
9	Engine damage, speed reduced by half
10	Hull breached, random character sucked out of the ship and into the void of space. NPC's are instantly killed, while PC's have 1d4 rounds to live unless they are rescued or in a space suit
11	Ship disabled and inoperable
12	Ship explodes, dealing 6d6 damage to all on board (Reflex saving throw for half damage)

If a ship's hit points are reduced to 0, it explodes in 1d6 turns. People aboard the ship have to either make their way to a life pod or die instantly when the ship explodes.

Many ships can enter planetary atmospheres, but are clumsy (-2 to Maneuver) as they are built for space. While a space-

GAME VARIANT

d20 MECHA III: THE MECHA

By John M Stater and Luke DeGraw

Illustrations by Bradley K McDevitt and Maciej Zagorski

In the last two issues of NOD, we've examined ways to convert traditional fantasy rules to be used for mecha-oriented science fiction games. In this issue, we'll close out the series with a look at some actual mecha, portraying the giant kill-bots with the vehicle rules from *GRIT & VIGOR*.

For those who do not have a copy of *GRIT & VIGOR* (available now from Rpgnow.com and Lulu.com), you'll need to understand the following terms:

Speed: Speed is given here in miles per hour and feet per round. Both normal walking speed and maximum running speed are given.

Maneuver: This is the modifier that the vehicle's operator adds to his task check when making a Drive Car, Ride Bike or Fly Plane task check.

Armor Class: The Armor Class number works as a normal ascending AC. The bit in parentheses denotes the material of the construct's "skin" and its thickness in inches. In *GRIT & VIGOR* this translates into a damage reduction.

For every inch of its thickness, a material has a Damage Reduction value. The DR is deducted from the total damage inflicted on the vehicle by a single attack, or from each dice of damage from weapons firing multiple bullets or shells.

Materials are rated on the chart above for their general hardness and resistance to damage. When a harder material strikes a softer one, the softer material's DR is reduced. When a softer material strikes a harder material, the harder material's DR is increased.

For materials of the same class, DR is 10 per inch. If an attacking material is one class harder than the defending material, reduce the defending material's DR by 5 per inch for every class of difference, to a minimum of 0. If an attacking material

is softer than the defending material, increase the defending material's DR by 5 per inch for every class of difference.

Class	Materials/Energies
A	Kevlar
B	Depleted Uranium, Tungsten, Laser
C	Steel (Armor), Titanium Alloy
D	Aluminum Alloy, Brass, Steel (Soft), Brass
E	Bamboo, Copper, Iron (Cast, Wrought)
F	Aluminum, Fiberglass, Glass (Bulletproof), Titanium, Wood (Hard)
G	Fabric, Flesh, Lead, Wood (Soft)
H	Bricks, Cement, Concrete, Stone

Making Mecha

The following rules can be used to build mecha of your own, using a simple point buy system.

Weight

Mecha are divided into weight classes. The number of CP a mecha can spend depend on the weight class. The weight class determines the mech's size category, weight, hit dice, armor class modifier and starting CP.

Class	Size	Weight	HD	AC	CP
Light	Large	5 tons	15	-1	10
Medium	Huge	10 tons	30	-2	20
Heavy	Gargantuan	50 tons	60	-4	30
Assault	Colossal	100 tons	90	-8	40

Speed

All mecha have a base speed determined by their class. This can be increased by a factor of 1 for each CP spent.

Class	Speed
Light	6 mph (50 fpr)
Medium	4 mph (35 fpr)
Heavy	3 mph (25 fpr)
Assault	2 mph (15 fpr)

Armor

Armor cost depends on the material and thickness.

Material	AC	CP/Inch
Titanium-steel alloy	19	4
Depleted uranium	18	3
Steel	17	2
Alluminum alloy	16	1

The maximum thickness of a mech's armor depends upon the weight class of the mech.

Class	Max. Thickness
Light	2"
Medium	4"
Heavy	6"
Assault	8"

Weapons

Cost for rockets and missiles are per weapon. Rockets are unguided. Missiles are guided, and thus are +5 to hit.

Extra magazines of ammo cost 1 CP each (see table below for the number of rounds of ammunition in each magazine).

Weapon	DMG	RNG	BURST	RNDS	CP
Machine gun, light	5d8	30'	10	100	2
Machine gun, heavy	5d10	30'	10	100	3
Flamethrower	3d6	10'	1	10	1
Autocannon	9d8	60'	10	100	4
Artillery, light					
Light	8d10	90'	1	1	5
Heavy	12d10	120'	1	1	15
Rocket launcher					
Light	5d12	50'	1	1	4
Heavy	10d10	50'	1	1	6
Laser					
Light	6d6	100'	1	1	4
Heavy	6d8	100'	1	1	6
Melee, light	2d8	-	-	-	1
Melee, medium	3d8	-	-	-	2
Melee, heavy	4d8	-	-	-	3
Melee, assault	6d8	-	-	-	4

Melee weapons are not classed by form, but by size. A mech is limited to a melee weapon of its size or smaller. Assume that

melee weapons are made of a tungsten-steel alloy. Likewise, assume that ammunition is armor piercing (i.e. tungsten).

Maneuverability and Targeting

Targeting Points and Maneuver Points can be purchased at 1 CP each. Each Targeting point grants +1 to Hit Targets. Each Maneuvering point grants +1 to Maneuverability.

Transformers

Mecha can be engineered to transform into a vehicle of the same general size as the mech. This costs 25% of the mech's starting construction points.

Sample Mecha

Blockbuster

Class: Medium

Size: Huge

Hit Dice: 30 (105 hp)

Armor Class: 15 (Steel 3)

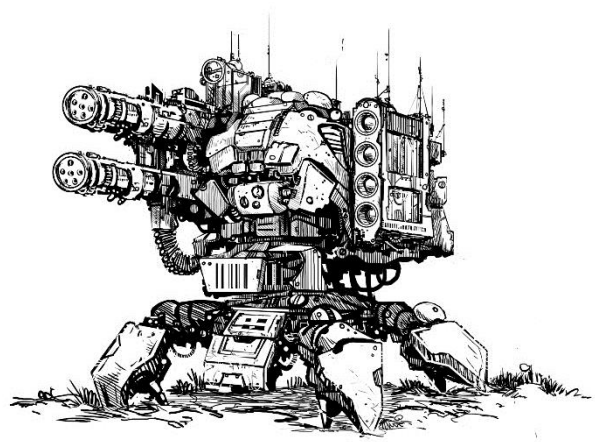
Speed: 4 mph (35')

Targeting: +2

Maneuver: +0

Weapons: 2 x autocannon, 1 x light rocket launcher

Blockbusters are medium mecha intended for attacking infantry and light mecha. The pilot sits in a cramped cockpit in the center of the turret and has only electronic sensors to tell him what is going on outside.

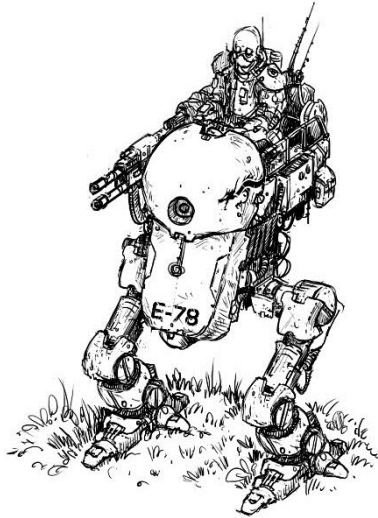


Caleygraunt

Class: Light

Size: Large

Hit Dice: 15 (53 hp)



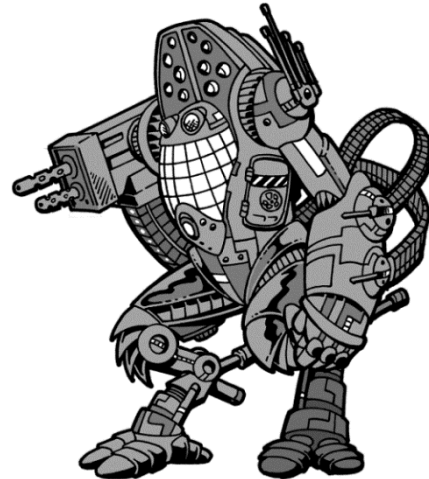
Armor Class: 19 (Steel 0.5)
 Speed: 12 mph (100')
 Targeting: +1
 Maneuver: +3
 Weapons: 2 x light machine guns

The Caleygraunt is an advanced walker-style mech, capable of rapid movement across the battlefield and quick ejection by the pilot in case of mechanical failure. The pilot is partially exposed in this mech, so approximately 20% of attacks are actually made against her.

Razorback

Class: Heavy
 Size: Gargantuan
 Hit Dice: 60 (210 hp)
 Armor Class: 16 (Depleted Uranium 3)
 Speed: 6 mph (50')
 Targeting: +2
 Maneuver: +2
 Weapons: 2 x heavy machine guns, 2 x light machine guns, 1 x light rocket launcher, 1 x medium melee (fist)

Razorbacks are heavy mecha that are somewhat out of date in this day and age. They have 2 crew, a pilot and weapons officer. The pilot controls the fist and light machine gun attacks, while the weapons officer controls the rest.



Gyrfalcon

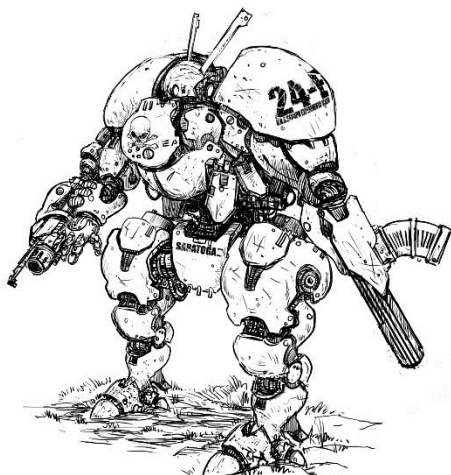
Class: Heavy
 Size: Gargantuan
 Hit Dice: 60 (210 hp)
 Armor Class: 17 (Aluminum Alloy 0.5)
 Speed: 6 mph (50')
 Targeting: +1
 Maneuver: +4
 Weapons: 1 x light laser, 1 x heavy rocket launcher (3)

The Gyrfalcon mecha are of the transformable variety, changing from a mech into a fighter jet. The transformation can be done in place of a move or attack during a combat round.

Gyrfalcon Fighter Form

Speed: 1500 mph
 Climb: 1150 feet per round
 Ceiling: 65,000 feet
 Maneuver: +5





Janissary

Class: Medium

Size: Huge

Hit Dice: 30 (105 hp)

Armor Class: 16 (Steel 2)

Speed: 4 mph (35')

Targeting: +3

Maneuver: +2

Weapons: 1 x light laser, 1 x autocannon, 1 x heavy mg

Built for the religious wars as a dependable medium mech, the janissary is an old unit that still sees active service on frontier worlds and in reserve units. The pilot fits snugly into the body cavity and sees through the sensor array in the head.

Paladin

Class: Assault

Size: Colossal

Hit Dice: 90 (315 hp)

Armor Class: 13 (Steel 5)

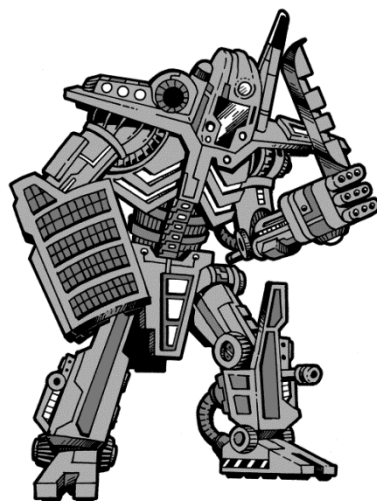
Speed: 2 mph (15')

Targeting: +2

Maneuver: +2

Weapons: 1 x heavy laser, 2 x autocannon, 1 x assault melee, 1 x light rocket launcher (2)

Paladins are assault mecha designed for anti-mech duty, rather than dealing with land or air vehicles or personnel. Their ornamental design also makes them popular in royal or imperial guard units.



Ranseur

Class: Heavy

Size: Gargantuan

Hit Dice: 60 (210 hp)

Armor Class: 16 (Steel 3)

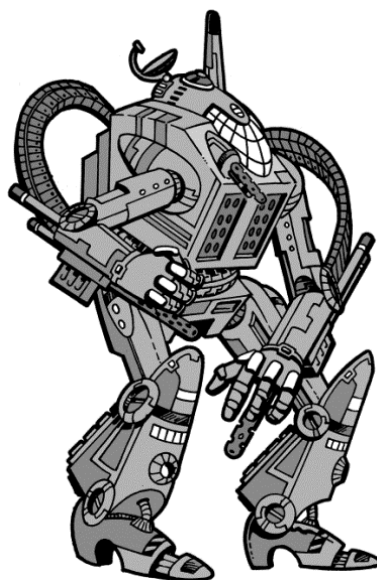
Speed: 6 mph (50')

Targeting: +3

Maneuver: +2

Weapons: 2 x autocannon, 2 x light rocket launchers, 1 x light machine gun

Ranseurs are medium mecha designed for anti-vehicle and anti-personnel duty. They are especially quick and agile.



SPACE PRINCESS

QUANTUM LEAPS

Quantum, defined, means ... well, I don't really know. But it is a really futuristic and science-y word, so here are a couple of ideas for *Space Princess* and *GRIT & VIGOR* involve the word.

Space Princess

Quantum Rainbow Photon Gun (DC 25)

The quantum rainbow gun fires a blast of multi-colored energy strands in a 15-ft long, 10-ft wide cone. Creatures with 4 or fewer Hit Dice are knocked unconscious for 2d4 rounds, and then are stunned and blinded for 1d4 rounds. Creatures with 5 to 8 HD are blinded and stunned for 1d4 rounds. Creatures with 9 or more hit dice are merely stunned for 1 round. A STR test is allowed to ignore the effects of the blast. The gun has enough power in its battery for 10 blasts.

The Prismals

HD 5; DEF 20; FIGHT 11 (fists 1d8); SHOOT 8 (energy blast); MOVE N; STR 6; DEX 3; KNO 2; MEN 7; DL 6; Special: Laser Refraction, Immune to Heat, Cold and Electricity.

Prismals are crystalline beings with a humanoid shape. Their crystal bodies are transparent and translucent and are actually composed of thousands of small crystals bound together by electrical energy.

Prismals seem to be born deep underground by an unknown natural process, for they have appeared on many worlds and do not seem intelligent enough to have invented space travel.

Laser Refraction: When struck by a laser or energy attack, the prismatic can make a STR test (DC 10). If successful, it absorbs the energy and can fire it the next round from its eyes. If it fails, the blast deals half damage against the prismatic, and the remainder of the energy is refracted into a rainbow (per the Quantum Rainbow Photon Gun) that affects all creatures within 30 feet (except other prismals).

Just for good measure, here's the prismatic for *Blood & Treasure* as well.

GRIT & VIGOR

Quantum Rainbow Photon Gun

The quantum rainbow gun fires a blast of multi-colored energy strands in a 15-ft long, 10-ft wide cone. Creatures with 4 or fewer Hit Dice are knocked unconscious for 2d4 rounds, and then are stunned and blinded for 1d4 rounds. Creatures with 5 to 8 HD are blinded and stunned for 1d4 rounds. Creatures with 9 or more hit dice are merely stunned for 1 round. A Will saving throw is permitted to ignore the effects of the blast. The gun has enough power in its battery for 10 blasts.

Prismatic

Medium elemental (earth)

Hit Dice: 5

Armor Class: 20

Attacks: 2 slashes (1d8) or energy blast (see below)

Movement: 20'

Saves: F 11 R 13 W 14

Intelligence: Low

No. Appearing: 1d8

Alignment: Neutral (N)

XP Value: 500 (CL 6)

Immune to cold, fire and electricity

The prismals are as described above.

Whenever a prismatic is struck by light (from torches, lanterns, spells, etc.) its body gives off a color spray effect that affects all within 10 feet. If struck by any sort of magical ray, the prismatic, if it passes a saving throw, can capture the ray in its helix and then fire it at any target (with the same original range and effects) the next round. Even if it does not save against the ray, it takes only half the normal effect of it.

CLASS

THE LASER MAGE

Illustrations by William McAusland

Sometimes, you need a weird class to shake things up. The laser mage is one of those classes that starts as a phrase, and then begins to take shape as you let your mind wander. I saw a guy with a wand covered in crystals who could do interesting things with light – something like a combination of illusionist and evoker, but more focused. I pictured something of a magical duelist, really just a class for people who had played everything and were ready to figure out how to make something new work for them.

Laser mages are washouts from arcane universities and wizened mentors. They never got the hang of magic in general, but showed a weird interest in and ability with the *light* spell. *Light* is to the laser mage what *read magic* is to normal magic-users – the key spell without which they cannot function. In fact, they know *light* so well they can cast it from memory and at will.

To produce multiple effects with this spell, the laser mage needs a light projector. The projector looks like a rod or thick wand. It is a hollow metal tube about one foot long and tipped with a faceted rock crystal. The crystal is cut by the laser mage and, as they progress in level, their skill as a gemmer increases through practice. They also learn how to use other translucent gemstones, faceted or curved, to increase the effectiveness of their spell, or produce additional effects.

Requirements

Intelligence and Dexterity of 13 or higher

Armor & Weapons

Laser mages cannot use armor or shields, and may only use the following weapons: Dagger, dart and staff.

Abilities

A 1st level laser mage can cast *light* at will. Casting this spell through his light projector is how he manifests all of his other abilities, not including his skill as a gem cutter and his ability to appraise the value and quality of precious stones.

The first thing a laser mage learns to do is project rays of light through the crystal at the end of his light projector. These rays have a range of 20' and require a ranged attack roll to hit. The ray's effect depends on the laser mage's level and, of course, how intense they want it to be.

Level	Ray Effect
1st	Dazzle (1 turn per level) or blind (1 round per level)
2nd	1d6 damage
4th	2d6 damage or divide against up to two targets, dealing 1d6 damage to each
6th	3d6 damage or divide against up to three targets, dealing 1d6 damage to each, or can be used to weld metal
8th	4d6 damage, or can be used to deal 2d6 cold damage
10th	5d6 damage, or can be used to produce a <i>blade barrier</i> effect with a radius of 10' for up to 3 rounds
12th	6d6 damage, or can be used to make ranged sunder attacks against items



These improved rays, and the other special light effects gained by the laser mage are dependent on the laser mage improving the main gemstone in his light projector. This must be done at the following levels, with a gem of a stated value (or higher): 4th level, 100 gp, 6th level 500 gp, 8th level 1,000 gp, 10th level 2,500 gp and 12th level, 5,000 gp. The gem must be polished and cut by the laser mage himself, requiring a gem cutting task check (Reflex task, modified by dexterity, skilled).

By adding additional colored gemstones to the light projector, the laser mage can project 10' cones that influence emotions (Will save to resist), as follows: Red gems cause *rage* or dispel *fear*, blue gems *calm emotions* or dispel *charm* effects, yellow gems cause *crushing despair* or grant a +1 bonus to reaction checks, and green gems cause fatigue (for 1 turn) or inspire *good hope*.

Finally, the laser mage can use his light projector to analyze materials, gases and liquids. An knowledge task check is required to interpret the results (Will task, modified by Wisdom, skilled), which determine the material's content, and which can *detect magic*.

At 3rd, 5th, 7th, and 9th level, the laser mage can a gemstone worth at least 50 gp to his light projector that improves the function of the projector. The laser mage determines the improvement at each level. Only one improvement can be applied to any given effect. The possible improvements are: Double range, double duration, impose -2 penalty to saves against the effect and add +1 to hit on ray attacks.

Laser mage's can create the following additional effect with their light projectors, provided they have added the proper stone's to their light projector:

Level	Effect	Requires
1st	<i>Color spray</i> (as spell)	Rock crystal prism
2nd	<i>Hologram</i> (as <i>phantasmal force</i>)	Celestine lens
3rd	<i>Hypnotic pattern</i> (as spell)	Topaz lens
4th	<i>Mirror image</i> (as spell)	Moonstone lens
5th	<i>Invisibility</i> (as spell, self, only at a range of 10' or more)	Zircon prism
6th	<i>Daylight</i> (as spell)	Chrysoberyl lens
7th	<i>Displacement</i> (as spell)	Amethyst prism
8th	<i>Rainbow pattern</i> (as spell)	Diamond prism
9th	<i>Scintillating pattern</i> (as spell)	Ruby, emerald and sapphire cluster

A 9th level laser mage may open an academy. He attracts 1d6 gem cutters (0-level), 1d6 men-at-arms, 1 sage (adept 1), 1d6

1st level laser mage students and a 3rd level laser mage to act as his lieutenant.

Lvl	XP	Title	HD	Atk	F	R	W
1	0	Light bearer	1d6	+0	15	13	13
2	1,800	Illuminator	2d6	+1	15	12	12
3	3,600	Dazzler	3d6	+1	14	12	12
4	7,200	Irradiator	4d6	+2	14	11	11
5	14,500	Incandescent	5d6	+3	13	11	11
6	29,000	Coruscate	6d6	+3	12	10	10
7	60,000	Scintillator	7d6	+4	12	10	10
8	120,000	Light bender	8d6	+5	11	9	9
9	240,000	Photonic Lord	9d6	+5	11	9	9
10	480,000	Photonic Lord	9d6+2	+6	10	8	8
11	600,000	Photonic Lord	9d6+4	+7	10	8	8
12	720,000	Photonic Lord	9d6+6	+7	9	7	7
13+	+120,000	Photonic Lord	+2 hp	+8	9	7	7



RANDOM

THE ULTIMATE IN RANDOM: RANDOM CLASSES

Illustrations by Dave Peterson

I love random tables. Love them. Can't get enough of them! That was one of the reasons I designed *Pars Fortuna* (still on sale – check it out, you might dig it), a game in which as many elements as possible – races, spells, monsters – were randomly generated, making a pretty original game.

What I couldn't randomize, at the time, was classes. I found a couple resources online, but the results were too random – the classes didn't make sense. In the end, I opted to use race as class in *Pars Fortuna*.

A few years later, I decided to tackle the idea of random classes again, and came up with this. While this could be used for players, I also imagined it as a way for GM's to come up with unique NPC's who defied the expectations of players.

The system is simple. First, a class type is either chosen or rolled randomly on the table below. Then, the allowable armor and weapons are rolled randomly, as are a number of special abilities, including spellcasting ability.

Each element of the class brings with it a multiplier that is used to determine the XP requirement for the class. A base XP chart is included at the end of the article.

Table 1: Class Type

d6	Type	XP Multiplier
1-2	Warrior	+250%
3-4	Rogue	+200%
5-6	Scholar	+100%

Warriors

Level	Hit Dice	Attack	Fort	Ref	Will
1st	1d8	+1	13	15	15
2nd	2d8	+2	12	15	15
3rd	3d8	+3	12	14	14
4th	4d8	+4	11	14	14
5th	5d8	+5	11	13	13
6th	6d8	+5	10	13	13
7th	7d8	+6	10	13	13
8th	8d8	+7	9	12	12
9th	9d8	+8	9	12	12
10th	10d8	+9	8	12	12
11th	+3 hp	+10	8	11	11
12th	+3 hp	+10	7	11	11
13th	+3 hp	+11	7	11	11
14th	+3 hp	+12	6	10	10
15th	+3 hp	+13	6	10	10
16th	+3 hp	+14	5	10	10
17th	+3 hp	+15	5	9	9
18th	+3 hp	+15	4	9	9
19th	+3 hp	+16	4	9	9
20th	+3 hp	+17	3	8	8

Rogues

Level	Hit Dice	Attack	Fort	Ref	Will
1st	1d6	+0	15	13	15
2nd	2d6	+1	15	12	15
3rd	3d6	+1	14	12	14
4th	4d6	+2	14	11	14
5th	5d6	+3	13	11	13
6th	6d6	+3	13	10	13
7th	7d6	+4	13	10	13
8th	8d6	+5	12	9	12
9th	9d6	+6	12	9	12
10th	10d6	+6	12	8	12
11th	+2 hp	+7	11	8	11
12th	+2 hp	+8	11	7	11
13th	+2 hp	+8	11	7	11
14th	+2 hp	+9	10	6	10
15th	+2 hp	+10	10	6	10
16th	+2 hp	+10	10	5	10
17th	+2 hp	+11	9	5	9
18th	+2 hp	+12	9	4	9
19th	+2 hp	+12	9	4	9
20th	+2 hp	+13	8	3	8

Scholars

Level	Hit Dice	Attack	Fort	Ref	Will
1st	1d4	+0	15	15	13
2nd	2d4	+0	15	15	12
3rd	3d4	+1	14	14	12
4th	4d4	+1	14	14	11
5th	5d4	+1	13	13	11
6th	6d4	+2	13	13	10
7th	7d4	+2	13	13	10
8th	8d4	+3	12	12	9
9th	9d4	+3	12	12	9
10th	10d4	+3	12	12	8
11th	+1 hp	+4	11	11	8
12th	+1 hp	+4	11	11	7
13th	+1 hp	+5	11	11	7
14th	+1 hp	+5	10	10	6
15th	+1 hp	+5	10	10	6
16th	+1 hp	+6	10	10	5
17th	+1 hp	+6	9	9	5
18th	+1 hp	+7	9	9	4
19th	+1 hp	+7	9	9	4
20th	+1 hp	+7	8	8	3

Rogues add +15% to future rolls

Scholars add +30% to future rolls

Armor Permitted

d%	Armor	XP
01-5	All	+40%
6-20	Platemail, banded mail, splint mail, breastplate, chainmail, scale mail, chainmail shirt, studded leather, ring mail, leather armor, padded armor	+35%
21-40	Splint mail, breastplate, chainmail, scale mail, chainmail shirt, studded leather, ring mail, leather armor, padded armor	+30%
41-60	Chainmail, scale mail, chainmail shirt, studded leather, ring mail, leather armor, padded armor	+25%
61-80	Chainmail shirt, studded leather, ring mail, leather armor, padded armor	+20%
81-100	Leather armor, padded armor	+15%
101-120	Padded armor	+10%
121-140	None	+0%

Shields Permitted

d%	Shields	XP
01-30	All shields	+15%
31-50	Shield and buckler	+10%
51-80	Buckler	+5%
81-130	No shields	+0%

Weapons Permitted

d%	Weapons	XP
01-30	All weapons, melee and ranged	+75%
31-80	Medium and light melee weapons, light crossbows, short bows, thrown ranged weapons	+50%
81-110	Light melee weapons, light crossbows, short bows, thrown ranged weapons	+25%
111-130	Daggers, staves, darts	+5%

Special Abilities

Characters are permitted 1d4+2 rolls on the special abilities table. Abilities that are “as” a character class use the rules for that class’s ability and gain that ability or enhancements to that ability at the same levels as that class does.

Each class skill adds +10% to the class’ XP progression, while other special abilities add +25%. Spell casting ability XP modifiers are as given in the table below.

d%	Special Ability
1	Smite Chaos (Lawful, Wis 13+)
2	Favored enemy as ranger (Wis 13+)
3	Whirling Frenzy (Dex 13+)
4	Rage as barbarian (Con 13+)
5	Sixth sense as barbarian
6	Weapon specialization as duelist, though you may choose any weapon
7	Add Intelligence bonus to AC (Dex 13+)
8	Spring into combat as duelist (Dex 13+)
9	Riposte as duelist (Dex 13+)
10	Roll with lethal blow as duelist (Dex 13+)
11	Dominate foes as fighter
12	Multiple attacks as fighter
13	Steadfast as defender [fighter variant] (Con 9+)
14	Alertness feat as a class ability
15	Bull Rush feat as a class ability
16	Cleave feat as a class ability
17	Disarm feat as a class ability
18	Dodge feat as a class ability

19	Expertise feat as a class ability	64	Immune to disease (Con 13+)
20	Grapple feat as a class ability	65	Feign death as monk (Wis 13+)
21	Great Fortitude feat as a class ability	66	Heal own wounds as monk (Con 13+)
22	Iron Will feat as a class ability	67	Immune to poison (Con 13+)
23	Lightning Reflexes feat as a class ability	68	Quivering palm as monk (Con 13+, Dex 13+, Wis 13+)
24	Power attack feat as a class ability	69	Speak with all creatures (Wis 13+)
25	Sunder feat as a class ability	70	Fascinate as bard (Cha 11+)
26	Two Weapon Defense feat as a class ability	71	Suggestion as bard (Cha 13+)
27	Two Weapon Fighting feat as a class ability	72	Break enchantment as bard (Cha 13+)
28	Weapon Finesse feat as a class ability	73	Detect evil at will as paladin (Wis 13+)
29	Bend Bars as class skill	74	Lay on hands as paladin (Wis 13+)
30	Break Down Doors as class skill	75	Immune to fear (Cha 13+)
31	Find Secret Doors as class skill	76	Summon warhorse as paladin (Cha 13+)
32	Jump as class skill	77	Cure disease as paladin (Wis 13+)
33	Riding as class skill	78	Resistance to acid (Con 13+)
34	Survival as class skill	79	Resistance to cold (Con 13+)
35	Tracking as class skill	80	Resistance to electricity (Con 13+)
36	Swimming as class skill	81	Resistance to fire (Con 13+)
37	Trickery as class skill	82	Resistance to sonic energy and +2 save vs. song-based abilities (Con 11+)
38	Balance as class skill	83	Vampire slayer - +2 save vs. undead abilities
39	Climb Sheer Surfaces as class skill	84	Dragon slayer - +2 save vs. dragon abilities
40	Escape Bonds as class skill	85	Turn/rebuke undead as cleric (Wis 9+)
41	Find Traps as class skill	86	Turn elementals (Wis 9+)
42	Hide in Shadows as class skill	87	Turn oozes (Wis 9+)
43	Listen at Doors as class skill	88	Turn dragons (Wis 9+)
44	Move Silently as class skill	89	Rebuke animals (Cha 13+)
45	Open Locks as class skill	90	Move through undergrowth as druid (Wis 13+)
46	Pick Pockets as class skill	91	Leave no trail as druid (Wis 13+)
47	Remove Traps as class skill	92	+2 save vs. all energy attacks
48	Decipher Codes as class skill	93	Change shape as druid (Con 13+, Wis 13+)
49	Legend Lore as bard (Int or Cha 13+)	94	Protection from evil effect as paladin (Lawful, Wis 13+)
50	Haggle as a venturer (Cha 13+)	95	Darkvision to a range of 60 feet
51	Add +1 to reaction rolls (Cha 13+)	96	Gain a psychic power as a psychic (player's choice)
52	Get 15 gp per point of Charisma at character creation instead of 10 gp per point of Charisma (Cha 13+)	97	Cast a single 0-level spell 1/day (roll list and actual spell randomly) (+10% XP)
53	Backstab as thief	98	Cast a single 0-level spell 3/day (roll list and actual spell randomly) (+15% XP)
54	Use poison as assassin	99	Cast a single 1st level spell 1/day (roll list and actual spell randomly) (+15% XP)
55	Concoct explosives as anarchist (Int 13+)	100	Cast a single 1st level spell 3/day (roll list and actual spell randomly) (+20%)
56	Paralyze foes as assassin (Dex 13+)	101-123	Minor spell casting (see table below) (+50%)
57	Improve AC as monk (Dex 13+)	123-127	Medium spell casting (see table below) (+100%)
58	Increased attacks as monk (Dex 13+)	128	Major spell casting (see table below) (+150%)
59	Increased unarmed damage as monk (Wis 13+)	129	Cast spells as sorcerer
60	Increased speed as monk (Con 13+)	130	Roll twice on this table, ignoring this roll
61	Deflect arrows as monk (Dex 13+)		
62	Damage creatures only harmed by magic (Wis 13+)		
63	Slow fall as monk (Dex 13+)		

* Each time you gain spellcasting abilities, roll on the table below to decide which spell list you use. If you gain the ability to cast higher level spells, use the same list.

Spellcasting Ability

d20	Spellcasting Ability
1	Assassin (minor spellcasting only)
2-3	Bard (minor or medium spellcasting only)
4-9	Cleric
10-12	Druid
13-18	Magic-User
19	Paladin (minor spellcasting only)
20	Ranger (minor spellcasting only)

Minor Spellcasting Spells per Day

Level	1st	2nd	3rd	4th
6th	1	-	-	-
7th	1	-	-	-
8th	1	-	-	-
9th	1	-	-	-
10th	1	1	-	-
11th	1	1	-	-
12th	1	1	1	-
13th	1	1	1	-
14th	2	1	1	-
15th	2	2	1	1
16th	2	2	2	1
17th	2	2	2	1
18th	3	2	2	1
19th	3	3	3	2
20th	3	3	3	3



Medium Spellcasting Table

Level	0	1st	2nd	3rd	4th	5th	6th
1st	2	-	-	-	-	-	-
2nd	3	-	-	-	-	-	-
3rd	3	1	-	-	-	-	-
4th	3	2	-	-	-	-	-
5th	3	3	1	-	-	-	-
6th	3	3	2	-	-	-	-
7th	3	3	2	-	-	-	-
8th	3	3	3	1	-	-	-
9th	3	3	3	2	-	-	-
10th	3	3	3	2	-	-	-
11th	3	3	3	3	1	-	-
12th	3	3	3	3	2	-	-
13th	3	3	3	3	2	-	-
14th	4	3	3	3	3	1	-
15th	4	4	3	3	3	2	-
16th	4	4	4	3	3	3	-
17th	4	4	4	4	3	3	1
18th	4	4	4	4	4	3	2
19th	4	4	4	4	4	4	3
20th	4	4	4	4	4	4	4

Major Spellcasting Table

Level	0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	3	1	-	-	-	-	-	-	-	-
2nd	4	2	-	-	-	-	-	-	-	-
3rd	4	2	1	-	-	-	-	-	-	-
4th	4	3	2	-	-	-	-	-	-	-
5th	4	3	2	1	-	-	-	-	-	-
6th	4	3	3	2	-	-	-	-	-	-
7th	4	4	3	2	1	-	-	-	-	-
8th	4	4	3	3	2	-	-	-	-	-
9th	4	4	4	3	2	1	-	-	-	-
10th	4	4	4	3	3	2	-	-	-	-
11th	4	4	4	4	3	2	1	-	-	-
12th	4	4	4	4	3	3	2	-	-	-
13th	4	4	4	4	4	3	2	1	-	-
14th	4	4	4	4	4	3	3	2	-	-
15th	4	4	4	4	4	4	3	2	1	-
16th	4	4	4	4	4	4	3	3	1	-
17th	4	4	4	4	4	4	4	3	2	1
18th	4	4	4	4	4	4	4	3	3	2
19th	4	4	4	4	4	4	4	4	3	3
20th	4	4	4	4	4	4	4	4	4	4

Base XP Progression

First things first – if you recreate Blood & Treasure classes with this article, their XP progression may not work out the same using this system.

At each level, multiply the XP required by the random class's XP modifier to find the XP required to attain that level.

Level	XP Required
1	0
2	450
3	900
4	1,800
5	3,600
6	7,200
7	14,400
8	28,800
9	55,000
10	110,000
11	165,000
12	220,000
13	275,000
14	330,000
15	385,000
16 +	+ 55,000 / level

Sample Random Class #1: The Manhunter

Naturally, we would be remiss if we did not use our own system to create a random class. In this case, the class is for an NPC we intend as a villain to plague a band of adventurers through different phases of their careers.

Our first roll determines that this is a warrior class. Our warrior class can only use leather and padded armor, and can use shields and bucklers. It can use all weapons. At the moment, it is shaping up to be a highly maneuverable fighter.

The quick warrior has four special abilities: Favored Enemy (as a ranger), Cleave feat as class ability, Escape Bonds as class skill and Grapple feat as class ability.

With these abilities, our NPC villain appears to be something akin to a bounty hunter. The favored enemy will be humans (or another race, if they are more prominent in the party). Their cleave ability makes them handy in a fight against the odds, their grapple ability makes them capable of capturing characters to create interesting wrinkles in the plot, and their ability to escape gives them and out even if they are captured.



At low and mid-levels, our villain will be working for other villains in the campaign; at higher levels, he pursues the adventurers out of a desire for revenge.

The manhunter has an XP modifier of +390% and so needs 1,755 XP to reach 2nd level.

Sample Random Class #2: The Dragonmaster

For sample class #2, we're creating a scholar. This fellow can wear padded armor, but cannot use shields. They can arm themselves with light weapons.

For special abilities, things get interesting. The first two are resistance to fire and the ability to turn dragons. These two abilities mean that our new class needs a minimum Constitution of 13 or higher and a minimum Wisdom of 13 or higher.

They have minor magic-user spellcasting and minor cleric spellcasting. They cast spells as sorcerers – i.e. they know both magic-user and cleric spells using the sorcerer's spells known table.

We have a minor sorcerer who can turn dragons and is immune to fire. I think we'll call this one a dragonmaster.

The dragonmaster has an XP modifier of +385%, and so needs 1730 XP to reach 2nd level.

NOTION

WHAT'S IN YOUR WALLET?

Are you one of those guys or gals that like it ... complicated?

If you answered "yes", then read on. If not ... read on anyways, you're already here.

What follows are some tables showing a variety of historical coins that might appear in the next treasure hoard that you generate. Of course, you might want to rename them to make them campaign specific ("Ah! You've found 300 Cromarkian Groats and a sack of gold Fraznaki doubloons!").

You can use the table in two ways (and one of them might just annoy the players, so I know which one I'd use.)

1) Calculate the total value of the hoard's coins, roll a random coin type for each metal (or two or three, whatever you like), and translate the value into the number of coins.

The value is for a realistic weight of 100 coins per pound. Divide the value by 5 if using a system of 50 coins per pound, and by 10 if using 10 coins per pound as a standard.

Example: You generate 1,000 cp and you're using 10 coins per pound as standard. You roll up the Roman sestertius as your historic copper coinage, which are worth 0.5 copper pieces each, thus the horde consists of 5,000 copper sestertius.

2) You roll up the number of coins, and then roll randomly to determine what kind of coin was found.

Example: You roll up 300 gold coins (gp) and then roll randomly to determine they are Italian ducats. You're playing using 50 coins to the pound as your standard, so 300 ducats are actually worth 1,200 sp, or 120 gp.

With no further ado ... the tables:

Copper Coins

D%	Coin	Origin	Coins/ Pound	Value (cp)
01-03	Nummus	Rome	45	2
04-06	Follis	Rome	40	3
07-10	As	Rome	40	3
11-13	Sestertius	Rome	20	5
14-17	Dupondius	Rome	30	3
18-20	Semis	Rome	320	0.3
21-23	Quadrans	Rome	650	0.1
24-63	Farthing	England	2100	0.1
64-00	Tetarteron	Byzantium	110	1



Silver Coins

D%	Coin	Origin	Coins/ Pound	Value (sp)
01	Dirham	Araby	110	0.9
02	Drachma	Greece	100	1
03	Obolus	Greece	900	0.1
04	Diobol	Greece	320	0.3
05	Tetradrachm	Greece	30	3
06	Stater	Greece	50	2
07	Didrachma	Greece	60	2
08	Victoriatius	Rome	130	1
09	Quinarius	Rome	30	3
10-13	Farthing	England	1000	0.1
14-18	Guilder	Holland	40	2.5
19-23	Thaler	Austria	20	5
24-28	Lira tron	Italy	50	2
29-33	Gros tournois	France	110	0.9
34-38	Half guldengroschen	Austria	30	3
39-43	Guldengroschen	Austria	10	10
44-48	Löser	Germany	1	100
49-51	Groat	England	70	1

52-54	Denier	France	240	0.4
55-56	Franc	France	1	100
57-58	Livre	France	1	100
59-60	Penny	England	320	0.3
61-62	Shilling	England	20	5
63-64	Pound	England	1	100
65-69	Piece of Eight	Spain	15	7
70-74	Real	Spain	130	0.8
75-79	Ducatoon	Italy	15	7
80-84	Half-penny	England	650	0.2
85	Denarius	Rome	150	0.7
86	Silique	Rome	350	0.3
87	Hexagram	Byzantium	60	2
88-89	Stavraton	Byzantium	50	2
90-91	Half-stavraton	Byzantium	100	1
92-93	Gigliato	Italy	110	0.9
94	Argentus	Rome	150	0.7
95	Gerah	Israel	800	0.1
96	Shekel	Israel	40	2.5
97	Zuz	Israel	30	3
98	Rupaya	India	40	2.5
99-00	Qirsh	Ottomans	20	5

Gold Coins

D%	Coin	Origin	Coins/ Pound	Value (gp)
01-08	Dinar	Araby	100	1
09	Solidus	Rome	100	1
10	Stater	Greece	50	2
11	Koson	Greece	50	2
12	Aureus	Rome	65	1.5
13	Quinarius	Rome	110	0.9
14-21	Bezant	Byzantium	100	1
22-29	Ducat	Italy	130	0.8
30	Tremissis	Rome	300	0.3
31-38	Hyperpyron	Byzantium	100	1
39-46	Tetareron	Byzantium	110	0.9
47	Histamenon	Byzantium	100	1
48-57	Florin	Italy	130	0.8
58	Daric	Persia	50	2
59	Siglos	Persia	80	1.3
60-72	Doubloon	Spain	65	1.5
73-82	Broad	England	50	2
83-93	Crown	England	100	1
94-00	Double Leopard	England	65	1.5

Blood & Treasure



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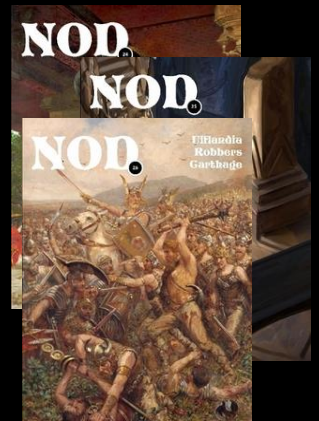
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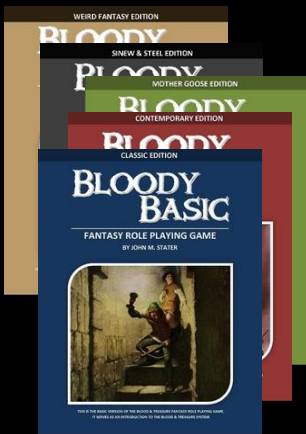
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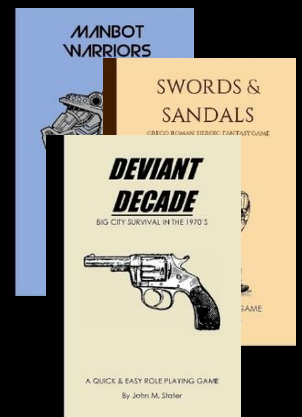
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