

# NOD

RPG MAGAZINE

31



## Nomo, the Auld Empire

A Romanesque Hex Crawl

## Dervish and Centurion

Two New Classes for *Blood & Treasure*

## Eye Monsters

## Poker Rules

January 2017

# NOD

31

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# Nomo

## The Auld Empire

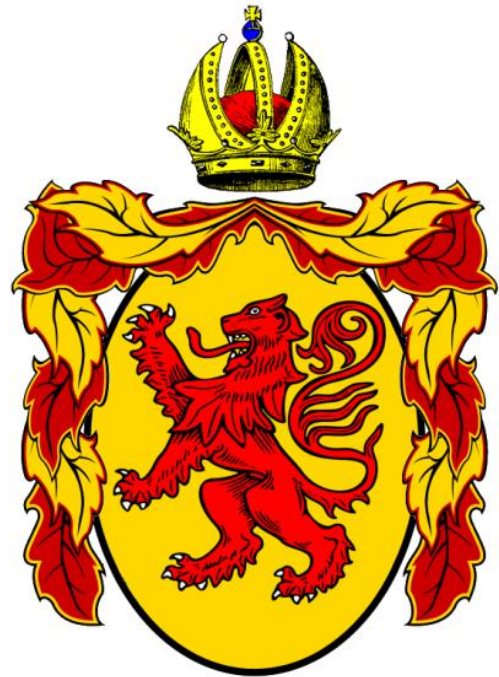
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Make your way from the Green Sea into the wooded hills, through valleys thick with black pines and rushing rivers, and eventually you come to a ridge, beyond which everything changes. Those black pines are traded in for scrub and the horizon is a world of crimson sand, a wasteland where once stood a great and terrible empire.

Behind you there is another great and sometimes terrible empire, and that wasteland before you might be that empire's future. As an adventurer, this leaves you with a few options. You can hasten its demise and sup on the corpse, rally that empire and join the ranks of its leaders or just enjoy the chaos and try to get rich.

Welcome to the last days of the auld empire, Nomo.



### History of Nomo

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Our story begins in the Taurs, the rugged hills with their swift streams and pine-filled valleys. Once they were an archipelago of little notice in the Diluvian age of old. During the Postdiluvian age of lizard kings and ophidians they were highlands overlooking limitless marshes.

It was in these hills, after the scaly things were driven into the bosom of the earth, which human tribes fought endlessly for survival against one another and the ele-

Download the hex map for this issue at  
<http://matt-landofnod.blogspot.com/p/nod.html>

ments. Little-by-little, these tribes founded communities, and still these infant city-states fought, one never gaining the upper hand over its brothers for long.

At times, the tribes would come together to defend themselves from the more powerful peoples to the north and east, who dwelled on the lightly wooded, rolling plains of Irem and Kisthenes, men with the magic of elder things and great armies intent on conquering the Taurus and everything else upon which their gaze fell. In these times, the hill people would form leagues and alliances and battle back the bronze hordes, but their pacts would soon fall apart when the war was won, and the city-states would go back to their fighting.

Finally, two events took place that would break this loop of fighting, destroying and rebuilding. First, there was the cataclysm. The great Empire of Irem in the north had long fought with the equally great Empire of Nabu far to the south over anything they could think to fight over. The Nabu were governed by strange priest kings who wielded not only magic but science. The Iremites were more akin to the elder elves, worshipping demons and devils and channeling their spiritual rage into material power. They inherited their religion from the serpent people they displaced, and highest among their divinities was Tiamat, the Queen of Chaos.

Somehow, these eldritch empires invoked at a cataclysm that destroyed them both, turning their rich pasture lands into barren wastes. The Nabu Desert has already been described in earlier issues of NOD. The Iremites now found their country turned into the so-called Crimson Waste that is touched upon in this issue.

Not all of the Iremites were destroyed, of course. The great city-states were wiped out, but some small bands survived. Those Iremites who sought salvation and protection in the worship of Marduk, enemy of Tiamat, a foreign deity from Kisthenes, also survived, their monasteries untouched by the energies that swept across the savanna.

Those other Iremites who survived came to be known as the Warudi, nomadic tribesmen of the wastes who still paid obeisance to their elder gods, as well as adopting other spirits and deities from neighboring folk, and who made a life of trading and raiding their neighbors.

One of those neighbors was an obscure city-state called Nomo. Nomo had a human king, and that king had fought many battles against the other hill tribes and kept his city-state free. It was one spring day that the king, surveying his domain, saw sails approaching up the river. They did not look like the sails of the biremes that were known to him, but larger and grander somehow.

These sails belonged to the fleet of an elven warlord called Partholon, a fighting elf who fled the elven lands of the far west that were doomed by prophesy to a fate not unlike that of Irem and Nabu. The ancient elves had also taken to demon worship when their native gods, the Kabir, had refused to cede them the power they craved. The elves were warned by the Kabir that a reckoning was coming, and many elves heeded that warning, leaving the towering cities to return to the ancient ways and worship. Partholon and his followers were among those elves, and he decided they had best leave the heartland of the Elven Empire far behind and venture across Mother Ocean to start anew.

That fleet found its way to the River Giyon, and more importantly to little the city-state of Nomo just as an alliance of other states was preparing to attack. That old king of Nomo, Numenor, found his attention drawn away from the sails as the alarms were raised and he and his warriors hastened to their walls to encounter the crush of foes.

As Partholon reached the shore and heard the tumult, he quickly picked a side, and his elven warriors, far superior to the humans, drove the invaders away. Nomo's king had been killed in that combat without an heir. The people of Nomo, knowing not what else to do, and stupefied at the majesty of the tall people from across the sea who had delivered them from destruction, hailed Partholon as their new king.

This was the beginning of what would become the empire of Nomo. Partholon reformed the city-state's laws and its army, and soon struck out at those city-states that had attacked his new people, conquering or destroying them. Within 100 years, Nomo's power had spread throughout the Taurus, and then it spread further, into the Klarkash Mountains and Kisthenes, and on to Ulflandia and Venatia and even to the shores of Nabu. It outlasted old Partholon, who went into the land of Fairy and left his nephew and adopted son, Vinrix, on the imperial throne, warning him to heed the council of the Senate and the traditional rights of the citizens.

Vinrix did well, at first, quelling insurrections and continuing to expand the empire. But in time he grew tired of administration and took to spending years at a time in the royal hunting ground around Amvianda (**NOD 6**), leaving underlings to govern in his absence, and often badly. His spending increased, and thus his taxation increased along with it, and the senate held less and less power. The people grew miserable and rebellious, as the favorites of the emperor became wealthier and wealthier and those without influence in the government handed more and more of their own wealth over to the empire, to be spent on lavish entertainments and increasingly pointless wars.



It finally happened, 100 years ago, that Vinrix turned his eye to the ancient elven homeland in the west and decided to visit and perhaps conquer it. Vinrix had heard tales of its splendor and power, of a great king also called Vinrix who perished while fighting the dwarves, and he wished to see this king's grave. He gathered a great fleet and many warriors and set off across Mother Ocean to retrace the voyage of his predecessor. Alas, he never reached Port Janus, that far-flung outpost of his empire in the midst of Mother Ocean. No word was ever heard from the emperor or his fleet.

His disappearance caused terrible consternation in Nomo. The emperor was missing, but he was not necessarily dead. Should he be replaced? There were many who could claim the throne, but none had been so designated by the emperor as his heir. The bureaucracy preferred to rule in the emperor's place forever. The senate desired to take back its traditional powers lost to the emperor's greed. It was a mess, and the resulting chaos invited challenges from beyond.

In short order, there was a series of catastrophes which the bumbling imperial bureaucracy could not handle. Some provincial governors declared their independence from Nomo and took the title of king or queen. There were crop failures and raids by the nomads of the Crimson Waste. Entire city-states, such as Zircon and Marenata, disappeared. And then

the shade appeared, silently and from parts unknown. A living shadow on the Imperial throne, a mystery to all the sages and wizards and priests of the empire, and regarded by many as a sign that Nomo's end had come.

This is the Nomo that brave adventurers find nestled in the Taurus Hills, a Nomo in chaos, its suburbs a ruin, devils walking in the streets, a populace desperate to escape and willing to pray to anything that might save them. It is an empire crumbling, though not yet entirely spent. Perhaps the adventurers will end it, or save it.

## The Empire

At its height, Nomo had many provinces. The first six on the list below are still part of the empire. The others, while still claimed by the empire, are functionally independent.

Name	Location
Illikiomenos	Area around Nomo
Argenia	Area around Argenum
Godolia	Area around Egona and Viria
Iuettania	Area around Pasius
Quodocia	West of Argenia
Laodicea	Area around Lampisi and Zircon
Amvianda	Nybling Hills (NOD 6)
Brigantia	Uiflandia (NOD 25)
Chryseum	The Golden Coast (NOD 4)
Cischimeria	North of Chimeria
Guelphas	Area around Guelph
Juxtavenatia	Forest Perilous(NOD 6)
Longevenatia	Grete Myre and Gaestly Hills (NOD 6)
Cistenos	Kisthenes (next issue)
Nabua	Nabu Desert (NOD 3)
Pavoria	Dreadful Forest (NOD 4)
Purpuria	The Wyvern Coast (NOD 1)
Transchimeria	Rooky Wood (NOD 6)
Umbriaga	Umbriago (NOD 24)
Varudium	Crimson Waste

## Imperial Government

If Nomo was anything, it was well organized, at least initially. The following is a quick guide to the structure of the imperial government and its armies. It is not exhaustive, because it does not need to be exhaustive – the point of the setting is adventure, not political discourse.

## The Clans

There are two types of clans in Nomo, patrician and plebeian. The patrician clans are the first clans of the Nomoi and the descendants of the ancient elves who conquered (or annexed) them, the plebeians descending from conquered tribes that were folded into the Nomoi. Patricians are permitted to hold most magisterial offices in the empire, though there are offices that can only be held by plebeians.

The clans and their status are as follows:

### Patrician Clans

*Agnia*—Thefaria Agna Fiona [3325], Gobrugus Agnius Nathean [5321]

*Cæseria*—Mania Cæseria Alanna [4118], Postuma Cæserea Titania [5427]

*Coria*—Statis Coranas Matus [2524], Ailio Corio Gonzorgo [5321], Opiter Coraeus Magius [5416], Princeps Lucius Corius Anastacius [5816], Imperial Consort Lucia Coria Valentina [5816], Aedile Caia Corea Aquilea [5816]

*Nemedia*—Mamercus Nemedius Summo [2622], Pompo Nemedos Basilo [5225], Vibius Nemedius Palladius [6409], Quaestor Decama Nemedaea Cernunna [5816]

*Partholia*—Emperor's Partholon and Vinrix, Trilia Parthola Epona [2524], Taurva Partholena Merlina [4623], Salvia Parthola Symphoria [4721], Maia Partholia Electra [4722], Kaeso Partholaeus Familiaris [6020], Praetor Urbanus Volero Partholius Thræsea [5816]

*Piampeia*—Vopisca Piampea Placida [2217], Cnaeus Piampeio Momus [3919], Titia Piampeia Xenia [5314]

*Remia*—Statia Remea Klata [6409], Censor Nonus Remeus Lero [5816]

*Serannia*—Lucius Seraneus Venator [3625], Vibio Seranio Crotis [4616], Cnaea Serania Minervalia [5721], Tribune Titus Seraneus Boadiceus [5816], Tribune Mina Serania Herpisia [5816]

*Spadia*—Prince Xerbo II, Caia Spadaea Artia [3717], Tiberia Spadia Ovidia [4722], Agrippa Spadios Eclectos [5225], Cnaeo Spadio Homunculus [6115], Servia Spadia Viatia [6115], Marris Spadas Villu [6124], Decia Spadana Verata [6423], Decis Spadinus Thræseus [6423], Tribune Volero Spadius Fraccos [5816]

*Titus*—Kaius Titus Andronicus [6213], Praetor Sertor Titaeus Genovefius [5816], Praetor Appia Titia Nemedia [5816]

*Tuania*—Vibius Tuaneus Regulus [0613], Caia Tuanea Triskelia [3323], Praetor Pixta Tuania Britomara [5816]

### Plebeian Clans

*Adamia*—Paullus Adamaeus Bluto [1812], Pixta Adamia Ursa [3717], Ema Adamema Fortiba [5225], Tribune Spuria Adamia Lambarda [5816], Praetor Appius Adameus Felix [5816]

*Bithia*—Decama Bithaea Grotia [3325], Soloni Bithia Agladana [5321], Volusa Bithaea Portia [5613], Kaeso Bitheus Vicarius [6012], Tribune Manius Bitheus Leon [5816]

*Cicerbia*—Titus Cicerbius Lupercalius [1920], Opiter Cicerbius Grumio [6112], Aedile Marcus Cicerbia Honorio [5816], Praetor Peregrinus Pinpeta Cicerbia Venta [5816], Censor Sertor Cicerbius Arvenus [5816]

*Clavia*—Ottus Clavian Aloysius [2019], Ovus Clavenus Damian [5712], Praetor Proculus Clavius Agnomon [5816]

*Gorgonia*—Faustus Gorgonius Zeno [6022], Volusa Gorgonia Bambalia [6808], Aedile Decamo Gorgonius Oinogusios [5816], Censor Paulla Gorgonia Tala [5816], Tribune of the Plebes Nonus Gorgonaeus Brigantius [5816]

*Latinia*—Lucius Latino Largo [3325], Pinpeta Latinio Julian [4616], Caesula Latinea Nova [5225]

*Nerbania*—Decamo Nerbanio Matho [4518], Vettis Nerbaninas Torpes [4623], Nerus Nerbus Athus [4721], Statia Nerbania Valeria [4815]

*Rogatia*—Azina Rogatia Theorraina [5321], Aedile Mina Rogatia Epona [5816], Praetor Manius Rogatius Lupinus [5816], Tribune of the Plebes Allia Rogatia Lotharia [5816]

*Solemnia*—Lucius Solemnius Ianus [6022], Tribune Fausta Solemnaea Amadora [5816], Censor Isla Solemnaea Philippa [5816]

*Tænaria*—Minis Tænarius Vulso [4721], Minis Tænaras Auspicios [5121], Sextamo Tænarius Aquilus [6213]

### The City-State

Nomo is based loosely on the Roman and Byzantine Empires, and thus is government blends both. We don't need to get too deep on this stuff, since The Land of Nod is for adventure gaming, but a few notes on the subject are worthwhile.

When Partholon assumed leadership, first as king, then as emperor, he inherited a tribal system with some democratic and republican features.

The emperor is the head of state and head of government. Under him is a bureaucracy of magistrates, appointed by him or the senate. The senate is an assembly of men and women of the senatorial class. A person's class in Nomo is determined by the censors, who take a census every five years, and is based on their total worth in gold pieces. Naturally, only citizens of Nomo are placed into one of these classes, and one only becomes a citizen of Nomo by birth or by having the honor conferred upon him the emperor. A citizen enjoys all the protections of Nomo's legal system; non-citizens have no legal rights in Nomo.

Nomo's government is a municipal government extended to rule an empire. At its heart are the magistrates of Nomo, who after serving there may be assigned to magisterial roles in the other cities in the empire.

Nomo has the following magistrates, in order of importance and thus in the order that most people hold these offices. All offices are held for one year, and the same office cannot be held again for ten year. All prospective magistrates must first serve for 10 years in the legions as equites. They must then be selected as one of the six military **tribunes** (minimum age 30), who act as staff officers to the legion commanders.

At age 45, a person who has served as a **tribune** can be elected as a **quaestor** that might work as an assistant to a provincial governor, paymaster for a legion or supervise public games. A quaestor may wear a toga with a broad purple stripe and has one *lictor*. A lictor is a bodyguard, an ex-centurion who gets paid 60 gp a year and carries the fasces. They walk before a magistrate.

Lictor, Medium Humanoid: HD 2+1; AC 17 (chain, shield); ATK Longsword (1d8+1); MV 30; SV 16; AL N; XP 100; Special—None.

At age 54, a person can be elected or appointed an **aedile**. There are four aediles, two patricians and two plebeians. Aediles maintain the city-state's temples, organize its games, oversee the food and water supply and act as judges over mercantile cases. They are empowered to command soldiers.

At age 58, a person can be elected to serve as a **praetor**. Eight praetors are elected in Nomo to act as judges in criminal and other legal cases. They are permitted to command soldiers. Praetors are accompanied by six lictors. The most prestigious praetors are the *praetor peregrinus*, the chief judge in cases involving foreigners, and the *praetor urbanus*, who is the chief judge of Nomo and could try provincial governors.

Praetors can be assigned the government of a town as a **propraetor**. Propraetors have five lictors, and exercise complete authority over the town assigned to them. Propraetors may command soldiers and wear the purple striped toga.

At age 60, a person can be appointed as a **consul**. Nomo has two consuls, who act in the emperor's stead as the chief magistrates of Nomo. One can overrule the other, so they must act in concert in all things. Consuls can command soldiers, and are accompanied by 12 lictors.



*The purple-bordered tunic of a magistrate*

After holding the consulship, a person may be named as the governor of a city or province as a **proconsul**. A proconsul may command soldiers, but the legion assigned to his or her province is commanded by a *dux* appointed by the emperor. A proconsul is accompanied by 11 lictors and may wear the purple striped toga.

The final office that can be held by a Nomo politician is that of the censor, who serves for 18 months. **Censors** are elected every five years to oversee the census, the counting of all the citizens of Nomo and the tallying of their holdings that they may be assigned to a class. Censors appoint people to the senatorial class, can remove unworthy senators from the assembly, are in charge of the construction of public buildings and the installment of moral statutes.

Plebeians have another office open to them, that of the **tribune of the plebes**. The tribunes are charged with protecting the rights of the common people, and in that capacity can rescue any plebeian from a patrician magistrate, can veto any act or proposal of a magistrate, can convene senate meetings and propose new laws, arrest magistrates and can exercise capital punishment against any who interferes with their



tribunal duties. Tribunes cannot wear the toga with the broad purple stripe, cannot command soldiers and have no lictors.

The **dux** (duke) is the commander of the military forces of a province, though he may only act with the permission of the proconsul. A legion's alia is commanded by a **comes** (count).

### The Classes (Ordo)

All citizens of Nomo are divided into six classes based on their wealth. The three highest classes have special privileges granted them by the emperor. The classes are as follows:

Wealth	Class	Special Title
0-79 gp	Proletarian	-
80-179 gp	Quintus	-
180-364 gp	Quartus	-
365-2,919 gp	Curial	Curate
2,920-15,999 gp	Equestrian	Knight
16,000 gp +	Senatorial	Senator

The curial class is composed of the leading people of Nomo who are expected to fund public projects. This makes it a very expensive class in which to belong. Curates serve on the curia (councils) that elect the magistrates. Each Nomi clan has its own curia of thirty people. In imperial cities outside of Nomo, the local senators are called decurions, and are drawn from the curates of that city-state. Decurions are eligible for Nomi citizenship, and thus greater power in the empire.

The legionary cavalry are drawn exclusively from the equestrian class, thus their titles as knights. Since senators may not engage in commerce, most businesses, from mining to the mercantile trade to the collection of taxes is controlled by the knights of the empire. Their official dress is the narrow-striped tunic, worn under their toga. They may wear a gold ring on their left hand and they enjoy better seats at games.

Members of the senatorial class are also members of the senate, although rarely more than 100 to 200 senators actually appear when a senate meeting is called. Senators are not permitted to engage in commerce, only agriculture. Senators may wear the toga with a broad purple stripe, maroon shoes and an iron ring on their left hand.

### The Legions

Nomo's army is organized into legions. A legion is commanded by a legate. The legion consists of 5 cohorts, each led by a prefect. Each cohort is divided into 6 centuries of 80 men commanded by a centurion. Centuries are divided into 10 squads of 8 men led by a decanus. A legion is thus composed of 2,400 legionnaires plus 120 auxiliary troops. Of course,

most centuries are under-strength, so the actual number of a legion's soldiers varies.

The current legions of Nomo are:

Legion	Headquarters	Strength
I Ferrata	Hiberius [1920]	1,690 legionnaires 120 equites 110 dromedarii
II Dracones	Draco Castellum [3919]	1,630 legionnaires 140 equites 90 equites rorarii
III Cistenos	Pardeum [6409]	1,480 legionnaires 190 equites 150 cataphractii
IIII Manticora	Briganteum [6724]	1,680 legionnaires 120 equites 130 cataphractii
V Gryphes	Castrum Vinum [3625]	1,660 legionnaires 210 equites 110 fundatores
VI Cometa	Bezant [5225]	1,560 legionnaires 100 equites 130 sagittarii
VII Minerva	Antigus [6020]	1,620 legionnaires 120 equites 120 equites sagittarii

A Nomo legionnaire wears chainmail and carries a shield, spear, javelin and short sword. One century in each cohort replaces the spear and javelin with a composite bow to provide missile support.

Attached to each legion is an *alla* of auxiliaries. For each *allae*, roll on the table below to determine their type:

- 1 *Halfling Funditores*—Padded, sling, dagger
- 2 *Exploratores*—Composite bow, hand axe
- 3 *Denudo*—Composite bow, javelin (5), short sword
- 4 *Peltasts*—Scale mail, shield, spear, javelins (3)
- 5 *Elven Sagittarii*—Buckler, composite bow, short sword
- 6 *Equites*—Scale, shield, lance, longsword, light horse
- 7 *Equites rorarii*—Buckler, javelins (3), short sword
- 8 *Equites sagittarii*—Composite bow, buckler, longsword
- 9 *Equites scutarii*—“Shieldbearers”; Scale mail, shield, light lance, horseman's mace, light warhorse
- 10 *Equites Inmortales*—“Immortals”; Chainmail, shield, light lance, composite bow, horseman's mace, heavy warhorse
- 11 *Equites cataphractarii*—“Cataphracts”; Chainmail, shield, heavy lance, longsword, barded heavy warhorse
- 12 *Dromedarii*—Mail shirt, buckler, light lance, composite bow, longsword, camel

Legions are named with a number and nickname, such as *legio I Ferrata*. Cohorts are similarly named, with a number and the place they were first raised, followed by any titles or decorations they have earned, such as *cohors I Brigantia*. Each legion has its own standard, most of them marked with the letters S.P.Q.N. (*Senatus Populus que Nomonos*), their serial number, and an emblem. These emblems include bulls, boars, lions, eagles, capricorns, centaurs, pegasi, gorgons, manticores, thunderbolts and the gods and goddesses. Each cohort has its own shield design.

For each cohort, roll 1d3 to determine how many rolls you may make on the following table of honors with 1d20:

1-7	No honors
8	<i>Partholon</i> or <i>Vinrix</i> —honored by that emperor
9	<i>Civio Nomonorio (c.N)</i> —means “citizens of Nomo”, an honor paid to cohorts raised outside Nomo proper
10	<i>Ferrata</i> —ironclad
11	<i>Fortis</i> —strong
12	<i>Fulminata</i> —lightning-hurler
13	<i>Liberatrix</i> —liberators
14	<i>Pia fidelis</i> —loyal and faithful
15	<i>Triumphalis</i> —triumphant
16	<i>Veterana</i> —veterans
17	<i>Victrix</i> —victorious
18	<i>Armillata</i> —silver bracelet worn by the prefect
19	<i>Phlarerata</i> —bronze disc worn on prefect’s cuirass
20	<i>Torquata</i> —gold torque worn by the prefect

There are two special military units in the empire. The first is the *Palladian Guard*, which is the personal cohort of the emperor and his secret police. It is commanded by a count and headquartered in the *Castra Palladia* just outside Nomo.

Palladian Guard, Medium Humanoid: HD 2+2; AC 18 (banded mail, shield); ATK Longsword (1d8+1); MV 30; SV 16; AL N; XP 100; Special—+2 save vs. fear.

The other special unit is the *Hyperborean Guard*. Also under the command of the emperor, they were formed as a counterweight to the Palladian Guard when it was feared that the guard was becoming too influential in politics and might threaten the authority of the emperor. The Hyperboreans are mercenary warriors from Azsor.

Hyperborean Guard, Medium Humanoid: HD 2+2; AC 16 (chainmail); ATK Bearded axe (2d4); MV 30; SV 16; AL N; XP 100; Special—Can go berserk in combat.

Nomo is also protected by a cohort of *vigiles*, who work as police officers and firefighters, and a *cohortes urbanae*, legionnaires who work as S.W.A.T. troops, putting down riots and fighting against invaders when necessary.

## Regions of Nomo

### Chimeria | Mountains

The Chimerians are bronze skinned, broad-shouldered, grim-countenanced barbarians. They climb like mountain goats and run like stags. By puberty, the average Chimerian has witnessed a least a dozen horrors beyond the ken of normal men. They are yodelers, eat no meat and worship wooden idols carved to resemble mushrooms. Some Chimerians live in megalithic forts high in the mountains. These fortresses house monstrous “gods” and scrolls of forbidden knowledge.

Although Chimerians are vegetarians, they are no less a hunting people. Chimerian warriors turn their noses up at roots and berries. They prefer to eat the living flesh of plant creatures such as the shriekers, mushroom men and shambling mounds that dwell in the damp, rank valleys of Chimeria. These valleys have spongy soil and are covered in a thick mat of gray-green grass that is noticeably salty to the taste. Few animals can live on this grass, but the damp conditions seem to be perfect for plant monsters.

High in the mountains one may come across megalithic forts built when mankind was young. These terrible citadels are populated by near-humans who crave human sacrifices for their elder gods. The forgotten ones look like humans with stooped postures and almost simian faces. They have black eyes that sparkle with wickedness and dress in colorful rags and corroded jewelry. The forgotten ones wield atlatls and obsidian battleaxes. Small packs of these people roam the mountain passes looking for victims for their temples.

It is said that the temples of the forgotten ones contain Antediluvian texts of arcane knowledge. Inside these temples dwell the living gods of the forgotten ones; terrible monstrosities from another time and dimension.

In the northern reaches of Chimeria there is a vast system of caverns that lead into the heart of an active volcano. The primary inhabitants of these caverns are gargoyles, magmin, fire gnomes (see below) and fire trolls. Legend has it that a priest of Apollo once ventured deep into these caverns to hide a relic important to his cult. While underground, he constructed a heavily guarded reliquary whose location is now lost.

Besides these outré dangers, adventurers in Chimeria must also contend with the natural danger of active volcanos. It is not for nothing that some folk call Chimeria “Hell’s Chimney”, for it hosts several active volcanos that smoke, rumble and explode on a regular basis. When adventurers travel through one of these volcanic hexes, roll on the following table to discover their fate:

D%	Volcanic Event
01-60	No major event – the gods smile upon you.
61-70	Heavy soot and ash rains from the sky. Save vs. asphyxiation or suffer 1d6 points of Constitution damage.
71-76	Dark clouds produce volcanic lightning. 1% chance per character per hour of being struck for 2d6 lightning damage.
77-82	The ground collapses, revealing the entrance to a tunnel that might lead to a natural dungeon.
83-87	Avalanche! All characters must roll 1d20 under their dexterity score or suffer 1d12 damage.
88-93	The ground rumbles. Effect is per the <i>earthquake</i> spell. There is a 1% chance that when the ground splits, it reveals a cache of 1d20 gems of a random type.
94	Volcanic gas seeps out; treat as <i>stinking cloud</i> spell.
95-98	Acid rain deals 1d6 points of damage and forces all gear not explicitly protected to pass an item saving throw or be ruined.
99	Eruption! Characters are subject to an earthquake (as above), and heavy soot and ash that deals 2d6 points of Constitution damage. In addition, they must pass a saving throw to avoid being hit by a lava bomb for 2d6 points of damage. Finally, there is a 1% chance that the defile they are walking through is in the path of the lava flow; they must then attempt an escape as though pursued by a monster. Those who fail are overtaken and suffer 3d6 points of fire damage.
00	As eruption above, plus roll for a random monster that is flushed from its lair by the eruption or who comes to investigate the disturbance.

### Chimeria Random Encounters

3D6	Monster
3	Fire Giant (1d6)
4	Fire Nymph (1d6)
5	Giant Ant (2d6)
6	Berserkers (3d6) <sup>1</sup>
7	Mushroom Man (1d8)
8	Hobgoblins (4d6)
9	Shriekers (2d4)
10	Shambling Mound (1)
11	Giant Horned Lizard (1d3)
12	Fire Gnome (1d20)
13	Forgotten One (1d12) <sup>2</sup>
14	Efreeti (1)
15	Beetlor (1d4)
16	Magmin (1d10)
17	Chimera (1d4)
18	Gargoyle (1d10) <sup>3</sup>

### Notes:

<sup>1</sup> Berserker encounters are with Chimerian warriors

<sup>2</sup> Treat forgotten ones as Neanderthals with low intelligence

<sup>3</sup> The gargoyles of the mountains dwell in small caves cut into the surface of a basalt pillar that reaches from floor to ceiling of one of the largest caverns in the system.

### Crimson Wastes | Wasteland

The Crimson Waste is all that remains of the ancient Empire of Irem, which was centered on the famous pillared city of the same name. Irem was a priestly empire that fell into the worship of demons and devils. This brought it into conflict with the wizards of Nabu, and in time those two empires destroyed one another with some manner of blazing cataclysm.

Most of the Crimson Waste is located to the north of the map in this volume. The northern two-thirds of the waste is desert of crimson sands and rocky outcroppings. The southern third is a rocky as well as sandy desert, but equally crimson. The southern desert is more heavily populated than the northern, for there are still some springs that bubble up into oases and wadis that run with water at certain times of the year.

The southern wastes are composed of rocky valleys of brush surrounded by sand dunes and gravel plains. These valleys contain numerous clumps of glass formed during the cataclysm. On any given day, a searcher has a 1% chance of finding such a clump of glass. They are prized by wizards and collectors of the bizarre, for when they are struck by light they project onto walls screaming faces. The gravel plains and sand dunes are marked by large mounds that mark the ruins of ancient towns, geysers of noxious fumes, and shallow lakes of naphtha, bubbling lakes of natural asphalt, three large oases and a massive sandstone outcropping. The wastes are inhabited by the Warudi nomads (see above).

The ruins of the city-state of Irem are located in the northern reaches of the desert. Other towns survive in the south, mostly on the aforementioned oases. Many of these towns were once under the domination of Nomo, but have during the present chaos become once again independent.

## Crimson Wastes Random Encounters

3D6	Encounter
3	Dragonone (1d10)
4	Lamia (1d4)
5	Wolves (2d6)
6	Giant Spider (1d12)
7	Jann (1d3)
8	Invisible Man (1d8)
9	Giant Badger <sup>1</sup> (1d4)
10	Jackals (1d12)
11	Caracal <sup>2</sup> (1)
12	Viper <sup>3</sup> (1)
13	Gnoll (1d6)
14	Warudi Nomads (3d6)
15	Traders (3d6)
16	Brown pudding (1)
17	Giant Scorpion (1d12)
18	Scorpion Men (1d6)

### Notes

<sup>1</sup> Giant badgers in this case are giant honey badgers

<sup>2</sup> Caracals are wild cats of the arid wastes.

Caracal, Small Animal: HD ½; AC 11; ATK 2 claws (1d2) and bite (1); MV 30; SV 17; AL N; XP 25; Special—None.

<sup>3</sup> Viper encounters require all present to attempt a saving throw; the creature that misses their save by the most is bitten by the serpent

## Kisthenes | Grasslands

Kisthenes is undulating grassland with hot, dry summers and wet winters. It is an extension of the Golden Steppe, though it is hillier and better watered than that region, and is made notable by the presence of two great rivers, the more northern Giyon and the more southern Pishon.

The periphery of Kisthenes is the most rugged, and is home to light woodlands of stunted oaks. The interior is hotter and drier and is grazed by dinosaurs as well as mammals. Many human city-states once dotted the land between the rivers, but now those ruins are inhabited by the gnolls. Most of the ruins and the city-states that survived are located on Map J9, located to the east. One city-state, Gwenth, is located on the map for this hex crawl.

## Kisthenes Random Encounters

3D6	Encounter
3	Ornithopod, Huge (3d6) (see below)
4	Tarbosaurus (Huge Therapod) (1d2)
5	Sirrush (1d4)
6	Alioramus (Large Therapod) (1d2)
7	Gnoll (2d6)
8	Oviraptor (Medium Therapod) (1d2)
9	Men-at-arms <sup>1</sup> (3d6)
10	Baboon (1d8)
11	Al-miraj (1d20)
12	Cheetah (1d4)
13	Nymph – Aurae (1)
14	Giant Hyena (1d6)
15	Hyenawere (1d6)
16	Shedu (1d4)
17	Lion (1d10)
18	Elephant (1d12)

### Ornithopod Sub-table

D6	Ornithopod
1-2	Gallimimus
3-4	Therizinosaurus
5-6	Deinocheirus

## The Green Sea | Aquatic

The Green Sea is a shallow sea that is highly saline along the coasts, and rife with sea serpents in its depths. It is a tranquil sea for the most part, with only occasional storms rolling in from Mother Ocean and dashing themselves upon the Taurs.

There are multiple islands in the Green Sea, including Imbec, the largest island, the Thrafsmata Archipelago [5037, 4839, 5040, 5142, 4945] and the Thalassian Islands [3941, 4143, 3544, 3745, 3645, 3547].

Imbec, the largest of the islands, is populated by stone giants. The island is covered by grassy hills with scant cover by cork oaks. The stone giants herd large sheep and harvest the sea for rock lobsters, shrimp and squid. The island also has a population of fine horses and wild boars, which the stone giants sometimes hunt when food is scarce.

The stone giants of Imbec dwell in stone huts. They are mostly known for the clay beakers from which they drink mead, and the barrow tombs in which they inter their dead.

The Green Sea also contains coral reefs which direct most sea traffic towards the coasts. For this reason, Nomo's fleet has always consisted primarily of galleys and galleasses.

### Green Sea Random Encounters

3D6	Encounter
3	Aspidochelone (1)
4	Orca (1d6)
5	Shark, Medium (1d10)
6	Sea Serpent (1)
7	Pirate war galley
8	Siren (1d6)
9	Nereid (1)
10	Telchine (1d20)*
11	Crabman (1d10)
12	Giant Octopus (1d4)
13	Dolphin (1d10)
14	Mermaid (1d20)
15	Merati (1d8)
16	Wargalley of Nomo or Guelph (1)
17	Scylla (1)
18	Charybdis (1)

\* These monsters first appeared in **NOD 21**

### The Periwash | Woodland

The Periwash contains the mouth of the Pishon River. It is contiguous with the Taurs, and is not unlike those hills, though they are older and thus less rugged, and the valleys tend to be swampier. The Periwash is steeped in fey magic, and will feel like home to elves and gnomes.

The southern portion is known as Pania, named after the Great God Pan. It is more dangerous than the northern portion, and it reputedly ruled (through fear) by a dark queen. Pania was once ruled by Chaotic fey, hobgoblins and goblins led by Lusus, a son of Bacchus, and the Bacchae. It was taken by the legion that founded Guelph after much fighting and bloodshed, and has never truly been tamed. The chief city of the south, which has disappeared, was called Satyricom.

### Periwash Random Encounters

3D6	Encounter
3	Forest Cattle (3d6)*
4	Giant Deer (1d12)
5	Satyr (1d8)
6	Cushee (1d8)**
7	Baccae (1d8)*
8	Panthera (1)

9	Actaeon (1d4)
10	Muscaliet (1)*
11	Caleygreyhound (1d4)*
12	Dryad (1d6)
13	Korred (1d4)*
14	Sylph (1d6)
15	Brown Bear (1d6)
16	Peri (1d12)
17	Giant falcon (1d12)***
18	Elephant (1d6)

\* These monsters first appeared in **NOD 4**

\*\* This monster first appeared in **NOD 26**

\*\*\* Use the giant eagle's stats for this monster

### The Taurus Hills | Highlands

The Taurus Hills, or Taurs, are composed of rugged granite mounds surrounded by forested and sometimes swampy valleys and canyons. Travel through the hills is slow due to the undergrowth. Ancient paved roads in terrible disrepair wind their way through the hills; many are haunted by bandits or worse creatures seeking to waylay travelers.

Years of corrupt senatorial rule and feuds between powerful families has forced many young men and women to seek their fortune in the hills surrounding Nomo. Almost all of these folk have turned to banditry.

### Taurus Hills Random Encounters

3D6	Monster
3	Centaur (2d10)
4	Minotaur (1d8)
5	Harpy (2d6)
6	Gorgon (1d4)
7	Goblin (4d6)
8	Werewolf (1d4)
9	Imp (1)
10	Pilgrims (3d6)
11	Nomads (3d6)
12	Bandits (3d6)
13	Men-at-arms (3d6)
14	Eblis (1d6) NOD 4
15	Hydra (1)
16	Nymph Sub-Table
17	Wolf (2d6)
18	Vampire (1d6)

## Nymph Sub-Table

D8	Nymph Encountered
1	Nymph (1d6)
2	Anthousai (Flower Nymph) (1d6)
3	Aurae (Wind Nymphs) (1d6)
4	Dryad (1d6)
5	Hyleoroi (Watchers in the Woods) (1d6)
6	Maenads (Wild Nymphs) (1d6)
7	Melissae (Honey Nymphs) (1d6)
8	Naiad (Water Nymph) (1d6)

The centaurs claim the hills as their own. They roam the woodlands in raucous hunting bands, challenging any they meet to contests of archery, wrestling or drinking. They dislike non-centaur incursions into their territory, and with the fall of Nomo they have set many villas to the torch. They are known to gather wild grapes which they use to make potent wines in secret springs in the high hills. These springs are sacred to Bacchus.

Harpies usually roost on the tall granite mounds, surveying the decaying highways of the empire for prey. They consider themselves the daughters of the immortal furies, and 5% can summon an erinyes to do its bidding once per month.

Nomad encounters are with small raiding parties from the desert beyond the hills. The nomads are armed with scimitars, light lances and short bows, and ride light warhorses. They wear anything from studded leather to scale armor.

Bands of pilgrims often travel to Nomo to visit its temples and shrines. Most will encompass a wide variety of people – nobles, commoners, monks, nuns, priests, knights, squires, artisans, etc. Pilgrims traveling to Nomo usually wear white shells as badges. They will usually have several mounted warriors as guards, and possibly a few clerics as well.

## The People of Nomo

### Chimerians | Human

Chimeria is a tough place, and the breed of humans who managed to make it their own is equally tough. First settled by the ancient elves in the city-state of Galardis (which will appear in **NOD 32**), the first humans to enter the land were their slaves. When those humans escaped, they were forced to fight monsters, hobgoblins and their former masters to survive.

Chimerians are an admixture of Warudi and hobgoblin stock, with bronze skin, ebon hair, and vivid eyes that range from blue to green. They are tall and broadly built. Because of the heat of their volcanic homeland, they do not dress overmuch,

often entering combat naked with only their cat-like agility and broadswords to save them from their foes.

For every “level” of armor (the levels being Plate, Mails and Leather) that a Chimerian willingly forgoes, they gain a bonus feat from the following list: Alertness, Bull Rush, Cleave, Grapple, Overrun, Power Attack, Sunder and Weapon Focus.

For example, a Chimerian thief who forgoes the ability to wear leather armor earns one bonus feat. A Chimerian fighter who forgoes plate armors earns one bonus feat, but she can earn two bonus feats for forgoing plate and mail armors and three for forgoing all forms of armor.

Note that these bonus abilities can be used even if feats are not normally allowed in your game.

Chimerian armies are armed as follows:

01-40	Longsword, dagger
41-57	Battleaxe, dagger
58-63	Spear, dagger
64-69	Footman’s flail, dagger
70-78	Longsword, dagger, shield
79-87	Battleaxe, dagger, shield
88-93	Longsword, dagger, mail shirt
94-95	Longsword, shield, light warhorse
96-97	Horseman’s axe, shield, light warhorse
98-99	Horseman’s axe, mail shirt, shield, heavy warhorse
00	Spear, giant lizard war-beast

### Fariz | Aasimar

Only the most wise and enlightened know that among the Igigi, the true gods, those Igigi known now as the Seven Virtues were once a single entity called Zid. Millennia ago, Zid marshalled his spiritual essence on the Material Plane as a great host of angels and archons to do battle with the terrible demon-worshippers of Irem, who threatened the whole of the world with their evil.

At the height of their battle with the demons and devils summoned by the Iremites, the rival Igigi called Ad who represents Law in its purest form, attacked the weakened Zid and sundered him into the Seven Virtues. This destroyed most of the heavenly host on the Material Plane, preserving wicked Irem. Those angels who remained on the Material Plane fled into the hills with their mortal allies and became the foundation for the aasimar people called the Fariz, which control as one of the *condados* (or counties) of Guelph.

The Fariz have ivory skin and curly hair that ranges from burnished gold to flaming red. Their eyes range from silver to

sky blue. Men usually wear broad beards and mustachios. Fariz are on average taller than the humans by a few inches. Warriors prefer slings, spears and short jabbing swords to the polearms and longswords of the Nomoi. The people tend towards the Lawful alignment, making their society more honest, open and just than most. This gives them a simplicity and direct way of speaking that many consider “backwards” or even barbaric. This bothers the Fariz not in the slightest.

Fariz armies are armed as follows:

- 01-30 Shield, spear, short sword
- 31-50 Scale armor, shield, spear, longsword
- 51-65 Short bow, hand axe
- 66-80 Scale armor, short bow, longsword
- 81-90 Scale, buckler, short bow, long sword, light warhorse
- 91-95 Chainmail, lance, longsword, heavy warhorse
- 96-00 Berserker with shield and sickle sword

### Fire Gnomes | Gnome, Fire Elemental

Fire gnomes are relatives of common gnomes. They have red skin and blazing yellow hair and are notably more cruel and tricky than their kin. The fire gnomes dwell in stone cities carved into the sides of large caverns deep beneath Chimeria.



From these strongholds, they burrow deep into the earth searching for fire opals with which to pay tribute to the sultan of the efreet. Lesser opals are crushed into a powder and mixed with other rare earths to produce *potions of fire resistance* and *potions of fire breathing*. All fire gnomes carry at least one of each of these potions.

The fire gnomes are skilled smiths who know the secret of infusing steel with gold. These alchemical gold weapons inflict terrible agony on Chaotic outsiders (impose a -1 penalty to all d20 rolls for 1d4 rounds after being hit).

Fire gnome cities are ruled by a trickster-king or queen, chosen in a tournament to celebrate the passing of the tribe’s late ruler. These competitions are rarely deadly, though losers often turn up missing or dead some time afterward. Most trickster-kings/queens are illusionists of 5th to 8th level (or multi-classed illusionists of 4th to 7th level in each class).

Fire gnomes hunt burrowing animals and insects, turning them into tasty meat pies and thick soups. They are known for their *fire wine*, which they brew from the blood of fire trolls. The fire gnomes trade with folk from the underworld when they get the chance, but have virtually no contact with the surface.

Fire gnome armies are armed as follows:

- 01-29 Sling, hand axe
- 30-39 Buckler, darts (3), light hammer
- 40-69 Leather, buckler, spear, dagger
- 70-89 Scale armor, buckler, spear, hand axe
- 90-99 Banded armor, shield, light hammer
- 00 Leather, alchemist’s fire (3), short sword

### Hobgoblins | Goblinoids

The hobgoblins of the Klarkash Mountains, of which Chimeria is the northern portion, are famed for their historic antagonism to the people of Guelph. When Guelph was established as a colony of Nomo in the Klarkash Mountains, the hobgoblins of the area were displaced into the mountains and underworld. Unfortunately, the hobgoblins were as militaristic as the Guelphs, and just as determined to hold their ground as the goblins were of moving them. For hundreds of years, each spring, the hobgoblins have marched from the mountains into the Valley of Guelph to do battle with the Guelphs, who are only too glad to meet them.

### Kallikantzaros | Goblinoids

The goblins of the Taurus have inky black skin, long tails, long, pointed ears, legs like those of asses and tusks like boars. They have a distinctive foul odor, although it is not as power-



ful as a troglodytes. They are cruel and mischievous, delighting in hateful, harmful pranks and robbery. They rarely appear during the daylight hours, and are distinctive for their lack of clothing and form arming themselves primarily with tridents and military forks.

### **Nomoi and Guelphings | Human**

The Nomoi descend from the barbaric hill people of the Taurus Hills. The Nomoi include not only those who dwell in Nomo and its surrounding country, but also the people of Guelph and Umbriago (NOD 26-27).

The Nomoi tends towards shortness, being on average an inch or two shorter than most humans – maybe a side-effect of their elven blood. They are olive-skinned, and tend towards dark brown or black hair, often curly. Eye color is high-

ly variable among them, and shades of violet or gold are associated with an elven, and thus aristocratic, heritage.

The city-states of Nomo and Guelph still adhere to the ancient practice of enslaving warriors defeated in mass combat, sending the more recalcitrant into the gladiatorial arena or the mines, those less troublesome to work in the fields in the countryside, and using the more intelligent in the city-state as servants, clerks and artisans.

While Guelph was founded by a Nomo legion, its military has changed significantly since then, and is now much more in the vein of a feudal army. The warriors of Guelph are armed as follows, rolling the dice for each company (20) of soldiers:



01-05	Breastplate, short bow, short sword
06-10	Padded, tower shield, heavy crossbow, short sword
11-15	Padded, musket, longsword
16-45	Breastplate, shield, bastard sword
46-55	Chainmail, shield, Lucerne hammer, short sword
56-65	Platemail, halberd, longsword
66-90	Breastplate, pike, longsword
91-95	Breastplate, lance, pistol, longsword, light warhorse
96-00	Platemail, longsword, lance, barded heavy warhorse

## Warudi | Human

The Warudi, colloquially referred to as the Bandit Kings, are the desert nomads that dwell in the Crimson Waste. They recently overran the dread plain of Kisthenes and the great city-state of Ishkabibel (Map J9), and now threaten mighty Nomo itself with the disappearance of the emperor.

Relatives of the Arady people who dwell in the hills to the north of the Great Yamas, the Warudi are golden skinned and black haired. Their society appears to be male dominated at first blush, and in the minds of the Warudi this is so. A man's word is law in his household, and a chief's word is law in his tribe. To men are given the most honorable professions of warrior, priest, philosopher, scribe, judge and artisan, for only men are permitted to wield the scimitar and bow, only men are permitted to learn to read the holy scriptures of Tiamat, the deity held in highest regard by the Warudi and only men are permitted the handling of tools.

This leaves everything else to the women of the tribe, including all forms of trade and management. Hard labor is the task of slaves, either taken from other peoples, in wars with rival tribes, and male criminals punished by having their masculinity and freedom taken away. This arrangement leaves the men technically in control of society, but the women actually in control of the economy. Warudi women know this well and use it to their advantage, but they are always careful to hide this around the men of their tribe.

The Warudi are divided into five tribes, the Ahmarites, Azraqites, Akhdirites, Abyadites and Asudites. These tribes are composed of numerous clans and families which are usually engaged in multiple feuds with one another. The Warudi code of honor emphasizes bravery, hospitality, fidelity and vengeance. Vengeance sometimes appears to be their favorite part of the code, for they seem always to be hunting somebody down who insulted their family, clan or tribe.

The Ahmarites, or Red Nomads, are the wealthiest of the tribes and the conquerors of Ishkabibel. They are known for their carmine robes, silver daggers and the veils of coins

worn by the women of the tribe. They hold Ushumgallu the Red Dragon, as their divine patron.

The Azraqites, or Blue Nomads, have the swiftest horses and are the finest archers of the Warudi. They are known for their Egyptian blue robes, and ululating war cries. They hold Mushmahu, the Blue Dragon, as their divine patron.

The Akhdirites, or Green Nomads, have the largest goat herds and are the most practiced at the brewing of poisons and medicines. They are known for their jade robes and the incense that curls from the censers they carry into battle. They hold Bashmu, the Green Dragon, as their divine patron.

The Abyadites, or White Nomads, are grave and humorless. They practice the most severe form of worship among the tribes and are traditionally called on as judges to mediate disputes between tribes. They are known for their white robes and the white asps they fling at their foes. They hold Umudabrutu, the White Dragon, as their divine patron.

The Asudites, or Black Nomads, are the most cunning of the Warudi and they are known to be spies and assassins of the highest order. They are known for their black robes and their tradition of covering their faces with scarves. They hold Lahmu, the Black Dragon, as their divine patron.

Of course, there are other Warudi other than the nomads. The Warudi once ruled the Irem Empire, which covered what is now the Crimson Wastes. When they fell to the worship of elder demons, Tiamat foremost among them, some men and women remained loyal to the great god Marduk. Near the end days of Irem, these men and their followers were told by their god to lock themselves away in their fortified monasteries. When the cataclysm came, these people and their monasteries were spared destruction. They can still be found dotting the Crimson Wastes, where once stood towns and cities. These people are now called the dervishes, and they still war with the nomads.

Warudi armies are armed as follows:

01-05	Berserkers with shield, kaskara and dagger
06-25	Padded armor, shield, short bow, hand axe
26-35	Padded armor, shield, spear, longsword
36-45	Studded leather, buckler, spear, longsword
46-50	Chainmail, shield, spear, longsword
51-70	Padded armor, lance, scimitar, light warhorse
71-80	Chainmail, shield, lance, longsword, heavy warhorse
81-00	Scale armor, short bow, short sword, light warhorse

**Male Names:** Alad, Anth, Arthek, Dalek, Daratha, Farhad, Farouz, Harad, Hith, Illad, Jeliad, Kalah, Kalek, Keladin,

Khazleb, Khereb, Lugal, Marek, Maruk, Raba, Rath, Tassidin, Thallorz, Theneb, Thoth, Xull, Zuba

**Female Names:** Adhar, Aethis, Aradina, Deshar, Ephar, Farahar, Humina, Malla, Mochab, Perais, Saphis, Vadina, Yeveza

## Peris | Fey

The mouth of the Pishon River is known as the Periwash, and has long been in the possession of the fey. In the thousands of years they have lived in the area, they have seen many wars, between human kingdoms and empires, between humans and goblins and even between angels and devils. Through all of this confusion, they have maintained control of the Periwash due to the puissance at arms of the knights of Iolanthe, the Queen of Hamadraios [5429].

The peris are elfin folk with very pale skin, hair the color of a desert sunset and eyes like drops of dew. They are dashing folk, standing just over 4 feet tall. They are very graceful, and are garbed in silks and satins – loose robes for times of relaxation and pleasure and baggy breeches, well-fitted shirts and cloaks when they are out in the field fighting, hunting or adventuring. Men and women wear high silk turbans and decorate themselves with beads, bangles and tinkling bells.

Each peri is accompanied by a working fey who serves as her maid or his valet. Hunting is the favored pastime of the peri, with warfare a close second. When peri are hunting they are mounted on deer and have packs of cushee (see NOD 26) that look like bronze greyhounds. They hunt the calegreyhound (see NOD 4) and other monstrous predators.

Peri armies are armed as follows:

01-30	Padded armor, short bow, dagger
31-55	Padded armor, shield, spear, javelins (3)
56-60	Scale armor, shield, spear, hand axe
61-80	Padded armor, short bow, short sword, war-stag
81-95	Scale armor, shield, lance, hand axe, war-stag
96-99	Banded armor, short bow, lance, short sword, war-stag
00	War elephant (see below)

Commanders are aristocrats, with polished chainmail, shield, short bow and longsword. When the queen enters battle, she does so in banded armor and shield, bearing a +2 *spear*, +1 *longsword* and +3 *short sword* and crowned with a cloth-of-gold turban bejeweled with rubies, amethysts and emeralds.

War elephants have a driver armed with a short sword and two riders in a wooden howdah wearing scale armor and armed with short bows and 7 javelins.

War stags are stags trained to fight in pitched combat. They have the following monster stats:

War-Stag, Medium Animal: HD 3; AC 14; ATK 2 hooves (1d4) and antlers (1d6); MV 50; SV 15; AL N; XP 300; Special—None.

# Blood & Treasure



## ❑ Rulebook

The Rulebook contains all the information you need to run a rousing game of *Blood & Treasure*. It is loaded with options for players and rules and advice for referees. *Blood & Treasure* is compatible with most game in the **Old School Renaissance**.

## ❑ Monsters

*Monsters* contains a vast multitude of creatures malevolent and benign (but mostly malevolent) for Treasure Keepers to challenge the players. The book has stats for over 600 monsters, four min-dungeons so you can jump right in to adventure, as well as simple templates you can use to get the perfect monster for your game.

E-books available at [Lulu.com](http://Lulu.com) and [Rpgnow.com](http://Rpgnow.com)

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## Coming Soon ...

*Esoterica Exhumed*, with even more options for players and Treasure Keepers and *Monsters II*, with hundreds more deadly monsters.

### Light Melee Weapons

Weapon	Cost	Range	Damage	Length	Weight	Special
Cestus	2 sp	—	+1	1"	0.5 lb	—
Gladius	6 gp	—	1d6	26"	1.7 lb	—
Harpe	2 gp	10/20	1d4	16"	1.1 lb	—
Jambiya	2 gp	15/30	1d4	14"	1.0 lb	—
Khanjar	1 gp	10/20	1d3	12"	0.5 lb	—
Lakonia	6 gp	—	1d6+1	19"	2.0 lb	—
Parazonium	2 gp	10/20	1d4	17"	1.1 lb	—
Pugio	2 gp	10/20	1d4	13"	1.0 lb	—
Sica	2 gp	—	1d4	17"	1.1 lb	—

### Medium Melee Weapons

Weapon	Cost	Range	Damage	Length	Weight	Special
Axe, epsilon	8 gp	—	1d8	32"	3.5 lb	—
Dolabra	6 gp	—	1d6+1	24"	3.0 lb	—
Dory	20 gp	—	1d8	120"	4.0 lb	+1 damage two-handed
Falcata	6 gp	—	1d6+1	20"	3.0 lb	—
Falx	17 gp	—	2d4	72"	5.7 lb	+1 damage two-handed
Fuscina	15 gp	—	1d8	83"	4.0 lb	+1 to sunder
Hasta	18 gp	—	1d10	78"	11.0 lb	+1 damage two-handed
Kaskara	6 gp	—	1d6	35"	2.0 lb	—
Khopesh	6 gp	—	1d6+1	22"	3.0 lb	—
Kiliç	9 gp	—	1d6+1	38"	2.5 lb	—
Kontos	18 gp	—	2d4	90"	4.6 lb	+1 damage two-handed
Makhaira	8 gp	—	1d6+1	28"	3.0 lb	—
Rhomphaia	12 gp	—	1d8	51"	4.0 lb	+1 damage two-handed
Scissor	8 gp	—	2d4	8"	5.0 lb	Can be used as buckler
Spatha	8 gp	—	1d6+1	35"	2.2 lb	—
Xiphos	8 gp	—	1d6+1	24"	3.0 lb	—

### Heavy Melee Weapons

Weapon	Cost	Range	Damage	Length	Weight	Special
Club, Hercules	5 gp	—	1d4+1	47"	5.5 lb	—
Sarissa	27 gp	—	2d4+1	216"	15.4 lb	Set against charge
Xyston	24 gp	—	1d10	167"	12.0 lb	Set against charge

### Ranged Weapons

Weapon	Cost	Range	Damage	Attacks	Weight	Special
Falarica	15 gp	70/100	2d4	1	4.4 lb	—
Jezzail	200 gp	75/200	2d4	1/3	14.0 lb	—
Kestros	2 gp	35/50	1d4	1	1.0 lb	—
Pilum	11 gp	70/100	1d6+1	1	2.3 lb	—
Plumbata	2 gp	30/70	1d3	1	0.5 lb	—
Soliferrum	8 gp	15/35	1d8	1	3.5 lb	—

## Encounter Areas

### 0102 Uruallu, City of the Crab | City-State

#### DEMOGRAPHICS

**Population** 12,500

**Race** Crabman

**Religion** Mulallul, the Star Crab

**Alignment** Neutral (CN)

#### AUTHORITY

**Temporal** Scarabaeus, High Priest of Mulallul (CE)

**Spiritual** Scarabaeus, *High Priest and Avatar of Mulallul* (CE)

Scarabaeus, Huge Aberration: HD 13; AC 20; ATK 2 pincers (3d6 + constrict); MV 30 (S20); SV 10; AL CE; XP 1,300; Special—Immune to poison, paralyzing tentacles, anti-cleric spells (5th).

**Arcane** Choth (N)

Choth, Crabman Sorcerer: LVL 7; HP 17; AC 21; ATK 2 pincers +3 (1d4+1 + constrict); MV 30; SV 13; S14 I13 W15 D15 Cn9 Ch13; AL N; XP 700; Special—Alchemy, brew potion, sense magic, spells per day (5/3/2), spells known (6/6/4).

**Criminal** Ninggh (NE)

Ninggh, Crabman Thief: LVL 5; HP 12; AC 13 (leather); ATK 2 pincers +2 (1d4 + constrict); MV 30; SV 15; S11 I14 W7 D14 Cn8 Ch12; AL NE; XP 500; Special—Climb walls, find/remove traps, hear noise, hide in shadows, move silently, open locks, pick pockets, read languages, backstab +2d6; Gear—*Potion of stoneskin*.

#### DESCRIPTION

**Theme** Ultramundane theocracy

**Wilderness** Mother Ocean (aquatic)

**Accent** Gurgled

**Vistas** Narrow allies, broad plazas, obsidian pillars, canyons of basalt buildings, skittering citizens, vertical markets on the sides of buildings, throngs surrounding slow moving chuul priests

**Names** Ddabboa, Dduggog, Hothogot, Kephand, Llazzub, Nnhattath, Othathul, Yukkish, Zhaqqatel

**Money** Zud (ep)

Uruallu is a massive underwater city of basalt buildings and broad, circular plazas of silt inhabited by crabmen. The city consists of five circular plazas from which radiate narrow streets that look like canyons due to the tall, blocky buildings that loom over them.

Each of the great plazas contains a massive pillar of polished obsidian cut into a star-shaped configuration and surmounted by a conical protrusion of sea glass. Around these pillars

there sways crimson seaweed in an almost hypnotic motion. In the presence of outsiders, the seaweed moves in a flurry, sending bubbles upward that can serve as a warning to the crabmen that their city has visitors. Beneath these pillars and obscured by the seaweed are entrances to the underground temple of the city, in which the chuul dwell and pay obeisance to their dread deity from beyond the stars.

The buildings of Uruallu are all three to six stories tall, and composed of thick blocks of unadorned basalt. Interiors are simple and the different levels are connected by stone stairs.

Uruallu is ruled by a powerful priesthood of chuuls dedicated to Mulallul, a dread being from the stars that incorporates aspects of a crab and snapping turtle, and whose coming to Nod has been prophesied for a thousand years. The day of its coming is not far away, and the crabmen have been busy constructing a great temple centered on an atomic pile that is supposed to be used as a gate for Mulallul.

The priest-king of Uruallu is a monstrosity large chuul called Scarabaeus. Scarabaeus' unearthly ichor is blended with that of a demon princess. He is impossible old, and since chuul never cease growing, he is twice the size of a normal chuul and encrusted with a collection of gemstones and shells that dazzle the eye. The lesser priests have single gemstones affixed to their head shells to denote their place within the priestly hierarchy.

Despite the Chaotic nature of their leadership, the crabmen of Uruallu trade with other sea peoples, stamping out a crude crescent electrum coin they call a *zud*.

Crabman, Medium Monster: HD 2; AC 15; ATK 2 pincers (1d4); MV 30 (S20); SV 16; AL N; XP 100; Special—None.

Chuul, Large Aberration: HD 11; AC 20; ATK 2 pincers (2d6 + constrict); MV 30 (S20); SV 11; AL CE; XP 1,100; Special—Immune to poison, paralyzing tentacles, anti-cleric spells (2nd).

### 0104 Ymaglas the Dragon | Monster

Ymaglas is a great wyrm who claims this area as his own. He has gem-like scales of sparkling topaz covering his bulldog-shaped body, and a spiked ball on the tip of his thick tail. His head is blunt and possessed of a cavernous mouth, and his eyes are night black. Two membranes run from his neck to his tail. By sending waves down these membranes, Ymaglas manages to swim at a rapid rate.

Ymaglas dwells in a cave in the base of a dead undersea volcano. The volcano slopes are encrusted with sea life and the caves hold enough geothermal heat to make them comfortable for the dragon. The entrance to Ymaglas' cave is obscured by large sea anemones. The walls become very smooth and

polished 20' into the cave, and even further along they are heavily scratched into swirling designs. At the end of this long tunnel there is a large cave of warm water where the dragon makes his lair. He keeps his treasure in a great pile and allows sucker fish to keep it clean of algae.

Treasure: 7,800 sp, 17,600 gp.

Ymaglas, Huge Dragon: HD 11; AC 20; ATK 2 claws (1d8) and bite (2d6); MV 20 (S40); SV 11; AL CN; XP 1,100; Special—Breath weapon (70' cone of *confusion*); Spells—1/day—*animate object*, *fire resistance*, *haste*, *molecular agitation*, *polymorph self*, *telekinesis*, *vampiric touch*.

### 0111 Survivors | Monster

A pack of six hyenas is savaging a small band of shipwreck survivors. Their galley went down about 100 yards off the coast. It was carrying a cargo of iron ingots. In all, eight sailors managed to make it shore, and they are in rough shape. Worse yet, one of them is carrying a plague. If they are rescued by adventurers, each must make a successful save vs. disease each day to avoid getting sick.

Hyena, Medium Animal: HD 2; AC 14; ATK 1 bite (1d6); MV 50; SV 16; AL N; XP 100; Special—None.

Sailor, Medium Humanoid: HD 1; AC 10; ATK 1 club (1d4); MV 30; SV 16; AL N; XP 50; Special—None.

### 0123 Bragart Raiders | Monster

Raiders from the Braga Hills are rowing towards Guelph in one of their longboats. They figure on either hiring out to the Guelphlings as mercenaries, or to sack a few villages while the Guelphlings are busy dealing with the hobgoblins.

The longboat is rowed by 30 warriors who are led by a chieftain called Rhyan the Ruddy and his sub-chief Caraeda. Along the way, they managed to spear a beaked whale which is now lashed to the side of their craft. The chieftain's wife, a witch called Breedry has sent her raven familiar to watch over her husband while he is away. The raven, Kuyo, is usually to be found atop the main mast or stealing food down below. The Bragarts are not happy about the bird's presence, but they fear their chieftain and his wife too much to say so.

Treasure: The Bragarts carry a chest of 50 gp and 250 sp, just in case they run into a need for supplies.

Bragart Warrior, Medium Humanoid: HD 1; AC 14 (ring, shield); ATK 1 broadsword (2d4); MV 30; SV 16; AL Neutral (N); XP 100.

Caraeda, Human Barbarian: LVL 4; HP 23; AC 18 (scale, shield); ATK 1 bastard sword +4 (1d8+1); MV 40, SV 14; S15 I4 W8 D16 Cn14 Ch10; AL NE; XP 400; Special—Climb walls, hear noise, hide in shad-

ows, move silently, survival, tracking, rage 2/day, surprised (1 in 6), no bonus for flanking or back attack.

Rhyan the Ruddy, Human Barbarian: LVL 7; HP 46; AC 20 (splint, shield); ATK 1 bastard sword +8 (1d8+2); MV 40, SV 13; S17 I11 W8 D16 Cn17 Ch6; AL N; XP 700; Special—Climb walls, hear noise, hide in shadows, move silently, survival, tracking, rage 3/day, surprised (1 in 6), no bonus for flanking or back attack.

### 0125 Basket of Trouble | Monster

A flight of 10 winged deaths are making their way across the sea, carrying in their grey, knotted hands a wicker basket. The basket holds a crying infant, swaddled tight in blankets, with ebon locks and a cherub face and a strange birthmark on its little, powdered rump.

The skeletons are on their way to the undersea fortress of Zatanai, who rules the *Collegio Veneficas*, a fellowship of wicked wizards, witches, warlocks and wastrels who meet in the city of Domdaniel [4348].

Winged Death, Medium Humanoid: HD 2; AC 13; ATK 2 claws (1d4) or arrow (1d6 + poison II); MV 30 (Fly 60); SV 16; AL CE; XP 200; Special—Surprise (3 in 6), shrill cry (frighten), attack warriors first.

### 0148 Wormholes | Dungeon

This hex is chock-full of wormholes – tears in space that operate something like large *dimension doors*. These wormholes are invisible during the day, but at night might be spotted as golden rings that waver in the night sky. A few of these wormholes are on the surface of the Green Sea, while the rest are located beneath the sea.

When one enters a wormhole, they feel their breath sucked away for a moment and hear a soft buzzing in their ears. Inside a wormhole one finds themselves inside a chamber, often oddly shaped and quite large with many pillars and glassy walls (*walls of force*) with the Astral Plane apparently just beyond. Within these chambers, one can walk on the walls and ceiling, for all surfaces here have their own gravity. From these chambers one can move through other wormholes into other chambers or sometimes into the depths of the ocean.

Within the wormhole chambers there are all manner of strange beasts and astonishing treasures. This dungeon was constructed by the grey aliens for reasons known only to them. There are those who believe it is a challenge meant to measure the abilities of the peoples of Nod.



### 0205 Aedmone's Aqueous Orb | Monster

A meditative aquatic elf wizard by the name of Aedmone is making her way towards the coast on a rendezvous with the mysterious and demi-nefarious archmage Oathiant of the Olden Realm [1316]. Oathiant dwells in a castle in the Crimson Waste, and has called a meeting of mages to discuss the happenings in Nomo and the dire events that he believes are to come. Aedmone is travelling in a flying orb of water, a charm of her own devising.

Aedmone, Aquatic Elf Magic-User: LVL 9; HP 29; AC 11; ATK 1 athame +4 (1d6+1); MV 30; SV 12; S13 I15 W15 D14 Cn13 Ch16; AL N; XP 900; Special—Aquatic elf traits, alchemy, lore, spells per day (6/4/3/2/1), create scrolls, arcane knowledge (alchemist's fire, flash powder, compass, sneezing powder).

*Spellbook: 1—audible glamor, comprehend languages, enlarge person, flare, magic aura, precognition, ray of frost, read magic; 2—acid arrow, false life, locate object, scorching ray; 3—heroism, psionic blast, sleep II; 4—charm monster, invisibility II, wall of ice; 5—Aedmone's aqueous orb*

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#### NEW SPELL

#### Aedmone's Aqueous Orb (Conjuration)

Level: Magic-User 5

Range: Personal

Duration: 24 hours

This spell conjures an orb of water large enough for one medium-sized humanoid, i.e. a diameter of 8'. The water is either fresh or salt, determined by the caster. The orb can be caused to fly at a speed of 60' per round.

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### 0209 Qarmuzi Clan | Monster

When the Ahmarites conquered Ishkabibel, many clans were left out in the cold (or heat, in the case of the Crimson Waste). Among them were the Qarmuzi (332 nomads, 83 warriors), who had feuded with the Hariq clan, the main conquerors of Ishkabibel, on many occasions. Exiled by the Hariq and despised by the other Warudi, their thirst for vengeance has smoldered unslaked for a decade.

Now, the Qarmuzi await the tool of their revenge, being born to them on the coast by a ghostly ship from beyond the sea. While Dalek zin-Balek, the clan sheikh, and his lieutenant Keladin zin-Aladdin await the arrival of the ship, the other Qarmuzi tend camp and enjoy a brief moment of rest. At night, sinuous dancers with golden bells on long fingers cavort through the camp to the howls of the warriors and traders. They are urged on in their weird revels by Thoth-Alu, their clan wizard, the real power in the clan.

As with most Ahmarites, the Qarmuzi are wealthier than most Warudi. This clan holds 390 horses and large flocks of sheep and goats, as well as a small herd of cattle. They hold only three prisoners at the moment, but among them is a princess of the Azraqites, Ulaara.

Treasure: 2600 sp.

Nomad, Medium Humanoid: HD 1+1; AC 16 (leather, shield); ATK 1 spear (1d8); MV 30; SV 16; AL N; XP 100; Special—None.

Keladin, Human Fighter: LVL 5; HP 29; AC 19 (platemail, shield); ATK 1 scimitar +6 (1d6+1); MV 30; SV 15; S14 I10 W7 D9 Cn9 Ch10; AL N; XP 500; Special—Riding, leadership, dominate.

Thoth-Alu, Human Sorcerer: LVL 11; HP 20; AC 9; ATK 1 dagger +5 (1d4+1); MV 30; SV 11; S14 I9 W13 D7 Cn10 Ch11; AL NE; XP 1100; Special—Alchemy, brew potion, sense magic, spells per day (5/5/4/3/2), spells known (6/6/6/6/4).

Dalek, Human Fighter: LVL 9; HP 38; AC 20 (plate armor, shield); ATK 1\* scimitar +9 (1d6+1); MV 30, SV 13; S14 I15 W14 D9 Cn10 Ch12; AL CE; XP 900; Special—Riding, leadership, dominate; Gear—*Dark blue rhomboid ioun stone*.

Dalek's Old Red Dragon Mount, Large Dragon: HD 10 (40 hp); AC 18; ATK 2 claws (1d6+1) and bite (1d8+1); MV 40 (F150); SV 12; AL CE; XP 3000; Special—Immune to sleep, resistance to fire, breath cone of fire (90' x 45').

### 0217 Food Fight | Monster

Two sea serpents, one a rich azure with silver frills, the other of a golden hue with clawed flippers, are fighting over their lunch (or dinner, depending on the time of day you choose to place the encounter).



The aforementioned lunch consists of nine injured sailors on a sinking cog that was carrying grain to Nomo. The ship has lost its mast and will sink in about 30 minutes.

Sea Serpent, Huge Monster: HD 9; AC 15; ATK Bite (2d8 + swallow) or tail (2d8); MV 10 (Swim 60); SV 12; AL N; XP 900; Special—Blur.

### 0221 Sahuagin War Party | Monster

A sahuagin war party is ransacking a strange vessel that fell from the sky. The vessel is a sphere of meteoric iron, fashioned from a small planetoid from the Astral Plane. The crew of the thing is gone, and there is not much to find within its labyrinthine passages save for weird, fist-sized crystal eyes that make people nauseous and fields of static that seem to move about the vessel with purpose. Within the central chamber are five *crystal balls* suspended in mid-air around a throne of iron. Touching one of them causes its magic to fail.

The vessel is slowly losing its atmosphere, and thus sinking into the deep. The 12 sahuagin have found little of interest, and will be on their way out when adventurers are entering.

Sahuagin, Medium Monster: HD 2; AC 16; ATK Talon (1d4) or weapon (1d8); MV 40 (Swim 70); SV 16 (18 vs. sonic); AL CE; XP 200; Special—Frenzy, dazed by bright light, survive 6 hours out of water.

### 0237 Turtle Time | Monster

A dozen giant sea turtles are wading through the brine here, migrating to the South Seas as they do every year. The sea turtles are peaceful, but hungry.

Giant Sea Turtle, Large Animal: HD 15; AC 16; ATK Bite (3d6); MV 10 (Swim 30); SV 9; AL N; XP 1,500; Special—Capsize small ships.

### 0244 Wizard on a Chill Wind | Monster

The wild elf sorcerer Grogan, who hails from the highlands of Ulflandia (see **NOD 26**) is traveling north at a rapid rate, carried aloft a chill, howling wind. The elf has a serene countenance, and is annoyed at the summons of the archmage Oathaint [1316] to whom he is bound by ancient oaths to give service when called.

Oathaint has called Grogan and other wizards to his tower to consult on the dire happenings in Nomo, where all Hell is literally about to break loose.

Grogan, Wild Elf Sorcerer: LVL 9; HP 26; AC 11; ATK 1 staff +5 (1d4+2); MV 30; SV 12; S17 I9 W14 D14 Cn10 Ch15; AL CN; XP 900; Special—Alchemy, brew potion, sense magic, spells per day (6/4/3/2), spells known (6/6/6/4).

*Spells Known:* 1—*Animate Rope, Detect Secret Doors, Expeditious Retreat, Hold Portal, Mending, Reduce Person*; 2—*Blindness/Deafness, Detect Evil\*, Find Familiar, Phantasmal Force II, Summon Swarm, Wisdom*; 3—*Displacement, Hold Undead, Nondetection, Rage, Water Breathing, Wind Wall*; 4—*Creation I, Globe of Invulnerability I, Wall of Fire, Wall of Ice*

### 0302 Melodious Merati | Monster

A band of 12 merati (q.v.) women, their 7 young and the clan's male Sarynn is floating along the coast in this hex, singing their song and gathering the fruits of the sea. The matriarch of the clan, Waladi, has had terrible prophetic dreams of late, and is moving her clan further north to avoid the trouble she suspects is coming.

Treasure: The merati have 1,900 cp and 1,000 gp as well as many other possessions, in water-tight gourds held in nets.

Merati, Large Monster: HD 3; AC 14; ATK 1 dagger (1d3); MV 10 (S30); SV 15; AL N; XP 300; Special—Song of sleep, daze 3/day, body adjustment 1/day.

Sarynn, Large Monster: HD 4; AC 14; ATK 1 spear (1d6+1); MV 10 (S30); SV 15; AL N; XP 400; Special—Song of sleep, daze 3/day, body adjustment 1/day.

### 0307 Napping Giant | Monster

A stone giant, possibly from the large island of Imbec, is napping on the sands in this hex. The giant has numerous witherstenches tied up by the tails and stuffed in his bag, as well as a few other items and his treasure. The witherstenches are, of course, highly agitated.

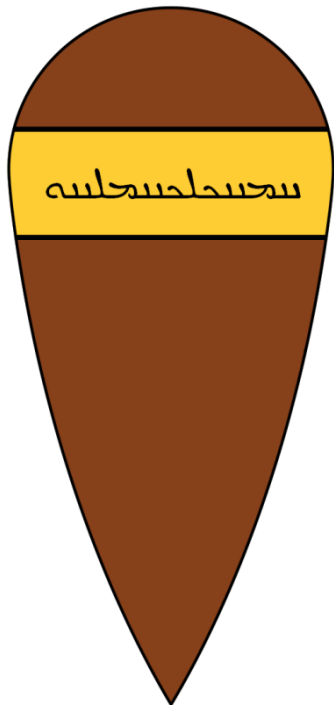
Treasure: 8 gp, garnet (1 gp).

Stone Giant, Large Giant: HD 9; AC 20; ATK Club (2d6) or boulder (900'/2d6); MV 30; SV 12; AL N; XP 900; Special—None.

### 0311 Talabar | Stronghold

Atop a dusty, rocky plateau rests a grand castle, a large construction with outer and inner walls and towers, brilliant white in the blazing sun. The castle is held by the Amirah Marusha zal-Sifi and her force of 24 archers and 48 light cavalry. The Amira is a lusty woman, seemingly as delicate as a desert rose, but with iron sinews and a blaze to rival Iblis in her belly. An adventuress, she fought her way across the Crimson Waste and Kisthenes and deep into the Golden Steppe to plunder enough treasure to build this stronghold.

The castle is surrounded by a collection of rock-and-hide hovels occupied by 540 goatherds, farmers and artisans. The people are a superstitious lot, and easily spooked. Their existence here is tenuous at best, and the Warudi tribesmen, who resent her intrusion, have left many frightening warnings of what will happen if she does not quit this place.



The castle holds a chapel dedicated to the goddess Allat. It is overseen by Marusha's boon companion Uvart, a stony-faced woman of Kisthenes, with black ringlets cascading down her back and a cherubic face with bright, darting eyes.

Treasure: 3400 cp, 2800 sp, 1000 gp.

Man-at-Arms, Medium Humanoid: HD 1; AC 16 (scale, shield); ATK Scimitar (1d6); MV 30; SV 16; AL N; XP 50; Special—None.

Uvart, Human Druid: LVL 3; HP 11; AC 15 (leather, shield); ATK 1 scimitar +3 (1d6+2); MV 30; SV 15; S16 I10 W15 D14 Cn10 Ch10; AL N; XP 300; Special—Healing, lore, free movement, identify nature, leaves no trail, spells per day (4/1).

Marusha, Human Fighter: LVL 10; HP 47; AC 19 (plate armor); ATK 1+ +2 *military pick* +11 (1d6+3); MV 30; SV 12; S12 I9 W11 D15 Cn9 Ch11; AL N; XP 1000; Special—Riding, leadership, dominate; Gear—*Potion of strength, boots of speed*.

### 0313 Partholon Imperator | Wonder

A 30' tall statue of old Nomo stands here on a great platform. The statue depicts the Emperor Partholon, looking not out to the sea, but inland and pointing to the horizon. The statue wears a breastplate emblazoned with the rampant lion of Nomo, and in his non-pointing hand cradles the imperial scepter. The statue is weathered and well covered by the droppings of seagulls, many of which will be in repose atop the old emperor.

If one cares to climb up the statue, they will discover that on the back of its pointing hand are notations that note that exactly 1,000 paces in the direction of the pointing finger there is a treasure buried in the desert sand.

Should one also check the scepter, they will find that the top of the scepter can be rotated and lifted slightly, which indicates that the true distance should be halved.

If adventurers travel 1,000 paces, they may dig 5' beneath the sands to discover a marble sarcophagus topped by a wolf of black bronze. Opening this sarcophagus causes the wolf to animate and attack, and reveals a cache of five cursed scrolls.

If they follow the other instructions, they find wrapped in a golden lion skin an imperial baton. This baton has the following powers: It strikes as a +1 *footman's mace*, gives off a 10' *aura of deference* (those who wish to disobey the holder must pass a saving throw) and grants resistance to electricity.

### 0408 Abandoned Fort | Monster

A military fort of Nomo stands in this hex, long abandoned. The walls still stand, and the moat is filled with a brackish slime. The interior is severely burnt, with great piles of kin-



dling. The largest pile of kindling is around the base of a charred stone tower, and one can crawl through this kindling to enter the tower if they have a death wish.

Inside the tower live three firedrake sisters. The sisters did not destroy the fort, but made it their own when the legionnaires abandoned it about a decade after the emperor's disappearance. The tower holds numerous spears and shields, and the upper story contains the charred skeleton of a thief who thought he was slick enough to steal from the dragons. The thief still wears a ring composed of iron wire. If the ring is unwound (takes about an hour) and the wire is rubbed against crystal, a voice is produced that explains the whereabouts of a dungeon (whichever one you prefer).

Treasure: 5400 cp, 1900 sp.

#### 0411 Glassy Lake | Monster

This hex holds a pristine lake with a glassy surface that seems unaffected by the wind. The banks are thick with acacias and clouds of butterflies. At the center of the lake there is a small, rocky island topped by a pretty little stronghold of lavender stone with latticed windows and crenellations topped by golden pyramids. Splashing around the base of the island are pretty children – 35 nixies – who sometimes climb the steps of the stronghold, which descend into the water, and slide through the doors.

Within the keep, which the nixies are pledged to defend, there is a throne of crushed shell, tall and fine, on which sits a woman composed of living glass. Princess Vyrna is the spirit of the lake, which was once larger and beloved by the ancient Iremites. She was a nixie queen who took on her present form when she made a deal with the devil (literally) to save what remains of her home from the cataclysm. At night, the nixies of the lake take on a demonic aspect, and commit horrors upon anyone foolish enough to be found in the stronghold.

Treasure: 3500 cp, 2200 sp, jargoan (1 gp) and zircon (1 gp).

Nixie, Small Fey: HD 1; AC 13; ATK Weapon (1d4); MV 20 (Swim 0); SV 16; AL N; XP 100; Special—MR 25%; Spells—Charm person.

Glass Princess, Medium Outsider: HD 11; AC 13 [+1]; ATK Crystal longsword (1d6+1); MV 30; SV 11; AL CN; XP 3300; Special—Vulnerable to sonic energy, resistance to fire, immune to acid, blinding gaze, magic use (magic-user 3rd; light and crystal spells).

#### 0433 Dashing Mice | Monster

A rubber boot floats in the sea in this hex, tossed about by the waves. A stick juts from the top of the boot and holds a sail made from a handkerchief embroidered with the initials ARS.

The boot is crewed by seven sentient mice who are endeavoring to reach Nomo that they might pledge themselves to the service of the imperial consort Lucia Coria Valentina. The mice are a bit naïve and very romantic. That being said, they all have their hearts in the right place and would make a fine band of adventurers with a little help. The mice come from Ulflandia. Their leader Dunatine speaks with an aristocratic lisp and a commanding demeanor.

Treasure: Small opal (20 gp)

Swordsmouse, Tiny Monster: HD ½; AC 14; ATK Sword (1d3); MV 20 (Climb 10); SV 17; AL N; XP 25; Special—None.

#### 0443 Brooding Kulemnos | Monster

The titan Kulemnos broods atop a great marble mausoleum that glistens with eldritch power, sending beams of pallid light through the water than can be seen for miles. The titan is always in an ill humor, as he is chained to the mausoleum and bound to guard it until the end of time.

Within the mausoleum is an entity so unspeakable that I literally cannot speak of it here. Seriously. It exists in a time loop within a sub-dimension locked inside a molecule of adamantine within the last words of a major demon of death that froze on its lips at the deepest level of Hell. Around this prison the mausoleum was constructed.

Kulemnos looks like a titan with scaled legs and a face reminiscent of a bigmouth bass, with long, fat lips in a perpetual frown and glassy, foreboding eyes. He carries a giant +3 *trident*/+5 vs. *demons* that can boil water in a 20' sphere up to three times per day, up to 1 mile away for 10 minutes (6d6 points of fire damage), and which can *cure serious wounds* 1/day, *cure light wounds* 3/day and *cure disease* 1/day.

Kulemnos is unwelcoming of strangers, as befits his job as a sentinel, but on occasion he tolerates conversation if gifts to relieve his boredom are proffered.

Kulemnos, Huge Outsider: HD 21; AC 20 [+1]; ATK 2 slams (1d12) or +3 trident/+5 vs. *demons* (3d8+3); MV 40; SV 7; AL CE; XP 10,500; Special—MR 60%, magic-use (cleric and magic-user, 7th), immune to mind effects, resistance to fire, +2 to attack and damage vs. Lawful creatures; Spells—3/day—*confusion*, *ego whip*, *mind thrust*; 1/day—*psychic crush*.

#### 0502 Spiny Trees | Monster

Around a fountain that bubbles up from a crack in the earth and fills a small pond there is a grove of resinous, spiny trees. The trees are home to numerous dryads, beautifully frightening with gentle eyes and scowling mouths. They hiss at strangers and ward them from their trees, which drop luscious violet flowers into the pool. If one manages to climb a

tree at noon, they can holler out a question and have it answered by the blossoms, which swirl around in the water until they form a symbol to answer the question.

Dryad, Medium Fey: HD 2; AC 15; ATK Dagger (1d4); MV 30; SV 16; AL CN; XP 200; Special—Merge with tree; Spells—At will—*entangle*, *spek with plants*, *tree shape*; 3/day—*charm person* (save at -2), *sleep II*, *tree stride*; 1/day—*suggestion*.

### 0505 Tomb of the Eye Thief | Dungeon

A heavily weathered ziggurat of an ill, pale grey color rises from the sands in this hex. The ziggurat stands 50' tall and is thus a smaller representation of the type.

At the pinnacle of the ziggurat there is an eye design inlaid in the stone. The design is composed of powdered diamond, ruby, topaz, onyx and malachite that are held in place by a force field. Should this force field be dispelled, the powdered stone sweeps up in a whirlwind and is carried to Jinnistan as a message to the genies that the tomb of Igilunizu, wizard and thief, has finally been breached.

The powdered gemstone eye is a ward against all outsiders and elementals. When the powder is removed, one need only crack the stone beneath it to open the tomb.

Beneath the seal there is a 100' deep shaft composed of black stone that shudders at the touch. The stone is warm and covered with mildly acidic oil. At the bottom of this shaft, which is 5' square, is a tomb complex.

The walls of the tomb complex are composed of lapis lazuli. It consists of 11 chambers, some connected to one another by a copper door set with what first appears to be a glass eye, but which is actually a monster eye possessed of magical power. The builder of the tomb complex, Igilunizu, was an ancient wizard-thief of Irem who made a habit of collecting the eyes from monsters, leaving them alive and blind.

Igilunizu was himself blind, but created a way to see through the eyes of others. In fact, he created a litany of special "eye spells" that is stored in his tomb on clay tablets. These tablets are very old, so there is a percentage chance equal to 20 minus a character's dexterity that they drop and destroy any spell they attempt to transfer into their grimoire.

Igilunizu's eye collection, other than those used on doors, are kept with him in his sarcophagus of malachite bound in the seven chains of eternal hate, which are notoriously difficult to break (treat each chain as a layer of a *prismatic wall*). His body is little more than dust studded with a number of preserved monster eyes, including the vivid green eyes of Armilia, the favored concubine of Iblis. It is these that the

efreet of Jinnistan will try to recover when they know that the seal of Igilunizu's tomb has been broken.

Treasure: 7700 sp, 5000 gp, *cubic gate*.

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### NEW SPELLS

#### **Basilisk's Gaze** (Transmutation)

Level: Magic-User 8

Range: 30'

Duration: 1 minute

This spell works as the *flesh to stone* spell, but it delivered via a gaze attack by the magic-user. The spell requires the possession of a dried basilisk's eye harvested by the magic-user that is casting the spell. The spell lingers on the magic-user's left eye (always the left) for 1 minute.

#### **Double Vision** (Illusion)

Level: Magic-User 1

Range: 30'

Duration: 1 minute

The target of this spell sees everything in doubles. This imposes a -4 penalty to attack rolls and task checks.

#### **Optogram** (Divination)

Level: Magic-User 1

Duration: Instantaneous

By placing a corpse's eye in a vial of chemicals (worth 5 gp) and shining a bullseye lantern on the vial, the last image the corpse saw is projected on a wall or other flat surface.

#### **Ultravision** (Transmutation)

Level: Magic-User 1

Range: Personal

Duration: 1 hour

For one hour you can sense ultraviolet light with your eyes, permitting you to see perfectly well outside in darkness.

#### **X-Ray Vision** (Transmutation)

Level: Magic-User 3

Range: Personal

Duration: 1 minute

This spell gives you the ability to see into and through solid matter. Vision range is 20', with the viewer seeing as if she were looking at something in normal light even if there is no illumination. X-ray vision can penetrate 1' of stone, 1" of common metal, or up to 3' of wood or dirt. Thicker substances or a thin sheet of lead blocks the vision

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## 0512 The Snake Women Cometh | Monster

The desert sands here funnel into a deep cave of basalt. As one proceeds into the earth, about 500', the air becomes warm and damp, and pools form on the floor. This opens into several interlocked caverns that are very wet and warm, with opalescent slime growing on the walls in furry strands. These caves are inhabited by a trio of giant vipers that are controlled by the masters of the cave complex.

Giant Viper, Large Animal: HD 6; AC 15; ATK Bite (1d6 + Poison IV); MV 20 (C20, S20); SV 14; AL N; XP 3,000; Special—None.

Hidden behind one of these curtains is a stair that proceeds another 400' into the earth. This passage is blocked by an adamantine gate with a complex, electrified lock (1d6).

At the base of this winding stair is a complex of ophidian amazons. Tall, statuesque women, they have pale scales that darken to rust on their lower arms and legs and carmine on their fingers and toes. This tribe of warrior-scientists consists of 85 females (lesser ophidians) and 27 smaller males who are left behind to tend the eggs and the machinery that produces the warm, wet air that fills the cave.

In these caves, they work night and day on developing a method to clone themselves using concentrated quintessence, blood and whatever humanoid remains they can recover from their vipers. They have not yet struck upon the proper formula, but when they do, they have big plans for Nod.

Treasure: 7,400 cp, 2,500 sp, *infrared goggles*.

Ophidian (Lesser), Medium Monster: HD 3; AC 15; ATK Scimitar (1d6); MV 30; SV 15; AL LE; XP 300; Special—Immunity to poison, backstab for +1d6 damage.

Ophidian (Greater), Medium Monster: HD 7; AC 16; ATK Scimitar (1d6); MV 30; SV 13; AL LE; XP 2,100; Special—Cast anti-cleric or magic-user spells (5th level), telepathy 300', immune to poison, magic resistance 25%; Spells—3/day—confusion, intellect fortress, mind thrust; 1/day—mind blank, tower of iron will.

## 0603 Pelos Prapho's Searing Crystal Tower | Stronghold

A tall, thin tower of clear crystal rises over the desert sands here, the light of the sun beating off of it and searing the surrounding country. The interior is a tube of obsidian around which the intense light and heat is bent by magic, protecting the sage wizard Pelos Prapho who dwells within.

One can only enter the tower at night or in a field of darkness, the darkness permitting them to penetrate the crystal and obsidian, which is otherwise unbreakable. Before them, regardless of from which direction they enter, they will find themselves in a circular chamber with glossy black walls. A

spiral stair of red marble winds up the walls of the tower, ending in a much larger circular room, also with black walls and a red marble floor. This chamber is guarded by Pelos' personal guard, a company (20) of warriors that hail from Oparen far to the north. As all of the men from that country, they have dusky skin and black hair, with pearl studs in their noses and ornate lacquered breastplates. They wield composite bows and heavily ornamented tulwars. All of them are capable of blinking (as the spell *blink*) for 1 minute per day.

Beyond the guard chamber are numerous chambers, some plain and ordinary, others quite extraordinary. One, for example, is a rolling meadow of tender jade grass under a dome of turquoise. Here, a herd of sheep with silvery wool and human faces graze on the grass. A plusher chamber of white and lavender marble is Pelos' harem of seven nymphets, half-nymph scholars who write poetry, discuss natural philosophy and read stories plucked from the Astral Plane to Pelos.

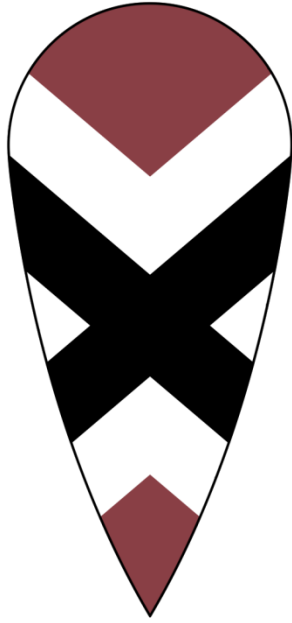
Pelos is a dandy, much taken with himself and his intellect, which he considers among the most impressive in the world. He is actually a decent sort. He will take wild offence from seemingly minor slights, for example, storming off in a cloud of curses only to soon turn on his heels with a great bellowing laugh and beg for forgiveness, tossing baubles to those whom he had previously accused of all manner of ignominy.

Treasure: 3,800 cp, 5,600 sp and a phoenix's egg, kept in a roaring fire that is tended by three automatons shaped like humanoid armadillos.

Nymphet, Medium Humanoid: HD 3; AC 14; ATK Dagger (1d4); MV 30 (Swim 20); SV 15; AL N; XP 300; Special—MR 25%; Spells—1/day—*charm person*.

Pelos Prapho, Human Magic-User: LVL 10; HP 10; AC 9; ATK 1 dagger +2 (1d4-1); MV 30; SV 11; S8 I16 W6 D8 Cn3 Ch15; AL N; XP 1000; Special—Alchemy, lore, spells per day (6/5/3/3/2), create scrolls, arcane knowledge (alchemist's fire, glider, algebra and geometry, distillation).

Spellbook: 1—*Cause Fear, Detect Secret Doors, Expeditious Retreat, Hold Portal, Magic Missile, Precognition, Ray of Enfeeblement, Read Magic, Ventriloquism*; 2—*Charisma, Find Familiar, Protection From Arrows, Strength*; 3—*Flame Arrow, Hold Person, Sleep II, Vampiric Touch*; 4—*Cause Disease, Fire Shield, Rainbow Pattern*; 5—*Break Enchantment, Summon Monster V*



### 0607 Soha | Town

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#### DEMOGRAPHICS

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**Population** 930 urban, 7,440 rural

**Race** Human

**Religion** Portal Camel (see below)

**Alignment** Neutral

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Soha village of red stone cottages and white tents is clustered around the base of a rocky promontory. A dry moat and wall about 10' tall surrounds the village and the promontory. The village is governed by Sheikh Almaruk, a tall, gossipy man who is most often found in the barber shop holding court with the village elders. He has a fabulously long mustache that he twirls when he is nervous. While Almaruk goofs off, the mad alchemist Esdina tampers with the forces of nature trying to create a *potion of longevity*.

The top of Soha's promontory has been carved into a lattice of red stone, and serves as the "stable" of the village's living god, a strange being called a portal camel. The camel is tended by a coterie of priests who bathe the beast, feed it dates and fan it with roc feather fans. A ramp twists around the promontory, and is guarded by two tall warriors wearing hawk-shaped helmets, coats of chainmail and carrying long spears and tulwars. Nearer the base of the promontory are dozens of alcoves in which the camel priests dwell, sleeping on patterned rugs behind malachite beads, swathed in fumes of pungent incense. It's only too bad that none of the priests actually have magical powers.

The village is defended by 25 footmen (padded armor, shield, shortbow, hand axe), 15 horsemen (padded armor, lance, scimitar, light warhorse) and 18 mounted archers (scale, short bow, short sword, light warhorse).

Man-at-Arms, Medium Humanoid: HD 1; AC \*; ATK Weapon \*; MV 30; SV 16; AL N; XP 50; Special—None.

Portal Camel, Large Monster: HD 2; AC 12; ATK 2 bits (1d3) and kick (1d6); MV 40; SV 16; AL N; XP 200; Special—Cooperative, three can cast *dimension door*, answer questions as sage; Spells—2/day—*mirror image*, *protection from evil*; 1/day—*dispel magic*, *haste*, *slow*.

### 0610 Dirhab | Stronghold

Dirhab is a dervish abbey from ancient times. The abbey is constructed of white marble, pock-marked after a thousand years of sandstorms. The walls are 40' high and there is a 50' tall tower at each corner. The gates of the abbey are composed of ebony and are 1' thick, 10' tall and can only be opened using a winch found on the inside.

Within the front gate there is a broad courtyard, rectangular, that supports numerous flowering bushes. The courtyard is floored in reddish tiles decorated with white lilies. On the walls are mosaics of Marduk's battle with Tiamat and Kingu, and his creation of humanity.

From the courtyard, one can pass into the living quarters and temple of the order. The buildings that surround the courtyard are three stories tall. The halls are hung with rich tapestries depicting the destruction of Irem by avenging angels raining down fire and the scattering the Iremites across the Crimson Waste. In each of the towers is a large bell of meteoric iron, the dervishes striking them at noon and midnight to call the order and their families to prayer.

In a second courtyard are dozens of small white goats with pearly horns. These goats are kept as sacred animals, and are feted on Marduk's holy day from silver bowls while the priests dance and play flutes carved from lapis lazuli.

The patriarch of the order is old Gazim, whose body has twisted as he has grown older. He has lived through 500 summers, as all of the dervishes are extremely long-lived due to the blessing of Marduk bestowed upon them.

The abbey houses 18 dervish priests, 40 dervishes and 180 noncombatants. The dervishes are mostly armed with shields and kaskaras, though 20 of them carry light crossbows and wear leather armor. They all fight like berserkers.

Treasure: 2,900 cp, 6,200 sp.

Dervish, Medium Humanoid: HD 1+1; AC 12 (shield); ATK Kaskara (1d6) or light crossbow (200'/1d6); MV 30; SV 16; AL NG; XP 50.

Dervish Priest, Medium Humanoid: HD 1+1; AC 12 (shield); ATK Kaskara (1d6); MV 30; SV 16; AL NG; XP 100; Special—Magic use (cleric, 3rd).

Gazim, Human Cleric: LVL 10; HP 23; AC 21 (plate armor, +2 buckler); ATK 1 morningstar +6 (1d4); MV 30; SV 12; S12 I10 W16 D9 Cn7 Ch6; AL NG; XP 1000; Special—Conversion, healing, turn undead, spells per day (6/5/3/3/2); Gear—*Potion of strength, wand of remove paralysis* (4 charges), *wings of flying*.

### 0613 Vulterio | Village

Vulterio is a small village (pop. 230) of herders living in what was once a Nomo military camp, with stone longhouses for the people and soldiers and a “palace” for the local magistrate, Vibius Tuaneus Regulus. The village is surrounded by a palisade with four towers, 20’ tall, of stone and wood. The place is defended by 10 soldiers with scale armor, shield, spear, short sword and short bow.

Vulterio is the furthest west village still ostensibly part of the Nomo Empire, though it has long since lost contact. The place has a serviceable port and a few families tried to flee here from Nomo but found it inhospitable. The place is plagued by desert ghouls at night, who scratch at the walls. While Vulterio does not have a priest, they do have an alchemist, Trustus the Lame, who keeps them supplied with bottles of alchemist’s fire, which they hurl at the ghouls.

The village was once known for smuggling, as it was the easiest port of the empire for pirates to sell goods taken on the high seas. Now that contact with Nomo has largely been severed, the pirates have ceased to come. Vulterio still produces a fine pilsner-style beer, introduced by dwarves from Guelph, and the local inn, the *Sword and Eagle*, serves it with plates of roasted vegetables in balsamic vinegar, crunchy flat bread smeared with butter and herbs and a tasty goat ragout.

Treasure: 2,900 cp.

Man-at-Arms, Medium Humanoid: HD 1; AC 16 (scale, shield); ATK Spear (1d8); MV 30; SV 16; AL N; XP 50; Special—None.

### 0626 Eryth | Monster

This rocky island is home to a tribe of 180 red amazon warriors and 360 noncombatants. The island has white, sandy beaches backed by cliffs that rise 50’ to 100’ above the sea. The cliffs on the north side of the island are riddled with sea caves, some of which connect with passages to the surface of the island’s central plateau. These caves are well defended by the amazons by traps and guard beasts, though there is one half-submerged cave of which the amazons are unaware, though the sea phantoms [0927] know of it.

Atop these cliffs, the amazons have built seven squat stone towers, each with three ballistae and a squadron of 10 red amazon warriors with longbows, spears and short swords. At the heart of the island is the main citadel of the amazons, where reigns their queen Severa, who bears a terrible scar across her forehead.

Queen Severa is a former galley slave of the Nomoi. She appears in stark white gown with silver crown, her hand holding a grinning skull of rhodochrosite that speaks in riddles. Her bodyguards are armored in plate and mail, longswords at their sides, grasping tall shields marked with profane mottos and scenes of iniquity, face plates on their helms like the faces of weeping angels. Crimson plumes plucked from parrots spill down their backs from their helms to merge with their ebon hair, which is oiled and perfumed. The guard women wear capes of red velvet. Their queen sits upon a throne of wrought iron on a dais of bisque limestone carved with chanting war-angels falling from heaven. Severa keeps the heads of her former galley masters dipped in wax as trophies.

Alas, Queen Severa is unwell. Those lifeless heads have in recent times begun to whisper to her of their desire for salvation. They wish to be returned to their homeland in Nomo, and their torment has grown so great that Queen Severa has almost decided to leave her throne to do the task. She would be willing to offer a rich reward to adventurers willing to do the errand for her.

Treasure: 8,500 cp

Red Amazon, Medium Humanoid: HD 1+1; AC 17 (breastplate, shield); ATK Spear (1d8); MV 30; SV 16; AL LE; XP 100; Special—Fight as berserker.

Queen Severa, Human Fighter: LVL 8; HP 68; AC 21 (plate armor, shield); ATK 1\* longsword +7 (1d8); MV 30; SV 13; S12 I14 W10 D13 Cn17 Ch16; AL LE; XP 800; Special—Riding, leadership, dominate; Gear—*Potion of enlarge self, potion of gaseous form*.

Severa’s Deinonychus Mount, Medium Humanoid: HD 9; AC 15; ATK Bite (3d8 + constrict); MV 40; SV 12; AL N; XP 900; Special—None.

### 0640 Palace of Abu Dhairi | Monster

A twisting conglomeration of coral, unnaturally large, unnaturally deep and of a deep carmine hue, almost blood red, grows from the ocean floor, an undulating column 500’ tall and perhaps 70’ in diameter at the base.

This coral masterpiece (or monstrosity) is the palace of Abu Dhairi Nusa al-Ni, a marid of questionable taste who was forced to establish himself well away from the prying eyes and fiery wrath of Jinnistan.

Abu Dhairi's halls are floored in nacre, the columns composed of pure silver, the walls polished to a high sheen and hung with beaded tapestries of awesome profanity. His palace has at least 100 chambers, ranging from pantries stocked with all the delicacies of land, sea and space, to generous dining halls that might seat 2,000 people, to ballrooms equally spacious to bedrooms filled with water or air.

Alas, Abu Dhairi dwells alone, shunned by his own kind for his exceedingly cruel moods and his propensity for torture. He can be charming for a time when presented with visitors, but in time he separates them, binds them, and kills them in the most terrible ways he can devise.

Abu Dhairi's treasure is scattered about his palace, and it is displayed openly and prominently, as are the bodies of his victims, clad in silver and hung as trophies on the walls.

Treasure: 6,500 sp, 5,000 gp.

Abu Dhairi, Marid, Large Elemental (Water): HD 12; AC 20; ATK 2 slams (2d6) or trident (4d6); MV 20 (Swim 60); SV 11; AL CN; XP 3600; Special—MR 25%, immune to cold, water jet (60'/1d6 + blind 1d6 rounds), vortex; Spells—At will—*control water, create water, fog cloud, gaseous form, water breathing, water walk*; 2/day—*invisibility, polymorph self, purify water*; 1/year—*wish* (non-genie).

### 0714 Smoking Crater | Monster

The wizard Wonta was in a terribly bad humor when she was assaulted in this hex by a coterie of gibbering ghouls, their mouths slavering and their stomachs hungering for human flesh. In a hurry to reach Vulterio [0613], and having been delayed by the death of her mount and foul weather, she was in no trifling mood. To that end, she called down a *meteor swarm* to make short work of the monsters, but alas, in her agitated condition she spoiled the spell. All that now remains of Wonta is a smoking crater and a very noisy, angry spirit. Having been a powerful magic-user, Wonta's spirit is more powerful than the average, and capable of hurling rocks of tremendous size. Travelers beware!

Mega-Poltergeist, Medium Undead (Incorporeal): HD 10; AC 15 [Silver]; ATK Slam (2d6); MV F50; SV 12; AL CE; XP 1000; Special—Natural invisibility, rejuvenates in 1 week, cannot leave area.

### 0803 Obelisk of the Toad Demons | Wonder

An obelisk of serpentine erupts from the desert sands. It stands 90' tall and is irregularly shaped due to the deep carvings of thousands of grimacing toad demons on the surface. Mists of deep, dark green stream off of the obelisk and make a low fog over the desert sands (1,000' radius), creating a mucky swamp infused with fetid self-loathing.

### 0811 Kallikantzaroi Lair | Dungeon

A pile of amphora, heavy, cracked and apparently empty, lies at the bottom of a barren hollow. One of the larger amphorae, if crawled in by a gnome or halfling (or somebody of similar size), leads into a small dungeon belonging to a band of kallikantzaros. The evil goblins have recently captured a sentient owl, the companion of a cleric of Minerva named Numeria Tuanaea Aramia. Aramia was fleeing Nomo with many others when they were separated. The goblins are torturing the owl, named Derondor, demanding to know the secret entrance to Minerva's temple in Nomo.

Kallikantzaroi, Small Humanoid: HD 1-1; AC 12 (leather); ATK Short sword (1d6); MV 20; SV 16; AL CE; XP 50; Special—None.

### 0824 Viper's Fang | Monster

When it was in its prime, Nomo declared war on all pirates in the Green Sea, and came close to succeeding. The resulting collapse in imperial authority has brought the pirates, who had shifted their predations to Umbriago and Ulflandia, back to the Green Sea. Among them is the crew of the *Viper's Fang*, led by the arch-pirate Bando Black-Eye.

The *Viper's Fang* is a quadreme, but swift and well-captained. While it sometimes uses its bronze ram, the Fang mostly relies on its large fore-mounted cannon and two swivel guns mounted aft, as well as expert archers. The boat carries 245 pirates, as well as a grizzled zwunker first mate called Jarkonis and three 4th level duelists called Maccios, Harsi and Imrana. The pirates are unarmored and carry darts, cutlasses and composite bows.

The pirates are currently making their way north to the coast, and then along the coast to prey on people escaping Nomo.

Treasure: 2800 cp, 2400 sp, silver pin (100 gp).

Pirate, Medium Humanoid: HD 1; AC 11 (buckler); ATK Cutlass (1d6+1); MV 30; SV 16; AL CE; XP 50; Special—None.

Maccios, Harsi and Imrana, Human Duelist: LVL 4; HP 19; AC 15 (leather, buckler); ATK 1 cutlass +4 (2d6+1) and dagger +4 (1d4); MV 30; SV 15; AL CE; XP 400; Special—Acrobatics, taunt, surprised (1 in 6), parry, spring into combat, lackey.

Jarkonis, Zwunker Duelist: LVL 6; HP 22; AC 16 (leather, buckler); ATK 1 cutlass +6 (2d6+2) and dagger +6 (1d4+1); MV 30; SV 14; S13 I15 W5 D15 Cn11 Ch14; AL NE; XP 600; Special—Acrobatics, taunt, surprised (1 in 6), parry, spring into combat, lackey, riposte.

Bando Black-Eye, Human Duelist: LVL 9; HP 39; AC 19 (leather, buckler); ATK 1 cutlass +9 (2d6+2) and dagger +9 (1d4+1); MV 30; SV 13; S14 I14 W9 D18 Cn10 Ch13; AL NE; XP 900; Special—Acrobatics, taunt, surprised (1 in 6), spring into combat, lackey, riposte; Gear—

*Potion of cold resistance, scroll of protection from elementals, bag of holding IV.*

### 0901 Crystal Wonderland | Dungeon

As adventurers approach the center of this hex, they may hear what sounds like shattering glass. The sound comes from a large sinkhole. Weird crystals grow up the sides of this sinkhole, growing so quickly it can be seen by the human eye, and when they become large enough, they explode. The explosion is not dangerous, and would not damage somebody who is close to an explosion.

At the center of the sinkhole there is solid rock, a cave entrance that leads into a crystalline network of caves. The tunnels are crowded with small and medium crystals, and they are of just about any color a person can imagine. In the upper levels of this cave complex, small lizards and snakes slink around the crystals, gobbling up little insects.

In deeper caves, one finds larger crystals and more water, warm and pure at first, and then pools of salty water that smells of bitter almond. This water is poisonous (Poison IV). Stranger creatures live here, malformed and odious, and they are sometimes seen dancing around the crystals and drinking the poisonous water, with no effect to them. These creatures are vaguely humanoid, and encrusted with salt, with crimson skin like the desert sands, and large saucer eyes.

These beings were once humans, who sought refuge here during the cataclysm. They are terribly primitive, but not very dangerous. The crystal elementals that dwell deeper in the cave complex, however, are more dangerous, and they guard all manner of strange magic items.

Salty Savages, Medium Humanoid: HD 1+1; AC 11; ATK Club (1d4); MV 30; SV 16; AL N; XP 100; Special—Resistance to acid.

### 0905 Mongrels of the Waste | Monster

A band of 180 bandits, all exiles and outlaws from the Warudi clans in the area, have set camp in this hex, pitching their tattered tents around a large well dating from the olden days but still holding sweet water.

The bandits are led by Ali zin-Drasit, a disgraced red Warudi who showed mercy to an enemy and was cast out. This is a mistake he will never again make. His boon companions in crime are Nathas zin-Zennod, his humorless lieutenant, a white Warudi, and Sadma zin-Ghibbo, a blue Warudi sorcerer with a penchant for thunder and lightning. Sadma fancies himself descended from Baal-Hadad, the storm god.

The bandits are primarily armored in leather armor with bucklers, light lances, composite bows and scimitars. Ali's personal guard is four 4th level fighters.

Treasure: 6,400 cp, 5,600 sp, medium coral (5 gp).

Bandit, Medium Humanoid: HD 1; AC 13 (leather, buckler); ATK Light lance (1d8), scimitar (1d6) or composite bow (1d6+1); MV 30; SV 16; AL CE; XP 50; Special—None.

Ali's Guard, Human Fighter: LVL 4; HP 26; AC 18 (banded, shield); ATK 1 scimitar +4 (1d6); MV 30; SV 15; AL CE; XP 400; Special—Riding, leadership, dominate.

Nathas, Human Fighter: LVL 7; HP 35; AC 21 (plate armor, shield); ATK 1\* scimitar +7 (1d6+1); MV 30; SV 14; S14 I13 W7 D14 Cn9 Ch13; AL NE; XP 700; Special—Riding, leadership, dominate.

Sadma, Human Sorcerer: LVL 8; HP 8; AC 10; ATK 1 dagger +3 (1d4); MV 30; SV 12; S11 I11 W9 D9 Cn5 Ch15; AL NE; XP 800; Special—Alchemy, brew potion, sense magic, spells per day (6/3/2/1), spells known (6/6/5/3).

*Spells Known: 1—Acid Splash, Color Spray, Expeditious Retreat, Mage Armor, Mount, Reflect Gaze; 2—Alter Self, Daze Monster, Glitterdust, Phantasmal Force II, Strength, Web; 3—Gentle Repose, Keen Edge, Lightning Bolt, Shrink Item, Vampiric Touch; 4—Dimension Door, Globe of Invulnerability I, Mnemonic Enhancer*

Ali, Human Fighter: LVL 8; HP 33; AC 21 (plate armor, shield); ATK 1\* scimitar +8 (1d6+1); MV 30; SV 13; S15 I15 W12 D13 Cn12 Ch9; AL LE; XP 800; Special—Riding, leadership, dominate.

### 0909 Fire Portal | Wonder

A mound in the desert here holds the remains of an ancient Iremite settlement. The walls of the mound are rocky and streaked with black, and the top is smooth and glossy, like obsidian. On days of particularly high heat, usually in the high summer, the glossy top becomes like a sea of glassy black water and serves as a portal for beings from the Elemental Plane of Fire.

### 0927 The Sea Phantoms | City-State

Deep beneath the waves of this hex there stands a tall spire, 40' thick at the base and 200' tall, rounded at the top and carved from top to bottom with skulls in a geometric design.

Around this spire is spread a town of 1,500 sea phantoms, men and women of the Ethereal Plane with only the merest presence on the Material Plane. These people are not undead, but they are insubstantial and appear indistinct to people who dwell wholly on the Material.



These sea phantoms survive on the dying screams and lamentations of doomed sailors, though they are never the cause of these dooms. They merely float to the surface when they detect fear, and holding out their hazy hands collect these sufferings in the form of a nodule that is not dissimilar to a large, black pearl. They place these pearls, which exist on both the Material and Ethereal Planes, in the eye sockets of those aforementioned skulls. These pearls bathe the Ethereal Plane in a strange radiation which nourishes and sustains the enigmatic sea phantoms.

On the Ethereal Plane, the sea phantoms appear as normal human beings with pallid skin, silver hair and slate grey eyes. They dress in gauzy robes and carry thin silver swords and daggers at their sides to fend off ethereal marauders and other such dangers of their plane. On the Material Plane, they appear as vague, shimmering outlines of human beings, with eyes like faint lights gleaming through a thick fog, and their voices, normally quite distinct, sound hollow and wispy. Their buildings and houses look like white shapes seen through a thick fog bank, and feel to those on the Material Plane like cold, slushy water.

The sea phantoms are neither evil nor good. They want nothing from the Material Plane beyond the screams of the doomed. They seek no agency over the material world, but are willing to communicate the secrets they have gathered to people if they are willing to pass through to the Ethereal Plane with rich gifts.

Sea Phantom, Medium Outsider (Incorporeal): HD 1; AC 13; ATK 1 weapon (1d8); MV 30; SV 16; AL N; XP 100; Special—None.

### 1002 Howling Monastery | Dungeon

When Irem was destroyed, those loyal to Marduk were saved, but so were few particularly horrible people, saved and sealed beneath the earth to suffer eternal torment. Think of the Howling Monastery as an adjunct to Hell, inhabited by a coterie of 30 anti-clerics. The clerics are swathed in black robes and locked away 10' beneath the desert sands in their ancient monastery, which sunk into the sands during the cataclysm in something similar in effect to the *imprisonment* spell. May Marduk have mercy if ever they escape.

### 1007 Zamarrid Clan | Monster

A clan of Akhdirite nomads (1,160, including 232 warriors) is encamped in this hex, their tents piled high with crimson sand from the wicked desert winds. The nomads are the Zamarrid clan. They are a grim sort, more so than other Akhdirites, scowling into the desert sun or the black desert night, a curse for Pazuzu on their lips.

The clan is led by Harad zin-Yatho and his sub-chief Xull zin-Karam. The clan owns 612 horses, 218 golden camels and thousands of goats.

Harad's wife Mochab is a powerful enchantress with a penchant for adultery. Those lovers who prove indiscreet are quieted with her magic or poison.

The clan currently holds nine prisoners for ransom, four rival Red Warudi (two traders and two warriors), two travelers from Haimos, one a dreamy bard trying to forget a lost love, and the other a venturer seeking wondrous profits, and two pilgrims and a legionnaire from Nomo.

Treasure: 2000 cp.

Nomad, Medium Humanoid: HD 1+1; AC 16 (leather, shield); ATK 1 spear (1d8); MV 30; SV 16; AL N; XP 100; Special—None.

Xull, Human Fighter: LVL 5; HP 31; AC 18 (platemail, shield); ATK 1 scimitar +8 (1d6+3); MV 30; SV 15; S18 I8 W13 D6 Cn10 Ch11; AL LN; XP 500; Special—Riding, leadership, dominate; Gear—*Potion of resistance to sonic energy*.



Mochab, Human Sorcerer: LVL 10; HP 33; AC 10; ATK 1 dagger +2 (1d4-1); MV 30; SV 12; S6 I9 W11 D11 Cn14 Ch14; AL CN; XP 1000; Special—Alchemy, brew potion, sense magic, spells per day (6/4/3/2/1), spells known (6/6/6/5/3); Gear—*Potion of fire resistance, wand of dimension door (3 charges), rod of the python.*

*Spellbook: 1—Alarm, Chill Touch, Elemental Weapon, Hypnotism, Jump, Precognition; 2—Acid Arrow, Charisma, Gust of Wind, Levitate, Spider Climb, Wisdom; 3—Body Adjustment, Flame Arrow, Mental Barrier, Ray of Fatigue, Spectral Force, Stinking Cloud; 4—Charm Monster, Confusion, Globe of Invulnerability I, Mnemonic Enhancer, Resilient Sphere, Wall of Fire; 5—Bedlam, Creation II, Nightmare, Psychic Crush, Transmute Rock to Mud\*; 6—Eyebite, Legend Lore, Undeath to Death*

Harad, Human Fighter: LVL 7; HP 40; AC 19 (plate armor, shield); ATK 1\* battleaxe +6 (1d8); MV 30; SV 14; S10 I17 W10 D8 Cn14 Ch10; AL N; XP 700; Special—Riding, leadership, dominate; Gear—*Ring of fire elemental command.*

### 1015 Zimpali and the Babe | Monster

An old janni is journeying here, his face deeply creased, his hair long and silver. He carries a wicker basket on his back in which is kept a sleeping baby which he found abandoned in a thicket. The baby is 6 months old, with amber eyes and a little shock of coal black hair. The janni, Zimpali, does not quite know what to do, and is heading to Vultorio [0613] in hopes of finding somebody who will take in the little waif.

Treasure: 9 gp.

Zimpali the Jann, Medium Elemental: HD 6; AC 19 (studded leather, buckler); ATK Scimitar (1d6+2); MV 30 (Fly 70); SV 14; AL N; XP 1,800; Special—Elemental endurance, resistance to fire, ethereal jaunt for 1 hour; Spells—3/day—*invisibility*; 2/day—*enlarge/reduce*; 1/day—*create food and water*; Gear—*Periapt of wound closure.*

### 1048 Soggy Sages | Wonder

A vast mat of sargassum floats in this hex, slowing the passage of ships. Beneath the sargassum, the water is unnaturally airy, and hides a submerged monastery of priestly chroniclers of Nomo. The sages, comprising nearly the entire University of Nomo (Go Gladiators!), have fled here to escape the madness of Nomo. They hold maps that give clues the voyage undertaken by Emperor Vinrix before his disappearance.

### 1116 Hunting Demoness | Monster

The alu-demon Kataura and a pack of bloody bones is beating the bushes in this hex, tracking down a woman of the imperial blood they believe is carrying the hair of Vinrix. The woman, Vala Boldencana, was a maiden in the palace of Vinrix who attracted the attentions of the emperor. She escaped Nomo when things started to get hairy, for she feared for the safety

of her son, Orlando. If the factions of Nomo learned of his existence, they would take little time in killing him.

Unfortunately, more sinister powers than those of Nomo discovered the child's existence, and they sent Kataura to eliminate him, for Hell does not wish to see the Nomo survive. They have not found Vala yet, and she hid her son in [1015], where he was found by the janni Zimpali.

Bloody Bones, Medium Undead: HD 5; AC 16; ATK 4 tendril and 2 claws (1d6); MV 30; SV 14; AL CE; XP 500; Special—Slippery.

Kataura, Medium Outsider: HD 6; AC 8 (studded leather) [+1]; ATK 2 claws (1d3) or wavy dagger (1d4+2); MV 30 (F50); SV 14; AL CE; XP 1800; Special—MR 30%, immune to electricity and poison; Spells—At will—*charm person, desecrate, ESP, shapechange* (medium humanoids), *suggestion, vampiric touch*; 1/day—*dimension door.*

### 1139 Screaming Face | Monster

A pod of 20 orcas is swimming through this hex. In their wake large chunks of ice bob up to the surface. The lead whale has a wizard's face and mind grafted to its side. The wizard screams and hollers, and begs passing ships for help.

Orca, Huge Animal: HD 9; AC 16; ATK Bite (3d6); MV Swim 70; SV 12; AL N; XP 900; Special—None.

### 1204 Barka | Village

Barka is a small village (pop. 100) of loutish herdsman living in adobe houses surrounded by a tangled thicket of iron-hard vines and spurs. The village has a single tower of adobe brick.

The people are goat herds of Warudi stock. They are a stoic folk, living on what their goats provide them and never complaining. There is no crime here, and no imagination. It is a grim, hopeless place, but that's how the people like it.

People staying in the village may awake at night to see herds of silvery horses running in the moonlight over the desert sands. They are as swift as the wind, and seem to vanish into the sands when chased. In fact, they vanish into hidden cave mouths that lead under the cracked desert floor to a cave of nymphs, their caretakers. The horses feed only on a silvery pool of water that seems almost electric. The pool feeds on the emotions of the people living in the village, using them to feed the strange horses.

Silver Horse, Large Monster: HD 2; AC 15; ATK 2 kicks (1d6) or shock (5'/2d8 electricity); MV 70; SV 16; AL N; XP 200; Special—Immune to electricity, shock.

### 1212 Campfire Stories | Monster

A gang of nine ghūls is gathered around a campfire, swapping stories in their raspy language and roasting a captive halfling

over a fire. The ghūls are camped in an old ruin of sandstone blocks, and are fueling the fire with old books and scrolls found in a cellar under the ruins.

The cellar is actually an expansive library, with dozens of old books and scrolls, including the grimoire of a 4th level magic-user and a scroll of *protection from drowning*.

Treasure: Medium chrysoberyl (20 gp), grimoire (see below).

Ghūls, Medium Monster: HD 4; AC 15; ATK 2 claws (1d4 + paralysis for 1d4+1 rounds), bite (1d6); MV 20 (F60); SV 15; AL NE; XP 400; Special—Elemental endurance (as the jann), resistance to fire, ethereal jaunt for 1 turn per day; Spells—2/day—*invisibility*, 1/day—*blight*, *enlarge/reduce*.

Grimoire: 1—*Change Self*, *Dancing Lights*, *Identify*, *Magic Weapon*, *Read Magic*, *Shield*; 2—*Fog Cloud*, *Touch of Idiocy*

### 1220 Hill of the Anakim | Monster

Giant crabs sway in the moonlight here, atop a sandy hill heaped over a pyramid of skulls taken from the unholy anakim by an avenging angel. The crabs are in a trance, but will break it if disturbed. Each person killed on the hill has their soul absorbed by one of the anakim buried here, the fiendish giant rising from the sand a minute later.

Giant Crab, Medium Animal: HD 3; AC 18; ATK 2 pincers (1d6 + constrict); MV 20 (Swim 10); SV 15; AL N; XP 300; Special—None.

Anakim, Large Giant: HD 8; AC 13 (studded leather); ATK 2 claws (1d4), bite (1d4); MV 30; SV 13; AL LE; XP 400; Special—Magic use (magic-user, 2nd).

### 1301 Old Caravanserai | Wonder

This hex holds the remains of an ancient caravanserai. It has only a small portion of its roof remaining, and most of the walls are worn away by the wind. The courtyard is filled with sand, but the old well still pokes out above it. The water in the well is not poisoned, but it is very low, and the well has no bucket or means of raising the water.

### 1308 Dapper Skeleton | Wonder

A skeleton is half-buried in this hex (1 in 12 chance of coming across it). The skeleton is dressed in ragged robes of silk, in terrible repair, and a monocle is under the skull near the left eye socket. The monocle is scratched, but can be repaired. Magic leather shoes of bright azure that curl up at the toes are still on the skeleton's feet and remain in good repair. If worn, the shoes permit movement at one's normal rate (or running speed) over any surface, though they do not protect one's feet from heat or other dangers.

### 1313 Wine and Snakes | Monster

Giant asps are crawling over an amphora. The amphora contains a very fine wine, and was apparently dropped here by a caravan, perhaps one being chased by nomads.

Giant Asp, Large Animal: HD 6; AC 15; ATK Bite (1d6 + Poison IV); MV 20 (C20, S20); SV 14; AL N; XP 3,000; Special—None.

### 1316 The Sand Castle | Stronghold

The inimical magister Oathaint of the Olden Realm has built his stronghold here, a castle composed of sand raised up from the desert floor by weird sorceries. Two sand giants lurk within the entry arch of the castle. They are rough and brutish, but not evil, and attempt to grapple intruders and take them before Oathaint's vizier, the halfling Regos, a former jester in the palace of Vinrix.

The interior of the castle, including the furniture, is composed of crystal and gemstones. It's like being inside a kaleidoscope, and can be disorienting at first. The castle holds many other wonders, including a golden fountain of nectar sipped upon by fiery hummingbirds, a garden of petrified plants and the wizard's throne, which sits on an ambulatory ivory statue of an elephant.

Oathaint is a diviner, uninterested in the fate of mankind, but obsessed with recording it. He employs three scribes, Warudi women taken after a foolish raid on his stronghold by a clan of nomads, who have flourished under his tutelage. One of them is always present with Oathaint, for one never knows when a vision will come over him. They record his sayings in ink on parchment, but then transfer it to silver tubes which are etched with an alphabet of his own devising.

In all, the stronghold is protected by seven sand giants, all of them exiles from Mercurius. They stand 11 to 13 feet tall and have sandy-colored skin, golden hair and orange eyes. They dress in white robes and tall turbans, and when not merged into sand they arm themselves with spears.

Oathaint has recently summoned a number of other magic-users, for even he is now concerned with what is happening on Nod, in particular to the threat of a Hellish monarch taking the throne of Nomo. Among them are the sea elf Aedmone [0205] and the wild elf Grogan [0244].

Treasure: 3700 sp, *rod of flailing*.

Sand Giants, Large Giant: HD 8; AC 15; ATK Slam (1d6) or giant scimitar (2d6) or boulder (600'/3d6); MV 30; SV 13; AL N; XP 800; Special—Surprise in desert.

Rookha, Dierda and Senna the Scribes, Human Diviners: LVL 3; HP 3d4; AC 10; ATK 1 dagger +1 (1d4); MV 30; SV 14; AL N; XP 300;

Special—Alchemy, lore, spells per day (3/1), create scrolls, arcane knowledge (glue).

*Spellbook: 1—Comprehend Languages, Detect Magic, Detect Poison, Read Magic, Wizard Mark; 2—Detect Evil, ESP*

Oathaint, Human Diviner: LVL 11; HP 24; AC 10; ATK 1 dagger +4 (1d4); MV 30; SV 11; S10 I15 W13 D9 Cn9 Ch14; AL N; XP 1100; Special—Alchemy, lore, spells per day (6/4/4/3/2/1), create scrolls, arcane knowledge (hybrid monsters, algebra and geometry, hypnotize, glue, adamantine); Gear—*Handy haversack*.

*Spellbook: 1—Comprehend Languages, Detect Magic, Detect Poison, Detect Undead, Hypnotism, Identify, Mage Armor, Read Magic, Wizard Mark; 2—Detect Evil, ESP, Know Alignment, Locate Object, Wisdom; 3—Clairsentience, Protection from Evil II, Secret Page, Tongues; 4—Detect Scrying, Locate Creature, Wizard Eye; 5—Contact Other Plane, Dismissal, Prying Eyes; 6—Legend Lore*

### 1348 Crabby Hermit | Monster

An aspidochelone meanders through this hex, its shell old and horny and covered with a pine forest inhabited by sea hawks and other birds. An old crabman hermit has made a home for himself in this wood, and might be seen fishing from the edge of the monster's shell. The crabman doesn't welcome visitors.

Treasure: Large sapphire (10,000 gp).

Crabman, Medium Monster: HD 2; AC 15; ATK 2 pincers (1d4); MV 30 (S20); SV 16; AL N; XP 100; Special—None.

### 1403 Petrified Village | Monster

A wadi in this hex holds a promontory of white stone. The stone looks dim even in the sunlight, but this is due to a plethora of strange symbols carved on it, perhaps portions of an elder magic meant to save the place from destruction, or just designs to please the Warudi eye.

Atop this white promontory is perched a singular village of white stone walls and clustered, onion-domed towers of beaten brass. Cascades of purple rose vines pouring over the walls like a waterfall. A narrow stair leads up to a gate of bronze, and elf ears may pick up the sound of tinkling water coming from within. They do not, however, pick up the sounds of human beings or any other kind of creature.

The gate to the village is closed and there are no guards. Should the place be penetrated, the outer portions of the village are deserted, but closer to the center of the village, where there stands a great tower that must have belonged to the local grandee, one begins to see the statues of people fleeing, or attempting to cover their eyes, or, in rare cases, of warriors rushing forward to do battle; petrified people by the hundreds, men, women and children. Perhaps a few have

survived, hidden in cellars, or perhaps they have perished there, dying of starvation or thirst.

Coiled in the tower of the grandee, a place plush with velvet cushions and tapestries depicting the dancing of aljannia around trees heavy with fruit and camels in delicate and colorful array and heroes locked in combat with dragons, wicked genies and merciless devils, there is a basilisk rex. A basilisk rex is a more potent cousin of the common basilisk, with the body of a great constrictor snake. The beast is wound around the grandee's throne, having entered the village via a crack in the floor. It has amassed a treasure in this room, and guards it as something more precious than its own life.

Treasure: 4,900 cp, small coral (1 gp), small olivine (1 gp), medium coral (5 gp) and medium amethyst (500 gp).

Basilisk Rex, Large Monster: HD 8; AC 16; ATK Bite (2d6 + constrict); MV 20 (C20, S20); SV 13; AL N; XP 4,000; Special—Petrifying gaze.

### 1406 Pointing Statue | Wonder

A giant statue of Irem, depicting a robed man with the head of an ibex juts from the sand in this hex. The statue is half-buried in the sand and is quite weathered, but one arm emerges from the sand and points north. This happens to be the way to Irem, though the way is long and dangerous.

### 1410 Snake in a Fountain | Monster

An uneven tell in this hex holds the remnants of an Iremite town, with bits of wall and a large, raised courtyard of alabaster tile with a hexagonal fountain. The fountain is dry, of course, and currently serves as the lair of a coiled giant viper with golden scales (hide is worth 500 gp).

The snake can fit through a hole in the bottom of the fountain, which leads into an underground complex of living Iremite statues, giant snakes, vampiric medusa and the living head of the last empress of Irem!

Giant Viper, Large Animal: HD 6; AC 15; ATK Bite (1d6 + Poison IV); MV 20 (C20, S20); SV 14; AL N; XP 3,000; Special—None.

### 1420 Isle of the Gorgades | Monster

This island has a rugged coastline, with a few beaches that allow small boats to land. Beyond the coastline there are limestone cliffs, and atop them a plateau of rolling hills with many copses of fan palms hung heavy with dates.

The island is occupied by many bands of gorgades, hairy apemen that live a primitive life eating the dates and singing wailing laments about their goddess, an idol of magenta stone decorated with undying flowers that was stolen by pirates many years ago.

Pirates often land here to fill their water skins, for the island has three large springs that drain into the ocean via subterranean rivers, and to collect dates and harass the gorgades.

Pirate, Medium Humanoid: HD 1; AC 11 (buckler); ATK Cutlass (1d6+1); MV 30; SV 16; AL CE; XP 50; Special—None.

Gorgades, Medium Humanoid: HD 4; AC 14; ATK 2 claws (1d4 + rend), bite (1d8); MV 30 (C20); SV 15; AL N; XP 400; Special—Surprise (3 in 6).

### 1502 Lords of the Sky | Monster

A flight of aerial nomads who hail from the far north, soar across the sky on giant eastern imperial eagles. The warriors number 40, and represent a raiding party from far to the north. They carry composite bows, red lacquered spears and silver scimitars. They are half-janni, and have a regal and imposing air. When they streak down to attack, a great laughter arises from them, for they are free and happy and care little for the lives and troubles of others. Only an especially fine musical performance can stay their hand.

Each round during which at least three sky lords chant, they have a 1 in 6 chance of raising a desert storm (*gust of wind*), or they can cause the sand to wrap itself around a target's feet (*entangle*).

Treasure: 2,300 cp, 2,300 sp, medium moonstone (5 gp) and small obsidian (1 gp).

Giant Hawk, Large Monster: HD 4; AC 15; ATK 2 claws (1d6), bite (1d8); MV 10 (F120); SV 15; AL N; XP 400; Special—None.

Half-Jann, Medium Monster: HD 3; AC 17 (studded leather, buckler); ATK Light lance (1d8) or silver scimitar (1d6+1); MV 30; SV 15; AL NE; XP 300; Special—Resistance to fire.

### 1525 Blood Dungeon | Dungeon

This hex holds perhaps of the strangest dungeons in this or any world. From the Material Plane, the dungeon looks like a strange, blood red fractal of translucent metal. There is no conceivable way of entering the dungeon except one ... death.

Not just any death, but an especially gruesome and painful death. The hex is home to many sharks, perhaps more than it could reasonably support. To enter the dungeon, one must be eaten by sharks in this hex. The victim's disembodied soul is absorbed into the fractal dungeon, without armor, weapons or equipment. The dungeon is actually a demiplane of blood, haunted not only by things that feast on it (vampires and stirges), but things composed of it, as well as hundreds of adventurers-turned-monsters who found themselves in this dungeon as a result of dying in this hex.

At the heart of the dungeon sits the Blood Prince, the ruler of the dimension, and the man who holds the key to escape.

### 1538 Cthugg the Slayer | Monster

Three giant manta rays make their way through this hex, ridden by a locathah hero, Cthugg, and his two stalwart companions, Thot and Zsach. The trio is well-known throughout the oceans as plunderers and monster-slayers. They stand on the manta rays' backs with reins in their hands.

Giant Manta Ray, Large Animal: HD 4; AC 12; ATK Ram (1d6); MV S30; SV 15; AL N; XP 200; Special—None.

Zsach, Locathah Fighter: LVL 5; HP 19; AC 13 (shellycoat, shield); ATK 1 trident +5 (1d6+1); MV 10 (S60); SV 15; S11 I14 W7 D5 Cn11 Ch17; AL CE; XP 500; Special—Riding, leadership, dominate; Gear—*Ring of invisibility*, 25 gp, 1000 sp, large piece of amber (100 gp).

Thot, Locathah Thief: LVL 6; HP 26; AC 14 (leather); ATK 1 shark's tooth dagger +3 (1d4); MV 10 (S60); SV 15; S9 I8 W14 D17 Cn14 Ch12; AL NE; XP 600; Special—Climb walls, find/remove traps, hear noise, hide in shadows, move silently, open locks, pick pockets, read languages, backstab +2d6, caper; Gear—*Scroll of protection from outsiders*, 54 gp, 1000 sp.

Cthugg, Locathah Barbarian: LVL 8; HP 59; AC 17 (shellycoat, shield); ATK 1 trident +8 (1d6+3); MV 20 (S70); SV 12; S17 I5 W7 D16 Cn17 Ch10; AL CE; XP 800; Special—Climb walls, hear noise, hide in shadows, move silently, survival, tracking, rage 3/day, surprised (1 in 6), no bonus for flanking or back attack; Gear—*Pale lavender ellipsoid ioun stone*, 72 gp, 1000 sp.

### 1546 Kidnapped! | Monster

A flying jellyfish is carrying away a sea giant child. The parents are in hot pursuit, but have little chance of reaching the flying monster and saving the child. The parents will reward the rescuers with what little treasure they have, and they are happy to guide them safely anywhere within the region.

Treasure: 21 gp, tourmaline (20 gp).

Sea Giant, Large Giant: HD 9; AC 17; ATK Trident (3d6) and tail slap (2d6); MV 20 (S60); SV 12; AL N; XP 900; Special—None.

Giant Flying Jellyfish, Huge Monster: HD 16; AC 11; ATK 8 tentacles (2d6 + paralysis); MV F20; SV 9; AL N; XP 1,600; Special—Discharge spell energy, paralysis.

### 1611 Dervish Hospice | Stronghold

There is an old dervish monastery in this hex. The monastery is constructed of adobe bricks, with 20 dervish warriors with composite bows and bowls of pitch that allow them to fire flights of flaming arrows at enemies manning the battlements.

The monastery is constructed around a large courtyard of red tiles and spiky fan palms, with a narrow bell tower that strikes at the hours of prayer. The interior of the bell tower is a spiral stair, with walls painted in frescoes that tell the tale of Marduk's terrific battle with Tiamat and her minions.

Beneath the monastery there is a cave that holds a mineral spring with medicinal powers. The dervishes are masters of the healing art, and the monastery is a hospice.

The monastery is under the guidance of Father Kameth, and besides 30 dervish warriors, also houses 12 lesser clerics.

**Treasure:** 2,100 cp, small aventurine (1 gp), small rock crystal (1 gp), small hyacinth (1 gp), porphyry tourine (100 gp), *pot* of fire resistance.

Dervish, Medium Humanoid: HD 1+1; AC 12 (shield); ATK Kaskara (1d6) or light crossbow (200'/1d6); MV 30; SV 16; AL NG; XP 50.

Dervish Priest, Medium Humanoid: HD 1+1; AC 12 (shield); ATK Kaskara (1d6); MV 30; SV 16; AL NG; XP 100; Special—Magic use (cleric, 3rd).

Kameth, Human Cleric: LVL 9; HP 49; AC 20 (plate armor, shield); ATK 1 footman's mace +6 (1d6+1); MV 30; SV 12; S13 I11 W12 D9 Cn13 Ch10; AL LG; XP 900; Special—Conversion, healing, turn undead, spells per day (5/5/3/2/1); Gear—*Carpet of flying* (6x9).

### 1617 Shabhi Nomads | Monster

The Abyadite nomads (92 warriors, 276 noncombatants) are known for their ill-humor and grim countenance. They are zealous worshippers of Tiamat, and brook no blasphemy or heresy in their midst, or among outsiders. This night, they will once again be sitting in judgment. Over the past week, several members of the Shabhi clan have been attacked, seemingly by a vampire. The elders of the tribe have come to believe that a woman called Epher is the culprit, for she would not leave her tent during the daylight hours, claiming to be sick, but was seen sneaking out of her husband's tent one night while he was sleeping. The judges of the tribe have tied her down between four stakes on a rocky prominence near their camp, and await the coming of the dawn to see if she is indeed of the living dead.

Alas, they will be disappointed. Epher is no vampire, only an adulteress. She left her tent for a clandestine meeting with the sub-chief of the clan, the grizzled old warrior Kalayn zin-Makar. Kalayn seeks her husband's wealth, that he might better challenge Makarth zin-Abbin for leadership of the clan.

Kalayn might also be disappointed to find that Makarth knows the true identity of the vampire, for it is one of the prisoners taken during a raid into Kisthenes. The woman is darkly beautiful, and is kept chained in Makarth's tent during

the day, ostensibly to break down her resolve to wed the chief. In truth, he is under her power. At night, she ventures out to eliminate those who would challenge his leadership, plus a few innocent victims to keep people from guessing the truth. The clan's priest and chief judge, Jorob, has guessed at what is transpiring, and is planning an alliance with the living dead. Vadina, the eldest wife of Makarth, is beginning to see the light and making plans.

**Treasure:** Beryl (2,000 gp).

Nomad, Medium Humanoid: HD 1+1; AC 16 (leather, shield); ATK 1 spear (1d8); MV 30; SV 16; AL N; XP 100; Special—None.

Vampire, Medium Undead: HD 8; AC 18 [+1]; ATK Slam (1d10 + 2 energy drain); MV 30 (F40); SV 13; AL CE; XP 2,400; Special—Resistance to cold and electricity, vulnerabilities, blood drain.

Vadina, Human Sorcerer: LVL 11; HP 15; AC 11; ATK 1 staff +4 (1d4); MV 30; SV 11; S10 I10 W10 D14 Cn8 Ch13; AL CN; XP 1100; Special—Alchemy, brew potion, sense magic, spells per day (6/5/4/3/2), spells known (6/6/6/6/4); Gear—*Tablet of purify food and drink, universal solvent*.

Spells Known: 1st—*cause fear, energy missile, floating disk, mending, open/close, shield*; 2nd—*charisma, darkvision, knock, obscure object, scare, thought shield*; 3rd—*blink, haste, hold undead, protection from evil II, sleet storm, tongues*; 4th—*choke, dimension door, hallucinatory terrain, locate creature, polymorph self, wizard eye*; 5th—*contact other plane, magic jar, permanency, telekinesis*.

Kalayn, Human Fighter: LVL 6; HP 43; AC 21 (plate armor, shield); ATK 1 scimitar +6 (1d6+1); MV 30; SV 14; S13 I6 W9 D14 Cn13 Ch10; AL NE; XP 600; Special—Riding, leadership, dominate; Gear—*Oil of etherealness*.

Kalayn's Myrmecoleon Mount, Large Animal: HD 5; AC 15; ATK Bite (1d8 + Poison III); MV 40; SV 14; AL N; XP 500; Special—None.

Makarth, Human Fighter: LVL 8; HP 38; AC 21 (plate armor, shield); ATK 1\* scimitar +7 (1d6); MV 30, SV 13; S10 I10 W12 D13 Cn6 Ch15; AL N; XP 800; Special—Riding, leadership, dominate, wondrous mount (intelligent monster); Gear—*Potion of stonewalk*.

Jorob, Human Anti-Cleric: LVL 8; HP 34; AC 22 (plate armor, +2 shield); ATK 1 morningstar +6 (1d4+1); MV 30, SV 13; S13 I15 W16 D12 Cn11 Ch9; AL LE; XP 800; Special—Conversion, healing, rebuke undead, spells per day (6/4/2/2); Gear—*Scroll of sonic blast*.

### 1623 Kids vs. Sharks | Monster

Three large sharks are menacing a small ship in this hex. The ship, a xebec, is crewed by eleven children, refugees from Nomo who were sent out to see by their parents in the hope that they would find shelter. An ill wind blew them away from the coast and they don't know how to get back.

Shark, Large Animal: HD 7; AC 15; ATK Bite (1d8); MV S60; SV 13; AL N; XP 700; Special—None.

### 1626 Evil Eye | Monster

An eye of the deep lurks in this hex, a platinum hair clutched in one claw and a heinous secret locked in its mind. It is dashing back to its cave home, where the hair will be added to many others that have been braided into a rope by captive mermaids. This rope, with the addition of the platinum hair, should give it the power to ensnare the Wizard of the Waves [3533] and settle an old score.

Treasure: 2,000 gp, electrum pendant of a nymph sitting with her legs bent (you know, like those things on trucker mud flaps) (250 gp), *staff of frost*.

Eye of the Deep, Medium Aberration: HD 10; AC 15; ATK 2 claws (2d4 + constrict), bite (1d6); MV 5 (S20); SV 12; AL CE; XP 1,000; Special—Magic rays (150' /hold person, hold monster and phantasmal force), cone of stunning (30' /save or stunned 2d4 rounds).

### 1710 Mystery Woman | Wonder

A woman in white appears on the desert sands at night in this hex, her robes edged in golden lace and her jade green eyes luminous in the night, drowning out the Moon. She holds a staff tipped with a coiled dragon and on her shoulder is perched a pseudodragon of orange and ruby stripes. The dragon nuzzles her short black hair, and sometimes its pointed tongue darts out across her cheek. The woman holds a brass compass that sends beams of light into the night sky, searching for something. After a few minutes, she closes the compass and seems to fade away.

### 1713 Squamous Travelers | Monster

A band of ophidians is moving at night. The party includes six lesser ophidian bearers carrying a palanquin that holds the band's scientist queen, Ahsilvilisi, a greater ophidian. The band is protected by four lesser ophidian warriors in *lorica squamata*. They carry buckler, composite bow and lance and are mounted on giant vipers. The ophidians come from [0512] and are headed towards [2415] for a meeting of the minds with a band of rival scientists.

Treasure: Ahsilvilisi carries a steel coffer (locked with a poison IV needle) that contains gifts for the other ophidians, specifically 1,800 gp and a *stun ray gun*.

Giant Viper, Large Animal: HD 6; AC 15; ATK Bite (1d6 + Poison IV); MV 20 (C20, S20); SV 14; AL N; XP 3,000; Special—None.

Ophidian (Lesser), Medium Monster: HD 3; AC 15; ATK 1 scimitar (1d6); MV 30; SV 15; AL LE; XP 300; Special—Immune to poison, backstab for +1d6 damage.

Ahsilvilisi, Ophidian (Greater), Medium Monster: HD 7; AC 16; ATK 1 staff (1d4) and bite (1d3 + special); MV 30; SV 13; AL LE; XP 2100;

Special—MR 25%, immune to poison, backstab for +1d6 damage, magic use (magic-user, 5th), telepathy 300'; Spells—3/day—*confusion, intellect fortress, mind thrust*; 1/day—*mind blank, tower of iron will*; Gear—*Potion of charm person*.

### 1719 Natanos | Stronghold

Natanos is a small fishing hamlet (pop. 50) on the shores of the Green Sea. The hamlet consists of several stone cottages on a gentle rise overlooking the beach. Within the hamlet one finds a mysterious staircase wedged between two buildings. The stairs are painted many colors and seem to climb to nowhere. Numerous orange cats sit on the stairs.

The cats are intelligent and live with the sorceress Philia. The stairs head up to her tower, which is tucked in between dimensions. The tower, if one could see it, is 60' tall and pure white, topped with a conical azure roof. The interior is elegant and simple, with many bookshelves, blue carpets and furniture that is best described as Danish modern.

One chamber holds a small gallery of abstract art, all of it carved from blue stone, ranging from light to very dark blue. Another holds a pool of sea water and an elegant white boat. The pool serves as a portal to the sea, and is activated by pouring wine mixed with a drop of blood into the pool. All of the chambers equipped with floor to ceiling mirrors, for the only thing Philia loves more than her cats is her own face.

Philia is in the middle of the process of forging a magic staff, and she is using the pounding surf and sea winds to do it. The staff is being held by a living stone statue that she has sent out into the waves – only its forearm and hand, and the staff, are visible to those on the beach, and one might guess it is nothing but a bit of driftwood. A drop of wizard's blood would be the perfect thing to complete the staff.

Treasure: 2,800 sp, 4,000 gp.

Orange Cat, Tiny Monster: HD 1-1; AC 13; ATK Claws and bite (1d6); MV 40 (C30); SV 16; AL N; XP 50; Special—*Blink* (as blink dog).

Philia, Human Sorcerer: LVL 11; HP 23; AC 10; ATK 1 staff +4 (1d4); MV 30; SV 11; S11 I5 W10 D10 Cn11 Ch12; AL CN; XP 1100; Special—Alchemy, brew potion, sense magic, spells per day (5/5/4/3/2), spells known (6/6/6/6/4); Gear—*Bionic skullcap, staff of charming*.

Spells Known: 1st—*chill touch, endure elements, ill omen, magic aura, ray of frost, shocking grasp*; 2nd—*darkness, dexterity, hideous laughter, mirror image, scorching ray, thought shield*; 3rd—*explosive runes, fireball, invisibility sphere, ray of fatigue, sleep II, water breathing*; 4th—*black tentacles, dispel wounds, fire shield, polymorph other, rainbow pattern, stone shape*; 5th—*dream, mind fog, psychic crush, telepathic bond*.

### 1721 Hippocampi | Monster

A herd of hippocampi is grazing on a kelp bed here, unconcerned with the troubles of mankind.

Hippocampi, Large Animal: HD 4; AC 12; ATK Bite (1d6); MV 5 (S60); SV 15; AL N; XP 400; Special—None.

### 1729 Amphitrite's Tomb | Dungeon

Queen Amphitrite, a mermaid who once ruled over Coralium, the coral reef kingdom, is interred here in a giant bronze effigy of herself. The bronze effigy rests atop the coral, and is actually a small dungeon with an entrance through the belly button and the tomb proper within the head.

The tomb is swathed in chains of pearls (1,000 gp worth) of white, pink, brown and black which are almost hypnotic when they waver in the water. The final resting place is a sarcophagus carved from a single large ivory tusk. It still looks like a tusk, but is carved in the queen's image.

Within the sarcophagus, which is protected by a powerful lightning glyph (6d6 points of damage) and complex locks, the queen's body, encased in molten bronze, holds an obsidian vial into which one can breathe their soul to protect them from the effects of negative energy. The vial still holds the queen's soul, which will attempt to take possession of whoever opens the vial.

### 1812 Mawun Nomads | Monster

As one approaches the camp of Mawun nomads (177 warriors, 531 noncombatants), situated around a deep desert cistern, they may hear laughter roll across the desert sands, as the men of the village stalk through the night on a jackal hunt. During the day, they test their skill in the saddle at a game reminiscent of polo, but played with hooks on poles and the stuffed skin of a goat.

The Mawun are happy today, for their coffers are full after successful raids into Nomo and Kisthenes. They hold Paullus Adamaeus Bluto, a Nomoi of senatorial rank, and his three sons prisoner, as well as an Ahmarite trader named Yabab zin-Lotho and a Janni traveler named Ulaar, a woman with such elegance and poise as to have bewitched Theneb, the sheikh of the Mawun, and set his wives plotting against her.

Theneb zin-Saaraz has been in a jolly, forgiving mood for the last week, permitting his warriors rest and relaxation, and handing out baubles and benefices to his clan. His sub-chief, Maruk of the Blue Eyes, is equally happy, having stolen away with a magic ring from his chieftain's treasury. His priest, Kalah zin-Tarik, however, is not so pleased. The janni, Ulaar, has powerful friends in Jinnistan. Kalah has plotted with the

sorcerous Arik to release her from the chieftain's grasp, but have yet to figure out a way to do it without causing all-out war. Perhaps some wandering (and expendable) adventurers could be persuaded to help free Ulaar.

As good as their season has been, Theneb is not done yet. He has plans to sack the hospice in [1611] in a bid to find a secure place for the clan to winter and hide their booty.

Treasure: 4000 cp, 1400 sp, small emerald (100 gp).

Nomad, Medium Humanoid: HD 1+1; AC 16 (leather, shield); ATK 1 spear (1d8); MV 30; SV 16; AL N; XP 100; Special—None.

Kalah, Human Anti-Cleric: LVL 8; HP 24; AC 20 (plate armor, shield); ATK 1 footman's mace +5 (1d6+1); MV 30; SV 13; S11 I13 W12 D11 Cn12 Ch15; AL NE; XP 800; Special—Conversion, healing, rebuke undead, spells per day (5/3/2/2); Gear—*Potion of charm plants*.

Arik, Human Sorcerer: LVL 10; HP 36; AC 9; ATK 1 staff +3 (1d4); MV 30; SV 12; S10 I12 W11 D6 Cn13 Ch12; AL LN; XP 1000; Special—Alchemy, brew potion, sense magic, spells per day (5/4/3/2/1), spells known (6/6/6/5/3); Gear—*Oil of etherealness, scroll of permanent illusion, wand of lightning bolt* (1 charge), *ring of earth elemental command*.

*Spells Known: 1—Audible Glamer, Detect Secret Doors, Hypnotism, Magic Aura, Protection from Evil\*, True Strike; 2—Alter Self, Flaming Sphere, Ghoul Touch, Phantasmal Force II, Rope Trick, Summon Monster II; 3—Body Adjustment, Fly, Mental Barrier, Protection from Energy, Sleep II, Tongues; 4—Bestow Curse\*, Dimensional Anchor, Fire Trap, Mnemonic Enhancer, Secure Shelter; 5—Cone of Cold, Planar Binding I, Summon Monster V*

Theneb, Human Fighter: LVL 9; HP 36; AC 19 (plate armor, shield); ATK 1\* scimitar +9 (1d6+1); MV 30; SV 13; S13 I4 W11 D8 Cn11 Ch12; AL NE; XP 900; Special—Riding, leadership, dominate; Gear—*Helm of comprehend languages*.

Theneb's Old Blue Dragon Mount, Large Dragon: HD 9 (36 hp); AC 18; ATK 2 claws (1d6+1) and bite (1d8+1); MV 40 (F150, B20); SV 12; AL LE; XP 2700; Special—Immune to sleep, resistance to electricity, breath 80' line of lightning.

### 1822 Demon Boy | Monster

A bireme of black wood with blazing white sails decorated with a grimacing demon is plying these waters, its crew a band of 30 narly, green skinned hellagents, The ship's captain is Demon Boy. He looks like a boy of about 13, with clever blue eyes and platinum blond hair. He dresses like a dandy, and lords it over the hellagents in a gentle, playful way.

But the hellagents know he is more than he seems, a hoary old demon of destruction locked inside a mortal frame. When they speak the word "gold" in front of him, he changes into something akin to a cambion, and all hell breaks loose.

Treasure: 2100 cp, 1800 sp, jargoon (1 gp), cymophane (1 gp), pearl (5 gp), large diamond (10,000 gp).

Hellagent, Medium Outsider: HD 2+1; AC 13; ATK Cutlass (1d6+1); MV 30; SV 16; AL CE; XP 200; Special—Resistance to fire, berserkers.

Demon Boy, Small Outsider: HD 4; AC 16 (leather); ATK 2 claws (1d3) or dagger (1d4+1); MV 30; SV 15; AL CE; XP 1200; Special—MR 20%, immune to electricity and poison, resistance to acid, cold and fire; Spells—At will—*detect magic, ESP, fear, levitate, polymorph self*.

### 1829 Visionary Chair | Wonder

The coral reef beneath the waves here grows close to the surface and in some places is covered by sand banks. Those with telescopes or elf eyes may catch a glimpse of something resting on a sand bank, tilted and half-buried.

The object is an antique sea throne of whale bone carved with bas-reliefs of sting rays, mermaids and other nautical themes. When sat in, it can be commanded to levitate above the waves (and only the waves) up to 50' in altitude and grant the occupant with sight beyond sight (i.e. he can see the events unfolding in people close to him, can see invisible creatures and can detect alignment and magic auras).

The price is one's strength, which flows into the throne. The occupant is drained of 1 point of strength each week. When the person is completely drained of strength, the throne falls and they become a screaming wraith that is absorbed into a ghostly wind that blows across the world.

### 1908 Quinhilim | Stronghold

The wizard Quinhilim dwells in this hex in a great dome of ebon stone, shiny, with reflections of stars visible in the surface at all hours of the day. The dome seems further away than it really is, until one gets close enough to touch it. The door to the dome is at its apex, and opens by pulling a copper-colored tube, about 3' in diameter, out from the dome and stepping inside. One then floats down into an antechamber decorated with crystal sculptures with a well set table of cheese, crackers and wine.

The interior of the stronghold is one of meditative calm, for Quinhilim is a meditative man who is never nervous, worried or enraged, always calm and collected. His four apprentices are usually silent, trailing behind their master in a hierarchy based on how impressed the old man is of late with their magical progress (and their flattery).

Quinhilim is relatively nondescript as wizard's go. He has a grave face, wrinkled, with brown eyes, the golden skin of a Warudi (or perhaps Iremite, for he seems much older than the 65-year-old man he appears). His hair is white, his beard

trimmed, and his robes are long and basic black, suggesting a scholar rather than an adventurer. Two of his apprentices are Warudi, the other two Nomoi. They dress as their master.

Beneath the stronghold is a subterranean vault that serves as a living museum of old Irem. It is a vast construction lit by wizard-lights that allow plants to grow here. Here dwells a village of 560 descendants of old Irem, farmers who count Quinhilim as their liege lord and savior.

Treasure: Large diamond (10,000 gp), small zircon (1 gp), small jade jackal (1 gp), *tome of leadership and influence +1*.

Quinhilim, Human Magic-User: LVL 11; HP 51; AC 10; ATK 1 staff +5 (1d4+1); MV 30; SV 11; S15 I17 W7 D11 Cn16 Ch11; AL N; XP 1100; Special—Alchemy, lore, spells per day (6/5/4/3/2/1), create scrolls, arcane knowledge (algebra and geometry, compass, flash powder, distillation, alchemist's fire); Gear—*ring of jumping, horn of Valhalla*.

*Spellbook: 1—animate rope, detect secret doors, expeditious retreat, feather fall, jump, mount, ray of frost, wizard mark; 2—constitution, fog cloud, invisibility, pass through element, wisdom; 3—daylight, keen edge, sepia snake sigil, tongues; 4—dimensional anchor, invisibility ii, wizard eye; 5—bedlam, psychic crush, teleport; 6—analyze dweomer*

### 1920 Castra Hiberius | Stronghold

Castra Hiberius is a Nomoi military camp built near the remains of an old Iremite settlement. The castra serves as the headquarters of *legio I Ferrata*, assigned to the far western province of Quodocia. The castra is situated on a broad plain that slopes down to the sea. The old Iremite ruins are on a ridge overlooking the castra.

The castra houses almost 2,000 soldiers, with about 4,000 peasants in the surrounding countryside to support them. Most of the legion's supplies come from Nomo itself, moving up a gravel road from the coast in [1820]. They grow crops and herd animals and generally try to avoid the spooky old ruins. People tell tales of strange sounds and lights appearing in the ruins at night and the men of the legion have a haunted and stressed look on their faces.

The ruins include an archway of red marble, a gate that stands despite the rest of the settlement having been reduced to a ruin. At random times, a door appears in the archway. If opened, one finds stairs leading down into the earth, and it is in these weird catacombs that dark secrets hide.

*Legio I Ferrata* is commanded by Titus Cicerbius Lupercalius, *Dux Quodocia*, an old half-elf of a disgraced family. Despite his dishonored family, Lupercalius was a man of honor until assigned to Quodocia. Now, he has taken to the same low-level corruption practiced by the people who assigned him there.





**“De Manu Mali”**  
**1,920 soldiers**

Cohort	Strength
Cohors I Iuettentia Veterana	360 legionnaires
Cohors II Illikiomenos Fulminata Eq.	260 legionnaires 120 equites
Cohors III Argenia Partholon Ferrata	350 legionnaires
Cohors IIII Bezantia Pia fidelis	400 legionnaires
Cohors V Bezantia Partholon	320 legionnaires
Ala I Laodicea Fulminata	110 dromedarii

Lupercalius is aware that his soldiers are traumatized by the restless spirits of the ruins and is considering moving the castra closer to the coast to avoid them. He has not been sleeping well, and is more on edge than usual. Although the legionnaires and their commanders are not Chaotic, treat them as such when rolling reaction checks.

Treasure: 500 gp.

Legionnaire, Medium Humanoid: HD 1; AC 17 (chain, shield); ATK Spear (1d6); MV 30; SV 16; AL N; XP 50; Special—None.

Equite, Medium Humanoid: HD 1+1; AC 17 (chain, shield); ATK 1 light lance (1d8) or longsword (1d8); MV 30; SV 16; AL N; XP 50.

Dromedarii, Medium Humanoid: HD 1; AC 16 (scale, shield); ATK 1 light lance (1d8) or longsword (1d8); MV 30; SV 16; AL N; XP 50.

Lupercalius, Medium Humanoid: HD 3; AC 17 (chain, shield); ATK Longsword (1d8); MV 30; SV 15; AL N; XP 150; Special—None.

### 2006 All-Killing Eye | Wonder

A rocky promontory in this hex, 70' tall with sheer sides, is topped by a stone building about 10' tall and 8' wide and long. The building is cold to the touch, and the promontory is devoid of life. Water carried within 20' of the building is turned into poison (Poison I immediately, Poison II after one minute, Poison III after ten minutes and Poison IV after one hour). Food becomes dry and loses any nutritional value after 1 turn, and living creatures begin are fatigued after 1 turn.

The building has no entrance, so getting in requires tearing down a wall. Inside is a black stone that the Iremites called the *All-Killing Eye of Tiamat*. When released from the building, which was a sort of shrine tended by priests of Tiamat who were killed in the cataclysm, the eye's powers range over this hex and the hexes adjacent. The fatigue felt by creatures instead becomes energy damage, robbing people of 1 level per day, and eventually turning their bones to dust.

### 2019 Amarus Finis | Village

“Bitter End” (pop. 90) is a coastal settlement haunted by devils, which have flocked to Nomo since the disappearance of the emperor. The people are frightened, and do not go out after dark or travel alone. The villa is protected by 8 men-at-arms, the personal guard of the master of the villa, Ottus Clavian Aloysius. Another 720 people live beyond the villa proper, free men and women who run their own farms. Much of their extra produce is sold to the legionnaires of *legio I Ferrata* [1920].

Treasure: 1,400 sp.

Aloysius, Medium Humanoid: HD 3; AC 17 (chainmail, shield); ATK Longsword (1d8); MV 30; SV 15; AL N; XP 150; Special—None.

### 2038 Puppet Pirates | Monster

A pirate galley streaks across the ocean here. The galley is an animated object with a fanged mouth and big leering eyes. The prow features a figurehead of a laughing maiden, which is also animated. The ship is crewed by 100 puppets, wooden automatons carved to look like ancient Roman nobles, with laurel wreaths, togas and wooden swords (treat as clubs).

Treasure: 1,500 cp, *bag of holding type III*, *tome of clear thought +3*, *potion of darkvision*, *wand of ego whip (7 charges)*.

Puppets, Small Construct: HD 1; AC 14; ATK Slam (1d4); MV 30; SV 16; AL CE; XP 50; Special—None.

Pirate Galley, Huge Construct: HD 32; AC 14; ATK Slam (5d6); MV S10; SV 7; AL NE; XP 3,200; Special—None.

### 2042 Floating Statue | Wonder

A statue of Amphitrite floats in this hex, recently dropped from a passing galley that experienced a storm. The statue is made of pumice. The statue is an idol intended for parts beyond Port Janus. It is 20' tall and has a pearly *stone of commanding sea creatures* set in its navel, a fact unknown to the manufacturers, but well known to the thieves who hid the stone in their workshop while they were pursued by the authorities of Mantu [5321].

## 2102 Strange Prayers | Monster

A flight of three wyverns are hovering around a large slab of stone, an altar, which was scorched during the cataclysm. There is a humanoid shape atop the slab, apparently where a person was prostrate on the altar when the cataclysm occurred, scorching them to cinders and leaving the stone beneath them free of damage.

If one were to fight their way through the wyverns to get to the altar, they would discover that the unharmed bit of stone is covered in an oily sheen. This sheen is balm that heals damage dealt by dragon breath weapons (per a *cure serious wounds* spell), but also attracts the attention of dragons, exuding as it does a scent irresistible to them.

Treasure: 4,800 sp.

Wyvern, Huge Dragon: HD 7; AC 17; ATK Bite (2d8), sting (1d6 + Poison IV); MV 20 (F60); SV 13; AL N; XP 3,500; Special—None.

## 2105 Waqah | Town

Waqah is the grand oasis of the Akhdirite nomads, ruled by Amir Mezakh zin-Dradda. A sprawling oasis of springs, meadows and copses of flowering trees, the oasis supports not only the large town of Waqah (pop. 8,910) and villages housing 71,000 peasants who raise wheat, barley, camels and thousands of honeybees who attend those flowering trees.



Waqah was never conquered by the Nomoi, and it was a key launching point for Warudi raids into the province of Varudia. The warriors of Waqah, in resplendent green robes, with ululating war cries, made many mad charges against the legions and always came away victorious, though sometimes only by the slimmest margin. With the declaration of Rama's independence, the war weary Waqahites have returned to tending their farms and herds and purging their number of those who remain eager for conquest and battle.

Marsile governs Waqah from his Palace of Brass, constructed in imitation of the infamous City of Brass from whence Iblis rules over the efreets. The palace is actually constructed of red stone, but features brass domes and gates. The most dangerous man in Waqah is probably the vizier Blancandrin, a

skilled poisoner in the tradition of the Akhdirites. While Amir Marsile commands the loyalty of his soldiers, Blancandrin commands the loyalty of the city guard.

The remainder of the city is constructed of sandstone and adobe, with winding, crowded streets and tall buildings. It features a large gnomish quarter of artisans and poets, with buildings painted with images of trees hung heavy with fruit and dancing nymphs and satyrs. Gnomes make up 5 percent of the population, thus there are about 445 of them.

Foreign traders are permitted to camp outside the walls of Waqah, and there are always archers on watch and ready for trouble. The traders usually stay in one of the many fortified inns constructed outside the city walls, the most famous being the House of Tamsa, a woman whose excellent cooking is known as far away as Guelph. Tamsa is known for its salted caramel, brutally strong coffee, mint tea, spicy goat stew and figs stewed in camel's milk.

Waqah's army is composed of 120 spearmen (chainmail, shield and spear), 80 archers (mail shirts, composite bow and short sword), 80 light horsemen (padded armor, buckler, lance, composite bow and longsword), 40 heavy horsemen (chainmail, shield, lance and longsword) and 80 city guardsmen (chainmail, shield and longsword).

Treasure: 5400 sp, small rock crystal, cymophane, moonstone and peridot (1 gp each).

Blancandrin, Human Assassin: LVL 7; HP 19; AC 20 (+3 *studded leather*, shield); ATK 1 +1 *short sword* +6 (1d6+2); MV 30, SV 14; S15 I16 W9 D16 Cn12 Ch11; AL NE; XP 700; Special—Climb walls, disguise, forgery, hear noise, hide in shadows, move silently, open locks, read languages, poison use, backstab +2d6 (paralyze or kill), brew poison (Type I-III, contact, delayed, powders).

Marsile, Human Barbarian: LVL 9; HP 71; AC 19 (splint, shield); ATK 1 +2 *bearded axe* +12 (1d6+6); MV 40; SV 12; S18 I12 W8 D15 Cn17 Ch13; AL N; XP 900; Special—Climb walls, hear noise, hide in shadows, move silently, survival, tracking, rage 3/day, surprised (1 in 6), no bonus for flanking or back attack.

## 2114 Glass Mountain | Wonder

A mountain of jagged yellow glass rises from the red sands of this hex, sending searing rays throughout to burn any foolish enough to wander into the hex. Anyone moving through the hex becomes fatigued from the greater heat, and must roll under their Wisdom score on 1d20 each round to avoid being struck by one of the blazing rays for 3d6 fire damage.

### 2121 Scrapping Gnolls | Monster

A pack of five dusty gnolls are fighting over the dead body of a Nomoi legionnaire. They want the chainmail, and at this point are only using teeth and claws, rather than weapons.

Treasure: 49 sp, *peript of wisdom 22*, *potion of ESP*.

Gnoll, Medium Humanoid: HD 2; AC 15 (leather, shield); ATK Battle-axe (1d8); MV 30; SV 16; AL CE; XP 100; Special—None.

### 2128 Lonely Golem | Monster

A coral golem stands watch in this hex atop a coral mount that protrudes from the waves, pondering its existence. Normally mindless beings, this one in particular has, after 100 years, become self-aware. It isn't quite ready to disobey its creator, but could be convinced. The golem's maker, a magic-user by the name of Gaivax, told him to "hold my beer for a minute" and then made a mad jump into the sea to impress a few mermaids. He broke his neck in the dive, and the mermaids robbed his body of any valuables before leaving the corpse to the tender mercies of the fishes.

Coral Golem, Large Construct: HD 12; AC 20; ATK 2 slams (2d6 + rake); MV 30; SV 11; AL N; XP 1200; Special—Immune to magic (as stone golem), regenerates in salt water.

### 2147 Haunted Sea | Monster

Over the past 1,000 years, hundreds of boats have slipped beneath the waves in this hex, making it among the most haunted places on Nod. Each day, there is a 4 in 6 chance of an encounter with 1d12 ghosts, all of them looking like drowned people, and all intent on sending yet another boat to the bottom of Mother Ocean.

Ghost, Medium Undead (Incorporeal): HD 6; AC 15 [silver]; ATK Hurlled object (30'/1d4); MV F30; SV 14; AL N; XP 1,800; Special—Rejuvenate in 2d4 days, frightful moan.

### 2203 Cave of Hands | Wonder

A dry river bed runs through this hex, and it looks as though it has been dry for a very long time. The sides of the bed are composed of sandstone and they are marked by many small caves. One of the larger caves is decorated with hundreds of white hand prints. The cave holds a small malachite sarcophagus, which in turn holds the bones of a child. The skeleton wears an amulet that holds a lock of Amphitrite's hair. The amulet allows one to breathe water, and makes them immune to cold. If one tampers with the sarcophagus, the hand images animate as a swarm of tearing hands of force that fill the cave.

Swarm of Invisible Hands, Tiny Aberration: HD 3; AC 16; ATK Swarm (1d6); MV 10; SV 15; AL CE; XP 300; Special—Swarm abilities, those in swarm must save vs. a grapple attack each round.

### 2217 Talariq | Village

Talariq, which the Nomoi called Lacus Scorpionem, was once fully under Nomo domination and housed a garrison from *legio I Ferrata*. The village consists of a fort of red stone built on an island in a muddy, shallow lake rife with mosquitos.

The fort is famous for its seven towers, each 40' tall with a rounded top. The towers are famous for the "Seven Weepers of Talariq", maidens once captured by its master and held in the towers until the place was conquered by the Nomoi, who freed the women. Most people consider this story a fable.

The fortress is now home to Sheikh Tarlen Xandirap, the "Black Scorpion", a former ally of the Nomo who now does without their support. He commands a garrison of 36 men-at-arms, mercenary former legionnaires and Warudi nomads who would gladly kill their lord for a bag of gold.

Tarlen is a moody man of 45 who is graying at the temples and has bags under his eyes. He is a slight man, but strong and wiry, and a veteran of many campaigns against his nomadic brothers and sisters. Among his warriors is his personal guard of 8 elite horsemen (chainmail, shield, lance, composite bow and scimitar). Tarlen is also served by a groveling old wise woman of Nomo by the name of Vopisca Piampea Placida (Adept 4). She worries over Tarlen's mood, for he has recently come under the sway of Xerai Notheri, a graceful woman with cruel eyes who worships Tiamat and who has gone to great pains to bring Tarlen back into Tiamat's fold.

Beyond the lake is a village of 310 herdsmen, who graze golden cattle on the grasses that grow around the muddy lake.

Treasure: 2,000 gp.

Xerai, Human Anti-Cleric: LVL 7; HP 25; AC 20 (plate armor, shield); ATK 1 morningstar +5 (1d4+1); MV 30; SV 13; S13 I11 W14 D12 Cn11 Ch9; AL CE; XP 700; Special—Conversion, healing, turn undead, spells per day (6/3/2/1); Gear—*Ring of force shield*.



Tarlen, Human Fighter: LVL 10; HP 37; AC 24 (plate armor, shield); ATK 1\* scimitar +10 (1d6+1); MV 30, SV 12; S13 I11 W12 D11 Cn9 Ch4; AL N; XP 1000; Special—Riding, leadership, dominate; Gear—*Ring of protection +4*.

Tarlen's Giant Hyena Mount, Large Animal: HD 4; AC 14; ATK Bite (1d8); MV 50; SV 15; AL N; XP 200; Special—None.

### 2239 Sea Giants | Monster

A clan of 18 sea giants dwells in this hex in a series of caves in a high sea mount, the upper portions covered in long strands of seaweed. Two of the clan are gone, chasing a flying jellyfish that kidnapped their child [1546]. The others would help, but they are preparing for the arrival of a new infant prince.

Sea Giant, Large Giant: HD 9; AC 17; ATK Trident (3d6) and tail slap (2d6); MV 20 (S60); SV 12; AL N; XP 900; Special—None.

### 2301 Devilish Filament | Monster

There is an old tent in this hex, its former inhabitants probably killed. The tent is large and fancy, and crimson sand has piled up against it from numerous wind storms. The interior is in disrepair, but still holds several fine rugs (worth 300 gp) and other ornaments of silver and gold (worth 500 gp).

Hiding amid the carpets, cushions and finery is a creature called a devilish filament. The filament looks like a 1' long worm that is as thin as a human hair. The filament crawls into one's skin (roll 1d20 under Wisdom to notice) and begins re-writing one's DNA. The person's exterior does not change, but their mind becomes devilish (Lawful Evil) and their hungers abhuman, almost vampiric. The change occurs over a span of 13 days, and when complete the changed person sneaks away from their comrades and goes north to the hidden ruins of Irem, which they can find unerringly.

Removing the devilish filament requires the following process: The victim must be bathed in holy water (1 gallon) and anointed with holy oil. An exorcism must be performed (turn undead against a 9 HD monster) and the victim must receive *remove curse* and *bless* spells. They then return to normal.

### 2307 Terrible Tourists | Monster

A band of seven magmin has come through the fire portal [0909] in search of the scion of the noble salamander family Umanna. The identity of the child's kidnappers is unknown, but as the Umanna family is favored by one of the Fire Lords, the magmin have been sent into the freezing desert (freezing by their standards) to see what they can learn. They will want to question any adventurers they come across, and since they are not the most intelligent creatures in the cosmos, their questioning will not be gentle.

Magmin, Small Elemental (Fire): HD 2; AC 17 [+1]; ATK Strike (1d8 + combustion); MV 30; SV 16; AL N; XP 600; Special—Immune to fire, vulnerable to cold, intense heat (1 fire damage per round).

### 2310 Al-miraj | Monster

Several al-miraj dwells in the courtyard of an abandoned monastery that was dedicated to Ninjkasi the beer goddess. One can still find the ancient stone vats in which the sacred beer was made here, though many have been broken apart, and damage to the monastery suggests that it was sacked and burned before it was abandoned. The eight al-miraj keep their treasure in their nests. They have several young, their horns just starting to grow, in their nests as well.

Treasure: 2200 cp, citrine (5 gp), jade (100 gp).

Al-miraj, Tiny Monster: HD 1-1; AC 14; ATK Horn (1d6); MV 60; SV 16; AL N; XP 50; Special—None.



### 2313 Ruined Castra | Monster

The military camp of *legio VIII Gigantes* lies in ruin in this hex, abandoned several years ago when the legion was called back to Nomo for reassignment. Unfortunately, the legion was lost in a desert storm, and the attacks of Warudi raiding parties slowly bled it to death. A few legionnaires made it back to Nomo, but most were killed or enslaved.

The castra is still empty, sand piled against the buildings. The buildings are all empty now, save the main building of the legate, which is locked tight by a pack of six ghouls who hide there in the daytime and then venture out to look for Nomoi graves in the surrounding dunes.

Ghoul, Medium Undead: HD 2; AC 14; ATK 2 claws (1d4 + paralysis 1d4+1 rounds), bite (1d6); MV 30; SV 16; AL CE; XP 200.

### 2331 *Nighthawk* | Monster

A pirate galley, *Nighthawk*, is on the prowl with a large pirate fleet. With its black hull, black sails and crew in black raiment, it is a striking sight. Of course, the crew would rather wear something cooler than basic black, but their captain, Thilo the Black, won't let them. He's a fashion plate, and has worked desperately hard to create the "proper effect".

Thilo is not a native of Nod. He was plucked from his modest psychiatry practice in late 1950's Manhattan to Nod via a tear in time when two women, twins, being treated in different parts of the country both gave a psychic scream at the same time. Giving into his baser lusts, he became a pirate and painted a path of blood and plunder across Mother Ocean.

*Nighthawk* is a trireme crewed by 170 rowers and 30 pirates, along with first mate Fordis. The fleet also includes the triremes *Tarnation*, *Scarlet Serpent*, *Executioner*, *Lusty Lady*, *Pot o' Gold* and *Vile Lightning*, with the same crew numbers, and each commanded by a captain.

Treasure: 6,100 cp, 1,000 gp, small zircon (1 gp).

Pirate, Medium Humanoid: HD 1; AC 11 (buckler); ATK Cutlass (1d6+1); MV 30; SV 16; AL CE; XP 50; Special—None.

Swashbuckling Captains, Human Duelist: LVL 5; HP 18; AC 16 (leather, buckler); ATK 1 +5 cutlass (2d6+1) and dagger +5 (1d4); MV 30; SV 15; AL CE; XP 500; Special—Acrobatics, taunt, surprised (1 in 6), specialist weapon (+1d6 damage), parry, spring into combat.

Fordis, Elf Fighter/Mage: LVL 7; HP 31; AC 10; ATK 1 longsword +8 (1d8+2); MV 30; SV 14; S16 I12 W8 D10 Cn13 Ch11; AL N; XP 700; Special—Alchemy, lore, riding, leadership, dominate, spells per day (5/3/2/1), create scrolls, arcane knowledge (compass, phosphorus, alchemist's fire); Gear—*Staff of charming*, *ring of meld into stone*.

*Spellbook*: 1—*burning hands*, *daze*, *expeditious retreat*, *flare*, *mage hand*, *mending*, *ray of frost*; 2—*detect invisibility*, *ghoul touch*, *scare*; 3—*haste*, *mental barrier*, *sleep ii*; 4—*stoneskin*

Fordis' Giant Raven Mount, Large Monster: HD 3; AC 15; ATK 2 talons (1d3); MV 10 (F40); SV 15; AL NE; XP 300.

Thilo, Human Duelist: LVL 8; HP 29; AC 16 (leather, buckler); ATK 1 cutlass +8 (2d6+2) and dagger +8 (1d4+1); MV 30; SV 13; S15 I11 W11 D15 Cn9 Ch13; AL NE; XP 800; Special—Acrobatics, taunt, surprised (1 in 6), specialist weapon (+1d6 damage), parry, spring into combat, lackey, riposte.

### 2405 Guiding Statue | Wonder

An opal statue, 6' tall, stands here in the desert, pointing towards an oasis [2105]. The statue appears as a demon to Lawful creatures, and an angel to Chaotic creatures. Neutral creatures see a pillar.

### 2415 Ophidian Laboratory | Monster

A redoubt hidden beneath the sands in this hex, accessible via a 100' deep shaft with circular hand holds, hides a laboratory of the ophidians. The ophidians are all male here, clones of an ancient scientist. The cloning process has made them physically weak and robbed them of their psychic powers, but they are no less brilliant. A band of female ophidians in [0512] is sending a representative to them to trade for their secret of cloning. The representative is now in hex [1713], and she has orders to trade for the secret or steal it.

The laboratory is home to 55 lesser ophidian clones. They wear white lab coats and spend their time studying the secrets of the cosmos and inventing and repairing all manner of super science items. Since they are clones, they have numbers rather than names, the first number representing their generation and the others their order of creation in that generation. The current leader is called 4.001.

Treasure: 4,700 sp.

Ophidian (Lesser), Medium Monster: HD 3; AC 15; ATK Scimitar (1d6); MV 30; SV 15; AL LE; XP 300; Special—Immunity to poison, backstab for +1d6 damage.

### 2436 Sea Circus | Wonder

The anemone sea circus is in town! A favorite of undersea folk, the circus consists of hundreds of sea anemones of every size, shape and color you could imagine, performing such acts of daring as have never been seen on land. Admission is 3 cp.

### 2502 Jackalweres | Monster

A pack of six jackalweres is creeping through this hex, tracking the survivor of a caravan they sacked a few nights ago. The survivor is a halfling venturer named Conviction Varney, a merchant from Yore far to the Northwest. This was his last caravan trip, coming down through the Trollheims and Haimos, and then skirting the Crimson Waste. He meant to make enough money to retire on this trip.

The jackalweres are 10 minutes away from finding Conviction, who has buried himself in the sand.

Conviction Varney, Halfling Venturer: LVL 8; HP 33; AC 13 (studded leather); ATK 1 short sword +4 (1d6-1); MV 30; SV 14 (13 vs. traps); S8 I13 W13 D12 Cn12 Ch17; AL LG; XP 800; Special—Appraise, haggle, contacts, pidgin, smuggler.

Jackalwere, Medium Monster: HD 4; AC 15 [Silver]; ATK Bite (1d8); MV 30; SV 15; AL CE; XP 400; Special—Change shape, sleep gaze.

### 2508 Swarming Stirges | Monster

At night, a flock of 20 stirges pour from a desert cave to hunt. The cave (located 1d4 miles away from where the stirges are encountered) hides a pool of fresh water.

Stirge, Tiny Monster: HD 1; AC 13; ATK Proboscis (blood drain); MV 10 (F40); SV 16; AL N; XP 100.

### 2510 Ghula | Village

Ghula is a small village (pop. 55) of friendly miners living in adobe longhouses surrounded by a deep moat. The men of the village go out to the bubbling tar pools to gather asphalt and petroleum for medicinal and other purposes. Another 440 people dwell outside the village, herding goats.

### 2518 Stone Serpent | Monster

A massive serpent of basalt with an opal glint to its scales, weaves through this hex. The beast is 30' wide and 100' long, and on its back are pitched the white pavilions of 50 White Nomads, zealous priests of Tiamat who live in meditation and communion with the stone serpent, which they call Varashu. They believe Varashu is an avatar of Tiamat, and they live out their lives on his back, praying for signs and portents of the goddess' coming.

Alas, the beast is really just an old amusement of Irem that somehow survived the cataclysm. It moves along on a set pattern through the desert, driven by elemental energies that are slowly ebbing away. Within a decade, the slow moving beast will cease its perambulations.

Nomad, Medium Humanoid: HD 1+1; AC 16 (leather, shield); ATK 1 spear (1d8); MV 30; SV 16; AL N; XP 100; Special—None.

### 2524 The Bloody Bastard | Monster

A privateer dromond is plying these waves, carrying a daughter of the imperial blood, Trilia Parthola Epona, a cousin of Emperor Vinrix. Diortina and her followers thought they would be delivered safely to Argenum, where they thought to crown her Empress in exile, but the crew had other ideas, killing most of her bodyguard and chaining her below deck. Her senior bodyguard, the ex-gliadiator Ironwolf, was defeated at the cost of 12 pirates. He is now chained to the ship's ram, blistered by wind and wave, but determined to escape and kill every last pirate on the ship.

The dromond is called *Spurius Sanguinum*, and is an ouisiakon crewed by 108 men (well, 96 after Ironwolf was finished with them). It is captained by Statis Coranas Matus.

Treasure: 1,300 cp.

Pirate, Medium Humanoid: HD 1; AC 11 (buckler); ATK Cutlass (1d6+1); MV 30; SV 16; AL CE; XP 50; Special—None.

Matus, Medium Humanoid: HD 5; AC 14 (studded leather, buckler); ATK Cutlass (1d6+1); MV 30; SV 14; AL Chaotic (NE); XP 250.

### 2544 Saline City | City-State

This hex holds a strange city that, for all intents and purposes, is "on pause". The city consists of conical buildings and large pyramidal palaces and temples scattered on the sea floor. Amidst these buildings are thousands of salt statues, all of vaguely humanoid form. The buildings are inhabited by 3,500 crabman barbarians who regard the statues as taboo.

The statues are energy people in hibernation, encrusted in salt. They were once corporeal beings who are transitioning to a higher state of being. They have about 5 years to go before they burst from their statues, obliterating the sea floor for 30 miles around, and then phase into the Astral Plane to live new lives as energy nomads.

The barbarians are simple folk who hunt in the surrounding ocean and do small bits of trading and raiding with other undersea folk. They have a long-standing feud with the aquatic hobgoblins [2845].

Crabman, Medium Monster: HD 2; AC 15; ATK 2 pincers (1d4); MV 30 (S20); SV 16; AL Chaotic (CE); XP 100; Special—None.

### 2612 Almalkit Nomads | Monster

This hex holds the time-marked ruins of a town of old Irem, its name lost to the mists of time. All that remains is a low wall of porphyry blocks 4' tall. Within this stockade are the tents of the Almalkit clan of Akhdirite nomads (156 warriors, 624 noncombatants). The nomads camp here because the ruins have a well, though the waters must be blessed by the chanting priests of the tribe before the water is safe to drink.

Within the walls, nomads with droopy mustachios and pointed beards squat about the fires, smoking hookahs and sharing bowls of potent wine, while the women of the clan tend to lambs roasting on spits and discuss politics and marriage (often one and the same to the women of the Warudi).

Overlooking these proceedings is a man with silver in his beard and eyes that sparkle amid a landscape of wrinkles. This is Rahab zin-Rahib, sheikh and wise patriarch of the clan. By his side and mumbling under his breath about the laziness of the warriors is his son Zareg zin-Rahab, whose aquiline nose has never failed to sniff out trouble or a caravan to plunder. Alone in the desert is the ancient sorcerer Thallorz zin-Affa, meditating on the troubles soon to come.

Treasure: 3,200 cp, 1,500 sp, 2,000 gp.

Nomad, Medium Humanoid: HD 1+1; AC 16 (leather, shield); ATK 1 spear (1d8); MV 30; SV 16; AL N; XP 100; Special—None.

Thallorz, Human Sorcerer: LVL 10; HP 14; AC 10; ATK 1 dagger +3 (1d4); MV 30; SV 12; S12 I14 W9 D12 Cn8 Ch13; AL LN; XP 1000; Special—Alchemy, brew potion, sense magic, spells per day (6/4/3/2/1), spells known (6/6/6/5/3); Gear—*Scroll of fission*, *wand of charm monster* (1 charge), *ring of x-ray vision*, *rod of wonder*.

Spells known: 1—*Charm Person*, *Elemental Weapon*, *Grease*, *Message*, *Precognition*, *Shield*; 2—*Charisma*, *Detect Invisibility*, *Intelligence*, *Obscure Object*, *Rope Trick*, *Summon Monster II*; 3—*Explosive Runes*, *Haste*, *Invisibility Sphere*, *Nondetection*, *Slow*, *Vampiric Touch*; 4—*Animate Dead*, *Fear*, *Hallucinatory Terrain*, *Locate Creature*, *Solid Fog*; 5—*Contact Other Plane*, *Planar Binding I*, *Transmute Rock to Mud*\*

Zareg, Human Fighter: LVL 6; HP 28; AC 20 (plate armor, shield); ATK 1 +3 spear +8 (1d8+3); MV 30; SV 14; S9 I16 W9 D8 Cn11 Ch6; AL N; XP 600; Special—Riding, leadership, dominate; Gear—*Potion of fly*.

Rahab, Human Fighter: LVL 7; HP 22; AC 22 (plate armor, shield); ATK 1\* spear +8 (1d8+2); MV 30; SV 14; S16 I10 W12 D16 Cn6 Ch11; AL N; XP 700; Special—Riding, leadership, dominate; Gear—*Ring of force shield*.

### 2622 Austereum | Stronghold

The Nomoi have constructed an abbey dedicated to Auster, the god of the south wind, in this hex. Auster brings summer storms, and thus the rains that water their crops.

The monks of Auster wear rough robes of off-white cloth and are sworn never to cut their hair, giving many of them extremely long beards and manes of hair that they braid or tie with simple ribbons. Their abbot is Mamercus Nemedius Summo, a man of a Senatorial rank (and unbeknownst to him, the last of his family, as the rest were recently killed when their villa in Nomo was burned). Brother Summo is an honest and studious man, and he puts his monks to work translating works from other languages, which are kept in a library-vault in the bowels of the abbey.

The abbey houses 12 monks and Brother Summo. It is situated atop a tall chalk hill, thickly wooded at the base with Italian cypress. Beyond this wood is a small village of 96 peasants who work the abbey's fields and tend its sheep.

The depths of the abbey hill are honeycombed with tunnels and caves, many of which hold strange columns of liquid fire. One can enter these caves via a secret door in the library. The lesser monks are unaware of these caves, but Brother Summo has been studying them for years, for they speak to him of strange things beyond his ken.

Treasure: 1100 sp, garnet (1 gp), jargoon (1 gp), jade (5 gp).

Initiate, Human Druid: LVL 2; HP 7; AC 13 (leather, buckler); ATK 1 club +1 (1d4); MV 30; SV 15; AL N; XP 200; Special—Healing, lore, free movement, identify nature, spells per day (4).

Summo, Human Druid: LVL 9; HP 23; AC 14 (leather, shield); ATK 1 +1 scimitar +6 (1d6+1); MV 30; SV 12; S10 I9 W14 D10 Cn8 Ch16; AL N; XP 900; Special—Healing, lore, free movement, identify nature, leaves no trail, +2 save vs. elements, change shape, immune to fey abilities, immune to poison, spells per day (6/4/3/2/1); Gear—*Scroll of protection from outsiders*.

### 2630 Crystal Caverns | Dungeon

A jagged crystal mountain sometimes appears in this hex, bounded by the coral reef. It is the island of the demon lord Lotan and appears only when blood has been spilled in this hex. The dungeon within the mountain is composed of tricky crystal caverns that descend into a base of coral, itself formed into living caverns and chambers thick with invisible men, gelatinous cubes, power dogs, dream-squealers, warp mystics and glassy knights.

### 2708 Yadah | Village

Yadah is a small village (pop. 75) of herders and hunters living in adobe longhouses surrounded by a low wall. The village is poor, and the nomads leave it alone due to the lack of plunder and the presence of an ancient object of Irem.

The object in question is a fountain in the shape of a hydra, the five heads interlaced and liquid pouring from the mouths into five separate marble basins which overflow into a larger basin. The villagers post four guards around the fountain at all times, for with the proper offerings, the liquid that comes from the mouths can be altered.

The blue mouth can bring forth a *love philtre* if a lock of the beloved's hair is thrown into the basin.

The red mouth can bring forth Poison III if a red precious stone is thrown into the basin.

The green mouth can bring forth a *potion of healing* if a humanoid hand is chopped off and thrown into the basin.

The white mouth can bring forth a *potion of restoration* if a magic item is thrown into the basin.

The black mouth can bring forth an excellent wine if a gold or silver ring is thrown into the basin.

Offerings thrown into the basin disappear. The mouths produce enough liquid to fill a flask, and one must use it as it falls from the mouth. Once it enters the basin, it becomes water.

Yadah is surrounded by numerous small farms, mostly quarters of salt, which is common in this area, or goatherds. About 600 people live outside the village proper, and they are shy, retiring people who avoid strangers.



## 2711 Dhakar | City-State

### DEMOGRAPHICS

**Population** 4,500 urban, 40,800 rural

**Race** Human

**Religion** Manāt, the goddess of fate

**Alignment** Neutral

### AUTHORITY

**Temporal** Waza zin-Yalahi, Sultan of Dhakar

**Spiritual** Raza al-Manāt, High Priestess of Manāt

**Arcane** Nifa zin-Sebahi, Grand Vizier of the Sultan

**Criminal** Hiriya abn Awaa, the Prince of Thieves

### DESCRIPTION

**Theme** Memory of a great city of Irem

**Wilderness** Wasteland (Oasis)

**Accent** Arabic

**Vistas** Orange walls hiding white towers flecked with yellow and red, wide streets and narrow alleys crowded with people in a dream state

**Names** Typical Warudi

**Money** Dinar (gp), Dirham (sp), Fals (cp)

Dhakar is now but a memory. A great city of Irem, the empire's southern bastion, it was thrown into a time warp by the cataclysm. The city can still be seen and interacted with, though from afar it looks like a mirage.

The city is constructed on a radial pattern, and consists of squat white buildings and taller towers painted a golden brown with roofs of terracotta tiles. The streets are mostly unpaved, though towards the city center, where the palace of the Sultan and the temple of Manāt seem to compete in height

and decadence, there is a plaza and streets paved in red cobblestone. The walls of the city are covered in stucco of orange and the city's five gates are outlined in yellow tiles.

Those walls are patrolled by 320 warriors, including archers with red-fletched arrows and short bows and footmen in cloaks, kilts, bronze skullcaps, hide shields and spears. They are all mostly unarmored and look terribly ancient, their faces stony and alert. These warriors never leave Dhakar, nor do any of the citizens, for the city is only quasi-real, and the world outside the walls no longer exists for them.

Dhakar is, as was mentioned earlier, a memory. Days here pass in reverse, and the city can only be entered while one is dreaming. They must be laying on one of the great stone slabs that surround the city walls, where its fields used to be, and they must be sleeping during the daytime. As a dream city, the citizens are protected not only by their own ancient warriors, but also by baku, who lurk in the city streets in day and night, watching out for trouble.

Baku, Large Outsider: HD 10; AC 17 [+1]; ATK 2 claws (2d6), gore (2d8); MV 30; SV 12; AL NG; XP 1000; Special—MR 25%, constant protection from evil II, dispel nightmares, enter Astral and Ethereal Planes at will; Spells—At will—*Astral projection*, *daze*, *ethereal jaunt*, *remove curse*; 3/day—*bless*, *sleep*; 1/day—*dream*, *sleep II*, *teleport*.

## 2719 Qabdathad | Stronghold

Qabdathad is a castle of yellowish stone set atop a rocky promontory. A silver mine is sunk within the walls of the castle, and the promontory is surrounded by silver refineries and a village of stone buildings that house the miners, metallurgists and herdsman. The walls of Qabdathad, which the Nomo called Arces Cabdathios when they governed it, are lined with archers in umber cloaks and saffron tunics and floppy, pointed hats of vermilion. Their captain, Majnun zin-Ghasha, is mildly insane and potentially dangerous.

The castle is owned by Ermentinus, Amir of Qabdathad. Ermentinus is of mixed Nomo-Warudi heritage, and he has already declared his independence from Nomo. Within the confines of his castle is a fabulous garden of yellow tulips and a sacred shrine dedicated to Manāt, the Warudi goddess of fate. His wife, the Amirah Hannia, is a priestess of this goddess, and a calming influence over the Amir. While she supports his declaration of independence from Nomo, she does not support Majnun's desire to conquer the rest of Quodocia.

Qabdathad's keep is defended by 34 men-at-arms, 26 of them archers (see above) and 8 of them cataphracts. The peasants number 288.

Treasure: 3,300 sp, 3,000 gp.



Hannia, Human Cleric: LVL 6; HP 16; AC 20 (plate armor, shield); ATK 1 morningstar +1 (1d4-2); MV 30, SV 13; S5 I8 W15 D9 Cn10 Ch13; AL NG; XP 600; Special—Conversion, healing, turn undead, spells per day (5/3/2); Gear—*Potion of heroism, scroll of sunbeam*.

Ermentinus, Human Fighter: LVL 9; HP 28; AC 20 (plate armor, shield); ATK 1\* longsword +9 (1d8+1); MV 30; SV 13; S13 I12 W11 D9 Cn7 Ch11; AL LG; XP 900; Special—Riding, leadership, dominate.

Ermentinus' Disenchanter Mount, Large Monster: HD 5; AC 15; ATK 2 hoof (1d8); MV 30; SV 14; AL N; XP 400; Special—Drain magic.



### 2723 Ashaq | Stronghold

This hex holds a shell keep recently conquered by Warudi nomads led by a generously proportioned war-maiden called Hadonna of the Golden Hair, a charismatic woman with a corps of warriors who practically worship her. These warriors now number a scant 28, eleven of them being horsemen who ride with Hadonna into battle, the other 17 warriors being archers and spearmen.

The keep, once Castellum Hassaqua, now called Ashaq, is a cluster of seven stout towers of blue-grey stone connected by a tall wall. The gatehouse has a bull's head carved above the portcullis, for it was a fortress of Mithraic knights before it was conquered. The heads of those knights now hang from leather thongs held in the bull's mouth.

*Legio I Ferrata* [1920] is aware of the conquest, and they are preparing to send *cohors II Noma fulminata eq.* to retake it.

Treasure: 1600 cp, 4500 sp, topaz (20 gp).

Hadonna, Human Fighter: LVL 10; HP 39; AC 20 (plate armor, shield); ATK 1\* longsword +9 (1d8); MV 30, SV 12; S11 I12 W6 D8 Cn7 Ch14; AL N; XP 1000; Special—Riding, leadership, dominate; Gear—*Scroll of protection from metal*.

### 2802 Wadaji | Stronghold

The Heria, Amirah of Wadaji's red castle is a wonderland of wealth and pleasure, the reward for more than a decade of braving dangers and plundering dungeons. But this success has come at a price, not only the physical punishments of a life spent fighting monsters and overcoming dangers, but punishments from beyond the mortal ken.

Heria was not always in the possession of the castle. When she discovered it, it was held by an old wizard called Alssahir al'Azraq, the Blue Magician. The castle was constructed by the labor of genies and demons, drawing on the lingering energies of the cataclysm to perform the feat. For more than a century, Alssahir al'Azraq sat on his ivory chair and delighted in his possession until he welcomed a wounded warrior into his home and provided her hospitality. Heria al'Zalin accepted this hospitality, but her apparent love for the wizard was a lie. She was tired of wandering and saw an opportunity to settle down. She sent her erstwhile companion, Kirin, to fetch her retainers, and when they arrived they conquered the Blue Magician's stronghold and slew him.

Now, Heria al'Zalin, who fancies herself the Blue Amirah, finds that the energies that built the grand castle are out of her control. The throne room still holds an icy pool of clear water, stirred by eunuchs in white loincloths. The eunuchs are anointed with oils and use crystal rods that chill the water so that the icy blue lotus may survive there. The dancing girls and boys still dance, but not with such reckless abandon as before, for they have heard the noises that come from the cellars and dungeons, and they know that something terrifying is manifesting there, preparing to unleash its wrath.

Heria's 12 spearmen and 10 cataphracts are just about ready to flee, and the amirah is in no mood to confront her own misdeeds and whatever is growing beneath the castle. Her companion, the magic-user Kirin, has made entreaties to the thing in the cellar, offering alliance against the amirah. Perhaps she can find some gullible adventurers to do it for her.

Treasure: 4,000 gp, medium jasper (5 gp).

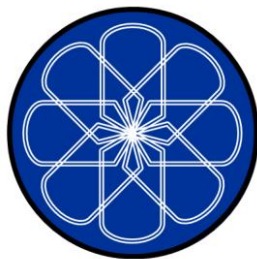


Kirin, Human Magic-User: LVL 6; HP 17; AC 9; ATK 1 staff +2 (1d4); MV 30; SV 13; S11 I15 W8 D8 Cn12 Ch13; AL NE; XP 600; Special—Alchemy, lore, spells per day (5/3/2), create scrolls, arcane knowledge (gunpowder, acid); Gear—*Rod of flame extinguishing*.

*Spellbook*: 1—*Burning Hands, Detect Secret Doors, Floating Disk, Mending, Precognition, Sleep*; 2—*Darkvision, Pass through Element, Summon Swarm*; 3—*Flame Arrow, Spectral Force*

Heria, Human Fighter: LVL 11; HP 56; AC 19 (plate armor, shield); ATK 1\* spear +11 (1d8+1); MV 30; SV 12; S15 I6 W11 D8 Cn11 Ch7;

AL NE; XP 1100; Special—Riding, leadership, dominate; Gear—*Potion of cold resistance, potion of electricity resistance, minor belt of giant strength.*



### 2820 Pyrolisk | Monster

A rocky gully, thick with smoldering acacias and brush, is home to a pyrolisk, a fiery cousin of the cockatrice. The beast scratches through the brush looking for prey, and then retires at night to a forgotten cave shrine to sleep.

Pyrolisk, Small Monster: HD 4; AC 14; ATK Bite (1d4); MV 20 (F60); SV 15; AL N; XP 400; Special—Gaze, pyrotechnics, immune to fire.

### 2824 Moving Day | Monster

Five winged sirens fly over the sea on their way to the cliffs in [2823]. They are carrying what treasure they possess, and are unlikely to attack until they have reached their new home and deposited their treasure somewhere safe. They will then track down their prey and kill them in the night.

Treasure: 1,600 cp.

Siren, Medium Fey: HD 4; AC 13; ATK 2 claws (1d4 + Poison I); MV 30 (S30); SV 15; AL CE; XP 400; Special—Charm person (+5 bonus to save for females), assume form of mermaid or harpy.

### 2830 Nereids and Tritons | Monster

Nine nervy nereids are sunning themselves on a sand bank atop a coral mount. The waves lap at their toes and the wind tosses their crimson locks in a most attractive way. The nereids are being courted by ten tricky tritons that battle with one another for their favor.

Nereid, Medium Fey: HD 6; AC 17 [Silver]; ATK Dagger (1d4); MV 30 (S60); SV 14; AL CG; XP 1800; Special—MR 10%, siren song (as bard's fascinate, can deliver following spells—*charm person, charm monster, suggestion, command, confusion or fear*) magic use (druid, 4th); Spells—1/day—*Dimension door.*

Triton, Med. Outsider: HD 6; AC 15; ATK Trident (1d6); MV 20 (S40); SV 14; AL NG; XP 1,800; Special—MR 85%, magic use (magic-user, 2nd); Spells—1/day—*summon nature's ally IV.*

### 2845 Shark Clan | Monster

A tribe of 152 aquatic hobgoblin warriors and their 524 non-combatants dwell in this hex in dank caves in the submerged ridge that supports the great coral reef that stretches well north of here. The tribe is led by war chief Rigeric, a stony faced old bully who rarely moves but to cuff an underling or kill a prisoner. He mostly feeds on sentient creatures, preferring the flesh of aquatic elves above all others. His tribesmen are avid head-hunters, drying the heads they take on secluded beaches and then decorating themselves with the terrible trophies. The lubbers worship Dagon under the guidance of Molenth (Adept 4), who keeps two giant barracudas as cult monsters. The lubbers have mottled, coral skin.

Treasure: 4,000 cp.

Aquatic Hobgoblin, Medium Humanoid: HD 1+1; AC 14 (shellycoat); ATK Spear (1d8); MV 30 (S30); SV 16; AL LE; XP 50; Special—None.

Rigeric, Medium Humanoid: HD 4+1; AC 13 (shellycoat); ATK Spear (1d8+1); MV 30 (S30); SV 15; AL LE; XP 200; Special—None.

### 2914 Cave of the Forty Thieves | Dungeon

It was thirty years ago that the province of Varudia suffered the predations of *Alarbeyn Haramy*, the Forty Thieves. The thieves were bandits of exceptional skill and cruelty who raided and plundered the villages of Varudia for a decade, disappearing into the desert when the Nomoi authorities sallied forth to capture them.

The elusiveness of the thieves was due to their hideout being in a pocket dimension. By speaking the words "open sesame", their leader could open a portal into this dimension from anywhere. Here, the thieves hid away their treasures and bided their time before they raided once again.

Then Abu Hassan, the prince of the thieves, died. His followers, who did not know the secret word, were stuck in the pocket dimension, unable to escape. In a panic, they began digging into the pocket dimension and discovered myriad caves and dungeons. They found and fought the brass men with clock faces who could manipulate time and stalked through the temple of boiling glass. In time they all died, but left behind a most fabulous dungeon.

Of course, this would be of no interest to the adventurers if it were not for an old woman of Rama named Morgiana, the widow of a great merchant. She is nearing the end of her life and wishes to reveal her secret to ones who can dare the dangers of the Abu Hassan's cave and win!

Once the adventurers know the magic words, they will be directed to this hex, to a large acacia tree that has been se-

verely burned. The words must be spoken near this tree, and then the cave will open and admit the adventurers.

### 2922 Throne of the Four Winds | Wonder

A tall hill of umber stone rises into a barren column about 500' tall. The upper portions are windswept, while the base is swathed in fragrant flowers fed upon by flower fairies and visited by sylphs. The column is nicknamed the Throne of the Four Winds. It is said that those who climb to the top and sleep there overnight may commune with the Venti, the four deities of the wind, Aquylon the North Wind, Zephirus the West Wind, Auster the South Wind [2622] and Eurus the East Wind. Others claim that the conqueror of the peak is rewarded with a night of passion with one of wind nymphs.

### 3017 Accursed Sands of the Vulture | Wonder

At high noon in this hex a bronze pole 20' tall topped by a statue of a vulture appears before them. Those who make an offering of food to the statue will be fine, but travelers who do not find their feet transformed into the feet of vultures by the time they leave this hex.

### 3019 Gold Sands | Monster

This hex holds a dry gulch 50' wide. Overlooking the gulch are the remains of a shanty town; simple hovels constructed of wood, branches and bits of stone. The place looks as though it was abandoned many years ago. The sands of the gulch appear golden and they contain an ample amount of gold sand, which is what attracted the unfortunate miners to begin with.

Alas, the sand includes seven sandlings of the same gold color and these monsters soon killed several miners and drove the others away. They still lurk in the gulch.

A narrow cave that can be accessed from the floor of the gulch hides a cache of food (10 days of iron rations) and gear (50' of rope, 11 iron spikes, a hammer, shovel, mining pick and three dozen candles). A hollow-voiced spirit lurks in the little cave, begging for forgiveness.

Sandling, Medium Elemental (Earth): HD 4; AC 16; ATK Slam (2d6); MV 30 (B15); SV 15; AL N; XP 400; Special—Surprise (3 in 6), immune to sleep, hold and charm spells and mind effects.

### 3034 Stuck Serpent | Monster

A sea serpent has managed to lodge itself in the hull of a freshly sunk merchant cog that was delivering scientific instruments from Horologium [3941] to the Wizard of the Waves [3533]. The vessel was blown off course by a powerful wind, and then foundered in this hex.

The sea serpent entered the hulk looking for treasure and corpses. It found little of the former and 12 of the latter. Its delving in the vessel was too thorough, for now it is stuck between the cargo hold and deck, pinned by the main mast that gave way while he was rummaging.

If it is freed the monster is thankful, but not to the extent of handing over the aforementioned instruments and 10 amphorae of wine to his rescuers. The serpent isn't hungry at the moment, so there is little danger of winding up in its belly unless a fight is provoked.

Sea Serpent, Huge Monster: HD 9; AC 15; ATK Bite (2d8 + swallow) or tail (2d8); MV 10 (Swim 60); SV 12; AL N; XP 900; Special—Blur.

### 3041 Sea Gypsies | Monster

Locathah sea gypsies are traveling through this hex on their way to Cunicula [3547] to take part in some maritime festivities in honor of Neptune. The band includes 36 locathah, all of them entertainers of some sort or another, such as jugglers, divers, dancers, fortune tellers and the like. They are good and honest folk, and happy to travel with others.

Locathah, Medium Humanoid: HD 2+1; AC 13; ATK Spear (1d8); MV 10 (S60); SV 16; AL N; XP 100; Special—None.

### 3101 Sand Screamer | Monster

A sand screamer is a rare monster. It is built like a tortoise with crimson scales and no shell that walks on its hind legs, hunched over. Brutish and stupid, it was formed during the cataclysm and those lingering energies still course through its body, causing pain that it takes out on others.

One of these monsters dwells in this hex, waylaying travelers and lairing in the ruins of an old building, scorched from the cataclysm and piled high with sand.

Sand Screamer, Large Monster: HD 9+2; AC 18; ATK 2 claws (2d6); MV 20 (Burrow 5); SV 12; AL Chaotic (CE); XP 2,700 (CL 11); INT Low; NA 1d4; Special—Scream (3 per day, 20-ft cone, 3d6 sonic damage + save or suffer rage), psychic feedback (weapons and flesh that make contact must save or be stunned for 1 round), immune to sonic energy, resistance to fire.

### 3104 The Pit of Sorrows | Stronghold

This hex holds an ancient well known to the Warudi as *Hufrat min Alhuzn*, the Pit of Sorrows. The well is located between two ridges of limestone, yellow-white amid the crimson sands of the desert and weathered into shapes reminiscent of the ramparts of an alien castle.



The well is composed of a ring of onyx, about 20' in diameter and rising about 2' above the ground. The pit within is of unknown depths, and does not appear to hold water.

Of late, a white Warudi priest by the name of Elik zin-Falar has taken over this site, setting a small tribe of 30 orcs to quarrying the limestone to construct a small sanctuary around the well for 13 lesser priests. Elik and his followers plan to bring Tiamat back into the world, through the Pit of Sorrows, which he believes has the power to accomplish this.

First, the abbey must be built, and it is about 6 months from being finished. When completed, Elik and his cult will begin preparing the way for Tiamat with a series of sacrifices of valuables, animals and human beings.

Treasure: Electrum bangle in the shape of a dragon wrapped around the wrist and biting its table (250 gp).

Chanter of Tiamat, Human Anti-Cleric: LVL 3; HP 3; AC 17 (chainmail, shield); ATK 1 morningstar +1 (1d4); MV 30; SV 15; AL CE; XP 300; Special—Conversion, healing, rebuke undead, spells per day (3/1).

Elik, Human Anti-Cleric: LVL 11; HP 35; AC 20 (plate armor, shield); ATK 1 morningstar +6 (1d4-1); MV 30; SV 11; S8 I10 W13 D12 Cn9 Ch15; AL CE; XP 1100; Special—Conversion, healing, rebuke undead, spells per day (7/4/4/3/2/1).

### 3107 Gorge of Swords | Wonder

The ground in this hex parts to form a great gorge. Embedded in the walls of the gorge are thousands of rusting or broken swords, each one haunted by the soul of a warrior who died in the name of a king or queen who cared nothing for their sacrifice. The swords are cold to the touch, and could be forged into an evil magic item, if one had a mind to do so.

### 3122 Chasm of Orcus | Monster

The Chasm of Orcus is a deep canyon cleft into the green hills. The walls of the canyon are grey-black stone with thousands of skeletons embedded in them. There are many small caves eaten into the walls and these lead to deep caves inhabited by a tribe of pallid orcs, notable for their strange dialect of common, pronouncing Nomo as "Omo-nay", for example.

In all, about 120 orc warriors dwell in the chasm, avoiding the sunlight and supping mostly on the maggots that infest the caves. Their females and children number about 360.

A blackish river runs down into the chasm and proceeds into the underworld, and the Nomo believe it to be an entrance to Pluto's kingdom and so have long avoided it.

Treasure: 2,900 cp.

Orc, Medium Humanoid: HD 1; AC 15 (scale, shield); ATK Battleaxe (1d8); MV 30; SV 16; AL CE; XP 50; Special—None.

### 3202 The Walking Giants | Wonder

Two giants, one male, the other female, are walking across the sands to the sound of soft piping. The giants look like cut-outs in the fabric of reality, windows into other worlds, sometimes a field of twinkling stars on a sky of midnight blue with silver streaks racing through it like the trails left by jets, other times like a meadow of wild colors and giant butterflies that might actually be clouds.

One can step through these giants into these other worlds, though not without leaving a vital element of their being behind them and gaining something new and unexpected from the alien landscape. This means that an important object possessed by the traveler is lost, and is replaced by something equally important found in the new world. When they pass through, they can see the giants walking away from them momentarily, and might not see them again for a dozen years. To return earlier, one must destroy the object they have found in the new world – their old object will not return.

### 3210 Zador | Village

The desert here descends into a maze of sandstone canyons. Light green grasses grow in this maze, which is fed by dozens of springs. Here, a population of 230 goatherds and artisans dwell in cave dwellings bored into the walls of the maze. They are friendly folk, but hard to find (and they like it that way).

### 3223 Vallis Araneorum | Monster

In a valley that is bounded by steep hills. The valley runs down to the sea, there is an eerie quiet. Birds do not sing here, and small creatures make no noise in the underbrush, for the valley is dominated by giant spiders. These are hunting spiders. They do not rely on webs and make their lairs in deep limestone caves beneath the hills. These caves are wondrous galleries of flowing stone, multicolored and sparkling, and breathtakingly beautiful.

All of these caves, with their dripping, flowing water, connect beneath the valley in a cavern that contains a lake. The waters of the lake look pink in torchlight and they are very calm. At the center of the lake, which is about 800' wide, there is a natural column of stone running from ceiling to floor and widening to make a tiny stone island. Embedded in this column is the *Labrys of Destiny*, a double-headed axe that is said to be able to cleave magic and illusions in twain.

The pink lake is chillingly cold (1d6 damage per round of exposure) and very deep. Around the island are several permanent *black tentacles* enchantments – one cannot step foot

on the island without being attacked by the tentacles and dragged into the freezing water. The *Labrys of Destiny* is also protected by 10 very large giant spiders, which cling to the ceiling around the column.

If the *Labrys of Destiny* is pulled from the column (requiring a either total strength of 60 or dealing 50 points of damage to the stone with picks), it will be broken and the cavern will begin to collapse. After 10 rounds, the cavern will collapse and during those 10 rounds anyone in the cavern must pass a saving throw each round to avoid suffering 1d6 points of damage from falling debris or freezing water or both.

The surest way to reach the axe is ethereally. Then, one can glide over to it, immune to the spiders, not setting off the *black tentacles*, and when they touch the axe it becomes ethereal itself and easily pulled from the stone without causing the cavern to collapse.

The *Labrys of Destiny* is a +2 *battleaxe*. It can become ethereal at will. When ethereal, the axe can be used to attack magical effects and illusions, acting as *dispel magic*. If this magic is dispelled, the caster suffers damage as though struck by the magic axe (1d8+2).

Giant Spider, Medium Vermin: HD 2; AC 14; ATK Bite (1d6 + Poison II); MV 30 (C20); SV 16; AL N; XP 200; Special—Spin webs.

### 3302 Writhing Statue | Wonder

A strange sculpture 20' tall and abstract rises from the desert here. It has a tortured look, like something writhing in pain and also reaching to the sky perhaps for release or perhaps to strike at its oppressor.

When the Moon is waxing or waning, the statue drips with Poison III, which collects in pools as a yellowish liquid. Only while the Moon is full does this turn to a *potion of extra healing*. The liquid takes on a golden hue, and the pools are not only safe to drink, but restorative of health.

### 3309 Rainbow Fountain | Wonder

A geyser in this hex spouts rainbow energies, which erupt every 1d8 days at midnight. All within 30' must pass a saving throw be struck by a *prismatic ray*. Those who are not struck by a ray can gather these energies in rods of pure glass (cost 200 gp to make). This makes them the equivalent of *wands of prismatic ray* with one charge. Unfortunately, making a perfect crystal rod can be pretty tough. There is a 1 in 6 chance that the rod is defective. If such a rod is used, the user is struck by the ray, with no saving throw.



### 3314 Rama | Town

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#### DEMOGRAPHICS

**Population** 5,250 (urban), 42,000 (rural)

**Race** Human

**Religion** Baal

**Alignment** Neutral

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Rama is a large oasis town situated between two long ridges of red sandstone on a wadi that extends from the badlands out into the Crimson Waste. The oasis has rich soil and many springs, and supports the growing of date palms and herds of sheep, goats and horses. The peasants grow dates, figs, pistachios and barley using a network of canals first built by the Warudi and improved by the Nomo.

The town was controlled by Nomo for many years and served as the capital of their Varudia province. With the disappearance of the empire, Queen Zabbai has declared her independence from Nomo and her suzerainty over all the Crimson Waste, a claim it is doubtful she can support.

The city has an outer wall of white stone that gleams for miles out into the desert and five gates, each named for an ancient Iremite deity, but more commonly named for the color of the stone facings, thus the Red Gate (sandstone), Blue Gate (lapis lazuli), Green Gate (malachite), Purple Gate (porphyry) and White Gate (marble). The outer portions of the town are filled with the adobe dwellings of the peasants and artisans, while the inner town, surrounded by a second wall (decorative, not defensive) is home to the royal family, government officials, priests and wealthy merchants in service to the queen.

The outer town is divided into four sections, each for one of the clans native to Rama, namely the Katare, Mabor, Malbizu and Mandilar. The clans can be identified by the color and style of their headdresses and numerous other signs obvious to the locals. They are antagonistic towards one another, but not openly hostile.

The inner town is divided by a grand boulevard 30' wide and lined with 30' tall columns of white marble. The street runs from the Temple of Baal on the east to the Temple of Nergal on the west. At the center of the boulevard there is a great marble victory arch. On the north side of the street are the town's baths, the Queen's citadel and temples of Nabu and Allat. On the south side of the street one finds the building of the council of elders and the Court of Tariffs, where tax collectors levy taxes and tariffs on visiting and local merchants.

Just outside the town proper there is a tall hill on which is built a fortified shrine of Moloch, who the Nomo had rededicated to Saturn while they held the town. The shrine is within a defensive tower manned by Moloch's six priests.

Located outside the town in the desert is the Valley of the Dead where the locals bury their dead in tombs. Some are simple caves while others are tower tombs or large underground sepulchers. The dead of the poor are cremated in the shrine of Moloch and placed in caves in terracotta urns. The wealthy are mummified by the priests of Nergal and placed in sarcophagi, dressed in their bejeweled finery.

Now that the Nomo have quit Rama, the locals have become fairly xenophobic. Foreign merchants with items to trade are permitted in the city, but they are not welcomed with open arms and adventurers and other vagrants are kept outside, staying in one of the small roadhouses established for them.

Rama's army consists of 90 town guards (chainmail, shield, longsword) under the direct command of Queen Zabbai and an army of 100 footmen (chainmail, shield, spear, longsword), 60 horsemen (scale, buckler, light lance, longsword, light warhorse) and one company of camel archers (padded, buckler, composite bow, scimitar, camel) under the command of Queen's captain, her cousin Thamaba. The town's cavalry operate outside the oasis, patrolling the desert sands and intercepting caravans to give them the once over before they come closer to Rama.

**Treasure:** 1500 sp, 3000 gp, small fire opal and hematite (1 gp each) and medium pearl (5 gp)

Thamaba, Human Fighter: LVL 4; HP 15; AC 18 (+1 chainmail, shield); ATK 1 longsword +6 (1d8+2); MV 30, SV 15; S16 I10 W10 D10 Cn9 Ch6; AL LN; XP 400; Special—Riding, leadership, dominate.

Thamaba's Praying Mantis Mount, Large Vermin: HD 4; AC 15; ATK 2 claws (1d4) and bite (1d6); MV 20 (F40); SV 15; AL N; Special—None.

Queen Zabbai, Human Fighter: LVL 6; HP 26; AC 20 (plate armor, shield); ATK 1 spear +7 (1d8+2) or +1 shortbow +6 (1d6); MV 30; SV 14; S16 I15 W8 D9 Cn11 Ch11; AL N; XP 600; Special—Riding, leadership, dominate.

### 3319 Marble Fountain | Wonder

In the midst of these red sands there is a large field of white stone shaped like an eight pointed star. In the center of this field there is a dry fountain made of white marble with bronze fittings. The fountain has bronze arrowheads inlaid in the marble pointing to the eight points of the star. Each arrowhead is embossed with the profile of Partholon, not unlike those found on gold coins. If one places a gold coin on each of the eight points of the star, the fountain comes to life with cool water for one hour. The gold coins disappear.

### 3323 Mithraeum | Stronghold

Mithraeum is a monastery of militant clerics dedicated to the worship of Mithra. Over the past decade they have been important in recruiting crusaders to fight against the Warudi conquerors of Ishkabibel.

The monastery is a fortress set atop a tall hill surrounded by thick woodlands of pines and hawthorns. Around the hill are scattered many small settlements of herdsmen, 136 people in all, who keep stout black rams and sheep. Among them are many expert masons and engineers.

Beneath the fortress proper there is an artificial cavern where is kept the idol of Mithras. This cavern connects to underground armories and safe spots, where the knights may retreat if the fortress' defenses are breached.

The monastery houses 16 low-level clerics and is governed by Caia Tuanea Triskelia, a female cleric of Senatorial rank who left Nomo behind to better serve her god.

**Treasure:** Small jacinth (1 gp), sapphire (100 gp), turquoise (1 gp), bloodstone (1 gp) and chrysoprase (1 gp).

Triskelia, Human Cleric: LVL 12; HP 44; AC 20 (plate armor); ATK 1 footman's mace +8 (1d6+2); MV 30; SV 11; S14 I11 W11 D7 Cn9 Ch9; AL LG; XP 1200; Special—Conversion, healing, turn undead, spells per day (6/4/4/3/3/2); Gear—*Potion of levitation*, *wand of spiritual hammer* (6 charges), *ring of protection +3*, *circlet of persuasion*.

### 3325 Argenum, City of Silver Domes | City-State

#### DEMOGRAPHICS

**Population** 9,500 (urban), 76,000 (rural)

**Race** Human, Half-Elf

**Religion** Voltumna, god of plant growth and fruit trees

**Alignment** Neutral

#### AUTHORITY

**Temporal** Lucius Latino Largo, *Proconsul* and *Lauxum*

Largo, Medium Humanoid: HD 3; AC 17 (chainmail, shield); ATK Longsword (1d8); MV 30; SV 15; AL N; XP 150; Special—None.

### Spiritual Selvans, *Flamen Maximus*

Selvans, Huge Plant: HD 9; HP 54; AC 22 [+1]; ATK 2 slams (16); MV 60; SV 13; AL N; XP 2,700; Special—MR 50%, surprised (1 in 6), resistance to bludgeoning and piercing weapons, vulnerable to fire, regenerate; Spells—3/day—dispel magic, haste, detect invisibility.

### Arcane Thefaria Agna Fiona, *Regia Maleficus*

Fiona, Half-Elf Magic-User: LVL 6; HP 18; AC 9; ATK 1 staff +3 (1d4+1); MV 30; SV 13; S15 I13 W14 D7 Cn6 Ch12; AL LE; XP 600; Special—Alchemy, lore, spells per day (5/3/2), create scrolls, arcane knowledge (algebra and geometry, steam engine); Gear—*Wand of lightning bolt* (6 charges), *horn of fog*.

*Spellbook: 1—Color Spray, Dancing Lights, Flare, Mending, Phantasmal Force, Unseen Servant; 2—Ego Whip, Pass through Element, Rope Trick; 3—Gentle Repose, Secret Page*

### Underworld Decama Bithaea Grotia

Grotia, Human Bard: LVL 5; HP 9; AC 18 (+3 chainmail); ATK 1 +2 dagger +5 (1d4+3); MV 30; SV 15; S14 I11 W4 D9 Cn8 Ch17; AL N; XP 500; Special—Carouse, lore, read languages, climb walls, hear noise, hide in shadows, move silently, open locks, pick pockets, spells per day (4/2), music (fascinate, counter music).

*Spellbook: 1—Charm Person, Detect Magic, Hold Portal, Light, Phantasmal Force, Wizard Mark; 2—Darkvision, Protection from Arrows*

#### DESCRIPTION

**Theme** Divided city

**Wilderness** Taurus Hills

**Accent** Italian

**Vistas** White streets, gleaming buildings, silver domes, throngs of people in magenta and blue, bustling crowds, street performers, tabernas that ring with singing and flow with honeyed wine

**Names** Male: Arnth, Caeles, Cneve, Karcuna, Lar, Marce, Pavle, Sethre, Vel, Velthur, Venox; Female: Arnthi, Fasti, Hasti, Lethi, Ramtha, Semni, Sethra, Tanaquil, Thana, Vela

**Coins** as Nomo (q.v)



Argenum (Arcene to the locals), once the loveliest city-state in the empire, is rapidly being reduced to a ruin. The loss of the emperor and the tyranny of the city's ruler, the Lauxum ("king"), drove the people first to riots and now to besiege the citadel led by the rabble-rousing high priest of Fuflungs (the local name for Bacchus).

Argenum is actually composed of three interlocked settlements. The old city, called Arx ("citadel"), is situated atop a rocky mesa about 100' above the lower city. The palace of the lauxum is located here, as are the royal courts and the temple and sacred grove of the city's patron deity, Voltumna. The acropolis' sides have been carved with bas-reliefs of pegasi, and the gates of the citadel are flanked by rearing pegasi.

The lower city, Arcene proper, is home to most of the population. It is known for its stark white buildings with rooves of blue tile and the silver-domed public buildings, including the sprawling temple-monastery of Fuflungs, where wine is made in great vats and blessed by the monks. Arcene holds great theaters and a fine hippodrome. Gladiatorial combat was never popular in Arcene, where by order of the lauxum there is to be no fighting within city limits (an order now ignored after the attempted sack of the monastery by his soldiers).

The lower city is surrounded by tall walls of white stone, with six steel gates painted bright blue. These gates are flanked by massive statues of Cerberus.

About 2 miles away from Arcene is the city's port, called Furte by the locals. Furte is a working class town, where the Naves Maris ("west fleet") and merchant ships dock. It is simple town, with a smaller wall than Arcene, many warehouses, tabernas, shrines to the maritime deities, flophouses, factories, a hospice for the poor, etc.

Immediately around Arcene are hundreds of tombs bored into the sides of rocky hills. These tombs have elaborate faces, and within them the walls are painted in vibrant frescoes. They contain sarcophagi, grave goods and the like. One, the Tomb of Urce, is decorated with the grotesque face of the demon Orcus. It is heavily barred and a guard of two priests in scale armor with shield and mace are always posted outside. Inside this tomb is one of the city's earliest families, who succumbed to vampirism and were interred here.

The lands surrounding Argenum are rugged, with many tall hills (or short mountains) with jagged peaks. The valleys are broad and green and there are many small lakes. The city-state's 30 *villa rustica* are dedicated to viniculture (Argenum produces the empire's most popular wines), orchards (plums especially), farming, herding and mining. Argenum's mines and quarries produce iron, copper, lead, zinc, silver, tin and



very fine marble. The metals are refined outside of Furte and then transported to artisans in Arcene or exported elsewhere.

Argenum is protected by a civic cohort, *cohors I Excubitores* ("Sentinels"), which consists of 100 guardsmen in leather armor with composite bow, spear and shield, 280 legionnaires and 60 equites. The warriors of Argenum are notable for the tall crests on their helms, a holdover from ancient times, and their large round shields.

Argenum, as mentioned before, is governed by the lauxum, and proconsul presently Lucius Latino Largo. The lauxum's regalia include a gold crown, scepter and magenta robes embroidered with gold, silver and pearls. Under Largo are numerous magistrates who handle the day-to-day business of the city-state, keeping order, running the courts, managing the port, etc. They include the *alphaze*, who directs civic sacrifices, the *creals* who judge the people, the *parnix* who serves as the city-state's grand judge, the *tamera* who oversees burials and graveyards and the *zilac* who is the city-state's mayor.



The city has no college of priests. Each of the priesthoods is an independent "sacred society" of believers. Each of these sacred societies is led by a *celu*, or high priest. Argenum's priests are known for their music and dancing, often leading processions through the streets accompanied by lyres, kitharas and plagioulos. They wear tall hats, rounded at the top, and richly decorated robes.

Among the temples of the city are ones to Voltumna, the patron deity, Fulfuns (Bacchus), the god of wine, Turan (Venus) and her consort Laran (Mars), Turms (Mercury), Hercle (Hercules) and his son Maris, Urce (Orcus), Catha (a minor sun goddess), Usil (a minor sun god) and Menrva (Minerva).

Voltumna's festival, the *Voltumnalia*, is held August 13th. His sacred grove in the Arx consists of two score oak trees surrounding a field with a marble pool. The temple is presided over by (and was built by) a legendary treant called Selvans, who was born on this mesa.

### 3404 Zazz | Monster

Zazz is a massive cave complex inhabited by 440 goblin warriors and their 675 noncombatants. The complex is huge, filling many large and small caverns, with the deepest ones reserved for the goblin nurseries (because baby goblins have needle-sharp teeth and no compunction about using them), treasuries and the living quarters of the chief, her bodyguards and the village wise men. Some portions of the complex occupy tall, tower-like protrusions of stone, the goblins having hollowed them out to make watchtowers. There is little that goes on in the surrounding hexes that they do not see, such as the rampage of the stegacentipede [3406].

The goblins of Zazz are of no relation to the black-skinned goblins of the Taurus. They have skin that matches the color of the Crimson Wastes perfectly and narrow white eyes. The warriors wear pointed helms with tassels made from the tails of wild asses (a few of which still live in the badlands).

The tribe is commanded by Naggu, who is assisted by a gaggle of six shrieking witchdoctors led by the enigmatic Nuzaga. The priests tend the tribe's idol, a brazen bull head (actually the head of a dead gorgon) that represents Moloch. The cavern of the bronze bull has a floor covered in flammable oil.

The goblin army consists of 160 infantry (padded armor, wicker shield, spear), 160 archers (short bow, dagger), 100 scouts (padded armor, hand axe, dagger) and the company of the chief, which consists of 10 worg-drawn war carts, each with two worgs and two goblins, one driver and the warrior in leather armor and armed with a hand axe, dagger and seven javelins.

Treasure: 1,200 sp, large chrysoprase (100 gp).

Goblin, Small Humanoid: HD 1-1; AC 13; ATK Sword (1d6); MV 20; SV 16; AL CE; XP 50; Special—None.

Naggu, Small Humanoid: HD 3-1; AC 15; ATK Sword (1d6); MV 20; SV 15; AL CE; XP 150; Special—None.

### 3406 Amphisbaena | Monster

In the sheltering rocks that have fallen away from the badlands, an amphisbaena has made a nest. It has laid a clutch of eggs (all amphisbaena fertilize their own eggs, thus producing clones), and buried them in the sand nearby. The monster is hiding among the rocks. Its cave lair is located about a mile away in [3405], in a crevasse.

Treasure: Small chrysoberyl (20 gp), medium jargoan (5 gp).

Amphisbaena, Medium Dragon: HD 8; AC 17; ATK 2 bites (1d6 + Poison II), 2 claws (1d6); MV 30; SV 13; AL N; XP 2,400; Special—

Immune to electricity and sleep, surprised (1 on 1d6), spit lightning (4d6 damage, switch personalities).

### 3504 Stegocentipede | Monster

A stegocentipede, which looks something like a giant centipede covered in horny chitin, has crawled up from the underworld in [3505]. Leaving a kobold village in ruins, it is now moving into the desert, apparently heeding an unheard call coming from the north. If the beast is followed, it leads people into the desert north of this issue's map [Map I8-The Crimson Waste]. Specifically, it leads them to a ridge of jade-colored mountains to mate with another stegocentipede.

Stegocentipede, Huge Monster: HD 9; AC 17; ATK Bite (2d4 + Poison IV), tail sting (3d4 + Poison IV) and 3 horns (1d6); MV 40; SV 12; AL N; XP 4500; Special—None.

### 3525 Visionary Fruit and Patient Monsters | Monster

A cavern in this hex has streams trickling down its sides and an acidic lake around the base of the pillar. Outside the mouth of the cave are strange white trees that bear spicy, oblong, orange fruit about 1' long. Eaters of this fruit gain a strange insight for 1d10 days, during which time they are assaulted with unwanted and confusing visions.

The victim of these visions must make a saving throw each day. If successful, he gains the benefits of an *augury* spell. If the save is failed, he suffers a -1 penalty to initiative checks all day and has a 10% chance per encounter of suffering *confusion* (as the spell) for 1d8 rounds.

The cavern is home to a flight of seven gargoyles that look to me made of mottled green-grey stone. They hide in the recesses of the cavern, which is filled with a pile of treasure meant to bait people into the cave. Beneath the treasure pile there is a trapdoor. Should people get close to the goods, the trapdoor drops them into a 15' deep pit (1d8 damage) and the gargoyles bide their time in killing them.

Treasure: 3,500 sp, 1,000 gp.

Gargoyle, Medium Monster: HD 4; AC 15 [+1]; ATK 2 claws (1d4), bite (1d6) and horn (1d6); MV 20 (F40); SV 15; AL CE; XP 1,200; Special—Freeze.

### 3528 Blazing Beacon | Wonder

A beacon tower built on a bunch of rocks just off the coast is lit up like a Roman candle (or Nomoi candle, as the case may be). It was sacked by pirates and is now on fire. A man, Pencalo, his wife Santina and infant daughter Ardita are trapped in the building and screaming for help. In just ten short minutes they will be dead.

### 3533 Wizard of the Waves | Stronghold

The Wizard of the Waves is interested in more than just water. He delves deep into the lore of all sorts of waves, from light to sound to the strange waves of the ether (i.e. radio). His tower here is constructed of coral blocks. Many of those blocks are haunted by the spirits of the dead coral, though frankly they don't do much more than give off a ghostly hum.

The tower is constructed near the sea shore so that the Wizard can study those waves. He has a bizarre contraption of copper wiring and silver antennae in the observation deck at the top of the tower under a dome of glassy-steel. This chamber's ceiling is 30' high, with the contraption atop a wide pillar circled by metal stairs. The walls are lined with bookshelves that hold hundreds of notebooks where the Wizard has recorded all sorts of etheric phenomena, astrological observations and weather reports.

Below this observation chamber are the Wizard's study and bed chamber, a stark, dingy room with little light and few comforts. Below that is a dining chamber, accessibly via an elevator from the bottom floor, the entry chamber with walls painted deep blue and all manner of waves depicted in phosphorescent paints. Below the dining room are the pantries and kitchen, and below that are the rooms of his apprentices, three men and three women, all twins, bedecked in vibrant silk waistcoats and cloth-of-silver turbans. Below there is the aforementioned entry chamber.

The tower is surrounded on the landward side by extensive rock gardens, thick with swarms of spiders that work for the Wizard and obey his commands.

The Wizard is a pudgy man with an obsessive lust for detail and accuracy. He wears thick spectacles and long robes of celestial blue that drag on the floor when he walks. The robes are embroidered with wave patterns in threads of cloth-of-gold and cloth-of-silver, and he wears a tall, columnar hat decorated with celestial symbols.

The Wizard will wish to hear of any strange phenomena the adventurers have experienced lately, especially those dealing with other planes or light or sound (such as the radio elemental in 3709). He will take extensive notes, often asking them to pause. The apprentices set a fine table, and even have some alien ingredients to offer.

He and the Enchantress of Night [3933] have been bitter rivals for years, and they sometimes launch magical attacks against one another.

It should also be noted that the wizard is awaiting the arrival of a merchant cog carrying new astronomical instruments

from the robot city of Horologium [3941]. The ship has foundered in [3034]. He might be willing to pay for a group to find out what went wrong and retrieve the goods.

Treasure: Citrine (5 gp), pearl (100 gp), sapphire (100 gp), spinel (100 gp), star sapphire (1 gp), tourmaline (100 gp) and pearl (100 gp).

Spider Swarm, Tiny Vermin: HD 2; AC 17; ATK Swarm (1d6 + Poison II); MV 20 (C20); SV 16; AL N; XP 200; Special—None.

Invokers, Human Magic-User: LVL 3; HP 6; AC 10; ATK 1 dagger +1 (1d4); MV 30; SV 14; AL LN; XP 300; Special—Alchemy, lore, spells per day (3/1), create scrolls, arcane knowledge (phosphorus).

*Spellbook: 1—Burning Hands, Detect Undead, Mage Armor, Phantasmal Force, Shield; 2—Detect Evil*

Wizard of the Waves, Human Magic-User: LVL 15; HP 34; AC 11; ATK 1 staff +4 (1d4-1); MV 30; SV 10; S8 I13 W15 D9 Cn9 Ch4; AL N; XP 1500; Special—Alchemy, lore, spells per day (6/4/4/4/4/3/2/1), create scrolls, arcane knowledge (soda water, invisible ink, gunpowder, phosphorus, steam engine, acid, phosphorus); Gear—*Potion of poison, scroll of wall of fire, staff of illumination, ring of protection +1.*

*Spellbook: 1—Burning Hands, Comprehend Languages, Detect Poison, Fool's Gold, Grease, Magic Aura, Mount, Reflect Gaze, Shield; 2—Command Undead, Dexterity, Glitterdust, Misdirection, Resist Energy, Summon Swarm; 3—Explosive Runes, Illusory Script, Mental Barrier, Secret Page, Water Breathing; 4—Animate Dead, Dispel Wounds, Intellect Fortress, Polymorph Self, Solid Fog; 5—Blight, Feeblemind, Passwall, Summon Monster V; 6—Analyze Dweomer, Legend Lore, Repulsion; 7—Forcecage, Project Image, Statue; 8—Power Word Stun*

### 3544 Titanic Prison | Monster

A dormant volcano in this hex is a prison to three titans, siblings. These are not the elder titans who once fought the gods, just three giant jerks who were imprisoned here by Emperor Partholon after they threatened his people. The volcano is closed by an obsidian seal etched with arcane glyphs.

Beneath the seal, the titans are tied down with the locks of an innocent child's hair (ensorcelled hair, of course). They have been in this prison for many centuries, and while two of them are so angry they could spit, the third has reformed.

Titan, Huge Outsider: HD 21; AC 20 [+1]; ATK 2 slams (1d12) or sword (3d12); MV 40; SV 7; AL CE; XP 10,500; Special—MR 60%, magic use (cleric, magic-user, 7th), immune to mind effects; Spells—3/day—*confusion, ego whip, mind thrust, 1/day—psychic crush.*

### 3547 Cunicula | Village

Cunicula is a large village (pop. 330) of friendly miners who toil all day picking topaz out of ancient lava flows. The village is placed about 3 miles from the sea amid black hills dapped with green. The village consists of numerous stone cottages

surrounded by a wooden palisade. The village is guarded by 20 men-at-arms (scalemail, shield, spear, dagger and sling). Beyond the village are small farmsteads, each built like a miniature fortress, where dwell another 2,600 peasants working as shepherds or fishermen. The island is renowned for its rabbits and the oysters they pull out of the sea.

The women of the village are rarely seen, mostly peeking through the narrow windows. At night, when the moon is full, the women creep from their homes, their husbands and children asleep, and head into the deep hills, where they take on their baccae form, cavorting and drinking and doing honor to their lord Bacchus.

The village is governed by Sebasid, a half-elf ranger who retired to the island after suffering wounds hunting were-sharks. The women of the village tended his wounds, and he decided to stay, being tired of the world beyond.

Baccae, Medium Fey: HD 3; AC 15; ATK 2 claws (1d6+1) and bite (1d4+1) or club (1d8+1) and bite (1d4+1); MV 30; SV 15; AL CE; XP 300; Special—Gaze.

Sebasid, Half-Elf Ranger: LVL 8; HP 55; AC 20 (+3 studded leather, shield); ATK 1 longsword +8 (1d8+2) or +2 javelin +8 (1d4+2); MV 30; SV 13; S16 I11 W17 D16 Cn16 Ch9; AL CG; XP 800; Special—Handle animal, hear noise, move silently, set snares, survival, tracking, surprised (1 in 6), +4 damage vs. Chaotic humanoids and giants, favored enemy, free movement, druid spells (3/1); Gear—*Scroll of fireball, elixir of truth.*

Sebasid's Wolf, Medium Animal: HD 4; AC 13; ATK Bite (1d6 + trip); MV 50; SV 15; AL N; XP 400; Special—None.

### 3606 Mirror Mountains | Wonder

A few of the jagged peaks near the center of this hex have broad, flat faces with a mirror-like sheen. One may spy in these faces the tortured spirits of the Iremites who were killed in the cataclysm. The effect is horrifying, but touching the stone permits one to commune with those spirits.

### 3611 Sadda | Village

This hex holds a large, ancient tell of Irem. A modern village has been constructed on the hill, centered on a conical depression that emits a sulfurous odor and which the locals believe is a passage into Hell. The fumes from the hole crystallize on the rim into yellowish gemstones that look something like topaz. The 80 villagers gather these crystals using lead gauntlets and vessels. The gems are accursed, robbing people who possess them of their mental faculties (reducing their Intelligence, Wisdom and Charisma scores by 1 point per gem possessed, to a minimum of 4). The villagers trade these gems to travelers, caring little about who they hurt.

### 3619 Screaming Strix | Monster

Seven screaming strix dwell in a cave here amidst a reeking marshland. Strix look like emaciated men or women with long noses. They are dressed in tatters. The strix used to prey on caravan traffic between Zircon and the wastes, but since the destruction of Zircon they have gone hungry. This has put them in a foul mood.

Treasure: 4900 cp, 2700 sp.

Strix, Medium Undead: HD 5; AC 12; ATK 2 talons (1d4), bite (1d4 + 1 level drain); MV 20 (F50); SV 14; AL CE; XP 1500; Special—None.



**“Et Iris In Tenebris”**

**1,880 soldiers**

Cohort	Strength
Cohors I Bezantia Ferox	370 legionnaires
Cohors II Bezantia Partholon Eq.	250 legionnaires 110 equites
Cohors III Quodocia Torquata c.N.	300 legionnaires
Cohors IIII Varudium Triumphalis	380 legionnaires
Cohors V Argenia Phlarerata Eq.	260 legionnaires 100 equites
Ala IV Illikiomenos	110 halfling fundatores

### 3625 Castrum Vinum | Stronghold

The Castrum Vinum is the headquarters of *legio V Gryphes*, an imperial legion once regarded as the most loyal in the empire. Things have changed, though, and now the thoughts of Lucius Seraneus Venator, Dux Argenia are running towards carving a kingdom of his own out of the chaos. The semi-rebellion taking place in Argenum might just offer him the opportunity he is looking for. He can march in as a champion of the people, displace the king/proconsul, and take control.

The castra is a castle with pitted grey walls and a barbican with murder holes and arrow slits. The troops have grown lazy on duty in Argenia (though recent Warudi incursions into Quodocia next door might mean an end to that). They engage in cock fights and bullying the locals while their com-

mander plots against Argenum with his officers. The stronghold is surrounded by a 90' wide moat that is something like quicksand, with a wavy causeway located about 6" under the quicksand – i.e. it's hard to find and hard to remain on while crossing.

The stronghold is surrounded by small farmsteads of herds-men, known for their fierce black sheep and rams, and numerous small vineyards that produce excellent Chianti. About 200 peasants live around Castrum Vinum.

### 3706 Unholy Iremites | Dungeon

This hex holds an ancient charnel house, a tomb that holds the bodies of a lord and lady of old Irem. The building is constructed of black stone and is squat and rectangular. The main entrance is sealed with a block of black stone that weighs 2 tons. This either must be pushed back into the tomb, or if a cache is found about 100' in front of the building (it is a metal plate buried in the sand that must be depressed) the block sinks into the earth to allow easy passage.

In the entrance to the tomb there is a golden bowl (50 gp) that looks like an incense burner. Precious incense must be burned in this bowl to avoid something terrible happening.

Despite the bodies that lie on the large slab being quite ancient, they remain as fresh as if they had been interred earlier that day. The bodies are clad in silk robes, heavily bejeweled (worth 400 gp each). Frescoes on the walls depict them in life, sitting on a throne and surrounded by their slaves, who are in various depictions of torment by their retainers. The lord clings to a two-handed sword laid on his chest, while the woman holds a scourge with silver barbs. They are both held tight to the slab by silver-plated rings of iron around their necks and ankles, the rings being driven into the slab.

If incense is not burned (as mentioned above), the place begins to fill with a black mist that comes from the four corners of the tomb. This mist is laced with negative energy that begins robbing people of their Constitution, to the tune of 1 point per round. For every 5 points of constitution taken from the adventurers, the bodies regain a quarter of their unholy power (i.e. 2 HD).

When they regain their full strength, they can burst from their bonds and attempt to kill the intruders. They will then put out a psychic call to the ghouls and ghüls of the region, with 3d6 ghouls and 1d4 ghüls appearing each day for 15 days. This will serve as the nucleus of their undead army.

Treasure: A great helm (gilded and set with emeralds; gives the wearer a +3 bonus vs. mind control effects and mental attacks), a small blue sapphire (casts *calm emotions* once per

day when rubbed), a 2' tall statue of a tree maiden cast in bronze (100 gp), a faded gauntlet of blue dragon hide (monks wearing this can attempt to "catch" lightning bolts, per their ability to catch arrows, and throw them back).

Damned Lady, Medium Undead: HD 12; AC 18 [+1]; ATK Slam (1d10 + 2 energy drain); MV 40 (F50); SV 11; AL CE; XP 3,600; Special—Resistance to cold and electricity, vulnerabilities, blood drain, magic use (anti-cleric, 5th).

Damned Lord, Medium Undead: HD 12; AC 18 [+1]; ATK Slam (1d10 + 2 energy drain); MV 30 (F40); SV 13; AL LE; XP 3,600; Special—Resistance to cold and electricity, vulnerabilities, blood drain, magic use (magic-user, 5th).

### 3709 Radio Elemental | Monster

Adventures roaming through this hex may (2 in 6 chance) come across a tall, metal, pyramidal structure. The structure is a 50' tall lattice of steel topped by a copper pole.

Approximately 2 miles away from this pyramid are two others. The three structures form a triangle that covers most of the hex. They were created by a trio of mages to summon and trap a destructive entity from the little known Elemental Plane of Radio. They were successful in capturing the radio elemental and holding it in this weird trap, but were not able to tame it. In fact, all three lost their lives in the attempt.

The radio elemental still roams at the center of the hex, angry, alone and desiring only a return to its home plane. It can communicate via a sort of telepathy within 1 mile, reaching out to creatures composed (all or in part) of metal, or creatures wearing metal helms. This takes the form of a dull drone at first, but as one gets closer to the radio elemental, the drone forms into the words "Help Me".

The monster is naturally invisible, though those with astral or ethereal sight might see it as a wavy sphere about 10' in diameter. This sphere is never still. It seemingly bounces about or shifts in the air constantly, moving at least 5' per round in one direction or another.

If the towers are disabled, the monster can return home.

The monster's only treasure is to be found on the bodies of the mages he killed, their bones buried beneath the shifting desert sands and possessing the following: 27 gp, quartz (1 gp), sunstone (20 gp), *potion of levitation*, *wand of stomp* (8 charges), *circlet of persuasion*, *ring of the ram*, *ring of free action* and *ring of telekinesis*.

Radio Elemental, Large Elemental (Radio): HD 12; AC 20 [+1]; ATK 1 radio burst (30' radius/3d6 + fatigue); MV F120; SV 11; AL N; XP 3,600; Special—Anti-magic burst (1/day, 60' radius, ends all spells

and magical effects for 1 minute and prevents spellcasters from creating new magical effects for 1 minute).

### 3713 Crypt of Queen Daimona | Dungeon

Queen Daimona was a great and terrible queen of Dhakar [2711], who was interred in this hex in a large mausoleum constructed of reddish and black marble, topped by a bronze pyramid. Daimona was a cruel woman, and her subjects relished her death almost as much as they feared her corpse, for she was known to dally with demons. Their fears were not unfounded, for after her body was interred in the necropolis of Dhakar, an icy darkness crept over the city on three successive nights, and at each dawn the body of a female aristocrat of the city was found dead, her arms removed.

Each morning, the body of the queen was looked in on, and a new pair of arms jutted from her side. After the second night, the body was bound in a sarcophagus and hauled out of town, to be interred in a great pit while the mausoleum was being built. The army guarding the body heard the gibbering howls of ghouls each night. After a month, they found that the sarcophagus had worked its way back to the surface.

It was reburied and work on the mausoleum was hurried. When it was finished, the sarcophagus had already unburied itself again. It was dragged into the building and magic seals were placed on it.

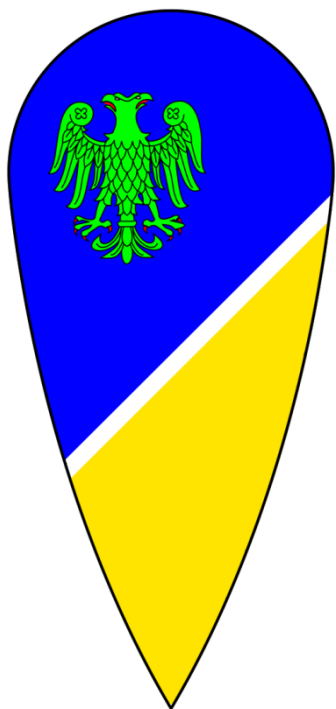
Much has changed in the intervening centuries. Queen Daimona, now a marilith demon, has escaped her bonds and constructed a great dungeon in the sands, peopled with demons, undead and even darker monstrosities.

Marilith (Class V Demon), Large Outsider: HD 7; AC 13 [+1]; ATK 1 6 swords (2d10), tail (2d4 + constrict); MV 40; SV 13; AL CE; XP 2100; Special—MR 80%, immune (electricity, poison); Spells—At will—charm person, comprehend languages, darkness, levitate, polymorph self, project image, pyrotechnics, teleport w/o error; 1/day—mental barrier, mind blank, psionic blast, psychic crush, thought shield.

### 3717 Ursa | Stronghold

Pixta Adamia Ursa is a paladin of Minerva who commands a tower keep in this hex. She is gathering together a mercenary army of retired legionnaires and other warriors dedicated to the task of saving the empire by leading an army of loyalists into Nomo and dislodging the emperor's shade from the throne that an angel of Jove might be placed there in its stead. Ursa is assisted in this task by an ex-Vestal virgin named Caia Spadaea Artia, a veritable she-devil with a sword.

So far, Ursa has assembled 25 veteran legionnaires (HD 1+1) and eight elite cataphracts (3 HD) whom she leads personally into battle. They have sharpened their skills against raiding Warudi, but know their toughest challenges lie ahead.



Ursa is now assembling the elements she needs to conjure a powerful angel. The ceremony requires a set of golden plates that are scattered around the region. These plates, when placed together, reveal the true name of Sabrathan, a planetar who they believe can become the emperor of a new Holy Nomo Empire dedicated to all the gods of Law.

Treasure: 6200 cp, 5300 sp, small agate (1 gp), small spinel (20 gp), mahogany statue of warhorse and rider (10 gp).

Artia, Human Barbarian/Cleric: LVL 5/5; HP 19; AC 16 (chainmail); ATK 1 footman's mace +5 (1d6+3); MV 40; SV 14; S16 I7 W10 D15 Cn13 Ch9; AL CG; XP 500; Special—Climb walls, conversion, healing, hear noise, hide in shadows, move silently, survival, tracking, turn undead, spells per day (5/2/1), rage 2/day, surprised (1 in 6), no bonus for flanking or back attack.

Ursa, Human Paladin: LVL 12; HP 50; AC 23 (+4 platemail, shield); ATK 1 longsword +9 (1d8) or +1 dart (1d3+1); MV 30; SV 10; S11 I9 W16 D10 Cn11 Ch17; AL LG; XP 1200; Special—Riding, detect evil, immune to disease, smite chaos 3/day, halo, silver spurs, religious badge, coat of arms, lay on hands, cure disease 2/week, turn undead, warhorse (+2 HD), cleric spells (5/3/2/1); Gear—3 +1 darts, *potion of levitation*, *potion of locate object*, *lesser strand of prayer beads*, *bionic right arm*.

### 3721 Rambunctious Centaurs | Monster

This hex contains a centaur lair of 3 males, 8 females and 16 young. They dwell in a meadow surrounded by thick underbrush and containing ancient stone monuments that look something like those at Stonehenge. The centaurs' hindquarters resemble a dark bay horse. Their leader is Cacian of the

Tangled Mane. All of the adults are armed with shields, heavy clubs and 1d6 javelins. They are easily angered, and even when friendly tend towards being rough.

Treasure: 1000 gp.

Centaur, Large Monster: HD 4; AC 14; ATK Spear (1d8); MV 50; SV 15; AL N; XP 200; Special—None.

### 3729 Shrine of Proserpina | Monster

Barking sea lions clutter the rocks on the coast. The animals are not terribly hostile, but they do make landing a boat in this hex difficult.

Not far from the coast, atop a promontory that juts out from the woods and overlooks the beach, there is a small shrine constructed of black marble and dedicated to Proserpina. The shrine holds an idol of the goddess, with her arms outstretched, and one can still find gold leaf on her head scarf and gold inlay on the steps leading up to the idol. The gold inlay spells out:

“In Pluto’s embrace she descends into his realm”

This is a clue. If a person steps up the idol and embraces it, they may find a small button on its back. Pressing this while there is weight on the platform causes the idol and her “lover” to sink into the rocky promontory.

There, they find a grotto which leads back to a set of thick bronze doors. These doors are locked and hide a large treasure of precious metals and stones. There are two ways to unlock the doors. If one rolls a “pick locks” check and simply succeeds, they trigger a trap. The chamber holding the treasure rotates back, leaving behind a statue of a manticore with a grotesque face like that of a devil. This statue has ruby eyes (200 gp each), and animates to attack. While this happens, the waters in the grotto begin to boil. Within 3 rounds, the water deals 1d6 points of damage to those that touch it, and 3d6 points of damage per round to those who are immersed in it.

If the “pick locks” succeeds by 3 or more points, the doors unlock without triggering the trap.

Treasure: 4,200 cp, 2,100 sp, 2,000 gp.

Manticore Statue, Large Construct: HD 6; AC 16; ATK 2 claws (1d8), bite (1d6) or 6 spikes (180'/1d6); MV 30; SV 14; AL CE; XP 600; Special—Spray lava (5'/1d8 fire damage), immune to fire.

### 3745 Thalassos | Monster

The isle of Thalassos is home to the terrible Thalassians. The Thalassians are warriors born from the teeth of dragons. Every hundred years or so, a crop of warriors is sewn and rise

from the soil, armed and armored and ready for war. The warriors build boats and go on a rampage for plunder and slaves throughout the Green Sea. Those warriors that survive these raids come back to Thalassos and put the slaves they have taken to work in their fields while they venture back out into the world slaying dragons and collecting their teeth. Those warriors that survive the dragon slaying return to the island again with the teeth and hold a battle royale. The lone survivor of this battle becomes the new king or queen of Thalassos. The new ruler sews the dragon teeth and heads off to wreak havoc once again. Meanwhile, all those slaves actually live on the island, farming and for the most part living their lives in peace while their masters go off and do their thing.



**“Ut Silex Te”**  
**1,960 soldiers**

Cohort	Strength
Cohors I Brigantia Sagittarii c.N.	420 legionnaires
Cohors II Longevenatia Veterana	340 legionnaires
Cohors III Juxtavenatia Armillata	380 legionnaires
Cohors IIII Bezantia Ferrata Eq.	260 legionnaires 140 equites
Cohors V Guelphas Torquata Pia fidelis	330 legionnaires
Ala III Iuettenia Fortis	90 equites rorarii

**3809 River of Death | Wonder**

The desert here is intersected by a wadi that looks as though it might have once been a steady river flowing to the sea from the badlands. The wadi is spanned by a sandstone bridge. Anyone crossing over the bridge is, at the middle of the span, struck by a vision if they roll 1d20 under their wisdom score.

In this vision, they see fire raining down from the sky, and the world ablaze. They see a river of black water flowing under the bridge, and the river is clogged with corpses floating down the river. The vision lasts for about 1 minute, and will not be seen again by any who have crossed the bridge.

**3823 Fiendish Scorpions | Monster**

The hills here are crawling with giant scorpions with azure carapaces that turn a livid purple at the tips of the pincers. Each day in the hex, one encounters 1d8 of the monsters. Their stings deal 1d6 points of poison damage, and another 1d6 points of Wisdom damage. If one’s wisdom is reduced to 2 or less, they go mad, running shrieking into the hills and living like wild cannibals until their wisdom heals back up to at least 6 (or the adventurer’s normal Wisdom score).

Azure Scorpion, Large Vermin: HD 5; AC 16; ATK 2 claws (1d6 + constrict), sting (1d6 + Poison\*); MV 50; SV 14; AL N; XP 500.

### 3908 Sayuna | Monster

Sayuna is small village (pop. 50) of men and women (no children) who harvest resin from the trees that grow in a valley in this hex. The resin can be burned to repel the undead and they keep bits of it burning in all their adobe houses.

The people here are godless and look frightened. They are secretive and unwelcoming to visitors, but will not turn away people in need. They house them in an old shrine of white stone that is located just outside their village.

The building looks as though it used to be a temple, but the idol has been removed. It has strong wooden doors that can be locked from within. The stone walls inside the temple look as though they have been clawed and burned and there are still some old blood stains to be found near the dais on one wall. The two small windows of the temple are barred. Those in need are brought here and told to bar the doors. Food and water is left outside by the women of the village, who veil themselves and do not speak.

Something terrible once happened in Sayuna. When the cataclysm raged, the people came here looking for help from the priestess of Allat who tended this temple. The people were starving and frightened, but the goddess would not answer the priestess' pleas, so the people killed her and ransacked the temple. In an unholy rage, the priestess was torn apart and devoured by the villagers.

This brought the vengeance of Allat upon them, and they were changed into ghouls and driven from the temple. The people prayed for forgiveness and were given the ability to suppress their ghoulish natures, which they aid with the burning of the incense. They try to avoid temptation and keep people away, but they fear more of the goddess' vengeance for not giving succor to strangers. If the adventurers stray from the temple at night, 3d6 of the villagers will not be able to resist the temptation and will take on their ghoulish form and venture out to attack and devour them.

Ghoul, Medium Undead: HD 2; AC 14; ATK 2 claws (1d4 + paralysis 1d4+1 rounds), bite (1d6); MV 30; SV 16; AL CE; XP 200.

### 3919 Draco Castellum | Stronghold

Draco Castellum, or Dragon Castle, is the hill fortification of *legio II Dracones*. It is a standard military castra with a wood palisade and wood buildings, guard towers of wood and stone and steep sides that force potential invaders to climb a winding path to the top, or risk a direct assault up a wooden gangway that can be toppled at ease by the legionnaires.

The legion is commanded by Cnaeus Piampeio Momus, the *Dux Laodicea*, who has largely assumed rule over the prov-

ince with the destruction of Zircon and its proconsul. He is a loyal warrior of the empire, and would do right by the people.

Momus, Medium Humanoid: HD 3; AC 18 (banded, shield); ATK Longsword (1d8); MV 30; SV 15; AL LN; XP 150.

### 3926 Floating Stone | Wonder

This hex is filled with numerous canyons. The canyons are often no more than narrow defiles with rapid, silver-flecked streams flowing through them. The larger canyons are filled with mossy boulders and ferns.

One canyon in particular holds a most unique stone. Floating 20' above a rushing rivulet is a large boulder 8' in diameter. Inside this boulder is hidden a treasure stolen from the tritons, a treasure of black pearls, pearl necklaces and daggers of poisonous sea glass.

The way to get into the boulder is from above, a cunning trapdoor that is locked and trapped with a *grease* spell. Unfortunately, whenever anyone alights atop the boulder it unbalances it and starts it spinning, usually throwing people off. The *grease* spell, if invoked, only makes things harder.

To access the trapdoor, one must roll 1d20 under their dexterity score, then attempt a "find traps" check, then make another dexterity check and then a "remove traps" check, and then a final dexterity check and an "open lock" check. If they fail a dexterity check, the boulder spins and throws them off and into the water below (2d6 points of damage) unless they are levitating or flying. If all checks are made successfully, they open the trap door and can descend into the boulder to retrieve the treasure of the tritons.

Treasure: 3,700 sp, 6,000 gp, small lapis lazuli and turquoise (1 gp each), medium agate (5 gp) and onyx (100 gp) and a large peridot and fire opal (100 gp each), a *potion of levitation* and a treasure map purporting to show a secret entrance to the emperor's treasury in Nomo.

### 3933 Enchantress of Night | Stronghold

The Enchantress of Night dwells in this hex in a large villa constructed of a shimmering metal with conical towers embossed with lunar designs and a large front door of black stone with a mirror-like surface that only opens to the knock of a female.

The Enchantress dwells alone here, filling her villa with illusory people who never disappoint her and who take on a semblance of reality at night. The villa has no windows, but there are many false windows that glow with eternal moonlight. The Enchantress' stronghold is defended by 30 lumi-



nous moon goblins. The grounds outside are protected by six equally luminous moon worms.

The Enchantress has rich ebony skin and silvery hair, usually put up in complex designs that defy gravity. She dresses in flowing gowns of damask, silk, ermine and lace, adorned with numerous gems and jewels. She carries opera glasses, and smokes cigarettes from a mock-ivory holder.

Both rash and vigorous, the Enchantress might exhibit ten different moods in the space of an hour. She does not like to be told no or reasoned with, and when she takes a shine to a person she expects them to remain her guest until she tires of them. These visits last 1d6 months, during which time she is, for the most part, as sweet as honey and very good company. Her fits, when they happen, do not last long and are not violent. When she tires of them, she sends people away with gifts, but never permits them to enter her presence again without bringing her a more wonderful gift in return.

The Enchantress despises the Wizard of the Waves [3533], and would see him brought to her as a prisoner. She's willing to pay handsomely for the deed.

Treasure: 7,000 gp, a gilt nose ring (20 gp), a silk pillow stuffed with griffon feathers (50 gp), a bronze *+1 breastplate*, a necklace of topaz beads (250 gp), a large jasper (100 gp), five small grimoires, each holding a rare 1st level spell, and a brass-capped oak walking stick (25 gp).

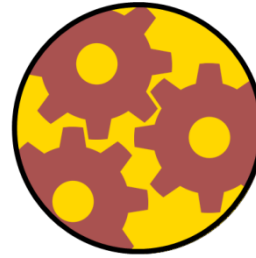
Moon Worm, Large Monster: HD 8; AC 14; ATK Bite (1d12 + Poison I); MV 20 (B20) SV 13; AL N; XP 800; Special—None.

Enchantress of Night, Human Sorcerer: LVL 14; HP 26; AC 13; ATK 1 staff +4 (1d4-1); MV 30; SV 10; S6 I11 W8 D18 Cn8 Ch17; AL NE; XP 1400; Special—Alchemy, brew potion, sense magic, spells per day (6/6/4/4/3/2/1), spells known (6/6/6/6/6/5/3); Gear—*Staff of illusion* and *boots of elvenkind*.

Spells Known: 1st—*chill touch, endure elements, ill omen, magic aura, ray of frost, shocking grasp*; 2nd—*darkness, dexterity, hideous laughter, mirror image, scorching ray, thought shield*; 3rd—*body adjustment, flame arrow, keen edge, nondetection, shockwave, spectral force*; 4th—*cause disease, crushing despair, globe of invulnerability, phantasmal killer, scrying, wall of fire*; 5th—*animal growth, dismissal, interposing hand, permanency, sending, telepathic bond*; 6th—*chain lightning, death fog, mathemagic principal, repulsion, symbol of fear*; 7th—*banishment, magnificent mansion, simulacrum*.

### 3941 Horologium | Monster

Horologium is an island and city-state inhabited by Vulcan's creations, doing their best to avoid corroding in the salty air. The island has a variety of coastlines, including beaches, harbors and cliffs, and it has many natural springs.



The city-state is contained in a dormant caldera that still has enough geo-thermal energy to power the creations of the clockwork inhabitants. The rim of the caldera is fashioned into a rampart with nine towers, each equipped with one of Archimedes' burning mirrors (i.e. laser ray, deals 2d6 points of fire damage each round it is held on the target; tiny to medium targets require a hit roll each round).

The automata (pop. 168) are metalworkers mostly, mining metals from the slopes of the old volcano and fashioning it into fine weapons, armor and clockworks for sale. They have a fortified harbor on the north side of the island where they permit non-automatons to dock and take on cargo.

At the center of the city-state is the palace of King Talos, a giant bronze man. Talos is attended by 20 golden *keledones*, maidens of gold who sing and, when their king is threatened, turn into flailing death bots. Silver and gold watchdogs patrol the palace grounds. The captain of the city guard is called Incubito, a man of steel fashioned in the image of a gladiator, with interchangeable weapon arms!

The automatons worship Primus of the polyhedroids as *Artifex Maximus*. His high priest is the scientist Excogitatoris, who fashioned the blazing mirrors and guard dogs.

Automaton, Medium Construct: HD 1+1; AC 16; ATK Weapon (1d6); MV 30; SV 16; AL LN; XP 100; Special—Immune to disease, resistance to electricity.

Keledone, Medium Construct: HD 3+1; AC 18; ATK 3 flails (1d4+1); MV 30; SV 15; AL LN; XP 300; Special—Immune to disease, resistance to electricity and fire.

Excogitatoris, Automaton Scientist: LVL 6; HP 17; AC 16; ATK Dagger +2 (1d4); MV 30; SV 13; S9 I17 W14 D9 Cn12 Ch12; AL LN; XP 600; Special—Communication, decipher codes, find secret doors, find traps, identify specimens, legend lore, open locks, remove traps, brew formula, invent; Gear—*shock glove*.

Incubito, Automaton Fighter: LVL 6; HP 27; AC 20 (plate armor, shield); ATK 1 *+4 scorpion* +5 (1d8+4); MV 30, SV 14; S11 I10 W9 D10 Cn9 Ch9; AL LN; XP 600; Special—Riding, leadership, dominate.

Talos, Large Construct: HD 12; AC 30 (*+4 plate*); ATK 2 fists (2d6) or *+2 pike* (1d8+2); MV 40; SV 11; AL LN; XP 1200; Special—Immune to

disease and sonic energy, resistance to acid, electricity and fire; Gear—*Potion of polymorph self*.

#### 4001 Solar Scorpion | Monster

During the day in this hex, one might discover a massive scorpion with a stark white carapace sunning itself on an outcropping of blackish stone. This is a guardian beast of Marduk named Udgiri, bound by divine decree to stand sentinel in the Crimson Waste lest Tiamat return. Udgiri has felt the stirrings of the primordial goddess due to the actions of Elik zin-Falar at the Pit of Sorrows [3101], but it does not yet know the source of its unease. It will attempt to communicate telepathically with the adventurers, but it speaks only an ancient dialect that they might not understand.

Solar Scorpion, Huge Outsider: HD 8 (48 hp); AC 21 [+1]; ATK 2 claws (2d8 + constrict), sting (2d8 + Poison III); MV 50; SV 14 (12 vs. poison); AL N; XP 4,000; Special—MR 50%, immune to disease, resistance to acid, cold and electricity, regenerate, turn undead as 8th level cleric, magic use (cleric, 8th); Spells—3/day—*detect invisibility, dispel magic, haste*.

#### 4016 Opalos | Village

Opalos (pop. 60) is a mining village tucked into a narrow valley with steep sides. The valley's slopes are inhabited by wild goats and creeping pines, while the floor is a tangle of black pines. Much of the plant life has been cut away to serve the mines, which pull fine opals from the sandstone cliffs. Among the miners are five gnomes, hired for their expertise. Five men-at-arms watch over the miners and enforce the emperor's laws. Most of the miners' food and supplies are carried in on pack mules, for the valley is notoriously hard to breach.

#### 4018 Magic Pool | Wonder

There is a pool of water in this hex. It is cool and refreshing, but strictly taboo. The east, west, north and south sides of the pool are marked by palladiums. Those who ignore the pool and bath in it come out covered in golden scales, but otherwise unharmed. The scales last for one month, and while garbed in the scales a person is resistant to fire, but vulnerable to electricity damage.

#### 4023 Giant Herbalists | Monster

A band of 18 stone giants have traveled up the Iardanes Rivers from Imbec in search of a rare herb needed to stop a pestilence spreading through the sheep and goats of Imbec. They are led by an elder (Adept 3) and have not yet located enough of the herb that they need, a sil-

very leaf that grows during full moons and then burrows into the soil when the moon is waxing or waning. Halflings have an uncanny knack for finding this herb, as it makes the soles of their feet itch like the devil when they walk over it.

Stone Giant, Large Giant: HD 9; AC 20; ATK Club (2d6) or boulder (900'/2d6); MV 30; SV 12; AL N; XP 900; Special—None.

#### 4031 Lint of the Gods | Wonder

Giant wad of lint floats here in the sea. Pulled from the naval of Jove and tossed aside, it is blessed by its divine origin. Putting a wad of the lint in the ears protects an adventurer from all sonic attacks for 24 hours, after which the lint fades away into the ether, like cotton candy.

#### 4103 Pagoda of the Black Idol | Wonder

An old, dusty white hat of the sort that magicians favor lies on the ground here. The hat is unnaturally heavy and resists being lifted from the ground. A combined strength of 30 is required to do it, and no more than three people can attempt to pick it up at one time.

If the hat is lifted up, then something akin to water, though more brilliant, spills out, turning the area in a 300' radius into a shimmering lake of liquid gold. The liquid is 10' deep, and while one can swim in it, they had better not taste it for it is a deadly poison if ingested.

Within the margins of this weird lake there rises a small pagoda, glossy black, with steps of amaranth. From this pagoda there comes a beating, as of a great, inhuman heart, which sends ripples out into the lake.



The pagoda has a single door that permits one to walk through it as though it were oily goo. They are unharmed and unmarked on the other side, save that they have their sense of direction completely reversed for one hour, and 17% of the time they forget their name. The door is perfectly solid on the other side, and there is no way to open it except as follows.

Inside the pagoda, which is approximately 10' in diameter and hexagonal in shape, there is a strange idol of the same material as the pagoda, though colored carmine. It is vaguely feminine in shape and with six arms. Two of its hands are open, another two clenched tight in fists and the final two pressed together, seemingly with something held inside.

Floating about the room in a slow orbit of the idol are five masks of black metal. One is smiling, another weeping, the third haughty, the fourth angry and the last frightening.

Catching the masks is not difficult. When a mask is held up to one's face or to the statue's face, there is a magical effect.

A person that wears the frightening mask who looks at the idol causes it to press its two open, empty hands to its eyes. The mask cannot be placed on the idol if her eyes are covered.

The happy mask causes it to smile, opening its mouth and allowing water to flow from it and into the room at a tremendous rate. The water rises at a rate of 1' per round and the ceiling is 12' high. Removing the mask stops the flow, but does not cause the existing water to vanish.

The weeping mask causes it to lose this smile and unclench its two fists, revealing two coins, platinum and orichalcum, each shaped like a fish in the manner of yin and yang. If these fish are exposed to water, they turn into two giant water vipers, one fiendish and one celestial (see below). Each of these wears a gold circlet around its body. These snakes can only be damaged by special magic daggers (see below), though they can otherwise be wrestled or affected by spells.

A person wearing the angry mask offends the idol, which shoots lightning (3d6 electricity damage, two bolts per round) at all within the pagoda, provided her eyes are not closed. Whenever the lightning misses an adventurer (i.e. they succeed at their saving throw), it strikes a wall and leaves a large seed, something like a plum pit.

A person wearing the haughty mask cowers the idol, who opens its hands that are pressed together to reveal a large blue pearl. This pearl is useful in escaping this strange place.

If the angry mask is placed on the idol, the walls in the pagoda flash bright red and then melt away to reveal a heaving flow of magma, rising steadily up a hill towards the pagoda. Prying the mask away requires a roll of 1d20 under Strength. If re-

moved, the black walls appear again. If not, the magma overflows the pagoda and burns everyone to a crisp. If the gold circlets taken from the celestial and fiendish vipers are cast into the magma, it cools and hardens into a frozen sea of basalt. Rolling through this basalt landscape is a large red pearl, which is of use to those who wish to escape this place.

If the happy mask is placed on the idol, the walls in the pagoda flash bright yellow and then fade away to reveal a vast, sunny meadow flecked with daisies and heliotropes. Any water filling the pagoda is dried away rapidly and the warm breezes and delicate perfumes remove fear and fatigue. If the plum pits (see above) are planted in the soil, they quickly grow into trees bearing 1d6 +1 daggers that alone can damage the celestial and fiendish water snakes.

If the weeping mask is placed on the idol, the walls in the pagoda flash dull blue and then shatter to reveal a great expanse of blue water and blue sky, burdened with clouds that send a gentle rain falling down. Water in the pagoda runs into this ocean, the waves lapping against one's feet. If the celestial viper is released into this ocean, it returns in one minute with a large yellow pearl (see below) in its mouth as a gift, a beautiful sea nymph on its back, with jade skin and foam-white hair, teeth like pearls and eyes the magenta of a sunset. She bids the adventurers farewell and swims away with the viper, leaving all a bit sadder for the loss. The fiendish viper disappears into the water and causes the gentle rain to become a raging storm, soaking the adventurers to the bone and affecting them as per the druid spell *call lightning*.

If the haughty mask is placed on the idol, the walls in the pagoda flash purple and then part like curtains to reveal a vast hall of white marble veined with purple. Amaranth cushions of velvet and damask are piled around short mahogany tables laden with gold decanters of fragrant wine and silver platters of every delicacy known to mankind. Unseen servants brush the dust from clothes and adjust hair and accoutrements, and whiz by with trays of food and drink. One might stay here an hour, eating and drinking their fill and restoring themselves as though they had a full night of sleep, but they will also noticeably put on weight and feel fatigued when they again enter the pagoda.

If the frightening mask is placed on the idol, the walls in the pagoda flash white and then disappear, leaving one in a stark landscape of pallid light. A minute later, in the distance, one sees shapes of grey and black appear, like dots at first because they are so far away, but growing closer by the moment. Elves realize first that these things are spectres, wraiths and wights shuffling and flying ever closer. One cannot stand against this onslaught and will surely die unless they hold the red, blue and yellow pearls. These pearls can be pressed together to form a white pearl, which causes the un-

dead to fade and leave the adventurers standing, once again, in the desert staring at the now non-magical white hat.

Celestial Viper, Small Monster: HD 1; AC 17; ATK Bite (1 + Poison I); MV 20 (C20, S20); SV 16; AL NG; XP 300; Special—MR 10%, resistance to electricity, +2 to hit and damage Chaotic creatures.

Fiendish Viper, Small Monster: HD 1; AC 17; ATK Bite (1 + Poison IV); MV 20 (C20, S20); SV 16; AL NE; XP 500; Special—MR 10%, resistance to fire, +2 to hit and damage Lawful creatures.

#### 4107 Red Pool | Wonder

There is a red pool of water in this hex, tucked between two rocky protuberances. The water is sweet and wholesome, and the banks are encrusted with tiny golden chrysoberyls. Each handful of this glittering sand is worth 1 gp.

The pool would be an ideal place but for the curse. If ever the moon is glimpsed in reflection in the pool (if you don't keep track of the moon phases, assume a 3% chance), the person seeing the moon changes into a werewolf for 1 month. This curse of lycanthropy is temporary, but it carries all the effects of the curse except that it is not transmitted through biting, but rather by gazing in the afflicted creature's eyes.

There is a 1 in 6 chance of meeting a band of 2d6 Warudi nomads in this hex that are afflicted with the curse.

Werewolf, Medium Monster: HD 4; AC 15 [silver]; ATK 2 claws (1d4) and bite (1d6); MV 40; SV 15; AL CE; XP 400; Special—Curse.

#### 4108 Nagab | City-State

##### DEMOGRAPHICS

**Population** 5,000

**Race** Rock Baboon

**Religion** Crude and primitive

**Alignment** Neutral

##### AUTHORITY

**Temporal** Nunbar (6 HD rock baboon)

**Arcane** Egah (CN rock baboon, magic use (magic-user, 2nd))

##### DESCRIPTION

**Theme** Stone age city of angry apes

**Wilderness** Crimson Waste (wasteland)

**Accent** Grunts and groans

**Vistas** Small caves, terrible odors, the howls of baboons, filth thrown from high caves, bull baboons beating wooden drums (or one another) with thigh bones, dancing around crackling flames, red walls streaked with gore and filth

**Names** Ereth, Flok, Garon, Goddur, Ilmu, Koraz, Zerod

Nagab is the infamous "City of Apes", much spoken of around the campfires of the Warudi and the main reason they keep away from the badlands. A few desperate nomads have camped near that rugged sandstone upland, fatigued from a close escape from their enemies or desperate to find the pools of water that gather in the shade of the promontory. Those who have lived to tell their tale told of terrible ambushes and of their comrades being ripped limb from limb.

The city is inhabited by rock baboons. It is a collection of caves lining a canyon in the badlands they call home. The rock baboons have built a few crude stone towers along the upper rim of the canyon to serve as guard towers.

The rock baboons hunt and gather throughout the badlands, and sometimes sally forth into the wastes when they have spotted nomads or adventurers that have approached close enough to be ambushed.

Rock Baboon, Medium Monster: HD 2; AC 14; ATK Bite (1d3) and club (1d4); MV 40; SV 16; AL N; XP 100; Special—None.

#### 4110 The Castle of Death | Dungeon

A large concentric castle of black bricks looks down on this hex from a tall hill. The building is surrounded by a frozen moat of water and the air around it is chill and unhealthy (save vs. disease). The land looks uninhabited and there are many fetishes hanging from spears driven into the ground around the castle, fetishes placed by the Warudi to denote that this is a place of great evil.

If one breaks into the castle they find it deserted, with not even the merest hint of life. The hallways seem to go on forever and there are no doors or windows. The stone walls are cold and clammy to the touch and one almost feels that the stone sticks to their hands. At least, this is what they find during the daylight hours.

A night, doors appear, glowing like moon light, and one can enter the haunted chambers of the castle of death where wraiths emerge from the walls and voiceless screams are heard echoing in the halls. They might even find the throne room of the castle's master, a blackened corpse with seven golden daggers thrust into its bleeding scalp like a crown, and a golden scimitar in its fist.

**Treasure:** 1,900 gp, large onyx (2,000 gp).

Wraith, Medium Undead: HD 5; AC 17 [Silver]; ATK Strike (1d6 + 1 energy drain); MV 30 (F60); SV 14; AL LE; XP 1,500; Special—Powerless in natural sunlight, slain creatures rise as wraiths.

Wraith Lord, Medium Undead: HD 8; AC 17 [Silver]; ATK Strike (1d6 + 1 energy drain); MV 30 (F60); SV 14; AL LE; XP 2,400; Special—Powerless in natural sunlight, slain creatures rise as wraiths.



### 4112 Banaa | Town

#### DEMOGRAPHICS

**Population** 780 (urban), 6,240 (rural)

**Race** Human

**Alignment** Neutral

Banaa is a small town of militant Warudi, all of them exiles and victims of the nomadic clans and thus jealous of their newfound (relative) freedom and security. The village is built atop the ruins of an Iremite town, the villagers having repaired the old fortifications and re-established a modicum of the original irrigation system. They grow semolina and hemp in their fields, and blackberries in thickets around the walls of their village. The women of Banaa keep bees in onion-domed little beehives amid the blackberry bushes and the fields of grain. The village's young men are expert ferreters, hunting in the lands around their village.

Banaa is ruled by Amir Kelas zin-Nemar, a bawdy man of great appetites, but a doughty warrior all the same. He not only governs the village, he also runs the village's inn, a lamentable stone building in need of repair with dismal little rooms that offer little comfort, but it does boast one of the region's fine chefs, whose blackberry compote is prized as far away as Guelph and Ishkabibel. When one walks into the inn, the House of the White Goddess (named for an old piece of Iremite sculpture that overlooks the dining area), they smell lamb roasting over an open fire and see men gathered around small tables drinking great clay goblets of fortified wine, smoking tobacco from hookahs or sipping tea from silver bowls. Another room is provided for ladies, serving the same food and drink, but with slightly more comfort and with a large half-orc woman, Yolda, at the door to keep men out.

The village is protected by 20 archers in studded leather armor and armed with short bows and spears and 30 light cavalry on swift horses, armored in chainmail and carrying lances, composite bows and scimitars. The horsemen patrol the lands around the village, while the archers man the walls.

Yolda, Half-Orc Fighter: LVL 3; HP 15; AC 17 (chainmail, shield); ATK 1 battleaxe +3 (1d8); MV 30, SV 16; S12 I12 W11 D9 Cn13 Ch4; AL N; XP 300; Special—Half-orc traits, riding, leadership, dominate.

Yolda's Giant Horned Lizard Mount, Large Animal: HD 5; AC 18; ATK Bite (2d6) or tongue (20'/grapple); MV 40; SV 14; AL N; XP 250.

Kelas, Human Fighter: LVL 3; HP 8; AC 19 (platemail, shield); ATK 1 tulwar +4 (1d6+1); MV 30; SV 16; S13 I11 W9 D10 Cn12 Ch11; AL N; XP 300; Special—Riding, leadership, dominate.

Kelas' Cave Bear Mount, Large Animal: HD 6; AC 13; ATK 2 claws (1d8), bite (1d12); MV 30; SV 14; AL N; XP 600; Special—Hug.

### 4115 Behir Today, Gone Tomorrow | Monster

A mount of reddish sandstone rises in this hex. The northern slope features a small spring and pool, with a cluster of date palms growing around it, and a cave atop the mount serves as the lair of a behir.

Treasure: 4,100 cp.

Behir, Huge Monster: HD 9; AC 16; ATK Bite (2d4 + swallow), coils (1d4 + constrict) or lightning (20'/7d6); MV 40; SV 12; AL N; XP 50; Special—Immune to electricity and trip attacks.

### 4118 Saracea | Village

Nobile Mania Cæseria Alanna rules Saracea (pop. 90), a provincial post of little interest, but safer than Nomo. Saracea is a small village of farmers living in thatched cottages that are surrounded by a low stone wall, with a single large stone building provided for the nobile (well decorated with the wealth of her old family, for she is the last) and small shrine of Mercury. A hostel for travelers, now rarely used, stands next to the shrine, but the shrine was initially built because of a belief that a nearby cave was an entrance into the Underworld. This cave is now home to a trio of vampires who mostly attack the animals of the area and who thus have become somewhat feral themselves.

Alanna commands five men-at-arms, lazy rascals who are only mildly corrupt. They mostly hang out in the village taberna, drinking cheap wine and roasting onions.

Treasure: 1,100 cp.

Alanna, Medium Humanoid: HD 3; AC 19 (platemail, shield); ATK Spear (1d8); MV 30; SV 15; AL NE; XP 150; Special—None.

### 4120 Abysmal Temple | Monster

Zircon was a thriving town reduced to ruin by an incursion of Warudi warriors a few years back. Founded as a military camp on the old frontier, it grew into a market town as the

empire expanded, and soon boasted several temples, a large keep and magnificent gardens.

The town grew in part due to tourism. It was established over medicinal hot springs and people came from all over the Taurus to take the cure in the medicinal baths, which were located within the Temple of Fontus, the god of springs. In time, the action of those springs weakened the bedrock and the interior of the temple was swallowed into a sinkhole, at the bottom of which there was a massive boiling lake that stank of sulfur and which permitted entrance into numerous caverns of the underworld. The tourist economy thus ended, Zircon's found itself on harder times and then was overrun by the Warudi raiders.

Since the town's ruin, a massive hydra has wormed its way into the old Temple of Fontus. It now serves as the object of worship to the goblins and monsters of the hills, which come here to throw in captives as sacrifices. They have plundered the old town and burned what could be burned.

The waters still have restorative powers (+2 bonus to save vs. disease, double natural healing each day that one spends at least 2 hours in the water), and the hydra has accumulated a very nice treasure.

Treasure: 6,300 sp, two medium jaspers (5 gp each) and a small emerald (100 gp).

Hellish Hydra, Huge Monster: HD 13; AC 15; ATK 13 bites (1d10); MV 20 (S20); SV 13; AL CE; XP 1,300; Special—Regenerate heads.

#### 4132 Stone Giant Keep | Monster

A large keep of bleached white stone stands on a headland that descends into the waters of the Green Sea here. The keep is inhabited by the stone giants of Imbec.

The stone giants have very smooth skin the color of white limestone, with large unblinking eyes that seemingly have no pupils. They are a calm folk, not given overmuch to violence, who have tolerated non-giants on their island for centuries. Here, they make a living casting nets into the sea and pulling out fish and other treasures.

The keep consists of three large, circular towers of cyclopean masonry connected by a 30' tall wall. The courtyard holds a natural spring, golden reeds and similarly golden toads which they stone giants keep for their believed oracular powers.

The stone giant clan consists of 36 giants led by the elder Padek (Adept 4), who wears a cerulean tunic and a necklace of golden sun disks as a badge of office and priesthood. The other giants wear simple loincloths and carry clubs.

Treasure: Small topaz (20 gp), small peridot (1 gp) and small chrysoprase (1 gp).

Stone Giant, Large Giant: HD 9; AC 20; ATK Club (2d6) or boulder (900'/2d6); MV 30; SV 12; AL N; XP 900; Special—None.



#### 4143 Isle of Proteus | Town

This small island is ringed by thick mists that rarely clear (1 in 6 chance of it when the island is approached by boat). The coasts are rocky, with a single small beach and beyond the beach rugged cliffs with a small cave that leads to the interior of the island. The beach is guarded by a protean, a child of Proteus, who is bound to guard this island.

Protean, Large Aberration: HD 22; AC 25 [+2]; ATK 5 slams (2d8); MV 50; SV 7; AL CN; XP 6600; Special—Immune to poison, assume any shape or combination of features at same time, save each round to avoid changing, destabilize form; Spells—At will—*dimension door*, *ESP*, *ethereal jaunt*, *knock*, *nondetection*, *plane shift*, *suggestion*.

In the interior of the island there are wooded hills and fertile land for herding and farming. At the heart of the island is a town built around the base of a limestone mount. The royal palace of the island's queen is carved into this promontory and includes not only a throne room and elegant chambers for the queen and her family, but also barracks for her royal guard, a mighty temple dedicated to Uranus and extensive dungeons where is hidden a radiant pool.

The queen, Antinea, has prisoners brought into the dungeon and exposed to the magic pool. Those who are exposed must roll 4d6 under their Constitution score or lose 1d4 points of constitution and suffer sores and rashes on their skin. These people are cast into a box canyon in the eastern part of the island from which there is no escape. The canyon has steep walls 200' high and the only exit is blocked by a man-made wall with a stout iron gate. Soldiers of the queen toss goat carcasses into the canyon to feed the prisoners, but they are otherwise left to their own devices.

Antinea, Human Druid: LVL 8; HP 25; AC 10; ATK +1 *scimitar* +5 (1d6); MV 30; SV 13; S7 I15 W14 D9 Cn10 Ch15; AL N; XP 800; Spe-

cial—Healing, lore, free movement, identify nature, leaves no trail, +2 save vs. elements, change shape, immune to fey abilities, spells per day (6/3/2/2); Gear—Silver anklet (100 gp), *potion of sonic resistance*, *pipes of pan*.

Those who are subjected to the pool and survive become übermenschen, and are inducted into the royal guard. These übermenschen have bronzed skin and silver hair, with eyes lacking visible pupils. The royal guard wears black leather armor, red capes, and helms that hide their faces. They carry shields, spears and short swords.

Übermensch, Medium Monster: HD 6+4; AC 16 (leather, shield); ATK 2 fists (1d2+4) or weapon (+4); MV 40; SV 14; AL N; XP 600; Special—None.

The town is populated by 730 people, with another 5,840 people dwelling in the small villages surrounding it. There are 20 übermenschen in the royal guard and another 30 normal men-at-arms who patrol the countryside.

Royal Treasure: 7000 cp, 8000 sp, 14600 gp, two beryls (20 gp and 100 gp), emerald (100 gp).

#### 4148 *El Alacrán* | Monster

A pirate galleon, the *El Alacrán*, is on its way to Babor with a hold full of booty taken from ships around Ulflandia. The ship is crewed by 80 pirates and their capitana, Esmerelda the Iron Maiden. Among the booty are 8 prisoners taken from Ulflandian ships, including an elven aristocrat called Aoife.

Treasure: 9700 cp, 5600 sp.

Pirate, Medium Humanoid: HD 1; AC 11 (buckler); ATK Cutlass (1d6+1); MV 30; SV 16; AL CE; XP 50; Special—None.

Capitana Esmerelda, Human Duelist: LVL 8; HP 34; AC 17 (leather, buckler); ATK 1 rapier +8 (2d6+1) and +2 *main gauche* +10 (1d6+3); MV 30, SV 13; S15 I14 W16 D16 Cn9 Ch9; AL NE; XP 800; Special—Acrobatics, taunt, surprised (1 in 6), specialist weapon (+1d6 damage), parry, spring into combat, lackey, riposte.

#### 4227 *Questing Amazon* | Monster

The blue amazon warrior Oranda is bathing in the river here, her +1 *breastplate* and cerulean clothes stashed under a large shrubbery to hide it. Woe to those who would steal it. The amazon has journeyed here on a quest to recover the *Crystal Sword* [7144], which she mistakenly believes is to be found in the badlands of the Crimson Waste.

Treasure: 15 sp.

Oranda, Medium Humanoid: HD 1+1; AC 10; ATK Fists (1d2); MV 30; SV 100; AL LG; XP 100; Special—MR 10%, immune to surprise.

#### 4312 *The Druid's Throne* | Wonder

This hex holds atop a promontory that visibly steams a bubbling hot spring. These three pools are caked with yellow salts and amber crystals, and though they bubble they are not boiling; one can bathe in them without being burned.

Between these pools, the salts and crystals mount up like a pillar topped with a crude throne. When a druid sits upon this throne, they are permitted to cast nine 9th level druid spells. With each casting, their innards harden and crystalize, robbing them of 1d4 points of Constitution. After four such spells, the druid is attached to the throne and can no longer move. After the ninth spell, the druid becomes part of the throne.

For every day in which the druid forgoes casting spells (any spells, not just the bonus spells provided by the throne), one point of Constitution is restored. When all constitution is restored, their body is returned to normal and they can leave the throne safely. If the druid dies on the throne, his or her body calcifies and crumbles into dust.

#### 4322 *Prisoners of the Bulb* | Wonder

This hex holds a large stone tower, grey and green, in an otherwise pleasant valley of pines, ferns and berry bushes. The tower is 40' tall and cylindrical. The interior is a collection of rooms, all unimpressive except for the dungeon, which holds eight captives (normal folk), and the top, from which grows a giant fleshy bulb. This bulb possesses psychic powers, using illusion and mind control to lure people to the tower where they are seized by its servitors and locked in the dungeon to slowly die and decompose and thus nourish the bulb. From the bulb spring hundreds of thick scarlet vines with white blossoms that smell of lilac.

One can storm the tower and fight their way through 12 servitors to the top and there slay the strange psychic bulb (AC 9, 40 hp, immune to bludgeoning damage, has no attacks), but doing so causes the vines to rapidly wither. They are all that is holding the tower up, and thus their destruction causes the tower to collapse into rubble in three rounds, killing the prisoners and maybe the slayers of the bulb as well.

The key is to lull the bulb to "sleep", which can only be done by the giant bees that dart and weave through the valley. The servitors of the bulb hurl javelins and stones at these bees whenever they approach the tower for this reason. If the bulb is lulled, the servitors fight as normal humans and the prisoners can be rescued and removed without the tower collapsing. The bulb remains lulled as long as at least five giant bees are present and hovering within 20' of the tower.

Treasure: 3,500 sp.

Giant Bee, Medium Vermin: HD 4; AC 14; ATK Sting (1d4 + Poison III); MV 30 (F80); SV 15; AL N; XP 400; Special—None.

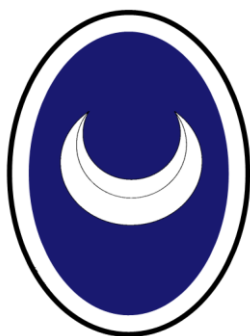
Servitor, Medium Humanoid: HD 1+1; AC 12 (shield); ATK Axe (1d8); MV 40; SV 16; AL CE; XP 100; Special—Immune to fear.

### 4325 Orcs | Monster

The valley of the Little Iardanes River has always been infested with orcs. The orcs live in small bands and survive by hunting and fishing. They speak an odd dialect of ... oh heck, they speak Pig Latin, because this hex crawl is inspired by Rome. I figured it was easier to just come out and say it.

In all, the valley holds 80 orc warriors and 120 noncombatant young. They dwell in five clans that meet every now and then on a hilltop marked with megalithic structures and a great fetid pit of waste that they worship.

Orc, Medium Humanoid: HD 1; AC 15 (scale, shield); ATK Battleaxe (1d8); MV 30; SV 16; AL CE; XP 50; Special—None.



### 4327 Marenata's Remains | City-State

Marenata was a large river port located at the mouth of the Iardanes River. The city was constructed on a wide plain between wooded hills that ran down to a bend in the river. The hills beyond the valley are fertile and a great deal of the grain and fruit that was grown here was shipped to Nomo.

Legend said that the city, which is constructed of limestone, emerged from the sea fully formed, complete with a temple dedicated to Venus and a palace with coral pillars and domes of green copper at the urging of the founder Marenata, a bard. The city is still a haven for bards and actors, with shrines to the Muses as well as to Eros.

That was the city of Marenata a few weeks ago. Now it is a very different place. The sea that birthed Marenata destroyed it, rising up and flooding the city in the night so rapidly that few managed to escape. When the waters receded, the building had become as ruins, blackened with slime. The inhabitants were gone without a trace, without a single body left behind. Sealed amphorae of wine and olive oil were now

found to be filled with sea water, coins were replaced with shells, etc.. Only one building survived this ordeal, the Temple of Venus, still as lovely as ever.

Marenata can be repaired, and many vagrants escaping Nomo have taken up residence here, living in small "tribes" of 20 to 30 people. There are probably 8 of these gangs now inhabiting the city, and they are all dedicated to the proposition that none must enter the temple of Venus. Gangs of armed and armored men keep an eye on the place and bar people from entering, violently if necessary.

If adventurers do get into the temple, they discover an idol of Venus with ivory skin and celestial blue robes, standing about 15' tall and surrounded by coral columns, the capitals of which are clad in gold. The temple has an eerie feeling, and when adventurers least expect it the idol comes to life, demanding obeisance and attention.

Venus will tell them the tale of Vinrix's journey across the sea, and his coming to strange and beautiful Ipnos, where he now resides. She tells of the fall of Ishkabibel, her great metropolis, of the evil being done there and of the Hellish armies of now assembling there to crush the questing knights of Gwenth and then march on Nomo.

She charges these adventurers (via a *quest* spell; save at +5 penalty) with finding Vinrix and returning him to Nomo before it falls, or suffer damnation at her hands.

### 4334 Shell Game | Monster

A giant, sentient octopus is running a shell game on a large natural stone under the sea. He's backed up a couple merrow, just in case people want to start trouble.

To stimulate the game, which involves eight shells, the players have to put down some money. The TK writes the numbers one through eight on a piece of paper. He then rolls 1d8 in secret, remembering the number. The player then rolls 1d20 and compares it to her Wisdom score. For every point she rolls under her Wisdom score, the TK crosses out one of the incorrect numbers on the piece of paper. The player then makes a guess, and if she's correct, she still loses, because the game is a scam. The only way she can win is by rolling low enough that all the incorrect numbers are eliminated.

Merrow, Large Giant: HD 4; AC 15; ATK Slam (1d6); MV 40; SV 15; AL CE; XP 200; Special—None.

Giant Octopus, Large Animal: HD 4; AC 13; ATK 8 arms (1d4 + constrict), bite (2d6); MV 10 (S40); SV 15; AL N; XP 400; Special—Ink.





### 4348 Domdaniel | City-State

Domdaniel is a domed city of wicked magicians and their servants and warriors located beneath the waves. The city is built of coral and crystal, and is tucked within a dome of hepatizon so overgrown with kelp and barnacles and the like as to be nearly invisible. A portal of double-charged ions in the city center permits movement from Domdaniel to the surface. The dome covers the entire hex, and within there is a city-center of great towers that are surrounded by fields and wilderness.

Most of the 666 mages who have quarters in Domdaniel do not live there on a permanent basis. Rather, it is a refuge and sanctum for them, a place to hide objects and escape the forces of Law and Good. Besides the mages, the city is populated by over 1,600 apprentices, more than 5,000 servants and citizens that keep their manses and numerous familiars,

Whether the mages are in residence or not, the citizens go about their daily business. They tend crops grown in weird pocket dimensions, producing all manner of wonderful things like laughing cabbages, semi-etheric turnips, golden grains that taste like honey and giant purple carrots. Others keep the streets swept, provide boarding for apprentices and familiars, run taverns (wine bars, coffee houses – things that magic-users prefer, as well as down-and-dirty bars for their apprentices and the sorcerers), and other such activities.

When a magic-user or sorcerer enters the city, their manse is opened up and immediately the spying and challenges and magicians' balls begin. Most of them come to the city at Midsummer to attend the Panmagonium, the parliament of Domdaniel. The prime minister of Domdaniel is Zatania, who leads the Authoritarians, the Lawful Evil party of Domdaniel. He is opposed by Adbaldar, leader of the Kraterocrats (Chaotic Evil) and High Cantator of the Panmagonium, and Maugraby, head of the Plutocrats (Neutral Evil).

Domdaniel is without temples and clerics, but there are many small shrines to Hecate, Thoth and other deities of white and black magic. They are not well tended, and many are just used as places where secret meetings can be held, since there are very few visits to these places. The city is protected by 180 warriors and 600 militiamen. The militia is armed with staves, daggers and slings, since they are all apprentice magic-users and sorcerers, and are perhaps the worst military force all of Nod. Domdaniel's army consists of 100 horsemen (pointed helm, leather armor, shield, scimitar, flashy cape, light warhorses), 60 mounted archers (padded, composite bow, scimitar, light warhorse), 20 volkites (treat these as non-sentient automatons armed with ray guns) and a juggernaut tank operated by 2 crewmen.

Juggernaut (Tank), Large Construct: HD 13; AC 17; ATK Trample (4d6); MV 50; SV 10; AL -; XP 1300; Special—Resistance to fire.

Volkite (Robot), Medium Construct: HD 4; AC 18; ATK Slam (1d6) or atom-gun (250'/1d8 fire); MV 20; SV 15; AL N; XP 400; Special—Resistance to fire and electricity, cannot run.

Adbaldar, Human Magic-User: LVL 13; HP 33; AC 11; ATK 1 staff +4 (1d4-1); MV 30; SV 10; S7 I15 W7 D13 Cn9 Ch12; AL CE; XP 1300; Special—Alchemy, lore, spells per day (6/4/4/4/3/2/1), create scrolls, arcane knowledge (alchemist's fire, distillation, gunpowder, mechanical clock, soda water, algebra and geometry); Gear—*Potion of enlarge self, scroll of death fog, viper rod, cubic gate.*

*Spellbook: 1—Burning Hands, Color Spray, Disrupt Undead, Flare, Identify, Magic Weapon, Mind Thrust, Ray of Enfeeblement, Touch of Fatigue; 2—Charisma, Glitterdust, Know Alignment, Pass Through Element, Wizard Lock; 3—Dispel Magic, Invisibility Sphere, Protection from Evil II\*, Spectral Force, Tiny Hut; 4—Black Tentacles, Dimensional Anchor, Phantasmal Killer, Shadow Conjuration I; 5—False Vision, Overland Flight, Symbol of Pain; 6—Crystallize, Mislead, Shadow Walk; 7—Symbol of Weakness*

Maugraby, Human Magic-User: LVL 13; HP 13; AC 10; ATK 1 staff +4 (1d4-1); MV 30; SV 10; S8 I16 W8 D10 Cn8 Ch7; AL NE; XP 1300; Special—Alchemy, lore, spells per day (6/5/4/4/3/2/1), create scrolls, arcane knowledge (soda water, distillation, adamantine, glue, acid, flash powder); Gear—*Scroll of protection from outsiders, wand of invisibility (2 charges), ring of blinking, rod of withering, ever-smoking bottle.*

*Spellbook: 1—Cause Fear, Comprehend Languages, Detect Undead, Feather Fall, Hypnotism, Magic Aura, Mount, Read Magic, Wizard Mark; 2—Acid Arrow, Detect Invisibility, Magic Mouth, Spider Climb, Wizard Lock; 3—Explosive Runes, Heroism, Mental Barrier, Shockwave, Summon Monster III; 4—Creation I, Fear, Polymorph Self, Stoneskin; 5—Creation II, Planar Binding I, Wall of Force; 6—Antimagical Field, Permanent Illusion, Programmed Illusion; 7—Ethereal Jaunt*

Zatania, Human Magic-User: LVL 13; HP 41; AC 10; ATK 1 staff +7 (1d4+2); MV 30; SV 10; S17 I11 W13 D10 Cn13 Ch9; AL LE; XP 1300; Special—Alchemy, lore, spells per day (5/4/4/4/3/2/1), create scrolls, arcane knowledge (invisible ink, algebra and geometry, glue,

phosphorus, flash powder, adamantine); Gear—*Potion of charm dragons, staff of transmutation, ring of wizardry III, medallion of ESP.*

*Spellbook: 1—Audible Glamer, Detect Magic, Detect Poison, Feather Fall, Hypnotism, Mending, Mount, Ray of Frost, Sleep; 2—Command Undead, Flaming Sphere, Hypnotic Pattern, Scare, Whispering Wind; 3—Flame Arrow, Illusory Script, Nondetection, Slow, Tongues; 4—Creation I, Fire Shield, Ice Storm, Shadow Conjuration I; 5—Bedlam, Overland Flight, Waves of Fatigue; 6—Analyze Dweomer, Mislead, Planar Binding II; 7—Phase Door*

#### 4408 Night Queen | Monster

A night hag is carried on palanquin by the shades of Irem's ancient kings who are lashed by ghouls with iron masks welded over their faces and silver-barbed whips. The shades leave black footprints in the sand that hiss and smoke. This black sand can be used in the manufacture of magic items.

Treasure: 2400 cp, silver mask (100 gp), *ring of telekinesis.*

Ghoul, Medium Undead: HD 2; AC 14; ATK 2 claws (1d4 + paralysis 1d4+1 rounds), bite (1d6); MV 30; SV 16; AL CE; XP 200.

Shadow, Medium Undead (Incorporeal): HD 2+1; AC 13 [+1]; ATK Strike (1 Str); MV F30; SV 16; AL CE; XP 600; Special—Spawn.

Night Hag, Medium Outsider: HD 8; AC 20 [+1]; ATK Bite (2d6 + disease); MV 20; SV 13; AL CE; XP 2,400; Special—MR 65%, immune to fire, cold, charm, sleep and fear; Spells—At will—*Detect evil, detect magic, etherealness (with a heartstone), magic missile, ray of enfeeblement, sleep.*

#### 4412 Tamarisk Grove | Wonder

The desert in this hex sinks into a wide gully, rocky and salt encrusted. The wadi runs from north to south and ranges from 50 to 100 yards in width. The sides of the wadi are gently sloped for the most part, though in some places bare limestone cliffs jut from the wadi sides.

It is in one of these portions that the cliffs give way to a natural amphitheater born back into the stone. The amphitheater is a cream color, with streaks of rust red. It is 100 yards wide and 50 yards deep. From the back of the amphitheater a steam of water trickles, making the floor of the amphitheater muddy, and then it snakes its way into the wadi where it disappears. The origin of the water is from the back wall of the amphitheater, which has been carved into the image of an ornate lion face. The water pours from its mouth.

The muddy soil supports a grove of tamarisk which is tended by a white lion of celestial blood. The lion is intelligent, though it cannot speak, and it is gentle to those who treat it and grove gently. The lion permits people to rest in the shade

and fill their water skins and pluck fruit from the trees, but it does not permit fires or any harm being done to the trees.

If the lion is attacked or resisted, it roars. The roar shakes the ground and the trees and then five elemental water lions rise up from the muddy ground to assist it.

Celestial Lion, Large Monster: HD 5+1; AC 15 [silver]; ATK 2 claws (1d4 + rend), bite (1d10); MV 30; SV 14; AL CG; XP 500; Special—MR 10%, resistance to electricity, +2 hit and damage Chaotic creatures.

Water Lion, Large Monster: HD 5+1; AC 15; ATK 2 claws (1d4 + 1d6 cold + rend), bite (1d10 + 1d6 cold); MV 30 (S60); SV 14; AL N; XP 500; Special—Resistance to cold, water body (move through small cracks, resistance to non-magic weapons).

#### 4421 Abraga | Village

Abraga (pop. 230) is a mining village located atop a limestone promontory overlooking a wide, green valley. Numerous mines dug into the mountains flanking the valley produce quartz and sardonyx, making the village a wealthy one.

The village has no walls, for accessing it is difficult enough without it. The village proper consists of numerous brick buildings covered in salmon-colored stucco, with red tile rooves. The streets are twisty and narrow and they abound with terracotta planters overflowing with yellow flowers. The village is neat and tidy, with multiple fountains where the miners wash up after a long day in the mines. Dinners are eaten in the streets, with folk lounging in chairs or on steps, breaking into folk dancing and singing between courses.

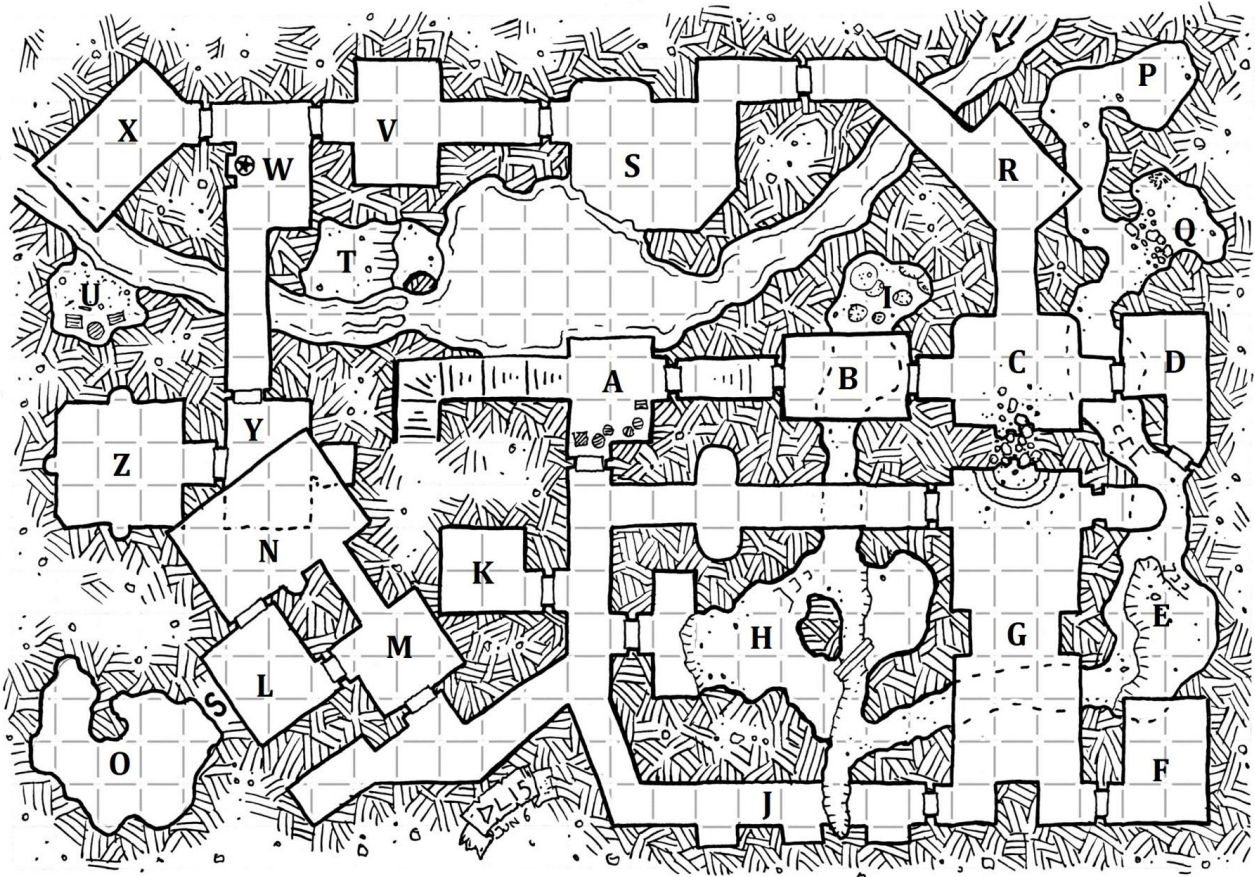
The countryside of Abraga is populated by over 1,800 yeoman farmers in family farmsteads. They raise fat sheep and particularly noisy goats, and raise wheat and a variety of fruits, nuts and vegetables.

Abraga is protected by 10 guardsmen (leather armor, buckler, club and dagger) and 8 soldiers (breastplate, scarlet cape, shield, spear and 3 javelins).

#### 4427 Mausoleum of the Empress | Wonder

The Mausoleum of the first empress of Nomo, Delgnatia, was constructed here in an old grove of willows sacred to the goddess Juno. The mausoleum is situated inside a courtyard surrounded by 20' high walls with four gates. Each of these gates is protected by a pair of caryatid columns in the shape of Juno and armed with lotus-headed staves. The walls, as with the rest of the complex, are constructed of white marble.

The courtyard features a lotus pool and dozens of peacocks and peahens, all sacred to Juno. At each corner of the courtyard there is a sacred pomegranate tree. In the center of the courtyard is the mausoleum, the exterior covered in bas-



reliefs of the life of the empress and her husband Partholon. There is no entrance to the mausoleum, but within it is the sarcophagus of the empress and various grave treasures worth 13,900 gp.

Besides the caryatid columns, security is provided by a tribe of 20 centaurs devoted to Juno and the Empress.

Centaurs, Large Monster: HD 4; AC 14; ATK Spear (1d8); MV 50; SV 15; AL N; XP 200; Special—None.

Caryatid Column, Medium Construct: HD 5; AC 15; ATK Sword (2d4); MV 20; SV 14; AL N; XP 500; Special—Snap weapon.

#### 4438 Dangerous Dinghy | Monster

A dinghy floats in the sea in this hex, aimless and apparently abandoned save for an ancient lantern on a pole anchored to the front of the boat. One might spy a treasure chest next to the lantern. The boat is actually a mimic – yeah, they can kill you at sea as well as underground.

Mimic, Large Aberration: HD 7; AC 15; ATK 2 slams (1d8); MV 10; SV 13; AL N; XP 700; Special—Immune to acid, mimic shape, adhesive.

#### 4510 Tomb of Three Thunders | Stronghold

Amid the rolling hills of sand and the rocky gullies that glisten with bits of yellow glass, the very lucky (we'll call it a 1 in 6 chance to keep things interesting) might come across a copper pole that stands about 8' tall.

If this pole is struck with lightning (natural or otherwise) the ground around it flies away to reveal a door of brass, stamped with symbols of divine lightning.

The door can be opened to reveal a small shrine with walls clad in blue tiles and the back wall a mosaic depicting the thunder god Teshub defeating the dragon Illuyanka. Before this mosaic there is a small altar cut from lapis lazuli (worth 500 gp). A hole is born into the top of this altar, into which one might burn small offerings to Teshub. If this is done with magic or 100 gp worth of incense, the worshippers are granted resistance to electricity for one month.

The mosaic is a very thin wall that can be bashed down; thieves might be able to detect that it is not solid. Behind it is the Tomb of the Three Thunders, wherein are interred three high priests of Teshub from elder times, with many guardi-

ans. If adventurers break into the tomb, their resistance to electricity is changed into a vulnerability to electricity.

**A**—An old storage room littered with smashed amphorae and terracotta pots. One pot is sealed with wax. If opened, sleep gas (Poison I) fills the room in three rounds.

**B**—Three shocker lizards are chained to the southeast wall. The chains are 5' long, but connected to metal that runs all through the room, so they can shock anyone in the room.

Shocker Lizard, Small Monster: HD 2; AC 16; ATK Bite (1d4); MV 40 (C20, S20); SV 16; AL N; XP 200; Special—Immune to electricity, shock (5'/2d8 electricity), shock with other shocker lizards (20'/2d8 electricity/lizard), detect electricity within 100'.

**C**—Room has a collapsed passage on the south wall filled with rubble. There is a 10' covered pit trap in the passage that exits from the north side of the room.

**D**—Cloakroom, holds seven azure robes.

**E**—This cavern is unnaturally cold. There are several coils of copper running from the stone floor to the stone ceiling, and these radiate terrible cold. The raised portion appears to be covered with snow (white pudding), and in its midst is a copper chest (4200 sp).

White Pudding, Huge Ooze: HD 9; AC 14; ATK Touch (3d6 acid + engulf); MV 20; SV 12; AL N; XP 2700; Special—Immune to acid, cold and poison, resistance to weapons, acid dissolves stone, split by slashing and piercing weapons.

**G**—The great temple of Teshub, now ransacked. The dais once held the idol, but it is shattered, as is the passage behind it. There is still a large fire pit in front of the dais, and one hears disembodied voices rise in a chant before three belkers arise from the fire pit.

Belker, Medium Elemental (Air): HD 7; AC 20; ATK 2 claws (1d3) and bite (1d4); MV 30 (F50); SV 13; AL CE; XP 2100; Special—Smoke form, inhaled they solidify a claw and deal 2d6 damage per round, saving throw coughs them up.

**H**—This cavern is filled with roiling mist.

**I**—This cavern is damp and warm, with heat radiating from the walls. Giant mushrooms grow here, and produce a slime that protects one from acid for 1 hour.

**J**—Grimacing faces in the alcoves produce long tongues of blue flame (3d6 damage to pass), which can only be stopped by making the faces laugh.

**K**—Door to this room is locked, the floor is covered by green slime, and an iron chest that holds 5700 cp and 2600 sp).

**L**—Room thick with shadows that cling to one's clothes, hush their laughter and quiet their joys.

**M**—The corners of this room are blurry and filled with sparkles – coppery-red in the northeast corner, silvery-blue in the southeast corner, golden-green in the southwest corner and smoldering white in the northwest corner. An eternal monk stands in the center of the room, and warns that none shall pass beyond this room. If attacked, he throws people into the corners, which teleport them as follows: Northeast teleports to [F], southeast to [A], southwest to [P] and northwest to [T].

Eternal Monk, Medium Humanoid: HD 9; AC 20; ATK 2 strikes (2d6) or throw (1d6 + throw 10 feet); MV 50; SV 12; AL LN; XP 900; Special—Throw opponents, immune to fear, poison and disease.

**N**—Room of bas-reliefs of Teshub defeating monsters, crowning kings and destroying cities. On the south wall there is a holy water font in an alcove. The bas-reliefs flanking the alcove show kneeling kings holding aloft fireballs. Above the font is a bas-relief of a queen with large eyes holding a ewer from which holy water will flow ... if one tosses a copper coin into the font's basin. One vial of holy water flows into the basin and the copper coin disappears.

**O**—This cavern holds a three-pronged staff that is stuck into a small hole in the ground. The staff crackles with electricity. If removed from the ground, it releases a storm demon from the little hole. The staff can turn any spell cast by the holder into a lightning bolt that deals a number of dice of damage equal to the level of the converted spell.



Storm Demon, Large Outsider: HD 8; AC 19 [+1]; ATK 2 slams (1d6) or mandibles (1d6); MV 30 (F60); SV 13; AL CE; XP 2400; Special—MT 45%, Immune to poison and electricity, resistance to cold, jump 50' (charge), lightning bolt (100'/1d6 per round spent rubbing hands before generating bolt), flying causes lightning storms, summon storm demon (1/day, 10% chance of success).

**P**—This cavern is filled with pebbles that glitter like silver (but are not valuable).

**Q**—This cavern holds large stones that vibrate and levitate as people walk thought it.

**R**—The ramp that leaves this room and spans the slushy, freezing river below has a trapped floor that collapses when more than one person walks over it, sending them almost 10' down into the river. The fall does no damage, but the river deals 1d6 points of cold damage per round.

**S**—This room is quite cold, as it abuts a cold, slushy river. The river is inhabited by two winter sea wolves that will attack anyone who comes within 5' of the water. A chain is secured to a metal loop in the floor, and extends into the river. At the other end there is an iron chest sealed shut with ice (roll 6d6 under Strength score to open if the ice is not melted). Melting the ice will take about 30 minutes with torches and the like. The chest contains 4000 cp and 1000 gp.

Winter Sea Wolf, Large Monster: HD 6; AC 15; ATK Bite (1d8 + 1d6 cold); MV 10 (S50); SV 14; AL N; XP 1800; Special—Surprise (3 in 6 in water), immune to cold, vulnerable to fire, cone of cold (15'/4d6 cold damage).

**T**—The cave leads into a frigid cavern of sodden soil and permafrost. There are two bronze caskets that are frozen shut (like the chest in [S] above). One contains a frozen corpse, the other a wight covered in frost. The wight wears an iron holy symbol of Teshub.

Wight, Medium Undead: HD 4; AC 15; ATK Slam (1d4 + 1 energy drain); MV 30; SV 15; AL CE; XP 1200; Special—Spawn.

**U**—This small cavern holds three amphorae, one holding frankincense (5 lb, 600 gp), another holding myrrh (5 lb, worth 800 gp), and the third holding vinegar (6 gallons). The vinegar amphora hides a sapphire (100 gp).

**V**—Antechamber holds a shrine of Teshub and one of his divine wife the sun goddess Arinniti, along with a basin of cold water for washing one's feet and hands. The walls are richly engraved with images of the deities.

**W**—This room holds a fine-looking elven woman in fancy clothes. She appears to be looking at herself in a mirror on the wall. The clothes are made of silk and are real clothes, not a part of the statue. There are chests here filled with more fine

clothes. When donned, the clothes turn people to stone. Removing the clothes brings them back to life. The elven woman is a fighter/magic-user named Kelara.

Kelara, Elf Fighter/Magic-User: LVL 6; HP 18; AC 11; ATK 1 strike +6 (1d2+1); MV 30; SV 13; S14 I16 W8 D15 Cn10 Ch8; AL NG; XP 600; Special—Elf traits, riding, leadership, dominate, spells per day (5/4/2), create scrolls, arcane knowledge (alchemist's fire, algebra and geometry).

**X**—This room has spongy black walls that adhere fiercely to anything that touches them (roll 2d12 under Strength score to escape). The walls are poisonous, dealing 1d6 points of damage per round by contact. Scraping the muck off of the north wall reveals a wall safe that holds 1400 sp and a large spinel (2,000 gp).

**Y**—This room is filled with static electricity, the source of which is the electricity golem that guards it. The golem looks like a phantom of living electricity with a single large eye. It can be channeled away by jabbing the three-pronged staff [O] into a hole in the floor, though it removed the electricity golem returns.

Electricity Golem, Large Construct: HD 7; AC 16 [+1]; ATK Slam (2d6 electricity); MV 20; SV 13; AL N; XP 2100; Special—Immune to electricity, absorbs electricity with touch (1d6 points of damage per round or 1 charge per round), magic immunity (healed by electricity, slowed by cold damage, destroyed by water spells).

**Z**—This is the lair of Illuyanka, or at least that terrible dragon's remains. The dragon's bones have been turned into a dragolem, and it is especially fierce unless one holds the triple-pronged staff in [O], in which case it submits.

The dragolem guards 1400 gp and a *rod of absorption*.

Dragolem, Large Construct: HD 8; AC 17 [+1]; ATK 2 claws (1d6), bite (2d10) or breath weapon; MV 30 (F60); SV 13; AL N; XP 4000; Special—Immune to cold, fire, poison, all spells under 5th level and hold, sleep and mind-altering spells, breath poisonous cloud (3/day, 20' x 20' x 20', Poison IV); Spells—3/day—*detect invisibility*.

## 4518 Calvos | Village

Calvos (pop. 220) is a bit of a scandal in the empire, having adopted a strict form of Ceres worship that requires them to do most of their farming in the nude. Nudity is so common in the village and the farms around it that rarely is more than a loincloth worn, with cloaks adopted in chillier weather.

The peasants of Calvos raise beetroot, star anise, apples and wheat, and herd goats with especially curly horns. The valley is also rich in the insects used to make kermes, a crimson dye favored throughout the empire and beyond, so many merchant caravans ply the tracts between the headlands of the

Celadon River and Calvos; many of them make the trip for the sights (so to speak) as well.

The village proper is a collection of brick houses and wooden workhouses and warehouses (mostly for the dye), with unpaved streets that run like rivers when it rains. The law of the local magistrate, Decamo Nerbanio Matho, is enforced by 17 watchmen (leather, shield, spear, club). The warriors do not adopt the lack of dress of the natives, nor does Matho.

The 1,760 peasants who live in *villa rustica* around the village are the strictest adherents of Ceres, and they do their best to keep their children hidden away from nosy merchants and adventurers, making them less hospitable than normal. About 1 mile south of the village proper there is a large roadhouse where visiting merchants are expected to stay. Suffice to say, what happens in the roadhouse stays in the roadhouse.

Matho, Human Fighter: LVL 2; HP 15; AC 17 (scale, shield); ATK 1 spear +3 (1d8+1); MV 30; SV 16; S15 I9 W10 D14 Cn11 Ch13; AL N; XP 200; Special—Riding, leadership, dominate; Gear—*Potion of extra healing*.

#### 4613 Allegorical Battle | Monster

Towards evening, adventurers in this hex come upon a giant owl fighting a giant beetle. The beetle has the upper hand, but as night begins to fall the owl becomes more powerful.

The owl is representative not only of the night, but of the Warudi clans. The beetle represents the sun, but also represents the Nomo Empire. The owl and beetle will fight into the night and the next day, and on and on, if one lets them.

If adventurers join the battle and defeat the giant beetle, then the city of Nomo will fall to an army of Warudi within 3 months. In addition, the skies will darken from a massive volcanic eruption in the mountains to the north, causing crops to fail and mass starvation.

If the adventurers help defeat the giant owl, the Nomo Empire might survive, though not in the same form that it is now. The owl has clutched in its beak a sword of a strange metal that bends the light, and which can defeat the strange shade sitting upon the emperor's throne in Nomo. The person who destroys this shade will be proclaimed the new emperor of Nomo, and gain the loyalty of the Hyperborean guard and those aristocrats who remain in the city.

Giant Rhinoceros Beetle, Huge Vermin: 12; AC 18; ATK Gore (2d8), bite (2d6); MV 20 (F20); SV 1,200; AL N; XP 1,200; Special—Trample.

Giant Owl, Large Monster: HD 4; AC 15; ATK 2 claws (1d6), bite (1d8); MV 10 (F70); SV 15; AL NG; XP 400; Special—None.

#### 4616 Stigma | Village

Stigma (pop. 130) is a village of lumberjacks working on a large forest of black pines that winds its way through small canyons formed by streams making their way to the Celadon River. The highlands between these valleys are rocky and are notable for rock jasmine and wild black goats.

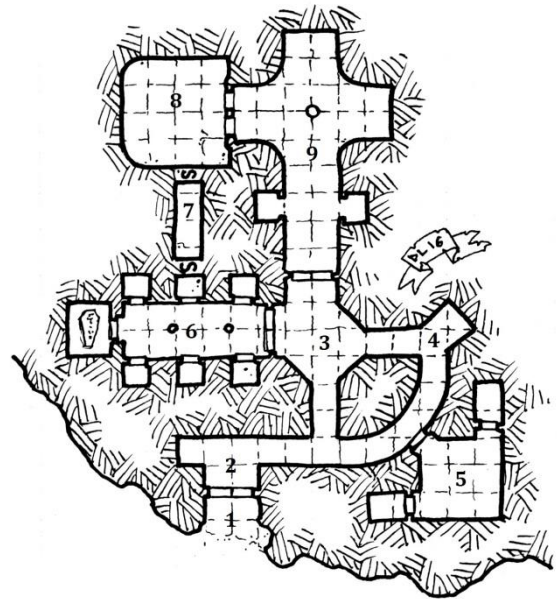
The village magistrate, Pinpeta Latinio Julian, sends hunters into the hills every week or two to bring back fresh goat meat, but otherwise focuses on managing his men. Julian commands a band of five ex-legionnaires who run a nice smuggling operation on the side, bringing contraband into the camp. Among the lumberjacks there is also a cleric of Jove, Vibio Seranio Crotis working to atone for his sins. The others do not know he is a cleric.

Recently, the hunters have spied Warudi in the hills. They think they have remained unseen by the Warudi, but are worried that they are planning an attack on Stigma.

Crotis, Human Cleric: LVL 6; HP 27; AC 9; ATK 1 club +2 (1d4-1); MV 30, SV 13; S8 I10 W10 D8 Cn13 Ch12; AL LG; XP 600; Special—Conversion, healing.

#### 4621 The Emerald Vault | Dungeon

Through cracks in the side of a hill one can see a green luminescence. A bit of work with picks or hammers can cause the stone to collapse, as though it were brittle and weak. This reveals the entrance to the Emerald Vault.



Note: The halls and chambers of this dungeon are pierced through with an emerald radiance that originates in Room 9. This radiance has the properties of light, but can penetrate matter, even one's eyelids. The effect can be maddening. It also causes the rapid growth (and healing, 1 hp/round) of oozes and disease (which translates as a -2 penalty to save vs. disease in this dungeon).

**1**—This chamber holds the doors to the Emerald Vault. They are composed of yellowish stone with bas-reliefs of weeping angels that are tangled in tentacles being dragged down into the Abyss. The doors are locked.

**2**—Entry to this dungeon is barred by a red pudding.

Red Pudding, Large Ooze: HD 8; AC 14; ATK Touch (1d8 acid + 1d4 fire + engulf); MV 20; SV 13; AL N; XP 2400; Special—Immune to acid, fire and poison, resistance to weapons.

**3**—This chamber is covered by fungal growths.

**4**—This shrine holds a quivering idol of non-living jelly. Numerous coins and small gems (15 of each, total value of 155 gp total value) are embedded in the jelly.

**5**—This chamber holds a small family of five slime dwarves and the fungal growths they tend. They have an ogre jelly locked in the west closet and there are three shriekers shut in the north closet. When they're out, the dwarves open the north closet to use the shriekers as an alarm. The dwarves keep a treasure of 3800 cp sunk in jars of goop. The dwarves want passage from this place, and are willing to help adventurers if they will get them out of here.

Shrieker, Medium Plant: HD 2; AC 12; ATK None; MV 0; SV 16; AL N; XP 100; Special—Piercing noise.

Slime Dwarf, Small Monster: HD 1+1; AC 11; ATK Touch (1d6 + 1 acid); MV 20; SV 16; AL LG; XP 100; Special—Dwarf abilities.

Ogre Jelly, Large Monster: HD 4; AC 15; ATK Slam (1d6 + 1d4 acid); MV 40 (C10); SV 15 (13 vs. mind effects); AL NE; XP 400; Special—Resistance to weapons.

**6**—This chapel's walls, floor and ceiling are carved in the likeness of Jubilex. Touching the walls brings green slime oozing from the sculpted eyes. The door to the chapel is covered by a stunjelly.

Stunjelly, Large Ooze: HD 4; AC 12; ATK Slam (1d8 + engulf); MV 10; SV 15; AL N; XP 400; Special—Smells of vinegar, paralyzing slime, acid dissolves organic material.

Beyond the door there is a green sarcophagus carved in the image of a knight of ooze and disease. Inside the sarcophagus there is locked a gibbering mouter, which guards a treasure of 3800 cp, 3900 sp, 2000 gp and a jacinth (100 gp).

Gibbering Mouter, Medium Aberration: HD 4; AC 19; ATK 6 bites (1), spit (30'/1d4 acid + blindness); MV 10 (S20); SV 15; AL CN; XP 400; Special—Immune to back stabs and flank attacks, gibbering (60', save vs. confusion 1d2 rounds), cause earth and stone to become a quagmire in a 5' radius.

The small closets each hold a cicatrix (scabrous cadaver).

Cicatrix, Medium Undead: HD 2; AC 11; ATK Slam (1d6); MV 20; SV 16; AL CE; XP 200; Special—Regenerate damage (1d4 hp for slashing attacks, 1d2 hp for piercing attacks), increase AC by 1 per 2 hp of regenerated damage, for every 3 points of increased AC movement is reduced by 5 feet.

**7**—This chamber has walls lined with adamantine, which the emerald radiance cannot penetrate. This makes it the only dark room in the entire complex and it is for this reason that it has spawned a blot. The blot has a small onyx intaglio (worth 60 gp) depicting an angel in profile in its belly, which is revealed when it is killed and the liquid shadow that composes it drains away.

Blot, Medium Aberration: HD 5; AC 16 [+1]; ATK Bite (2d8); MV F40; SV 14; AL CE; XP 1500; Special—Invisible in darkness if eyes and mouth are shut, see in magical darkness, jump from shadow to shadow (per dimension door), envelop (1 energy drain or, if pass save, 1d8 negative energy damage; drain color for 1d4 days), surprise, resistance to weapons.

**8**—This treasury has what appears to be webbing covering the entrance doors on the east wall. These are actually strands of time. Walking through them, they steal away 5d6 years of a person's life, aging them by that much.

The center of the chamber is a pile of treasure with a tentagel perched atop it. The treasure includes 6400 cp, 4400 gp, a small hyacinth (1 gp), small sardonyx (1 gp), small rhodochrosite (20 gp), small sapphire (100 gp), *potion of stoneskin*, *wand of fireball* (3 charges) and *wand of jump* (3 charges).

Tentagel, Large Ooze: HD 9; AC 12; ATK 7 tentacles (1d6 + grapple + 1d6 acid); MV 20 (C20); SV 12; AL N; XP 2700; Special—See below.

**9**—This great chamber is lined with shelves of fragile scrolls, most of them acid eaten and ruined by mildew, but a few sealed in scroll cases and still readable. The circle on the map represents a pillar of emerald flame, the source of the radiance that fills this dungeon. The pillar is surrounded by 2 gray oozes and an ochre jelly.

If the onyx intaglio from [7] is tossed into the emerald flame, it goes out, ending the emerald glow and robbing the oozes of their regenerative abilities.

Gray Ooze, Medium Ooze: HD 3; AC 12; ATK Slam (1d8 + 1d8 acid); MV 10; SV 15; AL N; XP 900; Special—Immune to cold and fire, re-

sistance to weapons, surprise (4 in 6), acid dissolves organic material and metal; Spells—3/day—*psychic crush*.

Ochre Jelly, Large Ooze: HD 5; AC 12; ATK Slam (2d4 + 1d4 acid + engulf); MV 10 (C10); SV 14; AL N; XP 500; Special—Acid dissolves flesh, split by slashing, piercing and electricity.

### 4623 Leopon | Town

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#### DEMOGRAPHICS

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**Population** 840 (urban), 6,720 (rural)

**Race** Human

**Patron Deity** Sors

**Alignment** Neutral

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Leopon is a small town that makes its money on farming, quarrying stone and raising camels, which saw heavy action moving goods between Lampisi and Marenata until the latter city's strange destruction.

Leopon's fields produce wheat, turnips and olives, while the quarries extract marble from the hills around the village. The hinterlands of Leopon are inhabited by 6,720 people in numerous *villa rustica*. Three of the *villa rustica* are owned by equites, Lazaros, Mordanticos and Nova, who between them employ 25 men-at-arms.

The village proper is a collection of red brick buildings with slate rooves. Many of the doors and windows are edged with the local marble, and the village has a large fountain with a marble statue of Sors, the god of luck and patron deity of the village. Leopon has a master armorer and bowyer, both native daughters, as well as a temple of Sors tended by a rotund priest, Vettis Nerbaninas Torpes (Adept 1). The village's propraetor is Taurva Partholena Merlina, who commands the constabulary of 23 men-at-arms.

### 4631 Sable Centaur | Monster

A centaur with ebony skin and sable hair rides through this hex with her lover on her back. This lover is a young legionnaire who was left for dead in the woods after a band of warriors were attacked and defeated by bugbears.

The centaur, Iola, loves the legionnaire Tirex deep and true, and is willing to move heaven and earth to keep him safe. He was injured during the attack, and still needs help. Iola stays on the move to avoid the bugbears and to keep them from finding her lair, a cave that looks out on a pleasant pool that spills over into a stream that runs into the Green Sea.

Treasure: 3 gp.

Tirex, Medium Humanoid: HD 1; AC 17 (chain, shield); ATK Spear (1d6); MV 30; SV 16; AL N; XP 50; Special—None.

Iola the Centaur, Large Monster: HD 4; AC 14; ATK Spear (1d8); MV 50; SV 15; AL N; XP 200; Special—None.

### 4701 Funeral Pyre | Wonder

A band of blue Warudi have built a funeral pyre in this hex for their chief. The main nomad band is camped about 60 miles away to the northeast. They have ventured to a grove of acacias in this hex to cremate their old chief's body as they have done for many generations.

The band includes 20 nomad warriors with the new chief, Beleb and his two lieutenants, Ethera and Qvenard (an outlander from Nomo who has adopted the ways of the Warudi). They have built the pyre and are preparing to set it alight when night falls with wailing prayers to send the chief's vengeful spirit across the sands to smite their ancient foes before he joins his fathers in paradise.

Nomad, Medium Humanoid: HD 1+1; AC 16 (leather, shield); ATK 1 spear (1d8); MV 30; SV 16; AL N; XP 100; Special—None.

Ethera, Human Barbarian: LVL 5; HP 47; AC 19 (chainmail, +1 shield); ATK 1 scimitar +6 (1d6+2); MV 40, SV 14; S17 I10 W9 D17 Cn16 Ch8; AL CN; XP 500; Special—Climb walls, hear noise, hide in shadows, move silently, survival, tracking, rage 2/day, surprised (1 in 6), no bonus for flanking or back attack; Gear—10 gp.

Qvenard, Half-Elf Fighter/Magic-User: LVL 6; HP 30; AC 10; ATK 1 longsword +6 (1d8+1); MV 30; SV 14; S13 I14 W7 D9 Cn9 Ch10; AL N; XP 600; Special—Alchemy, lore, riding, leadership, dominate, spells per day (5/3/2), create scrolls, arcane knowledge (silver plating, algebra and geometry); Gear—13 gp.

*Spellbook: 1—Animate Rope, Disrupt Undead, Hypnotism, Mount, Precognition, True Strike; 2—Detect Evil\*, Knock, Touch of Idiocy; 3—Heroism, Shockwave*

Beleb, Human Fighter: LVL 8; HP 23; AC 19 (plate armor); ATK 1\* +3 *footman's mace* +11 (1d6+4); MV 30; SV 13; S13 I11 W8 D13 Cn7 Ch17; AL N; XP 800; Special—Riding, leadership, dominate; Gear—7 gp, aquamarine (100 gp), *potion of spider climb*.

### 4704 Rusat Alshshaytan | Stronghold

Rusat Alshshaytan, "the Devil's Roost", is a large castle constructed atop a red mesa accessible only by a single road. The road is protected by a gate tower at the bottom and a gatehouse on the top. The castle is commanded by the "Red Devil", *Shaytan 'ahmar*, the nickname of Tafuz zin-Nathat, an old warrior with dreams of reviving the glory of Irem.

About 40 years ago he rallied a great army of the nomads with plans to march on Thamuz [5305] and began his conquest of the region. Alas, on the night it was to be, his beloved



paramour Layla was seized at a great feast by an icy devil that appeared from nowhere and carried down into Hell. Tafuz was horror-struck and threw away his grand plans. The nomad army disbanded, though it would be the foundation of the force that eventually conquered Ishkabibel.

Tafuz now broods in his stronghold, managing his estate with little relish, and paying every wizard and pseudo-wizard he can find for news of his beloved. He commands 25 footmen (studded leather, spear) and 15 horsemen (chainmail, light lance, scimitar, light warhorse). His estates are worked by 360 peasants, who grow wheat and barley and raise goats.

Treasure: 1100 sp.

Tafuz, Human Barbarian: LVL 11; HP 79; AC 20 (splint, +1 buckler); ATK 1 battleaxe +11 (1d8+2); MV 40; SV 11; S17 I7 W8 D16 Cn16 Ch12; AL LE; XP 1100; Special—Climb walls, hear noise, hide in shadows, move silently, survival, tracking, rage 4/day, surprised (1 in 6), no bonus for flanking or back attack; Gear—*Potion of cold resistance*.



### 4711 Bring Down the Roof | Wonder

There is a ruin of mud brick in this hex, a large rectangular building, most of its roof missing and two walls partially destroyed. The floor is made of limestone tiles. One corner of the ruin shows signs of activity, and there is a locked iron box holding 5,400 cp hidden beneath the rubble.

The corner is trapped to bring down what remains of the ceiling on interlopers (save vs. 4d6 crushing damage). The iron box was hidden here by a band of Warudi from Sama [5110], who stole it from a dying merchant and did not want to share their loot with their chieftain.



### 4721 Lampisi | City-State

#### DEMOGRAPHICS

**Population** 7,860 (urban), 62,880 (rural)

**Race** Human, Half-Elf

**Patron Deity** Vesta, goddess of hearth and home

**Alignment** Neutral

#### AUTHORITY

**Temporal** Nerus Nerbus Athus, *Proconsul of Lampisi*

Athus, Medium Humanoid: HD 3; AC 10; ATK Dagger (1d4); MV 30; SV 16; AL N; XP 150; Special—None.

**Spiritual** Salvia Parthola Symphoria, *Virgo Excelsis*

Symphoria, Half-Elf Cleric: LVL 6; HP 22; AC 19 (plate armor); ATK 1 staff +4 (1d4+1); MV 30; SV 13; S15 I9 W15 D14 Cn9 Ch9; AL NG; XP 600; Special—Conversion, healing, turn undead, spells per day (5/2/2); Gear—*Handy haversack*.

**Criminal** Farada the Wise

Farada, Cercopes Thief: LVL 8; HP 33; AC 14 (leather); ATK 1 dagger +4 (1d4); MV 30; SV 14; S10 I17 W15 D16 Cn12 Ch8; AL LE; XP 800; Special—Climb walls, find/remove traps, hear noise, hide in shadows, move silently, open locks, pick pockets, read languages, backstab +2d6, caper; Gear—*Potion of reduce self*.

#### DESCRIPTION

**Theme** Religious city

**Wilderness** Taurus Hills

**Accent** Italian

**Vistas** Rolling green hills, sparkling white temples, narrow streets, the smell of freshly baked bread, scurrying apes, buildings painted in shades of yellow, red or orange rooves, apes in tunics

**Names** As Nomo (q.v.)

Lampisi is a small religious city constructed around the Oracle of Lampisi, an ancient shrine dedicated to Vesta where fumes from crack in the earth (called Vesta's Hearth) inspire her priestesses with oracular visions. A vision and interpretation cost 500 gp, with discounts for the aristocracy and members of the emperor's family see into the future for free.

Lampisi is built in a hilly area known for its natural springs, including some medicinal springs. Its associated harbor is Cyrios, located about 24 miles away. Cyrios and Lampisi are connected by an elevated road with many tunnels said to have been dug by enslaved kobolds. A legend says that kindness shown towards dogs, which kobolds slightly resemble, brings good luck, but cruelty to dogs means not only bad luck, but the possible collapse of the tunnels. A local taberna, the

*Caput Canis*, has a famous statue of a kobold, and locals insist that foreigners kiss the statue's nose.

The countryside of Lampisi is marked by numerous fresh springs, which cascade into a small, lively rivulet called the Bulla. These hills are notoriously treacherous, so most folks rely on guides to get them safely to the springs.

The city proper is surrounded by an old wall, not up to modern standards for a defensive rampart. Situated atop a crescent-shaped ridge, higher on one end than the other, the city has narrow streets between tall brick buildings painted in various shades of yellow, from pale to brilliant to dark. The rooves are tiled with red or orange tiles.

The higher portion of the city is reserved for the Legate's citadel (also quite old) and the grand temple of Vesta, which houses her virginal priestesses and the aforementioned oracular fumes. Smaller temples dot the city, and all are painted bright white, with domes of white or beaten brass. Besides Vesta, Lampisi has temples dedicated to Ceres and her daughter Proserpina, Tranquillitas, the goddess of peace, Nemesis, the goddess of revenge, Janus, the god of beginnings and endings, Victoria, the goddess of victory, Fons, the god of wells and springs, Naenia, the goddess of funerary lament and Viduus, who separates body and soul after death.

Besides legends about kobolds, the Lampisi are known for their bakeries, which produce bread sticks, sticky rolls, focaccia, and many other delights. The city is also known for its torch-lit processions through the streets on holidays, its love of cleanliness (an old Lampisi woman with a broom is a force to be reckoned with), its city guardsmen in white tunics and holding shields with the city-state's sunburst symbol and the many domesticated apes, cercopes which once lived in the wilds outside Lampisi. The apes work as servants. These apes are clothed in simple tunics and can be found scurrying all over the city doing odd jobs as messengers, gophers and brute labor. They are cunning creatures, and possibly not as stupid as the Lampisi think, for besides their servile jobs, they also form the city-state's thieves' guild.

Outside Lampisi are numerous *villa rustica*, many of them hunting lodges that harvest the hills of hinds, stags and various fur-bearing critters. The peasants also engage in goat and sheep herding, mining spinels and quarrying chalk, limestone and fine white clay.

The city is patrolled by 80 guardsmen in scale mail with shield, spear and short sword. The walls are defended by *cohors I Lampisi Illustratom*, which consists of 220 legionnaires and 50 equites. The cohort is commanded by Centurion Minis Tænarius Vulso.

#### 4722 Antico | Village

Antico (pop. 350) is a village of philosophical woodsmen who cut pine and ash in several deep valleys connected by rushing streams that converge near the village. In the valley below Antico there dwell another 2,960 peasants on senatorial villas growing wheat for export to Lampisi and Nomo.

The village is governed by Maia Partholia Electra and her little army of 26 men-at-arms (leather, shield and spear). She is assisted by Tiberia Spadia Ovidia, a sage and philosopher who leads the men and women of the village in lively forums where they attempt to unravel the mysteries of the universe. The two women rarely see eye to eye and Ovidia's inability to let others have the last word does not help.

Of late, the village has come under the pall of sickness, as one person after another has succumbed to fever. They have been buried in the woods, but those graves have been dug up and robbed and none can tell why or by whom.

The why is the disease itself, a fever brought about by what the first victim thought was a prick from a thorn. In fact, it was the bite of a rare vampiric dryad. The victim was raised a few days later as a vampire and has since been visiting others as a crimson mist, infecting them. The spawn gather in the woods in a hollow of blighted trees to serve their mistress.

Vampire, Medium Undead: HD 8; AC 18 [+1]; ATK Slam (1d10 + 2 energy drain); MV 30 (F40); SV 13; AL CE; XP 2,400; Special—Resistance to cold and electricity, vulnerabilities, blood drain.

Vampiric Dryad, Medium Undead: HD 5; AC 17 [+1]; ATK Slam (1d8 + 1 energy drain); MV 30 (F30); SV 14; AL CE; XP 1,500; Special—Resistance to cold and electricity, vulnerabilities, blood drain; Spells—At will—*entangle*, *speak with plants*, *tree shape*; 3/day—*Charm person*, *sleep II*, *tree stride*; 1/day—*suggestion*.

#### 4724 Black Cats | Monster

A coven of 13 black cats is feasting on the body of an old woman, a witch for whom they were familiars. Having died, they are supping on her energies that they might make the leap to the Moon to await a new summons.

The old woman's habiliment has been reduced to rags. An oaken staff lies near the body and she has a silver dagger tucked into her girdle. A sack nearby is filled with 10 small baubles, 12 gp and a slim silver band that, when slipped on the little toe of the right foot, acts as a *ring of invisibility*.

Black Cat Familiar, Tiny Monster: HD ½; AC 14; ATK Claws and bite (1); MV 30 (C20); SV 17; AL NE; XP 25; Special—None.

#### 4815 Troll, My Dame | Monster

A hoary old cave troll dwells in this hex in a cave eaten into the hills by wind and rain. The troll was fortunate enough to come upon a small band of people fleeing Nomo and he bashed in the heads of two of them, capturing a young girl he believes to be the “queen of men” since she has an opal necklace the troll finds particularly lovely and thus indicative of royalty, wealth and power. The girl is named Statia Nerbania Valeria and her father was a barber, not a king. She does know many stories, though, and so far the troll has treated her kindly and listened to her stories. He is nearing the end of its life and only wants to pass away in peace.

Treasure: 5,900 cp, 3,200 sp, 2,000 gp.

Troll, Large Giant: HD 6+3; AC 16; ATK 2 claws (1d6 + rend), bite (1d10); MV 30; SV 600; AL CE; XP 600; Special—Regenerate (acid and fire).

#### 4818 Catfish | Monster

A monstrous huge catfish dwells in the river here, sometimes surfacing to snatch ducks from the water.

Giant catfish, Large Animal: HD 8; AC 16; ATK Bite (2d8), 2 fins (Poison\*); MV S30; SV 13; AL N; XP 800; Special—None.

#### 4827 Golden Oaks | Monster

This point is overgrown with tall golden oaks, trees with very straight trunks that produce a wood that looks like burnished gold, but hidden behind a knotty bark. Each of the oaks is inhabited by a dryad and each dryad is the soul of a woman who came here to leave their mortal life behind. The place is considered sacred to the druids and to Diana and is thus left alone by the Nomoi. The peri and other fey sometimes journey here to pay their respects to the dryads, leaving them presents of jewels and wine.

Dryad, Medium Fey: HD 2; AC 15; ATK Dagger (1d4); MV 30; SV 16; AL CN; XP 200; Special—Merge with tree; Spells—At will—*entangle*, *speak with plants*, *tree shape*; 3/day—*charm person* (save at -2), *sleep II*, *tree stride*; 1/day—*suggestion*.

#### 4831 Bell of the Woods | Wonder

One of the pines in this hex towers over the rest, standing at least 200' tall and having a trunk as thick as 20'. About 50' above the ground there is a large knot hole, and in this knot hole there is an antique copper bell that, when rung by one of fey blood, summons all of the fey creatures within 30 miles, and awakens up to 100 trees in this hex to form an army to counter any threat to the woodlands.

#### 4839 Agurtes the Harper | Stronghold

Agurtes is a peri who, after a long life of wizardry and trickery, has retired to a fine castle on this island, far from the madness of the world. The castle is composed of glass, extruded from the volcanic island by elemental forces manipulated by the playing of Agurtes' harp. It has three tall towers, all covered by vines that produce golden grapes.

Agurtes usually lives alone, listening to the crash of the waves or the singing of the birds, and sometimes joining in with his wondrous golden harp. At times, the region's ovates, lyricists, poets, drolltellers, rhapsodes and minstrels gather at the castle for a college. All are highly established at their art.

On the first day of the college, non-members may petition the college for membership, playing or reciting for the assembled masters, who vote to accept or dismiss them. Those who are dismissed may not try again for 6 years and must leave the island immediately. Those who are accepted are made cup-bearers for their first college, serving the elder members the golden wine that Agurtes makes at his castle.

During the remainder of the week the members present their newest pieces for criticism and/or approval. The best poetry is collected in a leather-bound tome that is kept in Agurtes' library. Members who have died are memorialized.

Treasure: 9,000 gp.

Agurtes, Peri Bard: LVL 7; HP 29; AC 16 (banded); ATK 1 +1 *short sword* +5 (1d6+1); MV 30; SV 14; S11 I12 W8 D10 Cn9 Ch14; AL CG; XP 700; Special—Carouse, lore, read languages, climb walls, hear noise, hide in shadows, move silently, open locks, pick pockets, spells per day (4/3/2), music (fascinate, counter music, suggestion); Gear—*Potion of poison*, *ring of protection* +4, *robe of useful items*.

Spellbook: 1—*Charm Person*, *Daze*, *Floating Disk*, *Magic Missile*, *Read Magic*, *Sleep*; 2—*Detect Evil*, *Invisibility*, *Web*; 3—*Clairsentience*, *Tongues*

Makrabo, Peri Bard: LVL 2; HP 10; AC 14 (ring mail); ATK 1 *tulwar* +2 (1d6+1); MV 30; SV 16; S14 I18 W8 D14 Cn14 Ch16; AL CN; XP 200; Special—Carouse, lore, read languages, climb walls, hear noise, hide in shadows, move silently, open locks, pick pockets, spells per day (2), music (fascinate, counter music).

Spellbook: 1—*Charm Person*, *Detect Poison*, *Open/Close*, *Resistance*

Niobe, Peri Bard: LVL 1; HP 3; AC 13 (leather); ATK 1 *tulwar* +2 (1d6+2); MV 30; SV 16; S17 I15 W13 D13 Cn8 Ch16; AL NG; XP 100; Special—Carouse, lore, read languages, climb walls, hear noise, hide in shadows, move silently, open locks, pick pockets, spells per day (1), music (fascinate, counter music).

Spellbook: 1—*Charm Person*, *Detect Magic*, *Light*, *Phantasmal Force*

## 4844 Samar | Town

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### DEMOGRAPHICS

**Population** 540 (urban), 4,320 (rural)

**Race** Human

**Patron Deity** Faunus, God of the Wild

**Alignment** Neutral

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Samar is the kingdom of Queen Samara, a town of white and ochre buildings in dusty hills that are lightly forested. The town is surrounded by a strong wall, and though it houses but 540 people, it is large enough to house at least twice that many. Samara is a sad kingdom, forced by monstrous creatures that dwell within a mountain at the center of the island to pay a tribute in farm goods and their sons and daughters.

The monsters in question are 20 metal men from the Lunar Sphere who have faces like skulls and wear white robes edged with cloth-of-silver. They command a gang of ten rock creatures. The decarch of the moon men is Redolphis, but their queen is the vampiric Selena, who is slowly regaining her strength by draining the life from the children of Samar that are sacrificed to her.

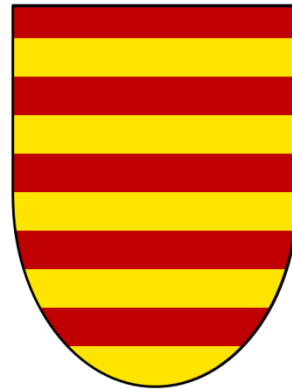
Rock Creature, Large Elemental (Earth): HD 4; AC 18; ATK Slam (2d6); MV 20; SV 15; AL N; XP 200; Special—None.

Metal Men, Medium Elemental (Earth): HD 1+2; AC 16; ATK Fist (1d4) or weapon; MV 30; SV 16; AL LN; XP 100; Special—Immune to electricity and poison, resistance to cold, fire and edged weapons, no discernable anatomy, channel electricity (60', up to 3d6 damage).

Redolphis, Medium Elemental (Earth): HD 2+2; AC 16; ATK Fist (1d4) or weapon; MV 30; SV 16; AL LN; XP 200; Special—Immune to electricity and poison, resistance to cold, fire and edged weapons, no discernable anatomy, channel electricity (60', up to 3d6 damage).

Queen Samara is in league with the moon men, for they have promised her great power in return for her cooperation. She is planning to sacrifice her beautiful young sister Billis to revive the queen of the metal men.

Samar is protected by 35 men-at-arms in studded leather armor with shields, spears and short swords.



## 4848 Bilbo | Town

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### DEMOGRAPHICS

**Population** 1,440 (urban), 11,520 (rural)

**Race** Human, Dwarf, Halfling

**Patron Deity** Vulcan, God of the Forge

**Alignment** Lawful

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Bilbo is the most westerly town of Guelph's kingdom, other than its colonies overseas. A walled town with a good port, Bilbo trades with the Umbriagan towns to the south. The surrounding mountains hold extensive iron deposits, and these are the foundation of Bilbo's wealth. This iron is turned into very good steel, which in turn is used to make some of the finer swords in Guelph. Bilbo has a dwarf population, though they are barred by law from engaging in sword making, and a large halfling population as well, most of them sailors.

Bilbo is governed by Hector Bolsas, Conde Bilbo. He oversees 40 guardsmen who keep law and order, 10 light crossbowmen, 10 pikemen and two carracks, the *Precioso* and *Annulus*, to defend the port and sea traffic.

### 4910 Chaos Beast | Monster

The crimson sands of this hex host a terrible beast of primordial chaos, something like three huge squids joined at the heads, with 18 massive tentacles tipped by what look like the heads of elder, bearded men with wide, toothy mouths and amethysts on their foreheads that give them psychic powers.

The beast will be awoken from its slumber if a goodly portion of blood is spilled here. For every hit point worth of blood spilled on this soil, there is a 1% chance of awakening the monster, which will immediately head for the closest population center and then go from there until everything on Nod has been killed and stomped and crushed.

Chaos Beast, Medium Aberration: HD 8; AC 16; ATK 2 slams (1d4 + special); MV 20; SV 13; AL CN; XP 800; Special—MR 20%, immune to petrification and transmutation, touch turns people into chaos beast.

### 4913 House of Wisdom | Wonder

The House of Wisdom is a domed structure of yellowish marble situated on a great rocky plain of red dust. Seven pillars surround a circular tower 30' tall.

The House of Wisdom is open to all who can find the entrance, hidden by an optical illusion. A roll of d20 under one's Wisdom score discovers it. Within the tower, one finds walls covered with proverbs etched into the stone. The dome is slightly translucent, and glows in the daylight.

In the center of the structure there is a marble idol of Wisdom, which appears as an indistinct humanoid figure in flowing robes with a serene face. When you address a question to the idol while burning expensive incense (250 gp), the idol points to a proverb on the wall which it believes will guide you to "the truth".

### 4922 Moon Dust | Monster

There is a pentacle of webbing suspended here in the trees, with crystals hanging from the threads. These crystals direct thin beams of moonlight to the ground where glimmering moon dust slowly gathers in piles. The webs are spun by ettercaps under the direction of the local flower fairies, who sprinkle the moon dust in the woods to help the pale, luminous flowers grow.

Flower Fairy, Tiny Fey: HD ½; AC 13; ATK Bite (1d3 + Poison IV) or weapon (1d4); MV 12; SV 17; AL CN; XP 150; Special—*Sleep* 1/day.

Ettercap, Medium Monster: HD 5; AC 14; ATK 2 claws (1d3), bite (1d8 + Poison II); MV 30 (C30); SV 14; AL CE; XP 500; Special—Web.

### 4925 Beacon Tower | Wonder

This small island holds a 60' tall beacon tower used to guide ships towards the port of Mantu. The tower is manned by three men, one of them an ex-legionnaire.

Legionnaire, Medium Humanoid: HD 1; AC 17 (chain, shield); ATK Spear (1d6); MV 30; SV 16; AL N; XP 50; Special—None.

### 4928 Queen of the Coast | Stronghold

Némée is the queen of the coast (at least in this hex), commanding a sisterhood of 80 green amazon archers and 160 non-combatants (both young and old). Folk who wash up on shore in this hex, or who wander in from the forest will be taken (peacefully or not) to see the queen in her magnificent cliff palace, adorned with beaded curtains of gold and silver

and cave paintings honoring the amazons and great Diana, their patron deity.

Handsome men (Cha 12 or higher) are taken into her harem for a time, and when they grow tiresome they are changed into trees by Némée's druidess Penelope. Women are feted and sent away with gifts of fruit and furs.

Némée has the dagger of Jae, sister of Juno, which can summon seven golden giants once per month.

Green Amazon, Medium Humanoid: HD 1+1; AC 13 (studded leather); ATK Spear (1d8) or 2 longbow (1d8); MV 30; SV 16; AL N; XP 100; Special—Skilled at survival and tracking.

Penelope, Green Amazon Druid: LVL 4; HP 14; AC 14 (leather, shield); ATK 1 club +3 (1d4+1); MV 30; SV 14; S13 I8 W14 D12 Cn8 Ch16; AL CN; XP 400; Special—Healing, lore, free movement, identify nature, leaves no trail, +2 save vs. elements, spells per day (4/2).

Némée, Green Amazon Fighter: LVL 5; HP 28; AC 19 (platemail, shield); ATK 1 spear +6 (1d8+1) or 2 longbow +6 (1d8); MV 30; SV 15; S13 I8 W8 D13 Cn11 Ch11; AL CN; XP 500; Special—Riding, leadership, dominate; Gear—*Ring of blinking*.

Némée's Giant Deer Mount, Large Animal: HD 5; AC 16; ATK 2 hooves (1d8), antlers (1d8); MV 50; SV 14; AL N; XP 500; Special—None.

Gold Giant, Large Giant: HD 9; AC 20; ATK Club (2d6) or boulder (900'/2d6); MV 30; SV 12; AL N; XP 900; Special—None.

### 4937 Crabmen | Monster

A consortium of 30 crabman and their 30 young dwells here in a ramshackle collection of stone huts. The crabmen are chaos zealots, worshipping unspeakable horrors that appear to them in the mirrored service of an obsidian mount around which they camp.

Crabman, Medium Monster: HD 2; AC 15; ATK 2 pincers (1d4); MV 30 (S20); SV 16; AL Chaotic (CE); XP 100; Special—None.

C'ogotha the Cruel, Medium Monster: HD 4; AC 15; ATK 2 pincers (1d4); MV 30 (S20); SV 15; AL Chaotic (CE); XP 200; Special—None.

### 4942 Babor | Town

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DEMOGRAPHICS
<b>Population</b> 1,400 (urban), 11,000 (rural)
<b>Race</b> Human
<b>Patron Deity</b> Leucothea, Goddess of Sailors
<b>Alignment</b> Chaotic

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Babor is a small town of rebellious Guelphlings kept loyal by the presence of a garrison of Guelph's soldiers. The Baboro are smugglers and pirates, though never against their own

countrymen (well, almost never). The population is full of agitators who want to declare a republic and throw off the rule of Prince Xerbo II. This is inspired both by the natural disregard of pirates for authority, but also for the druidic beliefs of the people, somewhat at odds with the Herculean Church that predominates in Guelph.

While the people of Babor mostly live off the sea, sending fishing vessels as far away as Port Janus (a sort of sister city to Babor), but they also grow wheat, olives and figs in the fields surrounding the city.

The town has no standing fleet, but dozens of pirate vessels that gladly defend their home port. They also maintain 80 men-at-arms, including a company of 20 slingers (sling, short sword), two companies of 20 infantry (mail shirt, shield, javelin, short sword and spear), and a company of 20 cavalry (scalemail, buckler, light lance and makhaira).

The town's alcalde is Sindo, a retired pirate of great renown. He still maintains his old galleon, *El Malvis*, in the harbor with a crack crew. It is the flagship of Babor's non-fleet.



Sindo, Human Fighter: LVL 11; HP 59; AC 21 (+2 *platemail of command*, shield); ATK 1\* cutlass +15 (1d6+6); MV 30; SV 12; S10 (20) I15 W7 D9 Cn13 Ch8; AL LE; XP 1100; Special—Riding, leadership, dominate;; Gear—*Potion of ESP*, *belt of hill giant strength*.

Sindo's Shadhavar Mount, Large Outsider: HD 8; AC 18; ATK 2 hooves (1d4), bite (1d6) and horn (1d8); MV 60; SV 13; AL LE; XP 800; Special—Horn (in wind, plays a song that dazes creatures and lures them to come within attack range).

#### 5024 Ruined Palace | Monster

The isle of Iugo was once devoted to the amusement of the imperial family and their friends and confidants. The island's woods were a well-stocked hunting reserve, there were artificial hot springs near the southern shore, along with gilded

marble baths, and the *pièce de résistance* was the *Aestas Palatium*, or "Summer Palace".

The Summer Palace was a magnificent feat of architecture, grand, spacious and comfortable. It features 50 rooms for guests, as well as two ballrooms, kitchens, pantries, gardens, including a zoological garden, pools, a full-sized hippodrome and small gladiatorial arena, an armory and barracks for the Hyperborean Guard, stables, etc. The palace is surrounded by tall walls and 15 towers.

All was well until something akin to a giant egg was discovered in Chimeria and brought to the zoological garden to be exhibited to the emperor's guests, the emperor being on campaign at the time. A month later, a supply galley arrived to find the palace almost completely destroyed and not a guest left alive. The palace was thereafter abandoned.

If adventurers enter the ruins, which are prohibited by imperial decree, they will discover that they are not empty. A band of nine wind warriors is picking through the ruins looking for clues as to what destroyed the place and where it might have gone. They believe that the egg held an elemental air creature of great power, and have been tasked to find it.

Wind Warrior, Medium Elemental (Air): HD 4; AC 19; ATK Longsword (1d8+1); MV 30 (F60); SV 15; AL N; XP 400; Special—Buffet, partially invisible.

#### 5032 Vachnallac | Monster

A peri knight called Vachnallac has a stronghold in this hex, a construction of fluted towers and golden domes that shine like the sun in night and day. Its gardens are filled with flowers that change color throughout the day, as well as singing, dancing fruit trees and topiaries that change shape at command. The grounds around the castle are tended by working fey, who raise waving fields of grain and tiny white sheep. Vachnallac's major domo is Youthek, a druid of ill-repute who is as often drunk as sober, but who has a heart of gold. He commands nine peri warriors who ride fey steeds.

Treasure: 2300 cp, 2400 sp.

Youthek, Half-Elf Druid: LVL 6; HP 18; AC 15 (leather, shield); ATK 1 +2 *scimitar* +5 (1d6+2); MV 30; SV 13; S9 I15 W18 D13 Cn9 Ch17; AL N; XP 600; Special—Healing, lore, free movement, identify nature, leaves no trail, +2 save vs. elements, change shape, immune to fey abilities, spells per day (5/3/3); Gear—*Rust bag of tricks*.

Vachnallac, Peri Fighter: LVL 7; HP 40; AC 21 (plate armor, shield); ATK 1+ tulwar +6 (1d6); MV 30; SV 14; S11 I7 W15 D15 Cn7 Ch7; AL N; XP 700; Special—Riding, leadership, dominate; Gear—*Dark blue rhomboid ioun stone*.

### 5034 Icy Cargo | Monster

An undead pirate ship caked with frost is floating through this hex. The boat carries numerous ice mephits in the cargo hold, which is well sealed and locked. The mephits are cargo intended for the elemental Zybok Ice-Fist. The crew consists of 22 jolly rogues, who are commanded by a draug that goes by the name Ozzie Rubrum.

Treasure: 3200 cp, 3200 sp, 1000 gp.

Jolly Roger, 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. Monster Tome

Ozzie Rubrum, Medium Undead: HD 6; AC 17; ATK Cutlass (1d6) or claws (1d4); MV 30 (S30); SV 14; AL CE; XP 600; Special—Resistance to fire; Spells—1/day—*Control weather*.



### 5102 Marooned and Magenta | Monster

An ivory ship, like a rocket cut in twain with a deck of golden hawthorn and great wings of muslin cloth starched very stiff rests here on the desert sands. A crew of magenta space amazons bearing a solar standard of Prester John, the king of the Solar Archipelago, is walking across these sands, sifting through them for grains of quintessence to refuel their lithe astral schooner. The 33 amazons are commanded by Captain Obelaide, who is willing to take on crew as cheap labor for a

period of a year and a day. Of course, they might sell them as slave labor once they are in Astral space again.

Space Amazon, Medium Humanoid: HD 1+1; AC 14 (spacesuit); ATK Cutlass (1d6+1); MV 30; SV 16; AL CN; XP 100; Special—50% resistance to psychic powers.

### 5110 Sama Nomads | Monster

Adventurers tromping their way across this hex will discover the Azraqite nomads (183 warriors, 549 noncombatants) camping in this hex in pitched battle with one of the sand serpents that ply the Crimson Waste. The battle has been long, and many arrows and spears hang from the dull scales of the beast, its amber blood pooling in the sandy soil. The sun is getting low in the sky, and dusk is falling so many of the warriors are carrying torches as well as swords.

The rest of the tribe looks on from their tents spread around the base of a sandstone promontory, the caves that dot its side lit like stars in the heavens by lanterns. A pool of fresh water hides among the tents, sheltered by tall palms drooping with dates. Over the roars of the worm and the shouts of men, one might hear the screech of falcons anxious to begin the hunt that was interrupted by the arrival of the sand serpent.

Old Daratha zin-Dagad led the fight against the sand serpent until he was struck from his horse and nearly killed by the beast. His lieutenant, Marut zin-Verok, is now leading the warriors, nervous about the health of his lord, for he does not wish to lead the nomads and worry about the intrigues of its warriors. The wise Tirio, a Nomoi wizard who was long ago captured by the Warudi and adopted by Daratha, is overseeing the tribal healers as they attempt to save his life.

Treasure: 2500 cp, 1600 sp.

Nomad, Medium Humanoid: HD 1+1; AC 16 (leather, shield); ATK 1 spear (1d8); MV 30; SV 16; AL N; XP 100; Special—None.

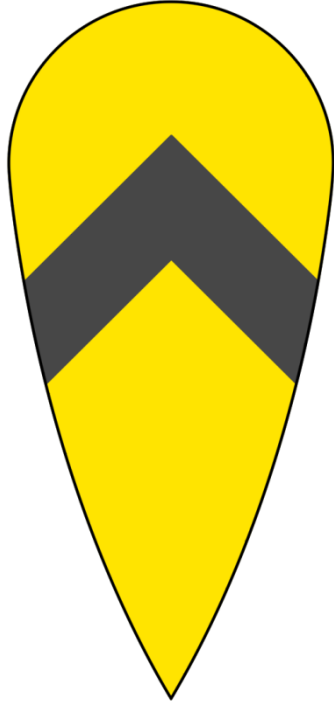
Marut, Human Fighter: LVL 5; HP 21; AC 19 (platemail, shield); ATK 1 spear +6 (1d8+1); MV 30; SV 15; S14 I14 W7 D10 Cn12 Ch7; AL LN; XP 500; Special—Riding, leadership, dominate.

Marut's Giant Sea Hawk Mount, Large Monster: HD 4; AC 15; ATK 2 claws (1d6), bite (1d8); MV 10 (F80); SV 15; AL N; XP 200.

Daratha, Human Fighter: LVL 8; HP 46; AC 21 (+1 plate armor, shield); ATK 1\* scimitar +9 (1d6+2); MV 30; SV 13; S16 I9 W13 D10 Cn16 Ch10; AL N; XP 800; Special—Riding, leadership, dominate.

Tirio, Human Magic-User: LVL 11; HP 26; AC 8; ATK 1 staff +4 (1d4); MV 30; SV 11; S12 I9 W15 D5 Cn9 Ch11; AL CG; XP 1100; Special—Alchemy, lore, spells per day (5/4/4/3/2/1), create scrolls, arcane knowledge (algebra and geometry, silver plating, phosphorus, sneezing powder, acid).

*Spellbook: 1—audible glamer, detect secret doors, disrupt undead, floating disk, magic weapon, phantasmal force, reflect gaze, sleep; 2—blur, fog cloud, hideous laughter, shatter, summon swarm; 3—displacement, mental barrier, shockwave, tongues; 4—charm monster, globe of invulnerability i, stonewall; 5—cloudkill, overland flight, teleport; 6—symbol of fear*



### 5115 Acanthos | Stronghold

They came in the night, swiftly and silently, through the village streets and over the fortress walls, Green Warudi with poisoned daggers and sinister purpose. By morning, the lord of the villa, Numerius Seranio Priscillian and his family and followers were dead and the villagers carried off into captivity. In their place were left a guard of 15 nomad warriors under the command of Racca zin-Harach, a sheikh. At his side are a firebrand priest of Tiamat, Jessart zin-Xandi and ten zealots (treat as berserkers).

Acanthos is the deepest the Warudi have penetrated into Nomo territory, and the fortress' proximity to the headwaters of the Calenthos River makes it strategically important.

Treasure: 5700 sp.

Jessart, Human Anti-Cleric: LVL 5; HP 10; AC 18 (platemail, shield); ATK 1 horseman's mace +2 (1d4); MV 30; SV 14; S6 I11 W16 D7 Cn8 Ch8; AL CE; XP 500; Special—Conversion, healing, rebuke undead, spells per day (5/3/1); Gear—*Potion of cold resistance*.

Racca, Human Barbarian: LVL 10; HP 77; AC 20 (splint, shield); ATK 1 +1 short sword +12 (1d6+4); MV 40; SV 11; S18 I11 W14 D16 Cn14 Ch11; AL N; XP 1000; Special—Climb walls, hear noise, hide in shad-

ows, move silently, survival, tracking, rage 4/day, surprised (1 in 6), no bonus for flanking or back attack.

### 5118 Lords a-Laughing | Monster

A band of 15 elven equites are hunting wild boars in this hex. They ride white steeds and are accompanied by 30 cooshee. The elves are whistling past the graveyard in terms of playing while the empire crumbles. All are natives of Mantu [5321], and are trusting to Fortuna to keep them safe.

Treasure: 150 gp

Cooshee, Medium Monster: HD 4; AC 14; ATK Bite (1d6 + trip); MV 50; SV 15; AL NG; XP 400; Special—No sound, pass without trace.

Elven Equite, Medium Humanoid: HD 1+1; AC 15 (mail shirt, buckler); ATK Light lance (1d8) or composite bow (1d6+1) or longsword (1d8); MV 30; SV 16; AL N; XP 100; Special—Surprise.

### 5121 Remo | Village

Remo (pop. 290) was once Nomo's greatest rival in the Taurus Hills. After three wars, and briefly occupying Nomo and carrying away its holy idols, Partholon defeated the Remoi, slaughtering their warriors and colonizing it with his own. It was one of the more brutal episodes of Nomo's early history, and one that has never entirely been forgotten in Remo. On moonless nights, the people gather on the hills around the city in torch lit processions to make offerings to the children of the wolf god Remus, their patron deity and, legend says, their king who was backstabbed by Partholon.

Remo was once much larger than it is today, but it is still surrounded by green fields that grow an astounding array of grains, fruits, nuts and vegetables, including an odd plant called broccoli, and its fisheries are vital. The countryside is inhabited by 2,320 farmers, herdsman and hunters.

Ancient laws of Nomo bar merchant vessels from landing at Remo, but her fishermen are also expert smugglers who hide their goods in the many sea caves along the coast. These sea caves are held sacred by the Remoi, for when the tide is low one can hear the melodious voices of the native *lares* singing to the waves.

Remo is governed by the propraetor Minis Tænaras Auspicios, an ambitious young man and the secret head of the local thieves' and smugglers' guild. As the propraetor, he is in charge of the village's 10 watchmen and the 10 legionnaires who patrol the countryside. The watchmen are in on the propraetor's graft, but the legionnaires are not.

Auspicios, Half-Elf Thief: LVL 9; HP 38; AC 12 (leather); ATK 1 short sword +7 (1d6+2); MV 30; SV 14; S16 I11 W14 D12 Cn11 Ch12; AL N; XP 900; Special—Half-elf traits, climb walls, find/remove traps, hear



noise, hide in shadows, move silently, open locks, pick pockets, read languages, backstab +3d6, caper.

### 5128 Gnome Tree | Monster

A large oak tree in this hex is home to a family of 60 gnomes. The family is led by grandma Adora (Adept 4), who is perhaps the greatest maker of pies in the Periwash. There is a 2 in 6 chance in this hex of encountering 2d6 gnomes mounted on goats springing through the woods on their way back to the tree with sacks of apples for grandma's pies. The tree has numerous widows carved into it (on which pies are left cooling), and the family's goats graze around the it.

Treasure: 3300 cp, 1900 sp, 250 gp.

Gnomes, Small Humanoid: HD ½; AC 13 (leather, buckler); ATK Club (1d4); MV 20; SV 17 (15 vs. illusions); AL NG; XP 50; Spells—1/day—*Audible glamer, dancing lights, prestidigitation.*

### 5143 Ophioussa | Town

#### DEMOGRAPHICS

**Population** 1,930 (urban), 15,440 (rural)

**Race** Human

**Patron Deity** Fauna, Goddess of Prophecy

**Alignment** Neutral

Ophioussa is a small town known for its mastic gum, chewed to kill bad breath and thus, in a medievaesque fantasy setting (and the real ancient world) worth its weight in gold. The gum is bitter at first and then takes on a refreshing pine flavor. It is also turned into a holy oil for anointing idols.

The city-state has long used a sphinx as its symbol, using it on the coins minted on the island. Ophioussa is a wealthy town due to the gum trade and thus it has long been a target for the pirates of the Green Sea and the Thalassians. For this reason, the town is heavily fortified, with narrow streets, hidden pits that drop people into a monster-infested dungeon and numerous towers outside and inside the town.

King Kastron commands a city guard of 50 warriors in banded armor and armed with shield, spear and short sword. The army consists of 60 hoplites in scale armor with shields, spears and short swords, as well as 10 cataphracts.

Treasure: 3400 sp.

King Kastron, Human Fighter: LVL 7; HP 32; AC 17 (plate armor); ATK 1\* greatsword +8 (1d10+2); MV 30; SV 14; S17 I7 W9 D7 Cn15 Ch12; AL N; XP 700; Special—Riding, leadership, dominate.



### 5147 Androgynies | Monster

A tribe of savage blue androgynies dwells in this hex, given leave by Prince Xerbo I to do so. They dwell in caves, and since they proved impossible to bring under royal control, the prince gave them a charter granting them the territory if they would pay a tribute of seven bear skins each year.

The tribe is composed of 90 warriors and 450 adults living in clan groups of about 30 individuals in caves overlooking the sea. The warriors hunt while the others forage and fish.

The androgynies split in two when struck what would normally be a fatal blow. This leaves two identical twins, one male, one female, and each of them half the age of the original.

Treasure: 1200 cp, *gauntlet of rust.*

Androgyny, Medium Humanoid: HD 1; AC 16 (studded leather, shield); ATK Club (1d4); MV 30; SV 16; AL N; XP 100; Special—Split.

### 5204 Invisible Tower | Dungeon

A bizarre tower has been constructed in this hex. The tower, despite being 60' tall, blends into its surroundings so well that it is practically invisible.

Those who manage to find it may wish they had not. It is of alien construction and looks like thousands of massive tentacles bursting from the desert sands. The tower is surrounded by psychic static that causes magic-users and their ilk to lose their memorized spells (1 in 6 chance per spell), and psychics suffer 1d6 points of damage.

One enters the tower through a large, open portal. The interior is a maze of passages, the stone like glistening alabaster. The place was constructed by the mind blasters on one of their forays onto the surface world to kill kill kill! The tower sprung up overnight and the armies of ancient Irem, at great cost and the loss of three emperors, wiped out the mind blasters and declared the tower taboo, for those who survived the battle went mad and suffered terrible mutations. Some of them still stalk the lower levels of the tower, with the upper levels inhabited by other horrors. Most notable is the neothelid on the highest floor, cocooned and slowly growing

over the past 2,000 years. It is served by a priesthood of beel-tors who have a copy of the blasted *Necronomicon*.

### 5214 Karsten Mound | Dungeon

Karsten Mound is an abandoned castle of a Mithraic order located on the edge of Nomo's domain. It was sacked by nomads 40 years ago and hasn't been occupied since. Local legend says that the commander and his men hid in tunnels beneath the castle either out of cowardice or a desire to surprise the enemy. They never emerged from those catacombs and some say that the catacombs are still haunted by the spirits of those doughty warriors who have become ghosts, ghouls or worse depending on who is telling the story. Naturally, the treasure of the order is also locked in the catacombs.

**A**—The secret door to this room has four diamond shaped holes in it. To open the door, four longswords must be run through in these holes, vertically for the top and bottom holes, and horizontally for the right and left holes. Opening the door any other way causes a block of stone to fall on the first person that enters the room (3d6 points of damage).

The chamber holds eight skeletons. The bones are picked

clean and the bones show humanoid tooth marks. Five of the skeletons animate one minute after people enter the room.

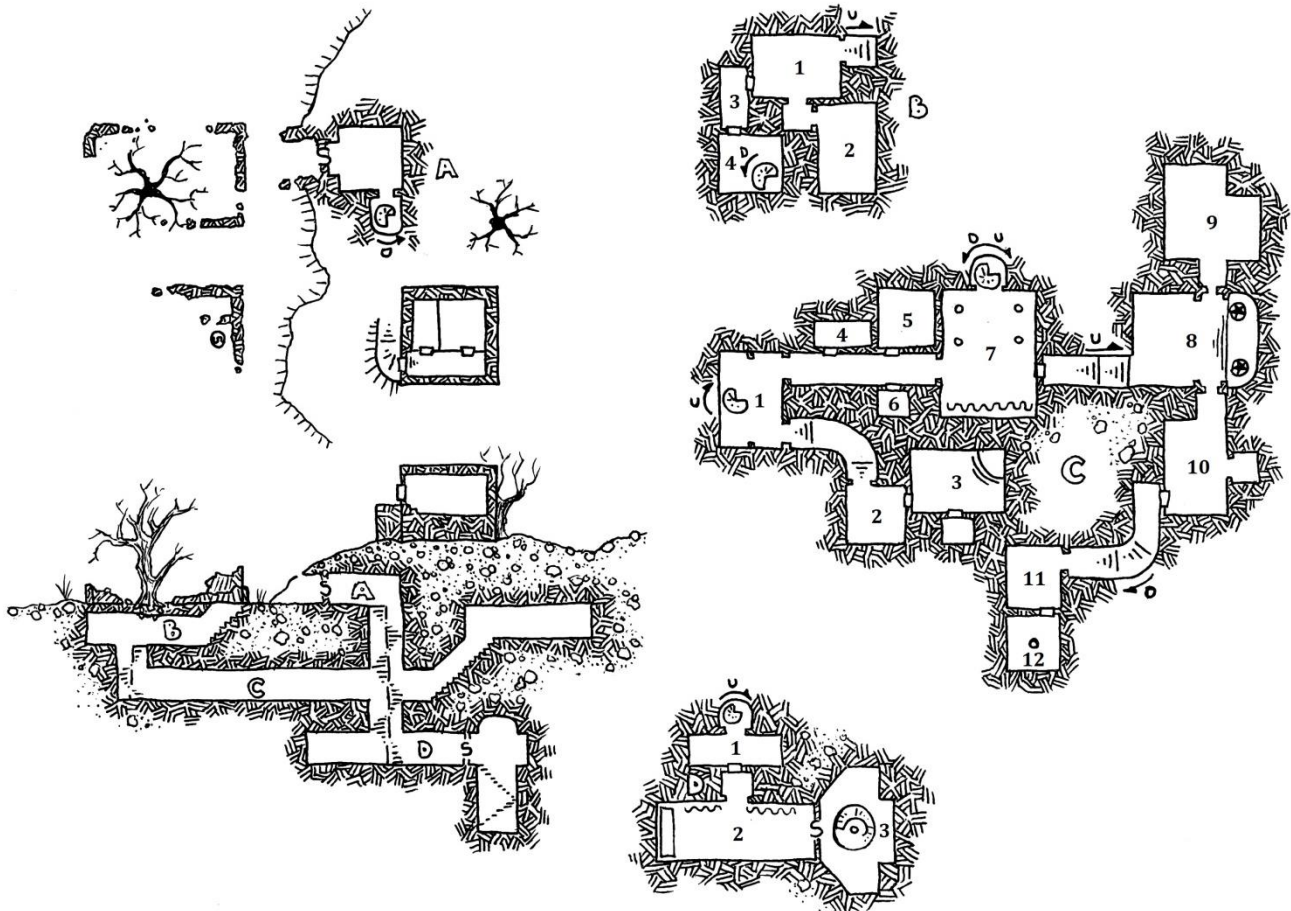
Skeleton, Medium Undead: HD 1; AC 13; ATK Scimitar (1d6); MV 30; SV 16; AL N; XP 100; Special—Immune to illusions and mind effects, resistance to slashing and piercing weapons.

**B1**—Smashed jugs and amphorae hold remnants of sour wine or dusty bread crusts. Rats scurry around.

**B2**—An armory containing three suits of chainmail, one suit of platemail (all human-sized), seven shields, 12 longswords, eight spears, five light crossbows and one medium crossbow. The crossbows are rigged to shoot anyone who removes them from their rack.

**B3**—This passage has plastered walls that are hung with wooden holy symbols. An illusion of a beckoning Minerva on the west wall hides a wall of green slime. The wall hides a secret vault that holds a *staff of defense*.

**B4**—A haunted suit of gothic plate armor guards this stairwell. The suit holds 12 gp and a *rod of metal and mineral detection* in one of the sabatons.



Haunted Armor, Medium Undead: HD 8; AC 18; ATK 2 strikes (1d6 + 1d6 cold + 1 energy damage) or greatsword (1d10 + 1d6 cold); MV 30; SV 13; AL CE; XP 2400; Special—Resistance to non-silver, non-magic weapons, immune to cold, electricity and fire, suffer 1 cold damage per round when within 10' + save vs. *slow*, spawn zombies.

**C1**—Desiccated corpses hang from the ceiling on chains.

**C2**—This little room is filled with 1' of brackish water.

**C3**—Like the room next door, this one is filled with 1' of brackish water. The dais rises above the water and looks to have once held an altar. The frescos on the room depict scenes of worship, but are ruined with claw marks. Lawful creatures that enter the room trigger the *black tentacles* spell.

**C4**—Three ghosts scrap over a corpse they managed to drag up from the catacombs. A hole in the floor is bunged up with detritus, but hides a leather sack of 17 pp.

Ghost, Medium Undead: HD 4; AC 17; ATK 2 claws (1d4 + paralysis), bite (1d8); MV 40; SV 15; AL CE; XP 400; Special—Stink (10', save or fatigued 1d10 minutes).

**C5**—This room holds the undead spirit of a knight who met his end in the catacombs. The knight is now a bodak who huddles in a shadowy corner beneath a crimson cloak.

Bodak, Medium Undead: HD 9; AC 15 [+1]; ATK Slam (1d6); MV 20; SV 12; AL CE; XP 4500; Special—Immune to electricity, fire and poison, resistance to cold, death gaze (30', save or die, rise as bodak 24 hours later).

**C6**—Room's door is locked, and holds a large chest (also locked, with a poison needle in the lock) containing 2200 cp, 3000 sp and a large sunstone (2000 gp).

**C7**—Chapel of Baphomet with a marble idol of the demon prince stained with blood. Apparently, the order had some dissenters or was not all it was cracked up to be. The pillars are black with brass fittings at the floor and ceiling and the curtains are a tapestry depicting an initiation that is an unholy version of the initiation into the mysteries of Mithras.

A knight in black armor kneels before the idol and a wicked little quasit sits on the idol's shoulder. He was once the lieutenant commander of the order, who betrayed his fellow knights and took up the worship of Baphomet.

Demonic Knight, Medium Outsider: HD 9; AC 20 [+1]; ATK +1 *longsword* (1d8+3) or 2 slams (1d6); MV 30; SV 12; AL CE; XP 2700; Special—Immune to illusions, voice (save vs. fear), exhale cone of negative energy (3/day, 10' cone, 2d4 strength damage; if killed, rise as shadow in 2d4 rounds); Spells—2/day—*dispel magic*; 1/day—*fireball*, *symbol of fear*, *wall of ice*; Gear—*ring of x-ray vision*.

Quasit, Tiny Outsider: HD 3; AC 18; ATK 2 claws (1d4 + Poison III), bite (1d4); MV 20 (F50); SV 15; AL CE; XP 900; Special—MR 25%, regenerate, immune to electricity and poison; Spells—At will—detect good, detect magic, invisibility (self); 1/day—cause fear (30' radius); 1/week—commune.

**C8**—This secret room holds two strange statues of androgynous warriors, one black and the other white. Between them there is a large brass urn containing 1200 cp and three large black gems of unknown type, but so dark they absorb light (worth 100 gp each). The statues are actually gemini, who guard the treasure.

Gemini, Medium Outsider: HD 4; AC 13 [Silver]; ATK Strike (\*); MV 30; SV 15; AL LE; XP 1200; Special—Special powers while in contact (suffer -2 penalty to attack and AC, but gain MR 25% and can only be harmed by silver or magic weapons), black hand strikes as *chilling touch*, white hand strikes as *shocking grasp*, actions before a gemini require a save (fail by 1 to 5, hesitate and do nothing and 1 Cha dmg and increase monster's MR by 5%; fail by 6 or more, do opposite of intended action and 1 Cha dmg and increase monster's MR by 5%).

**C9**—This large room is emblazoned with four suns composed of glass on the walls, each worth 500 gp if pried from the wall. Touching any of the suns causes all four to project cones of searing light into the center of the room. Anyone near a sun must pass a save or suffer 3d6 fire damage, and anyone in the center of the room suffers 12d6 fire damage (save for half). This also causes the room to heat up (per *heat metal*).

**C10**—This room has black walls and holds three 6' tall silver mirrors. Each of them is marred by a permanent shadow on its surface. If one listens closely, they can hear these shadows begging for release. When light comes within 5' of a mirror, the shadow reaches outward. After two rounds the shadow emerges from the mirror as a creature called a void.

The voids are hostile, but spare the adventurers violence if they turn over to each of them a black gem [8], which they can use to return to their anti-matter universe.

Void, Medium Outsider: HD 10; AC 21 [+2]; ATK Touch (2d6 cold + disintegrate); MV 40; SV 12; AL CE; XP 3000; Special—Surprise (4 in 6), immune to cold, vulnerable to light, resistance to fire and electricity, targets save vs. disintegrate at +5 (if successful, void is knocked prone), objects struck may disintegrate or be knocked from a person's hand 1d4x5 feet away, void must save vs. fear when struck by *light* or *daylight* spell.

**C11**—This room contains 12 terracotta jars, each holding the skull of a knight of Mithras. The skulls are branded with emblems of Baphomet.

**C12**—This room holds a font of water with a skull floating in it. A magic circle is drawn around the font. Stepping into the magic circle causes it to flare up to create thin walls of fire that deals 6d6 points of fire damage.

**D1**—At the bottom of these stairs there is an illusion of a yawning gulf from which can be heard terrible wailing.

**D2**—This curtained hall holds four terracotta boxes with dragons in release on the lids. If they are seen to hold bones and red dust, which swirls up and forms a dragon bones warrior. A dragon bone warrior will attempt to strike one of the other boxes to release one of its brethren.

Red Dragon Bones, Medium Undead: HD 6; AC 16; ATK 2 claws (1d4 + 1d6 fire) or longsword (1d8 + 1d6 fire); MV 30; SV 14; AL LE; XP 600; Special—MR 5%, Immune to fire, illusions and mind-affecting spells, resistance to edged and piercing weapons.

**D3**—These stairs lead down into a well of souls. At the bottom there is a pile of bones and corpses called a “corpse orgy”, and beneath it a treasure of 4900 cp, 5000 sp, copper statue of Baphomet (10 gp), a silver platter (100 gp), *potion of poison* and *carpet of flying* (6'x9'). While engaged with the monster, which is composed of knights who would not submit to Baphomet, spears in the walls jab out at people. Anyone within 5' of the wall must save each round or be struck for 1d8 points of damage, likewise those who suffer damage from the monster, which might shove them towards a spear.

Corpse Orgy, Huge Undead: HD 12; AC 17; ATK 4 slams (1d8); MV 30; SV 11; AL CE; XP 3600; Special—Resistance to edged weapons, shriek (every 1d4 rounds, 4d6 sonic damage + save vs. deafness), absorb bodies it kills (+12 hp).

### 5217 The Black Lake | Monster

This hex holds a pristine lake of black water. Black pines grow heavy on the shores of the lake, marred with phosphorescent fungus. The banks are slimy and flights of nightgaunts are often to be found in the neighborhood. Mists of sleep pour onto the shores at night (save vs. sleep).

On the shores of the lake there is a black hovel of obsidian blocks mortared with rancor and bile. This is the home of Phlax, an old wizard saddled with the soul of the night hag Ammutadori, trapped within an amulet he wears around his neck. This amulet bends the wizard's back as though it weighed twenty pounds, and it draws on his constitution to keep the night hag imprisoned. This leaves him a withered old man, though he is only 45 years old.

Treasure: 3200 cp.

Phlax, Human Magic-User: LVL 12; HP 12; AC 10; ATK 1 staff +4 (1d4); MV 30; SV 11; S12 I11 W15 D11 Cn7 Ch10; AL LG; XP 1200; Special—Alchemy, lore, spells per day (5/4/4/3/3/2), create scrolls, arcane knowledge (distillation, flash powder, alchemist's fire, acid, algebra and geometry); Gear—*Wand of magic missile* (3 charges), *ring of water elemental control*, *rod of thunder and lightning*, *hand of glory*.

*Spellbook: 1—acid splash, detect magic, endure elements, floating disk, mage armor, open/close, reduce person, summon monster 1; 2—charisma, detect evil\*, know alignment, shatter, web; 3—body adjustment, illusory script, sepia snake sigil, stinking cloud; 4—choke, fire shield, illusory wall, scrying; 5—cone of cold, mage's private sanctum, telekinesis; 6—contingency, mass suggestion*



### 5225 Bezant | Town

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#### DEMOGRAPHICS

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**Population** 4,280 (urban), 34,240 (rural)

**Race** Human

**Patron Deity** Hecate, Goddess of Magic

**Alignment** Neutral

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Bezant was an early colony of Nomo and the launching point for its many attempts to conquer the Periwash. The town is built at the landward base of a high promontory, with steep cliffs descending to the sea. A great citadel is built atop a promontory on this ridge, and to either side of the promontory are two sandy beaches on which are constructed quays for visiting boats. Around the town there is constructed a high wall with many towers and three large gates.

The town is ruled by Proconsul Pompo Nemedos Basilo, who has put into motion a plan to separate from the empire, much as Guelph did many years earlier. He has employed numerous mercenary captains, has made a secret alliance with the “Dark Queen” of Pania, and has plotted with her to kill Caesula Latinea Nova, the *Dux Bezzantia*, who commands *legio VI Cometa*. The legion is quartered in a fortified castra located about 3 miles from Bezant. Aside from the legion, Proconsul Basilo commands a constabulary of 80 warriors, as well as a civic cohort of 150 legionnaires.

Within the walls of Bezant there is a holy district, the Flumen, with its own walls. Herein is housed the Basilica of Hecate, the patron deity of Bezant, as well as temples to Aion, the god of time, Fortuna, the goddess of fortune, Antevorta, the goddess of the future and Juno, the queen of the god.

Bezant also enjoys the services of Harrido, a gnome jeweler, the master scholar Agrippa Spadios Eclectos (Adept 4), who

runs the local university, and Ema Adamema Fortiba, a fencing master with a secret vendetta against the proconsul.

Worth a mention: The “Dark Queen” of Pania is actually a coven of hags. The hags have seduced Basilo into making a bid at empire as a means of using the Nomoi to push the Guelphlings out of Pania. Their plan is to provoke Duchess Nova to send Legio VI south to Hamadriais. Along the way, they will be waylaid by an army of goblins, wicked fey and giants, and in the ensuing fight, Nova’s second in command, Publius Spadius Arduinnus, will ensure that his duchess dies tragically in the fight. He will then rally the troops and bring them back to Bezant, where Basilo will assume command.

Fortiba, Human Duelist: LVL 10; HP 40; AC 15 (leather, buckler); ATK 1 +4 *short sword* +13 (2d6+4) and dagger +9 (1d4); MV 30; SV 12; S12 I16 W10 D16 Cn9 Ch15; AL CG; XP 1000; Special—Acrobatics, taunt, surprised (1 in 6), +3 AC, specialist weapon (+1d6 damage), parry, spring into combat, lackey, riposte.

### 5233 Dolphin Pool | Wonder

A ruined tower overlooks the sea here, the walls are tumbled and ruined and covered with moss. In the base of the tower there is a deep pool that is apparently filled by a spring from underground. The pool spills over into the sea below. The floor around the pool is covered in mosaic tiles that appear to depict dolphins and dancing nereids. Bathing in the pool turns people into dolphins for one month, with a saving throw at -4 to resist the effect.



“Omnes Interficere”  
1,790 soldiers

Cohort	Strength
Cohors I Quodocia Pia fidelis	320 legionnaires
Cohors II Illikiomenos Nocturna	320 legionnaires
Cohors III Argenia Ferrata Eq.	240 legionnaires 100 equites
Cohors IIII Pavoria Vinrix Pia fidelis	370 legionnaires
Cohors V Illikiomenos	310 legionnaires
Ala II Brigantia	130 elf sagittarii

### 5241 Aquon Redoubt | Monster

A large band of aquons, a species of aquatic humanoids, dwells in a large sea cave in this hex. The cave is large enough to hold 160 of men, women and children. The aquons live off of the sea, but also hunt on land, mostly to take blood from deer that they need for religious ceremonies and to flavor their wine, because that’s just what they’re into.

The aquons are Lawful, but they prefer to keep to themselves. They once occupied larger settlements on the sea floor, but were driven over many generations to these caves by sahuagin, aquatic elves and locathah.

Aquons look like tall humans with pale skin and platinum blond hair. Their warriors dress in shirts of bronze scales and green trousers and arm themselves with spears, tridents and daggers. The men of the tribe are uncommonly strong and the women can cast *control water* up to three times per day. All aquons can breathe in water or air and communicate with sea creatures in their own tongues.

The tribe is led by King Arturo, who holds a golden trident set with aquamarines, sapphires and emeralds, a gift from sea nymphs. Arturo is descended from Cymopoleia, goddess of giant sea waves, and is thus a demigod.

Treasure: 1200 cp, 1900 sp.

Aquon, Medium Humanoid: HD 1+1; AC 14 (scale); ATK 1 trident (1d6+3); MV 30 (S30); SV 16; AL Lawful (CG); XP 100; Special—None.

Arturo, Aquon Demigod: LVL 6; HP 30; AC 19 (+2 *studded leather*); ATK +1 *trident* +9 (1d6+6); MV 30 (S30); SV 19; S16 I12 W10 D13 Cn12 Ch12; AL Lawful (NG); XP 600; Special—MR 6%, find secret doors, ignore pain, monster lore, water domain, resistance to cold, appeal for spells (up to 2nd level).

### 5305 Thamuz | Town

#### DEMOGRAPHICS

**Population** 1,410 (urban), 11,280 (rural)

**Race** Human

**Patron Deity** Tiamat, Demon Queen

**Alignment** Neutral

Thamuz is an oasis town conquered 20 years ago by the Warudi on their way to Ishkabibel. The place has been left in the hands of the Asudites, the black-garbed nomads. The clan of Amir Zorith Abdul-Lahmu dwells within the town walls, while allied bands camp outside the walls in black tents.

Thamuz has thick walls of adobe brick with three gates, each thick oak reinforced with iron bands. The town grew rich on

the old caravan trade. It is rich in water wells and handsome buildings in the old Iremite style. The town had three shrines (or small temples) dedicated to Nanna-Sin, Manāt and Allat. The high priestess of the temples and the keeper of the idols was Queen Ashira, but with her deposition one of the temples was converted into a barracks, a second into a temple of Lahmu and the largest into a temple of Tiamat. This last conversion has involved laying a tiled floor of colored marble – red, white, blue, black and green – in a geometric pattern with the former priestesses buried alive beneath it and installing a new idol of the demon queen adorned with gems and precious metals. Zorith’s eldest daughter Etzibah (Adept 3) is Thamuz’s new high priestess.

Around the town are scattered many small villages where people raise lambs, rams and goats, grow date palms and wheat and mine rock salt and alum from the dry hills around the oasis. The oasis extends for approximately 1 mile around the town. Thamuz’s army consists of 40 nomad archers, 20 nomad spearmen and 20 nomad cavalry. They keep a close watch over the bands that camp around the town walls. At any one time, 1d4 nomad bands are camped around Thamuz.

Each year, Thamuz is expected to deliver a tribute to Ishkabibel consisting of 500 gp, 1,000 gp worth of gems, 50 camels and 1,000 leather pouches of aromatic herbs.

Zorith, Human Fighter: LVL 9; HP 39; AC 21 (plate armor, +2 shield); ATK 1\* scimitar +9 (1d6)+1; MV 30, SV 13; S13 I9 W7 D8 Cn10 Ch14; AL N; XP 900; Special—Riding, leadership, dominate.



### 5312 Ruined Gate | Wonder

The shattered wreckage of the old Northern Gate (*Portam Aquilonis*) pulled down by Warudi nomads five years ago, lies here. It is mostly a pile of rubble, with one half of the old arch partially standing. The smell of sulfur in the air, and there are camel tracks in the sand that have turned into glass. These glass tracks are chilling cold. The underbrush around the old Nomo road that went into the Crimson Waste is thick with devil finches, which at any disturbance erupt from the brambles in a great cloud that acts as an *incendiary cloud*.

Directly beneath the remains of the arch and covered by rubble is a piece of marble with a hole drilled through it. If a bronze staff is placed in this hole, a golden pathway appears that leads out into the desert, past the place where the old road ends (in this hex). This pathway lasts for one week, and leads to Thamuz in [5305].

### 5314 Lucreteum | Stronghold

Lucretia is a goddess of poisonous plants and venomous animals, and thus a matron of assassins. While one might think her a sinister goddess, she is also a goddess of the meek creatures that use poison to level the playing field.

The goddess has a nunnery in this hex dedicated not only to the brewing of poisons, but also to concocting antidotes to poisons and venoms. The abbey has, within a walled courtyard, a large medicinal garden and numerous venomous animals kept in terrariums and cages.

The nuns are being courted by many factions within Nomo to assist them in eliminating rivals to the throne, but the 15 nuns and their abbess, Titia Piampeia Xenia are biding their time and waiting to see who manages to get ahead.

Nuns, Human Druid: LVL 3; HP 3d6; AC 14 (leather, shield); ATK 1 staff +1 (1d4); MV 30; SV 15; AL N; XP 300; Special—Healing, lore, free movement, identify nature, leaves no trail, spells per day (4/1).

Xenia, Human Druid: LVL 9; HP 32; AC 14 (leather, shield); ATK 1 scimitar +5 (1d6); MV 30; SV 12; S11 I10 W14 D9 Cn9 Ch17; AL N; XP 900; Special—Healing, lore, free movement, identify nature, leaves no trail, +2 save vs. elements, change shape, immune to fey abilities, immune to poison, spells per day (6/4/3/2/1); Gear—*Potion of enlarge self*, *ring of feather falling*.

### 5321 Mantu | City-State

#### DEMOGRAPHICS

**Population** 15,660 (urban), 125,280 (rural)

**Race** Human, Half-Elf

**Religion** Neptune, God of the Sea

**Alignment** Lawful

#### AUTHORITY

**Temporal** Azina Rogatia Theorraina, *Proconsul Mantu*

**Spiritual** Gobrugus Agnius Nathean, *Antistes of Neptune*

Nathean, Half-Elf Druid: LVL 5; HP 15; AC 14 (leather, shield); ATK 1 staff +2 (1d4-1); MV 30; SV 14; S8 I12 W16 D11 Cn8 Ch17; AL N; XP 500; Special—Healing, lore, free movement, identify nature, leaves no trail, +2 save vs. elements, change shape, spells per day (5/3/1).

**Underworld** Soloni Bithia Agladana, *Domina Latronum*

Agladana, Human Thief: LVL 10; HP 43; AC 14 (leather); ATK 1 short sword +7 (1d6+2); MV 30; SV 14; S16 I14 W7 D17 Cn15 Ch8; AL NE; XP 1000; Special—Climb walls, find/remove traps, hear noise, hide in shadows, move silently, open locks, pick pockets, read languages, backstab +3d6, caper; Gear—*Potion of enlarge self*.

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DESCRIPTION

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**Theme** Salty seaport

**Wilderness** Taurus Hills

**Accent** Italian

**Vistas** Red tile roofs spilling down the hillsides towards the sea, trellises of roses on the walls, dozens of small shrines to foreign deities bedecked with flowers, sailors looking for fun and games, secret pit fights run by the *Comitatu Latronum* (Company of Thieves), worried aristocrats, crews strengthening the city walls

**Names** As Nomo (q.v.)

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Mantu is the chief port of Nomo. Few vessels are permitted to pass by Mantu towards Nomo, mostly just imperial warships or the pleasure boats of senators and such.

The city is enclosed by a great wall on land and a smaller sea wall. The walls of the city are greyish green and embossed every 120' by the city's arms. The city is built on a ring of hills that gradually descend towards the sea. The manses of the wealthy and the city offices are on the high hills, with the middle classes living below them and the lowlands, which sometimes flood, occupied by warehouses, tabernas, flophouses and tiny shrines to a multitude of foreign gods. The buildings of Mantu have rooves of scarlet tiles and many feature trellises climbed by vines of wild roses. The city is known for its cuisine, which includes roasted mutton, stews of garlic and fennel and lamb, fried fish, barley soup with fish sauce.

Temples are distributed throughout the city, with the Basilica of Neptune located in the high city. Other temples are dedicated to Salacia, goddess of sea water and wife of Neptune, Mater Matuta, protector of mariners, Angerona, reliever of pain and sorrow, Dispaten in his role as god of wealth, the

Auræ (breezes), the Venti (winds), Averruncus, propitiated to avert calamity, Hercules and Juno.

Mantu is known for its mines and those occupations related to mining, processing minerals and crafting with them. The traders of Mantu specialize in rare spices from the south. The hinterlands of Mantu are dotted with *villa rustica* where people herd sheep and miners quarry granite, porphyry, copper and chrysoberyls. Chrysoberyls decorate the staff of office of the proconsul, who also wears sea blue robes of silk decorated with embroidered white roses.

With Nomo descending into chaos, many powerful families have fled to Mantu. The city-state has hardened its defenses, and there is talk of declaring independence.



Mantu is protected by *cohors I Mantu Nautae*, which consists of 460 legionnaires, many of them trained as marines, and 50 equites. The cohort is commanded by Ailio Corio Gonzorgo, a veteran of many campaigns against pirates and a key conspirator with the nobles in declaring independence from Nomo (and he's angling to be named Princeps). The cohort is responsible for protecting the city, patrolling the waterways and protecting the road that connects Mantu to Nomo. The Mantu city guard consists of 90 guardsmen.

### 5323 Lucus | Wonder

Lucus is the island of sacred groves, visited by druids and Nomoi pilgrims as a refuge from the madness of the world beyond. Here, people are expected to live simply, foraging for their food and harming no animals or plants on the island (eating berries and digging up roots are not considered harming plants in this respect, but chopping down trees or picking flowers is). There are few buildings on the island, mostly near the coast, these being marble *aedes* containing cult images of various gods and goddesses, for pilgrims who just want to make offerings and brag about visiting Lucus. These shrines are each overseen by sentient animals empowered by the divinities to defend the island.

Deeper into the island there are cave shrines to the gods and goddesses. These cave shrines do not contain realistic idols, but rather hold natural objects sacred to the gods. The gods

and their associated groves and animal protectors are listed below. Each of these animals has the paragon template applied to it (stats are below).

Deity	Guardian	Tree
Jove	Giant Eagle	Oak
Apollo	Giant Constrictor	Laurel
Diana	Giant Stag	Oak
Juno	Spotted Lion	Wild Fig
Mars	Dire Wolf	Ash
Minerva	Giant Owl	Alder
Neptune	Bull	Olive
Pluto	Giant Ram	Cypress
Venus	Giant Goat	Myrtle
Vesta	Cow	Oak

Paragon Giant Bull, Large Monster: HD 6 (36 hp); AC 18 [+1]; ATK Butt (4d6); MV 80; SV 14; AL N; XP 1800; Special—MR 50%, regenerate; Spells—3/day—*detect magic, dispel magic, haste*.

Paragon Giant Eagle, Large Monster: HD 5 (30 hp); AC 19 [+1]; ATK 2 claws (2d6), bite (2d8); MV 20 (F240); SV 14; AL N; XP 1500; Special—MR 50%, regenerate; Spells—3/day—*detect magic, dispel magic, haste*.

Paragon Giant Constrictor, Huge Monster: HD 12 (72 hp); AC 19 [+1]; ATK Bite (4d6 + constrict); MV 40 (C40, S40); SV 11; AL N; XP 3600; Special—MR 50%, regenerate; Spells—3/day—*detect magic, dispel magic, haste*.

Paragon Giant Goat, Large Monster: HD 4 (24 hp); AC 18 [+1]; ATK Butt (2d8); MV 80; SV 15; AL N; XP 1200; Special—MR 50%, regenerate; Spells—3/day—*detect magic, dispel magic, haste*.

Paragon Giant Owl, Large Monster: HD 5 (30 hp); AC 19 [+1]; ATK 2 claws (2d6), bite (2d8); MV 20 (F140); SV 14; AL NG; XP 1500; Special—MR 50%, regenerate; Spells—3/day—*detect magic, dispel magic, haste*.

Paragon Giant Ram, Large Monster: HD 5 (30 hp); AC 18 [+1]; ATK Butt (4d6); MV 80; SV 14; AL N; XP 1500; Special—MR 50%, regenerate; Spells—3/day—*detect magic, dispel magic, haste*.

Paragon Spotted Lion, Large Monster: HD 6+1 (37 hp); AC 19 [+1]; ATK 2 claws (2d4 + rend), bite (2d10); MV 60; SV 14; AL N; XP 1800; Special—MR 50%, regenerate; Spells—3/day—*detect magic, dispel magic, haste*.

Paragon Giant Stag, Large Monster: HD 5 (30 hp); AC 18 [+1]; ATK Gore (4d6); MV 100; SV 14; AL N; XP 1500; Special—MR 50%, regenerate; Spells—3/day—*detect magic, dispel magic, haste*.

Paragon Dire Wolf, Large Monster: HD 5 (30 hp); AC 18 [+1]; ATK Bite (2d8 + trip); MV 100; SV 14; AL N; XP 1500; Special—MR 50%, regenerate; Spells—3/day—*detect magic, dispel magic, haste*.

### 5329 Black Ale | Monster

This hex holds numerous dark, dank caves in which dwell a tribe of 250 kallikantzaros goblins. They gnaw on the roots of trees that poke into their caves, and gather water dripping from them which they brew into heady ales with strange fungal spices and their own saliva. They store kegs of their ale in their caves, letting it grow black and frothy. They sell it to other goblinoids, especially the hobgoblins of the mountains.

Treasure: 1200 cp.

Kallikantzaroi, Small Humanoid: HD 1-1; AC 12 (leather); ATK Short sword (1d6); MV 20; SV 16; AL CE; XP 50; Special—None.

### 5332 Toad Gnomes | Monster

A clan of 192 toad gnomes, including 120 ill-tempered warriors, dwells in this hex in huts of packed mud and woven reeds around a large pond. The gnomes are lazy, sarcastic and possessed of a grim humor. They are green skinned and warty, with bristly black hair and bulging eyes. They fish in the pond, play with dainty clockwork dragonflies that they build and keep 20 giant toads for mounts.

Giant Toad, Medium Animal: HD 3; AC 14; ATK Bite (1d8) or tongue (15'/entangle); MV 10 (S20, Jump 40); SV 15; AL N; XP 300.

Toad Gnomes, Small Humanoid: HD ½; AC 13 (buckler); ATK Club (1d4); MV 20 (Jump 30); SV 17 (15 vs. illusions); AL N; XP 50; Spells—1/day—*Audible glamer, dancing lights, prestidigitation*.

### 5348 Elvira | Village

Elvira is a village (pop. 390) of woodsmen, woodworkers, farmers and herdsman. The village is known for its awful weather – wind streaks down the valley from the sea in the morning, and towards the sea at night.

The village is patrolled by 14 watchmen under Sargento Arcias, and the Baronesa Elvira commands 12 knights and a mercenary company, the Company of the Beetle, composed of 40 warriors under the direct command of the condottieri captain Tino Sabric. The village is defended by strong walls and the infamous Gate of Eyes, a gate of oak bound in iron and carved with thousands of eyes that freak out the local hobgoblins.

Elvira is a wealthy village, for in the hills there is the Las Medusas gold mine, which produces around 20,000 gold pieces worth of gold annually. Prince Xerbo II claims half of this gold by royal charter, but the rest belongs to the baroness and her people. Baronesa Elvira is one of the great beauties of Guelph, notable for her porcelain skin and raven hair. Being beautiful, rich and single, the baroness is a very popular woman; there are always young gentlemen hanging around her. 1d6 are dandies and popinjays. 1d6 are rakes. Another 1d6 are du-



elists (roll 1d6 for each's level). Elvira has 3,120 people living in the hills around the village.

#### 5402 Temple of Secrets | Dungeon

In this hex lies the Temple of Secrets, wan and grey, a blot on the crimson sands, a beacon against the black night perched atop a crumbling mesa. Within are labyrinthine halls of grey stone, dusty and frozen in time, are halls of furniture and brittle bones, rooms of dusty tomes with black pages and writing in silvery tracery so indistinct as to almost be invisible, and temples and shrines with altars but no idols.

Even whispers in this temple draw terrible monsters from the walls, silent things, horrible and relentless, that dull the mind by their touch and gaze. Objects touched in this temple produce a strange grey pearl that falls to the floor and rolls away through cracks in the walls, another secret taken and hidden away in the dungeon beneath the temple where dwells the living goddess, a bronze marilith with dusky eyes, whose touch turns women into lamias and men into gorgons, all her willing slaves. The dungeon is thick with these monsters and worse, trading their secrets to Hell for power.

#### 5416 Coraeus Magius | Stronghold

Opiter Coraeus Magius is an elder mage dwelling in this hex in a *villa rustica* set amid fine vineyards. A reserved, unassuming man of senatorial rank and a friend to the imperial family, he has sensed the arrival of the Warudi in Acanthos [5115] and is even now marshalling a party to investigate and perhaps push them back into the Crimson Waste.

Magius is a former adventurer and a patriot. His niece is among those who have been kidnapped, so he is determined to rescue her. Unfortunately, he is no longer in good health, and can only accompany adventurers as far as Acanthos.

Besides the 100 or so people who work in his vineyard, Magius employs four apprentices and has had a young brass dragon, Boderby, as a boon companion for many years. Boderby will stick with Magius, but one or two of his apprentices might be willing to join a band of adventurers.

Treasure: 9,300 sp, 7000 gp.

Boderby, Medium Brass Dragon (Young): HD 7 (14 hp); AC 17; ATK 2 claws (1d4), bite (1d6); MV 60 (F150, B30); SV 13; AL CG; XP 2100; Special—Immune to sleep, resistance to fire, cloud of fear (40-ft radius), cone of sleep (80x40), magic use (magic-user, 2nd).

Apprentices, Half-Elf Conjurer: LVL 2; HP 4; AC 10; ATK 1 dagger +0 (1d4); MV 30; SV 14; AL N; XP 200; Special—Alchemy, lore, spells per day (3), create scrolls.

Magius, Half-Elf Conjurer: LVL 9; HP 24; AC 9; ATK 1 staff +2 (1d4-1); MV 30; SV 12; S6 I13 W14 D7 Cn12 Ch12; AL CG; XP 900; Special—Alchemy, lore, spells per day (5/4/3/2/1), create scrolls, arcane knowledge (gunpowder, alchemist's fire, silver plating, phosphorus); Gear—*Ring of friend shield*.

*Spellbook: 1—Acid Splash, Color Spray, Grease, Light, Mage Armor, Mount, Read Magic, Summon Monster I; 2—Acid Arrow, Fog Cloud, Summon Swarm, Web; 3—Body Adjustment, Stinking Cloud, Summon Monster III; 4—Creation I, Dimension Door, Solid Fog; 5—Cloudkill*

#### 5427 Nymphoia | Village

Nymphoia is a small village (pop. 50) of retired female legionnaires, sent here to the periphery of Bezantia to secure the Nomo frontier. The thinking in Nomo was that a society of women might not offend the fey as much as one that included men. So far it has proven to be true.

The village is a castra of wooden longhouses and a wooden palisade. Around the perimeter of the palisade are numerous trees that have been carved into the likenesses of nymphs. Flowers are garlanded around these idols by the wood priestesses of Nymphoia, who also leave offerings of perfume in shallow malachite bowls and silver ewers of wine.

The peri of Hamadraios have exchanged embassies with Nymphoia, and though they do not accept the presence of Nomo in the Periwash, they have tried to maintain peaceful relations with Nymphoia. In fact, they have offered to annex the village into their own kingdom, providing protection and survival in case the empire falls.

Postuma Cæserea Titania is the magistrate of Nymphoia, governing the village and the 400 women who live around the village in farmsteads growing olives and wheat and tending sheep which are only used for their milk and wool. The militia of Nymphoia consists of 50 battle-hardened veterans, as well as five legionnaires. The castra contains a shrine to Bellona, the war goddess, tended by Titania herself.

Treasure: 1100 sp.

Titania, Human Fighter: LVL 5; HP 30; AC 18 (platemail, shield); ATK 1 longsword +7 (1d6+2); MV 30; SV 15; S17 I13 W9 D8 Cn14 Ch4; AL CG; XP 500; Special—Riding, leadership, dominate.

#### 5429 Hamadraios | Town

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##### DEMOGRAPHICS

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**Population** 1,690 (urban), 13,500 (rural)

**Race** Peri, Gnome, Halfling, Elf

**Alignment** Neutral

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Hamadraios is the citadel of the peri, the one nut that Nomo's legions could never quite crack. In time, Emperor Partholon grew bored with fighting the peri, whom he rather liked, and signed a treaty of friendship with them, ensuring that they would never again be harassed.

This opened up the possibility of trade, and Hamadraios became not only a favorite vacation spot for wealthy Nomoi, but influenced the high culture and arts of Nomo for the better.

The town is inhabited mostly by peri, with smaller communities of gnomes, halflings, elves, half-elves and even a few humans that have distinguished themselves with service to Iolanthe, the princes of Hamadraios.

Iolanthe is a radiant woman, petite and graceful, but with a will of iron and large eyes that burn like embers when her ire is raised. She wears a golden crown topped with peacock feathers and studded with emeralds, and her robes are of the finest silk. Her boots (which make her a bit taller) are crafted from the hide of a red dragon, with golden buckles. A silver shamshir with a jeweled hilt and scabbard is ever at her hip, and a *wand of sleep* [9 charges] of hawthorn is always in her hand, which is bedecked with jeweled rings. Strings of pearls are woven into her golden hair.

Hamadraios' walls are composed of massive oaks. The trees are covered in flowering vines (1 in 6 is an assassin vine). Oak gates covered in sheets of bronze bar the four entries into the town. Hamadraios is composed of beautiful wooden buildings and towers of malachite. The walls are patrolled by two companies of silk-robed warriors with warhammers, round shields, onion-shaped helms covered in blue lacquer and wrapped with dusky turbans of damask. They are armed with composite bows and shamshirs, and are dashing and clever.

Hamadraios is surrounded by dozens of hunting lodges and small farming villages of the peri and the domestic fey who serve them. Here, they grow crops of fairy wheat and orchards of tamarinds and plums, and tend quick fairy horses and delicate sheep with silken wool. The kingdom is patrolled by 60 mounted peris (armed as above).

Iolanthe, Peri Sorcerer: LVL 18; HP 48; AC 12; ATK 1 silver dagger +6 (1d4-1); MV 30; SV 9; S8 I12 W10 D8 Cn14 Ch15; AL CG; XP 1800; Special—Alchemy, brew potion, sense magic, spells per day (6/5/4/4/4/3/3/2/1), spells known (6/6/6/6/6/6/6/5/3); Gear—*Potion of charm plants*, *scroll of protection from outsiders*, *ring of protection +3*, *wand of sleep* (9 charges).

#### 5434 Ordem de Espada | Stronghold

This hex holds the castle of the Order of the Sword, a military order of Guelph. The castle is of the motte-and-bailey type, and it is under siege by a mercenary army of 60 drow warriors allied with 12 ogres and 3 hill giants. The drow warriors attack only at night, of course, leaving the ogres and giants to hold the line during the daylight hours. The giants have managed to breach one of the walls, though it has been hastily repaired. If the giants were sober more often, the castle would be in bigger trouble. As it is, the Grand Master Varo Rogato still has 14 men-at-arms and 11 knights alive. They have been unable to get word to Fariz [5736].

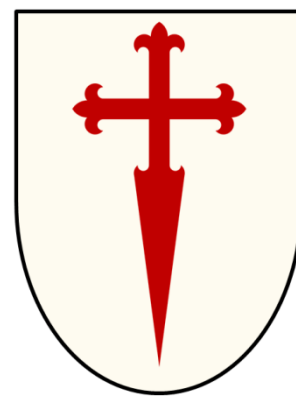
Treasure: 7700 cp, 5400 sp, large onyx (2,000 gp).

Drow, Medium Humanoid: HD 2; AC 17 (chainmail, shield); ATK Spear (1d8); MV 30; SV 16; AL CE; XP 200; Special—MR 50%; Spells—1/day—*Dancing lights*, *darkness*, *faerie fire*.

Ogre, Large Giant: HD 4; AC 15; ATK Slam (1d6) or battleaxe (1d8+2); MV 40; SV 15; AL CE; XP 200; Special—None.

Hill Giant, Large Giant: HD 8; AC 15; ATK Slam (1d6) or spear (2d6) or boulder (600'/3d6); MV 30; SV 13; AL CE; XP 800; Special—None.

Master Varo, Human Fighter: LVL 10; HP 60; AC 21 (plate armor, shield); ATK 1\* longsword +9 (1d8) or +1 knife +10 (1d3+1); MV 30; SV 12; S9 I13 W9 D13 Cn11 Ch9; AL N; XP 1000; Special—Riding, leadership, dominate; Gear—*Potion of healing*, *ring of fire resistance*.



## 5446 Pimién | Town

### DEMOGRAPHICS

**Population** 600 (urban), 4,800 (rural)

**Race** Human

**Deity** Neptune, God of the Sea

**Alignment** Neutral

Pimién is a small town of Guelphlings with a lust for life. The people are happy, for they are ruled by the just Condessa Bela. Pimién is a maritime town, housing most of Guelph's war fleet of three galleons, seven carracks and five galleasses in addition to smaller craft. The town despises pirates, parading their heads through the country during religious processions. The sailors of Pimién are nicknamed "head hunters".

Condessa Bela is a member of the Irtiz family. The Irtiz control the salt trade in the western Motherlands, and have used to it to build lavish public works in their city, to keep the people happy, and to keep themselves in the running for Guelph's crown, should it become available in the future. It is for this reason that they resent the presence of dwarf merchants, especially the Zuff family, who discovered an important silver vein and have used it to earn the respect of Prince Xerbo II.

Pimién has numerous haciendas in the hills that surround the town. The town is guarded by 17 men-at-arms, and the countryside by another 20 men-at-arms, all light cavalry, 2 sergeants and 2 knights.

Condessa Bela, Human Fighter: LVL 7; HP 39; AC 21 (plate, shield); ATK 1\* longsword +7 (1d8+1); MV 30, SV 14; S15 I12 W11 D14 Cn11 Ch13; AL NE; XP 700; Special—Riding, leadership, dominate.

### 5501 The Qarin | Monster

There is a strange forest of crystal spires in this hex, jutting from the sands. Each spire is transparent crystal, and looks something like a date palm without the fronds or fruit. They generate excessive heat during the day, but at night keep the sands comfortably warm, and dew that forms on them flows into the sands as small pools of radiant water.

In the heat of the day, when these pools have dried, they leave behind small crystal amulets. These amulets are very pretty, and are worth about 2 gp each (one could gather as many as 30). Alas, each of these amulets is possessed by a qarin, a wicked genie that attaches itself to the possessor of the amulet (even if they later throw it away) and attempts to push them to commit evil acts and prevent them from doing good.

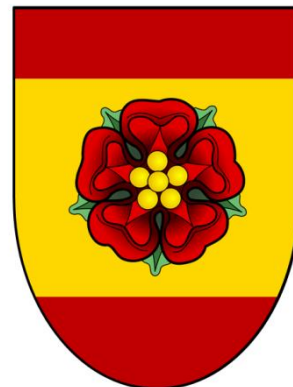
When a person who is accompanied by a qarin tries to do good or tries not to do evil, consult their alignment column on

the following table for the chance they succeed in resisting the impulses of the qarin.

	Lawful	Neutral	Chaotic
Chance to Resist	5 in 6	4 in 6	3 in 6

After a person has committed three evil acts under the influence of a qarin, their alignment shifts one column towards chaotic (unless they are already chaotic).

The qarin can only be driven away by casting *remove curse* and then turning them as 6 HD undead.



### 5507 The Gorgon's Pool | Monster

A gorgon dwells in a deep cave in this hex, bored into the sandstone and studded with rough, tiny agates. In the heart of the cave there is a spring of fresh water. Wounds bathed in this water heal at double the normal rate. Dead bodies sunk in the pool are *reincarnated* (as the spells). Weird black tulips grow in the mud around the pool, despite the lack of sunlight.

The gorgon nests in this cave, emerging when the sun is at its peak to prey on the caravan traffic between Khufir and Thamuz. The priests of Tal Moloch [5704] know of the beast's existence, and they would like to capture it and keep it as a living idol of Moloch.

Treasure: 2000 sp, treasure map in a bone case.

Gorgon, Large Monster: HD 8; AC 18; ATK Gore (2d6); MV 30; SV 13; AL N; XP 2400; Special—Cone of petrifying gas (60-ft., 5/day).

### 5510 Burj al'Azraq | Stronghold

The "Blue Tower" stands in this hex, an ancient remnant of Irem inhabited by the dervishes of Marduk. The tower stands about 30' high over the desert sands, the exterior clad in blue stone with portals of topaz that gleam in the sunlight. The tower is topped by a brass bell that shines in the sun.

The tower is actually much taller than it appears, as half of it is buried in the sand. These lower portions are much cooler than the upper portions and they hold a bubbling fountain of fresh water. The rooftop is a garden watered from below, on which grow all manner of edible plants. The dervishes live off of this food and what can be created by magic.

Burj al'Azraq is overseen by Master Fazim, who teaches four third level dervishes and 17 first level dervishes. They patrol the desert sands, looking for people in help and challenging the Warudi to combat. They drag the losers back to the monastery, where they are exposed to the teachings of Marduk and then released, hopefully to live better lives. Each of these captives is tattooed with the symbol of Marduk on the bottom of their foot; if they are captured again, it means death.

The monastery is well known to the Nomoi and they consider it a sacred place, not to be sacked or interfered with.

Treasure: 1,000 sp, 3,000 gp, star sapphire (100 gp).

Postulants, Human Dervish: LVL 1; HP 1d8; AC 10; ATK 1 slam +0 (1d4) or longsword +0 (1d8); MV 30; SV 15; AL LG; XP 100; Special—Acrobatics, climb walls, guile, hear noise, hide in shadows, move silently, surprised (1 in 6), stunning attack.

Brothers, Human Dervish: LVL 3; HP 11; AC 11; ATK 1 slam +1 (1d6) or longsword +1 (1d8+1); MV 35; SV 14; AL LG; XP 300; Special—Acrobatics, climb walls, guile, hear noise, hide in shadows, move silently, surprised (1 in 6), stunning attack, deflect arrows, intimidating gaze.

Master Fazim, Human Monk: LVL 12; HP 58; AC 17; ATK 3 slams +9 (1d10+1) or bastard sword +9 (1d8+7); MV 65; SV 10; S15 I5 W13 D15 Cn13 Ch11; AL LG; XP 1200; Special—Acrobatics, climb walls, guile, hear noise, hide in shadows, move silently, surprised (1 in 6), stunning attack, deflect arrows, intimidating gaze, hit creatures only struck by +2 weapons, feign death, heal wounds; Gear—*Ring of jumping*.

### 5519 Running Scared | Monster

A wagon of twelve prostitutes trying to escape Nomo is in this hex. They are on their way to Mantu and then, hopefully, to Scantalos (see NOD 25, Map I10, 6325). All of these holders of "licenses for debauchery" are terribly worried, since they enjoy little to no protection in the eyes of Nomoi law. Among them is a little boy, taken in out of a sense of motherly love, who is actually a succubus in disguise. The succubus will pick off men who attempt to help the prostitutes to safety as the opportunity for evil arises.

Succubus, Medium Outsider: HD 6; AC 11 [+1]; ATK 2 claws (1d3); MV 30 (F50); SV 14; AL CE; XP 1800; Special—MR 70%, immune to electricity and poison, kiss; Spells—At will—*charm person, clair-sentience, darkness, change self, ESP, ethereal jaunt, suggestion, teleport without error, tongues*; 3/day—*confusion, thought shield*.

### 5524 Red Cattle | Monster

A large herd (200+ animals) of wild red cattle dwells in this hex. Hunters favor them for their hides, but they are officially protected by the druids of the region. Hunters must pay a fee to the druids to hunt the animals, and each hunter is permitted but a single kill. Centaurs patrol the area to keep track of the beasts, and hunters who disobey the rules are mercilessly pursued. When caught, these hunters are beheaded and skinned, and their skins are nailed to the trees on the periphery of the woods, the hunter's name carved into the bark of the tree and their personal effects buried beneath the tree for their kin to claim.

Centaur, Large Monster: HD 4; AC 14; ATK Spear (1d8); MV 50; SV 15; AL N; XP 200; Special—None.

### 5533 People of the Vale | Wonder

A wooded vale in this hex holds an ancient forge where Ghobb is said to have forged a blade used by Karn to slay a titan in Chimeria during the Titanomachy. The forge is now old and overgrown with flowering vines, but it stands as a shrine to Old Ghobb.

At Midsummer, the peris come to this place in long trains led by the women wearing tall, flat-topped hats of yellow and green, baskets of cinnamon buns on their arms and children dancing at their feet, followed by the men in somber black habits and ornaments of iron, dragging steel hammers behind them. The people gather around the forge, say prayers, eat picnic lunches and engage in tests of strength and endurance, awarding garlands to champions.

It so happens that the forge, which is a massive steel anvil, is also a portal to Fairyland. If three people begin striking the anvil with steel hammers and maintain a steady rhythm for an entire hour (requires a roll of 5d6 under Constitution), with each strike they find the material world around them replaced by an image of Fairyland. These glimpses in Fairyland last longer and longer until, at the end of the hour, one finds themselves actually in Fairyland, standing around a duplicate anvil in the woods.

### 5548 Zamilo Furioso | Stronghold

Zamilo Furioso is a diviner of Guelphling extraction who has constructed a fine tower in this hex atop a tall mountain. The tower looks like a hand reaching for the sun and stars. It is constructed of ochre stone with a swirl of brass snaking up the tower and ending at the "wrist". Zamilo trains three apprentices in the ancient arts of hepatoscopy, alectryomancy and the mystical chant "eenie meenie miney mo".

The wizard keeps a large flock of chickens and roosters for use in his mundane divinations, and the apprentices have their hands full tending them.

Zamilo is a statuesque and covetous man, very desirous of praise and respect. He wears robes covered with a riot of geometric patterns and a tie-dyed turban that is so tall it flops over. It is held with a carnelian stick (50 gp) pin given to him by Queen Iolanthe of Hamadraios for services rendered. He walks with an ebon stick topped by a black-bronze dragon head that, when tapped, turns into a black dragon that obeys Zamilo's commands slavishly.

Treasure: 7400 cp, 3900 sp, 8000 gp

Black Dragon, Adult Large Dragon: HD 7 (21 hp); AC 17; ATK 2 claws (1d6), bite (1d8); MV 60 (F100, S60); SV 13; AL CE; XP 2,100; Special—Water breathing, immune to sleep, resistance to acid, breath line of acid.

Apprentice, Human Diviner: LVL 3; HP 3; AC 10; ATK 1 dagger +1 (1d4); MV 30; SV 14; S12 I17 W13 D12 Cn9 Ch8; AL N; XP 300; Special—Alchemy, lore, spells per day (4/2), create scrolls, arcane knowledge (acid).

Zamilo, Human Diviner: LVL 10; HP 45; AC 10; ATK 1 staff +3 (1d4); MV 30; SV 11; S11 I13 W15 D9 Cn16 Ch6; AL N; XP 1000; Special—Alchemy, lore, spells per day (6/4/3/3/2), create scrolls, arcane knowledge (algebra and geometry, algebra and geometry, poison I, hybrid monsters); Gear—*dragon staff*.

### 5607 Khufir | Village

Khufir is a small village (pop. 85) of Warudi dwelling a well-watered gully thick with date palms and capable of supporting some fields of wheat. The Warudi are independent (to an extent) though they have in the past been dominated by the Nomoi (as the village of *Cuferos*) and they are technically still under the domination of Thamuz. Fortunately, the village is small enough that it is not much bothered with. The sheikh of the village, Faisal, wears a golden mask depicting a bearded man, the eponymous Khufir, a warlord of some repute who lived about 100 years ago. Khufir's people are hospitable, and cater to many travelers heading to Thamuz. Outside the village, another 680 people live in stone cottages remarkable for their bright yellow doors and the many orange cats that prowl the farms. The village is defended by seven warriors.

### 5611 Smarma | Village

Smarma is a well-fortified village situated among hills rich in iron deposits. The village was established as a supply depot for the legions that were fighting the Warudi when Nomo was pushing into the Crimson Waste in earnest.

The village is home to 100 people, most of them working in iron foundries or as armorers or blacksmiths, for Smarma still produces many of the armor and weapons used by the surviving legions. Outside the village there are numerous iron mines as well as herdsmen and farmers numbering 800. The village is defended by 10 legionnaires, but many of the peasants in the countryside are ex-legionnaires, and thus can form into a fairly potent militia.

### 5613 Aurum | Village

Aurum is a small village (pop. 95) of pleasant yeomen who are known for the fine golden wines they produce from grapes grown in their wooded valleys. The village is small collection of public buildings, workshops and stores, including a shrine of Bacchus, a taberna and a home/office for the local magistrate. Aurum is surrounded by a stone wall with three guard towers for the village's eight legionnaires.

The current magistrate is Volusa Bithaea Portia, a fighting-woman who did most of her fighting in Cistenos and is now looking forward to a quiet, peaceful retirement. She plans on settling down with a husband and raising beautiful children. It is to her misfortune that Aurum, as idyllic as it looks, is located perilously close to the Crimson Waste.

Most of the people of Aurum dwell in small villas, raising their own grapes and growing other crops, outside the walls of the village. The farmsteads also produce fine lace as a cottage industry. The yeomen population numbers 760.

Portia, Half-Elf Fighter: LVL 2; HP 4; AC 16 (scale, shield); ATK 1 longsword +4 (1d8+2); MV 30; SV 16; S14 I9 W14 D12 Cn8 Ch8; AL N; XP 200; Special—Riding, leadership, dominate.

### 5619 Animus | Wonder

Animus is a village of death. All of the 270 people were struck down as they lived, their flesh waxy and their eyes glazed. The smell of peach blossoms can be scented in the closed rooms of the village. At night, poison fumes, the source of the peach blossom smell, spill from the village well. A lich's skull has been dropped in the well. It has been feasting on the life energy of the villagers. If removed from the well, the skull reconstitutes itself as a full lich and takes the title of Ossa Rex, the skeleton king!

Ossa Rex, Medium Undead: HD 10; AC 17 [+1]; ATK Strike (paralysis); MV 30; SV 12; AL CE; XP 3000; Special—Immune to cold, electricity, polymorph and mind attacks, magic use (magic-user, 9th), aura of death (creatures under 5 HD must save vs. fear).

### 5621 Satis | Village

Satis is a village (pop. 55) suffering from starvation. The fields of Satis are full, but the food does not nourish and the people

are wasting away. They are so weak they cannot even leave the village. A pack of death fairies comes out at night and sprinkles grains of negative energy on the crops, robbing the plants of nutrients and making them taste like ashes.

### 5625 Vale of Peace | Dungeon

This valley has been used for ages as a burial site for the peri and other fey of the Periwash. Its borders are guarded by powerful wards, as well as a fellowship of 15 peri rangers led by Sarrenore Bronzeleaf. The rangers tend the tombs, keeping them well-hidden (treat them as secret doors).

The tombs are catacombs, each dedicated to a particular clan of peri, with the deeper levels dedicated to the heroes of the clan, and the deepest tombs to kings and queens.

Treasure: Hawk's eye gem (5 gp), sunstone (100 gp).

Scouts, Peri Ranger: LVL 2; HP 2d8+2; AC 16 (scale, shield); ATK 1 scimitar +2 (1d6); MV 30; SV 16; AL CG; XP 200; Special—Handle animal, hear noise, move silently, set snares, survival, tracking, surprised (1 in 6), +2 damage vs. Chaotic humanoids and giants.

Sarrenore, Peri Ranger: LVL 7; HP 53; AC 20 (plate, +1 shield); ATK 1 scimitar +6 (1d6); MV 30; SV 14; S10 I12 W14 D8 Cn17 Ch5; AL CG; XP 700; Special—Handle animal, hear noise, move silently, set snares, survival, tracking, surprised (1 in 6), +4 damage vs. Chaotic humanoids and giants, favored enemy, free movement, druid spells (3).

Sarrenore's Hunting Raven, Tiny Animal: HD 1; AC 12; ATK Talons (1); MV 5 (F90); SV 16; AL N; XP 50; Special—None.

### 5627 Congress of Toads | Monster

On the slimy banks of a large pond there is gathered a congress of toad. The toads discuss the affairs of the day, with a few passing references to the trouble in Nomo which they regard with a slight sense of humor. Their language is brusque and ill-considered, and there are many roars of laughter or screams of abuse towards debate opponents. A xufo is in attendance as an emissary of the elemental plane of earth, but is bored out of its mind and watching the sundial. Xufo's are like a cross between a toad and xorn.

Xufo, Medium Outsider: HD 5; AC 17; ATK 3 claws (1d4), bite (4d6) or tongue (15'/entangle); MV 20 (B20, S20, L40); SV 14; AL N; XP 1,500; Special—All-around vision, immune to cold and fire, resistance to electricity and bludgeoning weapons.

### 5630 Peri's Tomb | Dungeon

An ancient king of the peri was laid to rest in a silver mausoleum in the midst of the river in this hex. The towers of the mausoleum rise above the water, but the rest of the structure is submerged. If one can win entry to the mausoleum, which is only possible by singing a very fine song while underwater,

they will find an interior of breathable air through which fishes of animated coral and nacre "swimming", as well as electrified copper eels that discourage visitors.

The sepulcher of the peri king, Vricavac, is painted in gay enamels and filled with false "seaweed" of gold, silver and copper capable of strangling the life out of tomb robbers. The body is laid in state on a slab of malachite carved with bas-reliefs of cavorting peri. Non-fey touching the body causes it to sink into the malachite, along with its +2 *chainmail*, +1 *buckler* (reflects magic rays), +1 *flaming short sword* and his clothes of silk and satin (worth 250 gp), as well as the 1,500 gp worth of jewelry on his body.

If a fey touches the body it does not sink, but the fey creature is teleported 1d6 hexes away in a random direction unless magical precautions have been taken.

### 5632 Weird Woodsmen | Monster

The woods here are of a different sort than the rest in the Periwash – taller, crisper and more beautiful. A vast stand of golden oaks runs through the wood parallel to the Bardários River, and here there goes on a terrible hunt. Ghostly woodsmen stalk through these woods. They are vague, pale, semi-corporeal humanoids with no facial features and no clothing.

These men, if they are men, hunt the dryads of the golden wood, felling them with their axes and collecting their hair, which they turn into nets with which to catch fish from an ethereal river that flows by the golden oaks.

Weird Woodsman, Medium Humanoid: HD 2+1; AC 14; ATK Axe (1d8); MV 30; SV 16; AL NE; XP 100; Special—Resistance to weapons (full damage from silver and magic).

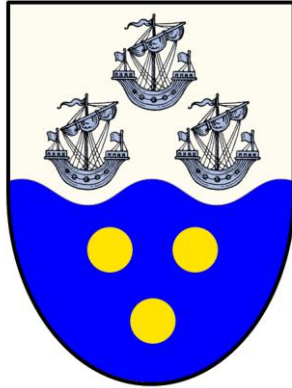
### 5638 Barroco | Village

Barroco (pop. 150) is a walled village known for its powerful *Guild Mercantil* and fine anchorage. While Pietra to the south has a better harbor, it is primarily a military port and the taxes there are much higher. Many of the goods that are brought to Salamandra [5939] from Pardo [6234] and Basílico [6635] are moved overland to Barroco.

The Guild Mercantil is formed of nine master merchants as well as many lesser merchants and traders. The guild holds a charter to run the town, and from their number an alcalde is appointed by Prince Xerbo II. The current alcalde is Saba Spatha, a cousin to the king.

The town employs 15 full-time soldiers and can call up over 100 militiamen from the 1,200 peasants that work the fields around the town and fish in the Green Sea. The farmland produces wheat, grapes, figs, almonds, pomegranates, swine and

cattle. The town is also known for its salted fish and hard tack, consumed (and often despised) by the sailors of Guelph. The grapes are used to make a popular fortified wine called *baroc* by most people.



### 5645 Black Ships | Monster

An advance guard of 36 giant spiders has seized the lighthouse in this hex. The hobgoblins of the Klarkash Mountains to the south have hatched a plan to attack Guelph by sea, traveling by night in black long ships. The fleet of 16 long ships, each holding 60 warriors, is now anchored just off the coast in a secluded harbor, and is prepared to strike Guelph the next night using the giant spiders to climb the walls and lower ropes. The action is designed as a raid. The hobgoblins have barrels of gun powder to destroy as many towers as they possible can along the walls of Guelph.

Each of the long ships is commanded by a sub-chief, and the fleet is commanded by war-chief Gloid Bluenose.

Treasure: 1300 cp, topaz (100 gp).

Giant Spider, Medium Vermin: HD 2; AC 14; ATK Bite (1d6 + Poison II); MV 30 (C20); SV 16; AL N; XP 200; Special—Webs.

Hobgoblin, Medium Humanoid: HD 1+1; AC 15 (studded leather, buckler); ATK Spear (1d8); MV 30; SV 16; AL LE; XP 50.

Hobgoblin Commander, Medium Humanoid: HD 3+1; AC 18 (banded, shield); ATK Scimitar (1d6); MV 30; SV 15; AL LE; XP 150.

Hobyah Bodyguard, Medium Humanoid: HD 1+1; AC 16 (banded mail); ATK Glaive (1d10); MV 30; SV 16; AL LE; XP 50.

Gloid Bluenose, Medium Humanoid: HD 5+1; AC 18 (banded, shield); ATK Scimitar (1d6); MV 30; SV 14; AL LE; XP 150.

### 5704 Tal Moloch | Stronghold

A temple to Moloch was constructed here of mud brick and sandstone to commemorate a victory by the Warudi over the Nomoi on their way into conquering Ishkabibel.

The temple is not particularly large. It is constructed atop a hill that was the site of the battle, where a Nomoi legion made its last stand. Those who survived the onslaught were burned in a large brass bull idol. They were the first, though not the last, of the temple's victims. Construction is currently underway on a larger temple, built around the old, of red marble and brass columns.

The temple is staffed by 12 anti-clerics garbed in red robes embroidered with yellow threads. The high priest is Jaddi, who wears robes of red silk embroidered with cloth-of-gold flames and bull emblems (worth 550 gp). In times of war, the priests don brass scale mail and wield heavy maces surmounted by stylized bull's heads.

Jaddi also commands 30 nomad warriors and a village of 520 workers, masons, stone-carvers, metalworkers, herdsmen and water bearers has sprung up around the site.

The brass idol comes from old Irem, and is worth 2,500 gp.

Treasure: Tourmaline (20 gp), hawk's eye gem (5 gp).

Nomad, Medium Humanoid: HD 1+1; AC 16 (leather, shield); ATK 1 spear (1d8); MV 30; SV 16; AL N; XP 100; Special—None.

Fire Priests, Medium Humanoid: HD 3+1; AC 17 (chainmail, shield); ATK Footman's mace (1d6); MV 30; SV 15; AL NE; XP 300; Special—Magic use (cleric, 2nd).

Jaddi, Human Anti-Cleric: LVL 10; HP 29; AC 19 (plate armor); ATK 1 footman's mace +7 (1d6+1); MV 30; SV 12; S13 I12 W15 D13 Cn8 Ch10; AL NE; XP 1000; Special—Conversion, healing, rebuke undead, spells per day (6/4/3/3/2); Gear—*Scroll of summon monster VI*.

### 5708 Orichalcian Emissary | Monster

The warlord Xevius of the Copper Hills is flying through this hex on his roc, an emissary from the city-state of Oricalchis. He is on his way to Jinnistan, but will stop over in Khufir to water his mount and partake of some wine himself. Xevius is a glory hound and will not turn down an opportunity to do something spectacular and violent. He is handsome, charming and swaggers something awful.

Treasure: 362 gp.

Roc, Huge Animal: HD 12; AC 18; ATK 2 talons (1d8), bite (2d10); MV 20 (F160); SV 11; AL N; XP 1200; Special—None.

Xevius, Human Fighter: LVL 8; HP 30; AC 20 (+1 splint, shield); ATK 1\* +2 longsword +9 (1d8+2); MV 30, SV 13; S9 I12 W15 D13 Cn8 Ch8; AL N; XP 800; Special—Riding, leadership, dominate; Gear—*Potion of charm animal, ring of water walking*.

### 5712 Pantauros | Village

Pantauros is a medium village (pop. 250) known mostly for its riding horses, which are sturdy and reliable and in high demand by the legions of Nomo as light warhorses. Most are amber in color, with black manes.

The village is a model of Nomoi planning, with straight streets that are kept very clean and people that are even cleaner. Little would one suspect the cult of Orcus that thrives in Pantauros. The cult numbers 50 adults, a large percentage of the population, and they indulge in every manner of vice, controlling prostitution and gambling in Pantauros. The village's propraetor is Ovus Clavenus Damian. He is also the head of Orcus' cult, as are the 20 legionnaires that serve under him.

The countryside of Pantauros is home to 2,000 peasants, mostly farmers and herdsmen.

Treasure: 5900 cp.

Damian, Human Anti-Cleric: LVL 7; HP 18; AC 19 (plate armor); ATK 1 footman's mace +4 (1d6); MV 30; SV 13; S11 I11 W12 D14 Cn8 Ch11; AL CE; XP 700; Special—Conversion, healing, rebuke undead, spells per day (5/3/2/1); Gear—*Wand of enthrall* (8 charges).

### 5715 Polecat | Monster

A giant polecat is stalking along the riverbank in this hex. The pickings have been pretty sweet of late, so it's not terribly hungry, but it is a curious animal that will be naturally interested in the goings-on of adventurers.

Giant Polecat, Medium Animal: HD 3; AC 16; ATK Bite (1d6 + constrict); MV 40 (C20); SV 15; AL N; XP 300; Special—None.

### 5717 Ring Around the Rosy | Monster

Fourteen hobgoblin skeletons, still chained together at the neck, walk slowly around a tree, their feet having dug a channel 3 feet deeper than the surrounding soil, exposing the tree's roots, which frequently cause them to stumble.

Each skeleton has a seal in black wax in its forehead. The seals bear the glyph of Nimus Rex, the self-proclaimed king of necromancers. Nimus left the Material Plane long ago, but apparently forgot about these poor wretches when he did.

Skeleton, Medium Undead: HD 1; AC 13; ATK Scimitar (1d6); MV 30; SV 16; AL N; XP 100; Special—Immune to illusions and mind effects, resistance to slashing and piercing weapons.

### 5720 Otium | Village

Otium (pop. 190) is locked in mortal combat with itself. Men are in the streets dueling and rioting, women are poisoning their husbands, barricades of furniture and barrels, bodies rotting in the village square, buildings burned; mass hysteria. The village is divided into two factions who pray to rival deities brought to them by strange prophets from the hills. These prophets urge them to every possible act of cruelty and barbarism. The prophets Falx and Devota receive their prophecies from imps who take the shape of animals.

### 5721 Sanitas | Village

Sanitas (pop. 150) is in the throes of plague, with bodies piled high at the outskirts of the town and some of these piles set ablaze. The people despair; their prayers for salvation are unanswered. The Propraetor Cnaea Serania Minervalva and her family avoid the public eye, and when they do appear are veiled in black and speak to nobody. The cause of the plague is a cursed black onyx purchased by the propraetor from a thief who stole it from Nergal's Cave [6226]. They suspect that the gem is the cause, but refuse to give it up.



### 5736 Duchy of Efarizo | Town

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#### DEMOGRAPHICS

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**Population** 5,380 (urban), 43,000 (rural)

**Race** Aasimar

**Deity** Mithras, God of Heroes

**Alignment** Lawful

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Efarizo is a large town of aasimar, the descendants of an ancient army of angels that fought against demons in the mountains to the east. When the angelic army fell, the survivors fled into the Periwash to the west and the hill country to the east. The aasimar are called *Fariz* by the Guelphlings.



The aasimar have fair-hair and olive skin, and while they are Lawful Good in alignment, they are more militant than friendly. Their town has tall white walls and gates flanked by brass pillars atop of which are angel idols. The smiths of Efarizo produce the finest steel in Guelph.

The countryside of Efarizo is home to 43,000 people, only a fraction of them Fariz, the rest being humans from other parts of Guelph. These folk raise excellent sheep (from whom they get a hard cheese much relished in Guelph) and the smartest warhorses in all of Guelph.

Efarizo is ruled by the Zamalo family, who are the dukes and bishops of Efarizo. The current ruler is Duque Arnam. Their rivals, the Pizados, run the war college in Guelph and are keener to invade the northern portion of the Periwash than the Zamalos. Efarizo's army consists of 160 footmen and 40 horsemen. The town is protected by 100 guards.



### 5741 Duchy of Pietra | Settlement

**Population** 5,720 (urban), 45,000 (rural)

**Race** Human

**Deity** Mars, God of War

**Alignment** Neutral

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Pietra is a militant city with, as the other Guelphings joke, "too many knights and not enough peasants". The soil around Pietra is poor, so the city relies on harvesting food from the river and sea. Many retired soldiers have been settled here and still the rural barons are often called "bandito-barones". They prey on the caravans moving from Salamandra to Pietra, which is why (along with the high taxes in the city proper) most merchants opt to journey to Barroco.

The city is governed by Duque Fabiano Antasyrra, who served with the legions in Kisthenes before becoming a mercenary captain in service to Prince Xerbo I and eventually being

granted the dukedom of Pietra when the former duke proved himself a coward in battle with the hobgoblins.

Pietra is known for its many swaggering young bravos and swashbucklers, scions of families without inheritance who seek opportunities for glory (or brigandage). The head of the constabulary, Don Orion Gutto, does his best to keep them under control while not offending their families. Don Orion commands 110 guardsmen.

The nightlife of Pietra, with its large contingent of idle youth, is lively, with many tabernas serving spiced wine, whisky imported from Ulflandia, rum and golden cerveza, along with spicy fish stews and garlicy flat bread slathered in butter.

Pietra's countryside haciendas supply 40 heavy horsemen (the knights and squires of Pietra), 40 light horsemen, 40 pikemen, 40 swordsmen, 20 light crossbowmen and 20 heavy crossbowmen to the duchy's army.

**Treasure:** 3100 sp.

Don Orion, Human Paladin: LVL 6; HP 35; AC 22 (plate armor, shield); ATK 1 longsword +7 (1d8+2); MV 30; SV 13; S16 I10 W10 D17 Cn13 Ch15; AL LG; XP 600; Special—Riding, detect evil, immune to disease, smite chaos 3/day, halo, silver spurs, religious badge, coat of arms, lay on hands, cure disease 1/week, turn undead, warhorse, cleric spells (2); Gear—*Ring of electricity resistance*.

Duque Fabiano, Human Fighter: LVL 8; HP 36; AC 23 (+3 plate armor, shield); ATK 1\* longsword +8 (1d8+1); MV 30; SV 13; S14 I11 W10 D9 Cn11 Ch9; AL XX; XP 800; Special—Riding, leadership, dominate; Gear—*Ring of meld into stone*.

### 5743 Windswept Tower | Dungeon

This hex holds a lonely tower of white brick topped by an ever-burning flame. The tower has a steel door marked with a *glyph of warding* (5 dice lightning bolt). The door has a complex lock trapped with a poisoned needle and it leads nowhere – the door is a fake – but it does reveal a very small "crack" in the wall of the tower. To enter, one must use a spell like *two dimensional* or turn into an ooze.

Once inside the tower, one finds themselves in a large, round room with a radius of about 20' and a ceiling 5' high. The room is completely bare save for a black square on the floor, a few pieces of wood scattered around the room and a round metal seal on the ceiling. An inscription on the seal says "Here lays the body of Helios, thief *par excellence*. When he went below, he took it all with him."

The seal is a trap door of sorts. If one turns it, the ceiling around the seal slams to the ground, smashing anyone in the room not directly under the seal for 20d6 damage. This leaves the perspective tomb robber in a small tube surrounded by

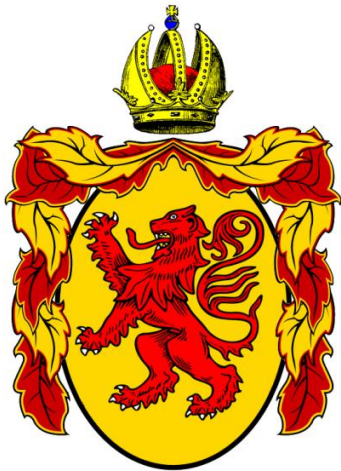
solid rock with the smiling, desiccated corpse of Helios staring them in the face. The tube is filled with 1 hour of air. The ceiling resets itself in 2 hours. Good luck.

If the wood in the tomb is put together in the shape of a trapdoor on the black square on the floor, it can be opened, revealing the treasure of Helios: 1000 cp, 6300 sp, 5000 gp, aquamarine (20 gp), beryl (20 gp), spinel (100 gp), sunstone (20 gp), diamond (100 gp) and sapphire (100 gp).

### 5812 Pinso | Village

Pinso is a small village (pop. 60, 480 in the hinterland) that has been cursed by a traveling priest who worships Asinus Aureus, the Golden Ass. As Nomo has declined, many strange cults have arisen in the hinterlands, with their prophets making a beeline for Nomo to preach salvation, grab some followers and earn some gold coins on the way to founding a new major religion and conquering the empire.

The people of Pinso were not as impressed with the Golden Ass as the prophet Lucios wanted them to be, and they discovered, to their chagrin, that while the Golden Ass might not be a real god, Lucius was a real sorcerer. The people are now cursed to bray like asses. A few of the accursed pled for release and joined the cult. They are now on their way to Nomo with Lucius to make it big in the metropolis.



### 5816 Nomo, City of Intrigue | City-State

#### DEMOGRAPHICS

**Population** 269,410 urban, 2,155,280 rural

**Warriors** 17,500

**Race** Human

**Religion** Jove, Juno, Apollo Helios

**Alignment** Neutral

#### AUTHORITY

**Temporal** None

**Spiritual** Iohanna, *Pontifex Maxima* (LG)

Iohanna, Half-Elf Cleric: LVL 6; HP 12; AC 18 (plate armor); ATK 1 footman's mace +3 (1d6); MV 30, SV 13; S10 I13 W17 D10 Cn8 Ch13; AL LG; XP 600; Special—Half-elf traits, conversion, healing, turn undead, spells per day (5/3/2); Gear—*Potion of extra-healing*.

**Criminal** Kopodo (NE)

Kopoldo, Gnome Illusionist/Thief: LVL 6; HP 23; AC 10; ATK 1 dagger +3 (1d4); MV 30; SV 15; S9 I11 W8 D12 Cn9 Ch8; AL NE; XP 600; Special—Climb walls, find/remove traps, hear noise, hide in shadows, move silently, open locks, pick pockets, read languages, backstab +2d6, caper, spells per day (4/3/2), create scrolls, arcane knowledge (sneezing powder, compass); Gear—*Potion of ESP, ring of invisibility, periapt of wound closure*.

*Spellbook: 1—Audible Glamer, Change Self, Color Spray, Ill Omen, Phantasmal Force, Prestidigitation, Read Magic, Ventriloquism; 2—Blindness/Deafness, Invisibility, Misdirection, Phantasmal Force II; 3—Displacement, Invisibility Sphere*

#### DESCRIPTION

**Theme** Decaying seat of empire

**Wilderness** The Taurs (highlands)

**Accent** Italian

**Vistas** Paved streets, brightly colored buildings, columns, peasants in sandals and thread-bare cloaks hawking their wares, bored guardsmen in banded armor carrying gladius and spear, paranoia so thick you can cut it with a knife, arrogant patricians in purple cloaks, slave-borne sedans

**Names** Abilio, Aelians, Agius, Agnes, Amana, Avitos, Blythos, Botium, Caoila, Deatonius, Destana, Dictis, Galas, Garan, Gladus, Govar, Hygelos, Irrennas, Jenos, Lexis, Littus, Lyota, Madilos, Mainas, Marinda, Pasina, Ricia, Soles, Tatio, Zephil

**Money** Aureus (gp), Sesterius (sp), Dupondius (cp)

*Oh Nomo! Glorious throne of Empire, where Prince Partholon of the elves did arrive from the mysterious West to found a new empire to rival that which he left behind. Nomo of the glorious fountains; Nomo of the ivory domes; Nomo of the crimson-garbed legions. City of Jove and Juno, Apollo and Mars.*

Nomo was once the heart of an empire, and the political, financial and cultural center of the Motherlands. But with the death of the last emperor fighting in the west, it has fallen on hard times. In the years since the emperor's disappearance, the city's population has dwindled, the outskirts of the city now a monster-infested ruin. It is a city of noble factions, each desiring to claim the throne of an empire they do not grasp is gone. Spies from every city-state in the world prowl the courts of Nomo, seeking signs of the city's rebirth or demise.

The Nomoi are clever, cunning and slightly paranoid. Life in the once genteel and gracious city has devolved into a jungle of rapacious beasts. Survival is paramount and many seek only to earn enough money to move elsewhere. Nomoi are always looking for an angle and always testing the loyalty of their friends and family. One should not mistake their insistence upon loyalty for loyalty themselves, for most Nomoi would sell their own kin into slavery if it would advance their own standing in this day and age.

### Adventures

Adventures in Nomo are often political; imagine a city dominated by the de Medici and Borgia families. This is imperial Vienna/Rome/Constantinople after the fall. Adventures can also take place in the ruins surrounding the city, where monsters have started making homes for themselves and where local wizards sometimes dump failed experiments or conduct wicked rituals far from prying eyes.

### Law and Order

Nomo's paranoid character has made it something of a police state. Information is as good as gold in Nomo and patrols are quick to question foreigners that they might sell this information to one faction or another. Taxes are heavy and are collected by the remnants of the imperial bureaucracy. Citizens and visitors are not permitted to carry large weapons or wear heavy armor within the city walls. Medium and large beasts are also not permitted in the city, except in the arena.

Punishment in Nomo is doled out by the magistrates, who are supposed to be appointed by the emperor, but who now pass their magisterial staves on to hand-picked successors. They are for the most part criminals running protection rackets in the territories of the city they control. Typical punishments in Nomo include beheading for murderers and forced labor for robbers. Thieves are branded on the backs of their hand with the letter "T".

The great buildings and monuments of Nomo are slowly wasting away, those on the city-state's outskirts falling prey to looters while landlords within the city-state proper spend their money on abjurations, divinations and bodyguards instead of carpenters and masons. The city, once beautiful, is becoming grey and dingy. Crime is common and few people but thieves and whores roam the streets and parks after dark.

Decadent men and women, clowns and madmen now wander the streets of the inner city, which is still under some semblance of law and order. The walls of this district are patrolled by the Hyperborean Guard, who have sent the Palladian Guard out of Nomo to a fortress a few miles away. Outside the central district, the plebeians have plundered many of the

great villas. Beyond, in the outskirts of the city, bandits, brigands, undead and devils roam at will. There is still treasure to be found here, but it is dangerous, like something from a post-apocalyptic urban horror movie.

Nomo's hilly domain was once connected by paved roads and it was thoroughly patrolled. Now it is a haven for banditti. The lords of the *villa rusticas* make their homes in Nomo, fearful that they might miss an opportunity to increase their power. Their villas are preyed upon by nomad and bandit raids. Nomo's legionnaires are increasingly used to guard these villas, for their agricultural produce is desperately needed to keep the passions of the plebeians in check.

### Temples

Nomo has temples for all major and several minor deities of the Motherlands pantheon. The city-state's patron deity is Jove (LN), and his high priest Johanna heads the college of priests. Divine spells of up to 2nd level can be purchased at these temples, and holy water is available as well.

Nomo's temples are filled with sacred geometry, used to invoke the inevitables and polyhedroids, or as the Nomo term them – the servants of the gods. Unfortunately, these beings have no particular power over the forces of Hell, and thus devils now find the Nomoi easy to tempt.

The temples are largely abandoned by the people, so strange street preachers now walk through the streets calling the people to prey to weird gods. Some of the more popular deities among the people are:

Akenne is a god of wealth who appears as a short, thin man with a bald pate and ruddy skin. He wears a monocle in one eye and is accompanied by ravens. His high priest rails against the government and demands a plutocracy.

Unobelia is a moon god who communicates through wriggling of worms. He is depicted as tall, lean and old, wearing a cloak of triangular silver scales and carrying a silver bow. His priestesses urge people to give up their worldly possessions and give themselves over to fasting and meditation. Naturally, they are happy to assist people in giving up their gold.

Spartach is a god of revenge, with the head of a locust, amethyst eyes and gray robes swarming with insects. His death priests call on people to despair and throw themselves on the god's tender mercies.

Thosius is a wicked old sun god, tall and pale with curly red hair, eyes emitting blinding light, and a corona over his head. He demands virtue, sacrifice and self-flagellation.

Velastun is an Amazonian goddess of artisans, with white hair worn like the petals of a flower, nut-brown skin and ornate armor showing all the best of the armorer's craft. Her priests call on the people to wail and dance and scream to awaken Partholon and bring him back from Fairyland.

### Government

The city and empire are governed by the directives last approved by Emperor Vinrix before his disappearance one hundred years ago in the mysterious west. Each of his privy counsellors runs his department of the government with an iron fist, handing out civic posts as a king dispenses fiefs. The noble factions of the city compete vigorously for these posts.

Power in Nomo is sought by several factions. The most powerful faction is the Caeruleans (Blues). The current pontiff is a member of the Blues, and they hold many seats in the senate. Staius Cernunneus Dominicos is the head of the faction. He is the ultimate patrician, with his bald pate and aquiline nose. He is a master of rhetoric and completely without scruples.

The main opponents of the Blues are the Rubicunds, or Reds. The Reds are led by the flamboyant Maxima Seranaea Sabatina. Sabatine, as she is called, is both wealthy and wicked, but enjoys great support among the common people.

The smaller factions are the Flavens (Yellows), led by Volusa Rogataea Damia, and the Virens (Greens) who are led by Mettius Nemedeus Valentinos. All of the factions head guilds of assassins loyal to the family and as skilled at espionage and intrigue as they are at murder.

It should be here noted that these political factions are not based on philosophy as much as on webs of oaths, favors, blackmails and threats. The holders of major posts in Nomo's government are as follows, along with their political faction:

Office	Holders
Tribunes	Manius Bitheus Leon Spuria Adamia Lambarda Volero Spadius Fraccos Fausta Solemnaea Amadora Titus Seraneus Boadiceus Mina Serania Herpisia
Quaestors	Decis Spadinus Thraseus Decama Nemedaea Cernunna
Aediles	Caia Corea Aquilea Decamo Gorgonius Oinogusios Mina Rogatia Epona Marcus Cicerbia Honorio
Praetors	Sertor Titaeus Genovefius Appius Adameus Felix Appia Titia Nemedea

	Proculus Clavius Agnomon Pixta Tuania Britomara Manius Rogatius Lupinus
Praetor Peregrinus	Pinpeta Cicerbia Venta
Praetor Urbanus	Volero Partholius Thrasea
Consuls	Sertor Cicerbius Arvenus Isla Solemnaea Philippa
Censors	Paula Gorgonia Tala Nonus Remeus Lero
Tribunes of the Plebes	Decama Rogatia Salmonia Nonus Gorgoneus Brigantius

The throne is, of course, empty ... almost. Not more than a few months ago Thanatos, the god of death and a power of Hell, sent his own representative to sit on the throne. This is a shade, which some believe is the shade of Vinrix. The shade merely appeared one day, and threw the palace into a tizzy. It is completely unsubstantial, and is beyond the ken of all the wise men and fools of the empire. It makes no utterance but a whisper, proclaiming itself Omega, the Last Emperor.

### Food and Entertainment

Food in Nomo is divided sharply between the classes. The aristocracy prefers light fare – vegetables, rare spices, small portions of game and fish. An aristocratic banquet may consist of up to twenty such courses. The common folk depend on seafood and barley for their sustenance. Lamb is a delicacy and all but the coarsest root vegetables are unavailable to them. The people brew dark beer and ale in their homes. Wine is produced in the countryside and spiced wine is popular among the lower classes.

Entertainment in Nomo is dominated by gladiatorial fights and other forms of violent spectacle. Chariot races are conducted as well, with the races often becoming extremely violent between rival factions. Drinking, whoring and gambling remain popular pastimes as well.

### Coinage

Nomo still mints coins that are accepted throughout the world, though they are now worth about 10% of actual their face value. This means that Nomo's gold coins should be treated as silver pieces outside of Nomo, silver pieces as copper pieces, etc. Naturally, foreign coins will still have their same value in Nomo as elsewhere, and they are avidly sought. As the city-state's coinage continues to drop in value, barter (in goods and "favors") becomes ever more popular.

### People and Places

*Abbey of Apollo Asclepius:*

Just outside the city walls of Nomo is the old abbey of Apollo Asclepius. The monks of the abbey tend medicinal gardens and devote most of their time to brewing potions of healing. The abbey is really more of a hospice, as pilgrims come from all around to sample their cures. The monks of the abbey follow strict vows of silence and celibacy. The villagers who work their fields are known for their hospitality, vigor and amorous natures. The abbey is under the wise governance Allia Piampea Lotharia.

#### *Kopodo, Guildmaster of Thieves*

The Thieves Guild of Nomo is composed of non-humans, including gnomes, halflings and goblins. Their master, Kopodo, is a gnome who came to Nomo as a slave, but eventually won his freedom and a high position in the office of the water commissioner. His thieves do not know his real name, and since their meetings are in the sewers, they call him only "Cloacus Maximus". The thieves of Nomo deal ruthlessly with freelancers, and adventuring thieves know well that their kind tend to disappear in Nomo if they practice their art.

#### *Hyperborean and Palladian Guards*

These men are mercenaries from Azsor, who crossed through Haimos and the Copper Hills when called by the emperor, who sought a power to rival the old Palladian Guard. The Palladians and their commander Filippo Corius Afro had grown too big for their britches. The Palladian Guard is now stationed outside the city walls, while the Hyperborean Guard patrols the inner district and defends the palace.

#### *The Horatian Order*

The Horatian Order is a band of equites who have sworn an oath to strike into the suburbs of Nomo to fight the monsters there. They are affiliated with Juno, Jove apparently having given up on the city-state. Juno is made of sterner stuff.

#### *Anastacius, Prince of Nomo*

Lucius Corius Anastacius is claimed by his mother, the imperial concubine Lucia Coria Valentina, and the Yellow faction to be the only son of Vinrix and thus the rightful heir to the throne. Anastacius is a lazy do-nothing of a man, but he enjoys spending money and dallying with maidens. His mother Optima plans to rule through him, if only she can get the cruel bugger on the imperial throne.

#### **5818 Herculaneum | Stronghold**

The Poor Brothers of Hercules as a monastery in this hex. The order is a fighting brotherhood who trains their minds and bodies for any challenge and any danger.

The brothers are led by Magister Prepositus Stephanus, a tall, handsome, muscular fellow with jet black hair and well-oiled skin. He is assisted by three elder brothers, Adamantus Saxum, Paradiso Regulus and Ferreus Ludovicus, who train 14 novitiates. The monastery houses three religious relics, the sandals and sword of Hercules.

The brothers have remained above the current political fray, and they do their best as wanderers to help people in need, usually with a sidekick, and fight for justice.

Treasure: 6600 cp, copper figurine of Hercules (10 gp).

Postulants, Human Monk: LVL 1; HP 1d6; AC 11; ATK 1 slam +0 (1d4); MV 30; SV 15; AL XX; XP 100; Special—Acrobatics, climb walls, hear noise, hide in shadows, move silently, open locks, read languages, surprised (1 in 6), stunning attack.

Ludovicus, Human Monk: LVL 3; HP 12; AC 12; ATK 1 slam +2 (1d6+1); MV 40; SV 14; S13 I13 W16 D15 Cn10 Ch5; AL NG; XP 300; Special—Acrobatics, climb walls, hear noise, hide in shadows, move silently, open locks, read languages, surprised (1 in 6), stunning attack, deflect arrows.

Regulus, Human Monk: LVL 4; HP 27; AC 13; ATK 1 slam +4 (1d6+2); MV 40; SV 13; S16 I10 W16 D15 Cn17 Ch11; AL NG; XP 400; Special—Acrobatics, climb walls, hear noise, hide in shadows, move silently, open locks, read languages, surprised (1 in 6), stunning attack, deflect arrows, hit creatures only struck by +1 weapons, speak with animals.

Saxum, Human Monk: LVL 5; HP 25; AC 14; ATK 1 slam +4 (1d6+1); MV 40; SV 13; S14 I7 W16 D16 Cn13 Ch8; AL NG; XP 500; Special—Acrobatics, climb walls, hear noise, hide in shadows, move silently, open locks, read languages, surprised (1 in 6), stunning attack, deflect arrows, hit creatures only struck by +1 weapons, speak with animals, immune to disease and slow spells.

Stephanus, Human Monk: LVL 9; HP 53; AC 15; ATK 2 slams +7 (2d6+1); MV 50; SV 11; S15 I14 W16 D15 Cn16 Ch5; AL XX; XP 900; Special—Acrobatics, climb walls, hear noise, hide in shadows, move silently, open locks, read languages, surprised (1 in 6), stunning attack, deflect arrows, hit creatures only struck by +1 weapons, speak with animals and plants, immune to disease and slow spells, feign death, 90% resistance to mind reading and control, heal own wounds; Gear—*Potion of stonesskin, ring of telekinesis.*

#### **5826 Jaws | Monster**

An escaped gladiator, Britomaris, is fighting for his life in this hex against a giant lizard with scarlet scales and white eyes that drip with malice. The gladiator's sword is stained with the reptile's purple blood. The lizard is nearly dead, but its jaws are clamped down on Britomaris' torso, the teeth working their way with each shake of the head through his leather breastplate to pierce his flesh. Britomaris is a Chimerian by birth, with long service in the arenas of Nomo. Sylphs are gathered around on trees to witness the fight.

Sylph, Medium Fey: HD 3; AC 10; ATK Dagger (1d4); MV 30 (F90); SV 15; AL N; XP 300; Special—Magic use (druid, 4th); Spells—*Summon medium air elemental* (1/week), *gust of wind*, *invisibility*.

Giant Tuatara, Medium Animals: HD 6; AC 16; ATK 2 claws (1d4), bite (2d6); MV 40; SV 14; AL N; XP 300; Special—None.

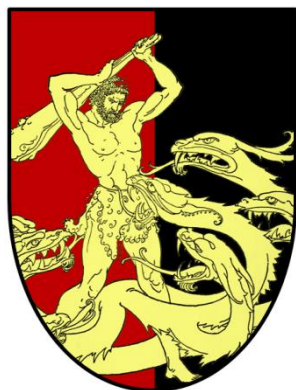
Britomaris, Human Fighter: LVL 8; HP 41; AC 12 (leather); ATK 1\* gladius +9 (1d6+2); MV 30; SV 13; S17 I11 W15 D9 Cn11 Ch8; AL N; XP 800; Special—Riding, leadership, dominate.

### 5840 Two-Headed Kidnappers | Monster

Three ettins are making their way up the river towards Salamandra [5939], dragging behind them a wagon on which they have tied seven maidens captured from a shipwreck in [5742]. They think they can trade the women for money and food in Salamandra, and might just attack the village whether they get what they want or not.

Treasure: 4100 cp, 5700 sp, tiger's eye (1 gp), pearl (1 gp).

Ettins, Large Giant: HD 10; AC 18; ATK 2 clubs (1d10) or javelin (1d8); MV 30; SV 12; AL CE; XP 1000; Special—None.



### 5845 Guelph, City of War | City-State

#### DEMOGRAPHICS

**Population** 70,000 urban, 630,000 rural

**Race** Human

**Religion** Hercules, Jove, Minerva

**Alignment** Lawful

#### AUTHORITY

**Temporal** Xerbo II, *Princeps* (LN)

Xerbo. Human Fighter: LVL 9; HP 38; AC 20 (*plate armor +1*, shield); ATK 1\* +2 *longsword* +10 (1d8+2); MV 30; SV 13; S12 I9 W10 D7

Cn11 Ch16; AL CG; XP 900; Special—Riding, leadership, dominate; Gear—*Potion of healing*, *gem of brightness*.

Xerbo's Spotted Lion. Large Animal: HD 6+1; AC 16; ATK 2 claws (1d4 + rend), bite (1d12); MV 30; SV 14; AL N; XP 600; Special—None.

### Spiritual Guallas Olgaldé, *Arzobispo de Hercules* (CG)

Guallas, Human Cleric: LVL 7; HP 31; AC 19 (+3 *splint*); ATK 1 heavy club +5 (1d4+2); MV 30; SV 13; S14 I13 W14 D3 Cn15 Ch15; AL CG; XP 700; Special—Conversion, healing, turn undead, spells per day (6/3/2/1); Gear—*Scroll of protection from fey*, *ring of sustenance*.

### Criminal El Zagal (LE)

El Zagal, Human Thief: LVL 9; HP 36; AC 13 (leather); ATK 1 short sword +5 (1d6); MV 30; SV 14; S11 I14 W14 D13 Cn9 Ch13; AL LE; XP 900; Special—Climb walls, find/remove traps, hear noise, hide in shadows, move silently, open locks, pick pockets, read languages, backstab +3d6, plan caper; Gear—*Ring of fire resistance*, *vial of universal solvent*.

#### DESCRIPTION

**Theme** Sparta in Renaissance clothes

**Accent** Spanish

**Vistas** Stout walls, mercenary companies, bronze cannon, bright pennons, everything constructed of tan stone, drilling soldiers, citizens with hawkish countenances, hobgoblins impaled on the walls

**Names** Aekolos, Aladri, Alavez, Anidus, Boume, Brena, Contressa, Cytoriz, Dagil, Fallor, Fanus, Guallas, Herid, Ibalayna, Jarne, Joyal, Maerona, Marga, Martha, Morrio, Ogitara, Orgal, Osmalcu, Razia, Ri-anta, Taury, Thonia, Uria, Velota, Xerbo

**Money** Solido (gp), Grosso (sp), Dinero (cp)

Guelph is a heavily fortified city-state located in the Klarkash Mountains on the coast of the Green Sea. The mountains are home to numerous tribes of hobgoblins, so the city-state of Guelph is in a near constant state of war. As a result, no other city-state can claim a greater knowledge of the fighting arts.

The Guelphlings are proud and aggressive. They believe in the importance of hierarchy and ceremony and they do not trust people who won't look them in the eyes when they speak.

### Architecture

The city-state is surrounded by multiple walls. The outer wall is (40' tall, 10-15' wide) designed to withstand cannon fire. The inner walls (60' tall, 12-20' wide) are more ancient. Both walls have many towers (usually 10' taller than the walls) and cannon emplacements. The heart of the city is a fortress set atop a rocky pinnacle.

Guelph is further sub-divided into numerous districts, called *alcalas*, each surrounded by thick walls. Each *alcala* has its own captain and even its own customs. The districts are connected by tunnels which are blocked by thick iron doors and

which can also be closed by dropping thick iron walls from within the wall above. Because the tunnels are so narrow, most people walk about the city atop the walls, which have gradually formed into a sort of raised highway around the city. There is so much traffic on these walls that traders even hawk goods on them, on foot or in makeshift stands.

Fortified aqueducts reach out from Guelph into the hills and mountains to keep the city-state supplied with clean water.

The city-state's army numbers 5,000 professional men-at-arms and usually 1,000 to 2,000 mercenaries at any given time. The militia is vast. Commissions to command the city-state's companies and regiments are highly sought after. Guelph's city fleet consists of 10 galleasses, 12 galleons and 20 armed caravels.

Guelph is known for its well-made armor, weapons and fire-arms. Hundreds of dwarves came to the city from their exile in the west and brought with them their knowledge of advanced metallurgy and smith work. They were not always well-received by the insular Guelphlings, but their skill as smiths and prowess as warriors finally won them a place of honor in Guelph, if not always in its tributaries.

The city has a massive temple and gymnasium dedicated to Hercules, many smaller temples to the other Motherland gods, and an excellent military academy.

### **Food & Entertainment**

Guelph's cuisine consists of grains, legumes, beef, pork and mutton. Their dishes are hearty, and most feature thick, creamy gravies. Guelphlings appreciate stews and thick soups, and puddings and sausage are also common. Guelphlings are known for their dark, rich ales and beers, and for their love of fortified wine.

Entertainment in Guelph revolves around gambling, athletic contests and gladiatorial combat. All gladiators in Guelph are freemen, and contests are rarely to the death. Guelphlings appreciate puissance, not death. After all, in case of invasion every warrior will be needed to defend the city-state. Waste is not tolerated in Guelph.

### **Coins**

Guelph mints coins of gold, silver and copper. Gold and silver used to flow into Guelph from its colonies in Hybresail, but those ships have long since stopped arriving.

## **People and Places**

### *The Spathas*

The Spathas are the founding family of Guelph. It was old Leonaidos I, legate of the legion that conquered the country from the goblins. The line has ruled since, through dozens of princeps down to the present Prince Xerbo II.

The Spathas are generally well-regarded in Guelph, though their reputation has suffered under Xerbo II. Contact with Argenta, their colony in Hybresail, has been lost. This meant the loss of silver shipments, and the economy has suffered.

The lack of funds has also made the modern day Spathas, who are spendthrifts and dandies, more beholden to dwarven silver mined in the Klarkash Mountains. The Spathas are also engaged in a campaign to claim the imperial throne in Nomo, and this has contributed to draining the principality's coffers.

The failed invasion of the Periwash and the Prince's reluctance to commit more resources to that invasion is resented by the knights of Pietra, who lost their holdings there.

The Spathas hold onto power due to the pressure of the goblins of the mountains, who every two or three years march down in the thousands to plunder and burn. This has made the aristocrats hesitant to challenge the Spathas, lest the goblins decide to attack while a civil war rages.

### *The Damascars*

The Damascars are the finest swordsmiths in the Motherlands. They reside in Guelph and are a very wealthy family, counting the aristocracy, nobility and royalty not only of Guelph, but of the entire Motherlands as their clients.

The patriarch of the family, Don Kario, still oversees the work of his sons, journeymen and apprentices. He runs a tight ship, leaving the day-to-day running of the company to his wife, Dona Vauntora, a very well-respected woman in Guelph.

The presence of the dwarves in the Motherlands is cutting into the Damascars' business, and so Don Kario is behind a secret society dedicated to expelling the dwarves from the principality and removing the Spathas, who are beholden to dwarven silver, from the throne. In this, he has found allies with the families Irtiz and Antasyrra.

### *El Zagal*

El Zagal, "The Boy", is the master of thieves in Guelph. He is a slave who runs a massive black market, with spies in all the aristocratic houses, military units and the Prince's palace.

### *Templo de Hércules*

The Temple of Hercules is a domed structure that contains a 50' tall gold statue of Hercules. Below the statue is a giant training ground where the men of Guelph practice athletics, wrestling and swordsmanship. There is a similar training ground for women at the city's temple of Athena.

Adjacent to the temple are palace and court of the Arzobispo and the barracks of his clergy.

### *La Compañía Gorgona*

The Gorgon Company is a company of 100 elite crossbowmen charged with protecting the landward gate of Guelph. The company is commanded by Capitan Ymac, a power hungry thug who ingratiates himself to Prince Xerbo at every opportunity, much to the disgust of the aristocrats. One might run across the Gorgons drinking, wenching and causing trouble in taverns close to the landward gate.

### *La Compañía de la Rosa Blanca*

The Company of the White Rose is a large mercenary band of 120 pikemen, 80 swordsmen and 40 light cavalry. They are led by Vicar-Capitan Obardo, a priest of Mithra. They are held to a very high standard of behavior.

Vicar-Capitan Obardo, Human Cleric: LVL 7; HP 35; AC 21 (plate armor, shield); ATK 1 morningstar +4 (1d4); MV 30; SV 13; S10 I5 W13 D15 Cn15 Ch14; AL LG; XP 700; Special—Conversion, healing, turn undead, spells per day (6/3/2/1); Gear—*Staff of life*.

### *Malor*

Malor is one of Guelph's finest soldiers. He serves with *La Propia Infantería del Príncipe*. These 200 heavy footmen are renowned for their many stands against the red hordes of the mountains. Malor is proud of his skill and accomplishments, but he is ill at ease in court.

Malor, Human Fighter: LVL 7; HP 27; AC 22 (+2 *plate armor*, shield); ATK 1\* longsword +7 (1d8+1); MV 30, SV 14; S14 I9 W13 D9 Cn12 Ch5; AL LN; XP 700; Special—Riding, leadership, dominate.

### *Zolmen Guerzo*

Zolmen is the greatest gladiator in Guelph's history. His fame is such that he has toured throughout the Motherlands and as far as Azsor. Although he is of advanced age, Zolmen is still spry and as tough as nails. His skin is mostly scar tissue now, and his limbs are lank, long and all muscle. Zolmen has a jovial disposition, but angers quickly when he feels he is being threatened or made fun of.

Zolmen, Human Fighter: LVL 8; HP 44; AC 21 (plate armor, shield); ATK 1\* +3 *hand axe* +10 (1d8+3); MV 30, SV 13; S12 I14 W12 D15 Cn16 Ch8; AL N; XP 800; Special—Riding, leadership, dominate.

### **5908 Artistic Vipers | Monster**

Vipers make strange patterns in the desert sand in this hex, tracing out a map of the nether stars. They are influenced by crystal formations that have grown for thousands of years under the sands, planted when the desert was still grassland. The vipers will not attack unless their revels are disrupted.

Viper, Small Animal: HD 1; AC 17; ATK Bite (1 + Poison IV); MV 20 (C20, S20); SV 16; AL N; XP 500; Special—None.

### **5915 Remo's Revenge | Monster**

A terrible black worg is leading a procession of 30 wights to Nomo with the intention to destroy it in its weakened state. The worg is a symbol of Remo, and the wights are Remoi warriors of old, raised from the grave by the spells and incantations of old Faustus of Remo, a necromancer of ill repute who resides hidden in the sewers, infiltrating cellars to steal food, wine and things he needs to work his spells.

Wight, Medium Undead: HD 4; AC 15; ATK Slam (1d4 + 1 energy drain); MV 30; SV 15; AL CE; XP 1200; Special—Create spawn.

Worg, Medium Monster: HD 4; AC 14; ATK Bite (1d8 + trip); MV 50; SV 15; AL NE; XP 400; Special—None.

### **5924 Dance of a Thousand Corpses | Monster**

When there is no moon shining in the sky, the ancient *legio XX Pegasus*, slaughtered here by a Warudi horde under Sheik Orion zin-Badr, rise from their shallow graves to dance and attempt their sing war chants with their hollow throats.

From every hillock, from the gentle streams, from the cosses of white ash they come, grey and mouldering, scraps of armor clinging to their gaunt forms, some with rusted swords and spears, to pay obeisance to Pluto and await the return of their legate, who fled when the battle was at its height.

Zombie, Medium Undead: HD 2; AC 13; ATK 1 spear or sword (1d8); MV 20; SV 16; AL N; XP 200; Special—Cannot run.

### **5932 Jellies and Jams | Wonder**

Amid the dry hills of the outer Taurus in a small cave obscured by tall grass and a sprinkling of white flowers (that at night give off a heady perfume) there is hidden a chest.

The chest is quite old. It is composed of oak and reinforced with bronze. A large, old lock, also of bronze, secures it. Into the dusty, slightly warped timbers the sigil of the Archimago Vortiz has been burned. Vortiz once ranged far and wide



across the hills battling monsters and giving wise counsel to knight and peasant alike. His whereabouts are now unknown, and since he would be at least 200 years old, most people assume that he is dead.

The chest, if opened, is found to hold 12 pots of jelly – peach, plum and pomegranate primarily. The pots are sealed with wax. The jellies are exceptionally good and are enchanted to increase one’s wisdom by +1d6 for up to 24 hours. Each jar holds enough jelly for six uses. Unfortunately, the mystical sugars in the jellies are especially fattening, increasing one’s weight by +2d6 pounds with each use.



### 5939 Salamandra | Town

#### DEMOGRAPHICS

**Population** 1,880 urban, 15,040 rural

**Race** Human

**Religion** Bubona, Goddess of Cattle

**Alignment** Neutral

At the confluence of the Taur, Onager, Gallivant, and Grell Rivers lies the town of Salamandra. The town began as a Nomo citadel, and those hoary white walls still stand as the town’s innermost walls. Salamandra now has three layers of walls in all, and they have only been breached three times. Each time the town was retaken and rebuilt, the last conquest being 50 years ago.

Salamandra is ruled by the Marquesa Aundiaria Cæsaro, an unpleasant woman with a canny mind for business. She has invested money heavily into constructing roads and bridges to connect Salamandra with Pardo. The town has a large dwarven quarter, a college of the magical arts and a monastery of the Black Fathers which holds the skull of Saint Iuras as a relic. Salamandra has some of the finest furniture-makers and woodworkers in the principality.

The fertile fields of Salamandra raise cattle, swine, fine sheep, white beans, lentils, wheat, and grapes that produce excellent white wines. Gold is mined in the hills around Salamandra, and this gold is minted into coins in a royal mint established there. Beyond the fields are deep valleys of pines.

Salamandra has a garrison of 40 knights, 20 light horsemen, 20 longbowmen, 40 heavy footmen, 10 heavy crossbowmen and 10 sappers.

### 6003 Smiling Warriors | Monster

A company of smiling warriors from the Copper Hills parade through these hills, curved swords and daggers on their hips and broad helms loaded with fantastic plumes on their heads. Their cloaks of damask and silk fly in the wind, stained by the crimson sands kicked up by their brilliant chargers. These princes are madmen who claim to have seen the light in the hills to the east. Their eyes are blank and twinkle with sapphire radiance. Their lord, Emperor Omega, now sits on the throne of Nomo they say, and they come to do his bidding.

Berserk Nomad, Medium Humanoid: HD 1+1; AC 12 (shield); ATK Scimitar (1d6); MV 40; SV 16; AL CE; XP 100; Special—Immune fear.

### 6012 Frightened Peasants | Monster

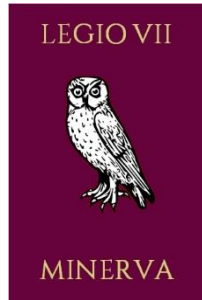
Twenty devilish ankhegs are destroying the crops grown in this hex. The villagers are without the defense of their leaders, who have fled in anticipation of Nomo’s fall and in fear the wrath of the Warudi beyond the River Giyon and the gnolls on this side of the river.

The villagers (pop. 270) dwell in three *villa rustica* that were established by wealthy Nomo as vacation homes. They have all fled their villas for Nomo to gather treasures and then move on to safer spots (they hope), leaving the peasants to fend for themselves. About 30 of the peasants are ex-legionnaires, and one, Kaeso Bitheus Vicarius is a stubborn ex-centurion who refuses to leave his land. That said, if there is a way to get the people out of the area safely, he will take it.

Legionnaire, Medium Humanoid: HD 1; AC 17 (chain, shield); ATK Spear (1d6); MV 30; SV 16; AL N; XP 50; Special—None.

Centurion, Medium Humanoid: HD 2; AC 17 (chain, shield); ATK Longsword (1d8); MV 30; SV 16; AL N; XP 50; Special—None.

Ankheg, Large Monster: HD 3; AC 17; ATK Bite (3d6 + 1d4 acid); MV 30 (B15); SV 15; AL N; XP 300; Special—Burst from ground, spit line of acid (30’, 3d6 acid).



**“Equitare Ignis”**  
**1,860 soldiers**

Cohort	Strength
Cohors I Illikiemenos Dominatrix	340 legionnaires
Cohors II Longevenatia Partholon Eq.	230 legionnaires 120 equites
Cohors III Argenia Fulminata c.N.	330 legionnaires
Cohors IIII Guelphas Pia fidelis	380 legionnaires
Cohors V Nomo Veterana	340 legionnaires
Ala V Quodocia Armillata c.N.	120 equites sagittarii

**6020 Antigus | Stronghold**

Antigus is the headquarters of *legio VII Minerva*, the legion stationed closest to Nomo. It is not permitted nearer to Nomo to avoid the possibility of unplanned regime change. As things are going, all of Nomo’s factions have made overtures to the commander, Kaeso Partholaeus Familiaris to secure an alliance. Kaeso is a half-elf of the old school who takes his oaths seriously and would not think of marching on Nomo except to save the empire and serve the emperor.

**6022 Ianus | Stronghold**

This hex holds the stronghold of Lucius Solemnus Ianus, a warlord given a charter by Basilo of Bezantia [5225] to establish a colony here on the frontier.

Ianus is a comely man and covetous of wealth and power. Born in the lower classes, a life of adventuring has made him wealthy (though not so much after building his stronghold), but power has eluded him. He sees the chaos of Nomo as a perfect opportunity to establish a kingdom of his own. Ianus is a competitive man who will seek to test his mettle against visitors in non-fatal combat.

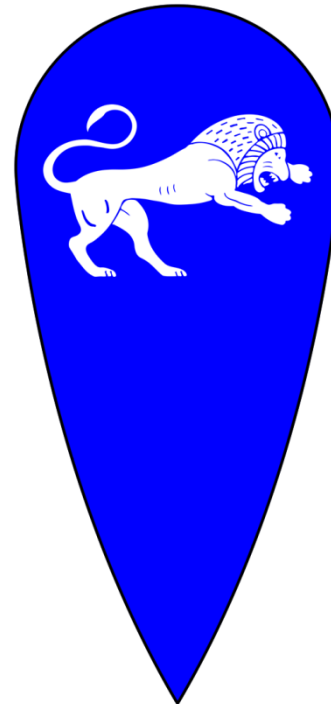
The stronghold is a motte-and-bailey castle. Ianus commands 13 men-at-arms and 7 elite cataphracts, all of them mercenaries hired away from *legio VI* from Bezantia. A priest of Mithras, Faustus Gorgonius Zeno, has also entered his service. The

stronghold is supported by 168 peasant farmers who raise grain and orchards of pomegranates.

Treasure: 4600 sp.

Zeno, Human Cleric: LVL 4; HP 13; AC 17 (banded); ATK 1 footman’s mace +2 (1d6); MV 30; SV 14; S11 I8 W11 D13 Cn8 Ch11; AL LG; XP 400; Special—Conversion, healing, turn undead, spells per day (4/2).

Ianus, Human Fighter: LVL 12; HP 49; AC 24 (plate armor, shield); ATK 1\* +3 warhammer +13 (1d4+4); MV 30; SV 11; S10 I12 W7 D9 Cn9 Ch12; AL N; XP 1200; Special—Riding, leadership, dominate; Gear—*Potion of ESP*, ring of protection +4, lavender and green ellipsoid ioun stone.



**6025 Purple People Eaters | Monster**

The river bogs down in this hex, the banks becoming marshy. Dozens of violet fungi dwell on the banks, making this one of the most dangerous portions of the river. Ships that run into trouble are almost assured of destruction if they make for the river banks, and there are many rotting derelicts (probably containing treasure) in the shallows to prove it.

Violet Fungi, Medium Plant: HD 3; AC 13; ATK 4 tentacles (1d6 + 1d6 Con); MV 5; SV 15; AL N; XP 300; Special—Poisonous touch.

**6048 Blemetrye | Monster**

A tribe of 85 blemetrye archers with 19 females and 17 children dwell in this hex in a basalt tower covered with a multitude of brilliant blue cocoons. The blemetrye are led by Deochyng, a handsome leader with an eagle eye. He and his

archers sometimes join with the hobgoblins in raids into Guelph. The blemyae are never after more than some booty, and once satisfied they leave the battle.

The blemyae are guided in their worship of outlandish, alien deities by Resanberk (Adept 3), a shaman who wears a feathered cloak and who dies his arms and legs burgundy. They keep seven giant caterpillars and four giant butterflies, which are used as mounts by the chieftain and his comrades.

Treasure: 1100 cp, bloodstone (5 gp), jacinth (100 gp).

Blemmye, Medium Monster: HD 1+1; AC 12; ATK Longbow (1d8) or hand axe (1d6) or bite (1d4); MV 30; SV 16; AL N; XP 50; Special—Surprised (2 in 6), immune to sonic and sound effects.

Blemmye Archer, Medium Monster: HD 3+1; AC 12; ATK Longbow (1d8) or hand axe (1d6) or bite (1d4); MV 30; SV 15; AL N; XP 150; Special—Surprised (2 in 6), immune to sonic and sound effects.

Deochynge, Medium Monster: HD 5+1; AC 12; ATK Longbow (1d8) or hand axe (1d6) or bite (1d4); MV 30; SV 14; AL N; XP 250; Special—Surprised (2 in 6), immune to sonic and sound effects.

### 6112 Thesis | Village

Thesis is a small village (pop. 100) of herdsmen and farmers in fine little cottages of white stone with bright blue doors. Life is pleasant and simple here by the river, and the chaos outside has not yet struck them. The only prominent citizen of Thesis is the sage and ex-aquarius Opiter Cicerbius Grumio (Adept 3), a grumpy old scholar who prefers solitude, but who is often drawn into the problems of the locals.

### 6115 Lorem and Ipsum | Villages

Lorem and Ipsum are twin villages locked in mortal combat over the excellence of their peach preserves. The emperor is said to have once favored one of the villages with a gold medal for those preserves, but the medal is lost and both villages claim the other stole it and has it in hiding.

The medal is actually in the possession of the intelligent rats that live beneath the villages and stoke the fires of hate out of a love of anarchy. The rats would be quite happy if they irritable peasants would wipe one another out.

Beneath the rat holes there is buried a serpentine idol of Ufru, the ophidian god of anarchy, who was shunned by all right-minded serpent folk. This idol is the true cause of the trouble, for it made the rats what they are, and sends out waves of anarchy throughout the villages.

Getting to the idol involves traversing a wine cellar in the taberna *Tres Passeres*, sliding down a hidden chute, tromping through ancient sewers occupied by the giant rats and de-

scending through a well into a series of caverns that were once inhabited by the ophidians. The idol is buried beneath a pile of shells.

Each village has about 100 inhabitants living in stone cottages. The villages are surrounded by low stone walls and are separated by a stone bridge across a swift stream known for its excellent crayfish.

Lorem is governed by a propraetor, Cnaeo Spadio Homunculus, a slightly sinister man with impossible dreams and shifty eyes. Ipsum is governed by the sage Servia Spadia Viatia, who is more concerned with translating ancient scrolls than governing the village. She isn't even aware that there is a problem between the villages, although her eleven-year old son Gaius, mousy and intelligent, is aware of the trouble and desperate to find a solution before things turn deadly.

### 6117 Bumble-Goblins | Monster

A troop of 20 kallikantzaros stalks this hex mounted on the backs of bumblebees. The goblins are on the lookout for children they can bring home to their burrows. The children are fed on the bitter roots of trees and the royal jelly and are turned into goblin children. The process can be reversed with a *remove curse* spell if it hasn't been completed. The goblins currently hold five children taken from farms in the area.

Giant Bee, Medium Vermin: HD 4; AC 14; ATK Sting (1d4 + Poison III); MV 30 (F80); SV 15; AL N; XP 400; Special—None.

Kallikantzaroi, Small Humanoid: HD 1-1; AC 12 (leather); ATK Short sword (1d6); MV 20; SV 16; AL CE; XP 50; Special—None.

### 6124 Villeia | Village

Villeia is a small village (pop. 80) of woodsmen. The village is located within a small impact crater, with steep rocky sides and a small lake in the center. The houses are built around the lake, some of them in the lake on raised platforms. The village boasts a small taberna, the Nifty Nymph, which fries a fine fish and serves sweet wines imported from beyond.

Propraetor Maris Spadas Villu keeps order in the village with his strong right hand and seven legionnaires. The 640 lumberjacks who live in the surrounding camps are left to their own devices, but when they come into the village to visit the tavern, they know better than to cause too much trouble.

Villu, Human Fighter: LVL 4; HP 28; AC 17 (banded, shield); ATK 1 +2 *quarterstaff* +8 (1d6+4); MV 30; SV 15; S16 I16 W10 D7 Cn13 Ch7; AL LN; XP 400; Special—Riding, leadership, dominate.

Villu's Giant Viper Mount, Large Animal: HD 6; AC 15; ATK Bite (1d6 + Poison IV); MV 20 (C20 S20); SV 14; AL N; XP 3000; Special—None.

### 6128 Golden Hinds | Monster

A band of seven mischievous nymphs lurk under a waterfall in this hex, enjoying the beauty of the environment and the freezing water, but also keeping an eye on a sacred grove of Diana and the giant golden hinds that dwell in the hex.

Golden Hind, Large Animal: HD 5; AC 16; ATK 2 hooves (1d8), antlers (1d8); MV 50; SV 14; AL N; XP 500; Special—None.

Nymph, Medium Fey: HD 6; AC 17; ATK Dagger (1d4); MV 30 (S20); SV 14; AL CG; XP 1800; Special—MR 50%, magic use (druid, 4th); Spells—1/day—*Dimension door*.

### 6131 Rix | Monster

These hills are stalked by a shadow mastiff, connected to the area by the skeleton of its master, the great hunter Lucian, who died in this hex attempting to warn the people of Pasios of an incursion of Chimerian raiders from the mountains. Lucian died in the attempt and his faithful hound Rix would not leave his side. The Chimerians slaughtered the beast and went on to sack Pasios. On their way back, loaded with plunder and slaves, they were again confronted by the black hound, only now it was something much more terrible. The hound made quick work of the 20 berserkers and their slaves escaped back to Pasios to tell of their tale. Unfortunately, nobody returned to inter the body of Rix's master, and so the dog still haunts this area.

Shadow Mastiff, Medium Outsider: HD 4; AC 14; ATK Bite (1d8); MV 50; SV 15; AL CE; XP 400; Special—Bark (300', save vs. fear).

### 6147 The Old Knight | Wonder

An old knight, lean and unwell, sits tall in the saddle of an equally elderly steed. His armor is old-fashioned and in some need of repair, his lance is unpainted, and his squire is a squat peasant mounted on a donkey. The knight, Don Alonso, and his square Poncho are from a fine estate outside Torado. Bored with life, Don Alonso has sallied forth for a final adventure before he dies. Unfortunately, he is no warrior, but rather a sage of very advanced age with an active imagination.

### 6201 Wild Hunt | Monster

A band of 20 Warudi nomads are dashing through the night in this hex. The nomads wear iron masks and mantles of black studded leather over robes of azure embroidered with the stars and moons and planets.

Their torches are held high as they scream through the night, driving sand fairies before them towards a gully filled with jagged rocks. The nomads' morningstars are dipped in molten silver and clashing cymbals on their horses make a racket to drive the fairies into a panic and spur them forward.

At the head of the band is Almont zin-Agolant, a cruel man who eagerly awaits his father's death that he might take his place at the head of his tribe.

Nomad, Medium Humanoid: HD 1+1; AC 16 (leather, shield); ATK 1 spear (1d8); MV 30; SV 16; AL N; XP 100; Special—None.

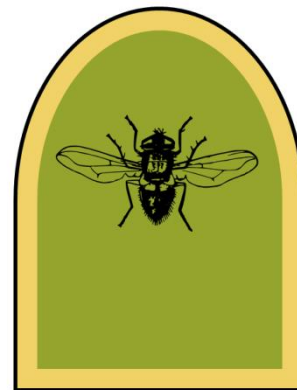
Almont, Human Fighter: LVL 8; HP 49; AC 22 (plate armor, shield); ATK 1+ morningstar +8 (1d4+1) or +1 *light lance* +9 (1d8+2); MV 30; SV 13; S15 I12 W13 D11 Cn13 Ch9; AL NE; XP 800; Special—Riding, leadership, dominate; Gear—*Amulet of natural armor +2*.

### 6213 Phangoria | Village

Phangoria, you might not know, is the future capital of a revitalized Empire of Nomo. It is the home to a somewhat obscure magistrate Sextamo Tænarius Aquilus, who has declared himself the new emperor of Nomo. Aquilus is an old eccentric who has been humored and even encouraged by the people of Phangoria, a village (pop. 130) of militant miners.

The miners are slaves whose masters abandoned them to their fates. They have rallied around the new "emperor", for a joke if nothing else, but things have gotten out of hand with the arrival of numerous refugees seeking security in the deep iron mines and a rebellious cohort of soldiers under the leadership of one Kaius Titus Andronicus. With the refugees and the soldiers, Aquilus now has 480 followers, many of whom are shifting from enjoying the joke to marching on Nomo.

Andronicus, Human Fighter: LVL 6; HP 24; AC 20 (+2 *chainmail*, shield); ATK 1 longsword +5 (1d8); MV 30; SV 14; S11 I12 W8 D14 Cn9 Ch9; AL LE; XP 600; Special—Riding, leadership, dominate, wondrous mount (simple monster).



### 6226 Nergal's Cave | Stronghold

A stream emerges from a slimy cave in this hex and flows north to the River Pishon. The cave gives off a fetid odor, and the plants and soil in the area have a grayish cast to them.

This is because the cave hides a subterranean temple dedicated to Nergal, the god of death and disease.

Within the cave there is only the gurgling stream emerging from a slimy hole. The hole is carved to look like a gaping, grotesque mouth. By reaching into the mouth, one can find a lever that when pulled opens a secret door. Behind this secret door there is a crooked stair that leads down into a temple complex wherein is hidden the “Seven Sons of Nergal”, plagues so terrible even the priests of Nergal do not wish them to be released into the world (yet). These diseases are sealed into sarcophagi that are devilishly hard to open.

The temple is overseen by a corpulent and depraved anti-cleric called Mushutu. He is an old man, gray, with a wheezing voice and coughing laugh. He commands 18 acolytes to do his bidding, sending them out in their black robes to secure food and other supplies.

Mushutu has clashed many times with Aivas [6931], and has grown so tired of his challenges that he is considering releasing one of the seven terrible plagues.

Treasure: 5600 sp, 5000 gp.

Anti-Almoner, Human Anti-Cleric: LVL 2; HP 6; AC 15 (scale, shield); ATK 1 morningstar +1 (1d4); MV 30; SV 15; S10 I10 W15 D7 Cn9 Ch7; AL NE; XP 200; Special—Conversion, healing, rebuke undead, spells per day (4).

Mushutu, Human Anti-Cleric: LVL 12; HP 28; AC 21 (+3 banded, shield); ATK 1 morningstar +8 (1d4+1); MV 30; SV 11; S14 I12 W16 D11 Cn7 Ch7; AL NE; XP 1200; Special—Conversion, healing, turn undead, spells per day (7/5/4/3/3/2); Gear—*Potion of longevity*, *potion of heroism*.

### 6234 Pardo | Town

#### DEMOGRAPHICS

**Population** 830 urban, 15,040 rural

**Race** Human

**Religion** Sol Invictus, the Unconquerable Sun

**Alignment** Neutral

Pardo is a town on the Bardários River and thus a key stopping point for land traffic headed south from Nomo to Guelph. The town is notable for its long bridge constructed by the Nomoi 200 years ago. It reputedly contains within each arcade the skull of a hag killed by the legions as they conquered Pania from the wicked fey. The city began as an encampment of *legio XIII Marsipater*, and remains a large military garrison with strong fortifications.

Pardo has a prosperous mercantile quarter and caravanserai outside the city walls for caravans moving through Iuettenia from Kisthenes beyond. There is surprisingly little traffic that goes down the Bardários, with much more of it moving by land to Salamandra and then into the Green Sea.



The city is governed on Prince Xerbo’s behalf by Lorde Albas Tuano, a loyal knight and worshipper of Sol Invictus, the patron deity of Pardo. Sol Invictus is a form of Mithra, and thus the bullfighting inspired by that cult has found purchase here in Pardo. The faith is very strict and is in fact considered too strict by the Herculean Church. Among the faithful are flagellants notable for their black robes and pointed hoods. The so-called Black Fathers are monks of Sol Invictus, known for their valor in war and the golden herbal liqueur they distill.

Besides the liqueur and their bold red wines, Pardo’s cuisine is notable for blood sausage and garlic soup. Garlic is a key crop in the countryside, along with swine, cattle, goats, sheep and grain crops. These peasants produce over 600 fighting militia in times of trouble to back up the 20 knights and 40 heavy footmen under Lorde Albas.

Lorde Albas, Human Fighter: LVL 7; HP 42; AC 21 (+2 *platemail*, shield); ATK 1\* longsword +7 (1d8+1); MV 30; SV 14; S14 I12 W7 D12 Cn12 Ch9; AL LG; XP 700; Special—Riding, leadership, dominate; Gear—*Potion of healing*.

### 6243 Citrona | Town

#### DEMOGRAPHICS

**Population** 3,400 urban, 27,200 rural

**Race** Human

**Religion** Pomona, Goddess of Fruit Trees

**Alignment** Neutral

Citrona is the seat of the County of Citrona, ruled by the venerable Estuar family. The Estuars were among the original inhabitants of Guelph and were rewarded decades ago with

this balmy county known for its lemon and orange orchards and its fine cookery. Citrona has a large fishing and merchant fleet, and a few privateers call it their home port.

The haciendas of Citrona are mostly seaside communities with a casual, roguish air like that of Citrona itself. The gentlemen and ladies of Citrona are smartly dressed. They enjoy sophisticated music (the Estuars patronize many operatic bards) and old-style customs of grace and gentility.

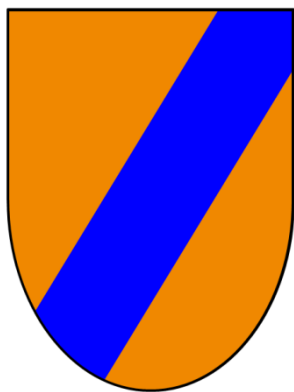
The Estuar family has two branches. The major branch is led by Conde Rodolfo, and has its headquarters in Castillo Citrona. It consists of 28 living members, including the Count and his wayward son Rodrigo [6245] who left a decade ago over a marriage disagreement. The Conde of Estuar is a trusted military advisor of Prince Xerbo II, and is often in Guelph.

The minor branch of the Estuars is descended from the Conde's sister, Baronesa Dulcietta. This branch of the family lives in Guelph and holds minor positions at court. The minor branch includes 19 living members.

The 80 watchmen of Citrona are commanded by Capitan Laza, while the county's 120 men-at-arms are commanded by its two barones, Arius and Goro.

Conde Rodolfo, Human Fighter: LVL 9; HP 55; AC 20 (plate armor, shield); ATK 1\* +1 *longsword* +9 (1d8+1); MV 30, SV 13; S11 I10 W16 D12 Cn9 Ch10; AL LG; XP 900; Special—Riding, leadership, dominate; Gear—*Chime of opening*.

Rodolfo's Bulette Mount, Large Monster: HD 9; AC 22; ATK 2 claws (3d6), bite (6d6); MV 40 (B10); SV 12 AL N; XP 900; Special—Surprise from underground.



### 6244 Toll Taker | Monster

The road here is under the control of one Ulencia de Morella, who hails from a hacienda outside Citrona. The Guelphling dandy, her raven hair grown long and held back in a ponytail on her back, is a dangerous woman. When she emerges from

behind a cork oak, you will note her crimson cape thrown jauntily over one shoulder, her leather doublet, which is coal black and traced with silver thread and amber beadwork, her buckler of similar design, her high, soft boots of green leather with silver buckles and her golden rapier pointing at your throat, though she stands 100 feet away. Her eyes are calculating and fiery violet and her skin the color of old leather. Ulencia demands a toll of 100 gp to pass by to Citrona. She needs the money to free her brother, Anzon, from the magician Atlante, who has a castle in Chimeria [6747].

Ulencia de Morella, Human Duelist: LVL 6; HP 31; AC 15 (leather, buckler); ATK 1 gold rapier +5 (2d6+1) and dagger +5 (1d4); MV 30; SV 14; S11 I16 W9 D18 Cn8 Ch6; AL N; XP 600; Special—Acrobatics, taunt, surprised (1 in 6), parry, spring into combat, lackey, riposte; Gear—*Potion of charm animal*.

### 6245 Rodrigo Estuar | Wonder

Rodrigo Estuar, technically Don Rodrigo, is an infamous adventurer and womanizer and a scion of the ducal house of Estuar that rules in Citrona [6243]. The prodigal son is even now returning home after a long absence that involved an unfortunate employment in far-away Og, misadventures on the dread plain of Kisthenes (where it turns out there is no sense of humor as regards the decorum of the harem) and the ruination of a useful marital alliance brokered between the Estuar family of Guelph and the Diamontes of Lyonesse. All-in-all, it has been an eventful few years.

Alas, his adventures are not yet finished, as the young grandee makes haste on a dapple grey charger with his erstwhile servant Leporello close by and a band of horsemen hot on their heels. Poor Rodrigo, seeking shelter for the night, found himself in the stately home of a certain lady who assured him that she was a widow. When her husband got home, an escape through a window was required.

When encountered, the adventurers will find Don Rodrigo and Leporello being pursued by 12 horsemen, unarmored, and carrying longswords and pistols.

If the adventurers help him (who will escape regardless, as escaping is his specialty), he will happily take them home to meet the family and provide as much hospitality as he can while keeping his father's displeasure under control.

Treasure: 17 sp.

Leporello, Human Fighter: LVL 3; HP 14; AC 14 (leather, buckler); ATK 1 short sword +3 (1d6); MV 30, SV 16; S10 I11 W5 D15 Cn13 Ch6; AL N; XP 300; Special—Riding, leadership, dominate.

Don Rodrigo, Human Duelist: LVL 9; HP 30; AC 18 (leather, buckler); ATK 1 +1 *rapier* +11 (2d6+3) and dagger +10 (1d4+2); MV 30; SV 13; S16 I13 W12 D16 Cn7 Ch14; AL CN; XP 900; Special—Acrobatics,

taunt, surprised (1 in 6), parry, spring into combat, lackey, riposte; Gear—*Ring of invisibility*.

## 6246 Torado | Town

### DEMOGRAPHICS

**Population** 3,760 urban, 30,000 rural

**Race** Human

**Religion** Jove

**Alignment** Neutral

Torado is a duchy of dry grasslands known for its majestic bulls and fine cows, and thus its beef and cheese. The Toradans are swaggering lords and ladies, expert riders and producers of some of the finest steeds in Guelph. Toradan horses are jet black, and most are trained as light warhorses.

The town of Torado has stout walls with three gates with large gatehouses. The ramparts of Torado are defended by cannon as well as musketeers. It is often the first victim of hobgoblin invasions, and does its best to keep as many of the monsters occupied as possible. Torado's walls have never been breached. This is a point of pride for the people and jests about the courage or prowess of Torado's warriors is always met by a challenge to duel.

The Olgaldé family rules Torado. The current duque is Silvio. They are an old family, the Olgaldés, and highly respected by their subjects. Unlike the dandies of Citrona [6243], the Olgaldés are simple folk who lead from the front and suffer as their people suffer. The archbishop of Guelph, Guallas, is an Olgaldé, and the current duke's uncle. The Olgaldé family also has connections to the royal family of Lyonesse, the duchess being a cousin to King Tristram.



Toradans love loud, violent music and energetic dances. Bull-fighting is popular here\*. Food is simple and hearty, and Torado is rightly famous for its meat pies. Toradans are strict in

their discipline and religion. Children are educated by the priests of Hercules, and the warrior virtues are instilled from a young age. The men of Torado are proud and overbearing. The women are no less proud, but they are more subtle than the men, and possess a quiet strength.

The Toradan countryside is marked with many small castles. Around each of them is a village. Since invasions are common here, the peoples are well practiced at moving themselves and their livestock inside the castle walls at the first sign of trouble. The men then grab bows, spears and shields, and prepare to help the professional soldiers hold the walls.

Torado has a watch of 90 men and an army of 110 men-at-arms and 24 knights and sergeants.

Duque Silvio, Human Fighter: LVL 11; HP 50; AC 20 (plate armor, shield); ATK 1\* longsword +11 (1d8+1); MV 30, SV 12; S15 I10 W8 D9 Cn9 Ch6; AL LN; XP 1100; Special—Riding, leadership, dominate;; Gear—*Potion of haste*.

## 6303 Berserkers | Monster

A clan of 60 berserk Warudi warriors, their faces ritually scarred with nine lines to represent the heads of Tiamat. The berserkers wear nothing but loincloths and horned helms and they wield fierce two-handed swords. At their head is the Sheikh Sethmael and his bodyguard of nine barbarians. The bard Deral also accompanies them, driving them into their berserk rages with his drumming.

The berserkers are exiles from all the Warudi clans, madmen and psychopaths driven into the desert, and there led by wolves into the fold of Sethmael.

Treasure: 1200 sp.

Berserker, Medium Humanoid: HD 1+1; AC 12 (shield); ATK Scimitar (1d6); MV 40; SV 16; AL CE; XP 100; Special—Immune to fear.

Raiders, Human Barbarian: LVL 4; HP 4d10+4; AC 17 (scale, shield); ATK 1 battleaxe +4 (1d8+1); MV 40; SV 14; AL CE; XP 400; Special—Climb walls, hear noise, hide in shadows, move silently, survival, tracking, rage 2/day, surprised (1 in 6), no bonus for flanking or back attack.

Deral, Human Bard: LVL 5; HP 17; AC 16 (banded); ATK 1 longsword +2 (1d8); MV 30; SV 15; S9 I13 W8 D11 Cn12 Ch18; AL CN; XP 500; Special—Carouse, lore, read languages, climb walls, hear noise, hide in shadows, move silently, open locks, pick pockets, spells per day (5/2), music (fascinate, counter music); Gear—*Ring of feather fall*.

Sethmael, Human Barbarian: LVL 12; HP 89; AC 21 (splint, +3 buckler); ATK 1 battleaxe +11 (1d8+2); MV 40; SV 10; S17 I14 W14 D17 Cn17 Ch15; AL CE; XP 1200; Special—Climb walls, hear noise, hide in shadows, move silently, survival, tracking, rage 4/day, surprised (1 in 6), no bonus for flanking or back attack.

### 6306 Ladies of Grass | Monster

The swaying grasses of this hex are often more than simple plants, but fair ladies of grass, woven in enchanted meadows and holding the power to bring up terrible plagues of insects. These grass nymphs must be placated with offerings from surrounding peoples, who send them presents of jewelry and holy water annually. These grass nymphs have many powers, such as foretelling the future and cutting hair into shapes of power that hold subtle curses.

Treasure: 2 ivory necklaces (500 gp), silver phial (100 gp) and a mithral torque (1,000 gp). These are scattered through the area, and must be found. There is a 1 in 6 chance (2 in 6 for elves) of finding a piece for each hour of searching.

Grass Lady, Medium Fey: HD 2; AC 15; ATK 3 lashes (1d4); MV 0; SV 16; AL N; XP 200; Special—*Transport via plants*, magic use (divine magic-user, 5th); Spells—1/day—*insect plague*.

### 6315 Shrine of Belus | Monster

There is a shrine built here to a deity the Nomoi call Belus, but which is actually a living shedu called Istume. During the day, the shedu is turned to stone and looks like an idol overseeing a shrine filled with garlands of fragrant herbs and flowers, silver ewers of wine and holy water and plates of copper onto which people have scratched their prayers. The shrine is located at the bottom of a wide natural well, 40' deep and 20' wide. At the bottom there is a small pool of water. Around this is built the shrine, a construction of white marble, with a small cave in which sits the frozen Istume.

Istume's condition is the result of a powerful curse, and one that can only be relieved by performing 1,001 lawful acts. Each night, when he returns to life, he looks over the plates of copper at people's prayers and attempts to fulfil one of them with his magic, provided it is a lawful prayer and worthy.

Istume the Shed, Large Monster: HD 9; AC 16; ATK 2 kicks (2d6); MV 30 (F60); SV 12; AL LG; XP 2700; Special—MR 25%, magic use (cleric, 3rd), telepathy 100'; Spell—At will—*astral projection* (self), *ethereal jaunt* (self); 1/day—*confusion*, *ego whip*, *intellect fortress*, *mental barrier*, *mind blank*, *mind thrust*, *psionic blast*, *psychic crush*, *thought shield*, *tower of iron will*.

### 6328 Pasios | Village

Pasios is a small village (pop. 90) of pious woodsmen. The village is composed of stone cottages surrounded by a palisade and dry moat. The villagers are devoted to the worship of Diana and maintain a sacred grove to the goddess. They visit the sacred grove often to make offerings to the dryads that dwell there. They allow no hunting among them and visiting strangers. The village is ruled by Alliamos, a local chieftain with a wicked sense of humor and a secret crush on Aivas

[6931], with whom he sometimes adventures. He commands five men-at-arms (leather, shield, composite bow, spear).

Alliamos, Medium Humanoid: HD 3; AC 17 (chainmail, shield); ATK Battleaxe (1d8); MV 30; SV 15; AL N; XP 150; Special—None.

### 6336 Elemental Spring | Wonder

A weird spring erupts on this hex, alternately belching forth clear, pure water, goutts of fire, wickedly cold winds and showers of golden pebbles (of no real value).



### 6409 Pardeum | Town

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#### DEMOGRAPHICS

**Population** 2,210 urban, 17,680 rural

**Race** Human

**Religion** Juno, Queen of Heaven

**Alignment** Neutral

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When Gwenth was first overrun by Warudi, prior to their capturing Ishkabibel, much of the population fled to Pardeum, an old trade center on the River Giyon that had seen better days. It soon became a redoubt of the empire, and *legio III Cistenos* has been stationed there ever since, even after the *Quaerere Beatus* ("Blessed Quest") reconquered Gwenth.

When Pardeum was first eclipsed by Gwenth, it lost much of the trade that had made it important. Its economy was then dominated by quarrying of reddish marble from which it also extracts an inferior variety of ruby. This has brought a large gnomish population to the city, giving it a gnomish quarter as well as a Cistenian quarter of herdsmen and potters. A large percentage of the rural population in the *villa rustica* is held as slaves by the Nomoi.

Since the population explosion of Pardeum, the city has added a small stadium and theater to its ancient acropolis, and an Asclepeion (healing shrine) with medicinal springs and a library of tomes on the subject of healing. The town now boasts two temples, one to Minerva, where all paladins and questing knights go to receive the goddess' blessings before sallying forth to fight the Warudi, and the much older Basilica of Juno, the patron goddess of Pardeum.



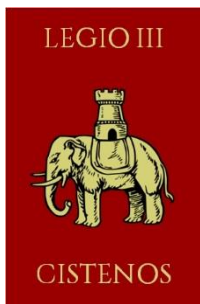
The lands around Pardeum are used for grazing cattle and sheep, and the shepherds of Pardeum are known for their deadly aim with the sling, for their herds are often harassed by pards (panthers) which are more common here than elsewhere in Kisthenes.

Besides *legio III*, Pardeum is protected by *ala X Pardos*, which consists of 60 legionnaires, 40 slingers and 20 equites.

*Legio III* is commanded by the *Dux Cistenos*, Vibius Numidius Palladius, a veteran commander who is reasonably popular among his men, who call him “the Rock”. He is known to be a taskmaster, but he endures all he expects his soldiers to endure, and has fought many campaigns bravely.

Palladius is on good terms with the proconsul of Pardeum, Statia Remea Klata, a well-educated, capable woman of noble blood who descends not only from the respected Remea clan of Nomo, but also from the royal family of Ishkabibel, the deposed queen being a cousin of hers.

Palladius, Half-Elf Fighter: LVL 7; HP 31; AC 19 (plate armor, shield); ATK 1\* longsword +7 (1d8+1); MV 30; SV 14; S13 I8 W7 D7 Cn10 Ch11; AL N; XP 700; Special—Riding, leadership, dominate; Gear—*Potion of charm animal, ring of water walking.*



**“Ne Timeas Qui Metit”**  
**1,820 soldiers**

Cohort	Strength
Cohors I Cischimeria Liberatrix	390 legionnaires
Cohors II Iuettenia Armillata Eq.	220 legionnaires 80 equites
Cohors III Varudium Victrix Eq.	210 legionnaires 110 equites
Cohors IIII Bezantia Victrix c.N.	350 legionnaires
Cohors V Bezantia Vinrix	310 legionnaires
Ala VI Cistenos Victrix Armillata	120 cataphractarii

### 6416 Minotaurs | Monster

Two ram-headed minotaurs hold a pass in this hex and demand either tribute (100 gp per person) or a duel before they will allow people to pass through. The pass is flanked by two tall towers. Each is carved with a bas-relief of a face that can emit a powerful burst of hurricane force wind down the valley at their command. This wind bends the trees and tosses the local flower fairies about like grains of sand.

The minotaur brothers, Nictus and Cthulus, can be found either in their towers or between them, cooking rabbit stew (heavy on the fennel) over an open fire. A portion of the money they collect goes to their mother, the night hag Grinalda, who dwells to the east in a ruined town called Secundum.

There, she sits in the funereal finery of the long-dead royalty of the town, perched on a stone throne carved into the heart of an acropolis. The palace on the acropolis has long since fallen apart. Grinalda’s ghouls tromp through the catacombs that worm through the acropolis, hungry and weeping and afraid of their mistress.

Treasure (Minotaurs): 360 gp.

Treasure (Night Hag): 3900 sp, 3000 gp.

Ghoul, Medium Undead: HD 2; AC 14; ATK 2 claws (1d4 + paralysis 1d4+1 rounds), bite (1d6); MV 30; SV 16; AL CE; XP 200.

Minotaur, Large Monster: HD 6; AC 14; ATK Battleaxe (2d6), gore (1d6), bite (1d6); MV 30; SV 14; AL CE; XP 600; Special—Surprise, immune to mazes, charge (+2d6 damage).

Night Hag, Medium Outsider: HD 8; AC 20 [+1]; ATK Bite (2d6 + disease); MV 20; SV 13; AL CE; XP 2,400; Special—MR 65%, immune to fire, cold, charm, sleep and fear; Spells—At will—*Detect evil, detect magic, etherealness (with a heartstone), magic missile, ray of enfeeblement, sleep.*

### 6419 Hound on the Threshold | Monster

This hex holds an ancient ruin of Kisthenes, the fortified town of Zaduk. The town is situated upon a tell 40’ high, and consists of a hundred or so adobe brick buildings, including a large temple. All of these buildings are ruins – no rooves, littered with debris, some walls toppled. The presence of gnoll arrows (barbed and crude) and significant burning suggests that the place was razed by a tribe of gnolls.

Little persists of the temple save for an arched doorway, a floor of purple stone with a large (and dry) pool and a dais that appears to have once held a large idol. When one approaches the arch, they see a large, white mastiff standing there, with silver-red eyes that glare menacingly. This is the legendary “hound on the threshold with silver-red eyes” that

can only be passed by one who is without fear, for they must approach unarmed, hands outstretched and permit the beast to leap at their throats.

When the beast passes through a person, they are drained of one level, but see the interior of the temple as it was in olden times with its purple floor well-polished, its goddess idol clad in ivory and strings of amethysts and pearls, silver bowls of fragrant oil and incense burning around it, walls carved in bas-reliefs of kings and demons, etc. As they view the temple as it was, they see priestesses enter to pray and make sacrifices to the goddess. In the midst of their supplication, the priestesses are taken aback by the presence of the intruder, whom it turns out they can see.

The priestesses speak in an ancient dialect of Kisthenes; one must roll 1d20 under their intelligence score to understand it. If they are warned about the gnolls, the adventurer will discover the entire settlement suddenly entirely intact and modern, and their friends waiting outside the temple for them.

Zaduk will now be a small town of 1,400 urbanites and another 11,200 people living in around the town in the manors of the aristocrats. The city has 35 city guards and an army of 50 soldiers. It is governed by King Abulapol. The temple priestesses immediately know the identity of the adventurer who appears in their temple, for the story of their warning and disappearance has been told and retold through the years. The adventurer and his or her friends will be hailed heroes and shown all the hospitality of the city.



## 6423 Sard | Town

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### DEMOGRAPHICS

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**Population** 4,660 urban, 37,280 rural

**Race** Human

**Religion** Pluto, God of Wealth

**Alignment** Neutral

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Sard is a town situated at the meeting of the Rivers Ai and Pishon. An ancient settlement that predates the founding of Nomo, it is now the capital of Iuettenia. Legate Decia Spadana Verata, a member of the powerful Spada clan, occupies the throne in the Citadel of the Seven Hides, wearing not only the imperial regalia but also the golden wreath of Sard.

The town is named for the mineral sard, a reddish-brown stone that is mined in its hinterlands. Sard is also known for balsam, indigo and date trees and the gold sands that wash up on the banks of the River Ai. It is a very wealthy town and a source of the Spada's power.

Iuettenia is a backwater of the empire, once important as a jumping off point to Cischimeria and the Klarkash Mountains. Aside from Sard and the castra at Briganteum [6725], Iuettenia is sparsely populated, with settlements at Magia, Pasios and the stronghold of Aivas. The hills are known for their ferocious boars and giant boars (1 in 12 random encounters are with 1d6 boars or 1d4 giant boars). The Iuettenian Boar, a legendary beast, is still said to come down into the hills from Chimeria every few decades to cause trouble.

Sard is known as a beautiful, relaxing town, filled with happy, satisfied, meek and mild citizens ruled by a dandy of the first order. Verata is a motherly sort who is just and generous. For this reason, exiled royalty in the area have a habit of ending up in the palace of the proconsul (or queen, as her citizens call her) as her honored guests. Almira, exiled queen of Orichalchis is a current resident of the palace. The Nomoi have encouraged this, as it was politically beneficial, but also far enough away from Nomo to minimize the danger. Sard

also hosts a small population of dwarves, most of them exiles themselves from Guelph.

The Citadel of the Seven Hides, named for the hide shields of seven fabulous beasts that hang over the entry gate, stands at the highest point of the city, just over where the rivers meet. This gives it the protection of sheer cliffs looking out over the wide rivers. The lower portions of the city are a mishmash of residences, workshops and temples, including temples of Pluto, Sard's patron deity, Apollo, Jove, Athena and Minerva.

Sard's stocks of gold, silver and electrum are famous in the region, and they are said to be guarded in subterranean and submerged vaults by serpentine river basilisks. The city is still permitted by the empire to mint gold, silver and electrum coins, including large gold staters (worth 10 gp, and used mainly for trade) and an electrum stater that many people consider lucky.

The town is known for its manufacture of dyes, especially of indigo, and carpets, as well as its goldsmiths, silversmiths, jewelers and engineers, the finest in the Empire. The golden hounds that protect the citadel were manufactured by the town's engineers and magic-users.

Sard's quaestor, Decis Spadinus Thraseus, nephew of the proconsul, commands the town guard, which consists of 250 men-at-arms, 10 companies and 5 squadrons. Thraseus is popular with his soldiers and likes Sard, but he is anxious to join the warriors of Gwenth in retaking Ishkabibel.

River Basilisk, Medium Monster: HD 6; AC 16; ATK Bite (1d10); MV 20 (S30); SV 14; AL N; XP 1800; Special—Petrifying gaze.

Golden Hound, Medium Construct: HD 2; AC 17; ATK Bite (1d6 + trip + Poison IV); MV 40; SV 16 (10 vs. magic); AL N; XP 1000.

Thraseus, Human Paladin: LVL 7; HP 27; AC 19 (+3 *scale*, shield); ATK 1 longsword +7 (1d8+1); MV 30; SV 13; S14 I8 W13 D11 Cn12 Ch15; AL LG; XP 700; Special—Riding, detect evil, immune to disease, smite chaos 3/day, halo, silver spurs, religious badge, coat of arms, lay on hands, cure disease 1/week, turn undead, warhorse (+1 HD), cleric spells (3); Gear—*Potion of fire resistance*.

### 6429 Wise Wyrm | Monster

Sciato is a bronze wyrm who advised Partholon when the empire was young. His counsel was rejected by the rash and dreamy Vinrix, though, and we all know how that worked out. Sciato cared little for the foolish boy-emperor, and welcomed the rest of retirement, free of the cares of man and elf.

Sciato's cave is situated in a thick wood of Italian cypress. It is faced by a yellow arch with a great alabaster and onyx eye set at the apex. The entry cave is breezy, with white walls and many pools that look pink in the wee bit of sunlight that pen-

etrates the cave. The pools are inhabited by darting blue fish that alternately seem to make the water boil and then grow sluggish with frost. The rear of the entry cave becomes cramped and narrow, and here one finds steps that descend into the dank earth. The twisting stairway is decorated with bas-reliefs of guardian warriors and leering serpent women. These carvings seem to move out of the corner of one's eye, but this is only an illusion.

At the base of the stairs there is a cave complex of more vinous rock possessed of sparkling swirls that are almost hypnotic. Adventurers might wander into Sciato's lair while exploring these caves. With each turn of exploration, they move 100' further into the hills and 1d4 x 10' deeper into the earth. On a roll of 1 on 1d6, they wander into the dragon's lair. On a roll of 6 on 1d6, they wander into one of the following caves:

1—A yawning cave studded with moonstones. A large moonstone (1' in diameter, worth 2,000 gp) floats in the middle of the room and is fluttered around by large moths with faces like harlequins. The dust on their wings makes one forgetful.

2—A room filled with 1d6+3 amphorae sealed with wax. Inside them are wines of excellent and ancient vintage. Each amphora is marked with the mask of Orcus, his mouth agape and an image of a gold coin underneath. If a gold coin is not dropped into the mouth of Pluto before the amphora is opened, the wine inside turn into a wine ooze.

Wine Ooze, Medium Ooze: HD 3; AC 12; ATK Slam (1d8 + 1d8 acid); MV 10; SV 15; AL N; XP 900; Special—Drunk (smell makes people within 30' drunk—treat as fatigued).

3—An armory filled with bronze spears, shields, breastplates and short swords, all covered with verdigris. There are enough weapons to equip 10 men-at-arms. Half an automaton lies in the place and is still alive. It will plead that people either repair it or put it out of its misery. The automaton was a thief that tried to steal from Sciato and failed.

4—A library of ponderous books hanging from the ceiling by thick chains. These books are heavy and old, and dangerous for they are accursed tomes. On one wall of the library is written a riddle: "Born through fire, I'm lost in winds and mud-died in water."

The answer to the riddle is "ashes". If this word is spoken, the books burst into flames and leave piles of ashes which rise up in a vaguely humanoid form. Each can each be asked 3 questions on the book's subject, which they must answer truthfully. If the word is not spoken, the books animate and attack those who would read them.

Animated Book, Small Construct: HD 1; AC 14; ATK Slam (1d4); MV 30; SV 16; AL N; XP 50; Special—None.

5—A cool pool of amber-colored water, the walls every color of the rainbow. With a command word, the water bubbles as though it was boiling, but it actually remains cool. The bubbles are relaxing. Sciato keeps a six-pack of PBR floating in the pool; he does not like to share.

6—This room features oval black mirrors on the walls which make the room drear and chilly. With the proper words, known only to Sciato, they can show the whereabouts of any creature on Nod. Any other words spoken in the room cause black tentacles of force to spring from the mirrors to hold whatever fool dared speak. A d20 roll under one's strength score is required to escape the tentacles.

Sciato's actual lair is piled high with cushions and littered with marble statuary painted a riot of colors. All of the statuary is fine (10,000 gp worth, but weighs many tons). Glowing orbs float about the room, and when touched pop out of existence to the sound of a song sung in a lovely voice. The dragon rests atop the cushions, surveying his treasure.

Treasure: 1000 gp, citrine (1 gp), olivine (1 gp), chrysoprase (5 gp), chrysoberyl (20 gp).

Sciata the Wyrm, Huge Dragon: HD 9 (54 hp); AC 18; ATK 2 claws (1d6+3), bite (1d8+3); MV 40 (F150, S60); SV 12; AL LG; XP 2700; Special—Immune to sleep, resistance to electricity, breath line of lightning or cone of *repulsion*, magic use (magic-user, 4th).

#### 6440 Koban | Stronghold

Koban is the stronghold of Muireb, Chimerian warlord. Here, Muireb commands 85 men-at-arms and 10 berserkers. Muireb last ventured into the lowlands 8 years ago, and made a pretty mess of Citrona, thankfully in a year that the hobgoblins took a rest from their invasions. He is now gathering about him a new army, including some hobgoblins, with the aim of sacking Citrona once again, or going north into Pania. He keeps a priestess of Sabazios (**NOD 4**) in his household. Though he, like most Chimerians, puts little stock in the gods, he finds the priestess, Lanna, darkly attractive. She has dreams of empire, far beyond mere plunder. Muireb just might take a chance on it with her inspiring him.

The valleys surrounding Koban are inhabited by about 700 Chimerians, warriors, freemen and slaves. About 150 militiamen can be drawn from these folk, who will happily go on campaign with Muireb for the opportunity to plunder.

Treasure: 2400 cp, 5400 sp, silver chalice (100 gp).

Lanna, Human Anti-Cleric: LVL 3; HP 13; AC 14 (chainmail); ATK 1 footman's mace +1 (1d6); MV 30; SV 15; S10 I12 W15 D8 Cn14 Ch11; AL CE; XP 300; Special—Conversion, healing, rebuke undead, spells per day (4/1).

Muireb, Human Barbarian: LVL 11; HP 69; AC 21 (splint, shield); ATK 1 +2 spear +13 (1d8+4); MV 40, SV 11; S16 I15 W6 D18 Cn14 Ch11; AL CN; XP 1100; Special—Climb walls, hear noise, hide in shadows, move silently, survival, tracking, rage 4/day, surprised (1 in 6), no bonus for flanking or back attack; Gear—*Potion of enlarge self*.



#### 6444 Zombie Bowl | Wonder

Dozens of zombies have been crushed in this hex under boulders that must have been thrown by giants or a demigod.

#### 6503 Zimbek | Monster

A band of red Warudi are in this hex, throwing bits of wood, cloth and anything that will burn (including adventurers) into a chasm that belches forth thick smoke. The bottom of the chasm is like a charcoal pit, and it is the home of a living god of the Warudi, the flame worm they call Zimbek.

The fuel is taken from plundered caravans and villages, etc. It is brought here as a sacrifice to the monster, who in return casts them bits of glass from its chasm. The glass bits, which are weirdly shaped, are used as idols and protective devices.

The chasm is 25' deep, and 300' long, and from the bottom one might enter numerous large caves. The monster is usually in its pit, roasting, but might also be found in these caves admiring its treasures.

Treasure: 3400 cp, 1800 sp, malachite sconce (100 gp), gold lavalieri (500 gp), +1 chainmail, *potion of jump*, +1 longsword.

Flame Worm, Huge Monster: HD 14; AC 18; ATK Bite (2d8 + 1d8 fire); MV 30 (B10); SV 10; AL N; XP 4200; Special—Immune to fire, vulnerable to cold, heat aura, trill (100'), breath cone of fire (30', 15d6 fire), explode when dead (100', 20d6 fire).

#### 6531 Vygo the Serpentarian | Stronghold

This hex holds the stronghold of the alien illusionist Vygo, an exile from the constellation of Serpens. He dwells in a tower of white marble 90' tall with two bas-reliefs of serpents intertwined around the exterior, from top to bottom. The hills around his tower are wild and unruly, and the land for a mile around his stronghold appears to be a quagmire.

This is an illusion, but those who fall for it will not get far before they imagine they are sinking into quicksand. They will actually be kneeling or on their bellies. When they become stuck, they will see two figures walking towards them, tall humanoids with ivory skin in cloth-of-gold tunics. They appear to walk over the top of the quicksand, and when they get near enough one will notice they have serpent eyes.

These men will question the intruders and cast *detect evil* on them. If they prove to not be a threat, the men will touch their foreheads, seemingly making them float atop the quicksand. They then lead the adventurers to the tower as the honored guests of Lord Vygo.

Vygo is a serpentarian, like his servants. There are three in all, Ellys, Newma and Faran, who are also apprentices. Inside the tower, they will be shown to the second level, where there are leather couches and floating disc tables on which they find fruit, nuts and sparkling wine. In a few moments, Vygo descends the alabaster steps from above and speaks to the visitors, inquiring as to their business in his realm.

Vygo is an exile from his home world, betrayed by his consort Uta, who now rules as queen in his place. He is bitter and sullen, and contemptuous of all the humanoids of Nod save perhaps the elves, with whom he has become fascinated. He entertains adventurers for a time, and may seek to keep elves for longer periods, but ultimately haunts their dreams with terrible visions until they quit his tower and move on.

Besides his servants, the tower is guarded by the two sculpted snakes on its exterior, which can animate and attack as giant stone constrictors.

Treasure: 5000 cp, 1200 sp, 3000 gp.

Stone Constrictor, Huge Monster: HD 11; AC 15; ATK Bite (2d6 + 1d6 acid + constrict); MV 20 (B20, C20, S20); SV 11 (7 vs. bull rush and trip); AL N; XP 1100; Special—Resistance to acid, breath 20-ft. cone of acid (3/day, 3d6 acid).

Apprentices, Serpentarian Illusionist: LVL 3; HP 6; AC 10; ATK 1 wavy dagger +1 (1d4+1); MV 30; SV 14; AL N; XP 300; Special—Alchemy, lore, spells per day (3/1), create scrolls, arcane knowledge (sneezing powder).

Vygo, Serpentarian Illusionist: LVL 9; HP 28; AC 10; ATK 1 wavy dagger +3 (1d4+1); MV 30; SV 12; S10 I11 W11 D12 Cn11 Ch16; AL N; XP 900; Special—Alchemy, lore, spells per day (5/4/3/2/1), create scrolls, arcane knowledge (acid, gunpowder, sneezing powder, poison I); Gear—*Wand of prestidigitation* (10 charges).

### 6536 Magic Beans | Monster

A band of 15 bullying bugbears dwells in this hex, cultivating their “magic beans”. These beans, when cast on the ground,

erupt into full-sized assassin vines in a single round. When one of these assassin vines kills a person, the person’s head appears as a large fruit on the end of the vine. It is from these fruits that the bugbears get not only a bloody repast, but also a new batch of seeds.

Bugbears, Medium Humanoid: HD 3+1; AC 16 (studded leather, shield); ATK Morningstar (1d4); MV 20; SV 15; AL CE; XP 150; Special—Surprise.

### 6539 Ravenous Halflings | Monster

This hex holds a number of strange, bubbling black pools that reek of rot and decay. The hills, which are mostly barren here, are covered in an oily sheen that is cold to the touch, and forces those who are covered in it to pass a save vs. disease.

The pools are called the Devil’s Cauldrons, and the witches and hedge mages of the area know it is a cursed place best avoided. Unfortunately, a band of pikey (halflings from the Golden Steppe) heard about the curse and figured they wanted to know what the humans were hiding.

Alas, the bubbling ooze drained the life of one of the halflings, and his bite set off a chain reaction that resulted in 35 ravenous halfling zombies. The zombies, having destroyed all the sentient creatures within reach, are now heading back to Basilisco [6635] to find more food.

The zombies have abandoned their wagons and the carcasses of 16 of their former comrades.

Treasure: 3500 cp.

Halfling Zombie, Small Undead: HD 2; AC 11; ATK Slam (1d8); MV 20; SV 16; AL N; XP 200; Special—Resistance to bludgeoning weapons.

### 6545 Wicked Winds | Monster

A trio of medium air elementals, recently released from servitude, is venting their rage on the valleys of this hex, uprooting trees and frightening animals. They are brutish, and enjoy a chance to mangle some humanoids.

A cave in this hex holds numerous old terracotta pots, some well-painted in a primitive style and holding dried herbs and pigments, as well as numerous garnets (worth 50 gp).

Air Elemental, Medium Elemental (Air): HD 8; AC 18 [+]; ATK Slam (1d8); MV F90; SV 13; AL N; XP 2400; Special—Whirlwind.

### 6601 Ashar Aqizh | Stronghold

Ashar Aqizh is not a patient man, a kind man, or a forgiving man. He holds himself a light among lights, whose will is to be

obeyed and whose task is of such importance that little may rightly stand in its way. Needless to say, Ashar is a jerk.

He and his four apprentices are celestial accountants who record the deeds of emperors and kings with a mystic abacus and ledgers written in moonlight on slates of primordial darkness. These things are of Ashar's devising, for equity and balance have always obsessed the man. Among other things, he found a way to access the magic of Heaven through complex mathematics rather than prayer. As one of the world's few thaumaturgists, he believes himself to be superior to other magicians and to have been chosen by Heaven to see its will done and pass judgment on nations.

Ashar's tower is a construction of blackish stone domed and surrounded by a permanent cloud of fog which can become as an *acid fog* or *cloudkill* spell at Ashar's whim. The tower is defended by a zelekhut inevitable summoned by Ashar and sent on missions against rulers that have offended Heaven (i.e. have offended Ashar).

Treasure: 4800 cp, 1300 sp, ebony idol (10 gp).

Zelekhut Inevitable, Large Construct: HD 8; AC 20 [+1]; ATK Chain (2d6 + 1d6 electricity), kick (2d6); MV 50 (F60); SV 13; AL Chaotic (NE); XP 50; Special—MR 10%, regenerate; Spells—At will—*Clairsentience*, *dimensional anchor*, *dispel magic*, *fear*, *hold person*, *locate creature*, *true seeing*; 3/day—*hold monster*; 1/day—*mark of justice*; 1/week—*geas*.

Apprentices, Human Thaumaturgist\*: LVL 3; HP 10; AC 10; ATK 1 dagger +1 (1d4); MV 30; SV 14; AL LN; XP 300; Special—Alchemy, lore, spells per day (3/1), create scrolls, knowledge (soda water).

Ashar, Human Thaumaturgist\*: LVL 12; HP 34; AC 13; ATK 1 staff +3 (1d4-1); MV 30; SV 11; S6 I13 W9 D6 Cn12 Ch12; AL LN; XP 1200; Special—Alchemy, lore, spells per day (6/4/4/3/3/2), create scrolls, arcane knowledge (glue, compass, soda water, algebra and geometry, flash powder); Gear—*Potion of darkvision*, *scroll of spell immunity I*, *ring of protection +4*.

\* A thaumaturgist is simply a magic-user who prepares his or her spells from the cleric spell list, rather than the magic-user list.



## 6607 Hashuf | Town

### DEMOGRAPHICS

**Population** 650 urban, 5,100 rural

**Race** Human

**Religion** Tiamat, Demon Queen

**Alignment** Neutral

Hashuf is a town of red Warudi dispatched from Ishkabibel by the Alakthar (Theocrat) Baligant to surround the questing knights of Gwenth and to push his power closer to Nomo that he might usurp its throne in its waning days.

The people of Hashuf are mostly of Ishkabibel extraction, farmers and herdsman and such, with a ruling class of Warudi warriors. The rabb of the village is a man called Niqa' la Hawadat Fiha, or "Relentless Purity", who considers perfection the highest goal of humanity. Of course, he defines perfection as efficiency and obedience.

Besides the sprawling village of stone cottages with their thatched roofs and the stone redoubt of the rabb, the settlement consists of numerous encampments of tents where there dwell herdsman of sheep, goats, cattle and camels. These encampments are patrolled by 20 mounted warriors (light warhorse, chainmail, horseman's axe, lance, composite bow). The village is defended by 16 footmen in chainmail, with shield, pole axe, dagger and light crossbow.

Niqa, Medium Humanoid: HD 3; AC 17 (chainmail, shield); ATK Scimitar (1d6); MV 30; SV 15; AL N; XP 150; Special—None.

## 6624 Giant Hippos | Monster

Seven giant hippos have taken up residence in the river here. The hippos may threaten river traffic and thus the economies of Briganteum and Sard, so they will have to be dealt with eventually, though the task is a dangerous one.

Giant Hippo, Huge Animal: HD 13; AC 18; ATK Bite (3d6 + swallow); MV 40 (S40); SV 10; AL N; XP 1300; Special—Capsize boat.

## 6635 Basilisco | Village

Don Goro Cicero, Knight of Guelph, commands the mountain village of Basilisco in the name of Prince Xerbo II. Now in his early sixties, this is no retirement for Goro, who has fought in many campaigns against the hobgoblins for his prince. Basilisco holds the eastern flank of Guelph and is the means by which Xerbo means to exploit the resources of the mountains.

The walled village houses 330 citizens, with another 2,640 peasants in the surrounding country in fortified haciendas and small mining camps. Don Goro commands 24 men-at-

arms, 12 footmen and 12 horsemen and can raise a militia of 290 light footmen, archers and slingers in times of trouble.

The village is surrounded by walls 30' tall and 9' thick, with 12 towers and three gates, each pointing towards one of the valleys surrounding the village.

Basilisco is built near a nascent volcano that now smokes and rumbles from time to time, but has yet to explode. The village is constructed on a wide, high plain that slopes downward into three different valleys, all well-watered and wooded, with sufficient pasturage for cattle and sheep and enough acorns to feed hogs. The farmers of Basilisco grow beans and mountain wheat. The local cuisine revolves around beefsteak, beef stews with beans and eggs and buns stuffed with sausage and savory herbs.

The women of Basilisco are reputed to have the evil eye. Those of a superstitious bent (i.e. Wisdom score of 8 or lower) must pass a saving throw or suffer from a *bestow curse* spell when one of these women gives them the evil eye.

Don Goro, Human Fighter: LVL 9; HP 40; AC 19 (plate armor, shield); ATK 1\* longsword +9 (1d8+1); MV 30, SV 13; S14 I11 W8 D8 Cn9 Ch11; AL N; XP 900; Special—Riding, leadership, dominate; Gear—*Potion of extra-healing*.



### 6643 Throparr | Stronghold

The hobgoblin warlord Throparr Red-Tooth makes his lair in this hex, in a ruined Chimerian fortress and the caves underneath it. His tribe consists of 170 warriors and 850 non-combatants, including slaves. Throparr is a particularly large hobgoblin (6+1 HD), and the mothers of Citrona use his legend to frighten their children into behaving.

The hobgoblins keep 15 worgs to serve their wolf-riders. The tribe has eight commanders (3+1 HD) to lead the troops, and Throparr has six hobyah bodyguards. The warriors are divided into the following units: 30 lobbers (leather, longbow and dagger), 40 hobthrusters (studded leather, buckler and spear),

60 hobgoblin warriors (ringmail, buckler, scimitar, 3 javelins), 25 hobyah (banded, glaive, short sword; including the chieftain's bodyguards) and 15 lubberkins (scale, buckler, lance, heavy pick, longbow, on worg wearing scale barding).

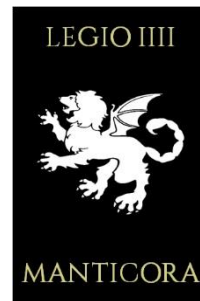
The hobgoblins have been two seasons away from attacking the humans of Guelph, and the warriors are growing restless. Throparr must attack this spring, but his bones ache and with no sons, he worries about his legacy.

Hobgoblin, Medium Humanoid: HD 1+1; AC 15 (studded leather, buckler); ATK Spear (1d8); MV 30; SV 16; AL LE; XP 50.

Hobgoblin Commander, Medium Humanoid: HD 3+1; AC 18 (banded, shield); ATK Scimitar (1d6); MV 30; SV 15; AL LE; XP 150.

Hobyah Bodyguard, Medium Humanoid: HD 1+1; AC 16 (banded mail); ATK Glaive (1d10); MV 30; SV 16; AL LE; XP 50.

Throparr, Medium Humanoid: HD 6+1; AC 18 (banded, shield); ATK Scimitar (1d6); MV 30; SV 14; AL LE; XP 300.



### “Tenebam Quia Defensionis” 1,860 soldiers

Cohort	Strength
Cohors I Umbriaga Venena	350 legionnaires
Cohors II Quodocia Vinrix	380 legionnaires
Cohors III Bezantia Eq.	220 legionnaires 120 equites
Cohors IIII Iuettenia Triumphalis	340 legionnaires
Cohors V Quodocia Vinrix	390 legionnaires
Ala VI Iuettenia Fortis c.N.	130 cataphractarii

### 6725 Briganteum | Town

Briganteum is the headquarters of *legio IIII Manticora*, a once highly respected fighting legion, but of late grown soft with inactivity. The castra is constructed on a hill overlooking the river with a commanding view of the savanna. Briganteum is a popular assignment for legionnaires because of its proximity to Sard. Its position on the River Pishon has made it larger than most legion castra, with a population of 340 villagers, mostly farmers and herdsmen, but some traders as well. The

village is constructed about one mile away from the castra, on a lower hill, and far enough away from the river to avoid most of the floods.

The legion is commanded by the *Dux Iuettenia*, Numeris Egregas Fabian, who is loathsome around beautiful women. The villagers of Briganteum know to keep their daughters inside when the duke visits the village.

### 6730 Band of Ogres | Monster

A band of 15 ogres has entered the hills here from the mountains seeking plunder. They have scaly grey skin and carry shields and clubs. They will patrol this area for many days until they have collected some treasure.

Treasure: 2600 sp.

Ogre, Large Giant: HD 4; AC 15; ATK Slam (1d6) or battleaxe (1d8+2); MV 40; SV 15; AL CE; XP 200; Special—None.

### 6737 Argin's Hold | Stronghold

The enchanter Argin has established a tower in this hex to get away from the hustle and bustle of court life. He constructed his tower from the living stone over a cavern in which bubbles a magic fountain that cures disease and which takes the tarnish from metal and the rot from wood. Argin studies the waters, hoping to learn their secret, and bottles some of it to send to Prince Xerbo II as tribute.

Argin is a gnome with a drooping silver mustache and a beard that drags on the ground. He oversees four precocious and curious apprentices, one of them a close cousin to the king, the other three cousins of his own.

Argin is not an evil man, but he does not like company, and will only take in those in desperate need, sending others on to Basilisco [6635] if they need lodgings and even providing them with food and water for their journey, but not admitting them to his tower. He warns people away from the hill country where dwell the hill giants of Ashtaroth [7037].

Treasure: 4400 sp, malachite (5 gp), treasure map.

Gnome or Human Apprentice, Small or Medium Humanoid: HD 1; AC 10; ATK Dagger (1d4); MV 20 or 30; SV 16; AL N; XP 100; Special—Magic use (magic-user, 1st).

Argin, Gnome Magic-User: LVL 9; HP 27; AC 10; ATK 1 dagger +3 (1d4); MV 30; SV 12; S11 I10 W11 D11 Cn10 Ch15; AL N; XP 900; Special—Alchemy, lore, spells per day (5/4/3/2/1), create scrolls, arcane knowledge (distillation, gunpowder, algebra and geometry, telescope); Gear—*Potion of sonic resistance, staff of size alteration, amber golem manual.*

*Spellbook: 1—acid splash, detect poison, endure elements, hold portal, ill omen, open/close, reflect gaze; 2—detect invisibility, find familiar, obscure object, strength; 3—explosive runes, nondetection, vampiric touch; 4—enervation, ice storm, summon monster IV; 5—dominate person*

### 6746 Mother Chimera | Monster

A chimera, actually a grand dame of chimeras, dwells in this hex. Some believe it is she the mountains are named for, for she is very old, very fierce, and remains very fertile. There is a 75% chance that mama is accompanied by 1d4 young.

If the mama chimera is harmed, all of her children (perhaps as many 50 who dwell in Chimeria), will be aware of her death and will be sworn to vengeance.

Treasure: 3700 sp.

Mother Chimera, Large Monster: HD 9 (54 hp); AC 16; ATK 2 claws (1d3), lion bite (2d6), snake bite (1d4 + Poison III), gore (1d4); MV 20 (F40); SV 12; AL CE; XP 900; Special—Cone of fire (30', 3d6 fire).

### 6747 The Iron Castle | Stronghold

The rust-red Iron Castle of Atlante, a powerful wizard of dubious morality, is situated in this hex, high in the mountains amid the snow and frost. Despite its altitude, the castle has warm and pleasant gardens in its courtyard.

Within the iron castle, in which Atlante dwells alone, are myriad illusions – one barely knows up from down or real from imaginary. Courtly ladies, valiant knights, terrible monsters might all be seen and interacted with without them actually being real, but the illusions also make passages seem to change direction, doors open into nothing or bare walls appear to hold doors, hide pits, etc.

The dungeon of Atlante, which is all too real and all too terrible, currently holds the young hidalgo Anzon for ransom.

Treasure: 4000 gp.

Atlante, Human Magic-User: LVL 13; HP 41; AC 11; ATK 1 staff +6 (1d4+1); MV 30; SV 10; S14 I14 W9 D14 Cn14 Ch6; AL NE; XP 1300; Special—Alchemy, lore, spells per day (6/4/4/4/3/2/1), create scrolls, arcane knowledge (gunpowder, adamantine, anti-toxin, algebra and geometry, alchemist's fire, flash powder); Gear—*Potion of resistance to acid, potion of spider climb, scroll of power word blind, scroll of incendiary cloud, carpet of flying (10'x10').*

*Spellbook: 1—Acid Splash, Charm Person, Disrupt Undead, Expeditious Retreat, Jump, Mending, Phantasmal Force, Read Magic, Shield; 2—Acid Arrow, Dexterity, Know Alignment, Phantasmal Force II, Stomp; 3—Daylight, Hold Person, Protection from Evil II\*, Sleep II, Stinking Cloud; 4—Detect Scrying, Globe of Invulnerability I, Mnemonic Enhancer, Secure Shelter; 5—Fabricate, Persistent Illusion, Waves of Fatigue;*



### 6748 Construction Crew | Monster

A tribe of 12 cyclopes are constructing a fortress in their “cyclopean” style (i.e. big blocks without mortar) for an unnamed client. This client, who dwells in Galardis (see next issue), holds one of their number captive and has demanded the construction of this fortress in exchange for her release.

Every month, Kolomak, a henchman of the unnamed client, arrives with a detachment of 20 Chimerian mercenaries to check on the progress of the fortress, which is about half done at this point. If the cyclopes can be aided, they will begrudgingly finish the fortress for the saviors.

Berserker, Medium Humanoid: HD 1+1; AC 12 (shield); ATK Scimitar (1d6); MV 40; SV 16; AL CE; XP 100; Special—Immune to fear.

Cyclops, Huge Giant: HD 13; AC 15; ATK Slam (3d10) or boulder (100'/3d6); MV 30; SV 10; AL CE; XP 3900; Special—Ranged attacks at -2 penalty.

Kolomak, Human Magic-User: LVL 6; HP 14; AC 12; ATK 1 staff +1 (1d4-1); MV 30; SV 13; S8 I18 W6 D4 Cn10 Ch9; AL N; XP 600; Special—Alchemy, lore, spells per day (5/4/3), create scrolls, arcane knowledge (phosphorus, alchemist's fire); Gear—*Ring of protection +4, amulet of the planes*.

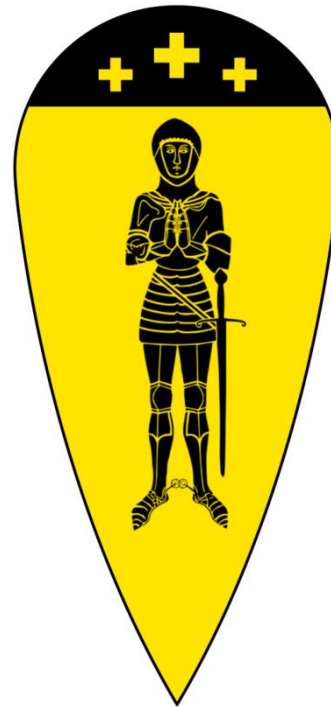
*Spellbook: 1—animate rope, daze, grease, magic aura, ray of enfeeblement, unseen servant; 2—ego whip, hideous laughter, thought shield; 3—invisibility sphere, shockwave*

### 6806 Krak des Quêtiers | Stronghold

One of the questing knights of Gwenth governs a massive concentric castle in this hex, perched atop an imposing hill and overlooking green fields of wheat, barley and rye and an orchard of plum trees older than the castle.

The knight, Baron Osgood, commands 240 men-at-arms, all doughty veterans, in chainmail with shield, light crossbow, spear and longsword, and 120 goodly knights in platemail with shield, lance and longsword and riding barded heavy warhorses. While Osgood leads the knights, his chaplain, Ipetra, a cleric of Minerva, leads the footmen.

The castle is surrounded by fields worked by over 3,000 peasants. The peasants know when the horns of the castle sound they must leave their fields, gather their families, grab their spears and head within the walls, for the Warudi or some other terror are coming. The Krak guards the western approaches to Gwenth.



Treasure: Citrine (1 gp), lapis lazuli (1 gp), onyx (20 gp), topaz (20 gp), chalcedony (100 gp), moonstone (100 gp).

Ipetra, Human Cleric: LVL 6; HP 17; AC 22 (plate armor, shield); ATK 1 warhammer +3 (1d4+1); MV 30; SV 13; S12 I7 W14 D16 Cn12 Ch5; AL LG; XP 600; Special—Conversion, healing, turn undead, spells per day (5/2/2); Gear—*Ring of blinking*.

Sir Osgood, Human Paladin: LVL 12; HP 41; AC 21 (plate armor, shield); ATK 1 +1 *tulwar* +11 (1d6+2); MV 30; SV 10; S14 I13 W11 D9 Cn8 Ch17; AL LG; XP 1200; Special—Riding, detect evil, immune to disease, smite chaos 3/day, halo, silver spurs, religious badge, coat of arms, lay on hands, cure disease 2/week, turn undead, warhorse (+2 HD), cleric spells (5/3/2/1); Gear—*Potion of charm animal, ring of protection +1*.

### 6808 Senuum | Village

Senuum is a large village (pop. 360) of fishermen and hunters living in mud brick houses. The village is surrounded by a low wall of adobe bricks and is definitely not ready for the horde of beastmen heading its way [6908]. The village is protected by 20 light footmen (leather, shield spear). Outside the village are scattered 2,880 farmers and hunters, easy prey for the beastmen. The village is ruled by a propraetor, Volusa Gorgonia Bambalia, an amateur sage who is studying a weird sapphire tablet dredged from the river. She is becoming obsessed with it and neglecting her duties.

Bambalia, Medium Humanoid: HD 2; AC 10; ATK Staff (1d4); MV 30; SV 16 (15 vs. magic); AL N; XP 200; Special—Magic use (mage, 3rd).

### 6816 The Weeping Mother | Wonder

Amid a maze of foundation walls that show signs of battering and burning, clearly the remains of an ancient city-state, there is a giant antique statue of a weeping goddess. The carving is relatively crude and the goddess has clawed hands, hooved feet and what appear to be small horns on her head.

The statue weeps real tears for all the monsters (as in creature type = "monster") killed in the world, for she is the elusive Mother of Monsters, a deity sometimes associated with Tiamat, but actually distinct from that entity. The tears wept by the statue heal the wounds of monsters, but poison all other creatures (Poison III).

The statue is protected by a 13 sagittarians, powerful centaurs with horned heads and massive, black, wooden clubs with eerie faces carved into them.

Treasure: 2000 cp, 1000 gp.

Sagittarian, Large Monster: HD 6; AC 16 (shield); ATK Club (1d6) or longbow (1d8); MV 50; SV 14; AL N; XP 300; Special—None.

### 6828 Gnoll Raiders | Monster

A band of 60 gnoll raiders mounted on giant hyenas crossed the River Pishon about 15 miles to the east on their way to raid Pasios. They are also on an errand for their chieftain, who has made a deal with the priests of Nergal [6226] to deliver a package to Aivas [6931] in exchange for big money.

Treasure: 2,800 cp.

Gnoll, Medium Humanoid: HD 2; AC 15 (leather, shield); ATK Battleaxe (1d8); MV 30; SV 16; AL CE; XP 100; Special—None.

### 6841 Warring 'Shrooms | Monster

A deep ravine has been cut in this hex by an icy stream that flows down from the peaks. The ravine is swampy and chilled, and fungal growths here are numerous and often quite large. Deep caves hold three tribes of mushroom men with a great hatred for one another. The Purple Caps are small and stocky, the White Legs are tall, gaunt and feel themselves the natural leaders among the clans and the Black Slimes are oozy and disgusting and obsessed with death.

All three of them compete over the ever-decaying hand of a titan, dropped here during the Titanomachy. No one tribe has ever been able to seize the hand, but all three skirmish over it every two or three weeks, returning home to tell tales of their heroism and lick their wounds (so to speak).

If anyone can help one tribe defeat the others, they will be rewarded with a parasitic infestation and the greatest treas-

ure each tribe has to offer. If somebody can bring the tribes together peacefully, they will be rewarded with the treasure of all three tribes (and will probably still get an infestation).

Treasure (Purple Caps): 950 cp, 550 sp.

Treasure (White Legs): 660 cp.

Treasure (Black Slimes): 550 sp.

Mushroom Man, Small Monster: HD 3; AC 14; ATK Slam (1d4) or weapon (1d6); MV 30; SV 15; AL N; XP 300; Special—Resistance to fire; white legs are faster, black slimes cause disease and purple caps do more damage

### 6845 Temple of the Chalice | Monster

There was a time when the forces of Guelph moved deeply into Chimeria and established forts and this temple. This penetration into hobgoblin territory did not last and though the forts have disappeared, this temple still stands.

The temple is constructed of stone blocks and brick and is intact but shows signs of fire. The interior is completely charred, save for the altar and idol of an avenging angel, which are remarkably clean. The angel idol is 8' tall, with wings spread and a sword raised high in her hand. The altar is a simple stone table of white marble. On top of it there is a bejeweled gold chalice (worth 2,500 gp).

The chalice can be claimed by an adventurer, and if claimed may be revealed as the *Chalice of Life*. Those who drink from it will enjoy the benefits of *neutralize poison*, *cure disease* and *cure serious wounds* spells. For each spell from which they benefit, they are cast into a comatose reverie for a number of days equal to the level of the spell, during which time they are preached to by the angel in the flesh, so to speak.

The *Chalice of Life* can only be claimed safely by first filling it with holy water and sprinkling the altar and angel idol with holy water (3 flasks worth). If this is done, the goblet can be safely removed from the temple, which will then crumble into dust behind the adventurers when they leave it.

If this is not done, the sword of the angel idol bursts into flames, followed quickly by the angel's wings, then her body, and then the walls and floor. This is real fire and it deals real damage. A character that rolls a successful saving throw can leap out the door quickly, but any who fail are trapped inside. They have three rounds to find a secret trapdoor in the floor and descend into a system of caverns under the temple before they are burned to death.

These caverns are home to numerous shadows of dead thieves and adventurers, as well as a red dragon named Qela-

bra that holds a large treasure. It is through this dragons' lair that one can escape these caves.

Treasure: 2300 cp, 4200 sp, cymophane (1 gp), quartz (1 gp), fire opal (5 gp), onyx (20 gp), tiger's eye (100 gp) and jacinth (100 gp).

Shadow, Medium Undead (Incorporeal): HD 2+1; AC 13 [+1]; ATK Strike (1 Str); MV F30; SV 16; AL CE; XP 600; Special—Spawn.

Qelabra, Medium Dragon: HD 10 (30 hp); AC 18; ATK 2 claws (1d6) and bite (1d8); MV 40 (F150); SV 12; AL CE; XP 3000; Special—Immune to sleep, resistance to fire, breath cone of fire (80' x 40').

### 6902 Dinner Party | Monster

Twelve vultures are picking apart the corpse of a gnoll warrior in this hex, squawking and fighting with one another. The warrior has a jeweled dagger in its belly (worth 50 gp).

Vulture, Small Animal: HD 1; AC 15; ATK Bite (1d3); MV 10 (F60); SV 16; AL N; XP 50; Special—None.

### 6908 Ravening Horde | Monster

A horde of 300 strange beastmen has emerged from the river in this hex and is heading to Senuum. The beastmen have the heads of bulls, but skin like that of a fish with silver scales. They beat drums and play shrill horns as they march, killing everything in their path. They wear no armor, but carry all manner of two-handed weapons, mostly swords and pole axes. They are led by a band of cavorting berserkers (3+2 HD). They covet a sapphire tablet recently dredged from the river by the fishermen of Senuum and now held in its citadel.

Treasure: 2900 sp.

Beastman, Medium Humanoid: HD 2+1; AC 12; ATK Spear (1d8); MV 30; SV 16; AL CE; XP 50; Special—Surprise (3 in 6), surprised (1 in 6).

Berserker, Medium Humanoid: HD 1+1; AC 12 (shield); ATK Scimitar (1d6); MV 40; SV 16; AL CE; XP 100; Special—Immune to fear.

### 6926 Marble Lion | Wonder

About 30' into the River Pishon stand the remains of a quay, no doubt belonging to the palace of some long-forgotten monarch or warlord of Kisthenes. The quay is constructed of marble, and at the end there is a statue of a lion in the style of Kisthenes, with a notable gleam in its eye. The quay and statue are tilted, and the quay is anywhere from 4" to 8" underwater. It is slippery and treacherous, but those who slip on it are really only in for a dunking. A roll of 1d20 under one's dexterity is required to make it to the lion and back. If an adventurer places a platinum piece in the lion's mouth (there is a slot), they will enjoy the benefits of a *bless* spell for the remainder of the day.



### 6931 The Arx of Aivas | Stronghold

Aivas is not a happy man. An old warrior, he has stood a thousand times for the weak and defenseless, battled countless foes and done everything in his power to keep Luettenia and its people safe, but has lost everyone important to him in the process. He is tired and discouraged, and contemplating ending his life once and for all.

Aivas is a colossal man, strong enough to go into battle with a tower shield and pike. He inherited this strength from his grandfather Jove. He also carries a *sword of sharpness*.

The Arx is a large concentric castle, the gatehouse flanked by a pair of atlantes (the male version of caryatids) and guarded by 10 elite archers who carry composite bows and short swords and wear scale armor. Besides the archers there are 80 spearmen in breastplate and carrying spear, short sword and shield. Aivas also has the companionship of the centaur priestess Chira, a devotee of Diana. Aivas' fields and herds are tended by 736 peasants.

Aivas most persistent foe over the last decade has been the disease priest Mushutu [6931], who is even now plotting to end the demigod's life.

Treasure: 1600 cp, 1400 sp.

Chira, Centaur Druid: LVL 6; HP 31; AC 11 (leather); ATK 1 heavy club +3 (1d4+1); MV 30; SV 13; S10 I17 W15 D7 Cn9 Ch17; AL N; XP 600; Special—Healing, lore, free movement, identify nature, leaves no trail, +2 save vs. elements, change shape, immune to fey abilities, spells per day (5/2/2).

Aivas, Human Demigod: LVL 12; HP 73; AC 22 (studded leather, tower shield); ATK +1 pike +14 (1d10+6) or sword of sharpness; MV 30; SV 11; S20 I12 W10 D11 Cn12 Ch12; AL LN; XP 1200; Special—MR 10%, find secret doors, ignore pain, monster lore, domain (strength), can wield two-handed weapons with one hand, appeal for spells (up to 6th level); Gear—*Potion of healing*.

### 6939 Adamant Shield | Wonder

An adamantine shield is stuck in a rocky promontory, about 40' above the floor of the valley. It looks as though it was dropped or thrown, and cleaved into the boulder. It can be pried loose with a combined strength of 28, and if it is, the boulder splits apart like a geode.

### 6941 The Big Dig | Monster

Sixty antikytheres are tearing apart a mountain in this hex, collecting substances for the mages of Galardis (see next issue). They are about 2 days from developing sentience.

Bronze Antikytheres, Small Construct: HD 2; AC 17; ATK Bite (1d6) or blades (1d4); MV 30 (B15); SV 16; AL N; XP 200; Special—MR 10%, paralyzed by *dispel magic*, immune to electricity, vulnerable to sonic.

Silver Antikytheres, Small Construct: HD 4; AC 16; ATK Bite (1d6) or blades (1d4) or spit (*acid arrow*, every 3 rounds); MV 30 (B15); SV 15; AL N; XP 400; Special—MR 15%, paralyzed by *dispel magic*, immune to acid and electricity, vulnerable to sonic.

Gold Antikytheres, Small Construct: HD 6; AC 14; ATK Bite (1d6) or 2 blades (1d4) or spray fire (15-ft. cone, /day); MV 30 (B15); SV 14; AL N; XP 600; Special—MR 30%, paralyzed by *dispel magic*, immune to fire and electricity, vulnerable to sonic.

### 7001 Demon's Oasis | Wonder

A mirage in this hex conjures the image of an oasis of tall black palms and beautiful women, writhing to the sound of hidden drums and wailing flutes. The mirage is actually a pocket dimension locked inside a glass orb hidden amidst the sands of the deserts, and projected out by the sun. One who wishes to enter can do so, but they discover to their chagrin that the 13 beautiful maidens of the oasis are demonic nymphs who will dance them into exhaustion and then drown them in their pool. The wine they offer is poisoned (Poison I) and served in the skulls of their past victims.

Escape from the mirage is almost impossible. Running from the oasis places people in a desert of black sand that curves back to the oasis. Escape is only possible by diving to the bot-

tom of the pool and slaying the black octopus that dwells there, or by somebody outside breaking the glass sphere.

Treasure: 5600 cp, 3200 sp, 2000 gp.

Fiendish Nymph, Medium Fey: HD 6; AC 17 [Silver]; ATK Dagger (1d4); MV 30 (S20); SV 14; AL CE; XP 1800; Special—MR 50%, resistance to fire, +2 to hit and damage Lawful creatures, magic use (druid, 4th); Spells—1/day—*Dimension door*.

Black Octopus, Large Outsider: HD 4; AC 14 [+1]; ATK 8 arms (1d8 + constrict), bite (2d6 + Poison IV); MV 10 (S40); SV 15; AL CE; XP 1200; Special—MR 30%, Ink, immune to poison, resistance to acid, cold, electricity and fire, rebuke undead as 4th level anti-cleric.

### 7004 Gong of Time | Monster

A flock of 20 eblises dwell on the margins of hot springs which flow into the River Pyth. They live in verandas of bronze and steel, erected perhaps by some forgotten prince who wished to soak in the hot water and pass days in the rolling plains of tamarinds and sweet grass.

Within the largest of the veranda there is a magic gong of precious metal, a ring of silver around a ring of gold around a heart of platinum. When this gong is struck, time itself halts for a brief moment (three rounds) in a 10-mile radius (thus nearly reaching Gwenth) for all but he who strikes the gong or who has kissed it within the last 24 hours.

The eblises guard this gong jealousy, though they have little use for it but to rob travelers. When not engaged in such nefarious activity, they fish in the springs and brew poisons from the salty grasses on the springs' margins.

### 7008 Gwenth | City-State

#### DEMOGRAPHICS

**Population** 18,000 urban, 162,000 rural

**Race** Human

**Religion** Minerva

**Alignment** Lawful

#### AUTHORITY

**Temporal** Simon the Good, Prince of Gwenth

Simon the Good. Human Paladin: LVL 15; HP 52; AC 22 (*plate armor +1, shield +1*); ATK 1 +1 longsword +15 (1d8+3); MV 30; SV 9; S16 I14 W12 D11 Cn12 Ch13; AL LG; XP 1500; Special—Riding, detect evil, immune to disease, smite chaos 3/day, halo, silver spurs, religious badge, coat of arms, lay on hands, cure disease 3/week, turn undead, warhorse (+3 HD), cleric spells (5/4/3/2/2).

**Spiritual** Ingalen, Matriarch of Minerva

Ingalen, Human Cleric: LVL 9; HP 34; AC 20 (plate armor, shield); ATK 1 +2 *warhammer* +7 (1d4+3); MV 30; SV 12; S12 I11 W16 D11 Cn10 Ch6; AL LG; XP 900; Special—Conversion, healing, turn undead, spells per day (6/5/3/2/1); Gear—*Ring of free action*.

#### **Criminal Sir Valain (NG/NE)**

Sir Valain, Human Fighter: LVL 8; HP 43; AC 20 (plate armor, shield); ATK 1+ +1 *longsword* +9 (1d8+2); MV 30; SV 13; S14 I12 W15 D9 Cn10 Ch13; AL NG/NE; XP 800; Special—Riding, leadership, dominate, psychic powers (10 power points; *dominate* 7 pp, *ESP* 3 pp); Gear—*Rod of enemy detection*.

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#### DESCRIPTION

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**Theme** Crusader Kingdom

**Accent** French

**Vistas** Simple white houses, radial streets, hilltop fortifications, guardsmen in white tunics, religious processions, calls to prayer, mighty palfreys, goats and sheep, pilgrims, shrines, religious statuary

**Names** Adriel, Alac, Alanlon, Bevorn, Caine, Camrothar, Carlenor, Cealenos, Dallendac, Edius, Gered, Gralynn, Gwyth, Ingalen, Ingalloc, Jaconn, Karlon, Keithri, Lothet, Maret, Marys, Mathard, Meden, Murdo, Nesson, Ryon, Simon, Telan, Temoin, Tesion, Tolbran, Vualdor

**Money** Bezant (gp), Denier (sp), Nummi (cp)

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Gwenth is a heavily fortified city of paladins, clerics and questing knights. It grew up around the famed Sibylline Hill. The city is situated in a green, lush valley on the River Pyth.

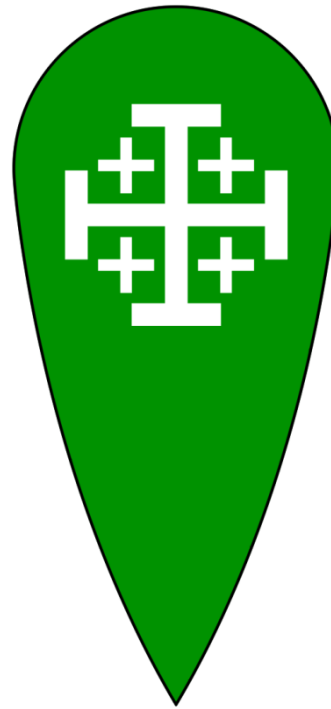
Gwenth is modeled on a romanticized version of the crusader kingdoms that once existed in the Levant. Adventurers may come to Gwenth on their way to the Valley of Idols, to seek advice from the city's famed Sybil, or they may come seeking adventures in the plains that surround the city. The paladins who serve Prince Simon the Good are always gadding about on quests, and joining such an endeavor should prove easy provided the party isn't harboring any Chaotic characters.

#### **Law and Culture**

Foreigners in Gwenth must wear bright red conical hats be-decked with jingling bells while in the city to be conspicuous. Gwenth's taxes are moderate and mostly consist of fees on visiting merchants and pilgrims. The code of chivalry is enforced on all men and women in the city.

Gwenth's prince is elected by his fellow paladins and crowned by the high priestess of Minerva. Before he is worthy to be considered for the post, he must complete a dangerous quest to recover a holy relic or slay a fiendish beast.

Gwenth's magic-users are organized into a school overseen by the city's prince. Necromancy is forbidden in Gwenth. Wizards are expected to render service to the crown as knights, though they are not afforded the same status.



Gwenth's citizens are well cared for by benevolent rulers who expect their divinely inspired laws to be obeyed. Because the city-state is wealthy and disease is kept to a minimum by the paladins and clerics, people here are inclined to obey the law and have a low opinion of law-breakers. The Gwynyths are industrious, hard-working and God-fearing folk.

Gwenth mints coins of gold, silver and copper. Almost all of their native coinage is minted from foreign coin that is melted down and re-cast. Barter is also a major form of exchange.

#### **Food and Entertainment**

Gwenth's cuisine is Mediterranean in character; goat cheese, lamb, fish, shellfish, onions, garlic, anise-seed. Most other products must be imported and thus cost 20% more than normal. Grain is grown locally and a fine, light beer is brewed in Gwenth. Bread is unleavened and usually baked to the consistency of a cracker.

Entertainment in Gwenth consists of minstrels, courtly dancing, wrestling matches and knightly tournaments. Gambling is illegal and drunkenness is punished by a night in the stocks. Polo is a new sport in Gwenth, having been learned from the Warudi. The Prince supports it as a form of knightly training.

#### **Simon the Good**

The present Prince is Simon the Good. He is also Knight Commander of the Sibylline Order, Brother of the Hospitalers and cousin to the King of Lyonesse. Simon holds a weekly

court during which he cures the disease of an afflicted innocent. This is both an act of kindness and proof that he is still pure and in the favor of Minerva.

Simon is an implacable foe of the Warudi, and even now is attempting to gather questing knights to affect the recapture of Ishkabibel [Map J9] from them. Many refugees from that place now camp outside the walls of Gwenth and priestesses from that city-state have been admitted to Simon's court, although their sensuous ways have been met with some consternation by the paladins, who fear what they may wrought.

### The Sybil

Ages ago the Sybil dwelled in a small shrine atop the Sibylline Hill. Many princes and heroes made the pilgrimage to this hill to learn their future. Over time, the hill's strategic value began to threaten the sanctity of the Sybil so a cleric of Minerva founded the Order of the Sybil to protect the site and keep it independent of all princes and nations. They built a fortress and a hospice to care for pilgrims and these became the foundation of Gwenth.

The Sybil still lives and gives prophecies to those who can afford it. She is capable of uttering predictions in the form riddles that always turn out to be completely accurate. An order of scribes records her utterings, for some are made to no person in particular, and keep them in an archive that can be accessed for a modest 1,000 gp fee.

### Sir Valain

Sir Valain is the "king of thieves" in Gwenth, though he does not know it. A psychic, he is a split personality. On dark nights, in the cellars of his manor, the thieves of the region gather to pay tribute to the king and receive their orders. They believe that their master is one of Valain's servants.

### 7010 Sunken Talisman | Monster

A herd of antelope are being hunted by spotted lions in this hex. The lions, two males, are stalking a waterhole. An *amulet of proof against detection and location* is buried in the mud of the watering hole.

Spotted Lion, Medium Humanoid: HD 6+1; AC 16; ATK 2 claws (1d4 + rend), bite (1d12); MV 30; SV 14; AL N; XP 600; Special—None.

### 7018 Goza | Village

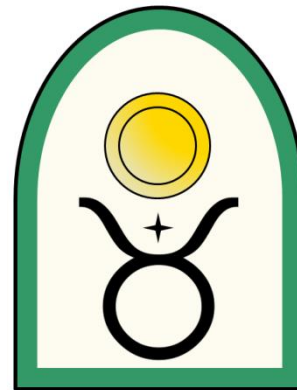
Goza is a medium-sized village (pop. 110) on the banks of the River Ai. The Gozans are fishermen mostly, with a smattering of artisans. The village consists of brick houses and reed huts clustered around the base of a promontory where there stands a citadel built in ancient days. The walls of the citadel

are inlaid with lapis lazuli and geometric patterns and within the citadel dwells Donai, the Baal of Goza.

Donai is an ex-legionnaire who left the service, came home, and deposed the old king, a disease-ridden leech. Donai quickly reformed what little government the village had and began training his 8 men-at-arms in the style of the legions.

Outside the village 880 peasants live in adobe houses. The rural folk raise goats and hunt the great beasts of the savanna, selling their meat and pelts to Nomoi traders who come up the Ai from Villeia [6124]. The Gozans are expert at capturing the spotted lions that dwell in the area, which they sell to the Nomoi traders or to caravans that travel across Kisthenes from the great city-states.

Donai, Human Fighter: LVL 2; HP 7; AC 17 (scale, shield); ATK 1 spear +2 (1d8); MV 30, SV 16; S11 I4 W7 D15 Cn11 Ch6; AL N; XP 200; Special—Riding, leadership, dominate.



### 7026 Magia | Village

Magia is a medium mining village (pop. 130) near the banks of the River Pishon. The landscape is blighted, but the people, despite the hard work, seem happy. The village is composed of timber-framed huts, with thatched roofs. A 10' tall wall of stone surrounds the village, with two watchtowers, both constructed of wood and 16' tall. The village is set in a wide valley surrounded by rocky hills. The valley runs down towards the river from the higher plains to the north. Small date palms grow in the valley, producing a very sweet purple fruit, and the valley is thick with doves.

The miners mine realgar, from which one gets arsenic. This makes the village of interest to assassins, and a small brotherhood who masquerades as priests of Apollo, the so-called Black Fathers of Apollo named for their black robes, keep track of the work and make sure it is not disrupted. The false priests are led by Father Maximo, who works as a healer in

the village (and in all truth has begun to feel it more satisfying work than assassination).

The village guard consists of five warriors led by Katios Kraforos. The soldiers wear scale shirts and carry shields, spears, short swords and 3 javelins.

Father Maximo, Human Assassin: LVL 2; HP 7; AC 15 (leather, buckler); ATK 1 wavy dagger +2 (1d4+2); MV 30, SV 16; S14 I15 W6 D17 Cn14 Ch8; AL LE; XP 200; Special—Climb walls, disguise, forgery, hear noise, hide in shadows, move silently, open locks, read languages, poison use, backstab +1d6, brew poison (Type I).



### 7037 Ashtaroth | Monster

Ashtaroth is a collection of crude steadings of the native hill giants of the region, tied together by kinship and their fear of the hill giant king Uj. The valley (which includes all of the hexes around 7037 for about 12 miles) is primarily a volcanic plain from which the hill giants quarry the basalt for their crude strongholds. The hill giants tend herds of white aurochs with the help of dire wolves. The hex in question holds a cluster of five hill giant steadings, named as follows:

Emim houses 22 hill giant warriors plus 7 young, 28 dire wolves, 4 ogres and 22 orc slaves. The chieftain Gonad has the following treasure: 1500 cp.

Anak houses 15 hill giant warriors plus 5 young, 29 dire wolves, 15 orc slaves and their ogre slave master. The chieftain is called Jam. The clan dwells in caves rather than a constructed steading, and numerous wild grape vines grow around their caves, with which they stain their flesh for battle and brew a heady wine. They have 1200 sp and 1000 gp.

Gabar houses 21 warriors plus 7 young, 29 dire wolves, 3 ogres and 22 orcs. The chieftain Jimbub has a treasure of 1500 cp and 2000 gp.

Rapim houses 28 hill giant warriors plus 10 young, 25 dire wolves, 2 ogres and 21 orc slaves. The chieftain Ezioph, has a treasure of 1900 sp.

Ashtaroth is the largest steading, and is the home of King Uj. It is home to 30 hill giant warriors and 11 non-combatant children and elders, as well as 30 dire wolves, 3 ogres who attend the king and 22 orc slaves. These hill giants keep a treasure of 4200 sp, an olivine (5 gp), a large tiger's eye gem (100 gp) and a large garnet (100 gp).

King Uj is an attach, the son of the old king and a demoness. He is feared throughout the valley for his ferocity and strength, and even Aivas [6931] dreads having to battle him.

Outsiders rarely venture into the valley, though sometimes young men from Iuettenia and Magog (see NOD 32) attempt cattle raids into their territory (not smart) and the Nomoi had many pitched battles with the hill giants when they were attempting to bring all of Cischimeria under their control.

Most incursions come from adventurers seeking to plunder the many ancient stone hill tombs that dot the valley. Most of these were built for hill giant chieftains of old and contain very little in the way of wealth, but many were built atop existing tombs of the old semi-nomadic lizard kings, and contain all manner of treasures.

Hill Giant, Large Giant: HD 8; AC 15; ATK 1 slam (1d6) or spear (2d6) or boulder (600'/3d6); MV 30; SV 13; AL CE; XP 800.

King Uj, Huge Giant: HD 14; AC 19; ATK 3 clubs (2d6), bite (2d10+Poison II) or 3 rocks (60'/2d6); MV 50; SV 10; AL CE; XP 1400.

### 7048 Crystal Death | Monster

A ruined hobgoblin stronghold is strewn with skeletons composed of glass and damaged armor and weapons, and more importantly covered in a crystalline powder, something like ground glass. The powder adheres to one's skin for a few moments and then is absorbed into the body. The powder begins to crystalize the person's bones, dealing 1 point of constitution damage per day until they are dead, at which point the flesh falls from their bones.

A flock of 15 laserhawks dwells on the mountains, overlooking the ruins. This can be a problem, since they are aggressive, but also a bonus, since extreme heat is the only thing that can destroy the crystals. One must lose at least 80% of their total hit points to fire damage to shake off the disease without using magical means to defeat it.

### 7121 Gnashing Gnolls | Monster

This hex holds a stinking camp of gnolls (138 warriors, 345 noncombatants), camped around a “tell”, a hill upon which was once built a city. Their 50 slaves dig into the tell, searching for wealth and magic while the gnolls laze around.

The largest tent in the camp belongs to Jeero the chieftain (4 HD), with his ten bodyguards (3 HD) encamped around him. On the opposite side of the camp stands the black pavilion of the witchdoctor Flurk (Adept 2), who burns bitter herbs and bleeds slaves into golden cups to earn the temporary friendship of minor demons who might lend him their magic. Flurk is shaved bald and covered in tattoos from head to toe.

Flurk is on the outs with the chief, who was convinced to camp here in search of magic that has not been found. He would have preferred to camp closer to the trade routes, where he knew the pickings would be good.

Treasure: 3,000 cp, 1,200 sp, tourmaline (100 gp).

Gnoll, Medium Humanoid: HD 2; AC 15 (leather, shield); ATK Battle-axe (1d8); MV 30; SV 16; AL CE; XP 100; Special—None.

### 7130 Evil Eye | Wonder

Atop a tall hill in this hex there is a single oak tree, impossibly large and old. Embedded in the trunk, about 40' above the ground, is a large topaz shaped vaguely like an eye. The topaz is 4" in diameter. It has no powers, but if worn as an amulet signals cyclops that the person wearing the eye is a friend.

### 7141 Red Roxie | Monster

A red-headed warmaiden is riding a giant rooster through this hex. The rooster has the face of a sage, and utters, instead of shrill rooster cries, philosophical gobbledygook.

The warrior woman is called Roxie the Red, and she is on a quest to retrieve the *Crystal Sword* of the blue amazons, currently located in [7144]. Roxie does not know its exact location, but clues have led her into this area. She has little time for interlopers or questions.

Treasure: 4100 cp, 1200 sp, fire opal (1 gp).

Roxie, Human Barbarian: LVL 7; HP 44; AC 18 (splint, shield); ATK 1 bastard sword +6 (1d8) or +1 *light crossbow* +7 (1d6); MV 40; SV 13; S18 I10 W11 D16 Cn15 Ch11; AL N; XP 700; Special—Climb walls, hear noise, hide in shadows, move silently, survival, tracking, rage 3/day, surprised (1 in 6), no bonus for flanking or back attack; Gear—*Potion of haste*

### 7144 Coven of Ashes | Monster

An active volcano in this hex is home sweet home to a coven of three ash hags who have surveyed these lands and kept records of its history for 600 years. They have ever acted to cause chaos in the region, and to lay the groundwork for freeing Ankhiale, a greater titan of fire imprisoned within the volcano, well below the hags. The titan's hand is rotting in [6841], but she is otherwise unharmed, but chained with adamantine bonds under a mile of magma.

The ash hags, aside from other machinations, have had their minions steal a *crystal sword* from the red amazons [2626]. The red amazons used to be blue amazons and a force for justice and law in the region. The theft of sword has changed them into red amazons. If the sword is returned, they might be changed back into blue amazons ... or perhaps they will become purple amazons, with an entirely new agenda.

The hags are served by 200 kobolds with ashen scales.

Treasure: 2300 cp, 1,000 gp.

Kobold, Tiny Humanoid: HD ½; AC 14 (leather, buckler); ATK Short sword (1d6); MV 20; SV 17; AL CE; XP 25; Special—None.

Ash Hag, Large Monster: HD 8; AC 16; ATK 2 claws (1d6 + 1 fire); MV 30; SV 13; AL Chaotic (CE); XP 800; Special—Cough smoke (1/day—as *incendiary cloud*, otherwise as *obscuring mist*), magic use (magic-user, 4th; fire spells only), resistance to acid and fire.

## New Monsters

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### Al-miraj

Type: Monster

Size: Tiny

Hit Dice: 1-1

Armor Class: 14

Move: 60'

Attack: Horn (1d6)

Save: 16

Intelligence: Animal

Alignment: Neutral (N)

No. Appearing: 1d12

XP/CL: 50/1

The al-miraj is a yellow rabbit with a 2' long black horn sprouting from its forehead. The al-miraj is a vicious predator that can kill and quickly devour creatures much larger than it. Its presence frightens normal animals.



## Baccae

Type: Humanoid  
Size: Medium  
Hit Dice: 3  
Armor Class: 15  
Move: 30'  
Attack: 2 claws (1d4+1) and bite (1d4+1) or heavy club (1d8+1) and bite (1d4+1)  
Save: 15  
Intelligence: Average  
Alignment: Chaotic (CE)  
No. Appearing: 1d12  
XP/CL: 300/4

Baccae are the fey handmaidens of Bacchus, god of rebirth and revelry. They look like attractive women with red hair and green eyes in loose fitting robes. They carry large clubs and jugs of wine that can calm the emotions of any who drink it, except the baccae, who it sends into a terrible rage. Groups of more than 10 baccae are accompanied by a druid.

When enraged, a baccae takes on a bestial visage; they grow fangs and claws and gain a +1 bonus to hit and damage. This state lasts for 1 hour and cannot be ended voluntarily. In human form, a baccae has a gaze attack that acts as a *charm person* spell.

## Bloody Bones

Type: Undead  
Size: Medium  
Hit Dice: 5  
Armor Class: 16  
Move: 30'  
Attack: 4 tendrils, 2 claws (1d6)  
Save: 14  
Intelligence: Average  
Alignment: Chaotic (CE)  
No. Appearing: 1d6  
XP/CL: 500/6

*SD—Slippery*

A bloody bones looks like a skeleton with gibbets of meat and sinew still attached to the bone and four long tendrils writhing in its stomach cavity. It is covered with ever-oozing blood.

The monster first makes a grapple attack with its tendrils. If a target is successful grappled, it is pulled to the monster on the next round to be attacked with its claws. The tendrils are 15' long, have 10 hp and AC 18.

The coating of blood on the bloody bones makes it immune to webs and similar confinements. It has a +5 bonus to save vs. grapple attacks.

## Disenchanter

Type: Monster  
Size: Large  
Hit Dice: 5  
Armor Class: 15  
Move: 30'  
Attack: 2 hooves (1d8)  
Save: 14  
Intelligence: Animal  
Alignment: Neutral (N)  
No. Appearing: 1d4  
XP/CL: 500/6

Disenchancers look like slightly transparent blue camels with elephantine snouts. They detect magic at will, and feed on magic items. They are shy creatures, and do their best to avoid conflict.

A disenchanter attempts to touch the most accessible magic item. If successful, it drains the magic from the item, leaving it non-magical but undamaged. The item may attempt an item saving throw to resist.

## Eblis

Type: Monster  
Size: Medium  
Hit Dice: 4  
Armor Class: 17  
Move: 30' (Fly 30')  
Attack: Beak (1d4)  
Intelligence: Average  
Alignment: Chaotic (LE)  
No. Appearing: 1d12\*  
XP/CL: 400/5

*SD—Resistance to fire*

Eblis look like grey-brown storks, with the males having red-brown heads. Eblis tribes live in huts constructed of reeds and grasses. These villages are exceptionally difficult to find. Any given hut contains an egg 30% of the time and treasure 25% of the time. To determine treasure, roll 1d20: 1-2 = scroll in metal tube; 3-5 = potion; 6 = *ring of power*; 7 = *wondrous item*; 8-9 = +1 *dagger* or +1 *knife*; 10-20 = 1d4 pieces of jewelry. Each community has one member that has magic use (3rd level mage spells).

## Firedrake

Type: Dragon  
Size: Small  
Hit Dice: 4  
Armor Class: 15  
Move: 20' (Fly 60')  
Attack: 2 claws (1d4), bite (2d4)  
Save: 15  
Intelligence: Low  
Alignment: Chaotic (CE)  
No. Appearing: 1d6  
XP/CL: 400/5

*SD—Resistance to fire*

These beasts resemble small red dragons. They are incredibly hostile beasts, often attacking for no discernable reason. They make their lairs in hot, rocky hills.

A firedrake can breathe fire five times per day. It erupts as a 60' cone dealing 2d8 points of damage. A successful saving throw halves this damage.

A firedrake's blood burns when exposed to the air. If kept in a jar submerged in water it remains inert. Swords dipped into this blood become flaming swords for 1d4+2 rounds; unfortunately, while burning they have a cumulative 2% chance per round of breaking when they hit a creature or object.

## Fire Gnome

Type: Humanoid  
Size: Small  
Hit Dice: ½  
Armor Class: As armor  
Move: 20'  
Attack: By weapon  
Save: 17  
Intelligence: Average  
Alignment: Chaotic (NE)  
No. Appearing: 2d8  
XP/CL: 50/1

*SD—Resistance to fire*

*SP—burning hands •, light •, smoke image •*

Fire gnomes are every bit as tricky as their kin, the gnomes, but they have a mean streak. They have red skin and blazing yellow hair, and prefer clothing of red, black and gold. Fire gnomes make their homes in warm caverns in the foothills surrounding volcanoes.

When underground, fire gnomes note sloping passages, unsafe construction, approximate depth underground and direction of travel on a roll of 1-2 on 1d6.

Fire gnomes have a natural affinity for pyromancy. A fire gnome with a charisma score of 10 or higher can cast the following spells, each once per day: *Burning hands*, *light*, and *smoke image*. Gnomes have a +2 bonus on saving throws vs. fire spells.

## Fire Gnome Characters

Fire gnome characters speak gnome and fire elemental. They are small creatures that move at a rate of 20 feet per round. They adjust their starting intelligence by +1 and their starting strength score by -1. Fire gnomes have the following special abilities: +2 to save vs. fire, resistance to fire, +1 to hit giant insects and magmin, +2 AC vs. giants, darkvision to 120 feet, and can cast the following spells, each once per day, if their Charisma is at least 9: *Color spray* and *fool's gold*. Fire gnome illusionists can multi-class as thieves and fighters.

## Flower Fairy

Type: Fey  
Size: Tiny  
Hit Dice: ½  
Armor Class: 13  
Move: 30'  
Attack: Bite (1d3 + Poison IV) or weapon (1d4)  
Intelligence: Low  
Alignment: Neutral (CN)  
No. Appearing: 1d100  
XP/CL: 150/2

*SP—1/day—sleep*

Flower fairies are small, graceful creatures that are tied to flowers as dryads are tied to trees. Like all fairies, they are mischievous and sometimes violent and cruel, and have very short attention spans. Flower fairies commonly possess the supernatural powers that are associated with their flower. The fairies of poisonous flowers have a bite attack that requires a saving throw to avoid death.

## Ghūl

Type: Monster  
Size: Medium  
Hit Dice: 4  
Armor Class: 15  
Move: 20' (Fly 60')  
Attack: 2 claws (1d4 + paralysis 1d4+1 rd), bite (1d6)  
Save: 15  
Intelligence: Low

Alignment: Chaotic (NE)  
No. Appearing: 1d8  
XP/CL: 400/5

*SD—Elemental endurance (as jann), resistance (fire)*

*SP—Blight 1/day, enlarge/reduce 1/day, ethereal jaunt (1 turn per day), invisibility 2/day*

Ghūls (females are ghoulah) are monstrous hybrids of jann and ghouls. They are not undead, though they look like ghouls, but with faces that are reminiscent of hyenas. In this, they are sometimes mistaken for gnolls.

Ghūls can shapechange into a hyena or into the form of a person most recently eaten.

## Giant Flying Jellyfish

*Created by Scott Wylie Roberts ("Myrystyr")*

Type: Monster  
Size: Huge  
Hit Dice: 16  
Armor Class: 11  
Move: Fly 20'  
Attack: 8 tentacles (2d6 + paralysis)  
Save: 9  
Intelligence: Non-  
Alignment: Neutral (N)  
No. Appearing: 1d4  
XP/CL: 1,600/17

*SP—2/day—mirror image, protection from evil; 1/day—dispel magic, haste, slow*

The giant flying jellyfish is a marine life form that has adapted to existence in the skies. It is almost translucent and is partially gaseous in nature. The monster flies by means of jetting air. Most specimens are 20-40 ft. in diameter, with 40-80 ft. long tentacles.

The giant flying jellyfish attacks by trailing its tentacles onto the decks of ships, into flying opponents or through settlements. Each tentacle inflicts 2d6 points of damage and may cause paralysis for 1d4 days.

The monster has also evolved a special defense against magic. Any magic attack against it builds up a charge in the creature if it passes its saving throw. This charge is equal to 1 point per spell level, to a maximum of 16. In any round, in addition to making tentacle attacks, the jellyfish can discharge from 1 to 4 energy charges with the following effects: (1) All spell-casting beings within 50 ft. suffer intense mental distress for 1d3 rounds per charge, making it impossible to cast spells during this time. (2) All creatures and vessels flying via magic

within 30 ft. have their movement rate halved for a period of 2 rounds per charge. (3) All creatures within 10 ft. of the jellyfish suffer -1 to all die rolls per charge expended for 1d2 turns. If severely threatened, the jellyfish may expend a blast of 8 charges with effects as if 4 charges had been expended, but doubling the effective ranges. This massive expenditure of power also allows the jellyfish to quadruple its flying movement rate for 4 rounds.

## Laserhawk

Type: Monster  
Size: Small  
Hit Dice: 1  
Armor Class: 13  
Move: 20' (Fly 150')  
Attack: Talons (1d4) or laser rays (2d6 fire)  
Save: 16  
Intelligence: Animal  
Alignment: Neutral (N)  
No. Appearing: 1d6  
XP/CL: 100/2

Laserhawks are large birds of prey with scaled skin and golden feathers. They can emit laser rays from their eyes, both directed at the same target. The rays permit a saving throw, and if that is failed deal 2d6 points of fire damage to their target.

The blood of the laserhawk can be used to make an unguent that provides complete immunity to fire, but at the cost of one's eyesight. Both effects last for 24 hours, even if the unguent is washed off.

## Merati

Type: Monster  
Size: Large  
Hit Dice: 3  
Armor Class: 14  
Move: 10' (Swim 30')  
Attack: Slam (1d4) or weapon  
Save: 15  
Intelligence: Average  
Alignment: Neutral (N)  
No. Appearing: 1d8  
XP/CL: 300/4

*SP—body adjustment •, daze •••*

Merati look like mermaids with lower torsos that resemble a walrus or manatee. They are stouter and stronger than mermaids and less inclined to interact with humanoids. Merati dwell on rocky beaches. They speak their own tongue.

Merati have a song that causes *sleep* (as the spell) in 2d6 hit dice worth of creatures if it is heard underwater. Above water, it causes *deafness* (as the spell) in the same number of creatures.

Merati wield flint daggers and spears in combat. Merati clans are composed of 3d6 females with young equal to 50% of their number. They are led by a 4 HD male that deals +2 points of damage in melee combat due to his great strength. These males roar rather than sing, with the effect being as the *cause fear* spell above water and *sound burst* below water.

## Myrmecoleon

Type: Monster  
Size: Large  
Hit Dice: 5  
Armor Class: 15  
Move: 40'  
Attack: Bite (1d8 + Poison III)  
Save: 14  
Intelligence: Animal  
Alignment: Neutral (N)  
No. Appearing: 1d8  
XP/CL: 500/6

The myrmecoleon has the body of a giant ant and the head of a lion. Because the lion head is only attracted to eating meat and the ant body is designed for digesting grain, the creature is usually in a foul mood.

## Peri

Type: Humanoid  
Size: Medium  
Hit Dice: 1  
Armor Class: As armor  
Move: 40'  
Attack: By weapon  
Save: 16; MR 15%  
Intelligence: Average to High  
Alignment: Lawful (NG)  
No. Appearing: 3d6\*  
XP/CL: 100/2

SA—*Surprise* (1-3 on 1d6)

SD—*Immune to paralysis from ghouls*

SP—*confusion* •, *dancing lights*, *dimension door* •, *phantasmal force* •

Peris are elfin people of fey blood who dwell in the woodlands at the mouth of the Pishon River. They are graceful and ebullient people, keen hunters and effective, though reluctant, warriors.

Peris live in bands of 20-200 warriors with non-combatants equal to 100% of the warriors. For every 50 peri warriors there is one fighter/illusionist of 3rd to 6th level. For every 100, there is a 6th to 8th level fighter/illusionist. The highest level fighter/illusionist is the prince or princess. Peri bands have 4d6 hunting dogs and there is a 5% chance they are allied with 1d6 giant eagles.

## Peri Characters

Peri characters adjust their starting charisma and dexterity scores by +1, and their starting strength and constitution scores by -1. They have a base movement rate of 40' per round, and begin the game speaking Peri and Common. A peri with a Charisma score of 11 or higher can cast dancing lights and phantasmal force each once per day. Like elves, they are immune to the paralysis touch of ghouls. They surprise foes on a roll of 1-3 on 1d6, and their due to their keen senses they are only surprised on a roll of 1 on 1d6. Peris can choose at first level to multi-class as duelist/sorcerers and sorcerer/thieves.

## Portal Camel

Created by Scott Wylie Roberts ("Myrystyr")

Type: Monster  
Size: Large  
Hit Dice: 2  
Armor Class: 12  
Move: 40'  
Attack: 2 bites (1d3), kick (1d6)  
Save: 16  
Intelligence: High  
Alignment: Neutral (N)  
No. Appearing: 1d3  
XP/CL: 200/3

SP—2/day—*mirror image*, *protection from evil*; 1/day—*dispel magic*, *haste*, *slow*

The portal camel is an intelligent and magical creature that resembles a normal camel except that it has three humps and two heads. Though not as ill-tempered as a camel, it does have a high opinion of itself which it will loudly voice, being capable of speech. While a portal camel can be used as a pack or riding animal, it will demand a higher level of care and pay than any prospective hirelings might seek.

The left head of a portal camel can cast *protection from evil* and *mirror image* each twice per day. The right head of a portal camel can cast *dispel magic*, *haste* and *slow* each once per day. Three portal camels acting together can cast *dimension door*, although they may bicker and argue about which one

will get to use it. The necks of a portal camel are very flexible, allowing them to turn one head back to face a rider.

Portal camels collect stories and legends of the lands and dimensions through which they travel and become sages on obscure topics. Their lips are almost as dexterous as human fingers, allowing them to manipulate simple objects. They may be convinced to join an adventuring party or merchant caravan if someone offers to act as guide and interpreter.

## Pyrolisk

Type: Monster  
Size: Small  
Hit Dice: 4  
Armor Class: 14  
Move: 20' (Fly 60')  
Attack: Bite (1d4)  
Save: 15  
Intelligence: Animal  
Alignment: Neutral (N)  
No. Appearing: 1d4  
XP/CL: 400/5

*SP—Pyrotechnics (fireworks version only)*

The pyrolisk resembles a cockatrice and is often mistaken for it. The difference lies in the coloration of its tail feathers and wings: the pyrolisk has a single red feather in its tail and a reddish tinge to its wings. Otherwise, it is identical to the cockatrice in appearance.

A pyrolisk's gaze causes creatures within 30' bursts into flames, taking 4d8 points of damage (saving throw for half). The flames immediately burn out so there is no continuing damage or effect.

## Sandling

Type: Elemental (Earth)  
Size: Large  
Hit Dice: 4  
Armor Class: 16  
Move: 30' (Burrow 15')  
Attack: Slam (2d6)  
Save: 15  
Intelligence: Low  
Alignment: Neutral (N)  
No. Appearing: 1d8  
XP/CL: 400/5

Sandlings are amorphous masses of sand that dwell in sandy areas. They attack anything that strays into their territory, striking at them with an abrasive pseudopod. If 10 or more gallons of water are thrown on the creature it is affected as

though by a *slow* spell. Sandlings can grow to be 10' in diameter. They reproduce by budding, killing any young large enough to be perceived of as a threat.

## Stegacentipede

Type: Monster  
Size: Huge  
Hit Dice: 9  
Armor Class: 17  
Move: 40'  
Attack: Bite (2d4 + Poison IV), tail sting (3d4 + Poison IV) and 3 horns (1d6)  
Save: 12  
Intelligence: Animal  
Alignment: Neutral (N)  
No. Appearing: 1d3  
XP/CL: 4500/12

These 18' long centipedes are covered in spiny armor. They have large mandibles and a tails tipped with thagomizers. Stegocentipedes are brownish-grey to green in color. The bite and tail slap of a stegocentipede are poisonous. Up to three creatures attacking the creature's head suffer a horn attack.

## Strix

Type: Undead  
Size: Medium  
Hit Dice: 5  
Armor Class: 12  
Move: 20' (Fly 50')  
Attack: 2 talons (1d4) and bite (1d4 + 1 energy drain)  
Save: 14  
Intelligence: Average  
Alignment: Chaotic (CE)  
No. Appearing: 1d4  
XP/CL: 1500/7

The strix may be a relative of the harpy. It has the body of an owl and the head of a woman, with a fanged mouth and long, sharp talons. Strix hunt children and young men, and can be found haunting the wilderness at night and dwelling on the outskirts of Tarterus. A strix can be held at bay by red berries, and can be placated with offerings of pork. A creature that loses all of its levels to a strix rises as a strix one month later. The feathers of a strix are an ingredient in love potions.

## Tentagel

Type: Ooze  
Size: Large  
Hit Dice: 9  
Armor Class: 12  
Move: 20' (Climb 20')  
Attack: 7 tentacles (1d6 + grapple + 1d6 acid)  
Save: 12  
Intelligence: Non-  
Alignment: Neutral (N)  
No. Appearing: 1  
XP/CL: 2700/12

*SD—Immune to acid, resistance to fire, vulnerable to cold*

Tentagels are large blobs of translucent ooze that can form up to seven 10' long tendrils. They shoot these tendrils at foes, and if their attack roll is successful deal 1d6 points of damage, plus force the target to pass a saving throw or be grappled.

Grappled foes suffer 1d6 points of acid damage each round, and must roll d20 and compare it to their strength score. For every point they roll higher than their strength, they are drawn 1' closer to the monster's body. If they are pulled 10' in this manner, they are engulfed by the monster and suffer 2d6 points of acid damage each round and might suffocate.

Tendrils have an AC 12 and 6 hit points for the purpose of severing them. A severed tendril deals 1d6 points of damage to the monster, and the tendril is regenerated one round later. The bit of tendril still stuck to a target continues to deal acid damage until washed away with oil, which takes 1 round.

If a tendril is subjected to electricity damage, the monster suffers normal damage and the tendril retracts back into the monster, leaving the grappled target free. The tendril can be reformed next round.

If a tendril is subjected to cold damage, the monster suffers double damage and the tendril is not only retracted, but does not regrow during the course of the current combat.

## Wind Warrior

Type: Elemental (Air)  
Size: Medium  
Hit Dice: 4  
Armor Class: 19  
Move: 30' (Fly 60')  
Attack: Longsword (1d8+1)  
Intelligence: Average  
Alignment: Neutral (N)  
No. Appearing: 1d6  
XP/CL: 400/5

Wind warriors are invisible air elementals that battle using a visible shield and sword. They view swordplay as a sport. When slain, they return to Elemental Air Plane, so they do not fear death.

In combat, wind warriors can buffet their opponents with howling winds, forcing them to save each round or suffer a -2 penalty to their Armor Class, and imposing a -4 penalty to missile attacks.

An unarmed wind warrior is effectively invisible. There are no penalties for attacking wind warriors while they hold their swords and shields.

## Witherstench

Type: Monster  
Size: Small  
Hit Dice: 2+2  
Armor Class: 13  
Move: 20'  
Attack: 2 claws (1d6)  
Save: 16  
Intelligence: Animal  
Alignment: Neutral (N)  
No. Appearing: 3d4  
XP/CL: 200/3

This 4' long creature resembles a skunk with blotchy yellow skin covered with purple spots and little tufts of hair. It lives in dank places and feeds on carrion. It constantly emits a powerful odor. Those within 30' must pass a constitution saving throw or be helpless, retching uncontrollably and unable to defend themselves.

## GRIT & VIGOR

# PRACTICE YOUR POKER FACE

*GRIT & VIGOR* is about manly adventures, and there's nothing more manly in film and literature than poker. Down and dirty, man against man, poker is a game of the common man (and the common dog, according to some paintings).

For that reason, you might want to introduce a game of poker into a *G&V* session. This leaves you with the problem of how to pull it off. You can grab a deck of cards and just play a few hands of poker, but that might take folks out of the game, and it doesn't provide for the relative skill of the characters who are playing poker.

The following system attempts to overcome these difficulties, providing poker rules that use dice instead of cards, and which brings character skill into the picture. The assumption in these rules is that a single player character is involved in the game against several NPC's.

### Grit & Vigor Poker

Each round, the PC rolls D% to determine their hand, which determines their modifier in the following skill checks.

D%	Poker Hand	Modifier
01-44	High card	-2
45-86	One pair	+0
87-92	Two pair	+1
93-94	Three of a kind	+2
95	Straight	+3
96	Flush	+5
97	Full house	+7
98	Four-of-a-kind	+9
99	Straight flush	+11
100	Royal flush	+13

The player must bluff each one of his opponents by making a Gamble task check. This check is modified by their charisma modifier, the modifier associated with the hand they hold, and by a penalty equal to each opponent's wisdom modifier. An opponent with a wisdom bonus, therefore, applies it as a penalty to the PC's skill check. An opponent with a wisdom penalty applies it as a bonus to the PC's skill check.

Against an opponent with a knack at gambling, the player suffers an additional -2 penalty. Against an opponent skilled at gambling, the player suffers an additional -4 penalty.

If the PC is successful on a Gambling task check, his opponent folds and is out of the game. Anyone that is left in the game must then reveal their hand, though the player has the option of folding himself before the poker hands are revealed. Opposing hands are rolled randomly at this point.

The player decides how much money is in the pot – essentially choosing how much he or she is betting, and this amount being matched by each player who remains in the game to reveal their hands. Each player that folded puts half as much money into the pot.

### Gamblers

Gamblers are a sub-class of Rogue in *GRIT & VIGOR*. They must have Dexterity scores of 9 or higher and Charisma scores of 12 or higher. Gamblers do not choose in which tasks they are skilled. Instead, they are always skilled in Appraise Value, Cant, Gamble, Gather Intelligence, Influence People and Sleight of Hand. When making Gamble checks, a gambler adds +2 to their dice roll.

Gamblers retain the backstab ability (although they call it a "lucky strike"), but replace the ability to note concealed items with the following abilities:

Gamblers can secret a very small pistol called a derringer in the sleeve of a coat or their sock. Other rogues only have a chance to notice this weapon if they actively declare they are searching for it.

Once per day when gamblers lose a pot in poker or similar games, they can attempt to roll 1d20 under their Wisdom. If the roll is a success, the gambler can cut their losses for that pot (and only that pot) in half.

A gambler knows a bluff when he sees one. A gambler can sense a lie spoken to his or her face on a roll of 1-4 on 1d6. This roll should be made in secret. Naturally, a gambler's player need not believe a statement even if they do not mechanically discern the lie.

# DEATH AND TAXES

We all know the formula. Start in town, buy equipment, journey into the unknown, hopefully find lots of money, come back to town, buy more and better equipment (and maybe healing), rinse and repeat.

I have found that in practice, there are three ways this can go. The first, of course, is perfectly. More often, though, adventurers either come back without enough to support themselves in the hyper-inflationary economy of a fantasy game, or they come back with more money than they can spend (assuming they're like my players and stubbornly refuse to hire men-at-arms).

Another option is the bane of man's existence from the earliest days of civilization ... The Taxman!

In reading Adam Smith's *Wealth of Nations*, I became interested in his long chapter (well, they're all long chapters) on taxes and the myriad forms taxation took in the 18th century. With that in mind, I decided that a random taxation table could be fun, with adventurers never sure just how the local prince was going to steal their money.

The idea of these tables is not to make life needlessly difficult for adventurers. If they're relatively poor, the taxes are relatively light, and an inability to pay them results in being impressed into working for the sovereign, which can be used as a way to introduce new adventures. If the adventurers are wealthy, they'll soon come to resent the extra efforts to which they must go to pad the coffers of the local big-wig. Maybe they'll even think of starting a rebellion - now that might make for an interesting campaign.

To get the ball rolling, we need to determine the following: First, how heavy the taxation is in the locality, second, the identity of the tax collector, and finally the form of taxation.

## Level of Taxation

While all governments are greedy, each government is greedy in a different way. Each community imposes 1d4+1 taxes on adventurers. You can roll these taxes randomly below.

### The Taxman

The tax collector is usually a normal human, but might also be a 5 HD captain or a 3 HD aristocrat. In rare cases (1%) he or she is a fighter or thief of 4th to 7th level.

The tax collector is never a popular person, so he is always accompanied by 1d6+4 men-at-arms.

Tax collectors can be further defined by their alignments:

D6	Alignment (Law vs. Chaos)
1	Lawful—Cannot be bribed or frightened from his duties
2-5	Neutral—Can be bribed (Charisma check, -2 penalty) with an amount of money equal to half the taxes owed; can be frightened, but will return with triple the number of men-at-arms
6	Chaotic—Can be bribed (Charisma check) as above, but there is a 1 in 6 chance he will return later and pretend no taxes were ever collected; can be frightened, but will hire 1d6 assassins or thieves to get revenge.

Note, if you use the three-fold alignment system, consider Good to be implicit in Law above and Evil to be implicit in Chaos above.

D6	Alignment (Good vs. Evil)
1	Good—Is willing to fudge the tax bill down a bit (maybe 10%) if people look hard on their luck.
2-5	Neutral—No special behavior.
6	Evil—Overestimates taxes by 10% if one is not very careful.

The taxman is usually stationed at the front gate of a stronghold, village, town or city, but may be encountered as a random encounter outside of town, but rarely in the wilderness.

### The Taxes

D20	Tax
1	A tax of 1d4 x 5% on all coinage carried is assessed.
2	A tax of 1d6 cp is assessed for every 20 pounds of goods, above and beyond one's own clothing, they carry into the settlement. If the goods are "valuable", this is increased to 1d6 cp per pound.
3	An arrow tax is 1d6 cp per arrow, bolt or quarrel. There is a 1 in 6 chance they will also assess a 1d6 cp tax per foot length of bows and crossbows. This protects the local bowyers and fletchers.



- 4 A surtax of 1d6 cp is assessed for every pound of objects composed mostly of iron or steel. This protects the local iron industry.
- 5 A surtax of 1d4 cp per pound of copper (including coins), bronze and brass carried into the settlement.
- 6 A surtax of 1d4 sp per pound of silver (including coins) and electrum carried into the settlement.
- 7 A surtax of 1d4 gp per pound of gold (including coins) and platinum carried into the settlement.
- 8 A tax of 1d4 x 5% of the value of gemstones carried into the town; those who cannot pay have their stones confiscated until they can pay, but must pay an additional 10% fee for failure to pay and for storage.
- 9 This tax on magic requires the presence of a person in the tax collector's retinue who can *detect magic*. A premium of 10 gp per item is collected, and items of a demonic or diabolic nature will be confiscated by local church authorities, with 10% of the item's value (determined by the church authorities) to be paid to the original owners, unless they are determined to be Chaotic (Evil), in which case they are clapped in irons and sent straight to the dungeon.
- 10 Those who appear to be magic-users or sorcerers must spend 1d6 nights patrolling with the night watch, or else must buy out of this duty at a rate of 1d10 sp per night.
- 11 Foreign holy symbols are assessed a blasphemy tax of 10 sp (wooden or stone or common metal holy symbols) or 10 gp (precious metal holy symbols). Each healing spell cast in court on behalf of the king/mayor/prince/etc. is the equivalent of 5 sp of the assessed tax.
- 12 Settlements always have hard work that needs doing on civic projects. Characters who look sturdy (i.e. Strength of 10 or higher) are impressed into a work gang for 1d6 days, or else must buy out of this duty at a rate of 1d10 cp per day for able-bodied folk, 1d10 sp per day for muscular folk (i.e. Strength of 13-15), and 1d10 gp per day for the truly mighty (i.e. Strength of 16+). If a creature does not look as strong as he or she is, use your best judgment as TK as to whether this applies to them.
- 13 The local ruler has an eye for beauty; those with Charisma scores of 13 or higher are tasked with attending court in their finery (or finery will be provided) for 1d6 days while in the settlement to impress visitors, or else must buy out of this duty at a rate of 1d10 sp per day.
- 14 A tax of 1 cp per unshod foot/hoof, 1 sp per sandaled or shod foot or shod hoof or 1 gp per booted foot is assessed.
- 15 A tax of 1d6 sp per wheel is assessed.
- 16 The locals have had trouble with dwarves, and so they assess a tax of 1 gp per inch of beard length on all (not just dwarves) who enter town. If you don't know how long a character's beard is, guess or roll randomly. If the dwarf's player has ever mentioned looking like "the dudes from ZZ Top", he's going to regret it.

- 17 The locals need strong warriors to deal with the humanoids and monsters of the wilderness. Anyone who looks the part of a warrior (leather armor or more) is impressed into patrol duty for 1d6 days, or else must buy out of this duty at a rate of 1d10 sp per day.
- 18 Jewelry, silks, mithral, adamantite, cloth-of-gold and the like are assessed a tax equal to 1d4 x 5% of their value.
- 19 Hides and pelts are assessed a tax of 1d10 sp for animal skins, 1d10 gp for magical beast skins (and similar) and 1d10 pp for dragon skins. If the tax cannot be paid, the hides are confiscated into the treasury of the settlement or king.
- 20 In order to support the local labor market, a tax of 1 sp per hireling or man-at-arms is assessed.

### Failure to Pay

If taxes cannot be paid, the offenders are either barred entry to the settlement and its environs (i.e. sent back into the wilderness under armed guard) and threatened with being declared outlaws if they again return without their assessed taxes, or they are taken into custody until they can work off their bill (i.e. a great adventure hook!).



# THE ORDER OF THE DAY

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Once upon a time, there was a group called *Emprise de l'Escu vert à la Dame Blanche*, or "the Enterprise of the Green Shield with the White Lady". This is not only a poetic name and an interesting group, but it can also provide inspiration for adding a nice touch to your campaign.

The order was a "votive order". Votive orders were formed on a vow, and were really a less serious form of fraternal order, which involved a vow and pledge. In all cases, votive orders were not centered on service to a particular nobleman. Rather, votive orders were groups of people making a sacred vow to one another, sometimes for a limited duration.

A few sample votive orders include:

*Emprise de l'Escu vert à la Dame Blanche* (Enterprise of the Green Shield with the White Lady), founded by Jean Le Maingre dit Boucicaud and 12 knights in 1399 for the duration of 5 years;

*Compagnie of the Black Swan*, founded by Amadeus VI of Savoy with 2 other princes and 11 knights in Savoy in 1350;

*Corps et Ordre du Tiercelet* (Corps and Order of Tiercelet), founded by the Vicomte de Thouars and 17 barons in Poitou from 1377 to 1385;

*Ordre de la Pomme d'Or* (Order of the Golden Apple), founded by 14 knights in Auvergne in 1394;

*Alliance et Compagnie du Levrier* (Alliance and Company of the Greyhound), founded by 44 knights in the Barrois (1416–1422), and subsequently converted into the Confraternal Order of Saint Hubert;

*Emprise du Fer de Prisonnier* (Enterprise of the Prisoner's Iron), founded by Jean de Bourbon and 16 knights in 1415 for the duration of 2 years;

*Emprise de la gueule de dragon* (Enterprise of the Dragon's Mouth), founded by Jean comte de Foix in 1446 for 1 year.

In the past, I have compared adventuring parties to merchant companies, which had a charter (i.e. "The Company of the Red Dragon shall plunder the red dragon's lair and split the proceeds as follows ...) given them by a king or queen.

Fraternal and votive orders can also serve as models on which to build a fantasy adventure party. This article will use the *Emprise de l'Escu vert à la Dame Blanche* as an example. That order was founded for the protection of women suffering oppression, especially widows. Any woman so beset could petition the order for help and they would send a knight forthwith to personally do battle with her oppressor.

To use this as an example, the *Emprise du dragon rouge* could be founded by 6 adventurers and their 12 retainers for the period of one year with the vow to hunt down and kill the red dragon Aglemire (and plunder his lair, of course).

A votive order founded by Lawful Good characters could be an excellent cornerstone for a campaign. Such an order of adventurers could make it known far and wide that their order can be called upon by all honest folk who are being oppressed by foul wizardry, and then sit back and wait for the campaign hooks to roll in. They would be something like a medieval "A-Team", approached by people with problems to solve, but also targeted by those foul wizards that they have sworn to destroy.



## The Vow and its Consequences

When adventurers found a votive order, they must first craft the vow to be taken, and each player should repeat the vow. In addition, they should draw up the duties and rules of the order and the penalties for violating them.

Some adventurers, for example, might be asked to vow that they will always bash open doors for the group, or that as a group they will pool their money to maintain the arms and equipment of their retainers. Money can be set aside for healing and there might be guidelines established for how treasure is to be shared.

Those who break the rules of the new order might swear to pay penalties in gold or other treasure, or they might suffer a loss of honor or even life. If a high level spellcaster is involved, the vow can be sealed with a *geas*.

## MONSTER

# THE EYES HAVE IT

Illustration by David Jernigan

Eye monsters - monsters composed of a giant eye with a toothy maw and the ability to use magical rays. Two of these evil beasts exist in *Blood & Treasure Monsters*, the eye of the deep and the eye of the dark. But might there not be more of these creatures prowling the underworld?

### Eye of Death

Type: Aberration  
Size: Large  
Hit Dice: 11  
Armor Class: 23 [Silver]  
Move: 5' (Fly 30')  
Attack: Bite (3d6)  
Save: 11; MR 25%  
Intelligence: High  
Alignment: Chaotic (CE)  
No. Appearing: 1d6  
XP/CL: 1,100/12

SA—*Incorporeal*

SD—*Resistance to acid, cold, electricity, fire and sonic energy*

The eye of death is a monster so steeped in negative energy that they have taken on necromantic powers. The eye of death has black flesh and a grey eyeball with a maroon iris. It communicates telepathically within 100' in a ghostly moan.

The eye of death sees magical emanations naturally. It is constantly treated as though under the effects of *detect magic*. It is also treated as though under a constant *detect invisibility* affect, and enjoys a constant *invisibility to undead* effect.

The eye of death possesses a vast repertoire of eye attacks, but can only use one per round. It cannot maintain any specific eye attack for more than one round, and must wait 1d4 rounds before activating that particular attack again. The eye of death's eye attacks have a range of 150' (line of sight).

Bite—Subjects must succeed on a saving throw or be affected as though by the *eyebite* spell.

Chill—Subjects must succeed on a saving throw or be affected as though by the *chill touch* spell.

Curse—Subjects must succeed on a saving throw or be affected as though by the *bestow curse* spell.

Death—Subjects must succeed on a saving throw or be affected as though by the *inflict critical wounds* spell.

Enervate—Subjects must succeed on a saving throw or be affected as though by the *enervation* spell.

Pain—Subjects must succeed on a saving throw or be affected as though by the *symbol of pain* spell.

Re-Animate—Dead bodies within the monster's gaze are affected per the *animate dead* spell.

Slay—Subjects must succeed on a saving throw or die.

### Eye of Destiny

Type: Aberration  
Size: Large  
Hit Dice: 9  
Armor Class: 21  
Move: 5' (Fly 30')  
Attack: Bite (2d6)  
Save: 12; MR 35%  
Intelligence: High  
Alignment: Chaotic (CE)  
No. Appearing: 1d6  
XP/CL: 900/10

SD—*Resistance to acid, cold, electricity, fire and sonic energy*

Eyes of destiny are eye monsters of an especially brilliant hue. Like their kin, they can communicate with any sentient creature within 100', with their thoughts entering a person's mind like a tongue entering one's ear - a very creepy, unwelcome feeling to be sure.

The eyes of destiny are the sages and oracles of their species, capable of perceiving past, present and future, and seeing beyond the material world. They are less dangerous in combat than their kin, but very useful to their people. Most are treated as high priests, and are housed in temples under the guard of their zealous cultists the akshi (see below).

Eyes of destiny see magical emanations naturally (per *detect magic*). They are also constantly under the effects of *true seeing* and *detect good* effects.

Unlike their kin, the eye of destiny does not possess eye attacks. Instead, they are capable of casting powerful divination effects. When they do so, they emit brilliant light from their great eye, with a different color of light connected to each of their abilities. Creatures within 30' of this light must pass a saving throw or be struck blind for 1d6 minutes. Blinded creatures must also pass a saving throw vs. magic or have their emotional state altered for 1d6 hours (see descriptions below for effects). Each divination power can be used by an eye of destiny once per day, but no more than once every 1d4 rounds. Their powers are as follows:

**Contact Other Plane**—Per the magic-user spell. It is accompanied by a moody blue light that causes a feeling of despair and loneliness (-1 penalty to all d20 rolls for 1 hour).

**Discern Location**—Per the magic-user spell. It is accompanied by an intense red light that causes *rage* (as the spell).

**Foresight**—As the magic-user spell. It is accompanied by a pale yellow light that causes fatigue for 1 hour.

**Legend Lore**—As the magic-user spell. It is accompanied by a scathing green light that *causes fear* (as the spell).

**Probe Thoughts**—As the magic-user spell. It is accompanied by a piercing white light that causes an effect similar to the *calm emotions* spell for 1 hour.

**Vision**—As the magic-user spell. It is accompanied by a vivid purple light that causes weakness (per the *ray of enfeeblement* spell) for 1 hour.

## Eye of Inquisition

Type: Aberration  
Size: Medium  
Hit Dice: 7  
Armor Class: 19  
Move: 5' (Fly 40')  
Attack: Bite (1d8)  
Save: 13; MR 15%  
Intelligence: High  
Alignment: Chaotic (CE)  
No. Appearing: 1d6  
XP/CL: 700/8

*SD—Resistance to acid, cold, electricity, fire and sonic energy*

Eyes of inquisition are the crafty spies of their species. Smaller than their more powerful kin, they are capable of getting into tighter spaces. They are albinos, with pale flesh and pink irises in their great eyes. They communicate telepathically in a high-pitched drone that makes the eyes water.

Eyes of inquisition see magical emanations naturally, and are always under the effect of a *detect invisibility* effect. They are also capable of turning *invisible* three times per day, and using *blink* spell once per day.

The eye of inquisition possesses eye attacks, but can only use one attack per round. It cannot maintain any specific eye attack for more than one round, and must wait 1d4 rounds before activating that particular attack again. The eye of inquisition's eye attacks have a range of 90' (line of sight).

**Burn**—Subjects must succeed on a saving throw or be affected as though by the *burning hands* spell.

**Charm**—Subjects must succeed on a saving throw or be affected as though by the *charm monster* spell.

**Confuse**—Subjects must succeed on a saving throw or be affected as though by the *confusion* spell.

**Hypnotize**—Subjects must succeed on a saving throw or be affected as though by the *hypnotism* spell.

**Paralyze**—Subjects must succeed on a saving throw or be affected as though by the *hold monster* spell.

**Probe**—Subjects must succeed on a saving throw or be affected as though by the *ESP* spell.

**Sleep**—Subjects must succeed on a saving throw or be affected as though by the *sleep* spell.

**Weaken**—Subjects must succeed on a saving throw or see visions as per the *ray of enfeeblement* spell.

## Akshi

Type: Aberration  
Size: Medium  
Hit Dice: 9  
Armor Class: 18  
Move: 30'  
Attack: 4 tentacles (1d4 + constrict) and by weapon  
Save: 12; MR 55%  
Intelligence: High  
Alignment: Chaotic (CE)  
No. Appearing: 1d6  
XP/CL: 2700/11

*SD—Resistance to acid, cold, electricity, fire and sonic energy*

*SP—Astral projection •, ESP •, levitate •, suggestion •*

The akshi are the insane crossbreeds of the eye monsters and the mind eaters. Bitter exiles from both communities, they sometimes form cults dedicated to the eyes of destiny or be-

come underworld warlords, dominating lesser creatures and waging war on mind eaters and eye monsters alike.

Akshi look like humanoids with green skin, long arms with three fingers and a thumb on each hand and a head composed almost entirely of a massive eye. Four long tentacles are set around the eye. The akshi has no mouth. It drains life energy from creatures with its drain eye attack, using its tentacles to hold creatures still in front of it, and its humanoid arms to force their eyes open. Akshi communicate telepathically up to 100' in a domineering, imperious voice that has an unmistakably bitter edge to it.

Akshi see magical emanations naturally, per *detect magic*.

The akshi possesses a repertoire of psionic and gaze attacks, but can only use one per round. They cannot maintain any specific attack for more than one round, and must wait 1d4 rounds before activating that particular attack again. The akshi's attacks have a range of 60' (line of sight).

**Blast (Psionic Attack)**—As the mind eater's mental blast.

**Burn (Eye Attack)**—Subjects must succeed on a saving throw or be affected as though by the *burning hands* spell.

**Charm (Eye Attack)**—Subjects must succeed on a saving throw or be affected as though by *charm monster*.

**Daze (Eye Attack)**—Subjects must succeed on a saving throw or be affected as though by the *daze* spell.

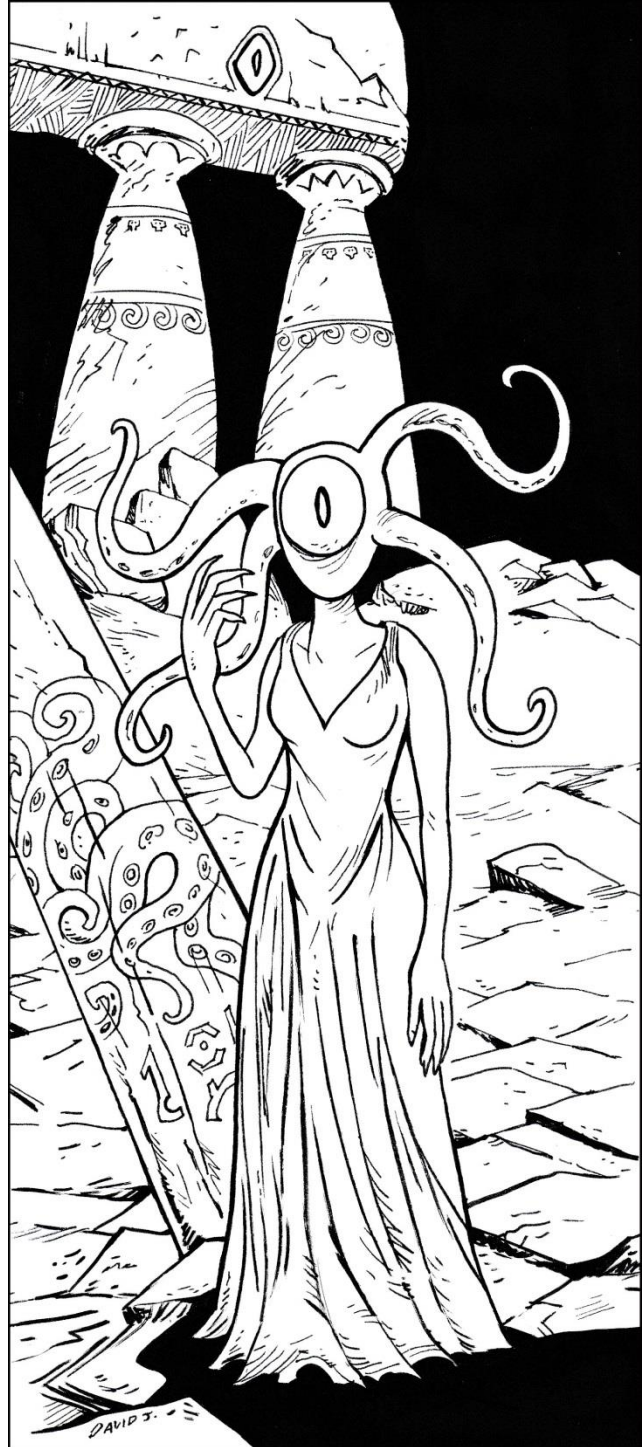
**Drain (Eye Attack)**—Subjects must succeed on a saving throw or be affected as though by the *vampiric touch* spell.

**Harm (Eye Attack)**—Subjects must succeed on a saving throw or be affected as though by *inflict light wounds*.

**Paralyze (Eye Attack)**—Subjects must succeed on a saving throw or be affected as though by *hold person*.

**Sleep (Eye Attack)**—Subjects must succeed on a saving throw or be affected as though by *sleep*.

**Weaken (Eye Attack)**—Subjects must succeed on a saving throw or be affected as though by a *ray of enfeeblement*.



## CLASSES

# ENTER THE ANTI-CLASSES

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Those who have delved into new edition of *Blood & Treasure* will note that the game has not only clerics, but also anti-clerics. Anti-clerics are Chaotic clerics that cast the reverse of some of the traditional cleric spells. In place of healing, they inflict wounds, and in place of curing disease they cause it.

What about other anti-classes? Why should the cleric be the only class with an opposite?

The cleric's opposite is based around an opposing alignment, Good vs. Evil. In this way, it opposes the class function of the cleric. Other classes are not as tied to an alignment, so their opposites are going to be more focused on opposing the overall class functions of the other classes.

Here are a few suggestions, presented as sub-classes:

### Anti-Fighters (Antagonists)

A fighter fights, so an anti-fighter ... doesn't fight? There doesn't seem to be much room for a class in that description, but let's think this through.

One possibility is a character that calms tensions and ends fights, but that has a magical feel to it – in fact, it could just be accomplished with the *calm emotions* spell.

A better way to go is to make the anti-fighter a specialist at countering the tactics and abilities of other fighters. The anti-fighter is focused on defense rather than attack, and when they fight a fighter, their defenses against that character improve against them, increasing their AC by +1 each time their attacker succeeds at an attack. The anti-fighter also has a +2 bonus to saving throws against special maneuvers.

### Anti-Magic-User (Counter-Spellers)

This anti-class seems simple. Anti-magic-users cancel out the magical abilities of magic-users. They use the turn undead chart for their counter-spelling. Where a cleric destroys or takes control of undead with a turn undead check, the anti-mage turns the spell back on the caster. Just substitute the

spell's level for the HD of the undead on the turn undead table, and proceed as normal. If the anti-mage has the initiative, they simply wait to counter whatever the magic-user or sorcerer attempts. If they do not have the initiative, a penalty might be applied to the counter spell attempt, with no possibility of turning the spell back on the caster.

The anti-mage has a flat +2 bonus to saving throws vs. magic and can make a Wisdom task check to sniff it out.

### Anti-Thieves (Thief-Takers)

The first thing that springs to mind for designing an anti-thief class is the classic thief-taker. Where the thief has a set of skills that makes them good at stealing, the anti-thief has a different set of skills meant to counter them, and uses these skills to chase down thieves or kill them with traps.

**Climb Walls:** As the thief ability.

**Hear Noise:** As the thief ability.

**Note Pilfering:** When a thief-taker's pocket is picked, or some other form of legerdemain is performed in his presence, he may attempt a saving throw to notice it. This save should be made without the player's knowledge.

**Penetrate shadows:** Thief-takers can make a task check modified by their Wisdom score to see people and objects that are hidden in deep shadows. They can see up to 30' when peering through shadows.

**Set Traps:** The thief-taker can set traps if they have a set of tools and the necessary raw materials.

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Level	Damage
1	0 (nuisance traps)
2-4	1d4 or cripple or stun for 1d6 rounds
5-7	1d6 or cripple for 1d6 minutes or stun for 1d8 rounds
8-9	2d6 or cripple for 1d6 turns or stun for 2d6 rounds
10+	3d6 or cripple for 1d6 hours or stun for 3d6 rounds

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**Speak Silently:** Thief-takers can speak to associates so quietly that they cannot be heard, even with a successful hear noise task check. They can use sign language to communicate silently to people further away.

I can't think of anything to counter climb walls, nor do I think I need to. The thief-taker can climb walls so that he can chase thieves down, and he can also remember faces and he can make a saving throw to avoid backstabs.

## NEW CLASS

# OWN THE BATTLEFIELD: THE CENTURION

Illustration by Storn Cook

Fighters might come from many backgrounds, but most adventuring fighters avoid the chaos of the battlefield for the relative simplicity of bashing heads in a dungeon. Who wants to be cut down by a flight of arrows for a meagre salary?

Centurions, on the other hand, are born and bred for mass combat in the name of king or emperor. They glory in wading into an enemy host with their comrades. When they delve into the lightless depths, they bring friends and know how to make the most of them.

### Requirements & Restrictions

To become a centurion, a character must have the following minimum ability scores: Str 11, Cha 13.

Centurions may not be Chaotic in alignment.

Centurions can use up to banded mail armor and all shields. They are trained to fight with all sorts of crossbows, all daggers, hand axes, javelins, swords, spears and pole arms.

### Centurion Skills

**Rally Troops**—Even after warriors have failed a morale check, broken ranks and fled, the centurion can attempt a new morale check for them each round, so long as he remains within 30' of them, and they remain within sight of the battle.

### Centurion Abilities

Centurions can command double the normal henchmen permitted by their Charisma score, provided those henchmen are men-at-arms that are armed and armored the same way as

the centurion (though if the centurion is armed with magic armor or weapons, the henchmen need only be equipped with mundane versions of the arms and armor).

Men-at-arms under the command of a centurion gain a +1 bonus to attack and to saving throws.

When in battle, centurions can lock shields with other centurions, warrior-types (i.e. fighters, paladins, rangers) and their own men-at-arms. This increases the AC of all involved in the shield wall by +1. While in the shield wall, the warriors can still attack with spears or pikes. Warriors in a shield wall also gain a +2 bonus to saving throws against special maneuvers that are used against them.

When a centurion is locked in melee with opponents, he can halt them from moving out of that combat. Melee foes of a centurion must make a special maneuver attack against the centurion to retreat. The centurion can lock a number of foes within 5' into melee equal to her level divided by four (rounding up), thus 1 from level 1 to 4, two from level 5 to 6, etc.

Centurions are trained as sentries, and thus are only surprised on a roll of 1 on 1d6. They can hear noises as well as thieves and can sense the presence of invisible (though not ethereal) creatures by rolling 1d20 under their wisdom.

A 3rd level centurion can bestow their shield bonus to AC on one ally within 5' and still make an attack that round.

A 6th level centurion learns the skills of an engineer as regards to operating siege weapons and building fortifications.



## Centurion Class Advancement Table

Level	Experience Points	Hit Dice	Attack Bonus	Saving Throw	Title
1st	0	1d8	+1	17	Miles
2nd	2,000	2d8	+2	16	Duplicarius
3rd	4,000	3d8	+3	16	Decanus
4th	8,000	4d8	+4	15	Cornicularius
5th	16,000	5d8	+5	15	Optio
6th	32,000	6d8	+5	14	Centurion
7th	64,000	7d8	+6	14	Praefectus
8th	125,000	8d8	+7	13	Tribunus
9th	250,000	9d8	+8	13	Legatus
10th	375,000	10d8	+9	12	Legatus
11th	500,000	+3 hp	+10	12	Legatus
12th	625,000	+3 hp	+10	11	Legatus
13th	750,000	+3 hp	+11	11	Legatus
14th	875,000	+3 hp	+12	10	Legatus
15th	1,000,000	+3 hp	+13	10	Legatus
16th	1,125,000	+3 hp	+14	9	Legatus
17th	1,250,000	+3 hp	+15	9	Legatus
18th	1,375,000	+3 hp	+15	8	Legatus
19th	1,500,000	+3 hp	+16	8	Legatus
20th	1,625,000	+3 hp	+17	7	Legatus

### The Castra

At 9th level, a centurion can establish a castra (fort) in the wilderness and take the title of *dux*. The centurion remains in the service of his king or emperor, ruling on his or her behalf. When a centurion becomes a *dux* he attracts 3d4x10 men-at-arms. Most squadrons (10 warriors) wear chainmail and carry a shield, spear, javelin and short sword. One squadron replaces the spear and javelin with a composite bow to provide missile support. All other squadrons have a 5% chance to be a special unit rolled on the following table (roll d10):

- 1 Halfling Funditores—Padded, sling, dagger
- 2 Exploratores—Composite bow, hand axe
- 3 Denudo—Composite bow, javelin (5), short sword
- 4 Peltasts—Scale mail, shield, spear, javelins (3)
- 5 Elven Sagittarii—Buckler, composite bow, short sword
- 6 Equites—Scale, shield, lance, longsword, light horse
- 7 Equites rorarii—Buckler, javelins (3), short sword
- 8 Equites sagittarii—Composite bow, buckler, longsword
- 9 Equites scutarii—“Shieldbearers”; Scale mail, shield, light lance, horseman’s mace, light warhorse
- 10 Equites cataphractarii—“Cataphracts”; Chainmail, shield, heavy lance, longsword, barded heavy warhorse

One man in each squadron is a sergeant. The *dux* is assisted in his command by a lieutenant centurion of level 4 to 7.

These men-at-arms are soldiers of the king or emperor. The *dux* must keep them fed, clothed and equipped, but he does not have to pay them a salary. The payroll arrives once per month, with only a 1% chance per month of a heist which must be solved before the soldiers commit mutiny.

The new baron also attracts 1d10x40 peasants, artisans and laborers to his new barony. These are ex-soldiers of the king or emperor, and can be impressed into military service without trouble as necessary. They are armed with spears and shields when called to battle.



## NEW CLASS

# WHIRL INTO ACTION: THE DERVISH

Illustration by Denis McCarthy

In the real world, the word dervish has two meanings. The first is as an Islamic mystic aiming at the attainment of enlightenment. The second was applied to Islamic warriors in Somalia and the Sudan who opposed the British Empire there.

It was this second meaning that folks had in mind when the “dervish” appeared in the original (advanced) fantasy game. There, the dervishes were religious nomads. These dervishes were, in turn, the inspiration for the dervishes in the hex crawl that appears in this magazine. You can read about them more in that article, but for now, it is worth knowing that the dervishes of Nod were religious men and women who opposed the demon worship of ancient Irem, and as a result were spared the destruction that befell their fellow Iremites.

## The Dervish

Dervishes are the sword-monks of a Lawful religious order that has largely ceased to exist. Abandoned by the old gods, they wander the world selling their swords as anti-heroes – still driven to do the right thing, but not always in the most lawful manner possible. Dervishes are known for their black robes, keen swords and terrific guile.

### Requirements & Restrictions

To become a dervish, a character must have the following minimum scores: Str 13, Wis 9, Dex 13 and Cha 9.

They may not use armor or shields of any kind, but can fight with any weapon.

### Dervish Skills

Dervishes add their level to the following task checks:

**Acrobatics**—Dervishes can walk tightropes, tumble past opponents and swing from chandeliers.

**Climb Walls**—Dervishes can climb walls without climbing gear at a rate of 10' per round. If a monk falls, they suffer damage as though the fall were 20' shorter.

**Guile**—Dervishes are good at worming their way into the confidence of Chaotic creatures. If a dervish has time to speak, Chaotic creatures roll their reaction checks against them as though they were Neutral in alignment. Moreover, a successful guile check (modified by Charisma) can improve the rolled reaction by one category.

**Hear Noise**—Dervishes can hear incredibly quiet noises through doors or from far away.

**Hide in Shadows**—Dervishes can disappear into the shadows and remain unseen, even while moving.

**Move Silently**—Dervishes can walk slowly without making a sound if they are not in metal armor.



## Dervish Advancement Table

Level	Experience Points	Hit Dice	Attack Bonus	Saving Throw	Title	AC Bonus	Unarmed Attacks	Unarmed Damage	Movement Rate
1st	0	1d8	+0	15	Wayfarer	+0	1	1d4	+0 ft.
2nd	2,300	2d8	+1	14	Mendicant	+1	1	1d4	+5 ft.
3rd	4,600	3d8	+1	14	Kahin	+1	1	1d6	+5 ft.
4th	9,200	4d8	+2	13	Swordsman	+2	1	1d6	+10 ft.
5th	18,400	5d8	+3	13	Anti-hero	+2	2	1d6	+10 ft.
6th	36,800	6d8	+3	12	Kazasker	+3	2	1d8	+15 ft.
7th	73,600	7d8	+4	12	Prowler	+3	2	1d8	+15 ft.
8th	140,000	8d8	+5	12	Doom-sayer	+4	2	1d8	+20 ft.
9th	280,000	9d8	+6	11	Lone Wolf	+4	3	1d10	+20 ft.
10th	420,000	10d8	+6	11	Lone Wolf	+5	3	1d10	+25 ft.
11th	560,000	+3 hp	+7	10	Lone Wolf	+5	3	1d10	+30 ft.
12th	700,000	+3 hp	+8	10	Lone Wolf	+6	3	1d10	+35 ft.
13th	840,000	+3 hp	+8	9	Lone Wolf	+6	4	1d12	+40 ft.
14th	980,000	+3 hp	+9	9	Lone Wolf	+7	4	1d12	+45 ft.
15th	1,120,000	+3 hp	+10	9	Lone Wolf	+7	4	1d12	+50 ft.
16th	1,260,000	+3 hp	+10	8	Lone Wolf	+8	4	1d12	+55 ft.
17th	1,400,000	+3 hp	+11	8	Lone Wolf	+8	5	1d20	+60 ft.
18th	1,540,000	+3 hp	+12	7	Lone Wolf	+9	5	1d20	+65 ft.
19th	1,680,000	+3 hp	+12	7	Lone Wolf	+9	5	1d20	+70 ft.
20th	1,820,000	+3 hp	+13	6	Lone Wolf	+10	5	1d20	+80 ft.

### Dervish Abilities

As the dervish advances in level, they improve their AC, number of unarmed attacks per round, unarmed damage and movement rate (see table below). Dervishes also inflict +1 point of damage per two levels with melee weapons.

When a dervish beats a target's AC with his attack roll by 4 or more, that target must succeed at a saving throw or either be stunned for 1d6 rounds or knocked backwards 6'. Oozes, plants, constructs, undead and elementals cannot be stunned. When the dervish reaches 12th level, they can instead make this a deathstroke once per day. In this case, the victim must be at least 4 levels (or Hit Dice) lower than the dervish, and they may attempt a saving throw to avoid instant death.

A 2nd level dervish learns to deflect arrows and other small missiles with his hands. The dervish can attempt, once per round, to deflect a missile that would otherwise hit him by making a saving throw.

A 3rd level dervish can intimidate with their steely gaze. When presented with humanoids with Hit Dice equal to half the dervish's level or less, the dervish can force all within sight to pass a saving throw against fear or be stunned for 3 rounds + one round per point of the dervish's strength bonus.

For every five targets of this intimidation, all targets receive a +1 bonus to their saving throw (i.e. courage in numbers). If the targets are led by a person with more Hit Dice than they, they add that person's Hit Dice to their saving throw as well.

A 4th level dervish can damage monsters only damaged by silver or *+1 magic weapons*. At 10th level they can damage monsters only harmed by *+2 weapons*. At 16th level they can damage monsters only harmed by *+3 weapons* or better.

5th level dervishes can feign death, slowing their breathing and heartbeat to appear dead for up to 1 hour.

A 7th level dervish can heal his own wounds using meditation. He can heal a number of hit points of damage equal to her level each day, and can use this healing at once or spread this healing out among several uses.

### Companion

As wanderers, dervishes do not establish strongholds. At 9th level they attract to their side an allied priest or priestess (always the opposite sex to the dervish) of their old order. This priest or priestess is a cleric of 5th level. This companion advances in level once every three dervish levels.

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