

# NOD 33

THE CARNELIAN COAST  
MYSTERIOUS TOWER  
AFRICAN DEITIES



EMA

# NOD

33

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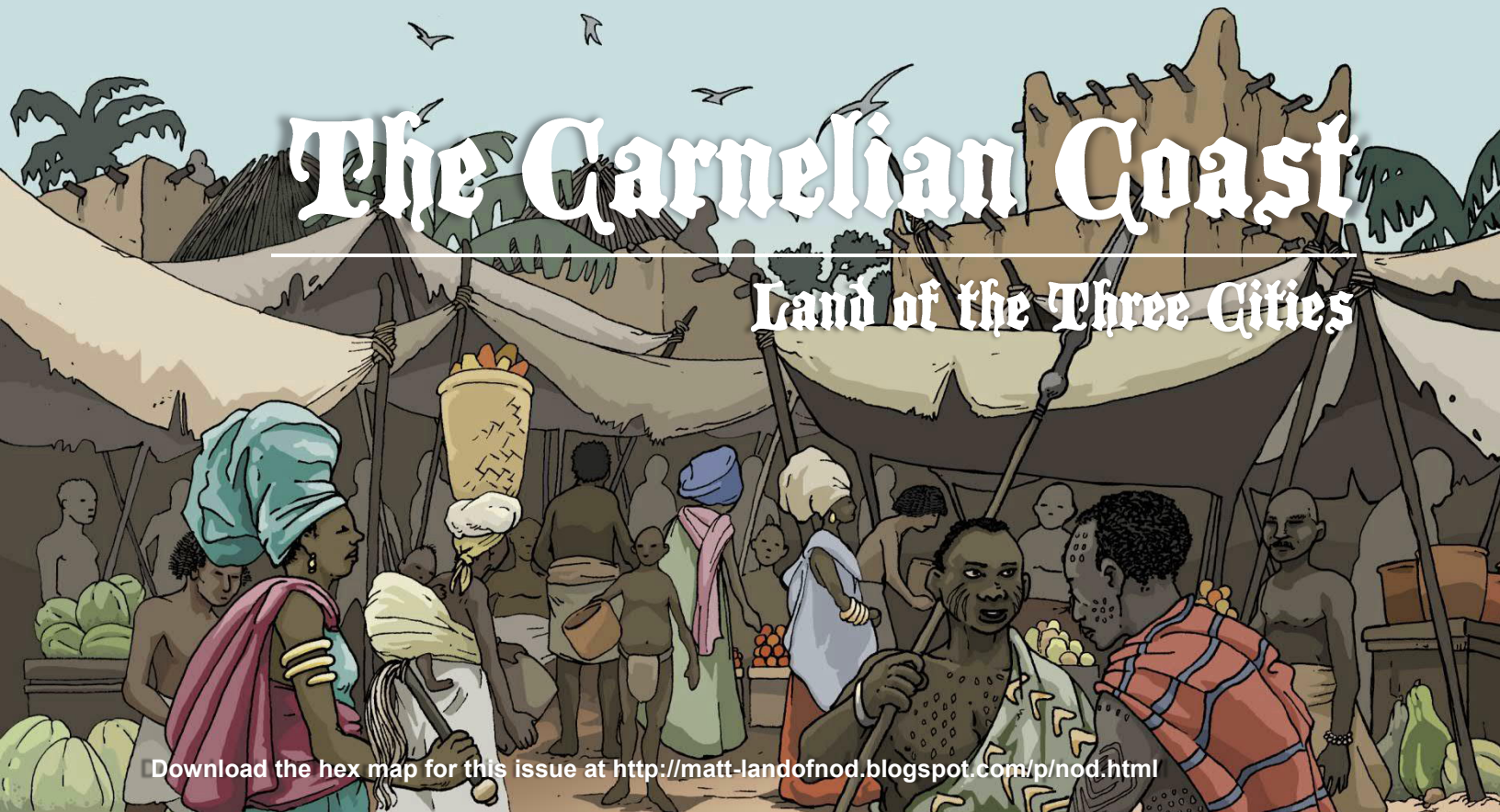


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Download the hex map for this issue at <http://matt-landofnod.blogspot.com/p/nod.html>

By John M. Stater

Art by Bruno Balixa, Luigi Castellani, Gary Dupuis, Earl Geier, Andrew Krahne, Ian McLean, Ryan Rhodes, Miguel Santos

Cartography by Dyson Logos

Once upon a time, there were three sisters who were born of a god and a mortal woman. These sisters were named Amayo, Azani and Aloru. All three became great adventurers, and all three eventually founded city-states. These cities became rivals in all things and suffered and prospered in equal measure through the centuries until the coming of Kolos, the wicked empire of necromancers that sprung from the deepest jungles of Cush. Under Kolos, the Three Cities suffered terribly, losing their grandeur and spirit and becoming in time as wicked as the empire that had conquered them.

When Kolos finally fell, the Three Cities were thrown into chaos, with secret societies struggling for control and brother turned against brother. This brought the Three Cities very low indeed, making them easy prey for the Zebrideans, who erupted from their islands to conquer both the Wyvern Coast and Cernelian Coast.

For many years the yoke of Zebridean cruelty was born by the Three Cities. And then it happened. Three princes from the interior came on the scene. Like the three sisters before them, they were demigods, born of Shango, the god of thunder, Ogun, the god of the forge and Ozain, the god of healing. Each of these men fought fiercely against the Zebrideans, thwarting

their plans at every turn and eventually driving them from the coast in a long, bloody rebellion. Each demigod was proclaimed the king of one of the Three Cities.

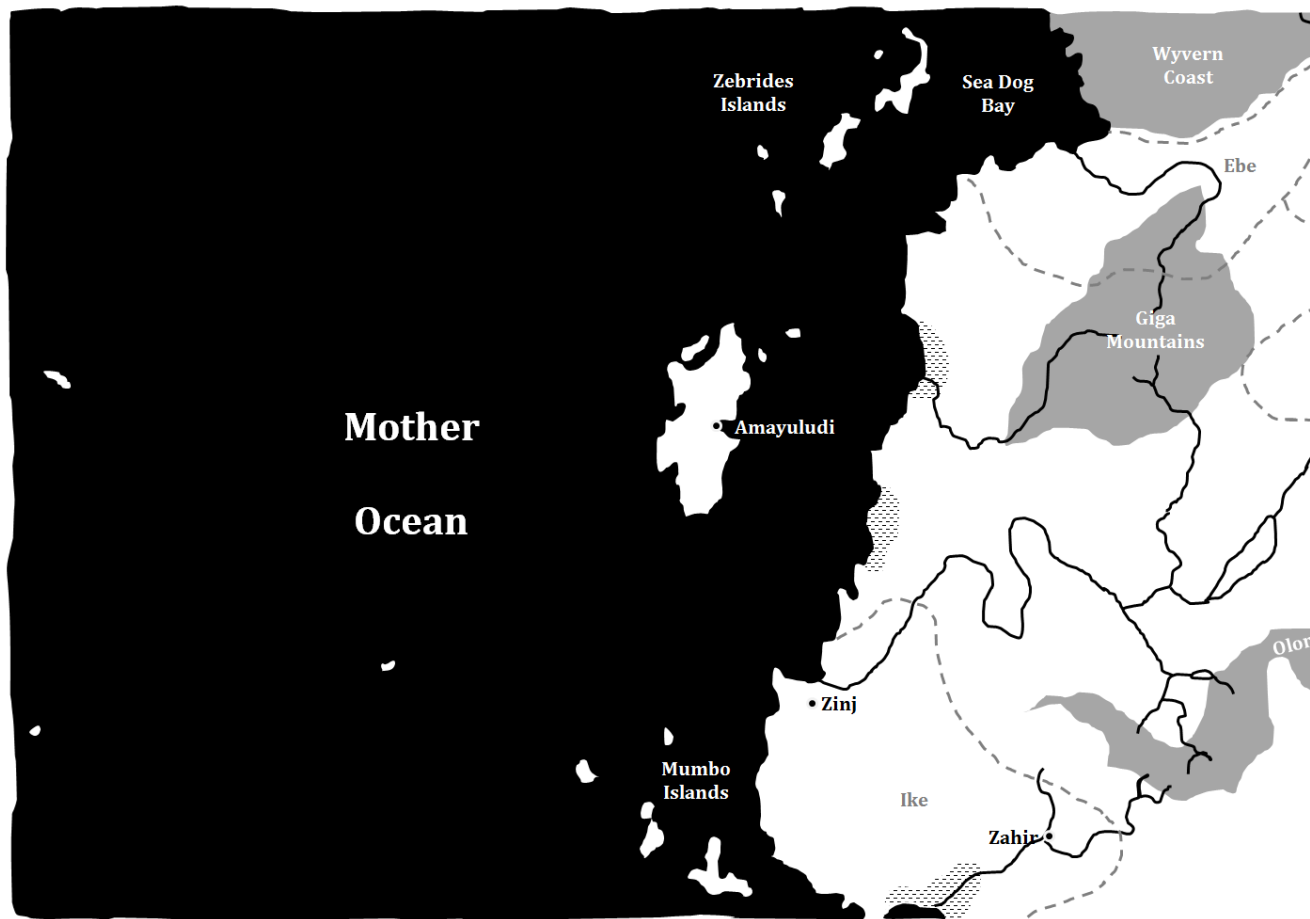
Each of these new kings resurrected his city and its people, breathing new life and spirit into them. With the rebellion over, the three men turned from friends to rivals, and they began with gusto to send parties of adventurers to explore the mysterious interior of their country.

## Geography

During the Pandiluvian Age, the jungle portions of Map I12 were submerged and the alien elder things built fortresses of luminous green stone there. When the waters receded, Cush became a dismal swamp dominated by lizard men and ophidi-ans. Humans from the uplands were carried into the basin and made slaves by the reptile people.

When the waters receded further, the swamps became a rain forest and the savage lizard men were defeated by the more clever humans, who established new chiefdoms.

Map I12 is divided into the hot, steamy jungle of Cush in the east and Mother Ocean in the west, with a small portion of the Wyvern Coast in the northeast corner. Map I12 has three major city-states, Zinj, Zahir and Amayuludi. Both on land and under the sea, there are a multitude of smaller villages.



## Weather

Cush and the Carnelian Coast are hot and humid. Temperatures range from a low of 60 + 1d8 degrees Fahrenheit to a high of 80 + 1d12 degrees Fahrenheit. Increase temperatures by 2 degrees in May, the hottest month, and reduce them by 5 degrees in November, the coolest month.

In most months, there is a 35% chance each day of rain. During June and July, the chance of rain each day falls to 15%. During November it rises to 50%.

When rain comes, it lasts for 2d6 hours. If necessary, roll 1d6 to see when the rain starts falling – 1-2 morning, 3-4 afternoon, 5-6 evening.

Humidity is around 80% year-round, which makes wearing armor very uncomfortable. Any exertion while wearing armor requires a saving throw vs. fatigue with a penalty to the saving throw equal to the armor bonus.

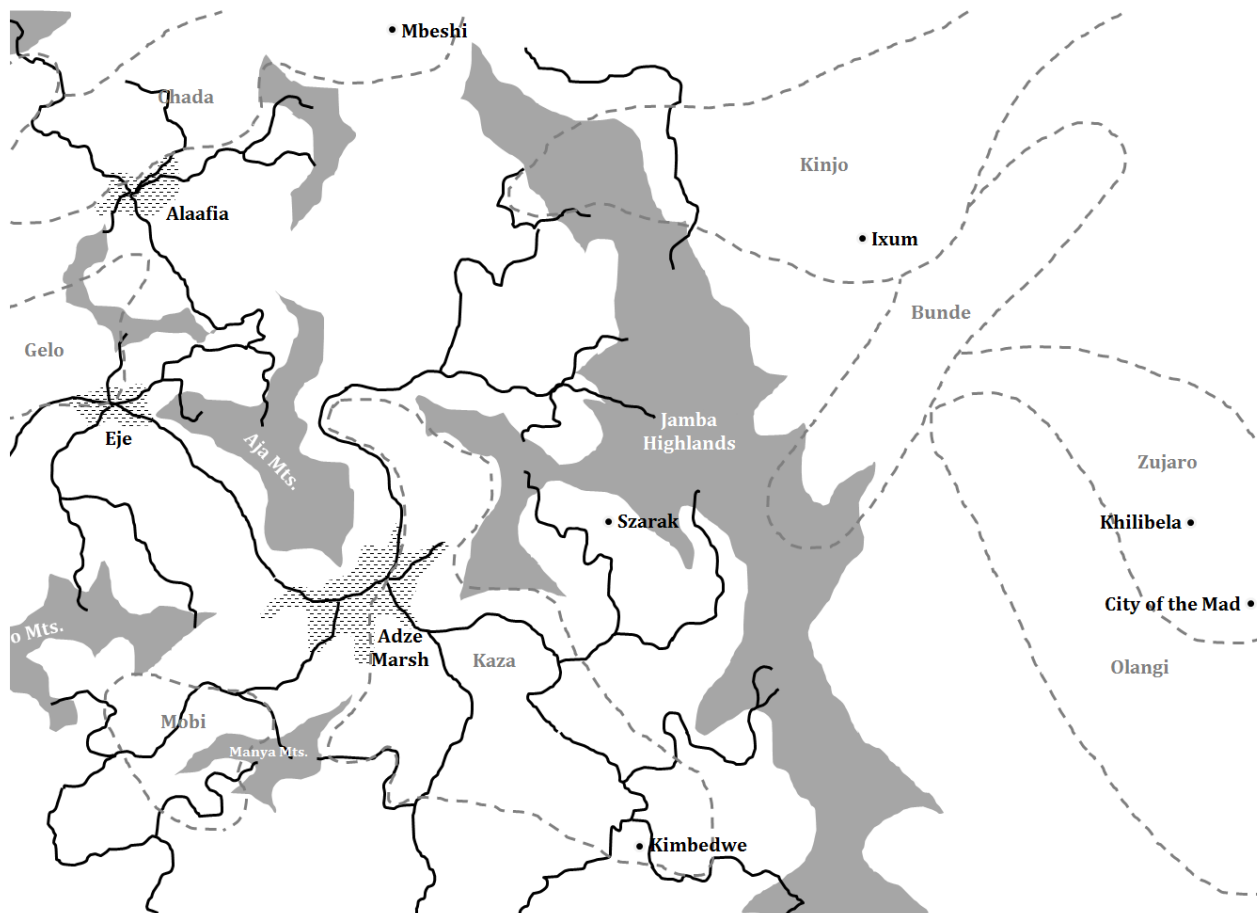
## Carnelian Coast | Jungle, Wetlands

The coast is a region of lightly wooded rolling hills with broad valleys, wide sandy beaches and mangrove swamps. It is more heavily populated than the hinterland.

Animals on the coast and in the hinterlands include gorillas, bonobos, chimpanzees, forest elephants, white rhinos, bongos, peahens, colobus monkeys, lions, hippopotamus, buffalo, cheetah, leopards and giraffes.

There are numerous coral reefs along the coast, as well as many that were over time buried beneath the coasts. This allows the people of the coast to quarry coral, and it is a common building material in Zinj and Amayuludi.

The mangrove swamps of the coast have trees as much as 100' tall. They support rich communities of oysters, crabs, snakes, fish, monkeys, dugongs, softshell turtles, herons, cormorants and other small animals.



### 3D6 Random Encounter

3	Adze (1d8) see <i>NOD 16</i>
4	Kunti (1) see <i>NOD 16</i>
5	Boalisk (1) see <i>NOD 16</i>
6	Asiman (1) see <i>NOD 16</i>
7	Chimpanzee (1d50)
8	Frog, Giant (2d6)
9	Hobgoblin (4d6)
10	Human—Warrior (1d20) <sup>1</sup>
11	Leopard (1d4)
12	Amazon—Cushite (1d20)
13	Human—Trader (3d6)
14	Elephant (1d12)
15	Assassin Vine (1d4)
16	Dryad (1d6)
17	Dragon, Green (1d4)
18	Tikoloshe (1d8) see <i>NOD 16</i>

<sup>1</sup> Warriors are from the nearest settlement

## Cush | Jungle

*First introduced in NOD 16*

The jungle of Cush consists of a gently sloping plain from the Jamba Highlands in the east to the Carnelian Coast in the west. It is bound on the north by the plains of Pwenet and the Wyvern Coast and on the south by the southern leg of the Jamba Highlands. It is interrupted by several mountain ranges, including the Giga and Oloro Mountains in the west and the Aja and Many Mountains in the east.

Cush is a traditional rain forest. The trees are thick and tall, and grow closely enough together to blot out the sun. Beneath the canopy live a myriad of insects and reptilian carnivores as well as pygmy deer, elephants and the dreaded leopard.

Cush is valued for its exotic hardwoods (teak, mahogany and ebony), animals, orchids, black lotus, ivory, gold and copper.

Random encounters are rolled on the following table:

3D6	Random Encounter
3	Kunti (1); see <i>NOD 16</i>
4	Boalisk (1); see <i>NOD 16</i>
5	Centipede, Giant (5d6)
6	Snake—Constrictor (Giant) (1) <sup>1</sup>
7	Ape, Carnivorous (1d8)
8	Frog, Giant (2d6)
9	Leopard (1d4)
10	Humanoid (see sub-table below)
11	Baboon (1d8)
12	Lizardman (1d10)
13	Spider, Giant (1d12)
14	Ant, Giant (2d6)
15	Beetle, Giant Rhinoceros (1d6)
16	Elephant (1d12)
17	Medusa (1d4)
18	Ophidian, Lesser (1d6)

#### Humanoid Sub-table

1d10	Random Humanoid
1	Amazimu (3d6) <sup>1</sup>
2	Amazon, Cushite (1d20) see <i>NOD 18</i>
3	Aziza (1d20) <sup>1</sup>
4	Bafana (1d20)
5	Human Bandit (3d6)
6	Human Warrior (1d20)
7	Idaji (1d20) <sup>1</sup>
8	Kukuru (1d6)
9	Arare (1d20) <sup>1</sup>
10	Yombo (1d20) <sup>1</sup>

<sup>1</sup> See Peoples below for more information

## Giga & Oloro Mountains | Mountains

These mountain ranges are similar to one another in most respects. They are exceptionally damp and covered with cloud forests and thick mists. The lower slopes are covered with bamboo forests, the mid-slopes with rosewood forests and the upper slopes with giant groundsels, plants related to sunflowers. Gorillas are most common in the middle slopes and hobgoblins in the lower. Humans enter the foothills from time to time to hunt.

3D6	Random Encounter
3	Hippogriff (2d8)
4	Mist Monster (1) (see <i>Monsters II</i> )
5	Human—Hermit (1) <sup>1</sup>
6	Cattle, Forest (3d6) (see <i>Nod 4</i> )
7	Chimpanzee (1d50)
8	Hobgoblin (4d6) <sup>2</sup>
9	Hyena (1d12)
10	Gorilla (1d8)

11	Human—Warrior (1d20) <sup>3</sup>
12	Monkey (small) (1d4x5)
13	Bat, Giant (1d8)
14	Lion (1d10)
15	Elephant (1d12)
16	Kishi (1d4)
17	Arrowhawk (1d6)
18	Giant, Cloud (1d10) <sup>4</sup>

<sup>1</sup> These hermits cast druid spells

<sup>2</sup> These hobgoblins have orange skin, freckled with chartreuse, and pointed heads that are crowned by wavy horns

<sup>3</sup> Hunters armed with daggers, short bows and poison arrows

<sup>4</sup> These cloud giants have mist-grey skin and red eyes

## Ifuru Island | Jungle, Mountains

Ifuru is a large island dominated by the city-state of Amayuludi. The island is volcanic and covered with a thick jungle that includes palms, bananas, ferns and giant begonias. The margins of the island are beaches of golden sand. Animals native to the island include bats, grey parrots, giant frogs and feral swine introduced accidentally by humans. Besides humans, the island is home to yumboes and flower fairies. Amayuludi has been a center of corsair activity at different times in its history, and pirate crews can still be found sheltering in its coves and lagoons.

3D6	Random Encounter
3	Magmin (1d10)
4	Dun Pudding (1)
5	Dragonfly, Giant (1d6)
6	Spider, Giant (1d12)
7	Boar (1d8)
8	Human—Pirate (1d20)
9	Monkey (Small) (1d4x5)
10	Assassin Vine (1d4)
11	Human—Patrol (1d20)
12	Yumbo (Gnome) (1d20)
13	Frog, Giant (2d6)
14	Bat, Giant (1d8)
15	Swarm, Bat (1d20)
16	Pseudodragon (1)
17	Dragon, Moss (1)
18	Flower Fairy (3d6)

## Mother Ocean | Aquatic

Mother Ocean is the large body of water at the center of the supercontinent that dominates Nod. Smaller bodies of water that connect to Mother Ocean include the Tepid Sea (*NOD 1*), Damnable Sea (*NOD 21*) and Green Sea (*NOD 31*). The South Seas are located south of Mother Ocean and surrounding the supercontinent is the Sea of Stars.

Random encounters for Mother Ocean are provided for adventurers on the surface, and adventurers in the depths.

3D6	Surface Encounter	Deep Encounter
3	Triton (3d6)	Whale, Sperm (1d4)
4	Harpy (2d6)	Giant, Storm (1d8)
5	Siren (1d6)	Kraken (1)
6	Hag, Sea (1)	Dolphin (1d20)
7	Shark, Large (1d8)	Jellyfish, Giant (2d6)
8	Crab, Giant (3d4)	Aboleth (1d4)
9	Merfolk (1d20)	Sahuagin (2d6)
10	Human—Pirate (1d3 ships)	Crabman (1d10)
11	Human—Trader (1d3 ships)	Locathah (1d20)
12	Locathah (1d20)	Hag, Sea (1)
13	Sahuagin (2d6)	Sea Serpent (1)
14	Dolphin (1d20)	Crab, Giant (3d4)
15	Sea Lion (2d6)	Barracuda, Giant (2d4)
16	Crabman (1d10)	Eye of the Deep (1d6)
17	Dragon Turtle (1)	Shark—Megalodon (1d4)
18	Giant, Storm (1d8)	Triton (3d6)

## Mumbo Islands | Grasslands

The Mumbo Islands are a series of low islands with rocky coasts and grassy hills. The Mumbos get less rain than the coast, and thus are drier. Aside from grasses and shrubs, the more interesting trees on the island are the acacias and dragon trees. The islands have never had human habitation, other than a few survivors of shipwrecks and pirates burying treasure. The large southern island is home to a large population of yumboes and hawk men. While there is plenty of small game on the islands, there are no large monsters, so random encounters only occur on a roll of 1 on 1d20, and are either 1d20 hawk men or 1d20 yumboes out hunting or on patrol.

## Rivers | Aquatic

Several rivers flow from the jungle into Mother Ocean along the Carnelian Coast. Each river is noted with the hex in which it originates on the map.

The **Alangba River** [6917] is slow and silent. The banks of the river are clogged with vegetable growth.

Hunters travelled to the **Asgana River** [7233] in ancient days to hunt the black elephants that dwelled there, for they were creatures of the utmost cleverness and cruelty and thus worthy trophies for great hunters.

The **Ebe River** [7116] is famed for the gold dust it carries down from the Giga Mountains. It has a bloody history, so much so that its valley is inundated with the undead spirits of the perpetrators of that history. The gold that washes up on the banks carries with it a curse (per the *bestow curse*).

Encounters on or near the Ebe River have a 50% chance of being rolled on the following table:

D6	Encounter
1	Ghost (1d4)
2-3	Groaning Spirit (1)
4	Spectre (1d4)
5-6	Will-o'-Wisp (1d3)

The largest river of the region is the **Jamba**, which originates in the Jamba Highlands on Map J12. It was the main arterial of the Empire of Kolos, but is now sparsely populated.

The waters of the **Ulura River** [7139, 7239] are made red by the red clays of the Oloro Mountains.

The **Umengwu** [7217] is a treacherous, rapid river that tumbles from the Giga Mountains on its way to the Jamba.

3D6	Random Encounter
3	Merati (1d8) <i>see NOD 31</i>
4	Chipekwe (1d2) <i>see B&amp;T Monster Tome or Monsters II</i> <sup>1</sup>
5	Frog, Killer (3d6)
6	Crocodile (1d12)
7	Ape, Carnivorous (1d8)
8	Human—Trader (3d6) <sup>2</sup>
9	Human—Berserker (3d6) <sup>3</sup>
10	Catfish, Giant (1d2)
11	Frog, Giant (2d6)
12	Human—Pirate (2d20) <sup>3</sup>
13	Leech, Giant (2d6)
14	Chimpanzee (1d50) <i>see B&amp;T Monster Tome or Monsters II</i> <sup>1</sup>
15	Crocodile, Giant (1d8)
16	Nymph—Naiad (1) <i>see B&amp;T Monster Tome or Monsters II</i>
17	Nixie (2d6)
18	Zombie (3d10) <sup>4</sup>

<sup>1</sup> These monsters appear on the banks of the river; if hostile, they follow adventurers for 3d6 miles before giving up

<sup>2</sup> Traders are on barges or riverboats

<sup>3</sup> Berserkers and pirates are in war canoes (6 men to a canoe)



<sup>4</sup> Zombies are leftovers from the days of wicked Kolos. Some washed down the river and settled to the bottom; the passing of the adventurers stirs them and they come up to attack

## Wyvern Coast | Highlands

*First introduced in NOD 1*

The Wyvern Coast is a range of sunbaked badlands between the Nabu Desert and Tepid Sea. Its shoreline hosts a multitude of caves and coves that provide hiding places for corsairs. The hills provide little of value other than volcanic glass and some fancy stones. The only city-state on the Wyvern Coast is Ophir, infamous for its bazaars, slave market and guild of assassins. Ophir was the main seat of power for the Purple Kings that ruled the coast in ancient times.

### 3D6 Random Encounter

3	Cyclops (1d8)
4	Wyvern (1d6)
5	Lamia (1d4)
6	Leucrota (1d6)
7	Drakkar (1d8) <i>see Monster Tome or Monsters II</i>
8	Scorpion, Giant (1d12)
9	Lion (1d10)
10	Human Pirates (1d20)
11	Lizard, Giant Horned (1d3)
12	Human Slavers (1d20) (as human warrior)
13	Tick, Giant (3d4)
14	Eagle, Giant (1d12)
15	Igniguana (1d12) <i>see below</i>
16	Insectaur (1d8) <i>see Monster Tome or Monsters II</i>
17	Basilisk (1d6)
18	Shedu (1d8)

## Zebrides Archipelago | Jungle

The Zebrides are a series of wooded islands that are home to a zebra-striped species of humanoids. The Zebrideans once conquered the Carnelian Coast and portions of the Wyvern Coast, but that was many years ago. Conflict with rival kingdoms and savage tribes eventually led to civil war and the destruction of the Zebridean Empire. The archipelago is now mostly remembered for its strange Zebra cult, which survives in many Cushite communities.

### 3D6 Random Encounter

3	Golem, Iron (1d4)
4	Assassin Vine (1d4)
5	Brain Mole (1d4)
6	Eagle, Giant (1d12)
7	Ant, Giant (2d6)
8	Boar (1d8)
9	Lizard, Giant—Draco (1d4)
10	Snake, Constrictor, Giant (1)

11	Baboon (1d8)
12	Leopard (1d4)
13	Zebridean (2d6)
14	Human Pirate (3d6)
15	Crab, Giant (3d4)
16	Rat, Giant (6d6)
17	Kamadan (1) <i>see NOD 16</i>
18	Automaton (1d10)

## Peoples

### Amazimu | Berserkers

The Amazimu are a cult of berserkers that have left civilization to live like animals in the forest. The berserkers of the jungle are cannibals. They appear as normal humans, but with teeth sharpened to points and hungry, feral looks in their eyes. The cannibals of Cush live in small warrior clans of 10 to 20 warriors led by a chief (5+1 HD) and two sub-chiefs (2+1 HD).

Amazimu clans construct altars in the deep jungle. These altars take the form of piles of bones surrounded by a circle of spears driven into the ground. The spears surround the altar at a radius of about 20'. The ground within the circle of spears is kept cleared of vegetation and is covered in a layer of ash. The clan meets here at certain times of the year to worship demons, make sacrifices and feast. Fetishes hung from the butt ends of the spears indicate which clan owns the altar.

An especially powerful chief of the Amazimu might bring together 10 to 20 several clans to form a horde and cut a path of blood and gore through the jungle.

Amazimu armies are armed as follows:

### D6 Unit

1	Net, spear
2	Net, spear, shield
3	Battleaxe
4	Battleaxe, shield
5	Hunga munga, spear
6	Spear, shield

### Black Amazons | Amazons

The black amazons are related to the red, blue and green amazons. They have dark copper skin and black hair. The black amazons live in a matriarchal society like most amazons, but unlike other amazons they allow their menfolk to live in their villages with them. The men work as craftsmen, farmers and fishermen. Amazon villages are split in half between men and women, and while amazons can enter the male side at will, men are forbidden entrance to the amazon side of the village.



An amazon village usually contains 1d10x10 amazons and males and children equal to 100% of the amazons. Villages are led by a queen (5th to 7th level fighting-woman) and one dame (3rd to 4th level fighting-woman) for every 20 amazons.

Amazon armies are armed as follows:

D%	Unit
01-45	Buckler, scimitar, dagger
46-65	Hide armor, glaive, scimitar, dagger
66-90	Light crossbow, scimitar, dagger
91-00	Musket, scimitar, dagger

### Arare | Dwarves

The arare are dwarves of the jungle. They have dark skin, bristly hair and two prominent tusks. Arare rarely wear facial hair, instead putting their vanity and adoration into their tusks, which they often decorate with jewelry. Foreign dwarves think these tusks are a sign that arare have orc blood in their veins,

and thus are wary of them. They are skilled workers in stone and metal.

An arare's thick skin grants him a base AC of 12. They have a +2 bonus to saving throws against poison. Arares can see up to 60' in total darkness.

Arare armies are armed as follows:

D%	Unit
01-25	Short bow, dagger
26-40	Buckler, light crossbow
41-55	Buckler, spear, falchion
56-90	Shield, spear, dagger
91-00	Mail shirt, buckler, falchion

### Aziza | Elves

The jungle elves descend from ancient explorers who clashed with the lizard kings of old, contributing to the destruction of their empire. They are among the most primal (and thus powerful) of living elves, having never fallen from the grace of their divine ancestors. The jungle elves live in semi-nomadic bands that roam the jungles. They are capable of astounding works of architecture, usually in the form of elaborate tombs. They are hostile toward all of the "lesser races".

Tall and gaunt, with overlong fingers and toes that help them climb, the aziza have skin the color of mahogany and eyes the color of honey. Their hair is long and black and often woven into complex braids that work as a charm on non-elves (+2 to reaction checks). Azizas wield bronze long swords and long bows. They know how to forge beautiful shirts of bronze rings on small, portable anvils. Their leaders are druids.

Aziza armies are armed as follows:

D%	Unit
01-30	Longbow, scimitar
31-45	Buckler, scimitar, javelins (2)
46-60	Buckler, short spear, javelins (2)
61-90	Shield, spear
91-00	Ring mail, shield, scimitar

### Cushite | Humans

Cushites are the humans of Cush. They are the dominant people of the region, and closely related to the people of ancient Nabu and the people of Pwenet.

The Cushites know the secret of working iron and mine and smelt surface deposits from sacred outcroppings guarded by traps and summoned spirits (cacodemons).



The tribesmen are also privy, it is said, to the location of ancient gold mines hidden deep in the jungle and guarded by forgotten curses and fell monsters.

Their witchdoctors are expert brewers of poison, so warriors often go into combat with poisoned weapons. These poisons sometimes kill, but more often cause sleep.

Cushite warriors generally cloth kilts and sandals, and might wear feathered headdresses or turbans.

Cushite armies are armed as follows:

D%	Unit
01-25	Shortbow, dagger
26-40	Buckler, akrafena
41-87	Shield, spear
88-90	Mail shirt, spear, two war leopards
91-00	Breastplate, akrafena, dagger

The people of Cush, Pwenet and the Carnelian Coast are divided into several tribal groups that share a similar dialect and culture, and which have varying levels of alliance and cooperation among them. Some of these tribal groups are located on Map J12, which is detailed in NOD issues 16 through 18.

## Bunde Tribe

**Population** 5,300

**Settlements** (J12) Ajlu [6808], Luai [5027]

The Bunde were the royal tribe of the Cheetah Kings of Pwenet. They held sway over the Kinjo and Olang in their day, but suffered the heaviest losses when they were pushed out of Nabu and wound up among the smaller and least powerful tribes of Pwenet. They now dwell in only two settlements far removed from one another.

## Chada Tribe

**Population** 72,500

**Settlements** (J12) Mbeshi [2602], Mufo [1104], Ngoro [2602], Tibu [0211]

The Chada, like the Kaza, are descended from the peoples who dominated the empire of Kolos. They are a far flung people, being spread from Tibu in the west all the way to Mbeshi on the plains of Pwenet. They were part of early efforts by Kolos to conquer Pwenet from the Cheetah Kings.

Chadai villages often are surrounded by stone walls, and the largest top those walls with barbs and spikes. They are mostly farmers and herdsman. Like the Kaza, the Chadai worship strange deities, such as Mabiba, the goddess of darkness, fate and the black lotus, and Niki, goddess of souls.

## Dedjo Tribe

**Population** 9,000

**Settlements** (J11) Bimbo [5444], Fomu [6244], (J12) Gwahujo [5004], Obeng [5901]

The Dedjo form a link between the peoples of Pwenet and the nomads of Nabu, and thus also the ancient peoples of Nabu. They are renowned for their horsemanship. Being descended from many people, the Dedjo have many ways of life, from hunting and gathering to farming to herding cattle, goats and horses. They are arch pragmatists.

## Ebe Tribe

**Population** 45,800

**Settlements** (I12) Fizit [6909], Idekun [6312], Okegiga [6109], Okeso [7314], (J12) Mauli [0305]

The Ebe tribe dwells in northwestern Cush. They were often stuck between warring nations, most often Kolos and the Purple Kings or later Zinj and the Purple Kings. When the Zebri-deans invaded the mainland, it was the Ebe who fell first, and who remained under their domination the longest. This has made the Ebe suspicious of authority.

## Gelo Tribe

**Population** 4,800

**Settlements** (I12) Tanga [7819], (J12) Bwawum [0521], Keshu [0915]

The Gelo people occupy the lands north of the Eje Swamp on both sides of the Kikoro Mountains. Most Gelo trade flows into Bwawum on the Jamba River, where it is purchased by merchants from Zinj. They are usually ruled by warlords and powerful chiefs and worship Oshosi and woodland spirits.

## Ike Tribe

**Population** 1,200,000

**Settlements** (I12) Bambaro [5537], Ngo [5043], Ogba [5442], Zahir [6542], Zinj [5533]

The Ike are the most numerous tribe in the region. Their name means “Mighty”, and for most Ike it is only natural that they should dominate the Carnelian Coast and eventually all of Cush. While most believe that their tribe descends from the emperors of ancient Kolos, this is in fact untrue. The Ike were one of many tribes under the domination of that kingdom, most often serving the role of traders within and without Kolos. This is why they dominate the western city-states of Zinj and Zafir that survived Kolos’ destruction.

## Kaza Tribe

**Population** 120,000

**Settlements** (J12) Chansa [2238], Kimbedwe [4143], Mapoto [2533], Ofo [3039], Timman [3433]

While the Ike may believe they are the heirs of Kolos and its empire, the Kaza are the real deal. The Kaza once dominated central Cush, but now they mainly inhabit the south central portion of the region. Few Kaza are aware that they are the descendants of Kolos, as that empire’s ignoble end has largely been erased from their tribal tales.

The Kaza are farmers who build long houses and erect wooden palisades around their villages. Unlike most Cushites, they do not worship the orishas. Instead, they give their worship to Gwuldo, goddess of thieves, and Alanna, goddess of time. Most Kaza villages are ruled by elders.

## Kinjo Tribe

**Population** 328,000

**Settlements** (J11) Hadda [7149], Impopo [7744], (J12) Arooh [3608], Gwulmim [6402], Iganga [4907], Ixum [5513], Kolu [3411]

The Kinjo are direct descendants of the Cheetah Kings that once ruled Pwenet and conquered portion of Nabu. They founded the city-state of Ixum and after the fall of Kolos made inroads into the jungle basin of Cush.

Most Kinjo are cattle herders and horsemen. They favor long robes for men and women, though some tribes wear only white cloth and others are very colorful. Facial hair is never worn by Kinjo men. Being at a crossroads, the Kinjo worship deities from Nabu, Ophir and Cush.

## Mobi Tribe

**Population** 4,000

**Settlements** (J12) Jolku [0936], Kaba [1541], Kiba [1637]

The Mobi are a small tribal group located to the west of the Many Mountains. They are among the most industrious people of the region, and are destined for great things.

Mobi villages are usually walled and built of stone. They are an energetic people and skilled in the sciences. Mobi herdsmen keep goats, and the people make a potent banana wine.

## Olangi Tribe

**Population** 8,500

**Settlements** (J12) Famduru [7743], Jumnu [6122], Laltu [6830], Yaliji [6529]

The Olangi dominate the central savannah of Pwenet, and were once part of the tribal confederation ruled by the Cheetahtah Kings. They occupy the territory around the ethereal city of Khilibela and the City of Jade Chaos. Their nearness to Ende has made them wealthy from overland trade to Ixum.

Olangi tend to be short in stature, and they are known by their neighbors to be warlike people. The men of Famduru are berserkers ruled by werecheetahs, and the Olangi worship such entities as Kokou the war god and Geryon. Banditry is common among them, especially cattle raids against the Kinjo to the north and the more foreign peoples to the south. Most Olangi villages are ruled by their elders.

## Zujaro Tribe

**Population** 102,000

**Settlements** (J12) City of the Mad [7931], Zujari [7723], Zuzin [6020]

The Zujaro are the southernmost of the Pwenet tribes. They are regarded by their fellow savannah-dwellers to be mad, and this belief is backed up by their worship of the enigmatic frog gods of the Magobo Swamp (i.e. the xaoc). They are tall people and are related to the Bunde. Their villages are ruled by hereditary magistrates descended from the Kingdom of Pwenet.





## Idaji | Halflings

The idaji are crimson-skinned halfling hunter-gatherers. They build small huts using mud, feathers and shells and raise goats that they use as mounts. Idaji are adept at stalking prey and climbing trees to steal eggs. They wield spears, short bows and light crossbows in combat. Many sharpen their teeth.

The patron god of the idaji is Khonvoum, god of hunting, who communicates with his mortal followers through the elephant and chameleon.

The idaji exchange the normal halfling bonus to attack with slings for a bonus to attack with blowpipes.

Idaji armies are armed as follows:

D%	Unit
01-10	Light crossbow and dagger
11-20	Short bow and dagger
21-50	Blowpipe and spear
51-00	Spear and buckler

## Kukuru

Kukuru are plant folk who wander the jungles of Cush, hunting and gathering. They are most often found near streams and springs. When they settle in an area, they build simple structures from branches and the undergrowth, and then hunt the area until game is very scarce.

A kukuru has a blank expression on its face. Its flesh is rubbery and colored yellow-green to very deep green in the spring and summer months, and in cooler months becomes a deep russet or brown color. Its eyes are pearly pools that, on close scrutiny, turn out to be compound structures like those of some insects. They were created by the strange sorceries of ancient Kolos, when the god-emperor hatched a scheme to create soldiers from the plant life that surrounded him. The result

turned out to be too small and stupid to make effective warriors, and their ability to drop seeds that could hatch into a large number of rapidly growing spawn made them dangerous to the empire. They were hunted savagely by the men of Kolos, but managed to survive their depredations.

Kukuru tribes number 6d6x10. Most of the creatures are tiny in size, but a few grow to small size. They do not speak, but communicate by rustling their foliage and uttering low moans.

## Lizardmen

The lizardmen of the Carnelian Coast are man-eaters, using humanoids that fall into their clutches for their meat, hair, bones and skin. Lizardwomen dwell in “towns” composed of hundreds of nests. Each nest is a small woven shelter. Males are migratory and nomadic. They are the hunters, gatherers of raw materials, mercenaries, merchants, travelling performers, etc. of their species. Lizardmen stop in towns long enough to mate and then move on.

Lizardwomen are the administrators, judges, soldiers, farmers and artisans of the species. They develop complex “sister-societies” based upon mutual need and affection. They have little patience with males, but recognize their utility. Each town is autonomous, and is prone to fighting with other towns over territory and resources.

Most lizardmen and women worship Ssi'asus Qiuur, the Scaled Queen, who is a quasi-deified memory of the last ruler of the lizardmen in Cush, before the rebellion of the humans. Most priests and priestesses claim to have some piece of the Scaled Queen's body, which they use as a holy symbol.



## Kukuru

Type: Plant

Size: Tiny to Small

Hit Dice: 1 (tiny) or 3 (small)

Armor Class: 14

Attack: Spear (1d4 tiny, 1d6 small)

Movement: 20'

Save: 16 (tiny) or 15 (small)

Intelligence: Low

Alignment: Neutral (N)

No. Appearing: 1d20\*

XP/CL: 100/2 (tiny) or 300/4 (small)

*SA—Surprise (3 in 6)*

*SD—Resistance to piercing weapons, immune to mind-affecting spells*

Kukuru are humanoid plants who dwell in jungles, hunting and devouring small game. Most are 2' tall, but 25% of them grow to 3' tall. The kukurus live in tribes of 6d6x10 creatures. For every 60 there is one 5 HD chieftain.

## Yumbo | Gnomes

Yumboes are gnomes with pearly skin and silver hair, which they wear short. Facial piercings are common among the yumbo, who delight in jewelry. They love to sing and dance, and feast as often as possible. Their preferred food is fish and other seafood, which is why they settle near water.

Gregarious and tricky, yumboes resemble other gnomes in their ability to communicate with burrowing mammals, cast minor illusions, etc. Like other gnomes, they are led by fighting-men and illusionists.

They live in hillside burrows. Each clan carves out a great hall, where all important ceremonies, including religious ceremonies, are held. God and goddess images are carved from wood and covered in beadwork and jewels. They are carried into the great hall from guarded temples by the priests for ceremonies, and then returned.

Tunnels connect the yumbo clan holds in an area, but they are obstructed by gates and traps. Guides are required to make the passage from one hold to the other safely.

Yumbo warriors wear loincloths and cloth turbans bedecked with feathers. They are known for their high-pitched, ululating war songs. Yumbo armies are armed as follows:

### D%

### Unit

01-10	Club, short bow
11-30	Buckler, short sword, short spear
31-45	Buckler, club
46-85	Club and darts (3)
86-00	Club and short sword

## Zebridean

The Zebrideans of today are not the Zebrideans of yore. When the strange empire they created fell, the Zebrideans were thrown back into a primitive way of life. The artistic and mechanical glories of their past were lost to the ages.

All Zebrideans are humanoids with white skin striped black in the manner of a zebra. Males are usually 6' to 7' tall, while females are shorter at 4' to 5' tall. Males dwell in bands of 3d6 hunter-warriors, while females live alone or in mated pairs.

Zebrideans do not reproduce as do most humanoids. A female, at a certain time of the year unique to each individual, grows a set of fangs located behind their normal set of teeth, and venom sacs in their throat. When they are aroused, which usually involves violence, these fangs unfold from the roof of their mouth and allow them to bite and inject their venom into another creature. Over the course of 1d4+6 days, this venom, unless neutralized, turns a humanoid into a Zebridean. Male humanoids are turned into female Zebrideans, and female humanoids are turned into male Zebrideans.

In ancient times, the Zebrideans were a civilized folk. They constructed large walled towns with palaces and temples of striped marble. In their manors, the males constructed all manner of ingenious engines and machines, including their automaton slaves and iron golem guardians. The females were more solitary, creating breathtaking works of art in their tall towers or country villas. The towns of the Zebrideans are now ruins. The males enter these places in the spring to clean and repair the temples of their Zebra God, and to scatter wild flowers as an offering to ensure good hunting.

The Zebra God's idols depict him as a tall Zebridean male with reflective eyes. Marble inlays radiate from the base of the idol and onto the walls of the temple, charting out numerous stars that are no longer common in Nod's sky.

Zebridean females hunt with poisoned spears and darts and they rarely wear clothing, let alone armor. About 1 in 1000 is born with curled horns. These females can cast druid spells up to 1st level when young and 3rd level when middle-aged.



Zebridean males are armed with greatswords. Like females, they wear very little – usually a loincloth and perhaps a cloak. They are known to go berserk in combat.

Zebridean Female, Medium Humanoid: HD 1+1; AC 11; ATK 2 fists (1d3) or weapon; MV 40; SV 16; AL CN; XP 100; SA—Mates by injecting venom into humanoid creatures, immune to psychic abilities and all mind-effects, including fear.

Zebridean Male, Medium Humanoid: HD 2; AC 10; ATK 2 fists (1d3) or weapon; MV 30; SV 16; AL N; XP 200; SA—Immune to psychic abilities and all mind-effects, including fear.

## Equipment

### Armor

The tribesmen of Cush use shields made from animal hide stretched over light wooden frames. War shields are 5' tall and provide a +3 bonus to AC, while hunting shields are a little over 3' tall and provide a +2 bonus to AC.

Armor is most often of the padded or leather variety. Most "leather" armor in the region is actually hide armor. Hide armor is armor composed of animal hides. They have not been turned into leather, but have been preserved. These hides are

thick enough to provide the equivalent protection of padded armor (AC 11) to those who wear them, provided they cover at least 60% of the body. Tribes with blacksmiths manufacture ring mail, scale mail and chainmail, but most warriors regard it as too bulky in their hot climate.

### Weapons

Cushites use almost every weapon in the main rulebook with the exception of pole arms. The most common weapons are daggers, short swords, spears, battle axes, hand axes (or throwing blades), clubs, staves, whips, blowguns, slings, short bows and javelins. Swords are as likely to be straight-bladed as curved. Just as in medieval Europe, the spear is the most ubiquitous weapon in the region. Firearms are manufactured and used in Zinj, but rarely find their way into the hinterlands.

Weapon	Size	Cost	Dmg	Long	Range	Wt.
Hunga munga	L	8 gp	1d6+1	28"	30/50	3 lb
Knobkerrie	L	3 gp	1d4	29"	20/40	1 lb
Knout	M	8 gp	1d4	72"	-	3 lb
<i>Spear</i>						
Assegai	M	14 gp	1d6+1	73"	70/100	3 lb
Short ( <i>iklwa</i> )	L	10 gp	1d6	50"	15/30	3 lb
<i>Sword</i>						
Akrafaena	L	8 gp	1d6+1	28"	-	2 lb
Ida	L	3 gp	1d4+1	16"	-	1 lb
Shotel	M	9 gp	1d6+1	40"	-	3 lb
War Axe	M	8 gp	1d6+1	24"	-	3 lb

### Money

Money in Cush takes the form of foreign coins and native coins (sometimes in the form of rings, bracelets and rods) made from gold, electrum, silver and copper (or bronze or brass). Copper is by far the most common metal currency.

Rods are worth 5 coins and bracelets are worth 10 coins. Coins are also fitted to leather belts or gourds in groups of 50 to 100.

The people of the deep jungle also use wooden trade beads, which are valued as silver or copper pieces.

## Hex Contents

### 0104. Old Nick | Monster

This is the territory of a white sea serpent called Old Nick by sailors. Old Nick is a restless monster and always on patrol. Encounters with it occur on a roll of 1-4 on 1d6 in this hex.

Sea Serpent, Huge Monster: HD 9; AC 15; ATK Bite (2d8 + swallow) or tail (2d8); MV 10 (S60); SV 12; AL N; XP 900; SA—Distortion.

### 0107. Blue Water Pirates | Monster

The pirates of Captain Kordo ply these seas attacking merchantmen that sail between the Motherlands and South Seas, and the treasure ships of Guelph bringing silver from Prince Xerbo's mines in Hybrasil. During the autumn and winter months the pirates dock in Ophir. Otherwise, they are here.

The crew consists of 150 pirates, first mate Garvin and the aforementioned Captain Kordo. The magic-user Toruk, a Zinji exile, provides magical support to the crew. The men wear leather armor and wield throwing axes. The officers have broadswords and ring mail.

The pirates crew a captured Guelphling treasure galleon mounting several cannon and a couple cannonades. They call their boat the *Crooked Finger*.

Treasure: 4,000 sp in a myriad of chests and coffers, all of them mixed with seed pods that explode in a puff of poisonous smoke (Poison III) if one is not careful.

The fairy knights live in beautiful pavilions surrounded by lush meadows and babbling brooks brought with them from Fairyland. The island is inhabited by all manner of fey and magical beasts. The knights have a fleet of galleys that look like silvery swans. Each knight is attended by 1d6 brownies, a fairy squire and a grey elf druid.

Treasure: 5,300 cp and 1,600 sp, each coin polished and stored in three crystal vases (25 gp each). If disturbed, a thin peel of smoke curls up from the coins and forms into a smoke viper.

Smoke Viper, Tiny Elemental (Air): HD ½; AC 14 [silver]; ATK Bite (1d2 + special); MV 0 (rooted to vase); SV 17; AL N; XP 50; SA—Surprise (3 in 6), bite forces victim to save vs. *gaseous form*.

Brownie, Tiny Fey: HD ½; AC 16; ATK Dagger (1d4); MV 30; SV 17 (12 vs. spells); AL LG; XP 150; SA—Surprise (3 in 6); SP—Confusion •, continual light •, dancing lights •, dimension door •, mending, prestidigitation •, protection from evil •, mirror image •, ventriloquism •

Grey Elf Druid, Medium Humanoid: HD 1+1; AC 12; ATK 1 staff (1d4); MV 30; SV 16; AL CG; XP 100; SA—90% resistance to sleep and charm, surprise (3 in 6), immunity (ghoul paralysis).

Fairy Squire (Grey Elf), Medium Humanoid: HD 1+1; AC 17 (chainmail, shield); ATK Longsword (1d8); MV 40; SV 16; AL CG; XP 100; SA—Elf abilities, magic use (MU1).

Fairy Knight (Sidhe), Medium Fey: HD 10 [regenerate]; AC 20 [+1]; ATK 2 silver swords (1d8+3); MV 40; SV 12; AL CG; XP 3000; SA—MR 50%, immune to poison and disease; SP—Change self, dispel magic, displacement, E.S.P., freedom, heal •, invisibility II, knock, speak with plants, spell turning, teleport w/o error, true seeing, water breathing

Pirate, Medium Humanoid: HD 1; AC 12; ATK Throwing axe (1d6); MV 30; SV 16; AL CE; XP 50; SA—None.

Garvin, Medium Humanoid: HD 3; AC 13; ATK Broadsword (2d4); MV 30; SV 15; AL CE; XP 150; SA—None.

Toruk, Human Duelist: LVL 5; HP 27; AC 17 (leather, buckler); ATK Broadsword +5 (2d4 + 1d6) and dagger +5 (1d4); MV 30; SV 15; S11 I12 W11 D17 Cn16 Ch14; AL CE; XP 500; SA—Acrobatics, taunt, surprised (1 in 6), broadsword specialist, parry, spring into combat, lackey; Gear—29 gp.

Kordo, Human Duelist: LVL 9; HP 21; AC 18 (leather, buckler); ATK Cutlass +8 (1d6+1 + 1d6) and dagger +8 (1d4); MV 30; SV 13; S14 I12 W9 D17 Cn8 Ch10; AL NE; XP 900; SA—Acrobatics, taunt, surprised (1 in 6), cutlass specialist, parry, spring into combat, lackey, riposte; Gear—None.

### 0236. Bleak Island | Monster

The island that dots this hex is a bleak bit of basalt belched up by a sea volcano in primordial times. Just beneath the waves one might find an ancient abandoned city of an unknown people carved into the reddish-black slopes.

The island is still topped by a smoking volcano that is actually a front for a band of odeion researchers. Odeions look like an unholy combination of spider and lamprey.

The smoke is produced from their laboratory, which is carved into the living rock about 300' beneath the surface. Should one climb to the top of the volcano and look into the caldera, they see plainly that there is no volcanic activity here.

The alien laboratory is a strange place indeed. The walls are polished to mirror smoothness and are engraved with strange whorls and lines – a grand equation seeking to unravel all the secrets of necromancy. There are numerous glass vessels that hold negative energy. This energy is distilled into a sort of inky liquid, which is used to grow black crystals. Those crystals are ground into glass and metal.

Odeion, Small Aberration: HD 5; AC 17; ATK 2 claws (1d3) and bite (1d6 + cripple) or irradium pistol (1d10); MV 20; SV 14; AL N; XP 500; SA—Surprise (3 in 6); Gear—1d20 gp each.

### 0305. Undersea Volcano | Wonder

An undersea volcano, or vent, spews poison into the waters above. Dips in the water have a 1% chance of being fatal.

### 0319. Island of Fey | Monster

This hex holds a long island that extends into [0419]. This half of the island is surrounded by coral reefs and is inhabited by twelve knights of Fairyland at war with the odeion on the neighboring island [2336].





#### 0419. Island of Witches | Monster

This is the other half of the long island first mentioned in [0319]. It was the site of athletic games between demi-gods and titans in ages past, but is now uninhabited except for a small coven of crones who protect a sacred glen.

The glen is surrounded by trees that look normal in the daylight, but in moonlight appear to be made of flowing, shifting gold. The branches are really tentacles, and they reach up to the sky and pull from it flakes of manna, which they consume. Bathing in the radiance of the trees brings one prophetic and terrible visions of their own death.

Those who have glimpsed their own death must pass a saving throw. If they fail, they lose 1d3 points of Wisdom as their mind cracks under the pressure of such knowledge. If they succeed, they increase their Wisdom score by 1 point, and the knowledge of their death creates in them a strange calm. They also receive three +3 bonuses they can use on future saving throws vs. death.

The crones of the island permit only the worthiest to enter the grove and bathe in the radiance. They must prove themselves by bringing the crones three tokens. The first is the tear of a red dragon. The second is the kiss of a nymph. The third is the laughter of a genie. If these can be secured and presented, the crones permit entry into the grove. Otherwise, the crones resist with all the power they have, and a call for help is immediately sent to the fairy knights of [0319].

Treasure: 3900 sp, 3000 gp, *potion of charm undead* in a waxed mahogany bottle etched with spider illustrations

Crone, Medium Monster: HD 9; AC 22; ATK 2 claws (1d8) or touch (2d4 Str); MV 30 (S30); SV 12; AL N; XP 900; SA—MR 35%; SP—Audible glamor, change self, dancing lights, invisibility •, pass without trace, tongues, water breathing

#### 0540. Circle of Daggers | Wonder

A graceful longship of Zinj is floating here. Its red sails are in tatters and its deck is littered with bleached bones. The only thing of interest on the deck is a circle of twelve black-bronze daggers stabbed into the wood. Entering the circle, one feels a terrible chill and smells brimstone.

A crystalline thing of terrible wonder is growing beneath the deck and it requires only the touch of a living being to form into a demonic black pudding bent on the destruction of Zinj's royal family and their tricky Grand Vizier, Kumbo.

Demonic Black Pudding, Huge Ooze: HD 10 [silver]; AC 14; ATK Touch (3d6 acid + engulf); MV 20; SV 12; AL CE; XP 3000; SA—MR 10%, immune to acid, cold and poison, resistance to weapons and fire, +2 to hit and damage Lawful creatures.

#### 0611. Elder Orb | Wonder

A thick forest of kelp in this hex hides an elder idol. The idol is a 5' diameter metal sphere colored blood red. It vibrates and hums lightly, though more vigorously when in the presence of living creatures. Calculate the total number of Hit Dice of creatures within 120' and check the following table:

Total HD	Effect
1-10	Mild vibration, light humming
11-25	More pronounced vibration and humming
26-75	Vibration becomes a pulse and sends ripples out into the water and causes the kelp to pull away from the sphere; noise makes it hard to concentrate
76-200	Pulse causes ground to shake and shift, noise is deafening
201+	Orb cracks open, releases the balor demon Sznistik

#### 0620. Atlantean Ruins | Wonder

This hex is part of a plateau connected to the island in [0319] and [0419]. It holds the ruins of a minor Atlantean city-state that fell to the sahuagin hordes a millennium ago.

Amid silty dunes of coral and grey one sees first the walls of an Atlantean fortress that serves as the lair of a kelp mummy. The fortress contains remnants of ancient machines locked in an air-tight vault. Within the vault one will find a sonic blaster in very poor condition, a vehicle not unlike a personal water craft that can operate above or below water and which has enough vril fuel for one hour of operation, and a chromed out sarcophagus in a tear-drop shape with a porthole that shows a beautiful Atlantean mummy within (at least, the silver face-mask on the mummy suggests that she was beautiful in life).

The fortress was connected to the city wall, part of which still stretches out to the north. The wall is made of massive blocks of coral. The walls, which were 20' thick, are now pitted in places and some of the larger holes show signs of having hosted travelers in the recent past. The top of the wall still has some crenellations and some skeletal (non-undead) Atlantean warriors are still "on guard" and armed with tridents.

About one mile away from the fortress, past the remnants of buildings and pillars and monuments is the remains of mineral baths. The mineral water seeps from cracks in the earth, and would have in ancient times filled a dome structure with the hot, invigorating waters, allowing Atlanteans to relax and heal themselves of minor complaints.

Not far from the baths, and about one and a half miles from the fortress, is a ruined workshop that appears to be ground zero of some terrible destructive force. It was clearly a blacksmith's shop, but only the anvil survived the cataclysm.

Near the workshop one can find a basalt road through the dunes that leads to a kelp forest. Within the kelp forest, twist-

ed up in the foliage, is a tomb constructed of basalt blocks. The tomb is protected by seven giant crabs. The door of the tomb gives off an electrical shock that covers a 30' radius area and deals 6d6 points of damage when touched. If a lightning bolt is aimed at the center of the door where a weird eye symbol surrounded by lightning bolts is carved, the eye opens and the door seems to bend inward, permitting entry and exit for 10 minutes. This does not work from within, though brute force can be used to topple the door from inside the tomb.

The tomb holds a sarcophagus like that found in the fortress except that it is gold in color and the body within is not wrapped in seaweed. The body looks alive, though withered, and in fact is a wizard who was midway through transforming into a lich when he was sealed into this contraption, which stopped time. If the sarcophagus is opened, the transformation completes and adventurers will have a big problem.

Four large gold urns around the tomb hold water wyrds and the wizard's treasure: A large moonstone, large banded eye, sapphire, two large lapis lazuli, large topaz, +1 *stiletto*, sealed box containing several sheets of aluminum "paper" and a long metal prism designed for "writing" in the language of the Atlanteans (worth 200 gp), a crystal vase that is sealed and contains a bit of black pudding, a mithral statue in an abstract form, charts of the aforementioned aluminum paper that plot the Atlantean city-states that used to exist in this area, a mechanical puzzle toy that looks like a globe with multiple "pins" sticking out of it and a *scroll of gate* that opens a portal to Saturnis and which carries with it a 1% chance of causing permanent insanity when read by a non-Atlantean.

Kelp Mummy, Huge Plant: HD 20; AC 16; ATK 8 tendrils (2d6 + 1d6 negative energy + constrict) and bite (4d6 + 1d6 negative energy); MV 0 (S20); SV 7; AL CE; XP 6000; SA—cloud of black putrescence 3/day, constricted creatures lose level, zombie spawn

Crab Carapace, Large Undead: HD 6; AC 16; ATK 2 pincers (1d6); MV 30; SV 14; AL N; XP 600; SA—Resistance (slashing and piercing)

Water Wyrd, Medium Monster: HD 3; AC 15; ATK Bite (1d4 + 1d6 cold + constrict); MV 20 (C20, S40); SV 15; AL N; XP 900; SA—Water body (move through small cracks, half damage from physical weapons), spit water (100'/3d6/save or knocked prone), resistance to cold

Lich, Medium Undead: HD 10; AC 17 [+1]; ATK Strike (paralysis); MV 30; SV 12; AL CE; XP 3000; SA—Immune to cold, electricity, polymorph and mind attacks, aura of dread and death (save or frightened), magic use (MU9)

### 0734. Purple Ice | Wonder

A great glassy mass bobs in the ocean here. A hunk of ice dislodged from a passing comet, it is slowly melting and tinging the surrounding waters a deep purple. This purple liquid is viscous, bubbles and smells of overripe plums. If touched, one

has a vision of being pulled into the liquid, surrounded by purple ice and staring at a strange man of kind demeanor being tortured by gaunt men using barbed rods. These are inhabitants of one of the floating ice islands of Jovis and the man is the archmage Yerovon, lost in Astral Space two decades ago.

### 0808. Mawa | Monster

A small, green island in this hex is surrounded by impassable cliffs. A small beach of golden sand on the island's west side allows entry into the island's lush interior. The beach is overlooked by a rocky promontory on which can be found the siren Mawa. Mawa has dusky skin and large, almond-shaped eyes of sea green. Her hair is long and black and her face angelic and lovely. Mawa uses her powers to seduce men to her island. These men are set upon by her former victims, who dwell in the island's wooded interior. Some of these men are warriors, but most are put to work in Mawa's gold mine.

Treasure: 3900 gp.

Mawa the Siren, Medium Fey: HD 4; AC 13; ATK 2 claws (1d4+1 + Poison I); MV 30 (S30); SV 15; AL CE; XP 400; SA—Songs *charm person* (females +5 to save vs. this charm), mermaid form (swim 50) or harpy form (fly 40).



### 0823. Xosma's Nascent Empire | Monster

Numerous manta rays flock around a tall spire that rises in this hex from a field of urchins and sea stars. The base of the tower, which is composed of chalk-white stone, is also covered by the poisonous urchins and sea stars. They obscure an open portal that leads into the tower.

The tower is the lair of the gold dragon Xosmo, who has shook off a century of slumber and awoke with a dream of forging an empire of Law that would include not only the ocean floor but the nearby islands and mainland as well. He has sent mermaid emissaries to the court of Zinj to request their submission and a small army of urchin men and manta men have assembled around the tower. It is unclear how far Xosmo will take this venture, for he already grows drowsy.

Treasure: 4,800 cp, 1,800 sp, 11,800 gp

Urchin Man, Medium Monster: HD 3; AC 14; ATK Strike (1d4 + Poison II); MV 30 (S40); SV 15; AL N; XP 300; SA—Spines (when attacked with unarmed strikes or weapons like daggers, roll save each round or suffer 1 damage and poison II).

Manta Man, Large Monster: HD 4; AC 12; ATK Ram (1d6) or trident (1d6+1); MV 30 (S30); SV 15; AL N; XP 200; SA—None.

Xosmo, Old Gold Dragon, Large Dragon: HD 11 (44 hp); AC 19; ATK 2 claws (1d6+1) and bite (1d8+1); MV 60 (F200, S60); SV 11; AL LG; XP 3300; SA—Immune to sleep, resistance to fire, breath weapon (90' cone of fire or 90' cone of weakening gas as *ray of enfeeblement*), magic use (MU6).

### 1309. Mosasaur Territory | Monster

A pack of three mosasaurs hunt in this hex. They follow any vessel that enters these waters, waiting for an unfortunate to fall overboard. One of the monsters has a *ring of water walking* lodged in its teeth.

Mosasaur, Huge Animal: HD 15; AC 16; ATK Bite (2d8); MV 0 (S60); SV 9; AL N; XP 750; SA—None.

### 1405. Aggressive Sea Turtle | Monster

A hungry giant sea turtle hunts in this area. It is extremely aggressive, attempting to capsize ships to get a meal.

Giant Sea Turtle, Large Animal: HD 15; AC 16; ATK Bite (3d6); MV 10 (S30); SV 9; AL N; XP 1500; SA—None.

### 1510. Ship of Death | Monster

A Zinji warship is passing through this hex towing in an Ulflandian freebooter. The warship is a galley that was crewed by 25 sailors and captained by Lady Lovelock.



The pirate ship has only a skeleton crew left, and they are chained below deck where each in turn has been drained of life by a sahuagin vampire that “stowed away” a few nights ago. The newly minted vampires will make Zinj a living hell when they arrive.

Treasure: *Circlet of blasting II* hidden under the first mate's pillow and stolen from a drunk wizard in Zinj.

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

Sahuagin Vampire, Medium Undead: HD 8 [regenerate/holy]; AC 18 [+1]; ATK Slam (1d10 + 2 energy drain); MV 30 (F40, S70); SV 13, 15 vs, sonic; AL CE; XP 2400; SA—Resistance to cold and electricity, vampire abilities, crush will, blood drain, summon rats, bats or wolves, shapeshift.

Vampire, Medium Undead: HD 8 [regenerate/holy]; AC 18 [+1]; ATK Slam (1d10 + 2 energy drain); MV 30 (F40); SV 13; AL CE; XP 2400; SA—Resistance to cold and electricity, vampire abilities, crush will, blood drain, summon rats, bats or wolves, shapeshift.

### 1527. Jaffta's Lair | Monster

The ocean floor holds a wealth of crystals here. Scattered among them are a few of value (total 100 gp). Within this field of crystals there is a yawning sea cave that appears to be abandoned, but which actually holds a curtain of sparkling stones. These strings of stones are animated, choking anything that comes within 10' of them. Behind the curtain there is a



vault door that leads into the subterranean palace of an aboleth that serves as the aquatic crime lord of this region.

The aboleth, Jaffta, commands a rowdy, motley crew of aquatic reprobates, including an ancient Atlantean sage, sahuagin mutant enforcers, locathah sneak thieves and rustlers and a kith-yan bounty hunter in a weird breathing apparatus. Dozens of hangers-on, mostly skum, locathah and sahuagin, entertain or feed the slime lord. The palace is carved from the sea floor, which here is a sort of sandstone of colored bands that would be pretty if they weren't covered in Jaffta's mucus.

Treasure: 4000 gp.

Locathah Thief, Medium Humanoid: HD 2+1; AC 13; ATK Spear (1d8); MV 10 (S60); SV 16; AL N; XP 100; SA—Backstab +1d6.

Sahuagin Mutant, Medium Monster: HD 2; AC 16; ATK 4 talons (1d4) and bite (1d3); MV 40 (S70); SV 16 (18 vs. sonic); AL CE; XP 200; SA—Frenzy.

Aquatic Elf Sage, Medium Humanoid: HD 1+1; AC 15; ATK Dagger (1d4); MV 30 (S40); SV 16; AL CG; XP 100; SA—90% resistance to sleep and charm, surprise (3 in 6), immune to ghoul paralysis.

Kith-Yan Assassin, Medium Monster: HD 4; AC 16; ATK Silver sword (1d6+1); MV 30; SV 15; AL CE; XP 1200; SP—Confusion •, ego whip •, ESP •••, intellect fortress •, mental barrier •, mind blank •, mind thrust •, plane shift (with three other kith-yin) (1/week), psionic blast •, psychic crush •, thought shield •

Aboleth, Huge Aberration: HD 8; AC 16; ATK 4 tentacles (1d8); MV 10 (S60); SV 13; AL LE; XP 2400; SA—Magic use (I9); SP—Confusion •••, dominate person •••, ego whip •••, intellect fortress •••, psychic crush •, thought shield •••, tower of iron will •

#### 1641. Whale Graveyard | Wonder

The sea floor here holds a whale graveyard, filled with ivory colored bones that are completely free of the wrack and ruin one would expect of dead things long submerged. Sailors in this hex hear whale song floating above the waves at night.

#### 1728. Vygar | Monster

Giant barracudas are poking their noses into a sea cave in which Vygar, an exiled wizard of Rhaptar [2413], is hiding. He is the worse for wear from his exile, and is rapidly losing his hopes of exacting revenge against his kinsmen, who objected to his fiendish experiments on the local whales.

Treasure: 2200 sp, 3 small agates, large beryl

Vygar, Aquatic Elf Magic-User: LVL 7; HP 19; AC 11; ATK +1 dagger +3 (1d4+1); MV 30; SV 12; S12 I10 W8 D15 Cn11 Ch5; AL LE; XP 700; SA—Aquatic elf traits, alchemy, lore, spells per day (5/3/2/1), create scrolls, arcane knowledge (phosphorus, compass, glue); Gear—Stone of alarm, spellbook.

Vygar's Spellbook: 1—*Acid Splash*, *Color Spray*, *Enlarge Person*, *Fool's Gold*, *Jump*, *Open/Close*, *Reduce Person*; 2—*Ego Whip*, *Glitterdust*, *Phantom Trap*; 3—*Fly*, *Protection from Energy*, *Shockwave*; 4—*Mnemonic Enhancer*.

#### 1835. Eberich's Folly | Dungeon

A rocky island in this hex has been carved into the likeness of a dwarf hold, with very tiny windows, many parapets and towers and a completely closed roof. Within the construction the mad dwarf Eberich has made a hold large enough for 500 dwarves, though the halls are a maze and many lead to deadly traps. Eberich still labors in the halls still, an old, raving dwarf, all skin and bones, with long, matted hair.

While Eberich carves and raves, numerous monsters have made a home for themselves here and the gods of Zinj have found it a useful repository for things they wish hidden.

#### 1738. Isle of Shades | Monster

This hex holds an island surrounded by tall basalt cliffs. A few small inlets permit one to land on a gravelly beach, but reaching the isle's plateau requires climbing at least 300'. The island is smothered in black, threatening clouds that churn, but do not move, even from wind spells.

Below these clouds, protected from the sun, dozens of shades compete in athletic games in honor of Juno, the long-suffering wife of Jove. The winner of the games is brought back to life and carried from the island by a giant celestial eagle sent by Jove to make up for some recent adultery. This leaves the other shades stewing in their defeat, and prepared to start a fight with anyone with gall enough to be alive.

Shadow, Medium Undead: HD 2+1; AC 13 [+1]; ATK Strike (1 Str); MV F30; SV 16; AL CE; XP 600; SA—Str damage lasts 1 hour, those reduced to 0 Str rise as shadows in 1d4 rounds.

#### 1843. Sea Hag's Delight | Monster

The sea hag Balu has brought the seas here to a fine boil with her magic harp. Ships sailing through the area might be sunk, or visited by a large air elemental that surrounds the vessel and brings them to the bottom of the sea to Balu's grotto as food and entertainment for her heinous sisters.

Treasure: 2000 gp, magic harp (*control weather* if played skillfully, or random weather event if not)

Sea Hag, Medium Monster: HD 3; AC 14; ATK 2 claws (1d10); MV 30 (S40); SV 15; AL CE; XP 1500; SA—MR 50%, revolting image (save or 2d6 strength damage), gaze (save or dazed for 3 days).

### 1941. Sunken Treasure | Wonder

A war galley of King Kofeta of Zinj sank here with a hold full of treasures. They include bolts of silks and satins, copper ingots (480 gp worth), 10 suits of highly polished mail armor and 20 ivory tusks. The treasures were intended as gifts for the chiefs of the South Seas.

### 2032. Kapoacincths | Monster

A council of kapoacincths meets here around a pillar of pure gold, sharing secrets gathered from across the Seven Seas.

Kapoacincth, Medium Monster: HD 4; AC 15 [+1]; ATK 2 claws (1d4), bite (1d6), horns (1d6); MV 20 (S60); SV 15; AL CE; XP 1200; SA—Freeze (surprise 3 in 6).

### 2043. Skeleton on a Raft | Wonder

There is a small chance that one comes across a sturdy raft in this hex with a lifeless skeleton manning its make-shift rudder. A heavy iron chest is bolted to the bottom of the raft and holds 1,470 cp, 470 sp, 33 ep, 1 gp and a rusted mechanical toy that depicted a dancing pirate (ruined, worth 10 gp when new).

### 2045. Titanic Hourglass | Wonder

A strange object floats on the water in this hex. It is composed of two large glass spheres (2' in diameter) connected by a thin tube. The spheres are each partially filled with sparkling liquid. The object is an hourglass formerly owned by the titaness Sari-Sharar, who dwelled in these seas before marrying a particularly handsome storm giant of the South Seas.

If it is touched, Sari is alerted and sends a giant octopus to retrieve her hourglass. The octopus finds the hourglass in 1d10 days and brings it and anything holding on to it back to Sari. The liquid inside animates water into water elementals, and there is enough to create 100 HD worth of the creatures.

Giant Octopus, Large Animal: HD 4; AC 13; ATK 8 arms (1d4 + constrict), bite (2d6); MV 10 (S40); SV 15; AL N; XP 400; SA—Ink.

### 2208. Eurhinosaurus Territory | Monster

This hex is the territory of a family of three hungry eurhinosauruses, who hunt constantly (3 in 6 chance of encounter).

Eurhinosaurus, Large Animal: HD 11; AC 13; ATK Bite (1d10 + swallow); MV 0 (S90); SV 11; AL N; XP 1100; SA—None.

### 2242. Abandoned Nunnery | Stronghold

On a small, rocky island in this hex there is an ancient wind-swept nunnery. The nunnery once housed a sisterhood dedicated to Yemaja, the Zinji Goddess of Fishes. The order has long since abandoned the place, so it is now inhabited by a bard who goes by the name of Gilad.

Gilad hails from Tremayne. He came across the dreary, wind-swept nunnery during an adventure and finally had cause to revisit and settle it when his lady love, the fair Lenore, was taken by a wasting disease while he was away.

Gilad remains inconsolable, thus he is cool toward visitors, though he permits people to stay and even lend them what assistance he can if they are troubled. Gilad can often be found atop the walls, strumming his harp and watching the sea.

The nunnery is three stories tall. The ground floor is pounded by surf day and night. A large, wooden door reinforced with iron bands is the nunnery's only entrance. The door is set above a small, stone balcony on which stand several brass poles made to look like sinuous eels holding rings in their mouths. The poles are provided for tying up boats. Leaping from a boat to the balcony in the waves can be dangerous, for failure means falling and being sliced by the rocks and maybe buffeted by the boat (1d6 points of damage). Above the door there is carved a six-pointed star.

The ground floor is a large hall flanked by small storage rooms. It contains a simple wooden table with long benches, all carved with images of sea life, a large hearth and a bronze cauldron. Gilad usually maintains a small fire (a *continuous flame* created by the former inhabitants) and keeps a fish stew heating in the cauldron. The storage rooms hold several barrels of salt pork, pickled fruits, vegetables and fish, heavy blankets, a barrel of coal and other odds and ends. A secret door here leads to a narrow staircase to the second floor.

The second floor was a dormitory. Like the ground floor, it contains a *continual flame* in its hearth, but it is otherwise empty except for a loom and scraps of yarn. Apparently, the nuns spent much of their time weaving.

Another staircase leads to the third floor on which the abbess had her chamber. It is now occupied by Gilad, who has furnished it with a simple cot and a few volumes of poetry and history, a journal of his adventures (with some simple maps depicting Lemuria and southern Mu-Pan) and an arcane tomb of necromancy. It also has a hearth with a *continual flame*.

Gilad has been studying the tome of necromancy in hopes of reuniting with his lost love. Guided by her voice on the wind, he has learned that he needs a living vessel for her spirit to possess. Sadly, he has been fooled by demons, and any possession he invokes will involve a manipulative fiend rather than Lenore. Or perhaps Lenore has become a manipulative fiend?

Treasure: 5900 sp

Gilad, Human Bard: LVL 4; HP 11; AC 15 (chainmail); ATK +5 rapier +9 (1d6+7); MV 30; SV 15; S17 I14 W11 D10 Cn11 Ch16; AL N; XP 400; SA—Carouse, lore, read languages, climb walls, hear noise, hide in

shadows, move silently, open locks, pick pockets, spells per day (4/1), music (fascinate, counter music); Gear—Lute.

### 2310. Stampede | Monster

A herd of 36 giant seahorses, striped maroon on pale gold, are stampeding through this hex having been frightened by an undersea tremor. The stampede has attracted the attention of a pair of merrow, who might leave that target for a rich human ship if it presents itself.

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

Merrow, Large Giant: HD 4; AC 15; ATK Slam (1d6); MV 40 (S20); SV 15; AL CE; XP 200; SA—None.

### 2413. Rhaptar | Town

#### DEMOGRAPHICS

**Population** 2,500 (urban), 20,000 (rural)

**Race** Aquatic Elf

**Religion** Nodens, kabir of the sea

**Alignment** Neutral (N)

The aquatic elf kingdom of Rhaptar is hidden on the ocean floor here behind walls of silver. The city rests amid a thick seaweed jungle. The city and jungle are atop a basalt plateau, located about 300' beneath the surface. The plateau is honey-combed with natural tunnels which the elves use as a dungeon, hiding their enemies and their dearest treasures.

The Rhaptarians have pale green skin and deep green hair. Their teeth are dark green and their eyes burn like yellow fire. They are less scholarly than surface elves and more warlike, but ancient prophecies have left them hiding in their jungle, afraid to emerge in force lest their city's doom come to pass.

The city is ruled by King Juum, a canny old wizard who wears a silver mask with gemstone eyes that see through illusions and grant a +2 bonus to save vs. enchantments, and robes formed of interlocking pieces tortoise shell. His three daughters oversee the defense of the city.

Aquatic Elf, Medium Humanoid: HD 1+1; AC 11; ATK Spear (1d8); MV 30 (S40); SV 16; AL CG; XP 100; SA—90% resistance to sleep and charm, surprise (3 in 6), immune to ghoul paralysis.

Juum's Daughters, Aquatic Elf Duelists: LVL 5; HP 15 each; AC 16 (shagreen); ATK trident +5 (1d6+2) and dagger +5 (1d4+1); MV 30; SV 15; S15 I10 W14 D17 Cn8 Ch9; AL N; XP 500; Special—Acrobatics, taunt, surprised (1 in 6), trident (+1d6 damage), parry, spring into combat.

King Juum, Aquatic Elf Magic-User: LVL 8; HP 28; AC 8; ATK 1 weapon +3; MV 30; SV 12; S11 I13 W11 D5 Cn11 Ch13; AL N; XP 800; Special—Alchemy, lore, spells per day (6/3/3/2), create scrolls, arcane

knowledge (vitrum flexile, flash powder, sneezing powder); Gear—Potion of charm person.

### 2433. Pirate Camp | Monster

There is a small island here surrounded by reefs. It is often visited by the pirates from [2410], who maintain a camp around a natural fountain. Most of the camp is kept in burrows covered by trapdoors when not in use and consists of barrels of foodstuffs, basic supplies and a dozen bottles of rum.

Buried on the eastern side of the island, far away from the camp, is a rugged old sea chest filled with 1,190 cp, 964 sp, 45 gp and 1 pp (bearing a former Prince of Guelph on one side and an image of his great Citadel on the other, minted on the occasion of his silver jubilee). Captain Kordo [2410] has a map to the location of this treasure.

There is a 15% chance that the pirates are here.

Pirate, Medium Humanoid: HD 1; AC 12; ATK Short sword (1d6) or dart (1d4); MV 30; SV 16; AL CE; XP 50; SA—None.

### 2533. Shrine of Cthulhu | Wonder

On a submerged plateau there stands a ruined shrine to the bulbous, tentacled monstrosity called Cthulhu. The statue is magical and can be compelled to reveal the directions to the undersea city of Domdaniel [4348, NOD 31] if a humanoid is sacrificed on its altar.

### 2604. Weather Control | Wonder

A low island of burning sand that seems to drain the life out of people holds a short bunker of white stone, almost impossible to see from the ocean. The bunker holds three rooms, one stacked with desiccated corpses in orange jumpsuits, one holding a quivering jelly that was once a man and the third a control room holding multiple gizmos and gadgets, almost all of them beyond the ken of the adventurers.

One panel holds a large dial. On one side there is a sun symbol and on the other a raining cloud symbol. The dial is currently set between the two symbols. If moved towards the sun, the region will receive less rainfall, and might even become a desert. The other direction means more rain – maybe endless rain that will flood the Jamba River.

The jelly tries to stop people from fooling with the dial.

**Treasure:** 3000 cp

Quivering Jelly, Medium Ooze: HD 7; AC 14; ATK Slam (1d6 + 1d4 acid + Poison I); MV 20; SV 13; AL N; XP 2100; SA—Immune to cold, electricity, fear, paralysis and polymorph.

## 2610. Mephit Melee | Monster

A trio of air mephits plays above the waves, hurling insults at several water mephits below. The only thing that will tear the little imps from their game is the arrival of mortals to torment.

Air Mephit, Small Elemental (Air): HD 3 [Regenerate]; AC 16 [+1]; ATK 2 claws (1d4); MV 30 (F60); SV 15; AL CE; XP 900; SA—Summon mephit (25%), cone of grit (10'/blinded for 1d4 rounds), cast blur 1/hour, cast gust of wind 1/day.

Water Mephit, Small Elemental (Water): HD 3 [Regenerate]; AC 16 [+1]; ATK 2 claws (1d4); MV 30 (F60); SV 15; AL CE; XP 900; SA—Summon mephit (25%), cone of caustic liquid (10'/1d8), cast acid arrow 1/hour, cast stinking cloud 1/day.

## 2617. Treasure Ship | Monster

A massive Guelphing treasure galleon is adrift in this hex. The crew is being hunted by ghouls, the result of a South Seas curse brought on by the kidnapping of a native girl by the ship's captain, who is now the leader of the ghouls.

The ship is heavy with treasure, but it may never make it to Guelph. The surviving crew is divided into two groups, one holed up in the forecabin and the other in the powder room. Those who are in the powder room are feeling desperate, and contemplating blowing the ship to smithereens.

The ship's cargo is from Lemuria and was on its way to ports to the north, including Tremayne.

Treasure: 500 gp, two small emeralds (100 gp each), 20 lb. of sarsaparilla, 100 tiger skins and 70 barrels of *sura*, rice wine fermented with honey. Each holds 30 gallons, weighs 250 lb..

Ghoul, Medium Undead: HD 2; AC 14; ATK 2 claws (1d4 + paralysis), bite (1d6); MV 20; SV 16; AL CE; XP 200; SA—None.

## 2628. Oilskin Coat | Wonder

An old oilskin coat floats on the water here. It is slashed and tattered, bearing the signs of a sahuagin fight. One pocket holds a copper bracelet.

## 2706. Azure Fish | Monster

A chuul on the ocean's floor is flailing at a school of brilliant azure fish that are actually a wizard in fish form (a spell related to gaseous form). The wizard is held in the area by a sea witch's curse, and he is now trying to survive long enough that the chuul will tire of the hunt.

Chuul, Large Aberration: HD 11; AC 20; ATK 2 pincers (2d6 + constrict); MV 30 (S20); SV 11; AL CE; XP 1100; SA—Immune to poison, paralytic tentacles.

Kanbo, Human Magic-User: LVL 6; HP 10; AC 10; ATK Dagger +4 (1d4+1); MV 30; SV 13; S15 I13 W10 D11 Cn9 Ch14; AL CN; XP 600; SA—Alchemy, lore, spells per day (4/3/2), create scrolls, arcane knowledge (distillation, acid); Gear—*Ring of shooting stars*, spellbook.

Spellbook: 1—*Animate Rope*, *Energy Missile*, *Feather Fall*, *Magic Missile*, *Obscuring Mist*, *Smoke Image*; 2—*Blindness/Deafness*, *Glitterdust*, *Rope Trick*; 3—*Fireball*, *Ray of Fatigue*.

## 2726. Dolphin Totems | Wonder

There is a circle of seven totem poles on a plateau flecked carved from a greyish rock here. The totems are made to look like columns of cavorting dolphins. The totems are under the guard of an aquatic elf archdruid called Haespig and 1d8 druids, with a 1 in 6 chance of there being other visitors.

### D6 Encounter

- |   |   |
|---|---|
| 1 | 1d6 Aquatic Elves (3+3 HD noble pilgrims mounted on dolphins) |
| 2 | 1d6 Dolphins (intelligent, level 1 magic-users)               |
| 3 | 1d6 Locathah  |
| 4 | 1d6 Mermaids  |
| 5 | 1d3 Nereid  |
| 6 | 1d3 Nymphs  |

The druids carry shields made from giant clam shells and expertly crafted obsidian-bladed axes (1d4 damage). The druids dwell in sea cave located about 300 yards away from the totem poles. They also have the service of six dolphins.

Treasure: 3600 sp, 2 small baubles, small spinel, medium opal

Aquatic Elf Druid, Medium Humanoid: HD 1+1; AC 11; ATK Spear (1d8); MV 30 (S40); SV 16; AL CG; XP 100; SA—90% resist sleep and charm, surprise (3 in 6), immune ghoul paralysis, magic (D3).

Haespig, Aquatic Elf Druid: LVL 8; HP 34; AC 13 (leather, shield); ATK 1 weapon +5; MV 30; SV 13; S12 I5 W13 D7 Cn9 Ch16; AL TN; XP 800; SA—Elf traits, healing, lore, free movement, identify nature, leaves no trail, +2 save vs. elements, change shape, immune to fey abilities, spells per day (5/3/2/2); Gear—*Ring of force shield*, *amulet of mighty fists* +2, *staff of healing*.

## 2739. Sorcerous Ship | Wonder

A blue longship floats in this hex, apparently abandoned. It is 50' long and 15' wide, and looks normal except for the silver tracery that covers the deck and hull. There is at least 10,000 gp worth of silver on the ship, though extracting it would take several months. The tracery radiates from around the ship's helm. The ship has no mast, nor any other form of propulsion.

When holding the ship's wheel, a command word causes the entire ship to turn upside down in the water. One would think voyagers would be plunged into the water, but they discover that not only do they continue to stand on the inverted deck, they are also provided with plenty of fresh air to breathe. An-



other command word causes the ship's hull to move like a shark's body and cut through the water at a speed of 15 knots.

Below deck there is a very plush cabin which holds the paraphernalia of a wizard. There is also a galley and storerooms with victuals, clean robes, candles, etc. A room located just off the plush cabin (through a door that should lead into the sea) contains more of the silver tracery, as well as a silver mist. This is the wizard Kabaala, who is in this form while communing on a higher plane with the Sixth Overmind. If she returns to find her ship commandeered, she will be quite irked.

Treasure: 4100 sp, 5000 gp, +1 padded armor, +1 scimitar

Kabaala, Human Magic-User: LVL 14; HP 40; AC 10; ATK Staff +6 (1d4+1); MV 30; SV 10; S13 I13 W15 D12 Cn13 Ch15; AL N; XP 1400; SA—Alchemy, lore, spells per day (6/4/4/4/3/3/2), create scrolls, arcane knowledge (acid, gunpowder, steam engine, algebra and geometry, silver plating, glue); Gear—*Staff of charming, ring of spell storing II, rod of flame extinguishing, eyes of petrification.*

Spellbook: 1—*Audible Glamer, Detect Magic, Energy Missile, Feather Fall, Hypnotism, Mending, Mount, Ray of Frost, Smoke Image*; 2—*Blur, Ego Whip, Intelligence, Protection from Arrows, Strength, Thought Shield*; 3—*Displacement, Gaseous Form, Nondetection, Secret Page, Tongues*; 4—*Animate Dead, Hallucinatory Terrain, Mnemonic Enhancer, Stone Shape*; 5—*Bedlam, Mage's Faithful Hound, Secret Chest, Telepathic Bond*; 6—*Circle of Death, Permanent Illusion, Transformation*; 7—*Phase Door, Summon Monster VII.*

### 2744. Tegida | Village

#### DEMOGRAPHICS

**Population** 50 (urban), 400 (rural)

**Race** Aquatic Elf

**Religion** Nodens, kabir of the sea

**Alignment** Neutral (N)

The village of Tegida is ruled by Lord Aeslic. It is constructed of un-mortared stone carved in graceful, curving forms that resemble conch shells. The village is home to a weaver of glass threads named Kurian, who can make a shirt that is as strong and light as elven mail. The village hosts a weekly market visited by undersea traders from surrounding settlements. Goods include items scavenged from sunken ships, worked sea glass and coral and trained sea horses and hippocampi.

The village treasury is located in a subterranean vault behind a secret door and contains 4,000 cp, 600 sp, 630 gp and 4 pp.

Aquatic Elf, Medium Humanoid: HD 1+1; AC 11; ATK Spear (1d8); MV 30 (S40); SV 16; AL CG; XP 100; SA—90% resistance to sleep and charm, surprise (3 in 6), immune to ghoul paralysis.

Aeslic, Aquatic Elf Fighter: LVL 4; HP 19; AC 16 (shellycoat, shield); ATK Trident +5 (1d6+2); MV 30; SV 15; S14 I9 W18 D13 Cn10 Ch6; AL CG; XP 400; SA—Riding, leadership, dominate, hippocampus mount.

### 3021. Salty Old Dame | Monster

A strange mountain of salt is growing in this hex. Salt in the water is drawn into the mountain as the current pushes it by. The mountain is now 300' tall and it is riddled with small caves. A larger cave complex is the lair of the sea hag Mobo.

Mobo is a gooney old creature, gaunt and with narrow eyes and a long nose. She dresses in a long black hooded robe and shares her cave with dozens of sea gulls that have done exactly what you would expect them to do to the place. She sends her flock of seagulls so far away to find potential victims of storms. In her possession is a silver cauldron that when filled with sea water, a splash of rum and a drop of the hag's blood can be used to conjure storms as far as 3 hexes away.

Treasure: 3000 cp

Sea Hag, Medium Monster: HD 3; AC 14; ATK 2 claws (1d10); MV 30 (S40); SV 15; AL CE; XP 1500; SA—MR 50%, revolting image (save or 2d6 strength damage), gaze (save or dazed for 3 days).

### 3118. Sea Chest | Wonder

An old sea chest floats here. The chest is magical. One can put a monster inside the chest and it appears and destroys a designated enemy of the chest's owner within 5 miles. The monster must be deposited in the chest, and then 21 tallow candles must be lit and extinguished, one-by-one, by the user's fingers to make the magic work.

### 3134. Wereshark | Monster

A sea-castle of sahuagin has locked their lord, who is infected with lycanthropy, in his throne room. He slams against the door and shouts threats at his rebellious people, while the priests consult their many tentacled slime goddess in the chapel for advice on how to proceed. She has told them that their lord must die, but not by their hand. That would mean some outsiders would have to spill the royal blood ... and of course then suffer the supreme punishment for regicide - sacrifice to the slime goddess.

Treasure: 1200 cp

Sahuagin, Medium Monster: HD 2; AC 16; ATK Talons (1d4) or spear (1d8); MV 40 (S70); SV 16, 18 vs. sonic; AL CE; XP 200; SA—Frenzy.

Wereshark, Medium Monster: HD 5; AC 18 [Silver]; ATK 2 claws (1d4 + rend) and bite (1d6) or +1 spear (1d8+1); MV 30 (S60); SV 14; AL LE; XP 500; SA—Frenzy 1/day, curse of lycanthropy.

### 3331. Vacuum Vase | Wonder

A whirlpool in this hex can be traced to a small vase which sucks in sea water at an alarming rate, expelling it from a great lion's mouth carved into a mountain on the island of fey and witches [0419].

### 3337. Triton Expedition | Monster

A band of seven triton warriors was dispatched to explore the depths of the Sea Mount of Kikiyama. The tritons, notable for the obsidian scales that decorate their faces and stripe their backs, have been sent here by their king to recover a large black pearl now in the possession of the sea wyrm Fan-tan-iki-yo. The sea wyrm is protected in his lair by a company of mute aquatic hobgoblins, a brotherhood who severs their right hands and replaces them with barbed spearheads.

The initial triton expedition ended in ruin, when one of the tritons turned out to be a traitor in league with the dragon. The pearl signifies kingship, and the rebel triton, Ugilin, wants the throne. He plans to forge the pearl into a mystic sword with which to kill the current royal family. The aquatic hobgoblins are really his soldiers. The two surviving tritons need reinforcements to stop Ugilin.

Treasure: 5700 cp, 2000 gp, large black pearl

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

Triton, Medium Outsider: HD 6; AC 15; ATK Spear (1d8); MV 20 (S40); SV 14; AL NG; XP 1800; SA—MR 85%, magic use (MU2), summon nature's ally IV 1/day.

Sea Wyrms, Huge Monster: HD 9 (54 hp); AC 16; ATK 2 claws (1d6), bite (2d8 + swallow) or tail (2d8); MV 30 (S100); SV 12; AL NE; XP 2700; SA—Distortion, immune to sleep, resistance to electricity, breath line of lightning (100'/damage equal to hp).

### 3411. Afu Tui | NPC

A powerful South Seas war-wizard is cruising through this hex on his way to commiserate with the sorceress Aurelia [4318]. His chosen form of transportation is a pair of salt water crocodiles which he rides as though they were water skis.

Treasure: 7600 gp, +1 buckler, +2 sword-breaker

Saltwater Crocodile, Large Animal: HD 6; AC 15; ATK Bite (2d8 + constrict) or tail (3d6); MV 20 (S30); SV 14; AL N; XP 600; SA—None.

Afu Tui, Human Magic-User: LVL 11; HP 58; AC 10; ATK Club +3 (1d4-1); MV 30; SV 11; S8 I15 W8 D11 Cn18 Ch10; AL XX; XP 1100; SA—Alchemy, lore, spells per day (6/4/4/3/2/1), create scrolls, arcane knowledge (alchemist's fire, algebra and geometry, glue, algebra and geometry, compass); Gear—Apparatus of the crab, rod of splendor, manual of quickness of action +5.

Spellbook: 1—*Animate Rope, Chill Touch, Erase, Fool's Gold, Mage Hand, Obscuring Mist, Ray of Frost, Wizard Mark*; 2—*Alter Self, ESP, Locate Object, Shatter, Summon Swarm*; 3—*Daylight, Haste, Shrink Item, Water Breathing*; 4—*Dimensional Anchor, Invisibility II, Wall of Ice*; 5—*Bedlam, Overland Flight, Teleport*; 6—*Mass Suggestion*.

### 3440. Royal Cruise | Monster

Aristocrats of Zahir are cruising through this hex in a magnificent galley. The galley is made of a bronze, striped wood with ebony insets and full sails of red and green. They have taken a tour of the islands and are now on their way back home. Little do they know, though, that their king has hatched a plot to sink their little pleasure cruise.

Among the crew are several automaton handmaids, one of which has been rigged with a powerful trap – a *fireball* that will ignite when the stars are right (which is soon).

Treasure: 2600 sp, 2000 gp

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

Aristocrat, Medium Humanoid: HD 3; AC 13; ATK Spear (1d4); MV 30; SV 15; AL N; XP 150; SA—None.

Mechanical Man, Medium Construct: HD 1+1; AC 16; ATK Fists (1d4) or hooked spear (1d6+2) and net (entangle); MV 30; SV 16; AL N; XP 100; SA—Immune to disease and poison, resistance to electricity.



### 3526. Togra | Monster

Togra is a large tribe of snail men. The walls of their village are composed of sea glass expertly shaped, and within there are many large buildings of stone. The snail men are dour folk except on their festival day. Then, the slime really flows, along with urchin wine. Tambourines are shaken, horns are blown and captives taken during the year are sacrificed to Morgo, the village's giant clam and living god. In return, Morgo presents them with a giant pearl, which they trade for supplies.

Snail Man, Large Monster: HD 4; AC 16; ATK Flail (1d4); MV 20; SV 15; AL N; XP 200; SA—None.

### 3634. Wounded Eurhinosaurus | Monster

A wounded eurhinosaurus is rampaging in this hex, snapping at everything that crosses its path. A poisoned dart is lodged in its shoulder. If removed, the beast calms down and will faithfully serve its benefactor for one month.

Eurhinosaurus, Large Animal: HD 11; AC 13; ATK Bite (1d10 + swallow); MV 0 (S90); SV 11; AL N; XP 1100; SA—None.

### 3638. Erekuwo | Monster

The Forbidden Island is a terrifying place, being as it is inhabited by three small tribes of invisible men who crave human flesh. The largest tribe, Gigaya, dwells in this hex on a tall hill surrounded by ancient and weathered fortifications of golden stone embossed with strange runes of an elven character.

The tribes hunt one another nightly as well as the animals of the island, and especially folks foolish enough to visit. They also launch raids against nearby islands from time to time.

The Gigaya number 55 invisible men, Ifiku 28 and Inari 36, with double that number of invisible women and triple that number of invisible children.

Treasure: 1600 cp, large rhodochrosite

Invisible Man, Medium Monster: HD 2+1; AC 11; ATK Sickle sword (1d6+1); MV 30; SV 16; AL CE; XP 200; SA—None.

### 3703. Grumpy Snail | Monster

A disgruntled snail man is muttering under his breath in this hex as he contemplates life without Miranda.

Snail Man, Large Monster: HD 4; AC 16; ATK Flail (1d4); MV 20; SV 15; AL N; XP 200; SA—None.

### 3745. Crabfest | Monster

Giant crabs are crawling over a large, crawling mechanism that was heading towards [4042] before it became stuck. The crabs can sense the gnomes inside, and are trying to get them.

Gnome, Small Humanoid: HD 1/2; AC 10; ATK Dagger (1d4); MV 20; SV 17, 15 vs. illusions; AL NG; XP 50; SA—Gnome abilities.

Giant Crab, Medium Animal: HD 3; AC 18; ATK 2 pincers (1d6 + constrict); MV 20 (S10); SV 15; AL N; XP 300; SA—None.

### 3815. Crabby Scavengers | Monster

Three crab-shaped automatons are gathering minerals in this hex for their boss-lady, the mermaid Aurelia [4318]. Aurelia is a sorceress with a very “hippie” attitude towards life. She wanders mostly, setting up temporary lairs here and there and playing with her magic. She is currently to be found in a sunken ship in [4318], just off the coast of the Zebrides.

Crab Automatons, Large Animal: HD 4; AC 20; ATK 2 pincers (1d6 + constrict); MV 20 (S10); SV 15; AL N; XP 400; SA—None.

### 3929. Poseidon's Idol | Wonder

A volcanic vent in this hex leaks mildly poisonous fumes into the water. Within the vent, a small population of magmin preserves a golden statue of Poseidon, guarding it from harm. Any request made at the idol's feet must be granted by all the creatures of the deep (per a *geas* spell). The magmin are tasked with keeping all but the greatest heroes from the idol.

### 4040. Health Spa | Wonder

Yumboes have set up a health spa in this hex around a large mineral spring. Several burrows serve as cabins and a great hall with a kitchen and hospice. All is gnome-sized, of course, but others are admitted if they can pay the 250 gp fee for a week of relaxation.

Illusions of a rampaging black beast keep unwanted people away from the spa, and numerous pit traps filled with sleeping gas deal with the crazy adventurers who are not only not afraid of the beast, but actively pursue it.

Gnome, Small Humanoid: HD 1/2; AC 10; ATK Dagger (1d4); MV 20; SV 17, 15 vs. illusions; AL NG; XP 50; SA—Gnome abilities.

### 4137. Sinister Statues | Wonder

An island here was once home to Zebrideans when they ruled the coast, but has since been abandoned. It is dotted with tall statues that appear to have predated the Zebrideans. These statues are overgrown with vegetation. Each statue is magical and carries both a blessing and a curse depending on from which direction it is approached and how it is greeted.

One of the statues is actually a mimic in the shape of a statue of Jove. It is surrounded by treasure on silver plates: 9,100 cp, 725 sp, 380 gp, 20 pp and six large carnelians.

Mimic, Large Aberration: HD 7; AC 15; ATK 2 slams (1d8); MV 10; SV 13; AL N; XP 700; SA—Immune to acid, adhesive.

#### 4142. Green Nightmare | Monster

A canyon of chartreuse stone ascends from the sea into the center of the island. It is home to a wondrous array of parrots and dozens of toppled towers that look as though they were built by yumboes (based on the size and the clever and whimsical carvings that decorate them). An abandoned quay bears witness to the sea traffic that once stopped here.

The destruction of the land was perpetrated by a chartreuse dragon that even now dwells in the abandoned palace of the gnome-king at the end of the canyon. The palace is combined with a dam, directing waters from the highlands into subterranean rivers that once powered waterwheels under the towers, but which now serve as a means of sustenance for the many pallid gnomes who dwell beneath the island, fishing and carving fine galleries and vaults.

The nearest watchtower to the sea is trapped, such that intruders will set off bells in all the towers on the island. The bells awaken the dragon, Ofalo.

Treasure: 12,200 sp, 14,400 gp

Gnome, Small Humanoid: HD 1/2; AC 10; ATK Dagger (1d4); MV 20; SV 17, 15 vs. illusions; AL NG; XP 50; SA—Gnome abilities.

Chartreuse Dragon, Large Dragon: HD 9; AC 17; ATK 2 claws (1d8), bite (1d10); MV 40 (F150); SV 12; AL CE; XP 2700; SA—Resistance to acid, immune to sleep, magic use (MU2), hypnotic eyes, breath acid fog (60' diameter/1d6 acid per round).

#### 4208. Dabulamanzi | Monster

The titan Dabulamanzi sits on a rock in this hex pondering his existence. Conquest, love, plunder ... what is the point of it all?

Treasure: 9000 sp, +1 hand axe, gauntlet of rust, scroll of protection from lycanthropes, wand of plant growth (1 charge)

Titan, Huge Outsider: HD 21; AC 20 [+1]; ATK 2 slams (1d12) or spear (3d12); MV 40; SV 7; AL CN; XP 10500; SA—MR 60%, Magic use (C7, MU7), immune to mind effects; SP—Confusion •••, ego whip •••, mind thrust •••, psychic crush •

#### 4222. House of Gold | Dungeon

Adventurers tromping through this hex looking for the infamous House of Gold may come instead upon an ancient amphitheater. The amphitheater is part of the ruined town outside of which the House of Gold was erected. The town was abandoned when its harbor filled with silt, making it inaccessible.

The amphitheater is home to a dozen maenads (wild nymphs) and their wereleopard servants. Here they drink palm wine and eat whatever fools enter the ruins.

The House of Gold is located in the wooded hills surrounding the ruined town. The house is very haunted, and is stuffed with strange treasures.

Maenad, Medium Fey: HD 6; AC 17; ATK 2 claws (1d4); MV 30 (S20); SV 14; AL Neutral (CN); XP 600; SA—Magic use (D4), dimension door 1/day, control wolves, summon 1d4 wolves 1/day, touch (fatigue/hideous laughter/confusion).

Wereleopard, Med. Monster: HD 4; AC 17 [Silver]; ATK 2 claws (1d6) or bite (1d8); MV 30; SV 15; AL N; XP 400; SA—Lycanthropy.

#### 4310. Graven Images | Wonder

This southernmost island of the Zebrides is home to a few dozen small bands of Zebridean males. The center of the island is a mountain and the seaward side of the mountain is carved with weird, grotesque faces. The islanders say these are the faces of the gods, and they avoid that side of the island even though the hunting is better there. Pirates don't care about the leering gods, and so sometimes dock on that side of the island to gather supplies and rest. The base of the mountain under the god faces is littered with baubles – the tears of the gods, say the islanders. If they catch a person with one of these baubles (one can gather 3d6 in an hour of work) they will burn them alive as a sacrifice to the gods.

Zebridean Male, Medium Humanoid: HD 2; AC 10; ATK 2 fists (1d3) or weapon; MV 30; SV 16; AL N; XP 200; SA—Immune to psychic abilities and all mind-effects, including fear.

#### 4318. Aurelia of the Golden Locks | Monster

The mermaid sorceress Aurelia has made a temporary home here for herself and her band of sea gypsies. They have taken up residence in a treasure galleon that sank in a lagoon. The waters of the lagoon are exceedingly clear, so one can see the ship's remains easily. The forecandle juts up above the waves, and it is here that the sorceress can be found in the daylight hours getting some sun. Her followers might be found in the wreckage, exploring the reefs or on the beach.

Treasure: 7000 gp, +1 musket

Aurelia, Mermaid Sorcerer: LVL 11; HP 21; AC 9; ATK Dagger +4 (1d4); MV 30; SV 11; S11 I9 W11 D6 Cn12 Ch15; AL XX; XP 1100; SA—Alchemy, brew potion, sense magic, spells per day (6/5/4/3/2), spells known (6/6/6/6/4); Gear—Potion of poison, treasure map, staff of charming, tome of understanding +5.

Spells Known: 1—Audible Glamer, Dancing Lights, Flare, Mage Armor, Reflect Gaze, Unseen Servant; 2—Continual Light, Detect Invisibility, ESP, Mirror Image, Resist Energy, Wisdom; 3—Blink, Explosive Runes,

Invisibility Sphere, Lightning Bolt, Rage, Tongues; 4—Animate Dead, Crushing Despair, Dimension Door, Intellect Fortress, Stone Shape, Stoneskin; 5—Break Enchantment, Cone of Cold, Interposing Hand, Summon Monster V, Telepathic Bond, Transmute Rock to Mud\*; 6—Control Water, Probe Thoughts, Programmed Illusion, Shadow Walk.

### 4325. Brain Tree | Monster

A massive banyan tree in this hex is hung with bizarre fruit that look like large, purple brains. The tree is sentient and sinister. Beneath its roots and throughout the hex there are tunnels dug by giant ants. The ants are under the tree's control and serve as its agents on the island. They collect gold and treasure, hiding it in hoards within the tunnels. These treasures are used as bait for adventurers, who after delving deep into the tunnels are set upon by choking tendrils which seek to remove their brains and add them to the tree's collection. Each new brain means more power to the tree.

Giant Ant, Medium Vermin: HD 3; AC 17; ATK Bite (1d8), sting (1d4 + 1d4 acid); MV 50 (C20, B10); SV 15; AL N; XP 300; SA—None.

Brain Tree, Huge Plant: HD 35; AC 20; ATK None; MV 0; SV 7; AL N; XP 3500; SA—Vulnerable to fire; SP—Brain lock •••, cause fear •••, choke •••, clairsentience, daze, death fog •, dominate person •, ego whip •••, E.S.P., feeblemind •, legend lore •, maze •, mind fog •••, mind thrust •••, phantasmal killer •, probe thoughts •, psychic crush •, shockwave •, sleep, summon swarm •, ultrablast •, waves of fatigue (3 miles) •

### 4339. Coral Horror | Monster

An aboleth, Ihatlotiam, has established himself in a submarine temple. The work was done by skum, of course, and a band of aquatic hobgoblins provide security. The temple is situated next to a dying coral reef. Ihatlotiam has devised a way to sap the life energy of the reef, which she is gathering in an amber globe held within the temple. This will serve to bolster her magic and help her displace her brother, Zanoithat, from the leadership of their pod, which lives to the west.

Treasure: 2700 cp, *universal solvent*

Aboleth, Huge Aberration: HD 8; AC 16; ATK 4 tentacles (1d8); MV 10 (S60); SV 13; AL LE; XP 2400; SA—Magic (illusions, 9th level); SP—Confusion •••, dominate person •••, ego whip •••, intellect fortress •••, psychic crush •, thought shield •••, tower of iron will •

### 4419. Griffons | Monster

Three tall peaks, called the Three Sisters by the locals after a legendary trio of heroines, rise from the jungle here. The upper reaches are dusted with snow while the lower portions are thick with rank jungle growth. Several flocks of griffons dwell amid the peaks. They have golden brown fur, white heads and reddish-brown wings. The griffons hunt the jungles and mountain valleys for game, and long ago ran off humans who tried to settle in the cool valleys.

Griffon, Large Monster: HD 7; AC 17; ATK 2 claws (1d4) and bite (2d6); MV 30 (F80); SV 13; AL N; XP 700; SA—None.

### 4421. Amayuludi | City-State

#### DEMOGRAPHICS

**Population** 15,710 (urban), 125,680 (rural)

**Race** Human (85%), zwunker (10%), aziza (5%)

**Religion** Obatala, god of purity and creation (LG)

**Alignment** Lawful (NG)

#### AUTHORITY

**Temporal/Spiritual** Kandake, Iloi of Amayuludi (NG)

Human Cleric: LVL 8; HP 23; AC 16 (chainmail, shield); ATK +1 *footman's mace* +7 (1d6+2); MV 30; SV 13; S13 I14 W13 D8 Cn10 Ch6; AL NG; XP 800; SA—Conversion, healing, turn undead, spells per day (6/3/2/2); Gear—*Ring of electricity resistance, restorative ointment*.

#### DESCRIPTION

**Theme** Mystic city of rebirth

**Wilderness** Jungle

**Accent** West African

**Vistas** Broad streets paved with white, glistening, scale-shaped stones, tall buildings colored in russets and golds, handsome men and women with heads held high, holy men and women crawling on their hands and knees draped in cloth-of-gold and strewn with garlands of white flowers, giant white beetles and their flute-playing handlers, screaming monkeys

**Names** Amur, Aut, Baka, Batahlu, Henamka, Her, Khemkhe, Khon, Mahwesm, Mekh, Nasep, Ont, Pet, Sent, Sisis, Sph, Tab, Tenebma, Uten

**Money** Olaaka (ring money) in gold, silver and copper

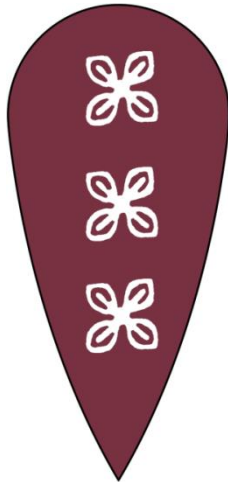
Amayuludi is a city-state on Ifuru Island. It is surrounded by rolling green plains which give way to dense, spider-infested jungle. The plains are farmed by 48 villages, each led by an elder chief. The villages farm yams, sorghum, millet, rice, bananas and other crops and they keep swine and poultry. The farming is done on terraces in the sloping valleys that empty streams into the harbor of Amayuludi. The people of Amayuludi also make leather goods and sell resurrections.

The lower portions of Amayuludi nearest the water are occupied by the common folk. It is visited by petitioners seeking the resurrection of their loved ones. There is much currying of favor for this service, which is controlled by the Oba's secretary. The upper city is terraced and filled with fine homes and lush, tropical gardens. The upper city is well patrolled, and most people who dwell there keep screaming monkeys that they use as living burglar alarms.

Amayuludi is known for its sounders of swine and the growing of yams; both are major ingredients of the city-state's cuisine. Sorghum is also grown and used to make the city's beer, which is served in wooden bowls. Food is served on wooden platters on a bed of sorghum or rice. Meat and vegetables are affixed to

skewers and covered in spicy sauces made from peppers. Ground nuts are another important ingredient in Amayuludi's cuisine. Palm wine is available at most taverns and inns.

The innkeepers of Amayuludi are charged with the sacred duty of protecting their guests. Innkeepers whose guests fall victim to robbery or foul play may be put in the stocks or hanged. For this reason, the inns of Amayuludi are constructed like Roman villas. They have no windows and only a single door guarded by massive sentries. For this reason, inns are expensive in Amayuludi; assume three times the normal prices.



Amayuludi is ruled by Queen Kandake, who is also the high priestess of the orishas and specifically Obatala. Her daughter Oyin, a sorceress, has been promised in marriage to Prince Moday of Zinj to create an alliance between the kingdoms. There are factions opposed to this, including King Nzango of Zahir, who fears they will combine their forces against him. He has hired the Headsmen [6816] to do all in their power to stop it, and joined in a conspiracy with Prince Nauka of Zinj and Zinj's Grand Vizier, Kumbo. They have a devilish plan involving the creation of a clone of Prince Moday [7238].

Queen Kandake and her daughters all wear ivory facemasks in public, hiding their identities but also casting them as something higher and more spiritual than normal folk. These masks are enchanted, providing the following benefits to the wearers: They can see alignment auras through the eyeholes of the masks, can cast *bless* 3/per day, cast *command* 2/day and they are always under a *protection from evil II* effect.

Amayuludi has a smallish army, but a large navy. Many of its sailors and captains are ex-corsairs who worked along the coast until the queen ordered them to stop as preparation to concluding a truce with Zinj. The city-state now has three gal-

leasses armed with cannon and another twenty galleys, some of them merchant and some war.

The army consists of the Queen's Royal Guard (100 veterans with 1+1 HD in ten squadrons led by the sons of favored noble chiefs) in chainmail and armed with akrafena, spears and three darts. The city regiments consist of 120 archers and 300 spearmen in padded armor with bucklers. There is also a small force of 20 light horsemen with padded armor, bucklers, horseman's maces and lances.

### The Guild of Resurrectionists | Resurrection

Aside from the city's excellent leather goods and palm wine, most people visit Amayuludi seeking the resurrection of a loved one. The people of Amayuludi are endowed with secret knowledge that allows them to perform *resurrections* without being high level clerics. These people, taught by oral instruction, not the written word, are called the *Egbę Ajinde*.

The service is expensive (10,000 gp) and is only performed once per month. Petitioners must apply with the lower city's magistrate, who then passes the application on to the guild. The guild eventually contacts the petitioner and sends them on the following errand: They must take the guild's herd of white cattle out onto the plains to graze. On the plains the petitioner finds a specific fruit tree. They must pick the fruit of the tree and offer the ripe fruit to the cattle while eating the green fruit themselves. Upon doing this, the largest bull in the herd runs back to the city and announces that the petitioner has passed the test. The petitioner and the remains to be resurrected are then taken into the upper city where he is given lodging for a single night. The next morning he is reunited with his friend, and they are ushered out of the upper city.

### The Temple of Obatala | Cleric Spells (6th)

Resting in the middle of the city proper, the great temple/palace of Obatala can be seen for miles. It is topped with spires covered in beaten brass and the entire building is white-washed. It sits atop a man-made hill of red brick, and is surrounded by living quarters for priests and soldiers. Beyond these buildings are living quarters for aristocrats and artisans.

The whole temple complex is surrounded by a 30' high wall of lacquered red blocks. Entry into the complex is through two 3' thick wooden doors covered in beaten bronze. These doors are flanked by 50' tall towers.

The temple is home to Queen Kandake, her court, harem and servants. The ground floor features a great hall where the queen receives visitors. From this hall one can access secret passageways that lead to the sanctum sanctorum and the cult idol of Obatala.





The queen is granted the following additional powers by Obatala: A +4 bonus to save vs. earth-based attacks, can cast earth-related spells (including those from the druid spell list) at twice their normal areas of effect and duration, and can conjure an earth elemental once per day.

#### 4442. Sea Hawk Men | Monster

The cliffs overlooking the sea in this hex are claimed by a tribe of hawk men, specifically sea hawk men. The cliffs have been shaped into a series of white towers that give a commanding view of the strait, allowing the hawk men to collect tolls from passing ships that do not want to fight them off.

The tallest tower is the home of Tkika, queen of the hawk men, and she is even now preparing her nest. For this, she needs not only fresh vegetation like grasses and flowers, but also rarities worthy of a royal nest [4738], including treasure. Her soldiers have made this their highest priority, and they might be encountered anywhere within 5 hexes of here.

Tkika has bigger problems than preparing a nest, though. With the recent death of her husband Prince Itikiki at the hands of pirates, her hold on the throne has weakened. The eggs she is preparing to lay will strengthen her claim to the throne. Her major domo Utufu would destroy her brood before they can hatch and seize the throne for her own.

Sea Hawk Man, Medium Monster: HD 1; AC 14; ATK Bite (1d4) or spear (1d8); MV 30 (F40); SV 16; AL N; XP 100; SA—None.

#### 4444. Ilu-Yumbo | Town

##### DEMOGRAPHICS

**Population** 1,750 (urban), 14,000 (rural)

**Army** 100 warriors, 9 sergeants, 5 captains

**Race** Yumbo

**Religion** Erzulie, goddess of flowers and passion (CN)

**Alignment** Neutral (NG)

The yumboes of the Carnelian Coast have their strongest kingdom on this island. Their chief city, Ilu-Yumbo, is constructed along broad white cliffs. It is composed of many buildings, palaces, markets and gardens, both terrace gardens of fragrant flowers and tunnel gardens of edible fungi. Sea tunnels provide access to the city for ships, for the yumboes welcome all visitors for trade. The hinterland is home to mines, orchards and many burrow villages.

All would be well were it not for the insidious serpent men who lurk in the jungle in treetop mansions hidden away in pocket dimensions. They permit the gnomes to prosper, for now, but have plans on using their latent power against the men of the coast who defied them in ancient times.

Yumbo, Tiny Humanoid: HD 1/2; AC 10; ATK Club (1d4); MV 20; SV 17, 15 vs. illusions; AL NG; XP 50; SA—Gnome abilities; SP—Audible glamer •, dancing lights •, prestidigitation •

Ophidian (Lesser), Medium Monster: HD 3; AC 15; ATK Scimitar (1d6); MV 30; SV 15; AL LE; XP 300; SA—Deadly bite.



4620. Oak Island | Wonder

This small island is often visited by pirates (3 in 6 chance of an encounter), and is left alone by Amayuludi. The oaks on the island are sculpted to resemble beautiful women. Planting one of the acorns from these oak trees results in the birth of a half-dryad a month later.

4708. Island of Professor Dunker | Stronghold

STATISTICS
Type Wizard's Manse
Garrison 20 beastmen
Villagers none
Race Human, beastmen
Religion none
Alignment Chaos (NE)

An Antigooner wizard and vivisectionist, Anton Dunker, has an expansive mansion on this island. The island is ringed by sandy beaches and has a wooded interior dotted with small villages of human-animal hybrids cooked up in Anton's laboratories. The laboratories and dungeons are dug under the man-

sion, beyond a fine wine cellar. The mansions gardens and fields are worked by the animal-men, who Dunker treats as both his children and slaves.

Treasure: 5800 cp, 9500 sp, +3 scale mail, +2 bearded axe

Beastman, Medium Humanoid: HD 2+1; AC 12; ATK Club (1d4); MV 30; SV 16; AL CE; XP 200; SA—Surprise (3 in 6), surprised (1 in 6).

Anton Dunker, Human Transmuter: LVL 13; HP 50; AC 9; ATK Staff +5 (1d4); MV 30; SV 10 (9 vs. transmutation); S10 I11 W14 D6 Cn13 Ch13; AL CE; XP 1300; SA—Alchemy, lore, spells per day (6/4/4/4/3/2/1), create scrolls, arcane knowledge (distillation, flash powder, steam engine, acid, anti-toxin, glue); Gear—Potion of fire resistance, scroll of protection from angels, wand of lightning bolt (4 charges), spellbook.

Spellbook: 1—Animate Rope, Daze, Detect Secret Doors, Enlarge Person, Erase, Floating Disk, Light, Mage Hand, Reduce Person, Smoke Image; 2—Alter Self, Pyrotechnics, Rope Trick, Spider Climb, Strength; 3—Blink, Flame Arrow, Gaseous Form, Haste, Slow; 4—Animate Dead, Polymorph Other, Polymorph Self, Wall of Fire; 5—Contact Other Plane, Magic Jar, Transmute Rock to Mud\*; 6—Crystallize, Move Earth, Transformation; 7—Reverse Gravity

4718. Pixie Island | Monster

A small island in this hex features wide beaches of green sand and rocky hills with valleys thick with palms. Many pirates found the island a perfect place to bury their treasure ... until the sand pixies showed up.

The sand pixies dwell on the beaches, burrowing into sand dunes to build their lairs. They are more troublesome than woodland pixies and despise intruders. When pirates arrive, the pixies let them bury their treasure and then run them off under a hail of arrows. The pixies then steal the treasure, hiding it in the wooded valleys. They trap the treasure chests and bury them – a nice surprise for future intruders.

Treasure: 4000 cp

Sand Pixie, Small Fey: HD 1; AC 14; ATK Sword (1d4) or bow (60'/1d6 or special); MV 20 (F40); SV 16; AL N; XP 300; SA—MR 25%, natural invisibility, arrows erase memories; SP—Confusion •, detect evil •, dispel magic •, entangle •, invisibility II, permanent illusion •; 10% of pixies can cast irresistible dance •

4738. Lightning Storm | Monster

Adventures will note a strange storm ahead. They will see lightning, but no clouds. Further observation may convince them that the lightning comes from below, not above.

The lightning originates from a behir that serves as the mount of a fighter/mage called Tshamba. Tshamba is the target of the queen of the hawk men [4442], who desires a lock of his plati-

num hair for her royal nest. Her sea hawk man warriors are now attacking Tshamba in an attempt to get that hair.

Sea Hawk Man, Medium Monster: HD 1; AC 14; ATK Bite (1d4) or spear (1d8); MV 30 (F40); SV 16; AL N; XP 100; SA—None.

Behir, Huge Monster: HD 9; AC 16; ATK Bite (2d4 + swallow), coild (1d4 + constrict) or lightning (20'/7d6; once every 10 rounds); MV 40; SV 12; AL N; XP 900; SA—Immune to electricity and trip attacks.

Tshamba, Elf Fighter/Magic-User: LVL 7; HP 33; AC 10; ATK 1+ Longsword +7 (1d8+1); MV 30; SV 14; S14 I14 W9 D12 Cn14 Ch8; AL CG; XP 700; SA—Riding, leadership, dominate, remorhaz mount, spells per day (6/3/2/1), create scrolls, arcane knowledge (compass, poison I, compass); Gear—*Ring of telekinesis, rod of withering, scroll of ill omen.*

Spellbook: 1—*Acid Splash, Daze, Disrupt Undead, Floating Disk, Jump, Mind Thrust, Ray of Enfeeblement*; 2—*Acid Arrow, Fog Cloud, Spider Climb*; 3—*Haste, Protection from Evil II\*, Vampiric Touch*; 4—*Hallucinatory Terrain.*

#### 4745. Shark Map | Monster

A great white shark hunts these waters. The shark has markings on its flanks that point to a grand treasure in [1835], provided somebody can kill the shark and read the signs.

Great White Shark, Huge Animal: HD 10; AC 15; ATK Bite (2d6); MV 0 (S60); SV 12; AL N; XP 1000; SA—Frenzy (immune to fear).

#### 4802. Krtharta, Warrior Princess | Monster

A sea cave in this hex is home to a gang of 50 sahuagin bandits. The bandits ride giant moray eels, two to an eel. One sahuagin guides the beast (barely) while the other attacks with a barbed spear or harpoon. The bandits are led by Princess Krtharta, a warlock who bolsters her powers with a gauntlet she dips in the blood of her enemies. The gauntlet, when bloodied, increases her effective level by one.

Treasure: 1700 cp, *gray bag of tricks*

Sahuagin, Medium Monster: HD 2; AC 16; ATK Talons (1d4) or spear (1d8); MV 40 (S70); SV 16/18 vs. sonic; AL CE; XP 200; SA—Frenzy.

Krtharta, Human Sorcerer: LVL 7; HP 25; AC 10; ATK Dagger -1 (1d4-3); MV 30; SV 13; S3 I4 W8 D12 Cn13 Ch16; AL CE; XP 700; SA—Alchemy, brew potion, sense magic, spells per day (6/4/2), spells known (6/6/4); Gear—*Deep red sphere ioun stone, gauntlet.*

Spells Known: 1—*Charm Person, Dancing Lights, Elemental Weapon, Flare, Magic Weapon, Mending*; 2—*Ego Whip, False Life, Fog Cloud, Know Alignment, Scare, Wisdom*; 3—*Explosive Runes, Fireball, Secret Page, Spectral Force.*

#### 4810. Crazy Mary | Monster

A wooded island here is littered with the petrified wooden bones of dryads, who lived on the island until the Zebrideans

razed it in revenge for the killing of one of their own. Corsairs have a hideout on the island. It is located behind a waterfall and holds supplies and a bit of treasure. The hideout is guarded by Crazy Mary, a half-mad caretaker who tries to frighten people away by imitating a ghost.

Treasure: Large hawk's eye gem

Crazy Mary, Medium Humanoid: HD 1+1; AC 12; ATK Frenzied kicking and biting (1d4); MV 30; SV 16; AL CN; XP 50; SA—None.

#### 4814. Young Giant | Monster

A young storm giant with designs on greatness has taken up residence in a sea mount in this hex. He has organized a gang of bandits and is now working to collect enough gold to build a large castle. He would like to control the weather along the Carnelian Coast. He mostly halts passing ships and demands a tribute, using his merrow and sahuagin followers to storm the ship if they prove troublesome.

Treasure: 3000 sp, 10,000 gp, small rhodochrosite, copper flask, gold dish

Sahuagin, Medium Monster: HD 2; AC 16; ATK Talons (1d4) or spear (1d8); MV 40 (S70); SV 16, 18 vs. sonic; AL CE; XP 200; SA—Frenzy.

Storm Giant, Huge Giant: HD 15; AC 16; ATK Slam (1d12) or trident (3d12) or boulder (900'/4d6); MV 40 (S40); SV 9; AL CG; XP 1500; SA—Immune to electricity; SP—Control weather.

#### 4834. The Iron Tower | Dungeon

The smiths of the coast have erected here a tower of steel. It is rust red in color, but still quite solid, with magical wards to keep intruders away. Within the tower, the smiths of ancient times imprisoned a primordial necromancer composed entirely of shadow. The interior of the tower is polished to a mirror-like sheen and multiple permanent *light II* spells keep the interior as bright as day, and thus neutralize all shadow. Living iron statues patrol the place as guards, and a trio of iron golems surrounds a steel sarcophagus that holds the demon.

Treasure: 6,700 cp, 10,800 sp, 8,000 gp, 3 small baubles, large jet, large rock crystal, *+1 leather armor, +3 battleaxe, freeze ray, potion of charm animal, rod of wonder*

Living Iron Statue, Medium Construct: HD 4; AC 18; ATK 2 fists (1d8); MV 10; SV 15; AL N; XP 400; SA—Lodged weapons.

Iron Golem, Large Construct: HD 18 (80 hp); AC 24 [+3]; ATK Slam (4d10); MV 10; SV 8; AL N; XP 9000; SA—Magic immunity (electricity slows, fire heals), cloud of gas (Poison IV).



The Shadowmancer, Human Necromancer: LVL 16; HP 51; AC 9; ATK Staff +6 (1d4); MV 30; SV 9 (8 vs. necromancy); S11 I15 W5 D8 Cn14 Ch8; AL NE; XP 1600; SA—Alchemy, lore, spells per day (7/4/4/4/4/3/3/2), create scrolls, arcane knowledge (distillation, silver plating, hot air balloon, alchemist's fire, algebra and geometry, telescope, poison I); Gear—*Potion of purify food & drink*, *wand of summon swarm* (6 charges), *dust of illusion*.

Spellbook: 1—Cause Fear, Chill Touch, Daze, Disrupt Undead, Light, Mage Hand, Phantasmal Force, Ray of Enfeeblement, Shield, Touch of Fatigue; 2—Command Undead, False Life, Ghoul Touch, Invisibility, Scare, Spectral Hand; 3—Clairsentience, Fireball, Hold Undead, Protection from Evil II, Ray of Fatigue, Vampiric Touch; 4—Animate Dead, Bestow Curse, Cause Disease, Enervation, Fear; 5—Blight, Magic Jar, Teleport, Waves of Fatigue; 6—Circle of Death, Create Undead, Eye-bite, Undeath to Death; 7—Control Undead, Finger of Death, Mass Invisibility; 8—Clone, Symbol of Death

#### 4836. Cave Master | Monster

A cave overlooking the sea in this hex holds a pack of smokes (ten cigarettes are left, Lucky Strikes) stained with blood. Dried blood leads into the cavern to a limestone throne on which sits a skeletal man in a pilot's uniform.

The skeleton has some form of intelligence, and can animate the limestone, making it flow like water around people, sucking them into the walls to join him as ghosts. Treat this as a *black tentacles* spell that can draw people into the walls and smother them.

At the full moon, the ghosts are released from the walls, along with their masters, and move into the jungles to kill people out of pure anger and evil. They appear as well-formed men and women with skin like moonlight and dark absences for their eyes and mouths.

The body of the pilot has a compass, service revolver with 3 bullets and a combat knife. The revolver has been rusted solid by the dripping water of the cave.

Treasure: 3400 sp

Ghost, Medium Undead (Incorporeal): HD 6; AC 15 [Silver]; ATK Hurlled object (30'/1d4); MV F30; SV 14; AL N; XP 1800; SA—Rejuvenation, shocking sight, frightful moan, possess.

#### 4839. Tikoloshe Lair | Monster

A tikoloshe has made a lair for itself here beneath the trunk of a giant banyan tree. Pebbles are scattered around the trunk (useful for the tikoloshe to become invisible), but otherwise the hex does not appear dangerous or strange.

Treasure: 5400 cp, 2200 sp, small diamond, medium garnet

Tikoloshe, Small Monster: HD 5; AC 16 [+1]; ATK Head butt (2d6); MV 20; SV 14; AL CE; XP 1500; SA—Invisibility, rapid aging.

#### 4917. Ewa | Monster

Ewa is a sparkling jewel in the shallow green sea, a paradise of fig trees and blue-green mountains and beaches. It is also home to many packs of ghouls – grey creatures with long, black tongues and eyes that burn with green fire. The ghouls come out of their sea caves at night, screaming with hunger and rage, and climb onto the beaches looking for victims who might be staying the night. They herd these unfortunates into the mountains, where they are either killed and eaten by the ghouls, or captured by the fierce mountains demons.

Ghoul, Medium Undead: HD 2; AC 14; ATK 2 claws (1d4 + paralysis), bite (1d6); MV 20; SV 16; AL CE; XP 200; SA—None.

Mountain Demon, Large Outsider: HD 6; AC 16 [Silver]; ATK 2 claws (1d4), bite (16); MV 30 (F40); SV 14; AL CE; XP 600; SA—MR 25%, immune to electricity and poison, echoing road (causes fear).

#### 4923. Throne of Glass | Monster

A ruin, half-buried beneath a submarine landslide, was once the prison of a sahuagin city-state that has long since disap-

peared. The sahuagin once dominated the coasts, but wars with the lizardmen and later humans, robbed them of their vitality and soon they were forced to quit the coasts.

A band of inbred sahuagin religious fanatics now dwells in the ruined prison, seeking out artifacts of the past in an insane bid to return to power along the Carnelian Coast. They may have found a way to do it – a throne of sea glass that makes those who sit in it fantastically powerful for a short time, but at the cost of aging them. The empowered sahuagin gain the power to turn other sentient creatures into sahuagin, thus bolstering their numbers for their planned war against humanity.

Treasure: 3200 cp, 3200 sp

Sahuagin, Medium Monster: HD 2; AC 16; ATK Talons (1d4) or spear (1d8); MV 40 (S70); SV 16, 18 vs. sonic; AL CE; XP 200; SA—Frenzy.

Super Sahuagin, Medium Monster: HD 4; AC 18; ATK Talons (1d6) or spear (1d8+1); MV 40 (S70); SV 15, 17 vs. sonic; AL CE; XP 400; SA—Frenzy.

#### 4930. Zwunkers in Danger | Monster

A crew of 20 zwunkers is trying to get their sinking galley to shore, and they might not make it. Their ship took damage in a storm and is now low in the water. Their sail was tattered and they are attempting to use the oars they salvaged from the top deck rather than from the rowing deck. They might have abandoned ship, but their hold holds 5,000 gp worth of gold ingots destined for the royal court. While the zwunkers need help, they will be loath to allow strangers on their ship.

Zwunker, Small Humanoid: HD 1; AC 11; ATK Rod (1d4+1); MV 20; SV 16; AL N; XP 100; SA—MR 10% (30' radius), control wind 1/day.

#### 5004. Complex 929 | Dungeon

A subterranean complex in this hex is home to a race of advanced humans descended from slaves of the elder things. A sea mount is carved to look like an elder thing, and one of its eyes holds the entrance into an airlock which leads to the inwards of the complex.

The complex interior is clad in glowing white plastic panels. The light is relatively dim, but steady, and the people who dwell here are used to it. The complex contains living quarters, storage facilities, kelp farms under brighter lights, libraries of robotic sages and arenas where the people play something like a cross between basketball and rugby. Everything the 12,000 people who live here need to survive is produced in the complex. The people are telepaths who long ago lost the ability to hear or speak. This is why they do not hear the droning buzz that pervades the complex.

Beneath the complex's three main levels there is a maze-like dungeon of three more levels. The dungeon is devoid of light. It is warmer and more humid, and home to a species of monsters that look something like yellow wraiths. These creatures feed on the people of the complex, culling them like cattle while the people sleep in their silver pleasure pods.

There are 15 yellow wraiths in the complex. They were stranded here by the elder things after one of their astral spheres made the mistake of flying into an energy web. The sphere is hidden within the complex, but needs extensive repairs before it is star-worthy.

Treasure: 3300 gp, *chronometer*

Yellow Wraith, Medium Monster: HD 2+2; AC 20; ATK Claws (1d4 + Poison III); MV 20; SV 16; AL NE; XP 200; SA—Levitate.

#### 5009. Get Strong | Wonder

A sandy reed in this hex is submerged for 20 hours of the day. Around midnight it peeks above the waves and reveals a coral statue shaped like a spindly crab with a human head. Kicking sand into the crab's face raises one's strength by 2 points for 72 hours, but turns their skin bright coral pink.

#### 5012. Genius Loci | Monster

A small island here is apparently only inhabited by a crazy old hermit in a little grass shack. In fact, the island is a genius loci that has grown tired of its old companion and would trade up to somebody knew and vital.

Treasure: 1000 gp

Thrall, Medium Humanoid: HD 1/2; AC 10; ATK Club (1d4); MV 30; SV 16; AL N; XP 25; SA—Disguised as landscape, enslave thrall.

Genius Loci, Huge Ooze: HD 12 [Regenerate]; AC 10; ATK 5 slams (1d12 + constrict); MV 5 (B5); SV 11; AL CE; XP 3600; SA—Disguised as landscape, enslave thrall.

#### 5019. Trapped Alive | Monster

A kelpie has overgrown a small ship, holding it fast for many years. Most of the crew has been eaten by the kelpie, but one man, the former captain, has been kept alive by the monster because it has fallen in love with him. The man is now completely mad, and though he will lure people aboard with pleas for help in escaping, he will sabotage those attempts to watch them people be killed, one by one, by the kelpie. Why? To protect his treasure, of course.

Treasure: 4200 cp, 3300 sp

Madman, Medium Humanoid: HD 1+1; AC 12; ATK Short sword (1d6); MV 30; SV 16; AL CE; XP 100; SA—Immune to fear, rage.

Kelpie, Medium Fey: HD 5; AC 17; ATK Tendrils (entangle); MV 20 (S30); SV 14; AL CE; XP 500; SA—Resistance to fire, change shape, charm 1/day (females immune), drown (3d6 damage).

### 5043. Ngo | Village

#### DEMOGRAPHICS

**Population** 310 (urban), 2,480 (rural)

**Army** 21 warriors, 2 sergeants, 1 captain

**Race** Human (Ike tribesmen)

**Religion** Olokun, god of fishermen (N)

**Alignment** Neutral (N)

Ngo is a village of woodsmen and fishermen connected to Zahir [6542] by a stone highway kept cleared by slave labor and patrolled by the warriors of Zahir. The village was not particularly important until a few years ago, when the king expelled the merchants of his city for fear of disloyalty in the brewing civil war between the palace and the aristocracy. The eight wealthiest merchants (or formerly wealthy, for most of their wealth was seized) have gathered in this village under assumed names to look for adventurers willing to accept 25,000 gp to assassinate their king.

### 5107. Frozen City | Wonder

A small port town of the ancient Zebrideans in this hex is encased in ice. The town must have had a population of around 1,200 people at the time it was frozen; you can see many of the corpses preserved within the ice. The walls surrounding the town are 15' tall and covered with geometric carvings and set with diamond-shaped pieces of coral. The ice encasing the town ranges from 2' to 6' thick. It is thickest on the docks, where one can catch a glimpse of a large woman surrounded by striped female Zebridean soldiers. She had just plunged a silvery axe into the wood of the docks when the ice encased the town; it was this axe that created the ice effect.

The wielder of the axe is now an ice mummy. If she is freed, she continues her rampage. The axe is a +3 *battleaxe* that deals +1d6 points of cold damage on a successful attack and can, once for each user, create the effect seen here.

Treasure: 3900 sp

Ice Mummy, Medium Undead: HD 5+1; AC 17; ATK Slam (1d8 + mummy rot); MV 20; SV 14; AL CE; XP 500; SA—Vulnerable (fire), immune (cold), sight causes fear (1d4 rounds), mummy rot.

### 5114. Sunken Tomb | Monster

Locathah have just sunk a merchant galley of Zinj that was headed north to Ulflandia with a load of raw cotton, copperware, sorghum, rare wood and spices (2,500 gp worth). Several passengers are trapped in an air bubble below decks. The

locathah are trying to get to them. The spot is marked by the floating mast, with three corpses still clinging to it.

Treasure: 2200 sp

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

### 5116. Obodoji | Dungeon

There was once an island in this hex upon which was built a fine city of ebony and sea glass called Obodoji. Obodoji was ruled by an aquon prince whose fierce warriors controlled the strait between Amayuludi and Zinj and thus all traffic along the coast. They were unbeatable until their island sank beneath the waves. While Prince Osmir and many of his aquons survived the sinking, their human population did not and thus their power was broken.

The city was built as a citadel, with many winding passages and levels within it. It still exists beneath the waves, and many treasures are to be found within. The citadel is guarded by many monsters, among them fungal philosophers, sharks of glassy steel and phosphorescent fish men.

### 5126. Imprisoned Corpses | Wonder

A weird crystalline growth has erupted from the earth in this hex. It takes the form of a faceted crystal tower 60' tall and 10' in diameter, with a pointed top. Embedded in the crystal are seven skeletal corpses, each clad in a gleaming hauberk of platinum mail. Alas, the seven are actually one, the other images being reflections.

### 5312. Fishing Trouble | Monster

A mermaid has been caught in a fisherman's net. While most of the fishermen look on, stunned or praying for forgiveness, one young boy is struggling to free her. He will succeed in 1 minute, though the mermaid, Ufume, will be very close to death when he does. Her rescuers are rewarded with a feast in their honor held by her sisters.

Fisherman, Medium Humanoid: HD 1/2; AC 10; ATK Club (1d4); MV 30; SV 16; AL N; XP 25; SA—None.

Mermaid, Medium Humanoid: HD 1+1; AC 12; ATK Dagger (1d4); MV 5 (S50); SV 16; AL N; XP 100; SA—None.

### 5213. Play Ball | Monster

Dozens of water mephits are playing some kind of aquatic rugby with a sea cucumber in this hex. They are playing in a natural depression and various aquatic creatures have gathered to watch the action. While the crowd is vociferously cheering, they are not in the mood for killing adventurers.





### 5233. Bonanza | Wonder

An ancient fresco painted on the walls of an old stone fort in this hex hides a treasure. The fresco depicts a man holding aloft a golden sun symbol, the rays striking down all who come near and transforming them into snakes. The fresco is painted on a wall of silver bricks that survived the destruction of the fort. The fort's gardens are rank with creeping vines that stink of human decay and pools lousy with mosquitoes.

Treasure: Silver bricks (5,000 gp worth)

### 5241. Clay Folk | Monster

This hex holds a village of clay people. The people are sentient lumps of clay who hold themselves erect and as a result stand about 5' tall. They cover their clay bodies with long robes with trail the ground, obscuring their lack of legs. Only their "faces" are permitted to show, so they sculpt them to look human. The lack of movement in these "human" faces, though, makes them eerie to real humanoids. The clay folk communicate telepathically rather than by actually speaking.

The clay folk are mostly peaceful. They live off the minerals they gather from the ground and the gases they absorb from the air, and thus do not need to hunt or raise food. They live lives of peaceful contemplation around woodland shrines, with only the most rare clay folk leaving their home to explore. The shrines are composed of wood, clumsily carved, and hold large chunks of sulfur, which they believe is sacred. Around the base of these shrines are holes large enough for the clay folk to squeeze through into subterranean living quarters.

Alas, the peaceful nature of the clay folk has recently become suspect due to a small faction. These folk do not respect the sentience of other creatures, and thus find no value in their

existence. They proclaim this is the more enlightened view than that of their brethren. These clay folk still sculpt their faces to mingle among their brothers, but under their robes they bear many eyes stolen from humanoids they have attacked and killed in the wilderness. To them, these eyes are a badge of their enlightenment.

Treasure: 3000 cp, 2200 sp, 2 small baubles

Clay Folk, Medium Ooze: HD 2; AC 14; ATK Slam (1d6); MV 30; SV 16; AL N; XP 200; SA—Resistance to bludgeoning attacks.

### 5307. Fungal City | Monster

A large ruined port city in this hex is crawling with mushroom men and fungal lords, as well as other monstrosities. The ruins are partially flooded, making those wooden buildings that still stand a perfect breeding ground for molds and other fungi.

The mushroom men congregate in these buildings, leaving the stone granaries to the fungal lords who rule them. The mushroom men eschew the sun, and are only ever found in their "towers" or in the flooded catacombs that run underneath the port.

Mushroom Man, Small Monster: HD 3; AC 14; ATK Slam (1d4) or short spear (1d6); MV 30; SV 15; AL N; XP 300; SA—Resistance to fire.

Fungal Lord, Medium Monster: HD 6; AC 12; ATK Slam (1d6 + 1d4 acid); MV 30; SV 14; AL N; XP 500; SA—Telepathy (60'), command oozes and fungi (65%); SP—Calm emotions •, cause fear •, ego whip •, hypnotize •, rage •

## 5324. Vanzibel | Village

### DEMOGRAPHICS

**Population** 50 (urban), 400 (rural)

**Race** Aziza (jungle elf)

**Religion** Oshosi, god of hunters (CG)

**Alignment** Neutral (CN)

A small village of azizas stands on a wooded island in this hex. The village is constructed in the center of the island on a small island in the center of a lake, and consists of numerous finely appointed mud huts decorated with flowers, a bathhouse of earthly pleasures and a natural basalt tower in which dwells Gandida, an aziza wizard.

The island is composed of basalt, and is surrounded by a natural wall that protects the village. A single gate has been carved into the basalt, but it is hidden by an illusion, making the wall look impenetrable. The aziza live off the game of the woodland and the nuts, berries and roots they gather there.

**Treasure:** 2400 sp, 1000 gp, small hematite, small sapphire, medium hyacinth

Aziza, Medium Humanoid: HD 1+1; AC 11 (buckler); ATK Sickle sword (1d6+1) or shortbow (100'/1d6); MV 30; SV 16; AL CG; XP 100; SA—90% resistance to sleep and charm, surprise (3 in 6), immune to ghoul paralysis.

Gandida, Aziza Fighter/Magic-User: LVL 7; HP 23; AC 9; ATK Sickle sword +7 (1d6+2) or shortbow +5 (100'/1d6); MV 30; SV 12; S13 I13 W5 D8 Cn10 Ch7; AL CG; XP 700; SA—Leadership, dominate, pegasus mount, alchemy, lore, spells per day (6/3/2/1), create scrolls, arcane knowledge (flash powder, algebra and geometry, anti-toxin); Gear—*Staff of frost, rod of security, spellbook*.

Spellbook: 1—Acid Splash, Color Spray, Elemental Weapon, Hypnotism, Magic Weapon, Mount, Read Magic, Reduce Person; 2—Detect Invisibility, Fog Cloud, Whispering Wind; 3—Explosive Runes, Hold Undead, Summon Monster III; 4—Invisibility II.

## 5326. Fancy Tritons | Monster

Fifty aristocratic tritons dwell here, served by automatons of old Zebrides that are resplendent in ocean finery. The tritons are dandies, yes, but deadly dandies. They spend much of their day training with tridents and short swords. Their village is a collection of etched glass domes (they appear cloudy from far away) amid gardens of coral and scarlet seaweed. The tritons are warlike and snobby, but Lawful at heart. They are mounted on trained tiger sharks.

**Treasure:** 6500 cp, 3000 gp, *staff of swarming insects*

## The Eye of Kolos

The *Eye* is an artifact of ancient Kolos. It is a large stone eye with a mirror-like iris and a pupil of stone that is perfectly black, even in bright light, and impossibly smooth. Kolos had these eyes placed all over his empire to allow him to spy on his subjects using a *crystal ball* tied via astral strings to the various eyes. He could also cast spells through these *Eyes*. Kolos' crystal ball is lost, of course, and the ties to the Eyes have been cut, but the eye retains a tinge of necromantic energy. Necromancers and anti-clerics can bathe in the invisible rays it emits each day to memorize one additional spell of each level that they can cast. Magic-users can do the same to prepare one additional 1st, 2nd and 3rd level spell per day. Undead exposed to the rays "heal" at double the rate. Lawful outsiders must pass a saving throw or be repulsed by the *Eye*.

The possessor of the *Eye* need not eat or drink while within its rays, but when away from it they must eat triple normal to counteract its entropic effects. Likewise, he smells of the grave for 24 hours after being in the *Eye*'s presence. He can *teleport without error* once per day, returning to the *Eye* after one hour.

Triton, Medium Outsider: HD 6; AC 15; ATK Spear (1d8); MV 20 (S40); SV 14; AL NG; XP 1800; SA—MR 85%, magic use (MU2), summon nature's ally IV 1/day.

Tiger Shark, Large Animal: HD 7; AC 15; ATK Bite (1d8); MV S60; SV 13; AL N; XP 700; SA—Frenzy.

Gold Dragon, Medium Dragon (Adult): HD 11 (33 hp); AC 19; ATK 2 claws (1d6) and bite (1d8); MV 60 (F200, S60); SV 11; AL LG; XP 3300; SA—Immune to sleep, resistance to fire, breath weapons (80' cone of fire or 80' cone of weakening gas), magic use (M6).

Davos, Human Fighter: LVL 13; HP 63; AC 20 (+3 *chainmail*, shield); ATK 2 trident +12 (1d6+2) or 2 +2 *wavy-bladed dagger* +14 (1d4+4); MV 30; SV 11; S13 I5 W4 D12 Cn15 Ch13; AL LG; XP 1300; SA—Riding, leadership, dominate, gold dragon mount; Gear—*Treasure map, ring of sustenance, rod of absorption, pink and green spherical ioun stone*.

## 5330. The Eye of Kolos | Wonder

A wounded man is walking along the coast, a burlap sack in his arms and a wild look in his eyes. The burlap sack holds a stone eye taken from an ancient idol of Kolos. The eye brings all who gaze on it under the sway of ancient Kolos (save negates).

The man is the first victim of the eye – he and others uncovered it from a cave deep in the hinterlands. He has been commanded by the eye to carry it into Zinj to build a cult that might re-discover the ruins of Kolos (see NOD 16) and make it a powerful kingdom once again. The man is now only seven days away from reaching Zinj.

Zealot, Medium Humanoid: HD 1+1; AC 12 (shield); ATK Axe (1d6); MV 40; SV 16; AL NE; XP 100; SA—Immune to fear, rage.

### 5339. Reform School | Stronghold

#### STATISTICS

**Type** Fortress-Temple

**Inhabitants** Priestesses (2), men-at-arms (60), villagers (20)

**Race** Human, monsters (see below)

**Religion** Amadioha, god of justice (LG)

**Alignment** Law (LG)

A high hill in this hex ringed by rustling black palms is topped by a large fortress-temple of obsidian blocks. The building is a nunnery dedicated to Amadioha, and many idols of that god still grace the premises, all of them carved from obsidian. The largest holds a glass chest that glows with red energy.

Each monster that seeks out this place has their evil drawn from them and stored in the chest. This allows them to take on a neutral or even lawful nature. The reformed monsters, which include a minotaur, medusa and lamia, serve the nuns in whatever ways they can, but still avoid the outside world.

The reform school was started by Kiwe, a vampiress and cleric of Amadioha who discovered the method of draining evil. She shared the knowledge of her discovery with her sisters. Those sisters who leave make sure to spread the word about the place in dungeons and other underworld places where chaotic creatures congregate.

As with many things in a fantasy world, all is not as it appears. The fortress-temple and its mother superior, Beshi, have been infiltrated by the demon prince Xyl, who exists as little more than a shadow in the material world. Xyl needs the evil energy to regain a portion of his powers and escape, and he has taken over Beshi's mind and the minds of a few other sisters to keep Kiwe's project operational.

Natural stone steps lead from the fortress-temple down to a gravel road that connects to a small village of 20 farmers about 1 mile away. Five men-at-arms look over the village, while the other 55 remain in the fortress-temple.

**Treasure:** 7900 cp, 5100 sp, 1000 gp, *lesser strand of prayer beads* on the neck of the abbey's idol

Lamia, Medium Monster: HD 9; AC 18; ATK 2 claws (1d4 + 1 Wis drain) or dagger (1d4); MV 60; SV 12; AL CN (CE); XP 2700; SA—Surprise (3 in 6); SP—Charm monster •••, change self, mirror image •••, sleep II •, spectral force •••, suggestion •••, ventriloquism.

Medusa, Medium Monster: HD 4; AC 12; ATK Snakes (1d4 + poison IV) or dagger (1d4); MV 30; SV 15; AL CG (CE); XP 2000; SA—Petrify.

Minotaur, Large Monster: HD 6; AC 14; ATK Battleaxe (2d6), gore (1d6), bite (1d6); MV 30; SV 14; AL N (CE); XP 600; SA—Surprise (3 in 6), immune to mazes, charge +2d6 damage.

Priestess, Medium Humanoid: HD 3; AC 11 (buckler); ATK Spear (1d8); MV 30; SV 15; AL NG; XP 300; SA—Magic use (C3).

Kiwe, Reformed Vampire, Medium Undead: HD 8 [regenerate/holy]; AC 18 [+1]; ATK Slam (1d10 + 2 energy drain); MV 30 (F40); SV 13; AL NG; XP 2400; SA—Resistance to cold and electricity, vampire abilities, crush will, blood drain, summon rats, bats or wolves, shapeshift.

Beshi, Human Cleric: LVL 9; HP 31; AC 20 (plate armor, shield); ATK 1 weapon +5; MV 30; SV 12; S11 I10 W17 D10 Cn10 Ch15; AL NG; XP 900; SA—Conversion, healing, turn undead, spells per day (6/5/3/2/1); Gear—*Potion of charm monsters*, treasure map, *wand of bless* (7 charges), *ring of jumping*.

Xyl, Medium Outsider (Incorporeal): HD 7; AC 18 [+2]; ATK 2 claws (1d6 + 1d6 cold), bite (1d8 + 1d6 cold); MV 40 (F40); SV 13; AL CE; XP 2100; SA—MR 35%, loses special abilities in sunlight, immune to cold, electricity and poison, telepathy 100', summon shadow demon (50%) 1/day; SP—Cause fear, darkness II, magic jar •, shadow conjuration •, shadow evocation •, telekinesis, teleport w/o error.

### 5421. Ile-Iwin | Monster

Lo, be very afraid to set foot on the island of Ile-Iwin, where the fairies rule. The very sands will come alive to torment you, and time itself speeds up, robbing you of your vitality and leaving you but a dried up husk within a week. The trees exhale maddening poison that smells like perfume and the fairy fruits that hang from their boughs cause madness.

So go the tales spun by sailors of the terrors of the island they call "Fairy Haunt". The island is ringed by high cliffs, with very few spots at which one can land and climb to the top of the island plateau. The plateau is a vast meadow of strange beasts that rings a central highland. A small village is set in the shadow of the hills, a collection of simple huts surrounded by a wooden palisade hung with brass bells that ring out whenever strangers approach.

At the sound of the bells the gates of the village open wide and the people, all uncommonly beautiful, pour out to greet their guests, bringing baskets of fruit and gourds of sweet wine. They will hold a festival with dancing and music, and then, in the morning, the fairy knights of the island will come down from the hills. They are tall men and women, with deep purple skin and white tongues, eyes like opals and silvery hair worn very high on their heads. The fairy knights wear shirts of gleaming mail and capes of many colors, and carry shields of feathered griffon hide, long spears and short swords.

The knights challenge the newcomers to games of skill, daring and danger. Many of the games are deadly – walking a tight-rope over a deep chasm of acidic mist, leaping over a charging

gorgon, diving deep and stealing a kiss from a nixie. Those who win are given the hand of a beautiful villager in marriage and sent on their way. These delightful creatures soon melt away into muck and mud, though, when they are removed from the island, and people discover that have aged 1 year for every day spent on the island.

Sidhe, Medium Fey: HD 10; AC 20 [+1]; ATK 2 silver sword (1d8+3); MV 40; SV 12; AL N; XP 3000; SA—MR 50%, immune to poison and disease, gaze (30', charm person); SP—Change self, dispel magic, displacement, ESP, freedom, heal •, invisibility II, knock, speak with plants, spell turning, teleport w/o error, true seeing, water breathing.

#### 5442. Ogba | Village

##### DEMOGRAPHICS

**Population** 160 (urban), 1,280 (rural)

**Army** 12 men-at-arms, 1 sergeant

**Race** Human (Ike tribesmen)

**Religion** Anansi, god of trickery (CN)

**Alignment** Neutral (N)

Ogba is a village of jovial herdsmen in a massive cave. The herdsmen keep swine, which feed in the jungle, and gather herbs and fruit and hunt small game. The people of Ogba live under the domination of Zahir, but believe that this will not last. They have delved deep into their caves and have hidden away enough supplies to allow them to survive for a few weeks in case war breaks out.

#### 5523. Ruins of Nitosi | Wonder

This hex holds the ruins of an ancient seaport of Kolos, long since abandoned when the lord of Kolos shifted the river that once flowed through here as a punishment for rebellion. The city remains in good shape, and could house as many as 1,000 people comfortably with a little work. The local people think the place is cursed.

The walls of the town are weather-worn, and the town is spread over several low hills, with numerous stair cases and tunnels interrupting the narrow streets. There are many dead ends here – an old superstition of the former residents – and those dead ends smile warmly (in a manner one feels rather than sees) when one touches them, for they are terribly lonely since the people left.

At night, a mist seeps up through the cracks and crevices in the stone ruins and takes the form of the ancient inhabitants, walking silently through the streets. If these mists are disturbed or people draw near the spooky old tower that dominates the town, the mist turns into a *stinking cloud*.

This tower provides access into catacombs beneath the city, generously decorated with paintings and carvings, and wandered by ghosts who move and speak backwards, and whose touch causes people to grow younger (by 1d4 years), rather than older. The catacombs lead to deeper tunnels, dug by the hands of the human slaves of the lizardmen, and within these deeper passages hides the study of the archmagus Yoland.

When Yoland was younger (he is now 110 years old) he took to conjuring demons for fun and profit. One of his conjurations accidentally brought Ombabou, demon lord of insanity, into the world. Yoland managed to trap the demon in a demiplane linked to these catacombs, but not before he turned the people of Nitosi into mists and raised their dead as ghosts. Yoland now labors endlessly to keep his mystic guards and wards operative, that the demon remains trapped in the demiplane.

The demiplane is within Yoland's own heart, and takes the form of a tangled jungle of hissing, poisonous trees (the imprisoned souls of the Nitosians) within a sphere 15 miles in diameter. If Yoland dies, the demiplane is released into the world (covering an area that is 5 hexes in diameter centered on these ruins). The demiplane can be entered by gazing into Yoland's rheumy old eyes and speaking certain magic words which he alone knows. Here, Ombabou can be hunted and destroyed, and the people of Nitosi brought back to their normal fleshy existence. Unfortunately, Yoland has only 3d6 days to live ...

#### Omambou, Demon of Insanity

Type: Outsider

Size: Large

Hit Dice: 13 (65 hp)

Armor Class: 20 [+2]

Movement: 20'

Save: 10; MR 25%

Intelligence: High

Alignment: Chaotic (CE)

XP/CL: 3,900/15

SD—Immunity (*electricity, poison*)

SP—Confusion •••, detect good, detect evil, inflict light wounds •••, insanity •, phantasmal killer •, shatter •, stomp •

Omambou appears as a massive human infant, fully 20 feet tall, with sharp teeth and claws. His appearance causes fear in creatures with 4 HD or less (save to negate).

## 5533. Zinj, the Coral City | City-State

### DEMOGRAPHICS

**Population** 74,000 (urban), 595,000 (rural)

**Race** Human

**Religion** Shango, lawful god of thunder

**Alignment** Neutral (N)

### AUTHORITY

**Temporal** Kofeta, King of Zinj (LG)

Human Fighter: LVL 5; HP 41; AC 19 (platemail, shield); ATK +3 spear +9 (1d8+4) or hunga munga +5 (1d6+1); MV 30; SV 15; S13 I9 W9 D9 Cn16 Ch8; AL LG; XP 500; SA—Riding, leadership, dominate, griffon mount; Gear—None.

**Spiritual** Sambwe, High Priest of Shango (CG)

Human Cleric: LVL 8; HP 29; AC 21 (plate armor, +1 shield); ATK Staff +6 (1d4+1); MV 30; SV 13; S13 I9 W15 D10 Cn11 Ch15; AL CG; XP 800; SA—Conversion, healing, turn undead, spells per day (6/3/2/2); Gear—*Scroll of raise dead*, *ring of invisibility*, *instant fortress*.

**Arcane** Zenelofe, Queen of Zinj (NG)

Human Sorcerer: LVL 7; HP 7; AC 11; ATK Staff +1 (1d4-1); MV 30; SV 13; S8 I12 W6 D13 Cn4 Ch12; AL NG; XP 700; SA—Alchemy, brew potion, sense magic, spells per day (5/3/2), spells known (6/6/4); Gear—*Potion of charm animal*.

Spellbook: 1—*Change Self*, *Detect Magic*, *Identify*, *Ill Omen*, *Phantasmal Force*, *Ray of Enfeeblement*; 2—*Charisma*, *Darkness*, *Detect Evil*, *Intelligence*, *Spectral Hand*, *Thought Shield*; 3—*Dispel Magic*, *Heroism*, *Sepia Snake Sigil*, *Suggestion*.

### DESCRIPTION

**Theme** Medieval city-states of West and Central Africa

**Wilderness** Jungle

**Vistas** White-washed buildings decorated with coral and topaz, roofs woven from palm fronds, the smell of exotic foods cooked in streets

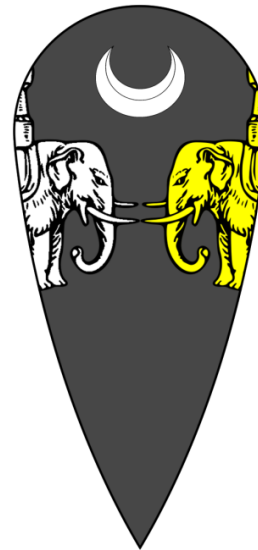
**Fashion** Men wear robes or skirts and turbans; women wear robes and gowns and put their hair into exotic shapes; both sexes wear as much jewelry and adornment as they can afford

**Cuisine** Spicy stews, butterfruit served like a baked potato, constrictors cut into thick steaks, pickled eels, jugs of palm wine, earthen mugs of beer, flat breads encrusted with crushed nuts, roast swine

**Customs** One only shows their teeth when they mean to fight; one must never show hostility in public; fights should occur outside the city walls after the proper rituals have been performed by priests; for one week after visiting a prostitute a person is considered to be his or her spouse and thus responsible for defending her honor and life

**Names** Bwatu, Famballa, Gallad, Gomballa, Gulo, Gwababa, Kaozi, Kazaja, Mingu, Ngoralo, Obonga, Shanu, Shasodi, Wadid, Yasaja, Zabhela, Zembiba

**Money** Karahun (cowrie-shaped coins) in gold, silver and copper



Zinj is a port at the mouth of the Jamba River. It has access to the dense rain forest of Cush and the busy trade lanes of the South Seas and Mother Ocean. The city does a brisk trade in exotic animals, teak, ebony, copper and gold. With these commodities, the Zinji trade for iron and cloth. The native merchants of Zinj are all kin to the king, for the Zinji culture holds that all the wealth of their nation belongs to their king, who is expected to parcel it out to the citizenry. Naturally, this attitude as much as normal human nature has led to the founding of a well-organized guild of thieves with connections to the chaotic cult of Eshu, god of trickery and travelers.

The city itself is surrounded by tall walls built of coral blocks on its landward side. Its seaward side is protected by towers and the city's grand citadel, as well as a fleet of 40 war galleys. Many gargoyles are to be found in the city-state, standing guard over important sites and under the command of King Kofeta (as long as he retains his magic ring).

The female royalty of Zinj are sorceresses born. Royal daughters are taken away at a young age by a secret society to live with a peasant family, whose own new daughter is brought to the royal palace. After the secret princess's sixteenth birthday, young noblemen go searching for peasant girls with strange abilities. Of course, the parents of normal peasant girls do their best to convince them that their daughter is magical so that they might net a young noble. The real princess is revealed at a great festival in Zinj, when the secret society reveals her identity to the king and queen. The peasant girl who was raised in the palace gains the rank of princess, and is used by the royal family to cement alliances with marriage.

Each of the city blocks in Zinj is tied to a noble clan, and the families living in that block all belong to the clan or are permitted to live there as retainers of the clan's chief. The clan pro-

vides warriors for the city's standing army, each of those companies being a mix of clan warriors, and each ranked in a hierarchy of honor. The most powerful clans dominate the higher placed companies. Each clan also puts one or two companies of warriors in the field. These clan companies are commanded by their chief or champion.

The docks of Zinj are rocky quays that jut out into the surf. Although most of the vessels that visit Zinj are shallow enough of draft that they can dock at the quays, there are usually more ships than quays, so most ships send launches that are pulled up on the sandy beach. It is not uncommon for sailors and other vagabonds to sleep on the beach, sometimes under their long boats or canvas tents, but more often exposed to the gentle, balmy breezes that bless the Carnelian Coast. The beach serves as a fish market every morning, with dozens of fishwives loudly proclaiming their wares. Some folks even set up small fire pits where they roast skewered fish. Naturally, the foot traffic that the fish market attracts draws peddlers of all kinds to harass locals and newly arrived travelers alike. It is customary for newcomers to pay their respects to a large marble statue of a dolphin. Tradition demands that a visitor kisses the dolphin's nose and leaves a copper piece. The copper pieces are the property of Eshu's priests, and none dare steal one from the trickster god.

Some key locations in Zinj are:

**1. Citadel:** The citadel of Zinj is the primary residence of its royal family, although they do have holdings in the countryside. The citadel has stone walls that are 40' in height and are as thick as 15' at the base. The citadel has five towers (50' tall, crenelated tops) and a massive donjon that is equal parts military fortress and pleasure palace.

Zinj's king is Kofeta. He is a middle-aged man, bald and clean-shaven. Kofeta is kind, but very stubborn. He speaks in a very low voice, forcing people to strain to hear him. His wife is Queen Zenelofe. The queen is a mature woman, stately and graceful. Where her husband is calm and cautious, she is an impatient risk-taker who counsels her king to expand his kingdom and his prestige. An insomniac, it is not uncommon to see her pacing the battlements of the citadel at night.

Kofeta and Zembiba have two children, Princess Jihmili and Prince Moday. Jihmili is youthful and brave, but easily tricked. Moday is youthful, articulate, sentimental and sympathetic. He is ruggedly handsome, but missing an eye due to a hunting accident when he was a child.

Although the king has but one wife, custom allows him as many mistresses as he desires. Years ago, he took on one such woman who bore him Nauka the bastard. Youthful Nauka

wears a distinctive gold ring, a keepsake of his mother. Nauka is fierce and ambitious, the classic villain. He is also in league with King Nzango of Zahir and Kumbo, the grand vizier of Zinj, to stop his half-brother's wedding.

The royal treasury located within the citadel contains 88,000 cp, 36,000 sp, 2,500 gp, 10 pp, an ivory brooch in the image of Kofeta's mother, ten +1 *crossbow bolts*, mahogany holy water sprinkler inlaid with gold, silver orb set with gemstones, ebony arm band, ivory music box inlaid with gold and gold locket containing a jade holy symbol of Shango. The crown jewels are three large tourmalines, a large amethyst, a large white pearl and a large star sapphire.

**2. Merchant Guild Hostel:** This small, high quality hostel is run by the Merchant's Guild of Zinj for visiting merchants of modest means. The building has exposed timber beams and light orange plaster on the walls with a tiled roof. It is three stories tall and has six shared rooms (5 gp/night) and five dorms (9 sp/night). The hostel is run by Azdanga, a thin, delicate man with medium brown skin, black hair and hazel eyes. Azdanga is scrupulous and has an active intellect. He keeps 195 sp inside a latched trunk in his room. He is unmarried and finds women and children distracting.

**3. Temple of Eshu:** This temple of Eshu is a two-story building of weathered white marble is topped by a geodesic dome made of latticed limestone. The temple is overseen by Kaai (Anti-Cleric 6, 33 hp). Kaai is a heavy-set young woman with a wild, carefree appearance. She dresses in crimson robes and decorates herself with brightly-colored feathers and bracelets of gold and silver. She is lustful and mischievous.

The upper temple consists of a small shrine for travelers with an idol of Eshu and an altar on which people can leave offerings and make prayers. Narrow steps lead up to the second floor, where Kaai makes her abode. Here, she keeps the temple's treasure in a locked chest. The treasure consists of 14,000 cp, 1,100 sp, 350 gp, a small sapphire and a medium garnet, banded eye agate, tiger eye, peridot and amethyst.

A trap door behind the altar leads to a cellar that holds ritual items and dry goods. A secret door in the cellar reveals a winding staircase that leads into a small sanctum containing a golden idol of Eshu and a magic circle which can be used to summon *xaocs* in service to Eshu. The summoning chamber is guarded by 12 skeletons armed with mahogany quarterstaves tipped with heavy iron balls. The sanctum also contains a deep sacrificial pit filled with bone fragments and ashes.

**4. Guild Hall of Merchants:** This modest two-story brick building is the home of the Honorable Mercantile Brothers of Zinj. The city-state's merchants gather here during the day to



swap stories, make deals and inquire after new opportunities. Two men-at-arms (chainmail and spear) stand guard outside.

The ground floor contains a tap room stocked with wine, mead and ale and tended by a toothless old bartender named Ajaba. Next to the taproom is a small chapel of Oshun, the goddess of

love, wealth and diplomacy. The chaplain is a beadle named Kulgali (Cleric 1).

The second story contains a conference room, a trapped treasury (sleep gas; contains 100 gp inside a locked chest) and the offices of the Guildmaster Keshgali (Venturer 3). Keshgali is usually accompanied by her clerk Bongdu, a scrawny man with a crooked smile and a crooked personality. The second story is always guarded by two more spearmen.

Keshgali is a tall, thin woman with dark brown skin, auburn hair and sparkling blue eyes. She is a widow, having inherited her ship and business from her husband 15 summers ago (under mysterious circumstances). Keshgali is capricious and amoral.

**5. Yanu the Guide:** This unassuming two-story adobe building is home to the most sought-after guide in Zinj. Yanu is an idaji woman (3 HD) with light brown skin, dark brown hair and hazel eyes. Although a hot tempered and taciturn foreigner, her ability to navigate the wilderness has earned her wealth and respect. Yanu lives with her Zinji husband Rodfar, six children and her mother Yanuga. She keeps 50 sp inside a sack hidden beneath her bed. When in the wilderness she uses leather armor, a hand axe and a blowgun tipped with Poison II.





**6. Donguba's Restaurant:** Donguba is a friendly, gregarious woman about 40 years old. She is thin and has light brown skin, reddish hair and dark brown eyes. Donguba's restaurant is a two-story adobe building with a thatched roof. Donguba serves a thick stew of seafood and crunchy brown bread that is much favored by the people of Zinj. Most of the cooking is done outside the restaurant over charcoal fires. Donguba and her staff live above the restaurant. She keeps 84 cp, 4 sp, 1 ep and 2 gp inside a pad-locked trunk.

**7. Galuka the Herbalist:** This two-story building features an ornately carved front door (images of hops and honeysuckle) and an overhanging balcony. It is the home of master herbalist Galuka, a proud but morose anthropomorphic she-bear. Galuka uses her keen sense of smell to root out exotic herbs from the woodlands that surround Zinj, and then dries and sells them in her shop. Galuka's shop is very high quality, so prices

are 150% of normal. She keeps a plush apartment on the second floor of her building.

**8. The White Camel Inn:** This two-story inn is divided into a common room (3 sp/night), ten dorms (6 sp/night) and six private rooms (7 gp/night). The inn is run by Arsaja, a corpulent young woman with striking blue eyes. Arsaja takes care of her six younger siblings and her grandparents. Although she is lawful in alignment, Arsaja is harsh and tight-fisted with her money. Once apprenticed to a magic-user, she learned to cast the spell *read magic* before the death of her parents forced her to take charge of the inn.

**9. Orphanage:** This small, one-story building houses an orphanage for the children of sailors. It is run by a young Ulflandian woman named Bess. Bess has bronzed skin, light brown hair and eyes of dark brown. She is quite skinny and has a ragged appearance. A widow, Bess has a forceful personality, but her hard life and many tragedies have made her a bit morose. Unknown to all is that under the floor of the orphanage is a locked chest containing 2,400 gp, a lost pirate treasure.

**10. Gwahsali the Alchemist:** This run-down two-story building reeks of an acrid smell, and visitors might notice that townspeople do not tarry by it. This is because of the explosions that sometimes blow out its windows (now boarded up) and door (16% chance when adventurers first approach the place). The shop belongs to Gwahsali, a clumsy young alchemist with mocha skin, black hair and dark brown eyes. Gwahsali is thin and usually smudged with ash, her clothes tattered and worn from contact with acid and flame. Gwahsali is secretive and antagonistic. She is married to a mercenary named Tomlad (2 HD) and also lives with her maternal grandmother Aztula. Her treasure is a large opal kept in a locked chest.

**11. Pit Fighting Club:** This huge three-story building houses a pit fighting club that features animal and humanoid combat. The place consists of a common room with four small tables and three large tables on the first floor, a gallery on the second floor that allows a good view of the fighting pit, and offices and living quarters on the third floor. Gladiators are kept in the courtyard behind the building until it is their turn to fight. The place is run by Chagga (Fighter 3), a rash hedonist with swarthy skin, black hair and piercing blue eyes. Chagga is a short man with a variety of raised patterns on his arms. He employs five men-at-arms (leather armor and spear) for security. In the courtyard are waiting three gladiators (3 HD each, leather armor and cestus) and a carnivorous ape chained to the wall. Her entire treasure consists of 1,200 cp, 330 sp, 35 ep, 8 gp, a small tiger eye, opal and banded eye agate.

**12. Temple of Shango:** This square is paved in marble and other rare stones and dominated by the temple of Shango, the

kingly god of thunder and lightning. Several businesses are huddled around the square, but foot traffic is not as heavy here as it is elsewhere. Most of the activity in this square revolves around worshippers seeking blessings from the priests. Every summer, the sacred white cattle of Shango are paraded through the streets and walked around the temple of Shango three times in a clockwise direction to ward ill fortune away from Zinj and its royal family. Afterward, the square becomes the focus for intense bouts of chanting, dancing and drinking.

Shango's temple is a round structure three stories tall and surmounted by a dome of polished gold. The building is constructed of large blocks of granite that are faced with white marble and thin bands of lapis lazuli. The building consists of a central chamber that reaches all the way to the dome above. This chamber houses the idol of Shango, carved from wood and covered in beaten copper and gold and a variety of gemstones. The central chamber is surrounded by small chambers that connect to it via ladders. These chambers are used as storage, dorms for the temple priests, an armory, a treasury protected by numerous glyphs and symbols and the chambers of Sambwe, the patriarch of Shango's temple.

Sambwe won fame and wealth as an adventurer before settling down in Zinj. He is a tall, handsome man with a weathered face and shaved head. He commands a prester, two chanters and five beadles.

**13. Zulanga the Animal Handler:** Zulanga is an animal trainer who lives in a two-story brick building. The bottom floor is stuffed with copper and bamboo cages filled with exotic birds, monkeys and dogs. Zulanga is morose and arrogant. She has light brown skin, dark brown hair and eyes of blue-green. Her shop is protected by Jubjub, a giant macaw (3 HD).

**14. Adile the Scribe:** This large, adobe two-story building is home to Adile (Magic-User 8). He runs a scriptorium, employing five junior scribes to copy documents or act as hired clerks for merchants and nobles. Adile is from far-away Nomo, and has fair skin, sandy brown hair and brown eyes. He is exceedingly thin and taciturn, but also absolutely truthful. Adile dislikes attention, as he is on the run from a powerful wizard.

Adile keeps his treasure inside a handy pocket dimension. It consists of 60 gp, small sapphire, medium pearl, large ruby, large peridot, medium carnelian, *+1 flamberge*, *+1 bearded axe*, sequined gown, elven mandolin that plays a lament on command, pair of platinum shoe buckles, idol of Demogorgon carved from oak and a collection of books worth 35 gp.

**15. Golden Palm:** The Golden Palm is a two-story brick brothel. As is traditional in Zinj, the front door is painted bright green and the front room serves as a shrine to Oshun, the love

goddess. The brothel is operated by a mature woman named Mbonsula. Mbonsula is a rake (3 HD) and one of the most able warriors in Zinj. She employs ten prostitutes (women and men) and charges 100 gp a night. Mbonsula is married to three of her employees, all of them handsome men. Mbonsula has brown skin, black hair and striking green eyes. She is tight with monkey, but virtuous in the way she protects her employees. She keeps 100 sp, 100 ep and 25 gp in a locked chest.

**16. Kamunga the Sage:** This small two-story building is home to a prank-loving sage named Kamunga. Ebony skinned and raven haired, Kamunga is a short, mature man with somber, dark brown eyes. He has a modest library with an emphasis on the flora and fauna of Cush and Pwenet. Besides writing and studying plant and animal life, he is also an exacting artist who works in ink. He has filled many books with absolutely stunning pictures of wildlife.

**17. Vault:** This large building holds vaults owned by Prince Nauka and guarded by Jummili, a saintly young woman-at-arms with the potential to become a paladin if she can find somebody to provide training. The building is constructed of large stone blocks and has thick, iron doors. Inside the door there is an antechamber with a grated ceiling to allow boiling oil to be poured on intruders. The antechamber contains a second iron door, behind which stands Jummili. A secret door in the guard room swings open to reveal a heavily trapped chamber. A complex mechanism, if found and unraveled, lowers stairs to the actual vault on the second floor, which is further defended by six iron cobras, a clay golem and a *glyph of warding* that can fill the room with deadly poisonous gas. Space in the vault is rented by several merchants and nobles.

The vault contains 30,000 cp, 8,700 sp, 1,560 gp, 5 pp, small sapphire, medium tiger eye, medium amethyst, medium ruby, large peridot, necklace of ivory and gold, zebra-skin mantle, map showing the reputed burial site of Aloru, first queen of Zinj, ivory pipe carved to resemble a man and woman locked in a lusty embrace, *+1 morningstar*, waist chain made of wooden trade beads, silver hunga-munga, silver and gold nose stud, ivory buckle set with gemstones, platinum and mithral buckle, *brazier of commanding fire elementals* and *+2 chainmail*.

**18. Cadeucea-9:** This three-story building is home to a master healer named Cadeucea-9, a mechanical woman built of highly polished ivory and mahogany. Cadeucea-9 is tall, sturdy and has multiple cubbies built into her torso to hold her tools and vials. She is suspicious of humans and bitter that she was created to care for them. She keeps 16 cp, 21 sp, 1 gp and a medium green nephrite inside a brass canister. Cadeucea-9 has a polite relationship with her neighbor Gwulzung.

**19. Gwulzung the Apothecary:** Gwulzung is a young apothecary just starting out. His shop is in the ground floor of this three story building, the other floors being apartments, while his home is on the second floor. Gwulzung has mocha skin, dark brown hair and amber eyes. He is short and heavy-set, and is a pious worshipper of Ozain, the god of medicine. Gwulzung is mostly skilled at making simple remedies and pain killers. His anti-toxins grant a +2 bonus to save vs. poison if quaffed immediately after being infected. He is married and raises an infant daughter as well as five young cousins.

**20. Breda the Moneylender:** This shop with two floors of apartments above it belongs to Breda (3 HD), a moneylender from Antigoon. Breda has olive skin, tawny hair and expressive brown eyes. She is tall and dresses in tasteful gowns. Breda has been through a bevy of divorces and is always on the lookout for husband number five. She is well-spoken, but quite contrary. Her business has suffered of late, and her entire fortune has dwindled to a mere 35 gp in a locked chest. She has hired four men-at-arms (chainmail, shield and pole axe) to protect her shop. Breda charges 10% interest, compounded monthly, on loans.

**21. Barracks:** This single-story adobe building is a barracks for Minlur, a handsome, muscular sergeant, and his 10 men-at-arms (chainmail and spear). Minlur is impious, and brazenly shouts epithets at passing clerics. He and his men are shake-down artists. They have managed to collect 150 cp, 25 sp and 10 gp, which they keep buried in an iron box.

**22. Zuling's Bath House:** This building is built of brick and consists of a single chamber. The floor is covered in cracked tiles. Inside the chamber are 12 copper tubs for bathing. At the back of the chamber there is a small wood-burning furnace that provides heat (via clay pipes) to the tubs. Small loaves of bread are baked atop the furnace, covered in honey, and served to the patrons for 2 cp each. A ten-minute bath costs 5 sp, while an hour soak costs 4 gp. Towels are provided, as are a selection of scented oils for the hair and feet.

The place is run by Zuling, a fashionable man with dark brown hair (always anointed with fragrant oils) and maroon eyes. Zuling has a keen intellect and a grating personality. He employs two boys and a girl to pour water, soap backs, provide towels, and run errands.

Unbeknownst to most (but totally knownst to Zuling and his employees), the tiles in one corner of the bath house are a secret trapdoor. The trap-door leads to a diagonal shaft that ends in a series of tunnels that run beneath much of the city-state. A clan of ten wererats lives in these tunnels. When the bath house has a solitary, foreign customer, the employees (wererats themselves) tap on the corner tiles with a staff,

summoning the wererats to their feast. They emerge a couple rounds later to capture their supper. Zuling is not one of the wererats; they allow him to remain free of the curse so long as he continues to cooperate with them.

The wererat treasure consists of 3,000 cp, 920 sp and 100 gp buried in their warrens.

**23. The Flying Duck Inn:** This three-story coaching inn has three shared rooms (2 gp/night) and 2 dorms (4 sp/night). Although below average in quality, it is convenient and the food and ale never seem to run out. The place is run by a commoner named Mommili, a moody and antagonistic woman with chocolate brown skin, black hair and brown eyes. Like most Flying Duck Inns on Nod, the wardrobe in Room 39 is a doorway to the other Flying Duck Inns. The inn has vault in the cellar that currently holds eight +1 arrows and a suit of +1 plate mail being held for one of the guests.

**24. Captain Nyaga:** This two-story brick manse belongs to Nyaga (4 HD), a young ship's captain who owns a small share in a ship owned by the merchant's guild. Nyaga is married to a philandering sailor named Obkuk (2 HD). Perceptive and scheming, Nyaga plans to become a pirate once she has a crew she feels she can trust. She owns 200 cp, 150 sp and 75 gp that she keeps locked in her sea chest.

**25. Nalavanya the Seer:** This two-story building is owned by a tall, middle-aged woman from Kirikersa named Nalavanya. Nalavanya has dusky skin, long, black hair and frosty blue eyes. She is a master fortuneteller who can cast one *augury* per day at a cost of 100 gp. Otherwise, she simply uses the tricks of the trade to hand out vague fortunes using a taroka deck. Nalavanya is married to a teamster named Rupan. Their treasure consists of 170 cp, 20 sp and 6 gp inside a hollow metal statue of a many-armed goddess.

**26. Temple of Shigidi:** This small temple is built of crumbling black stone and topped with a dome painted dark red. The temple has two sublevels, the first a cellar and the lower one a secret hiding place. Shigidi is the god of nightmares and patron of assassins and poisoners, so it is no surprise that the assassins of Zinj often congregate in or around this temple. The temple has 185 followers who are expected to sacrifice a single silver piece every week in a silent ritual that also involves imbibing a bitter, mildly poisonous beer.

The temple's high priest is Swaal, a tall young man with brown skin, black hair and hazel eyes. Swaal is humble and obsessive. He lives in the temple's cellar in a very plain, unassuming cell furnished with a reed mat and oil lamp. Hidden in a secret compartment that is trapped with a poison needle (IV) is the temple's treasure of 1,200 sp and two *potions of poison*.

**27. Gamonga the Sharpener:** This is the workshop and home of Gamonga, an ancient man who makes a living sharpening blades. Gamonga is a master sharpener. For 100 gp he can put such a fine edge on a blade that it gains a +1 bonus to attack and damage for its first 1d6 hits in combat. Gamonga has ash-en skin, bushy eyebrows and a tattoo of a hydra on his left arm. He is jolly and expressive.

**28. The Rainbow Serpent:** The entrance to this simple inn is painted to resemble a rainbow serpent coiling around the door frame. The inn consists of two floors, with a dark, wooden door worn smooth from decades of use and a few windows of amber-colored glass on the second story. The place is run by N'Gabbo, a young man with brown skin and dark brown hair and eyes. N'Gallo is tall and always wears a broad smile on his face. He is altruistic and leads a happy existence running his inn and caring for his wife and three children.

N'Gallo's inn is an upscale establishment, famous for its spicy oysters and golden mead. It has four shared rooms (3 gp/night), four dorms (6 sp/night) and five private rooms (7 gp/night). All of the rooms are small and cramped, but tastefully decorated with woven mats, mahogany stools, bronze coffers and wall hangings made of carved beads. N'Gallo and his family live on the ground floor behind the bar and storage room. He keeps his treasure, 30 gp, in a bronze vase.

**29. Sign of the Black Mamba:** This tavern is advertised by a sign depicting a black mamba coiled around a skull. It is a two story building with a common room (7 small tables, 8 large tables, 5 semi-private booths) and two private side rooms. The Black Mamba is dive bar. It is run by a mature Zinji named Gallahur, a swarthy man with black hair and dark brown eyes. He is brave to the point of foolhardiness and truly foul in his morals and manners. The Black Mamba caters to fishermen, sailors and stevedores. It is a rough crowd and the quality of food and drink is low. It is not uncommon for members of the local thieves' guild to use the private room.

**30. Tunaro the Alchemist:** This three-story building is home to an unscrupulous alchemist called Tunaro. Tunaro has mocha skin, black hair and hazel eyes. He is very short and has a mischievous, warlike personality. Tunaro sells tonics, powders and powerful narcotics to the inhabitants of the marketplace. From time to time he pays handsomely for female cadavers, for on the top floor of his home is his secret laboratory where he is trying to re-animate his dead wife Nanda, the love of his life. Tunaro has come into the possession of a *manual of flesh golem construction*, which he doesn't entirely comprehend. He is assisted in this endeavor by an imp called Dofo, who hopes to turn the budding genius into a useful pawn for the spreading of chaos in Zinj.

**31. Lakshmiri the Snake Handler:** Lakshmiri (Charisma 14) is a snake handler from the Lemurian city-state of Kirikersa located far to the south. She has ebony skin, glossy black hair that grows wild on her head, and icy blue eyes that allow her to transfix men as well as cobras. Lakshmiri is painfully thin, and thus often compared to the serpents she tames. She is mean with her money and quite lusty, but worships Varuna, a Lord of Law. Lakshmiri lives in her one-story home with her husband, Gando, a Zinji soldier, their daughter Sari and a multitude of serpents. The non-poisonous ones are permitted the run of the place, while her cobras are kept in glass tanks. She keeps her treasure (135 cp, 50 sp, 6 gp) in one of these tanks.

**32. Apartments:** The most curious inhabitant of this three-story apartment building is Gupp, a capricious and brilliant talking toad. Gupp appears to be independently wealthy, although the source of his money is unknown and he never speaks of his past. Hidden in his sparsely decorated chamber is 4,600 gp inside a bag secured with a strange iron band that only releases if the password "hoptoad" is spoken in Gupp's deep, gravelly voice.

**33. Treasury:** This two-story building is constructed of fitted stone. It serves as a treasury for visiting nobles. The building has no windows and a high, peaked roof of copper that shocks (3d6 damage) anyone who touches it. It looks spectacular during a rainstorm. The building has a heavy iron door, behind which one might find Kujana (Fighter 4), a mature woman who is both a tax collector and sentinel. Kujana is completely scrupulous and antagonistic in a way that only tax collecting bureaucrats can be. She has mocha skin, black hair and hazel eyes. She is tall and well-proportioned, and usually wears +1 *ringmail* and carries a shield and akrafena while on duty. Kujana is assisted by ten men-at-arms. The treasury currently holds 24,000 cp, 3,300 sp, 4,000 ep, 130 gp, a +1 *throwing axe*, an ivory and silver necklace, a jade and silver locket, and a *ring of water walking*. The treasure is kept in locked iron boxes trapped with poison needles (III).

**34. Nunnery of Babalu-aye:** This limestone and plaster building is four stories tall and topped with a geodesic dome. It serves as a hospice as well as a temple. The nunnery is staffed by an abbess and 15 nuns. All of the nuns are instructed in first aid and capable of concocting basic balms and poultices. They wear simple brown robes, paint their faces blue and wear sacred rosaries made of dried beans.

The ground floor of the building holds a shrine to Babalu-aye, including a wooden idol inlaid with gold and several golden ritual items (bowl, ostrich feather fan, dagger). The second floor is a hospice, while the third floor holds cramped living cells, dining hall and kitchen.

The nunnery's abbess is Ushana (Anti-Cleric 3/Thief 1). Ushana is a stout woman with umber skin, black hair and hazel eyes. Hard-hearted and precise, she rules her nunnery with an iron fist and values discipline over mercy. Ushana came up from the streets, and is proud of her accomplishments. Her office and living quarters are on the top floor. The nunnery's treasure, 100 gp and 90 sp, are kept in a locked chest.

The nuns sacrifice goblin heads whenever possible to their idol of Babalu-aye. This means they are willing to pay a 1 gp bounty for live goblins. Until they are needed, the goblins are kept in an iron cage in the street outside the nunnery.

**35. Jail:** This single-story adobe building is a jail for marketplace pickpockets and troublemakers. Prisoners are chained to a thick, central beam with their hands pulled behind their backs. The jail is guarded by a capricious warrior named N'fama (Barbarian 3). N'fama has ginger skin, black hair and wild, blue eyes. She carries a +1 *spear* and has 20 sp, 85 ep, 20 gp and 1 pp in her purse. The jail holds 1d4-1 prisoners.

D6	Prisoner
1	Drunk (1 in 6 chance of 1d3 levels in a random class)
2	Peddler caught cheating someone or quarreling with another peddler
3-4	Pickpocket (1 in 6 chance of level 1d3 human or halfling thief)
5	Prostitute (1 in 6 chance of level 1d3 assassin under cover)
6	Charlatan (1 in 6 chance of level 1d3 illusionist)

**36. Funasa the Gemner:** Funasa runs a gem shop out of a single story building. Her shop and living quarters are one in the same, with her stock held in a steel strong-box locked with a poison needle (III). Funasa has swarthy skin, black hair and hazel eyes. She is short, aloof and thoroughly hedonistic. She employs three statuesque men as bodyguards who wear leopard skin loincloths, turbans decorated with small amethysts and wield two-handed scimitars. Funasa's treasure consists of 4d6 small baubles, 3d6 medium baubles, 2d6 large baubles, 1d8 small gems, 1d6 medium gems, 1d4 large gems, 1d3 small jewels, 1d3-1 medium jewels, 1d3-2 large jewels, a silver bejeweled music box decorated with gemstones, a leopard fur coat with five silver buttons, a jade idol of Kuan Yin inlaid with silver and a *potion of remove blindness* in a porcelain phial.

**37. N'Fala the Master Armorer:** N'Fala owns a three-story building with a cellar. The cellar is used to store tools and as a sleeping chamber for her four apprentices. The ground level is a workshop with a large fire pit that is vented through a mud-brick chimney. The second story consists of sleeping chambers and a sitting room, while the top floor has been converted into a private shrine to N'Fala's late husband, Joro, whose charred body occupies the place of honor. By burning expensive incense and chanting, N'Fala can re-animate this body as an invisible stalker that obeys her every command. N'Fala keeps her treasure in copper urns next to her husband's body. It con-

sists of 3d6 precious stones, a gold bracelet in the shape of intertwined serpents with ruby eyes, ten +1 *arrows*, copper *pipes of the sewers* and a map of the coasts from Ophir to Kirikersa (often inaccurate).

**38. Court of the Sacred Cattle:** This area predates the rest of the city-state of Zinj. It consists of a grassy meadow surrounded by very old buildings. The meadow is grazed upon by a small herd of white cattle with unblemished pearly horns. The cattle wear large, golden bells and are draped in garlands of flowers. The cattle herds are young aristocrats in white robes with silver wands that are used to direct the cattle.

### 5537. Bambaro | Village

DEMOGRAPHICS
<b>Population</b> 50 (urban), 400 (rural)
<b>Race</b> Human (like tribesmen)
<b>Religion</b> Ala, goddess of fertility (N)
<b>Alignment</b> Lawful (NG)

Bambaro is a small village of woodsmen who collect teak from the jungle and ship it to Zinj. The people of Bambaro are a curious folk, keeping giant fuzzy caterpillars as pets and using giant dragonflies for hunting in the manner of falcons. They dwell in woven huts and keep a wooden shrine to Ala, the goddess of fertility and protector of the dead. They are a hard-working people, honest and generous.

### 5601. Stingers | Monsters

A trio of wyverns hunts around the northern point of this island. They attack passing ships, many of which end up on the rocks along the point. There are several sunken wrecks around the point, but no treasure – a band of water goblins that dwells in sea caves collect whatever they can find of value and use it to trade with undersea folk for necessities.

Treasure: 2000 gp

Wyvern, Huge Dragon: HD 7; AC 17; ATK Bite (2d8), sting (1d6 + Poison IV); MV 20 (F60); SV 13; AL N; XP 3500; SA—None.

### 5606. Barking Society | Monster

A colony of 300 sea lions lives on the rocky coast of the main Zebrides Island. Their roiling colony hides a fantastic pirate treasure buried three decades ago.

Treasure: 3600 sp

Sea Lion, Large Monster: HD 6; AC 15; ATK 2 claws (1d6 + rend), bite (2d6); MV 10 (S40); SV 14; AL N; XP 600; SA—None.

5610. Wandering Sailor | Wonder

A man with stacks of worthless “treasure” on a raft is following a flight of geese. He believes that one of them carries the soul of his beloved in a locket around its neck.

5614. Cave of Time | Monster

A limestone cave holds human figures that seem to be trapped in the flowstone in poses of horrified agony. Stony fingers reach out, mouths are opened in terror and eyes are wide with fright and desperation. The people are actually trapped in time, for time in the cave is as thick as treacle. Those who enter are first *slowed* if they fail a saving throw and do not leave immediately. *Slowed* creatures are then locked in a time lock and, over time, are overtaken by the flowstone.

The effect can be dispelled for up to 10 minutes. If this is done, dozens of gray aliens suddenly flicker into view. They are measuring and probing the frozen figures, making notes on strange glowing tablets. The grays try to escape when they are brought into alignment with normal time. They flee towards a glowing portal that hangs in mid-air. Following them through the portal is very dangerous, as it leads to a large gray vessel on the Astral Plane.

There is a 1 in 6 chance that a frightened gray drops an object of super science (roll randomly) when they flee. For every alien killed, this chance increases by 1 in 6. No matter how many flee or are killed, though, only one super science device can be found by the adventurers.

Treasure: 1000 cp (triangular coins called *qubix*)

Zeta Reticulan, Small Monster: HD 1-1; AC 11; ATK Electro-prod (1d4 electricity; 5 charges); MV 30; SV 17; AL CE; XP 100; SA—Telepathic communication, gaze (*E.S.P.* and *hold person*).

5645. Silver Comb | Wonder

Resting in the sand and obscured by waving kelp is an alabaster box. The box contains a tarnished silver charm bracelet with locks of auburn hair in it.

5704. Zebra Idol | Stronghold

STATISTICS
<b>Type</b> Druid's Grove
<b>Garrison</b> Giant rats, awakened
<b>Villagers</b> none
<b>Race</b> Human
<b>Religion</b> Zebra God
<b>Alignment</b> Neutral (N)

A grove of dragon trees in the hills overlooking a lagoon hides a striped obsidian idol of the Zebra God. A Zebridean druid named Hogomo oversees the grove with a clutch of awakened giant rats who serve as her acolytes. The idol can control the weather and create food with the proper sacrifices.

The idol is visited at each full moon by the Zebrideans of the hills. They pray to the great zebra spirit, make offerings to keep the weather pleasant and engage in mock ritual combat.

Hogomo dwells in a limestone cave beneath the hill of the idol and the rats just sleep wherever they please. The cave is decorated with Zebridean artifacts like bead curtains, macramé owls, driftwood furniture and thick, shaggy rugs.

Treasure: 4100 sp, small emerald, medium bloodstone

Awakened Giant Rat, Small Animal: HD 1; AC 13; ATK Bite (1d3 + disease); MV 30 (C20); SV 16; AL N; XP 100; SA—None.

Hogomo, Human Druid: LVL 9; HP 38; AC 17 (leather, +3 *shield*); ATK Staff +5 (1d4); MV 30; SV 12; S10 I11 W16 D9 Cn11 Ch16; AL N; XP 900; SA—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 (6/5/3/2/1); Gear—*potion of fire resistance*, *potion of charm animal*.

5719. Leech Canyon | Monster

The swamp turns into a mix of fresh water and sea water in this hex. The ground gives way to a subterranean canyon with walls flecked with fool's gold. It is quite beautiful, but is inhabited by dozens of giant leeches.

Giant Leech, Medium Vermin: HD 2; AC 12; ATK Bite (1d4 + blood drain); MV 10 (S20); SV 16; AL N; XP 200; SA—None.

5731. Upas Trees | Wonder

A thick grove of upas trees grows here. These are the “bark cloth trees”, standing 60’ to 80’ tall and buttressed at the base with whitish bark. The wood of these trees is as light as balsa and the bark is useful for dyes and in making coarse bark cloth clothing. The leaves and roots are useful for treating mental illness (+1 bonus to save vs. *confusion*, insanity or *feeblemind*). Poison from the milky, juicy sap is used on arrows and blow darts (Poison IV).

5734. Drunken Giants | Monster

Two hill giants roar with laughter in this hex. They are sitting in a clearing drinking palm wine from giant wineskins. Though the giants have pale white skin, they are so covered with tattoos that they look maroon in color. They have weak chins and beady eyes, and if disturbed throw large stones at adventurers until they leave. Bundled between them are several humans,

bound and gagged, that they are taking back to the Oloro Mountains to sell to the hobgoblins.

Treasure: 2700 cp, 1300 sp

Hill Giant, Large Giant: HD 8; AC 15; ATK Slam (1d6) or club (2d6) or boulder (600'/3d6); MV 30; SV 13; AL CE; XP 800; SA—None.

### 5737. Men of Iron | Stronghold

This hex holds an abandoned iron mine that is now used by the smiths of the Carnelian Coast as a secret meeting place and refuge. There are secret doors that lead to hidden caverns, some of the grottos, in which are stored emergency supplies and a forge of power where allied and approved magic-users might work on magic weapons and armor.

Dry caverns are guarded by two living iron statues each, and wet caverns are guarded by traps which leak oil onto the surface of the water and then ignite it. Emergency supplies include weapons, tools, foodstuffs and rum.

Living Iron Statue, Medium Construct: HD 4; AC 18; ATK 2 fists (1d8); MV 10; SV 15; AL N; XP 400; SA—Lodged weapons.

### 5801. Poseidon Statue | Wonder

A statue of Poseidon carved from coral rises from the sea on the first day of spring. The statue holds a great trident, lifting it fully 60' in the air. If a person can drape a large wreath of orchids over the end of the trident, a giant seahorse is summoned to the statue. It serves as the person's mount for two weeks and then bucks them off and disappear.

### 5811. Placid Bay | Monster

This bay is exceptionally calm and ringed with towering fruit trees (custard apples mostly). In the center of the bay there is a towering statue of Zemaja clad in silver and holding a net that shimmers like falling water. Hundreds of sharks, small and medium in size, swarm around the statue.

The statue is animated and ships that do not propitiate Zemaja by pouring wine into the water for the sacred sharks are attacked with the net, the object being to cast the crew into the water to be fed on by the sharks. Dozens of galleys sit on the bottom of the bay and many are still loaded with treasure.

Treasure: 8300 cp, silk cloak embroidered with green flames and golden spiders, mask of ebony studded with tiny silver nails and depicting Shango, copper locket holding a tiny painting of a bearded man

Magic Statue, Huge Construct: HD 15; AC 25; ATK Slam (2d6 + 1d6 Dex); MV 10; SV 9; AL N; XP 1500; SA—None.

### 5818. Rzi'anzanu | Monster

A village of 200 lizard women can be found in this mangrove swamp, their woven huts built atop muddy mounds, some of them connected by rope bridges. One large mound holds a shrine to Ssi'asus Qiuur, the Scaled Queen. The mound is decorated with seashells, pieces of glass and other bric-a-brac. A giant viper guards the shrine and can only be lulled into inaction by the clacking of wooden clappers. Most of the lizard women in the village have a pair of these clappers in their hut.

Encounters with 1d6 lizardmen in the hex occur on a roll of 1-2 on 1d6. These are hunters and traders who come to the village from time to time to mate with the lizard women. They are not permitted into the village. Instead, they find dry spots on the outskirts and bellow until a willing female arrives. The females maintain 20 guards at all times armed with shields, slings and spears. When they raise the alarm, the other lizard women are quick to grab their weapons and attack.

The chief of the village is called the phsi'arsni'a, or "grand-mother". She is the eldest of the lizard women and a druid of the Ssi'asus Qiuur. She maintains the shrine and uses the animals of the swamp to keep non-lizard folk out.

Treasure: 1700 cp, 1200 sp.

Lizard Woman, Medium Humanoid: HD 2+1; AC 15 (shield); ATK Bite (1d6) or spear (1d8); MV 20 (S30); SV 16; AL N; XP 100.

Phsi'arsni'a, Human Druid: LVL 6; HP 23; AC 16 (leather, +2 shield); ATK +1 scimitar +3 (1d6); MV 30; SV 13; S8 I8 W16 D15 Cn10 Ch16; AL N; XP 600; SA—Healing, lore, free movement, identify nature, leaves no trail, +2 save vs. elements, change shape, immune to fey abilities, spells per day (4/2/2); Gear—Staff of healing, rod of thunder and lightning, ring of x-ray vision.

### 5823. Skin Kingdoms | Monster

The horrible residents of this hex are the remnants of a tribe of humans lost to a plague. The human skins are now animated by hive-mind beetles. Each skin is like a kingdom of its own for the beetles that inhabit it. Each skin kingdom dwells in its own stone tower issuing threats and challenges to the other skin kingdoms. The beetles can also communicate telepathically within 30'. They use this ability to offer rich presents to travelers if they murder their rivals.

The skin kingdoms are attended by gangs of stink beetle folk, stubby critters capable of emitting a terrible odor when frightened, and other giant beetles which are used for farm labor.

Treasure: 1500 cp

Stink Beetle Man, Small Monster: HD 1; AC 16; ATK Short spear (1d6); MV 30 (F30); SV 16; AL N; XP 100; SA—None.



Skin Kingdom, Medium Monster: HD 6; AC 14; ATK Slam (1d4); MV 20; SV 14; AL CE; XP 600; SA—Resistance to bludgeoning weapons, 65% resistance to mental magic, *psychic crush* 3/day.

## 5928. River Forts | Stronghold

### SUMMARY

**Type** Fighter's Castles (2)

**Garrison** 80 men-at-arms each

**Villagers** 1,280

**Race** Human

**Alignment** Neutral (N)

This hex holds two large fortress of Zinj. One fortress, Odi Arawa, is located on the north bank of the Jamba, and its twin, Odi Guusu, is located on the south bank. Both fortresses have 20' tall walls of cut stone surrounding woven huts wherein laborers sleep and a meadow for grazing animals, and a central citadel, 50' tall, where dwells the commander of the fort and his 80 warriors (40 archers, 40 spearmen).

Odi Arawa is commanded by Muamba, a first cousin (once removed) from the king and a reliable if somewhat lackadaisical man. Odi Guusu is commanded by Bala, a fireball of a woman, always in activity, and fierce in a fight.

Each fort has six large war canoes to patrol the river. Each war canoe can hold 18 warriors.

**Treasure:** 1500 cp, medium ruby, large hyacinth

Archer, Medium Humanoid: HD 1; AC 10; ATK Short bow (1d6) or club (1d3); MV 30; SV 16; AL N; XP 50; SA—None.

Spearman, Medium Humanoid: HD 1; AC 12 (shield); ATK Spear (1d8); MV 30; SV 16; AL N; XP 50; SA—None.

Commander, Medium Humanoid: HD 4; AC 13 (padded, shield); ATK Footman's mace (1d6); MV 30; SV 15; AL N; XP 200; SA—None.

## 5832. Debased Tribesmen | Monster

A fungus fiend inhabits this hex, which consists of a 4-mile wide, 200' deep pit with narrow stairs cut into the walls to permit ingress and egress. Water that collects in the hex drains into a subterranean river that connects with the Jamba. The monster is kept fed by a cult of debased tribes-

men who live on the margins of the pit and who enjoy the monster's hallucinogenic spores. The cult has a high priest and a bunch of low-level cultists, as well as zealous devotees (treat as berserkers, include men women and children).

A fungus fiend has a conical body atop four long legs. Three tendrils flail out from the main body, which is golden brown in color, speckled with coral spots near the base of the cone. Three golden nodules on the top of the cone look something like eyes, but are actually purely decorative. They are highly territorial and aggressive, but are guided solely by instinct.

**Treasure:** 7100 cp, 4750 gp, small beryl

Zealots, Medium Humanoid: HD 1+1; AC 12 (shield); ATK Axe (1d6); MV 40; SV 16; AL CE; XP 100; SA—Immune to fear, rage.

Cultist, Medium Humanoid: HD 1+1; AC 12 (shield); ATK Axe (1d6); MV 40; SV 16; AL CE; XP 100; SA—Immune to fear, rage, magic (C2).

Fungus Fiend, Large Monster: HD 6+1; AC 16; ATK Slam (2d4); MV 20; SV 14; AL N; XP 600; SA—Spore cloud (10' cone, Poison III + *confusion* as the spell).

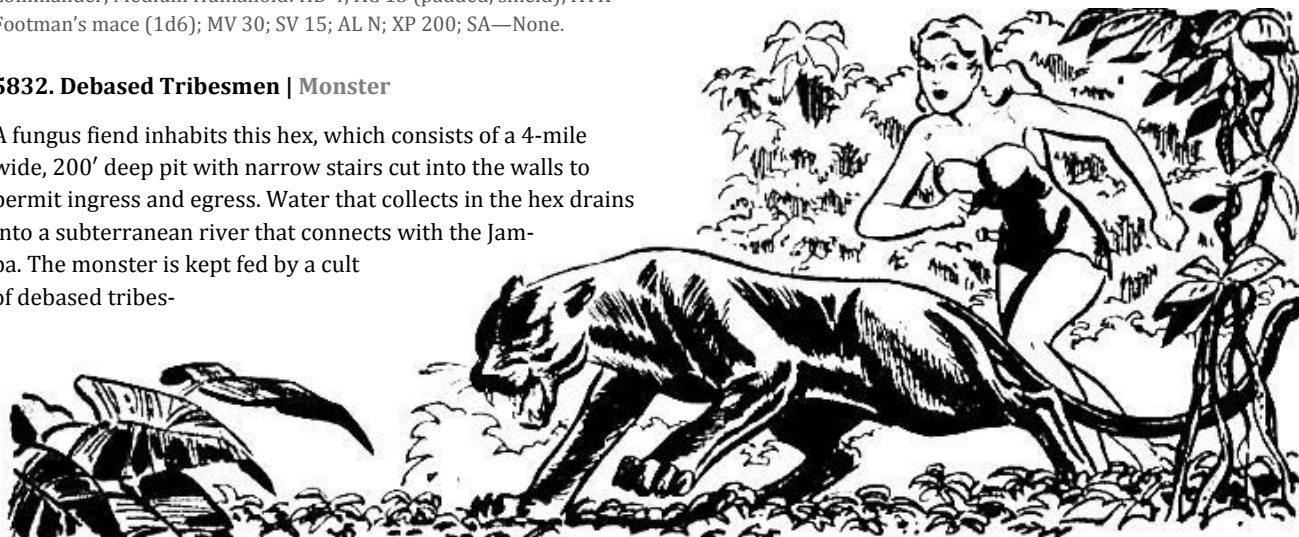
High Priest, Medium Humanoid: HD 7+1; AC 12 (shield); ATK Axe (1d6); MV 40; SV 13; AL CE; XP 700; SA—Immune to fear, rage, magic use (C4).

## 5910. Stirge Swarm | Monster

A brontosaurus in this hex is being tormented by 12 stirges endeavoring to penetrate its skin. They happily abandon the beast for easier targets. Three more brontosauruses are present in the hex, two of them protective parents.

Stirge, Tiny Monster: HD 1; AC 13; ATK Proboscis (blood drain); MV 10 (F40); SV 16; AL N; XP 100; SA—None.

Brontosaurus, Huge Animal: HD 24; AC 14; ATK Stomp (3d6) or trample (2d10); MV 20; SV 7; AL N; XP 2400; SA—None.



## 5916. Nara's Castle | Stronghold

### STATISTICS

**Type** Beastmaster's Lodge

**Garrison** 35 men-at-arms, black lion, 2 mandrills

**Villagers** none

**Race** Human

**Alignment** Neutral (N)

A dirt road has been cut into the jungle here from [5716]. The road extends about 4 miles through this hex and then stops. Where the road ends there is a massive Guelphling galleon. The ship is on rollers and massive ropes and chains are attached to the hull, apparently to drag it.

The beastmistress Nara has taken up residence here with her followers, 35 tribesmen, a black panther called Ojiji and a pair of mandrills called Bulu and Pupa.

The ship was captured by giants. They were dragging the ship back to their lair in [6917] when they were set upon by Nara, who chased them off and freed the sailors from their peril. She led them back to Zinj loaded with treasure and then returned to the boat to make it her stronghold.

**Treasure:** 4700 sp, 250 gp, large beryl, *wood golem manual* (dropped by fleeing adventurers)

Tribesman, Medium Humanoid: HD 1; AC 12 (shield); ATK Spear (1d8); MV 30; SV 16; AL N; XP 50; SA—None.

Mandrill, Medium Animal: HD 1; AC 13; ATK Bite (1d4); MV 30 (C30); SV 16; AL N; XP 100; SA—None.

Black Panther, Large Animal: HD 5+1; AC 15; ATK 2 claws (1d4 + rend), bite (1d10); MV 30; SV 14; AL N; XP 500; SA—None.

Nara, Human Beastmaster: LVL 10; HP 51; AC 15 (shield); ATK Spear +10 (1d8+1); MV 40; SV 12; S14 I7 W13 D13 Cn13 Ch10; AL CG; XP 1000; SA—Climb walls, hide in shadows, jump, move silently, survival, track, speak with animals, surprise (3 in 6), surprised (1 in 6), banish/control animals; Gear—*Potion of clairsentience*, treasure map.

## 5921. Style | Wonder

A pair of gold lamé pants, neatly folded, lies on a rock way out in the middle of a lake. The lake is thick with water snakes, which can be found on the shores, slinky through the reeds.

Viper, Small Animal: HD 1; AC 17; ATK Bite (1 + Poison IV); MV 20 (C20, S20); SV 16; AL N; XP 500; SA—Surprise (5 in 6).

## 5935. Thunder Lizards | Monster

A family of three brontosauruses dwells here on the margins of a large pond clogged with croaking frogs and reeds, with thick vines growing in the tall trees.

Brontosaurus, Huge Animal: HD 24; AC 14; ATK Stomp (3d6) or trample (2d10); MV 20; SV 7; AL N; XP 2400; SA—None.

## 6006. Burial at Sea | Wonder

There is an open water burial here amid a field of dunes. It consists of a circle of stones carved in the shapes of monstrous demons and surround a chariot of wood and bronze. The chariot is in an advanced state of decay. Sitting in the chariot, curled into a fetal position, is the skeletal form of a sahuagin warlord wearing a shagreen cap set with pearls, golden arm-bands and a pectoral made of bone and cowries. The corpse is surrounded by several brass plates containing sacred texts of the cult of Omoo, the shark god, and an amphora contains the cult's treasure. The tomb is protected by eight shadow-sharks, jet black in color. The sharks emerge from the monoliths when the tomb circle is entered by prospective tomb robbers.

**Treasure:** 2500 cp (coins shaped like starfish)

Shadow Shark, Medium Undead (Incorporeal): HD 3; AC 14 [+1]; ATK Bite (1 Str); MV S60; SV 15; AL CE; XP 900; SA—Frenzy, Str damage lasts for 1 hour, those killed do not rise as spawn.

## 6022. Elephant Hunt | Monster

Adventurers entering this hex hear the beating of drums and the trumpeting of elephants. A band of 30 lizardman hunters are conducting an elephant hunt. The hunt is a coming-of-age ritual for young lizardmen, who must eat the heart of a bull elephant to prove their manhood. One aspect of the ritual involves the triumph of reptile over mammal, so the entry of other mammals into the ritual is forbidden and punishable by death.

The lizardmen have managed to corner a bull elephant near the river in mucky ground. They are attempting to tire it and are throwing painted darts at it to bleed away its strength before the young men are sent in for the kill.

Elephant, Huge Animal: HD 11; AC 15; ATK Slam (2d8), 2 stamps (2d6) or gore (2d10); MV 40; SV 11; AL N; XP 1100; SA—None.

Lizardman, Medium Humanoid: HD 2+1; AC 15 (shield); ATK Bite (1d6) or spear (1d8); MV 20 (S30); SV 16; AL N; XP 100.

## 6028. Wicked Bridge | Wonder

The River Jamba is crossed here by a bridge composed of a massive arched spinal column that gets as high as 60' above the river below.

A beating heart of gold hangs beneath the bridge, showering the river and the jungles on its bank with sweet golden light that remove fear and curses. The bridge is treacherous to cross (roll 2d12 under dexterity score to avoid falling), and most people avoid it as unlucky.

### 6032. Red Men of Mungo | Monster

A clan of 180 arare work copper mines in this hex. The mine entrances are hidden by stone slabs over which the local vegetation is encouraged to grow. They lead to long subterranean galleries that allow access to the mine tunnels, and which converge on a subterranean fortress they call Mungo.

Mungo is an excavation of fifteen levels, with a central shaft in which a dozen witch lights are kept burning. Radiating from this shaft are quarters for extended families, armories, workrooms, etc. The clan temple and the palace of the chief and his wives is located near the bottom of the shaft, and from here one can reach a treasure cavern.

Treasure: 2300 sp

Arare, Small Humanoid: HD 1; AC 14 (leather, shield); ATK Axe (1d6) or bite (1d3); MV 20; SV 16, 13 vs. magic and poison; AL N; XP 50; SA—Dwarf abilities.



### 6044. Mating Season | Monster

Two male catoblepas are scrapping in this hex. It is mating season for the beasts, and they are trying to impress a female that is grazing nearby.

Catoblepas, Large Monster: HD 6; AC 12; ATK Gore (1d6 + stun 1d10 rounds); MV 20; SV 14; AL N; XP 3000; SA—Death gaze.

### 6102. Moxo | Monster

A village of 400 locathah in this hex is ruled by King Moxo, a dictatorial little dork. The village is composed of granite quarried on the bottom of the sea, and includes a crude palace, a fighting pit and guard towers, along with numerous triangular buildings that contain egg hatcheries and residential units. The villagers hate Moxo, who has regimented them well-beyond what is normal for their people.

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

### 6109. Okegiga | Village

#### DEMOGRAPHICS

**Population** 320 (urban), 2,560 (rural)

**Army** 20 men-at-arms, 2 sergeants, 1 captain

**Race** Human (Ebe tribesmen)

**Religion** Aganju, god of volcanoes (N)

**Alignment** Neutral (N)

The coast here is dotted with granite mounds devoid of jungle vegetation. They stand out like gray islands between the blue water and the green woodland. A mining village rests on the shore beneath one such mound, where they have dug a deep iron mine and also quarry granite blocks. Both substances are traded with Zinj for tools and food-stuffs via coastal barges.

The mine produces 16 pounds of iron each week. The village is protected by 25' tall mud brick walls with entry via a gate house flanked by two 35' towers and sporting an iron portcullis. Within the confines of the wall, the village is composed of a couple dozen mud-brick houses and a few warehouses. There are three bloomeries and two forges to produce wrought iron in long bars; these are stored in the warehouses and then loaded on fortnightly barges. Granite is cut to order in a quarry about 1 mile west of the village.

The entry to the deep mine is located within the walls of the community, which run right up to the granite mound. The citizens keep chickens and goats and maintain small slash-and-burn gardens outside the village wall, for the interior is filled with acrid smoke and haze from the bloomeries and the soil is

laced with slag. The village has no leader, each man and woman working as a freelance miner, smelter or smith.

The village's men-at-arms wear chainmail tunics and carry shields, throwing axes, spears and light crossbows. They are commanded by two sergeants and a mercenary captain named Jumilla, armed and armored as are their soldiers.

Treasure: 500 gp (though individual have only 1d20+10 sp)

Miner, Medium Humanoid: HD 1/2; AC 10; ATK Club (1d3); MV 30; SV 16; AL N; XP 25; SA—None.

Warrior, Medium Humanoid: HD 1; AC 17 (chainmail, shield); ATK Throwing axe (15'/1d6) or spear (1d8) or light crossbow (200'/1d6); MV 30; SV 16; AL N; XP 50; SA—None.

#### 6114. Ancient Fort | Wonder

An ancient walled fort stands here amid the cacophony of the jungle. Built in the old Zebridean style, it is now covered with vines and slowly being torn apart by several banyan trees. The front gate, wooden doors reinforced with bronze, is stuck.

The walls surrounding the fort are 30' tall, and the tower's arrow slits are 20' above the ground. Within the walls of the fortress there is a small courtyard with a well (potable water, but infested with throat leeches) and a square keep, 40' tall and blocked by two bronze-clad doors made of ironwood.

The doors are locked and connected to a trip wire that releases six spring-loaded spears at anyone who opens them (roll 6 attacks by a 1 HD creature inflicting 1d6 damage). Within the keep there are murals showing zebra mounted warriors and zebra-skinned priestesses. Although the keep is deserted, the banyan trees that are slowly pulling it apart are inhabited by a colony of 20 mandrills.

Mandrill, Medium Animal: HD 1; AC 13; ATK Bite (1d4); MV 30 (C30); SV 16; AL N; XP 100; SA—None.

#### 6116. Boalisk Grove | Monster

A grove of palms here is the lair of a hungry boalisk. Scattered around the trees are 300 cp, 120 sp and a silver dagger. The area around the grove is haunted by plague zombies. Groups of 2d6 are encountered on a roll of 1-2 on 1d6.

Plague Zombie, Medium Undead: HD 2+1; AC 13; ATK Slam (1d4 + disease); MV 20; SV 16; AL N; XP 200; SA—None.

Boalisk, Huge Monster: HD 5; AC 15; ATK Bite (1d8 + constrict); MV 20 (C20, S20); SV 14; AL N; XP 500; SA—Gaze (cause disease).

#### 6119. Zafofo | Monster

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##### DEMOGRAPHICS

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**Population** 440

**Army** 220 warriors

**Race** Aziza (Elves)

**Religion** Oshun, goddess of beauty (NG)

**Alignment** Lawful (CG)

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Zafofo is the village of Queen Oswila [6420] who is at this moment being transported into the mountains for healing. The village is inhabited by azizas, and consists of platforms in the trees on which are built all manner of wooden and woven buildings. One high platform holds a shrine to Oshun, the goddess of beauty, hidden behind curtains of sea shells.

The people have painted their faces blue out of concern for the health of their queen. A crimson ghost is stalking the village, hiding in the daytime inside an intricately carved, locked ebony box that was recovered from a sacked merchant caravan.

A crimson ghost appears as a roiling red fog or as reddish spectres with skull faces. They are agents of disease.

Aziza, Medium Humanoid: HD 1+1; AC 11 (buckler); ATK Sickle sword (1d6+1) or shortbow (1d6); MV 30; SV 16; AL CG; XP 100; SA—90% resistance to sleep and charm, surprise (3 in 6), immune to ghoul paralysis.

Crimson Ghost, Medium Undead (Incorporeal): HD 7; AC 18 [silver]; ATK Strike (1d8 + disease); MV 40 (F70); SV 13; AL LE; XP 2100; SA—Gaseous form 3/day – still causes disease.

#### 6123. Off on the Road to Hades | Wonder

A camel and its rider have expired here, the beast having caught its foot in a pool of sticky mud and then falling and breaking the rider's leg. Both creatures have been stripped to the bone, but the rider's leather armor and gloves and the camel's saddle have survived intact.

#### 6125. Old Hopper | Monster

There is a 100' diameter pond here inhabited by an old giant killer frog. Age has slowed him down, but he's as ornery as ever and does not abide visitors.

Killer Frog, Small Animal: HD 2; AC 12; ATK 2 claws (1d3), bite (1d4) or tongue (grapple); MV 10 (S20, L150); SV 16; AL N; XP 200.

#### 6136. Ambush | Monster

Servants of the chaos hags [7238] are waiting in this hex to ambush an army of Zahir. The Zahiri are ostensibly heading to Zinj to disrupt the forthcoming royal wedding between Prince Moday of Zinj and Princess Oyin of Amayuludi. The army

numbers 20 archers, 60 spearmen, 4 sergeants and their commander, Captain Kigaro.

Kigaro and his men do not know that they are intended as a sacrifice to the chaos hags. A larger army is heading towards Zinj by a different route. This army is payment to the chaos hags for their creation of a clone of Prince Moday who will murder his new wife on their wedding night, thus ruining the Zinj-Amayuludi alliance.

Treasure: 3400 cp, 1000 gp, small onyx, small emerald

Archer, Medium Humanoid: HD 1; AC 10; ATK Short bow (1d6) or club (1d3); MV 30; SV 16; AL N; XP 50; SA—None.

Spearman, Medium Humanoid: HD 1; AC 12 (shield); ATK Spear (1d8); MV 30; SV 16; AL N; XP 50; SA—None.

Sergeant, Medium Humanoid: HD 2; AC 17 (chainmail, shield); ATK Spear (1d8); MV 30; SV 16; AL N; XP 100; SA—None.

Captain Kigaro, Human Fighter: LVL 5; HP 9; AC 20 (platemail, shield); ATK Spear +6 (1d8+1); MV 30; SV 15; S15 I13 W13 D14 Cn11 Ch6; AL N; XP 500; SA—Riding, leadership, dominate, spotted lion mount.

**6138. Bronze Bust | Wonder**

A tarnished bronze bust of a native queen lies amid some tangled thorn bushes. Around its neck is a jade torque carved to look like a chain of elephants.

**6144. Drowsing Nymph | Monster**

One might spot in this hex a drowsing nymph in a clearing of tall, sweet grass fringed by blue-white flowers. She is, of course, unspeakably beautiful and her face is the very picture of peace. Should one try to awaken her, she will not stir. Should one approach, a cage of magical vines springs up around them. The nymph is an illusion, and a band of 30 slaves from the south appears in 1d8 days to collect their new prisoners and cart them off to Kirikersa.

Slavers, Medium Humanoid: HD 1; AC 12; ATK Club (1d3) and sling (1d4); MV 30; SV 16; AL NE; XP 50; SA—None.

**6218. Amazon Tomb | Wonder**

A small cave located high above the ground in the face of a limestone cliff holds a mummified female form wearing gold ornaments and holding a +3 *long bow*.

The corpse (and it is truly dead) was an amazon queen who lived over one hundred years ago. The cliff face is crawling with assassin vines blooming with large, pink and orange flowers. The path up (or down) the cliff is blocked by 1d6 of these vines. One can avoid the cliffs by avoiding this hex.

The bow will be recognized by amazons, who will do anything to possess it and punish the tomb robbers.

**6221. Roadwork | Monster**

Giant flaming slugs burn their way through the jungle leaving trails of steaming asphalt behind them. The slugs have black horns like stags on their heads. They can be led by shrilling flutes, and in ancient times were used to build roads through the jungle, some of which can still be glimpsed beneath the undergrowth. They normally live beneath the mountains in volcanic vents; what this trio is doing abroad is unknown.

Giant Flaming Slug, Huge Monster: HD 9; AC 12; ATK Bite (1d12 + 1d6 fire); MV 20 (B10); SV 12; AL N; XP 2700; SA—Breath fire (20' cone, 3d6 fire, 3/day), resistance to fire.

**6226. Three Rivals | Stronghold**

STATISTICS
<b>Type</b> Druid's Observatory
<b>Villagers</b> none
<b>Race</b> Aziza, idaji, arare
<b>Religion</b> Mawu-Lisa, god/dess of creation (N)
<b>Alignment</b> Neutral (N)

Eons ago, creatures of indeterminate origin created a natural observatory here, aligning a dozen monoliths of strange design. These monoliths, via odd notches carved into them, can predict the seasons via the position of the stars. At the right time, they become a portal to another world. For now, they are claimed by three druids, an aziza named Umet, an idaji named Ntefelema and an arare called Firka. The three hate one another and would happily see their rivals undone, though their vows prevent them from taking an active hand in this. They will, however, do their utmost to set visitors upon their rivals.

Umet lives in a stone tower made of mud bricks. It has a flat roof, a door and frame made of mahogany and window frames carved from malachite. Within the tower, Umet maintains a shrine to Mawu-Lisa, the hermaphroditic deity of creation and the sun and moon, on the first floor. Narrow steps set into the walls allow one to ascend to the second floor, where under a high vaulted ceiling Umet has his living quarters.

Ntefelema lives in a simple mud and grass hut at the edge of the forest. There, she keeps a clay idol of Khonvoun.

Firka lives in a hollow dug into the side of the observatory hill, fortified by a wall of flagstones. Her tunnels are quite extensive and hold many treasures.

Firka, Arare Druid: LVL 4; HP 16; AC 16 (chitin armor, shield); ATK Cudgel +3 (1d4+1) or bite +3 (1d3+1); MV 30; SV 14; S13 I8 W14 D9

Cn9 Ch16; AL N; XP 400; SA—Dwarf traits, healing, lore, free movement, identify nature, leaves no trail, +2 save vs. elements, spells per day (5/2); Gear—*Deep red spherical ioun stone*.

Ntefelema, Idaji Druid: LVL 4; HP 18; AC 14 (leather, shield); ATK Staff +1 (1d4-1) or sling +2 (250'/1d4); MV 30; SV 14; S8 I7 W17 D8 Cn14 Ch18; AL N; XP 400; SA—Halfling traits, healing, lore, free movement, identify nature, leaves no trail, +2 save vs. elements, spells per day (5/3); Gear—None.

Umet, Aziza Druid: LVL 4; HP 16; AC 13 (leather, shield); ATK Staff +2 (1d4); MV 30; SV 14; S11 I9 W16 D6 Cn11 Ch16; AL N; XP 400; SA—Elf traits, healing, lore, free movement, identify nature, leaves no trail, +2 save vs. elements, spells per day (5/3); Gear—None.

### 6228. Colony of Thieves | Monster

A colony of 200 olive baboons dwells in the trees that hang out over the river here. They throw stones (and less savory stuff) at passing boats and generally make a nuisance of themselves. Whenever possible they steal objects from passers-by.

Baboon, Medium Animal: HD 1; AC 13; ATK Bite (1d4); MV 30 (C30); SV 16; AL N; XP 100; SA—None.

### 6230. Tin Mine | Monsters

A clan of 50 kobolds has been working a tin mine in these parts for many years. Having exhausted the surface ore, they have followed the vein into the ground. The mine is composed of two shafts that extend 400' into the ground. Many branching passages lead to living quarters, a shrine and storage rooms. The clan is ruled by a chieftain called Hizmet.

The slope from the mine to the river is composed of gravel ridges, some underbrush, slag and dozens of clay ovens. The kobolds cleared the jungle here mining the surface tin. The ovens are used for smelting the tin, an operation they undertake at night. There is a 1 in 6 chance that a large barge is docked at the river shore to pick up a shipment of tin ingots.

The barge is operated by a trader (3 HD), four men-at-arms (leather, shield, spear, light crossbow) and a dozen laborers.

Treasure: 3600 cp, 2600 sp

Kobold, Tiny Humanoid: HD 1/2; AC 11; ATK Spear (1d6); MV 20; SV 17; AL CE; XP 25; SA—None.

Hizmet, Kobold Assassin: LVL 5; HP 16; AC 15 (leather, shield); ATK Dagger +4 (1d4+2); MV 30; SV 15; S16 I11 W9 D14 Cn8 Ch15; AL NE; XP 500; SA—Kobold traits, 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-II, contact, delayed); Gear—*Horn of the tritons*.

### 6236. White Caves | Dungeon

This dungeon consists of four levels of limestone caves, two lower levels of a subterranean river system, and a bottom level of a subterranean lake. The upper caves meander about and are inhabited by giant rats, giant insects, scavenger oozes, debased goblins, troglodytes and carnivorous apes. The river system has waterfalls, rapids, lagoons inhabited by electric eels and lake monsters. The lake contains an ancient canal city.

The canal city consists of sturdy stone building carved from the stone rather than built. It is inhabited by a race of quasi-ghouls who look like lanky, albino humans with pupil-less eyes. They are ruled by a powerful wight and aim to protect their refuge from intruders, all the while sending hunting parties to the surface in search of human prey.

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### DUNGEON LEVEL ONE

**A.** A cavernous space with a floor of sparkling white sand and yellow-white limestone walls. The shelf is 5' above the floor of the cave and holds an anvil. If the anvil is tipped over, poison gas (1d6 damage) is released in a 20' radius cloud and a silver icon of Ogun is revealed. If the anvil is struck, all traps on this level are deactivated, but all monsters are alerted to the presence of visitors.

**B.** A chilly cavern, it holds seven barrels of small beer (ancient, not drinkable) of Nabu manufacture and a gibbering allip. The pool of water permits access to the second level of the dungeon (to be designed by the Treasure Keeper). This requires one to hold their breath for 1 minute.

Allip, Medium Undead (Incorporeal): HD 4; AC 15 [Silver]; ATK Strike (1d4 Wis); MV 30 (F30); SV 15; AL CE; XP 1200; SA—Hypnotism, mental contact deals 1d4 Wis damage.

**C.** Long hall of marble stone, chipped and dusty, was once a temple. The alcove held an idol (now gone) and the walls hold bas reliefs of demons tormenting people. The room on the right was a sacristy and holds dusty, tattered vestments (black robes embroidered with red thread). The entry hall just south of temple proper has a portcullis trap with an arrow hole permitting the goblin in the hall to the east to blow poison darts at creatures trapped by the bars. The temple proper has black marble pillars that generate *darkness I* and which create *gusts of wind* at random intervals.

**D.** Blood stains on floor of this room.

**E.** A library with two shelves of scrolls that hold terrifying prayers to Kolos the living god, as well as a *scroll of protection from fey* and *scroll of remove paralysis*.

**F.** Shelves of old wine bottles in this room; they hold human blood from ancient sacrifices. A trip wire sends the shelves toppling on people for 3d6 points of damage from the weight of the shelves and shattered glass. The hall outside this room has two goblin guards with blowguns and poison darts.

Goblin, Small Humanoid: HD 1-1; AC 11; ATK Blowpipe (1d3 + Poison II) or short sword (1d6); MV 30; SV 16; AL CE; XP 50; SA—None.

**G.** Former prison, six goblins are dining on a white ape (raw).

Goblin, Small Humanoid: HD 1-1; AC 11; ATK Hand axe (1d6); MV 30; SV 16; AL CE; XP 50; SA—None.

**H.** Living quarters of 14 savage goblins. Three are posted on the shelf in the east portion of the cavern. They have a +1 longsword wrapped up in soiled furs.

Goblin, Small Humanoid: HD 1-1; AC 11; ATK Short bow (1d6) or hand axe (1d6); MV 30; SV 16; AL CE; XP 50; SA—None.

**I.** Quarters of the goblin witchdoctor Yabbo. He has a cauldron possessed by the soul of a princess that was sacrificed in boiling oil when this was a temple complex. When the cauldron is filled with boiling water her spirit appears as a misty ghost. It answers three questions per day (per *augury*). Yabbo has set up a swinging rock trap tripped when people mess with the

boxes in the back of the cave (3d6 points of damage). He does not know about the secret door.

Yabbo, Small Humanoid: HD 2-1; AC 12; ATK Staff (1d4); MV 30; SV 16; AL CE; XP 200; SA—Magic use (C3 M2).

**J.** A gallery of faces carved into the walls, with leering smiles, pointed teeth and empty eyes. A fusillade of poisoned darts (1d3 + 1d4 damage) are loosed if a loose floor stone is moved (save vs. traps or struck by one dart). Under the stone one finds 1,300 cp and a *potion of charm person* in a sack.

**K.** A tapestry of beads obscures two white apes living in this room. They have destroyed the contents; the room once housed a high priest of Kolos. They fear the faces in J.

White Ape, Large Animal: HD 4; AC 14; ATK 2 claws (1d4 + rend) and bite (1d8); MV 30 (C20); SV 15; AL N; XP 400; SA—Surprise (3 in 6).

**L.** A crypt with spring-loaded, locked doors. Mummified bodies are strewn about the room and show signs of being gnawed on by rats and apes.

**M.** This door is locked and sealed with melted lead. A crude holy symbol has been chiseled into the stone door. A spectral dragon is locked inside the room, where it guards a treasure taken from the mummies:

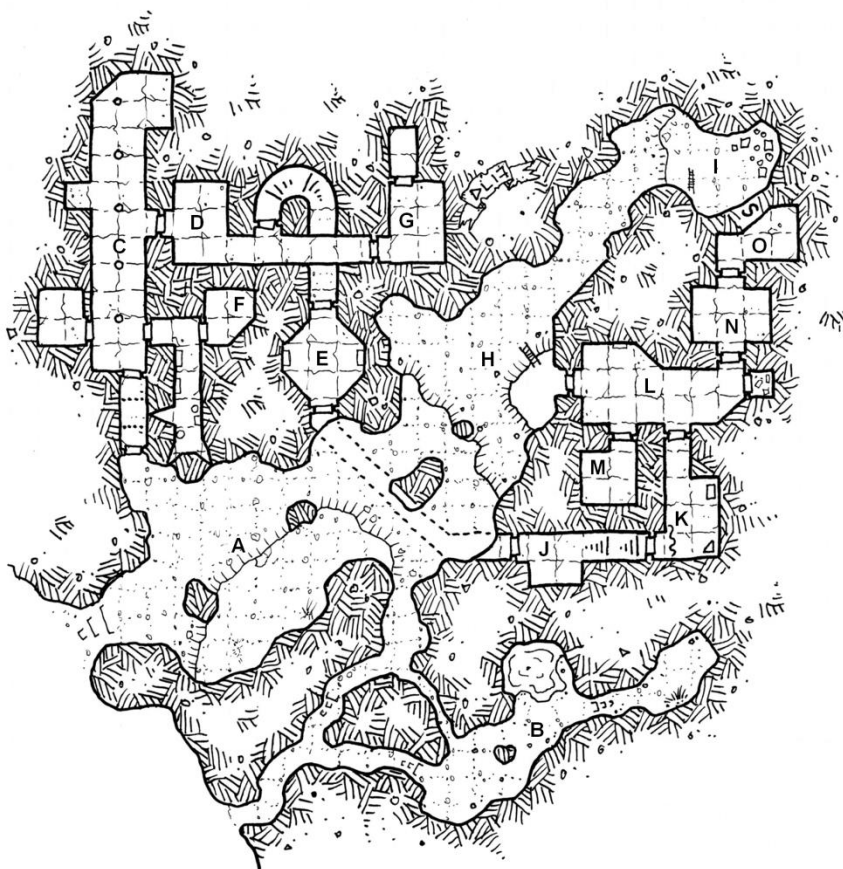
Spectral Dragon, Medium Undead (Incorporeal): HD 6; AC 18 [Silver]; ATK 2 claws (1d8) and bite (1d8 + 2 levels energy drain); MV 60 (F150); SV 14; AL NE; XP 1800; SA—Immune to sleep, resistance to cold, powerless in sunlight, breath weapon (bone-chilling cold).

**N.** A white ape is here. The air is steamy and smells to the high heavens due to wet fur. The door to room O is warm.

White Ape, Large Animal: HD 4; AC 14; ATK 2 claws (1d4 + rend) and bite (1d8); MV 30 (C20); SV 15; AL N; XP 400; SA—Surprise (3 in 6).

**O.** This room is warm due to the presence of two living stone statues of tall, gangly humans with sharp teeth and accusing eyes are draped with strings of pearls and medium onyxes are embedded in their chests.

Living Stone Statue, Medium Construct: HD 5; AC 16; ATK 2 fists (1d8); MV 20; SV 14; AL N; XP 500; SA—Spray molten rock (1d8 fire).





### 6303. Gaunt Statue | Wonder

You discover a statue of a contemplative, gaunt (to the point of being skeletal) elf in flowing robes, its right arm extended and hand raised to the sky. The eyes are a pair of blue sapphires and its left hand is closed over a large topaz. The statue is surrounded by a set of bronze chisels and hammers and is only finished from the waist up. Desecration of the statue carries with it a terrible curse, as one's eyelids, ears and lips shrivel away, causing 2d6 points of charisma damage and blindness.

### 6306. Pyramid of Omoo | Dungeon

This hex holds a half-completed sahuagin temple to their demonic shark deity Omoo. When it is finished it will be a pyramid tall enough to breach the surface of the water 300' above. Currently, the temple is only three levels high. It is constructed of basalt blocks pulled into position by human slaves with ropes of twisted seaweed and sledges buoyed by air bladders. The basalt blocks are clad in a layer of marble, each etched with a shark image in the glyphs of the sahuagin. The three completed levels of the pyramid contain tombs of sahuagin priests and nobility, quarters for the slave masters, temple guardians and engineers and shrines to the shark goddess and her servant deities.

The temple's high priestess is Kutulmakamak. Her servants include 100 sahuagin warriors and 25 medium sharks. She controls 1,500 slaves taken from the surface and equipped with steel helms that permit them to breathe underwater and which control their minds. These helmets are perfectly spherical save for two round, goggle-like lenses that permit the slaves to see.

Zombie, Medium Undead: HD 2; AC 11; ATK Slam (1d8); MV 20; SV 16; AL N; XP 200; SA—Resistance (bludgeoning weapons).

Sahuagin, Medium Monster: HD 2; AC 16; ATK Talons (1d4) or spear (1d8); MV 40 (S70); SV 16, 18 vs. sonic; AL CE; XP 200; SA—Frenzy.

Kutulmakamak, Sahuagin Anti-Cleric: LVL 8; HP 36; AC 14 (shellycoat, buckler); ATK +1 staff+7 (1d4+2); MV 30; SV 13; S14 I8 W14 D10 Cn12 Ch10; AL CE; XP 800; SA—Conversion, healing, turn undead, spells per day (6/3/2/2); Gear—Tooth of great white shark (holy symbol), *scroll of sending*, *helm of comprehend languages*.

### 6312. Idekun | Village

#### DEMOGRAPHICS

**Population** 250 (urban), 2,000 (rural)

**Army** 17 men-at-arms, 2 sergeants, 1 captain

**Race** Human (Ebe tribesmen), 5% idaji

**Religion** Ifa, god of divination (NG)

**Alignment** Neutral (N)

The village of Idekun is in jeopardy. Doro, the most handsome young man of the village, has been kidnapped by the hobgoblin warriors of the yellow amazon queen Ibili [7018], who also carried with them magic seeds which erupted into rose vines. The vines are massive and as tough as steel. They have covered the homes of the people and trapped them inside. Food is running low and they are desperate. Only cold damage can destroy the vines, withering them in a matter of seconds. Doro is now part of Ibili's harem and his amulet, which holds a clue to the location of a treasure, is in the evil queen's possession.

Idekun is a village of cattle herdsman surrounded by mud-brick walls and encompassing two deep wells. The pasturage around the walls is fine, and has been cleared by several generations of herdsman. Idekun has ties with the idaji village of Lo Lo [6612], and several idaji live in Idekun.

Treasure: 4000 cp buried in sealed jugs

### 6317. Elephant Graveyard | Wonder

A small, misty depression here holds an elephant graveyard. Many centuries old, it is protected from scavengers and plunderers seeking ivory by a magic staff. The staff has several powers. First, it creates a *repulsion* affect (as the spell) that keeps most creatures out of the hollow. Second, it can animate 1d6+6 elephant skeletons in the graveyard to defend it from intruders. It also creates a dense fog that does not cloud the "vision" of the animated guardians. Finally, if touched, it polymorphs its desecrator into a fiendish elephant that kills any intruders left and then tromps off into the jungle.

Treasure: 1300 sp, 2000 gp. Should one manage to get past the staff's defenses, they can scavenge 1d10 x 10 ivory tusks worth 1d4 x 100 gp each.

### 6324. Any Port in a Storm | Monster

There is a patch of high ground in this hex on which stands a small hut roofed with banana leaves. It is a dry spot when the rains come, but adventurers huddled here avoiding a deluge may be surprised by a stark white python slinking in the door midway through the night. This is a celestial python of Nana Bukulu, a powerful goddess. If it is treated well, it leaves them with a blessing. If it is attacked, the wrath of the goddess is earned by the adventurers; each monster they fight for the next seven fights has one extra hit point per hit dice.

Celestial Python, Medium Monster: HD 3; AC 15; ATK Bite (1d4 + constrict); MV 20 (C20, S20); SV 15; AL NG; XP 300; SA—MR 10%, resistance to electricity, +2 hit and damage Chaotic creatures.



#### 6339. Skeleton Pointer | Wonder

There is a small chance (1%) of discovering the remains of Oronoko, a famed adventurer of Zinj. He left the city-state twenty years ago on a secret expedition and never returned. The skeletal corpse still wears a bejeweled copper belt and an electrum armband and it has a *+1 footman's flail* grasped in his right hand. His left hand points to the southeast.

#### 6342. Best Laid Plans of Mushrooms and Men | Monster

This portion of the forest is claimed by a fungal lord that measures 8' tall in its stocking feet. It has cultivated various fungi on dead trees in the jungle, including some yellow mold. The mushroom lord has a complex and unfinished plan to conquer Zahir [6542] with an army of mushroom men cultivated in this hex in swampy caves.

Mushroom Lord, Medium Monster: HD 6; AC 12; ATK Slam (1d6 + 1d4 acid); MV 30; SV 14; AL N; XP 500; SA—Telepathy (60'), command oozes and fungi (65%); SP—Calm emotions •, cause fear •, ego whip •, hypnotize •, rage •

#### 6410. Cavern of Creeping Chaos | Wonder

This portion of the jungle is shaped like a funnel, with a multitude of tiny streams rushing toward the mouth of a limestone cave. Here, the water pours in like a waterfall, eventually falling into a pool 40' below. Native tribesmen avoid the area, claiming to hear the cries of demons and ghosts from the cave, and truly strange noises actually are heard.

The pool below extends some 300 yards to the north of the waterfall. A submerged tunnel carries the water into the Underworld. Looming over the pool is an idol of Nyarlathotep carved into the wall. Those who enter the cave and view the idol must make a saving throw to avoid pledging their allegiance to the forces of Chaos. Lawful characters are +4 to save.

#### 6420. Dying Queen | Monster

An aziza monk, Azilo, is crouched in a tree watching for a group of hobgoblins that she knows are coming down the jungle path. She is the rear guard of an aziza caravan from Zafobo [6119] who are taking their dying queen, Oswilo, into the mountains to be healed by the rainbow frog men [6917].

The 50 aziza are riding on 20 giant horned chameleons that have golden eyes and pebbled skin of brilliant green, deep azure and cloudy grey stripes. The largest chameleon carries a palanquin on which rests Oswilo with her handmaidens, fellow monks of Azilo.

**Treasure:** 4900 sp, 500 gp, +3 *splint mail*, +1 *trident*

Aziza, Medium Humanoid: HD 1+1; AC 11 (buckler); ATK Sickle sword (1d6+1) or shortbow (1d6); MV 30; SV 16; AL CG; XP 100; SA—90% resistance to sleep and charm, surprise (3 in 6), immune to ghoul paralysis.

Giant Horned Chameleon, Large Animal: HD 5; AC 18; ATK Bite (2d6) or tongue (20'/grapple); MV 40; SV 14; AL N; XP 250; SA—Surprise (3 in 6).

Aziza Monk: LVL 3; HP 7 each; AC 11; ATK Slam +1 (1d6); MV 40; SV 14; AL N; XP 300; SA—Elf traits, acrobatics, climb walls, hear noise, hide in shadows, move silently, open locks, read languages, surprised (1 in 6), stunning attack, deflect arrows; Gear—None

Queen Oswilo, Azizia Magic-User: LVL 15; HP 44; AC 11; ATK Staff +4 (1d4-1); MV 30; SV 10; S8 I12 W10 D13 Cn13 Ch8; AL N; XP 1500; SA—Alchemy, lore, spells per day (5/4/4/4/4/3/2/1), create scrolls, arcane knowledge (compass, compass, alchemist's fire, algebra and geometry, soda water, algebra and geometry, anti-toxin); Gear—*Potion of locate object*, *scroll of illusory wall*, *staff of charming*, *ring of feather falling*, *rod of absorption* and *necklace of fireballs VII*.

Spellbook: 1—*Burning Hands*, *Dancing Lights*, *Endure Elements*, *Enlarge Person*, *Grease*, *Magic Aura*, *Precognition*, *Ray of Frost*, *Read Magic*, *Sleep*; 2—*Acid Arrow*, *Detect Invisibility*, *Hideous Laughter*, *Pass Through Element*, *Stomp*, *Whispering Wind*; 3—*Blink*, *Gaseous Form*, *Protection from Energy*, *Spectral Force*, *Stinking Cloud*; 4—*Cause Disease*, *Dispel Wounds*, *Ice Storm*, *Mnemonic Enhancer*, *Stone Shape*; 5—*Contact Other Plane*, *Mage's Private Sanctum*, *Sending*, *Telepathic Bond*; 6—*Antimagic Field*, *Mathemagic Principal*, *Reincarnate*; 7—*Insanity*, *Mage's Sword*, *Shadow Conjunction II*; 8—*Screen*.

### 6435. Arare | Monster

A clan of arare has hidden a large trapdoor here that covers a diagonal shaft to their iron mine. The site is visited at every full moon by priests of Ogun and representatives of the fellowship of smiths to purchase this iron, which is then carried by caravan back to Zinj [5533] and Zahir [6542].

In exchange for the high quality iron, the humans trade the arares for foodstuffs, cloth, rum, cigars and women. The mine produces 3 pounds of iron a week and is worked by 180 arare.

**Treasure:** 2300 cp, 250 gp

Arare, Small Humanoid: HD 1; AC 14 (leather, shield); ATK Axe (1d6) or bite (1d3); MV 20; SV 16, 13 vs. magic and poison; AL N; XP 50; SA—Dwarf abilities.

### 6437. Village of the Living Goddess | Village

#### DEMOGRAPHICS

**Population** 40 (urban), 320 (rural)

**Army** 3 men-at-arms

**Race** Human

**Religion** Oronya (see below)

**Alignment** Neutral (N)

There is a village here surrounded by a wall of earth and stone 30' tall and 15' thick. The wall is topped by a wooden palisade with stone towers on both ends. A tall tower built of wood and roofed with thatch rises from the center of the village. All three are protected by cauldrons of boiling oil.

The village is governed by the women, who each have two to four husbands, usually brothers or close kin. The village is ruled by an aziza named Oronya. Within the village walls are grass huts, gardens and pens for goats. The villagers worship Oronya as a demi-goddess, believing her to be the avatar of Oya, the goddess of lightning.

Oya lives in a temple-palace built of adobe. The palace is fronted by a paved courtyard, where her worshippers bring offerings of food and crafts and where her nuns tell stories and give instruction. The palace proper consists of seven chambers, the largest being the central shrine where she has a mahogany stool resting before an idol of Oya. The shrine is flanked by a drawing room where she entertains visitors and a guard room.

A secret door in the drawing room leads to an antechamber, which in turn leads to Oronya's bed chamber. The bed chamber contains a palette of straw and cushions, a mahogany chest containing bricks of incense, a bag containing an opal, pearl, two carnelians, sapphire and moonstone and another bag containing 17 gp and 477 ep, several bronze braziers, her ceremonial headdress (a bronze helm surmounted by hawk feathers), her armor on a wooden cross and her weapons hung on a wall, including a trident and dagger. Oronya wears linen robes and a gold armband shaped like a serpent.

Beyond the bed chamber is a personal shrine to Oya. It is paved in limestone and contains a nine-headed idol of the goddess carved from a tree that was struck by lightning and adorned with bronze jewelry and hawk feathers. A secret compartment in the idol, protected by a poisoned needle, contains 3,230 cp, 440 sp and a silver flute inlaid with gold. A secret door in this chamber leads to the final room in the palace, a bath chamber that contains a pool of water containing several black lotus and surrounded by terracotta pots filled with flowering plants. A door in the ceiling can be opened to allow in sunlight.

Treasure: 4200 cp, 3000 gp

Oronya, Aziza Cleric: LVL 7; HP 38; AC 22 (plate armor, +2 *shield*); ATK Footman's mace +4 (1d6); MV 30; SV 13; S12 I12 W18 D12 Cn17 Ch8; AL NG; XP 700; SA—Conversion, healing, turn undead, spells per day (6/4/3/1); Gear—*Potion of healing*, holy symbol.

**6502. Corsair Cave | Monster**

A wide limestone sea cave here serves as a hiding place for a band of corsairs. The cave can only be entered from the sea and it is protected by razor-sharp rocks so only someone who knows the way can get in safely. Within the great vault of the cave there is a protected shelf of land which has been turned into a quay. Several small caves have been excavated from the wall behind the shelf, and are used for storage and as a bed-chamber for the pirate captain, Jomulbad. His crew usually sleeps on the shelf around small campfires. The little harbor is now home to a sunken hulk of a war galley. The captain and his crew were stricken with plague while at sea and only just made it back to their hideout. There, the ship sank after being damaged by the rocks and the crew died of plague. Jomulbad rose as a draug and his crew as zombies. Unable to escape their cave, they await the arrival of a new ship that will carry them back to Ophir, that they may enact a terrible revenge on the living.

Treasure: 5,858 sp, 977 ep, 249 gp, 7 pp, a simple silver bracelet inlaid with gold, an ivory belt, silk robes, rune tiles carved from alder, a +1 *dagger*, a scroll showing the passage through the rocks, and 12 porcelain bowls decorated with images of Triton and his daughters and a *horn of Valhalla*. The treasure is kept in a locked sea chest poisoned with a contact poison (Poison III) derived from the giant sea anemone.

Zombie, Medium Undead: HD 2; AC 13; ATK Slam (1d8); MV 20; SV 16; AL N; XP 200; SA—Resistance (bludgeoning weapons).

Draug, Medium Undead: HD 6; AC 17; ATK Cutlass (1d6) or claws (1d4); MV 30 (S30); SV 14; AL CE; XP 600; SA—Resistance (fire); SP—Control weather •



**6542. Zahir | City-State**

DEMOGRAPHICS
<b>Population</b> 58,000 (urban), 464,000 (rural)
<b>Race</b> Human
<b>Religion</b> Ogun, god of iron (N)
<b>Alignment</b> Neutral (N)
AUTHORITY
<b>Temporal</b> Nzango, King of Zahir (N)
Human Barbarian: LVL 8; HP 62; AC 20 (splint, shield); ATK Battleaxe +9 (1d8+3); MV 40; SV 12; S18 I10 W12 D16 Cn17 Ch10; AL N; XP 800; SA—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.
<b>Spiritual</b> Azeki, High Priest of Ogun (N)
Human Druid: LVL 5; HP 13; AC 15 (leather, shield); ATK Scimitar +3 (1d6); MV 30; SV 14; S9 I5 W18 D13 Cn9 Ch16; AL N; XP 500; SA—Healing, lore, free movement, identify nature, leaves no trail, +2 save vs. elements, change shape, spells per day (5/3/2); Gear— <i>Scroll of insect plague</i> .
DESCRIPTION
<b>Theme</b> City of Iron
<b>Wilderness</b> Jungle
<b>Accent</b> West African
<b>Vistas</b> Straight streets, tidy squares, guardsmen with steel armbands and knobkerries, cawing parrots, chiefs and sub-chiefs on palanquins, polite people in long gowns or kilts of raffia and beaded hats, the sound of hammers on metal, warriors in helmet masks and mail hauberks armed with akrafena
<b>Names</b> Azeki, Bonga, Djanina, Fato, Ido, Imani, Keter, Kinza, Nando, Nimi, Nkrumah, Nzinga, Rala, Sim, Weza, Ze
<b>Money</b> Akwa (raffia square); the pattern determines the value, and squares, which are normally 4 inches x 4 inches, are often cut into smaller pieces in order to make change

Zahir is a city-state of miners, ironworkers and warriors, and a bitter rival to the city-state of Zinj [5533]. The city is surrounded by a 20' tall stone wall tipped and studded with steel spikes. Within the walls is a grid of streets, market squares and houses, as well as a palace surrounded by a 30' tall palisade. The palace houses the king, his elite warriors, his harem and all of his servants, with room for the royal court, treasury, a temple of Ogun and numerous gardens and storage rooms. Besides iron and copper goods, Zahir is known for producing kola nuts, salt, leather, ivory and raffia cloth.

All money in Zahir is the property of King Nzango, including money carried in by outsiders. It is seized with violence if necessary. In exchange for metal wealth, outsiders and locals are expected to use squares of raffia, a patterned cloth made in and around Zahir for trade to the outside world. The squares have no real value outside of Zahir, so real money is highly valued (three times the normal value) by those who are brave enough to accept such illegal payments.

Outside the city proper are a multitude of small villages. Most are dedicated to farming and herding, but the more vital villages are mining villages. Most of these villages are on the periphery of the farming zone. They provide iron, copper and other metals to Zahir, where they are refined and turned into metal goods traded throughout the region.

The mining and forging industries are why Zahir's patron deity is Ogun. The deity has a large temple within the king's palace, where seven great fires are kept always burning with charcoal. They send plumes of smoke into the sky as a sign to the villagers that the king remains in power under the divine guidance and patronage of Ogun. Ogun's priests manufacture and maintain the royal armor and weapons. They are notable for their iron pipes, their thick sandals and their red kilts and the red paint they wear as decoration. The warriors of Zahir don red paint before battle.

Each village outside Zahir is governed by a hereditary chief. These chiefs all belong to the court of the king and serve as his council in times of war and peace. The greatest of them reside in the king's palace most of the year, serving as his commissioners in all manner of public works.

The fields of Zahir are very fertile, owing in part to deposits of ash from the volcano in [7238]. The volcano is also responsible for the presence of "field devils" in those fields. These are weird geodes that, when cracked open, release a gaseous monster (a belker) that haunts the area until destroyed. Adventurers have a 1% chance per day while in the region of finding one of these geodes by the side of the road. The locals know to leave them alone and summon priests to collect them.

King Nzango of Zahir is a tall, powerful man with a ferocious spirit in war and a cruel sense of justice in peace. He is not loved by his people, but he is respected and admired. Nzango wears a tall crown carved of ebony, traced with gold and set with many gleaming gems and jewels. He wears the hide of a green dragon as a cloak, a gleaming shirt of +2 *chainmail* and a long loincloth of silk imported from Mu-Pan. He always carries the magic +2 *battleaxe 'Idajo Orun'* as a badge of office and as a way to intimidate potential usurpers. A pair of white lions always accompanies the king. Each lion is kept on a chain by a half-ogre with reddish skin and vestigial tusks.

Zahir's army is composed of 1,700 men-at-arms and 360 chiefs and sub-chiefs. Spearmen and archers are the most common warriors in the army, but there are also axemen in mail armor, musketeers and war elephants. The city's guardsmen number 640. These men and women wear iron armbands as a badge of office and carry knobkerries as their main weapon.

Zahir and Zinj have often been at war, but peace has prevailed between the city-states for a decade. This peace is tenuous at

best and the proposed union between the royal houses of Amayuludi and Zinj will break it. King Nzango cannot believe that such a union does not endanger Zahir, as a combined army of those rival city-states would have him hard-pressed to win a war. To this end, he has entered into negotiations with the secret society of Headsmen [6816] and other conspirators including Grand Vizier Kumbo and Prince Nauka of Zinj, to end this union before it begins.

## 6607. Castle of Gimesh | Stronghold

### STATISTICS

**Type** Druid's Castle

**Garrison** See below

**Villagers** none

**Race** Human

**Religion** Yemaja, goddess of the sea (N)

**Alignment** Neutral (N)

Rising from Sea Dog Bay is a small limestone island that has been hewn into a castle. The castle consists of three towers attached to a circular keep. This is the keep of Gimesh.

One can enter the castle by landing on a low, flat quay separated from the castle by about 15' of water. Those who land on the quay may take note of a profusion of sharks, mostly small, swimming just under the surface of the crystal clear water. On the battlements are dozens of sea hawks scouting the horizon or launching themselves at fish swimming below. After questioning by hidden guards, a drawbridge is lowered to allow passage into the castle.

Passing through the gate, one enters a natural tunnel. The floor is damp and torches are set into the walls at the beginning and end of the tunnel, which is 15' long. Both ends of the tunnel are barred by corroded bronze portcullises. The tunnel leads to a 20' diameter circular throne room.

Gimesh's throne room is carved entirely from the natural limestone that has been given a polish. The room is circled by a gallery set 6' above the floor. A moat of sea water connected to the sea by tunnels separates the throne room from the gallery, the two being connected by a flight of steps.

The floor of the throne room is composed of wooden grates through which one can see sea water and sharks. On a raised stone platform sits the throne of Gimesh. The throne is carved from oak, encrusted with polished sea glass and surmounted by a row of conical sea shells. A fluttering banner, black with a white shark emblazoned thereon, hangs over the stairs.

The gallery holds a magical fountain shaped like a brass dolphin spout pouring water into a bowl carved from the wall. A

small shelf holds 10 terracotta cups decorated with a squid motif. There are several exits from the gallery into the castle proper. Six of them, surmounted by archways depicting dolphins being savaged by sharks, lead to narrow stairs to grotto apartments. These grottos belong to Gimesh's seven children, sons Urd, Turu, Hvash, Gimel, Murik and Itzik, and daughter Shamalla. Each apartment is furnished with sleeping cushions, a wardrobe and a couch, all of superb craftsmanship, and a pool of sea water that connects to the caves beneath the castle. Alcoves in the apartments provide a place for washing.

Three other exits from the gallery lead to winding staircases that connect to the guard towers. Each tower consists of a single chamber on the top. These rooms, 10' in diameter, have sleeping pallets for the archdruid's goblin guards, crude benches and racks for their platemail, spears and crossbows.

The tenth and central exit from the gallery leads to storage rooms and servants' quarters. The storage rooms contain sunken amphorae of olive oil, fish oil, blood wine and mead. Hanging from rafters are nets containing dried fish and seaweed, flour, salt, spices and honey.

The circular keep, the first floor of which is the aforementioned throne room, also contains a druid temple dedicated to the gods of the sea (Dagon first and foremost) and the bedchamber of Gimesh. The temple is tiled with marble. The walls are painted with frescos depicting all manner of sea life as though one were viewing it while underwater. Dagon's altar is in the middle and is composed of a marble pedestal and an idol

carved from marble and decorated with bits of chalcedony, jade and coral. An ivory brazier sits before the idol. Smaller idols of Derceto, Thalatte (Tiamat) and Oceanus, all cast in bronze, are kept in alcoves.

Gimesh's bedchamber is divided into two parts. The first contains his sleeping cushions surrounded by a gauzy curtain and his desk with two volumes chained to it, one concerning maritime knowledge and the other with songs sung in praise of the gods and spirits of the sea. The archdruid's armor, a suit of +2 *scale armor* made from the hide of a gilded sea serpent, rests near a wall on which also hang his weapons, a silver scimitar and a longbow made of yew. Another corner holds a golden harp set with jade sea serpents, a possession of his dead wife. Other valuable furnishings are a crystal vase in the shape of a sea shell and a silver candelabrum.

The second half of Gimesh's chamber is a sealed tomb and treasury. The tomb's inhabitants are his deceased love, an elf maiden of unsurpassed beauty and two children borne by her. All were killed by pirates many years ago. The bones of all three are interred in terracotta ossuaries. The ossuary of his wife is surmounted by a wooden death mask inlaid with silver. Stored in terracotta urns sealed with wax is the rest of Gimesh's treasure: 44,200 cp, 29,300 sp, 58 gp, 3 small banded agates, 3 small pearls, a small sapphire, 2 medium moonstones and 2 medium opals.

Gimesh's seven children are all beautiful. They are tall and well-muscled, with silvery hair and aquiline noses. They dress



much as their father does and carry scimitars and daggers. Urd, the eldest, wears a bronze belt set with aquamarines. Shamalla wears an ankle bracelet of ebony beads. All of Gimesh's children are weresharks, spawned by their father while he was in the shape of a shark. All are from the same clutch.

The archdruid Gimesh is a tall, lanky man with a long, white beard, a grizzled face and an evil eye. He usually wears grey, white or black robes edged with seal fur. He carries a staff carved from drift-wood and topped by a large black opal and wears *boots of striding & springing*.

The castle is guarded by 20 goblins and a flock of 20 awakened sea hawks who serve as scouts.

Awakened Sea Hawk, Tiny Animal: HD 1/2; AC 14; ATK 2 talons (1d4), bite (1d4); MV 10 (F80); SV 17; AL N; XP 50; SA—None.

Goblin, Small Humanoid: HD 1-1; AC 11 (buckler); ATK Short sword (1d6); MV 20; SV 16; AL CE; XP 50; SA—None.

Shamalla the Wereshark, Medium Monster: HD 5; AC 18 [silver]; ATK 2 claws (1d3 + rend) and bite (1d6); MV 30 (S60); SV 14; AL LE; XP 500; SA—Curse of lycanthropy, magic use (D3).

Urd the Wereshark, Medium Monster: HD 5; AC 18 [silver]; ATK 2 claws (1d3 + rend) and bite (1d6); MV 30 (S60); SV 14; AL LE; XP 500; SA—Curse of lycanthropy, rage (2 attacks per round).

Gimesh, Human Druid: LVL 11; HP 26; AC 17 (+1 leather, shield); ATK Staff +6 (1d4-1) or +1 sling +9 (1d4); MV 30; SV 11; S8 I4 W18 D14 Cn6 Ch16; AL N; XP 1100; SA—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 (7/5/5/3/2/1); Gear—*Wand of faerie fire* (1 charge), *ring of protection* +2, *pipes of sounding*.

## 6612. Lo Lo | Village

### DEMOGRAPHICS

**Population** 170 (urban), 1,360 (rural)

**Army** 12 men-at-arms, 2 sergeants, 1 captain

**Race** Idaji (jungle halfling)

**Religion** Khonvoum, god of the hunt (N)

**Alignment** Neutral (N)

There is a village of idajis here surrounded by an earthen wall (25' tall, 50' thick) and moat. The village is set just 10' below the lip of their wall, setting them 15' above the jungle floor. It is comprised of mud huts decorated with white pebbles and all manner of feathers. The center of the village comprises a courtyard paved with adobe bricks and featuring a deep well. A shrine to Khonvoum, their supreme god of the hunt, is located adjacent to the central court, as is the palace of their chieftain and high priest, Kimbak. Both are constructed of adobe.

The shrine is a 10' square building with a 15' high ceiling. The walls of the shrine are draped with animal skins. The altar is a scaffolding of logs and home to a giant chameleon that the pygmies believe an avatar sent by the god. Well fed, the creature is not terribly dangerous, though it guards the tribe's treasure, a collection of animal horns and skins worth 30 gp, which is located beneath its perch. Two idaji guards armed with shields, spears and flint knives always guard the shrine.

The chieftain's palace is constructed of adobe brick with a thatched roof. It is built in a cross pattern. Each arm of the cross (a 10' x 10' space) comprises a room, with the central chamber being his throne room. The throne is a mahogany and copper stool. Five idaji guards (armed as above) guard the palace. The space between the arms of the cross is gardens fenced by a high lattice. They are forbidden to anyone but the chief and his wives and children. The chief's major domo is Owello, a blind ex-hunter with a vast knowledge of the jungle.

**Treasure:** 3500 cp, 1900 sp

Idaji, Small Humanoid: HD 1/2; AC 10; ATK Spear (1d6) or blowgun (1d4+Poison I); MV 20; SV 16; AL N; XP 25; SA—Halfling abilities.

Kimbak, Human Druid: LVL 6; HP 18; AC 14 (leather, shield); ATK Staff +4 (1d4+1); MV 30; SV 13; S14 I4 W16 D11 Cn14 Ch16; AL N; XP 600; SA—Healing, lore, free movement, identify nature, leaves no trail, +2 save vs. elements, change shape, immune to fey abilities, spells per day (5/3/2); Gear—*Scroll of summon swarm* on antelope hide.

## 6614. Serpent Shrine | Dungeon

There is a headquarters of the infamous gorgon cult located behind a waterfall in this hex. The entrance is defended by two caryatid columns carved from green stone that look like women with serpent arms and legs and forked tongues.

Beyond the entrance is a vaulted cavern 20' wide by 30' long with a 20' high ceiling. Spy holes and arrow slits connect two guard rooms to the cavern. Each of these rooms always holds six crossbowmen and a sergeant. The sergeants are in charge of releasing massive blocks of stone, four each, carved from the ceiling and attached to the guard rooms with massive iron chains and a series of pulleys. Each round, there is a 2 in 6 chance per opponent of them being under a stone. The stones inflict 3d6 points of damage. A secret door leads from this cavern into the first level of the dungeon. Monsters on this level consist of berserkers, grimlocks and cockatrices.

The lower level of the dungeon contains a large temple of Medusa and her sisters, Sthenno and Euryale. It is home to a greater medusa, her harem of seven nanas (male medusas with no gaze attack, but with the ability to *transmute stone to flesh* with their touch), her pet basilisk, a number of living stone statues and some deranged cultists and their leader. The



greater medusa, Ajapa, wears a *ring of telekinesis* that she uses to take mirrors away from her foes.

Greater Medusa, Medium Monster: HD 8; AC 17; ATK Snake bites (1d6 + Poison IV) and shortbow (1d6); MV 30; SV 13; AL LE; XP 2400; SA—Petrifying gaze (as medusa).

#### 6618. Silver Mind | Monster

Cleaved into the side of a tree-choked hillock is the opening of a deep mine of silver. The mine can produce 100 sp each week, though the miners here never refine their ore, instead selling it to traders who cart it back to Zinj.

The mine is owned and operated by a clan of 8 hill giants, the largest of them Skardara. Skardara has a weakness for bards and flattery. The hill giants have hired two ogres to guard the entrance, giving them a large gong to clang in case of trouble.

The ogres and hill giants live in a large caves located off their main mine shaft. It is decorated with animal skins and contains the following treasure: 600 cp, 2,000 sp, 1,000 ep, 190 gp three elephant tusks and a *scroll of hold person* written on vellum. Skardara has a *potion of extra healing*. It is pale blue and bubbly and kept in a crystal decanter.

Ogre, Large Giant: HD 4; AC 15; ATK Slam (1d6) or club (1d8); MV 40; SV 15; AL CE; XP 200; SA—None.

Hill Giant, Large Giant: HD 8; AC 15; ATK Slam (1d6) or club (2d6) or boulder (600'/3d6); MV 30; SV 13; AL CE; XP 800; SA—None.

#### 6621. Barrow Tomb of the Lizard Kings | Dungeon

The ancient lizard kings constructed a massive barrow tomb here. It is 350' wide and 110' tall and now completely covered by the jungle. A large, round stone 3 tons in weight located 30' up the northern slope grants access to the place if one can move it. The tunnel behind the stone is paved and walled with basalt blocks, which are now cracked and shifted by roots from the trees and bushes above. The tunnel slopes down at a sharp angle, and the damp conditions make slipping and sliding a distinct possibility. At the bottom of the tunnel there is a 2-ton slab of basalt engraved with a *glyph of warding* that erupts in 4d6 points of fire damage if disturbed.

Beyond the slab is the tomb proper. It is a 15' square chamber with an 8' high ceiling. It is also paved and walled with basalt blocks. These blocks are carved to depict an army of lizard men being led by a prince riding in a serpent-drawn chariot. A large, bronze ring hangs from the middle of the ceiling, and suspended from this ring is the charred corpse of a lizard king. He is surrounded by several basalt urns. The air in the chamber is filled with smoke and ash. If the grave goods are disturbed, the charred corpse animates and attacks, summoning a band of five smoke mephits to aid him. The strange, charred

mummy has the power to increase the temperature of the barrow tomb, with all metal objects acting as though under the effect of the *heat metal* spell.

The basalt urns are sealed with perfectly cut glass crystals that defy opening (they are locked with a wizard lock cast by a level 6 magic-user), though they can be broken with some work. Inside them are 35,000 cp, 6d6 medium baubles, 3d6 small gems, a large emerald, a large ruby and a *wand of invisibility* (6 charges) carved from a human fibula.

#### 6625. Quicksand | Wonder

There is a 1 in 6 chance per traveler that they fall into a pool of quicksand hidden beneath fallen foliage. Somewhere under the quicksand is a bone scroll case sealed with wax containing a map to the dungeon in hex [6236].

#### 6628. Mombe's Trading Post | Stronghold

STATISTICS
<b>Type</b> Ranger's Trading Post
<b>Inhabitants</b> Archers (20), villagers (20)
<b>Race</b> Human
<b>Religion</b> Oshosi, god of hunters (CG)
<b>Alignment</b> Lawful (CG)

A ranger named Mombe has established a trading post in this part of the jungle. The post is surrounded by a wooden palisade 20' tall and backed with 5' of packed earth. The palisade is embedded with shards of glass. The top of the wall is patrolled by crossbowmen.

The post has a permanent population of 39, including a butcher called N'fama and an exciseman named Burubu. The center of the complex is taken up by a tower keep made of adobe and studded with glass shards. The tower keep is home to Mombe and his band of 20 crossbowmen.

The trading post was recently attacked. The attack took place during a wedding party, with the bandits [6629] hauling away the bride and her dowry. Naturally, Mombe, the dishonored groom, wants his bride-to-be, a daughter of a merchant family in Zinj, back.

Mombe, Human Ranger: LVL 9; HP 37; AC 19 (chainmail, shield); ATK Battleaxe +7 (1d8) or shortbow +9 (100'/1d6); MV 30; SV 13; S11 I13 W14 D17 Cn15 Ch10; AL CG; XP 900; SA—Handle animal, hear noise, move silently, set snares, survival, tracking, surprised (1 in 6), +4 damage vs. Chaotic humanoids and giants, favored enemy-dragons, free movement, druid spells (5/2); Gear—*Helm of underwater action*.



### 6629. Diseased Aranea | Monster

Scattered around a forest clearing centered around a stone monument so weathered that it is little more than a lump are three aranea and their seven varj bodyguards. The group composed a raiding party that recently hit Mombe's trading post [6627], stealing his promised bride and her dowry (500 sp, 90 ep, 30 gp, a large emerald, a signet ring carved from bone and set with tiny carnelians and a scroll of *wall of wind*).

Little did the arachnoid robbers know that the bride was a carrier of *scrofula*. Only now have people at the trading post started to fall ill, and the kidnappers are themselves now showing signs of the disease.

Treasure: 5400 cp, 1200 sp

Aranea, Medium Monster: HD 3; AC 13; ATK Bite (1d6 + Poison II); MV 60 (C20); SV 15; AL CN; XP 900; SA—Magic use (MU2), shapeshift, web 6/day.

Varj, Large Monster: HD 5; AC 16; ATK 2 claws (1d6), bite (1d4 + 1 acid) and axe (1d8); MV 30 (B10, C30); SV 14; AL CE; XP 500; SA—Resistance to acid, immune to mind effects, acid belch.

### 6644. Ilalaafia | Monster

There is a large clearing here paved with white stones. In the middle of this paved area there is a 5' diameter well. The water in the well is 40' below the surface. There is no obvious way to draw water from the well, but if a precious stone is dropped into the well, the ground shakes and the paving stones drop, turning into a spiral staircase. Anyone next to the well must make a saving throw to avoid falling down the rapidly expanding stairs and suffering 4d6 points of damage.

At the bottom of the stairs is a magnificent palace carved from what were once natural limestone caves. The corridors and chambers are lit entirely by large, lazy fireflies. The architecture of the palace is graceful and marked with patches of luminous moss cultivated in geometric patterns, statues of elves cast in dramatic poses of rage and despair, and furniture seemingly made of amber, but on closer inspection carved entirely from blocks of wax.

The palace has many rooms. The more remarkable include:

- A treasure room piled high with 59,250 cp, 16,310 sp and 210 gp and guarded by a captive djinn.
- A throne room that contains an ebony throne, the back being set with nine medium opals and an oval piece of jade. The throne is flanked by two jade columns, 3' tall and carved to look like squirming frogs. Above the throne is an alabaster frieze depicting a dragon.

- A conservatory containing an elven harp and two cages carved from a white wood and containing two large, chirping frogs colored pale blue.

- A garden containing a crystal vase and ironwood urn and great bunches of mushrooms as well as a weird, night-blooming orchid (worth 25 gp, if one could move it).

- A geothermally heated sauna attended by *mage hands*. The tile mosaics depict the unseelie court in all its licentiousness.

Twenty pairs of *mage hands* have been conjured to serve the palace's owner, Misama, a fairy queen, and her guests. In fact, they assume that the adventurers are guests. They brush their clothes, bring comfortable chairs that sag under their weight (if they weigh more than 60 pounds), serve them delicate viands (toadstools soaked in absinthe, puffed pastries stuffed with a mélange of worm, crispy beetles drizzled with honey) and glasses of spun glass filled with absinthe (highly intoxicating, saving throw at -4 with each glass to avoid becoming drunk, two failed saves indicating *confusion*).

Living beneath this palace are the subjects of the queen, a pack of seven trolls and a clan of 21 duergar. The duergar dress in ash-grey robes, but can quickly don shirts of mail, bucklers and thin-bladed swords tipped with a sleeping poison. The trolls wear beaded loincloths and their skin is decorated with dots of scar tissue in the shape of bursting stars.

The duergars stalk visitors and eventually, if they are not accompanied by their queen, inquire as to her whereabouts. If they find out about her demise [6742] they break out in raucous celebration and then fall upon the adventurers, summoning an earth elemental to help if absolutely necessary. If defeat seems imminent, the duergar and trolls scurry back through secret doors into the steamy, fungal caverns they call home and prepare a final defense.

The leader of the duergar wears +1 *leather armor* and a platinum stud in his nose. He carries a *horn of evil*, as he is Misama's master of the hunt. His two lieutenants wear gold studs in their noses.

### 6716. Lead Mine | Monster

There is a surface lead mine here operated by a tribe of 350 kobolds. They built the trail in [6716-6720] and are the main competition in the area for the humans in [6721]. They stage frequent raids on that village, burrowing under the walls at night to pillage and burn and kidnap women and children that they then put to work in the mines, an experience which slowly turns them into kobold themselves.

Besides the rank-and-file warriors, the tribe also includes 15 sub-chiefs, each with maximum hit points. The tribal leader-

ship is by pack of seven wereweasels via a kobold witchdoctor called Murk. The wereweasels are commanded by Ingebe and his mate Josa. Ingebe has a *pale blue rhomboid ioun stone*. Besides the kobolds, they also command a pack of 12 giant weasels that accompany the kobolds on all their raids and have proven quite deadly to the humans.

Treasure: 13,900 cp, 1,700 sp, 1,250 ep, 40 gp, small banded agate, small moonstone, small tiger eye, medium opal and medium moonstone.

Kobold, Tiny Humanoid: HD 1/2; AC 11; ATK Spear (1d6); MV 20; SV 17; AL CE; XP 25; SA—None.

Wereweasel, Small Monster: HD 3; AC 15 [Silver]; ATK 2 claws (1d3), bite (1d4 + blood drain); MV 20 or 30; SV 15; AL CE; XP 300; SA—Lycanthropy.

Murk, Tiny Humanoid: HD 4; AC 11; ATK Spear (1d6); MV 20; SV 15; AL CE; XP 400; SA—Magic use (C3, MU3).

## 6720. Manor of Garod | Stronghold

### STATISTICS

**Type** Fighter's Castle

**Garrison** 80 men-at-arms

**Villagers** 640

**Race** Human

**Alignment** Neutral (N)

Garod, a warlord of Zinj, has established a manorial village here deep in the jungle. An adventurer by trade, he aims to clear a small barony for himself. His village is surrounded by an earthen wall 30' tall and 60' wide. Into this wall, hundreds of wooden posts have been fixed, providing a stable firing platform for archers. A tunnel, closed by an iron gate on either end, provides entrance to the village proper.

The village within consists of a dozen simple huts and a wooden longhouse that connects to the beginnings of a brick tower 30' in diameter. At the moment, the tower is a mere 5' to 8' tall. Among the villagers are a mason, a blacksmith and an armorer. Garod's men-at-arms are longbowmen in leather armor with short swords.

Garod, Human Fighter: LVL 12; HP 46; AC 17 (chainmail, shield); ATK 1+ +2 *footman's mace* +14 (1d6+4); MV 30; SV 11; S16 I8 W9 D9 Cn12 Ch7; AL N; XP 1200; SA—Riding, leadership, dominate, green dragon mount; Gear—*Robe of useful items*.

## 6725. Titanic Gardens | Monster

Terraced gardens run the length of a canyon in this hex. The floor of the canyon is sandy. The garden flowers are magenta and cerulean, pale green and brazen gold. Water flows from

terrace to terrace and then disappears into the sandy floor of the canyon. The place is wonderfully peaceful, provided the twin titans Nim and Min do not notice adventurers walking through it. Nim, the male twin, and his sister Min are absolutely contrary to one another. If one welcomes the adventurers, the other will become hostile, and vice versa.

Treasure: 2900 cp, 12,300 gp

Titan, Huge Outsider: HD 21; AC 20 [+1]; ATK 2 slams (1d12) or spear (3d12); MV 40; SV 7; AL CN; XP 10500; SA—MR 60%, Magic use (C7, MU7), immune to mind effects; SP—Confusion •••, ego whip •••, mind thrust •••, psychic crush •

## 6735. Caves of Mercurii | Wonder

Limestone caves in this hex have a small opening, not easily noted (treat it as finding a secret door). Once inside the caves, you find a narrow tunnel that twists downward for about 50'. It ends in a sharp 30' drop into a largish cavern 40' in diameter. The cavern produces a booming echo. On one wall there is a circle traced out in silvery glyphs. With the proper command phrase ("Harken, messenger of the gods, I beseech thee."), this becomes a portal to the planet Mercurii.

## 6743. Fairy Queen | Monster

Amidst the towering trees you discover a wrecked sedan chair. The main structure of the object is composed of crystal and is shaped like a sphere. It is (or was) held aloft by two stout poles made of ironwood. They look as though they were doused in acid. The entire wooden support system has come loose from the sphere. Inside the sphere, you see a female humanoid form, quite beautiful and of elven features. She appears to be asleep but is actually in *temporal stasis*. Two dead trolls lie near the wreck. Crouching in the underbrush are two young green dragons, both eager to get to the passenger, but unable to break the magical locks on the carriage.

The woman inside the carriage is a haughty fairy queen called Misama. She rules a subterranean kingdom [6643]. While out on a jaunt with her troll servants, she was ambushed by the dragons. The dragons were sent by courtiers who would be rid of their queen. Misama's skin is the color of obsidian. She has wide, full lips and large, topaz eyes. She is dressed in gossamer robes, a wrap of panther fur with several pearls sewn into it and adorned with an ebony ring, silver toe ring, a silver ankle chain and a belt made of a silver chain with an ivory clasp. She also has a +3 *dagger*, a terracotta scepter painted with grinning gorgons, *potion of hill giant strength* and a purse of 15 pp.

Misama the Fairy Queen, Medium Fey: HD 8 (33 hp); AC 21; ATK +3 dagger (1d4+3); MV 40; SV 13; AL N; XP 8000; SA—MR 85%, curse, summon 2d6 pixies; SP—At will—*change self*, *comprehend languages*, *invisibility II*, *mage armor*, *prestidigitation*, *undetected alignment*;

3/day—animal growth, dimension door, freedom of movement, friends, geas, mirage arcana, plant growth, programmed illusion, word of recall.

#### **6806. Wineskins | Wonder**

Seven full skins of wine hang from a drooping acacia tree, with signs of violence all about. The wine has turned a bit sour in the heat, but is still drinkable.

#### **6810. Axe of Power | Wonder**

An ancient axe of lizard king manufacture is half-buried in the ground here. The axe head is made of obsidian and the haft of a strange reddish wood that shows no sign of rot. Pulling the axe from the ground reveals that a skeletal hand is still attached. If removed, the hand animates as a crawling claw and does its best to retrieve the axe. The axe is only valuable to a collector of antiquities.

Crawling Claw, Tiny Undead: HD 1/2; AC 15; ATK Strangle (1d3 + constrict); MV 20; SV 17; AL N; XP 50; SA—None.

#### **6816. The Ipaniyan | Monster**

The Ipaniyan (Headsmen) are a group of mystics that know the secret of preserving a person's soul inside their disembodied head. They wield scythes, which they use to take heads, and then use these heads to power their magic. Without the heads, they cannot cast spells. As the heads are used, they shrivel until there is virtually nothing left, at which point they are cast aside or kept as mementos.

In this hex, the headsmen have their secret meeting place, an underground cavern through which flows a freezing subterranean river. The cavern is located within a larger cave complex. The entrance is blocked by a large stone slab which is *wizard locked* into place. The slab is engraved with claw marks which are actually secret glyphs known to the headsmen. Similar marks, worn as scars, identify the members.

Within the meeting place are sixteen teak thrones draped in panther skins. The society's talking stick, a silver rod, rests on one of the thrones. Behind each throne there is a brass brazier, and in the shadows there are supplies of dried foodstuffs, coals for the braziers and such. When the members meet, they wear panther skin cloaks and cowls and carry long silver daggers with black rubies on the pommels.

Meetings are rare among the Headsmen, who are chaotic and thus have little trust for one another. They are bound by mystic vows to teach their secrets to any who have slain a member. When a Headsmen dies of natural causes, he or she is not replaced, so while there are sixteen thrones in the meeting cave, there are only thirteen active members, three of which are over 70 years old and probably not long for the world.

#### **6827. Phantasmal Trap | Wonder**

Phantasmal scenery keeps the adventurers traveling in circles in this hex forever if they aren't clever enough to discover their peril. Everyone but rangers saves vs. the illusion at a -5 penalty. During each day that they are trapped, at noon, they find a terracotta statue of a savage gnome wearing robes and carrying a staff tipped by a skull. The statue is facing the opposite direction which the party must travel to escape the illusion. The statue is easily damaged, but once destroyed offers no clue to escape. Eventually, the trapped adventurers must succumb to hunger, thirst, monster encounters or madness.

#### **6829. Bull Elephants | Monster**

This hex is the territory of a gang of three bull elephants. There is only a 1 in 6 chance that travelers manage to avoid an encounter with them.

Elephant, Huge Animal: HD 11; AC 15; ATK Slam (2d8), 2 stamps (2d6) or gore (2d10); MV 40; SV 11; AL N; XP 1100; SA—None.

#### **6840. Sisters of the Precious Earth | Wonder**

Hot springs in this hex surround a small limestone hill. The arare have carved an image of a Rubenesque goddess into the side of the side of the hill, along with a dozen small caves that house a sisterhood of druids. Visitors are allowed to bathe in the springs, which are medicinal (heal 1d4 points of damage or grant a new saving throw against disease at +2) by making a donation of precious stones to the sisterhood.

The sisters have a small treasure trove hidden in a secret compartment behind one of their cells. It consists of a leather sack of gemstones (small amethyst, small opal, medium lapis lazuli, medium sapphire, medium opal, large garnet and large tourmaline), a gold armband set with carnelians and an hourglass carved from magnetite. If hard-pressed, an avatar of their goddess appears in the idol's place and fights for the sisters.

Avatar, Large Outsider: HD 16; AC 17; ATK Stone slap (4d6); MV 20; SV 9; AL N; XP 1600; SA—Magic use (D7), control water at will, earthquake 1/day.

#### **6846. Stone Stomach | Wonder**

A large illusory topaz is embedded in the trunk of a tree. If removed, the tree disappears, leaving a hole in the ground. If the hole is entered, one finds themselves in a dusty little tomb.

The walls of the tomb are made of solid stone and they are cracked and worn in places. There appears to have once been paint on the walls, but only vestiges of it now remain. Corpses in various stages of decay litter the floor. One can find evidence of scratches on the walls. After arriving in the place,

swarms of small beetles begin to pour from the walls (as *summon swarm* spell), attacking everything in the tomb.

As the beetles touch the skin, they vomit acid (i.e. they inflict acid damage). They are, in effect, this weird living tomb's stomach acid. Escape seems impossible, for after entering the hole the tree that covered the place re-appears blocking the exit and clogging the escape with vines. The secret of escape is fire. Inflicting at least 50 points of damage with fire (to the vines, beetles or walls) causes the tomb to quake and vomit forth its contents into the jungle beyond.

Beetle Swarm, Tiny Vermin: HD 3; AC 18; ATK Swarm (1d6 + 1d6 acid + Poison III); MV 20 (C20); SV 15; AL N; XP 300; SA—None.

### 6907. Mechanical Man-Eaters | Monster

A clan of 10 mechanical men dwells here. The automatons are made of bronze and wood and decorated with golden studs and strings of jade beads. They are warlike folk, hunting animals so they can craft things from their bones and hides and render their fat into grease for their joints.

The mechanical men wield hooked spears and nets. The hooks on their spears grant a +2 bonus to trip attacks in their hands.

The lair consists of a dozen mud-brick huts surrounding a shallow stone pit. The pit is filled with naturally boiling water, and the mechanical men use it to render fat, skimming it from the top with large, wooden ladles.

One of the huts contains an idol of "The Maker", a piece of basalt carved to look vaguely humanoid with a single eye made of a polished lens of rock crystal.

Mechanical Man, Medium Construct: HD 1+1; AC 16; ATK Fists (1d4) or hooked spear (1d6+2) and net (entangle); MV 30; SV 16; AL N; XP 100; SA—Immune to disease and poison, resistance to electricity.

### 6909. Fizit | Town

#### DEMOGRAPHICS

**Population** 3,830 (urban), 30,640 (rural)

**Race** Human

**Religion** Agwé, god of fishermen (CG)

**Alignment** Neutral (N)

Fizit is a walled town of Ebe tribesmen on the Ebe River. The Fizits hunt in the jungle and fish in the river, and grow yams and other crops along the river banks. The people avoid the badlands to the north, but welcome the few Ophirian camel caravans that come through Fizit on the way to Zinj.

Fizits wear little clothing, preferring instead to bead their hair and paint their faces and bodies for decoration. Warriors prac-

tice ritual scarification, with different scars denoting their advancement through different warrior brotherhoods. They carry metal bucklers and sometimes don chainmail shirts, but only the elite warriors and only for battle. Fizit's army consists of 136 warriors and 24 elites. The town is patrolled by 85 guardsmen, denoted by blue cloaks embroidered with beads in crisscrossing geometric patterns.

Years of occupation by the Zebrideans and centuries of warfare between the Carnelian and Wyvern Coasts have left the Fizits xenophobic in the extreme. Camel caravans are permitted to camp outside their town walls, but the caravaneers are not permitted to enter the town or interact with the people. The king's factors are alone allowed to trade or even speak with outsiders; the citizenry do not speak a word and they avert their eyes and change their path when presented with foreigners, especially adventurers.

King Zambibi rules Fizit with a combination of charisma (he has a score of 18) and an iron fist. The king is a short man and lanky. He is usually found wearing a kilt of leopard skin, a headdress of cassowary feathers, a beaded cloak and *winged sandals*. Zambibi has three brides, all three accomplished sages and healers (as is the tradition in Fizit).

### 6914. Buzz | Monster

Giant mosquitos infest this area. Characters passing through are harried by 1d6+1 of the beasts per hour.





#### 6917. Rainbow Canyon | Wonder

A canyon in this hex holds the Alangba River. Here, it is fed by seven waterfalls, filling the canyon with mist and rainbows. In this damp jungle swamp dwell hundreds of wise frog men with rainbow hides. Although wise, they are also slightly mad. The frog men know many secrets, and might pass them along to those who venture here and dance with them. The dancing of the frog men can weave any cleric, druid or magic-user spell. After one hour of dancing, roll 1d10. If the roll is higher than the level of the spell, the dance works but leaves everyone

involved, including the frog men, exhausted emotionally and physically (1d6 Wisdom and Constitution damage).

The frog men can use *prismatic sphere* once per day on themselves when they are attacked.

#### 6925. Ancient Bone Pit | Monster

In the middle of this hex there is a limestone cave with a gaping opening. The part of the interior that receives sunlight is covered with vines and underbrush. Further in there is a shallow pond surrounded by growths of fungi and inhabited by tiny glowing fish of purple, orange and red.

Beyond this area is a narrow tunnel that leads down to a vault lined with flowstone and other mineral oddities with a gaping sinkhole in the middle. The walls of this cave are decorated with simple drawings and the sinkhole is filled with humanoid bones, most of them now fossilized.

From the lip of the sinkhole one can spy shiny objects mixed in with the bones, mostly amulets carved from flint and limestone, a few flint spear- and axe-heads and maybe a dozen armbands made of electrum. In total, these treasures would fetch 1d6 x 100 gp from an interested sage. One of the axe-heads, however, is actually magical, and if attached to a haft would act as a +1 *hand axe*, +3 *vs. reptilians*. Violating the bones draws the attention of the guardians of this burial ground, 20 fossilized Neanderthal skeletons.

Neanderthal, Medium Humanoid: HD 2; AC 14; ATK Spear (1d8); MV 30; SV 16; AL N; XP 100; SA—None.

#### 6923. Ruined Lizard City | Dungeon

Interrupting this expanse of jungle are a number of ruined stone structures from the time of the ancient lizard kings. No structure amounts to more than a wall, terrace, foundation or portion of paved road. Much of the stone-work that has survived the encroachment of the jungle is highly decorated. One might even spy a skeleton now and again, maybe wearing a bit of bronze armor, an obsidian or bronze axe- or spearhead buried nearby. An observer can tell that the skeletons belong to both lizardmen and elves, and that their presence probably explains the destruction of the once great city-state.

While no surface ruins have survived intact, the city-state's subterranean ruins are still complete and inhabited. The city-state had a large, sprawling sewer system that has survived the centuries. A multitude of secret passages in the system leads to subterranean cellars, crypts and catacombs. This network is inhabited by the troglodytes and blatherskites, both degenerate species of lizardmen. These different factions are highly territorial and aggressive. Other inhabitants of the sprawling underworld include giant rats, ratlings, a large yel-

low musk creeper and its zombies, mushroom men, slimes, oozes and other fungi.

#### 6938. Dying Palace | Wonder

A steep-sided valley in this hex holds a palace of orange stone that is slowly turning into dust. Amber sand pours from the windows and doors in little streams. The dust that is kicked into the air and inhaled brings people memories of the elder days, when a king and queen and their children treated their happy people well until the place was conquered by the hobgoblins. The hobgoblins set all to the torch and the queen and her family turned into statues from the heartbreak of the king's death in battle.

The people are all gone now, but crystalline skulls can be found in the dust. If they are properly buried, the decay of the palace stops and the valley can bloom again with sweet grasses and berry bushes.

#### 7009. Meteor Strike | Monster

This hex holds a crater almost 600' in diameter and 900' deep. It is still smoking, and one can find scattered around it glass globules of a kind that are favored by magic-users when they are crafting crystal balls. The meteor in the center is buried 60' below the surface and can provide 150 lb of meteoric iron to anyone who can get to it. The crater occupies the place where a large warren of kobolds once dwelled. A few of their restless and angry spirits now haunt the area as parasitic spectres.

Spectre, Tiny Undead (Incorporeal): HD 7; AC 18 [Silver]; ATK Strike (1d8 + 2 level drain); MV 40 (F70); SV 13; AL LE; XP 2100; SA—Powerless in sunlight, those killed rise as spectres in 1d4 rounds.

#### 7016. Dodecahedron of Doom | Wonder

About 50' below the ground in this hex there is a small, hive-like dungeon. The dungeon has no physical entrance, so it can only be visited using teleportation.

The dungeon has two "levels". The outer level is a series of interconnected rooms, each one a perfect cube, though varying in size. The cubic rooms are connected by narrow passages that are lined with alabaster panels etched with prayers written in geometric hieroglyphs.

In each of these cubes resides a humanoid pilgrim, usually a high level cleric of law who has discovered clues to the existence of the hive by their explorations into hidden realities. For though the hive is a physical construct, it is also a philosophical construct that touches the vortices between realities. Each of the pilgrims lives a life of contemplation, supplication to the divine and communication with those brothers whose own cells connect with his. The clerics produce their own food and water and seek to make their rituals and prayers ever more

elaborate and deep in their symbolic meaning to attract the attention of "the master".

The inner level is shaped like a dodecahedron (i.e. d12). Summoned into reality from beyond, a dodecahedroid called Verex has taken residence in this monastery of Order. Surrounding his inner sanctum are a maze of hallways and pyramidal chambers containing polyhedroid guards, sainted pilgrims and cunning traps of logic.

In his inner sanctum, Verex plots a means to return to his home in the Nth dimension, for our reality is uncomfortable and wearying. The adoration of the pilgrims and the structure of his monastery are designed to siphon divine will into his inner chamber, which he can ultimately use to return home. He can also use this divine will to increase his spell abilities, making them doubly effective or making it possible to cast two spells at once.

Verex's chamber contains a platinum dodecahedron 1' in diameter that stores divine will. It allows clerics to store up to 12 levels of spells and to retrieve them at will. Verex's only other treasures are his +3 *mithral scale armor* (which few creatures but him can wear) and his chest plate, which acts as a holy symbol of Order (LN) and can with concentration be used by a cleric to *dispel evil*.

Verex, Large Outsider: HD 12 (52 hp); AC 21 [+2]; ATK 10 tentacles (2d6 + constrict); MV 90 (F270); SV 11; AL LN; XP 3600; SA—MR 20%, telepathy 1000', immunity (enchantment, illusion, surprise), resistance (acid, cold, electricity, fire, sonic), cast three spells per day; SP—Command I, detect invisibility (always active), detect lies (always active), detect magic, dimension door •••, dispel magic •, ESP, force cage •, forceful hand •, interposing hand •, levitate, mage hand, magic missile •••, protection from evil (always active), shield •••, telekinesis, teleport •, wall of force •••

#### 7018. Three Goats Glorious | Wonder

Three she-goats, elder, younger and kid, survey the landscape from a mountain. The gift of a kind word and a scratch on the chin turns them back into white witches of Oya. The priestesses were cursed by a hag decades ago, and have existed as goats since then. Meanwhile, the mountain hags occupied the cave shrine of Oya once guarded by the white witches.

Helping the white witches retake and re-sanctify the shrine makes them friends for life, and guarantees 18 spell levels-worth of free spellcasting in return.

Mountain Hag, Large Monster: HD 7; AC 15; ATK 2 claws (1d6 + rend), bite (1d8); MV 30 (C20); SV 13; AL CE; XP 2100; SA—MR 15%, resistance to cold, surprise (3 in 6), levitate.

White Witch of Oya, Medium Humanoid: HD 3; AC 10; ATK Staff (1d4); MV 30; SV 15; AL NG; XP 300; SA—Magic use (C3).

### 7031. Crocodile Grove | Monster

There is a grove of kanchindu trees (i.e. cycads) in this hex. They look something like palm trees with 4' to 5' long fern-like leaves. When reproducing, the trees form a large cone in the center which eventually falls apart to release the seeds.

The locals sometimes turn the seeds into flour, which is a dangerous undertaking for if they are not properly prepared the seeds cause permanent madness. They also harvest the trees for medicinal uses. Certain clerics consider them holy and use the leaves for sprinkling holy water.

The grove is home to 15 primitive terrestrial crocodiles that have legs not unlike those of wolves and thus are quite fast.

Crocodylian, Large Animal: HD 3; AC 15; ATK Bite (2d4); MV 40; SV 15; AL N; XP 150; SA—None.

### 7102. The Scaled Scaling Scales | Monster

A scaly ettin is skinning a giant lizard in this hex. The ettin is using a basalt knife to separate the skin from the meat, with one head sucking its teeth and making snide comments out of the side of his mouth about the job his fellow is doing, all while the other head scowls and cocks an angry eye at the other. The ettin is doing the work amid several creosote bushes.

The ettin's cave lair is located on the rise about 30' above where the ettin is working. From the cave one can see a water-ing hole to the south visited by the local animal life.

Treasure: 4800 cp, 5500 sp, 2000 gp, *scroll of fireball*, 2 small lapis lazuli and a small aquamarine.

Ettin, Large Giant: HD 10; AC 18; ATK 2 clubs (1d10) or javelin (1d8); MV 30; SV 12; AL CE; XP 1000; SA—Surprised (1 in 6).

### 7112. Konoyo's Stronghold | Stronghold

#### STATISTICS

**Type** Thief's Hideout

**Inhabitants** Men-at-arms (20), villagers (176 + armorer)

**Race** Human

**Religion** Eshu, god of chaos (CE)

**Alignment** Chaos (NE)

Konoyo, master tomb robber of the Carnelian Coast, has built a stronghold here. The stronghold is built of adobe. It features four stout, square towers and walls 20' in height. Within the walls there is a manor constructed of exotic woods. The manor has two stories and several rooms including a chapel dedicated to Anansi, the spider god of tricksters and an underground vault and dungeon guarded by a myriad of cunning traps. Cooking is done in the courtyard, which contains a pen for

goats, a medicinal garden and a kitchen garden. Surrounding the castle are huts and fields of yams, beans, millet and sorghum, as well as an expansive grove of date palms from which the villagers produce jugs of sweet palm wine.

The village is populated by 176 peasants and is overseen by Yima, a cleric of Anansi. Konoyo employs 20 men-at-arms, two sergeants and an armorer to maintain their equipment. His little army is commanded by Untalu. Konoyo's soldiers wear leather armor and carry shields, spears and crossbows.

Konoyo's stronghold is connected to the village of Okeso [7113] by a brick road. He and the villagers are on good terms and he is unaware of their unhappy fate.

Konoyo's home and vault contains 10,000 cp, 2,600 sp, 1,800 ep, 135 gp and 16 pp, 2 small sapphires, medium agate, 2 medium moonstones, 2 medium fire opals, a set of fine porcelain dishes, a gold choker, a gold orb and a silver goblet cast in the shape of a laughing man.

Konoyo has spent most of his acquired treasures to build his little stronghold, so he is now eager to fill his coffers. He is also interested in sending a band of adventurers to investigate the smoking crater in [7012].

Untalu, Human Fighter: LVL 5; HP 33; AC 17 (chainmail, shield); ATK +1 *morningstar* +9 (1d4+4); MV 30; SV 15; S18 I7 W12 D9 Cn15 Ch11; AL N; XP 500; SA—Riding, leadership, dominate, giant chameleon mount; Gear—*Oil of protection from arrows*.

Yima, Human Cleric: LVL 3; HP 7; AC 16 (chainmail, shield); ATK Footman's mace +1 (1d6); MV 30; SV 15; S10 I9 W13 D8 Cn12 Ch9; AL CG; XP 300; SA—Conversion, healing, turn undead, spells per day (4/1); Gear—*Feather token*.

Konoyo, Human Thief: LVL 9; HP 25; AC 13 (leather); ATK Short sword +6 (1d6+1); MV 30; SV 14; S13 I7 W10 D13 Cn9 Ch8; AL N; XP 900; SA—Climb walls, find/remove traps, hear noise, hide in shadows, move silently, open locks, pick pockets, read languages, backstab +3d6, caper; Gear—Thieves' tools, *scroll of protection from demons*, *sandals of speed*.

### 7125. Haunted Spring | Monster

A spring in this hex is haunted by the ghost of an ancient lizard king's daughter who was drowned by a jealous rival over 200 years ago. Anyone who bathes in or drinks from the spring is approached or attacked by the ghost (roll normal reaction check to discover which). The ghost is not communicative, but tries to convince the adventurers to flee. The golden pectoral that was worn by the lizard woman when she was strangled fell into a crevice just under the water.

### 7139. Copper Mine | Monster

Amid a tangle of vines and magnolias, a clan of 85 arare has established a copper mine. They have sunk six large pits into the ground. The mine produces 10 lb of refined copper per week (1,000 cp). The arare sell the copper ore (which they do not refine themselves) to yumbo merchants, who in turn trade it to human traders from Zinj.

The clan's 50 warriors have spears, short bows and shields. The clan's chief is Skargo and their sub-chief is Jorik. They keeps four giant spiders as guard animals.

Treasure: 310 sp, 27 ep and 2 gp and a silver idol of Ogun.

Arare, Small Humanoid: HD 1; AC 14 (leather, shield); ATK Axe (1d6) or bite (1d3); MV 20; SV 16, 13 vs. magic and poison; AL N; XP 50; SA—Dwarf abilities.

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

Jorik, Arare Fighter: LVL 4; HP 25; AC 18 (banded, shield); ATK Falchion +6 (1d6+3); MV 30; SV 15; S16 I8 W9 D12 Cn13 Ch7; AL N; XP 400; SA—Dwarf traits, riding, leadership, dominate, giant spider mount; Gear—Banded armor made from horn.

Giant Ram, Large Animal: HD 4; AC 14; ATK Butt (2d6); MV 40; SV 15; AL N; XP 200; SA—None.

Skargo, Arare Cleric/Fighter: LVL 5; HP 41; AC 19 (platemail, shield); ATK Footman's mace +6 (1d6+1); MV 30; SV 15; S14 I15 W16 D10 Cn17 Ch11; AL CG; XP 500; SA—Arare traits, riding, leadership, dominate, giant ram mount, turn undead, spells per day (5/3/1); Gear—Iron band (holy symbol), *scroll of protection from dragons*, *potion of heal* in a glass phial etched with holy symbols (shimmers, gives off faint light and heat, smells of mint but tastes like ammonia).

### 7210. Lake Ziri | Wonder

Lake Ziri is a shallow body of fresh water. The water has a yellowish cast and seems to be covered by a thin, oily sheen. The banks of the lake are thick with tall water lilies that quiver, along with the lake's surface, to an unheard rhythmic beat. The lake and its entire hex are cursed with *silence*, as the spell, that cannot be broken by anything less than a demon prince or demi-god. The lake is inhabited by water cobras, giant frogs and blue-eyed cranes with hooked beaks. The shores of the lake are inhabited by a race of lotus eaters, gaunt humans with brown skin, long fingernails and lifeless eyes. The lotus eaters are neither hostile nor friendly, and they have no possessions.

### 7213. Kofo's Roadhouse | Stronghold

A roadhouse owned by Kofo, an old soldier, is located on a bridge that crosses the Ebe River here. Kofo's house is surrounded by a wall of adobe bricks. The wall surrounds a courtyard garden and a large single-story brick building with a

roof of palm fronds. The building consists of a common room furnished with reed mats, dented bronze lanterns and two large barrels, one of them containing mead and the other palm wine. The drinks are ladled from the barrels into wooden cups carved to resemble human heads. Bread and stew is cooked in a brick oven in the courtyard.

The roadhouse has eight small rooms (6' x 6') for rent at the cost of 1 gp a night. The rooms have a single door that opens to the outside of the building. Kofo has a wife named Imali and two teen daughters named Ami and Ufa who work at the roadhouse. The brick road runs between the village of Okeso [7313] and the stronghold of Konofo [7112].

Kofo, Human Fighter: LVL 3; HP 11; AC 22 (+5 *chainmail*, shield); ATK Spear +5 (1d8+2); MV 30; SV 16; S16 I11 W13 D12 Cn13 Ch11; AL N; XP 300; SA—Riding, leadership, dominate; Gear—None.

### 7238. Aganju Ìtẹ | Monster

Aganju Ìtẹ, "Aganju's Throne", is an active volcano in the Oloro Mountains with extensive subterranean caves. These caves are thick with a bioactive slime that has been used by the chaos hags of the caverns to make all manner of hybrid monsters, including the weird man-horses used as steeds by the nearby hobgoblin tribe [7437]. The chaos hags have also created such monstrosities as wasp-monkeys, jellyphants and troll-nymphs, all of which are found in the mountain valleys and in the subterranean caves.

The hags dwell on an obsidian island in a bubbling lake they call "The Cooking Pot". A thin layer of the slime floats on the surface of the lake, forming hissing foam. Creatures are secured to one another with chains and dipped into the lake for extended periods of time. The pain is terrible, but the result is always hybridization.

The hags have recently come into possession of numerous giant centipedes, and they have made a deal with the King Nzango of Zahir [6543] to deliver a small army of soldiers into their hands for hybridization with the centipedes. In return, the hags have promised him a clone of Prince Moday of Zinj. Once this clone has replaced the real prince, it can murder Princess Oyin of Amayuludi on their wedding night, destroying the prospective alliance between Zinj and Amayuludi.

Wasp-Monkey, Medium Vermin: HD 2; AC 15; ATK Bite (1d4) or sting (1d6 + Poison II); MV 30 (C40, F60); SV 16; AL N; XP 200.

Troll-Nymph, Medium Monster: HD 6+1 [regenerate-acid, fire]; AC 17; ATK 2 claws (1d6 + rend), bite (1d10); MV 30 (S20); SV 14; AL CN; XP 1800; SA—MR 50%, magic use (D4); SP—dimension door •

Jellyphant, Huge Monster: HD 8; AC 15; ATK Slam (2d6 + 1d4 acid) and 2 stamps (2d4 + 1d4 acid + engulf); MV 30 (C10); SV 13; AL N; XP 800; SA—Engulf.



Chaos Hag, Medium Outsider: HD 8; AC 20 [+1]; ATK 2 claws (1d6), bite (1d8 + Poison II); MV 30 (S20); SV 13; AL CN; XP 2400; SA—MR 55%, immunity (cold, fire, charm, sleep, fear); SP—Confusion •, detect evil/good, detect magic, dimension door •, hold person •, magic missile, protection from evil/good, sleep.

### 7243. Laughing Chevalier | Monster

A woman warrior is camping here by herself. She is a chevalier of Lyonesse, garbed in a surcoat of red and white with a white fleur-de-lis on her breast. She is armored, and bears the weapons of a knight – lance, longsword, horseman’s mace and dagger – but has no horse. She may explain that the jungle was too much for the beast, so she was forced to leave it in Zafir before she began her overland journey to Ende. The chevalier, Lorelei, is carrying the ashes of her dead wife back to Ende for a proper burial in her family crypt. Her wife, Asmili, was a sorceress of that country who died fighting a red dragon. Lorelei misses her terribly, but keeps a stiff upper lip.

Treasure: 8 gp, large opal

Lorelei, Human Chevalier: LVL 8; HP 46; AC 21 (+2 platemail, shield); ATK +1 longsword +8 (1d8+2); MV 30; SV 12; S13 I12 W13 D9 Cn11 Ch17; AL LG; XP 800; SA—Riding, invoke tincture (+1 to reaction checks, 3/day), invoke charge (immune to fear, 2/day), inspire courage; Gear—*Potion of fire resistance*, *rod of cancellation*.

### 7314. Okeso | Village

#### DEMOGRAPHICS

**Population** 390 (urban), 3,120 (rural)

**Army** 24 men-at-arms, 2 sergeants, 1 captain (normally)

**Race** Human (Ebe tribesmen)

**Religion** Oya, goddess of magic (CG)

**Alignment** Neutral (N)

The village of Okeso was once a thriving village of 400 people, but an attack by the gorgon cult has reduced the population to 10 including Lord Umbata. The village is surrounded by an earthen wall 30’ thick and 15’ tall and studded with wooden battlements. The village’s gate, now shattered, is made of wood and bronze. At intervals around the village, baboons are chained to posts to serve as guard animals. Within the walls there are gardens, a marketplace and houses made of adobe brick, including a barracks and a small palace complex, also guarded by chained baboons. Inside and outside the village there are over one hundred statues created by the medusa that destroyed the village. Some are guards rushing to fight, while others are people cowering in horror, etc. A brick road runs north from Okeso into [7311].

Lord Umbata is an illusionist. Though formerly a thoughtful and decent ruler, the attack has left him unhinged. He refuses

to give up the village and lead its inhabitants to a safer place. In fact, Umbata has created dozens of illusions of villagers to fill his shattered domain. He acts against anyone who challenges his authority and will do all within his power to keep visitors from leaving. The village has been stripped of its treasure and its crops and foodstuffs are stolen or burned. Umbata’s *potion of acid restoration* is in an animal skull sealed with gum. It is a thick, orange liquid that tastes like mead.

Treasure: 5600 sp, small aquamarine

Umbata, Human Illusionist: LVL 9; HP 18; AC 10; ATK Dagger +3 (1d4); MV 30; SV 12; S11 I12 W13 D9 Cn11 Ch13; AL CN; XP 900; SA—Alchemy, lore, spells per day (5/4/3/2/1), create scrolls, arcane knowledge (compass, alchemist’s fire, compass, distillation); Gear—Spellbook, *potion of restoration*, *periapt of health*.

Spellbook: 1—Darkness, Hypnotism, Obscuring Mist, Read Magic, Undetectable aura; 2—Blindness, Invisibility, Misdirection, Phantasmal force; 3—Invisibility Sphere, Non-detection, Scare, Suggestion; 4—Seeming, Solid Fog; 5—Shadow Conjunction II

### 7319. The Good King | Dungeon

A massive bas-relief of a king has been carved into the face of a mountain here. The king has a robes covered with vine motifs and a headdress of cassowary feathers. His hands are outstretched and waterfalls pour from them into a pool below.

Animals may drink from the pool safely, but non-animals who taste the water are cursed with mummy rot. At the bottom of the pool there is a secret door that leads into a dungeon.

### 7321. Rainbow | Wonder

Giant white birds appear to make rainbows in the sky here. Finding the rainbow’s end and stepping into it appears to disintegrate a person, but actually transports them to a fey plateau in [7218]. The plateau is composed of pillars of chalky white stone surrounded by thousands of violet lobelias, a veritable carpet of purple. Hidden among these violets is the infamous *Blood Diamond*, a chaos artifact once possessed by the lizard kings of the basin and hidden here by the ancient fey when they won a decisive victory over Lacerta, last emperor of the lizard men.

The tops of the pillars are frozen celestial gargoyles nestled beneath their own wings. A dozen of the monsters surrounds the *Blood Diamond*, and will attack if it is disturbed. The diamond is set in a silver crown that rests atop the head of a nymph that floats in a still pool.

Stepping into the pool, which does not appear to be deep, deposits people several feet beneath the surface of the lake in [7210] 20’ from shore. Reaching the nymph’s head and making contact with the diamond causes the head’s eyes to open up

and activate the nymph's blinding beauty. Actually capturing the diamond activates the gargoyles.

Celestial Gargoyle, Medium Monster: HD 4; AC 15 [+1]; ATK 2 claws (1d4), bite (1d6), horns (1d6); MV 20 (F40); SV 15; AL LG; XP 1200; SA—MR 10%, resistance to electricity, freeze (surprise 3 in 6), +2 to hit and damage against Chaotic creatures.

**The Blood Diamond:** When this diamond is bathed in blood, it sends a pounding through the hearts of all sentient creatures within 1 mile. As the pounding rises in their ears, they become enraged and run amuck, attacking anything in sight except the holder of the *Blood Diamond*. The rage lasts for 13 hours, and during each hour the holder of the diamond can attempt to force all those under its domination to obey her commands by rolling 1d20 under their own Charisma score. All creatures under the effects of the diamond can attack twice per round. They cannot cast spells or use any special abilities that require concentration or thought.

#### 7327. Lost Idol | Wonder

A tarnished silver idol depicting a dancing deity with three arms and three legs holding ostrich feathers lies in the underbrush. A secret compartment holds a *ring of feather falling*.

#### 7335. Beehive | Monster

This hex holds an underground hive of giant bumblebees. The hive is home to eleven bees and their combative queen. Within the hive is honey and bee-bread, and there is a 1 in 6 chance of the presence of royal jelly. The royal jelly is the equivalent of 1d4+1 *potions of healing + remove disease*.

Giant Bee, Medium Vermin: HD 4; AC 14; ATK Sting (1d4 + Poison III); MV 30 (F80); SV 15; AL N; XP 400; SA—None.

#### 7337. Agate Eye | Wonder

There is a 1 in 6 chance the party comes across a large white agate lodged in the eye socket of a human skull. A giant centipede is curled near the skull. It bites at anything that disturbs its sleeping place.

Giant Centipede, Tiny Vermin: HD 1/2; AC 11; ATK Bite (1 + Poison II); MV 50; SV 17; AL N; XP 50; SA—None.

#### 7343. Jade Sculpture | Wonder

A jade sculpture of a tall woman with serpentine hair stands atop a secret trapdoor that leads down to the secret tunnels that crisscross under the jungles of the coast. The tunnels are used by the gorgon cult to sneak about and surprise people. Travel through the tunnels is slow work, for one must hunch over or crawl and they are maze-like in their complexity, with many dead ends. One can navigate through the jungle of Cush on this map using the tunnels, but they only have a 2 in 6

chance of making progress each day. Encounters should be rolled using the following table:

D6	Monster
1	Giant Rat (3d6)
2	Centipede Swarm (2d6)
3	Giant Fire Beetle (2d6)
4	Berserker (1d8)
5	Ghoul (1d6)
6	Brown Mold (1)
7	Grimlock (1d4)
8	Grey Ooze (1)

#### 7404. Temper Tantrum | Monster

This hex holds numerous natural rock chimneys. They are of a red stone streaked with pink. Adventurers will see at least one of them collapse from afar, sending up clouds of red dust. The culprit is an atomic juggernaut, stomping and storming after she was bitten by an asp. She will take her anger out on anyone foolish enough to approach her.

Atomic Juggernaut, Large Monster: HD 10 [Regenerate]; AC 18; ATK 2 fists (2d6); MV 40 (Leap 120); SV 12; AL N; XP 5000; SA—Immune to disease, resistance to acid, cold, electricity, fire and sonic, clap (*sound burst* spell), *stomp* (as spell, once per 4 rounds).

#### 7414. Monument Tomb | Wonder

A strange monument stands here in the middle of the jungle. It is a circular tower 30' tall, the top covered in wooden spikes that jut from the walls the rest composed of stone. The tower has no windows or doors. The top is 15' in diameter and flat.

At first glance, the tower appears to be empty, but anyone stepping a few feet toward the center pierces an illusion and sees the body of Domefe, master thief, lying in state surrounded by treasures. The body is wrapped in linens and covered with a leopard skin. It is guarded by six iron cobras. On the body or surrounding it are the following treasures: 8,750 cp, 760 sp, 120 ep, 135 gp and 3 pp, 3 medium carnelians, large opal, medium agate, large garnet, medium lapis lazuli, medium peridot, a mechanical giraffe toy, signet ring carved from quartz and set with diamonds, a silver scepter, bejeweled gold dreidel, a silver buckle and two mahogany drums.

Climbing the tower triggers traps. In the first 10' there are a number of loose stones that forces climbers to pass a saving throw or fall (1d6 points of damage). In the second 10' one might trigger spouts that pour oil around the entire circumference of the tower (again, save or fall for 3d6 points of damage). The last 10' of the tower is trapped with scything blades (+4 to attack, 1d6 points of damage plus save or fall for 6d6 points of damage).

The signet ring mentioned above is on the corpse's finger and attached to a hidden wire. If pulled, the ring opens up a trapdoor and the would-be tomb robber plunges into a narrow shaft 20' deep (save or fall, 3d6 points of damage). The trapdoor then closes and latches.

#### **7416. Copper Mines | Monster**

There is a surface copper mine here. Several simple huts and a long house are built near the mine. The huts house the 248 human miners, all of them slaves. Bactra, the overseer, and her six guards sleep in the long house. The mine produces 10 pounds of copper, or 1,000 cp per month. A monthly caravan from Okeso [7313] arrives each month with supplies. The mine was owned by Yogubo, a big wig of Okeso, who was turned to stone in the recent gorgon cult raid.

#### **7422. Goblins | Monster**

A tribe of 120 goblins has established burrows around a surface mine of lead. The tribe is overseen by three leaders and a chief called Faznik. Faznik has 8 female bodyguards with faces covered in spiral tattoos so thick they appear to be solid black. There are also 70 noncombatant females in the tribe. The tribe's warriors are armed with morningstars and wear leather armor. The tribe is accompanied by 12 worgs, 9 of which serve as mounts for Faznik and his bodyguards. The goblins have no treasure yet, other than lice-ridden animal skins.

#### **7428. Unlucky Prospector | Wonder**

The skeleton of a dwarf prospector is sticking halfway out of the ground, as though he sank into it. The skeleton is carrying a pick and shovel and wearing leather armor. In his haversack are 10 wax candles and 50' of rope. A pair of spectacles has fallen onto the ground.

#### **7430. Rat-Infested Temple | Monster**

A quartet of wererats has established themselves in the ruins of an old temple to Oshosi, the lawful forest god. They share the temple with a multitude of giant rats.

All that remains of the temple are the outer walls of its vine-covered courtyard and a portion of the inner sanctum. The wererats have set lasso-style traps around the walls and a net trap over the entrance. The temple's idol is intact and it welcomes an offering of antelope or other prey with a +2 bonus to the sacrificer's next missile attack. The wererats have hidden their treasure, 3,000 cp, 814 sp, 55 ep, 121 gp and 1 pp, in a hollow behind the idol's head.

The wererats have not yet discovered a secret trapdoor in the floor before the idol. This leads to a narrow tunnel infested with giant rats. The tunnel slopes downward to a small cavern,

about 10' in diameter with a ceiling low enough that medium or larger creatures suffer a -1 penalty to attack there.

The cavern contains the temple's treasure: A small sapphire, two medium moonstones, a large peridot and a *ring of evasion*. The treasure is displayed on the skin of a bongo in front of a mummy. The mummy is short in stature and it has an overbite. It sits on the ground, knees pulled up to his chest and arms wrapped around his legs. The mummy's skin is leathery and flaking and its lips are curled back into a toothy grin. If anyone disturbs the treasure, the mummy animates and summons 1d4 swarms of stinging beetles from the walls of the cavern.

Giant Rat, Small Animal: HD 1; AC 13; ATK Bite (1d3 + disease); MV 30 (C20); SV 16; AL N; XP 100; SA—None.

Wererat, Medium Monster: HD 3; AC 13 [Silver]; ATK Bite (1d6); MV 30; SV 15; AL CE; XP 300; SA—Lycanthropy.

Stinging Beetle Swarm, Tiny Vermin: HD 3; AC 18; ATK Swarm (2d6 + Poison II); MV 20 (C20); SV 15; AL N; XP 300; SA—None.

Mummy, Medium Undead: HD 5+1; AC 17; ATK Slam (1d8 + mummy rot); MV 20; SV 14; AL CE; XP 500; SA—Vulnerable (fire), sight of mummy causes fear (1d4 rounds), mummy rot.

#### **7433. Kobold Mine | Monster**

A clan of 200 kobolds operates a lead mine on an island in the river. The land around the mine is barren and dead from the presence of and smelting of the lead, which the kobolds sell to Zinji traders. The kobolds have constructed a small fort of earth and wood around their mine. The area around the fort is patrolled by two wild boars.

The kobolds live in burrows in the thick walls during the day, coming out at night to work. They are armed with spears and short swords, and half of them carry shields. The kobolds have four sub-chiefs, Bludar, Kolk, Glim and Tark and a witchdoctor called Mambu. A recent amazon raid [7533] robbed them of their treasure.

Boar, Medium Animal: HD 3; AC 16; ATK Gore (1d8); MV 40; SV 15; AL N; XP 300; SA—Fight 1d6 rounds after 0 hp.

Kobold, Tiny Humanoid: HD 1/2; AC 11; ATK Spear (1d6); MV 20; SV 17; AL CE; XP 25; SA—None.

Kobold Witchdoctor, Tiny Humanoid: HD 1/2; AC 11; ATK Spear (1d6); MV 20; SV 17; AL CE; XP 25; SA—Magic use (C2, MU2).

Kobold Chief, Tiny Humanoid: HD 2; AC 14; ATK Spear (1d6); MV 20; SV 16; AL CE; XP 100; SA—None.

#### **7437. The Men under the Mountain | Monster**

Near the joining of two mighty streams there is a large clan hold of 400 hobgoblins. The hobgoblins are orange in color,

with chartreuse freckles and wavy black horns on their heads. They wear copper armbands and decorate themselves with quartz, chalcedony, jasper and carnelian beads. These stones are mined from the mountains by kobold slaves. The slaves also raise food in fungal caverns or small garden plots. Millet and cowpea are their favorites, which they mix with snake blood to make a red porridge.

The warriors of the tribe ride horses with human faces that they purchase from the chaos hags [7238] living deep beneath the Oloro Mountains. The hobgoblins use stone weapons, mostly axes and hammers, because they think that metal has no soul. Their warlord is called Ugoth. He is a short hobgoblin who wears platform shoes made for him in Zinj.

Treasure: 2900 sp

Hobgoblin, Medium Humanoid: HD 1+1; AC 11; ATK Stone axe (1d6); MV 30; SV 16; AL LE; XP 50; SA—None.

Ugoth, Medium Humanoid: HD 3+1; AC 11; ATK Stone axe (1d6); MV 30; SV 15; AL LE; XP 150; SA—None.

### 7501. Lord Durzagon | Stronghold

#### STATISTICS

**Type** Fighter's Castle

**Inhabitants** Bandits (120), Villagers (960)

**Race** Human

**Religion** Kokou, god of war (CE)

**Alignment** Chaos (CE)

The castle of Lord Durzagon is one of the concentric variety, and fairly large. Lord Durzagon is a reaver-lord who commands a gang of 120 bandits. Durzagon is assisted by his swashbuckling lieutenant Morad. The bandits wear leather armor and carry shields, short bows and hand axes. They are mounted on light warhorses, which they use to patrol up to two hexes away from their hideout. Their most common prey is bands of humanoids and merchant caravans.

The castle was constructed 500 years ago by the Purple Kings of the Wyvern Coast and is now mostly ruined. It is constructed from limestone. The bandits have maintained the inner walls and the donjon and use them as their hideout. Their camp followers tend goats and grow root vegetables.

Durzagon is a mountain of man with a mane of black hair and brown eyes. Although immensely strong, he is a tad clumsy and he has a glass jaw. For this reason he avoids personal combat, his high charisma allowing him to do so without losing the respect of his men. Durzagon wears a red velvet surcoat emblazoned with a white antelope and he carries a treas-

ure map and a +1 *javelin*. He wants to hire a magic-user and will use a magic staff as an inducement.

Murad is more loyal than intelligent. He has a black mustachio and his face is pock-marked and ugly. The bandits obey him out of fear rather than loyalty and respect, and would gladly turn on him if Durzagon was dead.

Durzagon has a harem of eleven women. All of them are captives who are always manacled and kept under guard.

Treasure: 1,920 cp, 1,250 sp, 350 ep, 55 gp, a gold holy symbol of Dagon, a platinum gorget embossed with mithral symbols and a brass staff tipped with an obsidian blade (*a staff of fire*).

Bandit, Medium Humanoid: HD 1; AC 14; ATK Hand axe (1d6) or short bow (1d6); MV 30; SV 16; AL CE; XP 50; SA—None.

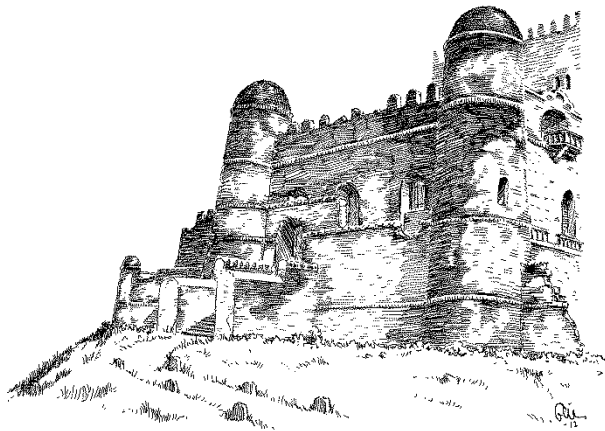
Morad, Human Fighter: LVL 7; HP 31; AC 20 (plate armor, shield); ATK 1+ weapon +6; MV 30; SV 14; S11 I7 W10 D12 Cn9 Ch11; AL NE; XP 700; SA—Riding, leadership, dominate, wondrous mount (intelligent monster); Gear—None.

Lord Durzagon, Human Fighter: LVL 9; HP 61; AC 20 (plate armor, shield); ATK 1+ +3 *greatsword* +12 (1d10+4); MV 30; SV 13; S15 I11 W7 D9 Cn18 Ch16; AL CE; XP 900; SA—Riding, leadership, dominate, hydra mount; Gear—*Ring of feather falling*, *rod of absorption*.

### 7519. Half-Buried Sarcophagus | Wonder

A quick jungle stream flowing down a hill choked with vegetation has revealed the corner of a sarcophagus by eroding the soil. The sarcophagus is carved from a greenish stone and feels icy cold to the touch.

Within, one might find the rotting mummy of an ancient patriarch. The corpse is decorated with multiple golden holy symbols of the various gods of Zinj, including a +1 *trident*, a carved wooden idol of Ifa, a ritual drum of Babalú-Ayé (+2 to bard abilities) and a silver mirror in a mahogany frame.



Buried in the hill are several clay jars containing 2,730 cp, 968 sp, 356 ep and 11 gp.

### 7526. Sacred Shields | Wonder

Set around a worn limestone statue of a lion are ten shields, all expertly crafted from leopard skin over wood frames. To be caught with one of these sacred shields means certain death.

### 7532. Ulani's Village | Village

#### DEMOGRAPHICS

**Population** 360 (urban), 2,880 (rural)

**Army** 70 amazons

**Race** Amazon—Cushite

**Religion** The Gorgons (CE)

**Alignment** Neutral (LN)

This amazon village is ruled by Queen Ulani, a priestess of the Gorgon cult. She is tall and well-muscled, with a face both beautiful and severe. She and her five attendants wear leopard skin cloaks and they wield broad swords and short bows. The other amazon warriors carry shields, spears and bows.

The village is surrounded by an earthen wall 30' tall and 20' thick. The wall is stained with blood and is magically protected, repulsing males (saving throw or cannot approach within 100') who are not invited to enter the village through its front gate, which is constructed of wood and reinforced with iron.

The village holds a temple to Oya, a feasting hall for the queen and her attendants and a candle maker who creates ritual candles for the temple and can create spell candles (imbued with spells of 1st to 3rd level, act as scrolls when they melt, takes 1d6 rounds after lighting them).

Notable villagers are Zimba the arkwright and Intofo the master jeweler. The amazons keep 200 male slaves. At any given time 1d10 of them are lashed to posts in the central square and show the scars of lashing.

**Treasure:** 2,750 cp, 350 sp, 170 ep and 12 gp stored in gourds kept in the temple under the watchful eye of the idol of Oya. Any who touch the treasure and fail a save suffer from the *bestow curse* spell.

Amazon, Medium Humanoid: HD 1+1; AC 12; ATK Spear (1d8) or short bow (1d6); MV 30; SV 16; AL N; XP 50; SA—None.

Attendant, Medium Humanoid: HD 2+1; AC 12; ATK Broadsword (2d4) or short bow (1d6); MV 30; SV 15; AL N; XP 100; SA—None.

Queen Ulani, Human Anti-Cleric: LVL 9; HP 51; AC 21 (+1 *platemail*, shield); ATK Longsword +5 (1d8); MV 30; SV 12; S15 I11 W16 D11 Cn16 Ch11; AL CE; XP 900; SA—Conversion, healing, rebuke undead,

spells per day (6/5/3/2/1); Gear—*Potion of charm dragons*, *gauntlets of ogre power*.

### 7536. Stone Egg | Wonder

An amazon archdruid called Zemazya holds court here with four lesser druids around a perfectly round stone that they call the *Egg of Life*. A dwarf or stonemason can tell that the stone has never been worked and its shape is natural. It is white in color and flecked with gold. There is a 1 in 6 chance that the sacred stone has visitors.

#### D6 Visitors

- |   |   |
|---|---|
| 1 | 1d6 Amazons (pilgrims)  |
| 2 | 1d6 Zebra centaur (from Pwenet)                               |
| 3 | 1d6 Flying Monkeys (see <i>Tome of Monsters/Monsters II</i> ) |
| 4 | 1d4 Wereleopard (treat as weretiger)                          |
| 5 | 1d3 Panthera (see <i>Tome of Monsters/Monsters II</i> )       |
| 6 | 2d6 Tribesmen (pilgrims)                                      |

Anyone who can defeat (but not kill) an amazon druid in single combat earns the right to spend a day meditating on the stone. Those who so meditate are granted a single *augury*. Legend has it that the egg will one day crack and from it will emerge an amazon queen of surpassing puissant skill.

Amazon Druid, Medium Humanoid: HD 3+1; AC 10; ATK Staff (1d4); MV 30; SV 15; AL N; XP 300; SA—Magic use (D3).

Zemazya, Amazon Druid: LVL 16; HP 63; AC 16 (+1 *leather*, shield); ATK Scimitar +11 (1d6+1); MV 30; SV 8; S14 I7 W16 D13 Cn13 Ch15; AL N; XP 1600; SA—Amazon traits, healing, lore, free movement, identify nature, leaves no trail, +2 save vs. elements, change shape (plants, elementals), immune to fey abilities, immune to poison, spells per day (7/6/5/4/4/3/3/2); Gear—*Potion of enlarge*, *scroll of protection from lycanthropes*, *cloak of resistance* +1.

### 7538. Amazon Palace | Monster

The only way to pass through the mountains in this hex is through a large palace of white marble and ebony, lavishly decorated with carvings of mythical beasts, haughty amazons and groveling peasants. The palace has doors of thick ebony inlaid with ivory in pleasing, abstract shapes.

The doors of the palace must be forced open, for they are barred on the inside and very heavy. Behind the doors there is a long hall, maybe as much as a mile long. Terraces line the hall from start to finish (another set of doors) and can be reached by numerous marble staircases. From these terraces one can access dozens of rooms and passages – the palace must have once housed hundreds of people.

The rooms are all empty now, no people and no furniture except in the throne room. For every hour spent investigating the palace, there is a cumulative 1 in 6 chance of arriving at the throne room, which is decorated with the pelts of golden lions

and zebras and a throne of golden wood surrounded by dozens of velvet pillows. Ivory sculptures of 50 amazon warriors line the walls and a marble sphinx with a cunning grin looks at the throne from the opposite end of the throne room. Sitting on the throne is an ivory sculpture of an amazon queen, her eyes transfixed on a golden goblet that sits on the floor.

A strange black shape emerges from the goblet, something between smoke and ooze that dulls the light around it. The shape seems to put the persistent, lulling piping of jungle flutes into one's mind, shutting down one's reason and forcing them to descend to beasthood. At the same time, a great fear swells up in the belly, causing one to freeze on the spot and take on a shape not unlike ivory. Saves against this effect, which is mind-affecting, are made at a -3 penalty. If the goblet is knocked over or disturbed, the creature separates from it and must take a material form that can be attacked.

If the alien entity is destroyed, the amazons return to life, as does the wicked gynosphinx that brought the alien entity into their presence, ostensibly as tribute but actually to enact a terrible revenge on the amazons for killing her mate.

Amazon, Medium Humanoid: HD 1+1; AC 12; ATK Spear (1d8) or short bow (1d6); MV 30; SV 16; AL N; XP 50; SA—None.

Amazon Queen, Medium Humanoid: HD 5+1; AC 12; ATK Spear (1d8) or short bow (1d6); MV 30; SV 14; AL N; XP 350; SA—None.

Gynosphinx, Large Monster: HD 8; AC 20; ATK 2 claws (1d8 + rend); MV 40 (F60); SV 13; AL N; XP 800; SA—Create symbol 1/week; SP—Clairsentience, comprehend languages •, detect invisibility, detect magic, dispel magic •, legend lore •, locate object •, read magic, remove curse •

Black Beast, Large Monster: HD 7; AC 20 [Silver]; ATK 2 claws (1d4 + rend) and bite (1d6 + Poison I); MV 30; SV 13; AL CE; XP 2100; SA—MR 35%, oily sheen (immune to grapples), immune to poison, cast *phantasmal beast* once per week.

7541. A'Lan | Town

DEMOGRAPHICS
<b>Population</b> 1,970 (urban), 15,800 (rural)
<b>Army</b> 110 men-at-arms, 11 sergeants, 6 captains
<b>Race</b> Human
<b>Religion</b> The dead
<b>Alignment</b> Neutral (N)



A'Lan is a disturbing kingdom where the people worship their dead. Each year they hold festivals to wake their dead with bells and shrill whistles. Once the ancient dead awaken, they are honored with feasts and dances. Virgins are offered to them and are impregnated with their seed, producing children who are quasi-undead.

The dead are worshipped in A'Lan in step pyramids, the terraces of which are planted with plum trees. The plum is considered sacred due to the purple-colored skin of the quasi-undead ruling caste of A'Lan. At the top of the pyramid is an open altar and space for religious ceremonies, as well as stairs leading down into a sacred space for priests to commune with the dead. From here, one can access catacombs where the priests and kings of A'Lan are interred so their spirits consulted in times of crises. The current high priestess of the village is Utula the wise woman (magic-user, 3rd level druid).

Quasi-Zombie, Medium Monster: HD 2; AC 11; ATK Slam (1d8); MV 20; SV 16; AL N; XP 200; SA—Resistance (bludgeoning).

7608. Stone Circle | Wonder

There is a stone circle here. It is maintained and protected by an archdruid called Galen, son of Aminoc [7609]. At any given time, there will be 2d6 other druids present, all of them azizas, and a 1 in 6 chance of visitors.

D6	Visitor
1	Aziza (1d6)
2	Idaji (2d6)
3	Nymph (1d3)
4	Pixie (1d6)
5	Sprite (1d6)
6	Treant (1d3)

Druids who visit the stones are expected to leave a valuable offering and to participate in a ritual greeting and parting of the ways that involves three solid days of dancing, chanting and eating hallucinogenic fungus (looks like shoe leather, tastes worse). The ritual leaves the druid exhausted, but grants him access to one additional 1st level spell each day as long as he stays in the region.

### 7610. Centotaph | Dungeon

A cenotaph has been erected here recently for an archdruid called Aminoc. The cenotaph is a cubic building, 15' on each side, topped by a lattice of alabaster atop a limestone dome. The building is made of large limestone blocks and can only be entered by a secret door (1 in 8 chance of detecting, 1 in 6 for an elf). The secret door is a stone block 10' above the ground that can be removed with some effort, revealing a narrow tunnel. The other end of the tunnel is secured by a locked steel grate that is trapped with a poisoned needle.

The interior of the tomb has walls are decorated with pillars in the shape of tall, graceful people with serpents for legs and arms. The sculptures are painted to look real. Once the tomb has been entered, multiple magic mouths are activated on the pillars, making them appear to recite an epic song about the life of Aminoc.

In the center of the chamber there is a limestone stand. A leaf motif is worked into the stand with silver, and above it there is a brass disc set into the ceiling. The paving stones around the stand form the wedges of a circle. If trod upon, they collapse into a 10' deep pit. The wedges are divided by razor-sharp blades that inflict another 2d6 points of damage and have a 10% chance of severing a limb or other extremity unless a saving throw is made.

By standing atop the stand, a person can reach the disc, which is a trap door that can be pushed upward. This grants entry into the dome, which holds the funerary items of Aminoc. The stand is guarded by a guardian daimon that manifests when the pillar is first touched. While fighting, the *magic mouths* emits a continuous shriek, making it difficult for spellcasters to concentrate (saving throw or lose spell being cast).

Treasure: 1,000 gp worth of incense, a leather bag of gems including a small amethyst, small opal, small banded eye, me-

dium moonstone, medium agate, medium sapphire, three medium opals, medium peridot, medium garnet and medium star sapphire, silk robes of green and red, pan pipes carved from the claws of a green dragon, a gold signet ring set with a platinum "A", a leopard pelt and a *mirror of life trapping*.

Guardian Daimon, Large Outsider: HD 8; AC 19 [+2]; ATK 2 claws (1d6), bite (1d4); MV 30; SV 13; AL NE; XP 2400; SA—Immune to mind effects, sleep, hold, polymorph and fire, telepathy 100', cone of fire (30'/5d6).

### 7612. Palm Grove | Monster

There is a grove of 50 date palms ranging from 50' to 80' in height. They surround a small pond of crystal clear water that is home to a translucent slime. The animal skeletons that surround the pool are evidence of its existence.

Translucent Slime, Large Ooze: HD 8; AC 13; ATK Touch (1d6 + Poison II + constrict); MV 10; SV 13; AL N; XP 800; SA—Immune to acid and mind effects, surprise (5 in 6).

### 7614. Weird Skull | Wonder

The trail you have followed through this hex is blocked by a 3' tall cubic skull. What it was when it was alive is unknown.

### 7615. Chasm | Wonder

There is a great tear in the ground here, a chasm 70' wide and over 4,000' deep. Descent into the cavern is quite tricky and encounters on its lightless bottom are as on the 4th level of a dungeon. The chasm runs from [7615] to [7616].

### 7616. Chasm Dungeon | Wonder

The chasm described in [7614] ends here. This portion contains a 13 level dungeon. The dungeon's entrance is sealed by a large, thick slab of stone. Around the edges of the stone are carved magical glyphs. Anyone touching the stone is teleported inside the dungeon, but finds themselves trapped, for teleportation magic does not work here.

The dungeon is a mystic prison created for Stheno and Eurydice, the sisters of Medusa. Here, they continue to hold court with medusas, greater medusas and a virtual army of animated statues, grimlock warriors and gorgon cultists.

### 7624. Mimic Cave | Monster

A wide-mouthed limestone cave opens in the side of a forested hillock here. The cave descends into the ground at a 30- to 45-degree slope for 200' before leveling out. The floor and ceiling of the cave are thick with stalactites and stalagmites and the walls at the bottom are glistening flowstone. At the bottom there is a pond of mineral water surrounding a small island. The pond is 2' to 3' deep and populated by small silvery fish

and translucent electric eels. If one walks through the water they are attacked by a swarm of electric eels. Atop the island there is a weathered treasure chest that is actually a mimic. Hiding on the ceiling are 12 darkmantles.

The mimic sits upon a trapdoor that covers a 70'-deep shaft. At the bottom of the shaft there is a wooden ladder that runs another 10' to the floor of a 40' diameter cavern. Here, the stone turns from limestone to sparkling granite. Three low tunnels radiate from this cavern. One leads to a subterranean gorge populated by a colony of darkmantles and various ambulatory and non-ambulatory fungi that connects to the greater Underworld. This tunnel is sealed by a gate fashioned from steel and stone.

The other tunnels lead to a svirfneblin mine and lair (pop. 60). They are trapped with nets made from woven hair that cause sleep in those who fail a saving throw. The nets are suspended on the ceiling and triggered to fall when a silver thread is disturbed. One of these tunnels leads into a series of crisscrossing mine tunnels, the deepest tunnel producing brilliant rock crystals. The other passage leads to living chambers; a central meeting chamber containing an abstract idol of Pluto (riddled with holes that contain brilliant gemstones at arm's length), storage chambers containing tools, hides from subterranean animals, clay pots of mushrooms and roots and living chambers for families. Furniture is carved from stone and often abstract in shape and covered with geometric designs.

There are 8 leaders in the clan, a warden called Freder and his two female assistants, Zaka and Mina. Freder can attempt to summon an earth elemental once per day.

The clan treasure consists of two small pieces of amber, two medium moonstones, a platinum bracelet, a gold holy water sprinkler with silver tracery in geometric patterns and a bone bracelet set with crystals. Freder smokes an ivory pipe and always carries a pouch of fragrant tobacco. He obtains it from yumbo traders that travel to the cavern once a year, leaving supplies and finding leather sacks of quartz.

Electric Eel Swarm, Tiny Animals: HD 3; AC 17; ATK Swarm (1d4 + 1 electricity); MV S40; SV 15; AL N; XP 300; SA—None.

Darkmantle, Small Aberration: HD 1; AC 17; ATK Slam (1d4 + constrict); MV 20 (F30); SV 16; AL N; XP 300; SA—Surprise (3 in 6), darkness 1/day, suffocate.

Mimic, Large Aberration: HD 7; AC 15; ATK 2 slams (1d8); MV 10; SV 13; AL N; XP 700; SA—Immune to acid, adhesive.

Svirfneblin, Small Humanoid: HD 3; AC 17; ATK Axe (1d6); MV 20; SV 15/11 vs. magic; AL NG; XP 300; SA—Darkvision 120'; SP—Blindness/deafness •, blur •, change self •, non-detection

### 7636. Ancient Cistern | Monster

There is an ancient lizard king cistern here filled with fresh water drawn from the Jamba River via clay pipes. These pipes are sometimes visible in hexes [7630] to [7635] as they rise above the floor of the forest. The cistern is square in shape, 28' wide and long and 120' deep. It supports a variety of fish and is inhabited by three sisters, nymphs named Ganda, Yolufe and Hemone. Their only treasure is a *silver helm* of exquisite elven craftsmanship that grants its wearer a +1 bonus to all saving throws so long as they never harm an elf or fey creature. They will only hand it over to a Lawful warrior who pledges himself to them and promises to return to them for one month out of each year. Failure to keep that promise results in loss of alignment and a curse.

### 7714. Geyser | Wonder

The jungle thins in this hex and becomes a rocky clearing. Erupting from the center of the clearing, from a small mound of clumpy, multi-colored soil is a geyser. The geyser erupts once every 10d10 minutes and sprays 200' into the air. When not active, it is possible to climb into the hole. The interior is hot and steamy, and getting caught in an eruption inflicts 6d6 points of fire damage and 6d6 points of normal damage. Aside from the vertical shaft through which the geyser flows, there is another hole that leads into a winding shaft that eventually deposits a traveler into a series of limestone galleries.

Encounters in the galleries occur as though on the first level of a dungeon. The galleries contain all manner of subterranean wonders, including stalactites and stalagmites, flowstone, straws, etc. Eventually, these galleries show signs of a subterranean steam of heated water. This stream ends in a 120' tall waterfall in the nearby chasm [7615].

### 7722. Ruined Castle | Wonder

On a rocky hill that rises above the jungle one might discern the walls of a ruined castle. Atop the highest point on the hill there is an ancient cistern. The cistern is 19' wide, 30' deep and full of brackish water. Beneath the water's surface, hidden from view, is a black marble statue of a warrior with long arms and legs, a head of curly hair, an aquiline nose and thick lips. The statue is animated and in return for being lifted from the cistern and placed atop the hill it gives its benefactors the answer to the riddle of Leops the sphinx [7724].

### 7724. Castle of the Sphinx | Dungeon

Sitting in the midst of the jungle there is an old stone castle with a keep. It looks to have been constructed in the days of the lizard kings, for the stones are massive and fitted with no sign of mortar. The walls of the castle slope slightly inward and bear carvings of dragons and reptilian warriors. The doors



of the castle are made of thick wood and reinforced with bronze bands. Within the walls one finds an empty courtyard with a narrow well and entrances to four stout towers built into the walls. The towers are similarly empty, though they bear the signs of struggle. The northeastern tower is almost completely choked with creeping fig vines, which now support much of the tower's weight.

The keep is similar in construction to the castle walls. It is square in shape and consists of a great hall with a 20' high ceiling flanked by storage rooms, a kitchen and a long guard barracks. Narrow flights of steps lead to the second story, which consists of empty rooms, one of which has a secret door to a long shaft (with rusted iron ladder rungs) that descends into a small dungeon where equally rusted chains protrude from the wall. A flock of six albino stirges lives in the dungeon, finding egress through small, winding tunnels bored through the stone and up to the surface.

The great hall is the lair of a majestic androsphinx called Leops. Leops has fashioned a large altar in the great hall dedicated to the gods of Law around which it has displayed its vast treasure. The androsphinx casts cleric spells for Lawful and Neutral creatures that can answer its riddle: "I am the red tongue of the Earth; I bury cities beneath."

The answer is "a volcano".

Treasure: 25,000 cp, 15,800 sp, 5,500 ep, 1,600 gp and 20 pp, medium malachite sphere, large black opal, *+1 two-handed axe* in the style of ancient Nabu, a rug decorated with a scene of divine courtship, a miniature gold figurine of Serapis, a golden hunter's horn decorated with amethysts, two *+1 darts*, a thick book of alchemical formulae (in cod), a silver plated trencher, a *potion of shield* in a tin canteen, *+2 splint mail* decorated with silver cherubs, a *robe of vermin* and a *+2 footman's mace*.

#### 7809. Haversack | Wonder

Someone has slung a linen haversack in a tree. The haversack contains 360 cp and has an acrid odor.

#### 7811. Dino-Repository | Dungeon

A vine clogged tunnel, almost perfectly circular with smooth walls, descends beneath the jungle in this hex. The tunnel extends about 1 mile under the earth and grows first colder, and then warmer and wetter as one proceeds.

Half of a mile into the tunnel adventurers may run into an invisible barrier of electricity. Metal objects are repelled (to push through, one must roll 1d20 under strength if unarmed and merely carrying a few metal objects or d% under strength if armored in metal) and living things passing through the barrier suffer 1d6 points of electricity damage.

At the end of the tunnel there is a second invisible barrier (*wall of force*) and beyond this a small dungeon complex. The dungeon is a repository created by the lizard kings to preserve ancient reptiles. The dinosaurs kept within long-ago escaped their cages and killed their guards. Those that survived became smaller over time (snappers), and some developed a crude intelligence (blathers). All of these creatures have grey skin, which helps them ambush in the dungeon.

The only guardians left in the place are grey oozes that have taken on a bluish tinge. They are connected to an electronic central brain that directs them.

Grey Ooze, Medium Ooze: HD 3; AC 12; ATK Slam (1d8 + 1d8 acid); MV 10; SV 15; AL N; XP 900; SA—Immune to cold and fire, resistance to weapons, surprise (4 in 6); SP—psychic crush •••

Snapper, Medium Animal: HD 4; AC 16; ATK Bite (1d8) and tail (1d4); MV 20; SV 15; AL N; XP 400; SA—Immune to fear.

Blatherskite, Medium Animal: HD 5; AC 14; ATK 2 claws (1d6) and bite (1d8); MV 40; SV 14; AL CE; XP 500; SA—Surprise (3 in 6).

#### 7815. Bats & Banyans | Monster

High in a hollow in the boughs of an ancient banyan tree there lives a bat monster the local natives call "Goat Killer". People passing through his territory are almost always attacked if they appear to be easy targets. Scattered around its lair are 10 gp, a large garnet, a small moonstone and a silver holy water sprinkler set with garnets. The banyan's figs are excellent.

#### 7819. Tanga | Village

DEMOGRAPHICS
<b>Population</b> 110 (urban), 880 (rural)
<b>Army</b> 7 men-at-arms
<b>Race</b> Human (Gelo tribesmen)
<b>Religion</b> Dada, god of vegetation (NG)
<b>Alignment</b> Neutral (N)

Tanga is a village of slash-and-burn farmers and hunters. The people are short and thin. They wear their tightly curled hair long and dress in loin cloths and jewelry crafted from wood, bone and items received from traders. The village is surrounded by an earthen wall 20' tall by 10' thick. Atop the wall there is a small guardhouse made from palm fronds.

The leader of the village is a warrior called Mbebbe, whose mother is known to have had congress with the forest spirits. Mbebbe and his warriors wear leopard skins and carry shields, spears and blowpipes with poisoned darts (Poison IV).

In the middle of the village there is a 15' deep pit that contains an idol of Dada, neutral god of vegetation. The idol consists of

a wooden pole surmounted by a calabash and decorated with cowrie shells and balls of indigo. The pit is home to seven cobras. Sacrifices to Dada are thrown into the pit each sprig to ensure a good harvest. Similar idols (lacking the pit and cobras) are kept in the hidden gardens of the villagers.

**Treasure:** 600 sp, a large opal, large moonstone, medium sapphire and a map showing the dungeon in hex [7812].

Cobra, Small Animal: HD 1; AC 17; ATK Bite (1 + Poison IV); MV 20 (C20, S20); SV 16; AL N; XP 500; SA—None.

Mbebbe, Human Barbarian: LVL 5; HP 34; AC 19 (chainmail, shield); ATK Battleaxe +7 (1d8+3); MV 40; SV 14; S18 I7 W14 D17 Cn14 Ch9; AL N; XP 500; SA—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—None.

### 7828. Bandit Cave | Monster

A cave in this hex is composed of folded limestone. It provides an excellent hideout for a gang of bandits who have constructed a scorpion-style war engine that can shoot barrages of six javelins each round at ships passing along the river.

The bandits usually meet the vessel about 1 mile away from their cave and demand tribute. If it is not forthcoming, they ride back to their hideout on their war ponies using a hidden trail and begin the barrage when the ship passes within range.

There are 20 bandits and their captain Ifimi. They wear leather armor and carry spears, shields and light crossbows.

**Treasure:** 300 cp, 334 sp, 22 gp

Bandit, Medium Humanoid: HD 1; AC 14; ATK Hand axe (1d6) or short bow (1d6); MV 30; SV 16; AL CE; XP 50; SA—None.

Ifimi, Human Fighter: LVL 6; HP 34; AC 20 (plate armor, shield); ATK Sickle sword +6 (1d6+2); MV 30; SV 14; S14 I9 W10 D9 Cn13 Ch8; AL NE; XP 600; SA—Riding, leadership, dominate, spotted lion mount; Gear—Pink rhomboid ioun stone.

### 7838. Banyan Trees | Monster

This entire hex is covered by a colony of giant banyan trees, each one covering several acres. The trees are inhabited by a noisy colony of mandrills as well as a mad hermit called Addi.

The mandrills form three distinct family groups, each led by a



large male. The tribes have learned to avoid Adidi, but they are territorial and violent towards other intruders. Tribe A, the largest, consists of 36 adults and an alpha male. Its treasure is 720 cp, 280 sp, 19 ep, 2 gp and 2 pp and heavily soiled *boots of the winterlands*. Tribe B consists of 20 adults and an alpha male and has no treasure. Tribe C has 18 adults and 1 alpha male and no treasure.

Adidi is a mad druid. He has dark skin, green eyes, long finger and toe nails and shaggy, matted hair. Adidi wears a loincloth and a wide-brimmed hat woven from reeds. Adidi's magical abilities sometimes bring adventurers and villagers to the banyans seeking aid. Gifts of fish and beer are required to get his attention, and even then his tenuous grasp on reality sometimes makes him unreasonable or violent.

Mandrill, Medium Animal: HD 1; AC 13; ATK Bite (1d4); MV 30 (C30); SV 16; AL N; XP 100; SA—None.

Adidi, Human Druid: LVL 7; HP 21; AC 19 (+5 *leather*, shield); ATK Staff +3 (1d4-1); MV 30; SV 13; S8 I5 W18 D11 Cn10 Ch15; AL N; XP 700; SA—Healing, lore, free movement, identify nature, leaves no trail, +2 save vs. elements, change shape, immune to fey abilities, spells per day (6/4/3/1); Gear—*Rod of withering*.

#### 7841. Silk Flower Grove | Wonder

This hex contains a grove of silk flower trees. These trees grow from 8' to 40' in height. They have small green leaves and silky pink and white flowers that are popular with honeybees. A colony of giant honeybees (140 workers, 5 soldiers, 1 non-combatant queen and 5 non-combatant drones) has established a hive in the branches of an especially large tree. The bark of the trees has some medicinal value for healing bruises, and a successful application can return an extra 1d4 hit points when used right after a battle.

#### 7906. Brutal Boiler | Monster

Three ogres, ugly-as-all-get-out with spiky hair and mottled green skin, have a druid, Banda, tied up by the ankles and suspended over a boiling spring. They expect him to divulge the location of a sacred treasure, but he has not spoken yet. He knows they will boil and eat him when he tells them.

Treasure: 26 gp, medium peridot, small ruby, *rod of rulership* (used as hair decoration by one ogre)

Ogre, Large Giant: HD 4; AC 15; ATK Slam (1d6) or club (1d8); MV 40; SV 15; AL CE; XP 200; SA—None.

Banda, Human Druid: LVL 4; HP 11; AC 36 (leather, shield); ATK Club +1 (1d3-1); MV 30; SV 14; S8 I14 W13 D10 Cn16 Ch15; AL N; XP 400; SA—Healing, lore, free movement, identify nature, leaves no trail, +2 save vs. elements, spells per day (5/2); Gear—*Potion of charm monsters*, *scroll of protection from drowning*.

#### 7913. Missionary | Stronghold

##### STATISTICS

**Type** Mission

**Inhabitants** Men-at-arms (20), villagers (350)

**Race** Idaji, humans

**Religion** Khonvoun, god of hunting (N) and Apollo Helios, sun god (CG)

**Alignment** Law (CG) and Neutral (NG)

Father Grando, a missionary of Apollo Helios, has established a school and fortified manorial village here to bring the word of his god to a tribe of idaji. The village is surrounded by an earthen wall 50' tall and 25' thick, atop which the halflings grow crops and maintain a number of iron cauldrons filled with simmering oil. The walls are surrounded by a dry moat filled with rubbish and hundreds of sharpened sticks.

The village is guarded by 20 warriors and a pack of six dogs used as guard animals. Among the warriors of the village are two 2nd level fighters.

All of the buildings of the village are constructed of wood frames, wattle and daub walls and thatched roofs. Naturally, the temple, school and Father Grando's quarters are human-sized while the long houses of the idaji are much smaller.

The temple of Apollo Helios is surrounded by a large court paved with limestone and made in the shape of a solar disc. The temple contains a limestone idol of Apollo Helios adorned with robes of red silk and a platinum torc. The village's treasure is kept in Grando's longhouse in a wooden chest. It consists of 34 sp, 258 ep, 36 gp and 8 pp.

The halflings still worship the spirits of nature, but they humor the good-natured cleric because he is useful to them. It is in deference to him that they sneak out of the village to practice their ritual cannibalism of prisoners of war.

Idaji, Small Humanoid: HD 1/2; AC 10; ATK Spear (1d6) or blowgun (1d4+Poison I); MV 20; SV 16; AL N; XP 25; SA—Halfling abilities.

Father Grando, Human Cleric: LVL 6; HP 15; AC 20 (plate armor, shield); ATK Footman's mace +5 (1d6+2); MV 30; SV 13; S16 I8 W16 D9 Cn9 Ch9; AL CG; XP 600; SA—Conversion, healing, turn undead, spells per day (5/3/2); Gear—None.

#### 7915. Uninhabited Cave | Wonder

There is a limestone cave here that is currently uninhabited. A fire pit and cave paintings prove that it has been a campsite and lair in the past. One can see the spire in [7916] from the mouth of the cave.

### 7916. Stone Spire | Wonder

A column-like stone spire 14' in diameter and 100' in height rises above the tree line here. There is no obvious means to getting to the flat top, though evenly spaced holes suggest that some sort of stairs once wrapped around the column. The stones are stacked without the use of mortar and appear to be solid. The top of the spire has more holes, maybe used to secure some sort of beacon in ancient times. Graffiti scratched into the top of the spire suggest it was created and used by the ancient lizard kings. From the spire, one can see into the adjoining hexes and might, if they have excellent vision, see the mouth of the limestone cave in [7915].

### 7918. Death Mask | Wonder

In the bushes beside a hunter's trail one might notice an ivory death mask of a Cushite woman.

### 7921. Well of Pudding | Monster

A stone well 5' wide and 150' deep blocks a wide clearing. The jungle surrounding the well is cluttered with dozens of stone foundations. The well is carved with the glyphs of the ancient lizard kings. There is no obvious means of drawing water from the well, which is for the best, since it is now inhabited by a black pudding. Beneath the pudding one might find an ivory pipe engraved with floral designs, an orb of quartz engraved with lizard king glyphs and a *wand of invisibility* (6 charges).

### 7925. Vine-Covered Skeleton | Wonder

Propped against a tree and overgrown with vines there is an ancient skeleton dressed in an ornate ensemble of bronze armor in the Greek style. The breastplate bears the grimacing face of a gorgon. Via a *Speak with Dead* spell, the skeleton can give the following information: It was named Sclepios, it was an adventurer and it sacked an underground vault populated by dragons several days travel to the northeast.

### 7926. Get the Lead Out | Monster

A kobold tribe works a subterranean mine here. Access to the surface is by a circular, corkscrew shaft measuring 60' deep and 20' in diameter at the surface. The shaft can be traversed by a winding ramp that makes the shaft only 10' in diameter at the bottom. Spring-loaded spears coated with arsenic (Poison IV) are scattered along the ramps, and can only be avoided by pressing in stone "buttons" at various points along the route.

At the bottom, a tunnel leads to the bedchambers of the kobolds and their mine tunnels. The mines produce lead, silver (10 sp per week) and arsenic. They have built up a +4 bonus to save vs poison from their long exposure to their mine.

The tribe consists of 430 adults and young and 100 eggs.

There are five mine foremen (4 hp each) armed with barbed whips and 13 guards (3-4 hp each). The tribe's warriors are armed with short swords, spears and slings. The tribe is led by its witchdoctor, Jiddup. He has two pet boars that guard his personal quarters and the tribe's treasure. Jiddup keeps an altar to Tiamat that consists of a beautifully carved stone image of the she-dragon overlooking a shallow pool of grey water. Sacrifices are demanded monthly and are made by drowning captives or unlucky kobolds in the pool. The sacrifice is then stripped of its flesh, which is eaten by the priest, and the skull is added to the garlands that decorate the idol. The bones are ground down to make the tribe's bread.

Treasure: 500 cp, 420 sp and 2 gp, mostly obtained by trading their lead to deeper humanoids and surface peoples. The treasure is contained in a heavy, lead coffer and protected by a poisoned needle trap. Adventurers may also discover upwards of 2 tons of lead ingots in and around the mine.

Kobold, Tiny Humanoid: HD 1/2; AC 11; ATK Spear (1d6); MV 20; SV 17; AL CE; XP 25; SA—None.

Kobold Foreman, Tiny Humanoid: HD 1; AC 11; ATK Spear (1d6); MV 20; SV 17; AL CE; XP 50; SA—None.

Kobold Chief, Tiny Humanoid: HD 2; AC 14; ATK Spear (1d6); MV 20; SV 16; AL CE; XP 100; SA—None.

Jiddup, Tiny Humanoid: HD 2; AC 14; ATK Spear (1d6); MV 20; SV 16; AL CE; XP 100; SA—Magic use (C3).

### 7944. Gourd-Dryads | Monster

The landscape in this hex is dominated by giant gourds, as well as normal-sized ferns and shrubs. Many of the gourds have gourd-dryads living inside them. The gourd-dryads are beautiful, stocky little women with mothering attitudes. They wield wooden spoons that strike as +2 *clubs* (but only for them), and with which they make an array of soups to revive mind, body and spirit (55% chance to act as *potion of healing*, 35% chance to *neutralize poison*, 15% chance to *cure disease* and 5% chance to *remove curse*). They have lost an orphan girl in the jungle and desire her safe return.

Gourd Dryad, Medium Fey: HD 2; AC 15; ATK Spoon (1d4); MV 30; SV 16; AL NG; XP 200; SA—Tied to gourds; SP—Charm person (save at -2) •••, entangle, sleep II •••, speak with plants, suggestion •, tree shape, tree stride •••

JMS

# THE DEITIES OF AFRICA

Illustrations by Denis McCarthy

Africa is an enormous continent with a multitude of cultures. This means it also has a multitude of religious beliefs. The gods and goddesses in this article are mostly based on the orishas, alusis and loas of West Africa, along with a few other deities about whom I could find information.

All of these deities have been put through a fantasy roleplaying game filter, and so are bound to differ in some ways from the deities as they are actually worshipped.

## Divine Powers

The following rules apply to all deities and demi-deities, but not to mortal heroes.

### All Deities

All deities are outsiders. They are immune to poison and disease, but not to supernatural diseases like mummy rot. Their magic resistance does apply against supernatural disease.

All deities can use the following spells at will: *Command II*, *comprehend languages*, *detect evil*, *detect good*, *gate*, *geas*, *quest*, *tongues*, *teleport without error* and *true seeing*.

All deities have the power to regenerate.

All deities inspire awe in mortal creatures that see them. A creature in awe is stunned. They may defend themselves, but may not take any offensive actions against the deity.

The rulers of pantheons gain a bonus of 20 hit points. They can inspire awe in the major deities of their pantheon.

### Major Deities

Major deities roll d20 for Hit Dice and have maximum hit points. They can assume any size from tiny to huge and are only harmed by +3 or better weapons.

Major deities are immune to enchantment and illusion spells of 5th level and lower. They can cast *shapeshift*, *plane shift* and *raise dead* at will.

Major deities can inspire awe in minor deities, demi-deities and mortals. Saving throws against this power are made at a -5 penalty to the roll.

Major deities can sense all that happens within 100 miles of themselves and their worshippers. They can communicate with any creature across time and space and can grant their priests spells up to 9th level in power.

### Minor Deities

Minor deities roll d12 for Hit Dice and have maximum hit points. They can assume any size from small to large and are only harmed by +2 or better weapons.

Minor deities are immune to enchantment and illusion spells of 3rd level and lower. They can cast *shapechange*, *raise dead* and *plane shift* three times per day.

Minor deities can inspire awe in demi-deities and mortals. Saving throws against this are made at a penalty of -3.

Minor deities can sense all that happens within 10 miles of themselves and their worshippers. They can communicate with their worshippers through dreams and can grant their priests spells up to 6th level in power.

### Demi-Deities

Demi-deities roll d10 for Hit Dice and have maximum hit points. They are only harmed by +1 or better weapons.

They are immune to 1st level enchantment and illusion spells.

Demi-deities can inspire awe in mortals. Saving throws against this are made at a penalty of -1 to the roll.

Demi-deities can sense all that happens within 1 mile of themselves or their worshippers. They can grant their priests spells up to 4th level in power.

## Cosmology

In the Igbo religion, the universe is composed of three interconnected realms: The Realm of the Living, the Realm of the Dead and the Realm of the Unborn. Access to the Realm of the Dead is restricted to the souls of the virtuous. Wicked souls are left to wander the earth as ghosts and undead spirits.

The Realm of the Living (the Prime Material Plane) is a hemisphere with an opening at the extreme north. This opening is a

deep dark sea that leads into the Realm of the Dead. The Heavens rest atop the earth, which serves as their foundation.

## Divine Families

Many traditional African religions believe in a supreme creator god or goddess who, after creating the universe, became very distant from their creation. In these schemes, one does not have direct contact with the Creator, but instead communicates through their ancestors, minor spirits and lesser deities.

Three West African peoples developed large numbers of these lesser deities, thus creating pantheons of deities like many other cultures. Since the idea of pantheons has become traditional in fantasy role playing games, these West African pantheons are the focus of this article.

The three divine “families” of West Africa are the Orishas of the Yoruba, the Loas of the Dahomey and the Alusi of the Igbo. There are many similarities between these groups, and some deities appear to be in more than one family, sometimes under different names.

Alusi	Portfolio
Chukwu	Supreme creator
Ala	Earth mother, mortality, fertility, ruler of pantheon
Agwu Nsi	Health, divination, insanity
Amadioha	Justice, thunder, lightning, the sky
Ekwensu	Trade, wealth, war
Ikenga	Strength, masculinity
Ogbunabali	Death
Njoku Ji	Yams

Loa	Portfolio
Mawu-Lisa	Creation, sun, moon
Agé	Hunting, wilderness, animals
Agwé	Sea, fish, aquatic plants
Ayida-Weddo	Fertility, rainbows, wind, water, fire, serpents
Damballa	Sky, intellect, cosmic equilibrium
Erzulie	Love, beauty, flowers, luxury
Kokou	War, anger, violence
Legba	Communication, crossroads, virility
Ogun	Fire, iron, hunting, politics, war
Shakpana	Disease, death
Xevioso	Thunder, war

Orisha	Portfolio
Aganju	Volcanoes, caves, deserts
Babalú-Ayé	Disease, death, aging, health
Eshu	Chaos, trickery, travel, crossroads, luck
Ifa	Divination, fecundity, wisdom, palm nuts
Obatala	Creation, purity, ethics, humility
Ogun	Fire, iron, hunting, politics, war

Olokun	Oceans, fishermen, wisdom, knowledge
Oshosi	Woodlands, hunters
Oshun	Love, beauty, wealth, diplomacy, sweet water
Oya	Wind, lightning, fertility, fire, magic, change
Ozain	Healing
Shango	Thunder, lightning, royalty, justice, strength, men
Yemaja	Oceans, motherhood, children

The origin of the deities described below is noted.

## African Deities

### Aganju

*Lord of the Volcano, Lord of Caves*

**Rank:** Major Deity (Orishas)

**Portfolio:** Volcanoes, caves, deserts, freedom, exploration

**Servants:** Earth and fire elementals, fire giants, xaos

**Priests:** Druids, clerics

**Symbol:** Sun, bat, serpent, bear

**Origin:** Yoruba (West Africa)

**Alignment:** Neutral (CN)

**Size/Type:** Huge Outsider

**Hit Dice:** 18 (360 hp)

**Armor Class:** 20 [+3]

**Attack:** Slam (4d10 + stun 1d6 rounds) or throw boulder (1 mile/8d10)

**Move:** 40' (Burrow 40')

**Save:** 2; MR 65% (90% vs. mind control)

SD—Immunity (poison, disease), regenerate, immune to enchantments and illusions of 5th level or less

SA—Inspire awe, change size (tiny to huge), communicate across time and space, deific senses (100 miles), grant spells up to 9th, regenerate, magic use (D7, M5), all within 30' suffer 2d6 fire damage per round when enraged, breath fire (3/day, 120' cone, 12d6), conjure 32 HD of earth elementals

SP—Command II, comprehend languages, detect evil, detect good, earthquake •••, gate, geas, flaming sphere, locate object, move earth, phase door, plane shift, quest, raise dead, shapeshift, stomp, tongues, teleport without error, true seeing

Aganju is one of the eldest of the Orishas, and the third to come to earth. He represents the brute force of earth and fire. Lava is his breath and what makes the world turn. His followers mark him as a force necessary for growth. He is the Lord of Caves and the wealth to found within them. Aganju is also the deliverer of people from bondage and a protector of slaves.

As the bearer of burdens, the shoulder and back belong to him. He is the master of navigation, providing access to unexplored places, making him a patron of adventurers.

Aganju is the son of Obatala and Odudua and the brother and husband of Yemaja. He appears as a stone giant composed of actual stone. His eyes burn with fire and when he opens his mouth one can glimpse the burning conflagration within. When he is angry, the ground shakes and his body puts out incredible heat.

Priests of Aganju can rebuke and turn elementals of all kinds as though it were a 3rd level spell.

## Agwé (Agive)

*Shell of the Sea, Golden Shell, Angel in the Mirror, the Eel*

**Rank:** Minor Deity (Loa)

**Portfolio:** Oceans, fish, sailors, fishermen, guidance

**Servants:** Water elementals, aquatic fey

**Priests:** Clerics (travel), druids

**Symbol:** Boat with sails

**Origin:** Dahomey (West Africa)

**Alignment:** Lawful (CG)

**Size/Type:** Medium Outsider

**Hit Dice:** 16 (192 hp)

**Armor Class:** 21 [+2]

**Attack:** +3 *machete* (3d10) or +2 *pistol* (1 mile/2d10 + web)

**Move:** 40' (Swim 120')

**Saves:** 2; MR 85%

SD—Immunity (poison, disease), regenerate, immune to enchantments and illusions 3rd level or less

SA—Inspire awe, change size (small to large), communicate through dreams, deific senses (10 miles), grant spells up to 6th, magic use (C5, D5, M6), turn undead, command aquatic creatures, summon 32 HD of sea creatures, magic conch shell (as *Horn of Valhalla*)

SP—Command II, comprehend languages, control weather, control water, control wind, detect evil, detect good, gate, geas, plane shift •••, quest, raise dead •••, shapeshift •••, summon nature's ally IV, tongues, teleport without error, true seeing, water breathing

Agwé is the ruler of the Seven Seas and the patron of both sailors and fishermen. His wife is Erzulie, also called *La Sirene*. Agwé helps sailors find their way, and is thus a deity of guidance and counsel. As the psychopomp of the Loa, he guides the souls of the dead to the afterlife in his ship, the *Immamou*.

The lord of the sea usually appears as handsome man with green eyes in the garb of a sailor. His colors are blue, white and sea green. His vessel is crewed by the souls of men and women who were slaves in life as well as his first mate, Agassou, who appears as a crab, Silibo the patron of sacred baths, Ogou the healer and Oya-lansan, goddess of strong winds, storms and sea battles, who appears as a riotous sailor.

Agwé is a gentlemanly deity, who embodies the manly virtues of bravery, patience, reserve and pragmatism. When he possesses a priest, the priest must be kept damp with sponges or wet towels, lest he attempt to run into the sea and drown.

Agwé's holy day is Thursday. He is saluted by volleys of gunfire or by blowing a conch shell. Offerings include strong libations, coffee, mirrors, telescopes, fishing equipment and rice cooked in coconut milk. Sacrificial animals include white roosters, drakes, white rams or goats dyed indigo.

Priests of Agwé add *water breathing* to their spell list.

## Ala (Ájá-àṇà)

*Earth, Land*

**Rank:** Major Deity (Alusi)

**Portfolio:** Earth, mortality, fertility, the dead, justice

**Servants:** Earth elementals, fey, undead

**Priests:** Druids, clerics

**Symbol:** Crescent moon

**Origin:** Igbo (West Africa)

**Alignment:** Neutral (N)

**Size/Type:** Large Outsider

**Hit Dice:** 18 (380 hp)

**Armor Class:** 19 [+3]

**Attack:** +3 *two-handed sword* (4d10)

**Move:** 60' (Fly 120')

**Saves:** 2; MR 69%

SD—Immunity (poison, disease), regenerate, immune to enchantments and illusions 5th level or less

SA—Inspire awe, change size (tiny to huge), communicate across time and space, deific senses (100 miles), grant spells up to 9th, cast two spells per round, turn elementals, rebuke undead, magic use (C6, D9, M9)

SP—Command II, comprehend languages, daylight, detect evil, detect good, divination •••, gate, geas, hold monster, hypnotic pattern, mark of justice, plane shift, quest, prismatic sphere x, prismatic spray •••, rainbow pattern, raise dead, shapeshift,

sticks to snakes, summon nature's ally IX •, tongues, teleport without error, true seeing

Ala is the goddess responsible for the fertility of the earth and all things that create life, including water, soil and vegetation. She also holds the bodies of the dead within her womb, the cavernous Underworld. She is the head of the Alusi pantheon, and as such she carries out justice against the wicked. Almost every Igbo village has a shrine to Ala. This is where all major decisions for the village are made.

Ala is a tall goddess with a severe, yet serene, face. She is adorned with the treasures of the earth in the form of jewelry and a headdress like a gold halo.

Since all land is Ala, all land is sacred and all crimes committed on land are within her purview. Actions prohibited by Ala include murder, suicide and the killing and eating of pregnant animals. People who die bad deaths are cast away into the forest rather than buried.

Ala's sacred animal is the royal python, a symbol of feminine beauty and gentleness to the Igbo. Killing pythons is strictly prohibited. Ala is celebrated at the annual yam festival, which occurs in August after the end of the rainy season.

Ala's clerics and druids can summon constrictor and giant constrictor snakes with *summon nature's ally* as though their challenge levels were one point lower than they actually are.

## Amadioha (Kamalu, Kalu, Ofufe, Igwe)

*Free Will of the People*

**Rank:** Major Deity (Alusi)

**Portfolio:** Justice, thunder, lightning, sky

**Servants:** Archons

**Priests:** Clerics, paladins

**Symbol:** White ram

**Origin:** Igbo (West Africa)

**Alignment:** Lawful (LG)

**Size/Type:** Medium Outsider

**Hit Dice:** 18 (360 hp)

**Armor Class:** 22 [+3]

**Attack:** +3 *spear* (6d10 / half electricity)

**Move:** 30' (Fly 180')

**Saves:** 2; MR 65%

SD—Immunity (poison, disease), regenerate, immune to enchantments and illusions 5th level or less

SA—Inspire awe, change size (tiny to huge), communicate across time and space, deific senses (100 miles), grant spells up to 9th, paladin abilities, turn undead, magic (C9, D3, M5)

SP—Calm emotions, command II, comprehend languages, detect evil, detect good, discern lies, gate, geas, lightning bolt •••, locate object, plane shift, quest, raise dead, restoration, righteous might •, shapeshift, summon swarm (bees), tongues, teleport without error, true seeing

Amadioha represents the collective will of society, and thus their laws and their justice. He is also the storm god of the Alusi, his lightning bolts being manifestations of his divine wrath against lawbreakers, as are swarms of bees. Amadioha created mankind when he split a silk cotton tree in two with one of his lightning bolts, revealing a man and woman.

The thunder god appears as a fair-skinned man in the garb of a warrior king. He is possessed of a cool temper. Amadioha is the consort of Ala, and serves as her enforcer. People who die by lightning or swarms of bees are considered to have been punished by Amadioha. Their bodies are left unburied and their property is taken by Amadioha's priests.

Amadioha's governing planet is the sun and his sacred color is red. Curses bestowed by his priests can be removed by transferring them (with a *remove curse* spell) to a goat, which is then cast out of the town.

Priests of Amadioha can attempt to tame a giant bee as a mount, using the rules for fighters subduing monsters.

## Anansi (Anancy)

*The Spider*

**Rank:** Minor Deity

**Portfolio:** Trickery, wisdom, storytelling

**Servants:** Fey, giant spiders

**Priests:** Druids, bards

**Symbol:** Spider

**Origin:** Ashanti (West Africa)

**Alignment:** Neutral (CN)

**Size/Type:** Medium Outsider

**Hit Dice:** 16 (192 hp)

**Armor Class:** 18 [+2]

**Attack:** +2 *spear* (3d10 + Poison I)

**Move:** 60' (Climb 60')

**Saves:** 2; MR 45%





SD—Immunity (poison and disease), regenerate, immune to enchantments and illusions 3rd level or less

SA—Inspire awe, change size (small to large), communicate through dreams, deific senses (10 miles), grant spells up to 6th, magic use (D7 M5), bard abilities, summon 24 HD of giant spiders and/or ettercaps, track

SP—Command II, comprehend languages, detect evil, detect good, gate, geas, invisibility II, legend lore, neutralize poison, plane shift •••, poison, quest, raise dead •••, shapeshift •••, tongues, teleport without error, true seeing, web

Anansi is the son of Nyame the Sky Father and Asase Ya the Earth Mother. He appears as a giant spider, sometimes with a human face, or as a human with spidery characteristics.

Anansi is the teacher of agriculture and releaser of wisdom to humanity. In some stories he is the creator of sun, stars and moon. When the sky god owned all of the stories in the world, Anansi sought to buy them. The price was high, for Anansi would have to bring back Onini the Python, Osebo the Leopard, the Mmoboro Hornets and Mmoatia the Dwarf. Anansi managed to capture each through trickery, and thus purchased all of the world's stories from Nyame and gave them to the world. His wife is Aso and by her he fathered the aranea, bafana and other spider peoples.

Anansi's holy day is July 1st.

Priests of Anansi add *legend lore* to their spell list.

## Babalú-Ayé (Shakpana, Sopona, Sagbata)

*Father, Lord of the Earth, Wrath of the Supreme God, One who kills and is thanked for it*

**Rank:** Minor Deity (Orishas)

**Portfolio:** Disease, death, aging, healing

**Servants:** Demons

**Priesthood:** Anti-clerics

**Symbol:** Drum

**Origin:** Yoruba (West Africa)

**Alignment:** Chaos (NE)

**Size/Type:** Medium Outsider

**Hit Dice:** 17 (204 hp)

**Armor Class:** 17 [+2]

**Attack:** Touch (2d8 + 3 levels energy drain)

**Move:** 60' (Fly 90')

**Saves:** 2; MR 66%

SD—Immunity (poison, disease), regenerate, immune to enchantments and illusions 3rd level or less

SA—Inspire awe, change size (small to large), communicate through dreams, deific senses (10 miles), grant spells up to 6th, incorporeal at will, rebuke undead, backstab +6d6 damage, death attack 3/day, magic use (C7 M4)

SP—Cause disease, cause fear, command II, comprehend languages, cure disease, darkness II, detect evil, detect good, drum ritual, enervation •••, gate, geas, plane shift •••, quest, raise dead •••, shapeshift •••, summon swarm, tongues, teleport without error, true seeing

Babalú-Ayé is the spirit of entropy in African folklore, and thus a deity of disease, aging and death. He lurks in the jungle, his servants not only demons, but also insects.

Worshippers of the Lord of the Earth offer rice, wheat, corn, beans, chickpeas, garlic, onions and smoked fish during divination rituals and as a sacrifice to lessen his depredations on the people. Babalú-Ayé is almost never mentioned by name, as people do not wish to attract the dread god's attention.

Babalú-Ayé appears as a gaunt man in a coat of blue, brown, red, white and purple patches. The man avoids the sunlight, sticking to the shadows. He is the son of Yemaja and brother of Shango, and his wife is Nana Buruku. His knowledge of herbalism in curing disease associates him with the benign Ozain.

The priests of Babalú-Ayé carry ritual brooms for purification (which can be used as staffs in combat), covered terracotta vessels and pouches of cowrie shells. Priests of Babalú-Ayé add *drum ritual* to their spell list.

#### **Drum Ritual** (Necromancy)

**Level:** Cleric 4

**Range:** See below

**Duration:** See below

The *drum ritual* can cure or cause disease over a wide area. If one cleric is playing a drum during the casting of the spell, the range of the spell is 1 mile. If the spell is cast with two drums, this is expanded to four miles, three drums is nine miles, four drums is 16 and five drums is 25 miles.

All creatures within the sound of the drums must pass a saving throw at a +3 bonus or be struck with a disease, or conversely all creatures within sound of the drums enjoy a new saving throw against a disease they have with a +3 bonus.

The drums must be played for 1 hour for the spell to work. After the first 10 minutes of drumming, the drummers must begin to roll dice under their constitution score to keep drumming an additional 10 minutes. The first roll is made with 2d6, the second with 3d6, and the remainder with 4d6 until the drumming has lasted for one hour.

### **Damballa (Zombi)**

*Great Master*

**Rank:** Major Deity (Loa)

**Portfolio:** Sky, intellect, balance

**Servants:** Inevitables, couatls, devils

**Priests:** Druids

**Symbol:** Serpent

**Origin:** Dahomey (West Africa), Lunda (Central Africa)

**Alignment:** Neutral (LN)

**Size/Type:** Huge Outsider

**Hit Dice:** 18 (360 hp)

**Armor Class:** 23 [+3]

**Attack:** Bite (4d10 + Poison IV)

**Move:** 60' (Fly 120', Swim 120')

**Saves:** 2; MR 78%

SD—Immunity (poison, disease), regenerate, immune to enchantments and illusions 5th level or less

SA—Inspire awe, change size (tiny to huge), communicate across time and space, deific senses (100 miles), grant spells

up to 9th, turn reptiles (as undead), summon 36 HD of reptile monsters, magic use (D9, M9)

SP—Augury, command II, comprehend languages, create undead, create water, creation II, detect evil, detect good, divination, gate, geas, hold monster, hypnotic pattern, plane shift, quest, raise dead, shapeshift, sticks to snakes, tongues, teleport w/o error, true seeing

Damballa is the sky father and creator of life. He also rules the intellect and preserves the cosmic equilibrium. Damballa appears as a giant cosmic serpent. He created the cosmos from his 7,000 coils, forming the stars and planets in the heavens and valleys and hills on the Earth. By shedding his serpent skin he created the oceans and seas.

The creator's wife is Ayida-Waddo, the rainbow serpent who governs fertility, wind, water, fire and snakes. White rum is sacred to Damballa. Damballa's druids can turn serpent monsters, including ophidians, as a cleric turns undead.

### **Erzulie**

*La Sirene*

**Rank:** Minor Deity (Loa)

**Portfolio:** Love, beauty, luxury, sex, flowers, homosexuality

**Servants:** Lillends and fey

**Priests:** Clerics, bards

**Symbol:** Heart pierced by sword

**Origin:** Dahomey (West Africa)

**Alignment:** Lawful (CG)

**Size/Type:** Medium Outsider

**Hit Dice:** 16 (192 hp)

**Armor Class:** 17 [+2]

**Attack:** +2 *longsword* (3d10)

**Move:** 30'

**Saves:** 2; MR 55%

SD—Immunity (poison, disease), regenerate, immune to enchantments and illusions 3rd level or less, children and non-combative women in her presence gain AC 20

SA—Inspire awe, change size (small to large), communicate through dreams, deific senses (10 miles), grant spells up to 6th, bard abilities, blinding beauty (as nymph), magic use (C5, M7; enchantments and illusions up to 9)

SP—Charisma, charm monster, command II, comprehend languages, detect evil, detect good, gate, geas, plane shift, quest, raise dead, seven deadly strokes, shapeshift, spectral force, tongues, teleport without error, true seeing, wall of force



Erzulie is a sensuous love goddess, a sweet coquette who also has a dark side of jealousy. She appears as a beautiful maiden bedecked in jewels and wearing pink finery or as a buxom matron carrying a child. Flowers bloom in her footsteps. Erzulie has three husbands, Damballa, Agwé and Ogun. In any form, she is a fierce protector of women and children. For this reason, she is always to be found armed with a sword.

Erzulie's colors are pink, blue, white and gold. Sacrifices to the goddess include jewelry, perfume, sweet cakes and liqueurs in her beneficent moods, or black swine, blood from seven cuts made by a sword and rum when in a darker mood.

Priests of Erzulie add *seven deadly strokes* to their spell list.

### **Seven Deadly Strokes (Invocation)**

Level: Druid 1

Range: Personal

Duration: 1 combat

When a foe is damaged by a druid under the effects of this spell, the druid gains a +1 bonus to attack and damage that foe for the remainder of the battle. A second successful attack increases these bonuses to +2, and so on, to a maximum bonus of +7 to attack and damage.

### **Eshu (Agongo ogo, Ekwenso)**

*The Divine Trickster*

**Rank:** Major Deity (Orishas)

**Portfolio:** Chaos, trickery, travel, crossroads, luck

**Servants:** Succubae, demons, xaocs

**Priesthood:** Anti-cleric (travel)

**Symbol:** Turkey buzzard

**Origin:** Yoruba (West Africa)

**Alignment:** Chaos (CN with evil tendencies)

**Size/Type:** Medium Outsider

**Hit Dice:** 19 (380 hp)

**Armor Class:** 17 [+3]

**Attack:** +3 *cane* (4d10)

**Move:** 50' (Fly 70')

**Saves:** 2; MR 88%

SD—Immunity (poison, disease), regenerate, immune to enchantments and illusions 5th level or less

SA—Inspire awe, change size (tiny to huge), communicate across time and space, deific senses (100 miles), grant spells up to 9th, death attack 5/day, fascinate as bard, magic use (C6 M8), magic pipe\*, conjure 18 HD of xaocs

SP—Command II, comprehend languages, confusion •••, detect evil, detect good, finger of death •, gate, geas, insanity •••, plane shift, quest, raise dead, shapeshift, slow •••, spectral force, squabble, summon nature's ally VI •••, tongues, teleport without error, true seeing, unholy word •

Eshu is the messenger of the gods who guides the dead to the afterlife. He appears as a naked man carrying a cane and pipe.

Eshu's joy is in bringing strife and violence to man. For this reason he is unwelcome in people's homes. A small idol of the god is set outside every door as a ward against bad luck. He is identified with the number three and the colors red and black.

Men must be circumcised as a sacrifice to Eshu. His preferred offerings are roosters, dogs and male goats. Human sacrifices might be offered on important occasions, the victim beheaded, disemboweled and hung from a tree with his entrails placed on a wooden dish in front of the corpse. Victims are purchased using the offerings of money thrown on the floor of market-places dedicated to Eshu.

Eshu's sacred animal is the turkey buzzard. The god of trickery lives in a large brass palace high in the mountains, where he is attended by many servants.

A similar deity is Ekwenso of the Alusi. He is a deity of trade and war, and praying to him ensures victory. He is a force of change and chaos. Ekwenso's symbol is the tortoise and his boon companion is Death.

Eshu's holy day is the second weekend of July. Priests of Eshu add *squabble* to their spell list.

**Eshu's Pipe:** Works as a magic staff with 10 charges. It can spew the following spells: Obscuring mist (1 charge), fog cloud (2), acid fog (4), cloudkill (6). All of these spells have the added effect of *confusion* (save to negate).

#### **Squabble** (Enchantment)

Level: Cleric 2

Range: Touch

Duration: 10 minutes

When the spellcaster touches another humanoid, they must pass a saving throw or suffer from the effects of *rage*. Any person he touches, violently or otherwise, must also pass a saving throw or likewise be affected, and so on until the spell ends.

### **Ifa (Gbangba)**

#### *Explanation*

**Rank:** Minor Deity (Orishas)

**Portfolio:** Divination, fecundity, wisdom, palm nuts

**Servants:** Air elementals, fey

**Priests:** Druids

**Symbol:** Palm nut

**Origin:** Yoruba (West Africa)

**Alignment:** Neutral (N)

**Size/Type:** Medium Outsider

**Hit Dice:** 16 (192 hp)

**Armor Class:** 25 [+3]

**Attack:** +2 *staff* (3d6)

**Move:** 40' (Fly 80')

**Saves:** 2; MR 85%

**SD**—Immunity (poison, disease), regenerate, immune to enchantments and illusions 3rd level or less, cannot be surprised, can always counter-spell if he has the spell available

**SA**—Inspire awe, change size (small to large), communicate through dreams, deific senses (10 miles), grant spells up to 6th, magic use (D9 M5; divinations up to 9th level)

**SP**—Command II, comprehend languages, detect evil, detect good, divination, gate, geas, plane shift •••, quest, raise dead •••, shapeshift •••, tongues, teleport without error, true seeing

Ifa is a mysterious god of unknown parentage. He is a patron of divination. When he was born he attempted to teach humans how to foretell the future, but they were not interested. He then wandered the earth, teaching others and getting involved in many amorous entanglements. When he returned home, he planted a palm nut on a rock. The nut immediately sprung into sixteen palm trees. His method of divination, therefore, involves the tossing of sixteen palm nuts.

Ifa is attended by a companion named Odu and a messenger named Opele. The bandicoot, which lives in palm trees, is sacred to him. His preferred sacrifices are pigeons, fowls and goats. On important occasions a human being is immolated.

Ifa's priests are called *babalawo*, "Father who has the secret". Because of the demand for divinations, Ifa's priests are usually wealthy. An old saying goes, "The priest who is shrewder than another adopts the worship of Ifa." Ifa's priests remove all of the hair from their bodies and always dress in white.

Ifa's method of divination, used by his druids whenever they cast a divinatory spell, employs a whitened board 2' long and 8 to 9 inches wide on which are marked sixteen figures called "mothers". The sixteen palm-nuts are held loosely in the right hand and thrown through the half-closed fingers into the left hand. The future is then divined by the way in which the nuts land on the board.

Ifa is honored on the first day of each week.

Priests of Ifa are immune to surprise.

### **Khonvoun**

**Rank:** Major Deity

**Portfolio:** Hunting, creation

**Servants:** Fey

**Priests:** Druids, rangers

**Symbol:** Chameleon

**Origin:** Bambuti Pygmies (Central Africa)

**Alignment:** Neutral (N)

**Size/Type:** Medium Outsider

**Hit Dice:** 20 (420 hp)

**Armor Class:** 21 [+3]

**Attack:** +3 *shortbow* (3d10 + Poison IV) or +2 *axe* (2d10)

**Move:** 40' (Climb 80')

**Saves:** 2; MR 65%

SD—Immunity (poison, disease), regenerate, immune to enchantments and illusions 5th level or less

SA—Inspire awe, change size (tiny to huge), communicate across time and space, deific senses (100 miles), grant spells up to 9th, regenerate, ranger abilities, magic use (D9 M6), summon 1d6 couatls, always moves silently and can hide in shadows/foilage perfectly

SP—Command II, comprehend languages, detect evil, detect good, gate, geas, invisibility II, plane shift, prismatic arrow, quest, rainbow pattern, prismatic sphere •, raise dead, shapeshift, tongues, teleport w/o error, true seeing

Khonvoum is the supreme deity of the Bambuti Pygmy people. He is a god of hunting who carries a bow made of two serpents which appears to mortals as a rainbow. He rules the heavens and makes the sun rise. Khonvoum crafted human beings from white, black and red clay. He then created the woodlands and animals for the pygmies.

Khonvoum contacts human beings through chameleons or through his elephant companion, Gor the Thunderer.

Priests of Khonvoum add *prismatic arrow* to their spell list.

#### **Prismatic Arrow** (Conjuration)

Level: Druid 1, Magic-User 2

Range: 120'

Duration: Instantaneous

An arrow of rapidly changing colors is shot from the druid's outstretched hand. It can be cast at a single target, who can avoid it with a saving throw. If it hits, the arrow has one of the following effects, rolled randomly (d8). Besides the effects listed, it also changes the target's skin, hair and equipment color as described below. The color change lasts for 1 hour.

1. Red: 1d8 fire damage
2. Orange: 2d4 acid damage
3. Yellow: 2d6 electricity damage
4. Green: Poison III
5. Blue: -2 to Armor Class
6. Violet: -2 to attack and damage

## **Kokou**

**Rank:** Minor Deity (Orishas)

**Portfolio:** Violence, war

**Servants:** Demons

**Priests:** Anti-clerics (war)

**Symbol:** Severed hand

**Origin:** Yoruba (West Africa)

**Alignment:** Chaos (CE)

**Size/Type:** Medium Outsider

**Hit Dice:** 18 (216 hp)

**Armor Class:** 21 [+2]

**Attack:** +3 *battleaxe* (4d10 + save vs. rage)

**Move:** 50' (Fly 120')

**Saves:** 2; MR 35%

SD—Immunity (poison, disease), regenerate, immune to enchantments and illusions 3rd level or less

SA—Inspire awe, change size (small to large), communicate through dreams, deific senses (10 miles), grant spells up to 6th, death attack 3/day, magic use (C6)

SP—Blade barrier, cause fear, command II, comprehend languages, detect evil/good, gate, geas, haste (self), inflict light wounds, plane shift •••, quest, rage, raise dead •••, shapeshift •••, tongues, teleport without error, true seeing, war cry

Kokou is the most violent and unruly of the gods of war, a patron of berserkers and of war for the sake of violence. He appears as a man with gleaming red skin, bare save for a leopard skin cape and armed with a shield and spear.

Kokou is associated with trances and rapidly beating drums. Those entranced in his rituals become bloodthirsty and have a high tolerance for pain.

Priests of Kokou add *war cry* to their spell list.

#### **War Cry** (Enchantment)

Level: Cleric 3

Range: 30'

Duration: 1 minute

By uttering a terrible war cry, the cleric forces all who oppose her to pass a saving throw or be frightened, and all who are on her side to fight as berserkers (one extra attack per round) for the duration of the spell.

## Mawu-Lisa

**Rank:** Major Deity (Loa)

**Portfolio:** Moon, sun, creation, humanity

**Servants:** Fey

**Priests:** Druids

**Symbol:** Moon and Sun

**Origin:** Dahomey (West Africa)

**Alignment:** Neutral (N)

Mawu-Lisa is both two and one. Separately, they are Mawu, a moon goddess, and Lisa, a sun god. Together, they are the hermaphroditic supreme deity Mawu-Lisa.

Mawu and Lisa are twin deities created by Nana Buluku, the creator of the universe. They are husband and wife, and the parents of the lesser Loa.

Mawu-Lisa created humanity, and when the first woman, Gbadu, saw the chaos that predominated on Earth, she sent her daughters out among the people and teach them about Mawu-Lisa and the lesser deities.

Mawu and Lisa can appear individually, or they can combine to form Mawu-Lisa. Mawu appears as a round-faced, smiling woman with a look of peace on her face and with perfectly black skin. She wears the planets and stars as beads around her neck and a white skirt on her lower body. She carries a crescent-shaped axe. Lisa is Mawu's twin, and thus appears much as she does, though he wears a loincloth and has perfectly white skin. When they combine, they become larger in size and half of their body is white, the other half black.

Priests of Mawu-Lisa add *fusion* to their spell list.

### Mawu

**Size/Type:** Medium Outsider

**Hit Dice:** 15 (190 hp)

**Armor Class:** 18 [+2]

**Attack:** +2 *battleaxe* (6d10 / half from cold)

**Move:** 40' (Fly 120')

**Saves:** 2; MR 35%

SD—Immunity (poison, disease), regenerate, immune to enchantments and illusions 3rd level or less

SA—Inspire awe, change size (small to large), communicate through dreams, deific senses (10 miles), grant spells up to 6th, ranger abilities, magic use (D9 M6)

SP—Command II, comprehend languages, control water, darkness II, detect evil, detect good, gate, geas, insanity, plane

shift •••, quest, raise dead •••, shapeshift •••, tongues, teleport without error, true seeing, wall of ice

### Lisa

**Size/Type:** Medium Outsider

**Hit Dice:** 15 (190 hp)

**Armor Class:** 18 [+2]

**Attack:** +2 *morningstar* (6d10 / half from fire)

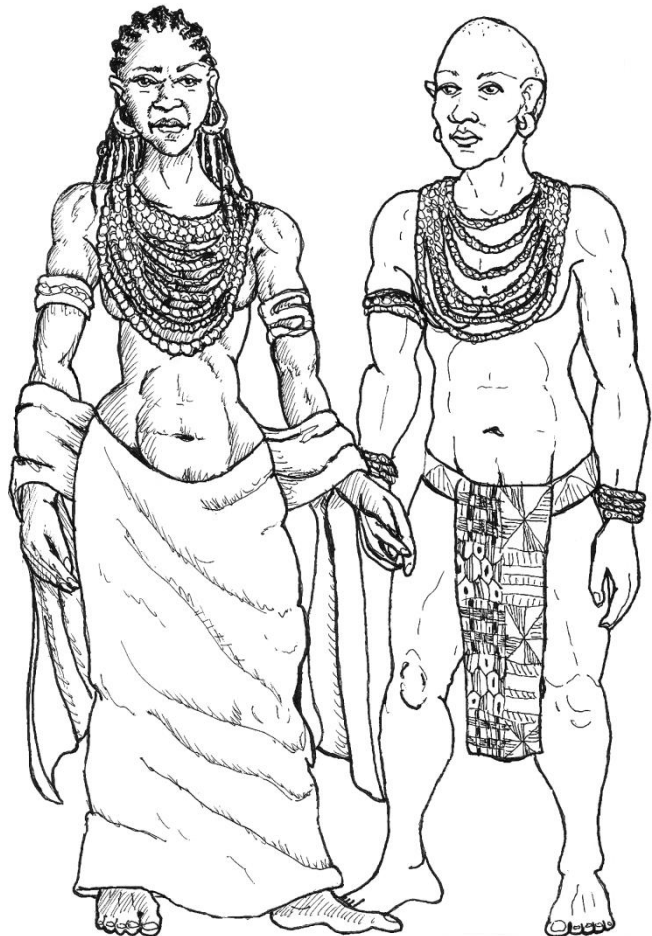
**Move:** 40' (Fly 120')

**Saves:** 2; MR 35%

SD—Immunity (poison, disease), regenerate, immune to enchantments and illusions 3rd level or less

SA—Inspire awe, change size (small to large), communicate through dreams, deific senses (10 miles), grant spells up to 6th, paladin abilities, magic use (C9 M6)

SP—Command II, comprehend languages, detect evil, detect good, gate, geas, fireball, light II, plane shift •••, quest, raise dead •••, searing light, shapeshift •••, tongues, teleport without error, true seeing, wall of fire



## Mawu-Lisa

**Size/Type:** Huge Outsider

**Hit Dice:** 30 (640 hp)

**Armor Class:** 22 [+3]

**Attack:** +3 battleaxe (9d12 / 25% fire, 25% cold)

**Move:** 80' (Fly 240')

**Saves:** 2; MR 70%

SD—Immunity (poison, disease), regenerate, immune to enchantments and illusions 5th level or less

SA—Inspire awe, change size (tiny to huge), communicate across time and space, deific senses (100 miles), grant spells up to 9th, paladin and ranger abilities, magic use (C9 D9 M9)

SP—Command II, comprehend languages, control water, darkness II, detect evil/good, fireball, gate, geas, insanity, light II, plane shift, quest, raise dead, searing light, shapeshift, tongues, teleport w/o error, true seeing, wall of force

## Obatala

*King of the White Cloth, War Dog, Lord of Visions*

**Rank:** Major Deity (Orishas)

**Portfolio:** Creation, purity, ethics, humility, defense

**Servants:** Angels, archons

**Priests:** Clerics, paladins

**Symbol:** White snail

**Origin:** Yoruba (West Africa)

**Alignment:** Law (LG)

**Size/Type:** Medium Outsider

**Hit Dice:** 20 (400 hp)

**Armor Class:** 24 [+3]

**Attack:** 2 fists (3d10) or +3 scimitar (4d10)

**Move:** 40' (Fly 120')

**Saves:** 2; MR 65%

SD—Immunity (poison, disease), regenerate, immune to enchantments and illusions 5th level or less

SA—Inspire awe, change size (tiny to huge), communicate across time and space, deific senses (100 miles), grant spells up to 9th, magic use (C9, M7), stunning fists as monk, fascinate as bard, paladin's halo

SP—Command II, comprehend languages, detect evil, detect good, divination, gate, geas, holy word •••, plane shift, protection from evil II, quest, raise dead, righteous might ••, shapeshift, tongues, teleport without error, true seeing, White King's servant

Obatala is the first Orisha to descend to earth at the behest of Olodumare, the supreme creator. He descended from heaven on a chain, carrying a snail shell full of earth, palm kernels and a five-toed chicken. He is the maker of human bodies and thus the owner of all human heads. Obatala always wears white.

Worshippers of Obatala strive to practice moral correctness as unblemished as their deity's robe. He is the protector of the elderly and the infirm. His special offerings are edible snails.

One story about Obatala concerns his getting drunk on palm wine. Because of this, he must never be worshipped with palm wine, palm oil or salt. His worshippers may eat palm oil and salt, but never drink palm wine.

One of Obatala's avatars is Ajagunna, a youth who fights using a scimitar. Ajagunna is credited with spreading gun powder through the world. Ajagunna loves conquest and dominance, and breeds war – his name means "War Dog". As *Protector of the Town Gates*, he is mounted on a horse, armed with a lance and aided by a mystic tortoise, leopard, fish and serpent.

Priests of Obatala add *white king's servant* to their spell list.

### White King's Servant (Transmutation)

Level: Cleric 3

Range: Personal

Duration: 1 minute

For one minute, the cleric takes on all of the abilities of a paladin of equal level.

## Ogun

*Spirit of Iron*

**Rank:** Major Deity (Orishas, Loa)

**Portfolio:** Fire, iron, hunting, politics, war

**Servants:** Fire elementals, iron golems

**Priests:** Druids

**Symbols:** Crossed swords, sickles or breadfruit tree

**Origin:** Yoruba and Dahomey (West Africa)

**Alignment:** Neutral (N)

**Size/Type:** Medium Outsider

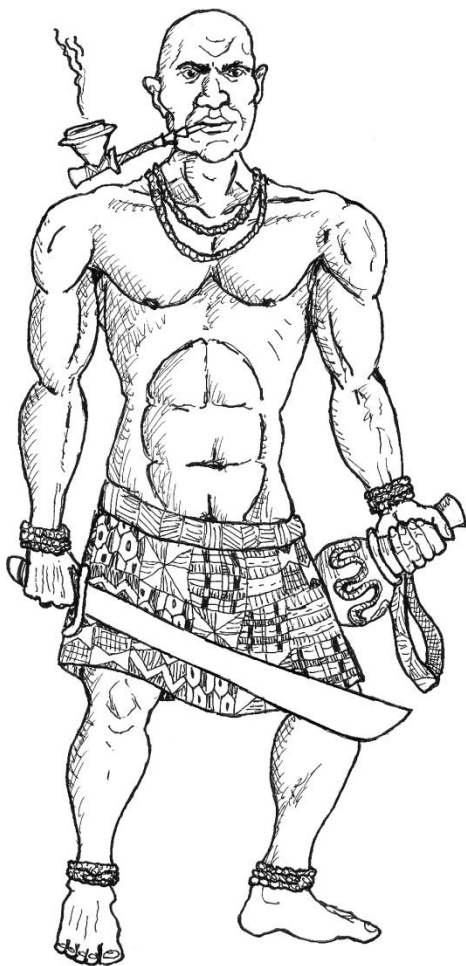
**Hit Dice:** 18 (360 hp)

**Armor Class:** 25 [+3]

**Attack:** +3 machete (4d10)

**Move:** 60'

**Saves:** 2; MR 53%



SD—Immunity (poison, disease), regenerate, immune to enchantments and illusions 5th level or less

SA—Inspire awe, change size (tiny to huge), communicate across time and space, deific senses (100 miles), grant spells up to 9th, magic use (D7, M8), attack three times per round, summon 1d4 iron golems or 3d6 living iron statues, deals maximum damage against constructs

SP—Command II, comprehend languages, detect evil, detect good, gate, geas, fireball •••, flaming breath, heat metal, iron body, plane shift, quest, raise dead, repulsion (metal), rusting grasp, shapeshift, tongues, teleport w/o error, true seeing, wall of iron

Ogun is the patron deity of smiths and hunters. He is depicted as a man carrying a machete, a bottle of rum and a pouch of tobacco. Iron and steel are sacred to the god, so holy symbols of his druids are made from iron or steel.

Ogun gives strength through prophecy and magic. Worshipers can wash their hands in flaming rum without hurting themselves. They dress in green and black, carry machetes,

chew cigars and demand rum with the phrase “*gren mwe fret*”, or “my testicles are cold”.

Ogun’s preferred offerings are dogs, fowl, palm oil and small bits of food. The heads of dogs are displayed in blacksmith shops for this reason. Human sacrifices are made to him before war. The victim is immolated, but spends the day before the sacrifice as though he were a king. The corpse is treated with respect, although the heart is removed by Ogun’s priests, powdered and mixed with rum and sold as elixirs of courage.

Ogun is celebrated during the month of April.

Priests of Ogun add *flaming breath* to their spell list.

#### **Flaming Breath** (Conjuration)

Level: Druid 2

Range: 20’ cone

Duration: Instantaneous

By gulping a swig of rum or some other alcohol, the druid can spew forth a cone of divine fire from his mouth. The fire does 1d6 points of damage + 1 point of damage per druid level. Outsiders and undead suffer double damage from the fire.

### **Olokun**

*Lord of Oceans*

**Rank:** Major Deity (Orishas)

**Portfolio:** Oceans, fishermen, wisdom, knowledge, freedom

**Servants:** Water elementals, fey

**Priests:** Druids, psychics

**Symbols:** Calabash, fishes

**Origin:** Yoruba (West Africa)

**Alignment:** Neutral (N)

**Size/Type:** Medium Outsider

**Hit Dice:** 16 (320 hp)

**Armor Class:** 20 [+3]

**Attack:** +2 *staff* (3d10 + hold monster)

**Move:** 60’ (Fly 240’)

**Saves:** 2; MR 70%

SD—Immunity (poison, disease), regenerate, immune to enchantments and illusions 5th level or less

SA—Inspire awe, change size (tiny to huge), communicate across time and space, deific senses (100 miles), grant spells up to 9th, magic use (D9, M7), summon 24 HD of sea creatures, always move silently and hide in shadows

SP—Command II, comprehend languages, control water, control weather, detect evil, detect good, E.S.P. (always active),



freedom of movement, gate, geas, hold monster, plane shift, quest, raise dead, shapeshift, sleep, tongues, teleport without error, true seeing

Olokun is the deification of unfathomable wisdom and the patron of the enslaved. He is associated with patience, endurance, observation, meditation, historical knowledge, royalty and prophecy. Olokun also governs material wealth, psychic abilities, dreaming and water-based healing. He is a patron of sailors and guardian of souls lost at sea.

Olokun has both male and female aspects and is often worshipped in tandem with the goddess Yemaja. His consort is Eluso. The fish that live around sand bars are sacred to Eluso, and catching them draws her ire (1% chance of being attacked by a water elemental).

Olokun is depicted as an African man with long flowing hair. He lives in a palace on the sea floor where he is served by a variety of sea spirits. Eluso is a woman with white skin, but with silvery fish scales covering her lower body.

Ordinarily, animals are sacrificed to Olokun. However, when sea conditions are especially bad, a human wayfarer is captured, beheaded and thrown into the ocean.

Priests of Olokun add *E.S.P.* to their spell list.

## Oshosi

*The Tracker, Left-handed Magician*

**Rank:** Minor Deity (Orishas)

**Portfolio:** Woodlands, hunters, animals, justice

**Servants:** Elohim, air elementals

**Priests:** Clerics

**Symbol:** Bow and arrow

**Origin:** Yoruba (West Africa)

**Alignment:** Law (CG)

**Size/Type:** Medium Outsider

**Hit Dice:** 18 (216 hp)

**Armor Class:** 19 [+2]

**Attack:** +3 *shortbow* (3d10) or +3 *dagger* (3d10)

**Move:** 60'

**Saves:** 2; MR 45%

SD—Immunity (poison, disease), regenerate, immune to enchantments and illusions 3rd level or less

SA—Inspire awe, change size (small to large), communicate through dreams, deific senses (10 miles), grant spells up to

6th, magic use (D7, M5), conjure 24 HD of predatory animals, ranger abilities, speak with animals and plants

SP—Charm animals, command II, comprehend languages, detect evil, detect good, gate, geas, liveoak, locate object, magic missile •••••, plane shift •••, quest, raise dead •••, shapeshift •••, tongues, teleport without error, tree stride, true seeing, true strike •••

Oshosi is the first hunter and first priest. He is a patron of justice, hunters, animal trainers and a master of missile attacks. Like Ogun, Oshosi's attacks are swift and deadly.

Oshosi's colors are green and yellow, green and white and light blue. His symbols include the bow and arrow, fig tree, leather hat and crown surmounted by feathers. His preferred offerings are the fruits of the hunt, especially antelopes.

Oshosi's priests can use bows and crossbows in combat, and they can track as well as barbarians.

## Oshun

*The Spring, the Source*

**Rank:** Major Deity (Orishas)

**Portfolio:** Love, beauty, wealth, diplomacy, sweet water

**Servants:** Elohim, aquatic fey

**Priests:** Clerics

**Symbols:** Mirror or dagger

**Origin:** Yoruba (West Africa)

**Alignment:** Law (NG)

**Size/Type:** Medium Outsider

**Hit Dice:** 16 (320 hp)

**Armor Class:** 16 [+3]

**Attack:** Water whip (3d6)

**Move:** 30' (Swim 240')

**Saves:** 2; MR 40%

SD—Immunity (poison, disease), regenerate, immune to enchantments and illusions 5th level or less

SA—Inspire awe, change size (tiny to huge), communicate across time and space, deific senses (100 miles), grant spells up to 9th, magic use (C7, D7, M3), fascinate as bard, turn undead as cleric

SP—Charm monster, command II, comprehend languages, detect evil, detect good, divination, gate, geas, plane shift, quest, raise dead, restoration, shapeshift, sleep, symbol of sleep, tongues, teleport without error, true seeing

Oshun is the generous and kind goddess of sweet water. She owns the waters of rivers, streams, lakes and ponds and is also associated with healing and health, especially as regards conception, women's health and love.

Oshun is the great diviner who teaches a form of divination called sixteen cowries. She is married to Shango and is his favorite wife because of her excellent cooking skills.

Oshun is associated with the colors yellow and blue, the metals gold and copper, peacock feathers, mirrors, the number five and Saturday. Crocodiles are sacred to her and regarded as her messengers. Human sacrifices are made to her in times of extreme emergency.

Oshun's festival lasts five days and begins on the last Saturday of April. The third weekend of October is also holy to her.

Priests of Oshun add *charm person* to their spell list.

## Oya

*Mother of Nine, Thunder Mother*

**Rank:** Major Deity (Orishas)

**Portfolio:** Wind, lightning, fertility, fire, magic, change

**Servants:** Air elementals, kerubim

**Priests:** Clerics, druids

**Symbol:** Copper chalice or cutlass

**Origin:** Yoruba (West Africa)

**Alignment:** Law (CG)

**Size/Type:** Medium Outsider

**Hit Dice:** 18 (360 hp)

**Armor Class:** 20 [+3]

**Attack:** +2 *longbow* (3 miles/4d10) or +2 *whirling staff* (attack all within 10', 3d10 damage)

**Move:** 60' (Fly 240')

**Saves:** 2; MR 48%

SD—Immunity (poison, disease), regenerate, immune to enchantments and illusions 5th level or less

SA—Inspire awe, change size (tiny to huge), communicate across time and space, deific senses (100 miles), grant spells up to 9th, magic use (D7 M6), shapechange (giant water buffalo), summon 24 HD of air elementals, whirlwind 3/day

SP—Command II, comprehend languages, control wind, detect evil, detect good, gate, geas, gust of wind, mirror image, plane shift, quest, raise dead, return to form, shapeshift, tongues, teleport without error, true seeing, true strike •••

Oya is a warrior goddess who creates hurricanes and tornados and who guards the ancestor spirits in the Underworld. She is a goddess of transmutation who fights for justice and love. She is associated with markets and cemetery gates.

Oya is married to Shango. She can transform into a water buffalo. Oya's number is nine and she prefers offerings of eggplants and red wine. Her colors are coral, yellow, red, brown and white. Her symbols include the horsehair whip, cutlass and copper chalice. Her idols represent her with nine heads.

Priests of Oya add *return to form* to their spell list.

### Return to Form (Transmutation)

Level: Cleric 4

Range: 60' radius

Duration: 10 minutes

All creatures within 60' that have been transmuted into a different form, either by their own will or some other mechanism, are returned to their normal form for 10 minutes with no save allowed to prevent the return to form. At the end of the duration of the spell, creatures that were transmuted against their will get a new save to resist the transmutation.

## Ozain (Osanhin)

**Rank:** Minor Deity (Orishas)

**Portfolio:** Healing, herbalism, plants

**Servants:** Elohim, angels

**Priests:** Cleric

**Symbols:** Bird perched on iron bar

**Origin:** Yoruba (West Africa)

**Alignment:** Law (NG)

**Size/Type:** Medium Outsider

**Hit Dice:** 15 (180 hp)

**Armor Class:** 18 [+2]

**Attack:** +2 *spear* (3d10) or +2 *shortbow* (3d10)

**Move:** 60' (Fly 120')

**Saves:** 2; MR 33%

SD—Immunity (poison, disease), regenerate, immune to enchantments and illusions 3rd level or less

SA—Inspire awe, change size (small to large), communicate through dreams, deific senses (10 miles), grant spells up to 6th, magic use (C5, D6, M3), create holy water at will, summon 18 HD of giant eagles or giant owls

SP—Antilife shell •••, command II, comprehend languages, detect evil, detect good, gate, geas, jump, plane shift •••, quest,

raise dead •••, restoration II •••, shapeshift •••, tongues, teleport w/o error, tree stride, true seeing, warp wood

Ozain is a forest god. He owns the *omiero*, a holy liquid of many herbs used in all religious ceremonies, and which is equivalent to holy water. Ozain is the keeper and guardian of herbs and patron of natural healers.

He appears as a wild youth of the wildwood, with darting eyes and athletic build. Ozain can assume the form of any bird, including giant eagles and owls, at will.

Ozain is celebrated on June 7th and 8th.

Priests of Ozain can “lay on hands” as a paladin of equal level.

## Shango (Jakuta, Xevioso)

*Hurler of Stones*

**Rank:** Major Deity (Orishas, Loa)

**Portfolio:** Thunder, lightning, royalty, justice, strength, men

**Servants:** Archons, couatls

**Priests:** Clerics, bards

**Symbols:** Double-headed axe

**Origin:** Yoruba (West Africa)

**Alignment:** Law (LG)

**Size/Type:** Large Outsider

**Hit Dice:** 18 (360 hp)

**Armor Class:** 25 [+3]

**Attack:** +3 battleaxe (6d10 / half from electricity)

**Move:** 40' (Fly 120')

**Saves:** 2; MR 75%

SD—Immunity (poison, disease), regenerate, immune to enchantments and illusions 5th level or less

SA—Inspire awe, change size (tiny to huge), communicate across time and space, deific senses (100 miles), grant spells up to 9th, magic use (D8, M8), rage 3/day (+2d6 damage, cause fear), bard abilities

SP—Call lightning •••, cause fear, command II, comprehend languages, control weather, create water, detect evil, detect good, gate, geas, haste, irresistible dance •••, lightning bolt •••, mark of justice, plane shift, quest, raise dead, shapeshift, shout •••, sticks to snakes, tongues, teleport without error, thunder stone, true seeing

Shango is the sky god and the wielder of divine justice, symbolized by the lightning bolt. He is the bringer of awe and humility as well as the quencher of thirst. His endless masculine energy is pleasing to his wives, Oba, Oshun and Oya.



Shango is the owner of the arts of music and dance. He rules the colors red, brown, white and purple and his sacred number is six. His preferred offerings are oxen, sheep and fowl, and, on important occasions, human beings.

Shango dwells in an immense bronze palace in the clouds, where he keeps a retinue of wind warriors and dragon horses. His chief servants are Oshumare the celestial couatl (12 HD) and Ara the celestial arrowhawk (10 HD).

Shango's priests are called the *oni-shango*. Their chant is “Oh Shango, thou art the master. Thou takest in thy hand thy fiery stones, to punish the guilty and satisfy thine anger. Everything that they strike is destroyed. Their fire eats up the forest, the trees are broken down, and all living creatures are slain.”

Shango's priests wear a wallet, emblematic of their god's propensity to plunder. Houses struck by lightning are plundered by these men, on account of the lightning strike being a sign of their god's disfavor. Likewise, people killed by lightning cannot be buried unless Shango's priests are paid guilt money.

Shango is celebrated in the third week of July.

Priests of Shango add *thunder stone* to their spell list.

#### **Thunder Stone** (Conjuration)

Level: Cleric 3

Range: Touch

Duration: 1 minute

The cleric energizes a stone or metal object with divine power. While so energized, the object deals +1 point of sonic and +1 point of electricity damage with each hit, or it can be thrown and release all of its energy, dealing 1d6 points each of sonic and electricity damage.

### **Unkulunkulu**

*The Great One, Before Everything, Creator, the Very Old, He Who Roars So That All Nations are Struck with Terror*

**Rank:** Major Deity

**Portfolio:** Supreme creator

**Servants:** Angels

**Priests:** Clerics (creation), Druids

**Symbol:** Lightning bird

**Origin:** Zulu (South Africa)

**Alignment:** Lawful (LG)

**Size/Type:** Medium Outsider

**Hit Dice:** 20 (420 hp)

**Armor Class:** 25 [+3]

**Attack:** +3 spear (6d10 / 25% electricity, 25% sonic)

**Move:** 40' (Fly 120')

**Saves:** 2; MR 55%

SD—Immunity (poison, disease), regenerate, immune to enchantments and illusions 5th level or less

SA—Inspire awe, change size (tiny to huge), communicate across time and space, deific senses (100 miles), grant spells up to 9th, magic use (C9, M9), turn undead as cleric

SP—Call lightning, command II, comprehend languages, control weather, creation II, detect evil, detect good, gate, geas, ice storm•••, levitate, lightning bolt •••, mighty roar, plane shift, quest, raise dead, shapeshift, shatter, tongues, teleport without error, true seeing

Unkulunkulu is the first being and creator of mankind. He was born in a mythic swamp called Uthlanga (the Astral Plane), and when he became heavy enough fell through the swamp and into the Material Plane where he created the land and water. He then created mankind and led them and cattle from

a swamp to the grasslands and taught them how to hunt, make fire and grow their food. The Zulus say that all cattle are believed to belong to Unkulunkulu.

While Unkulunkulu is the creator, teacher and protector of human beings, he is inscrutable to them; his actions are mysterious, but they are not to be questioned. He manifests his wrath at human misbehavior as thunder and hail.

As with Khonvoum, Unkulunkulu uses chameleons and other lizards as his messengers. He appears as a distinguished king of the Zulu armed with a magic spear and shield.

Priests of Unkulunkulu add *mighty roar* to their spell list.

#### **Mighty Roar** (Conjuration)

Level: Cleric 6

Range: 30'

Duration: See text

You may target a single living creature with waves of divine power. Creatures with 0 to 4 HD are struck comatose for 1 hour. Creatures with 5 to 9 HD are frightened for 4 rounds and sickened for 1 hour. Creatures with 10 or more HD are sickened for 1 hour.

### **Yemaja**

*Mother of Fishes*

**Rank:** Major Deity (Orishas)

**Portfolio:** Oceans, motherhood, children

**Servants:** Water elementals, nymphs

**Priests:** Druids

**Symbol:** Mermaid, six-pointed star

**Origin:** Yoruba (West Africa)

**Alignment:** Neutral (N)

**Size/Type:** Large Outsider

**Hit Dice:** 19 (380 hp)

**Armor Class:** 22 [+3]

**Attack:** Slam (4d10 / 50% cold)

**Move:** 40' (Swim 240')

**Saves:** 2; MR 75% (100% in water)

SD—Immunity (poison, disease), regenerate, immune to enchantments and illusions 5th level or less

SA—Inspire awe, change size (tiny to huge), communicate across time and space, deific senses (100 miles), grant spells up to 9th, whirlpool (as water elemental), magic use (D9, M9), death attack 1/day, blinding beauty (as nymph)

SP—Command II, comprehend languages, control water, control weather, control wind, detect evil, detect good, gate, geas, haste, obscuring mist, plane shift, quest, raise dead, shapeshift, tongues, teleport without error, transmute rock to mud, true seeing, water breathing

Yemaja is the goddess of the ocean's surface, as opposed to Olokun, who rules the ocean's depths. Yemaja is the patron of women, especially pregnant women, and mother of the gods. She is depicted as a very old woman with golden skin. She wears clothes of white and black and beads of mauve and blue.

Yemaja is associated with mud, swamps and earth. Her sacred number is seven, her colors are blue and white and her favorite offerings include melons, molasses, whole fried fishes and pork rinds. Her symbols include a silver cutlass, six-pointed star and round, silver fan etched with the figure of a mermaid.

Yemaja bore a son, Orungan, the air, to her husband Aganju. Orungan fell in love with his mother, but was rejected. One day, when his father was away, he ravished Yemaja. At this, Yemaja fled into the forest. Orungan pursued her, and as he was about to lay his hand on her shoulder, she fell to ground and burst into a lagoon and several streams. From her belly sprung the deities Dada god of vegetation, Shango god of lightning, Ogun god of iron and war, Olokun god of the sea, Olosa goddess of the lagoon, the river goddesses Oba, Oya and Oshun, Orisha Oko god of agriculture, Oshosi god of hunting, Oke god of mountains, Aje Shaluga god of wealth, Shankpanna god of small pox, Orun the sun and Oshu the moon.

Yemaja's avatars include Ogunte (warrior with a belt of iron weapons, lives by the rocky coastlines, colors are crystal, dark blue and red), Asesu (very old and deaf, answers slowly, associated with ducks and stagnant waters, colors are pale blue and coral), Okoto (underwater assassin, colors are indigo and blood red, associated with pirates), Majawelo (lives in forest with herbalist Ozain, associated with markets, shrines decorated with 21 plates, colors are teal and turquoise or indigo, crystal and red coral, crown and husband are the rainbow, Oshumare) and Ashaba of the blinding beauty.

Priests of Yemaja can cast a nymph's *blinding beauty* as a 4th level spell.

## Other Deities of Note

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**Aje Shaluga (Lawful):** Orisha of wealth, dyes and colors who confers riches on his worshippers. His name means "the sorcerer who makes to recur". His emblem is a large cowry.

**Ayida-Weddo (Neutral):** Loa of fertility, wind, water, rain and snakes, who appears as a rainbow serpent. Its colors are blue and white, and it is given offerings of chickens, eggs, rice, milk

and cotton. She holds up the heavens for Nana Buluku. Ayida-Weddo is both male (red) and female (blue).

**Chukwu (Lawful):** Supreme deity of the Alusi. He is the creator of all and father of all the gods who assigns them their responsibilities. He is represented by the Sun. Chukwu provides people with their personal protective deities.

**Dada (Lawful):** Orisha of vegetation and protector of newborn babies. His idols are calabash ornamented with cowries and surmounted by balls of indigo.

**Ibeji (Lawful):** Orisha of twins. The small, black monkeys that live among the mangrove trees are sacred to him. These monkeys are given offerings of fruit.

**Ikenga (Lawful):** Alusi of strength and men. Men call his cult figures their "right hand", and meditate on him to draw on the mental, spiritual and physical strength of their ancestors. He is the patron of monks in African-themed campaigns.

**Legba (Neutral):** Young and virile Loa who facilitates communication between mankind and the gods. He has horns on his head in the manner of the Greek Pan, and rules crossroads. His shrines are located at village gates.

**Mbaba Mwana Waresa (Lawful):** Zulu goddess of fertility, rain and rainbows, agriculture, beer, water and earth. She taught people how to sew and reap and art of making beer. She lives in the clouds in a round hut made of rainbow arches. Mbaba Mwana Waresa can shapeshift into any animal. She fell in love with a mortal man and married him despite the protests of the other gods and spirits.

**Nana Buluku (Neutral):** Supreme creator and mother of the universe and gods. Although a major deity, she has little to do with the universe and thus has no priesthood.

**Oke (Neutral):** Orisha of mountains, who sends avalanches to destroy villages that neglect his worship. His emblem is a fragment of rock. Oke is worshipped in caves, which are also used as strongholds in times of trouble.

**Olarosa (Lawful):** Orisha of the home. Idols of Olarosa holding a sword are placed in front of homes to protect them.

**Olosa (Neutral):** Orisha of lagoons, wife of Olokun. Offerings of fowls and sheep are made in her lagoon shrines. Her messengers are crocodiles, who dwell in her shrines.

**Orisha Oko (Neutral):** Orisha of agriculture. Every town and village has a shrine or temple dedicated to him, and his priesthood is numerous. His symbol is an iron rod and honey bees are his messengers. As well as a protector of crops, he is also the curer of malarial diseases. His annual festival is at the rip-

ening of the yams. License prevails at this festival, with his priestesses giving themselves freely to his worshippers.

**Oshumare (Lawful):** Orisha of rainbows and rebirth, he is the great rainbow serpent from below. As the rainbow, he is the water bearer of Shango. Pythons are sacred to him. He is also called Zombi.

**Shigidi (Chaotic):** Shigidi is the Orisha of nightmares and the god of night and patron of assassins. His name means “something short and bulky”. Shigidi’s idols are squat cones of clay ornamented with cowries. He can be invoked to protect enclosed areas by digging a hole, draining the blood of a sacrificed animal or human into the hole and then covering it with a conical pile of earth.

**Takhar (Lawful):** Serer demi-god of justice and vengeance. He and his rival Tiurakh, the god of wealth, dwell in the tallest trees in the forest. They are worshipped at the bases of these trees at the new moon. People appeal to him for protection or vengeance against injuries inflicted by others. Cattle and poultry are sacrificed to him.

**Tore (Lawful):** Pygmy god of the forests and thunder. He supplies animals to hunters. He can appear as a living storm, rainbow or leopard to mankind. Tore brought death to mankind when their antics kept him from his mother on her death bed.

## Priests and Temples

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### The Orishas

All clerics and druids of the Orishas belong to a secret society and are bound to assist other members of that secret society by all means available to them. This has made the priests the power behind all thrones, and every lord must acquiesce to the demands of his priests. The penalty for betraying the secrets of the order is death. The highest level druid or cleric in the region is the leader of the secret society.

The first order is composed of the priests of Ifa, Obatala and Ozain. Priests of Ifa wear armbands made from palm fibers and carry cow tails. The priests of Obatala wear white beads.

The second order is the priests of all of the other gods except Orisha Oko. All priests of this order shave the crowns of their heads. Priests of Shango wear necklaces of red, black and white beads. Priests of Ogun wear an iron bracelet on their right arm. Priests of Oshun wear brass armlets and anklets.

The third order is composed of the priests of Orisha Oko, the deified man. Priests of this order dab a white mark on their faces to identify themselves.

Temples are circular huts made of clay with pointed, thatched roofs. The interior is painted in a color sacred to the god. Door-frames, shutters and eaves are all carved into shapes sacred to the god. The temples are often placed in sacred groves of trees. Banners are affixed to the trees or poles. Temples are tended by priests, but also by children and the “wives” of the god. These servants keep the temple’s vessels filled with water and sweep it out every fifth day.

### The Loa

The priests of the Loa are called *houngans* if male and *mambas* if female. Junior priests (*houngan sur pwen*) are under the command of the high priests (*houngan asogwe*). The priests are in charge of ritual dancing and singing to facilitate communication between humans and the gods.

The houngans and mambas work their priestly magic by allowing a Loa to take possession of their bodies. In this way the Loa works directly through the priest. The priest dresses in a specific manner to emulate the Loa they are calling upon, and might have different costumes for the different aspects of the Loa they worship.

### The Alusi

The dibias are the priests of the Alusi. They are healers, scribes, teachers, diviners and advisors to commoners and kings. A dibia serves as a shrine or temple, and this is where they are consulted by petitioners. They know how to identify the Alusi by name and how to placate and negotiate with them. Each major Alusi has a shrine and dibia in the towns in which they are worshipped, and the dibia in turn has as many acolytes and devotees as he can afford.

Each dibia has power over one of three “elements”, water, fire or vegetation. The focus of a dibia provides them with a special ability for which they must pay a 10% premium in XP. These special abilities can be used by clerics and druids.

Vegetation dibias are immune to poison. Fire dibias gain resistance to fire damage. Water dibia are immune to drowning.

All dibias can enter the spirit world and commune with the spirits by rubbing chalk on half their face. Painting half of one’s face with white chalk counts as the dibia’s holy symbol, and thus required to cast spells.

JMS

## DUNGEON

# THE MYSTERIOUS CASTLE

Cartography by John M Stater

*The Mysterious Castle* is an adventure I wrote many years ago for my home campaign, which took place in a modified version of the published Nod setting, a proto-Nod if you will.

The castle is located in the Cush hex crawl that appears in **NOD 18** in hex 4320. The idea was that the Spanish Inquisition from the real world had found a way to capture the English magician John Dee and imprison him in a strange castle in NOD. The key to freeing John Dee was to use a little alchemical knowledge (or guesswork and dumb luck) to pass through several challenges.

The Mysterious Castle is appropriate for adventurers of 6th to 8th level. Each square on the map represents 10 feet.

## The Castle

The castle walls are 30' tall, with towers 40' tall. The castle is located atop a narrow plateau with 500' tall slopes. The manor is 50' tall, including the sloping roof tiled in slate. The tower that juts up from the manor is 100' tall with a conical roof. The walls and manor are built of basalt blocks and are dark grey. The tower is built of limestone blocks, and is a creamy color.

The manor is three stories tall. It is dank, dusty, and has but two small windows on the second story in the front and back and a few corner windows on the third floor, front and back. The hallways in the donjon are bare stone, while the rooms all have oak paneling. There are multiple torch holders in the halls, while the rooms are usually lit by tallow candles. There is a large hearth in the kitchen, so other rooms are heated by braziers when necessary.

### 1. Gatehouse

The gatehouse arches over the entryway, which is blocked by iron portcullises. Each tower of the gatehouse is protected by three "men-at-arms" that are really animated suits of platemail

with light crossbows and poleaxes. Each tower has a large leather sack of oil (heated over charcoal braziers) and a dozen large stones for attacking invaders. The leather sacks of oil are suspended from wooden arms that swing out over the walls. The archers can light the oil by throwing torches. The towers are each three stories tall and have arrow slits.

Animated Armor, Medium Construct: HD 2; AC 14; ATK Poleaxe (2d4), light crossbow (1d6); MV 30; SV 16; AL N; XP 100; SA—None.

### 2. Courtyard

The courtyard is not paved. The doors from the courtyard are made of oak banded with iron. Sitting in the middle of the courtyard is a powerful trebuchet and a pile of twelve stone balls (40 lb each) to be used as ammunition. Like the suits of armor, the trebuchet is animated and can move on its own accord, though it must be loaded by others to hurl stones. It is capable of moving and slamming opponents with its massive arm. Looking over the courtyard from the walls of the donjon are two gargoyles, pets of the witch hags (see below).

Animated Trebuchet, Huge Construct: HD 8; AC 12; ATK Slam (2d6) or boulder (6d6); MV 10; SV 13; AL N; XP 400; SA—Trample.

Gargoyle, Medium Monster: HD 4; AC 15 [+1]; ATK 2 claws (1d4), bite (1d6), horns (1d6); MV 20 (F40); SV 15; AL CE; XP 1200; SA—Freeze (surprise 3 in 6).

### 3. Stable

The stable is home to Benoppo, the 9-year old stable boy, and six Andalusian mares. The horses are kept in magnificent shape and are trained as light warhorses. The room also contains six suits of mail barding, saddles, blankets and other harness. Several large bales of hay are kept outside the stable under a canvas tarp. They are being enjoyed by three burros that just arrived carting supplies on their backs.

Benoppo, Medium Humanoid: HD 1/2; AC 10; ATK Club (1d4); MV 30; SV 17; AL N; XP 25; SA—None.

Heavy Warhorse, Large Animal: HD 3; AC 14; ATK 2 kicks (1d6); MV 50; SV 15; AL N; XP 150; SA—None.

Burro, Medium Animal: HD 2; AC 13; ATK Bite (1d3); MV 30; SV 16; AL N; XP 100; SA—None.

### 4. Stable Storage

This stable holds 20 bags of oats, brushes, five saddle blankets.

### 5. Smithy

The castle smith is a disgruntled old spriggan who is fully capable of maintaining and making arms and armor. The smithy's small forge is located in the courtyard next to a grind-

stone. The smithy currently holds an anvil, a half-finished breastplate, 20 bolt heads and bolt shafts (not yet attached), five pole axe heads and three short swords.

Spriggan, Small Humanoid: HD 1/2; AC 11 (leather apron); ATK Hammer (1d4); MV 20; SV 17; AL NE; XP 50; SA—Enlarge to giant-size (fight as 2 HD gnomes).

## 6. Smithy Storage

This storage room holds a small bellows, eight blocks of wax, two spare (light) hammers, 20 bronze bars (1 lb.), 40 steel bars (1 lb.), five steel sheets (2 sq. ft.), and molds for axe heads, breastplates, short swords and arrow heads.

## 7. Towers

Each of these towers is 20' in diameter. Each tower is protected by three men-at-arms.

Animated Armor, Medium Construct: HD 2; AC 14; ATK Halberd (2d4); MV 30; SV 16; AL N; XP 100; SA—None.

## 8. Servant's Quarters

This is a simple chamber with many pallets of straw and pegs on the walls to hold clothing.

## 9. Great Hall

This chamber holds a raised platform on which is located Don Xavier's table and his throne. There is another long table here with benches which is now in use by the black friars, who have been served bowls of tangy soup, a heaping platter of empanadas, pitchers of wine and bowls of black olives. The room is guarded by two "men-at-arms".

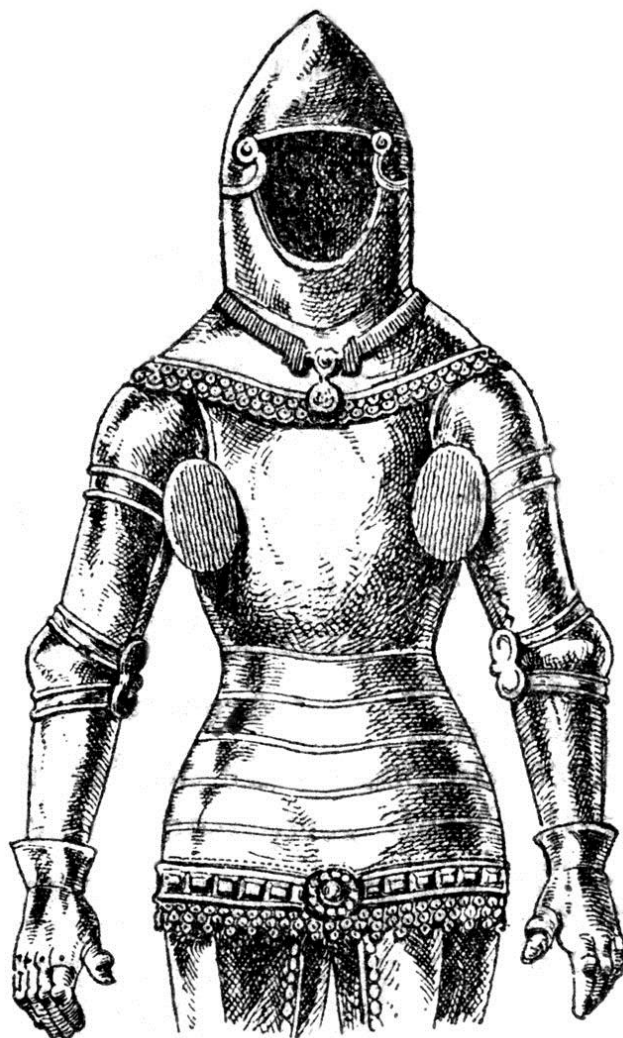
Animated Armor, Medium Construct: HD 2; AC 14; ATK Halberd (2d4); MV 30; SV 16; AL N; XP 100; SA—None.

Black Friars (4), Medium Humanoid: HD 1; AC 16 (chainmail, buckler); ATK Footman's mace (1d4+1); MV 30; SV 16; AL N; XP 50.

Don Xavier, Human Fighter: LVL 7; HP 31; AC 17 (half-armor, shield); ATK 1+ estoc +7 (1d8+1); MV 30; SV 14; S13 I10 W12 D6 Cn12 Ch11; AL CN (with evil tendencies); XP 700; Special—Riding, leadership, dominate; Gear—None.

Richard Staneyhurst, Human Scientist: LVL 5; HP 11; AC 10; ATK Dagger +2 (1d4); MV 30; SV 13; S10 I14 W8 D12 Cn15 Ch9; AL N; XP 700; Special—Communication, decipher codes, find secret doors, find traps, identify specimens, open locks, remove traps, legend lore, brew formula, discover invention.

Father Romero, Human Cleric: LVL 3; HP 9; AC 11; ATK Quarterstaff +2 (1d6+1); MV 30; SV 15; S13 I10 W14 D15 Cn12 Ch14; AL N; XP 300; Special—Conversion, healing, turn undead, spells per day (4/1); Gear—Crucifix, small Bible.



The great hall has a set of stairs beneath a trapdoor that lead down to the dungeon. The dungeon consists of a torture chamber and, beneath a flight of stairs, a dozen jail cells closed by iron doors. All of the cells are currently empty, but one of them contains a secret door to the Black Chamber (see below).

The torture chamber contains a rack, a large brazier and several irons, manacles attached to the wall and other implements of pain and suffering. There is also a large, copper cauldron here tended by three blind hags. The hags can assume the form of beautiful women, and via the bored and depraved Don Xavier have born a gaggle of wicked little goblins that they use as servants and spies. The hags despise the Spanish, but are bound to their service because the Spanish king, far away in his own land, holds their eyes. It is the hags who animate the armor suits that guard the place.

Witch Hag (3), Medium Monster: HD 5; AC 18; ATK 2 claws (1d6); MV 30 (S30); SV 12; AL CE; XP 500; SA—MR 35%, magic use (M3); SP—



Audible glamor, change self, dancing lights, invisibility, pass without trace, tongues, water breathing.

Goblin (6), Small Monster: HD 1-1; AC 16 (chainmail, buckler); ATK Short sword (1d6); MV 20; SV 16; AL CE; XP 50; SA—None.

## 10. Parlor

The parlor is furnished with two red velvet couches, brass lamps on mahogany side tables and two stag-head trophies above the couches. A box of 10 cigars sits on one table alongside a dog-eared book of alchemy for beginners.

## 11. Kitchen

Long room with work benches, large hearth for roasting meat and cooking stews. Two chimneys, flank the secret passage on third floor. Picarillo and five children are currently working here. Dried herbs hang from the rafters and a dozen blanchmanges are in ovens built into the hearth. A cabinet holds bottles of wine, usually locked but now open.

Picarillo, Human Thief: LVL 3; HP 17; AC 12; ATK Dagger +1 (1d4); MV 30; SV 15; S10 I9 W15 D16 Cn15 Ch7; AL NE; XP 300; Special—Climb walls, find/remove traps, hear noise, hide in shadows, move silently, open locks, pick pockets, read languages, backstab +1d6; Gear—None.

Children (5), Small Humanoid: HD 1/2; AC 10; ATK Strike (1d2); MV 20; SV 17; AL N; XP 25; SA—None.

## 12. Larder

The larder contains barrels of pickled vegetables, a side of beef, two suckling pigs, a side of pancetta, boxes of dried apricots, dried dates, black raisins, olives, almonds, pistachios, cinnamon, saffron, pepper, olive oil, honey, molasses, five wheels of goat cheese, one loaf of pepper cheese, tomatoes packed in oil in four jars, tamarind pulp, a cask of apple cider, a barrel of dark wine, 2 casks of clary, 1 barrel of spiced wine, 3 bags of flour, a sack of coffee and tobacco leaves wrapped in a cloth. In all, it amounts to 20 weeks of iron rations and 300 gp worth of spices and other exotic goods.

## 13. Privies

The ground floor privy contains a bench over a chamber pot and a wash basin with a bronze ewer of water and a block of lavender soap. The other privies empty down the sides of the castle into the ravines. These chutes are blocked by iron bars.

## 14. Treasury

The castle treasury is located behind a locked secret door in the ground floor privy. It holds 2,200 cp, 2,000 sp, medium topaz, medium beryl, medium sunstone and a large spinel in two locked iron chests.

## 15. Gallery

This long room contains a tapestry of a unicorn hunt, a painting of the King and Queen of Spain, a bronze bust of the Pope, a bronze statue of El Cid and a polished marble statue of a bull.

## 16. Vestibule

Closet contains spare altar cloths, including one of red silk, three black robes on pegs and a locked coffer containing a priest's vestments and a silver dagger. There is also a small writing desk and a shelf of books for use by the chaplain.

## 17. Chapel of St. George

This chapel holds an altar with a wooden crucifix hung above it and statues of kneeling St. George and the Virgin Mary in small alcoves. A bejeweled gold crucifix sits on the altar, which is flanked by two silver braziers that contain remnants of incense. The altar is divided from the room by a wooden railing.

## 18. Library

The library holds a writing desk, two leather chairs, shelf containing two bestiaries in Latin, an herbal in Latin, two books of poetry (one Greek, one Latin), the *Song of Roland* in Spanish and the *Travels of Sir John Mandeville* in English. The desk contains two bottles of black ink, seven quills, 20 sheets of parchment, a deck of playing cards and two ivory dice. A small table between the leather chairs doubles as a backgammon board.

## 20. Armory

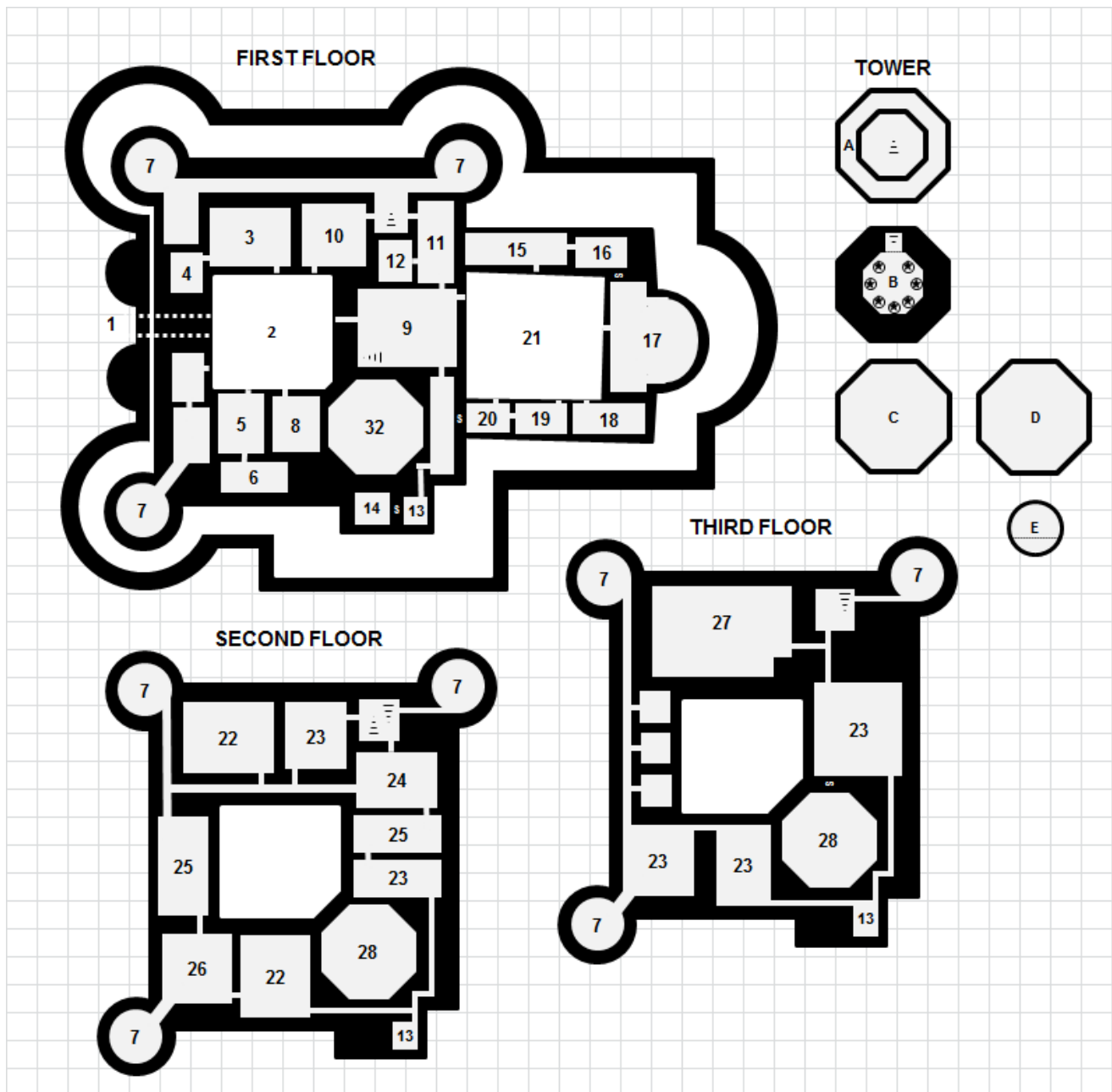
The armory holds a rack of 10 short swords, 10 pole axes, six light crossbows and six quivers of bolts. Two guards posted.

Animated Armor, Medium Construct: HD 2; AC 14; ATK Halberd (2d4); MV 30; SV 16; AL N; XP 100; SA—None.

## 21. Garden

Beyond the manor are the gardens. They are accessed via stairways from the donjon towers. The gardens contain all manner of herbs (rosemary, cilantro, thyme) and vegetables (spinach, artichokes, garlic, onion), as well as blackberry thickets, four olive trees and a large, shady mesquite tree. The garden is tended by six children (the stable boy is one of them) taken in by Don Xavier after their village was destroyed by hobgoblins a couple years ago. The children all have a basic command of Spanish. There are four boys and two girls, all of them aged between seven and thirteen. They are used as servants in the house and are under the command of Picarillo, Don Xavier's manservant.

Picarillo is very protective of the children, and does his best to keep them away from the dungeons (the hags and goblins



would gladly torture and devour them if they could) and Don Xavier. The garden is roamed by three dozen chickens and a rooster, who have a coop beneath the mesquite tree. There is also a bee hive kept by Picarillo.

## 22. Sitting Room

Each of these rooms has a couch and chair. The north room contains a spinning wheel and a basket of yarn. The other has a chess set with pieces carved from soapstone.

## 23. Chamber

These chambers are furnished with straw mattresses in oak boxes, coffers containing blankets and linens, pegs on the wall for hanging clothes and bronze braziers.

## 24. Training Room

This room contains a wooden manikin, wooden practice swords and other items useful for warriors in training.

## 25. Armory

This armory holds a rack of 10 short swords, 10 pole axes, six light crossbows and six quivers of bolts. Two guards posted.

Animated Armor, Medium Construct: HD 2; AC 14; ATK Halberd (2d4); MV 30; SV 16; AL N; XP 100; SA—None.

## 26. Large Chamber

This room is furnished with a down mattress on a large bed with curtains, a coffer of linens and blankets, a wardrobe containing two female courtier outfits, one female noble outfit and a fur-lined cloak and a silver brazier.

## 27. Don Xavier's Chamber

The master's chamber is furnished with a down mattress in a large bed with velvet curtains, a coffer of linens and blankets, a wardrobe holding four male courtier outfits and one male noble outfit, a glass bottle of cologne, a silver brazier, a wine rack holding five bottles, a table with a crystal decanter of brandy, a bowl of hard candies, a copper wash basin and a ewer of water. A tapestry on the wall depicts medieval Madrid. A small locked chest in the wardrobe holds 50 gp and four small topaz. The chamber is guarded by two men-at-arms.

Animated Armor, Medium Construct: HD 2; AC 14; ATK Halberd (2d4); MV 30; SV 16; AL N; XP 100; SA—None.

## 28. Tower of Alchemy

The tower in the center of the donjon predates it. It is composed of massive limestone blocks. The rooms and passages within the tower are actually carved from the blocks. Passages and stairs are narrow and slightly uneven.

### The Tower of Alchemy

---

#### A. Black Chamber

The black chamber surrounds the lowest level of the tower. The chamber has a permanent *darkness II* and *silence* effect cast upon it. One cannot see or hear in the chamber and must guide themselves by touch.

Once entered and the door shut (it locks automatically) the chamber activates. Tongues of flame leap up around the exterior wall and begin heating the chamber like an oven. After three rounds, occupants begin suffering 1d6 points plus their armor bonus in fire damage each round.

Around the center wall and radiating from it are seven metal coffins with a bas-relief of a skeletal man on the lid. Getting into a coffin and closing the lid causes it to spring into the center wall, depositing the occupant into the stairwell beyond.

#### B. White Chamber

Circular chamber holds seven statues of Apollo, Diana, Mercury, Venus, Mars, Jove and Saturn. Each god is carved from white marble and painted to look real. They hold glass vessels that cannot be removed (but can be broken, though the bottom basin will remain). Each statue is carved as though stepping upon a square chest with a key hole. An alcove in one wall holds an idol of the Virgin Mary with arms outstretched. The alcove is barred by adamantine bars (-20 to bend or break).

Each glass vessel holds a liquid and a key. To defeat the room, one must obtain the proper key from the vessel of Diana and use it to unlock the chest of Apollo.

Choosing the wrong chest causes colorless poisonous gas to fill the room from above. The gas is corrosive and toxic, causing 1d6 points of damage each round and forcing those exposed to the gas to save vs. blindness.

The statues and their liquids and keys are as follows:

Apollo: *Aqua regia*, a powerful acid (1d6 damage, arm used at -2 for one week) that can dissolve gold and platinum. The key within is made of adamantine.

Diana: *Aqua vitae*, a colorless spirit of wine (i.e. ethyl alcohol). The key within is made of gold.

Mercury: Vermillion ink, which is poisonous (Poison III) unless quickly removed with alcohol. The key is made of gold.

Venus: *Aqua fortis* (1d6 acid damage) and a gold key.

Mars: Oil of mars (anhydrous iron chloride) and a gold key.

Jove: Vitriol (2d6 acid damage) and a gold key.

Saturn: Spirits of salt (3d6 acid damage) and a gold key.

When the key is placed into Apollo's chest and turned, the adamantine bars open and the statue of the Virgin swings back to reveal a narrow set of stairs to the next level.

#### C. Yellow Chamber

This chamber is clad in iron pyrite. The floor is decorated with a pentagram in brass inlay. Each point of the pentagram is inlaid with a stone of a different color. Each point points to a large cabinet of dark wood. The doors of these cabinets are decorated with strange emblems and figures (see below). Each cabinet contains a small magic circle. When one enters and closes the door, they exchange places with a creature from a different plane. Upon reaching this far away planet, the person sees a key a distance away. They must retrieve the key and stand back on the magic circle to return to their own plane. In

the meantime, their comrades must deal with the alien, who also returns if they step on the magic circle in their cabinet.

**Cabinet #1** depicts a king sitting in an oven licked with flames. Small imps dance around the oven. The stone pointing to this cabinet is made of green malachite. The cabinet leads to an acid sea pounding against a series of obsidian pillars. The pillar that the adventurer is on is craggy and about 40' tall. Twenty feet below the adventurer, hanging from a prominence over a narrow ledge, is a golden key. One must climb down and retrieve the key. In the meantime, an acid elemental is released to torment his comrades.

Acid Elemental, Medium Elemental (Earth/Water): HD 4; AC 19 [+1]; ATK Slam (2d6 acid); MV 20 (S90); SV 15; AL N; XP 1200; SA—Immune to acid, whirlpool (as water elemental).

**Cabinet #2** depicts a boar, bear and lion carving a king from stone. The stone pointing to this cabinet is made of white alabaster. The cabinet leads to a field of cracking and jutting ice. Some 60' away is a key hanging from dead, black tree. Every round the adventurer spends here deals 1d6 points of cold damage and offers a 1 in 6 chance of a crevasse opening beneath him. The cabinet releases an ice elemental.

Ice Elemental, M Elemental (Air/Water): HD 4; AC 18 [+1]; ATK Slam (2d6 + 1d6 cold); MV 30; SV 15; AL N; XP 1200; SA—Immune to cold.

**Cabinet #3** depicts a king drifting in a fiery sea in a crucible. Above his head is a pelican whose breast has been pierced by an arrow, its blood filling the sea below. The stone pointing to this cabinet is made of reddish marble. The cabinet leads to a cavern filled with magma. The adventurer finds himself on a narrow ledge which leads to the other side, where there is a key. Bubbles of magma burst as the adventurer walks, and there is a 1 in 6 chance each round that a portion of the ledge collapses into the magma (roll 1d20 under dexterity or fall in and die). The cabinet releases a magma elemental.

Magma Elemental, Medium Elemental (Earth/Fire): HD 4; AC 18 [+1]; ATK Slam (2d8 + 1d6 fire); MV 20; SV 15; AL N; XP 1200; SA—Immune to fire, earth-glide.

**Cabinet #4** depicts the angel of death and a dismembered king. The stone pointing to this cabinet is made of grey slate. The cabinet leads to a plain of ash. Soot falls from the sky and a steady wind fills the air with black clouds that make one cough and sputter. To find the key, one must walk 20 paces to the south – they won't see it until very close. Each round spent here without precautions causes 1 point of fire damage to the lungs. The cabinet releases a smoke elemental.

Smoke Elemental, Medium Elemental (Air/Fire): HD 4; AC 18 [+1]; ATK Slam (1d6 + 1d6 fire); MV F100; SV 15; AL N; XP 1200; SA—Immune to fire, whirlwind (as air elemental), *choke* (as spell).

**Cabinet #5** depicts a two-headed creature, one head being male the other female. Both wear crowns. The creature has bat wings. His hands grasp a heart-shaped box with four actual key holes. This cabinet is pointed to by a purple triangle of porphyry.

When all keys have been collected, they can be placed in the five holes on the fifth cabinet and turned. This swings the cabinet forward, revealing a staircase to the next level.

## D. Red Chamber

This chamber has a 20' tall vaulted ceiling. It is clad entirely in lacquered cinnabar. In the center of the room is a small pedestal containing three holes in a triangle formation. The pedestal is surrounded by a tetrahedron composed of six bronze bars connected via holes in either end. About 6' from the pedestal, forming a ring, are a number of bronze disks set into the floor. To solve this room, one must disassemble the pyramid and use the bars to form L-shapes that are then stuck in the holes on the pedestal. By grasping these poles three people can rotate the central pedestal, causing the copper disks, which are actually sunken pillars, to rise from the floor and form a set of stairs that lead to the trapdoor above.

## E. Prison Chamber

This chamber is the prison of Sir John Dee, court magician to Elizabeth Queen of England. The room contains a straw bed, chamber pot, tin tray and a barred window that once held food. A small, wooden dumbwaiter in one wall is barred with steel and would offer escape for a gnome or talking animal. Three times a day, a person below (see level three secret passage) sends up a tray of food (cheese, bread, a sausage and a small pot of beer) and expects a tray back. The entire room is protected by a 12th level *anti-magic field*. Sir John's cell is separated from the trap door in the floor by steel bars.

John Dee, Human Magic-User: LVL 6; HP 8; AC 10; ATK Fists +2 (1d2); MV 30; SV 13; S9 I15 W11 D11 Cn10 Ch5; AL N; XP 600; Special—Alchemy, lore, spells per day (5/4/2), create scrolls, arcane knowledge (anti-toxin, glue); Gear—None.



*John Dee's magical glyph*

## MYSTERY MEN

# BUZZBOMB VS PERFECT PINK

Illustration by JEShields and Isidoro Ambasch

Not every trust fund brat spends their time yachting through the Mediterranean or partying in penthouses in Manhattan. Some rich kids turn their attention to crime and danger.

In this article, we introduce Buzzbomb, a “poor little rich kid” who discovered how lucrative crime and terrorism could be. After all, who wants to live off of their parents their whole life?

Up next is Perfect Pink, bon vivant and dashing daredevil of the motorcycle racing circuit. A product of English aristocracy, she usually falls on the justice side of the coin.

### Buzzbomb

*Robert W. Beasley, super criminal*

**Strength:** 6/+1 (300 lb. lift)

**Intelligence:** 3/+0

**Wisdom:** 1/+0

**Dexterity:** 5/+1

**Constitution:** 5/+1

**Charisma:** 4/+1

**Level:** 8

**XP:** 10,000 (25,000 starting)

**Hit Points:** 36

**Armor Class:** 16

**Speed:** 2

**Attack:** +7 melee, +7 ranged

**Powers**—None

**Gear**—Medium armor (Fly), grenades (3), pistol, time bomb

Robert W. Beasley was born with a silver spoon in his mouth. He attended the best schools, was seen in the best circles and lived a life devoted to pleasure on his father's dime. Naturally, he couldn't have resented his father more if he tried.

In the 1980's, he turned a knowledge of chemistry to making bombs for European radicals. Just for kicks, and to stick a finger in his father's capitalist eye. One job involved putting a large hole in the side of a vault – a vault that was protected by well-armed security. When the dust cleared from the explosion and resulting gun fight, only Robert was left alive. Exploring the vault, he discovered a suit of powered armor, with which he absconded and used to build a new life as a super-powered terrorist and criminal.

Of course, Robert was never as political as he made out. Terrorism was a convenient excuse to make money, and money is the thing closest to Buzzbomb's heart.

### What You Cannot See Can Kill You

It is the day of a road race in the Alps, and champion racer Heinz Schmidt has been acting strangely. He's been very distant towards the other drivers, and his practices have all been closed to the public. He also has a new navigator/mechanic, a man nobody in the race community has ever seen. Moreover, his wife Sophia, a fixture on the racing circuit, has not been seen in his company during the week before the race. Strange!



Buzzbomb is the cause of these events. Because of the race, the authorities have cleared the roads and airspace to protect the drivers. Government officials are using this as an opportunity to move an experimental invisibility circuit from a laboratory in the French Alps to a more secure location in Paris. Buzzbomb got wind of the transfer and plans to steal the circuit.

Buzzbomb's gang is now holding Sophia Schmidt hostage in her hotel room. Her husband is assisting the criminal to keep her alive. Buzzbomb is posing as his new mechanic/navigator. The two will, at a certain point, leave the race course so that Buzzbomb can attack the helicopter transport holding the invisibility circuit and steal the device.

What Schmidt does not know is that Buzzbomb has installed a bomb in his car. He will arm it when he makes his escape and alert the authorities. The bomb is a dirty bomb which will irradiate a 10 mile radius area around the car if it explodes, giving the authorities something more pressing to deal with while Buzzbomb escapes.

You can invent additional stages to the plot if you would like – other components Buzzbomb plans to steal to become powerful enough to rob Fort Knox for example.

## Perfect Pink

*Lady Priscilla Pennwood, international playgirl*

**Strength:** 3/+0 (100 lb. lift)

**Intelligence:** 3/+1

**Wisdom:** 2/+0

**Dexterity:** 11/+3

**Constitution:** 4/+1

**Charisma:** 6/+1

**Level:** 7

**XP:** 9,000 (25,000 starting)

**Hit Points:** 32

**Armor Class:** 16

**Speed:** 2

**Attack:** +6 melee, +9 ranged

**Powers**—Sixth sense, super dexterity (+6)

**Gear**—Light armor, motorcycle, pistol

Everyone knows that the life of an English lady is stuffy, staid and boring – right? Well, perhaps for some, but not for Lady Priscilla. Born of extraordinary parents, Priscilla showed an early predilection for daring and adventure and parlayed her love of danger into a successful (and anonymous) career racing motorcycles. On the track, she is known as “Perfect Pink”

for her astounding skill at driving and for her pink racing leathers and helmet.

Lady Priscilla is more than just a daring racer. She is also an agent for *Civitas*, a secret organization dedicated to upholding civilization in the face of terrorism. In this capacity, she fights against threats to security and peace throughout the world, relying on her quick reflexes and trusty pistol.

Priscilla is a tall, thin woman with raven hair and an aristocratic bearing that is sometimes belied by the wicked glint in her eyes and a punk sensibility.

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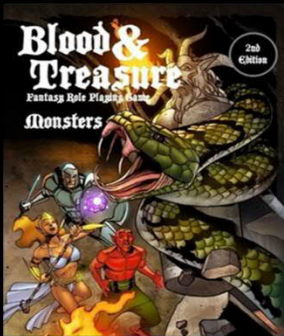
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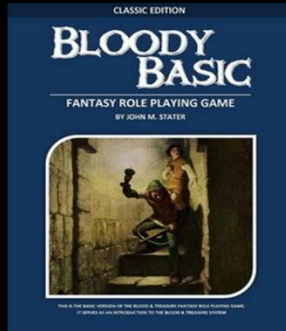




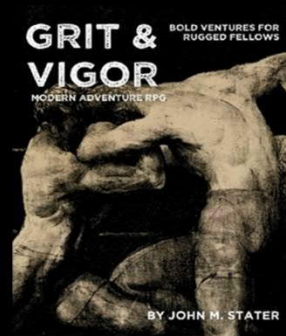
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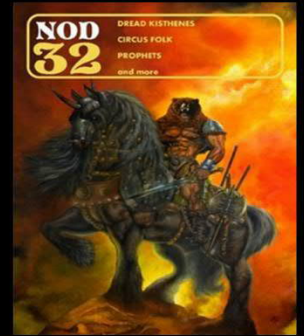
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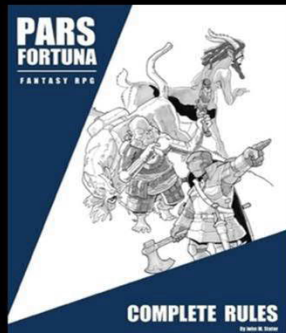
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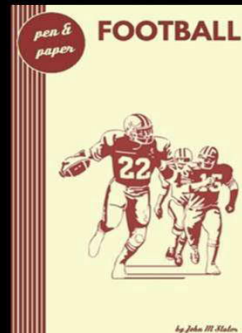
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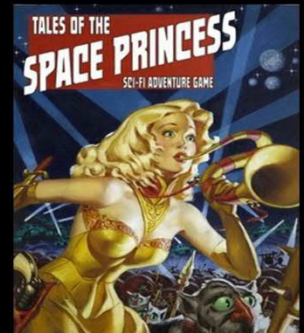
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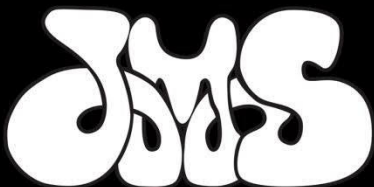


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