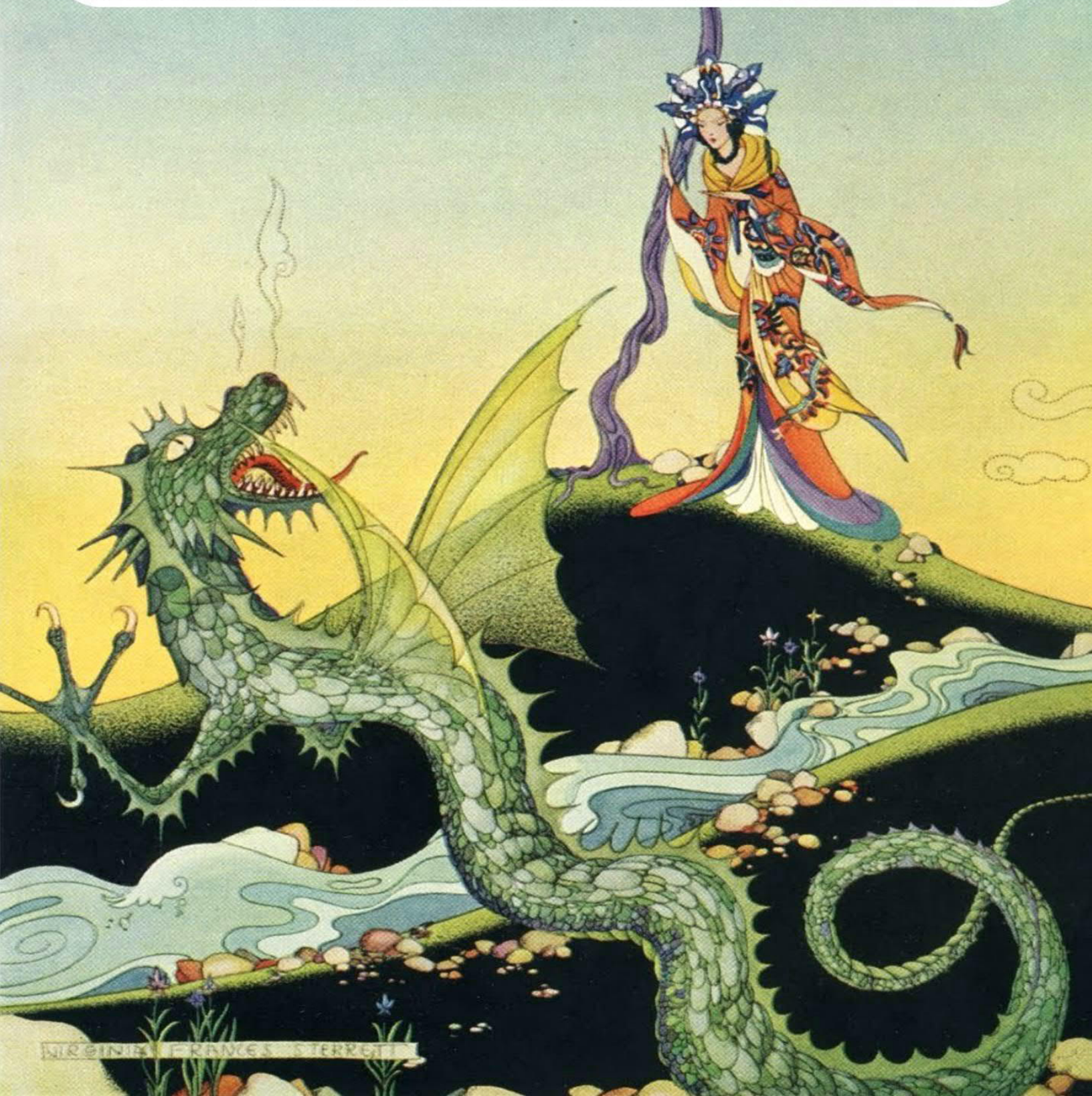


# NOD 34

FANTASY PERSIAN HEX CRAWL  
PERSIAN DEITIES  
GIANTS





# NOD

34

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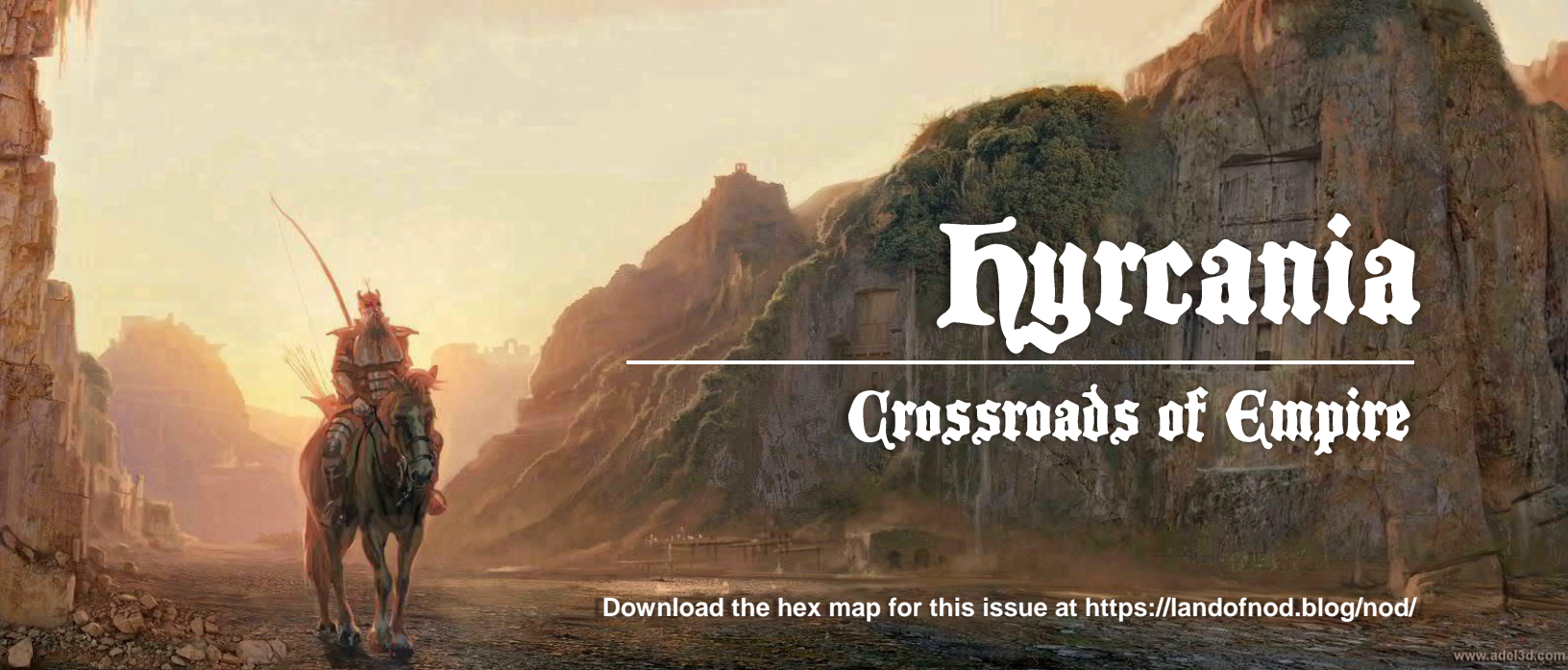
Hyrkania – Crossroads of Empire	I
The Deities of Persia	101
Giant Variations	115
Twists of Fate	117



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# Hyrkania

## Crossroads of Empire

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www.adel3d.com

By John M. Stater

Cartography by Dyson Logos

And so it was in ancient times that Ahuramazda bestowed upon the first sovereign of Hyrcania the glory of sovereignty, or *khvarenah*. This glory was embodied in four divine relics that fell from the sky – a golden sword, golden goblet, golden yoke and golden plough.

From sovereign to sovereign the relics and the glory were handed down – not always peacefully or willingly – until they were in the care of the current dynasty, and the current great king of the Hyrcanians, Shahryar. The relics and the glory remained Shahryar's but for his paranoia and weak moral character. Fearful of betrayal by women, he embarked on a course of uxoricide. Each day he would marry a woman of the noble blood, and each night he would strangle her.

This villainy went on for many days and nights until at last he wed Shirazad, daughter of the vizier, who offered herself up as the Padishah's next potential victim. Each night, Shirazad would begin to tell her murderous husband a story, but leave it unfinished at the dawn that he might allow her to live and finish the tale the next night. For 1,001 nights she took this course, until Shahryar had recovered from his mania and fell in love with her.

While it was all fine and well that the Padishah had finished his murder spree, a cessation of murder was not enough to secure the blessings of Ahuramazda. The emperor, due to his crimes, lost his *khvarenah* and the divine relics disappeared from the vaults of his palace. Naturally, the Padishah sent forth his knights to recover the lost objects, knowing well that if they were found by others he would lose his throne. To date, they have not been recovered.

## History

Hyrkania is a high plateau, very near the “roof of the world”. The plateau's distance from the world's oceans made it worthless in the eyes of the Pandiluvian peoples of Nod – the serpent men, lizardmen, elder things and such. This is why Hyrcania, even in very ancient times, was ruled by humanity. The humans in question were primarily steppe nomads, with small cave settlements and early mud brick hovels. These early settlements, over time, became the earliest human city-states. Envoys from these wondrous places would spread word of Hyrcania's glories far and wide, from Kisthenes to Mu-Pan to Og and Venatia as mankind slowly pushed the reptile people from power into obscurity.

The first power of the Hyrcanian Plateau was the Kingdom of Archanae in the Copper Hills. Archanae rose to prominence under King Yam over 4,000 years ago. The Archanaean Empire was founded by Shah Perses 2,145 years ago. The Archanaeans ruled the Copper Hills and Hyrcanian Plateau (and sometimes far more) until the invasion of Dionysus of Arcadia.

Dionysus was the demigod son of Zalmoxis, god of thunder, and the mortal Semele and the king of Arcadia on the Golden Coast. Approximately 1,840 years ago he was given a divine mission by Zalmoxis to conquer the Archanaean Empire after it attempted to extend its control over the Kalkion city-states. Dionysus accomplished his mission in four years, establishing the short-lived Arcadian Empire. When Dionysus achieved his apotheosis 1,750 years ago the empire split apart.

The empire would remain sundered until 1,650 years ago when the Mardyakhorian kingdom conquered the plateau. The Mardyakhorians ruled the plateau for 600 years until the invasion of the plateau, and just about everything else, by the Ulu-Than nomads who dwell beyond the Cradle of the Sun. The time of the Ulu-Than was very limited in the west, and by

1,000 years ago a new dynasty was forged in Hyrcania when the Azhdarians helped the Runa nomads of the far north destroy the Ulu-Than horde and send it packing. The Azhdarians have ruled Hyrcania ever since.

## Geography

The Hyrcanian Empire is ruled from Paridaeza [2614] by a great king, or *padishah*. The empire is divided into provinces called *satrapies*, each governed by a “protector” or *satrap*. Hyrcanian satraps are always members of the nobility. The noble and priestly ranks of Hyrcania are as follows:

Hyrcanian Rank	English Equivalent
Shah/Shahbanu	King/queen
Vurzagan	Great Noble
Marzaban	Margrave/margravine
Azadan	Lesser Noble
Mobadan Mobad	Pope
Mobad	Bishop
Hirbad	High Priest

To the north of the plateau is Turan, a desert and steppe area inhabited by the Turanians, the rivals of the Hyrcanians. Turan has a *khagan*, or “khan-of-khans”, but rule there is less orderly than in Hyrcania, with each settlement and nomad band paying tribute to the khagan and joining him when he decides to make war, but otherwise managing their own affairs. Turanians use two primary titles, that of *khan* or *khanum*, which is applied to the chieftain of a large nomad band or to the governor of a city-state or town, and *bey* or *beyum*, for the chiefs of smaller bands or the governors of villages and castles.

The satrapies of the Hyrcanian Empire are:

### Akanjis

Akanjis (pop. 61,000) is an arid steppe adjacent to the sand sea desert called the Cradle of the Sun. The satrapy is inhabited mostly by nomadic herdsman related to the Paktun peoples of the Cradle of the Sun. The satrapy has two towns, the oasis town of Zaranka inhabited by farmers who produce pomegranates, grapes, apricots, melons, tamarisks and hashish and the market town of Bazyli. The country is ruled by Shah Azadbakht and his wife Bahrjar.

### Archanae

Archanae (pop. 115,000) is a northern satrapy situated in the Copper Hills. It is the best watered province in Hyrcania, and thus the empire's breadbasket. The magi, the priestly caste of Hyrcania predominate in Archanae. The province's capital

Issessara holds one of the largest fire-temples in Hyrcania. The country is ruled by Shah Oarses III and his wife Amestre.

Being a large and ancient province, Archanae is divided into several smaller provinces, or *istans*. These are Bakshistan, Gulistan, Zargunistan and Zebulistan. These sub-provinces are governed by *istandars*.

Archanaean armies have more infantry than other armies of the Hyrcanian Empire.

D%	Unit
01-16	Asabari (AC 10)—Javelins (3), horseman's axe
17-32	Light Cavalry (AC 11)—Light warhorse, padded armor, light lance, longsword
33-48	Immortal (AC 12)—Shield, shortbow, spear, short sword
49-64	Archer (AC 12)—Leather, longbow, footman's pick
65-75	Shieldbearer (AC 14)—Spear, short sword
76-86	Heavy Cavalry (AC 16)—Light warhorse, scale mail, shield, composite bow, light lance, horseman's axe
87-97	Amrtaka (AC 16)—Scale mail, shield, composite bow, spear, short sword
98-99	Takabara (AC 12)—Javelins (2), battleaxe
00	War Chariot (AC 10)—Driver and archer (composite bow), scythed wheels

### Azhdaria

Azhdaria (pop. 1,688,000) holds Paridaeza, the most recent seat of empire in Hyrcania. From Paridaeza, Padishah Shahryar governs his empire through his nobles and bureaucrats. The Azhdarians' symbol is the double-headed dragon. They have four castes in their society, ranked in the following order: Priests, warriors, commoners and artisans. Azhdaria is ruled by Padishah Shahryar and Shahbanu Shirazad. Shahryar leaves most of the satrapy's management to his vizier, Jafar.

D%	Unit
01-16	Horse-archer (AC 10)—Light warhorse, composite bow, longsword
17-36	Light Footman (AC 11)—Buckler, shortbow, footman's mace
37-48	Light Cavalry (AC 11)—Light warhorse, padded armor, composite bow, light lance, longsword
49-60	Heavy Cavalry (AC 14)—Light warhorse with barding, mail shirt, composite bow, light lance, scimitar
61-76	Cataphract (AC 15)—Light warhorse with barding, chain-mail, composite bow, light lance, longsword
77-96	Clibanarius (AC 16)—Light warhorse with barding, chain-mail, buckler, composite bow, horseman's axe, longsword
97-00	Heavy Footman (AC 17)—Chainmail, shield, spear, longsword

## Gorgaria

The Gorgarians (pop. 16,000) are symbolized by a brazen bull, or gorgon, and are among the more savage inhabitants of the plateau. Many have retained their nomadic ways, while others have become herdsmen or miners, for their country is rich in mineral resources, such as copper, salt, sulfur, ochre, orpiment, agate, silver and turquoise. They are a warlike people, sometimes raiding into Kisthenes or south to the Golden Coast. Ritual cannibalism is not unknown among them. The country is ruled by Shah Targh, who is as yet unwed.

## Khialis

The Khiali (pop. 22,000) are of Turanian extraction, and only marginally “civilized” in the eyes of the Hyrcanians. Their chief city is Tarkash, built on an oasis. In Khialis the steppe of the Hyrcanian Plateau turns into the Yezilkum Desert. During the dry season, the air is so dusty as to block out the midday sun and make breathing a chore. The country is ruled by Shah Zaman (brother of the Padishah) and his wife Dunyazade.

## Mardyakhorians

The Mardyakhorians (pop. 161,000) once ruled Hyrcania, invading as nomads but eventually settling down. Mardyakhoria was later conquered by Dionysus of Arcadia, and the country still bears elements of Kalkion culture such as the continuance of the cult of Hercules and the Mardyakhorian satrap being called an archon. The Mardyakhorians divide society into four castes: Royals, nobles and priests, merchants and bureaucrats and finally farmers and herdsmen. The land is known for its excellent turquoise and bards. The Mardyakhorians’ symbol is the mantichore. The country is ruled by Shah Jaliad.

D%	Unit
01-06	Footman (AC 16)—Scale mail, shield, spear, short sword
07-37	Horse-archer (AC 10)—Light warhorse, composite bow, short sword
38-62	Light cavalry (AC 11)—Light warhorse, padded armor, composite bow, short sword
63-75	Cataphract (AC 14)—Light warhorse with barding, scale mail, composite bow, light lance, longsword
76-00	Clibanarius (AC 16)—Light warhorse with barding, banded or splint mail, heavy lance, longsword

## Mithradocia

Mithradocia (pop. 14,000) retains many elements of Kalkion culture, which is not surprising given its closeness to the Golden Coast. They are among the most civilized of the Hyrcanians, having long ago given up the nomadic life for one of farming and settled herding. The province is ruled by Archon Zyraxes and his wife Hyapatia, who would wishes fervently that her husband would declare independence from Hyrcania.



Akanjis



Archanae



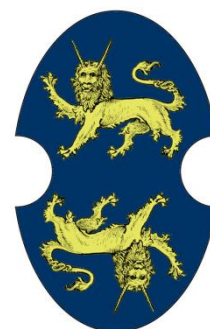
Azhdaria



Gorgaria



Khialis



Mardyakhoria



Mithradocia



Rukhtar

## Rukhtar

Rukhtar (pop. 42,000) was the final province conquered by Dionysus in his march into Hyrcania. The province's symbol is a roc, sometimes interpreted as an eagle. It was in Rukhtar that Dionysus married Alpheisiboea and had by her Prince Medus. The current Satrap of Rukhtar, Shahbanu Rukshana, claims descent from Dionysus. Rukhtar is a source of saffron, camels, warhorses, lapis lazuli and poppies. The sacred poppy wine of Rukhtar is said to be a remnant of Dionysus' time there. Rukhtar was the last satrapy of Hyrcania to be reconquered from the Kalkions so it retains cults dedicated of Bacchus, Hercules and Hecate.

D%	Unit
01-30	Light Foot (AC 15)—Scale, buckler, spear, short sword
31-50	Heavy Foot (AC 17)—Chainmail, shield, spear, short sword
51-70	Horse-Archer (AC 10)—Light warhorse, comp bow, dagger
71-90	Horseman (AC 16)—Light warhorse, chainmail, buckler, composite bow, light lance, longsword
91-00	Cataphract (AC 16)—Light warhorse with barding, banded or splint mail, light lance, longsword

## Plot

While a plot is not necessary for a dungeon crawl or hex crawl, some people prefer an overarching storyline in which they can participate. In Hyrcania, this involves the loss of four divine relics by the emperor, or *padishah*, and thus the loss of his divine kingly glory.

In Hyrcania, the Emperor Shahryar was once an evil man, driven by paranoia to murder a multitude of women who he feared would betray him as his first wife did. These acts of evil persisted until his marriage to the current Empress Shirazad. While she reformed his dark soul, he is still less than good, and as a result the divine relics on which his right of kingship rests have been taken from him by the supreme deity, Ahuramazda.

This is, of course, deeply troubling to Shahryar, for without them his right to be king can be called into question – rivals may rise and rebellions may break out. To this end, he has tasked his paladins with recovering the relics. If he does not recover them – if, say, a Lawful Good adventurer manages to do so, perhaps he or she would become the new ruler of the Hyrcanian Empire?

The four imperial relics are:

**Axe of Mithra [6315]:** The *Axe of Mithra* is a +3 *hand axe*, +5 *vs. devils and demons*. The bearer of the axe can use the

following spells, each once per day: *Air walk*, *control winds*, *lightning bolt* and *wind walk*.

**Carpet of Vayu-Vata [2420]:** This embroidered rug is fashioned of the finest wool and threads of gold and silver. The carpet is a carpet of flying that can hold up to 100 man-sized creatures, or approximately 20,000 lb. The possessor of the carpet can use the following spells, each once per day: *Air walk*, *fog cloud*, *lightning bolt*, *summon nature's ally IV (aerial creatures only)*, *whirlwind* and *wind wall*.

**Goblet of Voruna [6448]:** This goblet is shaped like the head of a wolf. It is decorated with sapphires and gives one control over water. When it is dipped into any liquid, the *goblet* changes it to fresh water and neutralizes poisons. When this water is poured on a wound acts as a *cure light wounds* spell (one application per person). If the water is drunk it *removes disease*. The possessor of the *goblet* can use the following spells, each once per day: *Control water*, *quench* and *scrying (using the water in the goblet)*. They also gain the ability to turn water elemental creatures as though he was a 20th level cleric turning the undead.

**Shield of Armaiti [0506]:** The gold shield represents the emperor's dominion over the earth. It is a +2 *shield* composed entirely of gold and studded with emeralds. The possessor of the *golden shield* can turn earth elemental creatures and plant creatures as though he was a 20th level cleric turning the undead. The shield's holder can also use the following spells, each once per day: *Diminish plants*, *entangle*, *horrid wilting*, *move earth*, *plant growth*, *soften earth and stone*, *speak with plants* and *warp wood*.

When all of the imperial relics are in the possession of a single person, they also gain the ability to cast the following spells, each once per day: *Call lightning*, *chariot of fire*, *commune with nature*, *earthquake*, *finger of death*, *fire-storm*, *heal*, *holy word*, *mass charm*, *mass invisibility*, *planar ally III*, *storm of vengeance*, *sunburst* and *whirlwind*.

## Weather

You can use the following tables to determine the overall weather conditions during a hex crawl. The table is divided into the four seasons. Temperature is determined by rolling 1d6 and comparing the roll to the chances of temperature being freezing (below 30°), cold (31-60°), mild (61-85°), warm (86-95°) or hot (96° or higher). Freezing, cold and hot temperatures might require the adventurers to take steps to avoid negative consequences.

Precipitation is a percentage chance. If the temperature is below freezing, the precipitation is snow (10% chance of hail). Otherwise it is rain. The TK can decide how much rain or snow falls during the day and its duration based on how much she wishes the weather to hinder the players.

### Copper Hills

	Winter	Spring	Summer	Fall
Freeze	1-3	-	-	-
Cold	4-6	-	-	1-3
Mild	-	1-3	1-4	4-6
Warm	-	4-6	5-6	-
Hot	-	-	-	-
Rain	40%	30%	10%	20%

### Golden Coast

	Winter	Spring	Summer	Fall
Freeze	1-3	-	-	-
Cold	4-6	-	-	1-3
Mild	-	1-3	1-4	4-6
Warm	-	4-6	4-5	-
Hot	-	-	6	-
Rain	30%	25%	5%	25%

### Hara Mountains

	Winter	Spring	Summer	Fall
Freeze	1-3	1	-	1
Cold	4-6	2-4	1	2-3
Mild	-	5-6	2-4	4-6
Warm	-	-	5	-
Hot	-	-	6	-
Rain	45%	25%	2%	20%

### Hyrceanian Plateau

	Winter	Spring	Summer	Fall
Freeze	1	-	-	-
Cold	2-4	1	-	1-2
Mild	5-6	2-4	1-3	3-5
Warm	-	5	4	6
Hot	-	6	5-6	-
Rain	10%	3%	1%	7%

### Riphean Mountains

	Winter	Spring	Summer	Fall
Freeze	1-4	-	-	1
Cold	5-6	1-3	1	2-3
Mild	-	4-6	2-5	4-6
Warm	-	-	6	-
Hot	-	-	-	-
Rain	30%	35%	5%	5%

### Sturmdrangs

	Winter	Spring	Summer	Fall
Freeze	1-4	-	-	1
Cold	5-6	1-3	1	2-3
Mild	-	4-6	2-5	4-6
Warm	-	-	6	-
Hot	-	-	-	-
Rain	30%	35%	5%	5%

### Yeziklum Desert

	Winter	Spring	Summer	Fall
Freeze	1-2	-	-	-
Cold	3-6	1-2	-	1-3
Mild	-	3-6	1-3	4-6
Warm	-	-	4-5	-
Hot	-	-	6	-
Rain	20%	10%	3%	10%

## Regions

### Copper Hills | Highlands

#### STATISTICS

**Appearances** NOD 32 (2017)

**Population** 448,000

**Major Settlements** Baksheesh (1520), Birinj (2614), Issessara (3211), Markhior (1601), Persicum (0910), Vark (32/5302), Zargun (1915)

**Dungeons** Green Cave\* (0506), Spider Temple\* (2420)

**Animals** Boar, leopard, sheep, spotted lion, tiger, wolf

**Plants** Acacia, birch, cypress, ironwood, juniper, oak, roses, yew

**Farming** Cattle, fireberries, fish, goats, grape, horses, lemon, melon, mushrooms, peach, pistachios, sheep, timber, vegetables, wheat

**Mining** Cinnabar, gold, iron, quartz, sardonyx, tin, turquoise

When Irem was new, the tribes of the Copper Hills were already constructing cities of such loveliness as to rival those of the ancient elves. They were warriors, poets, philoso-



phers and priests who resisted the advance of Irem and who now resist nomad warriors from both west and east.

The Copper Hills are highlands located just south of Trollheim (see NOD 28). They just barely appear on the northern edge of the map for this issue, but are worth a mention.

The hills include tall escarpments of reddish stone divided by belts of green grass and golden woodlands. Birch and oak pre-dominate, with a smattering of juniper, ironwood, yew and cypress. Springs and lakes provide most of the water in the Copper Hills, with most claimed by monsters or humanoids.

Animals such as black bears, tigers, leopards, jackals and wolves hunt in the highlands, while aurochs, wild sheep, gazelles, ibex and red deer graze in the valleys. The horses of the Copper Hills are known for their dark grey coats with splashes of white, like starbursts, on their rumps.

The people of the hills are mostly farmers and herders. Despite the name, mining is scant in the hills, save for a few mines that produce precious stones and others that produce base metals near the Trollheim Mountains.

Random encounters are rolled on the following table:

3D6	Random Encounter
3	Roc (1d10)
4	Worg (2d6)
5	Wolf (2d6)
6	Dragon, Copper (1d4)
7	Janni (1d3)
8	Manticore (1d4)
9	Leopard (1d4)
10	Chamrosh (2d4) <sup>1</sup>
11	Human—Warrior (3d6)
12	Tiger (1d2)
13	Gorgon (1d4)
14	Ogre mage (1d6)
15	Griffon (1d8)
16	Ghoul (2d12)
17	Karkadann (1d6)
18	Ogre (3d6)

<sup>1</sup> New monster, see below

## Golden Coast | Highlands

### STATISTICS

**Appearances** NOD 4 (2010)

**Population** 119,000

**Major Settlements** Argis (4-5013), Lithr (4-7316), Palah (4-7502), Quidnog (4-6320), Utya (4-6503)

**Dungeons** Halls of the Titans (4-5332), Yawning Cave (4-5332)

**Animals** Black bears, cave bears, deer, elephants, rabbits, wolves

**Plants** Almond trees, apple trees, date palms, fig trees, pine trees, pistachios

**Farming** Almonds, apples, barley, blueberries, broccoli, chamomile, dates, dogs, figs, fish, galangal, geese, goats, grapes, hackberries, olives, sheep, silphion, timber, turnips, watermelons, wheat, zucchini

**Minerals** Copper, gold, salt, silver, tin, zinc

The Golden Coast is a range of highlands bordering the Golden Sea. The coast has the thickest woodlands, including forests of date palms, sycamores and pistachios. The hinterlands have smaller copses of bay laurels, hazels, lindens, maples and spruces. Animal life is more plentiful near the coast, with the most common predator being lanky golden wolves. The highlands are pocked with artesian wells and bubbling springs. The main inhabitants of the coast are the Kalkions, sometimes called the “bronze men”, and the Hamazaks, a tribe of amazons with hobgoblin blood running through their veins.

Random encounters are rolled on the following table:

3d6	Encounter
3	Roc (1d10)
4	Giant, hill (2d6)
5	Hippogriff (2d8)
6	Satyr (1d8)
7	Gold digger (1); see below or <i>Monsters II</i>
8	Panthera (1); see below or <i>Monsters II</i>
9	Hamazak (2d6); see below
10	Bear, black (1d3)
11	Dwarf (3d6)
12	Human—Bandit or Warrior (3d6)
13	Alce (1d6); see below or <i>NOD 4</i>
14	Gorgon (1d4)
15	Nymph—Maenad (1d6); see below or <i>Monsters II</i>
16	Wolf (2d6)
17	Centaur (2d10)
18	Cyclops (1d8)

Alce, Large Monster: HD 6; AC 17; ATK 2 claws (1d4) and bite (2d6); MV 30; SV 14; AL N; XP 600; SP—Spikes (save each round in melee combat or suffer 1d4 points of damage).

Gold Digger, Small Monster: HD ½; AC 14; ATK Bite (1d2); MV 30 (B20); SV 17; AL N; XP 25; SP—Sense gold, *cure disease* 1/week.

Hamazak, Medium Humanoid: HD 1+1; AC 17; ATK Spear (1d8) or composite bow (1d6+1); MV 30; SV 16; AL N; XP 50; SA—None.

Nymph—Maenad, Medium Fey: HD 6; AC 17; ATK 2 claws (1d4); MV 30 (S20); SV 14; AL CN; XP 1800; SP—Magic (D4), control wolves, summon 1d4 wolves per day, intoxicating touch, *dimension door* •

Panthera, Medium Monster: HD 7; AC 16; ATK 2 claws (1d4 + rend) and bite (1d6); MV 40; SV 13; AL CG; XP 700; SP—MR 15%, breath weapon (20' radius cloud of perfume, *charm monster* or *fear* for dragons, neutralize odors).

## Hara Mountains | Mountains

### STATISTICS

**Population** 14,000

**Animals** Brown bear, deer, eagle, fox, ibex, leopard, tiger, wild boar, wolf

**Plants** Almond, beech, juniper, maple, oak, pistachio, wild cypress

**Minerals** Adamantine, iron

The Hara Mountains are sometimes called the Fortress of Yam in reference not only to his kingdom beginning in their foothills, but also because they have always been a barrier to nomad incursions into the Hyrcanian Plateau.

The mountains are quite tall, and are snow-covered during the winter months. The streams that descend from the mountains swell in spring as the snow melts, bringing fertility to the foothills and the plateau and steppes beyond.

Random encounters are rolled on the following table:

3D6	Random Encounter
3	Giant, hill (2d6)
4	Giant, fire (1d6)
5	Eagle, giant (1d12)
6	Wolf (2d6)
7	Chimera (1d4)
8	Pegasus (1d12)
9	Boar (1d8)
10	Tiger (1d2)
11	Human—Warrior (3d6)
12	Leopard (1d4)
13	Hag, mountain (1 or 3)
14	Hawkman (3d6)
15	Bear, brown (1d6)
16	Harpy (2d6)
17	Dragon, red (1d4)
18	Worg (2d6)

## Hyrcanian Plateau | Grasslands

### STATISTICS

**Population** 2.2 million

**Major Settlements** Aradia (4932), Badmash (1030), Bazyli (5837), Faroozeh (5119), Gandar (7129), Gor (4438), Niko (1946), Paridaeza (3942), Rukh (6924), Shaghal (6211), Zaranka (6444)

**Dungeons** Dionysus Temple\* (6448), Dragon's Domain\* (6315), Forced Entry (2236), Imperial Crypt\* (4238), Lord of Assassins (3024), Misty Conjurations (5017), Shadow Dungeon (5330), The Thousand (1730)

**Animals** Allocamelus, arsinotherium, boar, cheetah, fox, gazelle, golden jackal, hyena, indricothere, leopard, lion, onagers, pony, rhinoceros, sheep, spotted lion, titanotherium, wolf

**Plants** Acacia, apricots, jasmine, lilac, oak, poplar, rose

**Farming** Beans, cabbage, camels, cattle, chickens, dates, goats, grapes, horses, madder, mule, poppies, peppermint, pistachio, rice, rosemary, safflowers, sheep, swine, timber, turnips, vegetables, wheat

**Minerals** Alabaster, copper, garnets (green), iron, lapis lazuli, salt, selenite, silver, spinels, tin, tourmalines

The Hyrcanian Plateau is an extension of the Golden Steppe to the north. It officially ends in Kisthenes in the west and at the Cradle of the Sun in the east, and are wedged between the Great Yamas to the south and the Copper Hills and Yezilkum Desert to the north.

The steppes are heavily traveled and populated. They are part of the famous Jade Road that extends trade from the western city-states like Lyonesse and Nomo to the eastern city-states of Mu-Pan. Caravan traffic is heavy on the steppes, and many nomads herd cattle, sheep and horses on the steppe (and sometimes prey on the caravans). The steppes have suffered invasion from the Runa, Turanian and Ulu-Than nomads of the north and the Ulu-Than of the east (who are even now preparing to conquer the known world once again, provided they can find and awaken their ancient leader, the Purple Chan).

Random encounters are rolled on the following table:

3D6	Random Encounter
3	Olifaunt (1d6)
4	Beetle, giant stag (2d6)
5	Centaur (2d10)
6	Wolf (2d6)
7	Bulette (1d2)
8	Axe beak (1d6)
9	Roll on BIG CAT SUBTABLE
10	Human—warrior (3d6)
11	Human—bandit (3d6)
12	Cheetah (1d4)
13	Human—nomad (3d6)

14	Hyena (1d12)
15	Ankheg (1d6)
16	Boar (1d8)
17	Karkadann (1d6)
18	Indricothere (1d4)

D10	Random Big Cat
1-3	Cheetah (1d4)
4-6	Leopard (1d4)
7-8	Tiger (1d2)
9	Lion (1d10)
10	Lion, spotted (1d8)

## Riphean Mountains | Mountains

STATISTICS
<b>Population</b> 228
<b>Major Settlements</b> None
<b>Dungeons</b> None
<b>Animal</b> Brown bear, deer, dog, elk, ibex, leopard, lynx, mammoth, moose, tiger, wild boar, wolf, wolverine
<b>Plants</b> Evergreens, wild onions
<b>Farming</b> Cattle, wheat
<b>Minerals</b> Olivine

The Riphean Mountains are a range of high mountains that divide the Cradle of the Sun from the Tauriz Desert. Numerous valleys provide summer pasturage for sheep, and wild sheep live in the higher elevations. Trees are scarce in these mountain steppes. Winters in the Riphean Mountains are long and bitterly cold, while summers are short and cool.

3D6	Random Encounter
3	Roc (1d10)
4	Cyclops (1d8)
5	Dragon, silver (1d4)
6	Boar, giant (1d6)
7	Dragon horse (1d4)
8	Tiger (1d2)
9	Leopard (1d4)
10	Dog (1d12)
11	Lynx, giant (1)
12	Cyclopean (1d8)
13	Orc (3d6)
14	Wolverine, giant (1)
15	Bear, brown (1d6)
16	Wolf (2d6)
17	Griffon (1d8)
18	Mammoth (1d10)

## Yezilkum| Wasteland

STATISTICS
<b>Population</b> 17,600
<b>Major Settlements</b> Tarkash (5001)
<b>Dungeons</b> None
<b>Animal</b> Elasmotherium, lion
<b>Plants</b> Grasses, camel thorn, ferrule, phog, saltwort, sand acacias, saxaul (white and black), wormwood shrubs
<b>Farming</b> Wheat, millet, barley, melons, silk, felt, horses with golden hair, camels, sheep, cattle, asses, mules
<b>Minerals</b> Gold, copper, silver

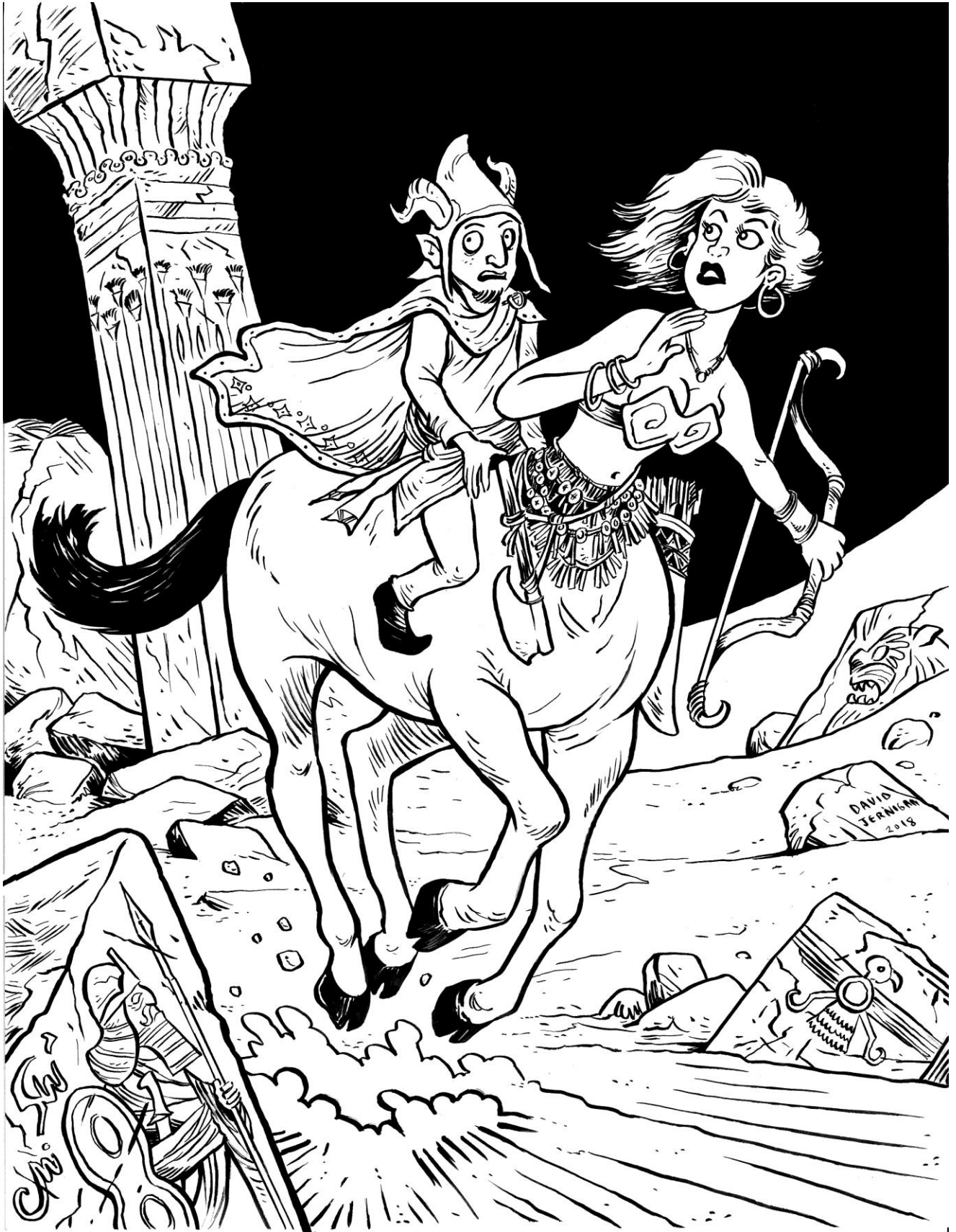
The Yezilkum, or Yellow Desert, is a sand sea desert that divides the Hyrcanian Plateau and Golden Steppe, or Turanian Steppe. It is adjacent to the rocky Tauriz Desert.

The crescent-shaped dunes of the Yezilkum are composed of golden sand. They can reach as much as 100 feet in height and rest upon a rocky substrate not unlike the Tauriz Desert.

Animals of the Yezilkum include the lion, Turanian tortoise, monitor lizards, saiga antelopes (that migrate through the desert), deer, wild boars, goitered gazelles, onagers, wild ponies, golden jackals, squirrels, hares, foxes, snakes, lizards, bustards, owls, pheasants and golden eagles.

Random encounters are rolled on the following table:

3D6	Random Encounter
3	Blink dog (4d4)
4	Giant eagle (1d12)
5	Ghul (1d8)
6	Human—trader (3d6)
7	Boar (1d8)
8	Prism plant (1d6)
9	Human—nomad (3d6)
10	Jackal (1d12)
11	Gnoll (1d6)
12	Pony (1d20)
13	Lamashtu (1d2)
14	Tortoise man (1d12)
15	Tortoise, giant (1d6)
16	Dragon, brass (1d4)
17	Shadhavar (1d4)
18	Shedu (1d8)





## Rivers | Aquatic

Despite the dry conditions of the plateau, several rivers cross it, most of them flowing south towards the Golden Sea and one, the Ejla River, flowing north towards the River Og.

The region has three major rivers, the Anahita in the west, the Sangarius in the east and the Ejla in the north.

The Anahita River [2411] is formed from run-off from the Hara Mountains, and is considered sacred. It is named for Anahita, the Hyrcanian goddess of rivers. The southern reaches of the river are especially fertile – with the help of irrigation canals – and form the breadbasket of the Hyrcanian Plateau around the city-state of Paridaeza.

The Ejla River [3609] flows from the Copper Hills north through the Yezilkum and the Golden Steppe to the marshlands of Mab and the River Og. While the Ejla flows through the desert, it often nearly disappears into those thirsty sands.

The Sangarius River [2522] is known as the Sinda River among the Hyrcanians. It combines with the Anahita River in Hyrcania and flows south through the Keatish Steppe to empty into the Golden Sea. When King Dionysus invaded Hyrcania he first followed the Sangarius River.

The minor rivers of Hyrcania are the Ahoobara [1510], Ambor [1510], Ashra [1809], Barghaman [3941], Dast [2932], Iris [1446], Ghoru [7018], Jahoon [7136] and Rahee [2525].

Random encounters on the rivers occur on a roll of 1 on 1d6, and can be rolled on the following table.

3D6	Random Encounter
3	Eagle, giant (1d12)
4-5	Human—Warrior (6d6) <sup>3</sup>
6-10	Human—Pirate (3d6) <sup>1</sup>
11-15	Human—Trader (3d6) <sup>1</sup>
16-17	Nixie (2d6) <sup>2</sup>
18	Crocodile (1d12) <sup>4</sup>

<sup>1</sup> Pirates are crewing a river galley and are armed with spears, short swords and composite bows. Traders have a single river galley and are armed with light crossbows and spears.

<sup>2</sup> The nixies of Hyrcania appear as petite woman and men with pearly skin, green teeth and large eyes like limpid pools.

<sup>3</sup> The warriors are sailors in one river galley per 10 warriors. Each galley is commanded by a sergeant, and if there are three galleys one of them is commanded by a captain. The warriors are in ring mail and are armed with light crossbows, spears and short swords.

<sup>4</sup> Mugger crocodiles; males are 13' to 16' long, females smaller.

## Peoples

### Centaurs

Centaurs always dwelled on the Hyrcanian Plateau, but they got a major population boost during the invasion of Dionysus, as his Arcadian army included hundreds of them. The centaurs long ago integrated into human society, often working as laborers and warriors due to their strength.

### Fauns

When an army composed partially of satyrs shows up on your borders, it's a good bet that they are going to leave a little something extra behind, given their proclivity to "intimacy". In the case of Hyrcania, what was left behind are the fauns, humanoids with some measure of satyr blood in their veins.

### Hamazaks

The Hamazaks are a tribe of people descended from the red amazons that once dominated the Golden Coast and the Hyrcanian nomads of the steppe. While the Hamazaks are now pure-blooded amazons, they have retained some of the elements of their culture, such as being ruled exclusively by women and being terribly warlike.

Hamazak armies are armed as follows:

D%	Unit
01-20	Horse Archer (AC 11)—Light warhorse, padded armor, composite bow, longsword
21-30	Archer (AC 12)—Leather armor, composite bow, javelins (2), longsword
31-50	Skirmisher (AC 12)—Light warhorse, leather armor, composite bow, javelins (2), horseman's axe or horseman's pick
51-65	Light Cavalry (AC 13)—Light warhorse, leather armor, buckler, composite bow, light lance, longsword
66-90	Heavy Cavalry (AC 15)—Light warhorse, scale mail, buckler, composite bow, light lance, longsword
91-95	Infantry (AC 16)—Scale mail, shield, composite bow, spear, longsword
96-00	Royal Guard (AC 17)—Light warhorse w/ barding, banded or splint mail, buckler, comp. bow, light lance, longsword

### Hyrcanians

The humans of the Copper Hills and plateau are called the Hyrcanians. They are related both to the Venatians and the people of Hodeirah, and originated as steppe nomads who began to settle down about 4,500 years ago.

Hyrcanians have olive complexions with black wavy hair and vivid eyes that noble men and women highlight with kohl. The

men wear pointed beards and curved mustaches, and the women adorn their faces with paint and tiny gemstones.

Hyrceanian dress is colorful in the extreme. For men, the typical costume is pantaloons and a chemise. The pantaloons are full and baggy and worn with pointed boots or sandals. The chemise is also loose and breezy, but covered with a vest, with bracers to keep the sleeves out of the way. Turbans are tall and sometimes broad, and decorated with feathers (a good luck symbol to the people) and strings of ornamental stones. Women sometimes dress as men, though without the vest and with a longer, looser chemise that sometimes becomes a gown. Women wear slippers instead of boots, and paint their lips, cheeks and eyes.

The emperor of Hyrcania wears exceptionally colorful clothes, a golden crown, makeup (tastefully applied) and his beard is decorated with gold thread. He claims divinity, and thus is hidden from public viewing. The emperor is always protected by the Imperial Guard, knights that are armed as *clibanarii*, and in the palace by the Palace Guard. Both the imperial and palace guards are enlisted from the noble families.

Hyrceanian armies are armed as follows:

D%	Unit
01-15	Archer (AC 11)—Buckler, military pick, composite bow
16-25	Cataphract (AC 16)—Splint mail, light lance, longsword, composite bow, heavy warhorse with barding
26-30	Clibanarius (AC17)—Platemail, heavy lance, longsword, composite bow, heavy warhorse with barding
31-33	Elephant Archers—Elephant, driver (ankus), three archers (longbow, long-sword)
34-36	Elephant Lancers—Elephant (scale barding, trunk flail +1d6 damage), driver (scale mail, ankus, composite bow), lancer (scale mail, heavy lance, composite bow)
37-51	Horse Archer (AC 11)—Light warhorse, padded armor, scimitar, composite bow
52-57	Immortal (AC 16)—Scale mail, shield, spear, short sword and composite bow; they each have 1+1 HD
58-67	Light Horseman (AC 11)—Light warhorse, padded armor, light lance, horseman's axe, composite bow
68-74	Medium Horseman (AC 14)—Light warhorse, barding, scale mail, light lance, long-sword, composite bow
75-77	Skirmisher (AC 11)—Buckler, dagger, javelins (3)
78-80	Hobilar (AC 16)—Light warhorse with barding, chainmail, buckler, repeating crossbow, scimitar
81-00	Spearman (AC 11)—Shield, spear, short sword

## Paktun

The Paktun are a people with a heritage that includes the Venatians, Mu-Panese and Haradi. They have skin the color of aged parchment and black hair. The Paktun tend to be short and slight of frame. Their costume approximates that of an-

cient Greece, and they adore body decoration of all kinds, such as jewelry and tattoos. They dwell primarily in the northern foothills of the Great Yamas and in the Cradle of the Sun, located just to the south and east of Hyrcania.

The Paktun are adventurous, argumentative, much taken with the pursuit of knowledge (and the scholarly contests it provokes) and pragmatic. They are able to boast some of the world's greatest philosophers because they live on the tolls they collect by merchants traveling the Jade Road.

The land of the Paktun is called Kali-Arad, after the ancient warlord Kali, who conquered the city-states. That political entity has since ceased to exist, but the name is still used to refer collectively to the city-states of the Cradle of the Sun. There are seven such city-states, each situated on an oasis.

The seven peoples of Kali-Arad are the barbaric salt merchants of Kyros, the perfumed mystics of Duulgar-Tesh, the atheist-knights of Ieth, the grove keepers of Pa-Nukh'Tal, the adherants of the Disconcordian Hierarchy of Ispa'Kaar, the fisher-folk of Mun'Porr and the people of Rama'Phut, city of lapis.

Rama'Phut is the most militarily powerful of the cities. Kyros is wealthy from its salt mines. The salt merchants are known far and wide for their yak caravans, bringing salt down from the mountains. Ieth is a center of philosophy, while Duulgar-Tesh is home to a college of mystics. Many esoteric thinkers have made Duulgar-Tesh a pilgrimage site, studying there for several years before bringing their acquired knowledge back to their homelands. The Discordian Hierarchy rules Ispa'Kaar.

D%	Unit
01-30	Horse-Archer (AC 11)—Padded armor, composite bow, scimitar, light warhorse
31-75	Light Cavalry (AC 14)—Scale mail, composite bow, light lance, scimitar, light warhorse
76-90	Heavy Cavalry (AC 15)—Chainmail, composite bow, light lance, scimitar, light warhorse
91-00	Lancer (AC 16)—Chainmail, buckler, composite bow, light lance, scimitar, light warhorse with barding

## Turanians

Ask a Hyrcanian to describe a Turanian and you will get a harrowing tale of black-hearted scoundrels who worship demons and would see the whole world consumed in fire. Ask a Turanian about the Hyrcanians, and you will hear much the same.

Turanians are less settled than the Hyrcanians. Most are still nomads, which makes them highly mobile and warlike. Turanian nomads dwell in yurts and ride horses and camels. They are traders and raiders, forming a link between the peoples of Thule in the north and the Hyrcanians and Mu-Panese.

The Turanians worship differently than the Hyrcanians, and this might be a key reason the two peoples do not get along (well, that and general human greed). Among the Turanian deities are Tengri the sky father, Umai the mother goddess, Koyash the sun god and Erlik the death god.

Turanians are organized into bands and hordes. A band is a group of several hundred warriors and their families. Most bands are divided into several clans, sometimes patrilineal and sometimes matrilineal. A horde consists of several bands, usually from 10 to 20. A horde is commanded by a *kagan*. Bands are commanded by *bashkans*. Turanian villages are ruled by *beys*, while towns and cities are ruled by *krals*.

Turanian armies are armed as follows:

D%	Unit
01-30	Horse-Archer (AC 11)—Padded armor, composite bow, scimitar, light warhorse
31-75	Light Cavalry (AC 14)—Scale mail, composite bow, light lance, scimitar, light warhorse
76-90	Heavy Cavalry (AC 15)—Chainmail, composite bow, light lance, scimitar, light warhorse
91-00	Lancer (AC 16)—Chainmail, buckler, composite bow, light lance, scimitar, light warhorse with barding

## New Monsters

### Chamrosh

Type: Animal  
 Size: Medium  
 Hit Dice: 3  
 Armor Class: 13  
 Attack: Bite (1d6 + trip)  
 Move: 50' (Fly 70')  
 Save: 15  
 Intelligence: Animal  
 Alignment: Neutral (N)  
 No. Appearing: 1d8  
 XP/CL: 300/4

SA—*Surprise* (3 in 6)

The chamrosh is a winged wolf. If attacking with their feet on the ground, their bite attack can trip. They improve their surprise chances if they are flying.

## Hex Contents

### 0102. Gharnshyn | Monster

The Gharnshyn are a clan of 200 Neanderthals with 80 warriors among them. They dwell in comfortable caves with fortified entrances. The Neanderthals have long been allies of the Hyrcanians, and serve as an early warning system for incursions from Turan across the Copper Hills.

The Neanderthals are hunter/gatherers. They hunt for skins and pelts which they trade to the humans and train war elephants for the Padishah's army.

Their leader is Flok, a vainglorious chieftain who speaks incessantly of the glories of war and the hunt, but who rarely leaves his ivory and teak throne (a re-gift from the Padishah), his harem of lovelies and his kennel of 13 mastiffs. Flok's four subchiefs do most of his work. In times of war, Flok sends up to 20 of his warriors to fight for Hyrcania as scouts.

Neanderthal, Medium Humanoid: HD 2; AC 12; ATK Battleaxe (1d8); MV 30; SV 16; AL N; XP 100; SA—None.

### 0106. Karmakand | Stronghold

Set atop a tall hill with rugged slopes is the red fortress of Karmakand (pop. 360). With exterior walls and towers standing 60' tall, the fortress covers a ridge that protects the western approaches to Archanae. On the near side of the ridge is the fortress' village. The village is known for its excellent beer.

The fortress' marzaban is Lord Kazi, a tall man with an eye patch over his right eye from a fight with a worg that went badly and a long mustachio he has died black, like his hair, in an attempt to look younger. Kazi's garrison numbers 80 men-at-arms, including 10 cataphracts, 20 light horsemen, 30 spearmen and 20 archers, along with eight sergeants.

Treasure: 1,000 cp, 1,000 gp

Man-at-arms, Medium Humanoid: HD 1; AC 16 (mail, buckler); ATK Spear (1d8) or composite bow (1d6+1); MV 30; SV 16; AL N; XP 50.

Kazi, Medium Humanoid: HD 3; AC 17 (platemail); ATK Longsword (1d8) or composite bow (1d6+1); MV 30; SV 15; AL N; XP 150.

### 0120. Lookout Hill | Wonder

Lookout hill is a rocky promontory from which one can see 30 miles away. Old campsites can be found on top of the hill, and some searching might reveal a cache of adventuring supplies (about 200 gp worth) left by past occupants.

### 0123. Laughing SIRRUSH | Monster

A haughty sirrush is reclining here by a large, up-thrust stone that provides a modicum of shade. The beast's laughter, which sounds like a hoarse honking, can be heard through the hex.

The monster has caught an efreeti and placed it in an old brass lamp green with verdigris. He wishes to know where the royal artifacts have gotten to, and is sure the efreeti has some knowledge of the theft. The efreeti denies this, of course, all the while cursing and threatening, and then groveling when the sirrush's great paw presses down on the lamp.

This encounter can serve as a clue to the whereabouts of the items, or an opportunity to pit the sirrush against the adventurers, for the efreeti will be sure to wail and cry as though it were a more innocent creature being tortured.

Efreeti, Large Elemental: HD 10; AC 17; ATK 2 slams (1d6 + 1d6 fire) or falchion (2d6 + 1d6 fire); MV 20 (F40); SV 12; AL LE; XP 3000; SA—Immunity (fire), vulnerability (cold), body heat; SP—Detect magic, gaseous form, invisibility •••, permanent illusion •••, produce flame, pyrotechnics, wall of fire •••, wish (non-genies only) •••

Sirrush, Large Dragon: HD 10 [regenerate]; AC 25 [+1]; ATK 4 claws (1d8) and bite (2d8); MV 50; SV 12 (MR 35%); AL N; XP 3000; SA—Cone of sonic energy (stun 1d4 rounds; use every 1d4 rounds), blind-sight 300', resistance (acid, cold, electricity, fire, sonic).

### 0133. A Happy Occasion | Monster

Sixteen ogres have gathered in a pleasant vale here for a wedding between two rival clans. The bride is bedecked in flowers and the groom hung with the heads of many enemies, as is traditional for ogres. The guests are now beating on hollow logs and chanting while the couple ritually mates, as is also traditional. Presents have been brought, mostly skins and polished stones. Although everyone is playing nice at the moment, the old feelings of hatred run deep, so it's a real powder keg.

Ogre, Large Giant: HD 4; AC 15; ATK Slam (1d6) or club (1d4+2); MV 40; SV 15; AL CE; XP 200; SA—None.

### 0138. Waiting to Die | Monster

A single Neanderthal, a shaman and the last of his people in this region, has come to a holy site to die. He is now fifty years old and in bad shape, and spends his days fasting and praying.

Neanderthal Shaman, Medium Humanoid: HD 2; AC 12; ATK Staff (1d4); MV 30; SV 16; AL N; XP 100; SA—Magic use (D3).

### 0145. Rocky Ground | Wonder

An escarpment cuts across this hex, forcing adventurers to climb it if they want to cross the hex.

### 0203. Kidnappers | Monster

Twenty roguish hawk men are holed up in a cave. They have been tasked with robbing a caravan expected to pass between the Turanian territories to the city-state of Heth (see NOD 32). The caravan appears to be composed of merchants, but is actually guarded by thirty men-at-arms, all of them mounted. The caravan is bringing a young daughter of King Afrasiab to Heth for marriage to a young prince of that country. The hawk men are working for Vurzugan Alan of Gulistan, who would have the girl as a hostage to keep the Turanians at bay.

Man-at-arms, Medium Humanoid: HD 1; AC 16 (mail, buckler); ATK Spear (1d8) or composite bow (1d6+1); MV 30; SV 16; AL N; XP 50.

Hawk Man, Medium Monster: HD 1; AC 14; ATK Bite (1d4) or sword (1d6); MV 30 (F40); SV 16; AL N; XP 100; SA—None.

### 0215. Horse Hunt | Monster

A cheetah is stalking a horse in this hex. The horse is in royal caparison for it escaped from a chariot accident that happened three miles away. The chariot has a broken axle and is turned over on its side, the corpse of the chariot driver showing damage from the accident, but also a spear thrust to his gut. Goblin tracks lead to the southwest. It looks like fifteen goblins and a human prisoner made the tracks.

The goblins are on their way to [0423] to meet their kinsmen, who kidnapped Insho. The master of the goblins, Skold, believes these two souls are immortal and meant to join together to produce a child who might one day rule the world. She wishes to make this union herself and gain control of the child.

Goblin, Small Humanoid: HD 1-1; AC 13 (leather); ATK Spear (1d6); MV 20; SV 16; AL CE; XP 50; SA—None.

Cheetah, Medium Animal: HD 3; AC 15; ATK 2 claws (1d2) and bite (1d8); MV 40 (Sprint 110); SV 15; AL N; XP 300; SA—None.

### 0236. Ruins of Azjar | Wonder

This hex holds the extensive ruins of Azjar, an old Hyrcanian city-state founded by emperor Eskad IV during a campaign to conquer the foothills of the Sturmdrangs. The campaign was initially successful, but the coming of Dionysus from the south and his conquest of the plateau cut the nascent city-state of from the rest of the empire long enough for the giants of the Sturmdrangs to gather in force and destroy the city, carrying most of the survivors into slavery.

The city had extensive farms and orchards since it was in a fertile valley at the time with significant investments in dams and irrigation. It had monuments to Eskad IV's glory, an extensive summer palace with a man-made lake and gardens, a citadel of white stone with lion-shaped towers surmounted by domes of beaten brass and a thriving marketplace. Almost all



of the city-state's buildings were crushed by the giants when they destroyed the city. Its wealth was carried away (at least, that which was found) and the irrigation system was destroyed to discourage another settlement.

The ruins are now inhabited by various monsters, especially goblins, which root around under the city looking for hidden caches of wealth. Ogres dominate the old palace, having rebuilt some portions. They use the dry, sandy lake bed as a gladiatorial arena to entertain the ogre queen Athulda. In all, the ruin supports about 200 goblins and 50 ogres.

Goblin, Small Humanoid: HD 1-1; AC 13 (leather); ATK Spear (1d6); MV 20; SV 16; AL CE; XP 50; SA—None.

Ogre, Large Giant: HD 4; AC 15; ATK Slam (1d6) or club (1d4+2); MV 40; SV 15; AL CE; XP 200; SA—None.

### 0243. Kavash | Monster

A chimera called Kavash dwells in a cave in this hex. Baiting the chimera is a test of skill for young Hamazak warriors who wish to rise to the rank of sub-chief. They sent to sneak up on the beast and cut off a bit of its hair to bring back to the tribe.

Kavash has the head and front body of a hyena, the head and rear body of a gazelle and its central head is a displacer.

Treasure: 6,900 cp, 3,700 sp, medium jargon.

Chimera, Large Monster: HD 9; AC 16; ATK Hyena bite (1d3), displacer bite (1d8) and gore (1d4); MV 30 (F50); SV 12; AL CE; XP 900; SA—Displacement effect (per displacer monster).

### 0246. The Black Monastery | Stronghold

A hollow in this hex, shrouded by black cypresses, holds a small cave that leads down to a damp cavern that produces heady fumes. The cave is sacred to Hecate, and is now enclosed by a wall of black bricks connected to a chaotic monastery of Hecate (LE). The monastery was constructed a decade ago by Sister (now Mother) Hemeia. The monastery houses 35 sisters (HD ½), including their librarian, Sister Xene.

The monastery is constructed on the hill overlooking the hollow. The front gate, constructed of black cypress, is approached by two curved staircases of black marble. The staircases wrap around a massive fire pit that is always kept alight when the moon is not new. At new moons, pitch blackness is permitted to pervade the area.

The monastery is protected by 20 archers, 80 spear-women and 20 Hamazaks, the Black Sisterhood. Sixty peasants farm the land around the monastery, including maintaining a vineyard used to produce black, opium-laced wine.

Hecate is worshipped by the Hamazaks, so they not only leave the monastery alone, they help protect it. At new moons, the tribes gather to revel in the night, the tribeswomen drinking the black wine while the chieftains descend into the cave to inhale the intoxicating fumes.

Treasure: 9,800 cp, 2,800 sp, *bronze golem manual*

Woman-at-arms, Medium Humanoid: HD 1; AC 16 (mail, buckler); ATK Spear (1d8) or composite bow (1d6+1); MV 30; SV 16; AL N; XP 50.

Hamazak, Medium Humanoid: HD 1+1; AC 17; ATK Spear (1d8) or composite bow (1d6+1); MV 30; SV 16; AL N; XP 50; SA—None.

Sister Xene, Anti-Cleric: LVL 5; HP 12; AC 21 (platemail, shield); ATK Footman's mace +3 (1d6); MV 30; SV 14; S11 I8 W15 D11 Cn7 Ch4; AL LE; XP 500; Special—Conversion, healing, turn undead, spells per day (5/2/1); Gear—*Ring of protection +2, rod of cancellation*

Mother Hemeia, Anti-Cleric: LVL 11; HP 45; AC 18 (plate armor); ATK +2 *holy water sprinkler* +9 (1d8+2); MV 30; SV 11; S12 I7 W10 D8 Cn10 Ch13; AL LE; XP 1100; Special—Conversion, healing, turn undead, spells per day (6/4/4/3/2/1); Gear—+2 *holy water sprinkler, staff of swarming insects, potion of extra-healing*

### 0248. Horrid Hunters | Monster

A pack of six hobhounds are coursing through this hex on the hunt for a white bull. The bull is sought by Queen Thalestris as a sacrifice to Hecate. To this end, she has sent forth her mistress of the hunt, Ogon, and her hounds to kill the bull.

Hobhound, Medium Monster: HD 3+1; AC 14; ATK Bite (1d8 + trip); MV 40; SV 15; AL NE; XP 300; SA—None.

Ogon, Medium Humanoid: HD 1+1; AC 17; ATK Spear (1d8) or composite bow (1d6+1); MV 30; SV 16; AL N; XP 50; SA—None.

### 0301. Cheesemaker | Monster

A herd of 22 giant sheep and three giant rams dwells in a high meadow in this hex. They are visited at full moons to be milked by an old dwarven wizard called Ham, who lives higher up in the mountains in a castle of bronze. The wizard uses the milk to make magic cheese, which he trades in the black market in Limoon [0610] or ships via traders to Azsor.

Giant Ram, Large Animal: HD 4; AC 14; ATK Butt (2d6); MV 40; SV 15; AL N; XP 200; SP—None.

Ham, Dwarf Magic-User: LVL 6; HP 18; AC 10; ATK Staff +2 (1d4); MV 20; SV 13; S9 I17 W14 D12 Cn8 Ch14; AL LG; XP 600; Special—Alchemy, lore, spells per day (5/4/2), create scrolls, arcane knowledge (acid, compass), dwarf traits; Gear—*Potion of locate object, ring of earth elemental command, rod of metal and mineral detection*.

Spellbook: 1—*Animate Rope, Detect Magic, Floating Disk, Mount, Reduce Person, True Strike*; 2—*E.S.P., Glitterdust, Wisdom*; 3—*Hold Undead, Suggestion*

### 0305. Stone Giants | Wonder

A clan of nineteen stone giants dwells here in a collection of ramshackle stone huts. Two elders, Krang and Zafoo, a married couple, govern the clan and do their best to keep them apart from the humans in the valleys below. The clan's three cave bears patrol the lower slopes of their mountain home for intruders, roaring loudly when they sight something. The stone giants are master smiths of weapons, their blades favored throughout the region, but all ensorcelled to never strike a giant in combat (-5 to the attack).

Treasure: 2,300 sp

Cave Bear, Large Animal: HD 6; AC 13; ATK 2 claws (1d8) and bite (1d12); MV 30; SV 14; AL N; XP 600; SA—Hug.

Stone Giant, Large Giant: HD 9; AC 20; ATK Slam (1d6) or sword (2d6) or boulder (900'/5d6); MV 30; SV 12; AL N; XP 900; SA—None, but elders can cast *stone shape*, *stone tell* and *transmute rock to mud* (or reverse) once per day each.

### 0307. Nilak | Village

Nilak (pop. 210 urban/1,680 rural) is a beautiful little village nestled in a gently rolling valley of lilacs and other sweet-smelling flowers and herbs. The people cultivate these plants and use them to distill the finest perfumes in Hyrcania and beyond. From their village, they send camel caravans, brightly decorated and accompanied by tambourines and bells, to Persicum, for the satrap has first choice on all of their perfume. There, they sell their wares in the bazaars of Persicum and they make their way to Kisthenes and splendid Paridaeza.

Besides their flower fields and orchards, the Nilaks grow grain and vegetables, and produce a very fine sweet wine. This wine flows freely in the taverns of Nilak, accompanied by dancing men and women and raucous music. The great Asheva (Brd 5) is the star of the village's music scene. She runs a large tavern with an attached inn and stars nightly, seeing epic songs of Hyrcanian warriors, mournful dirges of dead heroes and at last call the sweetest lullaby you have ever heard.

Nilak is ruled by Azadan Gani, a young man who only recently inherited his throne from his mother Abbar. He is a young man, very romantic, and possessed of more ambition than wisdom. He commands a small force of ten archers.

### 0309. Hawk Men on the Wing | Monster

Three hawk men are winging over this hex, on their way from [0203] with a report for the satrap [0910].

Hawk Man, Medium Monster: HD 1; AC 14; ATK Bite (1d4) or sword (1d6); MV 30 (F40); SV 16; AL N; XP 100; SA—None.

### 0312. Qiqi's Tower | Stronghold

Qiqi is an astrologomage, harnessing the mystic rays emitted by the stars of the firmament to power his magic. His tower is composed of yellow stone and is constructed on top of a hill. The hill is 100' tall and the tower is 60' tall. At present, the tower is surrounded by a weird glow.

The glow is caused by astral spirits captured by Qiqi and held within the swirling silver tracery that covers his tower. The presence of these spirits has empowered Qiqi, but they are causing problems as well. Qiqi is now casting spells as though he was an 18th level magic-user, but travelers through the hex are suddenly beset by shrieking ethereal winds that suck them into a demiplane of endless crystal sands and howling winds.

The afterimages of these unfortunate travelers appear in the hex at odd intervals, silently begging for help. Among the unfortunates is Lady Asteen, an emissary of the Padishah. The warriors of the Satrapy of Archanae are searching for her throughout their province, but with no luck so far.

The ethereal winds are growing worse with time, and soon will sweep into the adjacent hexes and then a wider and wider area. Qiqi will admit no knowledge of their origin, for he is engaged in an attempt to attain immortality by turning himself into living gold, the unlife of a lich holding no appeal for him.

Treasure: 3,000 gp, medium bloodstone, *rod of rulership*.

Qiqi, Magic-User: LVL 12; HP 61; AC 11; ATK +2 *curved dagger* +6 (1d4+2); MV 30; SV 11; S12 I15 W11 D14 Cn18 Ch7; AL XX; XP 1200; Special—Alchemy, lore, spells per day (6/4/4/3/3/2), create scrolls, arcane knowledge (alchemist's fire, algebra and geometry, flash powder, hot air balloon, sneezing powder); Gear—*Potion of levitation*, *scroll of discern location*, *staff of necromancy*, *dimensional shackles*.

Spellbook: 1—Charm Person, Color Spray, Detect Undead, Flare, Mage Armor, Open/Close, Reflect Gaze, Wizard Mark; 2—Acid Arrow, Dexterity, Invisibility, Shatter, Stomp; 3—Explosive Runes, Hold Person, Protection from Evil II\*, Water Breathing; 4—Choke, Dimension Door, Ice Storm, Shout; 5—Bedlam, Nightmare, Tower of Iron Will; 6—Analyze Dweomer, Permanent Illusion

### 0317. Karish the Merchant | Monster

Three lovely wind nymphs are comforting a wailing old man who is sprawled on a stone. His only daughter, a beautiful girl, has been stolen from his house on the day that her betrothed Insho [0215], a wealthy merchant of Athon [NOD 32, 7114], was on his way marry her. The old man is named Karish, and he is a merchant of Tanzah [0418]. Karish and his daughter were heading on horseback to meet Insho when they were attacked by a gang of ten goblins who stole the girl away.

The goblins are on their way to [0423] to meet their kinsmen, who kidnapped Insho. The master of the goblins, the assassin

lord called Black Arshid [3024], believes these two souls are immortal and meant to join together to produce a child who might one day rule the world. She wishes to make this union herself and gain control of the child.

Goblin, Small Humanoid: HD 1-1; AC 13 (leather); ATK Spear (1d6); MV 20; SV 16; AL CE; XP 50; SA—None.

Wind Nymph, Medium Fey: HD 6; AC 17; ATK Dagger (1d4); MV 30 (F60, S20); SV 14; AL CN; XP 1800; SA—Magic use (D4); SP—*dimension door* •, *gust of wind*, *wind walk* •

### 0330. Soggy Bottom | Monster

The landscape here is deluged with water and holds an old rotting woodland. Two giant male stag beetles are currently locked in battle here, fighting to decide who gets to mate with a coy female. The beetles have come here to implant their eggs in rotting, fallen trees. A lonely, morose dryad is sitting atop one of the trees watching the fight. She will beg adventurers to carry a seedling with them to safer ground. It is her daughter.

Giant Stag Beetle, Large Vermin: HD 6; AC 19; ATK Horns (2d8); MV 20 (F20); SV 14; AL N; XP 600; SA—None.

Dryad, Medium Fey: HD 2; AC 15; ATK Dagger (1d4); MV 30; SV 16; AL CN; XP 200; SA—Merge with tree; SP—*Charm person* (save at -2) •••, *entangle*, *sleep II* •••, *speak with plants*, *suggestion* •, *tree shape*, *tree stride* •••

### 0333. High Holy Place | Monster

A band of three hill giants have come to a tall hill to sacrifice six human beings to their great god Ymir. Their hunting has been bad of late due to an illness in the herds of ibex on which they prey, so they are making an offering to end the plague. If that does not work, they plan to gather their kin (30 hill giants) and follow the river down to Badmash to raid its farms.

If the hill giants are attacked, Ymir sends a nalfeshnee demon to destroy the interlopers and then lead the giants and other chaotic folk on a campaign of wanton destruction.

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.

### 0340. Aramesh | Village

Aramesh (pop. 220 urban/1,760 rural) is a village of pacifists situated amid the dry foothills of the hinterlands of the Golden Coast. They constructed numerous buildings, but then had to watch them be trampled and destroyed by the native ogres and Hamazaks. After the first dozen times of rebuilding their village, they gave up and moved into the caves surrounding the fertile valley where their farms are situated. The Arameshi are still pacifists, though with heavily fortified cave homes and

landslide traps. The farmers grow wheat, dates, galangal and blueberries.

### 0410. Cornered Kitty | Monster

Five surly hill giants with bright red hair and leathery skin are hunting in the hills. They have cornered a leopard in a gully among a thicket of lilacs and are beating the bushes trying to flush it out. The valley is home to the nymph Khushkhi, who protects the wild creatures of the hills. She does not wish to harm the giants, but will ask adventurers to run them off.

The nymph dwells in ancient shrine of limestone blocks that extends back into a hill where there is a hot spring and pool. An alcove near the pool holds an idol of Anahita carved in white marble. The idol stands on a pedestal, and can be lifted to reveal the nymph's treasure. The nymph's boudoir is furnished with a fine throne of burnished maple hung with colored silks and a stone couch made comfortable with furs. She has numerous gowns, but prefers a simple shift of coral silk.

Treasure: 3,600 cp, 3,500 sp.

Leopard, Medium Animal: HD 3; AC 15; ATK 2 claws (1d3 + rend) and bite (1d6); MV 40 (C20); SV 15; AL N; XP 300; 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.

Nymph, Medium Fey: HD 6; AC 17; ATK Dagger (1d4); MV 30 (S20); SV 14; AL NG; XP 1800; SA—MR 50%, magic (D4); SP—*dimension door* •

### 0415. Akhzar Khaleh | Stronghold

This hex holds a fortress-temple dedicated to Ameretat. The temple is constructed of cut stone and mud brick. Within its courtyard is a fine garden of fruit trees and medicinal herbs and a shrine clad in green tiles wherein is kept an altar.

The fortress-temple is commanded by Mobad Jafi, who settled this land fifteen years ago. She is assisted by Zahi and six acolytes who tend the garden and sweep the floors when they are not in prayer. The fortress is guarded by 20 asbari, 15 light cavalry, 10 archers and 15 shield-bearers.

The fortress-temple is situated on a wide expanse of meadow that is watered by underground springs. The fortress' 200 peasants tend sheep and goats and raise wheat.

Treasure: 6,800 sp, small sunstone, *ring of wizardry I*

Acolytes, Clerics: LVL 1; HP 6; AC 15 (scale, buckler); ATK Footman's mace +0 (1d6); MV 30; SV 16; AL NG; XP 100; Special—Conversion, healing, turn undead, spells per day (2); Gear—Holy symbols.

Zahi, Cleric: LVL 3; HP 4; AC 18 (chainmail, shield); ATK Footman's mace -1 (1d6-2); MV 30; SV 15; S5 I12 W14 D15 Cn7 Ch10; AL NG; XP

300; Special—Conversion, healing, turn undead, spells per day (4/1); Gear—*Potion of levitation, scroll of protection from aberrations*.

Lady Jafi, Cleric: LVL 9; HP 28; AC 21 (+3 splint, shield); ATK Mace +5 (1d6); MV 30; SV 12; S12 I7 W13 D7 Cn7 Ch7; AL NG; XP 900; Special—Conversion, healing, turn undead, spells per day (6/4/3/2/1); Gear—*Potion of longevity, ioun stone (pearly white spindle)*.

#### 0418. Tanzah | Village

Tanzah (pop. 70 urban/560 rural) is a small village of farmers who tend crops watered by the Ahoobara River. The village is governed by Azadan Behba, a much honored warrior woman who has settled down to a peaceful existence, contemplating the universe with the help of a Mu-Panese monk named Brother Galdai. The settlement is a haven for pacifists, and sports only six men-at-arms. Behba and Galdai defend the farmers from raiders, he with his martial arts and she with her white steed and longsword.

Treasure: 3,300 sp, *staff of charming*.

Galdai, Monk: LVL 4; HP 19; AC 14; ATK Slam +4 (1d6+2); MV 40; SV 13; S16 I8 W17 D17 Cn10 Ch18; AL LN; XP 400; Special—Acrobatics, climb walls, hear noise, hide in shadows, move silently, open locks, read languages, surprised (1 in 6), stunning attack, deflect arrows, hit creatures only struck by +1 weapons, speak with animals.

Behba, Fighter: LVL 5; HP 37; AC 19 (platemail, shield); ATK +1 *short sword* +6 (1d6+1); MV 30; SV 15; S10 I11 W11 D10 Cn15 Ch13; AL LN; XP 500; Special—Riding, leadership, dominate; Gear—None.

#### 0423. Burrow Excavation | Monster

A giant tortoise is digging a burrow in this hex, flinging soil high into the air with its powerful hind legs. Among the things it has unearthed is a small metal coffin that holds the remains of a halfling vampire. The coffin is sealed with lead and it is marked with numerous holy symbols in gold.

Giant Tortoise, Large Animal: HD 10; AC 17; ATK Bite (6d6); MV 15 (S20); SV 12; AL N; XP 1000; SA—None.

Halfling 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; Special—Resistance (cold, electricity), vampire abilities, crush will, blood drain, summon rats, bats or wolves, shapeshift.

#### 0431. Gorgarian Pond | Wonder

This hex holds a large pond fed by streams from the nearby hills. A band of twelve Gorgarian nomads are watering their horses here. They are all fatigued from their long ride. The nomads are carrying information back to their chief [0433] concerning the recent happenings in Paridaeza.

Light Warhorse, Large Animal: HD 2+1; AC 14; ATK 2 kicks (1d6); MV 60; SV 16; AL N; XP 100; SA—None.

Nomad, Medium Humanoid: HD 1+1; AC 15; ATK Longsword (1d8) or composite bow (1d6+1); MV 30; SV 16; AL N; XP 50; SA—None.

#### 0433. Gorgarians | Monster

A band of Gorgarian nomads have made camp in this hex after a successful raid into the Golden Coast. They need some rest and relaxation after the fighting, thus they are camping here before proceeding with their booty to Badmash [1030].

The band consists of 108 warriors (30 died in the fighting a couple weeks ago and 12 are in [0431] scouting ahead) and 450 non-combatants and 450 auburn-haired warhorses. The chief is a ruddy-faced barbarian called Lazhar, his wife Umar serving as his sub-chief. Bloody and battered, Umar's is thinking of leaving the nomadic life.

The warriors consists of 60 nomads with padded armor, composite bow and dagger, 24 nomads with padded armor, shield and spear, 24 nomads with leather armor, composite bow and scimitar and 12 nomads with leather armor, shield and spear. All of the warriors ride light warhorses.

Treasure: 13,200 cp, 1,500 gp, medium tourmaline, small amethyst, medium agate, medium jade, *scroll of scintillating pattern, potion of water breathing, scroll of faerie fire, rod of flame extinguishing, staff of swarming insects*

Light Warhorse, Large Animal: HD 2+1; AC 14; ATK 2 kicks (1d6); MV 60; SV 16; AL N; XP 100; SA—None.

Nomad, Medium Humanoid: HD 1+1; AC 15; ATK Longsword (1d8) or composite bow (1d6+1); MV 30; SV 16; AL N; XP 50; SA—None.

Umar, Fighter: LVL 5; HP 29; AC 18 (platemail, shield); ATK Longsword +6 (1d8+1); MV 30; SV 15; S13 I11 W6 D7 Cn9 Ch13; AL N; XP 500; Special—Riding, leadership, dominate, wondrous mount (griffon); Gear—*Potion of polymorph self*.

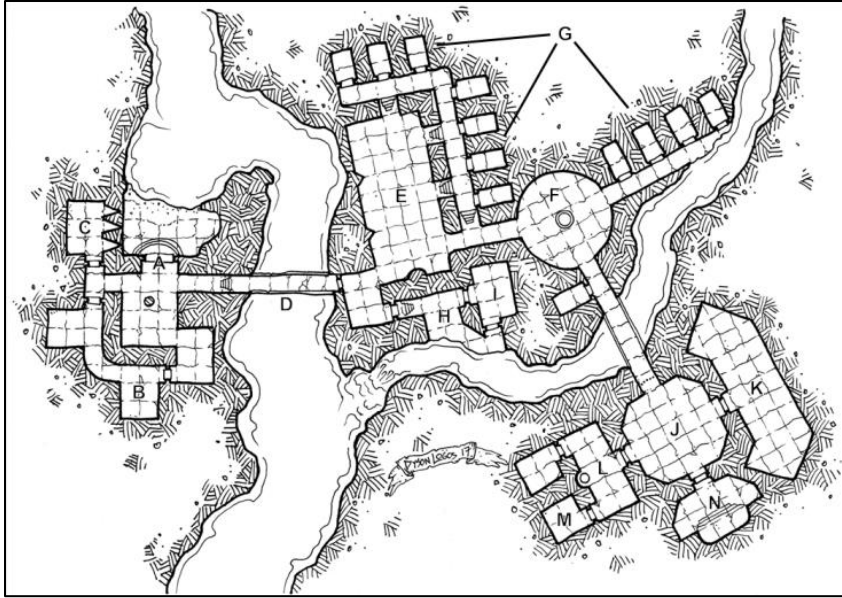
Griffon, Large Monster: HD 7; AC 17; ATK 2 claws (1d4) and bite (2d6); MV 30 (F80); SV 13; AL N; XP 700; SA—None.

Lazhar, Barbarian: LVL 6; HP 40; AC 20 (splint, shield); ATK Longsword +7 (1d8+2); MV 40; SV 13; S17 I13 W13 D16 Cn14 Ch9; AL N; XP 600; Special—Climb walls, hear noise, hide in shadows, move silently, survival, tracking, rage 2/day, surprised (1 in 6), no bonus for flanking or back attack; Gear—None.

#### 0436. Lava Bed | Monster

This hex holds an old lava flow that forms the valley floor. At night, it is haunted by the lost souls of the magmin that settled here while the lava was fresh. 2d6 of the monsters "bubble up" from the lava bed, howl at the waning moon and look for victims they can pull down into their own private hell. For every soul they pull into the lava bed, they cause the lava to flow again for one night, and dance and caper around it.





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

#### 0438. Converted Chaos Temple | Monster

Three ettins dwell in this hex in caves that once housed a chaos temple dedicated to Ahriman. The temple was destroyed by the paladin Ashred [0535], its relics destroyed and its priests slaughtered to a man and woman. The ettins moved in three years ago and have not bothered to delve into the lower caves, as they are too small for the ettins and all they were interested in was shelter.

The lower caves still hide, behind a secret door, a black pool of water through which one can *scream* and *commune* with Ahriman's demonic servants.

Ettin, Large Giant: HD 10; AC 18; ATK 2 clubs (1d10) or javelin (1d8); MV 30; SV 12; AL CE; XP 1000; SA—None.

#### 0447. Old Smokey | Monster

A grizzled old cave bear called Old Smokey by the locals dwells in a wide, deep cave in this hex. There is a nearby pond where the local wildlife comes to drink. The animals are not as fearful of Old Smokey as they once were, since in his dotage he has lost quite a bit of speed.

Cave Bear, Large Animal: HD 6; AC 13; ATK 2 claws (1d8) and bite (1d12); MV 30; SV 14; AL N; XP 600; SA—Hug.

#### 0504. Debasers | Monster

A trio of jinnati (see *Monsters II*) has set up shop in this lair, working as bandits in the lowlands and melting down the precious metals they steal into ingots with a core of lead. They are

trying to build up a stock of about 500 pounds of false gold bars to carry back to Mazandaran to pay a debt to a demon chieftain that holds their sister captive. They are now about 80% of the way to their goal.

Jinnati, Large Giant: HD 4; AC 18 (scale); ATK Slam (2d6 + 1d6 fire) or spear (1d8 + 1d4 fire); MV 30; SV 15; AL NE; XP 400; SA—Immune (fire), vulnerable (cold), line of fire (15 ft., 1/day, damage = current hit points), hot grapple (*heat metal*).

#### 0506. The Green Cave | Dungeon

In a secluded valley of ancient trees there is a cave from which all green things seem to pour. Walking into the cave, one can hear the trickle of water. The peris of Hyrcania hold this cave sacred, believing it was from this cave that the waters of creation first

flowed over the earth, bringing all plant and animal life into the world. The peris constructed a temple within the cave on the banks of a subterranean river. The river can be accessed 800' into the cavern, past a few twists and turns. There is usually a simple raft left on the bank, tied to an iron stake. The peris no longer enter this cave, for it has become overrun by evil.

#### Third Level Dungeon

Area	Contents
A	Dock and antechamber with pillar of smoky quartz strangled by an assassin vine
B	<i>Acid arrow</i> trap fires at opener of door
C	Beastmen (3) with light crossbows in guard room
D	Bridge choked with rank vegetation and centipede swarm
E	Beastmen (4) harvest fungus
F	Silence cast on chamber; which is choked with weird flowering vines that cause <i>sleep</i> (save vs. magic)
G	Living cells of former priests – now empty
H	Spider swarm crawling over bones
I	Adventurer gnomes (4) with 60 pp and medium turquoise
J	Wight chained to floor, cannot get near doors
K	Young black dragon with 7,300 sp and 4,200 gp
L	Unholy font of blood and a vampire taking a drink
M	3,200 cp and two small baubles in a locked chest
N	Green slime on ceiling and <i>Shield of Armaiti</i>

Assassin Vine, Large Plant: HD 4; AC 15; ATK Vine (1d8 + constrict); MV 5; SV 15; AL N; XP 400; SA—Surprise (3 in 6).

Beastman, Medium Humanoid: HD 2+1; AC 12; ATK Axe (1d6+1); MV 30; SV 16; AL CE; XP 200; SA—Surprise (3 in 6), surprised (1 in 6).

Black Dragon (Young), Medium Dragon: HD 7 (14 hp); AC 17; ATK 2 claws (1d4) and bite (1d6); MV 60 (F100, S60); SV 13; AL CE; XP 2100; SA—Water breathing, immunity (sleep), resistance (acid), line of acid (60 ft., damage = current hit points), speech.

Centipede Swarm, Tiny Vermin: HD 3; AC 18; ATK Swarm (2d6 + Poison II); MV 20 (C20); SV 15; AL N; XP 300; SA—None.

Gnome Adventurer, Small Humanoid: HD ½; AC 15; ATK Axe (1d6); MV 20; SV 17, 15 vs. illusions; AL NG; XP 50; SA—Gnome traits; SP—audible glamer •, dancing lights •, prestidigitation •

Spider Swarm, Tiny Vermin: HD 2; AC 17; ATK Swarm (1d6 + Poison II); MV 20 (C20); SV 16; AL N; XP 200; SA—None.

Wight, Medium Undead: HD 4; AC 15; ATK Slam (1d4 + 1 level energy drain); MV 30; SV 15; AL CE; XP 1200; SA—Spawn.

### 0508. Salt Lake | Monster

This hex holds a strange salty lake. The lake is so saline that one can easily float in the water. In the middle of the lake, about 300' from shore, one might spot a cloak of red silk. This is a *cloak of invisibility* worn by a wight who was once a young Hyrcanian prince.

Wight, Medium Undead: HD 4; AC 15; ATK Slam (1d4 + 1 level energy drain); MV 30; SV 15; AL CE; XP 1200; SA—Spawn.

### 0512. Army of Shadow | Monster

This hex holds a tall crypt constructed of limestone and faced with red marble. The crypt is a tower topped by three sculptures of demonic harpies. It has no door or windows. Rumors in the region say that a great treasure is hidden within.

The interior of the tower, should one find a way inside, appears first as a dusty temple with no idol, and with an altar of basalt covered with red candles. Lighting the candles causes thick, swirling, disorienting smoke to pour from the tapers and fill the tower. This awakens the three demonic harpies atop the tower, sisters Qermenaj, Khvyndan and Nazir, who were imprisoned in the stone by magic in ancient times.

As soon as they are awakened, they fly in different directions, intent on capturing the golden relics of the Royal Hyrcanians that they might open a portal in the temple to release thousands of shades on the land of the living.

Harpy, Medium Monster: HD 3; AC 13; ATK 2 claws (1d4); MV 20 (F40); SV 15; AL CE; XP 300; SA—Captivate.

### 0517. Caravan Attack | Monster

A trio of lions is savaging a caravan traveling by the river. The lions were sent by the druid Arjan, who believes a thief is sneaking the royal artifacts out of Hyrcania in the caravan. The caravan is a small one with three wagons and four guards, two

of whom are already dead, a third badly injured. The caravan carries wool, vegetables and fruit, and hidden in the axle of one of the wagons is a gold and emerald necklace. The thief in question, Master Shabi, is disguised as a beggar who is now hiding beneath a wagon. Shabi stole the necklace, of course, but did not steal the relics.

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

Shabi, Thief: LVL 4; HP 5; AC 12; ATK Dagger +2 (1d4); MV 30; SV 15; S12 I9 W12 D17 Cn9 Ch10; AL NE; XP 400; Special—Climb walls, find/remove traps, hear noise, hide in shadows, move silently, open locks, pick pockets, read languages, backstab +1d6; Gear—None.

### 0522. Baaad Boys | Monster

A herd of 200 urials (wild sheep) is grazing here. They are on high alert for predators, and their rams will not permit outsiders to come anywhere near the herd.

Urial, Medium Animal: HD 2; AC 12; ATK Horns (1d4); MV 40; SV 16; AL N; XP 100; SA—None.

### 0526. Men at Work | Wonder

A tall granite home in this hex is being carved by Mujti, a master sculptor commissioned by the Padishah to carve his likeness on the dome as a boundary marker for his empire. He is being assisted by forty laborers and artisans who dwell in a camp under the guard of fifteen imperial cataphracts. Mujti is completely obsessed with his task, having been promised a fine palace of his own when it is completed, but his young wife, Jilly, is tired of roughing it, and tired of being alone.

Heavy Warhorse, Large Animal: HD 3; AC 14; ATK 2 kicks (1d6); MV 50; SV 15; AL N; XP 150; SP—None.

Cataphract, Medium Humanoid: HD 1; AC 18 (splint, buckler); ATK Lance (1d8) or longsword (1d8); MV 30; SV 16; AL N; XP 50.

### 0530. Half-Pint Hermit | Monster

A gully in this hex fills with water when it rains. It contains thousands of excellent sling stones. A halfling hermit, Orimar, dwells near the gully in a grass hut and considers it and its stones a representation of the Earth Mother and thus sacred. He is willing to protect the gully with his life.

The stones of the gully are so smooth and well-balanced that they give the user a +1 bonus to attack.

Orimar, Small Humanoid: HD 3; AC 10; ATK Staff (1d4); MV 30; SV 15; AL NG; XP 300; SA—Magic use (C3).



### 0535. Ashred the White | Stronghold

Ashred the White, a paladin of the emperor, took this red-brick castle from the ogre mage Akkal five years ago. After clearing the surrounding countryside of monsters, he attracted to his side eight questing knights and his sixty men-at-arms to keep order in the area, a difficult task considering the ferocity of the Gorgarians and the wickedness of Badmash [1030].

The paladin and his knights are preparing to sally forth in search of the divine relics of the empire, hopeful they can find them before chaos descends on their homeland. The eight worthies of Ashred's castle are Ahmar, Farrya, Modi, Yamshar and the ladies Fara, Ireh, Deha and Buba. Despite their preparations for a campaign, they show hospitality to the adventurers as best they can. Naturally, chaotic characters must sleep outside the castle, but they are provided with tents, blankets, food and wine.

Treasure: 5,300 sp, 4 precious stones, +1 leather armor, scroll of false life, ring of spell storing I, rod of the python

Man-at-arms, Medium Humanoid: HD 1; AC 16 (mail, buckler); ATK Spear (1d8) or composite bow (1d6+1); MV 30; SV 16; AL N; XP 50.

Knights, Fighters: LVL 7; HP 35; AC 20 (plate armor, shield); ATK 1+ Longsword +7 (1d8+1); MV 30; SV 14; AL LG; XP 700; Special—Riding, leadership, dominate.

Ashred, Paladin: LVL 9; HP 45; AC 22 (+3 platemail, shield); ATK Longsword +9 (1d8+2); MV 30; SV 12; S16 I8 W9 D9 Cn9 Ch18; AL LG; XP 900; Special—Riding, detect evil, immune to disease, smite chaos 3/day, halo, silver spurs, religious badge, coat of arms, lay on hands, cure disease 1/week, turn undead, warhorse (+1 HD), cleric spells (4/2); Gear—None.

### 0541. Secluded Sanctum | Wonder

A box valley in this hex appears at first to be nothing more than a safe place to camp. There is a fresh spring in the canyon, date trees and a sheltering overhang.

Under moonlight, the canyon is revealed to be more than it first appears. The moonlight reveals bas-reliefs of all the holy yazata and asura on the walls of the canyon, revealing the place to be a natural temple to the lords of Law.

Undead and fiendish creatures cannot enter this place, and chaotic creatures of all kinds are demoralized by it (-2 to morale checks) and remain no longer than they must.

### 0602. Mount Kafka | Monster

Mount Kafka is a rich source of iron, all of it claimed by a tribe of beetle men. The beetle men have carapaces of a pale yellow with three black stripes running down their backs and a broad, black stripe across their eyes. They are a deeply lawful people, with a powerful imperatrix ruling the 10,000 or so beetle men who dwell in the mountain.

The beetle men's lair is a vast mining complex, with elements digging deep into the earth, and up into the mountain proper. Several long galleries lined with caves and softly lit by giant fireflies serve as living quarters for the beetle men, armories, smithies and the imperial court. The deeper portions of the lair are the actual mines. Three seams of iron have been discovered in the mountain, and all three are being mined.

The imperatrix is called Kh'tlk'lt. She rules over a council of seven grandees and commands a bodyguard of 20 elite warriors armed with shields, halberds and throwing axes. Her army consists of 60 slingers, 80 archers and 300 spearmen.

Beetle Man, Medium Monster: HD 1; AC 16; ATK Spear (1d8); MV 30; SV 16; AL N; XP 100; SA—Immune (disease).

Elite Beetle Man, Medium Monster: HD 2; AC 16; ATK Spear (1d8+1); MV 30; SV 16; AL N; XP 200; SA—Immune (disease).

### 0610. Limoon | Village

Limoon (pop. 70 urban/560 rural) is a small village with vast lemon orchards, a fine tradition of physicians and one heck of a black market. Numerous tunnels crisscross under the orchards, dug by the gnomes that now help run the black market, which is for stolen treasure and magic items. Entrance to the tunnels is through a village bakery. The door is a secret door in the storage room. It leads down to a cellar guarded by gnome thugs. The gnomes provide guests with candles that light their way and dispel the confusing illusions that might send the adventurers into spiked pit traps, caves well outside the village and other dangers.

### 0637. Ilmah | Stronghold

Ilmah is the marzaban of western Gorgaria. He is a scion of a grand Hyrcanian family and thus at odds with the satrap of Gorgaria, to whom she does not report. Ilmah's fortress is massive. It was originally constructed during the Bronze Age and expanded and updated thereafter. It now has a garrison of 140, many of them slingers and archers who work as scouts in the foothills, and a large village of 320 peasants who graze and hunt in the hills and on the grassland.

The fortress is armed with ballistae to help drive off attacks by giants. Ilmah's lieutenant, Farza, is a skilled engineer and in charge of the war machines. He is outwardly loyal to Ilmah, but does his best to curry favor with the satrap.

Treasure: 1,300 cp, 8,100 sp, 3,000 gp, *staff of life*, *wand of daze monster* [3 charges]

Farza, Fighter: LVL 5; HP 26; AC 19 (platemail, shield); ATK Warhammer +6 (1d4+2); MV 30; SV 15; S13 I5 W12 D12 Cn9 Ch13; AL LN; XP 500; Special—Riding, leadership, dominate; Gear—None.

Ilmah, Fighter: LVL 11; HP 52; AC 23 (+5 *chainmail*, shield); ATK 1+ *scimitar* +11 (1d8+1); MV 30; SV 12; S11 I13 W10 D13 Cn12 Ch8; AL N; XP 1100; Special—Riding, leadership, dominate, wondrous mount (carnelian dragon); Gear—*Potion of fly*, treasure map.

Carnelian Dragon, Large Dragon: HD 10; AC 17; ATK 2 claws (1d8) and bite (1d10); MV 20 (F60); SV 12; AL CE; XP 3000; SA—Magic use (M3), resistance (fire), immune (sleep), psychic pulse (30', 1 in 6 chance of performing action for 6 rounds).

### 0639. Mountain Giant | Monster

A young mountain giant is on walk-about in this hex, kicking over trees, scaring peasants and generally causing trouble. He has already left his footprints on the fields of poor Aramesh [0340] and is now gazing out at the steppes pondering an adventure in the flatlands.

Mountain Giant, Huge Giant: HD 16; AC 17; ATK Club (2d6) or boulder (5d6); MV 40; SV 9; AL CE; XP 800; SA—None.

### 0642. Tar Pit | Wonder

This hex holds a natural tar pit. A young elephant has become stuck in the tar after becoming separated from its herd, which was attacked by ogres.

### 0644. Cinder Cone | Wonder

A cinder cone has risen in this hex, spewing poisonous fumes and billowing smoke. There is a 6% chance that it explodes while adventurers are moving through the area, dealing 4d6 points of damage (save for half) from debris and ash.

### 0648. Abrastor | Monster

The viridian dragon Abrastor dwells in this hex in an old ruined fortress of the Hamazaks. The fortress was toppled in a siege, leaving a couple towers, one of which is Abrastor's lair. Abrastor has reached the age of mating, but does not know where to find another nice (by chaotic standards) dragon.

Viridian dragons prefer to dwell in woodlands. Abrastor was sired in the Dreadful Forest to the southwest. His clutch included three wicked sisters who drove him from the forest and eventually to this place. While winging overhead, he spotted the siege and alighted to help the Hamazaks. They were thrilled, of course, until he turned on them, killing them and making their fortress his lair. Abrastor is willing to pay handsomely for information concerning the whereabouts of a female dragon of greenish hue.

Treasure: 6,700 sp, medium citrine, small zircon, small olivine.

Viridian Dragon, Medium Dragon: HD 8 (24 hp); AC 17; ATK 2 claws (1d6) and bite (1d8); MV 30 (F120); SV 13; AL NE; XP 2400; SA—Magic use (M1), resistance (acid), immune (sleep), breath weapon (80' x 40' cone, *nightmare* for 2d6 hours).

### 0708. Ruined Palace | Wonder

A broad valley in this hex is lined by scrub oaks. In the middle of the valley there is an ancient limestone foundation topped by fifty pillars of salt, each 30' tall. It looks like it must have been a palace a hundred or more years ago. Passing between the pillars causes spectral images to appear. They depict the sacking of the palace and burning of the surrounding town by Turanians, and the brave defense put on by a young prince in a scarlet cloak. At the end of the palace, one sees the image of the prince, pointing towards the adventurers to the southeast [6315], and saying "Retrieve the golden axe."

### 0710. The Royal Road | Wonder

A paved road extends through this hex and hex [0809]. It leads to Persicum [0910]. The road has been enchanted, such that those who walk along it for one mile may be surprised to come upon heroic-looking statues of themselves. After another two



miles, the statues appear again, but this time they are kneeling and facing Persicum. After two more miles, the statues appear one more time on their hands and knees under the boots of the satrap of Archanae.

#### 0712. Manticore | Monster

This hex is the hunting ground of a manticore whose lair is in the Hara Mountains [0812]. The manticore is ill-tempered and hungry, game being scarce at the moment.

Manticore, Large Monster: HD 6; AC 16; ATK 2 claws (1d8), bite (1d6) or spikes (180'/1d6); MV 30; SV 14; AL CE; XP 600; SA—None.

#### 0720. Tabbah | Village

Tabba (pop. 120 urban/960 rural) is a settlement of people from Heth [J9, 5617] who were exiled for their opposition to the monarchy. The Padishah permitted them to settle here due to their skill at silverwork. They are now working on ornaments to be presented to the nobles of Hyrcania to buy their loyalty in this time of crisis. The settlement is guarded by ten men-at-arms provided by the Padishah. They are spying for him to make sure the Hethites remain loyal and grateful.

Man-at-arms, Medium Humanoid: HD 1; AC 16 (mail, buckler); ATK Spear (1d8) or composite bow (1d6+1); MV 30; SV 16; AL N; XP 50.

#### 0724. Titans Trod on the Earth | Monster

A herd of 40 titanotheres has gathered here around a shrine on a meadow of sweet grass and wild roses. The shrine is a crypt with a sealed door. It now holds a *ring of water elemental control*. The crypt belongs to Kasha Sadai, an ancient queen of Hyrcania who gave her life defending the young prince Baschi, who reigned as Padishah Muzgaff II. The titanotheres are surly animals that will fight all comers.

Titanotheres, Huge Animal: HD 12; AC 15; ATK Gore (2d6) or trample (3d8); MV 40; SV 11; AL N; XP 1200; SA—None.

#### 0727. Wolf in the Fold | Monster

A herd of sixteen Dorcas gazelles is being stalked in this hex by a werewolf. If the moon is full (10% chance), the werewolf is in wolf form for the hunt. Otherwise, she appears as a rugged-looking woman wearing furs and carrying a short bow and knife. The woman is named Salma. She does not like strangers, and will not tolerate them in her hunting ground.

Werewolf, Medium Monster: HD 4; AC 15 [Silver]; ATK 2 claws (1d4) and bite (1d6); MV 40; SV 15; AL CE; XP 400; SA—Lycanthropy.

#### 0734. Ghiri in a Tree | Monster

A titanotheres has treed Ghiri the Thief in this hex. Ghiri is a ragged exile of Badmash who ran afoul of the thieves' guild. He is desperate for help and will agree to anything to get it.

Titanotheres, Huge Animal: HD 12; AC 15; ATK Gore (2d6) or trample (3d8); MV 40; SV 11; AL N; XP 1200; SA—None.

Ghiri, Thief: LVL 3; HP 6; AC 12 (leather); ATK Dagger +1 (1d4); MV 30; SV 15; S9 I14 W15 D12 Cn9 Ch6; 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—*Potion of purify food & drink*, thieves' tools

#### 0738. Magic Morningstar | Wonder

A herd of twelve camelopardises are grazing around a morningstar that is embedded in the ground. The morningstar glows white, and the ground it is lodged in is muddy.

As one attempts to pull the morning out of the ground, the ground sinks. This might not be obvious to the puller, though people standing about 30' away might notice it (1 in 6 chance). What is noticeable is that the muddy ground begins to expand, and the ground around the puller's feet begins to fill with water. Logically, if one kept pulling on the morningstar, they would be eventually underwater.

The morningstar is a *+1 weapon, +3 vs. Lawful creatures*. It was used here by an anti-cleric of Ahriman to stopper a sacred spring of holy water. To remove the morningstar, one must roll 1d20 and compare it to their strength score. The roll must be 13 points lower than the hero's strength score to pull the morningstar out. Otherwise, the effect described below happens, lowering the ground (and raising the water) 1' per round until the hero gives up.

If the roll is low enough, it takes the hero a number of rounds equal to the roll to pull the weapon out, with the same effect as noted above. As soon as the morningstar is pulled free, the ground snaps back to normal and the spring bubbles up normally. The spot where the puller stood will be 3' underwater, and the spring soon fills an area with a radius of 60'. As the spring expands to its limits, rue grows before one's eyes on the margins, followed by pomegranate trees full of fruit.

Camelopardis, Large Animal: HD 4; AC 12; ATK Head butt (2d4) and bite (1d8); MV 40; SV 15; AL N; XP 200; SA—None.

#### 0812. Manticore Lair | Monster

High in the mountains there is a series of ancient corridors carved deep into the granite mountain. Constructed by a tribe forgotten to history, these halls are among the most beautiful examples of the sculptor's art on Nod, and there is ample evidence to suggest an elemental origin. The upper halls are una-

dorned, though possessed of beautiful lines and curves. The lower halls are decorated with geometric motifs and the walls are marbled with veins of copper in ways unknown to even the dwarves and gnomes. The air is stale and cold in these halls, and as dry as a bone – another sign the construction is the work of elemental earth creatures.

Within the lower tunnels there dwells a manticore. This monster is currently away from home hunting [0712], but she has left behind a clutch of three eggs that will hatch in 2d6 days. As is normal with manticores, the eggs have been left bobbing up and down in a pool of blood. The manticore hunts not only to feed herself, but to keep the blood fresh. The manticore is currently nesting in a room that may once have been a temple, though there are signs that it formerly occupied a throne room. The temple has a large basin that served as a fitting nest for the manticore. The manticore's treasure is hidden beneath a false stone in the throne room, which, like the temple, has been thoroughly marked as the monster's territory with urine.

Treasure: 3,400 sp.

Manticore, Large Monster: HD 6; AC 16; ATK 2 claws (1d8), bite (1d6) or spikes (180'/1d6); MV 30; SV 14; AL CE; XP 600; SA—None.

### 0815. Hot Treasure | Wonder

A cave in this hex has glassy obsidian walls and exhausts a yellow cloud of noxious fumes that gather in a hollow beneath the cave to a depth of 4'. The fumes are from a volcanic vent in the back of the cave (100' deep). The air in the cave is poisonous (save once per turn vs. Poison III). The vent is partially blocked by an iron treasure chest. The chest is hot, and requires a Strength check to dislodge it.

Treasure: 3,700 sp

### 0830. Gone Fishing | Monster

A grumpy old cave bear is fishing in the river here in a spot where it becomes shallow and narrow. The banks of the river are given over to rapids here, leaving only a narrow channel for canoe traffic. The bear is not interested in adventurers, but attacks if they approach to close.

Cave Bear, Large Animal: HD 6; AC 13; ATK 2 claws (1d8) and bite (1d12); MV 30; SV 14; AL N; XP 600; SA—Hug.

### 0835. Pardazar | Stronghold

The goodly enchanter Pardazar dwells in this hex in a magnificent tower. The tower is 50' tall and 30' wide, with a grand hall on the ground floor with vaulted ceilings and frescoes of the constellations and magical spirits painted on the ceiling and a mosaic floor depicting the all-seeing eye of Ahuramazda. The great hall is 20' tall and holds the mahogany throne of

Pardazar, smaller thrones for his three wives on his right hand and a couch for guests on his left hand. A glowing orb hangs above the throne, and at Pardazar's command can give off a radiance that reveals people's true alignments.

Side rooms here house servants, pantries and kitchens, as well as a fine sitting room with silk and satin pillows, a hookah and several silver flagons of delicate wines and liqueurs. The kitchens are under the command of his major domo (a skilled witch in her own right) Yabnan, a heavyset woman with curly black hair and a deceptively homely smile – she could guilt Satan himself into giving up lying for a week.

A secret door in the great hall allows access to the upper apartments of the tower, where Pardazar keeps his laboratory, library, scrying room (he uses a golden table polished to a mirror-like sheen) and rooms for he and his wives. A guardian daimon protects these rooms.

Pardazar is well-respected in the empire, and feared by the local Gorgarian nomads, who leave his lands in peace.

Treasure: 2,000 cp, 9,800 sp, +1 *studded leather*, +1 *tulwar*

Man-at-arms, Medium Humanoid: HD 1; AC 16 (mail, buckler); ATK Spear (1d8) or composite bow (1d6+1); MV 30; SV 16; AL N; XP 50.

Pardazar's Wives, Magic-Users: LVL 1; HP 2; AC 10; ATK Wavy dagger +0 (1d4+1); MV 30; SV 15; AL NG; XP 100; Special—Alchemy, lore, spells per day (2), create scrolls; Gear—None.

Yabnan, Sorcerer: LVL 3; HP 10; AC 11; ATK Staff +1 (1d4); MV 30; SV 14; S11 I7 W7 D13 Cn9 Ch15; AL N; XP 300; Special—Alchemy, brew potion, sense magic, spells per day (5), spells known (5); Gear—*Potion of fly*, *ring of blinking*

Pardazar, Magic-User: LVL 11; HP 45; AC 11; ATK Staff +4 (1d4); MV 30; SV 11; S12 I14 W9 D14 Cn13 Ch14; AL NG; XP 1100; Special—Alchemy, lore, spells per day (6/4/4/3/2/1), create scrolls, arcane knowledge (soda water, algebra and geometry, phosphorus, hypnotize, glue); Gear—*Potion of gaseous form*, *staff of size alteration*, *ring of shooting stars*

### 0841. Kham | Village

Kham (pop. 350 urban/2,800 rural) began as a trading post for the trappers who took lynx, fox and wild sheep in the hills. In time, the trappers began processing the furs and pelts here, and eventually a large village grew. Farming is limited here, as run-off from the many tanneries in Kham fouls the water beneath the village; most of the farming is done east of the village in the hills, where they grow chamomile and herd goats.

If Kham has a major attraction, it is the storyteller Suraya who holds court in the village's finest tavern. The tavern is a construction of red bricks and white plaster surrounded by a walled garden of fragrant flowers and lemon trees, with a

trickling fountain. The locals believe the fountain guarantees a fruitful love life if a person dips their finger in the water and touches their lover's forehead. The tavern is usually upwind from the tanneries, but at times it becomes pretty rank.

Kham is claimed by both the satrapies of Gorgaria and Mitradocia, and it has heretofore paid tribute to both to keep them out of its hair. Things are coming to a head, though, due to Mithradocian ambitions. That city is even now sending a detachment of soldiers to secure the village for Archon Zyraxes. Kham's own soldiery, 20 men-at-arms, will fight them.

Man-at-arms, Medium Humanoid: HD 1; AC 16 (mail, buckler); ATK Spear (1d8) or composite bow (1d6+1); MV 30; SV 16; AL N; XP 50.

Suraya, Bard: LVL 6; HP 28; AC 17 (banded mail); ATK Scimitar +4 (1d8+1); MV 30; SV 15; S15 I12 W11 D15 Cn13 Ch13; AL NG; XP 600; Special—Carouse, lore, read languages, climb walls, hear noise, hide in shadows, move silently, open locks, pick pockets, spells per day (5/3/1), music (fascinate, counter music, suggestion), 1 follower.

### 0903. Slipstream | Monster

A mountain hag kneels on the edge of a swift stream in this hex, fishing like a bear. She is mumbling to herself and seems completely unaware of intruders until they get close. Then she whispers a spell to the stream, which suddenly leaps from its bed and charges towards the intruders. They must pass a saving throw or be knocked prone, suffering 1d6 points of damage in the process and being carried 1d6 x 5' downstream. It is then that the hag, Mumbo, attacks.

Mumbo's lair is located 2 miles higher up in the mountains. It is a dank cave that smells of rotting fish.

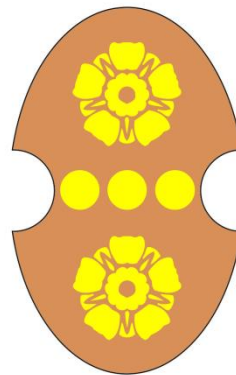
Treasure: 2,100 sp, small malachite, large jade, small aqua-matine, small sapphire, *wand of silence* [7 charges]

Mountain Hag, Large Monster: HD 7; AC 15; ATK 2 claws (1d6 + rend) and bite (1d8); MV 30 (C20); SV 13; AL CE; XP 2100; SA—MR 15%, resistance (cold), surprise (3 in 6), levitation.

### 0906. Hill Giants | Monster

A tribe of 30 hill giant warriors (+60 noncombatants) dwell in a wooded valley in this hex. The valley is fed by melting snow from higher up on the mountain, and this water carries with it prophecies that can be heard by cupping one's hands in the water and placing their ear to it. The hill giants dwell in a series of three caves, one to a clan, with a fourth cave higher up where emergency supplies are kept.

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.



### 0910. Persicum | Town

#### DEMOGRAPHICS

**Population** 5,730 urban, 45,840 rural

**Race** Human (88%), Peri (8%), Centaur (4%)

**Religion** Anahita, asura of fertility (NG)

**Alignment** Neutral

Persicum is the capital of Gulistan. It is ruled by Vurzugan Alan. Gulistan is the breadbasket of Hyrcania. Its well-watered valleys grow not only grain but a multitude of fruits, especially peaches, lemons, melons and grapes.

Persicum is a large town with broad streets. The streets are paved with pink stone and lined with pretty stone houses covered in plaster and painted all the colors of the sunset. The streets wind around a central plateau, on which is constructed a palace of dusky stone and golden domes and five temples dedicated to Mithra, Atar, Anahita, Vanant and Māh. Each of these temples has a tall tower topped by a *continual light* that shines out into the countryside. These lights are used at night to communicate with distant forts and villages.

The sacred fire of Atar's temple is the only fire permitted atop the plateau, so all food must be cooked in the lower part of the town and then transported, usually in pompous processions using silver trays and ewers, to the upper town's priests and government officials. The satrap's personal guard is the only armed men permitted in the upper town, with most of Persicum's warriors barracked in the low town.

The men of Persicum are known for their amber beaded, rose-colored turbans. They are known for their love of a good fight and they have had many of them, as the gap between the Hara Mountains and Trollheims is often exploited by the Turanians as a way to attack Hyrcania.

The town and province are ruled by Alan the Good, Vurzugan of Gulistan. He is assisted by a wise woman called Jafai (Sor 8), who has more control over the government than her master.

This is fortunate, as his nickname, “the good”, is a joke. He is a cruel man, given to indulging every vice he can imagine – and he has quite an imagination. Jafai is a cold woman, but she is a competent and just administrator.

Persicum’s army is composed of 160 men-at-arms, arrayed in the dusky pink and gold of Persicum, and 35 knights. They are led in battle by Vurzugan Alan and his lieutenant, Zanzi.

Man-at-arms, Medium Humanoid: HD 1; AC 16 (mail, buckler); ATK Spear (1d8) or composite bow (1d6+1); MV 30; SV 16; AL N; XP 50.

Zanzi, Fighter: LVL 3; HP 18; AC 19 (+1 *platemail*, shield); ATK 1 weapon +3; MV 30; SV 16; S12 I12 W11 D6 Cn10 Ch13; AL N; XP 300; Special—Riding, leadership, dominate; Gear—None.

Alan, Fighter: LVL 5; HP 31; AC 20 (platemail, shield); ATK Longsword +6 (1d8+1); MV 30; SV 15; S13 I9 W5 D13 Cn15 Ch13; AL N; XP 500; Special—Riding, leadership, dominate; Gear—*Immovable rod*.

Jafai, Sorcerer: LVL 8; HP 26; AC 11; ATK Dagger +3 (1d4); MV 30; SV 12; S11 I9 W9 D13 Cn14 Ch16; AL N; XP 800; Special—Alchemy, brew potion, sense magic, spells per day (6/4/2/1), spells known (6/6/5/3); Gear—*Scroll of protection from undead*.

Spells Known: 1—Animate Rope, Chill Touch, Disrupt Undead, Flare, Ill Omen, Protection from Evil\*; 2—Blindness/Deafness, Daze Monster, Intelligence, Phantom Trap, Scare, Scorching Ray; 3—Gaseous Form, Protection from Evil II\*, Secret Page, Spectral Force, Tongues; 4—Black Tentacles, Fear, Summon Monster IV

### 0913. Eagle-Roast | Monster

Two jinnati are piling up brush and kindling in preparation of roasting a giant eagle which they caught with a net made of steel wire. The jinnati dwell in a topaz-encrusted cave located 2 miles away from the wooded valley in which the eagle-roast is about to take place.

Jinnati, Large Giant: HD 4; AC 18 (scale); ATK Slam (2d6 + 1d6 fire) or spear (1d8 + 1d4 fire); MV 30; SV 15; AL NE; XP 400; SA—Immune (fire), vulnerable (cold), line of fire (15 ft., 1/day, damage = current hit points), hot grapple (*heat metal*).

### 0921. Peri Hill | Wonder

Near the river there stands a perfectly round hill covered by a sprinkling of white flowers. The peris and fey creatures of the region gather here at the solstices and equinoxes to dance and pay homage to Anahita. The place is sacred to druids, and they increase their effective spellcasting level by +2 at the site. Tapping the hill with a club that has had *shillelagh* causes a spring to bubble up from the top of the hill. Bathing in these waters grants you immunity to fey magic.

### 0927. Behir Battle | Monster

A behir is locked in battle here with twenty Gorgarian nomads. The nomads are peppering it with arrows and trying to avoid its lightning bolts. The behir was brought to the surface by a minor earth tremor and is in a foul mood.

The nomads plan on selling the behir’s hide and viscera in Badmash, where magicians of ill repute visit in search of items that are hard to come by elsewhere.

Light Warhorse, Large Animal: HD 2+1; AC 14; ATK 2 kicks (1d6); MV 60; SV 16; AL N; XP 100; SA—None.

Nomad, Medium Humanoid: HD 1+1; AC 15; ATK Longsword (1d8) or composite bow (1d6+1); MV 30; SV 16; AL N; XP 50; SA—None.

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

### 0934. Elephants | Monster

A herd of eight female elephants is grazing in this hex. One of the females is expecting a baby any day now.

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—Trample (8d10).

### 0937. Deadly Engine | Monster

Sometime long ago a catapult was left in the long grasses of the steppe. One of the wheels appears to have fallen off; perhaps that was why it was abandoned. The rest of the weapon is in good enough shape, though the ropes need to be replaced. A viper is curled up in the basket of the catapult and might surprise (4 in 6 chance) a character inspecting the weapon.

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).

### 0944. Mount Avathos | Wonder

This hex holds Mount Avathos, a flatiron mountain with slopes of scrubby pines. The mountain has rarely been scaled, but would make a tremendous location for a castle.

### 1015. Light Maiden | Wonder

A vertical shaft (50’ deep) in this hex leads down into a cave with purple walls. Streams and rivulets of light run down the walls and after 1 mile underground coalesce into a pool from which may rise a shimmering maiden whose kiss both deceives and regenerates. The deception is a twisting of one’s mood towards a random comrade for 24 hours. The regeneration is per the spell *regenerate*.

D10	Mood
1	Strained affection, as often between siblings
2	Fascination, as with an eccentric cousin
3	Jealousy over a recent treasure
4	Misery when not being interacted with
5	Mean-spirited jibes and general irritation
6	Effusive gratitude for every helpful act

### 1030. Badmash | Town

#### DEMOGRAPHICS

**Population** 1,450 urban, 11,600 rural

**Race** Human (90%), Peri (6%), Faun (4%)

**Religion** Aeshma of the Bloody Mace, daeva of wrath (CE)

**Alignment** Chaotic

Badmash is a small walled town on the Gorgarian plain, a beacon to the immoral, intransient and intemperate. It houses numerous gambling houses, fighting pits and taverns, but no inns – visitors must beg hospitality from one of the wealthy houses in the town or sleep in the streets.

The people of Badmash make their living hunting, trapping, or processing what others have hunted or trapped. A pall hangs over the eastern part of town where the tanners work, and the dry moat around the town is filled with garbage. The town also has many underground markets for illicit goods, including magical goods, a bizarre of black pavilions where foodstuffs, furs and cloth is sold and a large square in the western portion of the town where 60 Gorgarian mercenaries are bivouacked under the command of Captain Neha, a foul-mouthed braggart who has fought battles all over the region.

The town is protected by 90 warriors dressed in black tunics and peaked helmets lined with wolf fur and decorated with embossed ram's horns. They are equipped as are the nomads.

The city is ruled by Shah Targh, whose kingship is not recognized by the nomads for more than a few months after he defeats them in battle. Targh is a masterful strategist and quite wealthy due to the illicit trade of his capital and shaking down caravans for tribute. Targh's most trusted (and feared) subordinate is Altun, a man more attractive to women than Targh, but mistrusted by the men of Badmash all the more for it.

Altun, Fighter: LVL 7; HP 50; AC 21 (plate armor, shield); ATK 1+ *+1 short sword* +10 (1d6+4); MV 30; SV 14; S18 I18 W13 D13 Cn16 Ch10; AL CE; XP 700; Special—Riding, leadership, dominate;; Gear—*Ring of free action*.

King Targh, Fighter: LVL 9; HP 35; AC 20 (plate armor, shield); ATK 1+ *longsword* +10 (1d8+2); MV 30; SV 13; S17 I15 W13 D12 Cn11 Ch8;

AL CE; XP 900; Special—Riding, leadership, dominate;; Gear—Treasure map, *robe of bones*.

### 1045. Dying Wyvern | Monster

This hex holds a wyvern graveyard. The great reptiles fly here from the Wyvern Coast to the south to die; the skeletons of a hundred of the monsters can be found here. One wyvern here has yet to die. It is getting up there, and is now lying on a tall hill overlooking the depression where the others died. How it reacts to adventurers tromping over the hill is anyone's guess (i.e. roll a reaction check), but killing a few adventurers might be just what it needs to feel better.

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

### 1103. Slumbering Giant | Wonder

A spot in this hex have been eroded down to the bare granite bedrock, which has formed into a panhole that fills with water when it rains. When filled with water, the several small depressions in the rock are charged with magic, the stone being the top of the head of a slumbering elemental giant. When pebbles are dropped into the holes in the correct order, a tune is played that awakens the giant. The giant turns its head – it feels like an earthquake – to face up, blinking its giant opal eyes. The giant is happy to chat for a few minutes before it yawns and drifts back to sleep. It can answer all manner of questions about the past few millennia in these hills.

### 1109. Ollak Lavi | Monster

A giant ram has knocked a mountaineer off a cliff in this hex. The dangling man is hanging on by a rope and grapple, and the ram is showing no signs of leaving him alone. Should he drop, which is just a matter of time, he will fall 100'.

The mountaineer is named Asheed. He is a tall man, somewhat thin, with a thin mustache and scratchy beard. He does not look like the rugged, outdoor type, but seems skilled enough at climbing and survival. This is because he is an assassin, in league with Soban, half-brother of the Padishah [2911]. The stars told of a wondrous treasure recently deposited atop this mountain by a passing roc, and thus the assassin was sent to secure what they believed to be one of the imperial relics.

Should the mountain's peak be achieved, one will find a deep, icy cave that holds a rare treasure indeed, a hermit by the name of Ollak Lavi. Ollak sought out this place to meditate on the human condition and the deeper meaning of the universe. The roc was actually a giant eagle, a friend of Ollak's, who also brought along a chest full of supplies. The eagle will return in a fortnight to bring the hermit back to his home in [0808].



Ollak is a truly good man. He is instantly welcoming to his new friends, and instantly suspicious of Asheed.

Hermit, Medium Humanoid: HD 3; AC 10; ATK Staff (1d4); MV 30; SV 15; AL NG; XP 300; SA—Magic use (C3).

#### 1114. Hot and Cold | Wonder

In a narrow defile through the mountains, a winter wolf and a lesser salamander are fighting over a child with gold skin. The child is serene, watching the fighting monsters with bemusement rather than fear. The winter wolf, if it wins, will snatch up the child and carry him higher into the mountains to be sacrificed on an altar dedicated to winter. If the lesser salamander wins, which is unlikely, he will continue to escort the child to King Zabaneh 'Neath the Mountain [2409].

Lesser Salamander, Medium Outsider: HD 2; AC 12; ATK Spear (1d8 + 1d4 fire); MV 30; SV 16; AL CE; XP 200; SA—Immune (fire, sleep, hold, charm), vulnerable (cold).

Winter Wolf, Large Monster: HD 6; AC 15; ATK Bite (1d8 + 1d6 cold); MV 50; SV 14; AL NE; XP 1800; SA—Surprise (3 in 6 in snow), immune (cold), vulnerable (fire), breath (3/day, 15' cone, 4d6 cold).

#### 1117. Dung Pokers | Monster

Two half-orcs are poking their spears into a large pile of dragon dung in this hex. The dung is dry, and the half-orcs are bored, and both would happily join a band of adventurers if they are in need of a little muscle. They are both inveterate cowards, and completely untrustworthy.

Half-Orc, Medium Humanoid: HD 1; AC 14 (ringmail, buckler); ATK Spear (1d8+1); MV 30; SV 16; AL N; XP 50; SA—Half-orc traits.

#### 1127. Lake Khor | Wonder

This hex holds a deep crater, created 500 years ago when a meteorite struck. The meteorite tapped into the ground water, creating a small lake and lacing it with poisonous minerals. The shores of this lake are powdered with white dust that is poisonous to those who inhale it. The skeletal remains of birds and other small mammals should drive this point home.

#### 1129. Qorva | Village

Qorva (pop. 100 urban/800 rural) was the site of one of the major battles of Dionysus' campaign into Hyrcania, and was celebrated as such by the raising of a giant leopard statue on a hill overlooking the river valley and the sleepy village. The locals tell stories about Dionysus' body being interred in the monument after his spirit experienced apotheosis and he was welcomed into Olympus, but this is pure fantasy.

The people of Qorva scratch out an existence herding sheep and goats and collecting the poisonous white dust around Lake Khor [1127] for sale to assassin guilds across the region.

The village is ruled by Azadan Kouri, a bespectacled old gentleman with a balding pate and a nervous disposition. The Gorgarians are always threatening, but he enjoys the protection of Badmash. Kouri commands 10 men-at-arms.

Man-at-arms, Medium Humanoid: HD 1; AC 16 (mail, buckler); ATK Spear (1d8) or composite bow (1d6+1); MV 30; SV 16; AL N; XP 50.

#### 1140. Bathing Bulette | Monster

A bulette is taking a dirt bath in a sandy pit in this hex. The beast is rolling over on its back, using the dust to knock parasites out from between its scales. Its mate is about 300' away, napping in the shade of a cypress tree.

Bulette, Large Monster: HD 9; AC 22; ATK 2 claws (3d6) and bite (6d6); MV 40 (B10); SV 12; AL N; XP 900; SA—Surprise (3 in 6).

#### 1205. Lunch Time | Monster

A wyvern is perched on a jagged column of stone eating what remains of a mouflon sheep. It is not interested in sharing, and behaves very aggressively to intruders, but it will not leave the perch and its meal for anything.

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

#### 1212. Icy Tears | Monster

A valley in this hex swathed in perpetual shadow is home to an ancient glacier. The glacier is so ancient that it has achieved a dim sentience. Water flows like tears from its icy eyes, and a deep groan issues forth from its cavernous maw. Despite the lack of sunlight, the glacier is slowly shrinking and has recently started to come to terms with the idea of mortality.

#### 1215. No Honor among Thieves | Monster

A valley in this hex forms a sort of canyon with steep walls and a floor of limestone pavement. The tops of the walls are covered with green grass and a few rose vines descend into the canyon, filling it with a delightful scent when the wind blows.

At the moment, 12 hobgoblin warriors who dwell in a limestone cave complex 3 miles to the north are arguing over their chieftain, Snarl One-Eye. Snarl has had many good years, but a defeat at the hands of neighboring goblins has left the tribe shaken and blaming their chieftain's new mate, a half-orc "beauty" called Zalla. The hobgoblins are discussing mutiny.

Hobgoblin, Medium Humanoid: HD 1+1; AC 15 (ringmail, buckler); ATK Battleaxe (1d8) or javelin (1d6); MV 30; SV 16; AL LE; XP 50.

### 1218. The Last Devil | Wonder

This hex holds a high plateau with sheer chalk cliffs. The top of the plateau is a rolling highland of jade grass. The grass grows in the streets of a ruined town of hissing stone. The town was constructed of blocks of chalk that a thousand years of rain have turned into melting lumps with scant evidence of ever having been inhabited.

The grass in the streets is grazed on by giant shaggy cows. The cows are tended by beauteous slaves whose hair is interwoven into the hair of the cows. These slaves show no emotion and communicate with nothing but gentle hissing. A basin in the ruined town holds brackish water in which is bound a barbed devil. If the devil can be killed, the cows disgorge the souls of a thousand people, former inhabitants of the town, and the slaves are released from their stupor.

Barbed Devil, Medium Outsider: HD 8; AC 24 [+1]; ATK 2 claws (2d8 + fear); MV 30; SV 13; AL LE; XP 2400; SA—MR 35%, immune (fire, poison), summon barbed devil (35%); SP—*Hold person*, *scorching ray* (2 rays), *smite* •, *spectral force*, *teleport without error* (self + 50 lb.)

### 1220. The Green Assassin | Wonder

A shaggy cat of rainbow hues is perched on a rock in this hex licking its paws. From nose to tail, a nimbus of dazzling light plays around the ends of the cat's fur. Within a few rounds of seeing the cat, a woman clad entirely in green leather studded with copper leaps from the tall grass, net in hand, to capture it. Give the adventurers a surprise check to see if they can react to the assassin (the Green Assassin is what she is called). The cat comes from a realm of rainbows and puffy clouds, and it may consent to bring the adventurers to its kingdom in exchange for something beautiful.

Green Assassin: LVL 7; HP 21; AC 16 (+1 *leather*, shield); ATK Longsword +4 (1d8) or hand crossbow +5 (30'/1d4); MV 30; SV 14; S12 I13 W15 D13 Cn7 Ch12; AL CE; XP 700; Special—Climb walls, disguise, forgery, hear noise, hide in shadows, move silently, open locks, read languages, poison use, backstab +2d6 (paralyze or kill), brew poison (Type I-III, contact, delayed, powders); Gear—Treasure map, *wand of magic missiles* [10 charges], *ring of counterspells*.

Rainbow Cat, Large Outsider: HD 9; AC 16; ATK 2 claws (1d10 + rend) and bite (1d8); MV 30 (F60); SV 12; AL N; XP 4500; SA—Magic use (C4, M3), telepathy 90'; SP—color spray •••, crystallize •, prismatic sphere •, prismatic spray •, prismatic wall •, rainbow pattern •••, teleport •, ultrablast •

### 1225. Shahrzy | Stronghold

Shahrzy is a fearsome warrior, clad in chainmail, black beard and hair wild and unkempt, eyes on the verge of exploding with anger. His stronghold is among the tensest places on Nod. It is filled with servants and warriors walking on eggshells in

fear of upsetting the master. Shahrzy's lieutenant, Karazhi, is a 7' 7" mute warrior with a face like an angel.

Under Shahrzy are 85 men-at-arms, and surrounding his stronghold, a brazen stone construction constructed on the banks of a lazy stream, is a winding village of 200 peasants, including 15 dwarves, made of adobe bricks. The dwarves are not happy here due to the chaotic nature of Shahrzy and his people, but they need the work as smiths to build a nest egg that will get them across the Cradle of the Sun to Mu-Pan.

Treasure: 3,400 cp, 9,000 gp

Dwarf, Small Humanoid: HD 1; AC 17 (platemail); ATK Warhammer (1d4+1); MV 20; SV 16, 13 vs. poison; AL LG; XP 50.

Man-at-arms, Medium Humanoid: HD 1; AC 16 (mail, buckler); ATK Spear (1d8) or composite bow (1d6+1); MV 30; SV 16; AL N; XP 50.

Karazhi, Fighter: LVL 6; HP 22; AC 20 (plate armor, shield); ATK Battleaxe +6 (1d8) or +3 *dagger* +9 (1d4+3); MV 30; SV 14; S10 I7 W14 D10 Cn9 Ch15; AL N; XP 600; Special—Riding, leadership, dominate

Shahrzy, Fighter: LVL 10; HP 45; AC 22 (plate armor, +2 *shield*); ATK 1+ battleaxe +10 (1d8+1); MV 30; SV 12; S13 I12 W12 D12 Cn9 Ch5; AL N; XP 1000; Special—Riding, leadership, dominate; Gear—*Scroll of protection from outsiders*, *cube of frost resistance*.

### 1233. Face-Off | Monster

A female red rhinoceros with two calves is facing down a young bull elephant that is looking for trouble. The female is snorting out challenges, and the elephant is making short charges to test her resolve. The arrival of weaker creatures attracts the hostility of the pesky elephant, which has a spear head lodged in its side. Removal of the spearhead and healing might win an adventurer a new friend.

Rhinoceros, Large Animal: HD 8; AC 16; ATK Horn (2d8); MV 30; SV 13; AL N; XP 400; SA—None.

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—Trample (8d10).

### 1246. Stuck Harpy | Monster

A harpy is stuck in the web of a giant spider. The web is spread over the entrance to a cavern from which one can spy, even from a mile away, a golden axe. This is not the imperial relic, but a fake that the spider uses to catch prey. The harpy will offer anything in the world for help getting free, but betrays her saviors at the first opportunity.

Treasure: 3,300 sp, *potion of charm person*

Harpy, Medium Monster: HD 3; AC 13; ATK 2 claws (1d4); MV 20 (F40); SV 15; AL CE; XP 300; SA—Captivate.

Giant Spider, Medium Vermin: HD 2; AC 14; ATK Bite (1d6 + Poison II); MV 30 (C20); SV 16; AL N; XP 200; SA—Webs 8/day.

#### 1248. Injured Mercenaries | **Monster**

A pair of juggernaut mercenaries is camping in this hex. They barely made it through Hamazak territory, losing four of their number on the way north to sell their swords to whatever prince or lord would have them. They are tired and looking for companionship, as much for safety as anything else. One has a bandaged arm and needs some healing.

Juggernaut, Med. Giant: HD 3; AC 18 (mail, shield); ATK Greatsword (1d10+1); MV 30; SV 15, 13 vs. fire; AL N; XP 300; SA—None.

#### 1302. The Lonely Mountain | **Wonder**

A volcano in this hex is possessed by a powerful and lonely fire spirit who seeks a wife. He sends out magmin born from his own lifeblood into the world to find women, offering them handfuls of moonstones to marry the “Mountain King”.

Unfortunately, entering the heart of an active volcano is not good for one’s health, so the several wives the magmin have brought back for the Mountain King have not survived the experience. The latest fiancée is a girl from Baloot [1304] who happens to have a wealthy father.

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

#### 1304. Baloot | **Village**

Baloot (pop. 30 urban/240 rural) is a small village of adobe huts surrounded by a dry moat. The moat is home to a trio of trained Hyrcanian tigers which the villagers raised from cubs. Baloot is surrounded by oak trees from which the villagers cut timber for shipment across the mountains to the rest of Hyrcania. The village is protected by three archers. It ostensibly pays tribute to the lords of Markhior [1601] in the form of 100 spear shafts each year, but the rebellion of the Satrapy of Zebulistan has thrown that agreement into question.

The Azadan of Baloot, Gonphor, has just discovered that his daughter is missing and suspects skullduggery from Markhior. He will pay handsomely (250 gp) for her return.

Tiger, Large Animal: HD 6; AC 14; ATK 2 claws (1d8 + rend) and bite (2d6); MV 40; SV 14; AL N; XP 600; SA—None.

#### 1307. Escaped Slave | **Monster**

Two fire giants are creeping through a snowclad valley seeking a sorceress once held as a slave in their king’s castle [2409]. They are angry at being out in the cold, and have just toppled several large pine trees and set them ablaze to warm

their bones before continuing with the search. The slave, a sorceress named Mehri, was kept by the king to entertain him as one might keep a songbird in a cage.

Fire Giant, Large Giant: HD 11; AC 16; ATK Slam (1d8) or axe (2d8+2) or boulder (600’/4d6); MV 30; SV 11; AL CE; XP 1100; SA—Immunity to fire.

Mehri, Sorcerer: LVL 1; HP 2; AC 8; ATK Fists -1 (1d2-1); MV 30; SV 15; S7 I15 W14 D9 Cn8 Ch14; AL N; XP 100; Special—Alchemy, brew potion, sense magic, spells per day (3), spells known (3)

Spells Known: 1—*Jump*, *Prestidigitation*, *Reflect Gaze*

#### 1309. Valuable Crater | **Wonder**

A crater in the mountains here was created by a meteor that salted the area with deposits of adamantine. It also opened up a volcanic vent that has filled the lowest portions of the crater with natural gas. If torches are brought into the crater, there is a 1 in 6 chance each minute that there is an explosion that deals 10d6 points of damage to everyone in the crater.

#### 1314. Amber Palace | **Wonder**

A grand sahib draped in pearls, with vinous skin and dreamy eyes, sits alone in his amber palace. The palace is filled with rich carpets, fine tapestries and the ghosts of the sahib’s past. Here the sahib sits alone in a grand hall of pillars at the foot of a spiral stair. He gazes up at a heart-shaped portal in the ceiling towards which the stairs climb. The portal shines a blue light down into the hall, the light coming from the eerie *Eye of Judgment*. The *Eye* has found the sahib wanting, and this judgment has kept him alive these three thousand years.

#### 1317. Marble Bridge | **Wonder**

A collection of bubbling hot springs in this hex is spanned by a bridge of white marble. The stone is slick with moisture (roll under dexterity on 1d12 to avoid slipping off the bridge).

#### 1324. Commandment | **Wonder**

If the adventurers are in this hex after nightfall, they witness what appears to a comet streaking towards the earth. As it approaches nearer, one begins to note that the comet is really a woman bathed in green fire. Before she strikes the ground the woman comes to a stop, bathing the area in green light. The adventurers now see that she is an angel, an astral deva, and she comes bearing a message from Heaven.

“Know ye, mortals, that the lord of this realm has sinned grievously and often against the Law of Heaven, and he must be punished. You shall be the instruments of Law’s justice. Go ye and tell this king that his throne and his life are forfeit, and then deliver his head to the peak of Mount Hugar to receive the blessings of Heaven.”

While this is being said, the adventurers are the target of a *quest* spell from the astral deva.

Astral Deva, Medium Outsider: HD 12; AC 24 [+2]; ATK +2 mace (3d6 + stun) or slam (2d6); MV 60 (F120); SV 11; AL LG; XP 6000; SA—MR 70%, magic use (C6), immune (poison, surprise), resistance (acid, cold, electricity); SP—*Change self, comprehend languages, cure light wounds* ••••• •, *cure serious wounds* •••, *detect magic, dispel evil, detect invisibility, dispel magic, ego whip* •, *heal* •, *holy aura, holy word, invisibility sphere, mental barrier* •, *mind blank* •, *mind thrust* •, *planar shift, polymorph self, psionic blast* •, *psychic crush* •, *read magic, remove curse, remove fear, smite, teleport without error, thought shield* •, *tongues*.

### 1328. Centaurs | Monster

A band of six centaurs is stalking prey in this hex, but without much success. They found their way into a half-buried chest holding several bottles of very old, sour wine, and are now rip-roaring drunk. The chest is near the river in muddy ground, and only recently was uncovered when the river flooded after a big rain. Excavating the site also reveals a rusty iron casket which holds a grey alien mummy wrapped in silver lame bandages with an opal embedded in its forehead.

Centaur, Large Monster: HD 4; AC 14; ATK Kick (1d6) and spear (1d8); MV 50; SV 15; AL N; XP 200; SA—None.

### 1335. Bomar | Village

Bomar (pop. 70 urban/560 rural) is in an uproar, for a Gorgarian nomad raid just beheaded the old azadan and rode off with his son. The village priest Ajah is doing her best to take charge and says a prophetic dream she had a night ago has made her believe the azadan's son, Hira, was in league with the nomads. The azadan's treasure has disappeared, ostensibly stolen by Hira. The priest is actually behind the raid and the robbery. She has hidden the treasure in her shrine.

Treasure: 2,300 sp

### 1337. Kidnappers | Monster

A troupe of 27 Gorgarian nomads is riding through this hex to the south, carrying with them Hira, the son of the azadan of Bomar. The young man is tied up and slung over one of the horses. The raiders are led by Mazid, the sub-chief of his tribe with ambitions to become much more.

Light Warhorse, Large Animal: HD 2+1; AC 14; ATK 2 kicks (1d6); MV 60; SV 16; AL N; XP 100; SA—None.

Nomad, Medium Humanoid: HD 1+1; AC 15; ATK Longsword (1d8) or composite bow (1d6+1); MV 30; SV 16; AL N; XP 50; SA—None.

### 1344. Kamar | Village

Kamar (pop. 30 urban/240 rural) is a village of goat herds and silver miners. It is a tidy village ruled by one of the retinue of

Zyraxes of Mithradocia [1946]. The village has a small shrine dedicated to Mithra and the people are always immaculately dressed in white tunics, trousers and turbans. Azadan Gath has two men-at-arms to assist in governing.

The village is composed of wattle-and-daub buildings built around a natural well. A cave system higher in the hills is stocked with supplies and serves as a sanctuary for the villagers in case of attack. The caves lead to an exit in [1341].

### 1426. Crystal Ridge | Wonder

This hex holds a famous ridge of golden crystals, each as thick as a horse, jutting out of the ground near the river banks. During the day they soak up the energy of the Sun and then, at night, keep the area wonderfully warm and absolutely intoxicating to insects. Female ankhegs deposit their eggs here while males fight over the right to fertilize them.

Ankheg, Large Monster: HD 3; AC 17; ATK Bite (3d4 + 1d4 acid); MV 30 (B15); SV 15; AL N; XP 300; SA—Sense tremors.

### 1447. Shirva | Village

Shirva (pop. 50 urban/400 rural) is a small village of hunters and trappers who prey on the wild beasts of the highlands for their living. They especially seek the pelts of leopards, which are in high demand in the Golden Coast and Hyrcania. Each year they must give three such pelts to the queen of the Hamazaks as tribute to maintain a treaty of peace between their country and Mithradocia.

### 1503. Gulazhi | Monster

The red dragon Aziraoithita is locked in mortal combat with a silver-haired elf. The elf wears splint mail and wields a crystal-steel sword. Although she appears to be a perfect angel, she has a heart as black as a demon's. The elf is a warlock called Pari Hadi. She seeks the red dragon's heart for use in turning her sword into a magic weapon.

The dragon's lair is a cave that overlooks a boiling spring ringed with crystal growths. The cave is as black as soot at the entrance, but further in the walls are polished quartz.

Treasure: 7,900 gp, small sapphire, small ruby, treasure map, *ring of chameleon power, manual of gainful exercise +1*

Red Dragon, Medium Dragon: HD 10 (30 hp); AC 18; ATK 2 claws (1d6) and bite (1d8); MV 40 (F150); SV 12; AL CE; XP 3000; SA—Immune (sleep), resistance (fire), breath weapon (3/day, 80' x 40' cone of fire, damage = current hit points), speech.

Pari Hadi, Elf Warlock: LVL 8; HP 36; AC 16 (+1 *ring mail*, shield); ATK Scimitar +3 (1d8); MV 30; SV 12; S10 I11 W8 D10 Cn14 Ch9; AL CE; XP 800; Special—Alchemy, brew potion, sense magic, spells per day

(4/2/1), spells known (5/5/4/2), elf warlock; Gear—*Scroll of protection from poison, staff of charming, ioun stone (vibrant purple prism)*.

Spells Known: 1—*Burning Hands, Detect Secret Doors, Expeditious Retreat, Hold Portal, Prestidigitation*; 2—*Detect Invisibility, Flaming Sphere, Magic Mouth, Phantasmal Force II, Web*; 3—*Body Adjustment, Fly, Nondetection, Shockwave*; 4—*Charm Monster, Invisibility II*.

### 1507. Cold Shower | Wonder

In a box canyon with walls ground smooth and polished to a mirror-like sheen there is a long copper pipe that pours out hot water from deep within the mountain into a pool. The box canyon is obscured by a wall of pine trees, and looks as though it might have once been the toilette of nymphs or royalty.

In truth, it is a cruel trap. The water feels to feel so warm and so inviting, but this is an illusion. The water is actually icy cold, and capable of killing a person from hypothermia in just a few minutes of exposure. Those who die are collected by a giant furry spider, a witch that cursed the pool.

The witch-spider's lair is located about 2 miles away and above the rim of the canyon. It is a grand palace with sloping red walls and pointed battlements fit for a prince. Within, the place is strung with silken webs and tiled with red and orange glass that gives the appearance of fire. Thirteen other giant spiders dwell with the spider-witch, who is usually to be found on a fabulous throne of ironwood set with eight large opals in the manner of a spider's eyes. Three of the spider-witch's former victims now serve her as mummies wrapped in spider silk and wearing silver diadems.

Treasure: 5,500 cp, 1,000 gp

Giant Spider, Medium Vermin: HD 2; AC 14; ATK Bite (1d6 + Poison II); MV 30 (C20); SV 16; AL N; XP 200; SA—Webs 8/day.

Witch-Spider, Medium Vermin: HD 2; AC 14; ATK Bite (1d6 + Poison II); MV 30 (C20); SV 16; AL N; XP 200; SA—Webs 8/day, magic (M5).

### 1520. Baksheesh | Town

#### DEMOGRAPHICS

**Population** 1,830 urban, 14,640 rural

**Race** Human (98%), Peri (2%)

**Religion** Ameretat, Yazata of Plants (NG)

**Alignment** Chaotic

Baksheesh is a small town known for its moneylenders, jewelers and inferiority complex. Why do people love Zargun [1915] and Persicum [0910] so much more? This is probably because of their relative lack of banditry.

The bandits of Baksheesh have hit numerous people in the hills, all of them foreigners (i.e. not from Baksheesh) heading

into the city. They have been paid by the moneylender's guild to empty people's pockets so they must take out high interest loans if they are going to make their way back home.

Baksheesh is governed by Tasba the Letch, a distant cousin of the Padishah and no credit to his family. The town's bandits are serve as the town's 50 guardsmen. Those who are off-duty head into the hills and are allowed to keep half of the money they steal as long as they agree to allow the guild to hide it in the catacombs for one year before claiming it. The rest of the money is given to the local thieves' guild and to Tasba for keeping his mouth shut about the scam.

Tasba commands a force of 60 men-at-arms, mostly horsemen who diligently patrol the countryside for bandits, but are kept away from the chosen ambush spots.

Man-at-arms, Medium Humanoid: HD 1; AC 16 (mail, buckler); ATK Spear (1d8) or composite bow (1d6+1); MV 30; SV 16; AL N; XP 50.

### 1535. Genab | Village

The people of Genab (pop. 30 urban/240 rural) are weeping, for a swarm of locusts has infested their crops and will leave them starving if not soon driven away. They now gathered around the shrine of Tishtrya in their village, crying and offering whatever treasures they have in exchange for a miracle.

A few villagers are taking more direct action. They have dragged a visiting trader, Sanjid, into the village square to be stoned, for they are convinced that he brought this evil with him from afar. The local priest, Arder, is doing his best to stop them, but his inability to protect the crops has left him with little authority in the village.

The seemingly innocent trader is not so innocent. He has come to Genab to confer with members of a chaos cult gathered in farmsteads to the north of the village. The cult is commanded by Ajush, a wealthy villager who is missing an eye – a sacrifice to demons in exchange for power. By clearing out the village, Ajush plans to make it the headquarters of a larger chaos cult.

### 1546. Minav | Village

Minav (pop. 20 urban/160 rural) is a small village of iron workers and smiths who provide the armies of Mithradocia with arms and armor. The village is surrounded by a stone wall and features a small fortified temple of Vulcan tended by Airdra (Adept 5), a former priestess of Venus who after suffering a broken leg was deemed unfit for the goddess of beauty. She took this all rather well, and discovered she much preferred the less vain and more useful priesthood of Vulcan. The temple has 11 acolytes and is defended by four men-at-arms.

Man-at-arms, Medium Humanoid: HD 1; AC 16 (mail, buckler); ATK Spear (1d8) or composite bow (1d6+1); MV 30; SV 16; AL N; XP 50.

## 1601. Markhior | Town

### DEMOGRAPHICS

**Population** 2,940 urban, 23,520 rural

**Race** Human (95%), Faun (4%), Peri (1%)

**Religion** Zariz, daeva of poison (NE)

**Alignment** Chaotic

Dust and braying goats are the first sights you see when you approach the outskirts of Markhior. The town is an expanse of short adobe buildings with dusty streets. The arid plains around the town are fit for grazing by goats, supporting as they do grasses and acacias. The hills are mined for quartz and sardonyx, and hunted for the wild sheep. The sheep provide skins for leather tanning, which is done on the northern side of town along a rapid little stream. Cinnabar is brought in from further away to be processed into vermilion and mercury.

Because of the arid conditions of the town and the poisonous minerals processed there, Markhior has a shrine dedicated to Zariz, the daeva of poison, in the hopes that he will spare them. Behind the temple there is kept an illicit poison market frequented by the assassins of the region.

Markhior is ruled by Vurzugan Zahr, a man unnaturally thin and tall, with bushy eyebrows and an aquiline nose. Zahr's palace is made of black marble and set atop an acropolis. He commands 65 guardsmen to keep order (not justice) in the town, and 100 soldiers who patrol the hill country and sometimes accompany caravans heading out into the steppe. Of late, these caravans have been harassed by a karkadann who haunts the hills. Zahr is willing to offer 500 gp (and pay 200 gp) for the monster's head.

## 1604. The Bildars | Monster

A clan of nine dwarves, the Bildars, dwells in a cozy stone cottage in this hex. The cottage is nestled in a grove of pine trees near a trickling spring. The spring leads from the cottage back to the dwarves' mine, where they believe they are about to find a seam of gold. They are goodly fellows, and welcoming to visitors who can spin a good yarn and provide a bit of tobacco to smoke, but if they get the notion that the adventurers know about the mine, the dwarves will do what they must (short of murder) to get them to leave.

Dwarf, Small Humanoid: HD 1; AC 16 (mail, buckler); ATK Axe (1d6); MV 20; SV 16; AL LG; XP 50; SA—Dwarf traits.

## 1606. Paladin Roast | Monster

Three mountain hags are roasting a young paladin alive in this hex over a smoldering fire kindled atop a bald hill. Their nine ogre sons are waiting eagerly at the bottom for the scraps.

Treasure: 7,200 cp, 1,900 sp, 1,000 gp, small tourmaline, small topaz, small beryl, +2 *longsword*, treasure map

Ogre, Large Giant: HD 4; AC 15; ATK Slam (1d6) or club (1d4+2); MV 40; SV 15; AL CE; XP 200; SA—None.

Mountain Hag, Large Monster: HD 7; AC 15; ATK 2 claws (1d6 + rend) and bite (1d8); MV 30 (C20); SV 13; AL CE; XP 2100; SA—MR 15%, resistance (cold), surprise (3 in 6), levitation.

Tifat, Paladin: LVL 2; HP 3; AC 15 (scale); ATK Fists +3 (1d2+1); MV 30; SV 15; S15 I8 W5 D14 Cn12 Ch16; AL LG; XP 200; Special—Riding, detect evil, immune to disease, smite chaos 3/day, halo, silver spurs, lay on hands; Gear—None.

## 1612. Roc Worshippers | Monster

Ten hawkmen dwell here in a high aerie where they worship a roc and her young, when they are in residence. The roc's nest is constructed atop the mountain peak, and the hawkmen dwell about 100' below in caves.

Hawk Man, Medium Monster: HD 1; AC 14; ATK Bite (1d4) or sword (1d6); MV 30 (F40); SV 16; AL N; XP 100; SA—None.

Roc, Huge Animal: HD 12; AC 18; ATK 2 talons (1d8) and bite (2d10); MV 20 (F160); SV 11; AL N; XP 1200; SA—None.

## 1616. Joy | Wonder

Tulip fields in this hex whisper messages of joy and comfort in a voice like the popping of tiny bubbles.

## 1631. Eyeless Corpse | Monster

A pack of seven hyenas are fighting over a dead body, a paladin in platemail armor with a piece of red velvet cloak in his fist. The paladin's eyes are missing. It does not look as though the eyes were eaten by the hyenas, but rather that they were removed surgically.

The paladin was the victim of the wicked sorceress Ular, who needed his eyes since they witnessed the safe way to enter the dungeon in [2420]. Ular is currently hiding using a *rope trick* spell, waiting for the hyenas to leave and working on accessing the memories within the paladin's eyes with a magic spell.

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

Ular, Sorcerer: LVL 7; HP 20; AC 10; ATK Staff +2 (1d4); MV 30; SV 13; S11 I12 W10 D11 Cn9 Ch13; AL CE; XP 700; Special—Alchemy, brew potion, sense magic, spells per day (6/3/2), spells known (6/6/4); Gear—*Scroll of protection from plants*, *wand of fire trap* [2 charges]

Spells Known: 1—*Acid Splash*, *Detect Magic*, *Grease*, *Mage Hand*, *Open/Close*, *Ray of Frost*; 2—*Charisma*, *Detect Invisibility*, *Knock*, *Resist Energy*, *Rope Trick*, *Spider Climb*; 3—*Clairsentience*, *Fireball*, *Secret Page*, *Spectral Force*.



### 1633. Temporal Disjunction | Monster

A shedu has been held here in a temporal disjunction, making it appear to be a very realistic stone statue. The disjunction happened 30 years ago, so several wild rose bushes have had time to spring up by the statue and cover it partially in their beautiful, flowering vines.

Shedu, Large Monster: HD 9; AC 16; ATK 2 kicks (2d6); MV 30 (F60); SV 12; AL LG; XP 2700; SA—MR 25%, magic use (C3), telepathy 100'; SP—*Astral projection* (self), *confusion* •, *ego whip* •, *ethereal jaunt* (self), *intellect fortress* •, *mental barrier* •, *mind blank* •, *mind thrust* •, *psionic blast* •, *psychic crush* •, *thought shield* •, *tower of iron will* •.

### 1641. Voloduros | Stronghold

Voloduros is a former apprentice of the great Xanatos, the wizard-saint revered by Lawful magicians as a guiding light and inspiration. The apprentice is now a master of magic, though nowhere near as skilled as Xanatos, and he keeps a tower in this hex that blends in with the fairy chimneys (native rock structures) of the landscape.

With Voloduros lives Kooshya, his own apprentice and assistant, and two first level apprentices who are used mostly as servants. One of them, Nezi, fancies himself a master strategist, and plays at commanding the wizard's five men-at-arms, who find him amusing and thus tolerate his orders.

Voloduros has long suffered under the strain of his former master's fame. This has driven him to worship the daeva Sawar, daeva of oppression, in a bid to outdo his former master and build an empire on Nod to rival the ancient magical empires of Nabu and Irem.

He is now seeking the missing imperial relics and knows one of them can be found in [6315]. He will hire adventurers to retrieve it for him if he can and then sacrifice them and it to Sawar to destroy the power of the Padishah forever.

Treasure: 1,900 cp, 6,700 sp, 250 gp and a long cloth-of-gold cape (250 gp)

Man-at-arms, Medium Humanoid: HD 1; AC 16 (mail, buckler); ATK Spear (1d8) or composite bow (1d6+1); MV 30; SV 16; AL N; XP 50.

Apprentices, Magic-Users: LVL 1; HP 1; AC 10; ATK Dagger +0 (1d4); MV 30; SV 15; AL N; XP 100; Special—Alchemy, lore, spells per day (2), create scrolls; Gear—None.

Spellbook: 1—*Dancing Lights*, *Fool's Gold*, *Light*, *Read Magic*, *Sleep*.

Kooshya, Magic-User: LVL 3; HP 5; AC 10; ATK Silver dagger +2 (1d4+1); MV 30; SV 14; S13 I18 W13 D10 Cn10 Ch6; AL N; XP 300; Special—Alchemy, lore, spells per day (4/2), create scrolls, arcane knowledge (sneezing powder); Gear—None.

Spellbook: 1—*Animate Rope*, *Dancing Lights*, *Fool's Gold*, *Light*, *Read Magic*, *Sleep*; 2—*Continual Light*.

Voloduros, Magic-User: LVL 10; HP 16; AC 11; ATK Silver dagger +4 (1d4+1); MV 30; SV 11; S15 I11 W9 D14 Cn8 Ch8; AL N; XP 1000; Special—Alchemy, lore, spells per day (5/4/3/3/2), create scrolls, arcane knowledge (sneezing powder, algebra and geometry, compass, healing skill); Gear—*Potion of healing*, *scroll of detect magic*, *rod of absorption*.

Spellbook: 1—*Animate Rope*, *Dancing Lights*, *Energy Missile*, *Fool's Gold*, *Light*, *Open/Close*, *Ray of Enfeeblement*, *Read Magic*, *Sleep*; 2—*Continual Light*, *Intelligence*, *Obscure Object*, *Stomp*; 3—*Explosive Runes*, *Keen Edge*, *Rage*, *Summon Monster III*; 4—*Animate Dead*, *Intellect Fortress*, *Summon Monster IV*; 5—*Mirage Arcana*, *Overland Flight*.

### 1647. Carlotta | Monster

The bronze dragoness Carlotta can be found in this hex soaking in a beautiful spring surrounded by a field of sunflowers. Her lair is in a cave overlooking the spring, behind a large boulder. Carlotta is an older dragon, and quite lonely. She moved here from further north to avoid the incessant petitioning magic-users from Ibis searching for spells and wisdom, but now regrets the move, as it is quite lonely here.

Treasure: 6,000 sp, 6,600 gp, *wand of comprehend languages* [8 charges], *potion of E.S.P.*, *potion of enlarge self*

Bronze Dragon, Medium Dragon: HD 9 (27 hp); AC 18; ATK 2 claws (1d6), bite (1d8); MV 40 (F150, S60); SV 12; AL LG; XP 2700; SA—30% sleeping, immune (sleep), resistance (electricity), breathe line of lightning or cone of repulsion, magic use (M2).

### 1710. Tafra | Village

The pine slopes in this hex are home to the tiny village of Tafra (pop. 20 urban/160 rural), a collection of log cabins, including a tavern that sells hot wine and thick gruel. There are many other cabins of hunters and trappers extending up and down the valley. They mostly hunt giant sheep and rams. Among the villagers is Kavan, a man greatly skilled with medicinal teas.

### 1730. The Thousand | Dungeon

A sinkhole here collapsed into a thriving goblin lair. The goblin caves have been partially blocked off by whatever the little monsters could find, and they have moved their nurseries and treasures deeper into the earth. Therein lay the problem, since going deeper has awakened the One Thousand, the long-forgotten souls of the warriors of Yam, first of the Hyrcanian emperors. His elite warriors, they were destroyed in this hex by the Gorgarians – a minor setback in Yam's eventual victory over the nomads and conquest of the plateau.

The goblins have been ignored by the undead warriors, who instead want revenge against whoever sits on the Hyrcanian

throne and establish their own empire of the dead. Unfortunately, they cannot leave the site of their defeat without first draining the energy of a powerful warrior.

### 1735. Congress of Sylphs | **Monster**

A congress of sylphs has gathered to deliberate in hushed tones amid the wind-shaped rocks of this hex. Faun guards have been posted around the meeting, and centaurs patrol the hex to keep out intruders. The meeting is to discuss a proposed change to the local wind patterns that could change the Cradle of the Sun into a verdant steppe and Hyrcania and Turan into a bleak desert.

Centaur, Large Monster: HD 4; AC 14; ATK Kick (1d6) and spear (1d8); MV 50; SV 15; AL N; XP 200; SA—None.

Faun, Medium Humanoid: HD 3; AC 15 (leather); ATK Spear (1d8); MV 40; SV 15; AL N; XP 150; SA—Surprised (1 in 6).

Satyr, Medium Fey: HD 5; AC 15; ATK Butt (1d6) and spear (1d8); MV 40; SV 14; AL CN; XP 500; SA—Surprised (1 in 6).

Sylph, Medium Fey: HD 3; AC 10; ATK Dagger (1d4); MV 30 (F90); SV 15; AL N; XP 300; SA—Magic (D4); SP—*Summon medium air elemental* (1/week), *gust of wind*, *invisibility* (self).

### 1745. Diamond from the Sky | **Wonder**

A huge diamond (worth 10,000 gp) fell from the sky in this hex and embedded itself in a limestone mesa in this hex. A spring has erupted from the site and now pours as a waterfall down the side of the mesa and into a shallow lake forming around the base. If the diamond is removed, the water dries up.

### 1804. Afrashteban | **Stronghold**

Afrashteban is a stronghold belonging to the Marzaban Vana Nemi, a fine fortress of reddish stone constructed on a plateau overlooking two rushing springs that sink into a stinking fen. The fen is crossed by a causeway, unguarded but well within range of the marzaban's archers. It surrounds about two-thirds of the rocky plateau, with the streams offering some protection to the other two sides. Beyond the fen is a meadow on which the marzaban's 200 herdsman keep his cattle and horses. The meadow is lined with their homes, which are protected by a wide, deep ditch between two outcroppings.

Vana Nemi's fortress is guarded by 40 skirmishers, 40 archers, 20 spearmen, 30 light horsemen and 40 cataphracts under the direct command of Captain Farza.

Vana's highest ambition is the capture of a hippogriff to keep as a mount. A guide, Aman, has offered to lead the marzaban to a hippogriff lair in the mountains [1806]. He is even now residing with the marzaban while they plan their campaign and prepare the necessary supplies.

Vana is highly excited about the quest, but the adventurer with the highest wisdom will become instantly suspicious of Aman. He and Farza share furtive looks with one another; perhaps they are planning something, or maybe one of them has a history they are hiding from the marzaban.

Treasure: 4,300 sp, four medium cymophanes, treasure map

Man-at-arms, Medium Humanoid: HD 1; AC 16 (mail, buckler); ATK Spear (1d8) or composite bow (1d6+1); MV 30; SV 16; AL N; XP 50.

Farza, Fighter: LVL 4; HP 12; AC 19 (banded, shield); ATK Longsword +6 (1d8+2); MV 30; SV 15; S16 I10 W9 D13 Cn14 Ch11; AL N; XP 400; Special—Riding, leadership, dominate; Gear—None.

Vana Nemi, Fighter: LVL 9; HP 41; AC 20 (plate armor, shield); ATK 1+ longsword +8 (1d8); MV 30; SV 13; S9 I11 W13 D10 Cn10 Ch16; AL N; XP 900; Special—Riding, leadership, dominate; Gear—*Potion of extra-healing*, *ring of shooting stars*.

### 1806. Mom and Dad | **Monster**

A mated pair of hippogriffs dwells in a high cave overlooking a valley of knotted pines and icy streams. They have three young and attack any creature that enters the valley.

Hippogriff, Large Monster: HD 3; AC 15; ATK 2 kicks (1d4) and bite (1d8); MV 50 (F90); SV 15; AL N; XP 300; SA—None.

### 1823. Shashtur | **Village**

Shashtur (pop. 60 urban/480 rural) is a cluster of huts and tents in which dwell a band of nomads that just plain got tired of wandering. They have only started to construct their village, and are principally earning their daily bread (so to speak) by hunting and herding their cattle and horses. Some work has been done to chart out the placement of fields. Not far from the village there is an old outcropping of rock that the local wise man thinks is haunted. Underneath this outcropping is a small dungeon, carved from the earth in ages past by an ancient king who had enemies he desired never to see again.

### 1833. Betrayal | **Monster**

An old goblin mine in this hex has been taken over by a band of 100 robbers and their leader, the half-orc ruffian Yor. Yor and his robbers have been working the Anahita River. The pickings have been slim and the robbers are becoming frustrated with their leader, who has been sending them on ever more dangerous missions. This is because Yor has discovered a new source of agates deeper in the mines. He wants them for himself, but needs to rid himself of the robbers.

Robber, Medium Humanoid: HD 1; AC 12 (leather); ATK Axe (1d6); MV 30; SV 16; AL NE; XP 50; SA—None.

## 1908. Marzaban Baygosh | Stronghold

At a time when the Hyrcanian Empire is in danger, one would expect Baygosh, the great hero of the empire and veteran of dozens of quests and wars to be in the field searching for the imperial relics. Instead, he is in his mountain fastness, reflecting on a long life of service to a cause he is no longer sure was worthy of his devotion.

Baygosh' stronghold is constructed of white stone with flowing lines and geodesic domes of pure gold. It consists of a double wall with dozens of towers surrounding a tall keep. Between walls and keep are extensive gardens of fluted sculptures, creeping, fragrant herbs and sparkling pools. Within the thick outer wall are housed his 250 veteran warriors and their captain, Sark. Outside the walls, in the pleasant valley grazed on by golden gazelles and white camels dwell 580 peri.

Baygosh is now considering his options. Should an empire governed by a Padishah who could murder multiple wives be permitted to survive? Has the Padishah really reformed? Should Baygosh quest for the relics and take the throne himself? His soldiers are getting squirrely – they want action, and would gladly die for their lord putting him on the throne.

Treasure: 3,300 cp, 3,300 sp, 10,000 gp, 2 small chrysoberyls, *scroll of protection from aberrations*, *scroll of bless*, *wand of cure light wounds* [7 charges], *ring of wizardry IV*

Men-at-Arms, Medium Humanoid: HD 1; AC 16; ATK Spear (1d8) or composite bow (1d6+1); MV 30; SV 16; AL N; XP 50; SA—None.

Sark, Fighter: LVL 6; HP 36; AC 20 (plate armor, shield); ATK Battleaxe +7 (1d8+2); MV 30; SV 14; S17 I11 W12 D11 Cn11 Ch8; AL N; XP 600; Special—Riding, leadership, dominate; Gear—None.

Baygosh, Fighter: LVL 18; HP 62; AC 22 (plate armor, +2 shield); ATK 2 +1 spear +16 (1d8+2); MV 30; SV 8; S13 I9 W3 D9 Cn10 Ch8; AL LG; XP 1800; Special—Riding, leadership, dominate, wondrous mount (black dragon); Gear—*Potion of locate object*, *rod of wonder*, *mask of the skull*.

Black Dragon, Large Dragon: HD 7 (28 hp); AC 17; ATK 2 claws (1d8) and bite (1d10); MV 60 (F100, S60); SV 13; AL CE; XP 2100; SA—Water breathing, immunity (sleep), resistance (acid), breath weapon (80', line of acid, damage = current hit points).

## 1915. Zargun | Town

### DEMOGRAPHICS

**Population** 3,890 urban, 31,120 rural

**Race** Human (94%), Faun (3%), Peri (3%)

**Religion** Adar, Yazata of Fire (CG)

**Alignment** Neutral

Zargun holds the empire's main mint, where coins of gold, silver and copper are minted by a clan of trusted dwarves. The

town is surrounded by seven concentric walls, each one with battlements painted a different color – white on the most exterior wall, then black, scarlet, blue, orange, silver and finally gold. The outer wall is only 12' tall and mostly protects grazing land for the cattle of the nobles. The innermost gold walls belong to the citadel of Vurzagan Melchior. Within the silver wall one finds the town's fire temple, college of sages, all in the employ of Melchior and the imperial mint.

The city's army consists of 140 men-at-arms plus an additional 60 immortals of the Padishah. The immortals guard the mint and the metals and coins that enter and exit it. The outer portions of the town are guarded by 90 constables.

Man-at-arms, Medium Humanoid: HD 1; AC 16 (mail, buckler); ATK Spear (1d8) or composite bow (1d6+1); MV 30; SV 16; AL N; XP 50.

## 1919. Fishing Eagles | Monster

A flight of three giant eagles are fishing in the river here. From time to time they land on the rocks overlooking the river to gobble of fish and gossip with the local sprites.

Sprite, Small Fey: HD 1; AC 13; ATK Sword (1d4) or bow (60'/1d4 + sleep 1d6 hours); MV 20 (F40); SV 16; AL NG; XP 100; SP—*detect evil* (150' range), *detect good* (150' range), *invisibility* (self), *speak with animals* (always active)

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

## 1925. Fey Marriage | Monster

Three giant tiger beetles are carrying a flower fairy princess, Jala, and her retinue of flower maidens to a meeting with Luga, goblin prince of these hills. Luga waits with 20 warriors in black pavilions, drinking bitter coffee and loosing arrows at whatever animals are unlucky enough to get within range.

Jala has been forced into this meeting by Luga, who holds her son, Lilac, prisoner. He is demanding her hand in marriage, and she has come to surrender herself to him.

Flower Fairy, Tiny Fey: HD ½; AC 13; ATK Bite (1d3 + Poison III) or sword (1d4); MV 30; SV 17; AL CN; XP 150; SP—*sleep* •

Goblin, Small Humanoid: HD 1-1; AC 13 (leather); ATK Spear (1d6); MV 20; SV 16; AL CE; XP 50; SA—None.

Giant Tiger Beetle, Medium Vermin: HD 3; AC 17; ATK Bite (2d6); MV 60; SV 15; AL N; XP 150; SA—None.

## 1926. The Anti-Magi Ghapouya | Stronghold

Ghapouya is a tormented man. Once among the mightiest of the magi of Hyrcania, he is now reviled by his brethren for bargains he made with the daevas to save the world. These bargains never shook his faith in the divine, but the anger and

hatred of his fellow magi did and Ghapouya has now turned away from the worship of Ahuramazda.

The stronghold of Ghapouya is a tall fortress constructed on a rocky ridge. It has two courtyards, one for marshalling the 250 men-at-arms of the fortress, the other a garden. On the western side of the ridge there is a small village of 40 farmers and herdsmen who are loyal to Ghapouya despite their fear of his new masters, the daevas.

Ghapouya is assisted by Kooha, a mousy young man from the village who impressed the old anti-magi with his general mistrust for the world and his skill at arms. He also commands Ghapouya's five acolytes, who rarely see their master.

The anti-magi is an imposing man, tall and fat with russet eyes and gold makeup around his eyes. He has a brusque, offensive personality, and though he is now old he is perfectly healthy and very energetic. Ghapouya's face looks very young, but his body is crooked and wrinkled and his hands are like talons.

Treasure: 1,800 cp, 1,000 gp, 2 small chalcedonies, small garnet, a malachite flask (100 gp), mithral anklet (1,000 gp)

Man-at-arms, Medium Humanoid: HD 1; AC 16 (mail, buckler); ATK Spear (1d8) or composite bow (1d6+1); MV 30; SV 16; AL N; XP 50.

Acolytes, Anti-Clerics: LVL 1; HP 3; AC 15 (scale, buckler); ATK Footman's mace +0 (1d6); MV 30; SV 16; AL CE; XP 100; Special—Conversion, healing, turn undead, spells per day (2); Gear—None.

Kooha, Anti-Cleric: LVL 3; HP 8; AC 18 (chainmail, shield); ATK Footman's mace +2 (1d6+1); MV 30; SV 15; S15 I11 W17 D13 Cn12 Ch14; AL CE; XP 300; Special—Conversion, healing, turn undead, spells per day (4/2); Gear—None.

Ghapouya, Anti-Cleric: LVL 15; HP 51; AC 20 (plate armor, shield); ATK +3 *footman's mace* +11 (1d6+2); MV 30; SV 10; S8 I14 W13 D11 Cn12 Ch15; AL CE; XP 1500; Special—Conversion, healing, turn undead, spells per day (7/5/5/4/4/3/2/1); Gear—*Potion of clairsentience*, *ring of jumping*, *rod of absorption*, *cloak of Arachnida*.

### 1931. Indricotheres | Monster

Three indricotheres are moving through this hex towards the river. They have been grazing, and are on their way to the river for a drink and bath.

Indricothere, Huge Animal: HD 14; AC 15; ATK 2 kicks (4d6); MV 30; SV 10; AL N; XP 1400; SA—None.

### 1937. Tiger in a Tent | Monster

A Hamazak adventurer named Janna is camped here in a simple tent, unadorned but weather-proof and comfortable. She wears a tiger skin over her studded leather armor and carries a bronze shield and spear. Janna challenges traveling warriors

to a duel to the death, displaying a chest of coins and gems as a prize. Once battle is joined, she casts her spear and then transforms into a tiger.

Treasure: 3,000 sp

Weretiger, Large Monster: HD 5; AC 17 [Silver]; ATK 2 claws (1d8) and bite (2d6); MV 30; SV 14; AL N; XP 500; SA—Lycanthropy.

## 1946. Niko | Town

### DEMOGRAPHICS

**Population** 1,230 urban, 9,840 rural

**Race** Human (94%), Faun (4%), Peri (2%)

**Religion** Diana, goddess of the hunt (N)

**Alignment** Neutral

Niko was once the southernmost satrapy of the Hyrcanian Empire, but it has recently become an independent kingdom. The area was conquered 1,000 years ago by a horde of Venatians from the Dreadful Forest. They were led by a chieftain known as the Golden Lion, who established a kingdom wherein his Venatians were a military aristocracy living in fortified manors and taking tribute from the native peasants. The three small villages at the center of the region gradually coalesced into a single small town called Thana, with an oak grove sacred to Diana and a native temple dedicated to Mithra that held a porphyry idol of a sirrush.

The Venatians lived by plundering their neighbors, and this eventually brought an army of Hyrcanians to stop the plunder. The sirrush idol was carried away at this time and delivered to Paridaeza as the spoils of war. The region became a satrapy of the Hyrcanian Empire and Thana was expanded and fortified. New temples were built to the Hyrcanian gods and goddesses.

When the Kalkions invaded the region under Dionysus the Great, Niko got its new name to commemorate Dionysus' great victory over the armies of Hyrcania. It was refortified and got a new temple complex dedicated to Diana to the north of the town and citadel. The wizard-saint Xanatos was born at this time, and the town reached its height under Queen Elektra III.

Niko's economy depends on the production of native tin and wool, and on the production of beautiful carpets, much sought after throughout the Golden Sea region. The city also boasts a master jeweler, Damanaïs, and a master engineer, Orola.

The town is ruled by Archon Zyraxes with a steady, just hand and a powerful troupe of cataphracts. Niko's army consists of 40 men-at-arms, including the 20 cataphracts and 20 spearmen. His wife, Hyapatia, is a dusky beauty and former adventurer. She has expensive tastes, and her ambitions have driven Zyraxes to expand his kingdom and wealth.

Man-at-arms, Medium Humanoid: HD 1; AC 16 (mail, buckler); ATK Spear (1d8) or composite bow (1d6+1); MV 30; SV 16; AL N; XP 50.

Hyapatia, Thief: LVL 5; HP 13; AC 12 (leather); ATK Dagger +2 (1d4); MV 30; SV 15; S11 I9 W14 D10 Cn12 Ch11; AL N; XP 500; Special—Climb walls, find/remove traps, hear noise, hide in shadows, move silently, open locks, pick pockets, read languages, backstab +2d6.

### 1948. Druid's Grave | Wonder

An old church carved from the living stone holds the sarcophagus of a druid of Diana. This druid died 400 years ago. The landscape around the church is one of fairy chimneys and other weird earth shapes carved by the wind.

The druid's body was turned into citrine when he died, and was interred here by his followers. If recovered, it is worth 10,000 gp. The citrine body is buried 20' beneath the church in solid rock and would probably take druidic magic to retrieve it without damaging it.

### 2003. Frog Prince | Wonder

This hex holds a small pond graced by water lilies and a crotchety old frog prince. The prince was a member of the ruling house of Mardyakhorio who fell afoul of a hag. The hag had masqueraded as a lovely princess from far away Azsor who sought a brave prince as her husband. Although she fooled the king, the prince knew something was wrong. He refused her, even at the penalty of exile by his father, and wound up cursed by her as he cooled his feet in this pond. This was 20 years ago, and he has quite given up on ever becoming human again, or on regaining his former position.

### 2010. Imperial Prison | Stronghold

Jamsha is the empire's chief magus of Arshtat, the yazata of justice, honesty and rectitude. Here in the snowclad Hara Mountains is situated his temple-fortress, which also serves as a mystic prison for enemies of Law, including minor demons, devils and enemies of the empire.

The prison is constructed of the whitish stone of the mountains, with massive, vault-like doors of blue steel. The prison is defended by 120 men-at-arms. These men and women are not permitted within the prison walls; their responsibility is the defense of the prison and its inhabitants from outside.

The prison itself is guarded by 40 lay priests of Arshtat and 15 first level clerics. The lay priests see to the basic needs of the clerics and prisoners. The clerics patrol the halls of the dungeon, which are magically silenced, so that the prisoners cannot sway them from their duty. The clerics are overseen by Jamsha's acolyte, Rama, a haggard little man who has suffered much in his battle against evil.

Jamsha is an imposing man with long ebon hair and a crooked smile that is rarely seen. He does not jest about his duty, and of late actually feels burdened by it. He believes that the psychic emanations of the demons imprisoned in deep shafts sealed by lead and powerful magical wards are starting to seep into his mind, and is contemplating leaving his charge to another, that he might purify himself.

Treasure: 7,200 cp, 5,200 sp, 4,000 gp, 4 small hematites, *wand of detect scrying* [1 charge]

Man-at-arms, Medium Humanoid: HD 1; AC 16 (mail, buckler); ATK Spear (1d8) or composite bow (1d6+1); MV 30; SV 16; AL N; XP 50.

Guardsmen, Cleric: LVL 1; HP 2; AC 15 (scale, buckler); ATK Footman's mace +0 (1d6); MV 30; SV 16; AL LG; XP 100; Special—Conversion, healing, turn undead, spells per day (2); Gear—None

Rama, Cleric: LVL 3; HP 10; AC 17 (chainmail, shield); ATK Footman's mace +1 (1d6); MV 30; SV 15; S9 I8 W12 D12 Cn12 Ch8; AL LG; XP 300; Special—Conversion, healing, turn undead, spells per day (3/1).

Jamsha, Cleric: LVL 9; HP 37; AC 20 (plate armor, shield); ATK Footman's mace +7 (1d6+2); MV 30; SV 12; S16 I4 W11 D11 Cn10 Ch7; AL CE; XP 900; Special—Conversion, healing, turn undead, spells per day (5/4/3/2/1); Gear—*Potion of clairsentience*, *ring of telekinesis*, *manual of bodily health* +3

### 2022. Birdman | Wonder

A tall, grassy plateau in this hex looks something like a ramp. At the bottom of the plateau, beneath the highest point, are the dried remains of a man in a tunic and sandals with broken wings made of wood and cloth tied to his arms. Obviously, he made an attempt at flying and was unsuccessful. Lying atop the plateau is a leather-bound book in a locked wooden box. The book holds the man's notes about mechanical flight, with copious drawings and calculations. In the margins, one finds the sordid details of the Padishah's crimes against his former wives and victims.

### 2028. Wicked Hallucinations | Monster

A hallucinogenic plant of some kind grows in this hex. It is a bushy shrub of violet leaves that gives off a heady aroma. If people eat it, they begin to see vague humanoid shapes walking around them. These visions become clearer as one grows more intoxicated until they can finally reach out and strangle the visionary. By killing a person who sees them, these cursed souls can become fully alive once again. They are the remnants of shepherds cursed by nymphs.

Vision, Large Monster: HD 4; AC 15 [Silver]; ATK Hands (1d8 + constrict); MV 30; SV 15; AL N; XP 400; SP—Surprise (3 in 6), incorporeal.

### 2032. Hamsa the Witch | Stronghold

Hamsa is an ill-tempered old witch who dwells in a tall rocky promontory honeycombed with passages. The promontory grows when people try to climb up the lower cave entrances and can add at least 200' to its existing 150' height before it stops growing. The old witch is a tolerant old soul, but she throws terrible fits when disagreed with. She is a portly old gal, with steely eyes and filthy habits. Since Hamsa does not trust people, she dwells only with her familiar, a golden jackal named Ariz, and whatever beings she needs to summon to serve a particular purpose.

Treasure: 3,900 sp, a painting of the funeral procession of a padishah of Hyrcania (50 gp), +2 *banded mail*

Hamsa, Magic-User: LVL 10; HP 30; AC 10; ATK Staff +5 (1d4+2); MV 30; SV 11; S16 I16 W11 D12 Cn15 Ch17; AL NE; XP 1000; Special—Alchemy, lore, spells per day (6/5/3/3/2), create scrolls, arcane knowledge (acid, distillation, glue, gunpowder); Gear—*Potion of charm monster (plants)*, *wand of detect magic* [3 charges], *ring of wizardry I*, *rod of splendor*

Spellbook: 1—*Change Self*, *Color Spray*, *Grease*, *Magic Missile*, *Magic Weapon*, *Mending*, *Read Magic*, *Reflect Gaze*, *Touch of Fatigue*; 2—*Blindness/Deafness*, *Find Familiar*, *Locate Object*, *Wisdom*; 3—*Explosive Runes*, *Hold Person*, *Secret Page*, *Vampiric Touch*; 4—*Dimension Door*, *Locate Creature*, *Wall of Fire*; 5—*Feeblemind*, *Prying Eyes*

### 2035. Rafting into Trouble | Monster

Four giant hyenas are pacing along the banks of the River Anahita (whichever side is convenient to your plot), waiting with baited breath for a raft holding three unconscious people to drift to shore. Adventurers have no more than 10 rounds to avert a terrible tragedy.

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

### 2044. The Golden Duck | Wonder

An endorheic basin cut into the stone and holding fresh water in this hex is visited by the local tribes as a watering hole. A column of stone rising from the pool is perched on by a golden duck who can answer any question poised to it ... incorrectly.

### 2109. Three Sisters | Monster

Three forge nymphs dwell in a cleft in the side of a mountain here. The cleft holds their forge, which is fired by the heart of the mountain, a fallen star. The sisters have communed with the spirits of the earth, and know the location of the *Axe of Mithras* [6315], but they do not divulge this information to just anybody. At a minimum, one must pass a series of tests – first, to bring them a pound of adamantite, second, to best one of

them at arm wrestling, and finally, to forge a weapon that can cut through solid stone.

Forge Nymph, Medium Fey: HD 6; AC 17; ATK Flaming hammer (1d4 + 1d6 fire); MV 30 (S20); SV 14; AL NG; XP 1800; SA—Magic use (D4), gaze heats metal, +3 sunder metal; SP—*dimension door* •

### 2127. Garbage Barge | Monster

A raft piled with refuse is floating down the river here. It is presently stuck on a large rock that juts up out of the river. The refuse is inhabited by 20 giant centipedes and would be worthless if not for the presence of a hat shaped like the top of a toadstool. The wearer of the hat is treated as a friend by fungal creatures and oozes.

Giant Centipede, Tiny Vermin: HD ½; AC 11; ATK Bite (1 + Poison II); MV 50; SV 17; AL N; XP 50; SA—None

### 2131. Golden Apples | Wonder

A legendary white rhinoceros called Deedah guards a tree of golden apples that cure disease (as the spell). The tree grows but 1d6 apples each year.

Deedah, Large Monster: HD 9 (54 hp); AC 20 [+1]; ATK Horn (16); MV 60; SV 12; AL N; XP 2700; SA—MR 50%, regenerate; SP—*dispel magic* •••, *haste* •••, *detect invisibility* •••

### 2140. Hyenas | Monster

Six giant hyenas rule the banks of the east side of the river in this hex, keeping all other animals at bay and preying on the small river hippos who sun themselves on the banks.

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

### 2143. Dervas Nomads | Monster

A band of 150 Dervas nomads has made camp here with their 450 dependents. They have 600 light warhorses, 200 of which they are transporting to Niko for sale. The nomads' chieftain is Kharmi, a just old warrior who is feeling his age, and contemplating his son Mouzi one day taking over the tribe. Mouzi is a bit foolish and has dreams of conquest which the elder Kharmi knows will end in tragedy. He is just worried enough that he might try to engineer a duel between his son and an outsider to remove the problem without having to dirty his own hands.

If the nomads are friendly, the adventurers may hear from them of a funny little man [2241] who they saw fleeing north across the steppe a couple days earlier. When they gave chase, he disappeared. He was clutching something to his chest, which they believe was a wonderful treasure.



Light Warhorse, Large Animal: HD 2+1; AC 14; ATK 2 kicks (1d6); MV 60; SV 16; AL N; XP 100; SA—None.

Nomad, Medium Humanoid: HD 1+1; AC 15; ATK Longsword (1d8) or composite bow (1d6+1); MV 30; SV 16; AL N; XP 50; SA—None.

Mouzi, Medium Humanoid: HD 3+1; AC 15; ATK Longsword (1d8) or composite bow (1d6+1); MV 30; SV 15; AL N; XP 150; SA—None.

Kharmi, Medium Humanoid: HD 5+1; AC 15; ATK Longsword (1d8) or composite bow (1d6+1); MV 30; SV 14; AL N; XP 250; SA—None.

### 2147. Besaro | Village

A band of gnomes has set up here to mine topaz from the remnants of an ancient volcano. They have a charter from Archon Zyraxes of Niko, but are really under the command of Queen Hyapatia, who desires the jewels for a necklace she has commissioned from the master jeweler Damanais. They had unearthed a large topaz of surpassing quality, but lost it when Korro, a trickster of their clan, stole it in the night from the queen's burrow and fled [2241].

The gnomes number 120 warrior and 70 non-combatants. The warriors are divided into 40 crossbowmen (chainmail, buckler, light crossbow and short sword), 40 slingers (ringmail, buckler, short sword, sling), 20 skirmishers (ringmail, repeating crossbow, short sword) and 20 footmen (chainmail, buckler, short sword and 3 darts). The clan has 6 sub-chiefs (4 HD warriors mounted on giant honey badgers) and is ruled by Queen Perifloss, a sparkling personality who feels deep shame for trusting the trickster Korro. The village is contained entirely underground and is within the confines of the mine.

Treasure: 5,200 cp, 250 gp

Gnome, Small Humanoid: HD ½; AC 15; ATK Axe (1d6); MV 20; SV 17, 15 vs. illusions; AL NG; XP 50; SA—Gnome traits; SP—*audible glamer* •, *dancing lights* •, *prestidigitation* •

Giant Honey Badger, Medium Animal: HD 3; AC 16; ATK Bite (1d6); MV 30; SV 15; AL N; XP 300; SA—Tenacity.

Queen Perifloss, Gnome Fighter/Illusionist: LVL 7; HP 32; AC 10; ATK 1+ hand axe +6 (1d6); MV 30; SV 14; S12 I15 W18 D9 Cn10 Ch12; AL NG; XP 700; Special—Alchemy, riding, leadership, dominate, wondrous mount (giant honey badger), lore, spells per day (6/3/2/1), create scrolls, arcane knowledge (soda water, glue, acid); Gear—*Mantle of magic resistance*.

Spellbook: 1—*Audible Glamer, Color Spray, Detect Magic, Magic Aura, Phantasmal Force, Prestidigitation, Read Magic, Ventriloquism*; 2—*Hypnotic Pattern, Invisibility, Phantasmal Force II*; 3—*Displacement, Invisibility Sphere, Spectral Force*; 4—*Phantasmal Killer*

### 2213. Pegasi | Monster

A secluded mountain meadow in this hex is home to seven pegasi. The meadow is only approachable via a winding, narrow cave that begins in a mountain that overlooks the meadow. It is made more treacherous by melting snow that runs through the cave to form a small lake on the hidden meadow.

Pegasus, Large Monster: HD 2+2; AC 14; ATK 2 kicks (1d6) and bite (1d3); MV 60 (F120); SV 16; AL CG; XP 200; SA—None.

### 2217. Ghallash the Fool | Monster

While traveling through this hex, the adventurers come across a man stuck in a tree. The man, Ghallash, is on a quest. An encounter with a seer in Birinj sent him in this direction, holding a “magic” bell that cost him his life savings and looking for a shallow lake surrounded by purple reeds.

You could not blame the adventurers for disbelieving Ghallash, as he is a famous idiot, a fact that will become apparent after spending a short amount of time with him. But his story turns out to be true. There is a shallow lake in this hex, and it is surrounded by purple reeds and lilac bushes.

The bell is actually magical, and its tone causes the waters of the lake to part for 1d8 turns (10-80 minutes). Near the bottom of the lake in the silt one can make out a large, bronze treasure chest. The chest is locked, and inside is the mummy (the kind that kills people) of an ancient mobad of Mazandaran, the demon country located to the northwest of Hyrcania. The mummy, Akfar, seeks vengeance on the magi of Hyrcania who bound him here. The seer who sent Ghallash to this spot is in a chaos cult from Mazandaran.

Mummy, Medium Undead: HD 5+1; AC 17; ATK Slam (1d8 + mummy rot); MV 20; SV 14; AL CE; XP 500; SA—Vulnerable (fire), stun.

### 2221. Knights of the Whispering Wind | Monster

Thirteen sylphid knights looking splendid in silk tunics over elven mail shirts and tall helms decorated with dozens of peacock feathers. They have stopped here, around a large boulder of greenish-grey in a field of asters, to discuss their plans. They have been set on a quest by Arga, one of the Queens of Elemental Air, to steal the diamonds of Adamantia, a Queen of Elemental Earth. They know Adamantia can sometimes be found in [2411], but they fear to go there without help.

Sylphid, Medium Humanoid: HD 1; AC 20 (platemail, buckler); ATK Longsword (1d8); MV 30; SV 16; AL N; XP 100; SA—Feather fall.

### 2234. Up the Sky without a Paddle | Monster

A cloud giant rowing a cloud canoe across the sky has just dropped his paddle, and will call down for help. The cloud giant wears green robes embroidered with pink flowers. Be-

fore his difficulty he was singing a booming song, and birds sometimes landed on the cloud canoe for a time to take a rest and clean their feathers.

Cloud Giant, Huge Giant: HD 12; AC 17; ATK Slam (1d10) or weapon (3d10) or boulder (720'/4d6); MV 40; SV 11; AL NG; XP 1200; SA—Track by scent SD—Surprised (1 on 1d6) SP—*Fog cloud* •, *levitate* (self + 1 ton) •••, *obscuring mist* •••

### 2236. Forced Entry | **Dungeon**

While traveling through this hex the adventurers have a chance (1 in 6 for most, 2 in 6 for elves, 3 in 6 for halflings) to note that the ground does not feel quite right. By wiping away the soil (about 1 inch thick), they find that they are standing on a sort of window that looks down into an underground chamber. The “window” is composed of force. The chamber is a 10' diameter conical chamber, 5' in diameter on the top where the window is located. The chamber used to hold an underground garden for a complex that is now overrun by goblins and other monstrosities.

### 2241. Gnome in a Hole | **Monster**

The gnome trickster Korro is holed up in a small cave in the south side of the river. He stole a large topaz from his kinsmen in Besaro [2147] a few days ago, but while looking for a way to cross the river ran afoul of a herd of six mutant dinosaurs called stegoceratops. The beasts are very territorial, and as soon as they scented the gnome they chased him into the cave.

Stegoceratops, Huge Monster: HD 16; AC 17; ATK Bite (1d8), gore (3d8), tail (4d6) or trample (4d8); MV 30; SV 8; AL N; XP 1,600; SA—Charge (4d10 gore damage).

Korro, Gnome Illusionist/Thief: LVL 3; HP 17; AC 11; ATK +2 *dagger* +3 (1d4+2); MV 30; SV 14; S8 I13 W12 D13 Cn18 Ch16; AL CN; XP 300; Special—Alchemy, lore, spells per day (4/1), create scrolls, arcane knowledge (phosphorus), Climb walls, find/remove traps, hear noise, hide in shadows, move silently, open locks, pick pockets, read languages, backstab +1d6.

Spellbook: 1—*Audible Glamer, Change Self, Color Spray, Phantasmal Force, Prestidigitation*; 2—*Phantasmal Force II*

### 2306. Oily Blight | **Wonder**

A natural petroleum seep has inundated a lowland fen, killing the native wildlife and blighting the area. Gas bubbles up from below and there is a small chance (1%) each day of an explosion (treat as a 5d6 damage *fireball*).

### 2311. Vale of the Yellow Flowers | **Wonder**

A large bubbling spring appears in this hex in a box canyon in a valley thick with yellow flowers and bumblebees. The stones

around the spring are slick and slimy and are small stone shrines, now falling apart, around the margins of the spring.

Beneath the water, and really only visible to one who submerges their head, are three maidens with peerless, dusky skin, tulip lips and hair as wild and dark as storm clouds. These are the three daughters of Shah Kor, dead a thousand years, who went missing near the end of his reign. Retrieving them is difficult, for a person submerging themselves in the water entirely are placed into a *time stop* effect like the three princesses. To be rescued, they must be raised from the bottom of the spring magically, at which point they awaken. When this is attempted, a guardian naga emerges from one of the little broken shrines to discover who is responsible.

Guardian Naga, Large Aberration: HD 11; AC 18; ATK Bite (2d8 + Poison IV) or spit (30'/Poison IV); MV 40; SV 11; AL LG; XP 5500; SA—Magic use (M5).

### 2319. Jegaree | **Monster**

Jegaree, the infamous crimson dragon of the hills, has taken residence in an ancient cave temple long since abandoned by the magi after a demon was sealed in a deep well. The cave is enormous and located at the head of a valley of thickets. Paintings on the walls of the cave depict angels and demons that are so realistic they almost seem to move, staring down on the adventurers with judging eyes. Jegaree has an ex-mate, Barahuu, dwelling elsewhere in the Copper Hills [4108].

Treasure: 10,900 sp, 9,000 gp

Crimson Dragon, Huge Dragon: HD 11 (44 hp); AC 17; ATK 2 claws (1d10) and bite (2d6); MV 20 (F40); SV 11; AL CE; XP 3300; SA—Resistance (fire), immune (sleep), breath weapon (3/day, blast of scorching wind, 6d6).

### 2323. The Pain | **Wonder**

A stegosaurus is dragging several pain priests through these hills. The priests are chained to the dinosaur, which seems relatively unaware of their presence. Two of the priests are now dead, and three more are moaning as they are dragged, but still have a little life left in them. The priests refuse help of any kind, as they believe that the endurance of pain is necessary to achieve higher wisdom.

Pain Priest, Medium Humanoid: HD 3; AC 15 (scale, shield); ATK Morningstar (1d6); MV 30; SV 15; AL CE; XP 300; SP—Magic use (C3).

Stegosaurus, Large Animal: HD 15; AC 17; ATK Bite (1d8) and tail (4d6); MV 30; SV 9; AL N; XP 1500; SA—None.

### 2338. Hamazak Slavers | **Monster**

A gang of fifteen Hamazak raiders in cloaks of red linen lined with amber beads, tall helms with horsehair crests and bronze

breastplates are riding slowly through this hex. They are leading 40 captured male slaves bound with ropes back to their homeland. The Hamazaks are armed with light lances, composite bows and long swords.

Hamazak, Medium Humanoid: HD 1+1; AC 17; ATK Spear (1d8) or composite bow (1d6+1); MV 30; SV 16; AL N; XP 50; SA—None.

### 2345. Krenshars | **Monster**

Three krenshars are hunting in this hex. They are very hungry since their last kill was stolen from them by a bullette a day ago. The krenshars are encountered on a roll of 1-4 on 1d6.

Krenshar, Medium Monster: HD 2; AC 15; ATK 2 claws (1d4) and bite (1d6); MV 40; SV 16; AL N; XP 200; SA—Scare.

### 2403. Creepy Old Mine | **Monster**

Six giant bats emerge from a cave in this hex each night to hunt. The cave is set in the base of a hill, and is the entrance to a turquoise mine that was played out a hundred years ago. A recent foray of the bats nabbed Shah Zaman of Khialis' favorite hunting hound, as the king and his retinue were hunting gazelles on the steppe. The dog was not killed, and it managed to escape the bats. It is now lurking in the hex, injured and lost and desperate for help.

Hunting Dog, Small Animal: HD 1; AC 15; ATK Bite (1d4); MV 40; SV 16; AL N; XP 50; SA—None.

Giant Bat, Medium Animal: HD 4; AC 13; ATK Bite (1d8); MV 10 (F40); SV 15; AL N; XP 400; SA—Blindsight 60', vulnerable to sonic damage.

### 2409. King 'Neath the Mountain | **Monster**

This hex holds a basalt upheaval amid the snow-capped mountains. A plume of smoke rises into the sky night and day from this upheaval due to the presence of the stronghold of King Zabaneh, the "King 'Neath the Mountain".

The valleys around the stronghold echo with the hooting calls of the 36 ogres who work as woodsmen for King Zabaneh, a fire giant of great age and wisdom. They move into the valleys in groups of 3d6, felling trees with axes and transporting them on their shoulders back to the stronghold, where they topple them into the chimney from which issues the smoke.

A massive double door of granite permits entry into the halls of the fire giant king. The halls are kept warm by furnaces fed by the wood fires and they are filled with the clanging of hammers on anvils, making weapons for giants and others who dwell further underground.

King Zabaneh is the head of a clan of 20, including his wife, Queen Harst. Harst is a young, cruel woman who bedevils her aged husband at all hours with complaining. Zabaneh has fair-

ly given up on life, and once spent his days entertained by his favorite slave, a sorceress called Mehri [1307]. Two of his kin are now hunting her down.

Treasure: 4,400 cp, 5,700 sp, 6,000 gp, +2 *chainmail*

Ogre, Large Giant: HD 4; AC 15; ATK Slam (1d6) or club (1d4+2); MV 40; SV 15; AL CE; XP 200; SA—None.

Fire Giant, Large Giant: HD 11; AC 16; ATK Slam (1d8) or battleaxe (2d8+2) or boulder (600'/4d6); MV 30; SV 11; AL CE; XP 1100; SA—Immune to fire.

King Zabaneh, Large Giant: HD 13; AC 16; ATK Slam (1d10) or battleaxe (2d10+2) or boulder (600'/4d8); MV 30; SV 10; AL CE; XP 1300; SA—Immune to fire, magic use (M3).

### 2411. Mount Kohinoor | **Wonder**

Mount Kohinoor is a sacred place in the Hyrcanian Empire. Its approaches are guarded by numerous towers manned by veteran warriors of Archanae. None but the magi and the royal family are permitted to glimpse the sacred mountain, for it is composed entirely of diamond.

Kohinoor is not from this world. Stories tell of it descending from on high, a perfectly cut gemstone so large as to make diamond effectively worthless should it ever be cut. The warriors of Archanae make sure it is not cut. They are assisted by the minions of Adamantia, a Queen of Elemental Earth. The mountain is her "summer palace", though she rarely uses it. It is well guarded by earth and diamond elementals that lurk in the lowland valleys around Mount Kohinoor.

### 2413. Mother Lode | **Wonder**

A large deposit of moss agate is waiting here to be found by a person willing to venture into a red dragon's cave. The dragon has been dead for 30 years, but given the propensity of dragons for long naps, nearby peasants believe it is still alive. The dragon's treasure is intact and guarded by a trio of *fire glyphs* which erupt in cones of fire (6d6 points of damage) if the treasure is touched. The dragon is now just a pile of bones and dried sinew. Its hide is still intact.

Treasure: 5,700 sp, large opal, medium opal, small sapphire, small tourmaline, 2 medium beryls and a small beryl, red dragon skin (250 gp)

### 2415. Fasa | **Village**

Fasa (pop. 60 urban/480 rural) is a village of woodsmen in a valley thick with cypress. The valley sports a bubbling brook, copious growths of mushrooms (a feature of the local cuisine) and a secret cult dedicated to the leopard demon Afkandegge. The demon was once locked in a large tree that the lumberjacks cut down. The village is governed by Azadan Monoo, a

woman who would gladly be rid of the demon cult, but tolerates it out of fear.

The cult meets in a clearing that was created when they cut down the tree. The stump serves as an altar to the demon, who appears on moonless nights as an etheric leopard. Originally it appeared only as a voice, but three sacrifices have now allowed it to appear as a *spectral force*. Another 10 HD of sacrifices will allow it to take the form of a fiendish leopard, and 13 HD of sacrifices after that will allow it to take the form of a class I demon, its normal form.

Class I Demon, Medium Outsider: HD 8; AC 20; ATK 2 claws (1d4), 2 talons (1d8) and bite (1d6); MV 30 (F50); SV 13; AL CE; XP 2400; SA—MR 50%, immune (electricity, poison), screech (stun), summon class I demon (10% success); SP—*darkness II*, *detect invisibility*, *telekinesis* (200 lb.), *teleport without error*.

2420. Spider Temple | Dungeon (5th level)

A recent landslide has revealed the entrance to an ancient subterranean temple. One must climb a 200' tall cliff to reach the entrance, and within one finds themselves in a veritable Hell of arachnids.

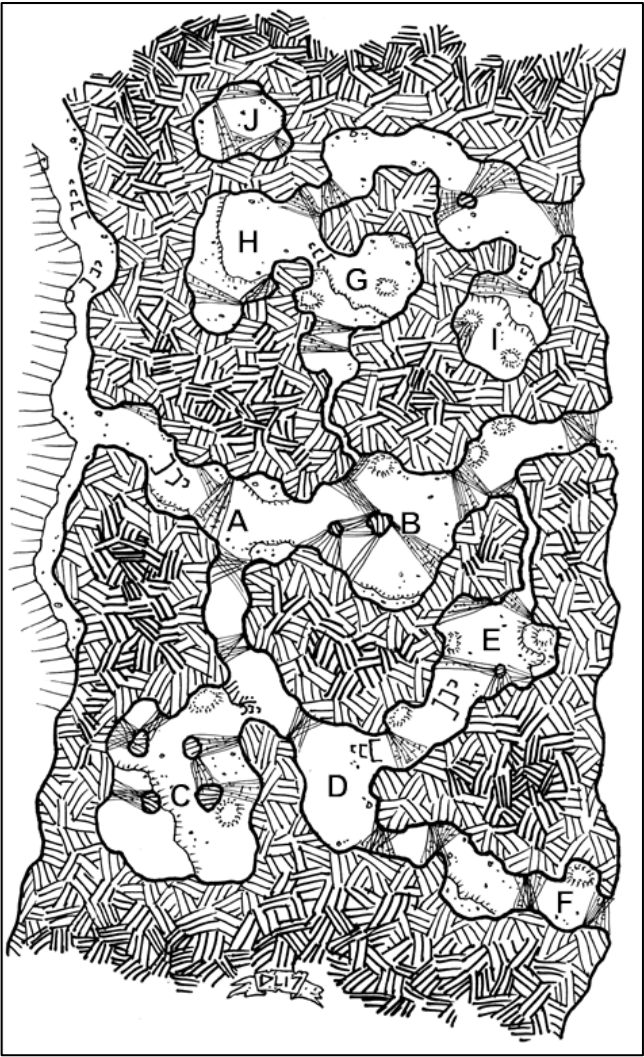
Area	Contents
A	Withered corpses hang in a spider web; a spider swarm lives inside one of the corpses
B	Giant spiders (6)
C	Spider swarms (3); a <i>crystal chime</i> causes webs to unravel
D	Ettercaps (3) around a glowing crystal growth that gives off heat and light; the crystal can only be chipped with a magic weapon or possibly spells of force
E	Chokers (3); 400 sp, medium sapphire, medium garnet
F	Basilisk coiled in one corner; corridor continues into deeper portions of the dungeon or, if you do not so wish, ends
G	Werespiders (2); 300 gp, +1 <i>hand axe</i>
H	Bas reliefs of spider people holding torches, with rays from the torches pointing towards a carving of a door
I	A spider idol carved from onyx with agate eyes, holding a metal torch up high in two of its legs. Placing a chip of the glowing crystal in the torch causes people to teleport to [J]
J	Mummies (3) wrapped in spider webs; 6,000 sp, small topaz, small moonstone and the <i>Carpet of Vayu-Vata</i>

Basilisk, Medium Monster: HD 6; AC 16; ATK Bite (1d10); MV 20; SV 14; AL N; XP 1800; SA—Surprise (3 in 6), petrifying gaze.

Giant Spider, Medium Vermin: HD 2; AC 14; ATK Bite (1d6 + Poison II); MV 30 (C20); SV 16; AL N; XP 200; SA—Webs 8/day.

Mummy, Medium Undead: HD 5+1; AC 17; ATK Slam (1d8 + mummy rot); MV 20; SV 14; AL CE; XP 500; SA—Vulnerable (fire), stun.

Spider Swarm, Tiny Vermin: HD 2; AC 17; ATK Swarm (1d6 + Poison II); MV 20 (C20); SV 16; AL N; XP 200; SA—None.



Werespider, Medium Monster: HD 7; AC 15 [Silver]; ATK Bite (1d6 + Poison IV) or whip (1d4); MV 30 (C20); SV 13; AL NE; XP 3500; SA—Lycanthropy.

2425. Ranger on Break | Wonder

Aram Mansa is a ranger who has lived and fought in these hills since childhood. He and his pet wolf Neesh are taking a break in the shade of a wild pistachio tree. They are sharing some dried venison and short beer. Aram owns a *silver flute* that allows him to control animals (16 HD).

Wolf, Medium Animal: HD 3; AC 13; ATK Bite (1d6 + trip); MV 50; SV 15; AL N; XP 300; SA—None.

Aram Mansa, Ranger: LVL 3; HP 37; AC 18 (chainmail, shield); ATK Scimitar +3 (1d8); MV 30; SV 16; S10 I12 W15 D13 Cn18 Ch17; AL CG; XP 300; Special—Handle animal, hear noise, move silently, set snares, survival, tracking, surprised (1 in 6), +3 damage vs. Chaotic humanoids and giants; Gear—*Silver flute*.

### 2430. Centaurs vs. Worgs | Monster

Five centaurs are locked in a desperate fight with seven worgs in this hex. The centaurs are on the high ground, and they are trying to stop the worgs from circling them.

Worg, Medium Monster: HD 4; AC 14; ATK Bite (1d8 + trip); MV 50; SV 15; AL NE; XP 400; SA—None.

Centaur, Large Monster: HD 4; AC 14; ATK Kick (1d6) and spear (1d8); MV 50; SV 15; AL N; XP 200; SA—None.

### 2433. Dry Vines | Monster

Four assassin vines are dying for lack of water. They were once fed by a natural spring, but the spring is now dry. The vines are not moving due to their weakened state and might be mistaken for berry vines. They grow around a dry spring and the sandy bottom of the old spring bed hides a great deal of treasure. Digging around in the sand might (1 in 6 chance) bring the spring back to life.

Treasure: 1,700 cp, 2,800 sp

Assassin Vine, Large Plant: HD 4; AC 15; ATK Vine (1d8 + constrict); MV 5; SV 15; AL N; XP 400; SA—Surprise (3 in 6).

### 2436. Lamshoy | Village

Lamshoy (pop. 260 urban/2,080 rural) is a village divided by farmers and herdsmen and led by an enigmatic preacher called Father Grey. The village has literally been divided by a white line down the middle, with fields of wheat and vegetables to the north and pasture land to the south for cattle. Father Grey is trying to teach the cantankerous and rowdy people of the village a lesson, and it does not seem to be working. What he really needs for them is a common enemy ...

Treasure: 6,400 cp, *staff of evocation* (being used to hold up a shelf in the blacksmith's shop)

Father Grey, Druid: LVL 8; HP 27; AC 14 (leather, shield); ATK +1 *staff* +5 (1d4); MV 30; SV 13; S7 I10 W14 D11 Cn11 Ch15; AL N; XP 800; Special—Healing, lore, free movement, identify nature, leaves no trail, +2 save vs. elements, change shape, immune to fey abilities, spells per day (6/3/2/2); Gear—*Scroll of elemental swarm*, *rod of python*

### 2446. Mossara | Stronghold

Mosarra was a war chief of the Dervas nomads who went to work as a mercenary for the King of Niko and eventually won his trust and a fief of her own. She constructed a three-walled stone fort on a hilltop in this hex and established a small village of herdsmen ten years ago, and plans to expand her holdings and her fort in good time. In the meantime, she has been kept busy suppressing the raids of the southern Dervas no-

mads, who have grown bolder in recent years after the decimation of their herds by a disease.

Mosarra's lieutenant is a Mitradocian named Demetrios, the son of a minor nobleman in the king's court. He is competent, but unimaginative, and has developed an unrequited love for his mistress. Mosarra is in turn married to the lovely Sabi, a former dancing girl of Niko whose greed has fueled Mosarra's ambitions to conquer.

The hillfort is protected by 50 boisterous men-at-arms in scarlet turbans and black cloaks, and serviced by 80 villagers.

Treasure: 5,600 cp, 2,200 sp

Demetrios, Fighter: LVL 7; HP 37; AC 21 (plate armor, shield); ATK Longsword +7 (1d8+1); MV 30; SV 14; S13 I11 W7 D7 Cn9 Ch12; AL N; XP 700; Special—Riding, leadership, dominate; Gear—*Scroll of protection from poison*, *ring of protection* +2, *folding boat*

Mosarra, Barbarian: LVL 10; HP 89; AC 20 (splint, shield); ATK +4 battleaxe +14 (1d8+6); MV 40; SV 11; S17 I9 W12 D17 Cn16 Ch9; AL N; XP 1000; Special—Climb walls, hear noise, hide in shadows, move silently, survival, tracking, rage 4/day, surprised (1 in 6), no bonus for flanking or back attack; Gear—*Ring of meld into stone*.

### 2448. Artful Sprites | Monster

A band of 15 sprites has kept themselves busy here by adorning a herd of grazing wild cattle with ribbons and bows. The cattle have golden hair, and now look quite lovely due to the attentions of the nimble fey. The sprites are sitting back on a stone outcropping and enjoying their handiwork while supping on dandelion wine and fairy cakes.

Sprite, Small Fey: HD 1; AC 13; ATK Sword (1d4) or bow (60'/1d4 + sleep 1d6 hours); MV 20 (F40); SV 16; AL NG; XP 100; SP—*detect evil* (150' range), *detect good* (150' range), *invisibility* (self), *speak with animals* (always active)

### 2519. Dyumna | Wonder

Dyumma, a stately tiger man, is traveling through this hex in grand style. He wears a cloth-of-gold turban and robes of coral silk and is borne on a litter carried by the whistling wind. Inside his curtained litter he sips on a lotus drink and pays people for random kindnesses with small rubies and emeralds. Dyumna laughs much, smokes a pungent sort of weed laced with fairy dust and is a master of prismatic spells.

Dyumna, Medium Monster: HD 7; AC 24; ATK 2 claws (1d4) and bite (1d6); MV 40; SV 13; AL CN; XP 2100; SA—Immune (spells 5th level or lower), magic use (M7 – color spells only); SP—*change self*, *ESP*.

### 2522. Red and Blue | Monster

In a narrow gorge pierced by the white rapids of the Sinda River which pick a tortured path through gray-green stones,

beneath towering 800' tall walls of granite speckled with motes of violet and gold, Archanaean warriors in capes of azure clash with Mardyakhorians in cloaks of crimson, long-sword clanging against scimitar and sometimes finding purchase in sinew and bone. The calls of the men, their screams and the cries of their horses echo through the gorge in a terrible cacophony of pain and sorrow.

In five minutes the battle will end. Flip a coin to discover who retreats and leaves their dead on the field – the Archanaeans to the west or the Mardyakhorians to the east. Each side was 100 strong when first they entered battle; the winners will have lost 30% of their number, the losers 70%. If the adventurers enter the fray and kill at least 12 men, the side they joined is victorious this day, the adventurers taken back to the respective capital (Issessara [3211] for the Archanaeans or Faroozeh [5119] for the Mardyakhorians) to be feted.

Why do these men fight? Why do men ever fight, but for the power and glory of their far-away masters and a wage of salt and silver for the warriors.

The leader of the Archanaeans is Zhaly Green-Eyes, who looks forward to building a stronghold in this area and turning it to useful purpose. The leader of the Mardyakhorians is Payama the Jackal, who seeks only the approval of his lord Jaliad and a comfortable home for his family.

Light Warhorse, Large Animal: HD 2+1; AC 14; ATK 2 kicks (1d6); MV 60; SV 16; AL N; XP 100; SA—None.

Man-at-arms, Medium Humanoid: HD 1; AC 16 (mail, buckler); ATK Spear (1d8) or composite bow (1d6+1); MV 30; SV 16; AL N; XP 50.

Nomad, Medium Humanoid: HD 1+1; AC 15; ATK Scimitar (1d8) or composite bow (1d6+1); MV 30; SV 16; AL N; XP 50; SA—None.

Zhaly Green-Eyes, Medium Humanoid: HD 3+1; AC 15; ATK Scimitar (1d8) or composite bow (1d6+1); MV 30; SV 15; AL N; XP 150.

Payama the Jackal, Medium Humanoid: HD 3+1; AC 15; ATK Scimitar (1d8) or composite bow (1d6+1); MV 30; SV 15; AL N; XP 150.

### 2535. Leucrotas | Monster

Six leucrotas are practicing their human calls in a cave in this hex. The cave smells of death, and baubles and coins have been scattered around the cave to attract prey.

Leucrota, Large Monster: HD 6; AC 15; ATK Bite (2d8) and kick (1d6); MV 40; SV 14, 10 vs. disease and poison; AL CE; XP 600; SA—Imitate voices, track as ranger.

### 2540. Ghastly Kingdom | Monster

This hex holds many ancient crypts, all of them constructed of weathered stone and enclosed in low curtain walls. The floors

of these crypts fall away when they are trodden on, dropping people 50' into a maze of glowing mist and hungry ghastrs.

Ghast, Medium Undead: HD 4; AC 17; ATK 2 claws (1d4 + paralysis) and bite (1d8); MV 40; SV 15; AL CE; XP 400; SA—Stink of death.

### 2545. Tower of Divine Knowledge | Wonder

This hex holds a stone tower, square in footing and standing 30' tall. The tower is constructed of limestone and has four marble gates pointing in the cardinal directions. Each of these gateways is guarded by a shedu, who only allows Lawful creatures to pass into the tower, and only then if they can answer a riddle or produce proof of their worthiness.

Inside the tower there is a divine radiance and a feeling of serenity. Caryatids flanking the gateways depict astral nymphs holding aloft stars composed of rock crystal and alcoves along the walls hold idols to the deities of the Hyrcanians. From the gateways, pathways of lapis lazuli lead to a dais surrounded by seven glass columns, each topped by a golden griffon.

By stepping on this dais, a Lawful creature can *commune* with higher powers once per day. They can ask one question of the powers, plus one additional question by accepting 1d4 points of constitution damage. Non-Lawful creatures stepping on the dais suffer as follows: Neutral creatures suffer one level of energy damage and are knocked across the tower and into the wall for 3d6 points of damage and Chaotic creatures that profane the tower are similarly knocked against the wall, but suffer one level of energy drain.

Shedu, Large Monster: HD 9; AC 16; ATK 2 kicks (2d6); MV 30 (F60); SV 12; AL LG; XP 2700; SA—MR 25%, magic use (C3), telepathy 100'; SP—*Astral projection* (self), *confusion* •, *ego whip* •, *ethereal jaunt* (self), *intellect fortress* •, *mental barrier* •, *mind blank* •, *mind thrust* •, *psionic blast* •, *psychic crush* •, *thought shield* •, *tower of iron will* •.

### 2603. Horse to Dragon Horse | Monster

The only way through this hex, north to south, is a narrow defile between exposed walls of striated quartz. About midway through the defile there is a copper seal implanted in the ground. The first horse to step on this seal transforms into a dragon horse for 24 hours. After the transformation ends, the horse will never forget, and will never be completely satisfied again as a normal horse.

### 2607. Orc Envoy | Monster

A pack of 12 orcs of the Black Bristle clan is on a mission in this hex. They are remnants of the great Mongrel Horde that rode out of the Tauriz Desert and wreaked havoc on the Turanian homeland. The khagan of the Turanians finally broke and destroyed them, sending them back into the desert and mountains from whence they came.



That was 30 years ago. The horde is now getting back together under a new leader, the gnoll warlord Gharsh. He seeks allies against the Turanians and thus has sent some expendables with a message for Prince Soban, who is not so good-hearted that he will not to treat with Chaotic humanoids.

Treasure: 2,300 cp, *potion of heroism*

Orc, Medium Humanoid: HD 1; AC 15 (ring mail, shield); ATK Spear (1d8); MV 30; SV 16; AL CE; XP 50; SA—None.

## 2614. Birinj | Town

### DEMOGRAPHICS

**Population** 5,950 urban, 47,600 rural

**Race** Human (97%), Peri (7%), Halfling (4%), Centaur (2%)

**Religion** Drvaspa, Yazata of Horses and Cattle (CG)

**Alignment** Neutral

Birinj, where the ring of hammers on metal and acrid smell of metal refineries greets those who enter is broad, flat valley. Air sweeps down from the mountains during the day, driving the fumes away from the town, and then sweeps back at night, driving them into the mountains. This keeps the place livable for the farmers, miners and artisans who call it home.

In its earliest days, Birinj was a source of copper ore, and the town grew up around the mines, which are still active. The valley supports farms of wheat, barley and root vegetables, and miners further afield produce iron, which the men of Birinj turn into very fine steel. Birinj might be called the armory of Hyrcania, for much of the country's armor, weapons and tools are produced there. It is for this reason that dwarves are not permitted to settle in Birinj; the guilds do not tolerate the competition. A few halflings from the north pass through the area or settle in the town as entertainers and rogues.

The walls of Birinj are tall and grey and the town's Low Gate, which enters from the highlands, and High Gate, which leads into the mountains, are clad in beaten brass. Within the walls one is soon met by Old Darmu, a magus with a long beard who extends his greetings and blessings to all who enter. A coin thrown to Old Darmu is the best money one can spend, for it ensures good treatment while in the town.

Birinj is governed by Khaha Shari, a gentle man with wise, knowing eyes, a shambling gate made more obvious by his great height, and a powerful personal presence. Since he is a pacifist, he leaves the command of his town's 110 constables and 210 soldiers to a pair of captains, twins named Pari and Neha Amur, two insanely competitive women.

## 2623. The Sanctuary | Wonder

These windswept hills of chartreuse clumps of grass and black-barked shrubs hung with yellow bell flowers are home to a citadel of reddish stone. The citadel has the shape of a cross, and may only be entered through a pair of stout doors reached by ascending steps of translucent glass that fairly burn the feet of visitors on a sunny day. Those visitors must pass through herds of camels and sheep to reach the citadel, but no warriors challenge them.

The red citadel has a ground floor of columned halls filled with fine statuary and plush rugs. There are rooms of velvet and satin pillows embroidered with monsters and demons. There are guardrooms with racks of jagged-hemmed mail, horned helms and guisarmes kept in immaculate condition by warriors with thick red hair and jade eyes. There are dining halls and kitchens full of delicious smells and busy servants. Throughout the citadel there are red tile floors and walls of polished blond wood. At the intersection of the cross is the grand hall of Bekhradee, the wizard-walord, who claims this land as his own, free of the laws of Archanae and Paridaeza. At the center of the hall is a stepped platform leading up to Bakhradee's throne of jet, which always seem to face visitors, wherever they may stand. Secret doors from this hall lead to spiral stairs up to the second level of the citadel.

The second story has a peaked roof of glass to allow light to flow in for the thick jungle planted here. Numerous fountains keep the trees, vines and shrubs watered. The plants are tended by blue-skinned elves with hand tattoos, refugees from another dimension who calm the plants, which might otherwise kill intruders.

## 2630. Nehoy | Village

Nehoy (pop. 190 urban/1,520 rural) is a village of people that are cursed to speak their words in reverse order. The curse comes from a murder committed by Fari, the daughter of Azadan Emar, in the copse of alders from which the city draws its sustenance. The alders are used not only to make paper, but the bark is also used by Masa the Dyer to make a bright orange dye favored in the area. Fari is a psychopath. She murdered a traveling knight after luring him into the copse at night for lovemaking. The people know she killed him, but will not denounce her for fear of her and her father. The spirits of the copse thus cursed them.

## 2632. Army on the March | Wonder

An army of mice 20,000 strong is marching through this hex on their way to do battle with a gang of cat bandits hiding in a small cave in the extreme southeast of the hex. The king of the mice, Jeegh, is a swaggering dandy with very little strategic or

tactical ability. He rides atop a white hog that is decorated like a war elephant.

#### 2636. Bickering Quartet | **Monster**

Four magicians, Sang, Azar, Peyvan and Soroosh, are arguing over which direction they should proceed. They are a ragtag bunch after a week in the wilderness and their supplies are running low, as is their patience. None of them can admit that they do not know where they are or where they are going.

Magician, Medium Humanoid: HD 2; AC 10; ATK Staff (1d4); MV 30; SV 16; 15 vs. magic; AL N; XP 200; SA—Magic use (M3).

#### 2644. Surprise Geysers | **Wonder**

The ground beneath the adventurer's feet in this hex is noticeably warmer. Significant geothermal activity takes place under the ground here and makes its presence known in the form of steaming geysers that erupt in random places. Each hour in the hex carries with it a 1 in 6 chance of such an eruption. Adventurers must pass a saving throw or suffer 3d6 points of fire damage from the boiling water and an additional 1d6 points of damage from being knocked violently to the ground. Those who pass a save only suffer 1d6 points of fire damage.

#### 2647. Mangy Marauders | **Stronghold**

This hex holds a cave hideout of the bandit king Kurios and his 70 mangy marauders. The bandits keep about 20 servants in their cave, and ride out to harass caravan traffic about once every three weeks (or more, if the pickings are slim). They otherwise spend their time hunting or at leisure. Mosarra [2446] has been on the lookout for the bandits, but has yet to discover the caves, which are obscured by a copse of tall stink trees. The stink berries that fall to the ground give off a nauseating odor, so most creatures avoid the place. The bandits cover their noses and those of their horses and ignore it; once they are well into the caves, the odor fades.

Treasure: 7,000 cp, 4,500 sp, 6,000 gp, small spinel, small beryl, large moonstone, medium bloodstone, medium onyx, *staff of fire*

Bandit, Medium Humanoid: HD 1; AC 14 (studded, shield); ATK Spear (1d8); MV 30; SV 16; AL CE; XP 50; SA—None.

Kurios, Thief: LVL 11; HP 38; AC 13 (+1 *leather*); ATK Dagger +7 (1d4+1) or sling +6 (1d4+1); MV 30; SV 13; S14 I10 W12 D9 Cn11 Ch9; AL NE; XP 1100; Special—Climb walls, find/remove traps, hear noise, hide in shadows, move silently, open locks, pick pockets, read languages, backstab +3d6, caper; Gear—+1 *bullets* (10), *potion of fly*, *scroll of entangle*, *rod of thunder and lightning*, *belt of dwarvenkind*

#### 2705. Gremlins | **Monster**

A band of eleven gremlins dwell in this hex in a yawning cavern in the hills that overlooks a small spring and a field of blue-green clover. The gremlins have decorated the cave with copious amounts of goat blood and bones.

Gremlin, Small Humanoid: HD 1-1; AC 10; ATK Dagger (1d4) or short bow (1d6); MV 30 (F60); SV 16; AL CE; XP 100; SA—None.

#### 2714. Love on the Run | **Monster**

An idealistic young noble from Birinj is looking in this hex for his lady love. The noble, Zama, is a handsome young man, a bit on the skinny side, with deep blue eyes and the beginnings of what may become a dashing beard. His love, Shahla, disappeared into the wilderness after a terrible fight with her family, a merchant family of high moral character. The fight was over marrying the young lord, whose family is known for their high spirits. She is being stalked by a pair of manticores.

Manticore, Large Monster: HD 6; AC 16; ATK 2 claws (1d8), bite (1d6) or spikes (180'/1d6); MV 30; SV 14; AL CE; XP 600; SA—None.

#### 2717. Rainbows are Magical | **Wonder**

Ten pegasi are flocking around an enchanted longsword stuck into the top of a column of stone. The column is 90' tall and about 10' wide. The sword, a +1 *prismatic longsword*, is creating a rainbow, the rainbow attracting the pegasi who are playing in and around it like foals.

Pegasus, Large Monster: HD 2+2; AC 14; ATK 2 kicks (1d6) and bite (1d3); MV 60 (F120); SV 16; AL CG; XP 200; SP—*Detect good* and *detect evil* (60' radius).

#### 2720. Cooking Pot | **Wonder**

A gang of seven beastmen, shaggy, filthy things, are stoking a fire on which sits a bronze cauldron. Two halflings, Zam and Rokha, are tied to a nearby tree and will be thrown into the cauldron when it is hot enough.

Halfling, Small Humanoid: HD ½; AC 10; ATK Short sword (1d6); MV 20; SV 17; 13 vs. magic and poison; AL LG; XP 25; SP—None.

Beastman, Medium Humanoid: HD 2+1; AC 12; ATK Axe (1d6+1); MV 30; SV 16; AL CE; XP 200; SA—Surprise (3 in 6), surprised (1 in 6).

#### 2725. Lava Lake | **Wonder**

A lava lake bubbles here in a deep hollow. Thoqqas burn caves into the basalt walls of the hollow, unearthing precious sardonyx stones which are gathered up by magmin. The magmin sometimes trade these stones to outsiders.



To trade, one must enter a crudely constructed pavilion of black stone and sound a large brass gong. After 1d6 hours, a band of magmin enters the pavilion with great pomp and ceremony and begins negotiations. The magmin are willing to trade their stones for precious metals, jewels, fragrant woods to burn and bawdy stories in rhyme.

Thoqqua, Medium Outsider: HD 3; AC 18; ATK Bite (1d6 + 2d6 fire); MV 30 (B10); SV 15; AL N; XP 300; SA—Immune (fire), vulnerable (cold), start fires.

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

### 2735. New Village | Monster

A clan of thirty-five halflings from the north is trying to start a new village in this hex. The halflings hold a charter from the Padishah and are busily constructing sod houses and planting their first crops of wheat and beans. They have 60 ponies out to pasture, as well as 120 sheep. The halflings are led by a cleric, Sister Kathon, who left Yore to avoid the rebellion brewing there between Mother Church and the radicals.

Treasure: 1,000 cp

Halfling, Small Humanoid: HD ½; AC 10; ATK Short sword (1d6); MV 20; SV 17; 13 vs. magic and poison; AL LG; XP 25; SP—None.

Kathon, Halfling Cleric: LVL 7; HP 27; AC 19 (plate armor, shield); ATK +1 *footman's flail* +5 (1d4+1); MV 30; SV 13; S12 I9 W13 D8 Cn9 Ch14; AL NG; XP 700; Special—Conversion, healing, turn undead, spells per day (6/3/2/1); Gear—*Potion of stoneskin*, *rod of cancellation*.

### 2802. Fireberries | Wonder

These hills hide a quagmire of ashen soil with water just under the surface and fire berries floating on top in the manner of spicy, explosive cranberries. Beneath the water is sucking, deadly mud about 4' thick, so folks thinking of walking out into the water to gather berries (3d6 of them per 10 minutes). If a fireberry is dried properly, it can be used to start fires or, if lit, can be thrown and explode for 1 point of fire damage.

### 2826. Fiery Angel | Wonder

Adventurers who spend the night in this hex will, at midnight, witness a woman descending to earth from the heavens like a fiery comet. She appears to land from 3 to 6 hexes away to the north (roll 1d4+2) – a druid, ranger or magic-user might be able to figure out exactly where. Once they have arrived in the correct hex, they discover a smoldering crater and the woman

nowhere to be found. Whether there are tracks elsewhere, and what all of this means, is up to the Treasure Keeper.

### 2829. Demon Egg | Monster

There is an “egg” in this hex buried beneath an ancient slab carved with powerful runes now weathered beyond reading. The egg is gestating a demon knight. Innocent tears bring it to the surface and crack it. Did I mention that the slab is surrounded by a patch of wild onions?

Demonic Knight, Medium Outsider: HD 9; AC 20 [+1]; ATK *+1 longsword* (1d8+3) or 2 slams (1d6); MV 30; SV 12; AL CE; XP 2700; SP — Immune (illusions), voice (save vs. fear), breath weapon (3/day; 10' cone of negative energy; 2d4 Str); SP—*dispel magic* ••, *fireball* •, *symbol fear* •, *wall of ice* •

### 2836. Tourists | Monster

Three hengeyokai tourists from Mu-Pan are on their way from Paridaeza [3942] to Badmash [1030], their ultimate goal being the more western city-state of Nomo. The travelers are an inugami named Chuli, a mujina named Buandai and a troublesome tanuki named Kaba. Chuli carries a black lacquered box with a pin hole in it that permits them to capture images on a specially treated piece of parchment.

Buandai (Mujina), Medium Monster: HD 1; AC 14; ATK Short sword (1d6) or bite (1d4); MV 30; SV 16; AL N; XP 100; SA—Change shape; SP—*change self* •, *cause fear* •

Chuli (Inugami), Medium Monster: HD 1; AC 14; ATK Longsword (1d8) or bite (1d4); MV 30; SV 16; AL LG; XP 100; SA—Change shape; SP—*cure light wounds* •, *cure disease* (1/week)

Kaba (Tanuki), Medium Monster: HD 1; AC 14; ATK Dagger (1d4) or bite (1d3); MV 30; SV 16; AL CN; XP 100; SA—Change shape; SP—*change self* •, *suggestion* (1/week)

### 2841. Mud Volcano | Wonder

This hex is geothermally active, sporting a dozen small hot springs, a couple geysers and a growing mud volcano. The volcano is now 420' tall with a diameter of 2 miles and it is growing. The mud flat around the volcano is thick with salt and the volcano spews carbon dioxide gas that floats over the otherwise flat terrain like a wraith. The springs in the area are hot and saline as well. Were it not for the gases that collect in the hollows, they might be medicinal.

The nomads in the area consider the volcano sacred. They claim that a divine creature is being gestated beneath the surface of the world here. There is a 3% chance that a large band of nomads (100 to 400 warriors) has gathered here to make offerings of honey in glass vessels to the volcano.

### 2848. Tanab | Village

Tanab (pop. 160 urban/1,280 rural) is a village of humans and dwarves that makes a living hunting and trapping. There is a small dwarven population that has created a burgeoning metal industry, mostly working on arms and armor (in secret) for the Archon of Mithradocia and his designs on independence and conquest. Dwarven secrecy has made them unpopular with the locals. Demagogues have convinced the hunters that the dwarves have discovered some sort of valuable mine they wish to steal from the humans, the obvious rightful owners of the gold/diamonds/whatever. The dwarves have been doing some excavating in order to make storage places for the weapons and armor they are making, and to make a proper temple and crypt for themselves.

### 2901. Leonine Ruins | Monster

A pride of 10 lions inhabits an ancient ruin in this hex. The ruin, once a fortified town of the Archanaeans sacked many times by desert tribes, is now little more than a few crumbling walls and columns (Archanaeans love columns) scattered on a hilltop. The ruin is also occupied by a thief of Issessara who has discovered a way into a dungeon in these ruins. The thief was surprised by the lions, so he is now hiding in the shadows and waiting for a moment to move silently away into the night.

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

Yark, Human Thief: LVL 7; HP 18; AC 12 (leather); ATK Short sword +6 (1d6+2); MV 30; SV 14; S16 I10 W11 D12 Cn9 Ch11; AL N; XP 700; Special—Climb walls, find/remove traps, hear noise, hide in shadows, move silently, open locks, pick pockets, read languages, backstab +2d6, caper; Gear—None.

### 2911. Prince Soban | Stronghold

Soban is the half-brother of the Padishah, and, as half-brothers are fated to be in fantasy and fairy tales, he is a scurvy villain. While he has served his brother faithfully for many years as a champion of the realm, he nurses a hunger for more power and a kingdom of his own. Soban has the daughter of the Satrap of Archanae wrapped around his finger. He plans to use his influence to remove the northern satrapy from the empire to make it a kingdom of his own.

Soban is not evil, per se, but he rankles under the command of folks he considers lesser lights, in particular his half-brother. He commands 110 men-at-arms in his citadel in the hills, a large construction of pearly white stone with red and gold streamers and battlements covered in beaten brass. The walls bristle with ballistae and the red spears of his warriors. They obey only their lord and his bride, the Turanian war woman Sabine, whom they fear as much as respect.

Treasure: 7,100 cp, 5,300 sp, 1,000 gp, large citrine, medium fire opal, small carnelian, medium jacinth, small amber, small rhodochrosite, large peridot, *potion of gaseous form*

Man-at-arms, Medium Humanoid: HD 1; AC 16 (mail, buckler); ATK Spear (1d8) or composite bow (1d6+1); MV 30; SV 16; AL N; XP 50.

Sabine, Barbarian: LVL 5; HP 39; AC 19 (chainmail, shield); ATK Battleaxe +6 (1d8+2); MV 40; SV 14; S16 I11 W4 D17 Cn13 Ch13; AL N; XP 500; Special—Climb walls, hear noise, hide in shadows, move silently, survival, tracking, rage 2/day, surprised (1 in 6), no bonus for flanking or back attack; Gear—None.

Soban, Fighter: LVL 11; HP 57; AC 22 (+4 banded mail, shield); ATK 1+ +1 longsword +12 (1d8+2); MV 30; SV 12; S15 I8 W8 D11 Cn11 Ch15; AL N; XP 1100; Special—Riding, leadership, dominate; Gear—*Potion of healing*, bronze griffon figurine of wondrous power

### 2917. Monster in Trouble | Monster

A bat monster that dwells in a cave in this hex has been netted by a trio of ogres. They have attached manacles to its legs, and are working on chaining the rest of its body. If the bat monster is rescued, it will repay its debt to the adventurers if they get into trouble within the Copper Hills region.

Treasure: 2,100 cp

Ogre, Large Giant: HD 4; AC 15; ATK Slam (1d6) or club (1d4+2); MV 40; SV 15; AL CE; XP 200; SA—None.

Bat Monster, Large Monster: HD 8; AC 13; ATK 2 claws (1d6) and bite (2d8); MV 10 (F50); SV 13; AL CE; XP 2400; SA—blindsight 60', vulnerable to sonic energy.

### 2928. Hahra | Village

Hahra (pop. 60 urban/480 rural) is a village of furtive herds- men, mostly of sheep and goats, who know the location of a green garnet mine in the hills to the south. They are hospitable enough to strangers, giving them a place to sleep on the floor and feeding them bread and soup, but they speak very little to strangers and insist they leave after spending a night.

### 2935. Sparrow Tower | Wonder

An adobe tower roughly put together rises from the steppe in this hex. The tower is covered with sparrows which fill the surrounding countryside with their song.

### 2945. Great Chase | Monster

Six axe beaks are chasing a nomad on a horse. The horse is getting tired and is frothing at the mouth. He has a clutch of eggs in a sack (six, four are already broken) and is seriously regretting his poaching. The nomad, Kiumi, thought to sell the eggs in Tanab [2848].

Axe Beak, Large Animal: HD 3; AC 14; ATK 2 talons (1d4) and bite (2d6); MV 50; SV 15; AL N; XP 300; SA—None.

### 3007. Khyaru | Stronghold

Khyaru is a man in trouble. He is the scion of an aristocratic family from Paridaeza who had plans for rebellion. Since Khyaru was a loyal subject of the Padishah, he betrayed his family. Most were executed or driven into exile, and Khyaru was made the marzaban of this fortress. It is a dangerous assignment, as there is always danger from the steppes. It is made doubly dangerous by his own family's vendetta against him, for they have deep connections in the state.

The stronghold has a garrison of 100 men-at-arms, and is supported by a village of 200 farmers and herdsmen.

Treasure: 7,100 cp, 7,000 sp, 3,000 gp, *staff of stinging insects*

Man-at-arms, Medium Humanoid: HD 1; AC 16 (mail, buckler); ATK Spear (1d8) or composite bow (1d6+1); MV 30; SV 16; AL N; XP 50.

Khyaru, Fighter: LVL 11; HP 32; AC 20 (+2 chainmail, shield); ATK 1+ scimitar +11 (1d8+1); MV 30; SV 12; S13 I11 W13 D6 Cn8 Ch9; AL N; XP 1100; Special—Riding, leadership, dominate; Gear—*Potion of fire resistance*, ring of protection +3

### 3014. Ganand | Village

Ganand (pop. 40 urban/320 rural) is a village that grows wheat and vegetables. It is also a village with a problem. Three of its children have transformed into seemingly soulless creatures with weird mental powers. The transformation was triggered by their drinking from an ancient well located outside the village in a rocky area where wood is sometimes collected by the village children. The well was poisoned by an ancient pre-human chemical weapons cache hidden beneath the hill.

Strange Children, Small Humanoid: HD ½; AC 11; ATK Fists (1); MV 20; SV 17, 15 vs magic; AL LE; XP 50; SA—MR 15%; SP—*E.S.P.*, *fee-blemind* ♦, *mind thrust* ♦, *suggestion* ♦♦♦.

### 3024. Lord of Assassins | Dungeon

What appears to be a simple hut of grey-black stone is actually the entrance to a subterranean fortress of Black Arshid, a master assassin and the *de facto* leader of the goblins of Hyrcania after killing their *shakhanshakhs* or "chief-of-chiefs". The hut is home to a simple old man, seemingly a bit of a fool, named Aurib. The trapdoor to the lower complex is hidden within a large chest that is always kept locked. Aurib happily invites people into his dim, cramped and unclean abode and offers them tea, food and endless stories.

Beneath the hut are three levels of dungeon, home to a tribe of 80 goblins, a clan of 15 bugbears and Arshid and his 40 black-

garbed assassins, who specialize in killing people in seeming accidents or with poisons that replicate heart attacks.

Black Arshid, Human Assassin: LVL 15; HP 34; AC 17 (+1 *leather*, shield); ATK Longsword +9 (1d8+1); MV 30; SV 13; S15 I13 W5 D18 Cn9 Ch11; AL LE; XP 1500; Special—Climb walls, disguise, forgery, hear noise, hide in shadows, move silently, open locks, read languages, poison use, backstab +4d6 (paralyze or kill), brew poison (Type I-IV, contact, delayed, powders, gas); Gear—*Potion of cold resistance*, *wand of lightning bolts* [4 charges], *necklace of fireballs VII*.

### 3026. Lion Dagger | Monster

A small dagger with a lion's head on the end of the pommel is stuck into a large acacia tree in this hex. The dagger is a small animated object, and it is unable to free itself from the tree. It gladly serves a master that frees it for a few days, but eventually becomes restless and tries to crawl away using its quillons as crude, stubby arms.

Animated Dagger, Tiny Construct: HD ½; AC 16; ATK Slash (1d4); MV 30; SV 17; AL N; XP 25.

### 3033. Traveling Goblinoids | Monster

Six gnolls with white faces due to their advanced age are escorting a wicked orc witch called Lugdush back to the Tauriz Desert after a 30 year exile. The group travels at night and camps during the day under a burlap tent that blends well with the surroundings. None of them are looking for trouble – they merely want to die in their ancient homeland.

Gnoll, Medium Humanoid: HD 2; AC 18 (scale, shield); ATK Spear (1d8); MV 30; SV 16; AL CE; XP 100; SA—None.

Lugdush, Medium Humanoid: HD 1; AC 10; ATK Dagger (1d4); MV 30; SV 16; AL CE; XP 100; SA—Magic use (D2, M2).

### 3036. Stubborn Donkey | Monster

A lone donkey is stubbornly refusing to cooperate with a short, bearded man in baggy green clothes. The man is Meedi, a small-time magic-user turned farmer, and the donkey is his ex-wife Sheila, cursed by a vengeful wizard twenty years ago after Meedi and some friends tried their hand at robbing his tower. He has done his best to take care of Sheila, but the relationship has been rocky at best.

Donkey, Medium Animal: HD 2; AC 13; ATK Bite (1d3); MV 30; SV 16; AL N; XP 100; SA—None.

Meedi, Magic-User: LVL 2; HP 8; AC 9; ATK +1 *dagger* +1 (1d4+1); MV 30; SV 14; S9 I15 W7 D8 Cn14 Ch12; AL N; XP 200; Special—Alchemy, lore, spells per day (4), create scrolls; Gear—*Rod of splendor*

Spellbook: 1—*Charm Person*, *Erase*, *Hypnotism*, *Prestidigitation*, *Read Magic*, *True Strike*

### 3039. Big Trouble | Monster

A band of twenty warriors is blowing horns and banging on cymbals in an attempt at dissuading five olifaunts from wading across the River Dast and into the farmland of Paridaeza. The olifaunts are hesitant, but the tactic will probably not work.

Olifaunt, Huge Animal: HD 23; AC 17; ATK Slam (6d8), 2 stamps (6d6) and gore (6d10); MV 50; SV 7; AL N; XP 2300; SA—Trample (8d10).

### 3046. Shodsa the Bandit Queen | Stronghold

The bandit queen Shodsa is in a terrible fugue. Her daughter is gravely ill, her 100 bandits are restive and she does not have the energy to handle either crisis. Her stronghold is a series of caves in a tall promontory, the top of which has been carved into a crude watch tower. A secret door in a copse of thorny acacias a mile away gives access to the stronghold via a long tunnel (always guarded).

Treasure: 4,000 cp, 1,000 sp

Bandit, Medium Humanoid: HD 1; AC 14 (studded, shield); ATK Spear (1d8); MV 30; SV 16; AL CE; XP 50; SA—None.

Shodsa, Thief: LVL 11; HP 50; AC 13 (leather); ATK Dagger +6 (1d4); MV 30; SV 13; S12 I8 W9 D15 Cn15 Ch13; AL CE; XP 1100; Special—Climb walls, find/remove traps, hear noise, hide in shadows, move silently, open locks, pick pockets, read languages, backstab +3d6, caper; Gear—*Potion of stoneskin*, *scroll of lightning bolt*.

### 3118. Sheeva | Stronghold

Marzaban Sheeva is a proud, raven-haired warrior of Archanae, the commander of its armies on behalf of the Padishah. When her dreams of becoming his queen were ended with the arrival of Shirazad [3942], she became consumed with bitterness. Sheeva retired to her stronghold to plot not just revenge, but rebellion. A secret platinum mine in the hex, entered through a well in the courtyard, will finance her wily machinations, and contacts with mercenaries from throughout and around the Hyrcanian Plateau will provide her an army. While she plans her grand strategy, her lieutenant Darzoo oversees the day-to-day affairs of her stronghold and village.

Sheeva's fortress is situated atop the tallest hill in this hex. It has two layers of concentric walls and three smaller tower keeps located 4 miles away to the north, the southwest and the southeast. In between the keeps and the fortress are farmsteads and grazing lands populated by 120 villagers. Sheeva commands 120 men-at-arms.

Treasure: 7,600 cp, 9,200 sp, 2,000 gp

Man-at-arms, Medium Humanoid: HD 1; AC 16 (mail, buckler); ATK Spear (1d8) or composite bow (1d6+1); MV 30; SV 16; AL N; XP 50.

Darzoo, Barbarian: LVL 6; HP 48; AC 20 (splint, shield); ATK Greatsword +7 (1d10+2); MV 40; SV 13; S17 I14 W11 D17 Cn16 Ch8; AL N; XP 600; Special—Climb walls, hear noise, hide in shadows, move silently, survival, tracking, rage 2/day, surprised (1 in 6), no bonus for flanking or back attack; Gear—None.

Sheeva, Fighter: LVL 11; HP 44; AC 19 (plate armor, shield); ATK 1+ longsword +12 (1d8+2); MV 30; SV 12; S16 I10 W12 D8 Cn10 Ch12; AL N; XP 1100; Special—Riding, leadership, dominate; Gear—*Unguent of timelessness*

### 3130. Ethereal Prison | Wonder

This hex holds an ethereal prison that looms on the periphery of a person's vision (always to the left) in the form of a hazy, crooked tower. The prison can only be reached by teleportation or extra-dimensional travel. Once it is within reach, it is found to have an insubstantial-but-clammy feel, and one can hear the wailing of the prisoners locked inside. The prison can only be entered from the Ethereal Plane. Inside the prison are held incorporeal undead prisoners. All of them are evil, but none of them wish to be evil; all of the prisoners were animated very much against their will.

Hidden in the prison are five rings of gold set with precious stones. Each stone can prevent a single form of death; stabbing (garnet), falling (opal), drowning (aquamarine), poison (chrysoprase) and magic (topaz). The stone grants an automatically successful saving throw against the death to which it is proof. The stone and its magic effect disappear when it successfully prevents a death.

### 3132. Janeh | Village

Janeh (pop. 40 urban/320 rural) is a small village of hunters who stalk the wild sheep of the hills. The hunters use the sheep horns to make composite bows and their wool to make shaggy cloaks that are favored by mountaineers. Wild peach trees surround the village, which is composed of numerous wattle-and-daub houses with thatched roofs and floors made of fragrant grasses. A small stream provides the village with water. The village's ruler, Azadan Tuba, dwells apart from the village in a lightly fortified manse.

### 3138. Jali and Sali | Monster

Jali and Sali are twin wizards, inseparable comrades through thick and thin who are a constant thorn in one another's side. They are dressed in black-and-white checked robes and wear tall brimless hats of silk. Jali wears a red cloak while Sali wears a green cloak. The two share a strange meerscham pipe with two stems from which they can blow smoke into illusions (*phantasmal force*, three times per day).

Jali, Magic-User: LVL 5; HP 7; AC 10; ATK Dagger +1 (1d4); MV 30; SV 13; S9 I15 W9 D12 Cn7 Ch5; AL LN; XP 500; Special—Alchemy, lore,

spells per day (5/2/1), create scrolls, arcane knowledge (distillation, acid); Gear—*Periapt of proof against poison*

Spellbook: 1—*Color Spray, Detect Secret Doors, Hold Portal, Magic Missile, Open/Close, Read Magic, Smoke Image*; 2—*Detect Evil\*, Knock, Whispering Wind*; 3—*Invisibility Sphere*

Sali, Magic-User: LVL 5; HP 7; AC 10; ATK Dagger +1 (1d4); MV 30; SV 13; S9 I15 W9 D12 Cn7 Ch5; AL CN; XP 500; Special—Alchemy, lore, spells per day (5/2/1), create scrolls, arcane knowledge (distillation, acid); Gear—*Scroll of protection from metal*

Spellbook: 1—*Alarm, Energy Missile, Ill Omen, Mage Hand, Read Magic, Reflect Gaze, Wizard Mark*; 2—*Alter Self, Magic Mouth, Thought Shield*; 3—*Hold Person*

### 3143. Habor | Village

The evil sorcerer Mafik found a magic ring (if killing a man and slipping it off his finger counts as "finding") a few weeks ago and concocted a plan to finally win the hand of the fair Ullara. Many times she rejected the squat sorcerer with the scarred visage, but never before had he torn down the walls of her village using seven giant stag beetles and forcibly carried her into the wilderness to be wed. Mafik is in the midst of carrying out this plan when the adventurers arrive at the village of Habor (pop. 20 urban/160 rural).

Treasure: 3,700 cp, large jet (the stone, not an airplane), small sunstone, small beryl

Giant Stag Beetle, Large Vermin: HD 6; AC 19; ATK Horns (2d8); MV 20 (F20); SV 14; AL N; XP 600; SA—None.

Mafik, Sorcerer: LVL 5; HP 19; AC 10; ATK Staff +1 (1d4); MV 30; SV 13; S12 I14 W10 D11 Cn14 Ch14; AL LE; XP 500; Special—Alchemy, brew potion, sense magic, spells per day (5/2), spells known (6/4); Gear—None

Spells Known: 1—*Cause Fear, Daze, Feather Fall, Jump, Precognition, Shield*; 2—*Acid Arrow, Gust of Wind, Know Alignment, Shatter*

### 3211. Issessara | City-State

DEMOGRAPHICS
<b>Population</b> 12,700 urban, 101,900 rural
<b>Race</b> Human (93%), Faun (3%), Centaur (2%), Peri (2%)
<b>Religion</b> Anahita, asura of fertility (NG)
<b>Alignment</b> Neutral
AUTHORITY
<b>Temporal</b> Oarses III, Shah of Archanae (N)
Oarses III, Medium Humanoid: HD 3; AC 20 (+1 <i>plate armor</i> , buckler); ATK Lance (1d8) or +4 <i>longsword</i> (1d8+4) or composite bow (1d6+1); MV 30; SV 15; AL N; XP 150; SA—None; EQ— <i>Potion of healing, ring of swimming, rod of thunder and lightning, bag of holding type I</i>
<b>Spiritual</b> Yahan, Hirbad of Anahita's Temple (NG)



Yahan, Medium Humanoid: HD 3; AC 10; ATK Staff (1d4); MV 30; SV 15, 14 vs. magic; AL NG; XP 300; SA—Magic use (D3); EQ—*Ring of climbing, wand of augury* [7 charges]

#### MILITARY

#### City Guards 140

**Army** 900 (140 asabari, 140 light cavalry, 140 immortals, 140 archers, 100 shield bearers, 100 heavy cavalry, 100 amrtaka, 20 takabara, 7 war chariots)

#### DESCRIPTION

**Theme** Artistic aristocrats

**Wilderness** Highlands

**Accent** Persian

**Vistas** Walls of fiery, polished red stone, plazas of reddish tile, wooden buildings, columned temples, narrow wells covered by bronze cages, tunics and robes on men, women in baggy trousers, street performers, bazaars

**Names** (M) Amdab, Avi, Bahi, Hana, Jafa, Khaba, Kusha, Mahi, Mani, Mehra, Namvan, Nousha, Shiyani, Suha, Tavi; (F) Ashran, Avizh, Eril, Ilak, Ilour, Mara, Mini, Nasa, Nazoo, Sadri, Salma, Sara, Vena, Zata

**Money** Dinar (gp), dirham (sp), pashiz (cp)

Issessara is a city-state nestled in a broad wooded valley entered via a narrow pass. The pass is blocked by a defensive wall, leading up to which are numerous bas-reliefs depicting a procession of warriors led by a king (on the right) and a queen (on the left), as though they are pouring out of the valley to conquer the world. Within the valley there are numerous streams and a patchwork of woodlands, meadows and fields.

Most of the city-state's fields are outside the valley. Within the valley are villas for the city's aristocrats and merchant-princes where they raise some of the finest horses in the world. In the hills surrounding the valley are the tombs of kings, queens, lords and heroes, carved into the rock. These wooded hills and the valleys beyond are home to ibex, boars and bears.

The streams of the valley are gathered into a moat surrounding the city-state's defensive walls and are then used to irrigate not only the fields of the valley, but also the fields located outside the immediate valley.

Issessara has four concentric walls composed of fired red brick. The outer wall is 30' tall, and each wall beyond the first is an additional 10' taller. Each of these walls has an absurd number of towers and each tower has a bell of a particular tone. When a bell is rung by a watchman, all of the city's warriors know which bell has been rung. Issessara has a single entrance through an arched gateway flanked by tall towers. The innermost walls are part of an immense citadel from whence the Shahs of Archanae once conquered the plateau.

Within the city gates there is a large semi-circular plaza fronted by the city's public temple of Anahita and its mercantile exchange. The temple is notable for its astoundingly curvaceous caryatids, their feet buried in offerings of flowers. Be-

tween these two buildings and the city walls there are four broad streets that worm their way through the lowest portion of the city-state where the laborers and artisans dwell. Each of these streets is a bazaar thronged by people, booths and street performers. Each portion of street ends in a smaller plaza holding a fountain, and the next portion features a different product – rugs, vegetables, fruit, live animals, cloth, etc.

The lower city is crowded with taverns, inns, theatres and the homes of the commoners. Beyond the second wall are the home of the city's wealthy, and beyond the third wall the homes and offices of the bureaucracy. Shrines to all the deities of Hyrcania can be found in the lower and middle cities, and proper temples are found in the upper city, including a temple to the ancient Shahbanu Tazi, still beloved in Archanae.

Issessara was once as bureaucratic and harsh as any imperial capital, but things changed when the seat of empire was removed to Paridaeza and Issessara became the summer residence of the padishah and his court. The city became more "Bohemian" and "touristy". The Issessarans are jovial folk, and great patrons of the art. The wealthy attend theatres, while commoners patronize street performers and enjoy dancers and singers in taverns. Everywhere one looks in Issessara there is some form of performance.

The men of Issessara dress in robes or tunics, often with tall hats of embroidered cloth or fur. The women wear long blouses and baggy trousers, holding their hair back with headbands or tiaras. The priests of Issessara are known by their floppy silk turbans, with the color indicating the temple with which the priest is associated.

Hunting is popular with the aristocrats. They can be found in the wooded hills of the valley on horseback with their packs of salukis hunting the boars, bears and rams. All of these animals are considered the property of the shah, and thus hunting them is permitted only by his leave.

#### 3221. Guard Dogs | Monster

Twelve blink dogs patrol the river bank here, sometimes blinking on to passing boats to inspect them for evil. The blink dogs dwell in a den on higher ground and do not permit evil creatures to enter or pass through their territory. The ancestors of the dogs were given this charge in ancient times by Padishah Khor, and they honor that commitment to this day.

Blink Dog, Medium Monster: HD 4; AC 15; ATK Bite (1d6); MV 30; SV 15; AL LG; XP 400; SA—*Blink*.

#### 3225. Petitioners | Monster

Eleven centaurs and nine peasants are on their way to petition the Lord of Assassins [3024] for help against the ruler of Rabli

[3331], who has recently fallen into under the domination of a chaos cult. They are carrying 2,400 sp and 1,000 gp.

Peasant, Medium Humanoid: HD ½; AC 10; ATK Weapon (1d4); MV 30; SV 17; AL N; XP 25; SA—None.

Centaur, Large Monster: HD 4; AC 14; ATK Kick (1d6) and spear (1d8); MV 50; SV 15; AL N; XP 200; SA—None.

### 3233. Khazgan | Village

The tin miners of Khazgan (pop. 50 urban/400 rural) have in recent weeks discovered a new vein of ore. They were directed to this vein by a prophet named Farshi who appeared from the wilderness with a terrible arrow wound and much sickness. Upon being nursed back to health, he revealed the vein of ore to thank the miners.

Farshi is actually an anti-cleric with an ulterior motive. The arrow was lodged in his ribs by himself, and he also gave himself an infection to make his rouse more believable. The miners are now digging towards weird stones that look like obsidian orbs. These are devil eggs which, if hatched, will produce a dozen larvae at Farshi's command.

Treasure: 7,000 cp, 1,400 sp

Larva, Medium Outsider: HD 1; AC 13; ATK Bite (1d4+1); MV 20; SV 16; AL CE; XP 50; SA—None.

Farshi, Anti-Cleric: LVL 8; HP 36; AC 22 (plate armor, shield); ATK 1 weapon +5; MV 30; SV 13; S11 I4 W13 D16 Cn15 Ch12; AL CE; XP 800; Special—Conversion, healing, turn undead, spells per day (5/3/2/2); Gear—*Rod of negation*, *silver raven figurine of wondrous power*

### 3235. Crimson Bubbles | Wonder

Water flows from the hills to the north into a large pond in this hex. The pond appears to drain away through its sandy bottom, for it has no outlets. Glowing crimson crystals float up to the surface from below and then continue to float into the air like bubbles that disappear from view when they get high enough. The crystals are ethereal. They can be "captured" with silver implements. As they slowly dissipate, over one minute, they take whatever is touching them with them into the Ethereal Plane. The crystal bubbles come from the decaying body of a dead godling buried beneath the pond.

### 3244. Gnomish Caravan | Monster

Fourteen gnome merchants from the far Nybling Hills are making their way across this hex in colorful, goat-drawn wagons filled with dazzling glass goods. They wish to trade for exotic foods in Paridaeza, and are probably singing some catchy gnomish folk song when they are encountered.

Gnome, Small Humanoid: HD ½; AC 15; ATK Axe (1d6); MV 20; SV 17, 15 vs. illusions; AL NG; XP 50; SA—Gnome traits; SP—*audible glamer* •, *dancing lights* •, *prestidigitation* •

### 3248. Azrakhsh | Monster

A paragon of leopards dwells in this hex in a cave hidden by a field of greyish-green boulders and tall grasses. Many of the men of Tanab [2848] have hunted the leopard, which is called Azrakhsh, or "lightning" by them. His pelt would draw a fortune in Tanab where many hunters have died by the quick claws of deadly Azrakhsh.

Azrakhsh, Medium Monster: HD 4 (24 hp); AC 19 [+1]; ATK 2 claws (3 + rend) and bite (1d6); MV 80 (C40); SV 15; AL N; XP 300; SA—MR 50%, regenerate; SP—*dispel magic* •••, *haste* •••, *detect invisibility* •••

### 3304. Nizad | Village

Nizad is a large village (pop. 400 urban/3,200 rural) specializing in raising karakul sheep. The people are of Turanian stock, and are known for their ill-temper. The village is governed by Yizan, a disgraced nobleman of Archanae who treats the people and their wealth as his personal piggybank. His 30 warriors, bold horsemen, keep the people under control by threatening their families.

### 3315. Storytime | Monster

An illusionist named Pehri Jayhi is telling stories using magical embellishments to a gang of six hill giants. The giants are passing around a barrel of spiced wine and they are becoming a bit rowdy. Pehri is hoping beyond hope that they fall asleep before they decide to use him for a punching bag.

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.

Pehri Jayhi, Illusionist: LVL 5; HP 18; AC 11; ATK 1 weapon +1; MV 30; SV 13; S9 I14 W9 D15 Cn14 Ch12; AL CG; XP 500; Special—Alchemy, lore, spells per day (4/2/1), create scrolls, arcane knowledge (glider, algebra and geometry); Gear—*Potion of reduce self*, *amulet of proof against detection and location*

Spellbook: 1—*Color Spray*, *Endure Elements*, *Feather Fall*, *Message*, *Phantasmal Force*, *Read Magic*, *Prestidigitation*; 2—*Invisibility*, *Mirror Image*, *Phantasmal Force II*; 3—*Spectral Force*

### 3327. Slow Movers | Monster

Sixteen giant tortoises are grazing in this hex on shrubs. A pair of halflings has made a sort of camp on the shell of one of the tortoises. They decided they might as well go wherever the tortoise was going and save themselves from the exhaustion of walking. Both halflings, Hannah and Todd, are thieves-in-training who were chased out of Yore (far to the north) a while back and ended up the captives of Turanian raiders. Many

misadventures later, they are now on their way to wherever they can make a marginal living by theft.

Treasure: 4,000 cp, 2,000 gp, small opal, small sunstone

Giant Tortoise, Large Animal: HD 10; AC 17; ATK Bite (6d6); MV 15 (S20); SV 12; AL N; XP 1000; SA—None.

Hannah, Halfling Thief: LVL 2; HP 11; AC 14 (leather); ATK Dagger +1 (1d4); MV 30; SV 16; S11 I8 W15 D16 Cn13 Ch14; AL NE; XP 200; Special—Climb walls, find/remove traps, hear noise, hide in shadows, move silently, open locks, pick pockets, read languages, backstab +1d6; Gear—*Potion of charm monster*

Todd, Halfling Thief: LVL 2; HP 9; AC 13 (leather); ATK Dagger +1 (1d4); MV 30; SV 16; S12 I16 W8 D14 Cn14 Ch10; AL CE; XP 200; Special—Climb walls, find/remove traps, hear noise, hide in shadows, move silently, open locks, pick pockets, read languages, backstab +1d6; Gear—None

### 3329. Shifting Hex | Wonder

This hex shifts through different landscapes as people walk across it. An hour after people enter it becomes a lake of black water fringed by fan palms and crawling with yellow serpents. 1d6 hours later it turns into a dismal wood of grey trees, underbrush and winged snakes (i.e. jaculus). Encounters with 2d6 jaculi occur here on a roll of 1 on 1d4. 1d6 hours later it is grassland again, but now with blue-green 8' tall grass crossed by passages that look to have been made by a giant constrictor. Encounters with 1d4 giant constrictors occur here on a roll of 1 on 1d4. 1d6 hours later the hex turns into a desert of crushed crystal that glows in a rainbow of hues and through which burrow giant vipers. Encounters with 1d6 giant vipers occur here on a roll of 1 on 1d4.

After the desert, the land becomes a lake once again, and people begin to realize they are making no real progress. The key to escaping the hex is to take a serpent's heart from its body. Holding this heart reveals a shrine constructed of serpentine with cinnabar statues of an ophidian female holding a tray of silver. Placing the heart on the tray stabilizes the hex as normal Hyrcanian grassland for a full 24 hours.

Jaculus, Small Monster: HD 1; AC 17; ATK Bite (1 + Poison IV); MV 20 (C20, F40); SV 16; AL N; XP 500; SA—None.

Giant Constrictor, Huge Animal: HD 11; AC 15; ATK Bite (2d6 + constrict); MV 20 (C20, S20); SV 11; AL N; XP 1100; SA—None.

Giant Viper, Large Animal: HD 6; AC 15; ATK Bite (1d6 + Poison IV); MV 20 (C20, S20); SV 14; AL N; XP 3000; SA—Surprise (5 in 6).

### 3331. Rabli | Village

Rabli (pop. 40 urban/320 rural) is a small farming village in which rats and mice are held sacred ... at least to the azadan.

Azadan Zadi was once an adventurer with more courage than common sense. He was saved from almost sure death by the intercession of the Rat Lord in the form of a woman, and from that day has worshipped her subjects and done all he could to keep them safe. No cat is permitted in Rabli, and as a result the depredations of the rodents have driven the villagers nearly to starvation on more than once occasion.

Unbeknownst to him, Zadi's little rodent cult has been coopted in recent years by a woman named Shiri who worships Mush, the rat-like daeva of darkness (NE). She has bewitched the azadan and his wife, son and two daughters, as well as a few highly placed elders in the village. The villagers are now excavating a subterranean shrine to Mush, where they will soon begin sacrificing the children of the village. The shrine is unfinished, but already guarded by six giant rats.

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

Shiri, Medium Humanoid: HD 3; AC 10; ATK Dagger (1d4); MV 30; SV 15, 14 vs. magic; AL NE; XP 200; SA—Magic use (C3).

### 3337. Tall Walkers | Monster

A gang of seven stately humanoids with extremely long legs are walking through this hex from parts unknown. They look like humans with legs twice the normal length. The people wear long robes in floral patterns. They have gold skin and tall hair in many pastel shades. The tall people are not very talkative and they have a tendency to arch their eyebrows at smaller folk in a snobbish manner when spoken to.

Tall People, Large Humanoid: HD 2; AC 12; ATK Pike (1d8); MV 50; SV 16; AL N; XP 100; SA—None.

### 3402. Rock of Gnolls | Wonder

A yellowish rock dome in this hex smells of urine and sour wine and serves as a meeting place for gnolls. They find the rock irresistible. Whenever the gnolls raid in the area they stop here to drink, howl and mark their territory.

Gnoll, Medium Humanoid: HD 2; AC 18 (scale, shield); ATK Spear (1d8); MV 30; SV 16; AL CE; XP 100; SA—None.

### 3410. Fire Temple | Stronghold

This hex holds the grand central fire temple of all Hyrcania, where the chief of the magi holds court and communes with Ahuramazda and his asuras and yazatas. The inner sanctum of the grand fire temple is only accessible to the chief of the magi and to the Padishah himself.

The fire temple is built on a dormant volcano, a pile of jagged basalt with well-watered gray foothills thick with sacred acacias, the gum of which is used as incense. A single path guard-

ed by a squadron of heavy infantry leads up to the temple's ante-fortress, a terrace of red brick with battlements and thick steel doors covered in beaten brass. The fortress is defended by 1,500 men-at-arms under the command of Captain Sasa, who happens to be the twin sister of Melchior, Satrap of Zargun [1915]. Their father was the Shah of Archanae, but was deposed by Oarses III thirteen years ago.

Outsiders are permitted entrance to the fortress, at least to the audience hall of Eliashib, Mobadan Mobad of Hyrcania. Eliashib is usually to be found in Paridaeza presiding over the palace fire temple. He comes to this temple to meditate and relax, or when he must accompany the Padishah to consult the divine on matters of high importance. When Eliashib is not present, he leaves the fortress in the charge of Kamra. It is Kamra that usually greets visitors in the audience chamber. He does not permit them to travel further up the mountain.

Beyond the ante-fortress there is a narrow path through the basalt peaks that turns into a carved stairway. The walls of the staircase are carved with the visages of many former high priests and important magi, along with carvings of their words of wisdom. At the top of the stairs the path disappears into a large cave fortress guarded by 300 veteran warriors. A long tunnel from this cave fortress leads to the temple.

The grand fire temple is a construction of red marble. The grand hall of the temple is 300' long and 200' wide. This hall is guarded by Zaridog, a brass dragon. From here, one can enter the inner sanctum where burns the divine fire of Ahuramazda. Those who enter must cover their mouths and noses to avoid polluting the air in the inner sanctum.

The fire temple is guarded by 1,500 men-at-arms and 300 veterans and supported by a village of 1,000 people.

Treasure: 10,800 cp, 5,700 sp, 4,000 gp, three large rubies

Man-at-arms, Medium Humanoid: HD 1; AC 16 (mail, buckler); ATK Spear (1d8) or composite bow (1d6+1); MV 30; SV 16; AL N; XP 50.

Veteran, Medium Humanoid: HD 2; AC 16 (mail, buckler); ATK Spear (1d8) or composite bow (1d6+1); MV 30; SV 16; AL N; XP 100.

Magi, Medium Humanoid: HD 3; AC 17 (banded, buckler); ATK Mace (1d6); MV 30; SV 15, 14 vs. magic; AL LG; XP 300; SP—Magic use (C3).

Zaridog, Brass Dragon, Medium Dragon: HD 7 (21 hp); AC 17; ATK 2 claws (1d6) and bite (1d8); MV 60 (F150, B30); SV 13; AL CG; XP 2100; SA—Immune (sleep), resistance (fire), breath weapon (3/day, 80' x 40' cone of *sleep* or 40'-diameter cloud of *fear*).

Captain Sasa, Fighter: LVL 7; HP 37; AC 21 (+3 *splint mail*, shield); ATK 1+ longsword +7 (1d8+1); MV 30; SV 14; S15 I11 W16 D12 Cn9 Ch8; AL LN; XP 700; Special—Riding, leadership, dominate, wondrous mount (intelligent monster); Gear—*Potion of clairsentience*

Kamra, Cleric: LVL 6; HP 25; AC 20 (+1 *plate armor*, shield); ATK Footman's mace +2 (1d6-1); MV 30; SV 13; S7 I10 W12 D8 Cn15 Ch10; AL LG; XP 600; Special—Conversion, healing, turn undead, spells per day (4/2/2); Gear—*Rod of alertness*

Eliashib, Cleric: LVL 15; HP 29; AC 22 (+2 *plate armor*, shield); ATK +1 *footman's mace* +10 (1d6+1); MV 30; SV 10; S9 I14 W10 D12 Cn8 Ch12; AL LG; XP 1500; Special—Conversion, healing, turn undead, spells per day (6/5/5/4/4/3/2/1); Gear—*Potion of extra-healing*, *wand of hold person* [3 charges], *immovable rod*

### 3413. Buttheads | Monster

Two giant rams are staring each other down on a stone bridge that spans a 600' deep chasm. The giant rams block the bridge, which is about as wide as a common wagon. They will at some point start butting heads. In the meantime they are going to delay travel across the hex for 1d6 hours.

Giant Ram, Large Animal: HD 4; AC 14; ATK Butt (2d6); MV 40; SV 15; AL N; XP 200; SP—None.

### 3420. Hunters | Monster

Five centaurs are stalking a tiger in this hex. The tiger killed two young centaurs three days ago on the steppe, and they have been tracking it ever since. They will welcome help only if those offering it appear to be rangers, druids or others with skill at tracking animals.

Centaur, Large Monster: HD 4; AC 14; ATK Kick (1d6) and spear (1d8); MV 50; SV 15; AL N; XP 200; SA—None.

### 3425. Stoned Priests | Wonder

A band of 30 intoxicated priests is promenading across the steppe here. Their eyes are dazed and they appear to be in a trance. One of the priests is actually an assassin, Neggiv, who is trying to escape from the Hyrcanian authorities after killing a minor noblewoman of Gor [4438]. The other priests can breathe a cone of butterflies which *calms emotions* and *cures light wounds* by their touch.

Treasure: 7,000 cp, 1,600 sp, 2,000 gp, medium chrysoprase, small aquamarine

Priest, Medium Humanoid: HD 3; AC 17 (chainmail, shield); ATK Mace (1d6); MV 30; SV 15, 14 vs. magic; AL CN; XP 300; SP—Magic use (C3).

Neggiv, Assassin: LVL 5; HP 26; AC 17 (leather, +1 *shield*); ATK Silver dagger +3 (1d4+1); MV 30; SV 15; S15 I13 W10 D16 Cn15 Ch13; AL LE; XP 500; Special—Climb walls, disguise, forgery, hear noise, hide in shadows, move silently, open locks, read languages, poison use, backstab +2d6 (paralyze or kill), brew poison (Type I-II, contact, delayed); Gear—*Potion of reduce self*, *rust-colored bag of tricks*



### 3440. Mighty Aslan | Stronghold

Aslan is the great defender of Hyrcania. He is an old man now, but still ruddy of cheek and as strong as an ox. Although he has long served the current Padishah and his father before him, Aslan can no longer do so with a clear conscience. While he could never bring himself to kill the Padishah, he will do everything in his power to remove him from the throne.

The old Lion of Hyrcania has many servants, including the cantankerous magic-user Yalad, who serves as his major domo and the young warrior-maid Sheha, who practically worships the old warrior and considers him a second father. She commands Aslan's warriors in the field, freeing him up to engage in single combat with the enemy's champions.

Aslan wields the magic sword *Shamshir-e Zomorrodnegar*. The sword is a +2 *scimitar*, +4 vs. *chaotic outsiders*. The wielder of the sword gains a +2 bonus to save vs. magic.

Aslan commands 140 men-at-arms and rules over a village of 560 farmers and herdsmen.

Treasure: 6,800 cp, 3,300 sp, 1,250 gp, 11 gems, gold urn holding the inert ashes of an efreeti queen

Sheha, Fighter: LVL 5; HP 35; AC 21 (platemail, shield); ATK Longsword +6 (1d8+1); MV 30; SV 15; S14 I10 W12 D16 Cn13 Ch12; AL LG; XP 500; Special—Riding, leadership, dominate; Gear—*Helm of underwater action*

Yalad, Magic-User: LVL 7; HP 17; AC 11; ATK Staff +2 (1d4); MV 30; SV 12; S9 I14 W15 D13 Cn11 Ch12; AL LG; XP 700; Special—Alchemy, lore, spells per day (6/3/2/1), create scrolls, arcane knowledge (hot air balloon, sneezing powder, gunpowder); Gear—*Potion of electricity resistance*, *amulet of natural armor* +1

Spellbook: 1—*Acid Splash*, *Chill Touch*, *Erase*, *Fool's Gold*, *Magic Weapon*, *Mending*, *Protection from Evil\**, *Read Magic*; 2—*Ego Whip*, *Misdirection*, *Protection from Arrows*; 3—*Heroism*, *Phantom Steed*, *Wind Wall*; 4—*Resilient Sphere*

Aslan, Fighter: LVL 12; HP 51; AC 23 (+1 *plate armor*, +1 *shield*); ATK 1+ +2 *scimitar* (see above) +13 (1d8+3); MV 30; SV 11; S14 I15 W9 D13 Cn12 Ch15; AL LG; XP 1200; Special—Riding, leadership, dominate, wondrous mount (red dragon); Gear—*Rod of lordly might*, *ioun stone* (vibrant purple prism), *potion of stoneskin*

Red Dragon, Large Dragon: HD 10 (40 hp); AC 18; ATK 2 claws (1d8) and bite (1d10); MV 40 (F150); SV 12; AL CE; XP 3000; SA—Immune (sleep), resistance (fire), breath weapon (3/day, 90' x 45' cone of fire, damage = current hit points).

### 3445. Grave of Afar Aziz | Monster

A flower nymph called Fojal is tending a garden of asphodels and tulips around the grave of Afar Aziz, a dervish of great renown from ancient times. The grave is under a slab of white

marble that weighs 5 tons and on which is carved the dervish's legend. A Lawful creature who prays atop the marble while burning incense sinks through the marble, which becomes as a plane of light, into a subterranean crypt. There, the animated body of the dervish awaits them.

Flower Nymph, Medium Fey: HD 4; AC 15; ATK Dagger (1d3); MV 30 (S20); SV 15; AL NG; XP 1200; SA—Magic use (D4), perfume (as *suggestion* spell); SP—*dimension door* •

Skeleton, Medium Undead: HD 1; AC 13; ATK Spear (1d8); MV 30; SV 16; AL N; XP 100; SA—None.

### 3509. Rock Giants in Distress | Monster

Four rock giants are hunting around this hex looking for a sulfur deposit, as their mother has succumbed to a disease. She tells them it is the only cure, but they have not had much luck finding any. Mama languishes in a cave one mile away.

Treasure: 7,100 cp, 700 gp, silver idol of Mithra, silver bracelet

Rock Giant, Large Monster: HD 10; AC 20; ATK Slam (3d8) or boulder (5d6); MV 30; SV 12; AL N; XP 1000; SA—Walk through stone.

### 3512. Air Altar | Monster

A natural tunnel in this hex causes the wind to whistle. The tunnel holds an ancient altar to the spirits of air and wind, and in particular Vayu-Vata. The altar is in a small alcove which is being visited by a sylph, burning precious incense and communing with the lords of elemental air.

Sylph, Medium Fey: HD 3; AC 10; ATK Dagger (1d4); MV 30 (F90); SV 15; AL N; XP 300; SA—Magic (D4); SP—*Summon medium air elemental* (1/week), *gust of wind*, *invisibility* (self).

### 3515. Marzaban Shadi | Stronghold

Marzaban Shadi is a loyal servant of the Padishah, holding his stronghold by royal grace and as a check on the power of the Shah of Archanae. His stronghold is a large castle of fired and glazed brick surrounded by green hills and copses of pistachios and acacias. Shadi's peasants herd sheep and goats and grow various grains. Shadi's lieutenant is Azams, a cleric of Mithra who must do all in her power to bolster Shadi's rectitude. Shadi, you see, is desperately in love with Sheeva [3118], and he is torn by his loyalty to the Padishah and his desire to win Sheeva's love by supporting her rebellion.

Shadi commands 60 men-at-arms and 240 villagers.

Treasure: 6,000 sp, silver statue of Anahita, *staff of charming*

Man-at-arms, Medium Humanoid: HD 1; AC 16 (mail, buckler); ATK Spear (1d8) or composite bow (1d6+1); MV 30; SV 16; AL N; XP 50.

Azams, Cleric: LVL 6; HP 28; AC 24 (plate armor, +2 *shield*); ATK +1 *footman's mace* +3 (1d6); MV 30; SV 13; S6 I16 W9 D16 Cn12 Ch7; AL LG; XP 600; Special—Conversion, healing, turn undead, spells per day (4/2/2); Gear—*Potion of enlarge self*, *wand of spiritual hammer* [3 charges]

Shadi, Fighter: LVL 9; HP 39; AC 20 (+1 *chainmail*, *shield*); ATK 1+ +1 *spear* +9 (1d8+1); MV 30; SV 13; S12 I13 (24) W12 D16 Cn10 Ch7; AL N; XP 900; Special—Riding, leadership, dominate, wondrous mount (red dragon); Gear—*Potion of strength*, *ring of jumping*, *headband of intellect* (24)

Red Dragon, Large Dragon: HD 10 (40 hp); AC 18; ATK 2 claws (1d8) and bite (1d10); MV 40 (F150); SV 12; AL CE; XP 3000; SA—Immune (sleep), resistance (fire), breath weapon (3/day, 90' x 45' cone of fire, damage = current hit points).

### 3523. Weary Prospectors | Monster

Fourteen halflings are camping in this hex, thin. They are worn and exhausted after months prospecting for gold in the wilderness. The halflings now smoke their pipes, lying on blankets around a fire and nibbling on what bits of bread they have left. They are sorry for their lack of luck, but are in good spirits in spite of it. The halflings are headed for Behbah [3724], and then Paridaeza where they normally reside as laborers.

Halfling, Small Humanoid: HD ½; AC 10; ATK Short sword (1d6); MV 20; SV 17; 13 vs. magic and poison; AL LG; XP 25; SP—None.

### 3538. Tabod | Village

Tabod (pop. 20 urban/160 rural) is a small village of miners who produce some tourmaline baubles from an old tin mine. Recent diggings have uncovered a chaos idol buried deep within the earth. The idol looks like a horse-headed mermaid with clawed hands. Three miners and their families have already fallen under its sway, and they are working to bring others into its presence in the firelight. They are hiding the idol in one of the miners' homes.

### 3543. Imperial Bridge | Monster

A band of nineteen centaur warriors and their 53 noncombatants are lazing around the imperial bridge that spans the river here. The bridge is guarded by 20 warriors of the Padishah, and they are nervous about the presence of the centaurs.

Man-at-arms, Medium Humanoid: HD 1; AC 16 (mail, buckler); ATK Spear (1d8) or composite bow (1d6+1); MV 30; SV 16; AL N; XP 50.

Centaur, Large Monster: HD 4; AC 14; ATK Kick (1d6) and spear (1d8); MV 50; SV 15; AL N; XP 200; SA—None.

### 3602. Trunk Party | Monster

Seven elephants have stopped in this hex to rest after a journey from the south. They are entertaining themselves in a wa-

tering hole. They have two young with them, so they do not welcome adventurers into their presence.

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—Trample (8d10).

### 3606. Hiss | Monster

An abandoned village in this hex hides a small shrine carved in the manner of a beehive-shaped hut. The hut has etchings of a serpent wrapped around it. The shrine holds the dragonhide-bound spellbook of the red wizard Behni Ghisa. The spellbook holds some fabulous spells and its presence has made this hex thick with giant vipers. Each hour in the hex carries with it a 4 in 6 chance of encountering 1d4 giant vipers.

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).

### Filo's Flicking Finger (Conjuration)

Level: Magic-User 3

Range: 120'

Duration: Instantaneous

This spell functions like *interposing hand*, except that the flicking finger attacks a single target. Treat this as a bull rush attack made with a +7 attack bonus. The target is knocked back 3d4 feet and left prone. If they travel at least 8', they suffer 1d6 points of damage. If they hit a wall during their travel, they also suffer 1d6 points of damage. Either way, they are left stunned for 1d4 rounds.

### Midas' Golden Touch (Conjuration)

Level: Magic-User 8

Range: Touch

Duration: 1d6 turns

For the duration of the spell, the target is encased in a statue of gold and held in suspended animation. The gold covering a medium-sized creature is worth 200 gp if it is removed. Melting the gold will kill a creature that is not immune to fire. Physical damage sustained by the gold is also sustained by the creature encased in the gold and ends their suspended animation, raising the possibility that they could smother. At the end of the spell's duration, the gold completely vanishes.

### Nega-Sphere (Necromancy)

Level: Magic-User 6

Range: 120'

Duration: See below

The caster of this spell gathers up all of the darkness within 30' into a small ball of negative energy. This ball can be thrown up to 120'. It has a blast radius of 20'. All creatures within this area suffer energy damage, as follows:

Darkness	Energy Damage
Complete	1d6 levels
Incomplete	1d4 levels
Dusk/Twilight	1d2 levels

Incomplete means darkness pierced by light from torches or lanterns. The area from which darkness is extracted is treated as illuminated until the sphere is used.

The spell caster has one round per level in which to throw the *nega-sphere*. At the end of this time, he suffers the effects of the *nega-sphere* as though it was thrown at him.

### 3712. Walnut Grove | Wonder

A deep valley in this hex is filled with walnut trees. The trees have burlled dark wood that is highly valued by the aristocrats of Archanae. The three dryads of the grove permit old, dying trees to be cut down, but nothing else. They enforce their will through the help of nine giant boars.

Giant Boar, Large Animal: HD 7; AC 15; ATK Gore (1d10); MV 40; SV 13; AL N; XP 700; SA—Tenacity.

Dryad, Medium Fey: HD 2; AC 15; ATK Dagger (1d4); MV 30; SV 16; AL CN; XP 200; SA—Merge with tree; SP—*Charm person* (save at -2) •••, *entangle*, *sleep II* •••, *Speak with plants*, *suggestion* •, *tree shape*, *tree stride* •••

### 3714. Hunting Party | Monster

Five ogres are hunting wild sheep in this hex. They have taken three so far, and might be found roasting one of them if they are encountered at night.

Ogre, Large Giant: HD 4; AC 15; ATK Slam (1d6) or club (1d4+2); MV 40; SV 15; AL CE; XP 200; SA—None.

### 3719. Bickering Jann | Monster

A couple of bickering jann are certain they each know the location of the *Axe of Mithra* [6315]. One, Ejman, who dresses in red and orange silks, believes it can be found in the Shadow Dungeon [5330]. The other, Salti, who dresses in turquoise and cerulean, believes it is to be found in [6448]. They will gladly split up to find the relic, but within a day are overcome by regrets due to missing one another so very badly.

Janni, Medium Elemental: HD 6; AC 18 (scale mail); ATK Scimitar (1d8+2) or slam (1d10); MV 30 (F70); SV 14; AL N; XP 1800; SA—elemental endurance, resistance (fire) SP—*create food and water* •, *enlarge/reduce* ••, *ethereal jaunt* (1 hour), *invisibility* •••

### 3724. Behbah | Village

Behbah (pop. 180 urban/1,440 rural) is a pleasant village of fishermen, farmers and herdsman who prefer a quiet, simple

life. The village is situated atop a knoll with steep sides. The knoll is surrounded by green hills, and the people keep their boats and nets down by the riverside, leaving the eldest children there to guard them. At night, the people of Behbah greet the darkness by banging pots and pans and wailing chants of protection from dark spirits. They then retire into their homes to tell stories, mend their nets and tools and instruct their children. There are no inns or taverns in Behbah, but visitors might find lodging with families, provided they seem trustworthy, or else they are permitted to camp in the hills north of the village under the guard of the village's fifteen warriors.

### 3726. Phantoms Good and Evil | Wonder

When adventurers first enter this hex they feel an invisible hand grasp one of their free hands, or wrap itself around one of their arms if both of their hands are full. These invisible spirits are gentle and not in the least bit aggressive. They lead the adventurers across the hex in completed safety. If they are repulsed and rejected, the adventurers are set upon by a *phantasmal killer* after the first mile they walk, then two after the second mile, three after the third mile, and so on.

### 3730. Ant Mercenaries | Monster

Ten formian soldiers are milling about in this hex, throwing stones or chewing on blades of grass while their leader Chiktik gets the lay of the land from a tall hill. The formians have no queen for they are exiles. This lack of structure in their lives has driven them mildly insane. They seek work as mercenaries, but mostly live as bandits.

Formian Soldier, Medium Monster: HD 4; AC 18; ATK 2 claws (1d6), bite (1d4) and sting (2d4 + Poison II); MV 40; SV 15; AL LN; XP 2100; SA—Immune (fire), vulnerable (cold), surprised (1 in 6), hive mind.

### 3735. Old Zeshtzadeh | Stronghold

Old Zeshtzadeh is a transmuter wracked with pain, his limbs twisted, his eyes rheumy and his face grotesque. He was not always so hideous, but a life spent trying to find immortality through alchemy has taken its toll. He now realizes he has erred and is desperately working to become a lich, but his chances are not good. Zeshtzadeh has invited into his service a cabal of three necromancers under the tutelage of Kaviz.

Zeshtzadeh's stronghold is a sprawling complex of white plastered buildings, mostly square in shape, of one or two floors, divided by rock gardens with weird sculptures he swears were found in other dimensions.

Treasure: 2,700 cp, 1,300 sp

Necromancer, Medium Humanoid: HD 2; AC 10; ATK Dagger (1d4); MV 30; SV 16, 15 vs. magic; AL LE; XP 200; SA—Magic use (M3 - necromancy only), rebuke undead as 2nd level cleric.



Kaviz, Necromancer: LVL 6; HP 11; AC 10; ATK 1 weapon +2; MV 30; SV 13; S11 I15 W6 D9 Cn7 Ch12; AL LE; XP 600; Special—Alchemy, lore, spells per day (5/3/2), create scrolls, arcane knowledge (algebra and geometry, anti-toxin); Gear—*Scroll of protection from drowning*

Spellbook: 1—*Chill Touch, Detect Magic, Disrupt Undead, Magic Weapon, Ray of Enfeeblement, Read Magic, Touch of Fatigue*; 2—*Command Undead, Darkness, Spectral Hand*; 3—*Hold Undead, Vampiric Touch*

Zeshtzadeh, Transmuter: LVL 10; HP 22; AC 8; ATK +3 dagger +6 (1d4+3); MV 30; SV 11; S12 I14 (20) W12 D5 Cn9 Ch10; AL CN; XP 1000; Special—Alchemy, lore, spells per day (6/5/4/4/3), create scrolls, arcane knowledge (anti-toxin, distillation, sneezing powder, glue); Gear—*Scroll of flame arrow, headband of intellect (20)*

Spellbook: 1—*Animate Rope, Enlarge Person, Feather Fall, Hold Portal, Jump, Message, Read Magic, Reduce Person, Wizard Mark*; 2—*Charisma, Darkvision, Rope Trick, Spider Climb*; 3—*Fly, Gaseous Form, Shrink Item, Slow*; 4—*Polymorph Other, Polymorph Self, Stone Shape*; 5—*Passwall, Telekinesis*

### 3742. Imperial Centaurs | Monster

A patrol of fifteen centaur warriors who serve the Padishah are heading back to Paridaeza. They bring grave tidings of peasants worried over the future of the empire and restless nobles planning to seize whatever power and wealth they can. The leader of the centaurs, Menesep, is considering leaving the imperial service and heading south for the Keatish Steppe with his men to take up banditry until things have blown over.

Centaur, Large Monster: HD 4; AC 19 (chainmail); ATK Kick (1d6) and spear (1d8) or composite bow (1d6+1); MV 50; SV 15; AL N; XP 200.

### 3801. Ostriches | Monster

Fourteen giant Arabian ostriches are scratching around this hex for food. The largest is choking on something round, which turns out to be a *crystal ball* if it can be dislodged.

Giant Ostrich, Large Animal: HD 3; AC 12; ATK Bite (1d6); MV 50; SV 15; AL N; XP 150; SA—None.

### 3805. Cloud Tea | Monster

A pair of sylphs, resplendent in gauzy sky blue silks and diadems of periwinkles is floating in this hex on a perfumed wind sipping cloud tea. Their fairy cakes are excellent, their tea medicinal (+1 to save vs. disease and poison for one week) and their conversation rapid but filled with gossip (1 in 6 chance of discovering a useful rumor about the region).

Sylph, Medium Fey: HD 3; AC 10; ATK Dagger (1d4); MV 30 (F90); SV 15; AL N; XP 300; SA—Magic (D4); SP—*Summon medium air elemental* (1/week), *gust of wind*, *invisibility* (self).

### 3817. Astral Men | Monster

Nine astral men, beings composed of light, are traveling here. Their voices are booming cacophonies of mind-jarring vibrations and as a group they create a localized *aurora borealis*. They have come in summons by Rasa [7020], who wishes to send them in search of the relics. Although lawful in alignment, they are very aggressive in overcoming challenges and completing their quest. The astral men carry javelins of light.

Astral Men, Medium Humanoid: HD 3+1; AC 15; ATK Sparkling sword (1d8 + etherealness for 1 round); MV 40; SV 15; AL N; XP 300; SA—Astral travel once per day.

### 3833. Magic Shield | Wonder

A magic shield embossed with an angel wielding a sword and shield, wings displayed, is half buried in the soil here. The +1 shield flashes with light when it is struck in combat (i.e. an attack against the wielder is missed by 1 to 3).

### 3839. Sayeh | Wonder

This hex holds a temple built of bones in the middle of a ruined city where unattached shadows move over the cobblestone streets and doors yawn and creak like gaping mouths. Walking through a door transports a person elsewhere in the city, but never into the buildings themselves.

The bone temple is overseen by a beauteous priestess with dusky eyes and full lips that never smile. She wears robes of blackest red and holds in her hands wands of silver and gold. These wands become maces if the priestess is attacked, but otherwise each can be used to cast a cleric spell – one *searing light* and the other *sonic blast*. The wands have 5 uses per day.

Within the temple there is an altar of basalt, and on the altar there is a gold bowl. Bleeding into a bowl (1d4 Con) frees some of the shadow-people from their captivity. The shadow first rises into a humanoid form and then bursts into motes of starlight and disappears, a smile on their face. The priestess looks kindly on those willing to sacrifice their lifeblood, but she is not to be completely trusted. Her own soul is captive in the city and can only be released when the all the others citizens have left the mortal plane for the heavens.

Priestess, Cleric: LVL 6; HP 22; AC 22 (plate armor, shield); ATK Footman's mace +4 (1d6+1); MV 30; SV 13; S14 I13 W16 D13 Cn10 Ch11; AL NG; XP 600; Special—Conversion, healing, turn undead, spells per day (5/3/2); Gear—*Wand of enthrall* [4 charges], *ring of protection +1*

### 3845. River Rafting | Monster

A trio of dwarf adventurers is paddling their way down the river on the corpse of a behir that they slew. The behir's mate is about to make her presence known to the dwarves.

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

Ukhund, Dwarf Fighter: LVL 7; HP 20; AC 25 (+1 plate armor, shield); ATK 1+ battleaxe +7 (1d8+1); MV 20; SV 14; S14 I11 W10 D7 Cn12 Ch11; AL LG; XP 700; Special—Riding, leadership, dominate, dwarf traits; Gear—*Ring of protection +5, bottle of air*

Khori, Dwarf Fighter/Thief: LVL 6; HP 24; AC 13 (leather); ATK Hand axe +5 (1d6); MV 30; SV 14; S11 I10 W4 D14 Cn9 Ch6; AL N; XP 600; Special—Climb walls, find/remove traps, hear noise, hide in shadows, move silently, open locks, pick pockets, read languages, riding, leadership, dominate, backstab +2d6, caper; Gear—*Ring of counterspells*

Anzin, Dwarf Cleric/Fighter: LVL 5; HP 22; AC 20 (+1 platemail, shield); ATK +2 warhammer +8 (1d4+4); MV 30; SV 15; S15 I14 W11 D11 Cn9 Ch11; AL LG; XP 500; Special—Conversion, healing, riding, leadership, dominate, turn undead, spells per day (4/2/1).

### 3908. Bridal Party | Monster

Seven hawk men are flying overhead in this hex bringing a prospective bride to meet her future husband. There is a 25% chance that the hawk men alight on a hilltop due to the bride, who hails from the Riphean Mountains, being tired. If she gets a chance, she flees, for the marriage is arranged.

Hawk Man, Medium Monster: HD 1; AC 14; ATK Bite (1d4) or sword (1d6); MV 30 (F40); SV 16; AL N; XP 100; SA—None.

### 3910. Ahasht | Village

Azadan Ghamy runs a tight ship in Ahasht (pop. 340 urban/2,720 rural), a fishing village on the Ejla River. The village has a shrine dedicated to Voruna, and is explicitly loyal to the satrap of Archanae. Shirazi cats are sacred here. That, plus the villagers pulling lots of trout out of the river, means there are hundreds of cats in the village.

### 3912. Chaos Mage | Stronghold

Kharya Zahi is a chaos mage with a small band of followers who are dragging their carcasses back from a bad experience in the dungeon in [6315]. She feels the draw of the Yezilkum, and is heading there with her (less than excited) followers to commune with the elements and recharge her magic.

Kharya is short and squat, with rosy cheeks and ink-black hair that she hasn't brushed a day in her life. She wears a patchwork cloak over mismatched clothing. Her followers include three bandits, two fighters (1st level) and two cultists in red mantles and loincloths (2nd level adepts).

Kharya, Chaos Mage (Sorcerer): LVL 9; HP 22; AC 10; ATK Staff +3 (1d4); MV 30; SV 12; S11 I12 W8 D12 Cn9 Ch17; AL XX; XP 900; Special—Alchemy, brew potion, sense magic, spells per day (6/5/3/2),

spells known (6/6/6/4), wild magic; Gear—*Potion of resistance to electricity, ring of chameleon power*

### 3914. Faster Zilant – Kill! Kill! | Monster

A zilant is patiently waiting for victims atop a promontory. The monster has been urged to kill by a deranged druid known as Yamshak the Elder. Yamshak is a druid of the old school who worships the elements themselves rather than deities. Over time his naturally paranoid nature has driven him to despise not only humanity, but all forms of life. His dreams of nihilism are nonsense, of course, but that will not stop the zilant from doing some major damage.

Zilant, Large Dragon: HD 7+1; AC 16; ATK 2 claws (2d6), bite (1d8 + Poison IV) and tail (1d6); MV 30 (F60); SV 13; AL N; XP 200; SA—Amphibious, immune (poison).

Yamshak, Druid: LVL 8; HP 17; AC 16 (+3 leather, shield); ATK Scimitar +5 (1d8); MV 30; SV 13; S9 I11 W16 D7 Cn8 Ch16; AL N; XP 800; Special—Healing, lore, free movement, identify nature, leaves no trail, +2 save vs. elements, change shape, immune to fey abilities, spells per day (6/4/2/2); Gear—*Potion of resistance to fire*

### 3919. Sarva | Monster

A hermit, Sarva, dwells here in a grass hut. She is all alone on the vast, wide steppe, and never acknowledges another living soul unless they are in terrible distress. Sarva is a short, thin woman, very slight in frame but sturdy in spirit. She has gray-green eyes, usually red-rimmed from lack of sleep. She avoids sleep to bring on visions.

Hermit, Medium Humanoid: HD 3; AC 10; ATK Staff (1d4); MV 30; SV 15; AL NG; XP 300; SA—Magic use (C3).

### 3929. Dangerous Secret | Monster

A gang of 47 bandits has taken up residence in an old tower keep in this hex. The bandits live in the lower portion of the keep, with their leader and treasure located on the second floor. They have avoided going higher in the tower out of a fear of what they might find. Near the top of the tower there is a secret chamber that, if entered, animates griffon statues that are carved on the lower portion of the keep. The griffons begin tearing the tower apart to free their mistress, ancient Shahbanu Nazia, who was sealed into the chamber after she betrayed her husband Shah Lohar of Azhdaria, to his enemies.

Bandit, Medium Humanoid: HD 1; AC 14 (studded, shield); ATK Spear (1d8); MV 30; SV 16; AL CE; XP 50; SA—None.

Griffon Statue, Large Construct: HD 4; AC 14; ATK Slam (1d8); MV 20; SV 15; AL N; XP 200; SA—None.

### 3938. Ghami the Putrid | Stronghold

Ghami the Putrid, is a prestigurgitator and scoundrel who dwells in a bilious tower of serpentine held together by ooze and muck. The tower rests in a stinking fen lousy with swamp gas and mosquitoes. He is attended by four patchwork women, twenty goblins and two unfortunate apprentices stolen from their cradles by Ghami's goblins when they were infants.

Ghami is a miserable little man, toad-like, with hazy blue eyes and patchy white hair. He is crass and rude, but contemplative in his own way, and a master of his peculiar art.

**Treasure:** 5,600 sp

Goblin, Small Humanoid: HD 1-1; AC 13 (leather); ATK Spear (1d6); MV 20; SV 16; AL CE; XP 50; SA—None.

Ghami, Magic-User: LVL 9; HP 22; AC 10; ATK Wavy dagger +5 (1d4+3); MV 30; SV 12; S17 I12 W11 D11 Cn11 Ch15; AL N; XP 900; Special—Alchemy, lore, spells per day (5/4/3/2/1), create scrolls, arcane knowledge (hot air balloon, sneezing powder, acid, distillation); Gear—*Scroll of magic missile, ring of force shield*

Spellbook: 1—*Acid Grasp\**, *Acid Splash*, *Energy Missile*, *Expeditious Retreat*, *Grease*, *Magic Missile*, *Open/Close*, *Read Magic*; 2—*Acid Arrow*, *Rain of Frogs\**, *Transmute Water to Poison\**, *Wormtongue\**; 3—*Belch Bile\**, *Jelly Arms\**, *Stinking Cloud*; 4—*Black Tentacles*, *Cause Disease*, *Wall of Jelly\**; 5—*Cloudkill*, *Transmute Water to Slime\**

\* *New spell from Esoterica Exhumed*

### 3942. Paridaeza | City-State

DEMOGRAPHICS
<b>Population</b> 188,000 urban, 1,500,000 rural
<b>Race</b> Human (86%), Faun (8%), Centaur (4%), Peri (2%)
<b>Religion</b> Ahuramazda, supreme deity (LG)
<b>Alignment</b> Lawful
AUTHORITY
<b>Temporal</b> Shahryar, Padishah of Hyrcania (N)
Fighter: LVL 5; HP 12; AC 23 (+3 <i>platemail</i> , shield); ATK +2 <i>longsword</i> +8 (1d8+3); MV 30; SV 15; S14 I11 W10 D10 Cn7 Ch11; AL N; XP 500; Special—Riding, leadership, dominate; Gear— <i>Potion of polymorph self</i> , <i>potion of extra healing</i> , <i>ring of protection</i> +1, <i>rod of negation</i> , <i>amulet of mighty fists</i> +2
<b>Spiritual</b> Eliashib, Mobadan Mobad of Hyrcania (LG)
Cleric: LVL 15; HP 29; AC 22 (+2 <i>plate armor</i> , shield); ATK +1 <i>footman's mace</i> +10 (1d6+1); MV 30; SV 10; S9 I14 W10 D12 Cn8 Ch12; AL LG; XP 1500; Special—Conversion, healing, turn undead, spells per day (6/5/5/4/4/3/2/1); Gear— <i>Potion of extra-healing</i> , <i>wand of hold person</i> [3 charges], <i>immovable rod</i>
<b>Arcane</b> Shirazad, Shahbanu of Hyrcania (CG)
Bard: LVL 8; HP 28; AC 15 (banded); ATK <i>Longsword</i> +5 (1d8+1); MV 30; SV 14; S14 I17 W13 D7 Cn10 Ch17; AL CG; XP 800; Special—Carouse, lore, read languages, climb walls, hear noise, hide in shadows, move silently, open locks, pick pockets, spells per day (5/4/2), music (fascinate, counter music,

suggestion), 3 followers; Gear—*Potion of stonesskin*, *wand of magic missile* [5 charges], *rod of absorption*, *ring of swimming*

MILITARY
<b>City Guards</b> 2,100
<b>Army</b> 6,500 (1,300 spearmen, 980 archers, 980 horse archers, 960 cataphracts, 650 light horsemen, 450 medium horsemen, 400 immortals, 200 skirmishers, 190 slingers, 90 war elephants)
<b>Navy</b> 20 galleys to patrol the lake and an imperial barge
DESCRIPTION
<b>Theme</b> Empire in crisis
<b>Wilderness</b> Grasslands
<b>Accent</b> Persian
<b>Vistas</b> Walls of reddish stone, orderly streets and well-tended houses with small gardens of roses, lilacs and citrus trees, monumental gates and statues of the kings of old, men and women in white clothing with copper beads around their necks and oiled hair, strolling musicians, markets where traders stand on pillars and hawk their wares to the throngs, guardsmen in copper helms and blue tunics, domes of beaten copper
<b>Names</b> (M) Amdab, Avi, Bahi, Hana, Jafa, Khaba, Kusha, Mahi, Mani, Mehra, Namvan, Nousha, Shiyani, Suha, Tavi; (F) Ashran, Avizh, Eril, Ilak, Ilour, Mara, Mini, Nasa, Nazoo, Sadri, Salma, Sara, Vena, Zata
<b>Money</b> Dinar (gp), dirham (sp), pashiz (cp)

Paridaeza was built more than 1,000 years ago to serve as the capital city of the Hyrcanian Empire. The empire had just been liberated by the Azhdarians from the descendants of Dionysus, who long dominated the central Hyrcanian Plateau. The city was founded on the shores of Lake Vorukasha, in the green valley the Azhdarians had called home since their nomadic ancestors settled there 4,000 years ago. The valley is now almost entirely under cultivation, with hundreds of villages.

The city-state is situated atop a stone terrace that rises 70' above the floor of the surrounding valley. It is partially constructed of stone, and partially carved from the existing stone. The walls of Paridaeza rise another 40' above the terrace, wherein lies the inner city. Two broad stairways lead up to the inner city, the steps clad in marble and flanked by hundreds of marble columns topped with golden gryphons, the symbol of the kings of Azhdaria, and now the imperial emblem.

The western stair ends in a large garden of fragrant trees, shrubberies and bubbling fountains. One enters the garden through the monumental Dusk Gate, carved from dark grey marble and decorated with silver crescents and topped with a stone griffon. This gate pierces a 40' tall wall. From this garden one may access the Grand Hall, a massive space 100' long by 100' high with a ceiling 30' to 50' high. The Grand Hall allows access to smaller gardens and various buildings within the palace complex, including the barracks if the Immortals, the elite warriors of the empire and the offices of Jafar, the Grand Vizier of Hyrcania and keeper of the palace and the palace of Parizade, princess imperial.

The eastern stair leads to a temple complex that includes on the largest fire temples in the empire and smaller temples dedicated to all the Hyrcanian deities, living quarters for the city-state's priests and clerics and the underground stone crypts of the ancient shahs of Azhdaria. The gate here is composed of malachite and is topped by a lammasu statue.

Below the inner city of Paridaeza is the lower city of the merchants, artisans and laborers. The lower city is watered by numerous fountains and wells that tap Lake Vorukasha. The lower city is surrounded by a 30' tall wall that has six gates, each of them flanked by 60' tall towers carved with the faces of the shahs and shahbanus of old; grave men and women with furrowed brows, stately noses, terse lips and curled hair. Within the walls are well-tended alleys of pink and white gravel and broad roads paved with white stone. The buildings of Paridaeza are constructed of red brick with rooves of ochre tile or beaten copper. Some say the city looks as though it is aflame, burning with kingly glory.

The Paridaezans are an orderly people. They abhor noise and confusion, and keep their city neat and clean. Citizens are happy to turn criminals in to the authorities. They are extremely honest in their business dealings and tend to be brusque and sometimes rude in speaking their minds. The city guards are well-regulated and disciplined, but they do not handle thieves and liars gently, believing a quick beating now can save a person from a life of crime later.

Paridaeza's economy revolves around agricultural goods and salt mined from around the shores of Lake Voruskasha. The lake was once a salt lake, but was turned to sweet water by the power of the emperor's magical goblet. The hills around the lake are extremely saline, making them quite barren. The nobles of Hyrcania construct villas in these hills, admiring their beautiful white color against the deep blue of the lake and sky.

The farmland of Paridaeza produces all sorts of grain, but depends on Archanae for fruits and vegetables. The estates of the lords of Azhdaria keep large herds of cattle, sheep, goats, horses and camels, and several small villages excel in raising and training elephants for the imperial service.

Perhaps the most celebrated complex in the lower city is the Imperial Academy, where Master Ziari turns the cream of Hyrcania's nobility into officers in the emperor's army. The academy is a complex of gardens and buildings. Ziari is popular with the ladies of Paridaeza, and some whisper that he has the especial favor of Shahbanu Shirazad herself. He walks a dangerous path, does Ziari, as the favorite of the people and empress, given that the emperor has lost his kingly glory.

Ziari, Duelist: LVL 7; HP 39; AC 17 (leather, buckler); ATK Longsword +7 (1d8+1d6+1) and dagger +7 (1d4+1); MV 30; SV 14; S13 I12 W13

D17 Cn13 Ch15; AL N; XP 700; Special—Acrobatics, taunt, surprised (1 in 6), specialist weapon (longsword), parry, spring into combat, lackey, riposte; Gear—None

#### 4004. Camping Traders | Monster

A flared slope, something like a pinkish wave of stone, in this hex is often used by traders as shelter from the sun. The twelve traders are guiding camels that are now munching on bunches of grass and a few shrubs. They are transporting 3,000 pounds of tin (worth 1,200 gp).

Trader, Medium Humanoid: HD 2; AC 13 (leather, buckler); ATK Axe (1d6); MV 30; SV 16; AL N; XP 100; SA—None.

#### 4006. Kali | Village

Kali (pop. 60 urban/480 rural) is a village of poppy farmers. The village is surrounded by a 20' tall adobe wall and holds not only the poppy fields and numerous adobe buildings, but also a very fine pool of water fed by an underground spring. The pool is lined with a mosaic of a smiling moon man.

#### 4017. Zombie Field | Monster

This hex holds dozens of stone slabs, black and encrusted with dried blood. To each slab there is tied a zombie pierced through the heart with a glass dagger. The zombies writhe and pull against their bonds. If a dagger is removed, the zombie crumbles to dust and a spectre leaks out. Mashit, a cambion demon, sits cross-legged atop a slab without a zombie. A longsword sits across his lap, and he seems at first to ignore adventurers, but attacks if they attempt to remove a glass dagger.

Zombie, Medium Undead: HD 2; AC 11; ATK Slam (1d8); MV 20; SV 16; AL N; XP 200; SA—Cannot run.

Spectre, Medium Undead: HD 7; AC 18 [Silver]; ATK Strike (1d8 + 2 levels energy drain); MV 40 (F70); SV 13; AL LE; XP 2100; SA—Incorporeal, powerless in sunlight, spawn.

Cambion, Medium Outsider: HD 8; AC 23 [platemail, shield]; ATK 2 claws (1d4) or longsword (1d8+3); MV 40; SV 13; AL CE; XP 2400; SA—MR 20%, immune (electricity, poison), resistance (acid, cold, fire); SP—*detect magic, ESP, fear, levitate, polymorph self*.

#### 4023. Lord Bahmi | Stronghold

Bahmi is the infamous "Mad Lord" who would see the world burn, douse it with blood and then rebuild it to do it again. He is utterly insane and the people who live under his rule are desperate for liberation. His lieutenant, Arad Greyhair, a veteran warrior who retired from active duty after losing his left arm in a battle with nomads, does his best to shield the people from Bahmi's rage and paranoia.

Bahmi is a tall man, broad-shouldered and wiry, with amber eyes in a perpetual thousand-yard stare. His hair is neatly

pulled back and bound with a golden clasp in the shape of a tiger biting its own tail.

The stronghold's garrison numbers 70 men-at-arms. They are supported by 320 villagers.

Treasure: 3,300 cp, 4,500 sp, 1,000 gp, large quartz, small sapphire, *ring of wizardry II*

Arad, Fighter: LVL 6; HP 23; AC 21 (plate armor, +1 shield); ATK 1 longsword +5 (1d8); MV 30; SV 14; S11 I12 W10 D10 Cn7 Ch14; AL N; XP 600; Special—Riding, leadership, dominate; Gear—None

Bahmi, Fighter: LVL 10; HP 70; AC 21 (+1 plate armor, shield); ATK 1+ longsword +9 (1d8); MV 30; SV 12; S12 I11 W9 D12 Cn17 Ch6; AL CE; XP 1000; Special—Riding, leadership, dominate; Gear—*Carpet of flying (5' x 5')*, *rod of metal and mineral detection*

#### 4030. Qanar | Village

Qanar (pop. 190 urban/1,520 rural) is a good-sized farming village known for the fine gardens kept by Azadan Sattée. The matron of a family of three handsome boys and one daring daughter, she dwells in a large fortified manor at the heart of the village. Qanar is defended by fifteen archers. The leader of the archers, Sergeant Fazli, has carried a torch for Sattée for years. They grew up together as children, but he would not dare admit his love.

#### 4038. Smernak the Dragon | Monster

A liver dragon, Smernak, dwells on the steppe in this hex, making his lair within a large tell that was once a city. Long-necked with dark brown scales, Smernak prefers to venture out onto the steppe at night when he is less visible. As with most of his kind, Smernak despises falsehood and pretense. He values serenity above all else. The chirping of birds he tolerates, as does he the gentle rustling of the breeze against the grass. Shouting, the sounds of battle, loud laughter, etc. brings him out of his slumber in a foul mood. Most large predators leave this hex alone, knowing of the dragon's presence and its hatred of commotion. This has made it a haven for small animals and a safe place to camp, provided the dragon is sleeping (50%) and no excessive noise is made.

Treasure: 8,000 sp, small spinel, medium hawk's eye gem, *scroll of protection from poison*, *restorative ointment*, *sonic pick*

Liver Dragon, Huge Dragon: HD 8 (24 hp); AC 17; ATK 2 claws (1d10) and bite (2d6); MV 30 (F60); SV 13; AL LE; XP 2400; SA—Magic use (M2), resistance (acid), immune (sleep), breath weapon (90' x 45' cone, black energy, negates dishonesty for 24 hours, alters a person's appearance to reflect their inner self).

#### 4040. Nymphs | Monster

A dozen naiads (nymphs of the water) make Lake Vorukasha their home. They dwell in caves beneath the surface of the water in this hex. The nymphs can often be found on the surface, interacting with sailors moving goods between Gor [4438] and Paridaeza [3942]. The sailors make cat calls and shout romantic pleasantries to the nymphs, who revel in the attention and return none of it. Sailors that leap into the water expecting a kiss are either rescued quickly by their comrades or are never seen again, the nymphs stealing them down to their caves to work as entranced domestic servants for the rest of their days. When they grow old, the men are brought back up to the surface with a sack of gold and left on the shores of the lake to find their own way.

Treasure: 3,700 cp, 3,400 sp, 3,000 gp

Naiad, Medium Fey: HD 6; AC 17; ATK Dagger (1d4); MV 30 (S50); SV 14; AL NG; XP 1800; SA—Magic use (D4), resistance (cold); SP—*dimension door* •

#### 4048. Zari | Stronghold

The River Sangarius is commanded here by the fortress of Marzaban Zari, a former immortal of the Padishah's father, and one of the most powerful warriors in Hyrcania, if not the world. The fortress, built of red stone, sprawls along a rocky promontory that overlooks the river. Ballistae and catapults can hit ship traffic on the river, and the fortress supports five armed river galleys via a large grotto in the promontory.

Zari once adventured with the wizard Pujma, who dwells in a tower in [4248]. When the two adventurers retired, Pujma took the incomparable Tayounya for a wife. Tayounya was a thief and swordswoman, who tired of her life of banditry and fell in love with the calm, logical Pujma.

Alas, their romance was not to survive. Pujma was many years older than the warrior woman, and she soon tired of his mild manners and cold demeanor. The more vibrant Zari, a frequent visitor to his old friend's house, excited her. Just a week ago, she stole away to Zari's fortress to be with Zari.

Zari and Tayounya soon discovered how calm, collected and mild Pujma really was. He summoned to his side demons, elementals and an army of goblinoids to raze the village and put the new lovers to death. He and his army are now besieging the fortress, which must soon fall. The 320 farmers who dwell around the fortress have already fled into the hills, and only 50 of Zari's 100 warriors yet live.

Treasure: 8,400 cp, 7,000 gp, small aquamarine, medium onyx, small topaz, small opal, medium beryl, large hyacinth, *staff of power*

Man-at-arms, Medium Humanoid: HD 1; AC 16 (mail, buckler); ATK Spear (1d8) or composite bow (1d6+1); MV 30; SV 16; AL N; XP 50.

Goblin, Small Humanoid: HD 1-1; AC 13 (leather); ATK Spear (1d6); MV 20; SV 16; AL CE; XP 50; SA—None.

Faru, Fighter: LVL 4; HP 20; AC 20 (banded, shield); ATK Longsword +5 (1d8+1); MV 30; SV 15; S15 I7 W12 D14 Cn8 Ch5; AL N; XP 400; Special—Riding, leadership, dominate; Gear—*Tan bag of tricks*

Tarounya, Duelist: LVL 7; HP 24; AC 16 (leather, buckler); ATK Rapier +6 (2d6+1) and dagger +6 (1d4); MV 30; SV 14; S12 I15 W14 D15 Cn9 Ch12; AL CN; XP 700; Special—Acrobatics, taunt, surprised (1 in 6), specialist weapon (rapier), parry, spring into combat, lackey, riposte; Gear—*Scroll of protection from undead, potion of strength*

Zari, Fighter: LVL 17; HP 122; AC 23 (+4 splint, shield); ATK 2 +1 flail +17 (1d4+3); MV 30; SV 9; S15 I12 W9 D14 Cn17 Ch13; AL XX; XP 1700; Special—Riding, leadership, dominate; Gear—*Potion of charm monster, ring of free action, rod of flame extinguishing, wings of flying*

#### 4108. Wrathful Dragon | Monster

Barahuu is a crimson dragon in a rage. He was recently tossed out of his old lair by his ex-mate, Jegaree [2319]. He found an old tomb in this hex and tore into it like a hot knife through butter. The seven royal corpses interred in the tomb were tossed without ceremony into a nearby gully, which their angry spirits (spectres) now haunt. Barahuu now dwells in the main crypt, the burial slab stacked with treasure while he curls up around it. When he was ejected from his old lair, he left behind a few treasures (according to him), and might pay to get them back. He is not stupid enough to go back, of course.

Treasure: 3,800 cp, 1,400 sp, medium carnelian, small chrysoberyl, small chrysoprase, medium onyx

Spectre, Medium Undead: HD 7; AC 18 [Silver]; ATK Strike (1d8 + 2 levels energy drain); MV 40 (F70); SV 13; AL LE; XP 2100; SA—Incorporeal, powerless in sunlight, spawn.

Crimson Dragon, Huge Dragon: HD 11 (33 hp); AC 17; ATK 2 claws (1d10) and bite (2d6); MV 20 (F40); SV 11; AL CE; XP 3300; SA—Resistance (fire), immune (sleep), breath weapon (blast of scorching wind, 6d6 points of fire damage).

#### 4129. The Yellow Priests | Wonder

This hex holds a grove of tall trees and little else. If adventurers camp in this hex during the dead of night they may be awakened by dozens of ianthine-skinned priests in black robes walking from all directions to the grove, which has turned into a temple, the trees its columns and the stars above a ceiling of black speckled with tiny crystal stars.

Each of the priests bears a topaz goblet filled with honey wine as an offering for an idol, a golden fountain of water. The priests pour the wine into the fountain and then depart, never

making a sound. One of the priests, perhaps the high priest, wears a black cloak with silver patches depicting the heavenly bodies. Tearing one of these patches off of the cloak tears a hole in space through which a person, not necessarily the wearer of the cloak, is sucked. The unfortunate finds themselves on another world or in another dimension.

Once the priests fade into the darkness they fade out of reality. In the morning, the grove returns to normal.

Ianthine Priest, Medium Humanoid: HD 3; AC 10; ATK Strike (1d4); MV 30; SV 15, 14 vs. magic; AL CN; XP 300; SP—Magic use (C3).

High Priest, Medium Humanoid: HD 5; AC 10; ATK Strike (1d4); MV 30; SV 14, 13 vs. magic; AL CN; XP 500; SP—Magic use (C5).

#### 4132. Jehaya | Stronghold

The ambitious cleric Jahaya dwells in this hex in a large fortress-temple dedicated to Arshat. A rival of Vurzugan Dari of Aradia [4932], he has long coveted the rule of Aradia, believing himself to be the most fit person for the job. Alas, Dari is of noble blood, and thus holds the throne despite Jahaya being the more powerful servant of the divine. Fortunately, Jehaya has not let his ambition overpower his sense of duty or honor, but they may soon come when he puts his designs into action.

Jehaya is a young man, a priestly prodigy of sorts, with striking blue eyes and a prominent widow's peak. He is in charge of two acolytes and a lieutenant, Payama, as well as 60 men-at-arms and 40 villagers.

Treasure: 6,300 cp, 1,000 gp, small topaz, two medium bloodstones, medium emerald, copper cameo brooch

Priest, Medium Humanoid: HD 1; AC 10; ATK Strike (1d4); MV 30; SV 16, 15 vs. magic; AL LG; XP 100; SP—Magic use (C1).

Payama, Cleric: LVL 3; HP 13; AC 17 (chainmail, shield); ATK Footman's mace +1 (1d6); MV 30; SV 15; S12 I12 W16 D12 Cn13 Ch8; AL LG; XP 300; Special—Conversion, healing, turn undead, spells per day (4/2); Gear—None.

Jahaya, Cleric: LVL 11; HP 49; AC 22 (plate armor, shield); ATK footman's mace +7 (1d6); MV 30; SV 11; S9 I10 W10 D16 Cn14 Ch9; AL LG; XP 1100; Special—Conversion, healing, turn undead, spells per day (6/4/4/3/2/1); Gear—*Scroll of protection from undead, wand of divine power* [3 charges], *rod of cancellation, eyes of doom*

#### 4136. Death times Ten | Monster

Ten wraiths that look like skeletons dressed in robes of woven steppe grass and who smell of the grave are scouting this hex on behalf of the wizard Ghami the Putrid, who dwells nearby [3937] in a bilious tower surrounded by stinking swamps. The wraiths carry scythes and seem to float just above the ground.

They are looking for clues as to the whereabouts of the supposed thief that stole the imperial relics.

Wraith, Medium Undead: HD 5; AC 17 [Silver]; ATK Strike (1d6 + 1 level energy drain); MV 30 (F60); SV 14; AL LE; XP 1500; SA—Incorporeal, powerless in sunlight, spawn.

**4202. Money Trees | Wonder**

On a hill overlooking the desert sands of the Yezilkum there is a large grove of fig trees. The trees produce the foulest tasting figs in the cosmos, but the seeds of those figs, when planted under the light of a full moon, turn into gold coins. A nice bit of change, if one can figure this out. There are about 1d20 gold pieces scattered around the hilltop.

**4210. Red Raiders | Monster**

Fourteen hobgoblins in raven-winged helms and black ring mail armed with bucklers, javelins (3) and battle axes have come down from the mountains for plunder. They descended by the Ejla River and are now hiding in a cave waiting to ambush any caravan that happens by.

Hobgoblin, Medium Humanoid: HD 1+1; AC 15 (ringmail, buckler); ATK Battleaxe (1d8) or javelin (1d6); MV 30; SV 16; AL LE; XP 50.

**4218. Witches & Wolves | Monster**

Four dire wolves have been lured here from across the steppe by a witch named Zeha. She lies naked on the ground, anointed with strange oils, in wreathes of flowers, while the wolves pace around her. Zeha is slowly working herself into their minds. Within hours the wolves will cease their pacing and take positions around her at the cardinal directions. Zeha can then dislodge pieces of her soul and implant them in the wolves, which she will send back into the wilderness so that should she die she will reborn in their skins.

Dire Wolf, Large Animal: HD 4; AC 14; ATK Bite (1d8 + trip); MV 50; SV 15; AL N; XP 400; SA—None.

Zeha, Sorcerer: LVL 9; HP 17; AC 10; ATK Staff +4 (1d4+1); MV 30; SV 12; S14 I8 W13 D11 Cn6 Ch10; AL XX; XP 900; Special—Alchemy, brew potion, sense magic, spells per day (5/4/3/2), spells known (6/6/6/4); Gear—*Potion of acid resistance, rod of security*

Spells Known: 1—*Burning Hands, Dancing Lights, Endure Elements, Floating Disk, Obscuring Mist, Reflect Gaze*; 2—*Continual Light, Darkness, ESP, Misdirection, Rope Trick, Spectral Hand*; 3—*Blink, Gaseous Form, Lightning Bolt, Secret Page, Wind Wall*; 4—*Confusion, Fear, Polymorph Self, Rainbow Pattern*

**4234. Meybat | Village**

Meybat (pop. 80 urban/640 rural) is known for its fine riding horses, whose swiftness and fearlessness in combat make them excellent light warhorses once they are trained. The vil-

lage is situated in a grassy horseshoe valley, the village being constructed of wattle-and-daub and brick houses atop a tall hill in the crotch of the horseshoe, and the herds grazing on the valley floor under the watch of herdsmen. Cattle are also kept by the villagers, but separate from their horses.

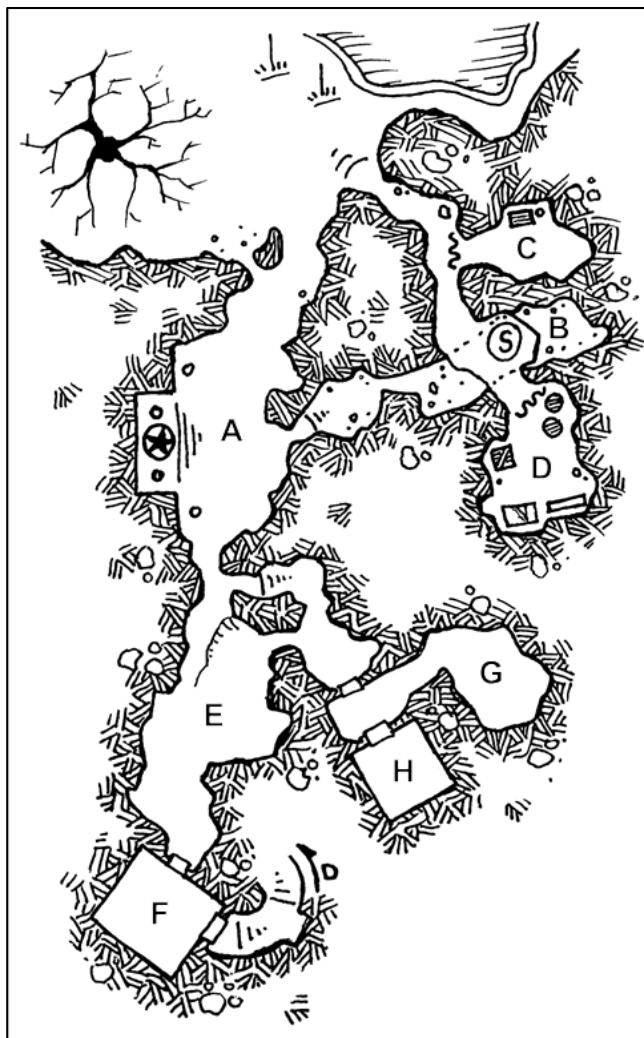
Every summer, the Padishah's men travel to Meybat to select new foals for the imperial cavalry. They are given a lavish feast by the villagers and ample entertainment, which in fact they do for all visiting horse traders with good intentions. Woe to those who harm a horse in the presence of the villagers, for they are quickly seized with nets and thrown into the Pit of Torment. In the pit, the criminals are pelted with stones by the village people and thrown moldy scraps of bread to eat for a fortnight. After that, they are drawn up and released, without horses but with any other equipment they owned, onto the steppe to the north of the village [4233].

**4238. Imperial Crypt | Dungeon**

Hyrkania is a very ancient empire. It has forgotten more emperors than it now remembers. Not far from the shores of Lake Vorukasha, in a marshy spot, can be found the crypts of several of those forgotten emperors. The caves leading into the crypts are obscured by reeds and a large oak.

The crypt is a dungeon for 1st and 2nd level adventurers.

Room	Contents
A	Fire altar is surrounded by many charred bones of human beings and goblins; those who enter with evil intent trigger a <i>burning hands</i> spell; those who enter with a good intent note a halo of light around the altar and know/feel important things can be learned here
B	Mucky ground, a rusty shield with a viper hiding beneath it; backside of shield has a map to the Green Cave [0506]
C	Chest of dried bread (inedible) behind a tattered curtain
D	Curtain depicts grape vines; crates of inedible food and barrels of soul wine; one barrel hides a carved stone goblet which, when filled with wine, shows the path to the Temple of Vines [6448]
E	Goblins (3) stand guard; their tribe lives below and knows that they cannot pass [A]
F	Locked door; spider swarm and thick webbing that hides a carpet which bears a map of the Spider Temple [2420]
G	Sarcophagus of Emperor Yaxates buried beneath the soil; opening it extinguishes all light; emperor's skeleton rises and fights; holds an intelligent +2 <i>longsword</i> (NE, Int 12, Ego 16; <i>telepathy</i> , detect traps, detect gems, detect sloping passages, <i>clairsentience</i> 3/day, <i>read magic</i> ) that tries to force people to go to the Shadow Dungeon [5330]
H	Walls of this room are covered in soot; animated +1 <i>battle-axe</i> attacks; removing the soot shows the way to the Dragon's Domain [6315]



Goblin, Small Humanoid: HD 1-1; AC 13 (leather); ATK Spear (1d6); MV 20; SV 16; AL CE; XP 50; SA—None.

Skeleton, Medium Undead: HD 1; AC 13; ATK Spear (1d8); MV 30; SV 16; AL N; XP 100; SA—None.

Spider Swarm, Tiny Vermin: HD 2; AC 17; ATK Swarm (1d6 + Poison II); MV 20 (C20); SV 16; AL N; XP 200; SA—None.

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).

#### 4239. Tree of All Seeds | Wonder

An island in Lake Vorukasha holds a single large tree called the *Harvisptokhm*, or “tree of all seeds”, as well as numerous healing herbs. The tree is sacred and guarded by a pack of eleven celestial chamroshes. Only Lawful clerics, benevolent druids and the rightful ruler of Hyrcania are permitted to set foot on the island without being attacked. The tree has a golden trunk and boughs from which hang strange fruit. This fruit has no flesh, just a leathery skin, and inside each fruit are seeds that,

when planted, grow into a different random tree. For example, one might find a fruit sack with pine seeds in it hanging next to one with oak seeds. All of the seeds look like little pearls, regardless of what tree they will become.

A chamrosh, for those new to Hyrcania, is a winged wolf. The celestial chamroshes around *Harvisptokhm* have silver fur and wings the color of brass. Their eyes are like sapphires.

Celestial Chamrosh, Medium Monster: HD 2; AC 14; ATK Bite (1d6); MV 50 (Fly 80); SV 16; AL LG; NA 1d6; XP 200; SP—MR 10%, resistance (electricity), +2 attack and damage Chaotic creatures

#### 4242. Hunted Girl | Monster

A young girl, 12 years old, is being tracked through this hex. During the day she hides in caves. At night she attempts to move without being detected by the two black riders who are chasing her. The riders wear leather armor over black tunics and trousers and tall black turbans fastened with silver holy symbols. Both riders are bearded and mustachioed, with sharp eyes and delicate noses. They are dhampir, the children of vampires, who work as vampire slayers. The girl they chase is a 300 year-old vampire called Mahta. Until recently, she dwelled in Paridaeza playing the role of a street urchin.

Dhampir, Medium Humanoid: HD 2+1; AC 16 (chainmail, buckler); ATK Scimitar (1d8); MV 30; SV 16; AL N; XP 200; SA—Immune (electricity, poison), resistance (cold), detect vampire on sight, negate vampire regeneration, slay vampires at 0 hp, squeeze into spaces.

Mahta, 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; Special—Resistance (cold, electricity), vampire abilities, crush will, blood drain, summon rats, bats or wolves, shapeshift.

#### 4248. Pujma | Stronghold

Pujma is a grand wizard, once loyal to the forces of law but now twisted by a desire for vengeance. He is away from his fortress besieging the stronghold of Zari [4048].

Pujma’s stronghold floats 50’ above the ground. The base is shaped like a giant egg 200’ in diameter at its widest. Above the base, which appears to be composed of white marble, are fluted towers of colored crystal about 250’ tall. Despite the novelty and beauty of the place, the wizard’s palace is very cold, with no warm touches, no comfortable spots. He prefers this as it helps him focus on his studies.

The palace is now inhabited by the wizard’s assistants Aseb, Zandi and Tahmi, who are searching desperately for magical treasures they can steal, and a way out of the fortress other than the teleporters which they cannot control.

Treasure: 2,000 cp, 2,100 sp, 250 gp, treasure map



Zandi, Magic-Users: LVL 1; HP 3; AC 10; ATK Dagger +0 (1d4); MV 30; SV 15; S10 I15 W7 D9 Cn11 Ch9; AL NE; XP 100; Special—Alchemy, lore, spells per day (3), create scrolls; Gear—None

Tahmi, Magic-Users: LVL 1; HP 3; AC 10; ATK Dagger -1 (1d4-1); MV 30; SV 15; S6 I14 W12 D11 Cn11 Ch8; AL N; XP 100; Special—Alchemy, lore, spells per day (3), create scrolls; Gear—None

Aseb, Magic-User: LVL 3; HP 3; AC 10; ATK Dagger +0 (1d4-1); MV 30; SV 14; S5 I13 W15 D11 Cn8 Ch14; AL XX; XP 300; Special—Alchemy, lore, spells per day (4/1), create scrolls, arcane knowledge (algebra and geometry); Gear—None

Pujma, Magic-User: LVL 16; HP 37; AC 18; ATK +1 dagger +7 (1d4+1); MV 30; SV 9; S9 I13 W10 D7 Cn9 Ch10; AL N; XP 1600; Special—Alchemy, lore, spells per day (5/4/4/4/3/3/2), create scrolls, arcane knowledge (poison I, sneezing powder, invisible ink, distillation, acid, steam engine, glue); Gear—*Potion to resistance to fire, scroll of protection from outsiders, ring of jumping, bracers of armor +8*

Spellbook: 1—Cause Fear, Change Self, Detect Poison, Enlarge Person, Flare, Mage Armor, Magic Aura, Phantasmal Force, Rad Magic, Reduce Person, Unseen Servant; 2—Darkness, Darkvision, Knock, Levitate, Scare, Touch of Idiocy; 3—Blink, Gaseous Form, Mental Barrier, Psionic Blast, Shrink Item, Spectral Force; 4—Confusion, Enervation, Ice Storm, Polymorph Other, Wizard Eye; 5—Dream, Nightmare, Seeming, Wall of Force; 6—Crystallize, Guards and Wards, Planar Binding II, Summon Monster VI; 7—Delayed Blast Fireball, Plane Shift, Ultrablast; 8—Mind Blank, Telekinetic Sphere

#### 4325. Bone Crunchers | Monster

A pack of five giant striped hyenas live in this hex in a cave. The cave and the area around it littered with cracked bones.

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

#### 4327. Black Gully | Wonder

A gully of smooth stones and stunted junipers in this hex (it runs east to west) is decorated with a 3' tall silver statue of an avenging angel. The statue is situated about midway through the hex. The statuette was placed there by Az, the daeva of avarice, as a temptation to mortals. Commissions of sin, such as greed and envy, in its presence cause a flood of black oily water to rush through the gully. The waters may knock people off their feet (make a strength check) and carry them down the gully and into a subterranean abode of tormenting demons.

#### 4330. Stampede | Wonder

Cliffs in this hex run parallel to the Sinda (Sangarius) River. They are about 50' high and topped with a line of pines. The wall of the cliff is at one point decorated with chalk drawings of a herd of aurochs. Touching the cliff causes the chalk drawings to come to life, emerging from the cliff face as chalk white

animals in a stampede. They leave gold dust behind them when they cross the hex.

Aurochs, Large Animal: HD 10; AC 13; ATK Gore (1d8); MV 40; SV 12; AL N; XP 500; SA—Charge.

#### 4340. The Azadan Must Die | Monster

A succubus by the (assumed) name of Layla has come to the countryside of Gor bearing ill tidings. She has summoned a great swarm of locusts (nine swarms, to be precise) to destroy the fields of Azadan Shana, who saw fit to summon her, partake of her services in an ancient dispute with her neighbor Azadan Rajun (whose tongue now hangs as an amulet on Layla's neck), and then demurred at the agreed upon payment, namely the azadan's soul. The people are in terrible distress and have been informed by messenger imps that the azadan's head, delivered to an old, blackened stump of a tree on a hill near the village, will make the locusts go away and leave the people free to rule themselves.

Locust Swarm, Tiny Vermin: HD 3; AC 18; ATK Swarm (2d6); MV 20 (C20); SV 15; AL N; XP 300; SA—None.

Succubus, Medium Outsider: HD 6; AC 11 [+1]; ATK 2 claws (1d3); MV 30 (F50); SV 14; AL CE; XP 1800; SA—Immune (electricity, poison), change shape, summon Class IV or VI demon (40%), kiss (drain 1 level + suggestion); SP—*Charm person, clairsentience, confusion •••, darkness, change self, ESP, ethereal jaunt, suggestion, teleport without error, thought shield •••, tongues* (always).

#### 4404. Imperial Warning | Wonder

There are two sandstone promontories in this hex, about 2 miles apart. Each is carved with the face of an ancient Hyrcanian king in bas-relief. A rope is hung between the two promontories and numerous corpses, most of them skeletal, are hung from it on hooks. Above each of the kingly faces is carved a glyph representing "justice". A winch atop one of the promontories, reachable by rungs and carved steps, can lower the rope to the ground to permit additional bodies to be fastened to it. Most of the bodies are Turanian invaders and Hyrcanian traitors. They are meant as a warning.

#### 4407. Sirjal | Village

Sirjal (pop. 310 urban/2,480 rural) is a large village of farmers and herdsmen on the Ejla River. Ostensibly under the control of the Shah of Khialis, it is also claimed by the Mardyakhorians and Archanae. The village has better defenses than most settlements its size. Shah Zaman maintains a garrison of 50 soldiers in Sirjal under Istandar Jamsha, a middle-aged man, somewhat gaunt, with a lustful, passionate personality that keeps the residents of Sirjal on edge about the safety of their wives and daughters.

Captain Jamsha, Medium Humanoid: HD 5; AC 16 (chainmail, buckler); ATK Scimitar (1d8); MV 30; SV 14; AL CE; XP 250.

#### 4417. Haunted Bandits | Monster

Ten bandits are camped in this hex and they are very touchy. All of them are old and grey, which is odd. Even odder is the fact that all of them were young men a few days ago. The bandits haunted by the ghost of a victim they robbed and killed a week ago. The man was a merchant on his way to Issessara [3211] from Faroozeh [5119] to visit his daughter. His ghost has now appeared several times to the bandits, aging them with his touch. The ghost can only be laid to rest by the death of the bandits and by the returning of a gold and emerald ring they stole to his daughter in Issessara.

Bandit, Medium Humanoid: HD 1; AC 14 (studded, shield); ATK Spear (1d8); MV 30; SV 16; AL CE; XP 50; SA—None.

Ghost, Medium Undead: HD 6; AC 15 [Silver]; ATK Hurlled object (30'/1d4); MV F30; SV 14; AL LE; XP 1800; SA—Rejuvenation, frightful moan (save vs. fear), *magic jar*.

#### 4420. Lake House | Wonder

An airy building of alabaster stone is constructed here on a dry lowland of sparse grass and beige sand. The building is constructed as a large patio with a small enclosure. A large malachite vessel is built into the deck of the patio. It is empty and dusty, as is the rest of the construction.

If water is poured into the malachite vessel, a lake grows around the building. The lake is 10' at the deepest and grows 30' in radius per pint of liquid put into the vessel. The vessel can hold a total of 12 pints. The lake water lasts for one hour per pint due to evaporation in hot weather, or six hours per pint in cool weather.

#### 4432. Humpbacks | Monster

A herd of 20 wild camels are grazing in this hex. Honestly, they are pretty boring. Just minding their own business.

Camel, Large Animal: HD 3; AC 13; ATK Bite (1d4); MV 50; SV 15; AL N; XP 150; SA—None.

#### 4438. Gor | City-State

DEMOGRAPHICS
<b>Population</b> 17,140 urban, 137,000 rural
<b>Race</b> Human (93%), Faun (3%), Centaur (2%), Peri (2%)
<b>Religion</b> Anahita, Asura of Fertility (NG)
<b>Alignment</b> Neutral
AUTHORITY
<b>Temporal</b> Ashin, Vurzugan of Gor (N)

Medium Humanoid: HD 3; AC 17 (banded, buckler); ATK Lance (1d8) or longsword (1d8) or composite bow (1d6+1); MV 30; SV 15; AL N; XP 150; SA—None; EQ—*potion of heroism*.

#### Spiritual Kana, Mobad of Gor (NG)

Medium Humanoid: HD 3; AC 10; ATK Staff (1d4); MV 30; SV 15, 14 vs. magic; AL NG; XP 300; SA—Magic use (D3); EQ—*ring of swimming*.

#### Arcane Sadri, Grand Vizier of Gor (LG)

Medium Humanoid: HD 2; AC 10; ATK Staff (1d4); MV 30; SV 16, 15 vs. magic; AL LG; XP 200; SA—Magic use (M3); EQ—*staff of conjuration*.

#### MILITARY

##### City Guards 190

**Army** 590 (100 horse-archers, 80 archers, 40 light footman, 70 light horsemen, 70 heavy horsemen, 90 cataphract, 120 clibanarii, 20 heavy footmen)

**Navy** 10 war galleys

#### DESCRIPTION

**Theme** City on the edge of chaos

**Wilderness** Grasslands

**Accent** Persian

**Vistas** Fluted columns, white buildings thick with vines, onion domes gleaming in the sunlight or moonlight, cobbled streets

**Names** (M) Amdab, Avi, Bahi, Hana, Jafa, Khaba, Kusha, Mahi, Mani, Mehra, Namvan, Nousha, Shiyani, Suha, Tavi; (F) Ashran, Avizh, Eril, Ilak, Ilour, Mara, Mini, Nasa, Nazoo, Sadri, Salma, Sara, Vena, Zata

**Money** Dinar (gp), dirham (sp), pashiz (cp)

In the days when Dionysus and his armies were marching across the Hyrcanian Plateau, Gor put up an especially stubborn resistance. Vexed by weeks of siege, the young demigod finally called upon the spirits of the earth and redirected the Barghaman River into the city-state's streets, flooding it and breaking the resolve of its citizens. Such is the legend of Gor, sister city of Paridaeza.

Gor is a circular city with 30' tall walls of white stone pierced by four gates. Each of the gates is flanked by narrow, 60' tall towers topped by onion-shaped domes. The city's northern gate is called the Gate of Light and is defended by a cabal of Mithraic wizard-priests as well as the normal men-at-arms. The southern gate is the Shah's Gate, named for the road to Paridaeza. The western gate is called the Sea Gate for Lake Vorukasha. It is actually a sea gate, permitting entrance by merchant galleys to the docks. The eastern gate is the Camel Gate, named for the caravans that move into the city from the landward side. The city is surrounded by a 150' wide ditch filled with fine white sand that can swallow people up as surely as water. One can see bronze bull-heads sticking up from the sand. These statues are actually 20' tall and have openings in the base that lead to tunnels into the city's underworld, populated by amber-scaled kobolds and fat, blue spiders.

Within the city walls is an ancient and densely packed city of white stone buildings and white pavers. The streets are almost like tunnels, the buildings arching inwards due to a lack of space. These tunnels are lined with braziers and oil burners, and where the sun shines one can find amber-colored damask roses and vines of fragrant jasmine. The buildings of the city have highly slanted roofs, arched doors and windows with a wooden grid on which one might glimpse one or more veils; the colors and where they are tied to the bars is a sort of code known to the women of the city and their lovers.

The city center holds fortified municipal buildings, each a tower with a crenelated roof and a force of footmen housed within. The tallest of these towers is a spiral, like a unicorn's horn, that was said to be raised by Dionysus. It is 200' tall and houses a shrine to Ameretat and her priesthood.

Gor's economy is based on the farming of wheat, rosemary, peppermint and turnips in its farmland, the quarrying of alabaster from the shores of Lake Vorukasha, which is carved in the city by expert hands, and the felling of trees that the locals turn into highly sought-after furniture. The alabaster cliffs of Gor also produce selenite gems.

The men and women of Gor are known for their fair skin. Both sexes paint around their eyes with green and gold. Men dress in long coats, baggy trousers and fitted tunics, while women wear beaded veils and long gowns. The wealthy wear slippers that curl up at the toe, while the poor make do with sandals. Noble women wear silk hoods. The upper classes are permitted to wear gold and jewels, while the merchants and artisans are permitted silver and gems and others may only wear copper (or brass) and baubles.

While Gor is well-tended and peaceful, it is also extremely corrupt. Festivals are common in Gor, all the better for the Guild of Pickpockets to ply its trade, and violence is never permitted. The streets are littered with beggars who are required by their guild to wear patchwork clothes to identify them. Other people caught begging are stolen away by the guild to have their feet beaten with rods in the undercity.

The Prince of Gor, as the ruler is styled, is elected by the nobles and merchants of the city-state. The current vurzukan is Ashin, an alcoholic spendthrift who has been effectively blackmailed and controlled by the Merchants Guild, much to the chagrin of the aristocrats and nobles. Vurzukan Ashin is rarely in shape to govern, so the daily governance of the city-state has been left to his vizier, the religious and lawful Sadri, and Ashin's favorite courtesan, Lehou. Despite Lehou's lowly birth and "colorful" life, she and Sadri have become fast allies due to their affection for the ne'er-do-well Ashin and their love of Gor. Lehou can often be seen around the city running errands, riding atop a magic carpet and notable for her purple silks, her

tall, strawberry blonde hair and the green fire tattoos that run up both her arms, from fingertips to elbow.

The warriors of Gor wear yellow headbands and paisley tunics of yellow and red. The city-state is famed for its archers. The archers all vie to join the Brothers of the Dusty Road, a legion of rangers who patrol outside the city-state's territory. The brothers dress all in white and wield scimitar and bows.

Gor's Merchant Guild poses a threat to the city-state not because of their mercantile ambitions, but because of their secret cult to the devil Marchosias. They keep their temple in the undercity beneath the docklands. The fat blue spiders of the undercity are their spies.

#### **4442. Horse Traders | Monster**

Eight human traders are leading ten draft horses to market in Gor. They traded with the Keatish nomads [5142] for the horses, and hope to make a pretty penny in Gor.

Trader, Medium Humanoid: HD 2; AC 13 (leather, buckler); ATK Axe (1d6); MV 30; SV 16; AL N; XP 100; SA—None.

#### **4446. Kangan | Village**

Azadan Niyooshi keeps a pretty tight ship in Kangan (pop. 270 urban/2,160 rural), although he has a real blind spot for pretty girls and his household of three exceptional daughters often seems to be a madhouse. The village is situated on a rolling prairie. The people grow wheat, peppermint, madder and grapes (an inferior sort), and they keep goats. The village produces low quality wine (the locals believe it is excellent) and a dye works makes purple cloth which is favored throughout the region and as far away as the Golden Coast. The village is thick with Shirazi cats, for the azadan is a cat fancier and does not permit them to be maltreated or maligned. The azadan commands 20 warriors.

#### **4510. Boldu | Wonder**

A minstrel by the name of Boldu has taken shelter here from the wind by a giant oak tree. Boldu is a short, plump fellow who is more compassionate than loyal. He falls in love easily, and just as easily falls out of love and it is this tendency, along with the tendency for fathers to protect their daughters, that has him out on the dangerous steppe when he might otherwise be playing his lute in a tavern in Issessara [3211].

Boldu, Bard: LVL 5; HP 29; AC 16 (banded); ATK Longsword +2 (1d8); MV 30; SV 15; S10 I11 W8 D9 Cn15 Ch17; AL N; XP 500; Special—Carouse, lore, read languages, climb walls, hear noise, hide in shadows, move silently, open locks, pick pockets, spells per day (4/2), music (fascinate, counter music); Gear—*Potion of charm person*

Spellbook: 1—Charm Person, Detect Magic, Light, Mage Hand, Read Magic, Wizard Mark; 2—Detect Evil\*, Web

#### 4516. No Honor | Monster

Two gnolls are arguing over a sack of treasure.

Treasure: 25 sp, small cymophane

Gnoll, Medium Humanoid: HD 2; AC 14 (leather); ATK Battleaxe (1d8); MV 30; SV 16; AL CE; XP 100; SA—None.

#### 4519. Sirjask | Village

Sirjask (pop. 30 urban/240 rural) might be mistaken for a strange house rather than a village. It is surrounded by 10' tall walls of reddish stone with a single set of iron doors as an entrance. The structure has no towers and no warriors walk the battlements.

Inside the walls is a maze of passages and rooms, not unlike the typical fantasy dungeon, wherein dwell the villagers. They are mostly miners who work tin mines scattered around the village, never more than one hex away. The village is surrounded by low adobe farmsteads that are dug into the ground. These farmers raise goats and wheat mostly.

Sirjask has two inhabitants of note. The first is Jana Habai, an alchemist (4th level adept). The second is a blue dragon named Aramuk who only recently came to the village. Old and tired, he made a home for himself within the village's great hall, which is barred and guarded at all times. Aramuk is fed by the villagers and in return does not eat them or raze their village to the ground. This has made the villagers very unwelcoming, especially to adventurers.

Treasure: 10,500 sp, small malachite, small spinel, small hematite, medium tiger's eye, small cymophane

Aramuk, Old Blue Dragon, Large Dragon: HD 9 (36 hp); AC 18; ATK 2 claws (1d8) and bite (1d10); MV 40 (F150, B20); SV 12; AL LE; XP 2700; SA—Immune (sleep), resistance (electricity), breath weapon (3/day, 80' line of lightning, damage = current hit points), speech.

#### 4529. Goods to Trade | Monster

Ten Turanian nomads [5203] from the north are camping here. They are heading to Aradia [4932] to trade twenty riding horses they stole from unlucky pilgrims. The nomads invite people into their camp and then try to rob them if they think the adventurers are weaker than they.

Treasure: 3,000 cp, 500 gp

Light Warhorse, Large Animal: HD 2+1; AC 14; ATK 2 kicks (1d6); MV 60; SV 16; AL N; XP 100; SA—None.

Nomad, Medium Humanoid: HD 1+1; AC 15; ATK Scimitar (1d8) or composite bow (1d6+1); MV 30; SV 16; AL N; XP 50; SA—None.

#### 4531. Injured Beast | Monster

Three Indian rhinoceroses dwell in this hex. One is injured and relaxing under a tree, the others are agitated by any movement around them, for they are worried about their sister.

Rhinoceros, Large Animal: HD 8; AC 16; ATK Horn (2d8); MV 30; SV 13; AL N; XP 400; SA—None.

#### 4534. The Love God | Monster

Twenty sprites in this hex attend an amorous demigod, Hushi, the son of a titan and human male. Hushi is a masterful archer. He dwells in a bower of roses and peonies amid a small oasis of tall, sweet grass, cool water and overarching trees. He is a persistent wooer of both women and men, but never goes too far with his protestations of love.

When one enters Hushi's peaceful bower they see him reclining on a couch of porphyry carved in ancient times. The couch is covered with pillows in silks and satins. The sprites serve him dates and roasted birds on silver platters. Other sprites fan him with palm fronds and play little flutes and harps. The sprites do not permit the hunting of the roe deer, hares and other animals that dwell in the oasis as the killing of animals is permitted to the sprites and Hushi alone.

Hushi is languid and lazy. He has some control over the environment here and ardently wishes to build a cult to himself in the easiest way possible – i.e. through the labor of others. He desires a temple, first and foremost, and does whatever he can to trick, cajole and even force labor from others. The spirits of Hyrcania have told Hushi that the *Goblet of Voruna* is hidden in the Dionysus Temple [6448]. He will reveal this information to adventurers in exchange for favors.

Sprite, Small Fey: HD 1; AC 13; ATK Sword (1d4) or bow (60'/1d4 + sleep 1d6 hours); MV 20 (F40); SV 16; AL NG; XP 100; SP—*detect evil* (150' range), *detect good* (150' range), *invisibility* (self), *speak with animals* (always active)

Hushi, Love Demigod: LVL 9; HP 53; AC 19 (+1 studded leather, shield); ATK Footman's mace +7 (1d6+1); MV 30; SV 11; S13 I10 W9 D9 Cn13 Ch 20; AL N; XP 900; Special—MR 5%, appeal for spells (1st to 4th level cleric spells); SP—*charm person* •••, *restoration* •; Gear—*scroll of protection from poison*, *ring of animal friendship*, *elixir of truth*

#### 4545. Khamabandar | Stronghold

Mobad Khama maintains a fortified port in this hex. Khama is a priest of Vanant (LG) and leads a small priesthood of two bea- dles and an acolyte, Kara. The stronghold's warriors are all marines, capable of fighting on land or water. The peasants are fishermen, rope makers, woodworkers and shipwrights.

The garrison numbers 120 men-at-arms. They are supported by a village of 100 people.

Treasure: 1,300 cp, 3,800 sp, mahogany idol of Vanant, treasure map, *potion of fly*

Beadles, Medium Humanoid: HD 1; AC 13 (leather, buckler); ATK Mace (1d6); MV 30; SV 16, 15 vs. magic; AL LG; XP 100; SA—Magic (C1).

Kara, Cleric: LVL 3; HP 16; AC 19 (+3 *chainmail*, shield); ATK Footman's mace +1 (1d6); MV 30; SV 15; S9 I12 W15 D8 Cn12 Ch14; AL LG; XP 300; Special—Conversion, healing, turn undead, spells per day (3/1); Gear—None

Khama, Cleric: LVL 11; HP 30; AC 21 (plate armor, +2 *buckler*); ATK Footman's mace +8 (1d6+1); MV 30; SV 11; S14 I10 W14 D11 Cn10 Ch7; AL LG; XP 1100; Special—Conversion, healing, turn undead, spells per day (6/4/4/3/2/1); Gear—*Potion of polymorph self*, *rod of metal and mineral detection*, *amulet of mighty fists* +2

#### 4603. Mountebank? | Monster

A fluffy camel walks along the banks of the sputtering River Ejla, a caped wizard with a broad hat and stark white robes on its back. Under those robes is a suit of green and black, and in his hand is a skull-tipped staff. The man is named Armeen and he represents himself as a potion-maker and weaver of love spells – a mountebank in other words – but is actually a very dangerous necromancer. Following behind his camel, at a distance, is a gang of animated skeletons in the clothes in which they were buried. Some were poor, some rich, and one wears a fine suite of chainmail.

Camel, Large Animal: HD 3; AC 13; ATK Bite (1d4); MV 50; SV 15; AL N; XP 150; SA—None.

Skeleton, Medium Undead: HD 1; AC 13; ATK Spear (1d8); MV 30; SV 16; AL N; XP 100; SA—None.

Armeen, Necromancer: LVL 7; HP 15; AC 10; ATK Dagger +1 (1d4-1); MV 30; SV 12; S7 I16 W11 D13 Cn9 Ch14; AL NE; XP 700; Special—Alchemy, lore, spells per day (6/4/2/1), create scrolls, arcane knowledge (gunpowder, hypnotize, compass); Gear—*Potion of clairsentience*, *ioun stone (vibrant purple prism)*

Spellbook: 1—*Cause Fear*, *Chill Touch*, *Detect Secret Doors*, *Disrupt Undead*, *Floating Disk*, *Mount*, *Ray of Enfeeblement*, *Read Magic*; 2—*False Life*, *Ghoul Touch*, *Spectral Hand*; 3—*Hold Undead*, *Ray of Fatigue*, *Vampiric Touch*; 4—*Animate Dead*

#### 4635. Monument of Victory | Wonder

This hex holds a bronze statue of a kneeling giant, exotically beautiful, with his head hung down before a conquering emperor. Sealed inside the bronze statue of the giant is the skeleton of the titan Phimorsis who was slain on this spot by the wizard Satti five hundred years earlier. Satti died from wounds suffered during the battle, so naturally Padishah Peroz III de-

cided to use his own image in the monument. The presence of the titan's skeleton in the statue causes metal objects to hum in its presence, out to a distance of three miles.

#### 4641. Cloud Mountains | Wonder

A maiden reads 'neath the shade of two date palms in this hex, near a pleasant burbling spring. She has dusky pink skin and luminous auric eyes lined in kohl. Her silver hair hangs in long, thick braids that are tied behind her back. The woman never speaks, only hushes. She reads a book bound in copper plates with incredible images of cloud mountains and lightning trees and herds of dragon horses playing around the feet of a ki-rin. The pictures, if one looks long enough and deeply enough are a portal to this realm.

#### 4707. Wasp Nest | Monster

An old tower of alabaster stone stands in this hex. It has windows on the upper stories (though they appear to be blocked by something) and an open doorway at the top of a flight of alabaster steps. Hundreds of dried, dead trees surround the tower, the remains of orchards.

Inside the tower one first sees a mosaic floor of brilliantly colored glass tiles. The geometric mosaic represents the genetic code of owlbeats (if a wizard can decode it). Beneath the ground floor there is a storage chamber holding some barrels of fine wine and dried up foodstuffs. The upper levels of the tower have been turned into a nest for thirteen wasps.

Giant Wasp, Large Vermin: HD 3; AC 15; ATK Sting (1d6 + Poison II); MV 20 (F60); SV 15; AL N; XP 300; SA—None.

#### 4721. Water from Stone | Monster

An ancient stone in this hex gives water when it is tapped by wood. A marid is bound into the stone. She can only be released by cracking the stone in half. The marid's name is Nadia. She has been stuck in the stone for 1,500 years, bound there by Padishah Dadba II of the Mardiyakhorian Empire.

Marid, Large Water Elemental: HD 12; AC 20; ATK 2 slams (2d6) or trident (4d6) or water jet (60'/1d6 + blind), vortex of water; MV 20 (S60); SV 11; AL CN; XP 3600; SA—MR 25%, immune (cold); SP—*Control water*, *create water*, *fog cloud*, *gaseous form*, *invisibility* ••, *polymorph self* ••, *purify water* ••, *water breathing*, *water walk*, *wish* (non-genies) (1/year)

#### 4723. Gold for Knowledge | Wonder

Adventurers passing through this hex are confronted by a giant crow with gold tinged wings and gold eyes. It caws loudly at them, hopping around, pointing its beak at gold coins that they might be carrying. If fed a handful of coins, the raven gobbles them down and then drops an egg. Cracking open the egg releases a prediction for the future.

Giant Crow, Large Monster: HD 3; AC 15; ATK 2 talons (1d3); MV 10 (F40); SV 15; AL NE; XP 300; SA—None.

#### 4738. Three Robbers | Monster

Three masked highwaymen ply this hex, hoping to waylay travelers along the Barghaman River. They crouch on a promontory overlooking the river, crossbows in hand. It is a pity that they are utter incompetents. They can surprise victims easily enough, but usually end up discharging their crossbows accidentally or knocking each other over or something equally useless in the midst of a robbery. The men, Ferdi, Yahkar and Adin need help, frankly, so perhaps the adventurers can take them on, suffer through their nonsense, and keep them alive.

Highwayman, Medium Humanoid: HD 1; AC 13 (studded); ATK Spear (1d8); MV 30; SV 16; AL N; XP 50; SA—None.

#### 4746. Blue Lantern | Wonder

A sandy depression in this hex hides a magic lantern. The lantern has cloudy blue glass that glows (without fire) in the presence of magic. The lantern is 6" under the sand and might be discovered by glowing in the presence of magic items possessed by the characters. The light given off by the lantern is about as powerful as that given off by a torch. It cannot be extinguished, other than with *dispel magic*.

#### 4805. The Glass Dealer | Wonder

An odd gnome woman in a saffron suit and crimson top hat is selling broken glass from a sack. She wears a reddish clover in her lapel and a large rabbit serves as her mount. It is browsing on the sparse grasses in a gully that holds a thin trickle of water. The gnome, Sogeen Nakia, claims the glass is magical, and that a wise person might find that a handful of glass for a mere 10 gp is a wonderful bargain. Soaking the glass in wine turns it into a potion bottle holding a random potion. When the potion is consumed, the bottle turns into dust.

Gnome Magician, Small Humanoid: HD ½; AC 15; ATK Axe (1d6); MV 20; SV 17, 15 vs. illusions; AL NG; XP 50; SA—Gnome traits, magic use (M3); SP—*audible glamer* •, *dancing lights* •, *prestidigitation* •

#### 4811. Inhalatorium | Stronghold

Tarsy Asgat is a tall, drawn woman with deep laugh lines and sly blue-grey eyes. In this hex she has established a rambling villa of limestone walls and baked tile roofs. It is surrounded by gardens of fragrant herbs and flowers and has deep cellars in which strange fungi are grown. Tarsy works diligently at making magical perfumes, testing them on people foolish enough to accept her hospitality. She is assisted in her endeavors by Kata, a squeamish young magic-user looking for release from her bondage to Tarsy, and six apprentices. A pair of men-at-arms, twin lovers of Tarsy, dressed in floral pattern

robes and tall helms, maintain security in the stronghold, mostly keeping Kata and the apprentices in line.

Treasure: 3,600 cp, 5,600 sp, small jasper, large topaz, small spinel, treasure map, *potion of haste*

Man-at-arms, Medium Humanoid: HD 1; AC 16 (mail, buckler); ATK Spear (1d8) or composite bow (1d6+1); MV 30; SV 16; AL N; XP 50.

Apprentice, Medium Humanoid: HD 1; AC 10; ATK Dagger (1d4); MV 30; SV 16; 15 vs. magic; AL N; XP 50; SA—Magic use (M1).

Kata, Magic-User: LVL 3; HP 6; AC 10; ATK Dagger +2 (1d4+1); MV 30; SV 14; S14 I15 W9 D11 Cn9 Ch9; AL N; XP 300; Special—Alchemy, lore, spells per day (4/1), create scrolls, arcane knowledge (hypnotize); Gear—*Potion of polymorph self*

Tarsy Magic-User: LVL 9; HP 35; AC 10; ATK Silver dagger +3 (1d4); MV 30; SV 12; S11 I12 W11 D12 Cn14 Ch10; AL NE; XP 900; Special—Alchemy, lore, spells per day (5/4/3/2/1), create scrolls, arcane knowledge (algebra and geometry, acid, glue, soda water); Gear—*Potion of enlarge self*, *staff of fire*, *ring of animal friendship*

#### 4814. Marzaban Feza | Stronghold

Feza Khushmi is the last in a long line of Mardiyakhorian warlords who have ruled over this area. He is descended from the Khushmi line that ruled the Mardiyakhorian Empire. He rules Sathesar, the "Radiant Castle". Sathesar guards the way from Archanae to Faroozeh [5119].

The castle is constructed along a low ridge. It undulates like a great serpent atop the ridge, its white walls visible from three hexes away during the day. A large village of herdsman and hunters is constructed on the lower slopes of the ridge, which are not as steep as the upper portions.

Feza is in a deep depression. His daughter, the apple of his eye, was among the ladies murdered by the Padishah during his madness. He wants to see the murderer brought to justice, and thus will not aid adventurers seeking the imperial relics unless he can be assured they will not be brought to the Padishah.

The warlord is a middle-aged man with the beginnings of a paunch. He has golden eyes that once sparkled, but which now are red-rimmed and lightless. Once an optimist with a lust for life, he has grown crass since his daughter's murder. His garrison numbers 40 men-at-arms. They are supported by 280 villagers who farm and herd.

Treasure: 8,400 cp, 3,900 sp, 8,000 gp

Zhari, Faun Fighter: LVL 7; HP 35; AC 19 (+1 *platemail*, shield); ATK 1+ scimitar +7 (1d8+1); MV 30; SV 14; S13 I14 W6 D8 Cn16 Ch8; AL N; XP 700; Special—Riding, leadership, dominate, wondrous mount (bulldragon); Gear—*Ring of water walking*

Bulldragon, Large Monster: HD 8; AC 15; ATK Gore (3d6) or trample; MV 50; SV 13; AL N; XP 2400; SA—Immune (poison), resistance (fire), charge for triple damage, snort fire (1/day, 1d4 fire).

Feza, Fighter: LVL 10; HP 61; AC 20 (plate armor, shield); ATK 1+ scimitar +10 (1d8+1); MV 30; SV 12; S14 I11 W15 D9 Cn13 Ch12; AL N; XP 1000; Special—Riding, leadership, dominate; Gear—*Potion of strength, scroll of protection from elementals*

#### 4816. Torture | Monster

Four nomads have a fifth comrade, a traitor, staked to the ground spread-eagle. He has been severely lashed and is frothing at the mouth from pain, his eyes rolled back in his head and his voice lost from prolonged screaming.

Light Warhorse, Large Animal: HD 2+1; AC 14; ATK 2 kicks (1d6); MV 60; SV 16; AL N; XP 100; SA—None.

Nomad, Medium Humanoid: HD 1+1; AC 15; ATK Longsword (1d8) or composite bow (1d6+1); MV 30; SV 16; AL N; XP 50; SA—None.

#### 4824. Ardasheer | Monster

Ardesheer is a paragon among the lions of Hyrcania. He has black fur and a silvery mane. Ardasheer is believed by the people of the plateau to be the reincarnated spirit of Darab the Long-Handed, fifth padishah of Hyrcania. His cave is often decorated with garlands of flowers and the nomads still leave him sacrifices of cattle and wine. Sometimes they bring criminals to this cave to be executed.

Ardesheer, Large Monster: HD 6+1 (37 hp); AC 19 [+1]; ATK 2 claws (4 + rend) and bite (10); MV 60; SV 14; AL N; XP 1800; SA—Regenerate; SP—*dispel magic* •••, *haste* •••, *detect invisibility* •••

#### 4910. Escaped Prisoner | Monster

A gang of three bone golems are escorting a prisoner back to the stronghold of Tarsy Asgat [4811]. The prisoner is a sixteen year-old woman named Moli who labored for three years for Tarsy before escaping. She has lived alone on the steppe for three years, hunting and gathering, but was finally captured by the bone golem servitors of Tarsy.

Bone Golem, Medium Construct: HD 6 (30 hp); AC 18 [+1]; ATK 2 scythes (1d10); MV 30; SV 14; AL N; XP 1800; SA—Berserk.

Moli, Barbarian: LVL 2; HP 18; AC 11; ATK club +3 (1d4+1); MV 40; SV 15; S15 I13 W9 D15 Cn16 Ch9; AL CN; XP 200; Special—Climb walls, hear noise, hide in shadows, move silently, survival, tracking, rage 1/day, surprised (1 in 6), no bonus for flanking or back attack

#### 4920. Fountain of Wine | Wonder

A fountain in this hex is filled with wine, the work of Dionysus during his march to Faroozeh [5119]. The wine is refreshing and extremely intoxicating (save at -5).

#### 4926. Salt Zombies | Wonder

This hex holds a dry lake, a salt flat haunted by salt zombies. Adventurers encounter 3d6 of the zombies a few hours after entering the lake bed. The zombies claw and grab after people, absorbing the moisture from their bodies.

Zombie, Medium Undead: HD 2; AC 11; ATK Slam (1d8); MV 20; SV 16; AL N; XP 200; SA—Cannot run.

#### 4930. Mithra's Listening | Wonder

In the hills fifteen miles north of Aradia [4932] there is a temple of Mithra. The temple is constructed of marble clad in brass that sets the hills ablaze with celestial fire during the day (this is a poetic description; not actual celestial fire that deals damage; only in fantasy games do you have to make this clear). The temple is overseen by twelve priests under the command of Koura. Mithra is relaxing in this temple invisible and unheard. Should Mithra observe adventurers worship him here he helps them with any spell up to the 5th level of power the next time they pray for help.

Treasure: 1,700 sp, 2,000 gp, large aventurine, medium hawk's eye, *tome of clear thought* +2

Priest, Medium Humanoid: HD 2; AC 17 (chainmail, shield); ATK Mace (1d6); MV 30; SV 15; AL LG; XP 200; SP—Magic use (C2).

Koura, Cleric: LVL 4; HP 22; AC 17 (banded, shield); ATK Footman's mace +3 (1d6+1); MV 30; SV 14; S13 I6 W15 D7 Cn12 Ch7; AL LG; XP 400; Special—Conversion, healing, turn undead, spells per day (5/2); Gear—*Ring of climbing*

#### 4932. Aradia | Town

##### DEMOGRAPHICS

**Population** 2,930 urban, 23,440 rural

**Race** Human (94%), Faun (3%), Peri (3%)

**Religion** Arshtat, Yazata of Justice (LG)

**Alignment** Lawful

Aradia is an ancient town on the Sangarius River. It was first founded by the ancient Harady, then overtaken by the Hyrcanian nomads and enlarged over successive dynasties. The town's citadel was constructed by the Arcadians under King Dionysus and then enlarged by the Mardyakhorians.

The economy of Aradia is based on farming and fishing, but the town also has fine brass artisans, blacksmiths and silk weavers. The brass smiths' guild and blacksmiths' guild have a long-standing rivalry that sometimes erupts into violence on especially hot days or during raucous festivals.

The town is mostly constructed of buff colored stone buildings and walls. The town's citadel is constructed atop a 30' tall hill

and has 20' tall walls and 30' tall towers. The citadel overlooks gardens of tall pistachio trees, pools with blue tile, rows of yellow tulips and bleeding-heart flowers. Outside the town walls there are meadows grazed on by reddish cattle and fields that produce mostly wheat and other grains.

Aradia is known for its fine pastries and breads. The men wear tunics and trousers tucked into high boots, with turbans twisted around head, neck and chin. Women wear long, shapeless dresses and slippers, with shawls in the cool months.

The town is very orderly and well-kept by order of the ruler, Vurzagan Dari, a sagacious man and priest of Arshtat. He governs from the citadel, which is in sight of the town's fire temple. The temple has a 60' tall tower on which is maintained a sacred fire which is reflected by polished golden shields that project the light up to three hexes away at night. The duke is known for his hunting cheetahs.

Aradia is patrolled by 65 guardsmen and defended by 50 archers, 30 light horsemen and 20 cataphracts.

#### 4936. Retiring Sages | Wonder

This hex holds a natural basin of wind-carved hills spectacular with striations of grey-green and magenta. The basin fills with water during heavy rains, bringing some of the animals in the region to drink. A college of sages occupies a school that overlooks the basin. The sages retired here to reflect and study. They seek solitude and rarely welcome annoying adventurers who just want help despoiling ancient ruins.

#### 4943. Sunning Lizard | Monster

A giant monitor lizard is sunning itself on a rock (assuming it is daytime when the monster is encountered). The rock is on a promontory that juts out over a narrow creek thick with reeds, grasses and blue butterflies. The creek runs through a gully surrounded by steep hills of reddish rock. The creek runs towards the Sangarius River.

Giant Monitor Lizard, Medium Animal: HD 3; AC 15; ATK Bite (1d8); MV 30 (S30); SV 15; AL N; XP 150; SA—None.

#### 5001. Tarkash | Town

##### DEMOGRAPHICS

**Population** 1,460 urban, 11,680 rural

**Race** Human (94%), Faun (3%), Peri (3%)

**Religion** Asha, Yazata of Fire (NG)

**Alignment** Lawful

When the Ejla River leaves the grassy Copper Hills and heads into the Yezilkum Desert, it looks like a thin ribbon of blue amid the golden dunes. At time, the river grows terribly thin,

the thirsty sands drinking it in almost to the point of death. In especially dry years, the river becomes little more than a muddy highway in spots where desperate animals and humans gather to suck whatever moisture they can get.

Finally, the river falls into a natural depression and forms the oasis of Tarkash, splendid with its fields of grain and green meadows flecked with sheep, and the imposing walls of the trading town of Tarkash, part of the Amber Road that threads across desert and steppe from Hyrcania to far northern Og.

The walls around Tarkash form a nearly perfect circle. They are composed of brilliant stone and are 26' tall. The lowest 11' of the walls are quite smooth, but the upper walls are carved in bas reliefs of a single human figure, repeated side by side all the way around the walls. The figure is referred to only as "the king". It has eyes as red as the Sun during a mournful sunset, a pointed beard and an aquiline nose.

The city is dominated by the Great Fortress, a 40' tall structure in the Hyrcanian style with slightly sloped walls, square towers, arched doorways and passages outlined in red brick and narrow passages that permit air flow and very little sun. From here the town is ruled by Zaman, Shah of Khialis and Shahzadeh of Hyrcania and his wife Dunyazade.

Around the fortress of the satrap is a maze of narrow streets and adobe buildings, all with flat roofs painted bright white. Many of the narrow streets are overhung with trellises of flowering or fruiting vines, the leaves providing relief from the Sun. In the summer, the winds of the desert kick up so much dust that the Sun is sometimes blotted out most of the day. Outside the city walls are numerous farms and a few two-story stone palaces of lords, ladies and merchant princes.

Shah Zaman of Khialis has, perhaps as a result of his brother's recent madness, become devout to Ahuramazda. He has forbidden the consumption of alcohol in Tarkash (to the chagrin of tavern keepers, who now serve fruit juices, but to the rejoicing of the wine-smuggling thieves' guild) and instituted work gangs for the beggars and layabouts of the city, including adventurers who are between adventures. He has not yet closed the non-Hyrcanian temples in the town.

The fields around Tarkash grow wheat, millet, barley and melons. Silkworms imported from Mu-Pan are raised as possessions of the satrap. Tarkash also raises a respected breed of horses with golden hair, camels, sheep, cattle, asses and mules. The town's artisans produce silk, wood and felt textiles, armor and weapons, copper and silver goods and beautiful carpets. The town mints its own coins.

Tarkash's streets are patrolled by 40 guardsmen in long white robes tied with blue sashes and wearing tall white turbans



bearing a silver chimera badge. The walls and fields are protected by 20 archers, 20 light horsemen and 10 cataphracts.

#### 5007. Ibod | Monster

An old man named Ibod has traveled to this hex to an ancient fire shrine to die. The man is a phoenix, a type of person who can be reborn into new forms when they die. Ibod has held this form for thirty years, and now knows he will soon die and be reborn. Because the rebirth can be harmful to those nearby, he has traveled here to be alone and to pay obeisance to the gods that they might bestow upon him a beneficial new form.

Ibod, Phoenix: LVL 10; HP 60; AC 19 (+4 *scale mail*, shield); ATK +2 *short sword* +6 (1d6+2); MV 30; SV 11; S10 I11 W7 D12 Cn17 Ch13; AL N; XP 1000; Special—Reincarnate, double natural healing, emulate class ability 1/day; Gear—*ring of force shield*

#### 5015. Giant Vipers | Monster

Seven giant vipers are slithering through these grasslands, hunting whatever prey might cross their path.

Giant Viper, Large Animal: HD 6; AC 15; ATK Bite (1d6 + Poison IV); MV 20 (C20, S20); SV 14; AL N; XP 3000; SA—Surprise (5 in 6).

#### 5017. Misty Conjurations | Dungeon

This hex is a vast waste of seething grey mists that form into whatever a person wishes. One need only concentrate to conjure duplicates of people, creatures or things. These constructs last for one hour. If an adventurer wishes for the crypt of the conjurer Yaaron, it appears and permits entry to the galleries and catacombs where that wizard's knowledge is recorded in silver tracery on malachite walls.

#### 5021. Pilgrims | Monster

Six peasants are traveling through this hex on their way from Aradia [4932] to Faroozeh [5119] to make offerings in that city-state's temples in the hopes of securing a cure for a boy that was made lame by a farming injury. The peasants are simple folk with almost no treasure and they are ill-equipped to defend themselves.

Peasant, Medium Humanoid: HD ½; AC 10; ATK Weapon (1d4); MV 30; SV 17; AL N; XP 25; SA—None.

#### 5034. Shasta the Bold | Monster

Shasta is a scion of one of the finest families of Bazyli [5837], a rebellious child who was finally driven from her mother's home when she caused a major scandal by absconding with the jewels of most of the finest families of Bazyli. Out on her own, Shasta continued her taking ways, growing more skillful over time until she finally got her hands on an ancient fortress

in this hex, one that was abandoned 50 years earlier when it was sacked by nomads and badly burned.

A little elbow grease and know-how got the place into better shape, and the opportunity to prey on caravans between Bazyli and Aradia [4932] has drawn 100 bandits to Shasta's service, including a Chimerian barbarian called Korth. Both Bazyli and Aradia are planning military campaigns against the bandits, but spies have reported this to Shasta, who is planning to ride with her ill-gotten booty to the Golden Coast with a select 20 bandits, leaving the remainder to die defending the fortress.

Treasure: 4,800 sp, 7,000 gp, small pearl, medium opal, small agate, *crystal ball with detect invisibility*, *staff of conjuration*

Bandit, Medium Humanoid: HD 1; AC 13 (studded); ATK Spear (1d8); MV 30; SV 16; AL N; XP 50; SA—None.

Korth, Barbarian: LVL 6; HP 52; AC 19 (splint, shield); ATK Battleaxe +7 (1d8+2); MV 40; SV 13; S16 I10 W10 D15 Cn16 Ch13; AL N; XP 600; Special—Climb walls, hear noise, hide in shadows, move silently, survival, tracking, rage 2/day, surprised (1 in 6), no bonus for flanking or back attack; Gear—*Potion of charm animal*

Shasta, Thief: LVL 11; HP 23; AC 13 (leather); ATK +2 *sword-breaker* +10 (1d6+4); MV 30; SV 13; S17 I3 W13 D13 Cn10 Ch14; AL NE; XP 1100; Special—Climb walls, find/remove traps, hear noise, hide in shadows, move silently, open locks, pick pockets, read languages, backstab +3d6, caper; Gear—*Potion of fire resistance*

#### 5038. Horn Heads | Monster

A herd of 18 camelopardises are browsing in this hex on some trees. Among them are seven young, prancing and play fighting with one another while the adults feed.

Camelopardis, Large Animal: HD 4; AC 12; ATK Head butt (2d4) and bite (1d8); MV 40; SV 15; AL N; XP 200; SA—None.

#### 5044. Brain Mole | Monster

A tall pylon surrounded by white flowers stands on the banks of the Sangarius River. The pylon is carved with a bas relief of winged demons, with copious rune work surrounding the figure. The runes are in archaic Hyrcanian. They relate the story of King Yam subduing a demon on this spot. What is more important is that a brain mole lives near this statue. It has found, through dumb luck, that the statue is perfect bait for scholars, which are the monster's favorite food. While the scholars struggle to translate the runes, the brain mole hidden in the grass absorbs a bit of their intelligence.

Brain Mole, Tiny Monster: HD ½ (1 hp); AC 14; ATK Bite (1d3); MV 10 (B5); SV 17; AL N; XP 150; SA—Surprise (3 in 6), mind leech; SP—mind thrust •••, repulsion •••

## 5047. Jinkies | Wonder

A recent sinkhole in this hex revealed extensive limestone caves. The only regular inhabitants of the caves are bats. At night, 15 bat swarms emerge from the caves to hunt. Beneath their guano is a small iron lockbox that contains 20 gp and the last will and testament of a merchant of Paridaeza who died ten years ago. His youngest son should have inherited the bulk of his fortune, but was left penniless.

Bat Swarm, Tiny Animal: HD 3; AC 16; ATK Swarm (1d6); MV 5 (F40); SV 15; AL N; XP 300; SA—Blood loss.

## 5109. Fire Gnomes | Monster

Eight fire gnome warriors in ringmail, cloaks of golden yellow and feathered turbans are riding through this hex on golden jackals. The gnomes serve the gnome queen Marjann [5206], who has contracted a mysterious illness. She seeks an old friend, Sogeen [4805], who she hopes can produce a potion that will cure her strange malady, which appears to be freezing her from the toes up.

Golden Jackal, Small Animal: HD 1; AC 15; ATK Bite (1d4); MV 40; SV 16; AL N; XP 50; SA—None.

Fire Gnome, Small Humanoid: HD ½; AC 15 (scale, buckler); ATK Short sword (1d6); MV 20; SV 17; AL NE; XP 50; SA—Resistance (fire), gnome traits; SP—burning hands •, light •, smoke image •

## 5119. Faroozeh | City-State

### DEMOGRAPHICS

**Population** 11,330 urban, 90,640 rural

**Race** Human (83%), Peri (8%), Faun (6%), Centaur (3%)

**Religion** Mithra, Asura of Light (LG)

**Alignment** Lawful

### AUTHORITY

**Temporal** Jaliad, Shah of Mardiyakhoria (N)

Medium Humanoid: HD 1+1; AC 16; ATK Fist (1d4) or longsword (1d8+2); MV 30; SV 16; AL N; XP 100; SA—Immune (disease, poison), resistance (electricity).

**Spiritual** Fazli, Hirbad of Mithra's Temple (LG)

Medium Humanoid: HD 3; AC 17 (platemail, shield); ATK Longsword (1d8); MV 30; SV 15; AL LG; XP 300; SA—Magic use (C4).

### MILITARY

**City Guards** 125

**Army** 390 (20 footmen, 120 horse-archers, 100 light cavalry, 50 cataphracts, 100 clibanarii)

### DESCRIPTION

**Theme** Oasis city

## Wilderness Grasslands

### Accent Persian

**Vistas** Sparkling water, arching palms, sun dappled streets, tall white buildings, tile roofs, thick smoke curling up from hookahs, iced mint drinks, men in veiled turbans, women in baggy trousers

**Names** (M) Amdab, Avi, Bahi, Hana, Jafa, Khaba, Kusha, Mahi, Mani, Mehra, Namvan, Nousha, Shiyani, Suha, Tavi; (F) Ashran, Avizh, Eril, Ilak, Ilour, Mara, Mini, Nasa, Nazoo, Sadri, Salma, Sara, Vena, Zata

**Money** Dinar (gp), dirham (sp), pashiz (cp)

Faroozeh is called the sparkle in the eye of Ahuramazda, and it is regarded as among the loveliest places on Nod. Its sun-dappled streets are shaded by a smattering of lime green leaves. They are lined with tall, narrow white buildings with tile roofs of burnt sienna.

The people of Faroozeh are descended from Mardiyakhorian nomads who conquered all of Hyrcania 1,600 years ago. They are now a peaceful, industrious people content in their wooded oasis. They ramble through the streets and lanes, stopping to chat for a time with a street vendor (they are thick under every striped awning in the city, but are not permitted booths, and so must carry their wares or else work from a moving cart) or lounge around a burbling fountain, sipping cool mint drinks or piping hot tea. These outdoor taverns have umbrellas and pillows for the comfort of the patrons. Waiters not only serve drinks, but also long cigarillos, for the men and women of Faroozeh smoke to distraction here, to the chagrin of Queen Rokhamee, who hates the foul odor.

The guardsmen of the city are always to be found in pairs, one wearing a blue tunic and trousers and a white cape, the other a white tunic and trousers and a blue cape. The blue guardsman carries a man-catcher, while his partner carries a truncheon and a pellet crossbow. These proud men and women stride through the streets, haughty and self-important, hurrying along the loitering vendors and bowing graciously to the veiled gentlemen and hooded ladies.

The Faroozani always dress in white, blue or turquoise. Rarely, they wear a vivid green that the elders feel is too suggestive for the young and too hopeful for the old. Jewelry is only permitted on the feet and ankles in Faroozeh, for to wear it higher on the body is just too shocking. The only exception to this rule is a precious stone worn on the forehead to signify marriage vows having been taken, and a similarly worn sunstone (for priests) or agate (for priestesses) to signify their vows. Ladies wear baggy, gauzy trousers and silk or velvet jackets worn open. They wear their hair under hoods. Men wear veiled turbans and baggy tunics and woolen leggings that curl up at the toes. The leggings are pulled on over leather slippers.

### 5125. Salmar | Village

Salmar (pop. 80 urban/560 rural) is a small Mardyakhorian village of hunters and herdsman. It's only claim to fame is the tomb of Tangee, an emperor of the Mardyakhorians who came from this village 1,100 years ago. His tomb is a smallish affair of chipped and weathered marble on a hill. The village is constructed around the hill and consists of a few mud brick buildings and yurts. Among the villagers dwells the magician Mahki, who guards the tomb of Tangee from robbers. She dwelled in Faroozeh [5119] until the unwelcome attention of Jaliad sent her into exile here, her home village.

Mahki, Medium Humanoid: HD 2; AC 10; ATK Staff (1d4); MV 30; SV 15, 14 vs. magic; AL N; XP 200; SA—Magic use (M3).

### 5130. Ragged Robots | Monster

Four automatons in ragged shape are stumbling across the landscape. They claim to have been released from their electric slumber when an earthquake opened up a rift a few miles west in this hex. While there is no sign of the rift now, the automatons will stick to their story. The automatons are human-sized and chrome-plated. They have plain faces with slits for their eyes and their mouth and telescoping arms and legs.

Automaton, Medium Construct: HD 1+1; AC 16; ATK Fist (1d4) or longsword (1d8+2); MV 30; SV 16; AL N; XP 100; SA—Immune (disease, poison), resistance (electricity).

### 5133. Crocodiles | Monster

Seven giant crocodiles sun themselves on the bank during the day and slink through the inky blackness of the Ghora River during the night, waiting for something to come just a little too close to the water to escape their jaws.

Giant 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.

### 5137. Gold Prospectors | Monster

A band of eight giant ants are excitedly poking around this hex. They have just discovered a vein of gold and are already constructing an ant-hole and taste-testing the dust for signs of gold. One of them is heading south to collect their queen and bring her here to start a new colony.

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

### 5140. Berserkers | Monster

An army of 100 berserkers are hiding in a dry wash in this hex, waiting the return of their leader and scouts. The berserkers are religious zealots of the demonic Ahriman, and they have their sights set on sacking the outskirts of Bazylis [5837]. Being

berserkers, inaction is creating dissension among the ranks, and several fights have already broken out, splitting the berserkers into two distinct factions. It will not take much to bring them to battle, and their leader, Amam, is still one hex away in [5239] with several knights of Bazylis hot on his heels.

Berserker, Medium Humanoid: HD 1+1; AC 12 (shield); ATK Battleaxe (1d8); MV 30; SV 16; AL CE; XP 100; SA—Immune (fear), go berserk.

Amam, Anti-Cleric: LVL 5; HP 11; AC 20 (platemail, shield); ATK +5 warhammer +8 (1d4+6); MV 30; SV 14; S9 I5 W11 D13 Cn8 Ch14; AL CE; XP 500; Special—Conversion, healing, turn undead, spells per day (4/2/1); Gear—+5 warhammer (CE, Int 3, Ego 8; wishes to slay all living things), *potion of purify food and drink*

### 5142. A Gathering of Keats | Monster

A band of Keats (nomads related to the Gorgarians and Akanjis) is camped here around a crater. The crater is filled with sand and is used by the nomads as an arena for gladiatorial contests meant to settle disputes. The nomads dwell in covered wagons; these vehicles litter the landscape for quite a ways, along with temporary corrals for the band's cattle and horses. Women, children and the elderly are tending to the wagons and the animals while the warriors are gathered at the crater for the days "festivities".

A throne, obviously an object of plunder that has seen better days, has been placed on the rim of the crater. It is occupied by the chieftain, Kayvoos, who is wearing off-white robes embroidered with red stags and blue wolves, a tall pointed cap of red silk (a symbol of his office) and tall horsehide boots. He is holding his sword outstretched and handing down proclamations of justice to the assembled crowd and especially to the two men who stand in the area. The men stand 100' away from one another. Each man has three arrows stuck in the ground next to him along with a spear and holds a composite bow. These men are in a dispute over the ownership of a Mupanese merchant, Qutli, and her beautiful daughter Temay. The men, Khervish, and Jamsha, are sub-chiefs of the tribe. Khervish is the better warrior, but he is understandably hesitant to fight and potentially kill Jamsha, his chieftain's son. He has proclaimed that such a fight is improper and that he would much prefer to fight a stand-in for the boy.

The band includes 410 warriors and about 1,300 noncombatants, along with 2,500 cattle and 1,200 horses.

Treasure: 5,000 cp, 750 gp, small jacinth, small pearl, small spinel, large jet, large spinel, large amethyst, +2 studded leather armor, wand of chill touch [3 charges]

Light Warhorse, Large Animal: HD 2+1; AC 14; ATK 2 kicks (1d6); MV 60; SV 16; AL N; XP 100; SA—None.

Nomad, Medium Humanoid: HD 1+1; AC 15; ATK Longsword (1d8) or composite bow (1d6+1); MV 30; SV 16; AL N; XP 50; SA—None.

Khervish, Fighter: LVL 5; HP 27; AC 19 (platemail, +1 *buckler*); ATK Longsword +7 (1d8+2); MV 30; SV 15; S16 I10 W10 D12 Cn10 Ch5; AL N; XP 500; Special—Riding, leadership, dominate, wondrous mount (gorgon); Gear—None

Gorgon, Large Monster: HD 8; AC 18; ATK Gore (2d6); MV 30; SV 13; AL N; XP 2400; SA—Cone of gas (5/day, 60', petrify).

Kayvoos, Fighter: LVL 10; HP 46; AC 22 (plate armor, +3 *buckler*); ATK 1+ longsword +10 (1d8+1); MV 30; SV 12; S13 I12 W12 D12 Cn9 Ch11; AL N; XP 1000; Special—Riding, leadership, dominate; Gear—*Potion of E.S.P.*, *scroll of protection from outsiders*, *ebony fly figurine of wondrous power*

### 5203. Khialis Nomads | Monster

A band of Khialis nomads is stopping at a watering hole in this hex, refreshing themselves, their horses and camels. The band numbers 300 warriors and 900 noncombatants, as well as 600 horses of the variety bred in Tarkash [5001] and 400 camels laden with goods from the north.

The chief of the nomads is Zimi Dalvi, an ex-adventurer who was chased into the desert after a failed escapade in Tarkash. He was found by nomads and his clever riddles and sleights of hand made him a favorite of the old chief. In time, he became the chief's adopted son and finally assumed command of the band when his adopted father died in battle with the Turanians three summers ago.

Zimi Dalvi is a short man with swarthy skin and arched eyebrows. He eschews the full beard of most Hyrcanians, opting instead for a slim mustache. His nomads include 150 in padded armor with composite bow, dagger and light warhorse, 60 in padded armor with shield, spear and light warhorse, 60 in leather armor with composite bow, scimitar and light warhorse and 30 in leather with shield, spear and light warhorse.

Zimi has four wives. One, Yalin, who was taken in raids against the Turanians has especially caught his eye. Two are sisters taken from among the members of the band. The last is a headstrong woman of Tarkash who was sold to Zimi by her father to keep her from driving him mad. Yalin is more than she seems and is prepared to humor Zimi until she can take control of the band from him.

Treasure: 3,200 cp, 5,500 sp, small serpentine, small amber cone, two small garnets, *bag of holding IV*

Light Warhorse, Large Animal: HD 2+1; AC 14; ATK 2 kicks (1d6); MV 60; SV 16; AL N; XP 100; SA—None.

Nomad, Medium Humanoid: HD 1+1; AC 15; ATK Longsword (1d8) or composite bow (1d6+1); MV 30; SV 16; AL N; XP 50; SA—None.

Yalin, Fighter: LVL 6; HP 27; AC 19 (plate armor, shield); ATK Scimitar +5 (1d8); MV 30; SV 14; S12 I8 W10 D8 Cn15 Ch7; AL N; XP 600; Special—Riding, leadership, dominate

Zimi, Bard: LVL 9; HP 31; AC 16 (banded); ATK Scimitar +5 (1d8); MV 30; SV 14; S11 I16 W10 D11 Cn11 Ch17; AL N; XP 900; Special—Carouse, lore, read languages, climb walls, hear noise, hide in shadows, move silently, open locks, pick pockets, spells per day (4/3/3/1), music (fascinate, counter music, suggestion); Gear—*Oil of grease*, *ring of the ram*, *hat of conjuring*

### 5206. Zare | Village

Zare (pop. 130 urban/1,920 rural) is a village of fire gnomes living in burrows beneath the desert sands. They herd three thoqqua, who burrow through the sands, leaving bits of glass behind them. Other gnomes collect the glass and turn it fine vessels. The gnomes are ruled by Queen Marjann, who of late has fallen ill.

Fire Gnome, Small Humanoid: HD ½; AC 15 (scale, buckler); ATK Short sword (1d6); MV 20; SV 17; AL NE; XP 50; SA—Resistance (fire), gnome traits; SP—burning hands •, light •, smoke image •

### 5217. Green Assassins | Monster

Twelve turbaned bounders armed with glaive-guisarmes are traveling to Faroozeh [5119] to kill its prince. They have green bodies, red eyes and sapphire turbans bound with moonstone intaglios that bear the image of weeping human faces. The bounders come from a colony far to the northeast.

Bounder, Medium Monster: HD 6+1; AC 16; ATK 4 claws (1d4) and bite (1d6 + Poison II); MV 40; SV 14; AL N; XP 1800; SA—Immunity (mind effects), deflect missiles (4/round), leap 20' up and 50' forward.

### 5227. Aged Traveler | Wonder

An aged traveler in striped platemail and holding a black cane topped by a brass horse-head is resting his bones on a boulder. He has his sabatons (armor shoes) off and is rubbing his tired feet. The traveler, Raolf, points people away from where they want to go if they ask him directions, but always towards where they need to be.

Raolf, Fighter: LVL 16; HP 67; AC 20 (plate armor, shield); ATK 2 +2 *trident* +18 (1d6+5); MV 30; SV 9; S17 I10 W16 D10 Cn7 Ch5; AL N; XP 1600; Special—Riding, leadership, dominate

### 5235. Ishvan | Village

Ishvan's (pop. 90 urban/720 rural) herdsmen have the finest sheep in Hyrcania, and they are proud of this fact. They keep their village clean and orderly and their ruler Azadan Hadi is both wise and good. Ishvan is known for its wool industry, producing cloth, rugs and tapestries. Hadi holds a magic staff that blooms with roses and which can turn undead as a 5th level cleric. The village is protected by eight archers.

#### 5246. Sanoo Tashi | Monster

The sorceress Sanoo Tashi, she of the magnificent thick eyebrows, emerald lips, crescent beauty mark on her cheek and eyelashes as long as a camel's, is riding through this hex on her intelligent white camel, Kabuli with her retinue. Her followers ride swift giant cats that look like Russian blues, decorated with tiny brass bells and saddles of red leather.

Sanoo's retinue consists of twelve bandits, each with a body half-covered in mystic tattoos and wearing a cloth-of-gold turban and studded leather armor, two fighters to lead them, the twin sisters Khara and Parou, and their paramours, the cunning twin brothers Rami and Arzah.

The band are in a hurry as they are followed by ten angry centaurs who just lost their leader as a result of Sanoo's treachery.

Giant Cat, Small Animal: HD ½; AC 14; ATK Claws and bite (1d3); MV 30 (C20); SV 17; AL N; XP 25; SA—None.

Bandit, Medium Humanoid: HD 1; AC 13 (studded); ATK Spear (1d8); MV 30; SV 16; AL N; XP 50; SA—None.

Kabuli, Large Animal: HD 3; AC 13; ATK Bite (1d4); MV 50; SV 15; AL N; XP 150; SA—None.

Khara, Fighter: LVL 2; HP 11; AC 15 (scale, shield); ATK Longsword +3 (1d8+1); MV 30; SV 16; S13 I14 W12 D7 Cn9 Ch14; AL NE; XP 200; Special—Riding, leadership, dominate; Gear—None

Parou, Fighter: LVL 2; HP 10; AC 15 (scale, shield); ATK Battleaxe +4 (1d8+2); MV 30; SV 16; S17 I7 W7 D7 Cn10 Ch8; AL NE; XP 200; Special—Riding, leadership, dominate; Gear—None

Rami, Thief: LVL 2; HP 7; AC 12 (leather); ATK Short sword +1 (1d6) or shortbow +1 (1d6); MV 30; SV 16; S11 I8 W12 D11 Cn5 Ch12; AL CE; XP 200; Special—Climb walls, find/remove traps, hear noise, hide in shadows, move silently, open locks, pick pockets, read languages, backstab +1d6; Gear—*Potion of levitation*

Arzah, Thief: LVL 2; HP 12; AC 12 (leather); ATK Short sword +3 (1d6+2) or short bow +1 (1d6); MV 30; SV 16; S17 I9 W10 D10 Cn14 Ch10; AL LE; XP 200; Special—Climb walls, find/remove traps, hear noise, hide in shadows, move silently, open locks, pick pockets, read languages, backstab +1d6; Gear—None

Sanoo Tashi, Sorcerer: LVL 13; HP 46; AC 8; ATK Staff +6 (1d4+1); MV 30; SV 11; S13 I8 W13 D5 Cn13 Ch9; AL CE; XP 1300; Special—Alchemy, brew potion, sense magic, spells per day (5/5/4/4/3/2), spells known (6/6/6/6/6/4); Gear—*Wand of brain lock* [5 charges], *ring of feather falling*

Spellbook: 1—*Change Self, Daze, Floating Disk, Mending, Reduce Person, Smoke Image*; 2—*Brain Lock, Detect Evil, Find Familiar, Misdirection, Spider Climb, Stomp*; 3—*Explosive Runes, Flame Arrow, Illusory Script, Rage, Sleet Storm, Water Breathing*; 4—*Detect Scrying, Dimension Door, Phantasmal Killer, Polymorph Self, Secure Shelter*; 5—*Blight*,

*Fabricate, Interposing Hand, Psychic Crush, Sending, Wall of Force*; 6—*Anti-magic Field, Chain Lightning, Flesh to Stone\*, Shadow Walk*

#### 5248. Vengeful Centaurs | Monster

Ten centaurs, fully enraged as only centaurs can be, are riding hard through this hex on a mission of vengeance. The sorceress Sanoo Tashi [5246] sold their leader a fraudulent potion that took his life. They mean to kill her and her retinue.

Centaur, Large Monster: HD 4; AC 14; ATK Kick (1d6) and spear (1d8); MV 50; SV 15; AL N; XP 200; SA—None.

#### 5301. Viper in a Pot | Monster

A large bronze cauldron rests in the golden sand, partially tipped over. One can follow the tracks of a camel to this point from the south, note that the beast laid down and then proceeded to the north. Opening the cauldron, which is tied shut with rope, reveals a wereviper named Emar. Emar is in viper form. He discovered the cauldron while passing on his camel, opened it and released an efreeti [5906] who quickly departed the scene after granting a wish for an "unassailable fortress of metal". In human form Emar wears the garb of a merchant, a disguise he adopted after murdering an actual merchant.

Wereviper, Medium Monster: HD 7; AC 15 [Silver]; ATK Bite (1d6 + Poison IV) or scimitar (1d8); MV 30 (C20, S20); SV 13; AL NE; XP 3500; SA—Lycanthropy.

#### 5324. Prison Ghouls | Monster

An old rusted cube with barred windows lies here in this hex. Inside the box are three simpering ghouls that were trapped here 300 years ago. They are terribly hungry and bite at any body part that gets close to the window of their prison.

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

#### 5330. Shadow Dungeon | Dungeon

As adventurers cross this hex a flight of bats blots out the sun. This creates shadows that turn into pits that, should they cross a person's path, drop them beneath the earth into a maze ruled by the wizard Ahmaj and his kobolds.

#### 5333. Your Mind Will be Blown | Wonder

A dangerous bridge with a tower in the middle crosses the Sinda River in this hex. The tower has locked iron doors which have rusted shut. If one gains entrance to the tower, they find a churning storm of psychic energy contained inside. Whitish-blue tendrils of energy, screaming at the mind's eye, writhe through the tower from top to bottom. This energy forces adventurers to pass a saving throw or have their minds blown out of their bodies and onto the Astral Plane. Here, they must

crawl along silver threads for 1d4 turns to return to their bodies. In the meantime, the abandoned bodies are comatose and must be carried through the tower and to the other side.

#### 5419. Ibod | Stronghold

The approach to Ibod's stronghold is a rocky one, with all fertile land under cultivation. The land is made fertile by several small springs that feed irrigation canals. It is worked by 360 peasants in veiled turbans (to keep the dust out of the mouth and nose) and light cloaks. The stronghold is an adobe construction of large size, square in layout with eight narrow towers and a central keep, with 80 men-at-arms.

The keep gives a commanding view of the land, so visitors are usually (4 in 6) intercepted by the stronghold's mistress Ibod. Ibod is a drawn woman, wiry and short, with light blue eyes, a narrow nose and thin lips. People with legitimate business are permitted entry to the village that surrounds Ibod's stronghold. Those who do not have business with the Marzaban are escorted from the stronghold or, if they resist, killed. Hospitality is rarely extended by the Marzaban. She is an unfriendly woman, but may invite in those who display their wealth. Such folk rarely leave the stronghold alive.

Treasure: 1,900 cp, 3,900 sp, small zircon, small bloodstone, small agate, large garnet

Ibod, Fighter: LVL 10; HP 28; AC 20 (plate armor, +2 *shield*); ATK 1+ +2 *greatsword* +14 (1d10+5); MV 30; SV 12; S18 I8 W13 D5 Cn8 Ch13; AL LE; XP 1000; Special—Riding, leadership, dominate;; Gear—*Stonesalve*

#### 5425. Yeroud | Monster

A turbaned woman with musky auburn ringlets and golden pistols tucked into her broad satin sash stands atop a rocky mound. Her upturned mouth smirks as she looks down on the adventurers. She does not draw her pistols or scimitar unless she is attacked, but she does ask for assistance. Her horse died a mile back so she is stranded on the steppe.

The woman is Yeroud, and she was once the leader of the bandits in [5428]. Last night, she slipped out of the hideout and is now sought by her former followers. They think she means to betray them to the authorities.

Yeroud, Marksman (Duelist): LVL 10; HP 33; AC 20 (+2 *leather*, buckler); ATK Scimitar +10 (1d8+1) or 2 pistols +11 (1d10); MV 30; SV 12; S14 I13 W6 D17 Cn10 Ch9; AL CE; XP 1000; Special—Acrobatics, taunt, surprised (1 in 6), specialist weapon (pistol, +1d6 damage), parry, spring into combat, lackey, line up shot; Gear—silver bullets (17), *necklace of fireballs V*

#### 5428. Bandits on the Run | Monster

A large cave in this hex secreted in a copse of date palms and tall sugar grass is home to 80 bandits. The bandits are now searching the steppe for Yeroud [5425], their former leader. Yeroud left because her sister, the sorceress Farkhou, had plans to kill her, and had swayed 50 bandits to her cause. None of the bandits know this, so all of them are on the hunt.

Treasure: 3,700 cp, 1,000 gp

Bandit, Medium Humanoid: HD 1; AC 13 (studded); ATK Spear (1d8); MV 30; SV 16; AL N; XP 50; SA—None.

Farkhou, Sorcerer: LVL 7; HP 28; AC 10; ATK Dagger +1 (1d4-1); MV 30; SV 12; S8 I14 W14 D11 Cn15 Ch17; AL NE; XP 700; Special—Alchemy, brew potion, sense magic, spells per day (6/4/2), spells known (6/6/4); Gear—*Scroll of fireball*, *cloak of resistance +1*

Spells Known: 1—*Alarm*, *Chill Touch*, *Endure Elements*, *Grease*, *Jump*, *Ray of Enfeeblement*; 2—*Acid Arrow*, *Darkness*, *Flaming Sphere*, *Obscure Object*, *Spectral Hand*, *Strength*; 3—*Dispel Magic*, *Heroism*, *Illusory Script*, *Tongues*

#### 5431. Bandit Hunters | Monster

Five cataphracts from Aradia are on patrol in this hex, searching for the bandits [5428] that have long plagued the area.

Cataphract, Medium Humanoid: HD 1+1; AC 17 (banded armor, buckler); ATK Lance (1d8) or longsword (1d8) or composite bow (1d6+1); MV 30; SV 16; AL N; XP 50; SA—None.

#### 5434. Losers | Monster

Twenty bandits are holed up in a cave in this hex, licking their wounds after a clash with the bandits in [5034]. The clash left these bandits without their treasure and their horses, and thirty of their fellows dead. Their first instinct is to rob and kill the adventurers, but they can be convinced to spare them if their desire for revenge is sufficiently stoked. The bandits know the way into Shasta's hideout.

Bandit, Medium Humanoid: HD 1; AC 13 (studded); ATK Spear (1d8); MV 30; SV 16; AL N; XP 50; SA—None.

#### 5437. Rana the Red | Stronghold

If you see a stunning woman in red silks and gleaming mail riding across the steppe, know that you are seeing Rana the Red, scourge of the barbarians, slayer of the blue dragon Sharsusu and heroine of the Battle of Khanar. Know that her warriors are the fiercest in Azhdaria, her horses the swiftest and their modesty practically non-existent.

In truth, Rana the Red is a bit of a self-promoter, but she also has the deeds under her belt to make it stick. Sharsusu's head still hangs in her study, nicely accented by a crystal skull

seized from the bony hands of Nazada the Lich Queen and an azure throw rug purchased in the bazaars of the infamous City of Brass in Jinnistan.

Rana's castle is constructed of granite blocks and is hung liberally with red dove-tailed banners. The towers of the central citadel are topped with onion domes of the finest alabaster. Her men-at-arms are dressed in scale armor and equipped with glaives, longswords and longbows. The fortress' garrison is 40 men-at-arms. They are supported by 120 villagers.

**Treasure:** 4,600 sp, small sunstone, large hawk's eye

Man-at-arms, Medium Humanoid: HD 1; AC 16 (mail, buckler); ATK Spear (1d8) or composite bow (1d6+1); MV 30; SV 16; AL N; XP 50.

Madyes the Keat, Fighter: LVL 10; HP 36; AC 22 (+3 *plate armor*, shield); ATK 1+ longsword +10 (1d8+1); MV 30; SV 12; S13 I13 W12 D8 Cn11 Ch6; AL N; XP 1000; Special—Riding, leadership, dominate

Rana the Red, Fighter: LVL 10; HP 45; AC 19 (plate armor, shield); ATK 1+ battleaxe +10 (1d8+1); MV 30; SV 12; S15 I14 W7 D8 Cn12 Ch9; AL CN; XP 1000; Special—Riding, leadership, dominate; Gear—*Potion of fly*, *ring of water walking*, *iron flask*

#### 5439. Pikeys | Monster

Six halfling gypsies, usually called pikeys, from the banks of the River Og are moving through this hex in a brightly colored wagon pulled by four karakul sheep hung with silver bells. The pikeys are a family composed of Mimay, grandmother of the group and a seer of some ability, Amanth, the mother and a fine herbalist and very caring woman, Periad, the dad and master pick pocket and their three kids, the infant Baldo and the sisters Marga and Gerda, rogues in training. They are heading south to the Golden Coast.

**Treasure:** 5,300 sp

Pikey (Halfling), Small Humanoid: HD ½; AC 10; ATK Short sword (1d6); MV 20; SV 17; 13 vs. magic and poison; AL LG; XP 25.

Mimay, Small Humanoid: HD ½; AC 10; ATK Short sword (1d6); MV 20; SV 17; 13 vs. magic and poison; AL LG; XP 25; SP—Magic (D2).

Periad, Halfling Thief: LVL 4; HP 12; AC 12 (leather); ATK Short sword +2 (1d6); MV 30; SV 15; S10 I15 W12 D11 Cn10 Ch12; AL N; XP 400; Special—Climb walls, find/remove traps, hear noise, hide in shadows, move silently, open locks, pick pockets, read languages, backstab +1d6, halfling traits; Gear—None

#### 5445. Cat Up a Tree | Monster

A pack of nine blink dogs is yapping at a cat in a tree\*. The cat is of the Shirazi variety (of course) and it is high enough in the wavy branches of the tree that it is not afraid of the dogs. The cat in question is a werecat named Sheeda who has been frozen in this form by a curse from Sadri, the Garrulous Wizard of

Gor. Sadri and Sheeda were lovers in the nighttime and he gave his heart wholly to her despite the warnings of his friends. When a favorite spell of his showed up in the repertoire of Houba, his oldest rival, he knew only one person who could have done it. Flowery words and the promise of riches in Duulgar-Tesh got Sheeda on his magic carpet with him, and his curse and a swift kick landed her in the tree.

Blink Dog, Medium Monster: HD 4; AC 15; ATK Bite (1d6); MV 30; SV 15; AL LG; XP 400; SA—*Blink*.

Werecat, Large Monster: HD 2; AC 15 [Silver]; ATK 2 claws (1d4) and bite (1d6); MV 40 (C20); SV 16; AL CE; XP 200; SA—Lycanthropy.

#### 5507. Loathsome Ladies | Monster

Two women are here in a covered palanquin that was thrown from their camel, which then disappeared into the desert. They are both uncommonly attractive and pose as ladies in distress on their way to visit their wealthy uncle in Tarkash [5001]. The ladies claim to have fled from bandits, but are actually lamashtu, a form of seductive demonic vampire. Their treasure is buried about 60' away to the south.

**Treasure:** 5,900 cp, 3,200 sp, small serpentine, small chalcedony, small fire opal, small olivine

Lamashtu, Large Outsider: HD 6; AC 16; ATK 2 claws (1d6 + rend) and bite (1d4); MV 50; SV 14; AL LE; XP 1800; SA—MR 15%, immune (fire), resistance (electricity), aura of entropy (10', *bestow curse*), gaze (*ray of enfeeblement*); SP—*bestow curse*, *darkness II*.

#### 5510. Fallen Angel | Monster

A cherubic youth, unshaven and bleary eyed, wearing a mail shirt, baggy striped trousers and a conical helm is resting on a stone beneath the boughs of a dead acacia. A teardrop shield is propped against the tree and a longsword hangs from his belt in a tattered scabbard. The man, Rahai, is an aasimar. He claims to have once been an angel who spent too much time in the mortal world. After loving, losing and then boozing, he lost his wings and his power.

Rahai, Aasimar Fighter: LVL 5; HP 17; AC 21 (platemail, shield); ATK 1 longsword +6 (1d8+1); MV 30; SV 15; S14 I11 W9 D17 Cn12 Ch11; AL N; XP 500; Special—Riding, leadership, dominate, aasimar traits; Gear—*Bead of force*

#### 5514. Highborn Hunters | Monster

A band of nine aristocrats are riding through the hex in their hunting leathers looking for lions. They are a lusty band and somewhat in their cups (i.e. drunk).

Light Warhorse, Large Animal: HD 2+1; AC 14; ATK 2 kicks (1d6); MV 60; SV 16; AL N; XP 100; SA—None.

Aristocrat, Medium Humanoid: HD 3; AC 15 (mail shirt, buckler); ATK Lance (1d8) or longsword (1d8) or composite bow (1d6+1); MV 30; SV 15; AL N; XP 150; SA—None.

#### **5521. Wisdom Eater | Wonder**

For 3d4 nights after sleeping in this hex, one adventurer (the one with the lowest wisdom score) is visited each night in their dreams by a ghostly, peering face with brilliant eyes. The figure gets closer each night, disturbing the adventurer's sleep 1d6 hours after they go to sleep. On the last night, it pounces, robbing them permanently of one point of Wisdom.

#### **5533. Lost Heart | Wonder**

This hex holds a ruined building of umber bricks with a prominent arch looking towards the west. Through this arch one can see in the distance a bridge stretching to the east through a landscape of blue skies and fragile white clouds. This bridge leads to a second arch, through which one can just glimpse a sparkling palace that climbs a snowy mountain.

These are glimpses into other realities. The sparkling palace climbs layer over layer up the mountain and with focus one can discern gardens of bronze shrubbery and pools of heaving black sand and on the pinnacle an elemental queen, severe and cold with skin of white marble who lost her ruby heart to the Queen of Thieves who is even now is making her way through tunnels long forgotten to a rendezvous with the King of Night, who has longed sought the queen's heart.

#### **5543. Tug of War | Monster**

Two jackals are playing tug of war with an old bone. The bone happens to be a map case and holds a map showing the way to [4238]. The owner of the map case, a portly thief of Duulgar-Tesh by the name of Gul, is nearby in the river where he dashed to avoid the jackals. He follows anyone who absconds with his precious map.

Golden Jackal, Small Animal: HD 1; AC 15; ATK Bite (1d4); MV 40; SV 16; AL N; XP 50; SA—None.

Gul, Thief: LVL 3; HP 12; AC 12 (leather); ATK Short sword +0 (1d6-1); MV 30; SV 15; S8 I15 W7 D12 Cn9 Ch13; AL N; XP 300; Special—Climb walls, find/remove traps, hear noise, hide in shadows, move silently, open locks, pick pockets, read languages, backstab +1d6

#### **5545. Golpar | Village**

Golpar (pop. 110 urban/880 rural) is a farming village set on the edge of a vast depression. The nearby river flows through this depression and, at certain times of the year, floods it. This leaves the soil fantastically fertile, and explains why the village is so far away from the river. Wells supply the village's water.

The village has little to recommend it other than Old Zari, a slipper maker of superior ability and great renown. Each spring, the factors of many nobles and the Padishah himself arrive in Golpar to give orders to the slipper maker and, out of sight of their masters, to make quite merry. Zari takes these orders and many bags of gold and the next day presents the factors with their orders.

The slipper maker's secret is inside a box of walnut that is worn to a high shine from many years of use. Inside the box is a silver automaton, shaped something like a crab with scissor claws and needle legs and a single sapphire eye. Unleashed upon piles of velvet and silk, it transforms them into exquisite slippers, with no pair being quite alike.

#### **5616. Spinel Deposit | Wonder**

There is a rich deposit of spinels in this hex. The spinels are encased in a limestone outcropping and have not yet been discovered, though a dwarf passing through the hex has a 1 in 6 chance of smelling them.

#### **5618. Spider Child | Monster**

A wild child dwells in this hex in a series of limestone caves reached via numerous sinkholes. The child, nicknamed Aytam ("orphan") by those travelers who have caught sight of him, was abandoned here eleven years ago when his caravan was destroyed by Turanian raiders. He is now fourteen and has lived most of his life with the giant spiders of the caves. He was raised by a very special giant spider who adopted him as a child. Aytam pals around with his adopted sister Bazyar.

Giant Spider, Medium Vermin: HD 2; AC 14; ATK Bite (1d6 + Poison II); MV 30 (C20); SV 16; AL N; XP 200; SA—Webs 8/day.

Aytam, Beastmaster: LVL 3; HP 19; AC 15 (leather); ATK Spear +3 (1d8); MV 40; SV 15; S9 I12 W11 D13 Cn15 Ch11; Special—Acrobatics, climb walls, handle animals, hear noise, hide in shadows, move silently, survival, tracking, speak with animals, surprise (1 in 6), surprised (1 in 8), banish/control animals.

#### **5622. Birjand | Village**

Birjand (pop. 80 urban/640 rural) is a small village built near ancient canals that once connected to a river that has over time turned into a trickle. When it rains, the old river bed swells with water, but the canals remain dry. The villagers use the canals, via ramps, as pens for their cattle. They drive them to the old river bed during the day, where the grass is more plentiful and then back towards the village at night to keep them safe from wolves.

The village is usually small, but at times the population increases with caravan traffic from Rukh [6924]. The caravans from Rukh to Faroozeh [5119] use Birjand as a stopping point



to water their animals and resupply. Mardyakhorian raiders once attacked the caravans, and so a small fort was constructed on a high spot near the village to defend them. It is now used as a caravanserai, and the locals flee to it when they are threatened by Turanian raids from the north.

#### 5626. Brutish Browsers | **Monster**

A herd of 25 arsinotheriums are browsing on the soft grass in this hex, their nostrils filled with the scent of wild jasmine.

Arsinotherium, Large Animal: HD 12; AC 16; ATK Horn (2d8); MV 30; SV 11; AL N; XP 600; SA—None.

#### 5629. Serpent Sword | **Wonder**

A serpent sword is hidden in the grass here. It is currently in the form of a viper, sliding silently across the ground. If a person grapples it successfully for three rounds without being biting, it turns into a *+1 longsword*, *+3 vs. venomous creatures*.

#### 5631. Peach Feast | **Monster**

Five small pterosaurs are eating the fruit of a wild peach tree, dropping the pits on the soil where they are grabbed by sprites that dwell underground amid the roots of the trees.

Sprite, Small Fey: HD 1; AC 13; ATK Sword (1d4) or bow (60'/1d4 + sleep 1d6 hours); MV 20 (F40); SV 16; AL NG; XP 100; SP—*detect evil* (150' range), *detect good* (150' range), *invisibility* (self), *speak with animals* (always active)

Pterosaur, Large Animal: HD 2; AC 15; ATK 2 claws (1d3) and bite (1d8); MV 20 (F60); SV 16; AL N; XP 200; SA—None.

#### 5639. Vampire Trees | **Monster**

A grove of nine vampire trees grows in a gully that crosses this hex from east to west, essentially draining the steppes to the west into the Sangarius River. When it rains the gully fills with rushing water. One of the trees has a *handy haversack* stuck in the branches. The haversack holds 2,170 gp.

Vampire Tree, Large Plant: HD 4; AC 13; ATK 4 branches (1d6 + constrict); MV 0; SV 15; AL N; XP 400; Special—None.

#### 5701. Atsa Nomads | **Monster**

A band of nomads has trekked here from the Tauriz Desert, making camp for the day before they proceed into Tarkash [5001]. They are led by Muji, a wild-eyed, unkempt prophet of the hitherto unknown goddess Atsa, a deity of disease and death. Muji consults with a small idol of a curvaceous woman with a skeletal face holding a human heart over her head. The idol is carved from green stone and has red garnets for eyes.

The band consists of 270 warriors, most of them mounted on light warhorse. 90 are in leather armor with composite bow

and scimitar, 70 in scale mail with buckler, composite bow and scimitar, 30 in studded leather armor with buckler, light lance and scimitar, 30 in scale mail with buckler, composite bow and horseman's mace, 20 in scale mail with composite bow, light lance and scimitar and 30 in leather armor with composite bow and scimitar and mounted on camels. Besides the warriors, the band includes 810 noncombatants.

Treasure: 1,900 cp, 5,400 sp, 500 gp, *wand of soften earth and stone* [3 charges]

Light Warhorse, Large Animal: HD 2+1; AC 14; ATK 2 kicks (1d6); MV 60; SV 16; AL N; XP 100; SA—None.

Nomad, Medium Humanoid: HD 1+1; AC 15; ATK Longsword (1d8) or composite bow (1d6+1); MV 30; SV 16; AL N; XP 50; SA—None.

Ombold, Fighter: LVL 5; HP 21; AC 19 (platemail, shield); ATK Longsword +5 (1d8); MV 30; SV 15; S11 I13 W11 D12 Cn10 Ch6; AL CG; XP 500; Special—Riding, leadership, dominate; Gear—*Potion of healing*

Aref the Acolyte, Medium Humanoid: HD 5 (27 hp); AC 14 (leather, shield); ATK Footman's mace (1d6); MV 30; SV 14; AL CG; XP 500; SA—Prophet miracles (2), immune to fear.

Muji, Prophet: LVL 10; HP 30; AC 19 (+2 leather, shield); ATK Staff +3 (1d4-1); MV 30; SV 12; S7 I7 W13 D8 Cn10 Ch9; AL CG; XP 1000; Special—Conversion, healing, turn undead, miracles per day (6/4/2/1), benefice (+1 save, morale, attacks, damage); Gear—*Ring protection +4*.

#### 5709. Shadow Gorge | **Wonder**

A gorge in this hex runs from south to north. It provides a bit of fresh water for those entering the desert. When one enters the gorge they find that the walls seem to grow taller as they proceed through it – at first as much as one might suppose is natural, and then to impossible heights. This leaves the central portion of the gorge in impenetrable shadow, and it is here that the twelve shadow mastiffs of the gorge attack.

Shadow Mastiff, Medium Outsider: HD 4; AC 14; ATK Bite (1d8); MV 50; SV 15; AL CE; XP 400; SA—Howl, hide in shadows.

#### 5713. Kidnapped | **Monster**

A blue dragon by the name of Abith dwells in a sinkhole in this hex. Abith holds eighteen peasants in chains. They are travelers who sought shelter in the sinkhole from a wind storm. The Abith is a young wyrm, and expects to ransom them to their families in Jargan [5913] for big money.

Abith, Young Blue Dragon, Medium Dragon: HD 9 (18 hp); AC 18; ATK 2 claws (1d4) and bite (1d6); MV 40 (F150, B20); SV 12; AL LE; XP 2700; SA—Immune (sleep), resistance (electricity), breath weapon (3/day, 60' line of lightning, damage = current hit points), speech.

### 5720. Wise Cave | Wonder

There is a cave in this hex in which dwells a very wise voice. By yelling a question into the cave (one to a customer), the answer comes back as a pseudo-echo. Treat this effect as a *contact higher plane* spell.

### 5735. Pride on the Prowl | Monster

Eight spotted lionesses are hunting a wounded indricothere in this hex. The indricothere is limping, and the lionesses are only a mile behind it, tracking it by the scent of blood.

Indricothere, Huge Animal: HD 14; AC 15; ATK 2 kicks (4d6); MV 30; SV 10; AL N; XP 1400; SA—None.

Spotted Lion, Large Animal: HD 6+1; AC 16; ATK 2 claws (1d4 + rend) and bite (1d12); MV 30; SV 14; AL N; XP 600; SA—None.

### 5747. Star Rhinos | Monster

A herd of eight titanotheres grazes here. They are notable only for the large white stars, not unlike those of Starchild of KISS, over their right eyes.

Titanothere, Huge Animal: HD 12; AC 15; ATK Gore (2d6) or trample (3d8); MV 40; SV 11; AL N; XP 1200; SA—None.

### 5804. Tortoise Men | Monster

Eight tortoise men armed with spears and daggers are snoozing in this hex, tucked into their shells. They are hungry, desiring some sort of plant-based food, and are on their way back to the Tauriz Desert having done some scouting for the Ulu-Than.

Tortoise Man, Large Animal: HD 6; AC 16; ATK Bite (1d8); MV 20 (S20); SV 14; AL N; XP 600; SA—None.

### 5822. Drunken Centaurs | Monster

Six centaurs are galloping through this hex are carrying baskets of grapes. They are headed back to their camp, where they will proceed to make wine. The centaurs are in high spirits as they have imbibed a bit of product finished last year. Visitors in a good mood are welcomed to their revels, while others get the tar beaten out of them.

Centaur, Large Monster: HD 4; AC 14; ATK Kick (1d6) and spear (1d8); MV 50; SV 15; AL N; XP 200; SA—None.

### 5825. Pony Hunt | Monster

Seventeen wild ponies are in distress here, neighing and running and kicking. They are stalked by three gnolls.

Pony, Medium Animal: HD 2; AC 13; ATK Kick (1d3); MV 40; SV 16; AL N; XP 100; SA—None.

Gnoll, Medium Humanoid: HD 2; AC 14 (leather); ATK Battleaxe (1d8); MV 30; SV 16; AL CE; XP 100; SA—None.

### 5837. Bazyli | Town

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#### DEMOGRAPHICS

**Population** 2,610 urban, 20,880 rural

**Race** Human (92%), Elf (8%)

**Religion** Zalmoxis, god of thunder (CG)

**Alignment** Neutral

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Bazyli is the chief town of Akanjis and a major emporium on the Jahoon River. It was founded by King Dionysus when he conquered the Hyrcanian Plateau.

The town is built on a rectangular pattern, with a large, circular citadel occupying a high promontory that overlooks the Jahoon River. Under the promontory is a large dockyard, and the town has east and west gates. The city is strongly fortified, with 30' tall walls and 40' tall guard towers spaced liberally around the perimeter.

A walk down Bazyli's market street is a delight to the senses. One encounters the smells of baking date bread and roasting lamb mixing with exotic perfumes and spices. The tradesmen of Bazyli call out in a sing-song rhythm that has become famous throughout Hyrcania. The buildings are mostly red brick, but painted in a bright array of colors, with linen awnings stretched over windows and doors providing shade from the intense sun. Most doors lead to small or large courtyards with fountains and creeping rose and jasmine vines. The streets are mostly "paved" with crushed white stone. The town's temples are in walled compounds hiding pleasant gardens.

Bazyli's economy is based on trade, farming and herding, and it has some of the finest glass blowers, ivory carvers and bronze casters in the empire. The fields and orchards are kept watered by irrigation canals. The town's fields yield much wheat and rice, and its orchards and vineyards produce wine and dates.

As a trading emporium, Bazyli plays host to many different peoples. Different faiths are practiced freely here, with the temple of Zalmoxis, a deity of the Golden Coast, predominating since Arcadian times. The town has a large Mu-Panese monastery and a small temple dedicated to the Ibisian deity Harpocrates, better known as Horus.

Bazyli was founded by retired warriors of Dionysus' army, primarily human and elf. The city is policed by 60 guardsmen and has a garrison of 120 men-at-arms that can be supplemented by a large militia (2,500 warriors) in times of danger.

The city is the capital of Akanjis, and is thus home to Shah Azadbakht and his wife Bahrjar. Azadbakht and his household dwell in a palace of gardens and columned halls located near the citadel, but away from the dockyards.

#### 5840. Shadow Mesa | Wonder

This hex holds a long mesa of dark grey stone. This is notable among the tans and greens of the steppe. The mesa always appears to be shaded, as though the sun is blocked from it by thick cloud cover, even when there is not a cloud in the sky. The mesa stands about 300' tall.

Those who climb to the top of the mesa see a flat, bleak landscape of grey sand. No wind passes over the mesa. Walking across the mesa one finds the sand very loose, and their feet sink a few inches (at first) into it. As they go on, they note the light dimming and the sand becoming darker and less "sandy". This is because they are walking into a planar nexus with the shadow dimension. Gradually, the surrounding landscape becomes obscured by darkness and looming before them they find a tall black castle that looks like a random collection of jagged obsidian towers surrounded by grey mists.

This castle is the home of the shadow dragon Nabaalu, a compatriot of Zahaak, who conquered the Hyrcanian Empire 3,200 years ago. When Zahaak was defeated and imprisoned in the Hara Mountains, a few of his dragon lords survived and went into hiding. On his bleak mesa, Nabaalu continues to rule in draconic splendor, attended by 300 pallid descendants of his human warriors and a bodyguard of 20 shadow drakkars.

The citadel is a confusing jumble of passages seemingly devoid of right angles. Chambers might be narrow and high or broad and low in rough geometries that make mapping difficult. There are numerous chambers filled with plush cushions and mumbling sages hung with precious chains and smoking the black lotus from hookahs, armories of black steel armor and weapons, harems of gaunt, pale women and drakkars swaying under the influence of hypnotic fumes that roil from grotesque censors that look like demons and dragons and treasure chambers protected by devilish traps. At the center of it all is the shadow dragon Nabaalu, enraged by centuries of hiding.

Treasure: 12,800 gp, large zircon, medium serpentine, small rhodochrosite, small hyacinth, large serpentine, small ruby, medium aquamarine, small topaz

Shadow Drakkar, Medium Humanoid: HD 1+1; AC 18 (scale, shield); ATK Spear (1d8) or bite (1d4 + 1 cold); MV 40; SV 16; AL NE; XP 100; SA—Resistance (energy drain).

Shadow Dragon, Large Dragon: HD 5 (20 hp); AC 22 [+1]; ATK 2 claws (1d6) and bite (1d8); MV 40 (F60); SV 14; AL NE; XP 2500; SA—MR 25%, speech, see in darkness, magic use (M3 – illusions only), hide in

shadows (90%), breath weapon (3/day, 30' cloud of shadow, 1 level of energy drain).

#### 5842. Whispering Rock | Wonder

A strange rock formation in this hex was shaped by the wind over many millennia. It has the odd effect of attracting the whispered secrets of people all over Hyrcania. The words are almost imperceptible, so to gather these secrets one must sleep beneath a small hole bored through the rock. Air flows through this hole at a rapid rate and the secrets one absorbs may be nothing more than the honeyed words of forbidden love or children telling friends of pranks and misdeeds. There is a 1% chance that someone awakes with a really juicy secret that they can use to their advantage.

#### 5906. Efreeti under Foot | Monster

A hot-tempered shedu has an efreeti under his cloven hoof, having just defeated the monster in single combat. The genie escaped from a bronze cauldron [5301] and was preparing for some devilry when the shedu appeared, having been summoned by the escape. The shedu requests that the adventurers retrieve the bronze cauldron for him that he might shut the monster up again. He will reward them handsomely.

Efreeti, Large Fire Elemental: HD 10; AC 17; ATK 2 slams (1d6 + 1d6 fire) or falchion (2d6 + 1d6 fire); MV 20 (F40); SV 12; AL LE; XP 3000; SA—Immune (fire), vulnerable to cold, change creature size; SP—*detect magic*, *gaseous form*, *invisibility* •••, *permanent illusion* •••, *produce flame*, *pyrotechnics*, *wall of fire* •••, *wish* (non-genies only) •••

Shedu, Large Monster: HD 9; AC 16; ATK 2 kicks (2d6); MV 30 (F60); SV 12; AL LG; XP 2700; SA—MR 25%, magic use (C3), telepathy 100'; SP—*Astral projection* (self), *confusion* •, *ego whip* •, *ethereal jaunt* (self), *intellect fortress* •, *mental barrier* •, *mind blank* •, *mind thrust* •, *psionic blast* •, *psychic crush* •, *thought shield* •, *tower of iron will* •.

#### 5913. Jargan | Village

Jargan (pop. 240 urban/1,920 rural) is a lively village of farmers overseen by the master sage and poet Zhazhy. The farmers grow wheat and leafy vegetables on the gentle slopes that surround the walled village.

#### 5916. Vampiric Travelers | Monster

A coterie of four vampires is making their way through this hex in an ornate palanquin. The palanquin is shrouded in thick velvet curtains of burgundy embroidered with silver tulips. Dominated slaves carry the palanquin on their shoulders, while 12 men-at-arms follow behind on black chargers.

Treasure: 2,300 cp, 5,600 sp, medium aventurine, large tourmaline, small rhodochrosite, *potion of haste*



Man-at-arms, Medium Humanoid: HD 1; AC 16 (mail, buckler); ATK Spear (1d8) or composite bow (1d6+1); MV 30; SV 16; AL N; XP 50.

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; Special—Resistance (cold, electricity), vampire abilities, crush will, blood drain, summon rats, bats or wolves, shapeshift.

#### 5918. Heavenly Light | Wonder

Light shines down from passing clouds, illuminating the savannah in glorious golds and silvers. Adventurers sleeping in this hex tonight get double healing.

#### 5928. Festival of Undeath | Wonder

The steppe descends into a sandy hollow in this hex. Within the hollow are dozens of apparently empty baskets. As one picks their way through the baskets, sinuous forms rise up from them and coalesce into wraiths. These wraiths attempt to drag people down through the baskets into a world of the dead where they are paraded on carpets of lilies to a carnelian throne on a high pedestal to serve as the kings and queens of a

festival of the undead before passing out from the wine and macabre music and awaking back where they started, exhausted and pale and sick, but wiser (permanent +1 bonus to wisdom and permanent -1 penalty to constitution) and with a small sack of 6d6 gp as thanks.

Wraith, Medium Undead: HD 5; AC 17 [Silver]; ATK Strike (1d6 + 1 level energy drain); MV 30 (F60); SV 14; AL LE; XP 1500; SA—Incorporeal, powerless in sunlight, spawn.

#### 5939. Royal Beasts | Monster

Three indricotheres of the ruler of Bazyli are being walked here by the royal tenders. The largest, an albino, is the preferred mount of Vurzagan Azadbakht and Lady Bahrjar. The two others are war beasts, each equipped with a howdah on its back that holds six archers. Another twenty light horsemen are on guard for nomads and monsters.

Man-at-arms, Medium Humanoid: HD 1; AC 16 (mail, buckler); ATK Spear (1d8) or composite bow (1d6+1); MV 30; SV 16; AL N; XP 50.

Indricothere, Huge Animal: HD 14; AC 15; ATK 2 kicks (4d6); MV 30; SV 10; AL N; XP 1400; SA—None.

#### 6024. Magnificent Kheera | Wonder

The steppe in this hex looks as though it has been landscaped and curated by a higher power. The grass is neatly cut, the herds of gazelles well-behaved, the plants and shrubberies are well-tended and trimmed and some of them are in crystal vases or terracotta pots. The hex is the home of a shaitan genie called Kheera. Kheera is attended by awakened animals who will do their utmost to lead people towards a set of marble stairs the lead down into the earth, to caves where humanoids are kept by the shaitan as though they were zoo animals.

Shaitan, Large Earth Elemental: HD 9; AC 19; ATK 2 slams (1d10) or scimitar (3d6); MV 20 (B60, C20); SV 12; AL NE; XP 2700; SA—Immune (electricity); SP—*change self* •, *detect good* •, *gaseous form* •, *invisibility* •, *limited wish* (non-genies) •, *meld into stone*, *move earth* •••••, *passwall* •, *stone shape* •, *stone tell* •, *transmute rock to mud* •••, *wall of stone* •

#### 6030. Star Child | Monster

If any of the adventurers in the party have recently been to the Astral Plane, a star child finds them in this hex.

Star Child, Small Outsider: HD 3; AC 14; ATK Touch (1d6 cold or negative energy); MV 40 (F40); SV 15; AL CN; XP 900; SA—Immunity (cold), resistance (negative energy), control gravity, blind with light.

#### 6044. Glad Tidings | Monster

A pair of greater shedu, Raman and Didanu, is conversing in this hex. They are in a clearing surrounded by fruit trees and situated around a burbling spring. The trees and spring sprung

up when the shedu arrived, and they will go away when they leave. Raman and Didanu were sent by the gods to bring tidings of the loss of the imperial relics to Bazyli and Zaranka so that the adventurers of those cities might quest for the relics and a new ruler can be found for Hyrcania.

Greater Shedu, Large Monster: HD 14; AC 18 [+1]; ATK 2 kicks (3d6); MV 40 (F80); SV 10; AL LG; XP 7000; SA—MR 45%, magic (C5), telepathy 100'; SP—*Astral projection* (self), *confusion* •, *ego whip* •, *ethereal jaunt*, *intellect fortress* •, *mental barrier* •, *mind blank* •, *mind thrust* •, *psionic blast* •, *psychic crush* •, *thought shield* •, *tower of iron will* •

### 6102. Kobold Caravanserai | Monster

This hex holds the ruins of an old adobe caravanserai, its walls piled with sand and its roof mostly caved in. There is enough shelter to escape a wind storm, but enough holes in the walls to make it useless as a stronghold.

The caravanserai has a deep well that has run dry. The well leads to caves where there dwell 100 kobold warriors and 50 noncombatant kobolds. The kobolds mine emeralds far beneath the desert sands where it is cool and where the water of the well has retreated. The water forms a cool subterranean lake. The kobolds have dug their living quarters into the walls around the lake. A ledge connects them to the cavern at the bottom of the well. The kobolds are commanded by Queen Smarga with the assistance of her jealous and cunning sisters (sub-chiefs), Margo and Bactra.

Treasure: Large malachite sphere (100 gp)

Kobold, Tiny Humanoid: HD 1 1/2; AC 13; ATK Spear (1d6); MV 20; SV 17; AL CE; XP 25; SA—None.

Kobold Sub-Chief, Tiny Humanoid: HD 1; AC 14; ATK Spear (1d6); MV 20; SV 16; AL CE; XP 50; SA—None.

Kobold Bodyguard, Tiny Humanoid: HD 1+1; AC 15; ATK Spear (1d6); MV 20; SV 16; AL CE; XP 50; SA—None.

Queen Smarga, Tiny Humanoid: HD 2; AC 16; ATK Short sword (1d6); MV 20; SV 16; AL CE; XP 100; SA—None.

### 6109. Centipedes | Monster

Twenty giant centipedes are nesting beneath a collapsed statue of a king that was erected 360 years ago to celebrate a brilliant thrashing given by him to a band of Keatish nomads from the south who invaded Hyrcania. Since the erection of the 30' tall statue, a natural spring formed, toppling it and creating a moist, muddy environment for the centipedes.

Giant Centipede, Tiny Vermin: HD ½; AC 11; ATK Bite (1 + Poison II); MV 50; SV 17; AL N; XP 50; SA—None

### 6114. Face in the Grass | Wonder

Those who pause in this hex for any amount of time have a 1 in 6 chance of seeing a face appear in the grass. It is subtle at first, and the adventurer must roll 1d20 below their Wisdom score or be convinced it was not just a trick of the eye.

After it is initially spotted, the face continues to appear as adventurers walk through the hex. Each time it appears it implants a wicked idea in one adventurer's head. A saving throw is required to resist these impulses to commit evil acts.

### 6122. Ape Women | Monster

A copse of wild apricot trees are home to a clan of mutant apewomen. The she-apes have a hide of bristly copper wire, and they are notoriously tough. Though there are only six of them, none have been able to displace them from their home.

Apewoman: HD 2; AC 12; MV 30 (C20); ATK 2 claws (1d4) and bite (1d6); SV 15; AL N; XP 200; SA—None.

### 6134. Bazee | Village

Bazee (pop. 110 urban/880 rural) is a pleasant village tucked into a wooded valley. The people are friendly and open and keep swine in the valley and cattle on the drier hills surrounding it. Deep wells provide water and help grow garden vegetables. If Bazee is known for anything, it is known for its toys. The people are spectacular woodcarvers, shaping wood into both fantastic monsters and exquisitely beautiful dolls.

The village used to be home to a scheming wizard called Assan who made incredibly life-like dolls that contained aerial servants. The aerial servants were meant to spy on the noble families to whom he sold the dolls, and so they did. From time to time, a surviving doll is broken and the aerial servant within escapes. Naturally, it makes a beeline back to Bazee to take its revenge on the old wizard.

Unfortunately, Assan has long since passed away, causing the vengeful monsters to wreak havoc on Bazee. As a result, when a magic-user enters Bazee the people proclaim him their ruler. He is presented with fine, ancient robes of office (actually the robe of old Assan), a nice home, attractive servants, etc. The job is quite easy, as the village's real ruler, Azadan Porro, does all the work. When an aerial servant shows up, of course, the magic-user has their job cut out for them.

Aerial Servant, Medium Air Elemental: HD 16; AC 17 [+1]; ATK Slam (3d6 + constrict); MV 60 (F60); SV 9; AL N; XP 4800; SA—Surprise (3 in 6), blast of wind (2/day, 80' line, 4d6, knock down)

### 6139. Pistachio Grove | Wonder

A natural spring here is surrounded by a pistachio grove populated by 12 chattering sprites which permit only Lawful creatures to enter their domain. The sprites keep twenty golden

jackals as pets. The jackals patrol the steppe during the day and enter the grove at night to sleep.

Golden Jackal, Small Animal: HD 1; AC 15; ATK Bite (1d4); MV 40; SV 16; AL N; XP 50; SA—None.

Sprite, Small Fey: HD 1; AC 13; ATK Sword (1d4) or bow (60'/1d4 + sleep 1d6 hours); MV 20 (F40); SV 16; AL NG; XP 100; SP—*detect evil* (150' range), *detect good* (150' range), *invisibility* (self), *speak with animals* (always active)

### 6143. Laughing Death | Monster

A canyon in this hex echoes with the laughing calls of gnolls – four of them, to be precise, mounted on giant hyenas. They are chasing after a pair of girls, 5 and 8 years old, on a camel. The girls are fleeing the remains of a camel caravan that had been on its way from Bazylis to Zaranka when it was attacked by a large force of gnolls. The caravan is about one mile away, and there one finds another twenty gnoll warriors and the nine humans who are yet alive, chained and ready for transport to the mountains as slaves.

The caravan also consisted of eighteen camels toting the following cargo: Thirty sacks of oats (100 lb each, worth 30 gp each), five casks of molasses (300 lb each, worth 100 gp each), thirty sacks of cardamom (10 lb each, worth 150 gp each) and six casks of olive oil (100 lb each, worth 60 gp each).

Gnoll, Medium Humanoid: HD 2; AC 15 (chainmail); ATK Battleaxe (1d8); MV 30; SV 16; AL CE; XP 100; SA—None.

### 6211. Shaghal | Town

DEMOGRAPHICS
<b>Population</b> 5,800 urban, 46,400 rural
<b>Race</b> Human (91%), Peri (5%), Faun (3%), Centaur (1%)
<b>Religion</b> Vanant, yazata of conquest (LG)
<b>Alignment</b> Lawful

Shaghal is the so-called “City of the Golden Jackal” due to its long history of black markets and banditry that came to an end with the accession of Mozia as the city’s Vurzagan. Mozia is an honest man, a rarity in his family. A zealous follower of Mithra, he has instituted reforms that have driven the local thieves half mad with anger and frustration. The town’s economy has suffered as a result, as bandits once flocked to Shaghal to unburden themselves of their ill-gotten booty.

The town is constructed on a low granite plateau surrounded by a vast wetland. Most of the wetland is a gazelle preserve reserved for the exclusive use of the duke. The higher portions are used by the local farmers to grow wheat, safflowers and date palms. They keep chickens and swine, primarily.

Stone walls topped by spikes surround the town, which is mostly composed of adobe bricks painted in bright colors. The people are known for their love of brightly colored, striped cloth, and long, pointed shoes are favored by the men.

Shaghal is defended by 200 soldiers, and 110 very efficient, very honest, very strict guardsmen patrol the streets. They keep order in the town’s three bazaars.

### 6213. Dissension in the Ranks | Monster

Fifteen Khialis nomads are fighting with one another. One of the nomads is a doppelganger. This monster used every trick in the book to turn the nomads against one another. The leader is carrying a *staff of conjuration* destined for the ruler of Shaghal [6211], and the doppelganger has been hired by Vashou [6216] to steal it.

Light Warhorse, Large Animal: HD 2+1; AC 14; ATK 2 kicks (1d6); MV 60; SV 16; AL N; XP 100; SA—None.

Nomad, Medium Humanoid: HD 1+1; AC 15; ATK Longsword (1d8) or composite bow (1d6+1); MV 30; SV 16; AL N; XP 50; SA—None.

Doppelganger, Medium Monster: HD 4; AC 15; ATK Slam (1d12); MV 30; SV 15, 12 vs. magic; AL N; XP 400; SA—Immune (sleep, charm), change shape; SP—ESP.

### 6216. Vashou | Stronghold

High in the mountains stands the three towered keep of Vashou, an anti-cleric of great age and malevolence. Ever an ally of the beastmen and goblins of the Tauriz Desert, it is said he was driven into the mountains hundreds of years ago by Dionysus’ invasion, but this is nonsense. Vashou is old, but not nearly that old. Rather, he comes from a long line of demon priests, the twentieth to have ruled this stronghold.

The fortress-temple of Vashou is dedicated to Sawar, the daeva of oppression. In a dark pit at the center of the fortress dwells a portion of Sawar’s evil spirit, seething at his defeat by Mithra in primordial times and urging his priests to assemble army after army for invasions of the plateau. The last important invasion occurred fifty years ago under Vashou’s successor. In fact, it was in the final battle of the invasion, the Siege of Faroozeh, that Vashou’s predecessor was killed (stabbed in the back, it should be noted) and Vashou rose to his position.

The evil-looking stronghold is constructed near hidden meadows where cattle are kept and crops are grown by 20 villagers. The household is overseen by Ameer, the major domo and the next likely heir to the stronghold. Vashou is always accompanied by his two acolytes and daughters, Haba and Para.

Vashou is a tall man, deeply wrinkled, with narrow green eyes and a distinct overbite. His mustache is long and white, as is

his beard. He is a narrow-minded, officious man who brooks no dissension among his staff or 120 soldiers. Punishment is swift, cruel and a mockery of justice.

Treasure: 9,900 sp, 250 gp, medium jargon, silver acanthus pin (100 gp)

Haba, Anti-Cleric: LVL 1; HP 1; AC 16 (scale, buckler); ATK Footman's mace +0 (1d6); MV 30; SV 16; S9 I11 W14 D15 Cn11 Ch13; AL LE; XP 100; Special—Conversion, healing, turn undead, spells per day (3)

Para, Anti-Cleric: LVL 1; HP 1; AC 15 (scale, buckler); ATK Morningstar -1 (1d4-1); MV 30; SV 16; S7 I9 W13 D9 Cn12 Ch8; AL LE; XP 100; Special—Conversion, healing, turn undead, spells per day (3)

Ameed, Anti-Cleric: LVL 3; HP 10; AC 16 (chainmail, shield); ATK Morningstar +2 (1d4+1); MV 30; SV 15; S13 I14 W14 D6 Cn14 Ch10; AL LE; XP 300; Special—Conversion, healing, turn undead, spells per day (4/1); Gear—None

Vashou, Anti-Cleric: LVL 10; HP 23; AC 20 (plate armor, shield); ATK Footman's mace +5 (1d6+1); MV 30; SV 12; S6 I6 W11 D11 Cn12 Ch13; AL LE; XP 1000; Special—Conversion, healing, turn undead, spells per day (5/4/3/3/2); Gear—None

6218. Ghost Satyrs | Monster

Five ghostly satyrs who served under Dionysus hundreds of years ago haunt the rocky promontory where they met their fate at the hands of the soldiers of Rukhtar. This was the soldiers' last stand and their bleached bones can still be found among the rocks atop the promontory. The ghosts appear at night, playing their ghost pipes to lure people to the top of the promontory and then dance them off.

Ghost Satyr, Medium Undead: HD 6; AC 15 [Silver]; ATK Hurl'd object (30'/1d4); MV F30; SV 14; AL LE; XP 1800; SA—Rejuvenation, frightful moan (save vs. fear), *magic jar*.

6232. Down the Rabbit Hole | Monster

Three camelopardises are rooting in the ground here after a frightened rabbit. The rabbit descended down a hole in the side of a hill that turns out to be the very ancient tomb of Harpalos, a *strategos* of Dionysos who fell in battle during the conquest of Rukhtar. The tomb is a small affair, as there was little time to inter the great warrior while battle was still raging. The tomb takes the form of long tunnel that leads to a small chamber blocked by a stone slab. The small chamber holds the old warrior's spear, shield, leather armor, chariot and a goblet that appears to have once been filled with wine. The goblet rests atop a stone pedestal. A skeleton standing in the chariot and swathed in robes of red silk might be mistaken for the *strategos*, but it is not.

The pedestal, if toppled, reveals a narrow shaft down to a large burial chamber where once rested the corpse of Harpalos,

but where now rest the three ghouls that fed on that corpse and who still use the chamber as a resting place. In this chamber one finds the burial treasure.

Treasure: 3,000 cp, three medium opals

Camelopardis, Large Animal: HD 4; AC 12; ATK Head butt (2d4) and bite (1d8); MV 40; SV 15; AL N; XP 200; SA—None.

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

6235. Buried Treasure | Wonder

This hex is a basin of sand and patches of grass, the reddish bedrock shaped by the wind into undulating cliffs and pyramidal yardangs (look it up). The tallest yardang in the hex points to a buried treasure. One must climb to the top to get a good look. They will notice that from that vantage point they can see another yardang 2 miles away. The two yardangs line up and the treasure is buried exactly between them. The treasure is in a locked chest buried 6' deep. The chest holds 2,000 gp.

6310. Lavender Fields Forever | Monster

Ten giant bees are buzzing over fields of wild lavender in this hex. The lavender covers most of the hex, and produces a perfume that can be detected as far as three hexes away.

Giant Bee, Medium Vermin: HD 4; AC 14; ATK Sting (1d4 + Poison III); MV 30 (F80); SV 15; AL N; XP 400; SA—None.

6315. The Dragon's Domain | Dungeon (10th level)

The entrance to this dungeon looks like a dragon's face with mouth wide open carved in a stone cliff. The walls of the dungeon are rough-hewn stone. Doors in the dungeon are made of iron. All doors are locked, and have a 50% chance of being *wizard locked*. Each square on the map is 10' wide and 10' long, and the ceilings are 12' high in small rooms and 20' high in large rooms.

Area	Contents
A	Pillars shaped like writhing dragons, contact poison (IV) on the doors into the dungeon.
B	Tree made of gold on a platform. Each branch ends in the head of an animal, monster or humanoid, and all of these heads are talking. If all can be hushed (see below), the tree fades away and is replaced by the <i>Axe of Mithra</i> .
C	Wights (4) in black satin
D	Gold skeleton on a throne and three skulls, gold, bone and stone, on the floor. Placing a gold skull on the skeleton seals the doors and fills the room with poison gas (III). The stone skull causes a random occupant of the room to turn to stone. The bone skull causes the undead heads in B to stop speaking.
E	Rat swarms (13) come out of holes in the back wall. Thirteen of the rats carry glass eyes.

- F Walls have bas reliefs of weird, distorted monsters with inset eye holes. Filling at least six holes with the glass eyes from [E] causes the monster faces in [B] to hush.
- G Tapestry curtains of spun spider webs depicting devils; they adhere like a *web* spell and summon giant spiders (6).
- H A swarm of giant centipedes (15) around a fountain of acid (3d6 damage). A gold key in the fountain, if brought into [B] causes the insect heads to hush.
- I A pool of acid in a 20-ft deep pit, with *acid fog* floating on the surface. Bashing a stone stopper in one wall releases the acid from the fountain in [H] into this pit.
- J Floor of black and white tiles, quite small, each holding no more than the ball or heel of a foot. Stepping on both a black and white tile triggers a *disintegrate* spell. A wall cache holds 4,900 cp and a silver coronet.
- K An idol of the Spider Goddess hidden under a velvet cloth. Worshipped by drow (10). If the cloth is removed, the room is bathed in green light from two large emeralds and the drow are turned into driders. Uncovering the idol hushes the humanoid heads in [B].
- L A frost giant lies on a makeshift bed, ailing. He is restored to health in one of two ways – a kiss, or an attack. If kissed, he smiles and disappears, leaving behind a *belt of frost giant strength*. If attacked, he fights back with two friends who appear behind the adventurers.
- M One alcove holds a wolf-headed idol holding a large sapphire. If the sapphire is touched, winter wolves (4) appear. If the silver whistle [N] is blown, they turn into werewolves, which are easier to kill but present other dangers.
- N The lowered portion of this room holds a locked treasure chest. Around it is puddled a brown pudding that really blends into the flooring (surprise 3 in 6). The treasure chest holds a silver whistle. If the whistle is blown in [B] it causes all mammalian animal heads to hush.
- O Red dragon with its hoard. If it can be subdued, it will whisper a phrase into one character's ear that, if spoken in [B] will hush the reptilian heads. The hoard includes 16,200 sp, 15,400 gp, small opal, small topaz, small sunstone, small pearl, medium quartz, small hyacinth, large aventurine, small chalcedony and large cymophane

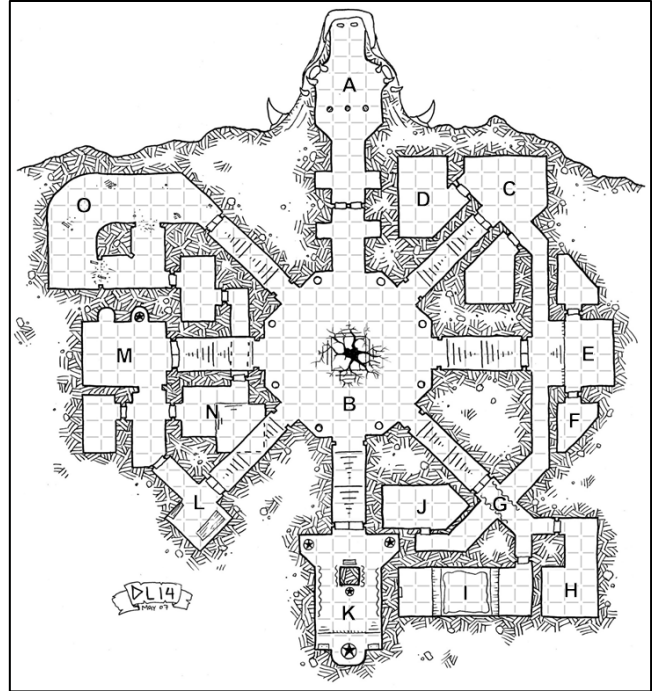
Brown Pudding, Huge Ooze: HD 11; AC 14; ATK Touch (3d6 acid + engulf); MV 20; SV 11; AL N; XP 3000; SA—Immune (acid, cold, poison), resistance (weapons), split.

Dridr, Large Monster: HD 6; AC 17; ATK Bite (1d4 + Poison III) or scimitar (1d8); MV 30 (C20); SV 14; AL CE; XP 1800; SA—MR 15%, magic use (M3) SP—*Clairsentience* •, *dancing lights* •, *darkness* •, *detect evil* •, *detect magic* •, *dispel magic* •, *faerie fire* •, *levitate* •, *suggestion* •

Drow, Medium Humanoid: HD 2; AC 16 (chainmail, buckler); ATK Scimitar (1d8) or hand crossbow (1d4 + Poison I); MV 30; SV 16; AL CE; XP 1800; SA—MR 50%, darkvision 120'; SP—*dancing lights* •, *darkness* •, *faerie fire* •

Frost Giant, Huge Giant: HD 10; AC 15; ATK Slam (1d8) or battleaxe (2d8+1) or boulder (600'/4d6); MV 30; SV 12; AL CE; XP 1000; SA—Immune (cold).

Giant Spider, Medium Vermin: HD 2; AC 14; ATK Bite (1d6 + Poison II); MV 30 (C20); SV 16; AL N; XP 200; SA—Webs 8/day.



Rat Swarm, Tiny Animal: HD 4; AC 14; ATK Swarm (1d6 + disease); MV 20 (C20); SV 15; AL N; XP 400; SA—None.

Red Dragon, Large Dragon: HD 10 (40 hp); AC 18; ATK 2 claws (1d8) and bite (1d10); MV 40 (F150); SV 12; AL CE; XP 3000; SA—Immune (sleep), resistance (fire), breath weapon (3/day, 90' x 45' cone of fire, damage = current hit points), speech.

Werewolf, Medium Monster: HD 4; AC 15 [Silver]; ATK 2 claws (1d4) and bite (1d6); MV 40; SV 15; AL CE; XP 400; SA—Lycanthropy.

Winter Wolf, Large Monster: HD 6; AC 15; ATK Bite (1d8 + 1d6 cold); MV 50; SV 14; AL NE; XP 1800; SA—Surprise (3 in 6 in snow), immune (cold), vulnerable (fire), breath (3/day, 15' cone, 4d6 cold).

Wight, Medium Undead: HD 4; AC 15; ATK Slam (1d4 + 1 level energy drain); MV 30; SV 15; AL CE; XP 1200; SA—Spawn.

### 6323. Alman | Village

Alman (pop. 80 urban/640 rural) is a hunting village where sturdy wolfhounds are used to catch all manner of prey, but especially wolves and worgs. The hunters are usually on horseback armed with long wolf-spears and composite bows. A small contingent is called upon by the satrap of Mardyakhoria in times of war.

Along with its fine hunters, Alman also holds an ancient monument of Dionysus' conquest of Hyrcania. The monument is located a mile east of the village. It is a malachite monolith, 7' tall, with bas-reliefs of satyrs. Sweet wine pours from the mouths of these satyrs when they are kissed on the nose. The monument is a frequent stopping place for caravans traveling



between Rukh [6924] and Faroozeh [5119], so there is a 2 in 6 chance of an encounter with 3d6 traders.

Trader, Medium Humanoid: HD 2; AC 13 (leather, buckler); ATK Axe (1d6); MV 30; SV 16; AL N; XP 100; SA—None.

### 6341. The Laughing Witch | Wonder

A sorceress has made camp in this hex, a plume of pinkish smoke from her fire the sign of her presence. Around her campfire are scattered numerous rugs and pillows, a small wooden altar dedicated to Baphomet (the idol is a marionette) and various bits of adventuring gear. Her kinkajou, Smedley, is sleeping on a pillow, sprawled out on his back.

The sorceress, Soulma Tiari, is entertaining herself with onion-shaped bottles of wine, a very fine cigar and a strange, semi-explosive powder that blossoms into the shapes of animals and monsters in the smoke of the campfire. She is laughing herself half to death at the sight of it, and if annoyed one will discover that she can will these monsters into pseudo-reality (per the spell *shadow conjuration II*).

Soulma Tiari, Sorcerer: LVL 7; HP 16; AC 10; ATK Wavy dagger +3 (1d4+2); MV 30; SV 13; S13 I5 W16 D11 Cn7 Ch15; AL CN; XP 700; Special—Alchemy, brew potion, sense magic, spells per day (6/3/2), spells known (6/6/4); Gear—*Ioun stone (deep red sphere)*

Spells Known: 1—*Audible Glamer, Chill Touch, Enlarge Person, Feather Fall, Jump, Ray of Enfeeblement*; 2—*Command Undead, E.S.P., Gust of Wind, Hypnotic Pattern, Misdirection, Shatter*; 3—*Flame Arrow, Mental Barrier, Sleet Storm, Wind Wall*

### 6345. Ogyri Nomads | Monster

The Ogyri are Akanji nomads. They have a camp here for 720 nomads, including 180 warriors. The nomads keep 630 horses, 200 camels and 1,000 sheep. The nomads wear tunics of sky blue and pointed hats of orange.

Almost all of the warriors ride light warhorses. They are divided as follows: 90 in padded armor with composite bows and daggers, 30 in padded armor with shields and spears, 30 in leather armor with composite bow and scimitar, 18 in leather armor with shield and spear and 12 in banded mail with light lance and scimitar, and riding heavy warhorses. These last warriors are the bodyguards of Chief Puzhma, who commands the eastern wing of the nomads. His sub-chief Atjum commands the western wing.

Puzhm is a cousin of Duchess Shanli of Zaranka [6444], and on the outs with the family due to some banditry of caravans coming to Zaranka from Duulgar-Tesh, an ally of Zaranka. The nomads currently hold seven merchants from Duulgar-Tesh as prisoners, hoping to ransom them to his cousin and really to use them as bait to draw Shanli's army out of Zaranka.

Treasure: 8,000 cp, 2,800 sp, 5,250 gp

Light Warhorse, Large Animal: HD 2+1; AC 14; ATK 2 kicks (1d6); MV 60; SV 16; AL N; XP 100; SA—None.

Nomad, Medium Humanoid: HD 1+1; AC 15; ATK Longsword (1d8) or composite bow (1d6+1); MV 30; SV 16; AL N; XP 50; SA—None.

Atjum, Fighter: LVL 5; HP 18; AC 19 (platemail, shield); ATK Scimitar +6 (1d8+1); MV 30; SV 15; S14 I5 W14 D11 Cn11 Ch15; AL CE; XP 500; Special—Riding, leadership, dominate, wondrous mount (silvercat)

Silvercat, Large Monster: HD 5; AC 15; ATK 2 claws (1d4 + rend), bite (1d6), tail (1d8 + stun); MV 40 (C20); SV 14; AL N; XP 500; SA—Surprise (3 in 6).

Puzhma, Fighter: LVL 8; HP 22; AC 19 (plate armor, shield); ATK 1+ scimitar +7 (1d8); MV 30; SV 13; S10 I12 W8 D8 Cn6 Ch6; AL NE; XP 800; Special—Riding, leadership, dominate, wondrous mount (gules llew); Gear—*Potion of enlarge self*

Gules Llew, Large Monster: HD 9; AC 18; ATK 2 claws (2d4) and bite (2d6); MV 40; SV 12; AL LE; XP 900; SA—Breath weapon (3/day, 60' cone of fire, 3d6 points of damage).

### 6347. Marzaban Bahi | Stronghold

The stronghold of Marzaban Bahi Amir was recently sacked by the Ogyri nomads [6345] on their way to deal with Zaranka. Amir managed to escape with her castellan Farzia, 20 men-at-arms and 60 peasants. They are now hiding in the hills to the south. Puzhma left 20 nomad warriors to oversee the remaining 200 peasants, who have been put to work extinguishing fires, clearing wreckage and rebuilding the walls.

Treasure: 3,300 sp, *potion of reduce self*

Light Warhorse, Large Animal: HD 2+1; AC 14; ATK 2 kicks (1d6); MV 60; SV 16; AL N; XP 100; SA—None.

Nomad, Medium Humanoid: HD 1+1; AC 15; ATK Longsword (1d8) or composite bow (1d6+1); MV 30; SV 16; AL N; XP 50; SA—None.

Farzia, Fighter: LVL 7; HP 27; AC 19 (plate armor, shield); ATK 1+ *greatsword* +9 (1d10+3); MV 30; SV 14; S14 I13 W11 D7 Cn11 Ch12; AL LN; XP 700; Special—Riding, leadership, dominate; Gear—*Ring of swimming*

Bahi, Fighter: LVL 10; HP 45; AC 18 (plate armor, shield); ATK 1+ battleaxe +11 (1d8+2); MV 30; SV 12; S16 I10 W10 D5 Cn15 Ch8; AL N; XP 1000; Special—Riding, leadership, dominate; Gear—None

### 6406. Masked Priestess | Wonder

A valley blanketed with grass stretches out broad and lazy, with undulating stone walls rising high and heavy, striated with lines of silver. The verdant expanse is interrupted by a structure of coral walls, a collection of walled gardens filled with fragrant flowers and dizzying perfume. The gardens are

connected by arched walkways, 3' to 4' wide and crawling with jasmine vines.

From any of these vined arches a masked priestess may silently emerge behind explorers. Those who bring evil into her gardens find the ground beneath their feet become a quagmire, pulling them down to the knees and then lower yet until they are swallowed whole and used to feed her flowers.

The masked priestess is swathed in robes of pink, with amber beads on silver strings and slippers of woven gold. Her face is completely hidden beneath veils of delicate pearl silk and should one get their way under the veils they would discover there is no face looking back – merely a bouquet of flowers opening and closing. The priestess can tell the future (three *auguries*), *speak with plants* and conjure the spirits of ancient heroes to wax poetic about their greatness.

If the priestess is slain, she collapses into a swarm of bees and reforms 24 hours later.

#### 6420. Miri the Sorceress | Monster

A sorceress by the name of Miri is passing through this hex on her way to Shaghal [6211]. Miri wears a long gown of glossy, lumpy fabric (see below). She is drawn and gaunt, with poisonous eyes and tall hair piled high above a gold serpent tiara. Miri carries an emerald wand.

Miri's gown is actually a swarm of spiders that attacks on her command. Beneath the swarm she wears a silvery leotard and tall boots made from black dragon skin.

The sorceress rides on the back of an animated statue of a giant warrior. The statue crawls on all fours to permit the sorceress to ride on his back.

Animated Statue, Huge Construct: HD 8; AC 12; ATK Slam (2d6); MV 10; SV 13; AL N; XP 400; SA—None.

Miri, Sorcerer: LVL 8; HP 14; AC 10; ATK Dagger +3 (1d4); MV 30; SV 12; S9 I13 W11 D10 Cn6 Ch13; AL CE; XP 800; Special—Alchemy, brew potion, sense magic, spells per day (6/3/2/1), spells known (6/6/5/3); Gear—*Ring of water elemental command*

Spells Known: 1—*Charm Person, Daze, Energy Missile, Floating Disk, Mage Hand, Message*; 2—*Alter Self, Charisma, Hideous Laughter, Mirror Image, Phantom Trap, Spider Climb*; 3—*Displacement, Haste, Hold Undead, Shockwave, Vampiric Touch*; 4—*Dispel Wounds, Globe of Invulnerability I, Wizard Eye*

#### 6429. Tafreeh | Village

Tafreeh (pop. 60 urban/480 rural) is a small village of fishermen on the banks of the Ghoro River. The village is quaint and lovely, composed of adobe brick buildings that line the interior of the 10' tall walls. Within the walls there are well-kept gar-

dens, happy children and industrious adults. The fishermen primarily cast nets into the river to catch fish, with some men supplementing the net catch with spear fishing.

Not a week ago, the village was visited by Zakaria, a charlatan claiming to be an inspector of the Padishah. Zakaria was on the run from a gang of bandits she cheated out of booty, and is using the village as a hiding place. The recent turmoil in the imperial court has given Zakaria the idea of setting up her own little kingdom here in Tafreeh.

Zakaria, Charlatan: LVL 7; HP 18; AC 12 (padded); ATK Staff +3 (1d4-1); MV 30; SV 12, 10 vs. illusions; S8 I13 W10 D10 Cn10 Ch13; AL N; XP 700; Special—Disguise, hear noise, hide in shadows, move silently, pick pockets, read languages, fake substances, spells (5/3/2/1); Gear—*Rod of wonder*

#### 6434. Pleasure Spot | Wonder

This hex holds a sparkling lake within limestone cliffs that are riddled with numerous caves covered by creeping dark green vines with yellow trumpet flowers. Around the shores of the lake there are several marble gazebos with bronze roofs. It is a pleasant place, beautiful and serene.

#### 6438. Gnoll Raiders | Monster

Twenty-two gnolls, connected to the raiders in [6143], are walking through this hex searching for a caravan to attack. They are on foot and armed with composite bows and spears. Their leader is Zarsh.

Gnoll, Medium Humanoid: HD 2; AC 18 (scale, shield); ATK Spear (1d8); MV 30; SV 16; AL CE; XP 100; SA—None.

#### 6444. Zaranka | Town

DEMOGRAPHICS
<b>Population</b> 3,780 urban, 30,240 rural
<b>Race</b> Human (89%), Peri (8%), Faun (3%)
<b>Religion</b> Armaiti, yazata of earth and devotion (CG)
<b>Alignment</b> Lawful

Zaranka is a wealthy oasis town that serves as a stopping point for caravans traveling north from Duulgar-Tesh, and as a watering hole for the nomads that live in the area. It is a bustling, rough town with many inns and taverns, and it also boasts a college of six sages, and a very fine cartographer. These people were invited here by Vurzugan Shanli, who seeks to increase the prestige of her town and herself. The town makes most of its money from the caravans, but the townsmen also keep livestock and tend fruit and nut trees.

Zaraka is defended by 80 guardsmen and 130 soldiers under the command of Captain Karbai, a crude old veteran of battles fought in the north against nomads.

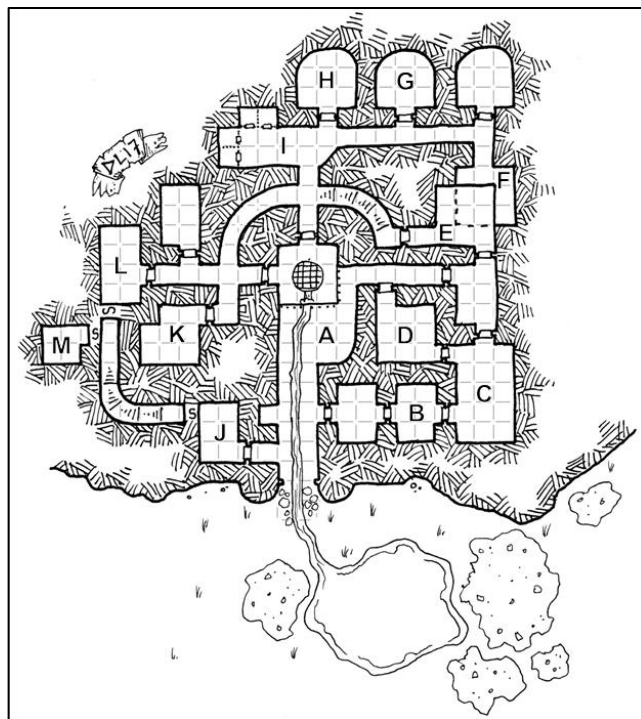
#### 6448. Dionysus Temple | Dungeon (7th level)

This hex holds a ruined temple of the Kalkion style. It consists of a limestone platform stopped by columns in various stages of ruin. A large spring surrounded by fig trees sometimes attracts nomads and the local fauna to the temple. Water flows from the spring into a cave blocked by rubble. This cave is the entrance to a dungeon beneath the temple. The walls of the dungeon are carved stone. All doors are made of stone and are locked. Each square is 10' wide by long, and ceilings are 10' to 12' high.

Room	Contents
A	Stone golem stands astride the stream; the water flows down a 30' wall into a drain
B	Covered pit trap (20') holds a chest with a <i>glyph of warding</i> (6d6 points of electricity damage) which holds a <i>scroll of invisibility</i> and <i>scroll of blur</i>
C	Wereboars (4) guarding 2,000 gp, a small cymophane and a +2 knife
D	Wall scythe trap (1d10 damage), several severed heads on the ground in the room
E	Wine elemental guarding 6,200 sp, a small beryl and a small spinel in a stone chest
F	Swarms of hellwasps (3) in a hive on the ceiling
G	Minotaurs (3) guarding 1,700 cp in locked coffer
H	Mimics (3) disguised as amphorae of wine guarding 4,200 cp and 1,000 sp
I	Greater troglodytes (5) who climbed up through the drain to make war on the minotaurs
J	Idol of Dionysus holding a <i>magic goblet</i> that changes water into wine
K	Class V demon trapped within a magic circle; she guards 5,300 sp and a <i>cubitron</i> in a locked iron chest with a poisoned (III) needle
L	Trash pit guarded by otyughs (3)
M	The <i>Golden Goblet of Voruna</i> is cradled in the hands of a stone golem; a secret cache in the floor holds 50,000 cp, <i>scroll of detect evil</i> , <i>ring of feather fall</i> and <i>wand of strength</i>

Class V Demon, Large Outsider: HD 7; AC 13 [+1]; ATK 6 sword (2d10), tail (2d4 + constrict); MV 40; SV 13; AL CE; XP 2100; SA—MR 80%, immune (electricity, poison), summon Class I to VI demon or demon prince (50%); SP—*charm person*, *comprehend languages*, *darkness*, *levitate*, *mental barrier* •, *mind blank* •, *polymorph self*, *project image*, *psionic blast* •, *psychic crush* •, *pyrotechnics*, *teleport without error*, *thought shield* •

Greater Troglodyte, Large Humanoid: HD 4; AC 17 (leather); ATK 2 claws (1d4), bite (1d6) or spear (1d8); MV 40; SV 15; AL CE; XP 400; SA—Stench.



Hellwasp Swarm, Tiny Monster: HD 6; AC 19 [+1]; ATK Swarm (3d6 + Poison II); MV 5 (F40); SV 14; AL CE; XP 1800; SA—Animate body.

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

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

Otyugh, Large Aberration: HD 6; AC 17; ATK 2 tentacles (1d6 + constrict) and bite (1d4 + disease); MV 20; SV 14; AL N; XP 600; SA—Telepathy (10')

Stone Golem, Large Construct: HD 14 (60 hp); AC 22 [+2]; ATK Slam (3d8); MV 20; SV 10; AL N; XP 4200; SA—Immune (magic-special), *slow spell* every other round.

Wereboar, Medium Monster: HD 4+1; AC 16 [Silver]; ATK Gore (1d6) or axe (1d8); MV 30; SV 15; AL CE; XP 400; SA—Lycanthropy.

Wine Elemental, Large Water Elemental: HD 12; AC 18 [+1]; ATK Slam (1d10 + drunk); MV 20 (S50); SV 11; AL N; XP 3600; SA—Vortex (as water elemental), drunkenness (causes fatigue).

#### 6504. White Warriors | Wonder

A troupe of twenty white-clad horsemen in polished mail shirts and carrying tall spears with flapping flags of jade rides through this hex. Where they come from is unknown, but they are headed to Paridaeza to pledge to the Padishah.

Heavy Warhorse, Large Animal: HD 3; AC 14; ATK 2 kicks (1d6); MV 50; SV 15; AL N; XP 150; SA—None.

White Warrior, Medium Humanoid: HD 3+1; AC 15 (chainmail); ATK Spear (1d8); MV 30; SV 15; AL N; XP 150; SA—None.

#### 6516. Titanic Terrors | Monster

A trio of titanic terrors has wandered down from the Riphean Mountains, having recently escaped from an underground prison. The titans, Karasos, Macaro and Thylansus, are aware that their kind lost their war against the Kabir, but since they have been locked beneath the mountains for millennia they are unaware of how much Nod has changed. The titans will lose no time in reasserting themselves as the natural born rulers of everything they survey.

Titan, Huge Outsider: HD 21; AC 20 [+1]; ATK 2 slams (1d12) or greatsword (3d12); MV 40; SV 7; AL CE; XP 10500; SA—MR 60%, Magic use (C7, M7), immune (mind effects); SP—*confusion* ••, *ego whip* •••, *mind thrust* •••, *psychic crush* •

#### 6524. Envoys | Monster

Five tieflings from Mazanderan are on a journey to Rukh to make entreaties to the Satrap and offer the alliance and friendship of the king of that demonic nation in this time of crisis. The leader of the tieflings, Sabai, is particularly charming and dangerous. He has been offered the throne of Rukhtar by his master if he can to sew discord among the Hyrcanian lords and bring about the fall of the Hyrcanian Empire.

Tiefling, Medium Humanoid: HD 4; AC 15 (chainmail); ATK Scimitar (1d8); MV 40; SV 15, 13 vs. electricity, fire and poison; AL CE; XP 400; SA—Resistance (cold); SP—*darkness* •

#### 6531. Kobra | Stronghold

Marzaban Kobra is an ambitious woman bent on revenge against the Padishah. Her beloved sister Ozraa was one of his victims, and for this he must die painfully, in the dirt, trampled under the feet of his new empress. To this end, she is seeking any news about the whereabouts of the lost imperial relics.

Kobra's ambitions mean little to her 320 downtrodden people, a chaotic sort who ever scheme against their mistress, each other, and anyone unfortunate enough to enter their village.

The marzaban's major domo and lieutenant, Kasebi, has been in a tizzy over his missing 16-year old son, Farrok. Farrok has been absent more than a day after having ventured south into the steppe to hunt. Kasebi commands 60 men-at-arms.

Lady Kobra, Fighter: LVL 11; HP 35; AC 20 (plate armor, shield); ATK 1+ longsword +11 (1d8+1); MV 30; SV 12; S15 I15 W10 D12 Cn7 Ch8; AL N; XP 1100; Special—Riding, leadership, dominate, wondrous mount (green dragon); Gear—*Potion of cold resistance*.

Green Dragon, Large Dragon: HD 8 (32 hp); AC 17; ATK 2 claws (1d8) and bite (1d10); MV 40 (F150, S40); SV 13; AL LE; XP 2400; SA—

Water breathing, immunity (sleep), resistance (acid), surprise (3 in 6), cone of gas (90' x 45', acid damage = current hit points).

#### 6546. Bulette Fight | Monster

A couple bulettes are fighting underground in this hex and making tremors. The earth is cracking in spots and there is a 15% chance that the beasts burst out of the ground beneath the adventurers and continue their fight.

Bulette, Large Monster: HD 9; AC 22; ATK 2 claws (3d6) and bite (6d6); MV 40 (B10); SV 12; AL N; XP 900; SA—Surprise (3 in 6).

#### 6606. Grazing Ponies | Monster

Twenty ponies are grazing in this hex, minding their own business and enjoying the sun (or moon, if it's night).

Pony, Medium Animal: HD 2; AC 13; ATK Kick (1d3); MV 40; SV 16; AL N; XP 100; SA—None.

#### 6609. Running Scared | Monster

Ten wily bandits are holed up here on a low hill surrounded by a thicket. They are on the run from Mama Para, a fierce matron of Ghede [6801] whose pots were broken on a recent raid. She has followed the unlucky bandits for several days.

Bandit, Medium Humanoid: HD 1; AC 14 (studded, shield); ATK Spear (1d8); MV 30; SV 16; AL CE; XP 50; SA—None.

#### 6617. Ogre Tribe | Monster

A tribe of 18 male ogres, with 30 females (who fight as bug-bears) and 9 brutish young (who fight as gnolls) have made their lair here in caves once considered unholy by the men of Rukhtar. The entrance is decorated with leering faces in the stone. A path is worn into the rock leading into the cave, for it was once a place of sacrifice to dark deities. The path leads down into a deep gallery of slimy black stone and ultimately to an altar on which stands a squat being that looks like a cross between a serpent and dwarf. The ogres dwell in the upper caves, avoiding the lower chaos temple.

Ogre, Large Giant: HD 4; AC 15; ATK Slam (1d6) or club (1d4+2); MV 40; SV 15; AL CE; XP 200; SA—None.

#### 6634. Farrok's Peril | Monster

A wounded spotted lion is nearly mad with rage, having been struck by the arrow of a young man of Lady Kobra's village [6531] who ventured too far into the wilderness. The young man, Farrok, is the son of Kobra's lieutenant, Kasebi, and his safe return will earn adventurers his eternal gratitude.

Spotted Lion, Large Animal: HD 6+1; AC 16; ATK 2 claws (1d4 + rend) and bite (1d12); MV 30; SV 14; AL N; XP 600; SA—None.

Farrok the Hunter, Medium Humanoid: HD 3+1; AC 12 (leather); ATK Longbow (1d8) or longsword (1d8); MV 40; SV 15; AL N; XP 150; SA—Track with 75% chance of success.

### 6639. Axe Beaks | Monster

Three axe beaks are hunting lizards beneath a wind-carved arch of stone. The birds have not had much luck, so they are famished. At nightfall, crystals in the arch create a veritable curtain of light in the setting sun.

Axe Beak, Large Animal: HD 3; AC 14; ATK 2 talons (1d4) and bite (2d6); MV 50; SV 15; AL N; XP 300; SA—None.

### 6648. Rostam's Shield | Wonder

Rostam's Shield is the name of a shield volcano in this hex, a low profile hill built by lava flows. The volcano smokes and rumbles now and then (6% chance), but is mostly peaceful.

### 6714. Hooded Figures | Monster

Seven hooded figures are walking through this hex. They walk in single file and they walk very quickly. They are ophidian magicians on their way to the depths of the Tauriz Desert, heeding the call of the great khan of the Ulu-Than. The magicians have bags of squirming mice for use as rations. They do their best to avoid people, as they are intent on completing their mission and do not wish to risk failure. One of the ophidians has magic marbles that explode into choking pastel gases.

Ophidian, Medium Monster: HD 3; AC 15; ATK Scimitar (1d8); MV 30; SV 15; AL LE; XP 300; SA—Insert eggs, magic use (M4).

### 6717. Kalos | Monster

The silver dragon Kalos dwells in this hex in a deep cave complex coated in slippery ice. Kalos is old and tired. He has lived his life, seen much and fought valiantly against the evils of the Tauriz Desert and Hyrcanian Plateau, but he has had enough. Kalos is willing to hand his treasure over to a worthy creature that will use it to battle evil on his behalf, provided they are willing to give him a safe home and care in his final days.

Silver Dragon, Large Dragon: HD 10 (50 hp); AC 19; ATK 2 claws (1d10) and bite (1d12); MV 40 (F150); SV 12; AL LG; XP 3000; SA—Immune (sleep), resistance (cold), walk on clouds and fog, breath weapons (3/day, 90' x 45' cone of cold, damage = current hit points or 45' cloud of gas, Poison II), speech, magic use (M3).

### 6720. Village of Idols | Wonder

This hex holds a small village of clay buildings, halfling-sized, surrounded by a wooden palisade. It appears that nobody lives here; all one finds are terracotta idols crudely made in a variety of shapes and sizes, but none smaller than 6" long or larger than 3' long. These idols, the product of a holy man, a potter

long since gone to his reward, are alive. They live quiet lives in this little village, hiding when people approach, or if they are caught out in the open they freeze and act as though they are nothing more than simple clay idols.

Living Terracotta Statue, Medium Construct: HD 5; AC 16; ATK 2 fists (1d8); MV 20; SV 14; AL N; XP 250; SA—None.

### 6726. The Scratch at the Door | Monster

This hex holds a series of ancient crypts built of adobe and, when they were new, covered with plaster. The crypts have metal doors, most of which are knocked in. The contents of these crypts were long ago plundered. Only one crypt, partially collapsed and on the highest hill in the hex, has a door that is still intact. From this door, adventurers will hear a persistent scratching against the metal. The scratching comes from a ghoul. Its thirteen compatriots are even now preparing to collapse a tunnel underneath the feet of inspecting adventurers.

Treasure: 1,500 sp

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

### 6730. Allocamelus Herders | Monster

Ten allocameluses are held in a temporary pen. They are tended by a girl named Shirin, while six others venture out onto the steppe to attempt to capture more. The beasts are wild, but seem to be calm in Shirin's presence. The six other herders are Shirin's father, uncle and four brothers. They all hail from Kobra's village [6531]. They should get back in 1d4 days with 1d6 more animals with them when they return.

Allocamelus, Large Animal: HD 3; AC 13; ATK Bite (1d4); MV 50; SV 15; AL N; XP 150; SA—None.

Shirin, Sorcerer: LVL 1; HP 2; AC 11; ATK Dagger -1 (1d4-1); MV 30; SV 15; S8 I10 W7 D15 Cn7 Ch11; AL CN; XP 100; Special—Alchemy, brew potion, sense magic, spells per day (2), spells known (3)

Spells Known: 1—*Burning Hands*, *Detect Magic*, *Unseen Servant*

### 6737. Golzar | Village

Golzar (pop. 220 urban/1,760 rural) is a village of fishermen in a valley of oaks, a rare wood on the Hyrcanian Plateau. The people cut just enough timber each year to construct a single river galley for the emperor, sending it down the Jahoon River to Bazyli [5837].

### 6741. Salt Flat | Monster

This hex used to hold a small lake that was frequented by the local wildlife and caravans. Bulette activity managed to open a gap in the bedrock, draining the lake into the underworld and

displacing a tribe of 300 goblins, who are now living closer to the surface and raiding the caravan traffic. The lake is now nothing more than a salt flat.

Goblin, Small Humanoid: HD 1-1; AC 13 (leather); ATK Spear (1d6); MV 20; SV 16; AL CE; XP 50; SA—None.

### 6743. Afah | Stronghold

The Marzaban Afah, a kinsman of the satrap of Akanjis, holds a large fortress of red stone in this hex. He commands 70 men-at-arms which patrol the caravan routs and monitor the activity of nomad bands in the area. The fortress is situated in a wooded valley, so a village of 320 woodsmen has been constructed about 1 mile away from the fortress. Besides cutting timber, the villagers also raise crops and tend some livestock. Afah's guard captain is Tifar, who looks the other way when smugglers bring caravans through the hex for a cut of their profits. Ten of the men-at-arms are on her payroll.

Treasure: 7,800 cp, 5,000 sp

Man-at-arms, Medium Humanoid: HD 1; AC 16 (mail, buckler); ATK Spear (1d8) or composite bow (1d6+1); MV 30; SV 16; AL N; XP 50.

Tifar, Fighter: LVL 4; HP 15; AC 17 (banded, shield); ATK Longsword +5 (1d8+1) or +1 *kukri* +6 (1d4+3); MV 30; SV 15; S13 I13 W11 D7 Cn10 Ch10; AL NE; XP 400; Special—Riding, leadership, dominate, wondrous mount (cave bear); Gear—*Rod of alertness*

Cave Bear, Large Animal: HD 6; AC 13; ATK 2 claws (1d8) and bite (1d12); MV 30; SV 14; AL N; XP 600; SP—Hug.

Afah, Fighter: LVL 10; HP 30; AC 20 (plate armor, shield); ATK 1+ +3 *greatsword* +14 (1d10+5); MV 30; SV 12; S16 I9 W8 D10 Cn8 Ch11; AL N; XP 1000; Special—Riding, leadership, dominate; Gear—*Scroll of protection from lycanthropes, ring of free action*

### 6747. Mule Train | Monster

The remains of a mule train, three mules, are grazing in this hex. The train was led by dwarves, most of who were, along with a couple mules, carried off by a roc. The surviving mules carry mining equipment, four days of iron rations, and some sacks of silver dust (15 gp).

Mule, Large Animal: HD 2+1; AC 13; ATK 2 hooves (1d4); MV 30; SV 16, 13 vs. mind effects; AL N; XP 100; SA—None.

### 6801. Ghede | Village

Ghede (pop. 200 urban/1,600 rural) was once a really nice place to live. Well, not nice, but nicer than it is now. The place is now surrounded by ten howling Turanians who followed a caravan, at high speed, into the village walls. The village's fifteen guardsmen are now on the walls, bows ready, commanded by Azadan Bortho. The nine merchants, heavy with red amber from the far north, was driven here by the Turanians.

The Turanians were paid by Botho to drive the merchants here and he is now negotiating with them about saving their butts from the raiders. The village is surrounded by farmland, irrigated by a natural spring.

### 6838. Tigers in the Grass | Monster

A mated pair of weretigers, late of Mu-Pan, is hiding out in the steppe after doing some hunting along the river. Several sheep were killed and one shepherd, a young man, was wounded. The weretigers know it is likely that he has contracted lycanthropy and are debating whether or not they should go back – a dangerous thing to do, as the people are out hunting the ravaging tigers – and take the boy under their wing, or to avoid the danger and let the chips fall where they may.

Weretiger, Large Monster: HD 5; AC 17 [Silver]; ATK 2 claws (1d8) and bite (2d6); MV 30; SV 14; AL N; XP 500; SA—Lycanthropy.

### 6907. Dining Hyenas | Monster

Three giant hyenas are crushing the bones of dead roc, which fell from the sky after a fight over mating rights with an apparently larger roc. They are nearly gorged, and not inclined to kill again right away.

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

### 6910. Red Mercenaries | Monster

Seven red amazons are on their way into the Tauriz Desert to join the great khan who will soon sweep across the world putting the cities of mankind to the torch and washing the whole of Nod in blood. They are mounted on black horses.

Red Amazon, Medium Humanoid: HD 1+1; AC 19 (plate, shield); ATK Longsword (1d8); MV 30; SV 16; AL LE; XP 100; SA—Immune (fear).

### 6924. Rukh | Town

DEMOGRAPHICS
<b>Population</b> 3,390 urban, 27,120 rural
<b>Race</b> Human (88%), Centaur (6%), Faun (6%)
<b>Religion</b> Armaiti, yazata of earth and devotion (CG)
<b>Alignment</b> Lawful

Rukh is a well-ordered, prosperous town of farmers, fishermen and woodsmen. Timber cut in the mountains is floated down the Ghora River to Rukh, where it is worked into all manner of tools, furniture and river boats. Rukh's walls and buildings are constructed of fired clay bricks, a deep red in color. The town is said to have been founded by the first man, and does have a very ancient temple dedicated to Armaiti. The

town also has a popular shrine of Anahita where, it is said a dip in the shrine's reflecting pool can cure ingrown toenails.

The town has 75 guardsmen notable for their pointed helms and scarlet capes. Rukh has an army of 120 men-at-arms. These warriors are under the command of Rukshana, Shahbanu of Rukhtar, an elder warrior at home on the steppe or in the mountains. She has thick silver hair she keeps tucked into a broad blue turban, bleached by the sun and tattered from many years of hard use. Rukshana always wears her mail shirt, and always carries her heavy broadsword and dagger.

Rukshana, Medium Humanoid: HD 3; AC 15 (mail shirt, buckler); ATK Broadsword (1d6+1) or dagger (1d4); MV 30; SV 15; AL N; XP 150.

#### 6926. Sand Boil | Wonder

A sand boil in this hex erupts (1% chance) with black sand laced with tiny green garnets. Visitors to the hex will note the streaks of black sand on the steppe – they form a sort of starburst centered on the sand boil.

#### 6942. Poison Fumes | Wonder

A volcanic vent in this hex is belching poisonous fumes that form a deadly fog at different times of the year (5% chance on any given day). The hex supports sparse grasses and no animal life. A skeletal corpse lies near the vent and holds a map to the dungeon in [6448] and the way to get into it.

#### 6945. Crazy Beetles | Monster

Seven giant tiger beetles have gone nuts after eating rotting grain from a silo in a ruined village. The village was inhabited not so long ago, but the creation of mud flats from the sudden introduction of a spring has made the place unlivable. The people of the village moved to [7046].

Giant Tiger Beetle, Medium Vermin: HD 3; AC 17; ATK Bite (2d6); MV 60; SV 15; AL N; XP 150; SA—None.

#### 7009. Hakan of Turan | Monster

The barbarian hero Hakan of Turan has made camp in this hex around the base of a red mount of sandstone. His horses graze on the grass and the hero is standing atop the mount looking into his future. He plans to construct a hill fort here as soon as he has driven off the monsters in the area. Standing next to him is Alptug, his trusted sub-chief and his personal guard of four barbarian youths.

The barbarian's followers number 100 horsemen, wild and woolly Turanians with black vests over their mail shirts, pointed helms, lances, shields, scimitars and composite bows.

Their families and servants, numbering 500 people, are camped nearest the mount in yurts, with the warriors camped around them. The Turanians have 1,000 livestock with them, mostly cattle and camels.

Treasure: 6,800 cp, 4,000 sp

Light Warhorse, Large Animal: HD 2+1; AC 14; ATK 2 kicks (1d6); MV 60; SV 16; AL N; XP 100; SA—None.

Nomad, Medium Humanoid: HD 1+1; AC 15; ATK Longsword (1d8) or composite bow (1d6+1); MV 30; SV 16; AL N; XP 50; SA—None.

Young Barbarians: LVL 1; HP 10; AC 13 (leather, buckler); ATK Battleaxe +2 (1d8+1); MV 40; SV 16; AL N; XP 100; Special—Climb walls, hear noise, hide in shadows, move silently, survival, tracking, rage 1/day, surprised (1 in 6), no bonus for flanking or back attack

Alptug, Barbarian: LVL 3; HP 30; AC 19 (+3 *leather*, shield); ATK Battleaxe +6 (1d8+3); MV 40; SV 15; S18 I12 W15 D16 Cn18 Ch14; AL N; XP 300; Special—Climb walls, hear noise, hide in shadows, move silently, survival, tracking, rage 1/day, surprised (1 in 6), no bonus for flanking or back attack; Gear—None

Hakan, Barbarian: LVL 11; HP 71; AC 20 (splint, shield); ATK +2 *battleaxe* +14 (1d8+5); MV 40; SV 11; S18 I8 W15 D16 Cn15 Ch16; AL N; XP 1100; Special—Climb walls, hear noise, hide in shadows, move silently, survival, tracking, rage 4/day, surprised (1 in 6), no bonus for flanking or back attack; Gear—*Potion of levitation*

#### 7011. Volcano on the Rise | Wonder

The earth is cracked in many places here and foul smelling fumes seep from these cracks. The grass around them is burnt, and there is a 1 in 6 chance that those venturing across this hex are caught in a rapidly spreading wild fire.

#### 7020. Rasa's Manse | Stronghold

Deep in the mountains, at the end of a narrow path lined by junipers and white river stones, there is a fabulous palace of white marble surrounded by a checkerboard of shallow ponds filled with colorful toads and gardens filled with tulips surrounding a fruit tree groves inhabited by poisonous snakes.

Within the marble halls and chambers of the palace one finds giant lizards with soft azure scales and swept-back ivory horns, the pets of a peri magic-user named Rasa Atizh.

Rasa's manse is several stories high and is constructed on angular lines. The levels of the manse are offset, with one level serving as a balcony for the one above it. Each level's walls are pierced by windows of colored glass. Within the manse one might find such things as:

1) A recreation chamber with a levitating pool of perfumed water and alcoves and nooks filled with hypnotic fumes and games like chess and backgammon

2) A library with books composed of pages from numerous different volumes that can only be read using Rasa's fragmented spectacles (they are mostly trashy romance novels)

3) A lounge through which planes of translucent color float silently and ethereally is furnished with a leather couch and many potted plants and invisible floating discs on which are served bowls of fruit

4) A shrine with a trapezoidal altar topped by candles and a humanoid glass idol into which undead monsters and demons can be summoned and questioned in safety

5) A dining gallery in which baboons in silks and satins attend guests at a massive polished driftwood table sit on cushions and dine on an airy feast of smells and fumes on silver plates

Rasa has platinum blonde hair (this week) and a Siamese cat familiar. Her 30 guards are bald men in floor-length woolen robes that hide chainmail. They are armed with pearl-handled shooting irons and military picks. Her seven ladies in waiting are animated manikins in Egyptian-style wigs, diaphanous gowns and headbands of bands of red and blue glass. These living statues were bandits polymorphed into these creatures by Rasa after they tried to sack her palace. They are happier in this form, and lounge by lotus pools weaving a long tapestry on one side of the room and unravelling it on the other.

Treasure: 6,000 cp, 2,600 sp, 11,000 gp, *mutagen capsule* (unnatural skin color), *potion of water breathing*, *wand of blessed weapon* [9 charges], *potion of sonic resistance*

Man-at-arms, Medium Humanoid: HD 1; AC 16 (mail, buckler); ATK Spear (1d8) or composite bow (1d6+1); MV 30; SV 16; AL N; XP 50.

Living Crystal Statue, Medium Construct: HD 3; AC 16; ATK 2 fists (1d6); MV 30; SV 15; AL N; XP 300; SA—None.

Giant Horned Lizard, Large Animal: HD 5; AC 18; ATK Bite (2d6) or tongue (20' / grapple); MV 40; SV 14; AL N; XP 250.

Rasa, Peri Magic-User: LVL 17; HP 10; AC 10; ATK +1 staff +12 (1d4+6); MV 30; SV 9; S13 (20) I11 W13 D12 Cn6 Ch18; AL N; XP 1700; Special—Alchemy, lore, spells per day (5/4/4/4/4/3/2/1), create scrolls, arcane knowledge (hypnotize, glue, gunpowder, soda water, distillation, Poison I, algebra and geometry, hot air balloon); Gear—*Potion of haste*, *scroll of protection from metal*, *ring of x-ray vision*, *belt of hill giant strength*

#### 7034. Judgmental Lion | Monster

A judgmental spotted lion rests on a slab of rock, tscking at people as they pass by (or killing them if they give offense or the lion happens (35% chance) to be hungry). The lion is sentient and evil, but he's also lazy. He finds most people dressed shabbily, their walk all wrong, their faces rather stupid looking, their speech idiotic, etc.

Spotted Lion, Large Animal: HD 6+1; AC 16; ATK 2 claws (1d4 + rend) and bite (1d12); MV 30; SV 14; AL LE; XP 600; SA—None.

#### 7037. Abandoned Wagon | Monster

This hex holds an abandoned wagon overgrown by steppe grass and faded by the sun. If the wagon is cleaned, polished, petted and cooed over, it turns out to be an animated object, possessed by the spirit of an ancient ox and animated. Good care and genuine love keep it loyal to its new owner.

Animated Wagon, Huge Construct: HD 8; AC 12; ATK Slam (2d6); MV 10; SV 13; AL N; XP 400; SA—None.

#### 7039. The King's Spear | Wonder

An exhumed river channel, like a raised highway of rock and soil, winds through this hex. It is used as a highway through the region by caravans. There is a 3% chance of a traveler stepping through the surface soil and into a small void where lay the magic spear *Areadvar*. The spear was lost in the river 750 years ago when Padishah Pisear drowned fleeing with his army over the river from a Turanian horde. *Areadvar* is a +3 spear (NG, Int 2, Ego 13).

#### 7043. Hunted Children | Monster

A karkadann prowls this hex, which is strewn with boulders. The boulders are the remains of a battle between giants fought 6,000 years ago and provide cover for the monster. It is even now hunting down a bard and two children, whom he was tasked to deliver to Zaranka [6444]. The children are the niece and nephew of Namdia, a merchant prince of Zaranka who is taking them in after his brother, who lived in Duulgar-Tesh, passed away from food poisoning.

Karkadann, Large Monster: HD 10; AC 16; ATK Gore (2d6) or trample; MV 30; SV 12; AL N; XP 1000; SA—Trample.

#### 7046. Abrin | Village

Abrin (pop. 250 urban/2,000 rural) is a village of hunters and herdsman. Despite its small size, it houses a small quarter of twelve men of Duulgar-Tesh. The Duulgarians are mystics, here to spread their beliefs. They have been invited here by Azadan Farah, who wishes to use them as a conduit to the black markets of Duulgar-Tesh. She has 20 men-at-arms under her command, who are as corrupt as their mistress.

Man-at-arms, Medium Humanoid: HD 1; AC 16 (mail, buckler); ATK Spear (1d8) or composite bow (1d6+1); MV 30; SV 16; AL N; XP 50.

#### 7106. Red Rabbit | Wonder

This hex holds a boulder field. The boulders look like giant, faded agates. Travelers through the boulder field might



glimpse a large red rabbit hiding behind one of them. No matter how hard one tries, they can never quite reach it.

7127. Tar Monsters | Monster

This hex holds a large natural tar field. It is home to twenty curious tar monsters who bubble up from the depths when they hear adventurers about.

Tar Monster, Large Elemental: HD 8; AC 16; ATK 2 slams (1d8); MV 20; SV 13; AL N; XP 1800; SA—Hot tar (1 fire damage/round until end of combat), stuck weapons (Str check to remove), slowed by cold (rounds = points of cold damage).

7129. Gandar | Town

DEMOGRAPHICS
<b>Population</b> 790 urban, 6,320 rural
<b>Race</b> Human (95%), Faun (3%), Peri (2%)
<b>Religion</b> Dionysus, god of wine (CN)
<b>Alignment</b> Neutral

Gandar is a small mining town. It is the principal source of lapis lazuli on Nod. Stonecutters and lapidaries abound in here, few of them entirely happy about living amid the dry hills so near the dangerous Riphean Mountains. Besides those involved in mining, traders of sheep, grain, wool, pomegranates, grapes, apricots, melons and hashish fill Gandar’s bazaar.

The town has a large temple dedicated to Dionysus, to whom the townspeople remain very loyal, as well as shrines to the deities of Hyrcania. Gandar is patrolled by 20 guardsmen and 30 men-at-arms equipped in the Kalkion style. The town is governed by Vurzugan Meander.

7133. Formians | Monster

A colony of formians has built a lair in this hex, piling the soil of the steppe into a sort of spiral pyramid. Underground, they are raising giant aphids and edible fungi. Aboveground they are searching for competing settlements that must be destroyed. The colony consists of Queen Thoi, three myrmarchs, ten soldiers and fifteen workers. The queen has laid her eggs, so the colony will add another 80 workers and 20 soldiers, and possibly another myrmarch. This will give the Queen the power it needs to conquer the surrounding area and begin setting up colonies of its own.

Treasure: 7,800 cp, 4,800 sp, *potion of stonesskin*

Formian Worker, Small Monster: HD 1; AC 17; ATK Bite (1d4); MV 40; SV 16; AL LN; XP 100; SA—Immune (fire), vulnerable (cold).

Formian Soldier, Medium Monster: HD 4; AC 18; ATK 2 claws (1d6), bite (1d4) and sting (2d4 + Poison II); MV 40; SV 15; AL LN; XP 2100; SA—Immune (fire), vulnerable (cold), surprised (1 in 6), hive mind.

Formian Myrmarch, Medium Monster: HD 7; AC 19; ATK Bite (1d8) and sting (2d6 + Poison II) or javelin (1d6); MV 50; SV 13; AL LN; XP 3000; SA—Immune (fire), vulnerable (cold), surprised (1 in 6), hive mind, regenerate; SP—*Charm monster, clairsentience, detect evil, dominate monster* •, *ESP, teleport without error*.

Formian Queen, Large Monster: HD 10; AC 18; ATK None; MV 5; SV 12; AL LN; XP 400; SA—Immune (fire), vulnerable (cold), surprised (1 in 6), hive mind, regenerate, telepathy; SP—*Calm emotions, charm monster, clairsentience, detect evil, divination, ESP, hold monster, shield, true seeing*.

7139. Lonesome Soul | Wonder

The steppe spirals down into the ground in this hex, forming a deep well. The ground becomes increasingly rocky and covered with lichens as one descends into the ground and away from the light. Near the bottom it becomes bare stone. At the bottom of the pit dwells a giant, glowing brain. The brain, called “X”, communicates using bubbles of light that must be touched to be understood. X welcomes all to its palace and serves a delightful tea from animated samovars and cups. The being desires no more than conversation about the outside world in exchange for shelter and safety in its “palace”.

X is an extremely powerful creature. Its “wife”, Ular, is a handsome woman with dusky cheeks and lurid green eyes. She wears a cloth-of-gold turban and a long pink coat over satin finery. Ular is fond of X, and his sanctuary was a godsend when first she came here to escape slavers from the south, but now she wishes only escape from her kind, strange husband. Naturally, X knows this and will give the adventurers an opportunity to help her escape.

X, Large Aberration: HD 6; AC 14; ATK None; MV 0; SV 14; AL N; XP 1800; SA—Immune (all energies and psionics), regenerate, telepathy; SP—*Antimagic field* •, *cause fear, clairsentience* •••, *daze, ego whip* •••, *E.S.P., feeblemind* •, *hypnotic pattern* •, *hypnotism, illusory wall* •, *insanity* •, *intellect fortress* •, *legend lore* •, *locate object* •••, *mental barrier* •••, *mind blank* •, *mind thrust* •••, *precognition, probe thoughts* •, *psionic blast* •••, *psychic crush* •, *sleep* •••, *sleep II* •, *suggestion* ••

7142. Star Spirits | Wonder

This hex holds an old caldera. It seems to be a safe place to camp, but at night sparkly star spirits rise up from the ground and roughly handle campers, giving them bad dreams and many bruises (treat as five poltergeists).

## GODS OF NOD

# THE DEITIES OF PERSIA

Illustrations by Jon Kaufman

The mythology of the ancient Iranians is linked to that of India, as both the Indians and Iranians descend from a common group of people, the Indo-Iranians. The Indo-Iranians were a subset of the Indo-European peoples who appear to have originated on the Pontic Steppe before migrating in waves first into Anatolia, later into Europe and finally into Iran and the Indian subcontinent.

Most of what we know about the ancient Iranian faith comes from the prophet Zarathustra, who is better known in the western world by his Greek name Zoroaster. While it is unknown where or when Zarathustra was born, he is believed to have lived sometime between 1500 BC and 500 BC.

Zarathustra saw a great cosmic conflict between truth, or creation, and falsehood, or anti-creation. One might also characterize it as Law versus Chaos. Truth is embodied in Ahuramazda, the supreme good deity. Ahuramazda is opposed by a less powerful evil entity called Ahriman. Both are supported by lesser entities which might be called angels and demons, but which are more properly called *asuras* and *yazatas* on the side of good and *daevas* on the side of evil.

In this article, these entities will be treated as deities.

## 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

Before the creation of the material world, Ahuramazda existed in light and goodness above, while Ahriman existed in darkness and ignorance below. The two have existed for all time, independently of one another. Ahuramazda then created seven abstract heavenly beings called *Amesha Spentas*, as well as many lesser beings called *yazatas*. He then created the universe in order to ensnare evil.

Ahuramazda's universe is egg-shaped and was created in two phases. The first phase was spiritual. The second was material and created 3,000 years later. He then created Gayomard, the perfect man, and the first bull to dwell in the physical universe. Before evil entered the physical world it was perfectly flat, peaceful and always lit by the Sun. Evil made it mountainous, dark and dreadful.

Ahriman then got into the act, creating demons, evil yazatas and noxious pests like serpents and insects. He created an equal opposite creation for each good creation of Ahuramazda except humanity, which he could not match. He was able to inflict Gayomard and the first bull with suffering and death, but in so doing the evil forces were trapped in the physical world and could not escape. Before Gayomard and the bull died, they emitted seeds which grew into the first human couple and all the useful animals of the world.

Deity	Portfolio
Ahuramazda	Creation, Light, Wisdom
Ahriman	Evil, darkness
Ameretat	Plants, immortality
Anahita	Water, fertility
Armaiti	Earth, devotion, happiness
Arshat	Justice, rectitude
Asha	Fire, truth
Daena	Insight, the psychopomp
Haurvetat	Perfection, health, wealth
Jahi	Lasciviousness
Māh	Moon
Manah	Animals, good thoughts
Mithra	Light, oaths, harvest
Shahrewar	Metals, minerals
Sraosh	Obedience, teaching
Tishtrya	Rain, fertility
Vayu-Vata	Wind, atmosphere
Verethragna	Victory, travelers
Voruna	Water, cosmos, sovereignty
Zahhak	Tyranny

## Iranian Deities

### Ahuramazda (Oromazdes, Ohrmazd, Harzoo)

*Lord Wisdom, the Eternal, the Pure, the Truth*

**Rank:** Supreme Deity

**Portfolio:** Creator and ruler of universe

**Servants:** Angels, Archons, Cherubim, Elohim

**Priests:** Clerics

**Symbol:** Deity carried by wings (see above)

**Alignment:** Lawful (LG)

**Size/Type:** Huge Outsider

**Hit Dice:** 25 (520 hp)

**Armor Class:** 25 [+4]

**Attack:** +5 *footman's mace* (7d6)

**Move:** Infinite

**Save:** 2; MR 95%

SD—Immunity (acid, cold, electricity, fire, sonic, poison, disease, enchantments, illusions), regenerate

SA—Inspire awe, change size (tiny to huge), communicate across time and space, deific senses (infinite), grant spells up to 9th level, magic use (C9, D9, M9)

SP—Animate object, command II, comprehend languages, control weather, detect evil/good, finger of death, fire storm, gate, geas, heal, plane shift, power word (any), quest, raise dead, random action, resurrection, shapeshift, symbol (any), teleport without error, tongues, true seeing, true resurrection

Ahuramazda was one of two beings present before creation, the other his twin and evil opposite Ahriman. Ahuramazda dwells in light and goodness and represents wisdom and truth. He created the universe to trap and hold Ahriman, the uncreated evil spirit, who entered creation willingly to ruin it.

Ahuramazda is pictured as a bearded king wearing a tall crown. He sometimes appears with feathered wings. The rulers of the ancient Iranians were depicted as receiving their kingship from Ahuramazda, and they were therefore expected to emulate his wisdom and goodness.

The supreme deity rarely appears in the material plane, preferring to use lesser entities to do his work, including solars and other angels. If drawn into combat, he appears as a huge king surrounded by a halo of intense holy light (save vs. blindness) that acts as a *protection from evil II* and *major globe of invulnerability*. His every utterance is a *holy word*. Ahuramazda enters battle on a giant chariot drawn by two greater shedu.

He can attack twice per round and cast two spells per round, each spell also counting as a *holy word*.

Priests of Ahuramazda are called *magi*, or *magus* in the singular. In temples they wear veils over their nose and mouth to avoid contaminating the holy fire at the heart of the temple. Magi tend to be scholarly philosophers (i.e. cloistered clerics) rather than militant holy warriors. They are permitted, regardless of their race, to multi-class as cleric/magic-users.

## Ahriman (Angra Mainyu, Ariemanios)

*Destructive Spirit*

**Rank:** Major Deity

**Portfolio:** Anti-creation, evil, darkness

**Servants:** Demons, Devils

**Priests:** Anti-clerics

**Symbol:** Its name written upside down

**Alignment:** Chaotic (CE)

**Size/Type:** Huge Outsider

**Hit Dice:** 20 (400 hp)

**Armor Class:** 22 [+3]

**Attack:** 2 claws (2d6) and bite (3d6)

**Move:** 50' (Fly 200')

**Save:** 2; MR 85%

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 level, magic use (C9, M9)

SP—Command II, comprehend languages, detect evil, detect good, gate, geas, plane shift, quest, raise dead, shapeshift, tongues, teleport without error, true seeing

Ahriman is the antithesis of Ahuramazda. He represents deceit and darkness. When Ahuramazda created the universe, he did so to tempt his twin to enter the universe to ruin it. This plan worked, so Ahriman and his evil servants are now trapped in the physical universe, unable to part. When the world we know is renovated and reborn, Ahriman will be killed and thus evil will be exorcised from the universe.

Ahriman appears as a massive dragon of darkness. He commands all demons and devils (i.e. *daevas*) and evil dragons. Five times per day Ahriman can breathe a cone of pure darkness 240' long and 60' wide at the base. The cone deals 12d6 points of cold damage and 1d6 points of energy damage. Any

creature killed by the breath rises as a shadow under the command of Ahriman.

Once per day, Ahriman can summon 30 HD of evil dragons, and three times per day he can summon any form of demon or devil without fail. These monsters serve him loyally.

The king of demons is very active in his attempts to destroy and deform the material world. He is as likely to perform acts of malevolence as he is to send minions to do his dirty work for him. Twice he was foiled in attempts to dry up the earth, the second time by the rain deity Tishtrya. He also tried to tempt Zarathustra into evil by promising him the sovereignty of the world. When this temptation was rebuffed, Ahriman sent legions of demons to attack the prophet. Naturally, those demons were defeated.

Ahriman either dwells in the lightless underworld, or with the other *daevas* in the cold, shadowy north.

Although Ahriman is very powerful, he is neither omniscient nor immortal. Ahriman will die when the existing world is finally renovated into paradise by Ahuramazda.

## Ameretat (Amurdad)

*Immortality*

**Rank:** Minor Deity

**Portfolio:** Immortality, plants

**Servants:** Angels, cherubim, plant monsters

**Priests:** Clerics, Druids

**Alignment:** Lawful (NG)

**Size/Type:** Large Outsider

**Hit Dice:** 13 (156 hp)

**Armor Class:** 25 [+2]

**Attack:** +3 *footman's mace* (4d6)

**Move:** 40' (Fly 120', Swim 60')

**Save:** 2; MR 75%

SD—Immunity (cold, poison, disease), regenerate, immune to enchantments and illusions 3rd level or less

SA—Inspire awe, change size (tiny to huge), communicate through dreams, deific senses (10 miles), grant spells up to 6th level, magic use (C7, D9)

SP—Animate plant •••, Command II, command plants, comprehend languages, create food and water, detect evil, detect good, entangle, gate, geas, invisibility •••, plane shift •••, purify food & water •••, quest, raise dead •••, reincarnate, shapeshift •••, speak with plants, tongues, teleport without error, tree stride, true seeing

Ameretat was created by Ahuramazda to personify longevity and immortality. This associates her with plants, which appear to die in the winter and then live again in the spring. When Ahriman withered the first primordial plant, Ameretat crushed it into pulp and mixed it with water. This water was spread across the world as rain by Tishtrya. Wherever this rain fell all the plants of the world grew.

The asura of immortality appears as an angel with radiant emerald flesh and wings of gold, wearing armor of golden scales and wielding a golden mace. All plants within 60' of her are under her control. Once per day she can summon 20 HD worth of non-evil plant monsters.

Ameretat sits on the left hand of Ahuramazda with two other female asuras, Haurvatat and Armaiti, who represent water and earth respectively. Her daeva opposite is Shud, who represents mortality and hunger. Ameretat's yazata assistants are Rashnu, Arshtat and Zam.

Ameretat is invoked on the seventh day of each month. She is the patron of Mordad, the fifth month of the Zoroastrian year. Her worshippers take their meals in silence out of respect for her and Haurvatat, who represent food and drink.

## Anahita (Nahid, Anaitis)

*Wide Flowing and Healing*

**Rank:** Major Deity

**Portfolio:** Water, fertility

**Servants:** Angels, cherubim, water elementals

**Priests:** Clerics, druids

**Alignment:** Lawful (NG)

**Size/Type:** Large Outsider

**Hit Dice:** 18 (360 hp)

**Armor Class:** 26 [+3]

**Attack:** +3 footman's maces (4d6 + 1d6 cold)

**Move:** 50' (Fly 120', Swim 90')

**Save:** 2; MR 85%

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 level, magic use (C8, D9, M6)

SP—Command II, comprehend languages, control water, create water, detect evil, detect good, fog cloud, gate, gaseous form, geas, invisibility, plane shift, purify food & drink, quest, raise dead, shapeshift, tongues, teleport without error, true seeing, water breathing, water walk, wish •••

Anahita is an ancient Indo-Iranian or possibly Elamite goddess who was not only a goddess of water, but also of fertility and wisdom. Anahita was both a goddess and the mythical waters of the first land created by Ahuramazda. Because she brings prosperity to all nations, she also crowns kings and queens along with Ahuramazda. When Iranian influence spread into Mesopotamia, Anahita took on the characteristics of Ishtar.

Anahita appears as an angel with skin of aquamarine and hair and wings as white as foam. She is full of figure, carries a blooming plant in each hand and wears a crown of flowers. The plants in Anahita's hands turn into maces in combat.

Anahita can control any water elemental creature within 120' of her, and she take the form of a huge water elemental at will. She can likewise cause the holy waters of the world river to flow around her wherever she may be. This impromptu river can be 120' wide and flows from horizon to horizon.

Anahita had a cult dating from at least the reign of Artaxerxes II (404 BC to 358 BC), with her idols placed in temples of all the empire's cities, including Babylon and Damascus. Idols were not the tradition of the Iranians until Artaxerxes II's reign, as Iranians traditionally worshiped in fire temples. Artaxerxes II also broke tradition by invoking Anahita and Mithra alongside Ahuramazda, where previously only Ahuramazda would be invoked.

## Armaiti (Sandaramet)

*Holy Devotion, Creative Harmony*

**Rank:** Major Deity

**Portfolio:** Earth, devotion, happiness

**Servants:** Angels, cherubim, fey, earth elementals

**Priests:** Clerics, druids

**Alignment:** Lawful (NG)

**Size/Type:** Large Outsider

**Hit Dice:** 20 (400 hp)

**Armor Class:** 26 [+3]

**Attack:** +3 quarterstaff (4d6)

**Move:** 50' (Burrow 60', Fly 120')

**Save:** 2; MR 85%

SD—Immunity (acid, 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 level, magic use (C9, D7)

SP—Calm emotions, command II, comprehend languages, detect evil, detect good, entangle, gaseous form, gate, geas, invis-

ibility, meld into stone, move earth, plane shift, quest, raise dead, shapeshift, stone shape, spiritual weapon, tongues, teleport without error, transmute rock to mud, true seeing

Originally a representation of the physical laws of nature, Ar-maiti later became personified as a goddess of devotion, especially devotion to home, family and nature.

She appears as a winged nymph in long robes. Ar-maiti has a matronly look. She carries a flowering quarterstaff. Vines are entwined in her cascading auburn hair and she is ever surrounded by the fruits of the field.

Ar-maiti has a charming gaze, like that of a nymph. Her voice forces chaotic creatures to pass a saving throw or become neutral in alignment for one hour.

Ar-maiti is associated with the twelfth month of the year and the fifth day of each month. The fifth day of the twelfth month is her holy day, Sepandārmazgān. On this day, people pray for a good harvest and put signs on their doors to drive away evil spirits. Women rest on this day and men bring them gifts. Raisins and pomegranate seeds are eaten on this holy day.

## Arshtat (Ashtad)

*World-Furthering*

**Rank:** Minor Deity

**Portfolio:** Justice, rectitude

**Servants:** Angels, archons

**Priests:** Paladins, clerics

**Alignment:** Lawful (LG)

**Size/Type:** Medium Outsider

**Hit Dice:** 12 (144 hp)

**Armor Class:** 25 [+2]

**Attack:** +3 *golden longsword* (4d6)

**Move:** 40' (Fly 120')

**Save:** 2; MR 75%

SD—Immunity (poison, disease), resistance (electricity), regenerate, immune to 3rd level enchantments and illusions

SA—Inspire awe, change size (tiny to huge), communicate through dreams, deific senses (10 miles), grant spells up to 6th level, magic use (C9)

SP—Command II, comprehend languages, create food & water, creation II •••, detect evil, detect good, gaseous form, gate, geas, invisibility, light II, plane shift •••, quest, raise dead •••, shapeshift •••, spiritual weapon •, tongues, teleport without error, true seeing

The strict goddess of justice, Arshtat is about of deeds rather than words. While Rashnu the Judge delivers sentence, Arshtat executes that sentence. She, along with Rashnu, Sraosha and Mithra, can be found at the *Bridge of the Requiter*, which souls must cross to enter the afterlife. There, she assays and proclaims the deeds of the dead that Rashnu may judge them and decide where they shall reside for eternity. Arshtat is also associated with the mythic *Mount Ushidaena*, the “Keeper of Intelligence”, where the prophet Zarathustra spent his years in isolation before proclaiming the true faith.

Arshtat appears as an armored angel, her armor gleaming and pure, her skin opalescent, her hair glimmering silver. Her wings are feathered silver and gold, and she carries a golden sword and shield. She can be found more often on the Material Plane than other deities to heroes in defeating evil.

Arshtat’s gleaming armor can emit blinding light three times per day. Those within 60’ must save vs. blindness. Once per day she can cause all weapons within 60’ of her to become dancing weapons under her command. Magic weapons have a chance in 6 equal to their magic ‘plus’ of resisting this effect; increase this chance by one if the magic weapon is intelligent. Once per day, Arshtat can summon a pegasus of light.

Pegasus of Light, Large Outsider: HD 6+2 (38 hp); AC 27 (+2 *platemail barding*) [+1]; ATK 2 kicks (6) and bite (3); MV 120 (F240); SV 14; AL LG; XP 1800; SA—MR 50%, detect good and detect evil (60’ radius), resistance (electricity), regenerate, +2 attack and damage Chaos; SP—dispel magic •••, haste •••, detect invisibility •••.

The goddess of justice is invoked on the third day after a person’s death along with Rashnu, Sraosha and Mithra to petition them to take mercy on the newly departed soul. Her holy day is the 26th day of each month.

The goddess’ most frequent servants on the Material Plane are female paladins, who form sisterhoods against evil. While these paladins associate with clerics of Rashnu, Sraosha and Mithra, there are very few clerics of Arshtat herself.

## Asha (Asha Vahishta, Aletheia, Ašaeixšo)

*Best Truth, Most Righteous*

**Rank:** Major Deity

**Portfolio:** Fire, truth

**Servants:** Angels, archons, fire elementals

**Priests:** Clerics, paladins

**Alignment:** Lawful (LG)



**Size/Type:** Large Outsider

**Hit Dice:** 16 (320 hp)

**Armor Class:** 25 [+3]

**Attack:** +3 *footman's mace* (3d6 + 1d6 fire)

**Move:** 40' (F120')

**Save:** 2; MR 80%

SD—Immunity (fire, 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 level, magic use (C9, M9-abjurations only)

SP—Command II, comprehend languages, detect evil, detect good, gate, geas, holy word •••, plane shift, quest, raise dead, righteous might •••, searing light •••, shapeshift, tongues, teleport without error, true seeing, wall of fire

Asha is the personification of truth and thus the chief opponent of the daeva Druj, who represents falsehood. Asha appears as an angel composed of golden liquid that burns like fire. He wears a diadem and is surrounded by a nimbus of fire. This nimbus is 10' in radius and deals 6d6 points of fire damage per round. Asha can suppress this nimbus at will. Asha *discerns lies* at will, and those who lie in his presence are struck with *silence* (as the spell) for one month, or until relieved of this curse by Asha. Once per day he can summon one inevitable (any type) to serve him.

Asha speaks into existence that which is true and necessary, burning falsehood and evil from the souls of the creatures he encounters. Asha is the vessel through which Ahuramazda dispenses justice. It is said that at the final judgment a river of molten metal will cover the earth. This river will seem as a river of warm milk to lawful creatures, while the neutral and chaotic will be burnt alive.

Because Asha represents what is right, he also protects the guilty from cruel punishments. Asha makes sure all is right

and proper in the universe. His clerics oppose too much use of arcane magic, which twists the fabric of reality.

Asha's ordeal of heat is used to discern falsehood and sin in people. There are thirty such trials of Asha, and those who survive all thirty of the fiery tests attain spiritual and physical strength and serenity. In a fantasy game, these tests might be used before clerics and paladins of Asha can advance in level; as a bonus, those who survive them might gain an ability bonus at 3rd and 6th level, and resistance to fire at 9th level.

Asha presides over the third day of the month, and over the second month of the year. On the third day of the second month Asha's holiday Jashan is celebrated. Nowruz (New Year's Day) is also dedicated to Asha. Prayers that are recited between noon and three o'clock invoke Asha. Noon is the perfect time for Asha, and it is at noon of each day that his clerics must prepare their spells.

## Daena

*Pathfinder*

**Rank:** Minor Deity

**Portfolio:** Insight, psychopomp

**Servants:** Angels, cherubim

**Priests:** Clerics

**Alignment:** Lawful (NG)

**Size/Type:** Medium Outsider

**Hit Dice:** 17 (204 hp)

**Armor Class:** 22 [+2]

**Attack:** +3 battleaxe (4d6)

**Move:** 40' (Fly 140')

**Save:** 2; MR 75%

SD—Immunity (poison, disease), regenerate, immune to enchantments and illusions 3rd level or less

SA—Inspire awe, change size (tiny to huge), communicate through dreams, deific senses (10 miles), grant spells up to 6th level, magic use (C9, M7)

SP—Command II, comprehend languages, death knell, death-watch, detect evil, detect good, discern lies, divination •••, etherealness •, foresight •, gate, geas, invisibility to undead, plane shift •••, quest, raise dead •••, shapeshift •••, silence •••, speak with dead, tongues, teleport without error, true seeing

Daena is the Iranian psychopomp who delivers lawful souls across the *Bridge of the Requiter* to the *House of Song* (i.e. paradise) and evil souls to the *House of Lies* to be punished. She appears as a luminous woman of unsurpassed beauty arrayed in resplendent finery and possessed of raven wings. She is

surrounded by a pack of luminous hounds that guide her way and protect the souls she shepherds. It is said that Daena appears to a soul four days after death.

Luminous Hound, Medium Outsider: HD 4; AC 18 [Silver]; ATK Bite (1d8 + trip); MV 90; SV 15; AL CG; XP 400; SA—MR 25%, resistance (electricity, fire), regenerate, +2 attack and damage Chaos

Daena can turn/destroy undead as a 20th level cleric. Her touch soothes people's emotions, per the *calm emotions* spell. Once per day she can create a silver path, visible only to those she dictates, to any person, place or thing on the same plane.

Alongside her role as the psychopomp, Daena also represents one's duty to religion, or duty to find the true path. She thus not only guides souls to their reward or punishment after death, but guides them along the correct path in life.

## Haurvatat (Hordad, Hawrot Mawrot)

*Wholeness*

**Rank:** Major Deity

**Portfolio:** Perfection, health, wealth

**Servants:** Angels, archons, maruts

**Priests:** Clerics

**Alignment:** Lawful (LG)

**Size/Type:** Large Outsider

**Hit Dice:** 20 (400 hp)

**Armor Class:** 25 [+3]

**Attack:** +4 footman's mace (5d6 + 1d6 cold)

**Move:** 50' (Fly 120')

**Save:** 2; MR 85%

SD—Immunity (cold, electricity, 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 level, magic use (C9)

SP—Command II, comprehend languages, create food & water, daylight, detect evil, detect good, gate, geas, heroes' feast •••, make whole •••, plane shift, quest, raise dead, restoration •, shapeshift, tongues, teleport without error, true seeing, true resurrection •, true strike •••, wall of ice

Haurvatat embodies the ideal of perfection and wholeness. He is associated with health and wealth, as well as the water element, including both its raw power and life-giving properties.

The lord of sweet water appears as an imposing man, hairless, sapphire skin and wings of the purest white. He carries a



gleaming shield and a mace composed of unbreakable ice. In battle, Haurvatat can coat the area around him in ice to a range of 100'. This ice is slippery (treat as the *grease* spell) and deals 1 point of cold damage per round.

Haurvatat is allied with Ameretat, the two representing food and drink, and he is opposed to the daeva Tarshna, or thirst. In the final renovation of the world, Ameretat will destroy the hunger demon Shud and Haurvatat will destroy Tarshna. The water god is associated with the yazatas Vayu-Vata of the wind, Manthra Spenta of magic and the Fravishas, a horde of lesser protective spirits such as lantern archons.

People are expected to eat and drink in silence to honor Haurvatat and Ameretat. The sixth day of the month and the third month of the year are dedicated to Haurvatat. Thus, the sixth day of the third month is his holy day.

## Jahi (Jeh)

*The Whore*

**Rank:** Minor Deity

**Portfolio:** Lasciviousness

**Servants:** Demons, especially succubae

**Priests:** Anti-cleric

**Alignment:** Chaotic (CE)

**Size/Type:** Medium Outsider

**Hit Dice:** 16 (192 hp)

**Armor Class:** 20 [+2]

**Attack:** 2 claws (2d6 + Poison III)

**Move:** 40' (Fly 120')

**Save:** 2; MR 65%

SD—Immunity (fire, poison, disease, enchantments), regenerate, immune to enchantments and illusions 3rd level or less

SA—Inspire awe, change size (tiny to huge), communicate through dreams, deific senses (10 miles), grant spells up to 6th level, magic use (C8, M4)

SP—Charm monster, command II, comprehend languages, confusion •••, detect evil, detect good, gate, geas, plane shift •••, quest, raise dead •••, shapeshift •••, tongues, teleport without error, true seeing

Jahi is a rake, courtesan, libertine and whore, spiritually speaking. She is the spirit of licentiousness who drives people to indulge their most terrible lusts. Jahi is the consort of Ahriman, though they are inconstant allies at best. She is a foul, filthy spirit, and is the mother of lamias, succubae and otyughs.

Of all the daevas, Jahi causes Ahuramazda the most grief. She was the murderer of the primordial cow Gawiewdad, the source of all animals, and she tries to foul sacrifices to the gods by dropping her filth on the holy fires. It was also Jahi who shook Ahriman from his cowardice and hesitation and convinced him to use his demons to attack creation.

Jahi can take the form of a fiendish tiger (or other form of feline) or fiendish cave bear at will. Her gaze acts as a finger of death. Once per day, Jahi can summon 20 HD of her children, who serve her loyally.

Jahi's anti-clerics are despoilers and defilers above all else. One might think them darkly seductive, but in fact they cultivate a visage terrible to behold and awful to smell.

## Kaveh the Blacksmith

**Rank:** Hero

**Portfolio:** Rebellion

**Alignment:** Lawful (CG)

**Size/Type:** Medium Humanoid

**Hit Dice:** 12 (80 hp)

**Armor Class:** 14

**Attack:** Warhammer (1d4+4)

**Move:** 30'

**Save:** 11

After the conquest of Iran by the foreign half-demon Zahhak (q.v.), it was Kaveh, a blacksmith, who with his sons began the rebellion that eventually toppled the rule of demons and replaced it with the rule of Fereydu. He led this rebellion in the Alborz Mountains, where Fereydu was living. Kaveh's symbol was his leather apron raised high on a spear. This flag was known as the Derafsh Kaviani. Bejeweled, it became the symbol of Iran for hundreds of years until it was captured and destroyed by the invading Arabs.

## Māh (Mangha)

*Bestower, the Healing One, Queen of the Night*

**Rank:** Minor Deity

**Portfolio:** Moon

**Servants:** Angels, elohim, animals (especially nocturnal)

**Priests:** Clerics, druids

**Symbol:** Crescent

**Alignment:** Lawful (CG)

**Size/Type:** Medium Outsider

**Hit Dice:** 16 (192 hp)

**Armor Class:** 23 [+2]

**Attack:** +4 *crescent axe* (4d6)

**Move:** 60' (Fly 180')

**Save:** 2; MR 75%

SD—Immunity (poison, disease), regenerate, immune to enchantments and illusions 3rd level or less

SA—Inspire awe, change size (tiny to huge), communicate through dreams, deific senses (10 miles), grant spells up to 6th level, magic use (C7, D8, M6)

SP—Command II, comprehend languages, confusion ••, control water •, darkness II, detect evil, detect good, gate, geas, insanity •, light, plane shift •••, quest, raise dead •••, shapeshift •••, tongues, teleport without error, true seeing

Māh is the moon goddess. Although not a major deity among the Iranians, her crescent was a symbol of kingship during the Parthian and Sassanid periods. When Gawiewdad, the primordial cow, was slain by Jahi, it was Māh who rescued the beast's *cithra* (divine seed), from which all animals were created.

The moon goddess appears as a silvery angel with the wings and eyes of an owl. She wears armor of scales that resemble feathers and carries a crescent axe into battle.

Māh is described as radiant, glorious and possessed of water, warmth, knowledge and riches. She is the Queen of the Night and thus the ruler of night spirits and nocturnal creatures.

Māh can control all animals within one mile her, with no saving throw permitted. She can *enlarge* up to 20 animals per day if they are within 60' of her.

Among the yazatas, Māh is the assistant of Manah, who represents the right mental state for goodness. In this regard, she is a goddess of inner peace and tranquility.

In the Iranian cosmology, the Moon, Sun and stars revolve around the peak of *Hara Berezaiti*. They are kept on course by the Fravashis, or lesser angelic spirits.

## Manah (Bahman, Mnemon)

*Good Mind*

**Rank:** Major Deity

**Portfolio:** Animals, good thoughts

**Servants:** Angels, cherubim, animals

**Priests:** Clerics, monks, druids

**Alignment:** Lawful (NG)

**Size/Type:** Large Outsider

**Hit Dice:** 18 (380 hp)

**Armor Class:** 34 [+3]

**Attack:** +3 *greataxe* (5d6)

**Move:** 60' (Burrow 30', Fly 120', Swim 90')

**Save:** 2; MR 80%

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 level, magic use (C6, D8)

SP—Animal messenger, animal trance, charm animal, command II, comprehend languages, detect evil, detect good, dominate animal •, gate, geas, plane shift, quest, raise dead, shapeshift, summon nature's ally XI •••, tongues, teleport without error, true seeing

Manah, or Vohu Manah ("good mind"), is the god of good thought and the protector of animals, especially cattle. Manah appears as an angel with ruddy skin and burnished copper wings. He wears a horned helm and carries a double-headed axe into combat, girding his loins with a broad belt studded with jewels and a kilt of animal hide.

Manah is assisted by Māh, the moon goddess. Both are associated with animals, but also with cultivating a state of mind in which one can dutifully follow the path of goodness. Manah's evil opposite is Akamanah, or "evil mind".

The second day of each month is dedicated to Manah, as is the eleventh month of the year. The second day of the eleventh month is thus his holiest day.

Manah's clerics are scholars, keeping libraries of tomes both holy and mundane. They cultivate disciplined minds and are protected by brotherhoods of monks. The druids of Manah are wilder and more warlike than the clerics, roaming the wild with wild things and fighting savagely to protect them.

## Mithra (Mitra, Mihr)

*He Who Binds, Mithra of the Wide Pastures, Mithra of the Thousand Ears, Mithra of the Myriad Eyes*

**Rank:** Minor Deity

**Portfolio:** Light, oaths, harvest

**Servants:** Angels, archons

**Priests:** Clerics, paladins

**Alignment:** Lawful (LG)

**Size/Type:** Medium Outsider

**Hit Dice:** 16 (192 hp)

**Armor Class:** 25 [+3]

**Attack:** +3 *flaming longsword* (3d6 + 1d6 fire)

**Move:** 60' (Fly 180')

**Save:** 2; MR 75%

SD—Immunity (poison, disease), regenerate, immune to enchantments and illusions 3rd level or less

SA—Inspire awe, change size (tiny to huge), communicate through dreams, deific senses (10 miles), grant spells up to 6th level, magic use (C9, D3)

SP—Astral projection, bolt of glory •••, command II, comprehend languages, cure serious wounds •••, daylight, detect evil, detect good, gate, geas, plane shift •••, quest, raise dead •••, restoration •••, shapeshift •••, searing light •, sunbeam ••, sunburst •, tongues, teleport without error, true seeing

Mithra is the divine guarantor of contracts and covenants, the guardian of cattle and the protector of truth. A deity of light, he appears as a luminous angel with blinding white wings and eyes of smoldering fire. He carries a mace of pure light to smite the skulls of demons and devils.

Mithra guards the *Bridge of the Requirer*, over which souls cross from the world of the living to heaven, along with Rashnu ("Justice") and Sraosha ("Obedience").

As the deity of contracts, Mithra cannot be deceived, sees all things and never rests. As a protector of cattle, he also ensures that pastures remain well-watered. As a warrior deity, he is invoked for protection against evil.

Mithra turns undead as a 20th level cleric. With a blow of his sword or fist he can cause a spring of fresh water to spring from any natural surface.

The sixteenth day of each month and the seventh month of the year are dedicated to Mithra, making the sixteenth day of the seventh month his holy day, *Jashan-e Mithragan*.

Mithra's priests dress in white and are expected to keep their armor, clothes and bodies as clean as possible, though not necessarily while they are on campaign. They pray for their spells at the dawn.

The Roman deity Mithras comes from Roman remembrances of the Iranian deity Mithra. One can treat them as one and the same deity or as separate deities as one likes.

## Rostam

**Rank:** Hero

**Alignment:** Lawful (NG)

**Size/Type:** Medium Humanoid

**Hit Dice:** 20 (190 hp)

**Armor Class:** 20

**Attack:** +3 *footman's mace* (1d4+9) or lasso (1d4 + entangle) or +1 *dagger* (1d4+6)

**Move:** 30'

**Save:** 7

Rostam is the greatest hero of Iranian mythology, a sort of Iranian Hercules who was called on many times to defend Iran from the Turanians and Rumi. He is depicted as weary of his labors, which are often caused by the foolishness of his king.

Rostam was born to Zal and Rudaba in Zabolistan (modern Afghanistan). He is the Marzaban of Sistan. Some scholars argue that he might have originally been the deity of the River Helmand, as his mother's name means "the river of water" and his father's white hair might indicate a mountain divinity.

As a child, Rostam slew a maddened white elephant that belonged to the king using his grandfather Sam's heavy mace. Nobody else could even lift this mace, proving Rostam's strength and worthiness to be a champion. The young hero then tamed the legendary steed Rakhsh. In his first military mission he conquered a fortress on Mount Sipand whose conquest had eluded his great-grandfather Nariman. At age 14, he killed the sea dragon Babr-e Bayan and used his skin to make a suite of magic armor.

Rostam's greatest quest was his expedition into the demon country of Mazandaran to rescue the foolish Shah Kaykavus who tried to invade that country. The quest involved seven labors, the greatest of which was the defeat of the White Demon (*Div-e Sepid*) and the use of that demon's blood to cure Shah Kaykavus' blindness. The demon's head later adorns his battle helmet, terrifying his foes.

Perhaps the most important story of Rostam was his tragic fight with Sohrab, a legendary hero of the Turanians. Unbeknownst to Rostam, Sohrab was his child by Tahmineh, princess of the neighboring country of Samangam, a fact that Rostam only discovered after fatally wounding him in combat.

Rostam's death came at the hand of his jealous half-brother Shaghad. Rostam's son and daughter, Faramarz and Goshasp, went on to do heroic deeds in Iran and India, as did his grandson Bijan through Goshasp and her husband Giv.

Rostam appears as a tall, muscular warrior with a fine head of black hair and a thick beard and mustache. He wears three layers of armor, starting with a *zereh* ("padded coat"). Over his *zereh* he wore a suit of mail, and over this the magical *Babr-e Bayan*, which was invulnerable to fire, water and weapons. The *Babr-e Bayan* was the skin of a legendary dragon with a spotted hide like a leopard.

## Shahrewar (Kshatra Vairya)

*Desirable Dominion*

**Rank:** Major Deity

**Portfolio:** Metals, minerals

**Servants:** Angels, archons, earth elementals

**Priests:** Clerics, druids

**Alignment:** Lawful (LG)

**Size/Type:** Large Outsider

**Hit Dice:** 20 (400 hp)

**Armor Class:** 26 [+3]

**Attack:** 2 fists (3d6)

**Move:** 30' (Burrow 60', Fly 90')

**Save:** 2; MR 85%

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 level, magic use (C8, D8, M3)

SP—Command II, comprehend languages, detect evil, detect good, gate, geas, heat metal ••, plane shift, quest, raise dead, repel metal or stone, shapeshift, tongues, teleport without error, true seeing, wall of earth •••, wall of iron •••

Shahrewar was the third of Ahuramazda's six divine sparks. He is the representation of good thoughts and later becomes the guardian of metals as well as of the sky which, in Iranian cosmology, was composed of crystal, a form of metal.

The guardian of metals appears as an angel composed of adamantine. His eyes are emeralds and his wings are composed entirely of metal. His fists strike like hammers.

Shahrewar can control all metal within 60' of him, imposing a penalty of -5 to attack to creatures using metal weapons or wearing metal armor, or a total -10 penalty to creatures both wearing metal armor and using a metal weapon.

## Sraosh (Surush)

*Voice of Conscience, Sraosh of the Strong Mace*

**Rank:** Minor Deity

**Portfolio:** Obedience, teaching

**Servants:** Angels, archons

**Priests:** Clerics, paladins

**Alignment:** Lawful (LG)

**Size/Type:** Medium Outsider

**Hit Dice:** 18 (216 hp)

**Armor Class:** 25 [+3]

**Attack:** +4 *footman's mace* (4d6 + 1d6 sonic)

**Move:** 30' (Fly 120')

**Save:** 2; MR 80%

SD—Immunity (poison, disease), regenerate, immune to enchantments and illusions 3rd level or less

SA—Inspire awe, change size (tiny to huge), communicate through dreams, deific senses (10 miles), grant spells up to 6th level, magic use (C9, M4)

SP—Command II, comprehend languages, detect evil, detect good, dominate person •••, gate, geas, plane shift •••, protection from evil II, quest, raise dead •••, shapeshift •••, shield, tongues, teleport without error, true seeing

Sraosha is the mystic voice of conscience, and thus a teacher of Zarathustra's religion to humanity. Sraosha guards the *Bridge of the Requirer* with Mithra and Rashnu. If a soul is deemed worthy of entrance into Paradise, Sraosha guides them over the bridge. He is also a protector of the poor and a doer of great deeds, encouraging the same from his priests.

Sraosha appears as a strong, swift youth with tawny skin, butterfly wings of blue fire, chainmail armor and a green tunic. On his head he wears a crown of blue and gold. It is in this form, often without his wings, that he roams the world doing good deeds for those in need and teaching Zarathustra's faith.

Sraosha's antagonist is Aeshma, the demon of wrath. Aeshma distorts the meaning of sacrifice into violence.

## Tishtrya (Tir, Tishtir, Varahang)

**Rank:** Minor Deity

**Portfolio:** Rain, fertility

**Servants:** Angels, elohim, dragon horses

**Priests:** Clerics, druids

**Alignment:** Lawful (CG)

**Size/Type:** Medium Outsider

**Hit Dice:** 14 (168 hp)

**Armor Class:** 24 [+2]

**Attack:** +3 *mace* (3d6 + 1d6 electricity)

**Move:** 40' (Fly 120')

**Save:** 2; MR 70%

SD—Immunity (poison, disease), regenerate, immune to enchantments and illusions 3rd level or less

SA—Inspire awe, change size (tiny to huge), communicate through dreams, deific senses (10 miles), grant spells up to 6th, magic use (C6, D8)

SP—Command II, comprehend languages, control weather, detect evil, detect good, gate, geas, hail storm •, lightning bolt •••, plane shift •••, quest, raise dead •••, shapeshift •••, tongues, teleport without error, true seeing

Tishtrya is the god of life-giving rain. He is also called Tir, and this likely connects him with his fellow Indo-European deity Tyr of the Norse pantheon.

The rain god appears as a bright white angel. His key antagonist is Apaosha, daeva of droughts. Apaosha can take the form of a terrifying nightmare (the monster), while Tishtrya takes the form of a pegasus. Apaosha once began to gain the upper hand against Tishtrya because of a lack of prayers and sacrifices from humanity. Tishtrya then called on Ahuramazda for help and the supreme deity made sacrifice to him, infusing him with power such that he could defeat Apaosha and bring life-giving rain back to the world.

Tishtrya rules the thirteenth day of each month and the fourth month of the year. This makes the thirteenth day of the fourth month his holiest day.

## Vayu-Vata

**Rank:** Minor Deity

**Portfolio:** Wind, atmosphere

**Servants:** Fey, air elementals

**Priests:** Druids, monks

**Alignment:** Neutral (N)

**Size/Type:** Medium Outsider

**Hit Dice:** 12 (144 hp)

**Armor Class:** 25 [+2]

**Attack:** +3 *scimitars* (3d6)

**Move:** 40' (Fly 240')

**Save:** 2; MR 75%

SD—Immunity (cold, electricity, poison, disease), regenerate, immune to enchantments and illusions 3rd level or less

SA—Inspire awe, change size (tiny to huge), communicate through dreams, deific senses (10 miles), grant spells up to 6th level, magic use (D9, M5)

SP—Command II, comprehend languages, control weather, detect evil, detect good, gaseous form, gate, geas, invisibility, invisibility II •••, persistent illusion •••, plane shift •••, quest, raise dead •••, shapeshift •••, tongues, teleport without error, true seeing, wind walk

Vayu-Vata is the dual deity of wind (Vayu) and atmosphere (Vata). He is angelic or demonic as he likes, and thus is considered both a yazata and daeva. Vayu-Vata is a strange entity, a neutral party in a dualistic cosmology. His independence makes him somewhat aloof to the doings of good and evil, but he is intensely loyal to his followers.

The wind god has the abilities of a 20th level monk. He can summon 20 Hit Dice worth of air elemental creatures per day.

## Verethragna (Vram, Bahram, Artagnes)

*Effervescent Glory, Smiting of Resistance*

**Rank:** Minor Deity

**Portfolio:** Victory, travelers

**Servants:** Angels, elohim, air elementals

**Priests:** Clerics

**Alignment:** Lawful (CG)

**Size/Type:** Medium Outsider

**Hit Dice:** 14 (168 hp)

**Armor Class:** 25 [+2]

**Attack:** +3 *greatclub* (4d6)

**Move:** 40' (Fly 120')

**Save:** 2; MR 75%

SD—Immunity (electricity, poison, disease), regenerate, immune to enchantments and illusions 3rd level or less

SA—Inspire awe, change size (tiny to huge), communicate through dreams, deific senses (10 miles), grant spells up to 6th level, magic use (C7)

SP—Blade barrier •••, command II, comprehend languages, crown of glory •, detect evil, detect good, gate, geas, plane shift •••, quest, raise dead •••, shapeshift •••, spiritual weapon, tongues, teleport without error, true seeing

Verethragna is the most warlike of the Iranian deities. He is “most highly armed” and is eternally joined in battle with daevas and evil humans and humanoids. He is connected with male virility and sexual potency.

The god of victory can take the appearance of a mighty wind, an armed warrior, an adolescent boy, a bull with horns of gold, a white horse with a muzzle and ears of gold, a camel in heat, a boar, a bird of prey, a ram and a wild goat. His true form is that of a muscular warrior holding a goblet in one hand, a massive club in the other, and wearing a lion skin.

If Verethragna makes a successful melee attack against a foe, they must roll 1d20 under their strength score or be knocked backwards a number of feet equal to the damage inflicted, plus be left prone on the ground and stunned for 1 round.

Verethragna is the companion of Mithra, and he is a helper of the asura Asha Vahishta. Although he began as a yazata, he is eventually raised to the rank of an asura due to his success in battling Ahriman.

The twentieth day of the month is dedicated to Verethragna. His name was given to the planet Mars as well as the most sacred class of fires. The Greeks knew him as Artagnes, and associated him with both Ares and Heracles. His name was also adopted by six Sassanid kings.

Verethragna is sometimes associated with Heracles. That deity’s cult entered Persia during Alexander’s conquest.

## Voruna (Apam Napat)

*Fire on Water*

**Rank:** Minor Deity

**Portfolio:** Water, cosmos, sovereignty

**Servants:** Angels, elohim, water elementals

**Priests:** Clerics, druids

**Alignment:** Lawful (CG)

**Size/Type:** Medium Outsider

**Hit Dice:** 15 (180 hp)

**Armor Class:** 24 [+2]

**Attack:** +3 *spear* (4d6)

**Move:** 40' (Fly 120', Swim 60')

**Save:** 2; MR 75%

SD—Immunity (cold, electricity, poison, disease), regenerate, immune to enchantments and illusions 3rd level or less

SA—Inspire awe, change size (tiny to huge), communicate through dreams, deific senses (10 miles), grant spells up to 6th level, magic use (C7, D8, M6)

SP—Call lightning, command II, comprehend languages, daylight, detect evil, detect good, fog cloud, gaseous form, gate, geas, magic missile •••, plane shift •••, quest, raise dead •••, shapeshift •••, tongues, teleport without error, true seeing

In Indian mythology, Lord Voruna is the god of rain who created all creatures. In Iranian mythology he is the yazata of water vapor, creator of human beings (or all humanoids in a fantasy setting) and the protector of the royal glory of Iranian kings.

Voruna appears as an angel of golden splendor with wings of pure light. He originates in the “cosmic waters” (i.e. Astral Plane). Golden energy seethes from the deity over the waters.

Creatures that suffer more than 10 points of damage from one of Voruna’s attacks are shifted into the Astral Plane for 1d6 rounds, during which time the deity can snap the silver thread that connects them to the Material Plane at will.

## Zahhak (Azhi Dahaka, Ajdahak)

*He Who Owns 10,000 Horses, Burning Dragon*

**Rank:** Demigod

**Portfolio:** Tyranny

**Servants:** Devils

**Priests:** Anti-clerics

**Alignment:** Chaotic (LE)

**Size/Type:** Large Humanoid

**Hit Dice:** 20 (200 hp)

**Armor Class:** 20 [+1]

**Attack:** +3 *battleaxe* (3d6)

**Move:** 40'

**Save:** 2; MR 25%

SD—Immunity (acid, poison, disease), regenerate, immune to enchantments and illusions 1st level or less

SA—Inspire awe, change size (tiny to huge), deific senses (1 miles), grant spells up to 4th level, magic use (M5)

SP—Command II, comprehend languages, detect evil, detect good, dominate person •, finger of death •, gate, geas, quest, tongues, teleport without error, true seeing

Zahhak is the son of Ahriman and conqueror of Iran. He can take two forms, one a demonic monster with three heads, the other a humanoid form with two serpents growing from his shoulders. Each of these serpents must be fed one human brain each day lest they kill Zahhak and devour his own brain. During his 1,000 year reign, Zahhak would have had to kill 730,000 people to consume their brains.

Legend says he lived in the land of Bashri (Mesopotamia) in the inaccessible fortress of Kuuirinta. Here, he supposedly worshipped the yazatas Anahita and Vayu-Vata. He asked these deities to grant him the power to annihilate all the living things in the world, but they denied him this power.

When the King Jam died, Zahhak conquered Iran and ruled for 1,000 years until displaced by the rebellion led by Kaveh the Blacksmith. When the hero Fereydun struck him with a mace, vermin and snakes seeped from his wounds. For this reason Ahuramazda instructed Fereydun not to kill Zahhak lest the world be overrun by vermin. Instead of killing the tyrant, Fereydun chained Zahhak up and imprisoned him within the mythical Mt. Damavand. It has been prophesied that during the coming apocalypse, Zahhak will escape his bonds and ravage the world before being killed by the hero Azisruwar, who returns to life specifically to slay the monster.

Zahhak's priests in a fantasy setting would be nihilists awaiting his escape from Mt. Damavand and thus the apocalypse.

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## Fire Temples and Magi

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A magus is a priest of the Iranian deities. They are astrologers, alchemists, sages and, of course, practitioners of magic – you may notice they gave their name to the concept. Among the Medes, they were the *magâunô*, the priestly caste.

As priests, the magi were the intermediaries between Ahura Mazda, and presumably the other deities, and human beings. Human prayers were carried to the heavens by the heat and smoke of a sacred fire, which is personified as Atar. Atar is roughly the equivalent of Indian mythology's Agni, as both concepts originate with the Indo-Iranian ancestors of the modern Indians and Iranians.

A fire temple is square in layout, with a pillar at each corner supporting a dome. The sacred fire is kept in the inner sanctum of the temple. The inner sanctum is hidden from the view of casual visitors to the temple, and is only accessible by the magi. While tending the fire or using its ashes to perform magic, the magi wear veils to keep their breath from polluting the fire. The fire is fed by dry sandalwood or other sweet scented woods. The fuel is often offered by pilgrims to the temple as a sacrifice. This fuel is placed on the fire by the tending priest using silver tongs. The priests of the fire temple compete to draw the most pilgrims, spreading far and wide stories of the miracles produced by their fire.

Magi in a fantasy game can be represented as druids, clerics or both. One might also permit human magi to multi-class as cleric/magic-users.

JMS



## GIANT VARIATIONS

I love fantasy gaming tropes if for no other reason than that they give players a frame of reference that can be shattered to add interest to the game. Take giants, for example. There are six classic varieties of giants in most fantasy games that can be modified in wonderful ways to stump those veteran "know-it-alls" that tromp through your campaigns with a copy of the monster book in their brains.

To introduce a variant to a giant, roll 1d30 and consult the idea listed below, applying them as best makes sense.

### Giant Variations

1. **Armored:** The giant has a turtle shell, insect chitin or skin of metal or stone. Boost their AC by +2 (or more). You can add spikes to the armor (+1 melee damage) if you like.

2. **Artillerist:** The giant carries a cannon or ballista as a ranged weapon. Give the weapon damage equal to the giant's stone throwing damage if you want to keep it simple, using the weapon merely as a dash of flavor.

3. **Beauteous:** The giant is beautiful. He or she has the nymph's blinding beauty and charm abilities. In terms of giantesses, imagine hill giantesses like Junoesque shepherd women, stone giantesses like living, regal sculptures, frost giantesses with cool, calculating beauty, fire giantesses like giant-sized Sophia Lorens and storm giantesses that crackle with excitement.

4. **Bellowing Roar/Piercing Scream:** Once per day the giant can shriek or roar per the dragonne's special ability.

5. **Bestial:** The giant has animal characteristics. Combine hill giants with giant boars, stone giants with cave bears, frost giants with worgs, fire giants with giant lizards, cloud giants with giant eagles and storm giants with giant rams - or use whatever animals you think are most appropriate (elephants and tigers offer great possibilities). Use the hybrid template in *Blood & Treasure Monsters*, or just play it by ear.



6. **Bigger & Dumber:** Why do things get dumber when they get bigger? Increase the giant's height and reduce their intelligence one level. If the giant has spell-like abilities, remove them. Huge giants get a trample attack (damage equal to their strike damage) and giants that go beyond huge gain a stomp attack (per the *stomp* spell).

7. **Builder:** Giant has the abilities of an NPC engineer, as well as the tools and a giant ox or draft horse to help him work.

8. **Breath Weapon:** The giant can exhale an appropriate breath weapon in a cone 30' long and 10' wide at the base. Frost giants inflict 3d6 points of cold damage, fire giants 3d6 points of fire damage, storm giants 4d6 and cloud giants 3d6 points of electricity damage and hill and stone giants blow a powerful *gust of wind* as the spell of the same name.

9. **Centaur:** The giant has the lower body of a giant animal, gaining any appropriate attacks (claws, for example) and the trample ability (damage equal to strike damage).

10. **Chariot:** The giant drives a chariot drawn by a pair of giant animals (see "bestial" above for ideas).



11. Class: Giant has the abilities of a character class with a level equal to half its hit dice. Hill giants make good barbarians, stone giants rangers, frost giants bards, fire giants fighters, cloud giants magic-users and storm giants druids, but you can use any class you desire for the giant.

12. Claws: The giant gains 2 claw attacks that deal 2d4 point of damage if large or 2d6 points of damage if huge.

13. Drunk: The giant is drunk 90% of the time. When drunk, he loses 2 points of AC and suffers a -2 penalty to attack, but ignores half of all physical damage inflicted on him. When he misses in melee combat, he must pass a saving throw or fall prone. Anyone who might be flattened must pass their own saving throw or suffer 2d6 points of damage.

14. Elemental: The giant is kin to elementals; use the elemental template in *Blood & Treasure*. Storm giants are probably kin to air or water elementals, cloud giants to air elementals, fire giants to fire elementals, frost giants to air or water elementals and stone and hill giants to earth elementals.

15. Evil Eye: The giant can curse with its gaze, this having the equivalent effect of a *bestow curse* spell.

16. Godson/Goddaughter: The giant has the half-fiend or half-celestial template because mommy or daddy is divine!

17. Hideously Ugly: The giant is so ugly that those who see it must pass a saving throw or be frightened.

18. Knightly: Like the Russian *bogatyr*s of old, the giant is in platemail, carries a giant sword and lance, and rides a warhorse sized for him or her. Giant knights might have the abilities of a fighter, paladin or chevalier (see *Esoterica Exhumed*) of a level equal to half their hit dice if the referee so desires. The giant is more civilized than most of its kin.

19. Magic Resistance: The giant enjoys magic resistance equal to half their Hit Dice x 5%.

20. Man-Eater: The giant gains the swallow whole ability against creatures two or more sizes smaller.

21. Pet-Lover: The giant is accompanied by a dragon, magical beast or dinosaur that is appropriate to its home environment.

22. Primitive: The giant is more primitive than its kin. It wears a giant animal pelt (AC +1) carries a giant club. Its strength gives it a +2 bonus to attack and damage. Note that hill giants are pretty primitive to begin with, so primitive hill giants wear no armor and fight with their fists.

23. Sage: The giant has the abilities of an NPC sage.

24. Size-Changer: The giant can change size once per day, per the *reduce person* or *enlarge person* spells.

25. Shape-Changer: The giant can *polymorph self* once per day.

26. Smoker: The giant smokes a large clay pipe and can exhale the equivalent of a *fog cloud* once per day. Creatures in the smoke must pass a saving throw vs. poison or start choking.

27. Sun-Hater: The giant turns to stone in daylight, but it also regenerates as a troll.

28. Trickster: Like old Utgard-Loki, the giant has natural illusionist abilities. Allow them to cast illusion spells of a level equal to their Hit Dice. They can cast two spells of each level to which they have access per day.

29. Two-Headed: The giant has the special abilities of an ettin.

30. Tusks or Horns: The giant has a gore attack for 2d6 points of damage if large and 2d8 points of damage if huge.

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# TWISTS OF FATE

When you delve into heroic fiction from the days of the ancient Greeks, Romans and Norsemen, it is hard to avoid the concept of fate. The Fates and Norns measured out the days of a person's life and cut the string when it was time for them to die. A person's control over their life was illusory at best.

If you are running a game set in ancient or medieval times, you might want to inject the concept of fate into your game. While you probably do not want to use fate as a way of arbitrarily cutting a character's life short, you can use it as a way to determine whether a character is beloved or cursed by the gods.

A character's fate must be determined in each adventure. First, determine the alignment of the deity that is looking down on the player characters that day by rolling d6 for the basic alignment, or an additional d6 for an advanced alignment.

Roll	Alignment	1-2	3-4	5-6
1-2	Lawful	LG	NG	CG
3-4	Neutral	LN	N	CN
5-6	Chaotic	LE	NE	CE

If you are using a specific pantheon of deities in your game, you can make a determination, based on the deity's alignment, of which specific deity is interested in the adventurers.

## Loved or Cursed by the Gods

The next step is to determine a character's fate for the current adventure by rolling 3d6. If the character is the same alignment as the deity looking down on him, he enjoys a +2 bonus to this dice roll. If they are from the opposite alignment, they suffer a -2 penalty to this dice roll. The effect of this roll lasts for the entire adventure. The referee can determine what this means precisely – it could be the current delve into a dungeon, or all delves into a dungeon or the entirety of a specific quest.

Roll	Misfortune Points	Fortune Points
1-2	4	-
3-6	2	-
7-12	-	-
13-16	-	2
17+	-	4

## Misfortune Points

Whenever a character with misfortune points performs an action that involves a d20 roll, they subtract 1 from their roll if they are trying to roll high, or add 1 to their roll if they are trying to roll low. This removes one of their misfortune points. A misfortune point is also removed if the character does something pleasing to the deity that has cursed them.

## Fortune Points

Whenever a character with fortune points performs an action that involves a d20 roll, they add 1 to their roll if they are trying to roll high, or subtract 1 from their roll if they are trying to roll low. This removes one of their fortune points. A fortune point is also removed if the character does something displeasing to the deity that has cursed them.

## Spells of Fate

If you are using this fate system, you might also want to add a couple new spells to your game.

### Read Signs

Level: Cleric 1, Druid 1, Magic-User 1  
Duration: Instantaneous

You know the alignment or identity of the deity that is watching over the characters during this adventure.

### Tell Fortune

Level: Cleric 1, Druid 1, Magic-User 1  
Range: 5 feet  
Duration: Instantaneous

You can tell the subject's fortune; i.e. how many fortune or misfortune points they have.

### Warp Fortune

Level: Magic-User 2  
Duration: Instantaneous

You transfer a misfortune or fortune point from one character to another. A misfortune point cancels out a fortune point, and vice versa. A magic-user that does this suffers a -2 penalty to his or her next fate roll – the gods do not like defiance.

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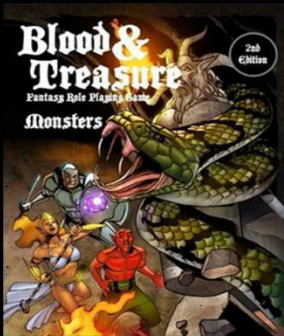
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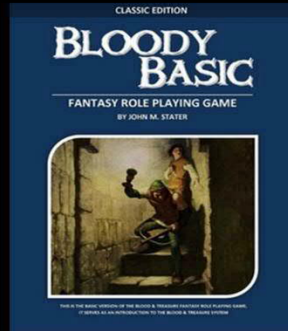
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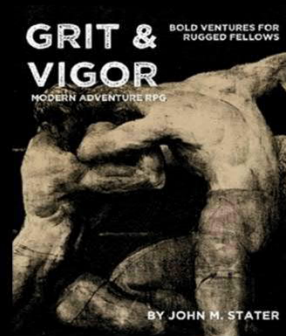
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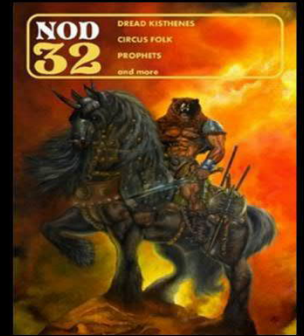
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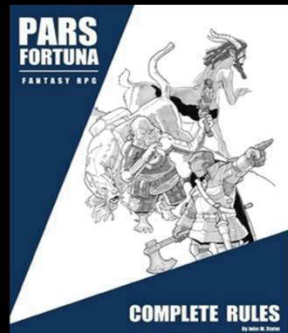
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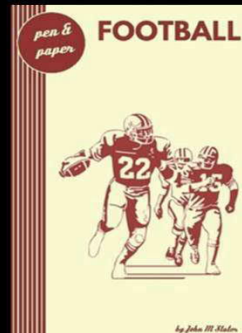
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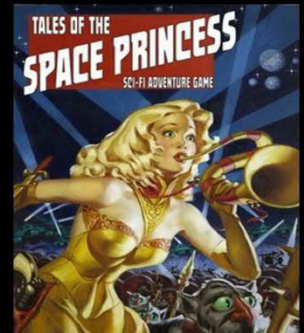
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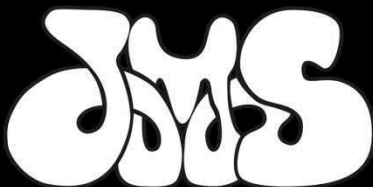


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